

Triads

Underground

History

Golden Eye Triad

Black Dragon Triad

Crimson Lotus Triad

Military and Structure

Gangs

Ronins

Ninja Cult

Striking Force

Tactics

External Relations

Capitol

Bauhaus

Imperial

Cybertronic

The Brotherhood

The Cartel

Dark Legion

Triads Forces

Organization and Buying Criteria

Minor Triad Units



Gurentai (Grunts)

- Triad Gang
- Triad Enforcers
- Motorcycle Gang

Boryokudan (Elite)

- Ninja-Ko Spies
- Ninja Assassins

Individuals

- Ninja Assassin Master
- Ringleader
- Triad Hit Man
- Triad Shateigashira (Senior Boss)

Support

- Reconnaissance Buggy



Black Dragon Triad

- Night Dragons
- Black Dragons
- Kuori Kiri – Black Mist
- Black Dragon Sensei



Crimson Lotus Triad

- Crimson Lotus Gang
- Storm Warriors
- Kakinami – Flame Wave
- Storm Warriors Sensei

Minor Triad Units

Triad Gang

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Triad Gang Member

Grunt squad trooper, required 4-12 models, mortal

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
7	6	4	5	3	1	4	4	15	2	12

Equipment: Ronin Pistol, Hissatsu Knife

Special Abilities: Group Assault

Special Rules: -

Weapons stats:

Triad Gang Shantei

Grunt squad leader, required 1 model, mortal

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
8	7	4	7	3	1	4	4	15	2	17

Equipment: Ronin Pistol, Hissatsu Knife

Special Abilities: Group Assault, Ki User

Special Rules: May take up to 1 Ki Power from Tattooed Man School

Weapons stats:

Triad Gang Shotgun Specialist

Grunt squad specialist, optional up to 2 models, mortal

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
7	6	4	5	3	1	4	4	15	2	17

Equipment: Airbrush Shotgun, Hissatsu Knife

Special Abilities: Group Assault

Special Rules: -

Weapons stats:

Triad Gang Nunchaku Specialist

Grunt squad specialist, optional up to 2 models, mortal

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
8	6	4	5	3	1	4	4	15	2	15

Equipment: Ronin Pistol, Nunchaku

Special Abilities: Group Assault

Special Rules: -

Weapons stats:

Triad Gang Pyromaniac

Grunt squad specialist, optional up to 1 models, mortal

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
7	6	4	5	3	1	4	4	15	2	18

Equipment: Molotov Cocktail, Hissatsu Knife

Special Abilities: Group Assault

Special Rules: -

Weapons stats:

Triad Enforcers

<fluff goes here>

Triad Enforcers

Grunt squad trooper, required 4-8 models, mortal

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
7	7	4	6	3	1	5	4	16	2	16

Equipment: Whisper Machine Pistol, Katana

Special Abilities: Close Combat Training: 1

Special Rules: -

Weapons stats:

Triad Enforcers Shantei

Grunt squad leader, required 1 model, mortal

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
8	8	4	8	3	1	5	4	16	2	18

Equipment: Whisper Machine Pistol, Katana

Special Abilities: Close Combat Training: 1

Special Rules: -

Weapons stats:

Triad Enforcers Heavy Specialist

Grunt squad specialist, optional up to 2 models, mortal

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
7	7	4	6	3	1	5	4	16	2	15

Equipment: Katana

Special Abilities: Close Combat Training: 1

Special Rules: May purchase: Demonfang Rocketgun SMG for +7 points or Airbrush Shotgun for +8 points.

Weapons stats:

Motorcycle Gang

<fluff goes here>

Motorcycle Gang Youngster

Grunt squad trooper, required 1-2 models, mortal/ vehicle

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
6	5	4	4	3	2/0	4	5	17	2	27

Equipment: Tesume Pistol, Heavy Chain

Special Abilities: -

Special Rules: The driver may drive the bike and fire his pistol as a single action. The pistol has a 360 degree firing arc. The driver may move and attack an enemy within one inch of the bike with his chain using single action. The attack may be launched at any time during the move. The driver may not use chain and pistol in the same action.

Model is mortal and vehicle, all abilities that affect mortals or vehicles will affect this model.

Weapons stats:

Motorcycle Gang Shantei

Grunt squad leader, required 1 models, mortal

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
6	6	4	5	3	2/0	4	5	17	2	29

Equipment: Tesume Pistol, Heavy Chain

Special Abilities: -

Special Rules: The driver may drive the bike and fire his pistol as a single action. The pistol has a 360 degree firing arc. The driver may move and attack an enemy within one inch of the bike with his chain using single action. The attack may be launched at any time during the move. The driver may not use chain and pistol in the same action.

Model is mortal and vehicle, all abilities that affect mortals or vehicles will affect this model.

Weapons stats:

Motorcycle Gang Tough Guy

Grunt squad specialist, up to 1 model, mortal

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
7	5	4	4	3	2/0	5	5	17	2	28

Equipment: Tesume Pistol, Heavy Chain

Special Abilities: -

Special Rules: The driver may drive the bike and fire his pistol as a single action. The pistol has a 360 degree firing arc. The driver may move and attack an enemy within one inch of the bike with his chain using single action. The attack may be launched at any time during the move. The driver may not use chain and pistol in the same action.

Model is mortal and vehicle, all abilities that affect mortals or vehicles will affect this model.

Weapons stats:

Ninja-Ko Spies

<fluff goes here>

Ninja-Ko Spy

Elite squad trooper, required 2-4 models, mortal

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
8	7	7	7	3	1	4	4	16	2	25

Equipment: Ronin Pistol, Hissatsu Knife, Smoke Bombs

Special Abilities: Infiltrate, Symbiotic Link

Special Rules: -

Weapons stats:

Ninja-Ko Shantei

Elite squad leader, required 1 model, mortal

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
9	7	7	9	3	1	4	4	16	2	26

Equipment: Ronin Pistol, Hissatsu Knife, Smoke Bombs

Special Abilities: Infiltrate, Symbiotic Link

Special Rules: -

Weapons stats:

Ninja-Ko Kusari-Gama Mistress

Elite squad specialist, optional 1 model, mortal

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
10	7	7	7	3	2	4	4	16	2	30

Equipment: Kusari-Gama

Special Abilities: Infiltrate, Symbiotic Link, Ki User

Special Rules: May take up to 2 Ki Powers from Celestial Path School.

Weapons stats:

Ninja-Ko Katana Mistress

Elite squad specialist, optional 1 model, mortal

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
10	7	7	7	3	2	4	4	16	2	30

Equipment: Katana

Special Abilities: Infiltrate, Symbiotic Link, Ki User

Special Rules: May take up to 2 Ki Powers from Blade Master School.

Weapons stats:

Ninja-Ko Naginata Mistress

Elite squad specialist, optional 1 model, mortal

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
10	7	7	7	3	2	4	4	16	2	30

Equipment: Naginata

Special Abilities: Infiltrate, Symbiotic Link, Ki User

Special Rules: May take up to 2 Ki Powers from Hunting Tiger School.

Weapons stats:

Ninja Assassins

<fluff goes here>

Ninja Assassin

Elite squad trooper, required 4-8 models, mortal

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
8	7	4	6	3	1	5	4	16	2	22

Equipment: Wakizashi, Garrote

Special Abilities: Stealth: 2

Special Rules: May Trade Wakizashi for Ichi Dart Pistol for +2 points

Weapons stats:

Ninja Assassins Shantei

Elite squad leader, required 1 model, mortal

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
9	7	4	8	3	2	5	4	16	2	28

Equipment: Wakizashi, Garrote

Special Abilities: Stealth: 2

Special Rules: May Trade Wakizashi for Ichi Dart Pistol for +2 points

Weapons stats:

Triad Shateigashira

<fluff goes here>

Triad Shateigashira (Senior Boss)

Individual squad Leader and Commander, required 1 model ,limit one per army, mortal

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
8	7	7	10	3	2	5	4	16	2	30

Equipment: , Katana

Special Abilities: Inspiration: 2, Espionage, Division Commander, Ki User

Special Rules: May take up to 2 Ki Powers from Tattooed Man School. May purchase Double Whisper Machine Pistol for +5 points, Ronin Pistol for +2 points or Whisper Machine Pistol for +3 points.

Weapons stats:

Shateigashira Yojimbos

Individual squad trooper, required 1-2 models, mortal

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
8	7	5	6	3	1	5	4	16	2	16

Equipment: Double Whisper Machine Pistol

Special Abilities: Bodyguard

Special Rules: Each may take up to 1 Ki Power from Tattooed Man School. Both must have the same Ki Power.

Weapons stats:

Ninja Assassin Master

<fluff goes here>

Ninja Master

Individual trooper, limit one per army and you must have at least one Ninja Assassins squad, mortal

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
10	9	7	8	3	2	6	4	16	2	41

Equipment: Wakizashi, Garrote

Special Abilities: Lurk

Special Rules: -

Weapons stats:

Ringleader

<fluff goes here>

Ringleader

Individual squad linked commander, limit one per Triad Gang squad, mortal

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
9	8	6	8	3	2	4	4	15	2	26

Equipment: -

Special Abilities: Natural Attack (12), Close Combat Training: 2, Unit Commander, Group Assault

Special Rules: Natural Attack is martial arts. May take up to 1 Ki Power from Tattooed Man School. May purchase Double Whisper Machine Pistols for +5 points, Ronin Pistol for +2 points, Hissatsu Knife for +1 point, Whisper Machine Pistol for +3 points.

Weapons stats:

Triad Hit Man

<fluff goes here>

Hit Man

Individual trooper, limit one per army, mortal

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
8	9	4	8	3	2	4	4	16	2	42

Equipment: -

Special Abilities: Infiltrate, Ambush, Tactical Sense, Stealth: 1, Veteran: 4

Special Rules: Contract: At the beginning of game your opponent either show you his Individuals and you choose one of them or (if you play with secret army lists) allow you to draw one of his individuals cards and let you write his identity (do not mark the card!). Against individual that you choose or draw, Triad Hit Man gets +2 to his CC /RC stats and will score Perfect Success on roll 1-2 instead on 1.

May purchase P-60 Punisher with Scope for +5 points, Garrote for +4 points, Hissatsu Knife for +2 points, Silenced Piranha Pistol for +5 points.

Weapons stats:

Reconnaissance Buggy

<fluff goes here>

Buggy

Support squad vehicle, required 1 model , open-topped wheeled vehicle

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
-	-	-	-	-	3/0	-	6	17	3	78

Equipment: -

Special Abilities: Vehicle, Impenetrability, Mounted Kensai Light Machine Gun

Special Rules: Mounted Kensai LMG have 360 degree arc of fire.

Weapons stats:

Buggy Driver

Support squad trooper, required 1 model, mortal

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
8	8	4	6	3	1	5	4	17	2	-

Equipment: Whisper Machine Pistol

Special Abilities: Keen Eyes, Fast shot: 2

Special Rules: May leave the vehicle. Vehicle may not move until driver returns to it

Weapons stats:

Buggy Gunner

Support squad trooper, required 1 model, mortal

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
8	8	4	6	3	1	5	4	17	2	-

Equipment: Whisper Machine Pistol

Special Abilities: Reconnaissance Training, Keen Eyes, Fast Shot: 2

Special Rules: May leave the vehicle. Vehicle may not fire until gunner returns to it

Weapons stats:

Black Dragon Triad Units

Night Dragons Squad

<fluff goes here>

Night Dragon Member

Grunt squad trooper, required 4-8 models, mortal

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
7	7	4	5	3	1	5	4	16	2	15

Equipment: Whisper Machine Pistol

Special Abilities: Blind Fighting

Special Rules: May purchase Smoke Grenades for +2 points. May upgrade Machine Pistol to Night Whisper Machine Pistol for +1 point.

Weapons stats:

Night Dragon Shantei

Grunt squad leader, required 1 model, mortal

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
7	7	4	7	3	1	5	4	16	2	18

Equipment: Whisper Machine Pistol

Special Abilities: Blind Fighting, Deadshot

Special Rules: -

Weapons stats:

Black Dragons

<fluff goes here>

Black Dragon Gang Member

Grunt squad trooper, required 3-6 models, mortal

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
9	6	6	6	3	2	6	4	16	2	20

Equipment: -

Special Abilities: Ferocity, Natural Attack (10), Enhanced Charge: 1, Ki User

Special Rules: Natural Attack is martial arts. Each may take one Ki Power from Dragon Boxers School. All Black Dragons must have the same Ki Power.

Weapons stats:

Black Dragons Shantei

Grunt squad leader, required 1 model, mortal

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
9	6	7	7	3	2	6	4	16	2	23

Equipment: -

Special Abilities: Ferocity, Natural Attack (10), Enhanced Charge: 1, Ki User

Special Rules: Natural Attack is martial arts. May take up to two Ki Powers from Dragon Boxers School. Shantei Black Dragons must have first Power the same as regular team members.

Weapons stats:

Kuori Kiri (Black Mist)

<fluff goes here>

Kuori Kiri Trooper

Support squad trooper, required 3-6 models, AI

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
9	7	6	8	3	1	6	4	19	2	32

Equipment: Dragon Claws, Steel Skin Enhancement, Torso Enhancement

Special Abilities: Stealth: 1, Dire: 4

Special Rules: Kuori Kiri has Cybertronic Steel Skin Enhancement and Torso Enhancement. They are already included in profile. Dire works only against Mortal models. Level 2 AI.

Weapons stats:

Black Dragon Sensei

<fluff goes here>

Black Dragon Sensei

Individual Commander, limit one per army and you must have at least one Black Dragon Gang squad, mortal

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
11	7	8	8	3	3	7	4	16	2	35

Equipment: -

Special Abilities: Ferocity, Natural Attack (11), Enhanced Charge: 2, Unit Commander, Ki User

Special Rules: Natural Attack is martial arts. May take up to three Ki powers from Dragon Boxers School.

Weapons stats:

Crimson Lotus Triad Units

Crimson Lotus Gang

<fluff goes here>

Crimson Lotus Member

Grunt squad trooper, required 4-8 models, mortal

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
6	6	3	5	3	1	4	4	15	2	15

Equipment: Sawn-off Shotgun, Hissatsu Knife

Special Abilities: Resolve: 2

Special Rules: -

Weapons stats:

Crimson Lotus Shantei

Grunt squad leader, required 1 model, mortal

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
7	7	3	6	3	1	4	4	15	2	19

Equipment: Airbrush Shotgun, Hissatsu Knife

Special Abilities: Resolve: 2

Special Rules: -

Weapons stats:

Crimson Lotus Pyromaniac

Grunt squad specialist, optional up to 2 models, mortal

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
6	6	3	5	3	1	4	4	15	2	22

Equipment: Sawn-off Shotgun, Molotov Cocktail

Special Abilities: Resolve: 2

Special Rules: -

Weapons stats:

Storm Warriors

<fluff goes here>

Storm Warrior

Elite squad trooper, required 3-6 models, mortal

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
9	6	6	6	3	2	5	4	16	2	29

Equipment: -

Special Abilities: Blessed, Natural Attack (12), Secondary Attack, Killing Stroke, Ki User.

Special Rules: Natural Attack is martial arts. Each may take one Ki Power from Storm Warriors School. All Storm Warriors must have the same Ki Power.

Weapons stats:

Storm Warriors Shantei

Elite squad leader, required 1 model, mortal

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
9	6	7	7	3	2	5	4	16	2	32

Equipment: -

Special Abilities: Blessed, Natural Attack (12), Secondary Attack, Killing Stroke, Ki User.

Special Rules: Natural Attack is martial arts. May take up to two Ki Powers from Storm Warriors School. Shantei of Storm Warriors must have first Power the same as regular team members.

Weapons stats

Kakinami (Flame Wave)

<fluff goes here>

Kakinami Trooper

Support squad trooper, required 2-4 models, mortal

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
8	7	4	6	3	1	5	4	17	2	28

Equipment: Dragonsbreath Light Flamethrower, Tanto

Special Abilities: Resolve: 5, Unscrupulous, Madness.

Special Rules: -

Weapons stats:

Kakinami Shantei

Support squad leader, required 1 model, mortal

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
8	7	4	8	3	1	5	4	17	2	29

Equipment: Dragonsbreath Light Flamethrower, Tanto

Special Abilities: Resolve: 5, Unscrupulous, Madness.

Special Rules: -

Weapons stats:

Kakinami Onslaught

Support squad specialist, optional up to 1 models, mortal

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
8	7	4	6	3	1	5	4	17	2	36

Equipment: Dragonsbreath Flamethrower, Tanto

Special Abilities: Resolve: 5, Unscrupulous, Madness.

Special Rules: -

Weapons stats:

Storm Warriors Sensei

<fluff goes here>

Storm Warriors Sensei

Individual Commander, limit one per army and you must have at least one Storm Warriors squad, mortal

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
11	7	8	8	3	3	6	4	17	2	41

Equipment: -

Special Abilities: Blessed, Natural Attack (13), Secondary Attack, Killing Stroke, Unit Commander, Ki User

Special Rules: Natural Attack is martial arts. May take up to three Ki powers from Storm Warriors School.

Weapons stats:

Ki Powers

Origin of Ki

<fluff here>

Using Ki Powers

Ki powers are less powerful than Brotherhood Art or Dark Legion harmony. On the other hand Ki is easiest in use.

Using Ki powers have several rules:

- Ki powers may have and use only models with Ki User Ability
- No model may have two the same powers (other models may have the same power).
- Each model may use only one Ki Technique in one round no matter how many Ki Techniques he know. If roll on technique is failed it also accounts as one use per round. Note that Ki Abilities are not counted to this limitation.
- Ki Abilities are not limit in use. They never need roll to work. Some of them will work once per some time other like Catsight will work all the time..
- Use of Ki Technique do not require to spend an action. Model may use Ki Techniques to empower any normal actions he take. Each Technique has description with which actions model may use this Ki (most Ki Techniques will work only combined with move or attack action). Model must test Ki power before he take action he want to empower with Ki Power.
- To Use Ki Technique Model must roll under his PW rating that is increased or decreased by magnitude of Ki Technique.
- Model may use Ki Technique on Wait actions if he do not use Ki Technique in that round.

Ki Powers are divided in several schools. In description of model is listened from what School this Ki User may choose Ki powers.

Schools

* - powers unique for school

Dragon Boxers

Dragon Spirit
Hands of Stone
Hooded Viper Style
Marama's Perfect Balance
The Monkey's Foot
The Toad's Grate Leap
Toronaga's Raging Might*

Storm Warriors

Admantium Will*
Deathblow
Hooded Viper Style
The Cobra's Venomous Strike*
The Crows Piercing Glance*
The Rhino's Impregnable Skin

Blade Masters

Jajitsu
Nomura's Quickened Step
The Toads Grate Leap
Yizo's Prescience
Yorama's Deflecting Blow*
Weapon Link*

Hunting Tiger

Catsight
Jajitsu
Marama's Perfect Balance
The Chameleon's Camouflage*
The Monkey's Foot
The Rhino's Impregnable Skin
The Toad's Great Leap

The Tattooed Man

Deathblow
Flying Viper Strike*
Hands of Stone
Hooded Viper Style
Kanji's Lucky Sense*
Strike From Beyond The Grave*
The Rhino's Impregnable Skin

Celestial Path

Catsight
The Mongoose's Artful Dodge*
Nomura's Quickened Step
Ki-Self Healing*
Dragon Spirit
Yizo's Prescience

Ki Powers Description

Each Ki power is described in the same way.

Name – Just name of Power

Type – Ki Technique or Ki Ability

Cost – Cost in points of learning this Ki Power

Magnitude – Magnitude that will affect PW of User.

Effect – Description of use and effects of that power.

Notes – Any other notes.

Admantium Will

Type – Technique

Cost – 1

Magnitude – +0

Effect – When model is target of any Brotherhood Art or Dark Legion Harmony power may use this Ki Power. If he pass Ki test he gets additional bonus +3 to PW and LD when making Save on that Brotherhood or Harmony power.

Notes – Power unique to Storm Warriors School.

Catsight

Type – Ability

Cost – 1

Magnitude – None

Effect – Model suffer 2 less penalty for fighting in darkness (this do not work in smoke).

Notes – This power do not stack with any Night Vision gear (Goggles etc.) or with Blind Fighting Ability.

Deathblow

Type – Ability

Cost – 1

Magnitude – None.

Effect – This power may be used before an attack roll in close combat. Model that used that Ki, will score a Critical Success in that roll on rolls 1-2 instead on 1 (Critical Success always hit!).

Notes – None.

Dragon Spirit

Type – Ability

Cost – 1

Magnitude – None.

Effect – Model with Dragon Spirit Ki Power will suffer 4 less damage from all Radiant attacks (like from flamethrower).

Notes – None.

Flying Viper Strike

Type – Technique

Cost – 1

Magnitude – +0.

Effect – This power can be used only if model is equipped with two Pistols or Two Machine Pistols (like Double Whisper machine pistol). It can be used only before an RC attack that is made upon model far than 6 inches. If model with Flying Viper Strike will pass Ki test he can use PB instead of SR modifiers from his weapon (weapons).

Notes – Power unique to Tattooed Man School.

Hands of Stone

Type – Technique

Cost – 1

Magnitude – +0

Effect – If model with this power pass Ki test any Natural Attack weapon that he posses gets AV:2 until and of turn.

Notes – This power have no effect on normal weapons only

Natural Attack will be affected.

Hooded Viper Strike

Type – Technique

Cost – 1

Magnitude – +0

Effect – This power may be used before an attack roll in close combat. If model with this power pass Ki test he gain on next action Secondary Attack Ability. If he has already that Ability than second attack is made without -4 penalty to CC.

Notes – None.

Jajitsu

Type – Technique

Cost – 1

Magnitude – +1

Effect – This power may be only used before Charge/Counter Charge actions. If model pass Ki test he will get for next one attack First Strike Ability and additional bonus +2 to CC (it will stack with normal Charge bonuses).

Notes – None.

Kanji's Lucky Sense

Type – Ability

Cost – 1

Magnitude – None

Effect – Model with this power may once per game re-roll any stat die roll he made (Armour roll, CC/RC roll, LD roll etc.). Re-rolled .roll gets additional bonus +3 (to Armour, to CC/RC, to LD etc.). Kanji's Lucky Sense cannot be used to re-roll rolls made for Ki powers.

Notes – None.

Ki Self Healing

Type – Technique

Cost – 3

Magnitude – -2

Effect – This power may be used only at the beginning of activation of model (after any Terrain test etc.). If model pass Ki test hi will regain one wound. He cannot gain more wounds than he has at the beginning of game.

Notes – Power unique to Celestial Path School.

Marama's Perfect Balance

Type – Technique

Cost – 2

Magnitude – +0

Effect – This power may be used only before Move action (but not before Charge action). If model pass Ki test he will not suffer any penalties for difficult terrain for one action. This power even allows model to walk on water but he cannot end his move action on it.

Notes – None

Nomura's Quickened Step

Type – Technique

Cost – 1

Magnitude – +0

Effect – This power may be used only before Move or Charge action. If model pass Ki test he will gain for one move action +1 MV stat and Enhanced Charge: 1 Ability.

Notes – Cannot be used in Counter Charge Action.

Strike From Beyond The Grave

Type – Ability

Cost – 2

Magnitude – None

Effect – When model with Strike From Beyond The Grave Ki Power will lost last wound do not remove it from the table. He can continue fight even if he is considered dead. After any action he takes he must pass PW test. If fail, his soul abandon body and he will instantly die. Remove model from table. If model pass test he can make another action. Second and next PW test have cumulative -1 penalty (e.g. Second test is made on -1 PW, third on -2 PW and so on).

Notes – Model is still limited to number of action he has per turn.

The Chameleon's Camouflage

Type – Technique

Cost – 1

Magnitude – +0

Effect – This power may be used only at the beginning of activation of model (after any Terrain test etc.). If model pass Ki test this power will imposes a -1 CC/RC penalty to all attackers on that model.

Notes – This power will not stack with Camouflage and Guerrilla Training Abilities. Power unique to Hunting Tiger School.

The Cobra Venomous Strike

Type – Technique

Cost – 2

Magnitude – -1

Effect – This Power may be used before an attack roll in close combat. If model pass the Ki test and that attack will hit it will deal great damage. Multiple damage by (x1). (E.g. Model that deals 8 damage in CC now he will deal 8(x2) damage). This Power stack with Killing Stroke Ability. If Powered Attack miss, multiplier will not carry on other attacks it will work only on one attack roll, even if model has Secondary Attack Ability and so on.

Notes – Power unique to Storm Warriors School.

The Crow Piercing Glance

Type – Technique

Cost – 1

Magnitude – +0

Effect – This power may be used only before CC attack (not from Charge/Counter Charge). If model pass Ki test he chooses one model in base to base contact. To end of turn that model suffers -2 penalty to AR but only when saving blows from model with The Crow Piercing Glance. For every additional point of Magnitude added when this power is used, opponent model suffer

additional -1 to AR penalty.

Notes – Power unique to Storm Warriors School.

The Monkey's Foot

Type – Ability

Cost – 1

Magnitude – +0

Effect – This power have two usage. First may be used when model falls from distance. If he pass Ki test he will not suffer any damage no matter the distance he falls. Secondary usage is when this model is charged by opponent, if he pass Ki test opponent don't add bonuses for Charge (like when Brace action is taken).

Notes –

The Mongoose's Artful Dodge

Type – Technique

Cost – 1

Magnitude – -1

Effect – If model pass Ki test he may attempt to Dive for Cover from Template weapon even he is not on Wait Action. This attempt is made with +2 bonus.

Notes – Power unique to Celestial Path School.

The Rhino's Impregnable Skin

Type – Ability

Cost – 1

Magnitude – None

Effect – Model with this Ki Power gets +1 AR.

Notes – None.

The Toads Great Leap

Type – Technique

Cost – 1

Magnitude – +0

Effect – This power may be used only before Move or Charge action. If model pass Ki test he will gain for one move action +1 MV stat and Leap Ability.

Notes – Cannot be used in Counter Charge Action.

Toronaga's Raging Might

Type – Technique

Cost – 1

Magnitude – +0

Effect – This power may be used only at the beginning of activation of model (after any Terrain test etc.). If model pass Ki test gets +2 ST. For every additional 2 points of Magnitude added when this power is used he gets additional +1 ST. This bonus to ST is added to any Natural Attack that model may possess.

Notes – Power unique to Dragon Boxers School

Weapon Link

Type – Ability

Cost – 1

Magnitude – None

Effect – Model with this Ki Power chooses one CC weapon he posses. He add +1 ST when dealing damage with that weapon.

Notes – Power unique to Blade Master School.

Yzio's Prescience

Type – Technique

Cost – 1

Magnitude – +0

Effect – This power may be used only at the beginning of activation of model (after any Terrain test etc.). If model pass Ki test he gets +2 LD to any Spot attempts until end of turn. Additionally he do not require LOS to hidden model to attempt a Spot check.

Notes – None

Yorama's Deflecting Blow

Type – Technique

Cost – 2

Magnitude – -1

Effect – This power may be used when model is hit by RC attack . If he pass Ki test he deflect that attack and suffer no damage. Only Ballistic non AV weapons can be deflected.

Notes – Power unique to Blade Master School.

Triads Armory

Melee Weapons

Single Handed Weapons

Katana

The sword was considered the soul of samurai. For long time in Mishima nothing is changed. Based on long time tradition and newest technologies these swords are finest close combat weapon ever.

(slashing)

CC	PB	SR	MR	LR	ER	DM
+2	-	-	-	-	-	ST+5
Special Rules						
-						

Tanto

A Tanto is Mishimian knife or dagger with a blade length of about 15-30 cm. Used to self defense and often used by women.

(slashing)

CC	PB	SR	MR	LR	ER	DM
+1	-	-	-	-	-	ST+2
Special Rules						
-						

Nunchaku

Nunchaku is martial arts weapon that consists of two sticks connected at their ends with chain. Wielded by martial artist can be deadly weapon.

(concussive)

CC	PB	SR	MR	LR	ER	DM
+0	-	-	-	-	-	ST+4
Special Rules						
Imposes a -2 penalty to opponents CC in Close Combat, Non-Lethal						

Hissatsu Knife

Modern military version of traditional Tanto. Made from finest materials is deadly weapon in close quarters combats.

(slashing)

CC	PB	SR	MR	LR	ER	DM
+3	-	-	-	-	-	ST+2
Special Rules						
-						

Wakizashi

Traditional Mishimian short sword. Often used with Katana.

(slashing)

CC	PB	SR	MR	LR	ER	DM
+3	-	-	-	-	-	ST+3
Special Rules						
-						

Polearms

Naginata

Mishimian traditional spear. With long and heavy blade Its very effective tool for cutting due to the increased length of blade.

(slashing)

CC	PB	SR	MR	LR	ER	DM
+1	-	-	-	-	-	ST+6
Special Rules						
Polearm						

Two Handed Weapons

Heavy Chain

Crude and simple weapon. Long weighted chain.

(concussive)

CC	PB	SR	MR	LR	ER	DM
+0	-	-	-	-	-	ST+3
Special Rules						
May Sweep, Non-Lethal						

Kusari gama

(concussive)

The Kusari-gama is a Kama with a weighted chain attached it is also known as Chain Sickle, whereby an opponent's weapon can be entangled by the chain and rendered harmless while attacking with the edged kama

CC	PB	SR	MR	LR	ER	DM
+1	-	-	-	-	-	+3
Special Rules						
Negates opponent's charge bonuses. Opponent may not brake away from Close Combat						

Kamas

Kama is kind of battle sickle. It has short straight blade. Kama almost always used in pairs.

(slashing)

CC	PB	SR	MR	LR	ER	DM
+0(x2)	-	-	-	-	-	ST+3
Special Rules						
One handed weapon but always used in pairs.						

Dragon Claws

Infamous weapon of Dragon Triad. The are cybernetic enhancement that is forged into body of best Dragon Boxing school students. They are hidden in hands of user like cat like claws, to the moment when you need them. They are long and sharp. made by Cybertronic from finest materials.

(slashing)

CC	PB	SR	MR	LR	ER	DM
+0(x2)	-	-	-	-	-	ST+4
Special Rules						
One handed weapon but always used in pairs.						

Sidearms

Pistols

Tesume Pistol

This pistol is cheaper version of Ronin Pistol. And this is all that young gang members need. Its less accurate and more unhandy.

(ballistic)

CC	PB	SR	MR	LR	ER	DM
-1	+1	+0	-	-	-	7
Special Rules						
-						

Ronin Pistol

Most known Mishima pistol ever. Almost all criminals and mercenaries in Mishimian society uses Ronin. He is accurate, durable and has fair price.

(ballistic)

CC	PB	SR	MR	LR	ER	DM
+0	+2	+0	-	-	-	8
Special Rules						
-						

P-60 Punisher Handgun with Scope

Punisher handgun is ultimate Pistol. With scope its even more deadly. This configuration is used by assassins and contract killers.

(ballistic)

CC	PB	SR	MR	LR	ER	DM
+0	+3	+2	-	-	-	9
Special Rules						
Scope – included in profile, Silenced						

Ichu Dart Pistol

Resembles small crossbow like pistol. Fires short arrows without any nose. Used by assassins to eliminate their targets without any noise.

(ballistic)

CC	PB	SR	MR	LR	ER	DM
-1	+1	-1	-	-	-	7

Special Rules

Supreme Silenced: While firing from this weapon model suffers -1 to his stealth/stalk for turn. But if that penalty is less than his rating , it will not loose stalk/stealth status.

Machine Pistols

Whisper Machine Pistol

Crafted by Independent small corporation based on Fukido. It has integral silencer and is popular among assassins and mercenaries on Mercury.

(ballistic)

CC	PB	SR	MR	LR	ER	DM
+0	+1(x2)	+1	-	-	-	9
Special Rules						
Silenced						

Double Whisper Machine Pistol

Popular machine pistol used in pair.

(ballistic)

CC	PB	SR	MR	LR	ER	DM
+0	+2(x2)	+0	-	-	-	11
Special Rules						
Silenced						

Night Whisper Machine Pistol

Special version of Kenjiro Munitions production. Crafted specially for Black Dragons Triad. It has Silencer just like standard version and it has additional built in load-out. Mp-17 Night Sight, that allows you to fight in darkness without fear.

(ballistic)

CC	PB	SR	MR	LR	ER	DM
+0	+1(x2)	+1	-	-	-	9
Special Rules						
Has MP-17 Night Sight Load Out: Reduces penalty for firing into smoke/darkness by 2. Silenced						

Submachine Guns

Demonfang Rocketgun Submachine Gun

Designed by Tambu Keiretsu. Heavy submachine gun used on short ranges by Mishima military. Fires small rockets that can burn even trough heaviest armor.

(concussive)

CC	PB	SR	MR	LR	ER	DM
-2	2(x2)	1(x2)	0	-	-	9
Special Rules						
AV: 2						

CC	PB	SR	MR	LR	ER	DM
+2	-	-	-	-	-	-
Special Rules						
<p>Garrote can be used only on Mortal models with one wound and only in turn that model using it comes out from stealth/stalk.</p> <p>Model hit by Garrote must test hist ST with modifier +2, if failure he suffers a wound (no armor save).</p>						

