

市土ウカ土内市

Mishima is a society with a structure evolved from the values and ethos of ancient Japan as it was under the rule of Shoguns. The art of war, Bushido, is integral part of the Mishiman culture. Honor is paramount. Duty to one's superiors takes the place of the written laws, and hence the structure of the society is strongly dynastic, elegant yet rigid, with Daimyo – or the Overlord – wielding absolute power as he obviously has no-one to owe duty to. Despite its inherently nepotistic and undemocratic structure, the Mishiman society has a remarkable capacity for resilience. The people's adherence to duty and their intense devotion to the largely unforgiving system have allowed Mishima accomplished many things that other Human societies consider impossible.

The world on which Mishima holds sway is first planet of the same system as that of the Brotherhood home world of New Avignon. The New Avignon name for the world is Orcus, and the Mishiman name of Jigoku is hardly more flattering. The surface of Jigoku is airless and scorched by system's star, and initially the humans were introduced into extended natural volcanic caverns under the crust. To date, almost all denizens of the planet live in underground "termite cities".

Tech Level: 3*

Strategy Rating: 12

*) As technology in general is not very advanced in the original Warzone universe, Tech Level 2 has been used to generate everything else except certain frames that require TL 3 to work in a reasonable facsimile of the Warzone original. Additionally, certain TL 3 augmentations have been used to stand in for WZ abilities.

TACTICAL AND STRATEGIC PARAMETERS

Victory Point Advantage

Glory

Tactical Rating: 7

Tactical Aspect	Value	TR Cost
Maximum Unit Size	11	+2
Maximum Ad Hoc Units	25%	0
Maximum Elite Units	50%	+3
Maximum Vehicle Units	25%	0
Initial ADR	10	0
Failed Figure Morale Test	Shame	0
Failed Unit Morale Test	Regroup	0
Tactical Advantage	Banzai Charge	+2

Frame Rating: 5

Frame Aspect	Limitation	FR Cost
Maximum Frames	25	+2
Maximum SI Weapon Cost	40	+1
Maximum PI Weapon Cost	40	0
Maximum VE Weapon Cost	80	0
Maximum Phase Weapon Cost	n/a	0
Minimum Armor Rating (PI)	-1	+1
Maximum PI Speed	5	0
Minimum Field Save	n/a	0
Maximum HTH Cost	20 (30)	+1
Maximum IF Area of Effect	2"	0

Augmentations (8)

General: Access to Enemy Weaponry (Multiply weapon cost by 2)
 - replaces any one standard weapon per game
 Access to Non-standard Weaponry (Multiply weapon cost by 1.5)
 - replaces any one standard weapon per game

Army: [none]

Infantry Indiv: Ki Powers (+15 PV per hero or officer)

Some Mishima individuals train combat so fanatically that their reflexes, strength and skills eventually exceed that of normal humans. The Mishima put this prowess down to the mystical Ki power possessed by everyone but only fully harnessed by few. In game terms, Ki Powers count as Personal Tactical Computer.

Infantry Unit: Camouflage (+15 PV per Shadow Walker)

Various methods of camouflage are employed by Mishiman Shadow Walkers to enable them to carry out their black ops duties. In game terms, all of these count as Refractive Cloak

One-Shot Grenade Launcher - fragmentation grenade (+5 PV per Ronin per Shinnyuusha Assault Rifle)

Kenjitsu (+5 PV per Demon Hunter)

Some Mishima who train extensively for years on end can obtain such skill with melee weapons that their blows, although made with apparently normal weapons, can cut through armor and flesh with terrifying ease. This ability counts as a Superheated Tip augmentation.

Honed Blade (+2 PV per Meka)

Vehicle: Anti-ballistic Shield (+20 PV per Gigameka)

This takes the form of large ceramic or metal alloy shield physically carried by a Gigameka armored suit and counts as a Point Defense System

Passenger Survival System (+10 PV per Kuru Troop Carrier)

Weapon Stabilizers (+10 PV per weapon per Dragonbike)

STANDARD INFANTRY

Ashigaru – 7

Ashigaru are warriors drawn, en masse, from the ranks of commoners. As Mishima is more and more often forced to fight against numerically superior enemies, Ashigaru are becoming more commonplace and accepted part of the military. Although poorly armed, trained, and equipped, they are deeply loyal to their master and swear an oath of fealty similar to that of the Samurai. Ashigaru normally have only the lightest of body armour so as not to impede their mobility and flexibility in combat using an assault rifle affixed with the Naginata, a peculiar spear bayonet of Mishiman design. Over their armor, Ashigaru wear white uniform kimonos which are tied with a belt sash that indicates their rank. These are white for a standard soldier, red for officer.

Type	SI
Size	2
Quality	Green
Move	5 Sprint
Armor Rating	+4
Damage Capacity	1
Field Save	n/a
HTH Rating	1@9+
Reflex	-1
Agility	7
Officer	1L (+35) or 2L (+50)
Hero Cost	n/a
Covert Operations	0

Primary Weapon: Shinnyuusha Assault Rifle OR Suzukaze SMG

Support Weapon: Gunshin LMG OR Kyoka Flame Thrower

Side Arm: -

Augmentation: -

Demon Hunter – 31

From the dark and gloomy depths of the Underground Ocean rises a great black peak perpetually shrouded in mist. High atop this peak stands the foreboding tower monastery of the feared Order of Demon Hunters. The name of the order harkens back to the more superstitious times and may have connotations of alien contact. Within the enormous spire of the Demon Hunters' monastery, hundreds if not thousands of desperate, bitter men and women rejected by the Mishiman society at large are trained, tested and put through incredible ordeals each day. Should they survive, they are allowed to leave the monastery as fully fledged Hunters, their martial arts skills honed to levels that seem impossible to less driven mortals.

Type	SI
Size	2
Quality	Elite
Move	5 Sprint
Armor Rating	+3
Damage Capacity	1
Field Save	n/a
HTH Rating	2@7+
Reflex	+3
Agility	11
Officer	2L (+50) or 3L (+95)
Hero Cost	n/a
Covert Operations	2I (+8)

Primary Weapon: Karyu HMG OR Shashu Sniper Rifle

Support Weapon: Kyoka Flame Thrower

Side Arm: Senbotsu CDW

Augmentation: Kenjitsu

Ronin – 14

A Ronin is essentially a mercenary, a warrior who does not swear an oath of loyalty binding until death to a single master, instead serving each lord for an agreed-on tenure. Some of them, usually those wearing masks, are disgraced former Samurai. The Ronin largely renounce the Bushido code and combine modern fire arms with traditional close combat techniques – they still carry the Daisho for example. They are the nearest Mishiman equivalent of professional soldiers deployed by Human Confederacy.

Type	SI
Size	2
Quality	Regular
Move	5 Sprint
Armor Rating	+3
Damage Capacity	1
Field Save	n/a
HTH Rating	1@7+
Reflex	+2
Agility	10
Officer	1L,1C (+95) or 2C (+95)
Hero Cost	+17
Covert Operations	0

Primary Weapon: Shinnyuusha Assault Rifle OR Suzukaze SMG

Support Weapon: Eaburashi Grenade Launcher OR Karyu HMG

Side Arm: -

Augmentation: One-shot Grenade Launcher (+5PV per Shinnyuusha Assault Rifle)

Ronin Sniper – 22

After the Brotherhood Man Hunter teams were used with great success against them in the Brotherhood-Mishima War, the Mishiman generals were sufficiently impressed to begin training their Ronin to form similar “kill teams”. Many Mishima still view such tactics as dishonorable though and hence Ronin Sniper teams are a rare sight on the battlefield.

Type	SI
Size	2
Quality	Elite
Move	4 Sprint
Armor Rating	+3
Damage Capacity	1
Field Save	n/a
HTH Rating	1@7+
Reflex	+2
Agility	9
Officer	1L (+35)
Hero Cost	n/a
Covert Operations	1 (+3)

Primary Weapon: Shashu Sniper Rifle
Support Weapon: Eaburashi Grenade Launcher
Side Arm: Kasumi Grenade OR Ohka Grenade
Augmentation: -

Samurai – 28

The Samurai are the most fanatical followers of Bushido, the code of honor that is the foundation of the entire Mishiman military (and for a considerable part, society). The Samurai swear fealty to one single lord and serve him and his heirs until death – indeed they are expected to willingly and without hesitation give their lives in defense of their master. They traditionally decline from using ranged combat weapon of any kind, considering them cowardly. Instead, they carry and fight with Daisho, a set of paired swords consisting of a long killing blade called Katana and a similar but shorter sword named Wakizashi. The Samurai insistence on fighting the enemy in hand-to-hand combat, where few can stand against them, means they tend to incur very heavy casualties on a modern battle field. As a concession to the times, they have recently begun to carry Kasumi Grenades that help them to mask their advance from the dishonorable enemy intend on gunning them down at a range.

Type	SI
Size	2
Quality	Fanatic
Move	5 Sprint
Armor Rating	+3
Damage Capacity	1
Field Save	n/a
HTH Rating	3@7+
Reflex	+2
Agility	10
Officer	2L (+50) or 3L (+95)
Hero Cost	+21
Covert Operations	0

Primary Weapon: -
Support Weapon: -
Side Arm: Kasumi Grenade OR Senbotsu CDW
Augmentation: -

Shadow Walker – 31

Shadow Walkers are not soldiers as such but assassin, and shrouded in much mystery. There is no attempt made to cover up the rumor of their existence, yet their public appearances are so infrequent that they are widely regarded as being merely an old wives' tale. And it is true that there is little in the way of facts available about the Shadow Walkers. Some believe that they are an elite military force employed by Mishima's leaders. Others suggest that they are the remnant of an ancient religion. Others believe that the Shadow Walkers are part of a powerful conspiracy present in every level of Mishiman society. Others believe that the Shadow Walkers are divided into warring sects, similarly to the better documented criminal syndicates. Some believe that, beneath their masks and black garb, Shadow Walkers are disfigured mutants, or more exotic things. It is said that no Shadow Walker has ever been taken alive, and no body has ever been found for examination: presumably, when Shadow Walkers are slain or captured, specially crafted "mortuary enzymes" dissolve their bodies into pools of slime. According to rumor, they steal infants from their parents and train them in the mysterious arts of death-dealing from the moment they are old enough to walk. Much ado is made about the various ranks that supposedly exist within the Shadow Walkers, such as the superhuman Death Dealers and the assassin-mystics Greymen. What is know for a fact is that the Mishiman government indeed does engage the services of assassins skilled in the arts of stealth, and such troops occasionally make an appearance on a battlefield whilst performing a mission. If they are the famed Shadow Walkers, nobody seems to own up to the fact.

Type	SI
Size	2
Quality	Elite
Move	5 Sprint
Armor Rating	+4
Damage Capacity	1
Field Save	n/a
HTH Rating	2@7+B
Reflex	+1
Agility	9

Officer	2L (+50) or 3L (+95)
Hero Cost	+15
Covert Operations	3I (+10)

Primary Weapon: Ken'Ichi Handgun OR Tsume Machine Pistol

Support Weapon: -

Side Arm: Kasumi Grenade OR Senbotsu CDW

Augmentation: Camouflage

Tiger Dragon – 23

Tiger Dragons are hand-picked by the senior military officers from the ranks of Veteran Ronin and comprise of particularly tall, muscular and resilient warriors. Experts on using their physical stature in close combat and prepared to use both ranged and hand-to-hand weapons to their best advantage, they are deployed on some of the most demanding missions such as sabotage operations behind enemy lines. Their presence on a battlefield inspires all other Mishiman forces to further acts of bravery. As befits such elite troops, they are equipped with the best Mishiman standard infantry armor and expensive, modernized versions of Naginata with powered blades that can cut through even the best protected enemy infantry with ease.

Type	SI
Size	2
Quality	Veteran
Move	4 Sprint
Armor Rating	+2
Damage Capacity	1
Field Save	n/a
HTH Rating	2@7+A
Reflex	+2
Agility	9
Officer	2L,1C (+110) or 4L (+110)
Hero Cost	n/a
Covert Operations	2I (+8)

Primary Weapon: Suzukaze SMG

Support Weapon: -

Side Arm: Kasumi Grenade OR Ohka Grenade or Senbotsu CDW

Augmentation: -

Veteran Ronin – 19

Ronin who lead an exceptional career eventually rise to position almost as revered as the Samurai. These elite warriors form distinctive mercenary companies with a clear sense of identity and continuity. Among the best know are the Hatamoto and the Crimon Devils. Many of the former are disowned or shamed noblemen hiding behind heavy mask-helmets, and the unit has traditionally sworn allegiance only to the Daimyo himself. The latter wear colorful and ornate red armor and demonic masks and in contrast to the Hatamoto row where fighting promises to be the fiercest, forming temporary alliances only.

Type	SI
Size	2
Quality	Veteran
Move	4 Sprint
Armor Rating	+3
Damage Capacity	1
Field Save	n/a
HTH Rating	2@7+
Reflex	+2
Agility	9
Officer	1L,2C (+130) or 2L,2C (+145)
Hero Cost	+15
Covert Operations	0

Primary Weapon: Gunshin Assault Rifle OR Himei Sonic Blaster

Support Weapon: Karyu HMG OR Shinden Rocket Launcher

Side Arm: -

Augmentation: -

POWERED INFANTRY

Combat Warhead – 18

Combat Warheads are more advanced examples of Mishima's forays into cybernetics and artificial intelligence than the simplistic Suicide Warhead android drones. Warheads are hulking androids capable of relatively complex friend-or-foe recognition and target selection. As a result of some friendly fire accidents and also simply because the use of combat androids is not seen as honorable, the human troops tend to distrust them and often abandon them to be swamped by the more numerous enemy. Noting this, the engineers responsible for designing the Warheads have lately fitted their creations with self-destruct mechanisms that ensure they wipe out a maximum number of enemies before going down.

Type	PI
Size	2
Quality	Matrix
Move	4
Armor Rating	0
Damage Capacity	1
Field Save	n/a
HTH Rating	1 @ 8+
Reflex	-1
Agility	3
Officer	1F (+30) or 2F (+60)
Hero Cost	n/a
Covert Operations	0

Primary Weapon: Karyu HMG

Support Weapon: Kyoka Flame Thrower OR Eaburashi Grenade Launcher

Side Arm: Senbotsu CDW

Augmentation: -

Meka – 97

Among the more extreme expression of the Bushido philosophy are the Meka battle suits. Massive and lumbering, they are mobilized by incredibly complex and powerful hydraulic systems. While they are capable of using SI weapons almost like oversized side arms and some do bristle with heavy weapons such as shoulder mounted rocket launchers, many Meka are piloted by the more fanatical followers of the Bushido who rely on heavy close combat weaponry alone.

Type	PI
Size	3
Quality	Elite
Move	5
Armor Rating	-1
Damage Capacity	2
Field Save	n/a
HTH Rating	2 @ 7+AK
Reflex	0
Agility	5
Officer	2L (+50) or 4L (+110)
Hero Cost	n/a
Covert Operations	0

Primary Weapon: Karyu HMG OR Senbotsu CDW

Support Weapon: Shinden/M Rocket Launcher

Side Arm: Ken'Ichi Handgun

Augmentation: Honed Blade

Suicide Warhead – 17

Suicide Warhead is a much simpler and older type of android than its "cousin" the Combat Warhead. It has a limited AI capable of rudimentary FOF recognition and it is often programmed simply to charge blindly towards the enemy, detonating the Senbotsu CDW embedded in its hull when it reaches the preset distance. Occasionally, more complex stalking programs are employed that may even allow the androids to mask their advance with smoke bombs. Suicide Warheads are clothed as peasants for the dual purpose of making their presence in the army ranks less obvious and to give the enemy an impression of Mishima citizens being ready to go at any lengths to defend their government.

Type	PI
Size	2
Quality	Matrix
Move	5 Sprint
Armor Rating	+2
Damage Capacity	1
Field Save	n/a
HTH Rating	1 @ 10+
Reflex	-3
Agility	3
Officer	1F (+30)
Hero Cost	n/a
Covert Operations	0

Primary Weapon: Senbotsu CDW

Support Weapon: -

Side Arm: Kasumi Grenade

Augmentation: -

VEHICLES

Dragonbike – 82

The Dragonbike, named for the decorative dragon's head forming its nose, is an example of Mishiman focus on all-terrain vehicles. Not so much a bike but a small hovercraft designed to be capable of short jumps through the air to clear terrain that is too difficult to navigate on the ground level, and hard hitting for its size.

Type	Light vehicle
Size	4
Quality	Vehicle
Move	6 Jump
Armor Rating	0
Damage Capacity	2
Field Save	n/a
HTH Rating	n/a
Reflex	-2
Fire Actions	2
Passengers	n/a
Entry Arcs	n/a

Primary Weapon: Kyoka Flame Thrower OR Ryujin Mounted HMG

Secondary Weapon: Enmu CDW OR Mounted Shinden Rocket Launcher

Augmentation: Weapon Stabilizers

Gigameka – 269

Gigameka are immense versions of the Meka powered armor design, each one uniquely crafted and fashioned to look like a giant Samurai warrior. Although they outwardly resemble their smaller cousins, the Gigameka have more in common with tanks and other war machines than with infantry. Although heavily armed and armored, these larger creations are generally considered to be more symbolic than practical, as wondrous achievements as they might be of Mishiman ingenuity in design and use of hydraulics.

Type	Mecha
Size	5
Quality	Vehicle
Move	6
Armor Rating	-1
Damage Capacity	4
Field Save	n/a
HTH Rating	2 @ 6+V
Reflex	+1
Fire Actions	2
Passengers	n/a
Entry Arcs	n/a

Primary Weapon: Ryuujin Mounted HMG OR Kyoka Flame Thrower
Secondary Weapon: Mounted Shinden Rocket Launcher OR Karyu HMG
Augmentation: Anti-ballistic Shield

Kuru Troop Carrier – 126

Mishima army features a very large number of hand-to-hand combat oriented troops, and has a distinct need to move them quickly to contact with the enemy. Lacking the resources to supply top quality APCs to all the troops, Mishiman military engineering went for the quantity through ease and low cost of manufacture. The result is the Kuru Troop Carrier, a rather flimsy if fast hover barge designed to allow the soldiers to pile out as fast as possible when – or if – the enemy lines are reached.

Type	APC
Size	5
Quality	Vehicle
Move	10S
Armor Rating	0
Damage Capacity	2(4)
Field Save	n/a
HTH Rating	n/a
Reflex	n/a
Fire Actions	2
Passengers	18
Entry Arcs	F, R, L

Primary Weapon: Ryuujin Mounted HMG OR Kyoka Flame Thrower
Secondary Weapon: Enmu CDW OR Mounted Shinden Rocket Launcher
Augmentation: Passenger Survival System

STANDARD INFANTRY WEAPONS

Eaburashi Grenade Launcher – 17

The Eaburashi has a reasonable range for an infantry portable grenade launcher, but unfortunately it is quite inaccurate. If it does hit anything, it displays typical destructive potential for a weapon of its class.

Type	Target	FR	3+	5+	7+	9+	11+	AOE	IR	IF	Ammo
SI	AI	1	-	-	20	40	60	2",7+	-	yes	6

Gunshin Assault Rifle/LMG (Light Machine Gun) – 24

A heavier version of the standard Shinnyuusha Assault Rifle deployed by most Mishima infantry, this weapon bridges the gap between assault rifles and machine guns. Equipped with a belt feed and a longer variant barrel it can achieve sufficient fire rates to serve as a light machine gun, while a more common clip feed and standard barrel reduce the effective fire rate and range to those of a heavy assault rifle. Gunshin is among the best Mishima weapons in reliability and performance.

Type	Target	FR	3+	5+	7+	9+	11+	AOE	IR	IF	Ammo
SI	AI	1(2)	-	20	30	40	-	-	-	-	un

Himei Sonic Blaster – 36

One of the experimental weapons occasionally deployed by Veteran Ronin squads, the Himei produces a massive barrage of wildly oscillating ultrasonic sound waves capable of smashing an enemy soldiers down and throwing them into disarray. The weapon has been designed as a compact and easy to carry, trading off heavy power shells that would be required to supply energy for a prolonged firefight.

Type	Target	FR	3+	5+	7+	9+	11+	AOE	IR	IF	Ammo
SI	AI	1CS	-	5+	10+	15+	-	-	-	-	4

Karyu HMG (Heavy Machine Gun) – 22

This variant on the gatling design has the barrels tapered together, which results in a small decrease in overall size. Unlike most weapons designated as heavy machine guns, this weapon is specifically designed to be carried by a warrior (rather than mounted on a vehicle). The weapon is to be latched onto the operator's arm, with a thumb-switch control, theoretically allowing for one-handed use even for an standard infantry trooper. Consequently, it also has low hitting power for a heavy machine gun, and there is no concern for accuracy at any range.

Type	Target	FR	3+	5+	7+	9+	11+	AOE	IR	IF	Ammo
SI	AI	2	-	15	30	-	-	-	-	-	un

Ken'Ichi Handgun – 4

This is in fact a version of the Brotherhood P-60 Punisher Handgun produced by Mishima under licence. The Mishima variant can be fitted with a silencer and features an extended clip in the handle, which allows for a higher rate of fire. Despite being an originally foreign design, it is rumored to be the favored weapon of Shadow Walkers. Like the original Punisher, Ken'Ichi is heavy hitting but has nasty recoil as well, so only particularly strong individuals can use it truly effectively.

Type	Target	FR	3+	5+	7+	9+	11+	AOE	IR	IF	Ammo
SI	AI	1(2)	-	5	10	15	20	-	0	-	un

Kyoka Flame Thrower – 37

Kyoka is a fairly predictable type of light flame thrower. Similar weapons of compatible performance are seen across the Galaxy where ever Human armies fight.

Type	Target	FR	3+	5+	7+	9+	11+	AOE	IR	IF	Ammo
SI	AI	IBC	-	-	5	10	15	-	-	-	un

Shashu Sniper Rifle – 22

This is a sniper rifle with several positive qualities, among them its compact design, easily portability, and low production cost. It is slightly less reliable than many other sniper rifles of Human manufacture, but is still a well-crafted weapon. On the negative side, it has low hitting power compared to other weapons of its class, though it packs quite a sufficient punch to take out poorly armored targets.

Type	Target	FR	3+	5+	7+	9+	11+	AOE	IR	IF	Ammo
SI	AI	1	-	-	30	60	-	-	1	-	un

Shinden Rocket Launcher – 14 (infantry loader weapon)

As with most Mishiman weapons, this rocket launcher is less accurate and durable than other weapons of its class.

Type	Target	FR	3+	5+	7+	9+	11+	AOE	IR	IF	Ammo
SI	AV	1	-	-	-	60	-	-	2	-	un

Shinnyuusha Assault Rifle – 8

Shinnyuusha Assault Rifle is a fairly weak weapon for an assault rifle in terms of hitting power, being more comparable to SMGs produced by Human Confederacy, but it is of exceptional reliability. The weapon has options for mounting either a grenade launcher unit under or a bayonet attachment under the barrel. The latter option is generally used only by the Ashigaru.

Type	Target	FR	3+	5+	7+	9+	11+	AOE	IR	IF	Ammo
SI	AI	1	-	-	20	30	40	-	-	-	un

Suzukaze SMG (Sub-Machine Gun) – 4

Suzukaze SMG is plagued by a reputation as an unreliable weapon. Unlike in the case of the Tsume Machine Pistol, this is actually deserved. Suzukaze is a weapon best suited to use by well-trained personnel, and is often carried by officers or other veteran troopers.

Type	Target	FR	3+	5+	7+	9+	11+	AOE	IR	IF	Ammo
SI	AI	1(2)	-	-	5	15	25	-	-	-	un

Tsume Machine Pistol (Military Grade) – 2

Several versions of Tsume pistols exist. The fully automatic, rapid fire capable version used by the Mishima military is a fairly lightweight weapon that, like all the other Tsumes, has almost nothing in the way of serviceable parts. Its reputation as unreliable is grossly undeserved and stems from the fact that the "civilian" models tend to degrade in performance noticeably after going through a single clip (in fact, some models have an integral clip that can't be changed at all). Still, for long-term field or personal use, little can be done to maintain the Tsume if it suffers any damage or even normal wear and tear.

Type	Target	FR	3+	5+	7+	9+	11+	AOE	IR	IF	Ammo
SI	AI	2	-	-	5	10	15	-	-	-	un

POWERED INFANTRY WEAPONS

Shinden/M Rocket Launcher – 18

Similar in capabilities to the regular Shinden deployed by the Mishiman standard infantry, the Shinden/M features modifications, most notably a semi-automatic ammo feed system, that makes it possible for troopers encased in cumbersome Meka suits operate it alone.

Type	Target	FR	3+	5+	7+	9+	11+	AOE	IR	IF	Ammo
PI	AV	1	-	-	-	60	-	-	2	-	un

VEHICLE WEAPONS

Mounted Shinden Rocket Launcher – 49

This is a vehicle mounted version of the infantry-deployable Shinden/M launcher with a fully automatic missile feed mechanism. To accommodate balanced mounting on sometimes unstable firing platforms, it has a distinctive dual design where the rocket feeding mechanism alters between supplying two launcher pods. Each pod can also store several (depending on the size of the pod) rockets inside them for rapid deployment. Aside of the higher rate of fire, it has roughly the same capabilities as the infantry deployable model.

Type	Target	FR	3+	5+	7+	9+	11+	AOE	IR	IF	Ammo
VE	AV	2	-	-	-	60	-	-	2	-	un

Ryuujin Mounted HMG – 70

This, the heaviest example of Mishiman anti-infantry ordnance, is the “trademark weapon” of the devastating Dragonbike. Naturally it is also mounted on various other vehicles and defense emplacements.

Type	Target	FR	3+	5+	7+	9+	11+	AOE	IR	IF	Ammo
VE	AI	2A	-	30	60	-	-	-	-	-	un

GRENADES AND CLOSE DEFENSE WEAPONS

Ohka Grenade – 2

These are anti-personnel fragmentation devices similar to numerous other standard issue hand grenades used by human armies all over the Perseus Arm.

Grenade: 2”,1@9+

Enmu CDW – 10/36

Originally designed to give a bit of extra protection to the rather poorly armored Kuru Troop Carriers, this CDW produces a thick obscuring cloud of smoke and magnetically charged particles to foil the targeting systems of the enemy.

Vehicle CDW: 2”, -2 LOS¹

¹) this effect lasts until the following turn’s resolution phase; keep template on table

Kasumi Grenade – 1

Similar in operation but less effective than Enmu CDW mounted on some Mishiman vehicles, this grenade is used to block line of sight and thus provide some cover for the Mishiman troops against the dishonorable ranged fire of the enemies as they themselves close in for hand-to-hand combat.

Grenade: 2”,-1 LOS¹

¹) this effect lasts until the following turn’s resolution phase; keep template on table

Senbotsu CDW – 11

Some of the more fanatical followers of the Bushido view capture by the dishonorable enemies of the Mishima as a fate worse than death. To avoid this eventuality, they carry an explosive device strapped to their bodies under their robes, although the Bushido code only permits its use as the very last measure. The same device is also carried by the Warhead androids which obviously aren’t affected by the Bushido and hence can blow themselves up without any qualms at all in the most inopportune moment for their opponent.

Infantry kamikaze CDW: 3”,2@5+

TOTAL FRAMES = 25 (maximum of 25)

11 Unique Infantry Frames

14 Unique Weapons

STANDARD UNITS

Ashigaru Unit

6-11 Ashigaru

Gigameka Lance (exclusive)

2-11 Gikameka

Combat Warhead Maniple

6-11 Combat Warheads

Meka Lance (exclusive)

6-11 Meka

Dragonbike Squadron (exclusive)

2-11 Dragonbikes

Personnel Carrier Group (exclusive)

0-6 Dragonbikes

2-5 Kuru Troop Carriers

Ronin Unit

5-11 Ronin

Ronin Sniper Team

4-11 Ronin Snipers

Samurai Unit

5-11 Samurai

Shadow Walker Strike Team (exclusive)

4-11 Shadow Walkers

Suicide Warhead Maniple

6-11 Suicide Warheads

Tiger Dragon Strike Team

4-11 Tiger Dragons

Veteran Ronin Unit

4-11 Veteran Ronin

Veteran Special Force Team (exclusive)

1-4 Tiger Dragons

3-7 Veteran Ronin