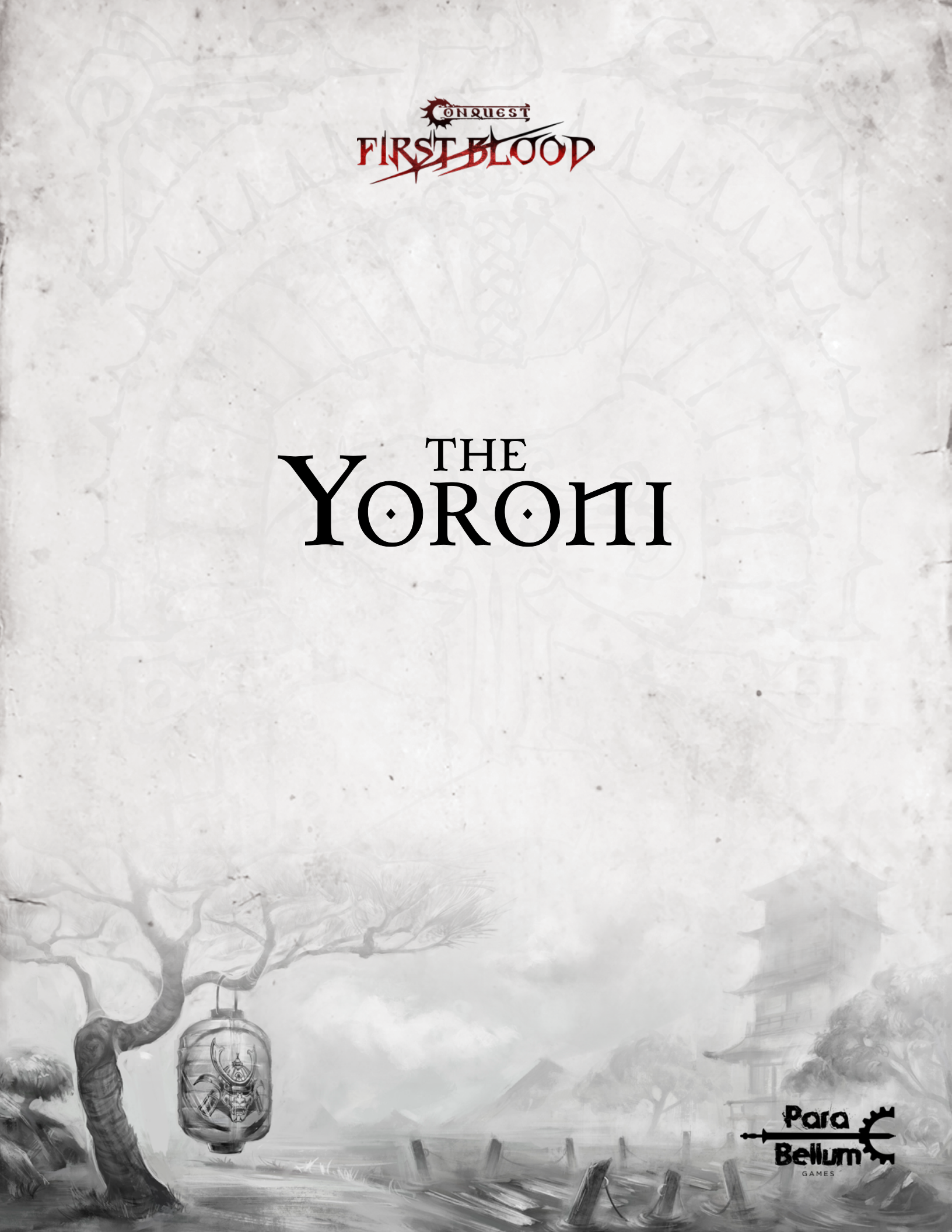
Conquest
First Blood

The Yoroni



Para Bellum
GAMES





From the Void to Life

To exist is to struggle

-Apotheosis

After eons of torment in the Elemental Cores, legions of the Abyssal Host ascend once more to the paradise of the Material world, renewed, refocused and enlightened through the Five-Fold Path of their ascension.

Eons ago, at the end of the War of Hosts, the Elder Dragons stood triumphant over the Four Horsemen. Understanding their eternal nature, they bound the Horsemen and shattered their former ally, Conquest, scattering It across the cosmos. But while the fate of these eternal entities is well known to those few that concern themselves with such things, the fate of the foot soldiers of this conflict has long been ignored and forgotten.

There they remained for centuries, occasionally peering into the heavens above – witnessing, a rare occurrence, the greatest amongst them making the sudden epiphany that allowed them to move on, ascending to the heavens, but destined, as a people, never to set foot on its hallowed grounds.

Until now.

Through the folly of mortals and in their hubris to reach for heavens higher than theirs, the ceiling above the Way... cracked. A thread was pulled from the Mantle that separates and filters the Elemental Domains, and the veil was weakened. Countless Eons of significance and devotion have granted the Eternal Pagoda such a powerful presence that in this ripple of the Mantle, its highest layers now escape the elemental bowels of Balance. Following that thread, the Yoroni can, for the first time, cross in numbers, allowing the most enlightened to step through into their long-promised heaven: the world of mortals.

What is an Army Book?

An Army Book serves as your Faction specific Rules companion for Conquest: First Blood. This Book along with the Conquest: First Blood Rulebook will provide you everything you need to Muster and Play your Warband.

This Army Book is divided into the following sections:

- Army Rules: Special Rules that affect your entire Warband. These Army Rules define your Faction's playstyle and identify what Battlefield Roles are found within the Army.

- Warband Composition: The Slots that each type of Warrior in your Warband fills, the Rules for how many of each Slot can be selected and the maximum number of Warriors per Regiment allowed are determined by the Total Points of your Battle. The Rules for how to Muster your Warband can be found in the Conquest: First Blood Rulebook.

- Warrior Profiles: Includes the Points Cost, Characteristics, Special Rules, and Options for each type of Warrior in your Warband.

- Upgrades: Artefacts, trinkets, mutations, and anything in between! Upgrades are used to customize the Characters in your Warband.



Army Rules

The Five-fold Path: The fierce and noble Yoroni embody the power of the Elements in their most absolute. Although differing greatly in form, the Yoroni travel into the mortal plane seeking enlightenment through battle. The Warriors of the Yoroni will possess any of the following Battlefield Roles: **[Ka]**, **[Chi]**, **[Fu]**, **[Sui]**, or **[Mu]**.

Spirit Band: Leaders of the Yoroni may affect all Friendly Warriors with Command Abilities, not just those belonging to their Regiment.

Ideal Cards: The Warriors of the Yoroni do not possess regular Command Cards specific to their Profile. Instead the Command Cards of the Yoroni are of their Battlefield Role, namesake of the Ideal they represent. Any Command Card may be used to Activate any Friendly Regiment. During each Victory Phase if all Warriors of the same Profile are Slain, remove a single Command Card of their Ideal. When revealing a Command Card during the Deployment Phase, Place all Warriors of the corresponding Ideal from the same Profile. *Example: The Yoroni player Reveals a Chi Command Card, either their Oyabun or Kami Ayakashi may be Placed from it.*

Honoured Ideals: When a Warrior is Activated, they gain a Special Rule depending on which Ideal Card was used to Activate them. The Special Rule lasts until the end of their Activation.

Ka- Overwhelm
Chi- Bravery
Fu- Overrun
Sui- Regeneration
Mu- Aura of Death +1



The Yoroni Warband

Each Warlord, Hero, Regiment, and Monster in your Warband possess their own corresponding Profile. These include their Characteristics, Points Cost, Battlefield Roles, and Options for Upgrades, Command Models, and Additional Warriors.

All Profiles are categorized into Slots, which represent the Warrior's role, rarity, and how readily available they are to include in your Warband. Each Warlord, Hero, Regiment or Monster may only be included in your Warband once regardless of their Slot.

Many Warlords have a Retinue listed in their profile; drawn from their most trusted and loyal Warriors. When included in your Warband, the Retinue Regiment becomes a Mainstay instead of a Restricted.

The Points total of your Warband determines the maximum number of selections for each Slot. and how many Warriors may be included within each Regiment.

The Rules for Mustering your Warband can be found in the Main Rulebook.

Warlords & (Retinues):

Daimyo
Oyabun
Kitsune Bakasu (Tengu Bushi)
Kitsune Onmyoji (Kappa Bushi)
Jorogumo Mahotsu
Jorogumo Geisha
Murakame Wako (Kappa Bushi)
Ikasukoro the Iron Daimyo (Domaru Damashi)

Mainstay Regiments:

Origami Warriors
Oni Ayakashi
Tengu Ayakashi
Kami Ayakashi

Monsters:

Dai Yokai
Genya no Yokai

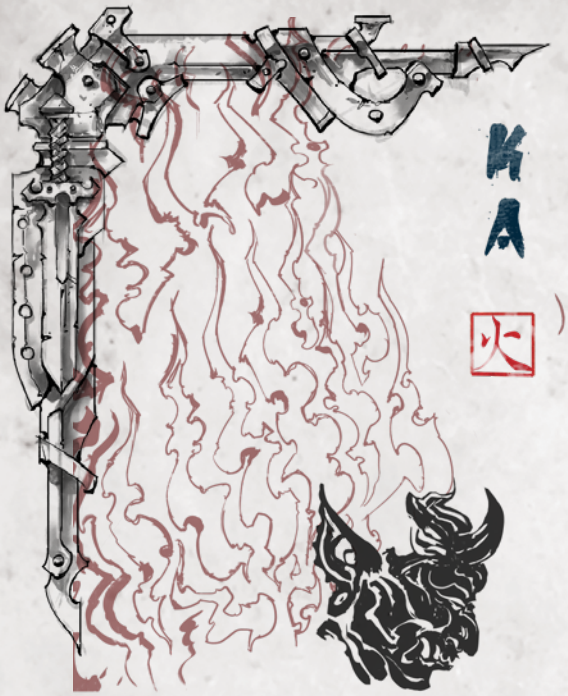
Heroes:

Kitsune Bakasu
Kitsune Onmyoji

Restricted Regiments:

Shikigami
Tengu Bushi
Kappa Bushi
Domaru-Damashi
Oni Kishin Raiu
Oni Kishin Kiba





Daimyo

[Ka], [Brute], [Character]

Warlord **165 Points**

Size:3

M	V	C	A	W	R	D	E	CR
6	1	4	5	6	4	4	2	7

Special Rules: Cleave 2, Fearless, Counter Attack, Kensei

Imagine the heights of perfection one must reach to establish his supremacy among immortal beings who dedicate themselves to enlightenment. Imagine the political acumen and etiquette this individual must possess to unite those who acknowledge no master.

While the path to the top within the Yoroni realms is fraught with dangers, those who reach its pinnacle are secure. They are protected by their own excellence and the loyalty of their followers. If all else fails, they are safeguarded by their supernatural mastery of the blade, which they often display to the crude and unworthy.

Unique Special Rules:

Kensei: (Unique Clash Action) All Enemies within Engagement Range suffer 2 Hits with the **Flawless Strikes** Special Rule.

Command Abilities:

Otherworldly Fury: Friendly Warriors within Command Range gain the **Relentless Blows** Special Rule.

Test of Honor: Friendly Warriors within Command Range gain the **Tenacious** Special Rule.

Messatsu: Friendly **[Ka]** Warriors within Command Range gain the **Bloodlust** Special Rule.



Oyabun

[Chi], [Brute], [Character]

Warlord **150 Points**

Size:3

M	V	C	A	W	R	D	E	CR
5	1	4	4	7	4	3	1	6

Special Rules: Cleave 3, Indomitable, Gokudo

Establishing oneself as the leader among the Ayakashi takes a level of savagery, will, and sheer ruthless cunning that very few can match.

These local warlords command the loyalty of their troops through success and bribery, distributing plunder and largesse among their followers at the expense of whomever they wish. Predatory and fickle, these oxymoronic individuals can be an ally one day and a foe the next.

To their foes and followers, their whims are ironclad rules, and their prowess stands as the only excuse they need to take what they will.

Unique Special Rules:

Gokudo: When Enemies within Engagement Range perform Clash Actions, they must only Target this [Character].

Command Abilities:

Eternal Mountain: Friendly Warriors within Command Range gain the **Bastion** Special Rule.

Immortal Will: Friendly [Chi] Warriors within Command Range gain the **Dauntless** Special Rule.



Kitsune Bakasu

[Fu], [Brute], [Character]

Warlord or Hero 125 Points

Retinue: Tengu Bushi **Size:** 3

M	V	C	A	W	R	D	E	CR
8	2	3	6	5	3	2	3	5

Special Rules: Dodge, Flank, Intonjutsu, Barrage 3 (8"), Deadly Shot

Among the Yoroni, there exist those exemplary individuals who have transcended their origins and have internalized the lessons of more than one realm. Kitsune are amongst the most visible of these rare individuals, beings of mist and dream born of the unfettered winds and tranquil waters of the Reikai.

Kitsune Bakasu are most comfortable with the unshackled nature of the wind, allowing these capricious and mischievous spirits to change forms and strike from unseen angles, placing themselves in pivotal roles time and time again. For these consummate artists, the battlefield is but another place where they can express the drama of the sudden betrayal or catastrophic luck, with themselves as the embodiment of it to their foes.

Unique Special Rules:

Intonjutsu: (Out of Combat Action) Place this **[Character]** within Engagement Range of a **Broken!** Enemy anywhere on the Battlefield.

Command Abilities:

Ninjutsu: Friendly Warriors within Command Range gain the **Opportunist** Special Rule.

Kitsunebi: Friendly **[Fu]** Warriors within Command Range gain the **Deft** and **Flurry** Special Rules.



Kitsune Onmyoji

[Sui], [Brute], [Character], [Spellcaster]

Warlord or Hero 130 Points

Retinue: Kappa Bushi **Size:** 3

M	V	C	A	W	R	D	E	CR
7	1	2	3	5	3	2	2	6

Special Rules: Spellcaster 3, Elusive, Kototamagaku, Flow of Battle

Those Kitsune who embrace the spirit of water over the capricious nature of wind are the closest the Yoroni have to a priesthood. Embracing the art of Kotodama, the power of names, these serene figures seek to allow those Yoroni who possess the enlightenment but lack the power to part the veil to do so through the inscription of their name.

The more powerful the spirit, the sturdier and longer-lasting the summoning. For the least of them, the innumerable souls broken too far by the travails of the elemental hells, an incantation of their name allows them to peer into the prime Domain and make their presence felt, empowering allies and hexing foes as they manifest themselves, making these figures much sought after on the field of battle, where one incantation can doom an enemy to misfortune or propel an ally into glory.

Unique Special Rules:

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

Flow of Battle: [Sui] Warriors within Command Range gain the **Support** Special Rule.

Spells:

Spirit Bond **Essence:** 2

Type: Unique Action

Heal any number of Wounds from Friendly Warriors within Command Range. For each Wound Healed, a single Friendly Warrior within Command Range suffers a Wound. A Warrior cannot suffer Wounds beyond their Wounds Characteristic.

Whispers of Futility **Essence:** 1

Type: Incantation

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

Ethereal Mandate **Essence:** 3

Type: Command Ability

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



Origami Warriors

[Mu], [Brute]

Mainstay Regiment 50/45 Points

Recruitment: 1 Warrior **Size:** 3

M	V	C	A	W	R	D	E	CR
5	0	2	3	3	2	2	0	3

Special Rules: Lethal Demise 2, Bodyguard, A Thousand-Cuts

Options: Leader ..... 15 Points
Additional Warrior ..... 45 Points

While Domaru-damashi represent the greatest fallen warriors of the Yoroni, the nameless and featureless Origami Warriors represent the boiling, endless mass of Yoroni who simply lack the power and enlightenment to pierce the Veil.

The art of Kotodama allows the Onmyoji to inscribe dozens of names upon a massive sheet of paper, where working together, these lesser entities can interact with the Prime Domain. Grateful to escape their hellish environs, the intelligences that empire the Origami warriors are willing to take all manner of dangerous and unseemly tasks for their masters, providing the bulk of the manpower and workforce for the Bakufu and its Daimyos.

In fact the wealth of a Yoroni realm is measured in the number of Origami constructs it controls and generates, kami.

Unique Special Rules:

A Thousand-Cuts: Hits of '1' caused by this Warrior's **Lethal Demise** Special Rule cannot be Blocked.



Oni Ayakashi

[Ka], [Brute]

Mainstay Regiment 85/90 Points

Recruitment: 1 Warrior **Size:** 3

M	V	C	A	W	R	D	E	CR
6	1	2	4	5	3	2	1	4

Special Rules: Fearsome, Cleave 2, Unyielding, Rage Unbound

Standing well over 7 feet tall, the Oni are a terrifying sight to behold. Their powerful frames are capable of incredible feats of strength and savagery, matching the realm they were born from.

While most of the time this explosive power is tamed behind the strict codes of the Bushi and its Enlightenment, those who follow the path of the Ayakashi care little for such restraints. These powerful warriors have attained Paradise after an eternity of torment and sacrifice and now revel in it.

Their discipline has given way to impulsiveness; their strict code of honor has become one of personal exploration and gratification. Their wild, untamed nature makes them a valuable asset on the field of battle, where their savagery and aggression shine.

Options: Leader .....20 Points
Additional Warrior.....90 Points

Unique Special Rules:

Rage Unbound: While Wounded, this Warrior gains the **Burnout** Special Rule.



Tengu Ayakashi

[Fu], [Brute]

Mainstay Regiment 70/75 Points

Recruitment: 1 Warrior **Size:** 3

M	V	C	A	W	R	D	E	CR
7	2	2	2	4	2	2	1	4

Special Rules: Elusive, Zanshin, Barrage 3 (12"), Rapid Volley

Options: Leader ..... 15 Points
Additional Warrior ..... 75 Points

Exemplifying the capriciousness and savagery of their unbridled realm, the Tengu Ayakashi have given in to their predatory instincts. The thrill of the hunt and the confirmation of their own skill is what drives these fearsome marksmen. Sometimes traveling in flocks, sometimes traveling alone, these terrifying incarnations of the winds merciless nature live the life of the bandit, taking what they want from whom they want, much like other Ayakashi.

Unique Special Rules:

Zanshin: When performing Volley Actions, this Warrior may divide their Attacks freely amongst Enemies within Range following the usual Targeting restrictions. Roll Attacks and Blocks against each Enemy separately.



Kami Ayakashi

[Chi], [Brute]

Mainstay Regiment 95/105 Points

Recruitment: 1 Warrior **Size:** 3

M	V	C	A	W	R	D	E	CR
5	1	2	3	6	3	3	0	4

Special Rules: Trample, Brutal, Juggernaut, Tsukitaoshi

Options: Leader .....20 Points
Additional Warrior..... 110 Points

What is the point of power if it is not exercised? Kami who follow the path of the Ayakashi revel in the power their realm has granted them, leading to swollen and might-infused forms. Capable of consuming unfathomable amounts of food and drink, especially drink, and wading into combat with no regard for the blades of their foes, Kami are equally likely to engage in either.

Slow and ponderous, their powerful bodies can shrug off the blows of their foes as they assert their dominance of the field, overwhelming their enemies with crushing ease.

Unique Special Rules:

Tsukitaoshi: Whenever this Warrior causes an Enemy of an equal Size or smaller to be Driven Back; instead of being Moved, you may Place the Enemy anywhere within Engagement Range.



Shikigami

[Mu], [Brute]

Restricted Regiment 55/55 Points

Recruitment: 1 Warrior **Size:** 3

M	V	C	A	W	R	D	E	CR
6	0	2	4	4	1	1	2	3

Special Rules: Swarm, Feral, Dread, Mischevious

Options: Additional Warrior.....55 Points

Not all Yoroni succeed at attaining the pinnacle of the Five Fold Path. Some are simply too reduced, too weakened by their ordeal to reach the top. Stranded halfway, these weakened and reduced souls would be doomed to an eternity trapped within the Eternal Pagoda were it not for the efforts of the Kototamagaku.

These skilled practitioners are capable of calling forth these weakened spirits by invoking their name, aiding them in crossing over to the Prime domain even in their weakened form.

Thus reduced, these pitiful remnants lack the raw power of the Yoroni who cross on their own, but make up for it in sheer numbers and the boundless exuberance for even a brief respite in the Prime domain is enough to empower these souls, invigorating them to return to the Five Fold Path with a vengeance and attain its peak, crossing forth on their own.

Unique Special Rules:

Mischievous: Enemies Engaged with this Warrior cannot perform the Reposition Action.



Tengu Bushi

[Fu], [Brute]

Restricted Regiment 90/100 Points

Recruitment: 1 Warrior **Size:** 3

M	V	C	A	W	R	D	E	CR
7	1	3	4	4	3	2	2	5

Special Rules: Flawless Strikes, Unstoppable, Vanguard, Tessenjutsu

Options: Leader .....25 Points
Additional Warrior..... 100 Points

Fast, mercurial, precise and curious, the Tengu Bushi exemplify the virtues of their realm. Tempering their unparalleled swiftness and precision with the path of the Bushi, they have become the foremost swordsmen amongst the Yoroni. Their light bodies dance on the wind as they deliver righteous slaughter against the foes of their lord, their skill such that they consider it a failure when the foes' blood touches them, let alone a blade.

Unique Special Rules:

Tessenjutsu: After an Enemy performs a Clash Action against this Warrior, this Warrior may choose to be Driven Back from the attacker.



Kappa Bushi

[Sui], [Brute]

Restricted Regiment 80/95 Points

Recruitment: 1 Warrior **Size:** 3

M	V	C	A	W	R	D	E	CR
5	1	3	3	4	4	3	0	5

Special Rules: Iron Discipline, Cleave 1, Hardened, Martial Tranquility

Options: Leader .....25 Points
Additional Warrior.....95 Points

Embracing the flowing and adaptable teachings of their realm, the Kappa Bushi are spiritual warriors, seeking to become one with the Prime Realm and its souls.

Their ceaseless efforts to understand the unified nature of the Prime and their own adaptable nature have allowed these warrior ascetics the ability to temporarily embrace the Epiphanies of the other realms, making them some of the most feared and versatile warriors in the Domains.

Channeling their Enlightenment to suit the situation, these versatile warriors can adapt their fighting style, whether it is sweeping away the foe or resisting their attacks until relief arrives.

Unique Special Rules:

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 from. Each Warrior within this Regiment may each choose an Honoured Ideal separately.



Domaru-Damashi

[Mu], [Brute]

Restricted Regiment 100/120 Points

Recruitment: 1 Warrior **Size:** 4

M	V	C	A	W	R	D	E	CR
6	0	3	5	3	4	1	3	4

Special Rules: Parry, Dodge, Fearless, Dauntless, Spirit Unbroken

Additional Warrior..... 120 Points

While technically immortal spirits, the destruction of a Yoroni's form is still a terrible fate, for they are cast once more into the elemental hells, a traumatic ordeal that can well cost these proud spirits their precious enlightenment and power, meaning it can take centuries for them to ascend back into the Prime Domain.

The Onmyoji have found a way to accelerate this process for the greatest warriors of the Yoroni. By recovering their armor and inscribing their true name, these ancient warriors can once more take to the field of battle, aiding their incarnated allies while earning Enlightenment and merit, which accelerate their ascension.

Truly immortal and fearing nothing, the wisp-like remnants of these warriors routinely sacrifice themselves for their peers, saving lives and earning greater merit, accelerating their Enlightenment.

Unique Special Rules:

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



Oni Kishin Raiu

[Ka], [Cavalry], [Brute]

Restricted Regiment 150/190 Points

Recruitment: 1 Warrior **Size:** 4

M	V	C	A	W	R	D	E	CR
7	0	4	4	7	3	3	1	5

Special Rules: Fearsome, Cleave 2, Impact 2, Brutal, Hatamoto, Fury of the Storm, Mighty Steed

Options: Additional Warrior..... 190 Points

To earn the rank of Kishin, a Yoroni must have Ascended beyond the earthly concerns of his peers. Daring to risk their existence to hone and temper their beliefs, these terrifying entities physically risk the Elemental Hells after having achieved Enlightenment.

It is during these sojourns that many are lost, but those who succeed find treasures beyond measure of which the most common are the slowly drifting Kirin eggs. The bond formed between these two infinitely malleable beings defies easy definition or explanation, but little of this matters to the unfortunate foe who finds himself in the path of this martial juggernaut.

The perfect fusion of honor, power and ruthless force, an Oni Kishin bears different ritual weapons: unleashing the brutal impact of their with their ceremonial yari as Raiu, the Storm; or as Kiba, Fang Horsemen, bearing an Odachi, symbolizing their hunger for challenge and glory.

Unique Special Rules:

Hatamoto: This Warrior is a Standard Bearer.

Fury of the Storm: During an Activation which this Warrior Charges, this Warrior inflicts an additional Wound for each Hit result of '1' that is not Blocked.
This affects both this Warrior's Clash Actions and Impact Special Rule!

Mighty Steed: Only Enemies Engaged with the front base of this Warrior suffer **Impact** Hits. Additionally during its Activation, this Warrior may Move through Enemy non-**[Monster]** Warriors if the Enemy is not Engaged with any other Friendly Warriors. If this Warrior is Placed or ends its Movement on top of an Enemy Warrior, Move that Warrior the minimum distance out from under this Warrior's Base.



Oni Kishin Kiba

[Ka], [Cavalry], [Brute]

Restricted Regiment 140/175 Points

Recruitment: 1 Warrior **Size:** 4

M	V	C	A	W	R	D	E	CR
7	0	3	4	7	3	3	1	5

Special Rules: Fearsome, Cleave 3, Impact 2, Unyielding, Kyōsenshi, Mighty Steed

Options: Additional Warrior..... 175 Points

To earn the rank of Kishin, a Yoroni must have Ascended beyond the earthly concerns of his peers. Daring to risk their existence to hone and temper their beliefs, these terrifying entities physically risk the Elemental Hells after having achieved Enlightenment.

It is during these sojourns that many are lost, but those who succeed find treasures beyond measure of which the most common are the slowly drifting Kirin eggs. The bond formed between these two infinitely malleable beings defies easy definition or explanation, but little of this matters to the unfortunate foe who finds himself in the path of this martial juggernaut.

The perfect fusion of honor, power and ruthless force, an Oni Kishin bears different ritual weapons: unleashing the brutal impact of their with their ceremonial yari as Raiu, the Storm; or as Kiba, Fang Horsemen, bearing an Odachi, symbolizing their hunger for challenge and glory.

Unique Special Rules:

Kyōsenshi: Before performing a Clash Action, this Warrior may choose to suffer Wounds to gain Attacks. For Each Wound suffered, this Warrior gains +1 Attack.
This Warrior cannot use this Special Rule to suffer more Wounds than they have remaining.

Mighty Steed: Only Enemies Engaged with the front base of this Warrior suffer Impact Hits. Additionally during its Activation, this Warrior may Move through Enemy non-**[Monster]** Warriors if the Enemy is not Engaged with any other Friendly Warriors. If this Warrior is Placed or ends its Movement on top of an Enemy Warrior, Move that Warrior the minimum distance out from under this Warrior's Base.



Dai Yokai

[Monster]

Monster **295 Points**

Size: 5

M	V	C	A	W	R	D	E	CR
7	0	5	5	5	4	4	2	5

Special Rules: Cleave 4, Fearsome, Counter Attack, Tsunami Strike, Path of the Shuten-Doji

Dai Yokai are those currently walking the path of the Bushi and their martial prowess and expertise know no match. Masters of the blade and confident in their own power these enlightened paragons have been known to bring down fortress walls with a single perfect strike.

Slicing through the mortal flesh of their foes is no challenge at all for these roving calamities. Greatest among the Yoroni are those who seek to emulate the path of Shuten-doji, the first of their path to walk and master the path of Enlightenment. Each of these brave souls must walk the path of the realms twice, once as a Bushi, seeking enlightenment from the noble ideas of their Path, and another as an Ayakashi, seeking enlightenment through self gratification.

While none have yet managed to replicate this legendary achievement, many of the greatest among the Yoroni continue to try this lonely path.

Options:

Five-Fold Path

When Mustering your Warband, select one of the following Battlefield Roles for this **[Monster]** to gain:

[Ka], [Fu], [Chi], [Sui], [Mu]

Unique Special Rules:

Tsunami Strike: (Unique Clash Action) May be performed while Unengaged. All Enemies within Command Range suffer 1 Hit with the **Cleave 2** Special Rule.

Path of the Shuten-Doji: (Draw Event)
Choose one of the following effects to gain this Round:

Iaijutsu: Gain the **Quicksilver Strikes** Special Rule.

Ukenagashi: Gain the **Parry** Special Rule.

Kubikiri: Gain the **Fiend Hunter** Special Rule.

Dai Yokai

Injured

[Monster] Size: 5

M	V	C	A	W	R	D	E	CR
6	0	4	4	5	3	3	1	5

Special Rules: Cleave 3, Fearsome, Counter Attack, Tsunami Strike, Path of the Shuten-Doji

Unique Special Rules:

Tsunami Strike: (Unique Clash Action) May be performed while Unengaged. All Enemies within Command Range suffer 1 Hit with the **Cleave 2** Special Rule.

Path of the Shuten-Doji: (Draw Event)
Choose one of the following effects to gain this Round:

Iaijutsu: Gain the **Quicksilver Strikes** Special Rule.

Ukenagashi: Gain the **Parry** Special Rule.

Kubikiri: Gain the **Fiend Hunter** Special Rule.



Genya no Yokai

[Monster]

Monster **265 Points**

Size: 5

M	V	C	A	W	R	D	E	CR
6	0	4	6	6	3	3	1	4

Special Rules: Cleave 2, Terrifying, Impact 3, Smite, Eater of Forms, Vengeful Spirit

Genya no Yokai walks the path of the Ayakashi, and the world itself shudders at their step. Twisting the power and enlightenment to their own selfish needs, these raging colossi are capable of drawing all forms of energy and enlightenment into themselves, feeding their bottomless hunger and rage, making them terrifying foes who know no mercy, no weakness and offer no respite to their beleaguered foes.

Greatest among the Yoroni are those who seek to emulate the path of Shuten-doji, the first of their path to walk and master the path of Enlightenment. Each of these brave souls must walk the path of the realms twice, once as a Bushi, seeking enlightenment from the noble ideas of their Path, and another as an Ayakashi, seeking enlightenment through self gratification.

While none have yet managed to replicate this legendary achievement, many of the greatest among the Yoroni continue to try this lonely path.

Options:

Five-Fold Path

When Mustering your Warband, select one of the following Battlefield Roles for this **[Monster]** to gain:

[Ka], [Fu], [Chi], [Sui], [Mu]

Unique Special Rules:

Eater of Forms: For each Slain Friendly Ideal Card, this **[Monster]** gains the benefit of that Honoured Ideal for the remainder of the Battle. This **[Monster]** cannot benefit from multiples of the same Honoured Ideal.

Vengeful Spirit: This **[Monster]**'s **Lethal Demise X** Special Rule is equal to the number of Unique Friendly Slain Ideal Cards.

Injured

[Monster] Size: 5

M	V	C	A	W	R	D	E	CR
7	0	3	7	5	3	3	1	4

Special Rules: Cleave 2, Flurry, Terrifying, Impact 2, Lethal Demise X, Eater of Forms, Vengeful Spirit

Unique Special Rules:

Eater of Forms: For each Slain Friendly Ideal Card, this **[Monster]** gains the benefit of that Honoured Ideal for the remainder of the Battle. This **[Monster]** cannot benefit from multiples of the same Honoured Ideal.

Vengeful Spirit: This **[Monster]**'s **Lethal Demise X** Special Rule is equal to the number of Unique Friendly Slain Ideal Cards.





Jorogumo Mahotsu

[Mu], [Monster], [Character], [Spellcaster]

Monster Warlord 300 Points

Size: 4

M	V	C	A	W	R	D	E	CR
7	1	3	5	5	4	2	2	6

Special Rules: Deadly Blades, Spellcaster 4, Cleave 1, Dread, Harmony through Dissonance, Preternatural Poise

Jorogumo are creatures of mystery even among the Yoroni. Some claim them to be kin to the Kitsune and point to their refinement and beauty and power over dreams and song. Others believe them to be Yoroni attuned to Earth and Water; a confluence that creates the para element of poison and explains their exalted nature.

Others still believe them to be amongst the most Enlightened of Yoroni, capable of discerning reality for what it really is, a web of dream and illusion woven by Balance to keep Destruction asleep who have allied with the spirits that perform the weaving itself. Whatever the case might be, none can deny their power, whether it be the entrancing performance of the Geisha or the reality altering sorcery of the Mahotsu.

Especially when combined with the terrifying power of of their mount (or is it their body?). Either way, these creatures are a dream to fight alongside and a nightmare to face on the battlefield.

Unique Special Rules:

Harmony Through Dissonance: Whenever an Ideal Card is used to Activate a Friendly Profile of a different Ideal, gain 1 Essence

Preternatural Poise: (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.

Jorogumo Mahotsu

Injured

[Mu], [Monster], [Character], [Spellcaster] Size: 4

M	V	C	A	W	R	D	E	CR
7	1	3	4	4	3	2	2	6

Special Rules: Deadly Blades, Spellcaster 4, Cleave 1, Dread, Harmony through Dissonance, Preternatural Poise

Spells:

Terrifying Temptress **Essence:** 1

Type: Incantation

After an Enemy ends their Activation within Command Range. They must immediately take a Resolve Test, if Failed they become **Broken!**

Web of Lies **Essence:** 3

Type: Unique Action

This Round, Enemies within Command Range suffer -1 March and are never **Inspired!**

Shadow-Weave **Essence:** 2

Type: Command Ability

All Friendly Warriors within Command Range count as being within Obscuring Terrain.



Jorogumo Geisha

[Mu], [Monster], [Character]

Monster Warlord — 280 Points

Size: 4

M	V	C	A	W	R	D	E	CR
8	1	4	6	5	4	2	3	5

Special Rules: Deadly Blades, Flank, Cleave 1, Dread, Spiritual Consort, Preternatural Poise, Ningyo Johruri

Jorogumo are creatures of mystery even among the Yoroni. Some claim them to be kin to the Kitsune and point to their refinement and beauty and power over dreams and song. Others believe them to be Yoroni attuned to Earth and Water; a confluence that creates the para element of poison and explains their exalted nature.

Others still believe them to be amongst the most Enlightened of Yoroni, capable of discerning reality for what it really is, a web of dream and illusion woven by Balance to keep Destruction asleep who have allied with the spirits that perform the weaving itself. Whatever the case might be, none can deny their power, whether it be the entrancing performance of the Geisha or the reality altering sorcery of the Mahotsu.

Especially when combined with the terrifying power of of their mount (or is it their body?). Either way, these creatures are a dream to fight alongside and a nightmare to face on the battlefield.

Unique Special Rules:

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

Preternatural Poise: (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.

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.

Jorogumo Geisha

Injured

[Mu], [Monster], [Character] Size: 4

M	V	C	A	W	R	D	E	CR
7	1	4	5	4	3	2	2	5

Special Rules: Deadly Blades, Flank, Cleave 1, Dread, Spiritual Consort, Preternatural Poise, Ningyo Johruri

Command Abilities:

Illusory Performance: Friendly Warriors within Command Range may ignore Enemy Engagement Ranges. *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.*

Dance of Discord: Other Friendly **[Mu]** Warriors within Command Range gain the **Shukuchi** Action.

Shukuchi: (Unique Action) Place this Warrior anywhere wholly within the Command Range of this **[Monster]**.





Rewards of Discipline

Upgrades: All

Each [Character] in your Warband may purchase a single Upgrade from the lists below. A [Character] can only purchase Upgrades from the Lists of their corresponding Battlefield Roles. A Warlord may instead purchase 2 Upgrades. A [Monster Character] cannot purchase any Upgrades.

Spirit Guardian: 15 points
Each time a Friendly Command Card is Slain, this [Character] Heals 1.

Void Caller: 10 points
If this [Character] is Activated from a Mu Ideal Card, this [Character] gains the **Dread** and **Swarm** Special Rules until the End of the Round.

One with Nothing: 20 points
[Mu] Warriors within this [Character]'s Command Range gain this Character's Ideal Battlefield Role.

Shimenawa: 15 points
Enemy [Spellcaster]s within Command Range suffer -1 to their **Spellcaster** Special Rule.

Wayward Wanderer: 25 points
Daimyo only. During each Command Phase, this [Character] may replace their [Ka] Ideal Card with any of the following this Round: [Chi], [Fu], [Sui], or [Mu]. If this [Character] is Slain, the chosen Card is Removed during the Victory Phase.

Honored Sashimono: 15 points
This [Character] counts as a Standard Bearer. If this [Character] is Activated using their corresponding Ideal Card, this [Character] may immediately perform the Duel Command Ability.



Rewards of Discipline

Upgrades: Ka

Blazing Spirit: 5 points
This **[Character]** gains the **Aura of Death 1** Special Rule.

Ikken Hissatsu: 20 points
This **[Character]** gains the **Smite** Special Rule.

Lasting Legacy: 30 points
When this **[Character]** is Slain, they may immediately perform a free Clash Action before being removed from the Battlefield.



Rewards of Discipline

Upgrades: Fu

Divine Wind: 10 points
This **[Character]** gains the **Fly** Special Rule.

Sakkijutsu: 15 points
This **[Character]** gains the **Quicksilver Strikes** Special Rule.

Tsujigiri: 20 points
After being Moved or Placed, each Enemy this **[Character]** left the Engagement Range of suffers 1 Hit. Enemies cannot use their Evasion Characteristic to Block this Hit.



Rewards of Discipline

Upgrades: Chi

Stone Embrace: 15 points
This **[Character]** and all Friendly Warriors within Command Range gain the **Pavise** Special Rule.

Jingasa of Khan'Ur: 25 points
When this **[Character]** is Slain, select a Terrain Feature within Command Range. The Enemy that Destroyed this Character suffers Hits equal to the Size of the selected Terrain.

Earthen Fortitude: 10 points
This **[Character]** gains the **Oblivious** Special Rule.



Rewards of Discipline

Upgrades: Sui

Roaring Waters: 25 points

When a Warrior is Activated from the **[Sui]** Ideal Card within this **[Character]**'s Command Range, they gain the **Impact +1** Special Rule.

Crashing Tides: 20 points

When this **[Character]** becomes **Broken!**, all Enemies within Engagement Range immediately become **Broken!** and are Driven Back.

Chikara-Mizu: 30 points

Once per Game. After all other Command Cards have been Activated (both Friendly and Enemy), this **[Character]** may immediately be Activated again. *This Character does not benefit from any Honoured Ideal during this Activation.*



Legends of Eä

The following unique **[Characters]** will all possess the **[Legendary]** Battlefield Role, something they have truly earned! These **[Characters]** may be included in your Warband as a Warlord choice. However, they cannot purchase any Upgrades, as they already have acquired their own personal artefacts and armaments throughout their journeys.

[Legendary Characters] also possess their own Retinues when fielded as Warlords as indicated.

The **[Legendary Characters]** of the Yoroni and their Retinues are:

- Murakame Wako (Kappa Bushi)
- Ikasukoro the Iron Daimyo & Zako (Domaru Damashi)





Murakame Wako

Suzerain of a Hundred Hateful Tides

[Legendary], [Brute], [Sui], [Character]

Warlord **170 Points**

Retinue: Kappa Bushi **Size:** 3

M	V	C	A	W	R	D	E	CR
5	1	4	4	6	4	3	1	6

Special Rules: Cleave 1, Iron Discipline, Smite, Hardened, Captain of the Drowned Knell, Uncharted Waters, Snapping Strike

To be enlightened is to enter paradise: Eä. To enter paradise, one must reach the pinnacle of the Eternal Pagoda that pierces the heavens. This is the journey of all Yoroni, and all are bound to walk its path.

Wako took his first steps along the Five-Fold Path, finding neither joy nor excitement about what lay ahead. "What freedom is there in a set path?" he thought. "What excitement lies in a journey first claimed by another?". He could hear it, the roiling of unseen waters and the crashing of titanic waves, just out of reach beyond the Pagoda's walls: an ocean of shimmering unreality.

Wako would gather others like him, others who faltered or stalled in their journey, and sail into the unknown aboard the Drowned Knell as its infamous captain. Growing in size and power through arduous adventure, the Drowned Knell and its crew would breach through the Prime Domain; continuing their exploits in heaven, among the seas of Eä.

Unique Special Rules:

Captain of the Drowned Knell: Kappa Bushi in your Warband gain the **Bodyguard** Special Rule.

Uncharted Waters: When a Friendly Warrior within Command Range Activates using their corresponding Ideal Card, they may immediately Move up to half their March Characteristic. (rounding up)

Snapping Strike: Enemies that end a March Action Engaged with this **[Character]** suffer 1 Hit with the **Cleave 2** Special Rule.

Command Abilities:

Kyōrandotō: Friendly Warriors within Command Range gain the **Counter Attack** Special Rule.

Hateful Tides: All Enemies within Command Range count as being within Water Zonal Terrain.



Ikasukoro
the Iron Daimyo

[Legendary], [Brute], [Ka], [Character]

Warlord **195 Points**

Retinue: Domaru Damashi **Size:** 3

M	V	C	A	W	R	D	E	CR
5	1	5	4	7	4	4	0	1

Special Rules: Cleave 2, Dauntless, Fearsome, Brutal, Shinogi wo Kezuru, Imposing Tyrant, Akuma, Overlord

There is no other Daimyo with the respect and power that Ikasukoro commands. After his legendary duel with Kensei Tsuroji, many of his followers expect him to descend to the Hells once more to emulate Shuten Doji. He has thus far demurred, claiming to prepare for his greatest challenge yet, against a danger that even now brews within the ranks of the Bakufu.

What few know is that Ikasukoro himself is the danger to the Bakufu. Posing as Kensei Tsuroji's greatest admirer, Ikasukoro knows what no one else knows: Kensei Tsuroji will not return, because he cannot.

The legendary duel was anything but, it was a ruthless betrayal against a legend weakened by poison and underhanded traps. To prevent his return, Tsuroji's name and form was defiled; reduced to 'Zako,' a puny Shikigami bound to Ikasukoro. Ikasukoro now waits, biding his time to reveal his next move while building his powerbase and forces to a level unheard of amongst the Yoroni.

Unique Special Rules:

Shinogi wo Kezuru: A Warband including Ikasukoro cannot include Murakame Wako.

Iron breaks the shell.
Opposed in both heart and mind.
Hatred boils the sea.

Imposing Tyrant: (Draw Event) Any Enemies within Engagement Range must Pass a Resolve Test or immediately become Broken! ゴ ゴ ゴ ゴ

Akuma: If Ikasukoro was Activated using the Ka Ideal, after his Activation you may replace one of your remaining Ideal Cards with a Ka Card until the End of the Round.

Overlord: Ikasukoro and Zako are Deployed and Activated together as if they were a Regiment. At the start of your Command Phase, if Zako is Slain, Raise him wholly within 3" of Ikasukoro. If Ikasukoro is Slain, remove Zako from the Battlefield.

Ikasukoro & Zako

Command Abilities:

Tekken Seisai: Friendly Warriors within Command Range gain the **Iron Discipline** Special Rule.

Uragirimono: Friendly Warriors within Command Range gain the **Fiend Hunter** Special Rule.

Kyōteki: Broken! Enemies within Command Range must perform a Combat Rally Action during their Activation instead of the Rally Action, even if they are Unengaged.

Zako

[Legendary], [Brute] Size: 2

M	V	C	A	W	R	D	E	CR
6	0	1	1	2	1	1	2	7

Special Rules (Zako): Feral, Elusive, Underling, Daibensha

Unique Special Rules:

Underling: While Ikasukoro is within Zako's Command Range, Ikasukoro treats Zako's Command Range as his own.

Daibensha: (Unique Action) Can only be used while Ikasukoro is within Command Range. Ikasukoro immediately performs the Duel Command Ability. *A Character in a Duel cannot perform the Duel Command Ability!*



Bushidan Clan

Warband of Legend

Warbands of Legend: Instead of Mustering your Warband using your normal Faction roster, you may choose to instead select this list to Muster your Warband from. A Warband of Legend is a thematic and focused way to build your Warband; composed of a specific selection of Characters, Regiments, and Monsters that provide alternative Army Rules and Unique Upgrades as well as a different Warband organization options. Due to the already specialized nature of these Warbands, Warlords included within do not have access to Retinues. Each selection may only be included in your Warband once.

Warlords:
Daimyo
Oyabun
Joragumo Mahotsu
Ikasukoro, the Iron Daimyo

Mainstay Regiments:
Tengu Bushi
Kappa Bushi
Oni Kishin Raiu
Domaru-Damashi

Heroes:
Kitsune Bakasu
Kitsune Onmyoji
Oyabun

Restricted Regiments:
Oni Ayakashi
Tengu Ayakashi
Kami Ayakashi
Oni Kishin Kiba

Monsters:
Dai Yokai



Bushidan Clan

Army Rules



The Five-fold Path: The fierce and noble Yoroni embody the power of the Elements in their most absolute. Although differing greatly in form, the Yoroni travel into the mortal plane seeking enlightenment through battle. The Warriors of the Yoroni will possess any of the following Battlefield Roles: **[Ka]**, **[Chi]**, **[Fu]**, **[Sui]**, or **[Mu]**.

Ideal Cards: The Warriors of the Yoroni do not possess regular Command Cards specific to their Profile. Instead the Command Cards of the Yoroni are of their Battlefield Role, namesake of the Ideal they represent. Any Command Card may be used to Activate any Friendly Regiment. During each Victory Phase if all Warriors of the same Profile are Slain, remove a single Command Card of their Ideal. When revealing a Command Card during the Deployment Phase, Place all Warriors of the corresponding Ideal from the same Profile. *Example: The Yoroni player Reveals a Chi Command Card, either their Oyabun or Kami Ayakashi may be Placed from it.*

Honoured Ideals: When a Warrior is Activated, they gain a Special Rule depending on which Ideal Card was used to Activate them. The Special Rule lasts until the end of their Activation.

Ka- Overwhelm
Chi- Bravery
Fu- Overrun
Sui- Regeneration
Mu- Aura of Death +1

Test of Spirit: While there are any Friendly Warlords on the Battlefield, during the Command Phase the Yoroni player may choose to shuffle their Command Cards in a stack face-down in a random order; secret from both players! When it is the Yoroni player's turn to Activate a Command Card, they draw the top Card of the Stack and Activate it. This Round, any Warrior Activated from an Ideal different from their own gains the benefit of their own Honoured Ideal in addition to the one they are Activated with.

If an effect allows you to add or replace an Ideal Card during the Round, simply look through your remaining Cards, add or replace the Ideal, then reshuffle the Ideal Cards back into a randomly ordered stack face-down.

Honorbound: Yoroni **[Characters]** cannot decline Duels and gain the **Blessed** Special Rule while participating in a Duel.

Rewards of Honor

Upgrades

[Characters] from this Warband of Legend may only purchase Upgrades from the list found below. A Warlord may instead purchase 2 Upgrades. A **[Legendary Character]** or **[Monster Character]** cannot purchase any Upgrades.

Ronin: 10 points
Warlord or Hero only. This **[Character]** can perform 3 Command Abilities during the Command Phase instead of 1. This **[Character's]** Command Abilities that affect Friendly Warriors can only affect themself.

Akutō: 10 points
Leader only. Warriors of this Regiment within Command Range gain the **Deadly Blades** Special Rule.

Kyōtō-Suru: 5 points
Friendly Warriors within Command Range gain the **Phalanx** Special Rule.

Fudōshin: 15 points
[Sui] only. Friendly **[Sui]** Warriors within Command Range can never be Broken! or Inspired. A Broken! Warrior affected by this Upgrade immediately Rallies.

Mighty Daikyu: 25 points
[Ka] only. This **[Character]** gains the **Shaho Hassetsu** Unique Volley Action.

Shaho Hassetsu: (Unique Volley Action) Target Enemy within 10" suffers 3 Hits with the **Armor Piercing 3** Special Rule.

Rikishi: 15 points
[Chi] only. This **[Character]** gains the **Hyakuretsu Harite** Unique Clash Action.

Hyakuretsu Harite: (Unique Clash Action) Target Enemy within Engagement Range suffers 6 Hits with the **Quicksilver Strikes** Special Rule; all subsequent Rolls of the same result are automatically negated. *Example: This Character rolls the following: 1,2,2,4,5,6. The Enemy will only suffer 4 Hits (1,2,4,5) as the duplicate 2 is negated.*

Shippūjinrai: 20 points
[Fu] only. During Enemy Clash Actions against this **[Character]**, when Blocking Hits; all Hits of the same result are negated. *Example: this Warrior suffers Hits of a 4, 2, and 2. Successfully Blocking one of the 2's will negate both results of '2' using only a single result!*

Spirit Guardian: 15 points
Each time a Friendly Command Card is Slain, this **[Character]** Heals 1.

Rewards of Honor

Upgrades

Shimenawa: 15 points

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

Honored Sashimono: 15 points

This **[Character]** counts as a Standard Bearer. If this **[Character]** is Activated using their corresponding Ideal Card, this **[Character]** may immediately perform the Duel Command Ability.

Ikken Hissatsu: 20 points

[Ka] only. This **[Character]** gains the **Smite** Special Rule.

Lasting Legacy: 30 points

[Ka] only. When this **[Character]** is Slain, they may immediately perform a free Clash Action before being removed from the Battlefield.

Sakkijutsu: 15 points

[Fu] only. This **[Character]** gains the **Quicksilver Strikes** Special Rule.

Tsujigiri: 20 points

[Fu] only. After being Moved or Placed, each Enemy this **[Character]** left the Engagement Range of suffers 1 Hit. Enemies cannot use their Evasion Characteristic to Block this Hit.

Jingasa of Khan'Ur: 25 points

[Chi] only. When this **[Character]** is Slain, select a Terrain Feature within Command Range. The Enemy that Destroyed this Character suffers Hits equal to the Size of the selected Terrain.

Earthen Fortitude: 10 points

[Chi] only. This **[Character]** gains the **Oblivious** Special Rule.

Crashing Tides: 20 points

[Sui] only. When this **[Character]** becomes **Broken!**, all Enemies within Engagement Range immediately become **Broken!** and are Driven Back.

Chikara-Mizu: 30 points

[Sui] only. Once per Game. After all other Command Cards have been Activated (both Friendly and Enemy), this **[Character]** may immediately be Activated again. *This Character does not benefit from any Honoured Ideal during this Activation.*