

# Rules Update and Errata (13/08/2017)

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.  
**Timing:** Any effect which does not specify when it can be used should be used any time an instant Ki Feat can be used.

### *Profile Cards*

**Statistics:** The number is the model's base statistic value. **Some effects modify a statistic but it can never go above double its base 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 for the current Test or Movement.** A player may increase a Statistic multiple times, 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.**

**5. Rice Cost:** The cost to recruit this model into your Warband. Models with Su are Summoned models that enter play during the game through a Ki Feat or Unique Effect and cannot be recruited when creating your Warband. Models with Sp are models with a special rule which will be explained on its profile card and cannot be recruited when creating your Warband. **If a card's Rice Cost is followed with ea then the cost is per model recruited into the Warband.**

**If a model's Rice Cost is increased or reduced by a Theme list or Attaching of an Enhancement card its Base Printed Rice Cost is still used for its eligibility Ki Feats, Unique Effects and Enhancement cards.**

**8. Faction symbol:** Which Faction the model belongs to. Your Warband can only recruit models that belong to the same Faction. **Some models are from the Ronin Faction. Ronin models can be included in warbands of multiple different factions, as detailed on their card. Ronin models may be recruited into any warband of a faction that is listed on the Ronin card either by faction symbol or in words.**

**Ronin can only have Generic Enhancement cards and cannot be included in any Faction theme lists unless the theme specifies Ronin of that type. They can be included in Generic Theme Lists. It is permissible to make**

a list for a given faction that includes only Ronin models.

## *Warband Composition*

A player's Warband in Bushido is made up of a number of models and any Special cards from the same Faction. The Rice Cost of your Warband must come to the total agreed upon with your Opponent. Players can only recruit one of each card; this does not prohibit the Opponent from recruiting the card for their Warband. Sometimes two or more models are represented by the same profile card. A player can choose to recruit as many models as there are Wound tracks on the profile card. **Models with a single Wound Track on their card are termed Unique.**

## *Special Cards*

**Models with the Insignificant trait cannot have Enhancement cards Attached to their profile cards during warband creation.**

**Some models have multiple profile cards. If a card says X and Y are considered the same model when creating a Warband then any Enhancement cards bought for either card are moved to the one starting in play before the game. The model can only have one enhancement card as usual. Some cards represent multiple models and have multiple wound tracks. Enhancement cards will specify if they can be bought for such models multiple times, other enhancements are bought for a single model on a card, which must be distinguishable from otherwise identical models without the enhancement.**

## *Theme List Cards*

**All benefits are considered Unique Effects for timings unless stated. A player can only use one Theme per Warband.**

## *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

## *Actions*

**Melee:** The model must attempt to enter BtB with an Enemy model by moving up to its Move Statistic, during this movement it may only enter into the ZoC of the model with whom it is attempting to enter BtB, whilst within that model's ZoC it may ignore other Enemy model's ZoC.

If at the end of its movement it is in BtB with the Enemy model it must resolve a Melee Exchange. Models starting their activation in BtB with a single Enemy model may move around that Enemy model's base **ignoring the ZoC of enemy models** before a Melee Exchange is resolved.

If a model starting its activation in BtB with an Enemy model attempts to enter BtB with another Enemy model and fails to do so it must resolve a Melee Exchange against the model it started in BtB with.

**Disengage: Choose one model in BtB;** the model resolves a Melee Exchange **against that model.** The active model must allocate more dice to Defence than to Attack, and if unable to do this it cannot attempt a Disengage action. If the model successfully defends, then after the Melee is resolved it makes a movement as if it had performed a Walk action (See Walk action) **ignoring all models in BtB.**

**Ranged Attack:** The model makes a Ranged Attack (see Ranged Attack) and may make a movement as if it had performed a Walk action (See Walk action) either before or after the Ranged Attack is resolved.

The model cannot make a Ranged Attack whilst in BtB with or in the ZoC of an Enemy model.

## *Alternate Profile Cards*

**The Alternate profile cards cannot be recruited into the same Warbands as their Original profile(s).**

Original Profile	Alternate Profile	Suggested model to represent
Gok	Gok, Harbinger of Pestilence	Gok
	Cultist of Yurei	Kyoaku- Han
	Masabumi	Shuichi
	Plague Wing Swarm	Nightwing Swarm
Akimoto	Red Akimoto	Akimoto
	Ito Ancestor Spirit	Taskashi Ancestor Spirit
	Temple Asp	Temple Bushi
Ayako Ito	The Jade Witch	Ayako Ito
	Dragon Veteran	Ryu Yarimen, Guardsmen of Ryu
Matsu Takashi	Matsu Takashi, the Thunder	Matsu Takashi
Mikio	Mikio, Doshin	Mikio
Mizuchi	Mizuchi, the Storm	Mizuchi
	Young Takashi	Eeiji or Genji Takashi
	Bakemono Raiders	Bakemono
The Nian	The Great Eye	The Nian
	The Lost	Oni Slave
Waka, the Rampager	Waka, the Tempest	Waka
	Genzai	Rakki
	Jade Roses	Tsubaki or Saki
	Ryu Deserter	Ryu Yarimen, Guardsmen of Ryu
	Wakasu Gorilla	The Guardian
	Fishermen of Shiromizu	Fisherman of Rokan, Kintaru
Hotaru	Hotaru, Flames of Fury	Hotaru
	Kami of the Suiden	Minor Kami of Water
Kenko	Kenko the North Tree	Kenko
	Mura no Musako	Kawa No Rojin
	Zephyr	Koji
Sojobo	Sojobo, The Exile	Sojobo

The steps to resolving a Ranged Attack actions are:

1. Declare a Ranged Attack action:

a. **The model may move up to its Move Statistic in any direction or change Facing. If the Model has multiple ranged Weapons, choose which one it will make the ranged attack with.**

b. Target an Enemy model.

c. Measure the distance to the Enemy model and check this distance against the weapon's Range Bands to see which Range the Ranged Attack is at (See Profile Cards).

If the distance is further than the Long Range of the weapon the action fails, move to step 7.

d. Players declare the use of any Ki Feats, traits or Unique Effects.

e. Target Number of the Ranged Attack test is calculated based on the Range Band with any modifiers applied.

f. **At this point, if the Model has the Ammo trait, check if it has Ammo tokens; if not, this ranged attack**

ends - skip to step 8. If the Model has the Reload trait, check if it has any Reload markers. If it does, this ranged attack ends - skip to step 8.

7. The Active model may move up to its Move Statistic in any direction or change Facing if it has not already done so this activation. The model gains any Reload markers and removes Ammo markers from the model's profile card.

8. The Ranged Attack action is now resolved, and the Active model's Condition will worsen one degree (Rest-ed - Tired - Exhausted).

## 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.

+1 Per Ranged Attack already made by the active model this Turn.

## Melee Exchanges

4. Once both players have allocated their dice they announce simultaneously if they are using a Special Attack or Defence. **Also declare the use of any effects which alter the cost of Attacks or Defences or add additional Attacks or Defences.**

6. a. Remember, if a player rolls no dice of one type then their final result of that type is 0; **also if a player rolls no Attack dice then no Damage Roll is made in Step 9. If no dice are rolled in Attack, any Special Attacks do not trigger. If no dice are rolled in Defence, any Special Defences do not trigger. Any dice that are 1's are not counted towards resolving the test but count towards the player having rolled any dice in the appropriate dice pool.**

7. The Attacker compares its final Attack result against the Defender's final Defence result **using Tie Breakers if necessary.**

## 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.

## Ki Feats

The cost of a Ki Feat or Boost cannot be reduced below one Ki token **by modifiers.**

## Traits

**Aggressive:** This model must allocate at least as many dice to Attack as to Defence during Melee Exchanges. If a model has both Aggressive and Defensive traits the effects of both are cancelled.

**Ammo (X):** This model starts the game with X Ammo tokens. When this model resolves a Ranged Attack, action remove an Ammo Token. If this model has no Ammo tokens it may not **make Ranged Attacks.**

**Automatic Disengage:** When this model activates it may ignore Enemy models in BtB when declaring its action **but must** move out of BtB with Enemy models without declaring a Disengage action.

**Bleed(X/Y):** **When this model inflicts wounds through a Melee Exchange or Ranged Attack to a non-Soulless Enemy model, that model gains Bleed markers of value X, and in a quantity equal to Y.**

**Bodyguard (X/Type):** If an Enemy model declares an **action that would move it 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.

The Enemy model's action is then resolved with this model being declared as the Target.

If this model has the Fear trait the enemy model must make a Fear Test as if this model were its original target.

**Bravery:** This model may reroll a failed Fear test. It may only reroll the same Fear test once due to this trait. **If a model has both the Bravery and Cowardly traits, the effects of both are cancelled. If a model with the Bravery trait makes a Fear test against a model with the Terror trait the effects of both are cancelled.**

**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.

**Command (X/Type):** This model may declare a Simple action, Command: The model nominates and activates up to X **other** non-Exhausted Friendly models of the Type. These models each perform a Simple action. The order the models activate in is chosen by this model's Controller, after each action is resolved that model's Condition worsens by one degree.

**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.

**Cowardly:** This model must reroll successful Fear tests. It must only reroll the same Fear test once due to this trait. **If a model has both the Bravery and Cowardly traits, the effects of both are cancelled.**

**Defensive:** This model must allocate at least as many dice to Defence as to Attack during Melee Exchanges. **If a model has both Aggressive and Defensive traits the effects of both are cancelled.**

**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.

**Fly:** When this model declares a Walk, Run, **Ranged Attack**, Melee, Charge **or Ki Feat that includes a Walk** action it ignores Terrain elements, models **that are not in BtB with this model** and Zones of Control for the duration of the action. The model's movement cannot cross over another model or Terrain element with a Volume greater than three times its own.

**Fortune:** **Whenever this model would generate Ki tokens, its controller may flip a coin and call heads or tails. If they call successfully, double the number of Ki tokens gained; if not this model gains no Ki tokens instead.**

**Hatred (Type):** **This Model cannot be included in a warband that includes (Type) models.**

**Heal (X):** **This model may declare a Simple Heal action and attempt to enter BtB with target model by moving up to its Move Statistic. If at the end of its movement it is in BtB with the target model (Or if it targeted itself) Heal X marked wounds from the Wound Track of the target model.**

**Immovable:** **This model may not be moved or placed except when making a Walk, Run or Charge or by using a rule on a friendly card and never becomes Prone.**

**Impetuous:** This model must always be the first activated by the Controlling player in a Turn, and all Impetuous models in the same Warband must have activated before non-Impetuous models.

If a player Controls several Impetuous models then that player chooses the order in which the Impetuous models activate. After the model's first activation the player is free to choose when it next activates in the Turn.

If a model gains Impetuous during the Turn, then the Controlling player's next activation must be with that model if that model is able to activate.

**If you gain control of a non-exhausted Impetuous model (Either by placing control markers on or re-**

moving control markers from an Impetuous model) it must activate for your warband at least once before any other non-Impetuous models.

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 Ki tokens as a result of the Channel trait. This Model cannot have Ki tokens removed as a result of the Leech trait.** This model has Immunity (Poison/Fire/Bleed) and cannot be Healed.

**Leadership (X): While within X" Friendly models add 1 to the highest dice when taking a Fear Test.**

Leech (X): ~~Once~~ During this model's activation it may remove Ki Tokens from any Friendly model(s) **and add them to its own** as long as the model(s) is within X". If a model is outside of this range then its Ki Tokens are **left on that model. This cannot take a model over its maximum Ki.**

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

Reload (X): **When this model makes a Ranged Attack** it gains X Reload markers. This model cannot **make Ranged Attacks** as long as it has Reload markers.

Rise: When this model is reduced to 0 wounds **it becomes Prone. At the end of the current action or during the End Phase** 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.

Strong (Melee/Ranged): When this model makes a Damage Roll, roll 3D6 and choose the two highest dice. **If a model has both Strong and Weak traits, the effects of both are cancelled.**

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

Terror: If a model makes a Fear test caused by this model it must reroll the test if it succeeds. Models must only reroll the same test once due to this trait. **If a model with the Bravery trait makes a Fear test caused by this model the effects of both traits are cancelled.**

Weak (Melee/Ranged): When this model makes a Damage Roll, roll 3D6 and choose the two lowest dice. **If a model has both Strong and Weak traits, the effects of both are cancelled.**

## States

• **Bleeding.** If a model has Bleed markers it is considered to be Bleeding. During the End Phase remove the highest value Bleed marker; the model suffers a number of wounds equal to the removed Bleed marker's value. After this, if the model still has three or more of the same value Bleed markers, two of these markers are replaced with a single Bleed marker of a value one higher. **If a Bleeding model Heals any of its marked wounds from its wound track by any means, remove all Bleed markers from it.**

• **Controlled:** A Controlled model switches Warbands for a number of actions equal to the number of Control Tokens it has. Whilst Controlled the Controlling player may declare any action the model would normally be able to perform but may not spend **or remove** its Ki Tokens, the model does however generate Ki Tokens. **Simple actions or participating in a Melee Exchange will remove one Control Token and Complex actions will remove two Control Tokens once the action is resolved. If a model has only one Control Token it cannot declare Complex Actions.** As soon as all the Control Tokens are removed the model returns to the original player's Warband.

• **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. When making a Ranged Attack or Ki Feat against this model, once the attack or Feat has been determined to be in range, the Enemy model with a Ki Statistic of 2 or more must make an Opposed Ki test against this model. When attempting to move into BtB, determine if the model has enough movement to reach BtB and if so, make an opposed Ki test against this model. If the Enemy model is successful remove the Disguised state and resolve the action as normal. If unsuccessful its activation ends**

and its condition worsens as if it had completed the attempted action without moving. If a Disguised model declares a Melee, Ranged Attack, Charge or Scenario 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, Heal, or any action including an optional Walk, before the action, the model 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.
- **Prone:** If a model is Prone it has no ZoC, does not block LoS and Enemy models may choose not to be considered in BtB with them when declaring their actions, meaning the action choice is not restricted by being in BtB with the Prone model. **Enemy models may choose not to be considered in BtB with them during a melee exchange with another model.** Prone models must be the Attacker second in Melee Exchanges. The only action a Prone model may declare is Stand Up. If a Prone model is in a Melee Exchange or initiates a Melee Exchange through taking a Stand Up action it suffers -1 MS modifier for that Melee Exchange.
- **Death Sentence:** When a friendly model Targets an enemy model with a Death Sentence marker with a ranged attack action or is involved in a melee exchange with a model with a death sentence marker, it gains +1 Melee Skill, +1 Ranged Attack Skill and +1 to damage rolls. During the starting step, a model with a death sentence marker may spend 3 Ki to remove one Death Sentence Marker.

### *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

Daisuke: "Prayer of Purification" - **Reworded**

**Remove the "No Movement" Icon.**

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.

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.

Hiro Takashi: Ranged Ki Boost is an Error.

Katsumoto Takashi: "Tactical Master" - **Reworded**

**Change Cost to 1+X**

This Model gains Command (X/Friendly) until the End Phase. ~~Where X is equal to X+1.~~

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.**

Matsu Takashi, the Thunder: "Tornado" - **Errata**

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

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.

**Golden Sentinel and Yukio Koshimori, Imperial Envoy: These cards have been replaced, please download the new Ronin cards from the webstore.**

**Claws of the Dragon theme: Animal - Dog models may be recruited into this theme.**

## Temple of Ro-Kan

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**

**Remove the “No Movement” Icon.**

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.

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 or; leave this model in play and Target Friendly model in BtB **Heals** two wounds.

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: “Shape Shift” – **Reworded**

Replace this model with the Kitsune, Fox Form model. Recover or Inflict Wounds so that Kitsune, Fox Form’s profile card has the same number of Wounds marked. Transfer State markers, **Enhancements**, and any tokens to the Kitsune, Fox Form’s profile card.

“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 **but before any melee exchange begins**, 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: “Shape Shift” – **Reworded**

Replace this model with the Kitsune, Human Form model. Recover or Inflict Wounds so that Kitsune, Human Form’s profile card has the same number of Wounds marked. Transfer State markers, **Enhancements**, and any tokens to the Kitsune, Human Form’s profile card.

“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 **but before any melee exchange begins**, 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)

Master Ekusa: **Ranged Ki Boost is an Error.** “Healing Touch” - **Reworded**

**This model or Target Friendly model in BtB Heals X wounds.**

“Aura of Serenity” – **Reworded**

All non-Soulless models in the aura or in BtB with a model in the aura **lose Aggressive**, may not place dice in Attack, use special defences during melee exchanges, target enemy models with Ki feats or move through the aura with a charge or run action.

**Master Enos: “Divert Energy” Cost should be 2.**

**Master Po: Traits – Errata Add Steady**

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. Traits – Errata Add Immunity (Fire & Poison)**

The Guardian: “ea” in the Rice Cost is an Error

Tsutsumu: **Traits – Errata Add Immunity (Blind)**

Yumi: “Tornado” – **Errata**

**When a Friendly model within 2” is the Target of a failed Ranged Attack, immediately make a Ranged Attack. The Range Bands, Strength bonus and any applicable traits or unique effects on the model which failed the**

ranged attack are used instead of any such traits or effects on this model. This model ignores the effects of Ammo and Reload traits while resolving this Ki Feat. This Ki feat can only be used once per turn.

Righteous Warriors Theme: First Benefit - **Errata**

~~Add one Kami with Rice Cost 4 or less to the Warband for free.~~

Reduce the Rice Cost of Master Monk models by 1.

During Deployment you may exchange one Kami in the Warband for any other Kami available to recruit of the same Rice Cost or less.

Bastions of the Mountain Theme: - **Errata**

**Ronin Kami that can be recruited into Temple of Ro-Kan Warbands may be included in this theme.**

## *Cult of Yurei*

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 Ex-hausted, 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.**

"Mutation" – **Errata**

**This Ki feat may only be used once per turn.**

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 block and stop the Pulse's **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 **and are not affected by the penalty for having made ranged attack previously in the turn.** This Ki Feat can only be used once per turn.

"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 but before any melee exchange begins, 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.

Unique Effect - **Errata**

**This model's successful Ranged Attacks cause the Target to become Held.**

Special Attack – **Errata**

Combo Attack (0), **Immobilise Attack (0)**, Side Step Defence (0)

Ikiryō: "Look into the Void" – **Errata**

Change cost to 3 Ki

**Perform an Opposed Ki test with Target enemy model which has LoS to this model. If Successful make a Success Level 4 Damage Roll on the target model. Wounds caused by this Ki Feat ignore Armour.**

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.

Marrionette: Traits – **Errata** Add **Jump Up**

Mo Ises: **Change Rice Cost to 6**

Unique Effects - **Reworded**

**This Model Starts the game in the Disguised State.**

Nezumi, Human Form: “Shape Shift” – **Reworded**

Replace this model with the Nezumi, Rat Form model. Recover or Inflict Wounds so that Nezumi, Rat Form’s profile card has the same number of Wounds marked. Transfer State markers, **Enhancements**, and any tokens to the Nezumi, Rat Form’s profile card.

Nezumi, Rat Form: “Shape Shift” – **Reworded**

Replace this model with the Nezumi, Human Form model. Recover or Inflict Wounds so that Nezumi, Human Form’s profile card has the same number of Wounds marked. Transfer State markers, **Enhancements**, and any tokens to the Nezumi, Human Form’s profile card.

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.~~

Waku, the Soul Collector: Traits – **Errata Add Light Weight.**

“Death Sentence” – **Reworded**

Make an opposed Ki test with Target model. If successful Target model gains one Death Sentence Marker. If an enemy model with a Death Sentence marker is removed from play, this model heals 2 wounds. This Ki Feat may only be used once per turn.

Unique Effect -**Errata**

During the Starting Phase choose one of the following effects to last until the End Phase.

- This model gains Fear (5) and Terror.
- Center a 2” Aura on this model. The area with the Aura is considered an Obscuring - Normal Terrain element.
- This model gains +1 Melee Skill and Armour Piercing.

Yama Uba: “Morph” – **Errata**

Until this model uses the Ki feat Morph again this model gains either a Ki Feat, **Base** statistic, Statistic Ki boost or Trait of an enemy model in BtB as if it were printed on its card.

**Death and Decay Theme: Errata**

**Kato, The Puppet Master may be recruited into warbands using this theme.**

## *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 Pulse’s **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.

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.

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.

**Kaihei, Alpha: Rice Cost should be 7 Traits – Errata Add Dodge (1)**

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, **Enhancements**, and any tokens to the chosen profile card.

Nian: Melee Ki Boost is an Error.

**Tribal Brutes: Unique Effects Add: If this model begins an activation within 3" of another friendly model with Ki of 2 or greater, it loses stupidity until the action is resolved.**

**Uk Kang: Unique Effects Add: If this model begins an activation within 3" of another friendly model with Ki of 2 or greater, it loses stupidity until the action is resolved.**

### 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, **Enhancements**, 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.

Wu-Zang: Ranged Ki Boost is an Error. "Curse Fate" – **Errata**

### **Target range changed from LoS to 12"**

"Psychic Venom" – **Errata**

Cost changed to X

### Xi-Han: "Reiji Kinoko" - **Reworded**

Replace this model with the Zoo model. Recover or Inflict Wounds so that Zoo's profile card has the same number of Wounds marked. Transfer State markers, **Enhancements**, and any tokens to Zoo's profile card.

### Zoo: Unique Effect - **Reworded**

During the End Phase, **after resolving other effects**, replace Zoo with Xi-Han. Recover or Inflict Wounds so that Xi-Han's profile card has the same number of Wounds marked. Transfer State markers, **Enhancements**, and any tokens to Xi-Han's profile card.

"Mutation" – **Errata**

**This Ki feat may 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.

**Alphas Theme: Third Benefit – Errata. Replace the third benefit with: During the Starting Phase, choose one Friendly Oni model; that model gains Terror until the End Phase. You cannot choose the same model two turns in a row unless it is the only Oni in play.**

## *Kage Kaze Zoku*

### Shizuka: "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 **but before any melee exchange begins**, 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.

### Yuto: Unique effects –**Reworded**

During the starting phase choose one of the following:

- This model gains Tactician (1) **for the next Tactical roll.**
- This Model gains Iron Mind (1) until the End Phase.

### Blind Bomb: Enhancement Card – **Errata**

Replace Second Sentence in Description with:

When it makes a Ranged attack it may choose to use this weapon, if it does, discard this card after the **ranged attack** has been resolved. **While making a ranged attack with this weapon the attached model loses the Ammo and Reload traits.**

### Hallucinogenic Bomb: Enhancement Card – **Errata**

Replace Second Sentence in Description with:

When it makes a Ranged Attack it may choose to use this weapon, if it does, discard this card after the **Ranged Attack** has been resolved. **While making a Ranged Attack with this weapon the attached model loses the Ammo and Reload traits.**

House of the Bleeding Moon - **Reworded**

During the Start Phase of the first turn of the game choose one enemy model, it gains a Death Sentence marker.

## *The Ito Clan*

Ayako Ito: Hypnotic Gaze – **Errata**

**Target range changed from LoS to 12”**

Child of Orochi: “Spiritual Conduit” Add: **When they do, the friendly model gains Strong Mind (1) until the activation is complete.**

Itsunagi Ito: Traits – **Errata Add Dodge (1)**

Change **Ranged Defence (2) (+)**

Naoko: “Mutation” – **Errata**

**This Ki feat may only be used once per turn.**

Red Akimoto Traits – **Errata Add Light Weight.**

The Jade Witch: “Death Sentence” – **Reworded**

**Make an opposed Ki test with Target model. If successful Target model gains one Death Sentence Marker. If an enemy model with a Death Sentence marker is removed from play, this model heals 2 wounds.**

**This Ki Feat may only be used once per turn.**

Yatsumata: Traits – **Errata**

Lightning Reflexes replaces Lightning Strike

Unique Effect – **Reworded**

**During the start phase choose one of the following effects that last until the end phase:**

- **This Model gains Dodge (1) and Side Step Defence (0)**
- **This Model gains Feint (1) and +1 Melee Skill.**

**Golden Sentinel and Yukio Koshimori, Imperial Envoy: These cards have been replaced, please download the new Ronin cards from the webstore.**

## *Jung Pirates*

Minato Jung: “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 Pulse’s **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 **and are not affected by the penalty for having made ranged attack previously in the turn.**

This Ki Feat can only be used once per turn.

Taro: “Tornado” – **Errata**

**When a Friendly model within 2” is the Target of a failed Ranged Attack, immediately make a Ranged Attack. The Range Bands, Strength bonus and any applicable traits or unique effects on the model which failed the ranged attack are used instead of any such traits or effects on this model. This model ignores the effects of Ammo and Reload traits while resolving this Ki Feat. This Ki feat can only be used once per turn.**

Mari Jung: Traits **Errata Add Order (3/Kaizoku/6)**

**Queen of the Waves Theme: Ronin Kami which can be recruited into Jung Pirates warbands may be included in this Theme.**

## *Silvermoon Trade Syndicate*

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.

Nomi: – **Errata Change type to Shatei – Urchin**

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.

**Sukoshi Kani: – Errata Change type to Shatei – Urchin**

Tsubaki: Unique Effects - **Reworded**

**This Model Starts the game in the Disguised State.**

**Golden Sentinel and Yukio Koshimori, Imperial Envoy: These cards have been replaced, please download the new Ronin cards from the webstore.**

## *Tengu Descension*

Hokibo: “Dominate” – **Errata**

Cost changed to 2Ki

Naigubu Unique Effect – **Reworded**

During the starting phase, **if this model is not in BtB with an enemy model**, place this model within 2” of its current location and **not in the ZoC of an enemy model.**

**Add Unique Effect: The first time in a turn when a model moves into BtB with this model, if this model was not already in BtB with an enemy model, place this model within 2” of its current location and not in the ZoC of an enemy model.**

Zenkibo: Unique Effect – **Reworded**

During the starting phase, if this model is not in BtB with an enemy model, place this model within 1” **of its current location and not in the ZoC of an enemy model.**

Zephyr Guard: Unique Effect – **Reworded**

During the starting phase, if this model is not in BtB with an enemy model, place this model within 1” **of its current location and not in the ZoC of an enemy model.**

Wind Watcher’s Theme: Third benefit – **Reworded**

After the tactical roll **choose** one Friendly model **not in BtB with an enemy model, place this model within 2” of its current location and not in the ZoC of an enemy model.**

**Shepherds of the White Mesa Theme: Ronin Kami which can be recruited into Tengu Descension warbands may be included in this Theme.**

**Second Benefit - Errata**

**Add one Kami with Rice Cost 4 or less to the Warband for free.**

**During the Start Phase of turn 3, all Kami may gain 1 Ki up to their normal maximum.**

**Third Benefit – Errata**

**During the start phase your opponent must choose one of their models. That model gains Slow until the end phase. A model may not be chosen twice unless no models are in play that have not been chosen.**

## *Generic Card Pack 1*

Elixir of Vigour: Enhancement Card – **Errata**

**Add Restriction (Prefecture of Ryu)**

# FAQ

Q: Could I buy a mask (Or other card that is bought for all profiles on a card) for just one model even if I have two, i.e. one with and one without mask?

A: No, you must buy such Enhancements for all models on the card at the start of the game.

Q: What about models appearing in play? If I have a Kairai Militia card with the Masks - does a newly risen model get a mask?

A: Yes, models adding to a Profile with an Enhancement that is purchasable for multiple profiles gain the benefits.

Q: Could I buy an enhancement for a profile card from which I have no models in my warband?

A: No, Enhancement cards must be attached to cards with models in a players starting list.

Q: If a theme grants a free model can this be changed from game to game in a tournament? A: No, the model is still recruited as normal and must be included on your warband sheet.

Q: How do the Clan Armour cards interact with Critical Strike attack?

A: The Armour enhancements tell you to ignore the damage roll so no critical strike happens.

Q: Are models with multiple profile cards for different Factions considered Ronin Models?

A: No. These are variant profile cards, each one is considered to be the Faction that matches the symbol on the card. Only models with the Ronin Faction symbol are Ronin.

Q: What type of Kami is the Kami of Reflection?

A: All Kami should have a type listed on their card but this wasn't needed when they were printed. If you need them now: The Kami of Reflection is a Water Kami. The Kami of Sapping Silt is a Water Kami. The Kami of Blighted Earth is an Earth Kami. The Kami of Choking Fog is an Air Kami.

Q: Some place effects received errata; will this be extended to all place effects?

A: No. The rest are fine.

Q: Can Master Enos apply a spirit Block marker if he chooses to do a wound with "Divert Energy"? What about if he takes a Ki instead?

A: If Master Enos causes a wound with Divert Energy the target gains a Spirit Block marker. Multiple Spirit Block Markers can be applied with Master Enos' Combo Attack. If he chooses to take a Ki instead, no Spirit block marker is applied.

Q: What happens if two Soulless models make an opposed Ki test?

A: This rarely happens; we don't give soulless models opposed Ki feats. If it does occur however, both follow the Soulless rule and both models succeed. Check the rule causing the test to see what happens. For example if a Disguised, Soulless model is targeted by a Soulless model, the disguise will break and the attack goes ahead.

Q: If you start your activation in btb with a model already, can you move round its base into another and melee that solely instead?

A: Yes, you can declare a melee action against a model while engaged with another model. You would be out-numbered of course since you cannot leave BtB with the original model, only move around its base.

Q: In the Claws of the Dragon theme does the additional deployment distance stack with traits such as Forward Deployment and Scout?

A: Yes, they all say additional so stack.