SAMURAI

10 9



SP	DF	WP	AR
5	5	5	9

Fearless: This unit cannot gain Shaken or Pinned Tokens.

Warriors of the Kingdom: At the start of each Turn, this unit gains an Inspired Token.

Daito (6 v Df | 2"): Strength 2. If this Action targets a Fireteam with **Ar** greater than 7, the target is treated as having **Ar** 7 instead.

Shoulder Gatling (6 v Df | 16"): Strength 3.

Rake with Gunfire: Take this Action again against a different Fireteam in the target's unit.

Fireteam (80mm | 3x30mm), Squad (3)

SAMURAI

SP	DF	WP	AR
8	5	5	9

Fearless: This unit cannot gain Shaken or Pinned Tokens.

Warriors of the Kingdom: At the start of each Turn, this unit gains an Inspired Token.

Reading the Wind: When a Fireteam in this unit takes an Action, it flip two cards for its duel instead of one. It chooses one and discards any other(s).

Daito (6 v Df | 2"): Strength 2. If this Action targets a Fireteam with **Ar** greater than 7, the target is treated as having **Ar** 7 instead.

Harvest Chi: Immediately increase the Strength of this Action by +1 for every Inspired Token on this unit (to a maximum of +2).

Shoulder Gatling (6 v Df | 16"): Strength 3.

Rake with Gunfire: Take this Action again against a different Fireteam in the target's unit.

Fireteam (80mm | 3x30mm), Squad (3)