These cards have been sized to standard game cards, 63mm x 88mm.

What may look like a full page image on your screen is actually very small when printed.

If you choose to print multiple pages per page, you should be able to print 9 cards (pages) per A4 page that will be the correct size to work with most card game protective sleeves.

4

Group

Heavy Infantry

4+1 | 3 | 5 | 3 | 4+1 | 1

Courageous.

Crab Clan. Samurai.

Heavily Armoured. Melee Weapons.

3 left in group +1, 2+ left in group +1

3

Follower

Heavy Infantryman

4 3 5 3 4 1

Courageous.

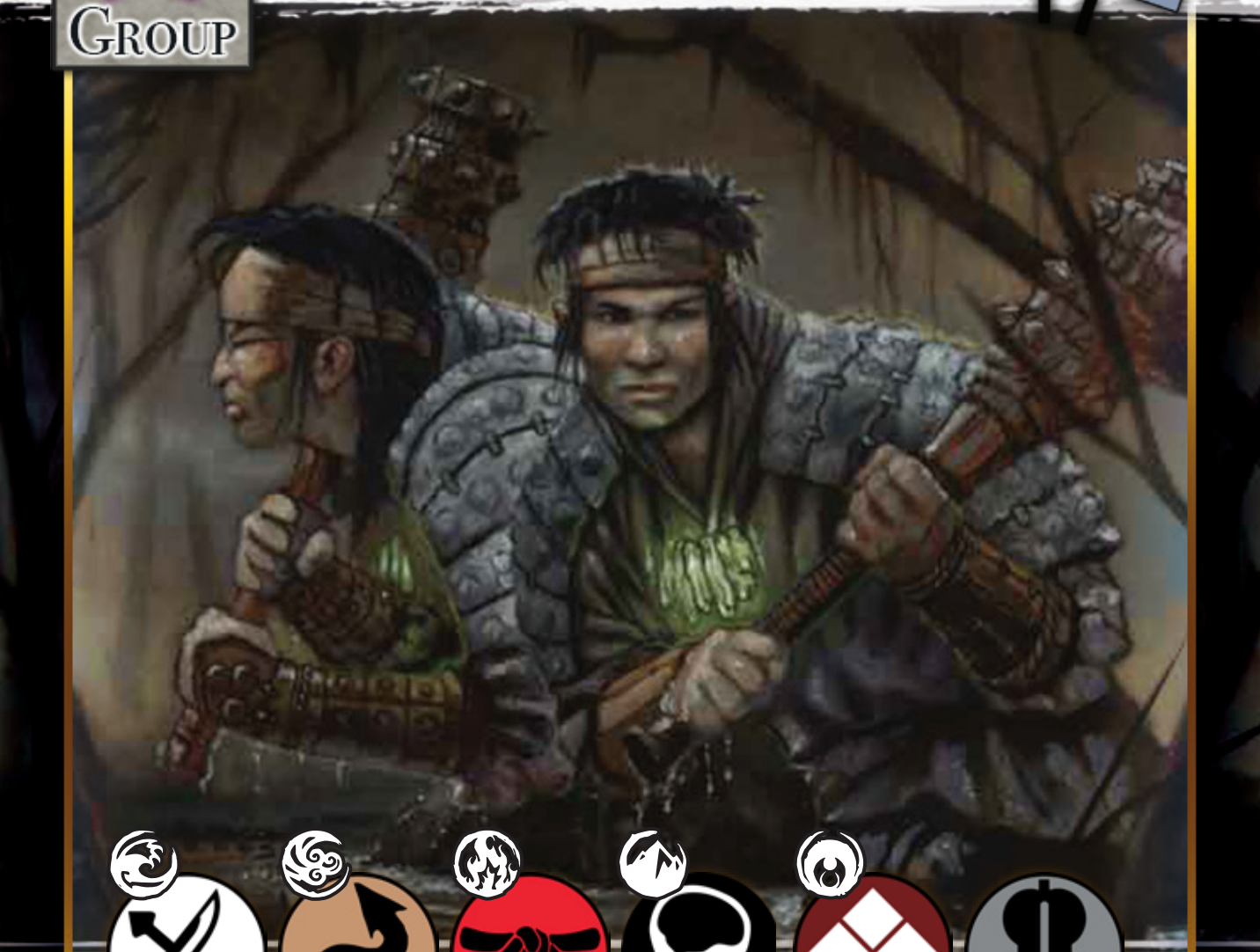
Crab Clan. Samurai.

Heavily Armoured. Melee Weapons.

4

GROUP

Hiruma Stalkers Patrol



4+1 5 3 4 4+1 1

Scout.

Crab Clan. Samurai. Shinobi.
Armoured. Melee Weapons.

3 left in group +1, 2+ left in group +1

3

Follower

Hiruma Stalker

4 5 3 4 4 1

Scout.

Crab Clan. Samurai. Shinobi.
Armoured. Melee Weapons.

5

Hero

Samurai Hero

5 4 6 4 5 3

Courageous.

Crab Clan. Samurai.

Heavily Armoured. Melee Weapon.

5

Hero

Frontline Engineer

4 4 5 6 5 3

Tactician.

Crab Clan. Samurai.

Heavily Armoured. Melee Weapon.

5

Hero

Hiruma Stalker Captain

5 5 5 5 4 3

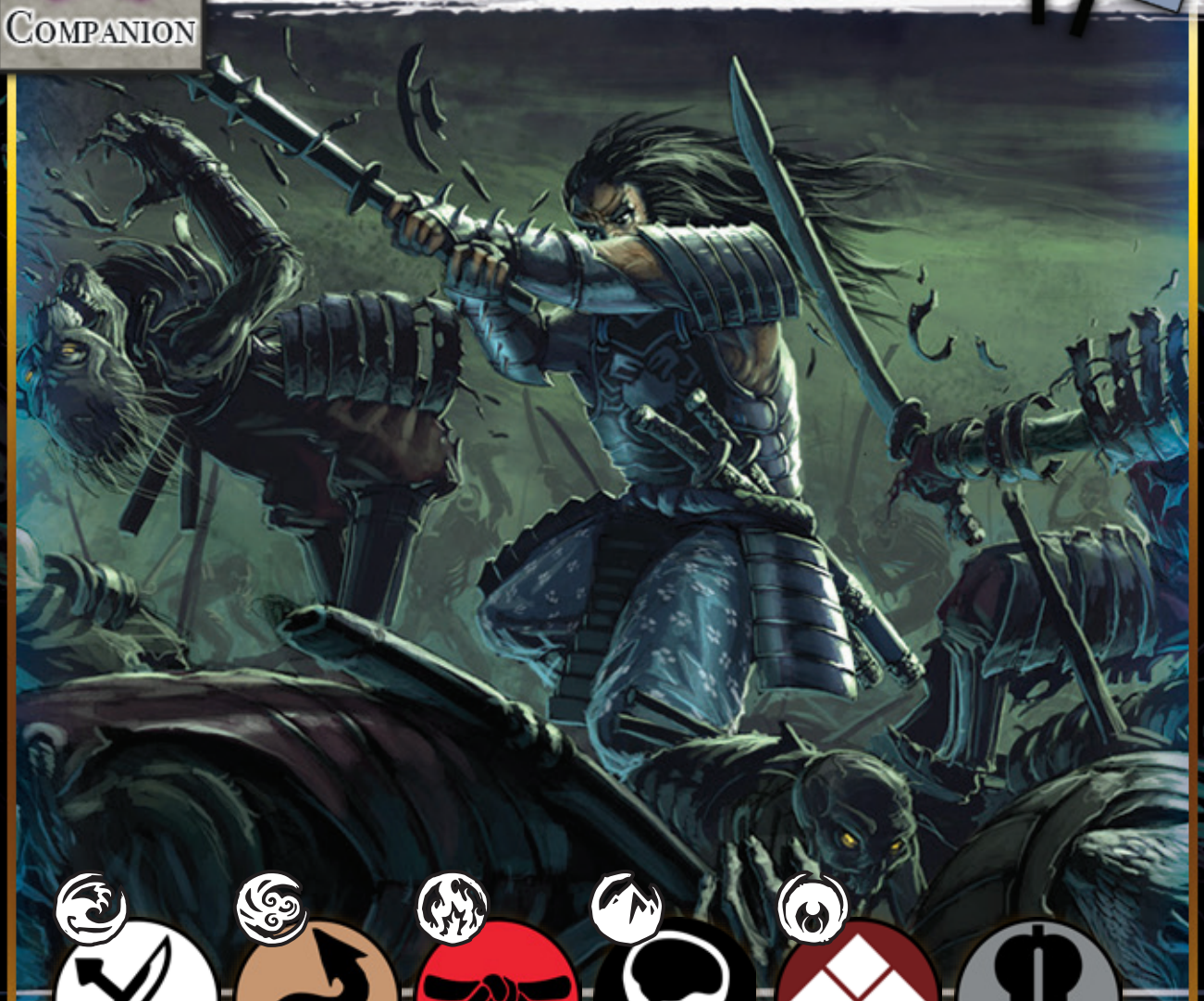
Scout.

Crab Clan. Samurai. Shinobi.
Armoured. Melee Weapon.

4

Companion

Berserker



4 4 6 2 4 2

Deadly.

Crab Clan. Samurai.
Armoured. Melee Weapon.

4

Companion

Intimidating Samurai

5 4 5 3 4 2

Crab Clan. Samurai.
Armoured. Melee Weapon.

4

Companion

Unyielding Samurai

4 3 5 4 5 2

Crab Clan. Samurai.
Armoured. Melee Weapon.

4

Companion

Obstinate Quartermaster

3 4+1 3 5 5 2

Taskmaster.

Crab Clan. Samurai.

Unarmoured. Melee Weapon.

5

Companion

Hiruma Kogoe

4 5 3 4 3 2

Scout.

Crab Clan. Samurai. Shinobi.
Armoured. Yumi.

Starts with **Prepared for the Worst.**

Prepared for the Worst

Knowledge. Air. Void.

Once per Battle: When this character fails a **Test of Honour** to keep their nerve, they pass instead.

7

Hero

Hida Kisada

5 3 7 4 5 3

Dutiful. Courageous.

Crab Clan. Samurai. Clan Champion.
Heavily Armoured. Tetsubo.

Starts with **Way of the Crab.**

Way of the Crab

Ideology. Glory. Void. Water.

Once per Battle: When this character would be cut down, instead they take a light wound.

6

Hero

Kaiu Shuichi

4 4 5 6 5 3

Tactician.

Crab Clan. Samurai.

Heavily Armoured. Melee Weapon.

Starts with **Master of Siege Warfare**.

Master of Siege Warfare

Tactics. Water. Earth.

Ongoing: Friendly followers within 6" of this character gain +1 dice on their **Test of Skill** when attacking enemy warriors in a defended position, or are in a defended position themselves.

5

Companion

Hida O-Ushi

5 4 5 3 4 2

Crab Clan. Samurai. Bully
Armoured. Ōtsuchi.

Starts with **Strength of the Mountain.**

Strength of the Mountain

Kata. Fire. Earth.

Ongoing: When this warrior attacks with a Nodachi, Ōtsuchi, Tetsubo or Ono they trigger strike and damage bonuses by rolling 4+ swords rather than 5+.