

## ARASHIYAMA INNER GUARD

### YAKUZA PROTECTION

At the start of the game, choose a Unique Hero you control that is a Ninja or Yakuza. If the chosen Hero would roll defense dice against a normal attack, instead you may choose an Arashiyama Inner Guard to move adjacent to the chosen Hero or the attacking figure with its normal movement. That Arashiyama Inner Guard must roll defense and take any resulting wounds from the attack instead of the chosen Hero. When an Arashiyama Inner Guard uses Yakuza Protection, he will take all leaving engagement attacks.

### RUTHLESS COUNTER STRIKE

When rolling defense dice against a normal attack from an adjacent attacking figure, if this Arashiyama Inner Guard is not destroyed by this attack, all skulls rolled count as unblockable hits on the attacking figure.



HUMAN

UNIQUE SQUAD

YAKUZA

LOYAL

MEDIUM

5

1  
LIFE

MOVE 5

RANGE 1

ATTACK 3

DEFENSE 6

100  
POINTS