

<b>Spyda</b>	<b>1000 / 1000</b>
<b>Yoroni</b>	

### Character Regiments

<b>Jorogumo Geisha</b>									<b>Points</b>	<b>290</b>
<b>(Normal)</b>										
<b>M</b>	<b>V</b>	<b>C</b>	<b>A</b>	<b>W</b>	<b>R</b>	<b>D</b>	<b>E</b>	<b>CR</b>	<b>Models</b>	<b>1</b>
8	1	4	6	5	4	2	3	5	<b>Size</b>	-
<b>Special Rules</b>				Cleave (1), Deadly Blades, Dread, Flank, Ningyo Johruri, Preternatural Poise, Spiritual Consort						
<b>Command Abilities</b>				Dance of Discord, Illusory Performance						
<b>Battlefield Roles</b>				Character, Monster, Mu						
<b>(Injured)</b>										
<b>M</b>	<b>V</b>	<b>C</b>	<b>A</b>	<b>W</b>	<b>R</b>	<b>D</b>	<b>E</b>	<b>CR</b>	<b>Models</b>	<b>1</b>
7	1	4	5	4	3	2	2	5	<b>Size</b>	-
<b>Special Rules</b>				Cleave (1), Deadly Blades, Dread, Flank, Ningyo Johruri, Preternatural Poise, Spiritual Consort						
<b>Command Abilities</b>				Dance of Discord, Illusory Performance						
<b>Battlefield Roles</b>				Character, Monster, Mu						

### Regiments

<b>Kitsune Onmyoji</b>									<b>Points</b>	<b>145</b>
<b>M</b>	<b>V</b>	<b>C</b>	<b>A</b>	<b>W</b>	<b>R</b>	<b>D</b>	<b>E</b>	<b>CR</b>	<b>Models</b>	<b>1</b>
7	1	2	3	5	3	2	2	6	<b>Size</b>	-
<b>Special Rules</b>				Elusive, Flow of Battle, Kototamagaku, Spellcaster (3)						
<b>Spells</b>				Ethereal Mandate, Spirit Bond, Whispers of Futility						
<b>Battlefield Roles</b>				Brute, Character, Spellcaster, Sui						
<b>Options</b>										
<b>Rewards of Discipline</b>				Shimenawa						

<b>Origami Warriors</b>									<b>Points</b>	<b>140</b>
<b>(Warriors)</b>										
<b>M</b>	<b>V</b>	<b>C</b>	<b>A</b>	<b>W</b>	<b>R</b>	<b>D</b>	<b>E</b>	<b>CR</b>	<b>Models</b>	3
5	0	2	3	3	2	2	0	3	<b>Size</b>	-
<b>Special Rules</b>				A Thousand-Cuts, Bodyguard, Lethal Demise (2)						
<b>Battlefield Roles</b>				Brute, Mu						

<b>Domaru-damashi</b>									<b>Points</b>	<b>220</b>
<b>M</b>	<b>V</b>	<b>C</b>	<b>A</b>	<b>W</b>	<b>R</b>	<b>D</b>	<b>E</b>	<b>CR</b>	<b>Models</b>	2
6	0	3	5	3	4	1	3	4	<b>Size</b>	-
<b>Special Rules</b>				Dauntless, Dodge, Fearless, Parry, Spirit Unbroken						
<b>Battlefield Roles</b>				Brute, Mu						

<b>Tengu Ayakashi</b>									<b>Points</b>	<b>70</b>
<b>(Warriors)</b>										
<b>M</b>	<b>V</b>	<b>C</b>	<b>A</b>	<b>W</b>	<b>R</b>	<b>D</b>	<b>E</b>	<b>CR</b>	<b>Models</b>	1
7	2	2	2	4	2	2	1	4	<b>Size</b>	-
<b>Special Rules</b>				Barrage (2) [12", Rapid Volley], Elusive, Zanshin						
<b>Battlefield Roles</b>				Brute, Fu						

<b>Kappa Bushi</b>									<b>Points</b>	<b>135</b>
<b>(Warriors)</b>										
<b>M</b>	<b>V</b>	<b>C</b>	<b>A</b>	<b>W</b>	<b>R</b>	<b>D</b>	<b>E</b>	<b>CR</b>	<b>Models</b>	1
5	1	3	3	4	4	3	0	5	<b>Size</b>	-
<b>Special Rules</b>				Cleave (1), Hardened, Iron Discipline, Martial Tranquility						
<b>Battlefield Roles</b>				Brute, Sui						
<b>(Leader)</b>										
<b>M</b>	<b>V</b>	<b>C</b>	<b>A</b>	<b>W</b>	<b>R</b>	<b>D</b>	<b>E</b>	<b>CR</b>	<b>Models</b>	1
5	1	3	3	5	4	3	0	5	<b>Size</b>	-
<b>Special Rules</b>				Cleave (1), Hardened, Iron Discipline, Martial Tranquility						
<b>Battlefield Roles</b>				Brute, Sui, Character						
<b>Options</b>										
<b>Command Models</b>				Leader						
<b>Leader Rewards of Discipline</b>				Chikara-Mizu						

# Rules

## A Thousand-Cuts

Hits of '1' caused by this Warrior's **Lethal Demise** Special Rule cannot be Blocked.

## Barrage X

This Warrior can perform Volley Actions with X Attacks. The Range of this Warrior's Volley Action is listed in Parentheses next to the Barrage Special Rule (X").

## Bodyguard

Whenever a Friendly **[Character]** of the same Size or smaller within 1" would suffer Wounds, you may choose for this Warrior to suffer any Wounds in their stead. A Warrior with this Special Rule cannot be allocated more Wounds than they have remaining. The Friendly **[Character]** must be of the same Elevation.

## Chikara-Mizu

Once per Battle during the Victory Phase, this **[Character]** may immediately Activate again. This Character does not benefit from an Honoured Ideal for this Activation.

## Cleave X

During this Warrior's Clash Actions, each assigned Hit Roll of 'X' or lower reduces the target's Defense by 1 for the duration of the Action. *Example: A Warrior has Cleave 2 and assigns 3 Hits of a 1, 2, and 5. The Blocking Warrior suffers -2 Defense, as the Hit results of '1' and '2' benefit from Cleave.*

## Dance of Discord

When other Friendly **[Mu]** Warriors within Command Range Activate, you may Place the Warrior anywhere wholly within this **[Monster]**'s Command Range.

## Dauntless

This Warrior can never be Broken! This Warrior can never Decline a Duel and may not leave Enemy Engagement Ranges during Reposition Actions.

## Deadly Blades

Against Wounds caused by this Warrior's Clash Actions, Enemies must Re-Roll successful Resolve Tests.

## Dodge

During Volley Actions Targeting this Warrior, Enemies must Reroll Attack results of '1'.

## Dread

Enemy Warriors Engaged with this Warrior can never be Inspired!

## **Elusive**

When performing the Reposition Action, this Warrior does not become Broken! when leaving Enemy Engagement Ranges.

## **Ethereal Mandate**

**Type:** Command Ability   **Essence:** 3

All Friendly Warriors within Command Range gain the **Blessed** Special Rule.

## **Fearless**

This Warrior never suffers the effects of the Dread, Fearsome, and Terrifying Special Rules.

## **Flank**

After this Warrior Charges, this Warrior may be placed anywhere remaining within Enemy Engagement Ranges.

## **Flow of Battle**

Friendly [Sui] Warriors within Command Range gain the **Support** Special Rule.

## **Hardened**

When rolling to Block, for each result of '1' Roll an additional Block Die.

## **Illusory Performance**

All Friendly Warriors may treat Enemies within Command Range as having no Engagement Range. Friendly Warriors may perform both Combat and Out of Combat Actions while within 1" of these Enemies and may enter and leave enemy Engagement without penalty.

## **Iron Discipline**

This Warrior never counts as being Outnumbered.

## **Kototamagaku**

Whenever an Ideal Card is used to Activate a Friendly Profile with the same Ideal, gain 1 Essence.

## **Leader**

This Warrior gains +1 to their Wounds Characteristic as well as the Character Battlefield Roles. A Leader's Command Abilities that affect Friendly Warriors can only affect Warriors within their own Regiment.

## **Lethal Demise X**

When this Warrior is Slain, all Enemies within Engagement Range immediately suffer X Hits. Roll separately for each.

## **Martial Tranquility**

When this Warrior is Activated, they may choose to gain the benefit of any other Honoured Ideal instead of that from which they were Activated. Each Warrior within this Regiment may choose an Honoured Ideal separately.

## Ningyo Johruri

After this **[Monster]** performs a Clash Action, choose a single Warrior that was Slain as a result. Place the Warrior wholly within this **[Monster]**'s Command Range and perform a single Action with the Slain Enemy as if they were a Friendly Warrior. The Enemy is then removed from the Battlefield.

## Parry

During Clash Actions Targeting this Warrior, Enemies must Reroll Attack results of '1'.

## Preternatural Poise

**Type:** Out of Combat Action

Place this **[Monster]** anywhere within contact of a Terrain Feature that it is currently within 1" of. This Action cannot Place this **[Monster]** further than 12" away from where it began.

## Rapid Volley

During Volley Actions, for each Attack result of '1', roll an additional Attack.

## Shimenawa

Enemy **[Spellcaster]**s within Command Range suffer -1 to their Spellcaster Special Rule.

## Spellcaster X

This Warrior gains the **[Spellcaster]** Battlefield Roles and may spend Essence to cast Spells. This Warrior Rolls for Attunement during each Command Phase.

## Spirit Bond

**Type:** Unique Action   **Essence:** 2

Remove and reallocate all Wound Markers amongst all Friendly Warriors within Command Range. A Warrior cannot be allocated more Wound Markers than their Wounds Characteristic.

## Spirit Unbroken

Whenever this Warrior Passes a Resolve Test, all Enemies within Engagement Range may immediately be Driven Back.

## Spiritual Consort

All Friendly Warriors within Command Range may Re-Roll Resolve Tests of '6'.

## Whispers of Futility

**Type:** Incantation   **Essence:** 1

When an Enemy Warrior Rolls Attacks or Hits, they must Re-Roll a single Result of your choice.

## Zanshin

When this Warrior performs the Take Aim Action, this Warrior may immediately Move up to half their March Characteristic (rounding up).