Army Lists

The rules that follow will show you how the models and Warbands interact with each other and the environment. These chapters will teach you how to activate your Warbands, how to move them as well as how to engage in combat with them.

ARMY LISTS

The force you bring to the Battlefield is chosen using an Army list. To help ensure you're playing a fair and balanced game, these Army lists are chosen to equal points values.

POINTS VALUES

Each Stand in a game of Conquest has a points value, representing its overall worth on the Battlefield. Stands with higher points values are generally better or more flexible fighters, while those with lower points values are less effective, or are useful in a narrow set of circumstances. Your Army's points value is equal to the total points values of every Stand in your Army, plus those of any upgrades you've purchased for those Stands. The higher the points value, the more lethal the Army you've selected. By choosing Armies to equal points values, you and your opponent can ensure a fair, challenging battle.

SIZE OF BATTLE

By default, we recommend battles of 2,000 points – this generally gives enough slaughter for an evening's gaming. However, there's nothing to stop you from choosing a larger or smaller size for your confrontation. Indeed, smaller games of 1,000 points are an excellent way to learn the rules.

BUILDING AN ARMY

An Army consists of two types of entities: Character Stands and Regiments. You may include any number of either in your Army, subject to the following rules:

THE WARLORD

You must include one Character Stand to be your Warlord – your avatar on the Battlefield.

WARBANDS

Each Character Stand in your Army (including the Warlord) must be accompanied by a Warband of Regiments. You'll normally have a choice of Regiments to choose from, but you must always include a Regiment of the same type – i.e Infantry, Cavalry or Brute – as your Character Stand to ensure that they have a Regiment to join at the start of the battle.

Each Regiment is drawn from the Regiments section of the Army List. It will also, depending on the Character Stand it is chosen for, count as a Mainstay or a Restricted choice. Each Character Stand's Warband has a Regiment allowance of 4 Regiments. A Warband can include as many Mainstay choices as your Warband allowance allows. Restricted choices are more limited, as the name suggests. Each Warband can only include two Restricted choices from all the options presented. This can be two of the same Regiment, or two different Regiments from the list. As a further restriction, you must include one Mainstay choice for each Restricted choice in your Army. Therefore, a Warband that includes two Restricted choices will always have at least two Mainstay choices too. Note that a Regiment might be a Mainstay choice for one Character type, and a Restricted choice for another – check the Character's Army List entry to be sure.

OPTIONAL UPGRADES

Many Character Stands and Regiments have additional options that can be purchased for them, such as Abilities, Command Models, or even extra Stands (in the case of Regiments). If you purchase any of these upgrades, simply add the points cost to that of the Character Stand or Regiment for which the upgrade was purchased.

BATTLEFIELD ROLES

Regiments and [Character] Stands in your Army have special descriptors called Battlefield Roles. These are supertypes that are used to identify a game entity as part of a broader category going beyond Type or Class.

These supertypes appear in the Battlefield Roles section of each game entity's Army List Entry and can be found within brackets. E.g. [Titan] for Nords and City States.

Often abilities or Special Rules may refer to these Battlefield Roles for targetting purposes. If for example all [Exalted] regiments are affected by a Supremacy Ability then all Regiments with that supertype will be affected regardless of Type or Class. A [Character]'s Battlefield Role **is not** applied to the Regiment they are currently attached to.

Finally, it is possible to refine targeting restrictions further. For example a Nord ability could target only Infantry [Exalted] Regiments leaving the giants (who are Monsters) out.

SPECIAL RULES AND SUPREMACY ABILITIES

Certain rules like those acquired through the purchasing of Masteries, Character Upgrades and Supremacy Abilities may provide unique abilities that extend beyond merely providing Characteristic upgrades to [Character] or Regiments and instead benefit an entire Warband or even the entire Army.

This raises the question of whether these abilities are "always active", "activated" or only applicable when the Character Stand or Regiment is on the Battlefield.

For this reason rules like this are followed by identifiers that allow the Player to easily recognize when these rules are applied. The identifiers are the following:

Always Active: This Ability is always considered to be active regardless of whether the [Character] or Regiment is currently on the Battlefield, in Reinforcements or having been destroyed.

Activated: This Ability may be used once per Battle and requires the [Character] or Regiment to currently be on the Battlefield. Once Activated the effects last until the end of the Round regardless if the [Character] or Regiment has been removed from the Battlefield in the meantime.

Battlefield: This Ability is considered to be active while the [Character] or Regiment is currently on the Battlefield.

IDEAL CARDS

[Character] Stands and Regiments in this Army do not use regular Command Cards like Army List Entries of other Factions. Instead they add **Ideal Cards** that are used during the Command Phase to determine when a Regiment or **[Character]** acts as if it was their Command Card. Each Army List Entry in this Army adds the same Ideal Cards as their Battlefield Role.

Ideal Cards are used as if they were Command Cards with the following exceptions:

1) There are five types of Ideal Cards **[Ka]**, **[Chi]**, **[Fu]**, **[Sui]** and **[Mu]**.
*Example: A Regiment of Shikigami has the **[Mu]** Battlefield Role. This means that it would add a **[Mu]*** Ideal Card *to your Command Stack.*

2) **ANY** Ideal Card can Activate **ANY [Character]** or Regiment that has not yet Activated this Round, regardless of Name, Type or Battlefield Role.

3) When an Ideal Card Activates a Regiment of the same Battlefield Role, it confers Special Rules to it as seen later, until the end of the Round.

4) When an Ideal Card Activates a **[Character]** of the same Battlefield Role, the Regiment the **[Character]** is currently attached to benefits from the Ideal Card's Special Rules until the end of the Round regardless of its Battlefield Role. This means that a Regiment can be under the effects of multiple different Ideal Cards **but cannot benefit more than once per Round from the same Ideal Card.**

5) Regiments in this Army **cannot** perform Entourage Activations.

6) When a Regiment or **[Character]** is destroyed, at the end of the Round, remove as many Ideal Cards of any kind and in any combination as the number of Regiments and/or **[Character]**s that were destroyed this Round.

IDEAL CARD EFFECTS

When a Regiment in this Army or a **[Character]** attached to a Regiment Activates, before the "Resolve Draw Event Step", all Stands in the Regiment, including attached **[Character]s**, gain the effect listed below until the end of the Round.

Ka (Force)	The Regiment gains the Impact (+1) and Brutal Impact (+1) Special Rules until the end of the Round.
Chi (Resistance)	The Regiment gains the Indomitable (2) Special Rule until the end of the Round.
Fu (Unfettered)	The Regiment adds +2" to its March Distance for the first March Action it performs during its Activation.
Sui (Adaptability)	You may choose a Stand in the Regiment and have that Stand's Command Rules replace the current Command Rules until the end of the Round.
Mu (Void)	The Regiment adds +1 to its Evasion Characteristic (to a maximum of 3) until the end of the Round.

IDEAL CARDS - IN A NUTSHELL!

Got questions about what you just read? Here's a quick rundown of how the Ideal Cards work! These explanations are brief and will help you quickly start playing your first games or answer some questions you may have!

Each Character or Regiment belongs to one of five Types and brings an Ideal Card of that Type in the game. ANY Ideal Card however, can be used to Activate ANY Regiment or Character in the game. Should an Ideal Card Activate a Regiment of the same type it also bestows additional abilities to it!

Each Ideal Card Type may also Activate Characters - should the Ideal Card Activate a Character of the same Type then the Regiment also gains the effects of that Ideal Card! This means that a Regiment can benefit from multiple different Ideal Cards allowing for powerful combos. Keep in mind - Characters in this Army cannot immediately activate the Regiment they are currently attached to or as otherwise known "as an Entourage Activation."

At the end of your Round keep a tally of the number of Characters and/or Regiments that were destroyed during this Round. Remove that many Ideal cards of any type and in any combination from your Command Stack.

That means that you can keep these important Ideal Cards in your Stack should you need them.

Isn't this all too simple?

Don't be fooled! Although you can Activate everything with any Ideal Card - sequencing is important as only Regiments of the same Type benefit from the card's effects. Choose the sequence of Activations very carefully as these effects are the difference between winning and losing the game!

Daimyo — 110 Points

Type	Class	M	V	C	A	W	R	D	E	Supremacy
Brute	-	-	1	4	6	7	4	3	2	**Lord of Roaring Flames**

Special Rules Cleave (2), Impact (3)

Powerful Presence: This **[Character]** Stand counts as 3 Stands for the purposes of Seizing Objective Zones when attached to a non-Light Regiment.

Character

• This Character Stand is comprised of 1 Stand with 1 Model on it.

Battlefield Role: **[Character]**

The Daimyo must select on of the following Battlefield Roles: [Ka], [Chi], [Sui] or [Fu]

Character Upgrades

Discipline: The Character Stand may purchase a single Discipline.

Supremacy Ability

Lord of Roaring Flames

[Always Active]: Once per Round, when Activating a Regiment or **[Character]** with the same Ideal Card as your Warlord, you may also gain the following effects: "The Regiment gains the Glorious Charge Special Rule until the end of the Round.

[Activated]: During this Round all Friendly Regiments Activated with the same Ideal Card as your Warlord benefit from its effects regardless of their Battlefield Role.

Warband

Mainstay: *Modular Regiment* *Restricted:* *Dai Yokai*
Genya no Yokai
Shikigami

Oyabun — 110 Points

Type	Class	M	V	C	A	W	R	D	E	Supremacy
Brute	-	-	1	3	6	7	4	3	2	**Lord of the Eternal Mountain**

Special Rules Cleave (1), Impact (3), Forward Force, Quicksilver Strikes

Powerful Presence: This **[Character]** Stand counts as 3 Stands for the purposes of Seizing Objective Zones when attached to a non-Light Regiment.

Character

• This Character Stand is comprised of 1 Stand with 1 Model on it.

Battlefield Role: **[Character], [Chi]**

Character Upgrades

Discipline: The Character Stand may purchase a single Discipline.

Supremacy Ability

Lord of the Eternal Mountain

[Always Active]: Once per Round, when Activating a Regiment or **[Character]** with a **[Chi]** Ideal Card, if that Regiment or **[Character]** would benefit from the Ideal Card's effects, you may replace its effects with the following: "The Regiment gains the Hardened (+1) and Oblivious Special Rules."

[Activated]: During this Round all Friendly Regiments Activated by a **[Chi]** Ideal Card benefit from its effects regardless of their Battlefield Role.

Warband

Mainstay: *Modular Regiment* *Restricted:* *Dai Yokai*
Genya no Yokai
Shikigami

Kitsune Bakasu — 110 Points

Type	Class	M	V	C	A	W	R	D	E	Supremacy
Brute	-	-	1	4	8	6	4	3	2	**Mistress of Azure Gales**

Special Rules Deadly Blades, Impact (3)

Powerful Presence: This **[Character]** Stand counts as 3 Stands for the purposes of Seizing Objective Zones when attached to a non-Light Regiment.

Character

- This Character Stand is comprised of 1 Stand with 1 Model on it.

Battlefield Role: **[Character], [Fu]**

Character Upgrades

Discipline: The Character Stand may purchase a single Discipline.

Supremacy Ability

Mistress of Azure Gales

[Always Active]: Once per Round, when Activating a Regiment or **[Character]** with a **[Fu]** Ideal Card, if that Regiment or **[Character]** would benefit from the Ideal Card's effects, you may replace its effects with the following: "The Regiment gains the Fluid Formation Special Rule until the end of the Round."

[Activated]: During this Round all Friendly Regiments Activated by a **[Fu]** Ideal Card benefit from its effects regardless of their Battlefield Role.

Warband

Mainstay: *Modular Regiment Domaru-damashi*

Restricted: *Dai Yokai* *Genya no Yokai*

Kitsune Onmyoji — 110 Points

Type	Class	M	V	C	A	W	R	D	E	Supremacy
Brute	-	-	3	2	5	6	4	3	2	**Mistress of Winsome Mists**

Special Rules Barrage (3) (14", Armor Piercing (1), Rapid Volley), Impact (3), Priest (6)

Powerful Presence: This **[Character]** Stand counts as 3 Stands for the purposes of Seizing Objective Zones when attached to a non-Light Regiment.

Character

• This Character Stand is comprised of 1 Stand with 1 Model on it.

Battlefield Role: **[Character], [Sui]**

Spells

A Kitsune Onmyoji knows all of the following Spells at no additional point cost.

Iron Soul of Discipline
Blossom in the Wind
Hesitation, Bane of Deeds
Misery of Failure Envisioned

Character Upgrades

Discipline: The Character Stand may purchase a single Discipline.

Supremacy Ability

Mistress of Winsome Mists

[Always Active]: Once per Round, when Activating a Regiment or **[Character]** with a **[Sui]** Ideal Card you may replace its effects with the following: "The Regiment immediately performs a free out-of-sequence Spellcasting Action as if its Command Stand were a Spellcaster, casting either Blossom in the Wind or Misery of Failure Envisioned. The Spell is automatically successfully resolved as if it had scored the amount of successes required."

[Activated]: During this Round all Friendly Regiments Activated by a **[Sui]** Ideal Card benefit from its effects regardless of their Battlefield Role.

Warband

Mainstay: *Modular Regiment*
Domaru-damashi

Restricted: *Dai Yokai*
Genya no Yokai

Jorogumo Mahotsu — 240 Points

Type	Class	M	V	C	A	W	R	D	E	Supremacy
Monster	Medium	7	1	3	11	18	4	3	1	**Mistress of the Ghostly Reikai**

Special Rules Cleave (1), Devout, Impact (5), Priest (6), Tenacious (1), Terrifying (1)

A Jorogumo Mahotsu is considered to be a Regiment by itself in addition to it also being a Character Stand and therefore uses all the relevant Regiment rules as if it was a Monster Regiment. A Jorogumo Mahotsu Activates as if it was a Regiment, performs two Actions per Activation and has access to all Out-of-Combat and Combat Actions a Regiment has.

In addition, the Jorogumo Mahotsu may also use a Duel Action. The Jorogumo Mahotsu may not join another Regiment and does not need to include a Monster Regiment in its Warband to enter the Battlefield.

Character

• This Character Stand is comprised of 1 Stand with 1 Model on it.

Battlefield Role: **[Character], [Mu]**

Spells

A Jorogumo Mahotsu knows all of the following Spells at no additional point cost and may perform a free additional Spellcasting Action during its Activation. The [Character] cannot cast the same Spell twice during the same Activation.

Repose in Healing Spring — *Honor, a Void of Self*
Dancing Shadows — *Witness of the Void*

Character Upgrades

The Jorogumo Mahotsu cannot purchase Character Upgrades

Supremacy Ability

Mistress of the Ghostly Reikai

[Always Active]: Once per Round, when Activating a non-monster Regiment or **[Character]** with a **[Mu]** Ideal Card, if that Regiment or **[Character]** would benefit from the Ideal Card's effects, you may replace its effects with the following: "The Regiment gains the Loose Formation Special Rule until the end of the Round."

[Activated]: During this Round all Friendly Regiments Activated by a **[Mu]** Ideal Card benefit from its effects regardless of their Battlefield Role.

Warband

This [Character] must add at least 1 Regiment to their Warband.

Mainstay: *Modular Regiment* *Shikigami*
Restricted: *Dai Yokai* *Genya no Yokai*

Jorogumo Geisha — 260 Points

Type	Class	M	V	C	A	W	R	D	E	Supremacy
Monster	Medium	7	1	3	14	18	4	3	1	**Mistress of the Ghostly Reikai**

Special Rules Cleave (1), Devout,Deadly Blades, Impact (5), Tenacious (1), Terrifying (2)

Draw Events

Monstrous Inspiration [Draw Event]: Pick one Ideal Card Effect this **[Character]** is currently under the effects of. Until the end of the Round, while a Friendly Regiment is within 8" of this **[Character]** it gains the benefits of that Ideal Card Effect.

Whispered Illusion [Draw Event] - Choose one of the following:

- **Phantom Onslaught (Charge):**
  Until the end of this Round, when an Enemy Regiment declares a Charge Action against this Regiment, it must perform a Resolve Characteristic Test:
  - If the test is passed, it has its Charge Distance reduced by -1" until the end of the Charge Action.
  - If the test is failed, it cannot benefit from the Shock Special Rule and suffers -2 to Impact Hits until the end of the Round.

- **Veil of Doubt (Clash):**
  Until the end of this Round, when an Enemy Regiment declares a Clash Action against this Regiment, it must perform a Resolve Characteristic Test:
  - If the test is passed, it has its Attacks Characteristic reduced by -1 until the end of the Round.
  - If the test is failed, it additionally cannot benefit from Inspired Special Rule until the end of the Round.

A Jorogumo Geisha is considered to be a Regiment by itself in addition to it also being a Character Stand and therefore uses all the relevant Regiment rules as if it was a Monster Regiment. A Jorogumo Geisha Activates as if it was a Regiment, performs two Actions per Activation and has access to all Out-of-Combat and Combat Actions a Regiment has.

In addition, the Jorogumo Geisha may also use a Duel Action. The Jorogumo Geisha may not join another Regiment and does not need to include a Monster Regiment in its Warband to enter the Battlefield.

Continue Reading on next Page 12

Jorogumo Geisha - Cont.

Character

• This Character Stand is comprised of 1 Stand with 1 Model on it.

Battlefield Role: **[Character], [Mu]**

Character Upgrades

The Jorogumo Geisha cannot purchase Character Upgrades

Supremacy Ability

Mistress of the Ghostly Reikai

[Always Active]: Once per Round, when Activating a non-Monster Regiment or non-Monster **[Character]** with a **[Mu]** Ideal Card, if that Regiment or **[Character]** would benefit from the Ideal Card's effects, you may replace its effects with the following: "The Regiment gains the Loose Formation Special Rule until the end of the Round."

[Activated]: During this Round all Friendly Regiments Activated by a **[Mu]** Ideal Card benefit from its effects regardless of their Battlefield Role.

Warband

This [Character] must add at least 1 Regiment to their Warband.

Mainstay:	*Modular Regiment*	*Restricted:*	*Dai Yokai*
	Shikigami		*Genya no Yokai*

DISCIPLINES

Disciplines are optional upgrade abilities for your Characters, which are noted on your Army List and confer bonus abilities to your Character Stand. Each Discipline can only be purchased once per Army List.

Disciplines, just like Ideal Cards, belong to one of five Types. For every [CHARACTER] you field from one of the five Ideal types you may unlock one Discipline to purchase and equip any [CHARACTER] with. Each Character may be equipped with a maximum of **one Discipline.**

Ka - Force

Way of the Kensei **40 points**
This [CHARACTER] gains the Quicksilver Strike Special Rule and Duel Actions issued by this [CHARACTER] cannot be refused.

Hannya **30 points**
The Regiment this [CHARACTER] is currently attached to gains the Terrifying (1) Special Rule.

Kenshibu Dancer **15 points**
Each time an Enemy Regiment fails a Defense Roll against a Character Stand with this Character Upgrade, the Wound inflicted counts as two for the purposes of Testing Morale.

Chi - Resistance

Unyielding Kata **30 points**
The Regiment this [CHARACTER] is currently attached to gains the Hardened (+1) Special Rule.

Trial of hakari-ishi **25 points**
The Regiment this [CHARACTER] is currently attached to gains the Tenacious (1) Special Rule.

Takigyo Training **20 points**
If the Regiment this [CHARACTER] is currently attached to performs no Actions during its Activation by Passing all of them, it gains the Hardened (3) Special Rule until the end of its next Activation.

Fu - Unfettered

Gunbai **30 points**
This [CHARACTER] gains the Forward Force Special Rule.

Hauchiwa **20 points**
The Regiment this [CHARACTER] is currently attached to ignores the effects of Hindering Terrain.

Horagai Master **20 points**
Friendly Regiments currently within 10" of this [CHARACTER] gain the Unstoppable Special Rule.

Sui - Adaptability

Kabuki **30 points**
When this [CHARACTER] successfully casts a Spell Targeting a Friendly Regiment, until the end of the Round that Friendly Regiment may benefit from the effects of any Ideal Card it is Activated with regardless of their Battlefield Role.

Shamisen **20 points**
Enemy Regiments currently in contact with the Regiment this [CHARACTER] is currently attached to, lose all Special Rules gained from Enemy Spells.

Fudoshin **10 points**
Friendly Regiments within 10” of this Character Stand count as +3 Stands for the purposes of Scaling against Enemy Spellcasting Actions.

Mu - Void

Purification Rites **20 points**
This [Character] may perform an Entourage Activation ignoring the normal restriction.

Ofuda **10 points**
When this [Character] Activates using a [Mu] Ideal Card you may have the Regiment this [Character]is currently attached to gain the effects of any other Ideal Card instead.

Flow **15 points**
Friendly Regiments may draw Line of Sight and Check for Obstruction through the Regiment this [Character] is currently attached to as if it was not there.

SPELLS

Name	Range	Attunement	Effect
Iron Soul of Discipline	Self	3	Until the end of the Round: • The Regiment gains the Untouchable Special Rule. • If upon performing this Spellcasting Action the Target Regiment is Below Starting Strength, it gains the Tenacious (1) Special Rule.
Blossom in the Wind	14"	3	Target Enemy Regiment, until the end of the Round: • The Regiment loses the Unstoppable Special Rule. • The Regiment Rolls 2D6 and picks the lowest value for the purposes of determining Charge Distance. • If upon performing this Spellcasting Action, the Target Regiment is within a piece of Zonal Terrain, it suffers -1 to its Move Characteristic.
Hesitation, Bane of Deeds	14"	3 (Scaling)	Target Enemy Regiment, until the end of the Round: • The Regiment cannot benefit from the Inspired Special Rule. • If upon performing this Spellcasting Action, the Target Regiment has no Friendly Regiment within 8", it suffers -1 to its Clash Characteristic (to a maximum of -2).
Misery of Failure Envisioned	14"	3	Target Enemy Regiment, until the end of the Round: The Regiment suffers -1 to its Resolve Characteristic. • If upon performing this Spellcasting Action, the Target Regiment was not Activated this Round, it suffers an additional -1 to its Resolve Characteristic (to a maximum of -2). • If The Regiment does not have a Resolve Characteristic value then it suffers -1 to its Defense Characteristic instead.

SPELLS CONT.

Name	Range	Attunement	Effect
Repose in Healing Spring	12"	4	Target Friendly Modular Regiment: • The Regiment Heals 3 Wounds.
Honor, a Void of Self	12"	4	Target Enemy Regiment, until the end of the Round: • The Regiment cannot be Activated as part of an Entourage Activation.
Witness of the Void	12"	4	Target Friendly Regiment, until the end of the Round: • The Regiment adds +1 to its Defense Characteristic (to a maximum of 4).
Dancing Shadows	12"	4	Target Friendly Regiment, until the end of the Round: • The Regiment gains the Counter-Attack and Parry Special Rules.

MODULAR REGIMENTS

Some Regiments in this Army are fielded and constructed differently, consisting of a minimum of 2 Stands and may include Stands with various profiles. When building a Modular Regiment the following rules apply:

1) Select a Stand to be the Modular Regiment's Command Stand and Leader. The Command Stand's Battlefield Role determines the Ideal Card type the Regiment will be adding to your Command Stack as detailed in the "Ideal Cards" section of the rules. The Command Stand's Class will determine the Class of the Regiment.

2) Add a number of Stands of your choice as seen in the Modular Stands section below. You may select these Stands in any combination as long as:

- The Regiment consists of a minimum of 2 Stands,
- At least half of the Regiment's Stands share the Command Stand's Army List Entry,
- The number of the same Regiment's Stands that do not share the Command Stand's Army List Entry is lower than the number of Regiment's Stands that share the Command Stand Army List Entry.

3) The Regiment uses the **lowest** March Characteristic of all Stands in the Regiment.

4) Every Stand has a number of Special Rules. In addition, every Stand has a set of "Command Special Rules" that are accessible only when that Stand is the Modular Regiment's Command Stand, and will affect the whole Regiment, excluding **[Character]**s, as this is done during Army List Building.

5) When the Regiment performs a Clash, Volley or Charge Action, Roll the Attacks for each kind of Stand separately and use the Characteristics Profile listed for each Stand, including all of its Special Rules. Even though these Attacks are rolled separately, they are still inflicted simultaneously.

Finally all Modular Regiments in the Army Benefit from the Enlightened Special Rule.

Enlightened: The first time this Regiment would become Broken during the Battle, the Regiment performs an out-of-sequence Rally or Combat Rally Action at the end of the Action that caused it to become Broken.

MODULAR REGIMENTS - IN A NUTSHELL!

Some Regiments in the Army are constructed differently! When creating a Regiment pick any Stands from the list in any combination as long as you define one as the Regiment's Leader and more than half of the Stands are the same as the Leader's Stand.

Whatever Type the Leader is, add an Ideal Card of that Type. The Leader Stand confers certain Command Special Rules to the entire Regiment, not including Characters as this takes place during Army List Building.

MODULAR REGIMENT STANDS

Oni Ayakashi — 80 Points

Type	Class	M	V	C	A	W	R	D	E	Battlefield Role
Brute	Medium	6	1	3	5	7	3	3	1	[Ka]

Special Rules Cleave (2), Impact (2)

Command Special Rules The Regiment adds +1 to its Attacks Characteristic and gains the Juggernaut Special Rule.

Kami Ayakashi — 75 Points

Type	Class	M	V	C	A	W	R	D	E	Battlefield Role
Brute	Medium	6	1	3	5	7	3	3	1	[Chi]

Special Rules Trample (2), Impact (2)

Command Special Rules Stands in the Regiment add +1 to their Evasion Characteristic and gain the Tenacious (1) Special Rule.

Tengu Bushi — 75 Points

Type	Class	M	V	C	A	W	R	D	E	Battlefield Role
Brute	Medium	7	1	3	6	6	3	3	1	[Fu]

Special Rules Flawless Strikes, Impact (2)

Command Special Rules The Regiment ignores the effects of Hindering Terrain and gains the Vanguard (3) Special Rule.

Take Flight!: Should the Regiment be composed entirely of "Tengu Bushi" and/or "Tengu Ayakashi" then the Regiment gains the Fly Special Rule

Blade Masters: Should the Regiment be composed entirely of "Tengu Bushi" Stands, the Regiment's Flawless Strikes Special Rule activates on all Hit Rolls of "1" and "2" instead of just "1".

MODULAR REGIMENT STANDS

Tengu Ayakashi — 80 Points

Type	Class	M	V	C	A	W	R	D	E	Battlefield Role
Brute	Medium	7	3	2	4	5	3	3	1	[Fu]

Special Rules Barrage (4) (14", Armor Piercing (1), Rapid Volley)

Command Special Rules When this Regiment becomes the Target of an Enemy Regiment's Volley Action it gains the Tenacious (1) Special Rule until the end of that Action. In addition, the Regiment gains the Vanguard (3) Special Rule.

Take Flight!: Should the Regiment be composed entirely of "Tengu Bushi" and/or "Tengu Ayakashi" then the Regiment gains the Fly Special Rule

Gain Spirit Breeze: Should the Regiment be composed of at least one Tengu Ayakashi Stand then the Regiment adds +1 to its March Characteristics.

Kappa Bushi — 75 Points

Type	Class	M	V	C	A	W	R	D	E	Battlefield Role
Brute	Medium	6	1	3	5	7	3	3	1	[Sui]

Special Rules Cleave (1), Impact (2), Flurry

Command Special Rules The Regiment can be Activated and gain the effects of any Ideal Card Regardless of the Regiment's Battlefield Role.

Origami Warriors — 60 Points

Type	Class	M	V	C	A	W	R	D	E	Battlefield Role
Brute	Medium	6	1	2	5	6	3	3	1	[Mu]

Special Rules Lethal Demise (4)

Command Special Rules When this Regiment becomes the Target of an Enemy Regiment's Volley Action it gains the Tenacious (1) Special Rule until the end of that Action.

Origami Warrior Stands being destroyed do not count towards the Regiment becoming Broken.

In the Fold: Should the Regiment be composed entirely of Origami Warrior Stands then the Regiment gains the Vanguard (3) Special Rule and cannot be Broken.

REGIMENTS

Domaru-damashi — 140 Points / +40 Per Stand

Type	Class	M	V	C	A	W	R	D	E	Command Models
Brute	Light	7	1	2	6	4	3	2	1	Leader

Special Rules Flurry, Impact (2), Unstoppable

Visage: Friendly Regiments can draw Line of Sight through this Regiment. When this Regiment becomes the Target of an Enemy Regiment's Volley Action it gains the Tenacious (1) Special Rule until the end of that Action.

Regiment

- This Regiment is comprised of 3 Stands with 1 Model on each Stand.
- You may add additional Stands for +40 points per Stand.

Battlefield Role: [Mu]

Shikigami — 120 Points / +30 Per Stand

Type	Class	M	V	C	A	W	R	D	E	Command Models
Brute	Light	7	1	2	4	4	2	2	1	Leader

Special Rules Unstoppable, Loose Formation, Irregular, Swarm, Disruptive

This Regiment cannot be joined by a [Character] Stand.
Stands in this Regiment counts as being Size 1.

Cheerful [Aura]: Friendly non Monster Regiments currently within 8" add +1 to their Resolve Characteristic.

Regiment

- This Regiment is comprised of 3 Stands with a number of Models on each Stand as seen on the box.
- You may add additional Stands for +30 points per Stand.

Battlefield Role: [Mu]

Dai Yokai — 220 Points

Type	Class	M	V	C	A	W	R	D	E
Monster	Heavy	7	1	4	12	18	4	3	1

Special Rules Cleave (1), Fearless, Impact (5), Terrifying (1), Vanguard (3), Unstoppable

Sweeping Step (Out-of-Combat Action and Combat Action): This Action can only be performed as the Regiment's first Action. The Dai Yokai immediately performs 2 out-of-sequence March Actions ignoring all intervening Regiments and **[Character]s** even ones in contact with an Enemy Regiment(s). The Regiment must be placed in a legal position at the end of the two March Actions.

Select one Enemy Regiment the Dai Yokai Marched through and perform a free out-of-sequence Clash Action against it. These Hits are treated as being inflicted to the front of the Regiment and as if the Dai Yokai is in contact. **Once the Action is performed the Regiment's Activation immediately ends.**

This Regiment can perform a free Duel Action during its Activation as if it was a **[Character]**.

Regiment

- This Regiment is comprised of 1 Stand with 1 Model on it.

Battlefield Role: **[Ka]**, **[Chi]**, **[Fu]**, **[Sui]** and **[Mu]**

The Regiment adds the same Ideal Card type as the Warlord's Battlefield Role

Genya no Yokai — 260 Points

Type	Class	M	V	C	A	W	R	D	E
Monster	Heavy	7	1	3	11	18	4	3	2

Special Rules Cleave (3), Fearless, Impact (7), Terrifying (1), Vanguard (3), Unstoppable

Enlightening Fury: Every time the Genya no Yokai gains the benefits of an Ideal Card it keeps those effects until the end of the Battle. Should the Genya no Yokai gain the benefits of an Ideal Card modified by the Warlord's Supremacy Ability it will benefit from it but will not keep the effect.

Regiment

- This Regiment is comprised of 1 Stand with 1 Model on it.

Battlefield Role: **[Ka]**, **[Chi]**, **[Fu]**, **[Sui]** and **[Mu]**

The Regiment adds the same Ideal Card type as the Warlord's Battlefield Role