

# Bushido: Risen Sun Errata

02/01/2026

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# Latest Changes

**18/01/26**

Daranibe

**02/01/2026**

Active feats Main Phase Only

Prefecture Patrol

Satou Kioshi

Tama

Shuichi

Hida

Guardsmen

Sacrifice

Ton

Passing The Night

Aiko

Kaiyo

Kuren

Kyuubi

Prayer Beads

Animal Trap, Pungi Pit Trap, Rope Trap

Hisao

Masters of the Art

Master Akari

Inari-Age

Kawa no Rojin

Master Koju

One With Creation

Grand Master of the Temple

Yama Uba

Mo Ises

Ikiryō

Ikeda Shindarei

Harionago

Gengo

Minarai

All Kairai

All Gashadokuro

Cave Bat Rider

Giant Cave Bat

Nian Rider

Xi-Han

Zoo

Brutes & Uk Kang

Yami'Mure

Alphas

Akane

Azami

Koburai

Sakura

Satsuki

Ishi

Jade Mamba & Takeji

Kyou

Blessed

Nanako

Shimogamo Viper

Arakan

Sensu & Uchiwa

Rakki

Kaede

Oda & Tautolu

Yokozuna's Revenge

Hunter Gatherers

Hokibo

Convocation of Eagles

Kanut

Attack From Above

Way of the Ancient Warrior

Darianbe

Ojobe, Hokibo, Buzenbo

Naigubu

Ryuhobo

Seibo

Asami

Korra

Lua

FuRanKu

Ghost

Karapan

Shinyuki

Sunzuko

Kima

Ujimushi

Wamu

Scouting Mission

Skirmish Mission

Assassination Mission

House Long Shadow

Dudiko

Yuto

Bikou

Hiretsuna

Jinichi

Axiam

Fuma

Sude

Akasuki

Koyama

Kamuy

Hauru

Kajiya

Loyal Yarimen

Endless

Akita

Ren

Webbed Ground

Musume

Ancestor Spirit

Taiyo

Tadaoki

Atsunobu

Master Bat

Toshiro

Khendish

Dark Pilgrim

# Rulebook Updates:

**Cover:** When Terrain partially conceals a model, that model gains Cover. A model benefits from Cover from an Enemy model if any straight line of Sight from the Enemy passes through an *Obscuring* or *Blocking* terrain element that is within 1" of the Target model.

## **Add Damage to Terms and Concepts:**

**Damage:** A model is Damaged or takes Damage when it suffers wounds or its wound boxes are marked. Model A deals damage or causes damage when a model has wound boxes marked due to an effect on model A or an action taken by model A.

## **Add Entering to Terms and Concepts:**

During any move, the first time a model comes into contact with an area of the battlefield, terrain element or named effect, when it was not previously in contact, it is considered to **Enter** that area, terrain or effect. If an effect is over multiple areas or terrain elements (For Example Void Rifts) the model only Enters the effect the first time it contacts the effect. If a model is Placed into an area of the battlefield, terrain element or named effect it is considered to **Enter** that area, terrain or effect.

## **Add Summon to Terms and Concepts:**

**Summon:** When a model is Summoned to the game it is added to the warband in addition to the models already recruited. You do not need to pay the Rice Cost of a Summoned model. Some models have Su as their Rice Cost, these can only enter play by being Summoned.

When a non-unique model is Summoned to the game it never has any Enhancement - Equipment cards attached to its card. If a unique model that was recruited into the warband is Summoned after being removed from the game, it retains any Enhancement - Equipment cards it was recruited with.

## **Add Return to Play to Terms and Concepts:**

When returning a model to play the returning model loses all State Markers, Tokens, Counters and game effects. Enhancements remain attached as per the Summon rule, used Enhancements and Ki Feats will remain used if use is limited. Unmark all wound boxes, or if a Kami, gain Ki Tokens equal to maximum Ki.

## **Add Trap to Terms and Concepts:**

**Trap:** When a model activates, only one Trap Effect may be used.

The following effects, Ki Feats, and Special Cards are considered Traps:

### **Event - Trap cards**

**Animal Trap** (Temple of Ro-Kan event card)

**Pungi Pit Trap** (Temple of Ro-Kan event card)

**Rope Trap** (Temple of Ro-Kan event card)

### **Deference (Ki Feat)**

- Shiho Clan - Shiho Keita

### **Snare (Ki Feat)**

- Descension - Nuniq
- Ronin - Hisoka
- Savage Wave - Tra-peng

### **Actions becoming invalid or illegal mid-activation.**

If a model's action becomes invalid or illegal after the model's action has been declared, that model's activation ends immediately and it loses one Activation Counter regardless of the action declared.

If an effect or Ki Feat causes a model's activation to end directly (Mirage, Snare, etc) follow these effects rules instead.

### **Ending the game with no models left.**

If either player has no models left in play, immediately move to the End Phase, calculate Scenario Points and Victory Points, and then determine the final score.

### **Theme Benefits**

Unless otherwise stated, Themes benefits only affect Friendly models.

### **MAX Symbol on Cards**

Some Profile Cards now have a MAX symbol on the back, just like special cards. These Profile cards are ones that have no wound tracks, whenever a rule refers to the number of wound tracks use the MAX number instead. You can recruit up to this number of these models into a warband.

### **Nested Activations (2025/02/03)**

Abilities such as Pack and Group Traits or use of the Command Action allows multiple models to activate at once. It is not permitted for models activated using such abilities to then also use those abilities.

*Example: Tsuki uses her Pack trait on Gorak and Kite. Gorak may not use his Pack Trait to also activate Muna.*

### **Melee Exchange (2025/02/03)**

1. If the two models are in BtB, Rotate both models so that their Facings are aligned with each other. Otherwise Skip to Step 7a.

### **Deployment vs. Terrain: p.77 Replace: (2025/02/03)**

"If the deployment zone is too small it is permitted to remove any impassable terrain from the deployment zone."

with:

"If you can't deploy all of your models due to insufficient space, you are permitted to remove any impassable terrain that restricts your deployment space."

### **Models "Considered to be the same model when creating a Warband" (2025/02/03)**

Some models are represented by more than one model and profile card. Such models are considered to be the same model when creating a Warband.

Start the game using the model and profile card with a rice cost. Deploy that model unless the profile allows the option to select which model to deploy. Other profile cards and models relating to the same model are not in play until an effect allows them to replace a model in play or enter elsewhere.

Unless otherwise stated, if one such model is replaced with another, transfer all State Markers, Tokens, Counters, Enhancements and game effects to the newly deployed model in play on the battlefield deployed using the Replace rules. Mark or unmark wound boxes on the new profile, or as otherwise directed, to match the replaced model's marked wound boxes. If the replace was the result of a Ki Feat that ends in the end phase, this replace will not expire in the end phase unless noted on the profile card.

If models are replaced within an Action, this replacement will resolve the removed model's part of the Action, then complete the remaining Action steps with the new model and profile. Remove an Activation Counter from the new model following the Action steps to resolve the declared Action.

Only one profile card will have a Rice Cost. If needed during a game, use the unadjusted Rice Cost printed on whichever profile card has a Rice Cost.

If your models are considered to be the same model when recruiting a Warband, then, if chosen as VIM, those models are all considered to be VIM.

Example: Kota's Human Form is chosen as a VIM. If she is replaced with her Fox Form, then Kota's Fox Form is still the VIM.

Gaining Special Attacks.

A model that gains a special ability by any means can only use that ability for melee weapons unless otherwise stated.

On the first turn, the player who was designated Player 1 by the Deployment Tactical Test chooses the order of resolution of effects for the Tactical Roll.

In Subsequent turns, the player who failed the previous Tactical Test (By rolling or Automatically) chooses the order of resolution of effects for the Tactical Roll.

The Deployment Tactical Roll can be affected by Traits and Unique Effects but players may not use Active or Instant effects including Event Cards unless the Event Card specifically states that it affects the Deployment Tactical Test.

Active Ki Feats may only be used in the Main Phase.

# Rulebook Errata

**Bow icon should be the NoBtB icon in all cases.**

## **Page 5: Elsewhere**

Elsewhere is a specific place for models in play but not on the Battlefield. These may be Flanking troops, models flying high over the battle or fighting on another plane of existence. Models in Elsewhere generate Ki Tokens as usual and are affected by traits and states (such as Fire and Regenerate.) They cannot have Activation Counters, and cannot spend tokens.

## **Page 8: Supporting Dice**

When making a Test, a maximum of ~~up to~~ 2 Dice ~~may be~~ are chosen as supporting dice, these each add +1 to the value of the highest dice roll to get the final result .

## **Page 8: Virtue Example**

Replace Aiko card with Ayako's.

## **Page 8: Timing**

Timing: Any effect which does not specify when it can be used may be used any time The exception is during Melee Exchanges or Ranged Attacks when the timing is restricted as detailed in the Melee Exchanges and Ranged Attacks section (p 36).

Ki feats that state "when" they may be used can be used only when conditions are met. This can allow them to be used during melee exchanges and ranged attacks outside of the window normally allowed by those sections.

If both players wish to use such effects the active player goes first.

If the trigger for using an effect is occurring while information is hidden then the effect may not be used.

*Example: The **Corruption of Virtue** Event is used when an opponent uses a Virtue Token. If a Virtue Token is used, during a Melee Exchange to add more Special Ability options, this is designated Hidden Information. By the time the Player discovers the Virtue Token has been spent, the timing window for the trigger has passed and the Event cannot be used.*  
If an effect does not have a stated expiration time, it ends in the End Phase

## **Page 9: Zone of Control**

Models beginning their activations in one or more Enemy model's ZoC must declare a Stand Up action or an action that allows them to move into BtB with one of those models and move directly toward the enemy model until they reach BtB, or declare another action that allows a move.

## **Page 13: Weapon Strength**

(Sp) Indicates a special effect instead of a standard damage roll The attack does no damage, some of these weapons have properties detailed in the Unique Effects section of the model's profile card.

## **Page 14: Wound Tracks**

Some cards have multiple Wound Tracks to use for multiple identical models. The number of Wound Tracks is the limit to how many of these models you may recruit or Summon into a Warband, either at Warband Creation or during the game.

### **Page 17: Theme Card Traits**

Permitted (Type): Only models with a matching type can be recruited into this Warband, Ronin models of the type may only be included if the theme states Ronin of that type are permitted.

If a Theme list card does not have this trait, all models from the chosen Faction are available to recruit into the theme.

If a Ronin Theme list card does not have this trait, all models from the chosen Faction and all Ronin available to that Faction are available to recruit into the theme.

### **Page 18: Destructible Terrain Trait**

Destructible: model in base contact with this terrain and not in an enemy model's ZoC can declare a Wait Action to remove it from the Battlefield. Models that are Aloof, Animal, Insignificant or have a Max Ki Limit of 0 cannot perform this effect. This will not trigger effects listed on Friendly terrain.

### **Page 20: Rules Conflicts**

3 If multiple effects happen at the same time:

- a. If both Effects belong to the same player, that player determines the order they are resolved.
- b. If the Effects belong to different players, the Active Player chooses the order to resolve them.

### **Page 23: End Phase**

**End Phase Step 4:** Refer to the Scenario being played and check for the scoring of Scenario Points and then Victory Points. If this is the final Turn, or if all three available Victory Points have been scored, the game ends (games can only end in the End Phase). If either player has no models left in play, the game ends, and Victory Points are calculated immediately.

### **Page 24: Starting Phase**

1. Tactical Test: Resolve the Tactical Test, The successful Player chooses who is Active player for the Starting and End Phases this turn; the same player will be Active Player first in the Main Phase.
2. Non-Active Player rolls for Variable Turns. See Scenarios.
3. Ki Generation: All models generate a number of Ki Tokens equal to the first number, of their Ki Statistic.
4. All models gain 2 Activation Counters each.
5. Resolve any effects which happen "In the Starting Phase". The Active Player, resolves their Starting Phase effects first in the order they choose. Then the non-Active player resolves their Starting Phase Effects in the order the non-Active Player chooses.
6. Players calculate the number of Pass Tokens for the Turn. Each player totals the, number of models in their Warband. The player with the least gains the difference in Pass Tokens.

**Page 25: Place Effect Diagram**

Remove line from inside the base in the picture.

**Page 27: Melee Action.**

Models that start their activation in BtB with a single Enemy model may only move around that Enemy model's base, ignoring the ZoC of enemy models. They may enter BtB with a different chosen model as part of this move. This movement is not limited by the model's Move Statistic. After moving, a Melee Exchange is resolved with the chosen model in BtB.

**Page 28: Actions****Add the following text:**

During a model's action in which the declared action becomes invalid or impossible to complete, it instead reverts to the position it was in when it declared the action. Then it removes one Activation Counter, even if the declared action was Complex. The activation is then considered to be complete.

**Page 30: Wait Action**

Change last bullet point.

- Remove a piece of Destructible

Terrain which the activating model

is in BtB contact with from the table. Models that are Aloof, Animal, Insignificant or have a Maximum Ki Limit of 0 cannot perform this effect. This will not trigger effects listed on Friendly terrain.

**Page 33: Tactical Test**

Tactical Test last line: "In the case of a tie after checking the number of Dice, there is no Active Player during this roll, so the test must be taken again."

**Page 35: Ranged Attacks**

1.a) If the model is in BtB with an enemy model, the ranged attack fails, move to step 7. If the Model has multiple ranged Weapons, choose which one it will make the Ranged Attack with.

Last Line of Step 3: "If the Attack has failed skip to Step 6."

di) Any 'Line of Sight' changed to 'Any Line'.

**Page 36: Ranged Example**

Last line should read "Now make a Damage Roll on the Success Level 1 column."

**Page 37: Ranged Attack modifier table**

Replace all references to Activating model with "Attacking model".

**Page 39: Melee Dice Diagram**

Dice should be switched.



**Page 40: Melee Exchange, step 4**

Both players then calculate their model's dice pool using its Melee Pool Statistic value as the base number of dice used and apply any modifiers. They then decide if they will use any abilities, Ki Feats or increase the Melee pool Statistic through a Ki Boost. The Player without the Initiative must declare everything before the Player with the Initiative.

**Page 40: Melee Exchange, step 5:**

Once the players have calculated their dice pools, they must both secretly decide how to allocate the dice between Attack and Defence. If players are using a Special Attack or Special Defence, then they must secretly remove a number of dice from their pool equal to the cost of the Special Attack or Defence (See Special Attacks & Defenses). Also include the use of any effects, including Instant (Or active for the active player) Ki Feats, which alter the cost of Attacks or Defences or add additional Attacks or Defences. The Dice allocation and choice of Special Ability and any additional choices gained are **Hidden Information** until simultaneously revealed.

**Page 41: Melee Exchange, Step 11**

11. The players declare the use of any Instant (Or active for the active player) Ki Feats for models involved in the Melee Exchange.

**Page 41: Melee Exchange, Step 12**

12. The Attacker makes a Damage Roll against the Defender and resolves any effects triggered by damage in melee. If, at the end of this step, either the Defender model is removed from the table, is no longer in BtB with the Attacker or is Prone skip to Step 14.

**Page 47 (alt 49): Dual Attack:**

If the Attack is Successful, after rolling Damage, make one more Damage roll at the same success level.

**Page 47 (alt 49): Drag Attack**

**Drag Attack:** If the Attack is successful, move the Attacker 1" ~~directly~~ away from the Defender, then move the Defender 1" directly towards the Attacker. The Defender does not suffer a Damage Roll from this Attack.

**Page 47 (alt 49): Forceback Attack**

**Forceback Attack:** If the Attack is successful, move the Defender 1" directly away from the Attacker, then move the Attacker 1" directly towards the Attacker. The Defender does not suffer a Damage Roll from this Attack. ~~The Defender does not suffer a Damage Roll from this Attack.~~ The Defender suffers half the Wounds from the Damage Roll caused by this Attack.

**Page 47 (alt 49): Sidestep Attack**

**Sidestep Attack:** If the Attack is successful, the Attacker ~~may~~ leaves BtB and then moves away from the Defender until The Attacker leaves the Defender's ZoC, at which point its movement ends. The Attacker makes no damage roll.

**Page 47 (alt 49): Slam Attack**

**Slam Attack:** If the Attack is successful, the Defender is moved  $\ominus 3$ " directly away from the Attacker and becomes Prone. The Defender suffers half the Wounds from the Damage Roll caused by this Attack.

**Page 47 (alt 49): Throw Attack**

**Throw Attack:** If the Attack is successful, the Defender is moved  $\ominus 2$ " in a straight line and becomes Prone. The Defender suffers half the Wounds from the Damage Roll caused by this Attack.

**Page 48 (alt 50): Drag Defence**

**Drag Defence:** If the Defence is successful, move the Defender 1" ~~directly~~ away from the Attacker, then move the Attacker directly into BtB with the Defender.

**Page 48 (alt 50): Grapple Defence added.**

**Grapple Defence:** If the Defence is successful, the Attacker becomes Held. Place a Held Marker on the Attack.

**Page 48 (alt 50): Sidestep Defence**

**Sidestep Defence:** If the Defence is successful, the Defender ~~may~~ leaves BtB and then moves away from the Attacker until the Defender leaves The Attacker's ZoC, at which point its movement ends.

**Page 48 (alt 50): Throw Defence**

**Throw Defence:** If the Defence is successful, the Attacker is moved  $\ominus 2$ " in a straight line and becomes Prone.

**Page 50: Controlled state, 2nd paragraph**

For each Activation Counter removed from the model (or if a model participates in a Melee Exchange without removing an Activation Counter); also remove a Control marker. If a model has only one Control Marker, it cannot declare Complex Actions. As soon as all the Control Markers are removed, the model returns to the original player's Warband.

**Page 51: Death Sentence state, 1st paragraph**

Change first line to: "While a model with any Death Sentence markers is the Target of a Ranged Attack or is involved in a Melee Exchange, the Enemy Model gains +1 Melee Pool or +1 Ranged Pool as well as +1 to any Damage Rolls. The benefit for the Attacker is the same whether the target has one or multiple Death Sentence Markers. During the Starting Phase, a model with a Death Sentence Marker may spend 3 Ki to remove one Death Sentence Marker from itself.

**Page 52: Berserk: rewrite for clarity**

**Berserk:**

While a model has a Berserk Marker, it gains the Aggressive trait.

When a model gains a Berserk Marker, it gains an Impetuous Marker.

When a Berserk model activates check the following steps in order until one applies:

1. If in range, this model must select the nearest valid Enemy model and declare a Melee Action.

2. If in range and this model has two Activation Counters, this model must declare a Charge Action and Target the nearest valid Enemy model.
3. This model turns to directly face the nearest Enemy model and must declare a Run action directly towards that model, running the maximum distance possible.
4. If the model is unable to Target or Select an Enemy and unable to declare a Run Action, it may instead perform any action.

During the End Phase remove all Berserk Markers in play.

**Page 53: Prone, 4th paragraph**

If a Prone model initiates a Melee Exchange through taking a Stand Up action, it suffers a -1 Melee Pool modifier for that Melee Exchange, but Initiative is not affected.

**Page 55 (new p. 57): Pulse**

Replace the last sentence with:

A Pulse has no duration and ends as soon as the feat's effect has been resolved.

**Page 57: Traits with negative values**

Traits with a negative value are always modifiers.

**Page 58: Assassin trait.**

Rework specific trait wording:

Assassin: If this model either

- Did not begin its activation in BtB with an Enemy model, performs an action that Targets that enemy or brings it into BtB with that Enemy model, and started outside of LoS of that Enemy model and remains outside of its LoS during movement
- Or if the Enemy model is Surprised

This model may roll three dice for any Damage Rolls caused by any Attack and choose two to add together ignoring Weak and Strong Traits.

**Page 58: Blood of Orochi trait.**

This model generates X Blood of Orochi Tokens. During the Starting Phase place all Blood of Orochi tokens generated by Friendly models in a pool.

Choose any number of Friendly Ito Clan models. Each model chosen may gain up to 2 Blood of Orochi tokens taken from this pool.

The Weapons of models with Blood of Orochi tokens gain Poison (1/Y) where Y is the number of Blood of Orochi tokens taken by that model.

Remove all Blood of Orochi tokens in the End Phase.

**Page 62: Butal (X)**

Brutal (X): In a Melee Exchange this model adds X to the result when calculating its final Attack result. This model adds X to the result when calculating its final Ranged Attack result.

*The wording removed is superfluous and does not change the way this is played.*

**Page 62: Camouflage**

Camouflage (X"): While this model is benefiting from Cover, enemy models cannot Target or enter BtB with this model outside of their activation unless they are within X". At the start of an enemy model's activation, if this model is benefiting from Cover, that enemy model cannot

Target or enter BtB with this model unless the enemy model is within X" of this model at the start of the enemy model's activation.

**Channel (X/Y"):** Once per turn, during this model's activation it may remove up to X Ki tokens from its profile card. Its Controller then chooses any other Friendly model(s) within Y" to distribute those Ki tokens to.

#### **Cloudwalk (2025/02/03)**

When this model moves it ignores Terrain elements, other models, and Zones of Control. It may end its move in an enemy ZoC. This does not allow a model to move out of Melee unless it also has the Agile trait. This model may not end its move occupying the same area as an Impassable Terrain element or another model.

#### **Page 61: Cultist trait.**

**Cultist:** When this model activates it may inflict up to X Wounds on any Friendly model(s) within Y", including itself, that have this trait, up to X value. A model may not suffer more Wounds than it has unmarked Wound boxes. This model gains Ki Tokens equal to the number of Wounds inflicted. A model cannot suffer more Wounds from this trait than the X value of its own Cultist trait each turn. These Wounds ignore Tough.

#### **Page 62: Evasive trait.**

**Evasive:** This model ignores Enemy models' Zones of Control during its movement. ~~and when declaring actions.~~

#### **Flank (2025/02/03)**

If a model gains Flank mid game or is removed and returns to play using the flank rules, you immediately note any turn after the current turn (Not just 2,3 or 4) and a neutral edge for that model when it is removed from play: This is **Hidden Information**.

Flanking models generate two Activation Counters when they are Deployed.

#### **Page 66: Immovable trait.**

This model may not be moved or placed except when making a Disengage, Melee, Run, Walk or Charge or by using a rule on a friendly card. This model cannot gain Prone Markers. This model does not rotate at the start of a Melee Exchange, or when performing a Scenario Action.

**Page 66: Impetuous (X) trait rewrite:** If this model is on the Battlefield during the Starting Phase, this model gains X Impetuous Markers. While this model has Impetuous Markers, it has the Fearless trait.

#### **Page 66: Kami trait.**

When this model is deployed it gains Ki tokens equal to its maximum Ki. When this model would suffer wounds, instead remove an equal number of Ki tokens. For effects that would cause Wounds to be marked on a model, a Kami treats its Ki Tokens as if they were unmarked Wound Boxes. For each Ki below its maximum it is considered to have one marked Wound Box. If this model has no Ki tokens, it is Killed then Removed from Play. This model may not gain Ki tokens as a result of the Channel trait. This Model cannot have Ki tokens removed as a result of the Leech trait. This model has Immune (Poison/Fire/

Bleed/Diseased) and cannot be Healed. A Kami model may not use a Ki Feat if spending the Ki Tokens would cause it to lose all its remaining Ki Tokens.

**Leech (X/Y"):** Once per turn, during this model's activation, it may remove up to X Ki Tokens from profile card(s) of any other Friendly models' within Y" and add them to its own.

**Page 67: Oni Rage** trait rewrite: While this model has a Berserk Marker it gains Tough (+1). In the Starting Phase, if this model is on the Battlefield, it may gain a Berserk Marker. If it does so, it gains 2 Ki Tokens.

**Page 67: Order** trait addition.

This model immediately nominates X other Friendly [Descriptor] models within Y". Those models' gain one Activation Counter. Models may only be affected by the Order Action once per Turn.

**Page 67: Soulless trait. (first print run)**

**Soulless:** This model automatically succeeds at Fear tests and has Immune [Bleed, Frightened, Poison]. This model also automatically succeeds at Opposed Ki Tests when it is not the Active mode.

**Page 67: Spirit trait. (2025/02/03)**

**Spirit (X):** This model modifies its Ki Statistic by X when resolving Ki tests or when attempting to Target or move into BtB with a Disguised model. Apply this before gaining any dice for having zero or lower Ki Statistic in any test. This model's Ki Statistic may exceed double the base Statistic by X, models with Ki Statistic 0 may Ki Boost to 1 and then add X.

**Page 67: Split Attack.**

**Split Attack:** When this model declares a Melee or Charge Action it may move into BtB with 2 or more Enemy models and ignores their ZoC as long as it is moving closer to the point where it is in BtB with both. After its movement, if it is in BtB with two or more Enemy models, the player may resolve a Melee Exchange with two or more of those models. This model has a penalty of -1 die for each additional Melee Exchange it will make this activation on all its Melee Exchanges. Resolve them in the order the Controlling player chooses (so that the model will be left facing the Enemy model it fought last). Remove Activation Counter(s) from this model only after the last Melee Exchange.

**Page 68: Tactician.**

**Tactician (X):** This model adds X dice when it performs Tactical Tests.

**Page 69: Soulless. (second print run)**

**Soulless:** This model automatically succeeds at Fear tests and has Immune [Bleed, Frightened, Poison]. This model also automatically succeeds at Opposed Ki Tests when it is not the Active mode.

**Page 69: Weak.**

**Weak:** This model makes Size tests at -1 Dice. ~~If this reduces the dice pool to zero, the test automatically fails.~~ When this model makes a Damage Roll, roll 3d6 and choose the two lowest dice. If a model has both Strong and Weak traits, the effects of both are cancelled.

**Page 71: Size, paragraph 3.**

For Blocking terrain pieces (see Visibility above) where it is intended that LoS can be drawn over them, then these should be classified as Tiny, such that it is possible to Cover but LoS is not blocked.

**Page 72: Difficult**

Difficult: Can be moved through but each inch counts as 2 inches moved for any movement whilst within the Terrain element for models making a Walk, Melee, Run, or Charge. If Enhancing terrain has a sheer drop, this is usually Difficult terrain, being pushed, Slammed or Thrown from Huge Enhancing terrain leaves a model Prone, and after any damage roll, the damage is not halved.

# Cards Errata

## Ronin

### Special Cards

#### **Arashi's Fan**

**Rice cost** change: **3 rice**.

#### **Debts Must Be Paid**

##### **Event**

**Text correction:** replace text with the following.

Choose a model to gain Bodyguard [Hiroto](3") until the end of the current Activation Requirement [Brotherhood Theme]

#### **The Eagle Banner**

For the purpose of this ability, this model is considered Medium Sized and Friendly models have Aware.

#### **Finesse**

**Rice cost** change: **2 rice**.

#### **Kintoki's Salt**

##### **Enhancement - Equipment**

**Mighty Blow** text: This model gains Strong [Melee] for the next Damage Roll.

#### **Vial of Raijin's Breath**

**Rice cost** change: **4 rice**.

##### **Enhancement - Equipment**

**Raijin's Breath** text clarification: This model gains +2 Move and Cloudwalk until the current activation is resolved. ~~Then~~ Discard this card after using this Ki Feat.

#### **Ordered for Battle**

##### **Theme**

##### **Theme text changed:**

After recruiting the Warband to the correct Rice Cost, choose another 30 Rice of cards as Reserves. These are not added to the main list but kept separate. The Warband with and without Reserves must be legal.

Before Deployment you may switch cards in the Reserves with cards in the main list, the main list must remain legal. Enhancement cards may not be attached or removed from profile cards. Show the new list to your Opponent before the game.

In a timed event, you have 5 minutes to make substitutions.

#### **Pacifism**

**Rice cost** change: **3 rice**.

## **Preordain**

### **Event**

**Text correction:** replace text with the following.

Before Deployment roll 2d6 and note down their values. At any point in the game when either Player makes a roll, before the dice are rolled, you may substitute 1 of the d6. The value is set and cannot be rerolled or substituted again. Then delete the number used. Any other dice are rolled, rerolled, and substituted by other effects as normal.

Once both numbers have been used, discard this card.

## **Rice Ball Barricades**

### **Terrain**

**Name correction:** Rice Bale Barricades

## **Spark of Life**

~~The Attached Model gains one additional Ki Token during Ki generation.~~

## **Sun Goddess Shrine**

### **Terrain**

**Size Symbol added:** 50mm base symbol.

## **Takeru's Tanto**

**Rice cost change:** 2 rice.

## **The Kiyozumi Family**

- Before the first turn, you may change the alignment of one objective by performing an Influence Scenario Action on it. This can even be done in scenarios where the Influence Scenario Action is not available but not in scenarios where the Influence Scenario Action (first or otherwise) is a Complex Action. If you choose not to do this Kiyozumi models count as two models when calculating Zone Control until you score a Victory Point.

## **Unforeseen Outcome**

Text changed: Play in the Starting Phase. Until the End Phase, each time either player's model is Damaged, their opponent chooses one of their non-kami models to gain 1 Ki Token.

**Rice cost change:** 1 rice

## **Wolf Heart Talisman (Risen Sun Cycle)**

Text changed: Attached model gains Bravery for its first failed Fear Test.

The Attached model treats Fear values above 5 as Fear (5).

Max: 3

**Rice cost change:** 1 rice.

## **Year of the Risen Sun**

Text changed: Play during the Starting Phase of Turn 1. All models gain a Ki Token.



## Profile Cards

### **Ancestor Spirit**

Add new faction symbol to the back of the card: **Horselords of Ataka**.

Reduce Rice Cost to **15**

When this model Channels Ki Tokens to **chosen** Friendly model, that **model gains one of the following effects until the End Phase:**

- **Resistance (+1)**
- **Courage (+1)**
- **Range Defence (+1)**

### **Ashinaga-Tenaga**

**Traits: Steady** should be **Immune [Prone]**.

### **Atsunobu**

Change Rice Cost to **8**

### **Bikou**

No longer Ronin, **KKZ Faction Symbol**.

Unique Effects:

At the start of this model's activation choose one of the following:

- This model gains the following weapon profile until the end of this activation:  
Kusari Sp  
-3/-  
Lightweight  
Sweep Attack (0)  
This model may only make one Ranged Attack with the Kusari per activation.
- This model gains Move Boost 2 and **Ranged Boost 2** until the end of the activation.

### **Dark Pilgrim**

Name	Cost	Type	Subject	Range		
Surge	2	A	Sp	-		
<b>This model's next</b> Call Lightning Ranged Attack gains +1 Strength and Slam Attack (0) <b>until the current activation is complete.</b>						

**Rising Storm:** The value of this model's Rapid Fire Trait is variable. X is equal to the number of Stunned **Enemy Models** ~~Markers on Enemy models~~ within 6" of this model **to a minimum of 1.**

### **Giant Eagle**

Add **Type:** Bird

**Ki Statistic** change: **Ki Statistic** is now **2/0**

**Talons** melee weapon traits change:

+2 weapon strength

Charging Bonus [Sharp (2)]

Combo Attack (1), Throw Attack (1), Sidestep Defence (0)

**Traits** changes: Aloof, Cloudwalk, Flank, Group, Ranged Defence (2)

**Unique Effects** text changes:

During the Starting Phase, this model's Controller may place this model Elsewhere. This model gains Flank and returns to play using those rules.

This model may be recruited into any Descension or Shiho Theme that does not specifically restrict it.

### Golden Sentinel

**Unique Effects** text changes:

While within 3" of another Friendly Imperial model, this model gains Aware and its Melee Weapons gain Reach.

This model cannot declare Melee or Charge Actions against Imperial models.

### Hisoka

**Snare Ki Feat** text change:

When an Enemy model without the Cloudwalk or Intangible traits and not in BtB with a Friendly model declares a Move in the Pulse, that model must make a Move Challenge Test (8) for models declaring a Run or Charge Action, and a Move Challenge Test (7) otherwise. If unsuccessful, the model may not Move; if the model was declaring an action, it loses an Activation Counter and its action is considered resolved.

This is a Trap effect. Only one Trap effect may be declared once per activation.

### Hiretsuna

**Swift Executor Ki Feat** text change:

Name	Cost	Type	Subject	Range	
Swift Executor	2	A	Pe	-	{T} {BtB}
This model loses Insignificant until the end of this activation. If this model declares a Wait or Scenario Action <b>this activation</b> , it may Walk a distance equal to its Move Statistic before or after the Action.					

### Hiroto, Drunken Master (2025/02/03)

~~This model may be included in any Themed Warband that includes Eldest Brother.~~

### Kami of Tempered Iron

Add Metal Elemental Icon

### Kami of Blighted Earth

Add Kinshi Temple Faction symbol to the back of this card.

**Cost** should be **8ea**.

### **Kami of Choking Fog**

Add Kinshi Temple Faction symbol to the back of this card.

#### **Should have a Melee Weapon**

Melee Weapon, -2

No traits or special abilities.

**Ranged Weapon** should have damage **Sp**.

#### **Unique Effects** text:

When this model suffers ~~Wounds~~ damage from a Melee Attack, the Attacking model gains a Stunned Marker.

Enemy models consider the area within 2" of this model a [Normal, Obscuring, Huge] terrain element.

During the Starting Phase you may choose one of the following:

- Remove this model from play and 1 Enemy model within 2" gains a Blind Marker.
- Up to 1 Enemy model within 2" gains a Stunned Marker.

**Cost** should be **8ea**.

### **Kami of Sapping Silt**

**Traits:** **Steady** should be **Immune [Prone]**.

#### **Unique Effects** text:

During the Starting Phase you may choose one of the following:

- Remove this model from play and choose an Enemy model with 2". Remove 1 Activation Counter from that Enemy model.

Up to 1 Enemy model within 2" suffers -2 Move until the End Phase.

### **Kami of the Evening Flame**

**Move Speed** change: **Move Speed** is now **4**

#### **Unique Effects** text changes:

~~When this model suffers Wounds in a Melee Exchange, the Attacker gains a Fire (2) Marker.~~

After any Melee Exchange in which this model suffers damage, at the end of the Activation, the opposing model gains a Fire (2) Marker.

During the Starting Phase you may choose one of the following:

- Remove this model from play and all models within 2" gain a Fire (2) Marker.
- Up to 1 model in BtB gains +1 Strength and Fire (1/1) on its Melee Weapons until the End Phase.

Kami of Reflection {W} Lesser Ice Kami			
Melee Pool	2		
Ranged Pool	0		
Move	4		
Ki	0/2		
KAMI Wounds KAMI Wounds			
Ice	+0		
Sharp (2)			
<b>Traits:</b> Durable, Insignificant, Kami, Lightfooted, Parry (1), Soulless			
<b>Unique Effects:</b> When this model suffers Wounds in a Melee Exchange, at the end of the Exchange the attacker suffers one Wound, ignoring Tough. During the Starting Phase you may choose one of the following: <ul style="list-style-type: none"> <li>Remove this model from play and all models gain Cover and Slow until the End Phase. This is a Blizzard.</li> <li>Up to 1 Friendly model in BtB gains a Mirror Token.</li> </ul> This model does not gain Slow from Blizzard.  <b>Mirror Token:</b> The first time a model with a Mirror Token becomes the Target of an Enemy Ki Feat, the Ki Feat instead Targets the model using the Ki Feat as if that model were the Original Target (Ignoring Restrictions). Remove the Mirror Token after using this ability.			
<b>Rice Cost: 08 – S 30mm base MAX 2</b>			

### Kappa

Add Awoken Faction symbol to the back of this card.

### Karu

**Ki Feat: Hageshiku Furu** should be **Active** on both sides of the card.

**Hageshiku Furu** text change:

This model gains Aware and the following Ranged Weapon until this Ki Feat is resolved:

Zanbato Swing: +2 Strength, Brutal (1), -/-4

This model then makes a Ranged Attack against each other model (Friendly or Enemy) in Range and LoS, in any order and ignoring Camouflage. Targets are determined when this ability is declared, targets do not change or become invalid after this. These Attacks are not affected by the penalty for having made Ranged Attacks previously in the turn and do not roll the test if the target is in BtB with an Enemy model.

**Additional Unique Effects** text:

**Zanbato**

- At the start of a Melee Exchange this model may choose to gain Slow. If it does, it gains Powerful Attack (1) until the current activation is complete.
- All attacks with this weapon against Cavalry models are Critical Attacks in addition to any chosen Special Attack.

**Fates Entwined:** This model may be included in The Imperial March theme; if it is this model begins the game with 2 Ki.

Other than Fates Entwined, this model cannot gain Ki except during Ki Generation.

**Khendish**

Add Type: **Peasant**

**Traits** changes: Intimidate, **Immune [Fire]**, Steadfast, Strong, Stupid, Vengeance [Prefecture]

**Additional Unique Effects** text:

This model may use Fire Spin despite the Stupid trait.

**Kiyozumi Hinadori**

**Rice cost** change: **12 rice**.

**Kiyozumi Sadaka**

Add **Once Per Turn** icon to **Psychic Drain** Ki feat.

**Psychic Drain** Ki Feat text change:

This model may transfer up to 3 Ki Tokens from the Target enemy model's profile card to its own. The Target is always considered Surprised by this Ki Feat.

Name	Cost	Type	Subject	Range	
Shroud	X	S	Aura	2+X"	BtB
Enemy Models that are not in the Aura cannot draw LoS to models completely inside the Aura. Models completely in the Aura do not block Enemy Model's LoS.					

## Lord Toad

RC: 19+X

Name	Cost	Type	Subject	Range	
Swallow Up	3	I	Ta	2"	{T}

Use this Ki Feat any time **in the Main** Phase except during a model's Activation.

Place the Target **Friendly model Elsewhere (this will then remove that model's Activation Counters)**.

In the End Phase, Place the affected Model within 2" of this model. If this is not possible, Place that model as close to this model as possible.

When this model is removed from play for any reason, first place any affected models within 2" of this model

**This Ki feat may Target an Enemy model. Perform an Opposed Size Test, if Successful the Ki Feat is used as above, but on an Enemy model. Once this Ki Feat is Successfully used on an Enemy model, it may not be used again on Enemy models for the rest of the game.**

**An Enemy VIM affected by this Ki Feat remains the VIM when returned to the Battlefield despite being removed to Elsewhere.**

Unique Effect:

Tongue: When an Attack using this weapon is Successful, you may immediately use the Swallow Up Ki Feat on the Target at any range.

This model cannot be Targeted by the Swallow Up Ki Feat.

**Celestial Convergence:** This Model's Rice Cost is Variable. X is equal to the number of Celestial models recruited into the final Warband (Including this model).

## Master Bat

RC: 13+X

Add Trait: Aloof

**Celestial Convergence:** This Model's Rice Cost is Variable. X is equal to the number of Celestial models recruited into the final Warband (Including this model).

## Nightwing Swarm

**Traits:** remove Poison (1/1)

**Bats** Melee Weapon gains Poison (1/1)

## Ryokeen (2025/02/03)

**Traits:** Aloof, Dodge(1), Heal (3), Intangible, ~~Lightfooted~~, Sixth Sense.

## Shosu

**Martyr** Ki Feat text change:

Transfer X State Markers that are not Disguise, Held, Prone, or Reload Markers from a model in the Pulse to this model.

## Silverback

**Rice cost** change: **12 rice**.

**Traits** changes: Aloof, Aggressive, Bodyguard [Aiko](3"), ~~Bravery~~, Charging Bonus [Slam Attack (0)], ~~Fear (5)~~, Group, ~~Resistance (1)~~, Tough (1)

## Sojobo

Name	Cost	Type	Subject	Range		
Wing Buffet	2	A	Pulse	BtB		
All <b>other</b> models in the Pulse's area of effect must succeed in a Size Challenge Test (6) or be moved 2" directly away from this model. Friendly models with Cloudwalk may choose to Succeed or Fail the Test.						

## Tadaoki

Change Rice Cost to 8

## Taiyo

New UE:

**Batman:** This model may be Recruited into the following Faction Themes (Guerilla Warfare, Open Rebellion)

## Tahei

Name	Cost	Type	Subject	Range	
Suit you, Sir!	1	S	Ta	5"	{T}
Recruit an permitted Ronin Enhancement - Equipment and add it to Target Friendly Ito Saiaku. This model must use this Ki Feat every turn, <b>if you do not in the End Phase remove all Control Markers from this model and then remove all Friendly</b> Ito Saiaku and Servant models that you own from play.					

## Tenbatsu

**Rice cost** change: **25 rice**.

Add Awoken, Horselords of Ataka and Kinshi Temple Faction symbols to the back of the card.

## Toshiro

**All the weapons:** This model may use any non-Exceptional Special Attack or Defence at cost (0).

## The Grey Pilgrim

**Raijin's Rage** text change:

When this model makes a successful Ranged Attack, after that Attack is resolved but before its activation ends it may make an additional Ranged Attack against **another** model within 3" of the last model Targeted. This Ranged Attack is considered to be in the Medium Range Band and ignores Range, LoS, and Camouflage. A model may only be Targeted once per activation by ranged attacks generated by this Ki Feat.

**Change Unique Effects text:**

A model Damaged by a Call Lightning or Raijin's Rage Attack gains a Stunned Marker.

This model cannot be Targeted by Call Lightning Ranged Attacks or by Attacks generated by the Raijin's Rage Ki Feat.

**Two Lone Swordsmen**

**Traits** changes: Armour (2), Co-ordinated Attack [Lone Swordsmen], Fearless, Group, Hatred [Tengu], Prowess [Melee](1)

**Unique Effects text:**

**Linked:** If this model is Killed, instead put the model Elsewhere. In the Starting Phase, Deploy any Lone Swordsmen that are Elsewhere into play with no marked ~~damage~~ Wound boxes, in BtB with a Lone Swordsman model. If both Lone Swordsmen are Elsewhere at the same time, remove them from play.

These models must always declare the same action unless one of them performs a Charge, Stand Up or Wait actions.

When a Lone Swordsman model would generate Ki Tokens (or otherwise gain Ki Tokens) instead place those Ki Tokens on this card.

Either Lone Swordsman model may spend Ki Tokens from this card to pay for Ki Feats, Boosts, or other effects.

This model cannot have Enhancement cards attached.

These models may be recruited into any Warband that has recruited Hiroto.

**Tru'pah****Unique Effects text:**

In the Starting Phase, this model gains a Frightened Marker.

This model treats all Enemy models as if they had Fear (5). While in a Melee Exchange with this model, Enemy models lose Rise and Last Stand.

This model may be recruited into any Warband that has recruited Hiroto.

This model may always recruit the Eagle Banner Enhancement - Equipment card.

This model may be recruited into Shiho Themes as if it were a Faction model. If recruited into a Shiho Theme, this model is considered a Shiho model and may have Shiho Faction Enhancements attached to it.

**Xi**

Change cost to **Sp**

Unique Effect

The Rice Cost for Yizhi, Xi and Yanjing is 36 for all three models.

**Yanjing**

Change cost to **Sp**

Unique Effect

The Rice Cost for Yizhi, Xi and Yanjing is 36 for all three models.

**Yizhi**

Change cost to **Sp**

**Sister's Succour** reworked:



Name	Cost	Type	Subject	Range	
Sister's Succour	1	I	Pu	4"	NoBtB
During an Enemy model's activation, when that model moves into BtB with another Friendly Princess model in the Pulse, move this model into BtB with that Enemy model by the shortest route. If it is not possible to put this model in BtB with the Enemy model this feat cannot be used.					

Unique Effect

The Rice Cost for Yizhi, Xi and Yanjing is 36 for all three models.

## The Awoken

### **Webbed Ground**

*Terrain*

[Normal, Clear, Zero][Destructible]

When a Model that is not Kumo contacts **one or more** Webbed Ground terrain during a Walk, Melee, Run or Charge, it loses 1" of movement ~~cumulative for each Webbed Ground contacted~~ (to a minimum of 1" Movement).

Enemy Models in Webbed Ground terrain lose Cloudwalk and Camouflage.

While in the Webbed Ground, Friendly Faction models gain Sidestep Attack (0) and Sidestep defence (0).

When an Enemy model within a Webbed Ground terrain uses a Ki Feat or Ki Boost, the cost in Ki Tokens is increased by 1, and you may choose one Kumo model to gain 1 Ki Token.

You may only have a maximum of five Webbed Ground in play.

Card size

Rice: Su

MAX: 5

## Profile Cards

### **Akita, Princess of Fear and Pain**

Name	Cost	Type	Subject	Range	
Destiny's Fear	4	S	Aura	□"	{BtB}
Until the End Phase Poisoned Enemy models in the Aura consider any test dice results of 2 to be a value of 1. Poisoned Enemy models that are within Webbed Ground Terrain also treat values of 3 as a value of 1.					

### **Eimi**

**Psychic Drain** Ki Feat text change:

This model may transfer up to 3 Ki Tokens from the Target enemy model's profile card to its own. The Target is always considered Surprised by this Ki Feat.

### **Endless Procession of Arachnid Presence**

Change Weapon

Bite	-1
------	----

Poison (1/1) Pierce (2)
Combo Attack (1) Sidestep Defence (0)

Traits:

Aware, Durable, **Group**, Indomitable (8), Insignificant, ~~Kumo~~, Swarm, Tiny, Tireless

Unique Effects:

**This model does not suffer movement penalties for Webbed Ground Terrain.**

**If this model deals any damage in a melee exchange it Heals one Damage.**

**This model may be included in any Awoken Theme Warbands.**

### Musume

Name	Cost	Type	Subject	Range		
Come Join Us!	1	I	Ta	BtB	{T}	
When an Enemy model enters BtB with this model, no Melee Exchange takes place; this model does not lose an Activation Counter. After the Activation is complete, that Enemy model gains a Control Marker. This is a Trap Effect.						

### Ren, Powerful Hatred

Change Rice Cost to **8**

## Cult of Yurei

### Special Cards

#### Death and Decay

##### Theme card

#### Second Benefit errata:

Whenever a non-Soulless model (Friendly or Enemy) is Killed, replace it with a Prone Risen Kairai with 0 Activation Counters

### New Moon

#### Enhancement

**Ranged Weapon damage modifier:** Should be **+0**.

*This requires a card reformat.*

### New Moon

#### Enhancement

Replace the Enchanted Hair ranged weapon with:

Moontouched Hair

+0

2/3/4

Entangling, Lightweight

When Attached model makes an Attack with an Entangling Weapon or a Grapple Attack, the Attack can cause damage in addition to normal effects.

Required [Harionago]

1 Rice

### **Nightmares of Jigoku**

#### **Theme Card**

##### **Last benefit clarification:**

- In the Starting Phase of turn 4, choose 2 Enemy models to gain Spirit (-1) until the End Phase.

### **Profane Idol**

#### **Terrain**

##### **Text change:**

In the Starting Phase each Enemy model within 3" loses 1 Ki Token. For each Ki Token lost this way, place a Ki Token on this card. When this card has 5 or more Ki Tokens on it, remove this Profane Idol from play.

### **Refuse Pile**

#### **Terrain**

##### **Text change:**

Every time a VP is scored, in the End Phase Summon a Small Rat Swarm by Deploying it in BtB with this terrain element.

### **Things That Go Bump In The Night**

Permitted [Cult Models, Ronin Models]

### **Violence Fetish**

**Multiple (1)** changed to **Multiple (3)**.

**Rice cost** change: **1 rice**.

### **Yuta of Yurei**

#### **Communal Card**

##### **Text correction:**

When a Friendly Yuta model could gain Ki, place that Ki on this card. Yuta models may use feats on this card as if they were printed on their own card. Any time a Yuta model needs to spend Ki Tokens, it may spend them from this card. A player may only have 1 'Yuta of Yurei' card.

**Chaos Bolt** Ki Feat cost change: **Cost 3**

**Unholy Vitality** Ki Feat gains **Once Per Turn** icon.

## **Profile Cards**

### **Akuba**

**Types** correction: should be **Shugenja, Yuta**

**Traits:** Remove **Cultist**.

**Death Magic** ranged weapon rename: **Dead Magic**

### Envy

**Unique Effect** text:

When this model inflicts Damage through a successful Melee Attack, it gains a number of Ki Tokens equal to the Damaged model's Ki Statistic.

After a Melee Exchange in which this model suffered Damage from a non-Soulless Enemy model, the Enemy model gains a Control Marker.

### Fuwa Kaidan

**Traits** changes: Durable, Fear (6), **Insignificant**, Intangible, Kami, Soulless

### Gendo

**Master's Call** text change:

Summon a Small Swarm of Rats by deploying it in BtB with Gendo or another Small Swarm of Rats. After deploying the Small Swarm of Rats in BtB with this model you may remove this model and place it Elsewhere. The Small Swarm of Rats may not be placed in an Enemy model's ZoC or in BtB with an Enemy model. A Small Swarm of Rats may not be placed if there is no free Wound Track on the Small Swarm of Rat's profile card.

### Gengo

Name	Cost	Type	Subject	Range	
Fresh Meat	1	A	Ta	6"	
Target Friendly Kairai <b>gains Jump Up and loses Slow and Aloof</b> until the End Phase.					

### Hikari

**Ki Statistic** change: **Ki Statistic** is now **2/\***

**Spirit Absolution** Ki Feat gains **Once Per Turn** icon.

Name	Cost	Type	Subject	Range	
Spirit Absolution	2	S	Ta	6"	NoBtB OPT
This model loses Soulless, Slow, Tough and Rise; this effect expires in the End Phase. Target model not in BtB with a Friendly model gains an Impetuous Marker, must declare a Walk Action as its next activation, and must move directly towards this model with its full move changing its facing so that this model is in LoS. If unable to perform a Walk Action, it may activate without restriction.					

### Ibara

**Dark Fire** icon (front of card only):

Missing Opposed Ki icon added.

### Ikeda Shindarei

Name	Cost	Type	Subject	Rng	
Apparition	2	A	Pe		
Place this model within 2" of its current location. This model may use this Ki Feat once each time you are the Active player.					

### Ikiryō (2025/02/03)

**Rice cost** change: **16 rice**.

Change type to ~~Shugenja~~, Unknown.

Name	Cost	Type	Subject	Range	
Look into the Void	3	A	Ta	8"	{OpKi}{BtB}
Target Enemy model which has LoS to this model, make a Success Level 4 Damage Roll on the Target model. Wounds caused by this Ki Feat ignore Armour. A model can only be targeted by this feat (From any source) once per turn.					

### Josei

**Types** correction: should be **Shugenja, Yuta**

**Seed of Destruction** icon correction (front of card only): NoMove icon should be NoBtB icon.

**Sacrifice** text change:

Remove Target Friendly, non-Soulless, non-Insignificant model that you own from play. If you do add 4 Ki Tokens to the Yuta of Yurei card.

### Kato, the Puppet Master

**Craft Marionette** text change:

Summon and Deploy a Marionette anywhere within 2" of this model and not in an Enemy model's ZoC. The Marionette receives a number of Ki Tokens equal to the X spent instead of any from the Kami trait when deployed. This model cannot use "Craft Marionette" if there is already a Marionette in this Warband.

### Minarai

Change Rice Cost to **6**

### Mo Ises

**Traits:** Change Elusive to **Evasive**.

Change Rice Cost to **13**

Name	Cost	Type	Subject	Rng	

Heed my Word	2	S	Ta	6"	BtB
Perform a Walk with the Target model. <b>This model may not Target itself.</b> If the Target model is an Enemy, you must first succeed in an Opposed Ki Test with the Target model.					

### Psychic Drain Ki Feat text change:

This model may transfer up to 3 Ki Tokens from the Target enemy model's profile card to its own. The Target is always considered Surprised by this Ki Feat.

### Mokoti

**Camouflage** missing quotation marks: Camouflage (4")

### Plague Rats

**Traits** changes: Camouflage (2"), Co-ordinated Attack [Rat], Evasive, Group, Insignificant, Lightfooted, Tiny

### Bite melee weapon traits change:

-2 weapon strength

Disease (2), Poison (1/1)

Sidestep Defence (0)

### Senbo

**Unleash Envy** text change:

Summon and Deploy an Envy within 2" of this model. It may not be placed in an Enemy model's ZoC or in BtB with an Enemy model. Place a number of Ki Tokens on Envy's profile card equal to the number spent for this Ki Feat instead of any from the Kami trait when Deployed. There may only be one Friendly Envy in play at any time. This model cannot use this Ki Feat if there is already a Friendly Envy in play.

### Shinji

**Rice cost** change: **12 rice.**

**Traits** changes: Coordinated Attack [Rat], Cowardly, Dodge (1), ~~Fear (4)~~, Jump Up, Lightfooted, ~~Spirit (-1)~~

**Shadow Walk** Ki Feat change:

Name	Cost	Type	Subject	Range	
Shadow Walk	1	A	Per	-	
If this model is out of LoS of all Enemy models, place it within 3" of its current location. This Ki Feat can only be used during an activation, once per activation.					

### Shojo

**Types** correction: should be **Shugenja, Yuta**

**Traits:** add Cultist (2/6")

### Souta

**Unleash Sloth** text change:

Summon and Deploy a Sloth within 2" of this model. It may not be placed in an Enemy model's ZoC or in BtB with an Enemy model. Place a number of Ki Tokens on Sloth's profile card equal to the number spent for this Ki Feat instead of any from the Kami trait when Deployed. There may only be one Friendly Sloth in play at any time. This model cannot use this Ki Feat if there is already a Friendly Sloth in play.

### Taka

**Unleash Wrath** text change:

Summon and Deploy a Wrath within 2" of this model. It may not be placed in an Enemy model's ZoC or in BtB with an Enemy model. Place a number of Ki Tokens on Wrath's profile card equal to the number spent for this Ki Feat instead of any from the Kami trait when Deployed. There may only be one Friendly Wrath in play at any time. This model cannot use this Ki Feat if there is already a Friendly Wrath in play.

### The Gaki

**Camouflage** missing inches unit: Camouflage (3")

### The Harionago

**Melee Weapon** gains a name: Prehensile Hair

Name	Cost	Type	Subject	Range	
Mirage	2	I	Sp	-	{T}{OpKi}{ <del>BtB</del> }
During an Enemy model's activation in which it entered into BtB with, or Targets this model with a Ranged Attack or Ki Feat, but before any Melee Exchange begins; place this model within 2" of its current location, the Enemy model's action is then considered resolved.					

**Circular Strike** Ki Feat text change:

This model gains Aware until the end of this activation, then makes a Ranged Attack against each other model (Friendly or Enemy) in Range and LoS, in any order and ignoring Camouflage. Targets are determined when this ability is declared, targets do not change or become invalid after this. These Attacks are not affected by the penalty for having made Ranged Attacks previously in the turn and do not roll the test if the target is in BtB with an Enemy model.

### The Wraith (2025/02/03)

Add Type: Samurai

Traits:

Aloof, Armor (3), Aware, Dread (1), Fear (6), Huge, Immune (Prone), Indomitable (1), Intangible, Kami, Prowess[Melee](1), Soulless

Unique Effect text:

~~This model starts the game with 10 Ki Tokens.~~

*Note: The model still starts the game with 10 Ki Tokens due to its Kami Trait.*

**Shadow Law:** When this model uses a Ki Feat, it gains Cover until the End Phase.

### Yama Uba

**Claws** Melee Weapon: Critical Strike (1) changed to Critical Attack (1)

**Apparition** Ki Feat correction: change target type from **Special** to **Personal**.

Name	Cost	Type	Subject	Rng	
Apparition	2	A	Pe		
Place this model within 2" of its current location. This model may use this Ki Feat once each time you are the Active player.					



### Risen Kairai

Add Trait: Aloof.

### Kairai Villager

Add Traits: Aloof, Group

New Rice Cost: 05

### Kairai Farmer

Add Trait: Aloof, Group

New Rice Cost: 05

Changed Ki Feat (*No longer has Chill*)

Name	Cost	Type	Subject	Range	
Enliven	1	A	Ta	6"	
Target model loses Slow until the end of the current activation.					

### Kairai Militia

Add new Type: Ashigaru, Kairai

Add Traits: Aloof, Group

Yari gains +1 Strength

New Rice Cost: 05

### Kusatta Kairai

Add Traits: Aloof, Group

New Rice Cost: 05

### Armoured Kairai

Add new Type: Ashigaru, Kairai

Add Traits: Aloof, Group

Paired Tachi weapon gains Push Defence (0)

New Rice Cost: 07

### Araka

Thrown Corpse weapon gains Brutal (1)

Corpse Club weapon gains Slam Attack (0)

Traits: Aloof, Aware, ~~Durable [Ranged]~~, Fear (6), Indomitable (1), Leech (2/8"), Oni Rage, Rise (4), Slow, Soulless, Strong, Tough (1)

Unique Effects:

When this model causes an Enemy model to be Killed as a result of a Melee Exchange, its Corpse Ranged Weapon gains an Ammo Token.

New Rice Cost: 12

## Masaema Tadao

### Change Weapon

Tetsubo	+2
Powerful Attack (1) Push Attack (0)	

Traits: Armor (4), Bear Stands Alone, Fear (5), Leech(2/8"), Prowess [Melee](1), Rise (4), Slow, Soulless, Tough (1)

New Rice Cost: 17

Unique Effects:

Bear's Requiem: While this model has at least 4 marked Wounds boxes, it gains Immune [Prone, Fire].

This model is not affected by Peacock's Pride.

Changed Ki Feat (No longer has Enliven)

Name	Cost	Type	Subject	Range	
Chill	2	I	Ta	BtB	
Target Enemy model in BtB gains Slow until the End Phase.					

## Animated Militia

Traits: Aloof, ~~Bodyguard~~ [Shugenja], Durable, Fear (4), Group, Immune [Berserk, Blind, Death Sentence, Diseased, Impetuous, Fire, Stunned], Soulless, Regenerate (1)

"Improvised Weapons" weapon gains Reach

New Rice Cost: 05

Unique Effects: Enemy models treat all Damage Rolls against this model as Critical Attacks in addition to any chosen Special Attack or Defence.

## Animated Warriors

Add new Type: Ashigaru, Gashodokuro

Traits: Aloof, Durable, Fear (4), Group, Immune [Berserk, Blind, Death Sentence, Diseased, Impetuous, Fire, Stunned], Soulless, Regenerate (1)

New Rice Cost: 08

## Warui

Traits: Durable, Dread (1), Fear (6), Immune [Berserk, Blind, Control, Death Sentence, Diseased, Impetuous, Fire, Stunned], Regenerate (1), Soulless

**Akoshi**

Armour (2), Co-ordinated Attack [Ashigaru], Durable, Fear (4), Immune [Berserk, Blind, Death Sentence, Diseased, Impetuous, Fire, Stunned], Regenerate (1), Soulless

## Eiko

Traits: Armour (1), Durable, Fear (4), Immune [Berserk, Blind, Death Sentence, Diseased, Impetuous, Fire, Stunned], Soulless, Regenerate (1)

Masakari weapon gains Sweep Attack (1)

Unique Effects: This model is not affected by Peacock's Pride.

## Satou Hatchi

Rice cost change: 25 rice.

Melee Pool statistic change: Melee Pool 4.

Weapons Change:

Katana +1

Feint (1)

Push Def (0)

Powerful Attack (0)

Counterstrike Defence (0)

Yari +0

Reach

Parry (1)

Push Defence (0)

Forceback Attack (0)

Traits:

Armour (2), Command [Ashigaru](4/6"), Durable, Endurance, Fear (5), Immune [Berserk, Blind, Death Sentence, Diseased, Impetuous, Fire, Stunned], Soulless, Strategy [Regenerate +1], Prowess [Melee](1), Regenerate (1)

Unique Effects:

This model and models Activating using this model's Command Trait lose any Aloof and Insignificant Traits and may ignore Peacock's Pride.

## The Descension

### **Attack from Above**

When a Friendly **Small Tengu** model with Cloudwalk declares a Melee or Charge Action, the Enemy model is Surprised, regardless of the usual Surprised requirements.

Hunter-Gatherers

### **Theme**

- Once per game, in the Starting Phase, Friendly models gain “While this model has no marked Wound boxes they gain Strong.” This effect lasts until the End Phase.
- When a Friendly model kills an Enemy non-Soulless model in a Melee Exchange, that Friendly model may gain Ki Tokens equal to the Enemy model’s Ki Statistic.
- Friendly Tribesman models do not suffer the Melee or Ranged Penalty for having Moved or Run or the Ranged Penalty for the Target having Run that turn.
- **Tribesman models recruited into this Warband cost -1Rice Cost.**

Permitted [Tribesman, **Ronin Tribesman**, **Unknown Ronin**]

**Exclusion** [**Cliff**, **Plainsman**]

### **Ironfeather Pinions**

#### **Event**

If recruited into the Blue Gale Scouting Party Theme, this card gains Max (3).

1 Friendly Tengu model with Cloudwalk loses Cloudwalk and gains the following Unique Effect until the End Phase:

**Shield:** This mode has Parry (+1), Ranged Defence (+1) and Armour (+1) unless Surprised.

Max (1)

2 Rice

### **Wind Watchers**

Add theme benefits:

- During Deployment Tengu models with both Cloudwalk and Move 5 gain +1 Move for the rest of the game.
- Shortbow and Call Lightning Ranged Weapons on Tengu profiles gain Lightweight

### **Blue Gale Scouting Party**

Add theme benefits:

- Shortbow Ranged Weapons Lose the Reload Trait.
- During Deployment Tengu models with both Cloudwalk and Move 5 gain +1 Move for the rest of the game.
- Shortbow and Call Lightning Ranged Weapons on Tengu profiles gain Lightweight.

Permitted [Models with a Move Boost, Birds, Ronin Birds]

### **Shepherds of the White Mesa**

Add theme benefits:

- During Deployment Tengu models with both Cloudwalk and Move 5 gain +1 Move for the rest of the game.

- Shortbow and Call Lightning Ranged Weapons on Tengu profiles gain Lightweight. Permitted: [Ronin Kami, Small Tengu, Tribesmen, Ronin Tribesmen]

## Way of the Ancient Warrior

Theme **Weeping Sky Cycle Icon**

- Friendly Koroko models may not be targeted by Enemy models unless they are the closest model to that Enemy model.
- ~~Once Per Game, In the Starting Phase choose to use this ability.~~ Haiatake models gain Dodge (1), Feint (1) and **Ranged Defence (1)**.
- **Friendly Haiatake** models gain Coordinated Attack [Bushii]
- Haiatake models cost -1 Rice to recruit individually and 28 Rice for Both Haiatake Guard.

Permitted [Bushii, Koroko, Tribesman]

Exclusion [Warbands with more than 1 Kurama model]

## Profile Cards

### Amaruq

**Traits:** Remove **Ammo (4), Reload (0)**.

**Javelin** ranged weapon gains **Ammo (4), Reload (0)**

**Brawn** Ki Feat text change:

This model's Ranged Weapons gain Brutal (1) and Reload (+1).

### Blue Gale Scout

**Rice cost** change: **11 rice**.

### Buzenbo

**Quick Reload** Ki Feat correction: Remove Once Per Turn icon.

Name	Cost	Type	Subject	Range		
Wing Buffet	2	A	Pulse	BtB		
All <b>other</b> models in the Pulse's area of effect must succeed in a Size Challenge Test (6) or be <b>moved 2"</b> directly away from this model. <b>Friendly models with Cloudwalk may choose to Succeed or Fail the Test.</b>						

### Convocation of Eagles

**Base size:** Change to 40mm.

Reduce to Rice Cost: **10**

## Daranibe

Name	Cost	Type	Subject	Range	
Spirit Sprint	1	A	Pe	-	
This model may declare a Run while in BtB with an Enemy model. When this model declares a run it gains Intangible.					

Unique Effect: The first time each turn this model performs a Scenario Action, remove one fewer Activation Counters at the end of the action. This model must have the usual amount of Activation Counters available.

## Haiatake Guard

**Unique Effects** text changes:

While this model is within 3" of another Haiatake Guard model, Enemy models that are not Intangible may not move through any line between the 2 Haitake Guards' bases.

This model provides Cover to Friendly models as if it were a terrain element.

When recruiting two of this profile change it's base Rice Cost to [30 for Both]

## Hilltribe Tracker

**Traits:** Remove **Ammo (4), Reload (0)**.

**Javelin** ranged weapon gains **Ammo (4), Reload (0)**

**Brawn Ki Feat** text change:

This model's Ranged Weapons gain Brutal (1) and Reload (+1).

## Hilltribe Warrior

**Melee Pool Ki Boost** value: change to **3 Ki** per Ki Boost.

## Hirobo

**Traits:** **Spirit (-1)** changed to **Spirit (1)**.

**Death Sentence** Ki Feat: gains **Opposed Ki Feat** icon.

**Unique Effect** text:

When this model makes a successful Ranged Attack, the Target gains Spirit (-1) until the End Phase.

## Hirohibo

Add **Claws** melee weapon:

+1 weapon strength, Pierce (1)

Combo Attack (1), Push Attack (0)

**Unique Effects** text changes:

~~When this model declares a Run action, increase its total run move by +1".~~

When this model declares a Run Action it gains +1 Move until the end of the activation.

This model does not suffer melee penalties for having Run.

### **Slipstream** Ki Feat text change:

When this model Runs this activation, it may Move through other Friendly models. It may not end its Move occupying the same area as an Impassable Terrain Element or another model. Any model moved through can Move 1" ~~directly towards this model's final position.~~

### **Hokibo**

Change Massive Katana:

Feint (1), Weapon Strength+3,

Add: Ranged Defence (1),

Reduce to Rice Cost **23**

Name	Cost	Type	Subject	Range		
Wing Buffet	2	A	Pulse	BtB		
All <b>other</b> models in the Pulse's area of effect must succeed in a Size Challenge Test (6) or be moved 2" directly away from this model. Friendly models with Cloudwalk may choose to Succeed or Fail the Test.						

### **Honbo**

Rice cost change: **14 rice.**

Ki Statistic change: **Ki Statistic** is now **2/6**

### **Itsube, Haitake Guard**

**Unique Effects** text changes:

While this model is within 3" of another Haiatake Guard model, Enemy models that are not Intangible may not move through any line between the 2 Haitake Guards' bases.

This model provides Cover to Friendly models as if it were a terrain element.

While this model is in play, Friendly Haiatake models reduce the cost of Special Abilities by 1.

### **Kanut**

Unique Effect: This model's Inspiration Ki Feat may only Target Tribesmen **and Ronin Tribesmen models.**

### **Kotenbo**

**Unique Effect added:**

Models nominated for this model's Command actions gain Agile and Courage (+1) until the end of the activation.

### **Kukibo**

**Types** correction: should be **Karasu, Shugenja, Tengu**



**Maniitok** (2025/02/03)

Traits: Armour (1), Tough (1)

### Naigubu

Name	Cost	Type	Subject	Range	
Spirit Ward	2	C	Au	6"	{BtB} {Mov}
While within this Aura, Asura, <b>Gashadokuro</b> and Kami models cannot move closer to this model.					

#### Unique Effect text:

While this model is in play, when a Friendly model spends a Virtue Token you may choose one of the following effects:

- This model gains Armour (2) until the current action is resolved.
- This model gains Move +1 and Lightfooted until the current action is resolved.
- This model gains Parry (1) until the current action is resolved.
- This model gains Ranged Defence (+1) until the current action is resolved.

During the Starting Phase, if this model is not in BtB with an Enemy model, you may place it within 3" of its current location and not in the ZoC of an Enemy model.

The first time in a turn when a model ends its move in BtB with this model, if this model was not already in BtB with an Enemy model, place this model within 3" of its current location and not in the ZoC of an Enemy model.

### Narahobo

**Rice cost** change: **7 rice**.

#### Unique Effects text change:

While this model is in play, when a Friendly model spends a Virtue Token, you may choose one of the following effects:

- This model gains Sixth Sense until the End Phase.

### Nunig

#### Snare Ki Feat text change:

When an Enemy model without the Cloudwalk or Intangible traits and not in BtB with a Friendly model declares a Move in the Pulse, that model must make a Move Challenge Test (8) for models declaring a Run or Charge Action, and a Move Challenge Test (7) otherwise. If unsuccessful, the model may not Move; if the model was declaring an action, it loses an Activation Counter and its action is considered resolved.

This is a Trap effect. Only one Trap effect may be declared once per activation.

## Ojobe

Name	Cost	Type	Subject	Range		
Wing Buffet	2	A	Pulse	BtB		
All <b>other</b> models in the Pulse's area of effect must succeed in a Size Challenge Test (6) or be moved 2" directly away from this model. Friendly models with Cloudwalk may choose to Succeed or Fail the Test.						

## Oshibe

**Types** correction: should be **Bushi, Suzume, Tengu**

## Qimmiq

**Binding Roots** text change:

Choose up to X Enemy models within the Pulse's area of effect. Each model chosen becomes Immobilised. ~~The cost for this Ki Feat is X+1.~~

**Voice of the Wind** Ki Feat text change:

Place Target model within 1" of its current location. If the Target model is an Enemy, you must first succeed in an Opposed Ki Test with the Target model. This Ki Feat may only be used once per activation.

## Ryuhobo

Name	Cost	Type	Subject	Rng	
Cleansing	X	<b>S</b>	Pu	X"	BtB
Remove up to X Control, Disease, Fire, Poison or Spirit Block Markers from models within the Pulse area of effect. X is equal to the number of Ki Tokens spent.					

**Unique Effects** text change:

While this model is in play, when a Friendly model spends a Virtue Token, you may choose one of the following effects:

- This model may not be Targeted by 'Call Lighting' Ranged Attacks or the 'Raijin's Rage' Ki Feat.

## Sanjakubo

### Raijin's Rage text change:

When this model makes a successful Ranged Attack, after that Attack is resolved but before its activation ends it may make an additional Ranged Attack against **another** model within 3" of the 9 last model Targeted. This Ranged Attack is considered to be in the Medium Range Band and ignores Range, LoS, and Camouflage. A model may only be Targeted once per activation by ranged attacks generated by this Ki Feat.

### Curse Fate text:

Roll a number of D6 equal to 1 plus the SL of the Opposed Ki Test. Reroll 1s and dice with the same value until all dice have unique values. Until the End Phase the Target considers any dice it rolls that match those rolled for this feat to be a value of 1.

### Unique Effect text:

A model Damaged by this model's Call Lightning or Raijin's Rage Attack gains a Stunned Marker.

## Seibo

Name	Cost	Type	Subject	Rng	
Apparition	2	A	Pe		
Place this model within 2" of its current location. <b>This model may use this Ki Feat once each time you are the Active player.</b>					

**Daggers** melee weapon traits change:

+0 weapon strength

Combo Attack (0)

Add **Claws** melee weapon:

+1 weapon strength, Pierce (1)

## Shubo

**Rice cost** change: **12 rice**.

**Spear** melee weapon traits change:

+1 weapon strength

Reach, Pierce (1)

Push Defence (0), Forceback Attack (0)

## The Imperial Court

The following Ronin models gain the Imperial Faction Icon on the back of their cards:

Golden Sentinel,

Koshimori Yukio,

Xi,

Yanjing,

Yizhi,

Zhongwei

Yu

## Profile Cards

Zuo Ci

Name	Cost	Type	Subject	Range	
Stone Spike	1	I	Pe		

## Ito Clan

### Special Cards

#### **Blood of Orochi**

#### **Player Aid Card**

#### **Text correction:**

During the Starting Phase place all Blood of Orochi tokens generated by Friendly models in a pool on this card.

Choose any number of Friendly Ito Clan models. Each model chosen may gain up to 2 Blood of Orochi tokens taken from this pool.

The Weapons of models with Blood of Orochi tokens gain Poison (1/X) where X is the number of Blood of Orochi tokens taken by that model.

Remove all Blood of Orochi tokens in the End Phase.

#### **Dark Secrets**

#### **Event**

#### **Text correction:**

During the Starting Phase, choose a Non-Soulless Enemy model within 3" of any Friendly model; that model makes a Ki Challenge Test (6), if it fails it gains 1 Control Marker.

#### **Beneath the Skin**

#### **Enhancement**

#### **Text correction:**

Attached model gains the following Ki Feat ~~until the end of the current activation:~~

Orochi's Visage

2 Ki, Instant, Personal

This model gains Fear (6) and Terror until the end of the current activation.

Requirement [Hebimiman, Blood of Orochi]

#### **Forked Tongue (2025/02/03)**

Required: [Model with the Blood of Orochi Trait]

#### **Greater Sacrifices**

#### **Event**

#### **Text correction:**

Play after an Acolyte is removed from play through a Friendly Unique Effect or ~~Self-Sacrifice~~. All Friendly Shisai models gain 2 Ki Tokens.

#### **Ito Clan Armour**

#### **Enhancement - Equipment**

#### **Text correction:**

Attached model gains Armour (3).

Attached model ignores Enemy Damage Rolls ~~are ignored~~ if the individual dice values of the Damage Roll are the same number.

Attached model gains Move Ki Boost (2 Ki).

Requirement [Samurai with the Armour Trait]

### Serpent's Coil

#### Theme

#### Text changes:

- During the End Phase, if a model takes Damage due to a Poison Marker, a model with Immune [Poison] in this Warband gains 1 Ki Token.
- Add X Blood of Orochi Tokens to the pool each Starting Phase where X is the number of VPs ~~you have~~ scored.

### The Blessed (2025/02/13)

Add benefit:

- **Hebimiman models recruited into this Warband cost -1 RC.**
- When a Friendly model would apply a Poison Marker to an Enemy model that has Immune [Poison], instead apply a Fire Marker of the same Value.

*Orochi's wrath smites those who would thwart his follower's venom...*

### Lords of Izu (2025/02/03)

Add benefit:

- Friendly Faction Samurai gain the Impetuous (0) trait.

### The Snake Head Standard (2025/02/03)

For the purpose of this ability, this model is considered Medium Sized and Friendly models have Aware.

## Profile Cards

Akane

Add Slither Ki feat

Name	Cost	Type	Subject	Range		
Slither	2	A	Pe			
This model gains Agile and Evasive until the end of the current action is resolved.						

### Azami

Add **Grapple Attack (0)**

### Child of Orochi

Traits: **Self-Sacrifice (2"/Shisai)** changed to **Sacrifice [Shisai](2")**.

## Isas

**Types** correction: should be **Hebimiman**

## Ishi

**Traits** changes: Assassin, Lightfooted

**Dagger** melee weapon traits change:

+0 weapon strength

Sidestep Defence (0)

Change Rice Cost: **12**

## Ito Ayako

**Psychic Drain** Ki Feat text change:

This model may transfer up to 3 Ki Tokens from the Target enemy model's profile card to its own. The Target is always considered Surprised by this Ki Feat.

## Ito Itsunagi

**Traits** changes: Dodge (1), Evasive, Fearless, Feint (1), Indomitable (1), Parry (1), Prowess [Melee](1), Ranged Defence (2), Resistance (1), Split Attack

Umbrella Block Ki Feat removed.

Add **Escape** Ki Feat:

Name	Cost	Type	Subject	Range	
Escape	1	A	Pe		
When this model Kills an Enemy model, once the action is complete this model may make a Walk.					

Do Kote Ki Feat removed.

Add **Kote Men** Ki Feat:

Name	Cost	Type	Subject	Range	
Kote Men	2	A	Pe		OPT
This model gains Feint (+1) until the end of the current Melee Exchange.					

## Ito Masunagi (2025/02/03)

Name	Cost	Type	Subject	Range	
Cleave	2	A	P		
This model's Melee Weapons gain Brutal (2) until the current action is resolved					

## Kyou

**Rice cost** change: **15 rice**.

**Ki Statistic** change: **Ki Statistic** is now **2/8**

**Tail Whip** Ki Feat text change:

During an Enemy model's activation in which it enters BtB with this model or a Friendly Faction Shisai model in BtB with this model, that Enemy model gains a Stunned Marker. A model may only gain one Stunned Marker per activation as a result of this Ki Feat.

Gain Trait: **Ranged Defence (1)**

Unique Effects

While this model is in play, when a Friendly model spends a Virtue Token you may choose **one of** the following effects:

- This model may immediately Rotate to Face any direction. This does not count as Moving.
- This model's Melee Weapon's Strength becomes +1 until the current Melee Exchange is resolved.

## Ito Kaihime

**Ranged Weapon damage modifier:** Should be **+1**.

Best Hat.

**Ito Kinu** (2025/02/03)

**Rice cost** change: **14 rice**.

**Traits:** Immunity [Poison] changed to Immune [Poison].

**Size:** S / 30mm base.

**Contagious Poison** Ki Feat:

Remove **Opposed Ki Feat** icon.

**Text changes:**

Perform an Opposed Ki test with Target Enemy Model, if successful, that model gains a Poison (2) Marker and a Stun Marker. Regardless of Success of the opposed Ki Test, choose another Enemy model within 3" of the Target and immediately repeat this Ki Feat at no cost on the chosen model, ignoring Range, LoS, and Camouflage. The chosen model is then considered the Target. No model may be affected more than once by this Ki Feat in a turn.

## Ito Koburai

Gain Trait: **Ranged Defence (1)**

## Jade Mamba Guard

**Rice cost** change: **12 rice**.

Gain the **Acolyte** type

## Kazuhiko

**Traits:** Self-Sacrifice (2"/Shisai) changed to **Sacrifice [Shisai](2")**.



## Ito Nanako

Unique Effects:

This model's Melee Pool cannot be **reduced by States**.

**In the Starting Phase you may choose one of the following abilities:**

- When allocating Blood of Orochi Tokens this model may spend Ki **Tokens** to allocate additional Blood of Orochi Tokens to **the pool** at one Ki Token per Blood of Orochi Token.
- **For each Blood of Orochi token allocated to this model during the Starting Phase, it gains a Ki Token.**

**Psychic Drain** Ki Feat text change:

This model may transfer up to 3 Ki Tokens from the Target enemy model's profile card to its own. The Target is always considered Surprised by this Ki Feat.

## Naoko

**Mutation** Ki Feat:

Replace **Active Ki Feat** icon with **Instant Ki Feat** icon.

## Okyo Archers

**Ranged Weapon damage modifier:** Should be **+0**.

## Sakura

**PsychicVenom** Ki Feat text change:

Target Enemy model gains X Poison (2) Markers. X may not be greater than 3. The Target is always considered Surprised by this Ki Feat.

Change Rice Cost: **10**

## Satoshi

**Melee Pool** statistic change: **Melee Pool 4**.

**Rice cost** change: **18 rice**.

## Satsuki

**Psychic Drain** Ki Feat text change:

This model may transfer up to 3 Ki Tokens from the Target enemy model's profile card to its own. The Target is always considered Surprised by this Ki Feat.

Change Rice Cost: **11**

## Shimogamo Viper

Now **4 Wound Boxes**.

Traits:

**Aloof**, Cloudwalk, Evasive, Flank, **Group**, Jump Up, **Range Defence (1)**

Unique Effect:

**This model does not suffer Melee penalties for having run.**

Rice cost change: **5 rice**.

## Takeji

Types correction: should be **Acolyte**, Ashigaru, Jade Mamba

## Jung Pirates

### Special Cards

#### **Docks of Ryu** (2025/02/03)

Text Change:

Kancho: Jung Minato

Juhin: Yuji

- During the Starting Phase choose one model to gain Tireless until the End Phase
- If any of the following apply, Friendly Jung models gain +1 Ki Token in the Ki Generation step.
  - Your opponent has more Victory Points than you.
  - Your opponent has more Scenario Points than you.
  - More Objectives are aligned to your opponent than you.
  - Your VIM has been removed from play.

Permitted: Any Jung profile, Ronin Kami.

Exclusion: Other Kancho or Juhin than those listed, Kanimiman, Samemiman, Deep

#### **Blow the Man Down**

##### **Event**

~~Target~~ Choose an Enemy model within 3" of a friendly Kaizoku. That model must make a Size Challenge Test (6) or be ~~pushed~~ moved 3" in any direction and become Prone.

#### **Ebb and Flow**

##### **Event**

Play after declaring an activating model.

Move a friendly, small model up to 2" toward an enemy table edge (Any edge which touches an enemy deployment zone). At the end of this activation, move that model 2" ~~directly~~ toward the opposite table edge.

**Rice cost** change: **2 rice**.

**Max (2)**

#### **Knife**

##### **Enhancement - Equipment**

Attached model gains the following Melee Weapon:

**Knife**, +1 Strength

Pierce (1)

Sidestep Attack (0)

Sidestep Defence (0)

This Equipment may be given to Crab models.

#### **Razor Shoals**

##### **Terrain**

**Errata:** When a non-Cloudwalk, non-Intangible Enemy models makes a Melee, Walk, Run or Charge action starting or entering this terrain element, that model gains a Bleed (1) Marker.

## Taunt

### Enhancement

Attached model gains the following Ki Feat:

Name	Cost	Type	Subject	Range	
Taunt	1	A	Ta	8"	Opp Ki.
Target Enemy model gains Aggressive until the End Phase.					

Requirement [Highest Rice Cost in the Warband]

**Rice Cost: 2**

**Max (1)**

## Profile Cards

**Arata** (2025/02/03)

**Rice cost** change: **9 rice**.

## Electric Eel

**Unique Effect** text change:

When this model declares a Walk, Run, Melee or Charge Action, once its move is complete it makes a Ranged Attack against each other model (Friendly and Enemy) in Range and LoS, in any order, ignoring Camouflage. Targets are determined when this ability is declared, targets do not change after this. These attacks are not affected by the penalty for having made Ranged Attacks previously in the turn and do not test if in BtB with another model. It may perform these Ranged Attacks even while in BtB with an Enemy model or in an Enemy model's ZoC.

## Fujiwara Ran

**Rain of Blows** text change:

This model's Melee Weapons gain Combo Attack (0) and this model gains Lightning Reflexes until the end of the current Melee Exchange.

## Fu Ran Ku

**Unique Effect** text changes:

This model cannot gain Scout or Flank. This model cannot declare Melee, Disengage or Charge Actions. **This model may not have Equipment attached.**

Enemy models in BtB with this model in the Starting Phase generate one fewer Activation Counters.

Before or after this model performs any action it may Move 3".

Once per activation, when this model Enters BtB with an Enemy model or an Enemy model Enters into BtB with this model, that Enemy model gains an Immobilised Marker after the activation is resolved.

**All-knowing:** In the End Phase, if this model is BtB with any Enemy models, those model's owners must reveal if those models are their VIM.

**Analyse:** Enemy models in BtB with this model cannot be nominated to take the Tactical Test.

**Conclusion:** When a Friendly Kancho or Juhin model activates, the opposing player must declare which model they will choose as their next Activating model. If the model becomes ineligible before it is chosen as the Activating model then another model can be chosen without restriction.

### Hideaki

**Fukku** Ki Feat text change:

Target **Enemy** model must **succeed** at a Size Challenge Test (5) or be placed anywhere in BtB with this model. Immediately begin a Melee Exchange with Target model. This only removes one Activation Counter.

### Hitokuchi (2025/02/03)

**Rice cost** change: **15 rice**.

**Crushing Blow** text change:

This model's Melee Weapons gain Brutal (+1) and Pierce (2) until the end of the current activation. This Ki Feat can only be used once per activation.

**Second Wind** Ki Feat text change:

At the end of an activation in which this model declared a Charge action and caused Wounds in a Melee Exchange, it gains an Activation Counter. This Ki Feat can only be used once per activation.

### Jori

**Rice cost** change: **13 rice**.

**Add Unique Effect:**

**Thrown Harpoon:** If this Attack causes Damage then the Target is moved 1" directly towards this model. This model can only make one Ranged Harpoon Attack per turn.

### Jung Hibiki

**Parley** Ki Feat text change:

Use this Ki Feat when an Enemy model enters BtB with this model. That Enemy model's activation ends immediately.

### Jung Mari

Add **Admirable** Ki Feat:

Name	Cost	Type	Subject	Range	
Admirable	1	<b>A</b>	Au	6"	
While within the Aura, Friendly Juhin, Kaizoku, and Kancho models in the Aura gain Spirit (1).					

**Unique Effects** text change:

Kaizoku models in this model's Warband gain Scout (0/2").

Before or after resolving any action, this model may make a Ranged Attack with its Pistol. This does not cause this model to lose an Activation Counter.

### Jung Minato

**Circular Strike** Ki Feat text change:

This model gains Aware until the end of this activation, then makes a Ranged Attack against each other model (Friendly or Enemy) in Range and LoS, in any order and ignoring Camouflage. Targets are determined when this ability is declared, targets do not change or become invalid after this. These Attacks are not affected by the penalty for having made Ranged Attacks previously in the turn and do not roll the test if the target is in BtB with an Enemy model.

### Jung Tora

**Flow Like Water** Ki Feat correction: should be Instant, not Active.

### Lua

Change Faction to **Ronin, Jung Pirates Symbol**.

**New Unique Effect:** This model may be included in Jung Pirate themes as if they were a Faction model.

**Traits:** **Toughness (1)** changed to **Tough (1)**.

### Miyakomo Asami

Change Rice Cost: **13**

**New Unique Effect:** This model Gains Ranged Boost 2 and Willpower (+1) while in the area of a Quagmire or Incoming Tide.

Name	Cost	Type	Subject	Rng	
Cleansing	X	S	Pu	X"	BtB
Remove up to X Control, Disease, Fire, Poison or Spirit Block Markers from models within the Pulse area of effect. X is equal to the number of Ki Tokens spent.					

### Miyakomo Korra

Change Rice Cost: **14**

New Unique Effect: **This model Gains Ranged Boost 2 and Willpower (+1) while in the area of a Quagmire or Incoming Tide.**

Name	Cost	Type	Subject	Rng	
Cleansing	X	<b>S</b>	Pu	X"	BtB
Remove up to X Control, Disease, Fire, Poison or Spirit Block Markers from models within the Pulse area of effect. X is equal to the number of Ki Tokens spent.					

### Tidal Push:

Change Special Abilities to  
Forceback Attack (0)  
Drag Attack (0)  
Sweep Attack (**1**)

### Sorcery:

Sidestep Defence (**0**)  
Forceback Attack (0)  
Drag Defence (0)

### Moyasu

**Flame Whip** Ki Feat text change:

During an Enemy model's activation in which it enters BtB with this model, that Enemy model gains a Fire (2) Marker. A model may only gain one Fire Marker per activation as a result of this Ki Feat.

**Ryota** (2025/02/03)

**Ki Statistic** change: Ki Statistic is now **2/6**.

**Rice cost** change: **12 rice**.

Add ki feat:

Name	Cost	Type	Subject	Range	
Do Kote	2	A	P	-	
This model gains Feint (1) until the current action is resolved.					

**Ryujin** (2025/02/03)

**Size:** **H / 60mm base**

**Traits:** Believer [Shugenja](1/2"), Cloudwalk, Endurance, Fear (6), Immune [Prone], Kami, Sixth Sense, Soulless, Tough (2)

### Taiho

**Heavy Barrel** melee weapon has wrong damage modifier: Change Sp to +0.

## Taru

**Traits** changes: Bravery, Immune [Prone], ~~Jump Up~~, Ranged Defence (1)

**Tornado** text change:

When a Friendly model within 2" is the Target of a failed Ranged Attack, immediately make a Ranged Attack. The Range Bands, Strength bonus and any applicable traits or unique effects on the model which failed the Ranged Attack are used instead of any such traits or effects on this model. This model ignores the effects of Ammo and Reload traits while resolving this Ki Feat.

Add **Dirty Fighting** Ki Feat:

2 Ki, Active, Personal

Enemy models cannot declare the use of Special Attacks or Defences in Melee Exchanges with this model until the current activation is resolved.

## Tetsuso

**Crushing Blow** text change:

This model's Melee Weapons gain Brutal (+1) and Pierce (2) until the end of the current activation. This Ki Feat can only be used once per activation.

## Yori

**Rice cost** change: **11 rice**.

**Katakuchi** Ki Feat change:

Name	Cost	Type	Subject	Range	
Katakuchi	1	I	Ta	4"	
This model and Target Friendly Kaizoku model gain Aggressive, Fearless, Resistance (1) and Unstable until the End Phase. This Ki Feat cannot be used if this model has no Ammo Tokens.					

## Kinshi Temple

### Special Cards

#### **Blessings of the Void**

##### **Communal Card**

While the number of counters shown on the table is reached, the given ability is activated.

#### **Zenith of the Void**

##### **Theme**

Theme benefit text changes:

Before the game, place 3 Void Rift Terrain elements on the table within 6" of the centre point line and not within 2" of any Objective.

#### **Scorched Earth**

##### **Terrain Card**

Models Entering or ending their Activation in this terrain gain a Fire (3) Marker.

### Ronin Profiles

The following ronin profiles are available to recruit into Kinshi Temple warbands:

#### **Tenbatsu**

#### **Dark Pilgrim**

#### **Hozumi Maha**

#### **Kami of Blighted Earth**

#### **Kami of Choking Fog**

### Profile Cards

#### **Batsu**

**Traits** changes: Immune [Fire], Jump Up, Kata, Ranged Defence (1), Vengeance [Monk]

Name	Rank	Type	Subject	Range		
Scorch the Earth	Rank 1	A	Sp	BtB	NoBtB	OPT
Place the Scorched Earth template in BtB with this model. It is a terrain element [Destructible][Difficult, Obscuring, Zero]. Models entering or ending their Activation in this terrain gain a Fire (3) Marker. Remove the terrain element in the end phase. Add one Void Counter to the Communal Card.						

#### **Maru (2025/02/03)**

**Rice cost** change: **14 rice**.

#### **Nagashikaku**

When this model is Killed, you may choose one of the following:

- Replace this model with a Void Rift.



- Replace this model with a Lesser Void Kami. This can be used to deploy a Replacing model in Base to Base or Zone of Control.

## Minimoto Clan

### Special Cards

#### **Garrison of the Damned**

##### **Theme**

##### **Text changes:**

- During turn 1, models in the Warband gain Sixth Sense.
- Minimoto Ashigaru models in the Warband gain Indomitable (+1)
- Every time an Enemy model is removed from play as a result of a Melee Exchange, the Friendly model in the Melee Exchange gains 1 Ki Token
- Minimoto models that were recruited into this Warband that have marked Wound Boxes gain Immune [Blind, Control]

Exclusion [Shugenja, Blacksmith]

#### **Army of the Minimoto (2025/02/03)**

##### **Add benefit:**

- Ashigaru in this Warband gain +X Melee Weapon Strength, where X is equal to their Indomitable Trait value.

#### **Minimoto Clan Armour**

##### **Enhancement - Equipment**

##### **Text correction:**

Attached model gains Armour (4).

Attached model ignores Enemy Damage Rolls ~~are ignored~~ if the individual dice values of the Damage Roll are the same number.

When making a Damage Roll on this model, Enemy models lose the Pierce trait.

Requirement [Samurai with the Armour Trait]

#### **The Mountain Banner (2025/02/03)**

For the purpose of this ability, this model is considered Medium Sized and Friendly models have Aware.

#### **Ice Crystal (2025/02/03)**

##### **Enhancement - Equipment**

Whenever a Blizzard Effect begins, this model heals 2 wound boxes and gains 1 Ki Token.

## Profile Cards

### Akemi

Weapon name should be Enban'nage.

### Hauru

Name	Cost	Type	Subject	Range		
Cleansing Flames	3	S	Pu	6"		
Remove all Berserk, Blind, Controlled, Poison, and Spirit Block Markers from models in the Pulse and each model gains a Fire (1) Marker. <b>Remove all Destructible Terrain in the Pulse.</b> <b>This is a Cleansing Effect.</b>						

### Hoshi Kimiko (2025/02/03)

**Rice cost** change: **9 rice**.

#### Summon Ice Kami text:

Summon a ~~Ronin~~ Kami of Reflection by Replacing This Model (This model is removed from play). (You cannot have more models in play than the card has Wound Tracks). If this model was in a Melee Exchange, the Kami can neither be damaged nor deal damage this Melee Exchange.

Name	Cost	Type	Subject	Range		
Icy Veins	2	A	Ta	8"		
Target model gains Fearless, Durable [Ranged], <b>Immune [Bleed]</b> and Slow. If the Target is an Enemy model you must succeed in an Opposed Ki test. This is considered a Blizzard Effect.						

If this model is included in your warband you may also recruit Kami of Reflection (Including Ronin Kami of Reflection).

### Hoshi Rinko (2025/02/03)

**Rice cost** change: **14 rice**.

**Ki Statistic** change: **2/8**.

Name	Cost	Type	Subject	Range		
Icy Veins	2	A	Ta	8"		
Target model gains Fearless, Durable [Ranged], <b>Immune [Bleed]</b> and Slow. If the Target is an Enemy model you must succeed in an Opposed Ki test. This is considered a Blizzard Effect.						

If this model is included in your warband you may also recruit Kami of Reflection (Including Ronin Kami of Reflection).

Name	Cost	Type	Subject	Range	
Cold Shatter	2	S	Ta	8"	[BtB] [OpKi]
The next time target model suffers damage in a melee exchange, it suffers double the damage, ignoring Durable if that would be enough to kill the target. If not, this effect expires immediately.					

Name	Cost	Type	Subject	Range		
Blizzard	2	S	P			
All models are in Cover and gain Slow.						

Traits:

Immunity (Fire), Prowess [Melee](1), Steadfast, Spirit (1)

### Hoshi Machiko (2025/02/03)

Name	Cost	Type	Subject	Range		
Icy Veins	2	A	Ta	8"		
Target model gains Fearless, Durable [Ranged], Immune [Bleed] and Slow. If the Target is an Enemy model you must succeed in an Opposed Ki test. This is considered a Blizzard Effect.						

If this model is included in your warband you may also recruit Kami of Reflection (Including Ronin Kami of Reflection).

### Kamuy

**Melt:** In the End Phase, unless there is a Blizzard affecting all models or the whole Battlefield, this model suffers 2 Damage, ignoring Tough and Durable.

### Masaema Aya

**Rice cost change:** 14 rice.

Tetsubo melee weapon traits change:

+2 weapon strength

Push Attack (0), Sweep Attack (1), Powerful Attack (1)

### Maesema Yama

**Rice cost change:** 14 rice.

**Traits** changes: Armour (3), Bear Stands Alone, Indomitable (1), Last Stand, Leadership [Ashigaru](1/6"), Resistance (2), Steadfast

**Unique Effect:**

This model begins the game with 2 Ki Tokens.

**Maesema Yoshinobu**

Tetsubo melee weapon traits change:

+2 weapon strength

Push Attack (0), Sweep Attack (0), Powerful Attack (1)

**Minimoto Akasuki**

Change Weapon

Dual Tetsubo	+2
Combo Attack (0) Sweep Attack (0) Push Attack (0)	

Name	Cost	Type	Subject	Range		
Frenzy	2	A	Pe	-		OPT

While this model is using the Split Attack trait to resolve a Melee Exchange with two or more Enemy models, add X additional Attack dice to each Melee Exchange until the end of the current Activation. X is equal to the number of Enemy models in BtB with this model.

Change Indomitable Trait: Indomitable (2)

**Unique Effects**

This model may not have Enhancements Attached to it during Warband Construction.

Rice Cost: 16

**Minimoto Kajiya**

This model may only Target Ronin and Faction Fire and Metal Kami with its Inspiration Ki Feat.

**Minimoto Koyama**

Increase to RC21

Change weapon name to Masakari

**Unique Effects**

This model's activation cannot be ended by Enemy Trap effects. This model cannot be affected by Snare effects.

**Minimoto Niko**

Savage Beating Ki Cost: Change cost of Ki Feat to 2 Ki.

**Minimoto Yuji**

Tetsubo melee weapon traits change:

+3 weapon strength  
Push Attack (0), Stun Attack (0), Sweep Attack (0)

**Mighty Blow** text: This model gains Strong [Melee] for the next Damage Roll.

**Nuan** (2025/02/03)

**Rice cost** change: **12 rice**.

Dashuhua

Models in the Aura gain Cover.

Enemy models Entering the Aura gain a Fire (2) Marker. This model cannot use this feat if it has no Ammo Tokens.

**Unblessed Ashigaru**

**Size: S / 30mm base**

**Tetsu**

**Rice cost** change: **16 rice**.

**Unique Effect** text change:

**Bear's Ferocity:** While this model has at least 4 marked Wound boxes, models Wounded by this model's Melee Attacks gain a Stunned Marker.

This model does not gain Slow from Blizzard.

If this model Charges, the Target gains a Prone Marker when this model enters BtB.

When this model declares a Charge Action, this model may Move through Destructible terrain; if you do, remove the terrain from the battlefield.

This model may be recruited into any Minimoto Theme that does not specifically restrict it.

**Yuyokuma**

**Traits** changes: Aloof, Armour (1), Bear Stands Alone, Fear (6), Immune [Prone], Lightfooted, Steadfast, Spirit (1), Tough (2)

**Unique Effect** text change:

**Bear's Awe:** While this model has at least 4 marked Wound boxes, it gains Strong, and Terror.

This model does not gain Slow from Blizzard.

Unless this model is Surprised or Exhausted, at the start of any Melee Exchange involving this model, the Enemy model gains a Prone Marker if it did not perform a Stand Up action, or use the Jump Up trait this activation.

This model may move through Destructible terrain; if you do, remove the terrain from the battlefield.

While this model has 2 or more unmarked Wound boxes, reduce any Damage taken to ensure this model has at least one unmarked Wound box.

This model may be recruited into any Minimoto Theme that does not specifically restrict it.

## Prefecture of Ryu

### Special Cards

#### **Blood of the Dragon**

##### **Theme**

##### **Text changes for first benefit:**

- Friendly models gain double Ki during the first turn's Ki Generation step.

#### Passing the Night

##### Theme

- In the Starting Phase, the opponent must give ~~a 1~~ Shame Token to ~~a number of models in this Warband~~ each Friendly Samurai that is not a Shamed model and then 1 Shame Token to a number of Friendly models equal to the turn number.
- Friendly models that are not Ton may only have one Shame Token.
- While a Friendly Faction Samurai or Shisai model has no Shame Tokens, it gains the following benefits:
  - Gain Fearless
  - Gain Melee Boost 2
  - Melee Weapons gain +1 MWS.
  - Spirit (+1)
  - Lose Slow

Warbands recruiting this Theme must recruit Hida.

P: [Samurai, Shisai, Ronin Shisai]

#### **Prefecture Patrol**

##### Add new benefit:

Ashigaru gain Steadfast and Co-ordinated Attack [Ashigaru] while declaring and performing any Action due to a Friendly model's Command trait.

#### **Patient Dragon**

##### **Enhancement**

##### **Add Text:**

Attached model gains:

Whenever this model performs a Wait Action, its Controller gains 2 Pass Tokens and this model gains Tactician (+1) for the next Tactical Test.

Requirement [Samurai, Teishin]

#### **Sudden Alacrity**

##### **Event**

##### **Add Text:**

Spend 5 Pass Tokens, add 1 Activation Counter to a Friendly non-Unique Ashigaru model.

#### **Takashi Clan Armour**

##### **Enhancement - Equipment**

##### **Text correction:**

Attached model gains Armour (3).

Attached model ignores Enemy Damage Rolls ~~are ignored~~ if the individual dice values of the Damage Roll are the same number.

Attached model gains Fearless.

Requirement [Samurai with the Armour Trait]

### **Vanguard**

#### **Event**

#### **Rice Cost Change:**

Change rice cost to X+1.

### **The Dragon Banner, Hida's Mon. (2025/02/03)**

For the purpose of this ability, this model is considered Medium Sized and Friendly models have Aware.

### **Heir by Blood:**

Target Friendly Faction model with a Rice Cost of less than this model gains +1 to its Melee Pool or Ranged Pool until the End Phase.

### **Sacrifice**

#### **Event**

Choose a Friendly Samurai model to gain the following Ki Feat:

Name	Cost	Type	Subject	Range	
Hari-Kiri	1	I	Pe	-	BtB
<b>Use this Ki Feat any time except during a model's Activation.</b> Remove this model from play. For each unmarked Damage Box on this model, remove a Shame Token from another <b>Friendly</b> model.					

R: [Samurai & Passing the Night theme]

RC: 1

Max: 1

## **Profile Cards**

### **Aki's UE:**

After using this Ki Feat, remove all Activation Counters from Aki and place Aki in BtB with one of the Ashigaru affected by the Order trait gained from this Ki Feat.

### **Takashi Akio (2025/02/03)**

Traits: Adept [Melee](1), Armour (3), Fearless, Indomitable (1), Kata, Prowess [Melee](1), Split Attack, Ranged Defence (2), Resistance (1), Virtue (8")



Uchidachi: Enemy models may not use the Brutal, Feint or Prowess traits while involved in a Melee Exchange with this model.

### Daisuke

**Prayer of Healing** changed: remove NoMove icon.

### Eddo Ashigaru

**Phalanx** fix: remove OPT icon from back of card.

### Guardsman of Ryu

**Should have a Melee Weapon**

Change Rice Cost to **8**

Tachi, +0

No traits or special abilities.

### Hanso

**Move It!** changed: remove NoMove icon.

### Hiromasa

**Pistol ranged weapon** traits:

**Armour Piercing (2)** changed to **Pierce (2)**.

### Hiryu

**Hold the Line!** reworked:

Name	Cost	Type	Subject	Range	
Hold the Line!	1	I	Pu	4"	NoBtB, OPT
During an Enemy model's activation, when that model moves into BtB with another Friendly Ashigaru model in the Pulse, move this model into BtB with that Enemy model by the shortest route. If it is not possible to put this model in BtB with the Enemy model this feat cannot be used.					

### Jin

**Traits** changes: Armour (2), Bravery, Endurance, Steadfast

**Yari** melee weapon traits change:

+0 weapon strength

Reach

Push Attack (0), Push Defence (0)

### Minuro

**Should have a Melee Weapon**

Tachi, +0

No traits or special abilities.

### Mizuchi (2025/02/03)

**Circular Strike** Ki Feat text change:

This model gains Aware until the end of this activation, then makes a Ranged Attack against each other model (Friendly or Enemy) in Range and LoS, in any order and ignoring Camouflage. Targets are determined when this ability is declared, targets do not change or become invalid after this. These Attacks are not affected by the penalty for having made Ranged Attacks previously in the turn and do not roll the test if the target is in BtB with an Enemy model.

**Unique Effect** text:

When resolving a Ranged Attack as part of a Ranged Attack Action, successful Attacks cause the Target to gain a Prone Marker in addition to any Wounds Suffered.

This model may be recruited into any Prefecture Theme that does not specifically restrict it. ~~This model cannot be Healed.~~

Traits: Armour (2), Cloudwalk, Fear (6), Fearless, Immune [States], Mettle (1), Sixth Sense, Tough (1)

**Ryu Houseguard**

**Rice cost** change: 8 rice.

Satou Togai

**Circular Strike** Ki Feat text change:

This model gains Aware until the end of this activation, then makes a Ranged Attack against each other model (Friendly or Enemy) in Range and LoS, in any order and ignoring Camouflage. Targets are determined when this ability is declared, targets do not change or become invalid after this. These Attacks are not affected by the penalty for having made Ranged Attacks previously in the turn and do not roll the test if the target is in BtB with an Enemy model.

**Satou Kioshi**

After setting up normal terrain, choose Deployment Zones (before setting up terrain that is part of either Warband) then **either remove one piece of Large or smaller Pool Terrain or Deploy a Pool Terrain element no larger than a 50mm base using the relevant terrain set up rules.**

**It is permitted to bring a 50mm piece of terrain specifically for this ability, in case the Pool has no suitable terrain. This Terrain Element has visibility, passage and size traits, declare these when deployed, it may not have model traits or other effects.**

**Shuichi**

Name	Cost	Type	Subject	Rng		
Cleansing	X	<b>S</b>	Pu	X"	BtB	
Remove up to X Control, Disease, Fire, Poison or Spirit Block Markers from models within the Pulse area of effect. X is equal to the number of Ki Tokens spent.						

**Takashi Hagane**

**Add Unique Effect:**

**Karouma Koryu:** If this model places all its Melee dice into Attack it gains Brutal (+1) until the end of the current Melee Exchange.

### Takashi Hida

Name	Cost	Type	Subject	Range	
Daimyo's Blessing	3	S	Au	6"	{BtB}
Choose Melee Pool or Ranged Pool. While within the Aura, Friendly Faction models increase the chosen Pool by one.					

#### Unique Effects:

If this model is Killed or Removed from Play, this Warband cannot score Scenario Points and models in this Warband may not perform Scenario Actions for the rest of the turn.

~~If this model is killed or Removed from Play, models may not have Shame Tokens removed for the rest of the game.~~

**Takashi Hiro** (2025/02/03)

**Rice cost** change: **20 rice**

**Ten-Uchi** changed:

3 Ki, Active, Personal

This model's weapons gain Unblockable (1) until the current action is resolved.

### Takashi Kazuo

**Detect** changed:

2 Ki, Simple, Pulse 6" [NoBtb]

Choose a model in the Pulse, that model loses Camouflage until the End Phase.

### Takashi Matsu

**Raijin's Rage** text change:

When this model makes a successful Ranged Attack, after that Attack is resolved but before its activation ends it may make an additional Ranged Attack against **another** model within 3" of the last model Targeted. This Ranged Attack is considered to be in the Medium Range Band and ignores Range, LoS, and Camouflage. A model may only be Targeted once per activation by ranged attacks generated by this Ki Feat.

### Takashi Oka

**Enmity** reworked:

Name	Cost	Type	Subject	Range	
Enmity	2	A	Ta	6"	
Target Friendly model gains Vengeance [Enemy] until the end of the current activation.					

### Takashi Tetsuya

Add **Takashi Koryu** Ki Feat:

Name	Cost	Type	Subject	Range	
------	------	------	---------	-------	--

Takashi Koryu	1	A	Pe		
This model gains Critical Attack (1) until the current Melee Exchange is resolved.					

## Tama

Name	Cost	Type	Subject	Range	
Spirit Ward	2	C	Au	6"	{BtB} {Mov}
While within this Aura, Asura, <b>Gashadokuro</b> and Kami models cannot move closer to this model.					

## Tatsuo

**Rice cost change: 10 rice**

## Ton

Ki			2/8		3
Name	Cost	Type	Subject	Range	
Burden	1	S	Tar	6"	{T}
Transfer a Shame Token from Target <b>Shamed</b> Friendly model to this model.					
Name	Cost	Type	Subject	Range	
Scorn Stone	1	S	<del>Tar</del> Pulse	6"	{T}
Transfer any number of Shame Tokens from this model to other Friendly models in the Pulse. <del>Transfer a Shame Token from this model to Target Friendly model.</del>					
Name	Cost	Type	Subject	Range	
Oppressed Shomyo	3	C	Au	4"	{BtB}
Friendly Models in the Aura gain the Strong <b>and Lightfooted</b> Traits.					
<b>Traits:</b> Endurance, Immovable, <b>Strong</b> , Tough (1), Unstable					
<b>Unique Effects:</b> If this model is Killed or Removed from Play, Friendly models may not have Shame Tokens removed for the rest of the game except for the Hari-Kiri Ki Feat. <del>While this model has any Shame Tokens, this model's Warband cannot score Scenario Points and models in this Warband may not perform Scenario Actions.</del> While this model is in play, when a Friendly model spends a Virtue Token you may choose the following effect: <ul style="list-style-type: none"> <li>This model gains Endurance until the end of the current Activation.</li> </ul> This model may only be recruited into a Warband recruiting Passing the Night theme. You may recruit this model for -X Rice, where X is the number of Shamed models recruited into the Warband.					

## Savage Wave

### Special Cards

#### **Alphas**

Add theme benefit:

- When an Oni model uses its Oni Rage Trait in the Starting Phase, that model does not suffer the Melee penalty for having Run until the End Phase.
- Friendly Oni models gain the Adept [Attack, Size] (1) trait.
- Once per turn, a Friendly Oni model may substitute Size for the stated dice pool of any Test. Use the same Challenge Number for a Challenge Test, or against the opponent's normal statistic or dice roll for an Opposed Test. This Test is both a Size Test and the original test and applies modifiers from both. The success or failure on the Size test replaces the original test. The Enemy model's dice pool is still based on the original stat or number of dice as written for the relevant test. This effect may not be used to roll Defence dice.

#### Profiles

#### **Bakemono Horde “Out of the Underworld”**

##### **Communal Card**

##### **Summon from the Shadows:**

Remove Once Per Turn icon.

Summon and Deploy a Horde Bakemono anywhere within 2” of this model. If there are no Bakemono cards available with a free Wound Track this Ki Feat cannot be used. This Warband may use this Ki Feat only once per turn.

##### **Shadow Walk** Ki Feat change:

Name	Cost	Type	Subject	Range	
Shadow Walk	1	A	Per	-	
If this model is out of LoS of all Enemy models, place it within 3” of its current location. This Ki Feat can only be used during an activation, once per activation.					

#### **Mushroom Crazy Lunatics**

##### **Theme**

##### **Text changes:**

- Models in this Warband gain Banzai! and cannot gain the Slow trait.
- Models in this Warband do not suffer the Melee Penalty for having Run this turn.
- Models in this Warband may only declare Melee, Run or Charge Actions. If no Action choice is legal, then the model loses all Activation Counters and ends its Action immediately.
- Discard this Theme when a model in this Warband performs any Action other than Melee, Run or Charge, or you may choose to discard this card in any Starting Phase.

Restriction [Bakemono]

#### **Crimson Sky Mushrooms**

##### **Enhancement - Equipment**

##### **Text correction:**

Attached model cannot be Healed.

Double the Attached model's Melee Pool and it gains +2 Strength to its Melee Weapons.

Every End Phase mark one Wound Box on the Attached model.

Requirement [Raider model in a Warband with a Bakemono Shugenja]

### **Unearthly Rage**

#### **Enhancement**

##### **Text correction:**

When Attached model uses Oni Rage you may have it gain Unblockable (1) until the End Phase.

Discard this card during the End Phase if you do so.

### **Youthful Aggression**

#### **Enhancement**

##### **Second Wind** Ki Feat text change:

At the end of an activation in which this model declared a Charge action and caused Wounds in a Melee Exchange, it gains an Activation Counter. This Ki Feat can only be used once per activation.

## **Profile Cards**

### **Bobata the Bell Ringer**

**Rice cost** change: **26 rice**.

**Bell** melee weapon traits change:

+2 weapon strength

Brutal (1), Chain Weapon (1)

~~Push Attack (0)~~, Slam Attack (1), **Stun Attack (0)**

**Bell** ranged weapon traits change:

+1 weapon strength

~~-3/-~~

**Brutal (1)**

**Stun Attack (0)**

**Discordant Melody** Ki Feat new text and timing.

Name	Cost	Type	Subject	Range	
Discordant Melody	1	<b>A</b>	Pe		NoBtB
This model gains Disturb Flow (1/+3") until the End Phase.					

**Circular Strike** Ki Feat text change:

This model gains Aware until the end of this activation, then makes a Ranged Attack against each other model (Friendly or Enemy) in Range and LoS, in any order and ignoring Camouflage. Targets are determined when this ability is declared, targets do not change or

become invalid after this. These Attacks are not affected by the penalty for having made Ranged Attacks previously in the turn and do not roll the test if the target is in BtB with an Enemy model.

### **New Unique Effect:**

At the end of any activation when this model has inflicted Wounds as part of a Melee or Ranged attack with its Bell weapon it gains Disturb Flow (+1/+0") until the End Phase.

### **Cave Bat Rider**

Change Rice Cost to 16

Add Trait: Ranged Defence (2)

### **Giant Cave Bat**

Add Trait: Ranged Defence (2)

### **Goro**

**Mighty Blow** text: This model gains Strong [Melee] for the next Damage Roll.

### **Ig**

**Pile On!** reworked:

Name	Cost	Type	Subject	Range	
Pile On!	1	I	Pu	4"	NoBtB, OPT
During an Enemy model's activation, when that model moves into BtB with another Friendly Bakemono model in the Pulse, move this model into BtB with that Enemy model by the shortest route. If it is not possible to put this model in BtB with the Enemy model this feat cannot be used.					

**Unique Effect** text:

If this model was recruited into the same Warband as a Friendly Herald or Council model, it gains the Horde type while a Friendly Herald or Council model is in play. This model may gain the Horde type from this ability even while not in play.

**Shield:** This model has Parry (+1), Ranged Defence (+1) and Armour (+1) unless Surprised.

### **Jun**

**Traits:** Self-Sacrifice [Oni](2") changed to Sacrifice [Oni](2").

### **Kaihei**

**Traits:** Vengeance [Prone, Immobilised] changed to Vengeance [Held, Prone].

### **Kaihei Alpha**

**Traits:** Vengeance [Prone, Immobilised] changed to Vengeance [Held, Prone].

### **Kemono the Savage**

**Type** added: Oni, Shugenja

**Kokoro the Harvester (2025/02/03)**

Kokoro the Harvester					
Oni, Shugenja					
Melee Pool			2		3
Ranged Pool			3		
Move			4		
Ki			3/10		
3					
10 Wound Boxes					
Staff		+1	Black Magic 4/6/8		+0
Reach					
Name	Cost	Type	Subject	Range	
Curse of Doom	4	S	Ta	8"	{G}
Place 4 Darkness Counters on Target Enemy model.					
Name	Cost	Type	Subject	Range	
Dark Summons	4	S	Sp		{G}
Summon and Deploy any Oni or Onisho model that was not recruited into the Warband within 3" of this model with 2 Darkness Counters and 2 Ki Tokens on it. Mark wound boxes until the Summoned model has 7 unmarked boxes remaining.					
Name	Cost	Type	Subject	Range	
Soul Thirst	1	I	Pu	6"	OPT
When an Enemy model is Killed within the Pulse, this model may Heal a number of Wounds and gain a number of Ki Tokens equal to the Killed model's Ki Statistic.					
Traits: Fear (6), Indomitable (1), Oni Rage, Strong, Tough (1), Unstable					
Unique Effects:					
If this model successfully Damages a model with its Ranged Attack, place a Darkness Counter on this model. This model's Ranged Attack gains +1 Strength for each Darkness Counter on this model.					
During the Starting Phase, move one Darkness Counter from each other model in play and place them on this model. If this model is no longer in play, continue to remove Darkness Counters from other models, and apply Unique Effects for Darkness Counters. When the last Darkness Counter is removed from a model, that model suffers 7 wounds ignoring Tough.					
Other models with Darkness Counters cannot be healed.					
For any effect which adds or removes Control Markers, Darkness Counters are considered to be Control Markers on Controlled models. Do not Remove Darkness Counters when Removing Activation Counters or participating in a Melee Exchange.					
Rice Cost: 26 – L 50mm base					



### **Nian Rider**

**Traits:** **Cavalry (3)** changed to **Cavalry (3")**

Change Rice Cost to **18**

### **Okina & Oto**

**Frenzied Rhythm** text changed:

Each Friendly Bakemono within the Pulse gains 1 Virtue Token.

#### **Add Unique Effect:**

When a Friendly model spends a Virtue Token, while this model is in play, it gains one of the following until the End Phase:

- +1 Melee Weapon Strength
- Bravery

Last Stand

### **Oni Slave**

**Name Change:** **Oni Slave** becomes **Lost Slave**

**Traits:** **Self-Sacrifice [Oni](2")** changed to **Sacrifice [Oni](2")**.

### **Rashka the Devastator**

**Rice cost** change: **27 rice**.

**Torii Arch** melee weapon traits change:

+4 weapon strength

**Brutal (1), Reach**

Slam Attack (0), Push Defence (1), **Combo Attack (1)**

### **The Nian (2025/02/03)**

**Rice cost** change: **15 rice**.

### **Tu-ning**

**Remove Unique Effect:**

~~The first time you use the Summon from the Shadows Ki Feat each turn, do not mark the OPT [T] Box. This will allow you to use it twice.~~

Add **Call the Horde** Ki Feat:

Active, Special, Cost: 6Ki OPT

Summon and Deploy a Horde Bakemono in BtB with this model. If there are no Bakemono cards available with a free Wound Track this feat cannot be used.

### **Tra-Peng**

**Snare** Ki Feat text change:

When an Enemy model without the Cloudwalk or Intangible traits and not in BtB with a Friendly model declares a Move in the Pulse, that model must make a Move Challenge Test (8) for models declaring a Run or Charge Action, and a Move Challenge Test (7) otherwise.

If unsuccessful, the model may not Move; if the model was declaring an action, it loses an Activation Counter and its action is considered resolved.

This is a Trap effect. Only one Trap effect may be declared once per activation.

### **Trak**

**Size:** T / 30mm base

### **Tribal Brute**

Club Melee Weapon: +1 Strength and **Brutal (1)**

### **Uk-Kang**

**Types** correction: should be **Bakemono, Brute**

Add Melee Weapon Trait: **Brutal (2)**

### **Ushi the Sadistic**

**Type** added: Oni, **Shugenja**

**Dominate** text:

Target non-Exhausted Enemy model must be chosen to activate next, ignoring Impetuous Markers. The Opposing Player may not declare the use of a Pass Token next activation.

### **Waka the Rampager**

**Rice cost** change: **23 rice**.

**Fist** melee weapon traits change:

+1 weapon strength

**Brutal (1)**

Throw Attack (1), Push Defence (0)

Replace **Heave** Ki Feat:

**Long Throw**

2 Ki, Active, Special, [NoBtB]

The Range Bands on this model's Ranged Weapons become 3/6/9 until the End Phase.

### **Wei-shu**

**Psychic Drain** Ki Feat text change:

This model may transfer up to 3 Ki Tokens from the Target enemy model's profile card to its own. The Target is always considered Surprised by this Ki Feat.

### **Wu-Zang**

**Curse Fate** text:

Roll a number of D6 equal to 1 plus the SL of the Opposed Ki Test. Reroll 1s and dice with the same value until all dice have unique values. Until the End Phase the Target considers any dice it rolls that match those rolled for this feat to be a value of 1.

## Xi-Han

Change Ki Stat to **2/\***

Name	Cost	Type	Subject	Range	
Reiji Kinoko	1	A	Per	-	
<p>Replace this model with the Zoo model. Recover or Inflict Wounds so that Zoo's profile card has the same number of Wounds marked as Xi-Han. Transfer State Markers Tokens, Counters, Enhancements and game effects to Zoo's profile card, Zoo gains an Impetuous Marker.</p> <p>This effect expires in the End Phase, replace Zoo with Xi-Han. Recover or Inflict Wounds so that Xi-Han's profile has the same number of <b>unmarked Wound boxes</b> as Zoo, up to his maximum of 4. Transfer State Markers, Tokens, Counters, Enhancements, and game effects to Xi-Han's profile card.</p>					

Zoo

### Unique Effect:

~~When Reiji Kinoko expires during the End Phase, replace this model with the Xi-Han model. Recover or Inflict Wounds so that Xi-Han's profile has the same number of Wounds marked as Zoo. Transfer State Markers, Enhancements and any Tokens to Xi-Han's profile card.~~

Xi Han and Zoo are considered the same model when creating a Warband.

## Yami'mure

New Unique Effect:

~~When a Friendly Horde Bakemono model is within 4" of this model it may use Multitude Ki Feat as an Instant rather than Simple Ki Feat.~~

## Zuba the All Seeing

**Rice cost** change: **25 rice**.

**Unique Effect text rewrite:**

**Ground Slam:** Ranged Attacks made by this weapon ignore Camouflage and Cover.

This model begins the game with a Luck Token.

Whenever a Friendly model within 6" makes a Fear Test, Attack Roll, Defence Roll, Damage Roll or Opposed Ki Test this model may spend the Luck Token to reroll one of the dice.

## Shadow Wind Clan

### Special Cards

#### **Assassination Mission**

2nd benefit text changes:

- During the Starting Phase choose an Enemy model. When a Friendly Ninja model Selects, Targets or is Targeted by that model, or a model with a Death Sentence Marker, the Friendly Ninja model gains Fearless until the action is resolved.

Permitted: [Ninja, Ronin Ninja, Karapan, **Ronin Karapan**]

#### **House Long Shadow**

Permitted: [Long Shadow, Ronin Long Shadow, Karapan, **Ronin Karapan**]

#### **Makibishi**

Enhancement - Equipment

Should have Makibishi artwork on reverse.

#### **Scouting Mission**

Permitted: [Ninja, Ronin Ninja, Karapan, **Ronin Karapan**]

#### **Skirmish Mission**

Permitted: [Ninja, Ronin Ninja, Karapan, **Ronin Karapan**]

### Profile Cards

#### **Axiam**

Additional Weapon

Hidden Knife	+1
Lightning Reflexes Pierce (3)	
Stun Attack (0) Sidestep Defence (0)	

#### **Unique Effects:**

Sempai: This Model may use the Ki Feats of any Friendly, North Star & Ninja model currently on the Battlefield, it is assumed that the Ki Feat is written on this model's card.

At the start of this models activation choose one of the following:

- Deploy a 50mm base on the table in BtB with this model. Until the End Phase the area of the base is [Normal, Blocking, Large] terrain.
- Choose a Special Attack or Defence on any North Star & Ninja model currently on the Battlefield. This model gains that Special Ability until the end of this activation at Cost (0).
- This model gains Feint (1) until the end of the current activation.

Once per game, in the Starting Phase, you may add a permitted Faction Enhancement - Equipment card that was not recruited into the Warband, to this model.

### Dudioko

Rice cost change: 20 rice.

Name change: Dudiko

Traits: Agile, Armour (1), Assassin, Camouflage (2"), Dodge (1), Lightfooted

Mirage Ki Feat change:

Add Opposed Ki Feat icon.

Text change:

During an Enemy model's activation in which it entered into BtB with, or Targets this model with a Ranged Attack or Ki Feat, but before any Melee Exchange begins; place this model within 2" of its current location, the Enemy model's action is then considered resolved.

### Unique Effects:

At the start of this models activation choose one of the following:

- Deploy a 50mm base on the table in BtB with this model. Until the End Phase the area of the base is [Normal, Blocking, Large] terrain.
- When this model declares a Walk Action it may remove one Reload Marker.

When performing a Ranged Attack at Long Range, if this model would benefit from Cover relative to the Target from a terrain element or is out of LoS of its Target, the Target is Surprised.

### Fuma

Traits:

Armour (1), Assassin, Bravery, Camouflage (2"), ~~Co-ordinated Attack [Ninja]~~, Indomitable (1), Heal (1), Kata, Lightfooted, Ranged Defence (1), Split Attack

Change Rice Cost: 20

### Ghost

Add Unique Effect:

While attempting to Target this model, Enemy models lose Sixth Sense.

Name	Cost	Type	Subject	Rng	
Apparition	2	A	Pe		
Place this model within 2" of its current location. This model may use this Ki Feat once each time you are the Active player.					

### Jinichi

Unique Effects:

At the start of this model's activation choose one of the following:

- This model's Weapons gain Poison (1/1) until the end of the activation.
- This model gains Move Boost 2 and Ranged Boost 2 until the end of the activation.

## Karapan

Change Faction to **Ronin**. **KKZ** symbol.

## Kima

Kohai: During Deployment, this model gains the Ki Feat of one Friendly **Ninja** model in its Warband, it is assumed that the Ki Feat is written on this model's card. If multiple models in the Warband have this rule, they may not choose the same named feat.

## Shinyuki

Name	Cost	Type	Subject	Rng	
Slice	2	A	Pe	-	{T}
Until the end of this Activation, this model's Kama Edge Melee Weapon gains Bleed (1/3).					

## Shizuka

**Mirage** Ki Feat change:

Add **Opposed Ki Feat** icon.

Text change:

During an Enemy model's activation in which it entered into BtB with, or Targets this model with a Ranged Attack or Ki Feat, but before any Melee Exchange begins; place this model within 2" of its current location, the Enemy model's action is then considered resolved.

**Shadow Walk** Ki Feat Change:

Name	Cost	Type	Subject	Range	
Shadow Walk	1	A	Per	-	
If this model is out of LoS of all Enemy models, place it within 3" of its current location. This Ki Feat can only be used during an activation, once per activation.					

## Sude

Change Melee Pool **4**

Change Blade Weapon

Blade	+1
Lightning Reflexes	
Sidestep Defence (0) Sidestep Attack (0)	

Unique Effects:

At the start of this model's activation choose one of the following:

- This model gains Agile until the end of the activation
- This Model gains **Invisibility** until the start of its next activation or the End Phase, whichever is first. **If this model was Invisible from its previous Activation, it does not lose invisibility at the start of this Activation if you choose this option.**

## Sunzuko

Rope Dart: **when** this Attack causes Damage then the Target is moved 1" directly towards this model.

**After a successful Rope Dart Ranged attack is resolved**, the Target model **gains an Immobilised Marker**. Remove any Immobilised Marker on the Target model if this model makes a **further** Ranged Attack using its Rope Dart weapon.

## Ujimushi

Kohai: During Deployment, this model gains the Ki Feat of one Friendly **Ninja** model in its Warband, it is assumed that the Ki Feat is written on this model's card. If multiple models in the Warband have this rule, they may not choose the same named feat.

## Wamu

**Rice cost** change: **13 rice**.

**Ninjato** melee weapon traits change:

+0 weapon strength

Counterstrike Defence (0), Sidestep Defence (0)

Kohai: During Deployment, this model gains the Ki Feat of one Friendly **Ninja** model in its Warband, it is assumed that the Ki Feat is written on this model's card. If multiple models in the Warband have this rule, they may not choose the same named feat.

## Phantom (2025/02/03)

Dual Attack is no longer an Exceptional Ability.

## Yuto

New Weapon:

Kusari -/3/-	Sp
Lightweight Sweep Attack (0)	

Traits:

Armour (1), Assassin, Camouflage (2"), **Flank**, **Indomitable (1)**, Lightfooted, Resistance (1), Ranged Defence (1), Tactician (1)

Unique Effects:

At the start of this model's activation choose one of the following:

- **Deploy a 50mm base on the table in BtB with this model. Until the End Phase the area of the base is [Normal, Blocking, Large] terrain.**
- This model gains Split Attack **and Spirit (1)** until the end of the activation

## Shiho Clan

### Special Cards

#### **Black Eagle's Coalition** (2025/02/03)

##### **Theme**

- Loyal & Samurai models gain Leadership [Ronin](1/6")
- Ronin models gain Scout (1/1") and Co-ordinated Attack [Loyal]
- Loyal & Samurai models gain Reach on Katana Melee Weapons.
- When a Loyal & Samurai model moves into BtB with an Enemy model this activation, it may make a normal Damage Roll when resolving a successful Sidestep Attack.
- After recruiting the Warband to the correct Rice Cost, choose another 15 Rice of cards as Reserves. These are not added to the main list but kept separate. The Warband with and without Reserves must be legal.  
Before Deployment you may switch cards in the Reserves with cards in the main list, the main list must remain legal. Show the new list to your Opponent before the game.  
In a timed event, you have 5 minutes to make substitutions.

Permitted [Shiho Faction Models, Ronin Models]

#### **Guerilla Warfare** (2025/02/03)

##### **Theme**

- Loyal & Samurai models gain Reach on Katana Melee Weapons.
- You may choose one of the following in any starting phase. Each ability may only be chosen once. You may use two abilities per game.
  - Move each friendly model that is currently BtB with an enemy model until it leaves the enemy model's Zone of Control.
  - All Ki Boosts cost one fewer Ki Token until the end phase.
  - Friendly models with marked wound boxes may reroll Defence dice until the end phase.
  - For each model currently Elsewhere using the Flank trait, immediately re-choose its arrival turn (this may be the current turn, however you may not choose turn 1) and table edge as if it just gained Flank.

Permitted [Hiroto, Loyal Models]

#### **Lord of the Jwar Isles**

##### **Enhancement**

When an Enemy model that is not a Samurai or Ashigaru declares an action which will bring it into BtB with the Attached model, or Targets the Attached model with a Ranged Attack or Ki Feat, it must make a Ki Challenge Test (5). If the Enemy model is successful, resolve the action as normal. If unsuccessful, its activation ends before any movement, it removes an Activation Counter, and then this card is discarded.

This is a Trap effect. Only one Trap effect may be declared once per activation.

Requirement [Loyal & Samura]

#### **The Shiho Return** (2025/02/03)

##### **Theme**

- Friendly Models that are Elsewhere are ignored when calculating Pass Tokens.



- During the first turn of the game, models in this warband gain Endurance and do not suffer the melee penalty for having Run.
- Loyal & Samurai models gain Reach on Katana Melee Weapons.
- In the Starting phase for each Faction model that is Deployed using the Flank rules, an Enemy model must perform a Ki Challenge Test (7). If it fails, you may change that model's facing.

Permitted [Samurai, Eagles, Ronin Kami, Ronin Eagles]

### **Shiho Clan Armour**

#### **Enhancement - Equipment**

Attached model gains Armour (2).

Enemy Damage Rolls on the Attached model are ignored if the individual dice values of the Damage Roll are the same number.

Attached model provides Cover to Friendly models as if it were a Terrain Element.

If the Attached model is Targeted by a Ranged Attack, the Enemy model gains double Reload Markers (if any).

The Attached model loses Flank, Booted and cannot be used to replace a model with the Uncloak Ki Feat.

Requirement [Loyal & Samurai]

## Profile Cards

### **Heimin**

**Uncloak Ki Feat** text change:

Name	Cost	Type	Subject	Range	
Uncloak	2	I	P	-	
<p>Use this feat in the Starting Phase or when this model is targeted by an enemy effect or a model declares an action or resolves an effect that will bring it into BtB with this model while this model is undamaged.</p> <p>Replace this model with a Loyal Samurai you own that is currently Elsewhere, and place this model Elsewhere. This model gains the Flank trait and returns to play using those rules. If this model was targeted by an Enemy effect, the Loyal Samurai is the new Target. If the Enemy Model initiated a Melee Exchange, complete the Melee Action against the Loyal Samurai. The Enemy model is now Surprised. Transfer State Markers, Activation Counters and any tokens to the Samurai's profile card.</p>					

### **Kazuki (2025/02/03)**

#### **Unique Effects**

While this model is in play, friendly Kyudoka models may use Flame Arrows Ki Feat as if it was written on their card.

While this model is in play, when a friendly Loyal & Ashigaru Model spends a Virtue token, in addition to any other benefit chosen, that model may remove a Reload Marker.

## Loyal Yarimen

Yari Weapon gains **Sidestep Attack (0)**

**Hold the Line!** reworked:

Name	Cost	Type	Subject	Range	
Hold the Line!	1	I	Pu	4"	NoBtB, OPT
During an Enemy model's activation, when that model moves into BtB with another Friendly Ashigaru model in the Pulse, move this model into BtB with that Enemy model by the shortest route. If it is not possible to put this model in BtB with the Enemy model this feat cannot be used.					

## Maki

**Hold the Line!** reworked:

Name	Cost	Type	Subject	Range	
Hold the Line!	1	I	Pu	4"	NoBtB, OPT
During an Enemy model's activation, when that model moves into BtB with another Friendly Ashigaru model in the Pulse, move this model into BtB with that Enemy model by the shortest route. If it is not possible to put this model in BtB with the Enemy model this feat cannot be used.					

## Unique Effects

While this model is in play, friendly Yarimen models may use the Unassailable Ki Feat as if it was written on their card.

While this model is in play, when a friendly Loyal & Ashigaru Model spends a Virtue token, in addition to any other benefit chosen, if that model performs a Scenario Action, remove one fewer Activation Counters at the end of the action. They must have the required number of Activation Counters to declare the Action.

## Shiho Keita

**Deference** Ki Feat text change:

When an Enemy model that is not an Ashigaru or Samurai declares an action which will bring it into BtB with, or Targets this model with a Ranged Attack or Ki Feat, it must make a Challenge (5) Ki Test. If the Enemy model is successful, resolve the action as normal. If unsuccessful its activation ends before any movement and it removes an Activation Counter. This is a Trap effect. Only one Trap effect may be declared once per activation.

## Shiho Shirak

Unique Effects: In the Starting Phase, this model may choose not to generate Ki. If it does so, remove any Impetuous Markers from it and it does not gain any Impetuous Markers in the Starting Phase.

**Shiho Takuya** (2025/02/03)

**Rice cost** change: **12 rice**.

**Melee Pool** statistic change: **Melee Pool 2**

**Shiho Shota** (2025/02/03)

**Unique effect:**

While this model is in play, when a Friendly Faction model spends a Virtue Token you may choose for that model to gain the following effect:

- When This model declares a Wait Action to remove a Reload Marker, they may immediately Walk up to their Move Stat in Inches.

When this model is recruited into the Guerilla Warfare theme, add this ability as if it were written on the theme card.

- Until the End phase, Friendly model's Ranged Weapons gain Brutal (1).

**Tanaka Gorak**

**No-Dachi** melee weapon traits change:

+2 weapon strength

Reach

Powerful Attack (1), Sidestep Defence (0)

**Tanaka Kazuo & Heir**

**Size: M / 40mm base**

**Tanaka Muna**

**Shadow:**

During an enemy model's activation when it begins a movement in the Pulse, once the movement is completed this model may Walk up to its Move towards the Enemy model's final position.

**Yoshitaka**

**Traits** changes: Vengeance [Takashi], Virtue (6")

Quick March Ki Feat changes:

3 1 Ki, Simple, Aura 4", NoBtB, ~~OPG~~ (remove the Once per Game icon)

All Friendly Ashigaru within the Aura ignore the Melee Penalty for having Run.

Sound the Advance! Ki Feat changes:

3 2 Ki, Simple, Pulse 8", NoBtB, ~~OPG~~ (remove the Once per Game icon)

Friendly Loyal models in the Pulse gain Fear (6) until the End Phase.

**Unique Effect:**

While this model is in play, when a Friendly Loyal model spends a Virtue Token, you may choose one of the following effects:

- This model may increase a Statistic by 1 until the current test or movement is resolved. This is considered to be a Ki Boost.

## Silvermoon Trade Syndicate

### Special Cards

#### **Yokozuna's Revenge**

##### **Theme**

Additional benefit and first benefit reworked:

- During Deployment, nominate an Enemy model to be the Antagonist. Yokozuna Akashi gains Vengeance [Antagonist].
- Buto models cost -1 Rice to recruit into this warband.
- Each turn the first failed Opposed Ki Test for an Enemy Ki Feat is ignored.
- Friendly models gain Bodyguard [Yokozuna Akashi](3") and Co-ordinated Attack [Buto].
- ~~This Theme may recruit Lua as a Ronin model.~~
- Warbands using this Theme must recruit Yokozuna Akashi.

Permitted [Buto, **Ronin Buto**, **Lua**]

##### **Disguised**

##### **Enhancement**

The Attached model gains Disguise (5).

Requirement [Rose, Shatei]

#### **Tamamo-no-Mae's Veil**

##### **Enhancement - Equipment**

When the Attached model performs a Wait Action, it may gain a Disguise Marker with a value equal to its Disguise trait.

Requirement [Rose]

##### **Bought Loyalty**

Event - Trap

Play when an Enemy model that is not Insignificant or Soulless declares an action. That model must make a Ki Challenge Test (6). If it fails, then its activation ends and it loses an Activation Counter

Only one Trap effect may be declared once per activation.

Yokozuna's Hammer

**Restricted [Yokozuna]**

## Profile Cards

### Arakan

Name	Cost	Type	Subject	Range	
Path of Flowers	1	I	Sp	-	{G}
When this model is deployed from Flank, you may deploy it in the centre point of the battlefield. If there is a model, objective or terrain in the centre of the battlefield, deploy this model <b>as close as possible to the centre point, ignoring the usual Enemy model BtB and ZoC Deployment restrictions.</b>					

**Dafukaia** (2025/02/03)

Change Flame On to Flame On!

**Fitiaumua** (2025/02/03)

**Rice cost** change: **18 rice**.

**Fudo, the Illuminator**

**Unique Effects:**

After this model is Deployed, Deploy up to two Lanterns anywhere in BtB with it.

In the Starting Phase if there are fewer than two Friendly Lanterns terrain elements in play, you may Deploy a Friendly Lantern in BtB with this model.

**Giichi**

**Rice cost** change: **13 rice**.

**Traits** changes: Armour (1), Bravery, Fortune

**Mighty Blow** text: This model gains Strong [Melee] for the next Damage Roll.

**Jum** (2025/02/03)

**Rice cost** change: **9 rice**.

Traits: Assassin, Disguise (5), Fearless, Fortune

**Kaede**

Heed my Word	2	S	Ta	6"	BtB
Perform a Walk with the Target model. <b>This model may not Target itself.</b> If the Target model is an Enemy, you must first succeed in an Opposed Ki Test with the Target model.					

**Kyoaku-Han Crossbowmen**

**Crossbow ranged weapon:**

Add Ammo (4).

**Misao**

**Curse Fate** text:

Roll a number of D6 equal to 1 plus the SL of the Opposed Ki Test. Reroll 1s and dice with the same value until all dice have unique values. Until the End Phase the Target considers any dice it rolls that match those rolled for this feat to be a value of 1.

### **Minori**

**Carronade**, add Slam Attack (0)

### **Nomi**

**Detect** changed:

2 Ki, Simple, Pulse 6" [NoBtb]

Choose a model in the Pulse, that model loses Camouflage until the End Phase.

### **Oda & Tautolu**

Melee Weapon gains Push Defence (0)

Unique Effects:

While this model is in play, when a Friendly Buto, Jumo or Monk model spends a Virtue Token you may choose to gain one of the following effects. ~~until the current action is resolved~~

### **Okkete San**

**Traits** changes: Bravery, Dodge (1), Group, Insignificant, Last Stand, Lightfooted, Tiny

### **Pit Dog**

**Traits** changes: Group, Insignificant, Lightfooted, Tiny, Tough (1)

### **Rakki**

Unique Effects:

When this model suffers wounds from a Melee Attack, the attacker gains one Spirit Block Marker.

In the Starting Phase of each turn, this model gains a Luck Token. Whenever a Friendly model within 6" makes a Fear Test, Attack Roll, Defence Roll, Damage Roll or Opposed Ki Test this model may spend the token to re-roll one of the dice.

During the Starting Phase you may remove this model from play, roll 3D6 and put the dice to one side but keeping the results; or keep this model in play and roll a D6 and put the dice to one side but keeping the result.

At any point during the turn when a Player would make a dice roll ~~for a Test~~, before dice are rolled you can substitute one of your dice that would be rolled for one of these dice, any other dice are rolled as normal, but the result of this dice is the one chosen.

### **Sensu & Uchiwa**

Change Melee Boost cost to 3 Ki.

Add Defensive Trait

### Shonosuke

**Traits** changes: Agile, Immune [Control]

### Tsubaki

**Ranged Pool** statistic change:

Ki Boost value [3]

**Traits** changes: Disguise (5), Dodge (1), Evasive, Jump Up, Lightfooted, Ranged Defence (1)

**Blinding Powder** ranged weapon traits change:

-/3/-

Sp

~~Ammo (1)~~

Lightweight

Add **Agility** Ki Feat:

Name	Cost	Type	Subject	Range	
Agility	1	I	Pe		OPT
After making a Scenario Action, this model gains an Activation Counter.					

### Wakasu Akuma

**Traits** changes: Dodge (2), Group, Immune [Poison], Insignificant, Lightning Reflexes, Ranged Defence (2), Tiny, Weak

### Wasupu

**Melee Pool** statistic change: **Melee Pool 2.**

Remove Vital Strike Ki Feat.

Add **Sneak** Ki Feat:

2 Ki, Active, Personal

This model gains Evasive and Lightfooted until the End Phase.

### Yokozuna Akashi

**Traits** changes: Aware, Endurance, Fear (4), Fearless, Fortune, Immovable, Intimidate, Tough (1)

<b>Hanami</b> Rose, Oyabun					
Melee Pool Ranged Pool Move Ki			3 3 5 2/8	2 2 2 2	
6 Wound Boxes					
Concealed Weapon		+0			
Combo Attack (1) Sidestep Defence (0)					
Name	Cost	Type	Subject	Range	
Seduction	2	S	Ta	6"	OPT OpKi BtB
If this model is successful the Targeted model gains Stupid until the End Phase.					
Name	Cost	Type	Subject	Range	
Lure	2	S	Ta	6"	BtB OpKi
Target model not in BtB with a Friendly model gains an Impetuous Marker, must declare a Walk Action as its next activation, and must move directly towards this model with its full move changing its facing so that this model is in LoS. If unable to perform a Walk Action, it may activate without restriction.					
Name	Cost	Type	Subject	Range	
Kiss of the Rose	1	I	Pe	-	OPT
When an Enemy model enters BtB with this model, no Melee Exchange takes place; this model does not lose an Activation Counter. After the Activation is complete, that Enemy model gains a Control Marker. This is a Trap Effect.					
<b>Traits:</b> Disguise (6), Jump up, Ranged Defence (2), Dodge(1), Evasive, Lightfooted					
<b>Unique Effects:</b> While this model is in play, Friendly Models with Control Markers do not remove Activation Counters or Control Markers when they participate in a Melee Exchange initiated by Enemy models.  While this model is in play, Friendly Rose models reduce the cost of any Statistic Boosts they have to 2.					
Rice Cost: 16 – S 30mm base U					



## Temple of Ro-Kan

### Special Cards

#### **Grand Master of the Temple**

##### *Enhancement*

Attached Model begins the game with a Virtue Token

Attached Model Gains the following:

Whenever any **Friendly** model spends a Virtue Token, that model gains 1 Ki Token.

While this model is in play, when a Friendly model spends a Virtue Token you may choose the following effects:

Technique: Enemy models may not declare Special Abilities while in a Melee Exchange with this model until the current activation is complete.

##### *Restriction [Master Ekusa]*

Cost: 2 Rice

#### **Inari-age**

Event

Enhancement - Equipment

When a Kitsune model declares an action Targeting **or Selecting** the Attached model, Unless the Kitsune begins their activation in BtB with the attached model, you may discard this card to immediately end that model's Activation. **It loses an Activation Counter and its Action is considered resolved.**

Rics: Sp

Max: 1

#### **One with Creation**

##### **Enhancement Card**

**Add the following Melee Weapons To Master Koju's Profile card.**

Tiger:	+2
Aggressive Bleed (1/1) Sharp (1)	
<b>Push Defence (0)</b> <b>Counterstrike</b> <b>Defence (0)</b>	

#### **Unique Effects:**

Tiger: **This model's Melee Pool cannot be reduced by States while using this weapon.**

If the Enemy model suffers damage in a Melee Exchange using this Weapon, that Enemy model becomes Prone **after the Exchange is complete.**

Deer:	-1
Defensive Impenetrable Defence Spirit Block	

Sidestep Defence (0) Push Defence (0)
--

**Unique Effects:**

Deer: This model's Melee Pool cannot be reduced by States while using this weapon.

While using this weapon, If this model suffers Damage in a Melee Exchange, it gains Regenerate (1) until the End Phase.

Required: Master Koju

3 Rice

**Animal Trap****Event - Trap**

Play when an Enemy model without the Cloudwalk or Intangible traits declares any Action in which it will move.

The model makes a Ki Challenge Test (6). If unsuccessful, the current activation ends, the model gains Unstable until the End Phase, it loses an Activation Counter and its action is considered resolved.

Only one Trap effect may be declared once per activation.

Add Required: [Bastions of the Mountain]

**Patient Crane Stance****Enhancement –~~Equipment~~****Prayer Beads**

Add Required: [Villager]

**Pungi Pit Trap****Event - Trap**

Play when an Enemy model without the Cloudwalk or Intangible traits declares any Action in which it will move.

The model makes a Move Challenge Test (8). If unsuccessful, the current activation ends, the model suffers a success level 2 Damage Roll, it loses an Activation Counter and its action is considered resolved.

Only one Trap effect may be declared once per activation.

Add Required: [Bastions of the Mountain]

**Righteous Warriors****Theme****First benefit text changes:**

While within 3" of another Friendly Monk, Monk models gain Resistance (+1)

## Rope Trap Event - Trap

Play when an Enemy model without the Intangible traits declares any Action in which it will move.

The model makes a Size Challenge Test (6). If unsuccessful, the current activation ends, the model gains an Immobilised Marker, it loses an Activation Counter and its action is considered resolved.

Only one Trap effect may be declared once per activation.

Add **Required:** [Bastions of the Mountain]

## Student of Master Morita Enhancement

(F) should be the **Fire Element** symbol.

## Masters of the Art Theme

### Text changes:

- Once per turn, a Friendly model may perform a Focus Action as a Simple Action instead of Complex.
- Once per game, in the Starting Phase, all Friendly models gain Tireless until the End Phase.
- Once per game, in the Starting Phase, Friendly model's Bujutsu Weapons gain all non-exceptional Special Attacks except Critical Attack at zero cost until the End Phase.

Permitted [Master, **Ronin Kami**]

## Profile Cards

Aiko

Name	Cost	Type	Subject	Range	
Blessing of the Kami	2	S	Ta	6"	{BtB}
Target <b>Friendly Gorilla or Faction model that is not Soulless or Insignificant</b> . That model gains a Virtue Token.					

## Byiba (2025/02/03)

Name	Cost	Type	Subject	Range	
Warning Bark	0	I	Sp	-	(G)
Friendly Models remove Prone Markers and cannot be surprised for the rest of the current activation. Friendly Models that were Deployed this turn or are later deployed this turn gain one Activation Counter.					

## Hisao

Name	Cost	Type	Subject	Rng		
Cleansing	X	S	Pu	X"	BtB	
Remove up to X Control, Disease, Fire, Poison or Spirit Block Markers from models within the Pulse area of effect. X is equal to the number of Ki Tokens spent.						

## Juko

### **Rectifying Shomyo** Ki Feat Text change:

Text change:

When a Friendly model ~~kills~~ causes a Kami to be removed from play in a Melee Exchange while in the Aura, you may replace the Kami by Summoning and Deploying a Friendly, 8 Rice Cost, Kami with identical Elemental Icons (if the Enemy Kami has no Elemental Icons, you may replace it with a Lesser Void Kami).

## Kaiyo

Add new Unique Effect:

**This model's Virtue Trait may only add Virtue Tokens to Friendly Villager models.**

## Kami of the Summer Storm

Reword Unique Effects:

Each time this model makes a successful Ranged Attack it must use its Raijin's Rage feat if it has more than two Ki Tokens and a valid Target. When this model makes a successful Ranged or Melee Attack, the enemy model gains a Stunned marker. When this model makes a successful Ranged or Melee Attack, instead place the Enemy model anywhere within 1" of its current location at the end of the current Activation. Whenever an Enemy model on the Battlefield is Placed by an effect not on this card, this model gains 1 Ki token.

## Koji

Co-ordinated Attack [Monkey], Jump Up, Leadership [Monkey](2/6"), Pack (3/6"), Scout (1/4"), Tiny

## Kota - Fox Form

**Mirage** Ki Feat change:

Add **Opposed Ki Feat** icon.

Remove **NoBtB** icon.

Text change:

During an Enemy model's activation in which it entered into BtB with, or Targets this model with a Ranged Attack or Ki Feat, but before any Melee Exchange begins; place this model within 2" of its current location, the Enemy model's action is then considered resolved.

## Kota - Human Form

**Mirage** Ki Feat change:

Add **Opposed Ki Feat** icon.

Remove **NoBtB** icon.

Text change:

During an Enemy model's activation in which it entered into BtB with, or Targets this model with a Ranged Attack or Ki Feat, but before any Melee Exchange begins; place this model within 2" of its current location, the Enemy model's action is then considered resolved.

### Kyuubi

**Traits:** Change Elusive to **Evasive**.

Name	Cost	Type	Subject	Rng	
Apparition	2	A	Pe		
Place this model within 2" of its current location. <b>This model may use this Ki Feat once each time you are the Active player.</b>					

**Kuma** (2025/02/03)

**Rice cost change:** **19 rice**.

### Kuren

Name	Cost	Type	Subject	Rng	
Apparition	2	A	Pe		
Place this model within 2" of its current location. <b>This model may use this Ki Feat once each time you are the Active player.</b>					

**Kosuke** (2025/02/03)

**Rice cost change:** **19 rice**.

### Master Akari

**Type:** remove **Monk**

Name	Cost	Type	Subject	Range	
Vivacity	3	<b>S</b>	Per	-	{BtB}{Mov}
<b>This model gains two Activation Counters.</b>					

**Unique Effect** text change:

During a Melee Exchange, after removing or adding dice, this model may remove its highest Attack dice and add a Defence dice of the same value before determining final results.

## Mina

**Tidal Flow** Ki Feat Text change:

Text change:

Use this Ki Feat at the start of any Activation, Move this model up to 4" towards an Enemy table edge (Any edge which touches an enemy deployment zone). At the end of this Activation, Move this model 4" ~~directly~~ towards the opposite table edge. This Ki Feat may only be used once per activation.

Tidal Flow: Add {T} Icon

## Niseru

**Type:** Change **Ape** to **Monkey**

## Riku

Change Ki Feat:

Name	Cost	Type	Subject	Range	
Wall of Water	1	S	Aura	3"	BtB
Enemy models treat the Aura as [Difficult, Obscuring, Small] terrain and must pass a Size Challenge Test (6) to enter BtB with this model; if the Test is failed that model may not enter BtB with this model this activation.					

Add Unique Effect:

This model's Tsunami Ki Feat has the {G} Icon.

## Saruka (2025/02/03)

**Rice cost** change: **17 rice**.

**Melee Pool** statistic change: **Melee Pool 4**.

While this model is in play, when a Friendly Monk model spends a Virtue Token you may choose for that Friendly Monk model to gain the following effect:

- This model gains an additional dice on a challenge test. You may use this ability after rolling the dice regardless of the usual modifier rules.

## Shisa

**Name Change:** **Shisa** becomes **Twin Shisa**

**Unique Effect** text change:

Twin Shisa do not gain Activation Counters during the Starting Phase.

During the Starting Phase, place 2 Activation Counters on this card.

Twin Shisa share a single Activation Counter pool. When a Twin Shisa would gain or remove an Activation Counter, instead place or remove those Activation Counters on this card. Either Twin Shisa may spend Activation Counters from this card to pay for actions.

These models are only considered Exhausted while there are no Activation Counters on this card.

Twin Shisa share a single Ki Pool. When a Twin Shisa would gain Ki Tokens, instead place those Ki Tokens on this card. Either Twin Shisa may spend Ki Tokens from this card to pay for Ki Feats, Boosts, and other effects.

This model cannot be Healed.

### **Taiki**

Change Symian Trickery Ki feat to ACTIVE

### **Tsutsumi** (2025/02/03)

Unique Effects:

While this model is in play, when a Friendly Monk model spends a Virtue Token you may choose the following effect:

- This model may Focus as a Simple Action rather than a Complex Action.

### **Ume**

**Frozen Mountain Fist** text change: This model's Melee Weapons gain Sharp (1). After conducting re-rolls for a Melee Exchange, you may remove this model's highest Defence dice and then add an Attack dice of the same value. Work out the Result using the changed dice.

### **Yim**

**Melee** and **Ranged Pool** statistic change: **Melee and Ranged Pool 4.**

### **Yuuki**

**Rain of Blows** text change:

This model's Melee Weapons gain Combo Attack (0) and this model gains Lightning Reflexes until the end of the current Melee Exchange.

## Kawa no Rojin

<b>Kawa No Rojin</b> <b>Villager</b> , Animal, Buffalo			
Melee Pool	3		
Ranged Pool	1		
Move	4		
Ki	2/0		
8 Wound Boxes 8 Wound Boxes			
Horns:	+2		
Brutal (1) Sharp (1)			
Throw Attack (1)			
<b>Traits:</b> <del>Aloof</del> , Charging Bonus [Fear (6), Slam Attack (0)], Group, Immovable, Tireless, Tough (1), Virtue (6")			
<b>Unique Effects:</b> While this model is in play, when a Friendly <b>Small</b> Villager model spends a Virtue Token you may choose one of the following effects until the End Phase: <ul style="list-style-type: none"> <li>• The model gains Tireless</li> <li>• The model gains Last Stand</li> <li>• The model gains Fearless</li> <li>• The model gains Tough (1)</li> </ul> <p>During Ki Generation, one Friendly Villager within 6" of this model may gain an additional Ki Token.</p> <p>During the Starting Phase, this model gains a Luck Token. Whenever a Friendly model within 6" makes a Fear Test, Attack Roll, Defence Roll, Damage Roll or Opposed Ki Test this model may spend the token to reroll one of the dice.</p> <p><del>This model's Luck Tokens may only be used by Animal, Villager and Yokai models.</del></p> <p>When this model declares a Charge Action, this model may Move through Destructible terrain; if you do, remove the terrain from the battlefield.</p> <p><b>This model may only be recruited into Warbands that have recruited the Bastions of the Mountain Theme. It may not be Summoned with the Gather Defenders Ki Feat.</b></p>			
<b>Rice Cost: 16</b> – L 50mm base			



Koji's Pack			
Animal, Monkey			
Melee Pool	1		
Ranged Pool	1		
Move	5		
Ki	1/0		
Lita: 2			
Joji: 2			
Maku: 2			
Bite	-2		
Sidestep Defence (0)			
Traits:			
Coordinated Attack [Monkey, Koji], Dodge (1), Group, Insignificant, Lightfooted, Pack (0/0"), Sacrifice [Monkey, Koji](3"), Scout (0/4"), Tiny, Weak			
Unique Effects:			
This card represents three different models, each with their own abilities. A Warband may not recruit multiples of the same Monkey.			
While within 3" of this model, other models cannot be Surprised.			
Koji's Pack models may be included in any Themed Warband that permits Koji.			
Lita: Enemy models in BtB with this model increase the cost of all Ki Feats and Special Attacks and Defences by 1.			
Joji: Enemy models in BtB with this model treat melee dice with a value of 6 as a value of 5 instead.			
Maku: Models using the Flank Trait may not be deployed within 3" of this model unless this would leave no valid deployment.			
Rice Cost: 2ea – 30mm base			

Master Koju						
Monk, Master						
Melee Pool			4	2		
Ranged Pool			4			
Move			4	2		
Ki			3/10	2		
6 Wound Boxes EFAWMV						
Bujutsu		Sp				
Unblockable (1)						
Lightning Reflexes						
Sidestep Defence (0)						
Push Attack (0)						
Sweep Defence (0)						
Name	Cost	Type	Subject	Range		
Dash	2	A	Per	-		
This model gains Agile and Evasive until the end of the current activation, and may also make a 2" Move at the end of its activation.						
Name	Cost	Type	Subject	Range		
Foresight	4	I	Pulse	3"		
After the dice for a Melee Exchange in the Pulse have been rolled and final results determined, you may reallocate Melee dice, choose a different Special Attack or Defence and both players re-test. The Opponent must keep the same dice allocation and Special Attack or Defence. Any Ki Feats used are still in effect.						
Name	Cost	Type	Subject	Range		
Time's Favour	3	A	Pulse	3"		
Enemy models in the Pulse gain Slow until the current action is resolved.						
Traits:						
Fearless, Immune (Prone), Kata, Ranged Defence (1), Sixth Sense, Unblockable (1), Lightning Reflexes						
Unique Effects:						
In the Starting Phase this model gains an additional Activation Counter.						
This model cannot remove Activation Counters except as a result of performing Actions or being involved in a Melee Exchange.						
This model can never gain Slow, models in a Melee Exchange with this model cannot benefit from Lightning Reflexes.						
Kami, Asura and Gashadokuro models cannot Target or select this model with Melee or Ranged Attacks unless they begin their activation in BtB with this model.						
Rice Cost: 21 – M 40mm base						

## Frequently Asked Questions

**Q: Do Unique Effects that trigger on taking damage apply even if the model is removed from play before they could usually trigger (e.g. Kami of the Evening Flame UE)?**

A: Yes, it is intended that they apply. They trigger during step 12a of the Melee Sequence and thus apply after the Melee Exchange, even if the model is removed from play at that time already.

**Q: When a model is reduced to 0 Wounds but has Rise or Last Stand, do effects triggered by the 'killed' keyword still trigger?**

A: Yes. Any ordering follows conflict resolution as normal.

**Q: Can I use Active Ki Feats in the Starting Phase?**

A: Yes, but only if you are the Active Player in the Starting Phase, then you may use Active Ki Feats.

**Q: Do models with Cloudwalk or Intangible ignore terrain effects?**

A: No, while they must ignore Terrain traits for movement (difficult, impassible, ideal etc), Terrain effects would still apply. For example, Ku has Cloudwalk, and can still make use of Void Rifts.

**Q: Can Ki Feats be used during movement?**

A: No, there is no Ki Feat window during movement. All Ki Feats must be used before or after any movement is resolved.

**Q: Can a Ranged Attacks be used while a model is in BtB, if outside of a Ranged Attack Action?**

A: No, If the model is in BtB with an Enemy model, the Attack fails, move to step 7.

**Q: Are "Required" and Requirement" the same thing on Special Cards?**

A: Yes these mean the same thing.

**Q: When an enemy model is surprising one of my models, when exactly does it become surprised? When is the last time I could use a Ki Feat?**

A: As soon as a model's action is declared (as long as it will bring the model into BtB or qualifies for surprise under the relevant rules), the target/chosen model should be considered Surprised and their Ki feat window closed. Even if the model is not eligible to be targeted until after a walk associated with the Action, as long as the walk plus range of the Ranged Attack or Ki Feat is sufficient the Target is Surprised.

The last time you can use a Ki Feat is before the declaration of the action. It is perfectly acceptable for the active player to say "I have chosen this model to activate, I am going to declare an action, do you want to use a Ki Feat before I do?" to prevent any timing issues.

**Q: Does a model need to be out of LoS starting it's Activation, or does it only have to be out of LoS starting it's movement or Targeting to successfully surprise an enemy model?**

A: To Surprise, the model needs to start Activating out of LoS.

**Q: Do passive unique effects continue on models that are removed from play?**

A: Passive abilities only work while the model is in play.

**Q: Are Melee Exchange tiebreak for most dice rolled by attack/ defence or all dice together?**

A: All dice.

**Q: At the start of a Melee Exchange both models turn to face, is this considered movement?**

A: No

**Q: How does the Believer trait work with feats that cost X?**

A: When declaring the use of the feat, declare what X will be then use X-1 to determine the cost of the feat. Gain the benefit of the feat at X as written.

**Q: What happens if I use the Curse Fate feat while the Balance event has been played?**

A: The dice cannot be re-rolled so remove any duplicates, those are lost.

**Q: For the feats Hold the Line, Pile On!, and Sister's Succour what does "Attempt to reach BtB" mean?**

A: If a model cannot reach BtB with the enemy model, this feat cannot be used.

**Q: What happens to Activation Counters if I gain the Flank trait mid game?**

A: When a model is "Deployed" it has no Activation counters. Flank will add two as usual.

**Q: Do multiple instances of Coordinated Attack stack?**

A: Yes, the modifier is given as +1 so they stack as long as the Coordinated Attack traits are all satisfied. Multiple models do not trigger the benefit from one Coordinated Attack multiple times.

**Q: If terrain is represented by a miniature is it considered a model for rules purposes?**

A: No.

**Q: How does Rise and Last Stand on the same model work?**

A: When your model gets reduced to 0 wounds, you can choose which trait to activate first.

- If you succeed at the **Rise** test at this point, your health is reset and Last Stand cannot be activated. If you fail, then feel free to activate Last Stand.
- If you trigger **Last Stand** first, the Rise will have no effect (Last Stand prevents healing/wound recovery/any way to get wounds back). The mechanics of this means that yes, you could roll the Rise test after declaring Last Stand, but if you succeed, you remain at 0 wounds - so you die (again).

**Q: Does a model using the Deadeye feat ignore Camouflage?**

A: Yes, since a model must be "Benefitting" from Cover to gain Camouflage if a model ignores Cover (Or ignores Cover modifiers) it will ignore Camouflage.

**Q: What happens if two (or more) models in a Warband are affected by Fog of Hesitation?**

A: Once all other models have used their Activation Counters, the affected models may activate as normal.

**Q: What happens if a model with Flank cannot Deploy on the Flank turn?**

A: They stay Elsewhere until some other trait or effect can bring them back to the board.

**Q: If I used War Weary and then deploy a model with Flank on the same turn, do they get 2 Activation Counters?**

A: No, War Weary states its duration: "In the first turn", so models coming in with Flank will still only get a single Activation Counter.

**Q: Can a kami spend Ki Tokens to reduce itself to 0 Ki?**

A: No.

**Q: How does Assassin work in conjunction with Strong or Weak?**

A: Assassin trumps either trait. Technically the player would choose which trait to resolve first, but there is no reason *not* to choose Assassin if able as the quantity of damage dice is specified and would not change due to the addition of Strong or Weak.

**Q: Can you declare a charge where only the movement over ideal terrain in the charge path will give you enough movement to reach the charge target?**

A: Yes.

**Q: Do I have to roll any dice to take advantage of Brutal/Parry/Resistance?**

A: Yes. Similarly if all dice roll 1s, you cannot benefit from these traits.

*NOTE: Previously this was different for each trait, this should be simpler overall.*

**Q: When an effect adds terrain to the Battlefield, does it last until the End Phase?**

A: No, terrain is not "An Effect" and so is only removed when explicitly stated, so it will remain for the rest of the game if no condition for removal is given.

**Q: If an action causes you to rotate to face the thing you interact with is it considered movement?**

A: No, actions that force you to change facing to point directly at something are not considered movement (i.e. scenario actions, changing facing for melee, etc.). Using available movement to change facing is considered moving.

**Q: Can variable Ki feat have X=0?**

A: Yes, unless otherwise stated the value of X can start as minimum 0 but cannot be reduced to or below 0.

**Q: What does it mean to "Use" a special ability?**

A: "Use" of a special ability refers to gaining the benefit and performing instructions in the text.

**Q: If you have initiative in a melee exchange and become prone in step 10b, can you still use the special defense you declared if you succeed in defense when step 10 happens on the repeat?**

A: No.

**Q: If you throw/slam Model A who is already btb with Model B, can you move Model A towards Model B moving 0 and making both prone?**

A: No. The model being thrown/slammed must move and enter btb with another model to knock both down. The example above only Model A will go prone.

**Q: Does Immovable prevent models from being placed elsewhere?**

A: Yes. If the effect says Place the model Elsewhere, it is still placing and is prevented by immovable.

**Q: How do the Tournament terrain deployment rules work for deployment zones?**

A: Restricted terrain cannot be put into deployment zones (this effectively only concerns corner-square). Terrain need not keep any distance from the edge of the table but must be at least 3" from any table edge within a deployment zone.

Note; Rice Bale Barricades are explicitly allowed to break the rules regarding scenario zones and distance from objectives, but it's not allowed to break rules regarding deployment zones or keeping distance to table edges of deployment zones.

**Q: How does Held State and Control State interact?**

A: Held State Marker is removed if the holding model is no longer Enemy to the model that is being Held.

## Ronin

**Q: Can a Giant Eagle or Eagle of the Jwar Isles use their Unique Effects to go into Flank and then Deploy during the same turn?**

A: No, see the Flank Errata in this Document.

**Q: Do Control Markers affect the Variable Statistics on the blood brothers?**

A: No. Their Unique Effect states that it references the warband that recruited them originally and only checks that they have not been removed from play. The variable statistics are not changed when one or more of them are in the controlled state.

**Q: Does Lord Toad placing a VIM elsewhere remove the VIM status?**

A: Yes

**Q: For the Equipment Card The Kiyozumi Katana, does a “Kiyozumi family model” refer to a model with Kiyozumi name or a model recruited into the Kiyozumi Family theme?**

A: A model recruited into the Theme.

**Q: Can the Fan Dancers take the Pacifism Enhancement if they are the highest Rice Cost?**

A: For models with 2 "Both" Rice cost:

- 1: Those models may not have Pacifism.
- 2: To take Pacifism, you must have a model with higher printed RC than the "Both" cost.

**Q: How do Karu and Takashi Mako join the new Imperial Faction?**

A: They do not. Mako is a Prefecture of Ryu model, Karu is a Ronin who cannot be recruited into Imperial Warbands.

## Awoken

**Q: Does Touwa have to spend ki when removing web terrain victim with a wait?**

A: No.

**Q: Webbed Victim terrain: can a single model benefit from two terrain pieces in the same turn, gaining 2 Ki Tokens?**

A: No, the effect is not cumulative.

**Q: How does Trap Door Web work?**

A: Both models participating in the Melee Exchange are exhausted, normally losing 1 Melee dice each. Neither model can Ki Boost (as outside the Main Phase). The Kumo model cannot use Ki Feats as Elsewhere, while the enemy model can use Instant Ki Feats and, if Active Player in End Phase, Active Ki Feats. Lightning Reflexes apply as does not require an Action, Reach does not apply as requires an Action. Camouflage and the Fear traits do not apply. Disguise test is not required and that Disguise Marker will be removed following the Melee Exchange.

**Q: Destiny's Fear (and Curse Fate) make rolled dice being considered as "1". Do these "replaced" dice then get removed by the rules to count as a result of "0"? Does Kata avoid that?**

A: Yes, they count as 0. Kata and similar effects apply keeping them as a "1".

**Q: Endless Procession: do they count for the Kumo Fear value and Theme Permitted requirements?**

A: Yes.

**Q) If Ma'go is able to use Embrace at melee exchange step 4 or 11, resulting in a controlled Enemy model, what happens next?**

A) The melee exchange ends as soon as the Enemy model is controlled. This ends the Activation, if any, remove used activation counters along with one control marker.

## Cult of Yurei

**Q: Can Warui UE recruit Kami even if the Theme doesn't allow them? Does it allow non-Cult Kami?**

A: The Theme restrictions are during Warband Creation, this ability allows any Cult of Yurei Faction Kami or any Ronin Kami that has the Cult of Yurei Faction Symbol.

**Q: On Umeka's Feat, Curse of Stinging Needles" Is the -1 in Tough (-1) a modifier or a number?**

A: Modifier. It does stack, including with itself. If we ever have something gain a negative value trait, we'll word it differently.

**Q: Can I use the Spirit Defence Ritual on a Yuta to get one KI Feat for free once?**

A: No, the wounds aren't marked so no benefit is gained.

**Q: For Crush The Oppressed are additional Control Markers added or, since more Control Markers are added, do they get removed?**

A: Control Markers are not added, they are Doubled so you will end up with twice as many, not all cancelled out.

**Q: How does Kanashi's Rise and Unique Effect interact?**

A: You must use Rise (Traits are not optional) so roll for rise and if failed, you then use the Unique Effect to replace with Fukou.

## The Descension

**Q: Are the Temple and Descension Gorinto cards supposed to have different effects?**

A: Yes, in hindsight we should have changed the name on one of them.

## Ito Clan

**Q: If using the Serpent's Coil theme, multiple models take damage due to poison, do my models gain multiple Ki.**

A: This can trigger multiple times granting multiple Ki. Note the models Poisoned do not have to be Enemy models.

**Q: Does the damage from the bleed marker from Haemotoxic Oil cause additional bleed markers?**



A: Yes, but they are added after all bleed damage is resolved and won't cause a loop.

## Jung Pirates

**Q: The Knife Enhancement - Equipment card can be used by Crabs but Animals and Swarms cannot have special cards attached. How does this work?**

A: The text allowing the crabs to have the card should reference the Enhancement rule preventing these types from using the card, thus has priority. All types of Crab model may use the knife regardless of Animal/Swarm type.

**Q: During the Tactical Test, what happens if a player only has one model in play and it is in BtB with an Enemy Fu Ran Ku, and thus cannot select that model to take the Tactical Test?**

A: Perform the Tactical Test with 1 die.

**Q: When Jung Keikoku gains the second benefit of the Benthic Servitude theme, can Jung Keizoku use it with feats gained from special cards?**

A: No. You may only apply the benefit to Ki feats physically on Jung Keikoku's card.

**Q: Can Mother of Pearl use the Unique Effect to replace the opposing model that kills her if all 4 Miyakomo's Echo are in play?**

A: No. In all cases the number of models in play using any Profile Card can never exceed the number of Wound Tracks on the card. This applies to those recruited during Warband construction and those added during play.

## Kinshi Temple

**Q) Can Blue Gale Scouting Party theme benefit prevent Blessing of Void effects that act like ki boosts?**

A) As per rule book, each boost is a separate ki feat. Four different ki feats are triggered; the Movement Boost one is not permitted due to theme, the other three boosts are allowed as normal.

**Q: What existing ronin profiles are available to the faction?**

A: In addition to Ronin with the Kinshi Faction symbol on the back of their card, Tenbatsu, Kami of Blighted Earth, and Kami of Choking Fog are available to the Kinshi Temple Faction.

**Q: Do effects that increase the cost of Ki Feats work (such as Disturb Flow trait or the Tax Ki Feat) on the Kinshi Temple Ki Feats?**

A: No. They use these feats at no cost.

## Prefecture of Ryu

**Q: Does Takashi Hida's Daimyo's Blessing Ki Feat give the same boost to all models in the pulse?**

A: Yes, choose either ranged or melee and all models in the pulse gain the chosen benefit.

## Savage Wave

**Q:** Does the Kaihei Alpha's unique effect apply when the model is recruited, but not on the table anymore?

**A:** It works when he is in play, but not if removed from play.

## Shadow Wind Clan

**Q: Does Sude become visible starting his Activation before re-entering Invisibility with his Unique Effect?**

**A:** The Ninja player can choose the order of operations, so they can decide the model to first become Invisible and then let the former Invisibility end, meaning the model stays invisible.

**Q: Can the KKZ Worm ability "Kohai" be used to duplicate feats gained from special cards?**

**A:** No. You may only duplicate feats physically on the card.

**Q: Can the Skirmish Mission theme allow me to exceed the Max value of Enhancements or Terrain special cards?**

**A:** No. While this is technically after the warband recruitment, restrictions will still apply.

**Q: Phantom's and Spectre's ability to Summon the other of the pair and replace themselves with the Summoned one has different wording, is this correct?**

**A:** Yes, this is correct. If you recruited Phantom (either alone or together with Spectre), Spectre cannot Summon Phantom. Phantom can always Summon Spectre if Spectre is not yet or no longer in play. Their ability to swap places on the battlefield is not affected by this.

**Q: If Phantom or Spectre Summon the other of the pair, how much health does the Summoned model have?**

**A:** They have exactly as much health as they had the last time they were in play in this match. If they haven't yet been in play or have been killed previously, they appear with full health. Using this swap does not heal or add damage to the wound track.

**Q: How are Activation Counters actually handled when Phantom or Spectre Summon the other of the pair?**

**A:** Removing the Summoning model from play ends their activation and they lose an Activation Counter. The Summoned model then receives the remaining Activation Counters. The Summoned model does not immediately activate. Effectively, the Summoning was the complete activation. Their ability to swap places on the battlefield is not affected by this, the active model remains active and continues their activation.

**Q: Who is the origin for the damage roll from Spectre's unique effect?**

**A:** Spectre is the origin for this damage roll, so Spectre's weapon, modifiers and Traits apply to this damage roll.

**Q: State Markers are not transferred over when Phantom or Spectre Summon the other of the pair, what happens to these Markers?**

A: Models that are not in play cannot have Markers, so all Markers are removed if the model leaves play.

## Shiho Clan:

**Q: Will Unfurled Wing trigger if I put an Eagle of the Jwar Isles/Giant Elsewhere and deploy it on the same turn?**

A: No. If no models are going to be Deployed from Elsewhere via Flank at the time of the Tactical Test, then Unfurled Wing will not trigger.

**Q: If you succeed in Eagle's Flight Defense but then become prone, can you move after the exchange?**

A: No.

**Q: When resolving any Action against a Heimin that has been replaced by another model, does the Action continue against the new model?**

A: Yes, the Action continues with the new model.

## Silvermoon Trade Syndicate:

**Q: For the Hidden Agenda card for the Silvermoon Trade Syndicate, can you take Ronin event cards?**

A: Yes.

**Q: Does Hero's Dilemma cause the model to immediately perform the action?**

A: No, it just dictates the next action the model must perform.

**Q: How long does In the Hands of the Kami last?**

A: Only for the next single test.

**Q: If both players wish to use Rakki's Unique Effect how is the order resolved?**

A: Active player chooses who uses the unique effect first.

## Temple of Ro-Kan

**Q: Are the Temple and Descension Gorinto cards supposed to have different effects?**

A: Yes, in hindsight we should have changed the name on one of them.

# Changelog

03/02/2025

## Rulebook

**Cloudwalk:** Clarified interaction

**Flank:** Changed gaining flank rules

**Spirit:** Clarified for 0 Stat models

**Melee Exchange:** Clarified issues not being in BtB.

**Deployment vs. Terrain:** Small fix

**Nested Activations:** New rule for Pack, Group and Command.

**Dual Attack:** New Special Ability

**Models “Considered to be the same model when creating a Warband”:** Changed.

## Cult of Yurei

**Ikiyo:** Balance Errata ^

**Satou Hatchi:** Balance Errata ^

**The Wraith:** Balance Errata ^

## The Descension

**Maniitok:** Balance Errata ^

## Ito Clan

**Ito Masunagi :** Cleave wording changed to specify Melee Weapons.

**Ito Kinu:** Balance Errata ^

**The Blessed:** Balance Errata ^

**Lords of Izu:** Balance Errata ^

**Forked Tongue:** Balance Errata v

**The Snake Head Standard:** Balance Errata ^

## Jung Pirates

**Arata:** Balance Errata ^

**Hitokuchi:** Balance Errata ^

**Ryota:** Balance Errata ^

**Ryujin:** Balance Errata ^

**Docks of Ryu City:** Balance Errata ^

## Kinshi Temple

**Batsu:** Updated text with new “Entering” tech.

**Maru:** Balance Errata ^

## Minimoto Clan

**Hoshi Kimiko:** Balance Errata ^

**Hoshi Machiko:** Balance Errata ^

**Hoshi Rinko:** Balance Errata ^

**Nuan:** New “Entering” wording & Balance Errata ^

**Army of the Minimoto:** Balance Errata ^

**Ice Crystal:** Balance Errata v

**The Mountain Banner:** Balance Errata ^

## Prefecture of Ryu

**Takashi Akio:** Balance Errata ^

**Takashi Hiro:** Balance Errata ^

**Mizuchi:** Balance Errata ^

**Tatsuo:** Balance Errata ^

**The Dragon Banner, Hida’s Mon:** Balance Errata ^

## The Savage Wave

**Kokoro the Harvester:** Balance Errata ^

**The Nian:** Balance Errata ^

## Shadow Wind Clan

**Dudioko:** Balance Errata ^

**Phantom:** Dual Attack changed.

## Shiho Clan

**Kazuki:** Balance Errata ^

**Maki:** Balance Errata ^

**Shiho Shota:** Balance Errata ^

**Shiho Takuya:** Balance Errata ^

**The Black Eagle’s Coalition:** Balance Errata ^

**Guerilla Warfare:** Balance Errata ^

**The Shiho Return:** Balance Errata ^

## Silvermoon Trade Syndicate

**Daifukaia:** Change Flame On Ki Feat to Flame on! Ki Feat. ^

**Fitiaumua:** Balance Errata ^

**Jum:** Balance Errata ^

## Temple of Ro-Kan

**Byiba:** Warning Bark Fixed

**Kawa No Rojin:** Balance Errata v

**Kosuke:** Balance Errata ^

**Kuma:** Balance Errata ^

**Saruka:** Balance Errata ^

**Tsutsumi:** Balance Errata ^

## Ronin

**Hiroto, Drunken Master:** Faction Identity change, he was showing up everywhere!

**Ryokeen:** Balance Errata ^

**Kiyozumi Sadaka:** Balance Errata ^

**Tenbatsu:** Balance Errata ^

**Arashi’s Fan:** Balance Errata v

**The Eagle Banner:** Balance Errata ^

**Finesse:** Balance Errata v

**The Kiyozumi Family:** Balance Errata v

**Pacifism:** Balance Errata v

**Unforeseen Outcome:** Balance Errata =

**Vial of Rajins Breath:** Balance Errata v

**Wolf Heart Talisman (Risen Sun Cycle):** Balance Errata ^

15/08/2024

The Wraith: Removed unnecessary sentence from Unique Effect

31/07/2024

Tenbatsu: Add Awoken Faction symbol to his list.

Kappa: Add Awoken Faction symbol to his list.

14/07/2024

FAQ: Terrain is not an Effect, if placed during a game lasts until instruction to remove it.

Jung FAQ: Fu Ran Ku vs single enemy model during Tactical Test.

Jung FAQ: Benthic Servitude benefit and Ki Feats from special cards on Jung Keikoku.

Eddo Ashigaru: OPT icon removed from back of card.

Electric Eel: Errata to unique effect. Has clauses for models in BtB with enemy models and against Camouflage.

Essentially Circular Strike Errata.

Fu Ran Ku: Errata to unique effect.

Cannot declare Disengage actions.

Minato Jung: Circular Strike Errata.

Bobata: Circular Strike Errata.

Mizuchi: Circular Strike Errata.

The Harionago: Circular Strike Errata.

Satou Togai: Circular Strike Errata.

Karu: Hageshiku Furu (Circular Strike+) Errata.

Razor Shoals: Errata to include Melee actions.

Death and Decay: Enemy bodies now correctly rise from the dead.

Scorched Earth: Correctly uses Enter rather than Contact to prevent multiple triggers.

22/06/2024

Spirit Trait: No reason.

16/06/2024

Fudo the Illuminator: Errata to allow more lanterns in mirror matches.

Golden Sentinel: Errata to unique effect. No longer triggers on the Golden Sentinel itself.

Year of the Risen Sun: Errata to wording to fix timing.

30/05/2024

Ki feat Pulse: changed duration

28/05/2024

Starting Phase: Errata to Step 5

Supporting Dice: Not optional

24/05/2024

Further clarified FAQ for Flanking and Returning Eagles

21/05/2024

Zenith of the Void: Changed theme benefit

04/03/2024

Wind Watchers: Updated theme

Blue Gale Scouting Party: Updated theme

Shepherds of the White Mesa: Updated theme

Alphas: Updated theme

Assassin: reworked

Taiki: Symian Trickery changed

Grand Master of the Temple: Believer removed, RC changed

Riku: Wall of Water changed, Unique Effect added

Mina: Tidal Flow changed

Kami of the Summer Storm: Unique Effect reworked

Phantom & Spectre: FAQs added

23/12/2023

Ibara: Added missing Opposed Ki icon for Dark Fire on front of card.

12/12/2023 (or 12/12 for Americans again)

Rulebook: Melee Step 4

20/10/2023

FAQ: Parry/Brutal etc with no dice or all 1s.

22/08/2023

Rulebook: Page 66: Kami trait.  
Masters of the Art: Text Change  
Updates: Models "Considered to be the same model when creating a Warband" Added.

18/07/2023

Kinshi: Updated list of Ronin to include Dark Pilgrim and Hozumi Maha.

18/06/2023

FAQ: Interaction of Spirit Defence Ritual and Yuta taking damage for cheaper Ki Feats.  
FAQ: Kinshi Ronin FAQ and Batsu FAQ updated (Batsu FAQ removed due to Errata).

13/05/2023

FAQ: Interaction of Axiam's Special Attacks and Ranged Weapons.

30/04/2023

Satoshi: Caved to the peer pressure on Discord.  
Camouflage: Clarified

22/04/2023

FAQ: Interaction of Assassin+Weak/Strong added.  
Blow the Man Down: some text clarified as there's no model to do any targeting with.

28/03/2023

Mari Jung: Admirable Ki feat changed to only apply while models are in the aura.

25/03/2023

Two Lone Swordsmen: Added Armour (2) back to errata list of traits.

18/01/2023

Fuwa Kaidan: Gained Insignificant.  
Takashi Oka: Enmity reworked...  
MOOTAZ!

Impetuous trait: rewrite so that only models on the Battlefield generate Impetuous Markers.

05/01/2023

Hiryu: Added missing Once Per Turn icon to Hold the Line! Ki Feat  
Ig: Added missing Once Per Turn icon to Pile On! Ki Feat  
Loyal Yarimen: Added missing Once Per Turn icon to Hold the Line! Ki Feat  
Maki: Added missing Once Per Turn icon to Hold the Line! Ki Feat

03/01/2023

Hikari: Spirit Absolution gained Once Per Turn icon.  
Kemono the Savage: Shugenja type added.  
Kokoro the Harvester: Shugenja type added.  
Ushi the Sadistic: Shugenja type added.  
Yuta of Yurei: Unholy Vitality gained Once Per Turn icon.  
Yuyokuma: Updated Unique Effects.

24/12/2022

Hanami: Kiss fixed.

21/12/2022

Kawa no Rojin: Unique Effects changed.  
Hanami: Kiss fixed.

20/12/2022

Itsunagi: Offence Reworked  
Yuyokuma: Final test before settling on a solution.  
Spark of Life: Additional Ki removed.

12/12/2022 (or 12/12 for Americans)

Haiatake Guard: New Unique Effect  
Itsube: New Unique Effect  
Itsunagi: Gained Parry (1), Umbrella Block removed, Escape Ki Feat added.  
Ironfeather Pinions: Max (3) when taking in Blue Gale Scouting Party.  
Koji & Koji's Pack: Gain Pack  
Kerasu: Gain Split Attack

Kotenbo: New Unique Effect  
Masaema Yoshinobu: Sweep Attack (0)  
Nuan: Rice Cost changed.  
Yuyokuma: Gains Durable [Ranged]

#### 04/12/2022

Bobata the Bell Ringer: weapon profiles reworked. Discordant Melody rewritten. Unique Effect reworked. Rice cost increased to 26.  
Garrison of the Damned: additional benefit added.  
Hiryu: Hold the Line! reworked.  
Ig: Pile On reworked.  
Kyou: rice cost reduced to 15.  
Jung Mari: Admirable Ki Feat changed from Instant to Active.  
Lord of the Jwar Isles: It's a trap!  
Loyal Yarimen: Hold the Line! reworked.  
Maki: Hold the Line! reworked.  
Taunt: Enhancement rewritten.  
Tru'pah: Unique Effect added.  
Yizhi: Sister's Succour reworked.  
Yokozuna's Revenge: Co-ordinated attack theme benefit changed from [Yokozuna Akashi] to [Buto].  
Yuyokuma: Rise removed.

#### 29/11/2022

Animal Trap: added number of activation counters removed for clarity.  
Bought Loyalty: card text added for easier reference.  
Pungi Pit Trap: added number of activation counters removed for clarity.  
Shosu: Martyr state removal changed to exclude Disguise. Also, Ammo Tokens are not state markers...  
Rope Trap: added number of activation counters removed for clarity.

#### 28/11/2022

Ebb and Flow: Text made consistent with Tidal Flow (Ki Feat on Mina).  
Giant Eagle: Range Defence increased from 1 to 2.  
Throw Attack cost increased from 0 to 1.

Kami of Reflection: Mirror Tokens no longer removed at the end of turn.  
Karu: Fates Entwined reworded.  
Koji's Pack: Maku can no longer block off a Hidden Eyrie.  
Shosu: Prone added to the list of states that Martyr cannot remove.  
Silverback: Fear removed.  
Yuyokuma: Durable replaced by Rise (3) in Bear's Awe unique effect.

#### 26/11/2025

Entering  
Batsu  
Scorched Earth

#### 01/10/2025

Minori

#### 25/09/2025

Yu

#### 28/08/2025

Official rulings from Discord catch-up

#### 26/08/2025

Imperial Update

#### 21/08/2025

Zuo Ci - Ki Feat change.

#### 22/07/2025

Rules Priority 3  
Starting Phase Timing  
Channel  
Leech  
Shadow Walk  
Psychic  
Lord Toad  
Brutal

#### 03/06/2025

Destructible Terrain Trait  
Rice costs "For Both"  
Hoshi and Ice Bears  
Kanashi rise & replace  
Order



18/04/2025

Gaining Special Attacks

Timing Rules (Page 8)

Wait Action change

Ranged Attacks

Melee Exchange

Lord Toad

FAQ:

- Rotation

- Variable Costs

- Special Abilities

- Place vs Immovable

- Blood Brothers Variable Statistics

- VIM vs Elsewhere

- Kiyozumi Katana

- Touwa

- Crabs

- Takashi Hida

- Timing

12/04/2025

P 14: Wound Tracks

10/03/2025

Rulebook

New concept added: Returning to play.

01/03/2025

Ito

Haemotoxic Oil FAQ added.

13/02/2025

Ito

Blessed Theme wording fixed.