



Ignition:core

Oni Freelance Armored Fireteam
Data-cards



Updates

- 18 November 2020. Updated Hit Location Chart on Tengu and Oni datacards.
- 29 November 2020. Corrected erroneous data on Tengu hit location chart. "1-2: Miss" Changed to 1: Miss.
- 30 November 2020. Added 'Muzzle Thump' to Standard Issue Wargear, Oni Warlord Class Mech and Tengu Support Class Mech.
- 25 February 2021. Changed 'Egress' on the Tenshi Dropship to read as follows: **Egress: (Special Rule)** During the reinforcement phase this model may be removed from play and then returned to play in the same manner as any models destroyed during the battle round.
- 28 April 2021: Added 'Hero' keyword to quick reference chart.
- 12 May 2021: reduced range of **Hiryu Grenade Launcher** to 16 in order to improve faction balance. Added **Daimyo Oni Relic Warlord Class Mech**
- 22 June 2021: added the **Yokai Scout Sniper** Hero to the **Oni Datacards**. Added the following text to the Yokai Scout Sniper's **Stealth Cloak** ability: 'This does not stack with the **Torinoko Smoke Grenades** Tactical Ability.'
- 11 July 2021: add the highlighted verbiage to the Torinoko Smoke Grenades in order to balance the ability: **Torinoko Smoke Grenades: (Tactical Ability)** This model may spend (1) **Ammo** from its **Grenade Launcher** to place a **Smoke Token** in a square within **Range** and **LoS** of the **Grenade Launcher**. **Hostile** models suffer (-1) to all dice rolls for attacks that draw **LOS** through squares adjacent to or occupied by **Smoke Token** **provided that the target model is not on or adjacent to the square occupied by the Smoke Token**. **Smoke Token** is removed after the **Activation Phase**.
- 18 September 2021: Added **Strike-ThroughX** to Keywords. Added **Strike-Through1** to '**Kagu-Tsuchi**' **Tetsubo Carronade Melee** profile. Added the following to 'Tetsubo Carronade': **Crushing-Gale: (2) Grenades** (Reaction) When this model makes a **Burst Roll** or a **Hit Roll** with this **Attack** it may use this ability to re-roll any dice for that **Attack** roll. -and- '**Crushing Gale**' is declared after a Burst or Hit roll is made. If used, this model must spend (2) grenades for the Hit Roll or the Burst Roll it wishes to re-roll. This model must expend the (2) Grenades for each Hit Roll and each Burst Roll for which it makes any re-rolls.
- 6 January 2022: modified Yokai Scout Sniper **STEALTH CLOAK** to read: "**Stealth Cloak: (Passive)** All attacks made against this model reduce range by half, rounding up."
- 6 January 2022: Adjusted **BURST ROLL** chart for Shinigami Sniper Rifle. Removed "Advanced Targeting" from Shinigami Sniper Rifle.
- 26 July 2022: Added "**Sever Eden Link**" **ability** to Pilot data-cards. Removed "**Escape and Evade**" **tactical ability** from Pilot data-cards
- 18 October 2022: Changed the highlighted text on the Kenshi Support Mechs to allow them to protect all friendly models (previous version of this ability only allowed them to protect **Warlord Mech** or **Pilot**): **Bodyguard: (Ability)** Any time a **Friendly Model** is attacked while it is within (3) squares of this model, this model can be placed in any square **adjacent** to the **Defending Model** as close as possible to, and in **LOS** of the **Attacking Model** following normal rules for model placement. This model suffers the attack instead of the **Defending Model**.
- 30 November 2022: Added additional text to 'Strike-ThroughX' to clarify the rule: **This can include a square previously occupied by the Target, provided that the Target was Destroyed by this attack.**
- 18 March 2023: **Scout Sniper** is updated from **Hero** to **Infantry** along with relevant changes to abilities and stats.

Oni Faction Keywords

AdvantageX: When a model makes a roll with **AdvantageX** it rolls a number of dice equal to the value of X. Once the roll is made, the controlling player discards a number of dice equal to the value of X of their choosing, and then resolves the roll.

Anti-Personnel: This weapon may gain +1 to any HIT roll results when resolving D8 results against Infantry and Pilot models.

BlastX: This weapon may target any square within range and LoS of the attacking model. Each model within X squares of this square (regardless of LoS) suffers the respective number of HIT rolls from the Burst Roll chart when resolving the attack.

ChainX: When an attack generates **ChainX**, the attacking model rolls additional **Burst D10 dice** equal to the value of X. The secondary **D10** roll does not consume ammo and cannot generate further results of **ChainX**.

Crit/CritX: Abbreviation for Critical Hit/Critical Hits. Anytime a Crit is generated during an attack, an additional (D8) HIT result is generated against the Defending Model, however this result is automatically an (8) result and cannot be modified. (do not roll the D8). In the case of CritX several additional (D8) HIT results are generated against the Defending Model equal to the number of X.

Destroyed: A model that is destroyed is removed from the board.

EDEN Link: When this model enters play, friendly **Pilot** model can enter play in the cockpit unless the **Pilot** was already in play on the battlefield. If this model is destroyed while the **Pilot** is in the cockpit, the **Pilot** is placed on the battlefield within (3) squares of this model before it is removed from play. During activation, an embarked **Pilot** can make a **Dismount (Action)** to be placed on the board in a square adjacent to this model. A friendly pilot can make an **Embark (Action)** to enter the cockpit while adjacent to this model. **Dismount** and **Embark** actions cannot both be performed during the same activation. The **Pilot** can activate this model while disembarked, but each action costs an additional **Action Point**, and the **Pilot** must spend (2) **Movement Points** to move this model one square.

Flying: Models with this keyword may move over terrain as if it was not there, provided they have enough movement points to end their movement completely past the terrain feature. (IE they may not finish their movement on a square occupied by terrain.)

Hero: This model may activate during any initiative step of its controlling player. Further this model can claim objectives as if it were **Infantry**.

Mobile Turret: If this model moves (3) squares or less during an activation it may make (1) free shooting action.

PushX: When an attack generates a "Push" the player controlling the Attacking Model can move the Defending model a number of squares equal to (X) following the normal rules for movement. Multiple push results stack. (E.G. the attacking model generates a Push1 and Push2 result on an attack. The controlling player can move the defending model 3 squares in any direction.

Strike-ThroughX: If this attack deals any **Damage**, the controlling player may place the **Attacking Model** in any square that's within X squares of the **Target**. This can include a square previously occupied by the **Target**, provided that the **Target** was **Destroyed** by this attack.

Transport: An adjacent **Infantry** or **Pilot** model can **Embark** this model by spending (2) movement points. An **Embarked Infantry** or **Pilot** model can **Disembark** this model by spending (3) movement points to be placed in any square adjacent to this model.

When this model enters play (during deployment or the reinforcement phase) any **Infantry** or **Pilot** models out of play may enter play **Embarked** on this model.

ONI

HEAD [HP: 3] [OHP]: -1 to all rolls

(R)ARM [HP: 3] [OHP]: -1 to rolls for gear equipped to this arm

(R)LEG [HP: 3] [OHP]: -1 Movement

TORSO [HP: 6] [OHP]: Destroyed

(L)ARM [HP: 3] [OHP]: -1 to rolls for gear equipped to this arm

(L)LEG [HP: 3] [OHP]: -1 Movement

AMMO: RAIJIN BEAM RIFLE [HP: 3]

'Raijin' Beam Rifle
 Range: 25
 Rate of fire: 1-3
 Damage: 3
 Ammo: 18

Burst Roll
 0: 0
 1-3: 1D8
 4-6: 2D8
 7-8: 3D8
 9: 3D8 + Crit1

Muzzle Thump
 Range: 2
 Rate of fire: 1
 Damage: 1
 Ammo: Unlimited

Burst Roll
 0-2: 0
 3-7: 1D8 + Push1
 8: 2D8 + Push2
 9: 2D8 + Push3 + Crit

Out of ammo and desperate, the mech slams the muzzle of its empty weapon into its opponent

Mobile Turret: If this model moves (3) squares or less during an activation it may make (1) free shooting action.

Hit Roll Chart*

<p>8: Attacker's choice</p> <p>7: Head</p> <p>4-6: Torso</p> <p>2-3: Defender's choice</p> <p>1: Miss</p>	<p>*This model uses the Pilot's Movement & Action Points.</p>
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*Hits allocated to a location already at zero HP become 8s

Keywords: EDEN Link, Mobile Turret

ONI

HEAD [0HP]: -1 to all rolls

(R)ARM [0HP]: -1 to rolls for gear equipped to this arm

(R)LEG [0HP]: -1 Movement

TORSO [0HP]: Destroyed

(L)ARM [0HP]: -1 to rolls for gear equipped to this arm

(L)LEG [0HP]: -1 Movement

AMMO: FUJIN GATLING GUN

Mobile Turret: If this model moves (3) squares or less during an activation it may make (1) free shooting action.

Hit Roll Chart*

8: Attacker's choice
7: Head
4-6: Torso
2-3: Defender's choice
1: Miss

*Hits allocated to a location already at zero HP become 8s

Keywords: EDEN Link, Mobile Turret

'Fujin' Gatling Gun

Range: 20
Rate of fire: 2-6
Damage: 1
Ammo: 27

Burst Roll

0: 0
1-2: 1D8
3-4: 2D8
5-6: 3D8
7-8: 4D8
9: 5D8 + Crit

Muzzle Thump

Range: 2
Rate of fire: 1
Damage: 1
Ammo: Unlimited

Burst Roll

0-2: 0
3-7: 1D8 + Push1
8: 2D8 + Push2
9: 2D8 + Push3 + Crit

Out of ammo and desperate, the mech slams the muzzle of its empty weapon into its opponent

DAIMYO ONI

HEAD [OHP]: -1 to all rolls

(R)ARM [OHP]: -1 to rolls for gear equipped to this arm

(L)ARM [OHP]: -1 to rolls for gear equipped to this arm

(R)LEG [OHP]: -1 Movement

(L)LEG [OHP]: -1 Movement

TORSO [OHP]: Destroyed

AMMO: FALLING STAR

AMMO: FIRE PETALS

Descending Cranes: **(Reaction)** When this model suffers a **HIT roll** to the **Torso**, spend (1) **'Fire-Petal' Grenade** to instead allocate this **HIT roll** to **HIT location of Defender's choice**. This cannot be used on **Torso Hits** gained due to a **Hit Roll of "Attacker's choice"**.

Divine Wind (2 Grenades): **(Tactical Ability)** immediately move this model and any **Kenshi models** up to (4) squares in a straight line.

Hit Roll Chart*

8:Attacker's choice
7:Head
4-6:Torso
2-3:Defender's choice
1: Miss

*This model uses the **Pilot's Movement & Action Points**.

*Hits allocated to a location already at zero HP become 8s

Keywords: EDEN Link

'Kagu-Tsuchi'
Tetsubo Carronade

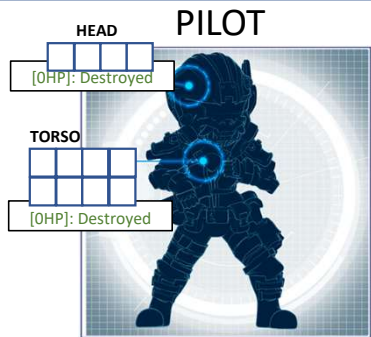
Rising Dragon (Melee)
Burst Roll
0: 0
1-3: 1D8
4-6: 2D8 + Push
7-8: 3D8 + Push + Crit
9: 3D8 + Push2 + Crit2

Range: 3
Rate of fire: 2
Damage: 3
Ammo: Unlimited
Strike-Through1

Crushing-Gale: (2) Grenades **(Reaction)** When this model makes a **Burst Roll** or a **Hit Roll** with this **Attack** it may use this ability to re-roll any dice for that **Attack** roll

Falling Star (Ranged)
Burst Roll
0: 0
1-3: 1D8
4-6: 2D8
7-8: 3D8 + Push
9: 3D8 + Push + Crit

Range: 12
Rate of fire:1
Damage: 3
Ammo: 3
Keyword: Blast2



AMMO:

Houroku-hiya Concussion Grenade



Sever Eden Link: **(Ability)** If this unit's **Warlord Class Mech** is destroyed, but this unit is still in play during the **Reinforcement Phase**, the controlling player may replace this unit with a **Kyodai Infantry** model that was destroyed this turn, then deploy the **Warlord Class Mech** with a new Pilot embarked. If no **Kyodai Infantry** model is available, the controlling player may **Destroy** this model instead, awarding the opponent player any respective victory points for a destroyed Pilot.

Hit Roll Chart

8: Head
6-7: Torso
1-5: Miss

Movement: 6
Actions: 3

Houroku-hiya Concussion Grenade

Range: 8
Rate of fire:1
Damage: 1
Ammo: 3

Burst Roll

0: 0
1-5: 1D8 + Push1
6-7: 1D8 + Push2
8: 2D8 + Push2 + Crit
9: 3D8 + Push3 + Crit2
Special rule: **Blast2**

Kyodai Sword

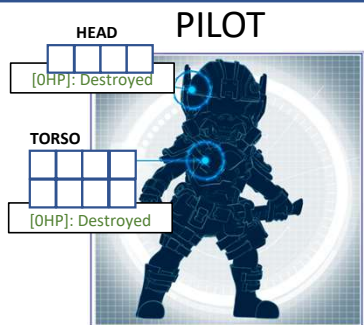
Range: 2
Rate of fire:1-2
Damage: 2
Ammo: Unlimited

Burst Roll

0: 0
1-5: 1D8
6-7: 2D8
8: 2D8 + Crit1
9: 2D8 + Crit2

Anti-Personnel: This weapon may gain +1 to any HIT roll results when resolving D8 results against Infantry and Pilot models.

Strike-Through2



AMMO:

Houroku-hiya Concussion Grenade



Sever Eden Link: **(Ability)** If this unit's **Warlord Class Mech** is destroyed, but this unit is still in play during the **Reinforcement Phase**, the controlling player may replace this unit with a **Kyodai Infantry** model that was destroyed this turn, then deploy the **Warlord Class Mech** with a new Pilot embarked. If no **Kyodai Infantry** model is available, the controlling player may **Destroy** this model instead, awarding the opponent player any respective victory points for a destroyed Pilot.

Hit Roll Chart

8: Head
6-7: Torso
1-5: Miss

Movement: 6

Actions: 3

Houroku-hiya Concussion Grenade

Range: 8
Rate of fire:1
Damage: 1
Ammo: 3

Burst Roll
0: 0
1-5: 1D8 + Push1
6-7: 1D8 + Push2
8: 2D8 + Push2 + Crit
9: 3D8 + Push3 + Crit2
Special rule: **Blast2**

Kyodai Sword
Range: 2
Rate of fire:1-2
Damage: 2
Ammo: Unlimited

Burst Roll
0: 0
1-5: 1D8
6-7: 2D8
8: 2D8 + Crit1
9: 2D8 + Crit2

Anti-Personnel: This weapon may gain +1 to any HIT roll results when resolving D8 results against Infantry and Pilot models.

Strike-Through2

TENGU

HEAD [2x2 grid] [OHP]: -1 to all rolls

TORSO [2x2 grid] [OHP]: Destroyed

(R)ARM [2x2 grid] [OHP]: -1 to rolls for gear equipped to this arm

(L)ARM [2x2 grid] [OHP]: -1 to rolls for gear equipped to this arm

(R)LEG [2x2 grid] [OHP]: -1 Movement

(L)LEG [2x2 grid] [OHP]: -1 Movement

AMMO: HIRYU GRENADE LAUNCHER

[2x2 grid]

Fire and Fade: **(Tactical Ability)** This unit may forego its **activation** to gain an **Aim Token**.

At any time during the **Activation Phase** discard this to instantly make a free **Shooting** action followed by a free **movement** action

Hit Roll Chart*

8:Attacker's choice

7:Head

5-6:Torso

2-4:Defender's choice

1: Miss

*Hits allocated to a location already at zero HP become 8s

Keywords: Flying

Movement: 9

Actions: 2

Hiryu Grenade Launcher

Range: 16

Rate of fire:1-2

Damage: 2

Ammo: 6

Burst Roll

0: 0

1-5: 1D8

6-7: 2D8

8: 3D8 + Push1

9: 3D8 +Push1 + Crit1

Keyword: Blast2

Muzzle Thump

Range: 2

Rate of fire:1

Damage: 1

Ammo: Unlimited

Burst Roll

0-2: 0

3-7: 1D8 + Push1

8: 2D8 + Push2

9: 2D8 + Push3 + Crit

Out of ammo and desperate, the mech slams the muzzle of its empty weapon into its opponent

TENGU

HEAD [2x2] [OHP]: -1 to all rolls

TORSO [2x4] [OHP]: Destroyed

(R)ARM [2x2] [OHP]: -1 to rolls for gear equipped to this arm

(L)ARM [2x2] [OHP]: -1 to rolls for gear equipped to this arm

(R)LEG [2x2] [OHP]: -1 Movement

(L)LEG [2x2] [OHP]: -1 Movement

AMMO: HIRYU GRENADE LAUNCHER

[2x2]

Fire and Fade: **(Tactical Ability)** This unit may forego its **activation** to gain an **Aim Token**.

At any time during the **Activation Phase** discard this to instantly make a free **Shooting** action followed by a free **movement** action

Hit Roll Chart*

8:Attacker's choice

7:Head

5-6:Torso

2-4:Defender's choice

1: Miss

*Hits allocated to a location already at zero HP become 8s

Keywords: Flying

Movement: 9

Actions: 2

Hiryu Grenade Launcher

Range: 16

Rate of fire:1-2

Damage: 2

Ammo: 6

Burst Roll

0: 0

1-5: 1D8

6-7: 2D8

8: 3D8 + Push1

9: 3D8 +Push1 + Crit1

Keyword: Blast2

Muzzle Thump

Range: 2

Rate of fire:1

Damage: 1

Ammo: Unlimited

Burst Roll

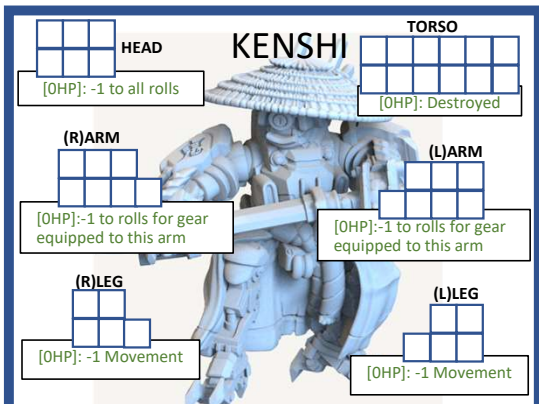
0-2: 0

3-7: 1D8 + Push1

8: 2D8 + Push2

9: 2D8 + Push3 + Crit

Out of ammo and desperate, the mech slams the muzzle of its empty weapon into its opponent



Warrior's Focus: **(Tactical Ability)** This model may select one of the following: **Regain (2) HP on (3) HIT Locations (may be used on same HIT location)**

OR
Gain Advantage1 on all attacks this battle round.

Bodyguard: **(Ability)** Any time a **Friendly Model** is attacked while it is within (3) squares of this model, this model can be placed in any square **adjacent** to the **Defending Model** as close as possible to, and in **LOS** of the **Attacking Model** following normal rules for model placement. This model suffers the attack instead of the **Defending Model**.

Hit Roll Chart*
8:Attacker's choice
7:Head
5-6:Torso
3-4:Defender's choice
1-2: Miss

Movement: 7
Actions: 2

*Hits allocated to a location already at zero HP become 8s

Muramasa

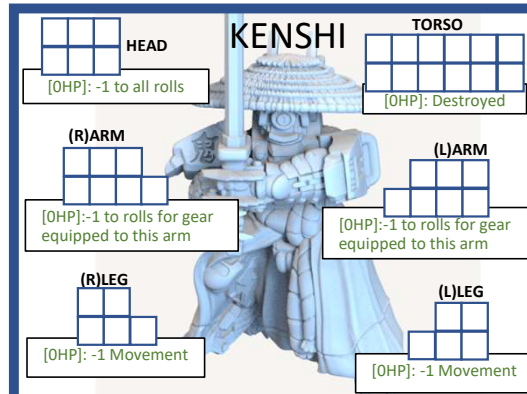
Range: 3
Rate of fire: 2
Damage: 2
Ammo: Unlimited

Burst Roll

0: 0
1-3: 1D8
4-5: 2D8
6-8: 2D8 + Crit + Chain
9: 2D8 + Crit2 + Chain2

Special Rule: **Strike-Through2**

Blade Deflect: Each time a model equipped with this weapon suffers a **HIT**, roll a **D10**. On a result of **8 or 9**, that **HIT Roll D8** is negated.



Warrior's Focus: **Tactical Ability** This model may select one of the following: **Regain (2) HP on (3) HIT Locations (may be used on same HIT location)**

OR

Gain Advantage¹ on all attacks this battle round.

Bodyguard: **Ability** Any time a **Friendly Model** is attacked while it is within (3) squares of this model, this model can be placed in any square **adjacent** to the **Defending Model** as close as possible to, and in **LOS** of the **Attacking Model** following normal rules for model placement. This model suffers the attack instead of the **Defending Model**.

Hit Roll Chart*

8:Attacker's choice
7:Head
5-6:Torso
3-4:Defender's choice
1-2: Miss

Movement: 7
Actions: 2

*Hits allocated to a location already at zero HP become 8s

Muramasa

Range: 3
Rate of fire: 2
Damage: 2
Ammo: Unlimited

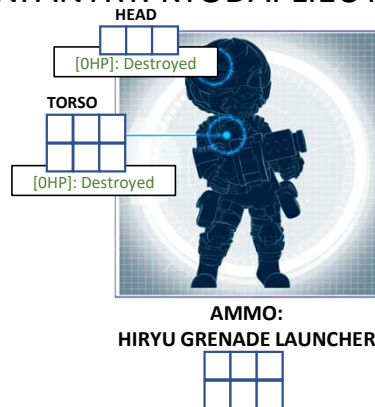
Burst Roll

0: 0
1-3: 1D8
4-5: 2D8
6-8: 2D8 + Crit + Chain
9: 2D8 + Crit² + Chain²

Special Rule: **Strike-Through²**

Blade Deflect: Each time a model equipped with this weapon suffers a **HIT**, roll a **D10**. On a result of **8 or 9**, that **HIT Roll D8** is negated.

INFANTRY: KYODAI LIEUTENANT



Torinoko Smoke Grenades: **Tactical Ability** This model may spend (1) **Ammo** from its **Grenade Launcher** to place a **Smoke Token** in a square within **Range** and **LoS** of the **Grenade Launcher**. **Hostile** models suffer (-1) to all dice rolls for attacks that draw **LOS** through squares adjacent to or occupied by **Smoke Token** provided that the **target** model is **not** on or adjacent to the square occupied by the **Smoke Token**. **Smoke Token** is removed after the **Activation Phase**.

Keywords: Infantry, Team Leader

Hit Roll Chart

8: Head
6-7: Torso
1-5: Miss

Movement: 6

Actions: 2

Hiryu Grenade Launcher

Range: 16
Rate of fire: 1-2
Damage: 2
Ammo: 6

Burst Roll
0: 0
1-5: 1D8
6-7: 2D8
8: 3D8 + Push1
9: 3D8 + Push1 + Crit1
Keyword: Blast2

Kvodai Sword
Range: 2
Rate of fire: 1-2
Damage: 2
Ammo: Unlimited

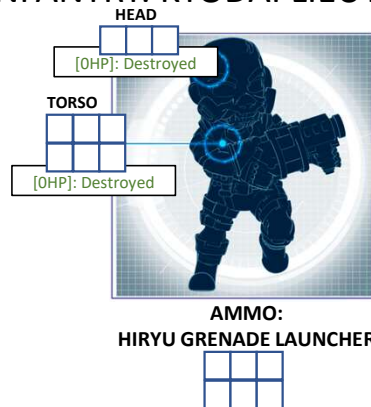
Burst Roll
0: 0
1-5: 1D8
6-7: 2D8
8: 2D8 + Crit1
9: 2D8 + Crit2

Anti-Personnel: This weapon may gain +1 to any HIT roll results when resolving D8 results against Infantry and Pilot models.

Strike-Through2

Team Leader: Only one model in an Armored Fireteam can have the **Team Leader** keyword

INFANTRY: KYODAI LIEUTENANT



Torinoko Smoke Grenades: **Tactical Ability** This model may spend (1) **Ammo** from its **Grenade Launcher** to place a **Smoke Token** in a square within **Range** and **LoS** of the **Grenade Launcher**. **Hostile** models suffer (-1) to all dice rolls for attacks that draw **LOS** through squares adjacent to or occupied by **Smoke Token** provided that the **target** model is **not** on or adjacent to the square occupied by the **Smoke Token**. **Smoke Token** is removed after the **Activation Phase**.

Keywords: Infantry, Team Leader

Hit Roll Chart

8: Head
6-7: Torso
1-5: Miss

Movement: 6
Actions: 2

Hiryu Grenade Launcher

Range: 16
Rate of fire: 1-2
Damage: 2
Ammo: 6

Burst Roll
0: 0
1-5: 1D8
6-7: 2D8
8: 3D8 + Push1
9: 3D8 + Push1 + Crit1
Keyword: Blast2

Kvodai Sword

Range: 2
Rate of fire: 1-2
Damage: 2
Ammo: Unlimited

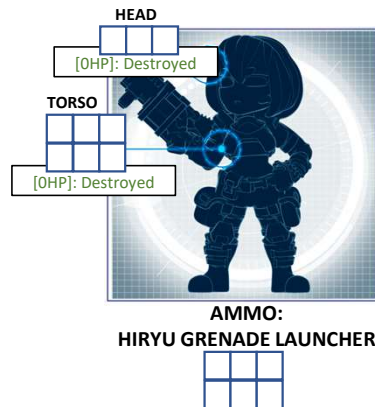
Burst Roll
0: 0
1-5: 1D8
6-7: 2D8
8: 2D8 + Crit1
9: 2D8 + Crit2

Anti-Personnel: This weapon may gain +1 to any HIT roll results when resolving D8 results against Infantry and Pilot models.

Strike-Through2

Team Leader: Only one model in an Armored Fireteam can have the **Team Leader** keyword

INFANTRY: KYODAI



Torinoko Smoke Grenades: **Tactical Ability** This model may spend (1) **Ammo** from its **Grenade Launcher** to place a **Smoke Token** in a square within **Range** and **LoS** of the **Grenade Launcher**. **Hostile** models suffer (-1) to all dice rolls for attacks that draw **LOS** through squares adjacent to or occupied by **Smoke Token** provided that the **target** model **is not on or adjacent to** the square occupied by the **Smoke Token**. **Smoke Token** is removed after the **Activation Phase**.

Hit Roll Chart

8: Head
6-7: Torso
1-5: Miss

Movement: 6
Actions: 1

Hiryu Grenade Launcher

Range: 16
Rate of fire: 1-2
Damage: 2
Ammo: 6

Burst Roll
0: 0
1-5: 1D8
6-7: 2D8
8: 3D8 + Push1
9: 3D8 + Push1 + Crit1
Keyword: Blast2

Kvodai Sword

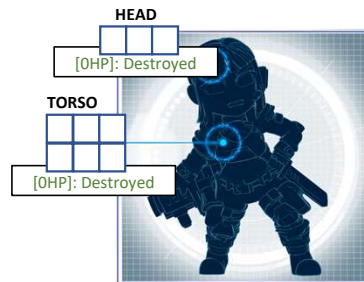
Range: 2
Rate of fire: 1-2
Damage: 2
Ammo: Unlimited

Burst Roll
0: 0
1-5: 1D8
6-7: 2D8
8: 2D8 + Crit1
9: 2D8 + Crit2

Anti-Personnel: This weapon may gain +1 to any HIT roll results when resolving D8 results against Infantry and Pilot models.

Strike-Through2

INFANTRY: KYODAI



AMMO:
HIRYU GRENADE LAUNCHER



Torinoko Smoke Grenades: **Tactical Ability** This model may spend (1) **Ammo** from its **Grenade Launcher** to place a **Smoke Token** in a square within **Range** and **LoS** of the **Grenade Launcher**. **Hostile** models suffer (-1) to all dice rolls for attacks that draw **LOS** through squares adjacent to or occupied by **Smoke Token** provided that the **target** model is **not on or adjacent to** the square occupied by the **Smoke Token**. **Smoke Token** is removed after the **Activation Phase**.

Hit Roll Chart

8: Head
6-7: Torso
1-5: Miss

Movement: 6
Actions: 1

Hiryu Grenade Launcher

Range: 16
Rate of fire: 1-2
Damage: 2
Ammo: 6

Burst Roll
0: 0
1-5: 1D8
6-7: 2D8
8: 3D8 + Push1
9: 3D8 + Push1 + Crit1
Keyword: Blast2

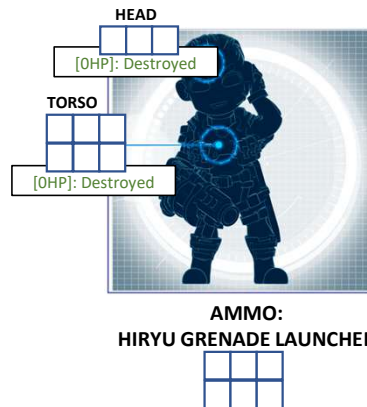
Kvodai Sword
Range: 2
Rate of fire: 1-2
Damage: 2
Ammo: Unlimited

Burst Roll
0: 0
1-5: 1D8
6-7: 2D8
8: 2D8 + Crit1
9: 2D8 + Crit2

Anti-Personnel: This weapon may gain +1 to any HIT roll results when resolving D8 results against Infantry and Pilot models.

Strike-Through2

INFANTRY: KYODAI



Torinoko Smoke Grenades: **Tactical Ability** This model may spend (1) **Ammo** from its **Grenade Launcher** to place a **Smoke Token** in a square within **Range** and **LoS** of the **Grenade Launcher**. **Hostile** models suffer (-1) to all dice rolls for attacks that draw **LOS** through squares adjacent to or occupied by **Smoke Token** provided that the **target** model is **not** on or adjacent to the square occupied by the **Smoke Token**. **Smoke Token** is removed after the **Activation Phase**.

Hit Roll Chart

8: Head
6-7: Torso
1-5: Miss

Movement: 6
Actions: 1

Hiryu Grenade Launcher

Range: 16
Rate of fire: 1-2
Damage: 2
Ammo: 6

Burst Roll
0: 0
1-5: 1D8
6-7: 2D8
8: 3D8 + Push1
9: 3D8 + Push1 + Crit1
Keyword: Blast2

Kvodai Sword

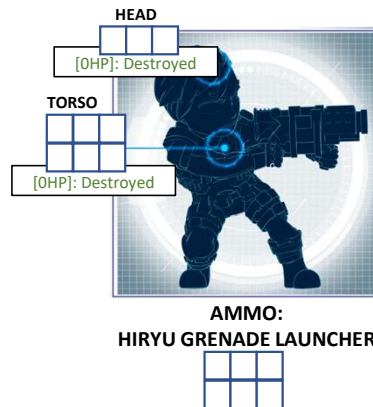
Range: 2
Rate of fire: 1-2
Damage: 2
Ammo: Unlimited

Burst Roll
0: 0
1-5: 1D8
6-7: 2D8
8: 2D8 + Crit1
9: 2D8 + Crit2

Anti-Personnel: This weapon may gain +1 to any HIT roll results when resolving D8 results against Infantry and Pilot models.

Strike-Through2

INFANTRY: KYODAI



Torinoko Smoke Grenades: **Tactical Ability** This model may spend (1) **Ammo** from its **Grenade Launcher** to place a **Smoke Token** in a square within **Range** and **LoS** of the **Grenade Launcher**. **Hostile** models suffer (-1) to all dice rolls for attacks that draw **LOS** through squares adjacent to or occupied by **Smoke Token** provided that the **target** model is **not on or adjacent to** the square occupied by the **Smoke Token**. **Smoke Token** is removed after the **Activation Phase**.

Hit Roll Chart

8: Head
6-7: Torso
1-5: Miss

Movement: 6
Actions: 1

Hiryu Grenade Launcher

Range: 16
Rate of fire: 1-2
Damage: 2
Ammo: 6

Burst Roll
0: 0
1-5: 1D8
6-7: 2D8
8: 3D8 + Push1
9: 3D8 + Push1 + Crit1
Keyword: Blast2

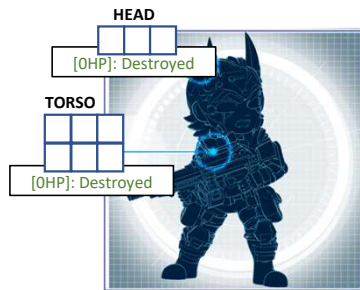
Kvodai Sword
Range: 2
Rate of fire: 1-2
Damage: 2
Ammo: Unlimited

Burst Roll
0: 0
1-5: 1D8
6-7: 2D8
8: 2D8 + Crit1
9: 2D8 + Crit2

Anti-Personnel: This weapon may gain +1 to any HIT roll results when resolving D8 results against Infantry and Pilot models.

Strike-Through2

INFANTRY: COMBAT SYNTH



AMMO:
Tanegashima
Light Machine Gun



Rapid Target Acquisition



Reiki Nano-Heal System: During the **reinforcement phase**, a model with this ability recovers 1hp to each hit location.

Hit Roll Chart

8: Head
6-7: Torso
1-5: Miss

Movement: 6
Actions: 1

Tanegashima Light Machine Gun

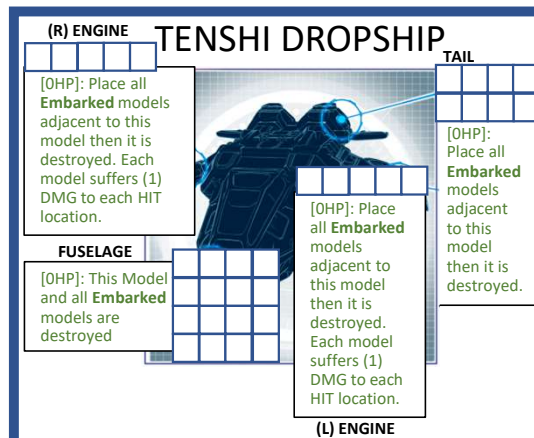
Range: 16
Rate of fire: 1-3
Damage: 1
Ammo: 8

Burst Roll
0: 0
1-4: 2D8
5-8: 3D8+Chain1
9: 3D8+Chain2+Crit

Rapid Target Acquisition: Three times per battle round, this weapon can make a free **Rate of Fire:1** shooting attack at any time during the **Activation Phase**. This ability cannot be used against the same model more than once per battle round.

Muzzle Thump
Range: 2
Rate of fire:1
Damage: 1
Ammo: Unlimited

Burst Roll
0-2: 0
3-7: 1D8 + Push1
8: 2D8 + Push2
9: 2D8 + Push3 + Crit



Resupply: (Action) A model within (2) Squares regains (4) Ammo on a weapon.

Boost: (Action) this model gains (+4) **Movement**.

Repair/Medic: (Action) A model within (2) Squares regains (4) HP on a single HIT location.

Egress: (Special Rule) During the reinforcement phase this model may be removed from play and then returned to play in the same manner as any models destroyed during the battle round.

Hit Roll Chart

8: Attacker's choice

+ Push1

7: Fuselage + Push1

6: Fuselage

5: Tail

4- Defenders choice

1-3: Miss

Movement: 10

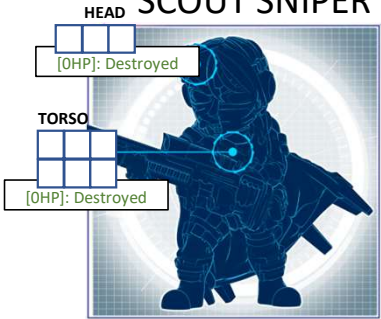
Actions: 2

Keywords Transport, Flying

Transport: An adjacent **Infantry** or **Pilot** model can **Embark** this model by spending (2) movement points. An **Embarked Infantry** or **Pilot** model can **Disembark** this model by spending (3) movement points to be placed in any square adjacent to this model.

When this model enters play (during deployment or the reinforcement phase) any **Infantry** or **Pilot** models out of play may enter play **Embarked** on this model.

SCOUT SNIPER



AMMO:
SHINIGAMI SNIPER RIFLE

□ □ □ □

Reload: **(Action)** This model regains (4) Ammo on Shinigami Sniper Rifle.

Stealth Cloak: **(Passive)** All attacks made against this model reduce range by half, rounding up.

Forward Deployed: This model may deploy/reinforce up to (5) squares away from its deployment zone

Keywords: Infantry

Hit Roll Chart

8: Head

6-7: Torso

1-5: Miss

Movement: 6

Actions: 1

Shinigami Sniper Rifle

Range: 40

Rate of fire: 1

Damage: 1

Ammo: 4

Burst Roll

0: 0

1-2: 1D8

3-5: 1D8 + Crit

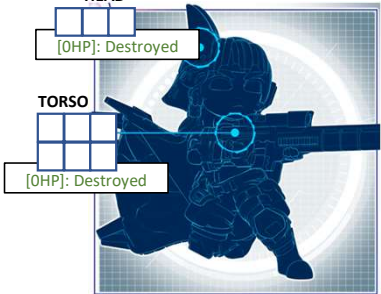
6-8: 2D8 + Crit

9: 3D8 + Crit2

Special rule: **Reactive Shot** Once per battle round, this weapon can make a free shooting attack at any time during the **Activation Phase**.

Anti-Personnel: This weapon may gain +1 to any HIT roll results when resolving D8 results against Infantry and Pilot models.

SCOUT SNIPER



AMMO:
SHINIGAMI SNIPER RIFLE

□ □ □ □

Reload: **(Action)** This model regains (4) Ammo on Shinigami Sniper Rifle.

Stealth Cloak: **(Passive)** All attacks made against this model reduce range by half, rounding up.

Forward Deployed: This model may deploy/reinforce up to (5) squares away from its deployment zone

Keywords: **Infantry**

Hit Roll Chart

8: Head

6-7: Torso

1-5: Miss

Movement: 6

Actions: 1

Shinigami Sniper Rifle

Range: 40

Rate of fire: 1

Damage: 1

Ammo: 4

Burst Roll

0: 0

1-2: 1D8

3-5: 1D8 + Crit

6-8: 2D8 + Crit

9: 3D8 + Crit2

Special rule: Reactive Shot Once per battle round, this weapon can make a free shooting attack at any time during the **Activation Phase**.

Anti-Personnel: This weapon may gain +1 to any HIT roll results when resolving D8 results against Infantry and Pilot models.