



KATANA

TATSU TORO

OUTSIDERS ADVANCE

When rolling for initiative, add 1 to your roll for each enemy figure within clear sight of Katana, to a maximum of +3. If you win initiative, you may immediately move up to 3 Interlopers you control up to 3 spaces each, ignoring leaving engagement attacks. After moving figures this way, you may choose a figure engaged with both Katana and another Interloper you control and roll one unblockable attack die against the chosen figure.



HUMAN

UNIQUE HERO

INTERLOPER

HONORABLE

MEDIUM

5

DEADLY STRIKE

When attacking with Katana, each skull rolled counts as an additional hit.

IAIJUTSU STRIKE 14

When an opponent's figure engaged with Katana targets a figure for an attack, you may roll the 20-sided die.

If you roll 14 or higher, the opponent's figure receives 1 wound and its turn immediately ends.



4

LIFE

MOVE

6

RANGE

1

ATTACK

2

DEFENSE

4

150

POINTS

