SHINSHŌ

+25 pts
Unique



Sp	Df	Wp	Ar
7	5	7	7

Many Tailed: After this unit is deployed, it gains two Inspired Tokens.

Duelist's Blade (6 v Df | 2"): Strength 3, Accurate, Piercing.

Kitsunetsuki (7 v Wp | 8"): Target enemy Squad Fireteam must take an Action chosen by this unit. The target is treated as a Fireteam in this Company (instead of the opposing Company) until after the Action is resolved (including Cheating and using Tokens).

Ta	
3	Fireteam (40mm), Commander, Champion

SHINSHŌ

Sp	Df	Wp	Ar
7	5	8	7

Fleet of Foot: When this unit spends an Inspired Token in a duel, it may add any suit to its final duel total instead of +2 AV.

Duelist's Blade (6 v Df | 2"): Strength 3, Accurate, Piercing.

Cleave Through: This Action immediately loses Accurate.

Kitsunetsuki (8 v Wp | 8"): Target enemy Squad Fireteam must take an Action chosen by this unit. The target is treated as a Fireteam in this Company (instead of the opposing Company) until after the action is resolved (including Cheating and using Tokens).

Sap Wisdom: The opposing Company must discard a Tactics Token, if able.

Beckoning Call: Immediately move only the target Fireteam up to its **Sp** in inches in any direction.

Ta	
3	Fireteam (40mm), Commander, Champion