

 **Daimyo (Hero)**

A:d10, Sm: d6, Sp:d8, Str:d6, V:d6
Fighting d10, Shooting d8
Pace: 6; **Parry:** 8; **Toughness:** 9
Gear: Katana (Str+3), Wakizashi (Str+1),
Bow (15/30/60, 2d6), Yari (Str+3)
Mogami-Do (+4 armor)
Abilities:
Two Weapon – May attack with Katana
and Wakizashi (-2 to each attack).



 **Ashigaru Taisho**

A:d6, Sm:d6, Sp:d6, Str:d6, V:d6
Fighting d8, Shooting d8
Pace: 6; **Parry:** 6; **Toughness:** 9
Gear: Katana (Str+3), Wakizashi (Str+1)
Mogami-Do (+4 armor)
Abilities:
Command – Ashigaru within 6” are +2
to recover from Shaken



Samurai (6)

A:d6, Sm:d6, Sp:d6, Str:d6, V:d6
Fighting d8, Shooting d8
Pace: 6; **Parry:** 6; **Toughness:** 9
Gear: Bow (15/30/60, 2d6) or Yari (Str+3),
Mogami-Do (+4 armor)



Mounted Samurai (4)

A:d6, Sm:d6, Sp:d6, Str:d6, V:d6
Fighting d8, Shooting d8
Pace: 12; **Parry:** 6; **Toughness:** 9
Gear: Horse, Yari (Str+3)
Mogami-Do (+4 armor)



Ashigaru (8)

A:d6, Sm:d6, Sp:d6, Str:d6, V:d6
Fighting d6, Shooting d6
Pace: 6; **Parry:** 5; **Toughness:** 7
Gear: Arquebus (15/30/60, 2d6+1),
Tatami-Do (+2 armor)



Ashigaru (8)

A:d6, Sm:d6, Sp:d6, Str:d6, V:d6
Fighting d6, Shooting d6
Pace: 6; **Parry:** 5; **Toughness:** 7
Gear: Yari (Str+3),
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