



## Mercury: Mishima Forces of War



by Michiru "HellFast" Ripplinger



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## KAMAKURA

### ASHIGARU

ASHIGARU	CC	RC	PW	LD	AC	W	ST	M V	A	S	CO
Ashigaru	6	6	6	9	3	1	7	3	7	2	17
LMG Specialist	6	6	6	9	3	1	7	3	7	2	20
Grenade Specialist	6	6	6	9	3	1	7	3	7	2	20
Ronin Leader	8	7	7	12	3	1	7	3	8	2	24

**Structure: SQUAD**

4-12 Models  
Up to 12 Ashigaru  
Up to 1 LMG Spec.  
Up to 1 Grenade Spec.  
Up to 1 Leader  
May include a maximum of 1 specialist for every 5 non-specialist models.

**Equipment:**

**Ashigaru:** Assault Rifle, Naginata  
**LMG-Specialist:** LMG  
**Grenade-Specialist:** Assault Rifle, Hand Grenades, Naginata  
**Leader:** 2 Katana, Assault Rifle

**Special Abilities:**

**Leader:** Tactical Sense, Enhanced Charge

**Special rules:**

none

### Ashigaru HMG Team

ASHIGARU	CC	RC	PW	LD	AC	W	ST	M	A	S
Crew (Ashigaru)	6	6	6	9	3	1	7	3	7	2

**Cost:** 52

**Crew:** Tactical Sense

**Structure: SQUAD**

2 Crew (Ashigaru)

**Equipment:**

**Crew:** Naginata (non-mounted version)  
1 Dragonfire

**Special Rules:**

You may not buy more Ashigaru HMG Teams than you have Ashigaru Squads. Apart from that the rules for the Ducal Militia HMG Team (Bauhaus FOW p71) apply.

**Special Abilities:**

### RONIN

RONIN	CC	RC	PW	LD	AC	W	ST	M V	A	S	CO
Ronin	8	7	7	10	3	1	7	3	8	2	22
HMG Specialist	8	7	7	10	3	1	7	3	8	2	27
GL Specialist	8	7	7	10	3	1	7	3	8	2	30
RL Specialist	8	7	7	10	3	1	7	3	8	2	50
Medic Specialist	8	7	7	10	3	1	7	3	8	2	23
Leader	9	8	8	12	3	1	7	3	8	2	24

**Structure: SQUAD**

4-12 Models  
Up to 12 Ronin  
Up to 1 HMG Spec.  
Up to 1 GL Spec.  
Up to 1 RL Specialist  
Up to 1 Medic Specialist  
Up to 1 Leader

May include a maximum of 1 specialist for every 5 non-specialist models.

**Equipment:**

**Ronin:** 2 Katana, Assault Rifle

**HMG Specialist:** 2 Katana, HMG

**GL Specialist:** 2 Katana, Grenade Launcher

**RL Specialist:** 2 Katana, Rocket Launcher

**Medic Specialist:** 2 Katana, Assault Rifle

**Leader:** 2 Katana, Shotgun

**Special Abilities:****Ronin:** Enhanced Charge**HMG Specialist:** Enhanced Charge**GL Specialist:** Enhanced Charge**RL Specialist:** Enhanced Charge**Medic Specialist:**

Enhanced Charge, Medic

**Leader:** Tactical Sense, Enhanced Charge**Special Rules:**

none

**Ronin Hero**

RONIN	CC	RC	P W	LD	AC	W	ST	M	A	S	CO
Ronin Hero	10	9	9	13	3	2	8	3	8	2	33

**Structure: INDIVIDUAL**

1 Ronin Hero

**Special Abilities:**

Enhanced Charge, Tactical Sense

**Equipment:**

2 Katana, Assault Rifle

**Special Rules:**

You may purchase Ronin Heroes just like any other individual as long as you have at least one Squad of Ronin in your army.

**Ronin Sniper**

RONIN	CC	RC	P W	LD	AC	W	ST	M	A	S	CO
Ronin Sniper	8	8	7	10	3	1	7	3	8	2	36

**Structure: INDIVIDUAL**

1 Ronin Sniper

**Special Abilities:**

Enhanced Charge, Sniper, Camouflage

**Equipment:**

2 Katana, Sniper Rifle

**Special Rules:**

You may purchase Ronin Snipers just like any other individual as long as you have at least one Squad of Ronin in your army.

**Ronin Mortar Team**

RONIN	CC	RC	PW	LD	AC	W	ST	M	A	S
Crew (Ronin)	8	7	7	10	3	1	7	3	8	2

**Cost:** 58**Structure: SQUAD**

2 Crew (Ronin)

**Special Abilities:****Crew:** Enhanced Charge, Tactical Sense**Equipment:****Crew:** 2 Katana

1 Ronin Mortar

**Special Rules:**

You may not buy more Ronin Mortar Teams than you have Ronin Squads. Apart from that the rules for the Hussar Mortar Team (Bauhaus FOW p73) apply.

**BUSHIDO SAMURAI**

BUSHIDO SAMURAI	CC	RC	PW	LD	AC	W	ST	M	A	S	CO
Bushido Samurai	9	6	7	11	3	1	8	3	8	2	18
FT Specialist	9	6	7	11	3	1	8	3	8	2	35
Leader	10	6	8	13	3	1	8	3	8	2	19

**Structure: SQUAD**

4-12 Models

Up to 12 Bushido Samurai

Up to 2 FT Specialists

Up to 1 Leader

May include a maximum of 1

Specialist for every 5

non-specialist model.

**Equipment:****Bushido Samurai:** 2

Katana

**FT Specialist:** 2 Katana,  
Light Flame-Thrower**Leader:** 2 Katana**Special Abilities:****Bushido Samurai:**Enhanced Charge, First  
Strike, 1 Extra CC Attack,  
High Morale +2**FT Specialist:** Enhanced  
Charge, First Strike, 1 Extra  
CC Attack, High Morale +2**Leader:** Enhanced Charge,  
First Strike, 1 Extra CC  
Attack, High Morale +2**Special Rules:** None**Bushido Samurai Hero**

BUSHIDO SAMURAI	CC	RC	P W	LD	AC	W	ST	M	A	S	CO
Bushido Samurai Hero	11	6	9	14	3	2	8	3	8	2	27

**Structure:** INDIVIDUAL

1 Bushido Samurai Hero

**Special Abilities:**Enhanced Charge, First Strike, 1 Extra CC  
Attack, High Morale +2**Equipment:**

2 Katana

**Special Rules:**You may purchase Bushido Samurai Heroes  
just like any other individual as long as you  
have at least one Squad of Bushido Samurai  
in your army.**Bushido Dragonrider**

BUSHIDO SAMURAI	CC	RC	PW	LD	AC	W	ST	M	A	S	CO
Bushido Dragonrider	9	6	7	11	3	1	8	6	9	4	44
Leader	10	6	8	13	3	1	8	6	9	4	45

**Structure:** SQUAD

3-6 Models

Up to 6 Bushido Dragonrider

Up to 1 Leader

**Equipment:****Bushido Dragonrider:** 2

Katana, Power Naginata

**Leader:** 2 Katana, Power  
Naginata**Special Abilities:****Bushido Dragonrider:**Enhanced Charge, First  
Strike, 1 Extra CC Attack,  
High Morale +2, Jungle  
Fighter**Leader:** Enhanced Charge,  
First Strike, 1 Extra CC  
Attack, High Morale +2,  
Jungle Fighter**Special Rules:**In CC the dragon attacks  
with the same modifiers as  
the rider. Damage is dam: 9.  
Bushido Dragonrider may  
not Dive for Cover or go  
Prone.**KAMIKAZE TROOP**

KAMIKAZE TROOP	CC	RC	P W	LD	AC	W	ST	M	A	S	CO
Kamikaze Soldier	5	6	6	8	3	1	6	3	6	2	14

**Structure:** SQUAD

4-8 Kamikaze Soldiers

High Morale +4

**Equipment:**

Explosive Charges, Tanto-Dagger

**Special Rules:**A Kamikaze Soldier can spend one action in  
order to use the Explosive Charges that are  
directly mounted to the body. The soldier dies  
(for Mishima) if he has successfully set of his

explosive charges. You cannot purchase one

(more) Tokugawa Squad (nor any individuals or vehicles) for a Kamikaze Troop.

## TOKUGAWA

### CRIMSON DEVILS

CRIMSON DEVILS	CC	RC	PW	LD	AC	W	ST	M V	A	S	KO
<b>Crimson Devil</b>	8	8	8	11	3	1	7	3	9	2	25
<b>HMG Specialist</b>	8	8	8	11	3	1	7	3	9	2	31
<b>Grenade Specialist</b>	8	8	8	11	3	1	7	3	9	2	28
<b>RL Specialist</b>	8	8	8	11	3	1	7	3	9	2	52
<b>Leader</b>	9	9	9	13	3	1	7	3	9	2	29

#### **Structure: SQUAD**

4-9 Models  
Up to 9 Crimson Devils  
Up to 1 HMG Specialist  
Up to 1 Grenade Specialist  
Up to 1 RL Specialist  
Up to 1 Leader  
May include a maximum of 1 specialist for every 3 non-specialist models.

#### **Equipment:**

**Crimson Devil:** 2 Katana, Assault Rifle  
**HMG Specialist:** 2 Katana, HMG  
**Grenade Specialist:** 2 Katana, Hand Grenades  
**RL Specialist:** 2 Katana, Rocket Launcher  
**Leader:** 2 Katana, Assault Rifle

#### **Special Abilities:**

**Crimson Devil:** Enhanced Charge, High Morale +2  
**HMG Specialist:** Enhanced Charge, High Morale +2  
**Grenade Specialist:** Enhanced Charge, High Morale +2  
**RL Specialist:** Enhanced Charge, High Morale +2  
**Leader:** Enhanced Charge, High Morale +2, Tactical Sense

#### **Special Rules:**

none

### TIGER DRAGONS

TIGER DRAGONS	CC	RC	P W	LD	AC	W	ST	M V	A	S	CO
<b>Tiger Dragon</b>	10	6	8	12	3	1	8	3	10	2	26
<b>Leader</b>	11	7	9	13	3	1	8	3	10	2	28

#### **Structure: SQUAD**

4-9 Models  
Up to 9 Tiger Dragons  
Up to 1 Leader

#### **Equipment:**

**Tiger Dragon:** Power Naginata, SMG  
**Leader:** Power Naginata, SMG

#### **Special Abilities:**

**Tiger Dragon:** Enhanced Charge, First Strike  
**Leader:** Enhanced Charge, First Strike

#### **Special Rules:**

none

## HATAMOTO

HATAMOTO	CC	RC	P W	LD	AC	W	ST	M V	A	S	CO
Hatamoto	10	7	8	13	3	1	8	3	9	2	28
Leader	11	8	9	14	3	1	8	3	9	2	30

### **Structure:** SQUAD

4-9 Models  
Up to 9 Hatamoto  
Up to 1 Leader

### **Equipment:**

Hatamoto: 2 Katana, Assault Rifle

Leader: 2 Katana, Assault Rifle

### **Special Abilities:**

Hatamoto: Enhanced Charge, First Strike, 1 Extra CC Attack

Leader: Enhanced Charge, First Strike, 1 Extra CC Attack

### **Special Rules:**

none

## Hatamoto Hero

HATAMOTO	CC	RC	P W	LD	AC	W	ST	M V	A	S	CO
Hatamoto Hero	12	9	10	15	3	2	9	3	9	2	58

### **Structure:** INDIVIDUAL

1 Hatamoto Hero

### **Equipment:**

2 Katana, HMG

### **Special Abilities:**

Enhanced Charge, First Strike, 1 Extra CC Attack, Tactical Sense, Give Orders

### **Special Rules:**

You may purchase Hatamoto Heroes just like any other individual as long as you have at least one Squad of Hatamoto in your army.

## Hatamoto Yojimbo

HATAMOTO	CC	RC	P W	LD	AC	W	ST	M V	A	S	CO
Hatamoto Yojimbo	12	9	10	15	3	2	9	3	9	2	70

### **Structure:** INDIVIDUAL

1 Hatamoto Yojimbo

### **Equipment:**

2 Katana, Tatsu Heavy Flame-Thrower

### **Special Abilities:**

Enhanced Charge, First Strike, 1 Extra CC Attack, Tactical Sense, Give Orders

### **Special Rules:**

You may purchase the Hatamoto Yojimbo just like any other individual as long as you have at least one Squad of Hatamoto in your army and you may only have 1 Hatamoto Yojimbo per army.

## Hatamoto Musashi (multiple, automatic GL)

HATAMOTO	CC	RC	PW	LD	AC	W	ST	MV	A	S
Crew (Hatamoto)	10	7	8	13	3	1	8	3	9	2
Leader (Hatamoto)	11	8	9	14	3	1	8	3	9	2

**Cost:** 130

### **Structure:** SQUAD

3 Crew  
1 Leader

### **Equipment:**

Hatamoto: 2 Katana

Leader: 2 Katana

1 Musashi (multiple, automatic GL)

### **Special Abilities:**

**Hatamoto:** Enhanced Charge, First Strike, 1 Extra CC Attack

**Leader:** Enhanced Charge, First Strike, 1 Extra CC Attack; Tactical Sense

**Special Rules:**

You may not buy more Hatamoto Musashi that you have Hatamoto Squads. The Musashi can be carried by three (3) of the crew for 3" per Action (simultaneously spent) getragen werden. Two (2) carry the Musashi for 2" per Action and

one (1) for 1" per Action. The Musashi can fire up to four (4) grenades in an action, two (2) to the front side and two to the back side (2) (you must indicate front and back!). Both grenades of a side can be fired within an arc of 180° (this is the size of front and back side each!). Every grenade needs to be directed by one of the crew (use his RC). If a crew member dies, he can be replaced by another by spending one action (by moving!). The Musashi does not need to be reloaded (its automatic). The crew can aim by spending one action (gaining a +3 bonus as usual).

**KIZUNE ELITE**

KIZUNE ELITE	CC	RC	P W	LD	AC	W	ST	M V	A	S	CO
Kizune Elite	9	-	8	11	3	1	8	4	6	2	25
Leader	10	-	9	13	3	1	8	4	6	2	27

**Structure: SQUAD**

4-9 Models

Up to 9 Kizune Elite

Up to 1 Leader

**Equipment:**

**Kizune Elite:** 2 Katana

**Leader:** 2 Katana

**Special Abilities:**

**Kizune Elite:** Infiltrate, Enhanced Charge, Camouflage, Climb

**Leader:** Infiltrate, Enhanced Charge, Camouflage, Climb

**Special Rules:**

All Kizune Elite are equipped with grappling hook launchers, which allow them to climb twice the normal distance for each Action spent climbing. When charging (CC) the Kizune Elite gain **only a bonus of +3"** to movement (not 4" as it would "supposed" to be) for the Special Ability: Enhanced Charge.

**Kizune Elite Hero**

KIZUNE ELITE	CC	RC	P W	LD	AC	W	ST	M V	A	S	CO
Kizune Elite Hero	11	-	10	14	3	2	8	4	7	2	40

**Structure: INDIVIDUAL**

1 Kizune Elite Hero

**Equipment:**

2 Katana

**Special Abilities:**

Infiltrate, Enhanced Charge, Camouflage, Climb, Give Orders (only for Kizune Elite)

**Special Rules:**

You may purchase Kizune Elite Heroes as long as you have at least one squad of Kizune Elite in your army. The Kizune Elite Hero is equipped with a grappling hook launcher, which allows him to Climb twice the normal distance for each action spent climbing. When charging (CC) the Kizune Elite Hero gains **only**

a bonus of +3" to movement (not 4" as it

would "supposed" to be) for the Special Ability: Enhanced Charge.

## YAMATO ELITE

YAMATO ELITE	CC	RC	P W	LD	AC	W	ST	M V	A	S	CO
Yamato Elite	7	8	8	13	3	1	8	3	10	2	27

**Structure: SQUAD**

2-4 Yamato Elite

**Special Abilities:**

Tactical Sense, High Morale +2

**Equipment:**

HMG, Katana

**Special Rules:**

none

## SHADOW WALKER

SHADOW WALKER	CC	RC	P W	LD	AC	W	ST	M V	A	S	CO
Shadow Walker	9	7	8	10	3	1	7	3	7	2	34

**Structure: SQUAD**

2-4 Shadow Walker

**Special Abilities:**

Stalking, Enhanced Charge, First Strike, Camouflage

**Equipment:**

2 Katana

**Special Rules:**

You may have only one (1) squad of Shadow Walker per army.

## INDIVIDUALS

### DEATH BRINGER

DEATH BRINGER	CC	RC	P W	LD	AC	W	ST	M V	A	S	CO
Death Bringer	11	7	9	11	3	2	8	3	7	2	93

**Structure: INDIVIDUAL**

1 Death Bringer

**Special Abilities:**

Unseen Assailant, Enhanced Charge, First Strike, 1 Extra CC Attack, Killing Stroke, Camouflage

**Equipment:**

MP, Katana



**Special Rules:**

You may have only one (1) Death Bringer per army.

**DEMON HUNTER**

DEMON HUNTER	CC	RC	P W	LD	AC	W	ST	M V	A	S	CO
Demon Hunter	11	9	9	14	3	2	9	3	8	2	55

**Structure: INDIVIDUAL**

1 Demon Hunter

**Special Abilities:**

Enhanced Charge, Infiltrate, First Strike, Immune to Fear, Killing Stroke

**Equipment:**

HMG, 2 Katana

**Special Rules:**

none

**MEKA TANUKI**

MEKA	CC	RC	P W	LD	AC	W	ST	M V	A	S	CO
Meka Tanuki	10	8	8	11	3	3	10	4	13	4	57

**Structure: INDIVIDUAL**

1 Meka Tanuki

**Special Abilities:**

Enhanced Charge, High Morale +4

**Equipment:**

LMG, Power Hammer

**Special Rules:**

A Meka Tanuki may not Dive for Cover or go Prone.

**MEKA KUMA**

MEKA	CC	RC	P W	LD	AC	W	ST	M V	A	S	CO
Meka Kuma	10	8	8	11	3	3	10	4	13	4	75

**Structure: INDIVIDUAL**

1 Meka Kuma

**Special Abilities:**

Enhanced Charge, High Morale +4

**Equipment:**

LMG, Power Hammer

**Special Rules:**

A Meka Kuma may not Dive for Cover or go Prone.

**DRAGON BIKE**

DRAGON BIKE	MP	W	MV	A	S	CO
Dragon Bike	3	4	6	12	5	120

DRIVER	CC	RC	PW	LD	AC	W	ST	MV	A	S
Ronin	8	7	7	10	3	1	7	3	8	2

**Structure: INDIVIDUAL (VEHICLE)**

1 Dragon Bike

Dragon Fire (mounted HMG)

**Driver:** LMG

**Vehicle Type:**

Open / Hover

**Special Abilities:**

**Dragon Bike:** Weapon Immunity 5

**Equipment:**

**Dragon Bike:** Twin Rocket Launcher,

**Hit Allocation:**

1-16 Vehicle hit

17-20 Driver hit

If the vehicle is hit and damaged, roll a d20 and see below for any additional effects:

1-10 no additional damage

11-14 Engine damaged. When attempting to drive the player must roll 10 or less on a d20. If the roll is failed the pilot still expends an Action on the attempt, but the vehicle remains stationary. A second hit in this location causes the vehicle to explode killing the pilot. Center the Large Explosion Template on the vehicle, all models touched by the template take a Dam 9 hit, and the vehicle is removed from play.

15-17 Steering damaged. Whenever it is Activated the vehicle may make only one turn. A second hit in this location immobilizes the vehicle.

18 Mounted HMG (Dragon Fire) hit. When attempting to fire a vehicle mounted weapon the player must roll 10 or less on a d20. If the roll is failed the gunner still expends an Action on the attempt, but the weapon does not fire. A second hit in this location destroys the weapon.

19 Right mounted RL hit. When attempting to fire a vehicle mounted weapon the player must roll 10 or less on a d20. If the roll is failed the gunner still expends an Action on the attempt, but the weapon does not fire. In this case the pilot can fire only one rocket (14x3 like a standard RL) A second hit in this location destroys the weapon and the twin RL is turned into a "single" RL (14x3, one rocket) if the left mounted RL is still intact. Otherwise the twin RL is totally destroyed.

20 Left mounted RL hit. When attempting to fire a vehicle mounted weapon the player must roll 10 or less on a d20. If the roll is failed the gunner still expends an Action on the attempt, but the weapon does not fire. In this case the pilot can fire only one rocket (14x3 like a standard RL) A second hit in this location destroys the weapon and the twin RL is turned into a "single" RL (14x3, one rocket) if the right mounted RL is still intact. Otherwise the Twin RL is totally destroyed.

## PERSONALITIES

### HACHIMAN MASADOKO

SHOGUN MOYA	CC	RC	P W	LD	AC	W	ST	M V	A	S	CO
Hachiman Masadoko	12	6	10	15	3	2	9	6	11	4	50

**Structure: INDIVIDUAL**

Hachiman Masadoko

**Equipment:**

2 Katana, 1 Power Naginata

**Special Abilities:**

Enhanced Charge, First Strike, 2 Extra CC Attacks, High Morale +2, Jungle Fighter, Give Orders, Rally Others

**Special Rules:**

In CC the dragon attacks with the same modifiers as the rider. Damage is dam: 9. Bushido Dragonrider may not Dive for Cover or go Prone. Hachiman Masadoko may only be purchased for a force belonging to Lord Heir Moya Mishima and you may only have one (1) Hachiman Masadoko per army.

### AMATERASU

PRINCESS MARIKO	CC	RC	P W	LD	AC	W	ST	M V	A	S	CO
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Amaterasu	12	10	13	16	3	2	8	7.5	8	2	76
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**Structure: INDIVIDUAL**

Amaterasu

**Equipment:**

2 Katana, 1 MP

**Special Abilities:**

Stalking, Enhanced Charge, Camouflage, First Strike, Deadly Stroke, 2 Extra CC Attacks

**Special Rules:**

Amaterasu may only be purchased for a force belonging to Lord Heiress Mariko Mishima and you may only have one (1) Amaterasu per army.

## MOTO YAKAMOCHI

Shogun Maru	NK	FK	KR	FT	AK	W U	ST	B W	PZ	GR	KO
Moto Yakamochi	13	9	11	15	3	2	9	7.5	12	2	60

**Structure: INDIVIDUAL**

Moto Yakamochi

**Equipment:**

Hikari, MP

**Special Abilities:**

Enhanced Charge, First Strike, Deadly Stroke, Give Orders (not for Hatamoto, they won't listen to him!), Inspiring Leadership, 1 Extra CC Attack

**Special Rules:**

Moto Yakamochi may only be purchased for a force belonging to Lord Heir Maru Mishima and you may only have one (1) Moto Yakamochi per army.

## ENHANCEMENTS

Enhancement	Effect	Point cost
Flak Vests	+1 Armor	1 pt
Reinforced Armor	+2 Armor	3 pts
Enhanced Assault	+1 CC	1 pt
Enhanced Weapons	+1 Dam	2 pts
Marksmanship	+1 RC	3 pts
Enhanced Morale	+2 LD to Morale Tests	1 pt

Shogun Moya, Prince of Earth (Chi)

Flak Vests

**Troop type**

Hatamoto

**Enhancement**

Enhanced Weapons

Meka Tanuki / Kuma

Enhanced Assault  
Marksmanship

### Customization

All Bushido Samurai gain the Special Ability Jungle Fighter. The specialist ratio is changed from 1:5 to 1:3 (only for Bushido Samurai!).

Enhanced Assault

### **Death Bringer**

Reinforced Armor  
Enhanced Weapons

Kizune Elite

Enhanced Morale  
Enhanced Assault

## **Shogun Maru, Prince of Water (Mizu)**

<u>Troop type</u>	<u>Enhancement</u>
Tiger Dragons	Enhanced Assault Enhanced Weapons

**Crimson Devils** Reinforced Armor  
Marksmanship

**Ronin** Enhanced Morale  
Flak Vests

### Customization

You may buy three (3) Tokugawa Squads for two (2) Kamakura Squads. Remember: You may have only one (1) squad of Shadow Walker and the Kamikaze Troop does not count as a Kamakura Squad for this case!

## **Shogun Mariko, Princess of Wind (Kaze)**

<u>Troop type</u>	<u>Enhancement</u>
Shadow Walker	Enhanced Morale

### Customization

All Stalkers (namely Amaterasu and a maximum of four Shadow Walkers) can be placed within 12" outside the original deployment zone but they still need to keep 12" distance from the next enemy.

# **ARMORY**

## **Tanto-Dagger**

CC	P.B.	Short	Med	Long	Ext
-1 ST-1	---	---	---	---	---

### Type:

One-Handed, Melee Weapon

### Special Rules:

None

## **Katana**

CC	P.B.	Short	Med	Long	Ext
+1	---	---	---	---	---
ST+1					

### Type:

One-Handed, Melee Weapon

### Special Rules:

None

## Naginata

CC	P.B.	Short	Med	Long	Ext
0 ST+0	---	---	---	---	---

### Type:

Two-Handed, Melee Weapon, (fixed to Assault Rifle for Ashigaru but not in HMG team)

### Special Rules:

If the Ashigaru uses his Naginata to attack (counter-charge) or to defend himself the enemy loses his boni for the charge.

## Power Naginata

CC	P.B.	Short	Med	Long	Ext
0 ST+2	---	---	---	---	---

### Type:

Two-Handed, Melee Weapon, Anti-Tank

### Special Rules:

For each Action the Attacker spends to increase his hit-chance he gets also a bonus of Dam +1 to his attack.

## Power Hammer

CC	P.B.	Short	Med	Long	Ext
0 ST+3	---	---	---	---	---

### Type:

One-Handed, Melee Weapon, Anti-Tank

### Special Rules:

None

## Hikari (Moto Yakamochi)

CC	P.B.	Short	Med	Long	Ext
0 ST+3	---	---	---	---	---

### Type:

Two-Handed, Melee Weapon, Anti-Tank

### Special Rules:

None

## Assault Rifle

CC	P.B.	Short	Med	Long	Ext
-2 10	+2 10	+1 10	-1 9	-3 8	---

### Type:

Two-Handed, Direct Fire, Missile Weapon

### Special Rules:

None

## Sub Machine Gun (SMG)

CC	P.B.	Short	Med	Long	Ext
-1 9	+2(x2) 9	0(x2) 9	-2 8	---	---

### Type:

Two-Handed, Direct Fire, Missile Weapon

### Special Rules:

None

## Light Machine Gun (LMG)

CC	P.B.	Short	Med	Long	Ext
-3 11	+3(x3) 11	+1(x2) 11	-2 10	--- ---	--- ---

**Type:**

Two-Handed, Direct Fire, Missile Weapon

**Special Rules:**

None

## Heavy Machine Gun (HMG)

CC	P.B.	Short	Med	Long	Ext
-4 13	+3(x3) 13	+1(x2) 13	-2 12	--- ---	--- ---

**Type:**

Two-Handed, Direct Fire, Missile Weapon

**Special Rules:**

None

## Machine Pistol (MP)

CC	P.B.	Short	Med	Long	Ext
+2(x2) 8	+2(x2) 8	+0(x2) 7	--- ---	--- ---	--- ---

**Type:**

One-Handed, Direct Fire, Missile Weapon

**Special Rules:**

None

## Shotgun

CC	P.B.	Short	Med	Long	Ext
-1 9	+2 8(x2)	0 7(x2)	-1 6	--- ---	--- ---

**Type:**

Two-Handed, Direct Fire, Missile Weapon

**Special Rules:**

None

## Sniper Rifle

CC	P.B.	Short	Med	Long	Ext
-3 10	+2 10(x2)	+1 10(x2)	0 10(x2)	-1 10(x2)	-2 9

**Type:**

Two-Handed, Direct Fire, Missile Weapon

**Special Rules:**

None

## Rocket Launcher (RL)

CC	P.B.	Short	Med	Long	Ext
--- ---	--- ---	-3 14(x3)	-4 14(x3)	-5 14(x3)	-6 14(x3)

**Type:**

Two-Handed, Direct Fire, Anti-Tank, Missile Weapon

**Special Rules:**

None

## Grenade Launcher (GL)

CC	P.B.	Short	Med	Long	Ext
--- ---	--- ---	0 10	-2 10	-4 10	-6 10

**Type:**

Two-Handed, Indirect Fire, Ranged Template Weapon

**Special Rules:**

Uses Small Explosion Template

## Dragonfire Mounted HMG

CC	P.B.	Short	Med	Long	Ext
--- ---	0(x2) 13	+3(x3) 13	+1(x2) 13	-1(x2) 13	-3 11

### Type:

Mounted, Direct Fire, Missile Weapon

### Special Rules:

None

## Twin Mounted Rocket Launcher

CC	P.B.	Short	Med	Long	Ext
--- ---	---	-3 14(x3)	-4 14(x3)	-5 14(x3)	-6 14(x3)

### Type:

Mounted, Direct Fire, Anti-Tank, Missile Weapon

### Special Rules:

The Driver can fire two (2) rockets with one action. The player must roll separately for each rocket and can fire both only at the same target.

## Hand Grenade

CC	P.B.	Short	Med	Long	Ext
--- ---	0 10	-2 10	---	---	---

### Type:

One-Handed, Indirect Fire, Ranged Template Weapon

### Special Rules:

Uses Small Explosion Template.

## Explosive Charges

### Type:

Special, Mounted

### Special Rules:

1-18: Explosives donate, causing Dam 10 (x2) for all under the small explosion template. The Kamikaze Trooper dies (place the template of the Kamikaze model.).

19-20: Explosives fail to donate and cannot be used anymore.

## Musashi (multiple, automatic GL)

CC	P.B.	Short	Med	Long	Ext
--- ---	---	0 10	-2 10	-4 10	-6 10

### Type:

Mounted, Indirect Fire, Ranged Template Weapon

### Special Rules:

Uses Small Explosion Template. Firing-Arc is 2x180°. An exact description can be found in the troop profile.

## Mortar

CC	P.B.	Short	Med	Long	Ext
--- ---	---	0 12	-2 12	-3 12	-5 12

### Type:

Mounted, Indirect Fire, Ranged Template Weapon

**Special Rules:**

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Uses Small Explosion Template.

## Light Flame-Thrower (LFT)

**Type:**

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One-Handed, Directly Placed Template Weapon

**Special Rules:**

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The Light Flame-Thrower uses the Light Flamer Template, DAM 12. The Light Flame-Thrower is an incendiary weapon. When a model is hit by an incendiary weapon it is set on fire and must make a successful Armor Roll or take a Wound. If it has more than one Wound it must continue to make Armor Rolls until it succeeds or dies. It can be used in CC with HIT 0 DAM 12 without template.

## Flame-Thrower (FT)

**Type:**

---

Two-Handed, Directly Placed Template Weapon

**Special Rules:**

---

The Flame-Thrower uses the Flamer Template, DAM 12. The Flame-Thrower is an incendiary weapon. When a model is hit by an incendiary weapon it is set on fire and must make a successful Armor Roll or take a Wound. If it has more than one Wound it must continue to make Armor Rolls until it succeeds or dies.

## Tatsu Heavy Flame-Thrower (HFT)

**Type:**

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Two-Handed, Directly Placed Template Weapon

**Special Rules:**

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The Heavy Flame-Thrower uses the Heavy Flamer Template, DAM 13. The Heavy Flame-Thrower is an incendiary weapon. When a model is hit by an incendiary weapon it is set on fire and must make a successful Armor Roll or take a Wound. If it has more than one Wound it must continue to make Armor Rolls until it succeeds or dies.

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You can contact Michiru Ripplinger at [michiru\\_ripplinger@hotmail.com](mailto:michiru_ripplinger@hotmail.com)