

Tomoe

Warrior Miko

Body Points: 12 Height: 4
Tactics Points: 6 Attacks: 1



Move Name		Page	X	Mod	+
Down Swing	Bash	O	36	50	+4
	Smash	O	24	50	0
Side Swing	Spin	O	28	64	+3
	Head	R	10	64	+2
	Body	B	2	58	+2
Thrust	Head	R	32	54	+1
	Body	B	14	60	+1
Block and Strike	Swing	R	12	64	0
		B			
		B			
	Thrust	R	22	54	0
		O			
		B			
		R			
Special	Kick	B	34	56	+2
	Wild Swing	Y	40	58	+3
	Dislodge Weapon	B	30	58	-4
	Retrieve Weapon	G	46	52	-6
		G			
		G			
Jump	Up	G	18	52	-6
	Dodge	Y	8	52	-4
	Duck	G	20	52	-5
	Away	Y	16	62	-4
Extended Range	Charge	W	50		+4
	Swing High	K	64		0
	Swing Low	K	58		0
	Thrust High	W	54		-1
	Thrust Low	W	60		-1
	Block and Close	N	56		0
	Dodge	N	52		-4
	Jump Back	N	62		-4

Color Key: Orange, Red, Blue, Green, Yellow, White, black, brown

Tomoe

Restrictions

- 01 **Jumping Away:** "Add +3 if you score next turn."
- 03 **Swinging High:** "Do no Thrusts next turn. If on page 53, go to page 7."
- 05 **Swinging Low:** "Do no Thrusts next turn. If on page 13, go to page 53."
- 07 **Dazed:** "Do only Jumps next turn.
If scoring 10 or more, then include Critical restriction.
CRITICAL: Do no Orange for the rest of the combat."
- 09 **Thrusting High:** "Do only Green or Yellow next turn. If on page 53, go to page 7."
- 11 **Thrusting Low:** "Do no Orange next turn. If on page 13, go to page 53."
- 13 **Leg Wound:** "Do only Green or Yellow next turn.
If scoring 7 or more, then include Critical restriction.
CRITICAL: Do no Blue for the rest of the combat."
- 15 **Swinging Down:** "Do no Blue next turn."
- 17 **Kicked Off Balance:** "Do only Green or Yellow next turn."
- 19 **Struck Off Balance:** "Do only Green or Yellow next turn."
- 21 **Turned Around:** "Do only Yellow or Spin next turn."
- 23 **Behind You:** "No restrictions next turn."
- 25 **Kicking:** "Do no Thrusts or Yellow next turn."
- 27 **Weapon Dislodged:** "Do only Kick, Yellow, or Green (except Wild Swing) until weapon has been retrieved."
- 29 **Ducking:** "Do no Orange next turn, but add +3 to any Blue that scores next turn."
- 31 **Arm Wound:** "Do no Red or Orange next turn.
If scoring 6 or more, then include Critical restriction.
CRITICAL: Do no Blue for the rest of the combat."
- 33 **Dodging:** "Add +2 if you score next turn."
- 35 **Extended Range Body Wound:** "Do only Brown next turn.
If scoring 8 or more, then include Critical restriction.
CRITICAL: Do no Specials (except 'Retrieve Weapon') for the rest of the combat."
- 37 **Jumping Up:** "Do no Blue (except 'Kick') next turn, but add +2 to any Orange that scores next turn."

- 39 **Charging:** “Do no Green or Yellow next turn.”
- 41 **Knocked Down:** “Do only Jumps next turn.
If scoring 4 or more, then include Critical restriction.
CRITICAL: Do no Red for the rest of the combat.”
- 43 **Retrieving Weapons:** “May use weapon again.
Do no Yellow next turn.”
- 45 **Parrying High:** “No restrictions next turn.”
- 47 **Extended Range Leg Wound:** “Do only Brown next turn.”
- 49 **Parrying Low:** “No restrictions next turn.”
- 51 **Extended Range Attacking:** “Do only Brown or Black next turn.”
- 53 **Body Wound:** “Do only Green or Yellow next turn.
If scoring 8 or more, then include Critical restriction.
CRITICAL: Do no Specials (except ‘Retrieve Weapon’) for the rest of the combat.”
- 55 **Splitting Helm:** “Add +2 to any page 7 Score for the rest of the game. If I have no helmet or it is already split go to page 53.”
- 57 **Extended Range Blocking:** “Do only Extended Range next turn.”
- 59 **Spinning and Slashing:** “Do only Green or Yellow next turn. If on page 53, go to page 7.”
- 61 **Extended Range Dodging:** “Do only Extended Range next turn, but add +2 to any Charge or Swing that scores next turn.”
- 63 **Block and Strike:** “Do no Orange next turn.”

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Gear: Sword, Ofuda, Broom, 3 General Items



Tomoe Credits

Character Design: Alfred Leonardi and ?
Artist: Eiwa
Publisher: Hobby JAPAN CO., Ltd.
Series Creator: Alfred Leonardi
Translation: Haruka Tomose
PDF Editing and Layout: Michael Miller

Character Design: Tomoe is a near-duplicate of “Brave One,” the *Samurai with Katana*.

Gear: The Gear list is unofficial. It’s drawn from her counterpart’s, with changes (if any) based on the differences in art.