





HUMAN

UNIQUE HERO

YAKUZA

PASSIONATE

MEDIUM 5

MOVE 6

RANGE 1

ATTACK 4

DEFENSE 4

170

POINTS



MASAHIRO ARASHI

YAKUZA OYABUN

After revealing an Order Marker on this card, before taking a turn with Masahiro Arashi, you may choose any one Yakuza, Ninja, or Assassin Hero or squad you control and first take a turn with the chosen Hero or squad.

RUTHLESS COMMAND

After rolling for initiative, if there is at least one Order Marker on this card, you may choose an opponent's Unique Hero. For this round, all other Yakuza, Assassin, and Ninja Heroes you control add 1 to their Attack numbers when attacking the chosen Hero with a normal attack. At the end of the round, if the chosen Hero is not destroyed, you must destroy one other Yakuza, Assassin, or Ninja Hero you control.

RUTHLESS COUNTER STRIKE

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

4

LIFE