Rules Update and Errata (24/02/2015)

In this document **Bold** text is the new text replacing any previous text. When updated, new errata and new rules added since the previous document will be added in Red.

Rulebook

Game Terms and Concepts

Base to Base: A model is in Base to Base (abbreviated to BtB) with another model if their bases are physically touching. **An activating model can only enter BtB with one Enemy model per activation.**

Line of Sight: A model can draw LoS up to 90 degrees either side of its Facing (see Facing). LoS is achieved if you are able to draw a straight line **from any part of a model's Volume** to a point on the table or Volume of another model (See Volume). LoS is blocked by other models' Volumes (including Friendly) and Terrain elements.

Placed: If a model is Placed it cannot be Placed into the Volume of an Impassable Terrain Element, another model or into BtB with an Enemy model. The player Placing the model decides the model's Facing.

Profile Cards

Statistics: The number is the model's base statistic value. Some models also have a number of Ki icons to the side of the Statistic value. This is the Statistic's Ki Boost cost. This is the cost in Ki Tokens. **The increase to the Statistic lasts until the current activation is resolved.** A player may increase a Statistic multiple times (to a maximum of double its base Statistic), as long as there are Ki Tokens available to do so (See Ki Feats).

4. Wounds Track: The number of wounds a model can suffer. **When a model suffers wounds an equal number are marked from its Wound Track.** When a model has 0 wounds remaining on its Wound Track it is removed from the table. **When a model Heals wounds it recovers marked wounds from its Wound Track. A model cannot Heal more than it has marked wounds.**

Special Cards

6. Rice Cost: The cost to recruit the card for the Warband. If the cost is viable it is always based on the un-printed Rice Cost on the models' profile card.

Tests

Size Tests: A Size test is a Target test. A model taking a Size Target test; rolls a number of dice equal to its size after modifiers.
Tiny = Auto failure
Small = 1 dice
Medium = 2 dice
Large = 3 dice
Huge = Auto success.
Weak = -1 dice (if this reduces the number of dice to 0 then the model automatically fails the test.)
Strong = +1 dice

Ranged Attacks

1c – if the range is further than the Long Range of the weapon then the action fails, move to **step 7.**"

Modifiers

Range Bands	Base Target Number
Short	4
Medium	5
Long	6

~~Target is Exhausted - 1~~

+1 If the Active model **has, or will move during the activation.**

Melee Exchanges

6. Remember, if a player rolls no dice of one type then their final result of that type is 0, however if a player rolls no Attack dice then no Damage Roll is made in Step 9.

Outnumbering

Models in Melee Exchanges suffer a -1 modifier for each Enemy model in BtB with which they are not **currently** resolving a Melee Exchange ~~during this activation~~, and which is not also in BtB with a Friendly model.

Traits

Aggressive: This model must allocate **at least as many dice** to Attack as to Defence during Melee Exchanges.

Bodyguard (X/Type): If an Enemy model either moves into BtB with a Friendly model of the Type specified, or Targets it with a Ranged Attack during its activation, this model may switch positions with the Friendly model if the following conditions are met:
• The Friendly model is within X" and in LoS.
• The Friendly model was not in BtB with an Enemy model at the start of the activation.
• This model is not in BtB with an Enemy model.
• This model is not Exhausted.
• Both models switching positions can fit within the area the other models base occupied.
Any Melee Exchanges and Ranged Attacks are then resolved using this model as the Target.

Camouflage (X): Enemy models starting their activation while this model is benefitting from Cover from a Terrain Element cannot Target or enter BtB with this model, unless the enemy model is within X" at the start of its activation.

Channel (X): During this model's activation it may remove any number of its own Ki tokens. Its Controller then chooses any Friendly model(s) within X" to distribute those Ki tokens to. If the model is outside of this range then the Ki tokens are discarded.

Co-ordinated Attack (Type): If this model is in a Melee Exchange and a Friendly model of Type is also in BtB with the Enemy model, this model gains +1 MS bonus. A model can only benefit from this trait once per Melee Exchange.

Defensive: This model must allocate **at least as many dice** to Defence as to Attack during Melee Exchanges.

Durable: When this model would suffer more than one wound it only suffers one wound. If this model would **Heal** wounds it only **Heals** one wound. **This trait is resolved after the Toughness trait.**

First Strike: This model gains the Initiative for the first **Melee Exchange** with an Enemy model if it started the Melee Exchange not in BtB with it, or another Enemy model.

Heal (X): When not in BtB with an Enemy model this model may declare a Simple action and **Heal** X marked wounds from its Wound Track or the Wound Track of a model in BtB.

Kami: When this model would suffer wounds, instead remove an equal number of Ki tokens. If this model has no Ki tokens it is removed from play. This model may not gain or lose Ki tokens as a result of the Channel or Leech traits. This model has Immunity (Poison/Fire) and cannot be Healed.

Regenerate (X): This model **Heals** X wounds during the End Phase.

Rise: When this model is reduced to 0 wounds **it becomes Prone. At the end of the current action** make a Target test with a Target Number of X. If successful the model **Heals** all Wounds. If it fails remove the model from play as normal.

Stubborn: This model can only declare a Disengage action **if it is Immobilised.**

States
• Immobilised. As long as a model is Immobilised it cannot declare any actions except Disengage, Ki Feats usable in Melee or Stand Up. An Immobilised model cannot move or be moved, except to change facing, and suffers a -1 Melee Skill. Remove the model's Immobilised state when:
     o The Immobilising model it is no longer in BtB with the Immobilised model.
     o The Immobilising model participates in a Melee exchange with another model.
     o Or the Immobilised model has successfully Disengaged from the Immobilising model.
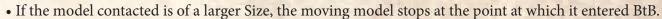A Model with the Intangible or Automatic Disengage trait has Immunity (Immobilised).

• Disguised. Whilst this model is Disguised Enemy models with a Ki Statistic of 1 or less cannot Target or voluntarily move into BtB with this model. Enemy models is a Ki Statistic of 2 or more must make an Opposed Ki test against this model when Targeting or attempting to move in BtB with this model. If the Enemy model is successful remove the Disguised state and resolve the action as normal. If unsuccessful it's activation ends and its condition worsens as if it had completed the attempted action.
If a Disguised model declares a Melee, Ranged Attack, Charge action or participates in a Melee Exchange remove its Disguise marker. Whilst a model is Disguised it has no ZoC.

• Held. When a Held model declares a Melee, Run, Charge, Stand Up or Walk action. Before the model is moved it must make a Size (5) Target test. If unsuccessful the model's action is considered resolved. If successful the model is no longer Held and resolves its action as normal. A Held model cannot declare the use of Special attacks or Defences. A model can declare a Simple action to remove the Held marker if not in BtB with an Enemy model. Enemy models in BtB with a Held model can declare actions as if they were not in BtB. If a Held model is moved by any other effect then remove the Held state. Intangible models can never become Held.

Special Attacks and Defences
All Special Attacks and Defences have an X cost after the name text, this is the number of dice to remove from the model's Melee dice pool (See Melee Exchanges) if it chooses to use a Special Attack or Defence. **A model's dice pool cannot be reduced to 0 through to use of a Special Attack or Defence, and if this would happen the player cannot declare that Special Attack or Defence.**

If through a movement from a **Slam Attack, Throw Attack or Throw Defence** a model is moved into BtB with another model then, dependant on the two models' Sizes, one of the following occurs:

- If the model contacted is of a larger Size, the moving model stops at the point at which it entered BtB.
- If the model contacted is of an equal Size, the moving model stops at the point at which it entered BtB and both models become Prone.
- If the model contacted is of a smaller Size, the moving model continues its movement and pushes the model it contacted directly away from the point of contact a distance that would enable the moving model to continue its movement without contacting the model. The model it contacted becomes Prone at the end of the movement.

If through a movement from a Push Attack, Force Back Attack, Drag Defence or Push Defence a model is moved into BtB with another model then the moving model stops at the point at which it entered BtB.
Immobilise Attack: If the attack is successful the Defender becomes Immobilised. The Defender does not suffer a Damage roll from this Attack but does not become the Attacker for this Melee Exchange.

Powerful Attack: If the Attack is successful then the Attacker gains an additional **+3** Strength for the Damage Roll caused by this Attack.

Throw Attack: If the Attack is successful the Defender is **moved** D2" within LoS of the Attacker, and becomes Prone. The Defender suffers half the wounds from the Damage Roll caused by this Attack.

Throw Defence: If the Defence is successful the Attacker is **moved** D2" within LoS of the Defender, and becomes Prone.

Terrain Rules
Players should randomly decide which player sets up the terrain: No Impassable Terrain element may be placed **within a Zone** or within 2" of a Scenario Objective, or another Terrain element with the Impassable trait.

Game Setup and Turns
A Game Turn
3. Tactical Roll: Both players **perform an Opposed test using a single D6**; the player who rolls highest, after any modifiers, decides which player will be the Active Player first in the Turn. **This player also declares second when declaring the use of Unique Effects, Ki Feats or using Special cards during the Starting and End phase until the next Tactical Roll.**

Profile Cards

Prefecture of Ryu
Hiro Takashi:
Ranged Ki Boost is an Error.

Tenchi:
Ranged Ki Boost is an Error.
"Spirit Guardian" - **Errata**
When a Friendly model within the **Pulse's area of effect** is Targeted by an Enemy model's Ki Feat, change the Target to this model. Range is measured to the original Target.

Daisuke:
"Prayer of Purification" - **Reworded**
When this model uses its Heal trait instead of **Healing** wounds it may instead remove an equal number of **Berserk, Blind, Controlled, Fire, Poison, Spirit Block or Stunned** markers from the Target.

Matsu Takashi:
"Force Manipulation" - **Errata**
This model gains one of the following until the current action is resolved;
• Ranged 4/8/12.
• Ranged: Strength: +1.
• Ranged: Strength: Special; This model's Ranged Attack is considered a Slam Attack. **This Ki Feat can only be used once per turn.**

Hanso:
"Move It!" - **Reworded**
This model's Controller chooses up to three **other** Friendly, Ashigaru within the Pulse's **area of effect**. Those models immediately perform a Walk action. This action does not cause those model's Conditions to worsen.

Cult of Yurei
Taka:
"Instill Wrath" - **Errata**
Target range changed from LoS to 12"
Perform an Opposed Ki test with Target Enemy model. If successful that model becomes Berserk **until the End Phase** and gains one Stunned marker.

Marrionette: - **Errata**
Jump Up added to the Traits section.

Mo Ises:
Unique Effects - **Reworded**

Large Swarm of Rats:
Unique Effects - **Reworded**
The Large Swarm of Rat's Melee Skill and Ki Statistic is equal to the number of wounds it has remaining **unmarked** on its Wound Track.
During the End Phase you may remove a Friendly Swarm - Rat model in BtB from play. If you do **Heal** one wound.

Gaki:
Unique Effects - **Reworded**
Once per turn when a non-Soulless Enemy model is reduced to 0 wounds by this model, it may if not Exhausted, become Exhausted and **Heal** a number of wounds equal to the Enemy model's Size then remove the Enemy model from play.
• Tiny & Small = 1 wound
• Medium = 2 wounds
• Large = 3 wounds
• Huge = 4 wounds

Gok, the Corpse Collector:
"Cloud of Flies" – **Reworded**
Enemy models in, or entering the Aura's area of effect gain a Stunned marker. Models can only gain one

Stunned marker per turn as a result of this Ki Feat.

Harionago
"Circular Strike" - **Reworded**
This model must make a Ranged Attack against all **other** models within the Pulse's area of effect. Terrain **Elements** and model's **Volumes** block and stop the Pulses **area of effect** from extending beyond. This model's Controller decides the order the Ranged Attacks are resolved. These attacks are considered to be at Medium Range Band. This Ki Feat can only be used once per turn.

Silvermoon Trade Syndicate
Tsubaki:
Unique Effects - **Reworded**

Okette San:
Unique Effects - **Errata**
"If during the **Starting Phase** this model is not in BtB with a Friendly model with the Command (Animal) Trait it becomes Berserk."

Fitiaumua:
Unique Effects - **Reworded**
During the Start Phase this model can Target an Enemy model within 8". Perform an Opposed Ki test with the Targeted model, if this model is successful the Target gains Cowardly, **loses Aggressive** and cannot Target this model with a Melee, Charge or Ranged Attack action until the End Phase.

Temple of Rokan
Aiko:
 "Blessing of the Kami"- **Reworded**
Target range changed from LoS to 12"
This model Targets a Friendly non-Soulless model in LoS. That model gains a Blessing token. A model may spend the Blessing token at any time it could use an Instant Ki Feat. When a model spends a Blessing token choose one of the following effects;
• Fire: This model gains +1 Melee Strength and Fire (1/1) until the current action is resolved. This Ki Feat can only be used once per turn.
• Water: This model **Heals** two wounds.
• Earth: This model gains Armour (2) until the current action is resolved.
• Air: This model gains Move +1 and Light Footed until the current action is resolved.

Atsuko:
"Prayer of Purification" – **Reworded**
When this model uses its Heal trait instead of **Healing** wounds it may instead remove an equal number of **Berserk, Blind, Controlled, Fire, Poison, Spirit Block or Stunned** markers from the Target.

Ekusa:
Ranged Ki Boost is an Error.
"Healing Touch"- **Reworded**
Target Friendly model in BtB **Heals** X wounds.

Gorilla:
"ea" in the Rice Cost is an Error

Kenko:

"Body of Oak"- **Reworded**

This model gains Armour (X) until the current action is resolved. X cannot be greater than 3. This Ki Feat can only be used once per action.

Kitsune, Human form:

"Mirage" – **Reworded**

During an Enemy model's activation in which it entered into BtB with, or Targets this model with a Ranged Attack or Ki Feat make an opposed Ki test against that model. If successful, Place this model within 2" of its current location, the Enemy model's activation is then considered resolved. This Ki Feat can only be used once per turn.

Kitsune, Fox form:

"Mirage" – **Reworded**

During an Enemy model's activation in which it entered into BtB with, or Targets this model with a Ranged Attack or Ki Feat make an opposed Ki test against that model. If successful, Place this model within 2" of its current location, the Enemy model's activation is then considered resolved. This Ki Feat can only be used once per turn.

Koji's Pack:

Traits - **Errata**

Self-Sacrifice (**3**/Koji)

Shisa:

Unique Effects - **Reworded**

The Profile is represented by two separate models that share a Condition, Ki tokens and Wound Track. Any markers and tokens gained by either model affect both models. When chosen to activate, only one model can perform the declared action. When one of these models is removed from play also remove the other model.

Kami of the Morning Dew:

Unique Effects - **Reworded**

During the Starting Phase you may remove this model from play and **Heal** up to six wounds split however you choose between any Friendly models within 2" or; leave this model in play and Target Friendly model in BtB **Heals** two wounds.

The Savage Wave

Bobata:

"Consume Soul" – **Reworded**

When an Enemy model is removed from play within 3" of this model, this model may **Heal X Wounds; Where X is equal** to the removed model's Ki Stat. This Ki Feat can only be used once per turn.

"Discordant Melody" - **Reworded**

All models within the Pulse's area **of effect** must take a Ki Target test (5) or gain one Stunned marker. This Ki Feat can only be used once per turn.

"Circular Strike" - **Reworded**

This model must make a Ranged Attack against all **other** models within the Pulse's area of effect. Terrain **Elements** and model's **Volumes** block and stop the Pulses **area of effect** from extending beyond. This model's Controller decides the order the Ranged Attacks are resolved. These attacks are considered to be at Medium Range Band. This Ki Feat can only be used once per turn.

Kemono:

"Consume Soul" – **Reworded**

When an Enemy model is removed from play within 3" of this model, this model may **Heal X Wounds; Where X is equal** to the removed model's Ki Stat. This Ki Feat can only be used once per turn.

Unique Effects - **Reworded**

During the Ki Generation step this model's Controller chooses whether to use Kemono's Profile card or Ushi's Profile card for the turn. **Heal** or mark Wounds so that both Profiles cards have the same Wounds unmarked. Transfer Ki tokens, State markers, and any tokens to the chosen profile card.

Ushi:

Unique Effects - **Reworded**

During the Ki Generation step this model's Controller chooses whether to use Kemono's Profile card or Ushi's Profile card for the turn. **Heal** or mark Wounds so that both Profiles cards have the same Wounds unmarked. Transfer Ki tokens, State markers, and any tokens to the chosen profile card.

Waka:

"Consume Soul" – **Reworded**

When an Enemy model is removed from play within 3" of this model, this model may **Heal X Wounds; Where X is equal** to the removed model's Ki Stat. This Ki Feat can only be used once per turn.

Zuba:

"Consume Soul" – **Reworded**

When an Enemy model is removed from play within 3" of this model, this model may **Heal X Wounds; Where X is equal** to the removed model's Ki Stat. This Ki Feat can only be used once per turn.

Nian:

Melee Ki Boost is an Error.

Wu-Zang:

Ranged Ki Boost is an Error.

"Curse Fate" – **Errata**

Target range changed from LoS to 12"

Jun Oni Slave:

"Blood Letting" - **Errata**

Target Friendly Oni in BtB suffers one wound ignoring Toughness **and Armour**. This model gains one Oni Blood Token."

Giant Cave Bat:

Unique Effects - **Reworded**

When this model causes wounds to a non-Soulless model during a Melee Exchange it may Heal one wound. This model gains +1 Move, and Sweep Attack (0) when Targeting an Enemy model with wounds marked on its **Wound Track** with a Melee or Charge action; or when involved in a Melee exchange with an Enemy model with wounds marked on its profile card.

The Ito Clan

Ayako Ito:

Hypnotic Gaze – **Errata**

Target range changed from LoS to 12"

Yatsumata:

Traits – **Errata**

Lightning Reflexes replaces Lightning Strike