Bakemono Archers 7ea

Horde, Bakemono



Improvised	Short Bow
-2	-1
	Reload (1)
	4/8/12

Camouflage (4"), Cowardly, Tiny

Camouflage (4"): While this model is benefiting from Cover, Enemy models cannot Target or enter BtB with this model unless the Enemy model is within 4" at the start of its activation.
Cowardly: This model must re-roll successful Fear Tests.
Tiny: This model is Tiny sized.

Bakemono Beaters 9ea

Horde, Bakemono



+1 **Improvised Weapons**

Camouflage (4"), Cowardly, Tiny

Camouflage (4"): While this model is benefiting from Cover, Enemy models cannot Target or enter BtB with this model unless the Enemy model is within 4" at the start of its activation.
Cowardly: This model must re-roll successful Fear Tests.
Tiny: This model is Tiny sized.

Bakemono Boomers 10ea

Bakemono



Improvised Weapon	Arquebus
-2	+4
	Pierce (3), Reload (2)
	6/12/18

Armour (1), Camouflage (4"), Cowardly, Tiny

Unique Effects

This model loses Camouflage until the End Phase when it makes a Ranged Attack Action.

Bakemono Bushi 8ea

Horde, Bakemono



-1 **Improvised Weapons**
Combo Attack (1)

Camouflage (4"), Cowardly, Tiny

Camouflage (4"): While this model is benefiting from Cover, Enemy models cannot Target or enter BtB with this model unless the Enemy model is within 4" at the start of its activation.
Cowardly: This model must re-roll successful Fear Tests.
Tiny: This model is Tiny sized.

Bakemono Raiders 10ea

Horde, Bakemono



Cleaver

Armour (1), Camouflage (4"), Cowardly, Defensive, Tiny

Unique Effects

Shield: This model has Parry (+1), Ranged Defence (+1) and Armour (+1) unless Surprised.
Parry (1): This model adds 1 to the Defence when calculating its final Defence result in Melee Exchanges.
Ranged Defence (1): A model making a Ranged Attack against this model modifies the Challenge Number of the test by 1.
Armour (X): Reduce the result of Damage Rolls made against this model by X.

Camouflage (4"): While this model is benefiting from Cover, Enemy models cannot Target or enter BtB with this model unless the Enemy model is within 4" at the start of its activation.
Cowardly: This model must re-roll successful Fear Tests.
Defensive: This model must allocate at least as many dice to Defence as to Attack during Melee Exchanges.
Tiny: This model is Tiny sized.

T 30mm

Bakemono Spearmen 8ea

Horde, Bakemono



Improvised Weapons
Reach

Camouflage (4"), Cowardly, Tiny

Camouflage (4"): While this model is benefiting from Cover, Enemy models cannot Target or enter BtB with this model unless the Enemy model is within 4" at the start of its activation.
Cowardly: This model must re-roll successful Fear Tests.
Tiny: This model is Tiny sized.

T 30mm

Boba 15

Onisho



Improvised Weapon +0

Iron Skulls +2
Pierce (2), Lightweight, Forceback Att. (1)
3/6/9

Aggressive, Bravery, Fear (5), Tough (1)

Consume Soul 1 I Pu 3"
Far Throw 2 A Pe BtB
Strafe 2 A Pe BtB

Consume Soul 1 I Pu 3"
When an Enemy model is Killed within 3" of this model, this model may Heal X Wounds; where X is equal to the removed model's Ki Statistic.

Far Throw 2 A Pe BtB
This model's Ranged Weapon's Range Bands become 4/8/12 until the End Phase.

Strafe 2 A Pe BtB
This model gains Rapid Fire (2) until the current action is resolved.

M 30mm

Bobata the Bell Ringer 26

Oni



Bell +2
Brutal (1), Slam Att. (1), Stun Att. (0), Chain Weapon (1)

Bell +1
Brutal (1) Stun Att. (0)
-/3/-

Bravery, Fear (6), Indomitable (1), Leadership [Friendly](1/3"), Oni Rage, Strong, Tough (1)

Circular Strike 3 S Pe BtB
Consume Soul 1 I Pu 3"
Discordant Melody 1 A Pe BtB

Circular Strike 3 S Pe BtB
This model gains Aware until the end of this activation, then makes a Ranged Attack against each other model (Friendly or Enemy) in Range and LoS, in any order and ignoring Camouflage. Targets are determined when this ability is declared, targets do not change or become invalid after this. These Attacks are not affected by the penalty for having made Ranged Attacks previously in the turn and do not roll the test if the target is in BtB with an Enemy model.

Consume Soul 1 I Pu 3"
When an Enemy model is Killed within 3" of this model, this model may Heal X Wounds; where X is equal to the removed model's Ki Statistic.

Discordant Melody 1 A Pe BtB
This model gains Disturb Flow (1/+3") until the End Phase.

Unique Effects

At the end of any activation when this model has inflicted Wounds as part of a Melee or Ranged attack with its Bell weapon it gains Disturb Flow (+1/+0") until the End Phase.

L 30mm v.3

Cave Bat Rider

Bakemono, Animal, Bat

16



Spear
Reach,
Push Def. (0)

Bite
Poison (2/1)

Banzai!, Cavalry (3"), Cloudwalk, Dodge (1), Fear (4), Ranged Defence (2), Sixth Sense

Unique Effects

Bite: When this model causes Wounds to a non-Soulless model during a Melee Exchange when using this Weapon it may Heal 1 Wound.

This model gains +1 Move and Sweep Attack (0) when Targeting an Enemy model with Wounds marked on its Wound Track with a Charge Action or when involved in a Melee Exchange with an Enemy model with Wounds marked on its profile card.

L 50mm v.1

Giant Cave Bat

Animal, Bat

14



Bite
Poison (2/1)

Aloof, Cloudwalk, Dodge (1), Fear (4), Flank, Ranged Defence (2), Sixth Sense

Unique Effects

Bite: When this model causes Wounds to a non-Soulless model during a Melee Exchange when using this Weapon it may Heal 1 Wound.

This model gains +1 Move and Sweep Attack (0) when Targeting an Enemy model with Wounds marked on its Wound Track with a Charge Action; or when involved in a Melee Exchange with an Enemy model with Wounds marked on its profile card.

L 50mm v.1

Foon Gus

Bakemono

7



Blade

Aggressive, Camouflage (4"), Cowardly, Indomitable (1), Insignificant, Split Attack, Tiny

Rage 1 I Pe

Rage 1 I Pe
Use this Ki Feat during the Starting Phase. This model gains a Berserk Marker and gains Strong until the End Phase.

Unique Effects

While this model has an Impetuous Marker, it gains Banzai!

Until the start of the game, this model gains the Shugenja type.

When this model is Killed, Enemy models in BtB gain a Poison (1) Marker.

T 30mm

Goro

Onisho

20



Paired Cleavers
Brutal (1),
Combo Attack (0),
Powerful Attack (1)

Aggressive, Armour (2), Bravery, Fear (5), Tough (1)

Consume Soul 1 I Pu 3"
Dirty Fighting 2 A Pe
Mighty Blow 2 I Pe

Consume Soul 1 I Pu 3"
When an Enemy model is Killed within 3" of this model, this model may Heal X Wounds; where X is equal to the removed model's Ki Statistic.

Dirty Fighting 2 A Pe
Enemy models cannot declare the use of Special Attacks or Defences in Melee Exchanges with this model until the current activation is resolved.

Mighty Blow 2 I Pe
This model gains Strong [Melee] for the next Damage Roll.

M 40mm v.1



Something Sharp
Powerful Attack (1),
Counterstrike Defence (1),
Push Defence (0)

Bodyguard [Herald, Council](3"),
Camouflage (4"), Soulless, Tiny

Pile On! 1 I Pu 4" BtB

Pile On! 1 I Pu 4" BtB
During an Enemy model's activation, when that model moves into BtB with another Friendly Bakemono model in the Pulse, move this model into BtB with that Enemy model by the shortest route. If it is not possible to put this model in BtB with the Enemy model this feat cannot be used.

Unique Effects

If this model was recruited into the same Warband as a Friendly Herald or Council model, it gains the Horde type while a Friendly Herald or Council model is in play. This model may gain the Horde type from this ability even while not in play.

Shield: This model has Parry (+1), Ranged Defence (+1) and Armour (+1) unless Surprised.

Bodyguard [Herald, Council](3"): If an Enemy Model declares an action that would move it into BtB with a Friendly Herald or Council model, or Targets it with a Ranged Attack, this model may switch positions with the Friendly model before the Action begins.

Camouflage (4"): While this model is benefiting from Cover, Enemy models cannot Target or enter BtB with this model unless the Enemy model is within 4" at the start of its activation.

Soulless: This model automatically succeeds in all Opposed Ki and Fear Tests and cannot gain Frightened Markers.

Tiny: This model is Tiny sized.

T 30mm v.2



Agoniser
Brutal (1), Reach
Powerful Attack (1), Slam Attack (1),
Stun Attack (0)

Aggressive, Armour (3), Bravery, Indomitable (Y),
Fear (5), Parry (1), Tough (1)

Consume Soul 1 I Pu 3"
Shroud X S Au 2+X" BtB

Consume Soul 1 I Pu 3"
When an Enemy model is Killed within 3" of this model, this model may Heal X Wounds; where X is equal to the removed model's Ki Statistic.

Shroud X S Au 2+X" BtB
Enemy models that are not in the Aura cannot draw LoS to models completely inside the Aura. Models completely in the Aura do not block Enemy model's LoS.

Unique Effects

Agoniser: Models damaged in a Melee Exchange using this weapon cannot be Healed until the End Phase.

This model's Indomitable Trait is variable. Y is equal to the number of Enemy Small or Tiny models in BtB with this model.
Reduce the cost of this model's Melee Boost by Y to a minimum of 1.

M 40mm



Polearm
Reach

Sacrifice [Oni](2"), Resistance (-1)

Bloodletting 1 S Ta BtB BtB
Vault 2 A Pe

Bloodletting 1 S Ta BtB BtB
Target Friendly Oni in BtB suffers 1 Wound ignoring Armour and Tough. This model gains an Oni Blood Token.

Vault 2 A Pe
This model gains Cloudwalk until the End Phase.

Unique Effects

During the Starting Phase this model may spend Oni Blood Tokens. If it does it suffers 1 Wound and gains Fearless, Last Stand and +1 Melee Weapon Strength until the End Phase for each Token spent.

S 30mm v.1



Swords
Brutal (1)
Dual Attack (1), Push Attack (0),
Slam Attack (1)

Aggressive, Armour (2), Bravery, Fear (5),
Parry (1), Tough (1)

Consume Soul 1 I Pu 3"
Rend 1 A Pe
Tsukkakaru 3 A Pe

Consume Soul 1 I Pu 3"
When an Enemy model is Killed within 3" of this model, this model may Heal X Wounds; where X is equal to the removed model's Ki Statistic.

Rend 1 A Pe
This model's melee weapons gain Brutal (+1) until the current action is resolved. This model may use this feat only once per Melee Exchange.

Tsukkakaru 3 A Pe
Until the current action is resolved, this model gains Banzai!

M 40mm

Ka-Feng, the Gardener 13

Bakemono, Herald, Shugenja



Kunai
Poison (1/1)

Thrown Kunai
Lightweight
Poison (1/1)

3/5/7

Camouflage (4"), Cowardly, Heal (2), Leadership [Bakemono with Mushroom Enhancement](2/6"), Tiny, Willpower (1)

Cloud Vision	2 S Ta 8"	BtB
Fertiliser	2 S Pu 6"	
Fog	2 A Au 2"	

Cloud Vision 2 S Ta 8" BtB
Target Enemy model gains a Blind Marker.

Fertiliser 2 S Pu 6"
Choose another Friendly model you own within the Pulse. Models in BtB with the chosen model gain a Stunned Marker and a Poison (2) Marker. Remove the chosen model from play and this model gains a Garden Token.

Fog 2 A Au 2"
The Aura's area is considered a [Normal, Obscuring, Huge] terrain element.

Unique Effects

This model begins the game with one Garden Token.

This model is not affected by Theme Benefits in the Mushroom Crazed Lunatics theme.

When a model that is not Intangible is Killed, place a Garden Token on this card. When a Friendly Bakemono model is Deployed, this model can spend X Garden Tokens to equip the Bakemono model with a permitted Mushroom Equipment card with a Rice Cost of X or less. Equipment may not exceed its Max value.

T 30mm

Kaihei 7ea

Animal



Bite
Grapple Attack (1),
Sidestep Defence (0)

Aloof, Charging Bonus [Slam Attack (0)], Co-ordinated Attack (Kaihei), Dodge (1), Fear (4), Lightfooted, Vengeance [Held & Prone]

S 30mm v.2

Kaihei Alpha 12

Animal



Bite
Grapple Attack (1),
Sidestep Defence (0)

Bravery, Co-ordinated Attack (Kaihei), Dodge (1), Fear (4), Leadership [Kaihei](1/6"), Lightfooted, Vengeance [Held, Prone]

Unique Effects

Other Friendly Kaihei models in the Warband gain Bravery and Group.

M 40mm v.1

Kano 16

Onisho



Club
Brutal (1),
Powerful Attack (1)

Aggressive, Bravery, Fear (5), Tough (1)

Batter	2 I Pe
Consume Soul	1 I Pu 3"

Batter 2 I Pe
Until the End Phase models Wounded by this model's Melee Attacks gain a Stunned Marker.

Consume Soul 1 I Pu 3"
When an Enemy model is Killed within 3" of this model, this model may Heal X Wounds; where X is equal to the removed model's Ki Statistic.

M 40mm

Kemono the Savage 27

Oni, Shugenja



Club
Brutal (1),
Pierce (1),
Powerful Attack (1)

Aware, Bravery, Fear (6), Indomitable (2), Oni Rage, Strong [Melee], Tough (1)

Consume Soul 1 I Pu 3"
Savage Beating 2 A Pe

Consume Soul 1 I Pu 3"
When an Enemy model is Killed within 3" of this model, this model may Heal X Wounds; where X is equal to the removed model's Ki Statistic.

Savage Beating 2 A Pe
This model gains Combo Attack (0) until the current action is resolved.

Unique Effects

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 profile cards have the same Wounds unmarked. Transfer Ki Tokens, State Markers, Enhancements and any other Tokens to the chosen profile card.

Kemono & Ushi are considered the same model when creating a Warband.

This model may Move through Destructible terrain; if it does, remove the terrain from the battlefield.

L 50mm v.1

Kokoro the Harvester 26

Oni, Shugenja



Staff
Reach

Black Magic
4/6/8

Fear (6), Indomitable (1), Oni Rage, Strong, Tough (1), Unstable

Doom 4 S Ta 8"
Dark Summons 4 S Sp
Soul Thirst 1 I Pu 6"

Doom 4 S Ta 8"
Place 4 Darkness Counters on Target Enemy model.

Dark Summons 4 S Sp
Summon and Deploy any Oni or Onisho model that was not recruited into the Warband within 3" of this model with 2 Darkness Counters and 2 Ki Tokens on it. Mark wound boxes until the Summoned model has 7 unmarked boxes remaining.

Soul Thirst 1 I Pu 6"
When an Enemy model is Killed within the Pulse, this model may Heal a number of Wounds and gain a number of Ki Tokens equal to the Killed model's Ki Statistic.

Unique Effects

If this model successfully Damages a model with its Ranged Attack, place a Darkness Counter on this model. This model's Ranged Attack gains +1 Strength for each Darkness Counter on this model.
During the Starting Phase, move one Darkness Counter from each model in play and place them on this model. If this model is no longer in play, continue to remove Darkness Counters from other models and apply Unique Effects for Darkness Counters. When the last Darkness Counter is removed from a model, that model suffers 7 wounds ignoring Tough.
Other models with Darkness Counters cannot be healed.
For any effect which adds or removes Control Markers, Darkness Counters are considered to be Control Markers on Controlled models. Do not remove Darkness Counters when removing Activation Counters or participating in a Melee Exchange.

L 50mm v.2

Kuroko 16

Kijo, Onisho



Arbalest Stock
Brutal (1)
Push Defence (0)

Arbalest
Reload (1),
Ammo (2),
Pierce (2),
Sharp (2)
7/14/21

Aggressive, Bravery, Fear (5), Intimidate, Tough (1)

Consume Soul 1 I Pu 3"
Inertia 1 A Pe

Consume Soul 1 I Pu 3"
When an Enemy model is Killed within 3" of this model, this model may Heal X Wounds; where X is equal to the removed model's Ki Statistic.

Inertia 1 A Pe
When this model makes a successful Ranged Attack this activation against an Enemy model, move that model 1" directly away from this model.

Unique Effects

Arbalest: This weapon gains Sweep Attack (0) when making Ranged Attacks against Small or Tiny Targets that are not Swarms.

During the Starting Phase if this model has no Ammo Tokens, it can remove all Activation Counters and gain 2 Ammo Tokens.

M 40mm

Ma'kid, the Landslide 29

Oni



Shields
Brutal (1)
Forceback Attack (0), Push Attack (0), Slam Attack (1)

Armour (1), Bravery, Fear (6), Indomitable (2), Oni Rage, Order [Onisho](2/4"), Regenerate (1), Split Attack, Strong, Tough (1)

Consume Soul 1 I Pu 3"
Rolling Boulder 3 A Pe

Consume Soul 1 I Pu 3"
When an Enemy model is Killed within 3" of this model, this model may Heal X Wounds; where X is equal to the removed model's Ki Statistic.

Rolling Boulder 3 A Pe
This model may declare a Charge action while BtB with an Enemy model this Activation.
After a Melee or Charge action declared by this model is resolved, move Enemy models within 1" directly away from this model until they leave this model's ZoC, and then move this model directly towards one of those Enemy models until it contacts the Enemy model.
After resolving all movement, make an opposed Size Test with each model moved, if this model is Successful the Enemy model gains a Prone Marker and suffers one Damage.

Unique Effects

Shields: This model has Parry (+2), Ranged Defence (+2) and Armour (+2) unless Surprised.

L 50mm

Merlek

Onisho, Shugenja

18



Staff
Powerful Attack (1)
Push Attack (0)

Black Magic

2/4/6

Aggressive, Bravery, Fear (5), Tough (1)

Fall into the Ring	X S Au X"	BtB
Ring of Fire	2 S Sp	BtB G
Soul Thirst	1 I Pu 6"	

Fall into the Ring X S Au X" BtB
While within the Aura Oni and Onisho models gain the Strong [Melee] Trait.
Other models in the Aura gain Weak Trait.

Ring of Fire 2 S Sp BtB G
Center a 4" Aura on the Battlefield Centre Point instead of on this model. Models in the Aura, and models in BtB with models in the Aura, gain Immune [Held], lose Defensive and cannot allocate dice to Defence in Melee Exchanges.

Soul Thirst 1 I Pu 6"
When an Enemy model is Killed within the Pulse, this model may Heal a number of Wounds and gain a number of Ki Tokens equal to the removed model's Ki Statistic.

Unique Effects

If this model successfully Damages a model with its Ranged Attack, place a Darkness Counter on this model. This model's Ranged Attack gains +1 Strength for each Darkness Counter on this model.

This model treats Unknown models as having Dread (1).

M 40mm

The Nian

Animal, Yokai

15



Bite
Brutal (1),
Throw Attack (1),
Sidestep Defence (1)

Aggressive, Cloudwalk, Evasive, Fear (5), Fearless, Intimidate, Jump Up, Sixth Sense

M 40mm v.1

Nian Rider

Bakemono, Animal, Yokai

18



Spear
Reach
Push Def. (0)

Bite
Charging Bonus
[Slam Att. (0)],
Sidestep Def. (1)

Aggressive, Banzai!, Cavalry (3"), Evasive, Fear (5), Jump Up, Sixth Sense

M 40mm v.2

Ogai the Skybreaker

Oni

27



Club
Brutal (1), Reach
Powerful Attack (1), Push Attack (0),
Slam Attack (1)

Armour (1), Endurance, Fear (6), Indomitable (1), Oni Rage, Regenerate (1), Strong, Tough (1)

Consume Soul	1 I Pu 3"	
Riazzur's Flight	2 A Sp	G
Unapproachable	2 A Sp	

Consume Soul 1 I Pu 3"
When an Enemy model is Killed within 3" of this model, this model may Heal X Wounds; where X is equal to the removed model's Ki Statistic.

Riazzur's Flight 2 A Sp G
When this model succeeds in a melee attack roll, Place the Enemy model in its Deployment Zone, the Enemy model gains a Prone Marker. Make a Damage Roll as normal. Do not apply any of this model's Special Abilities to this Melee Exchange.

Unapproachable 2 A Sp
Until the end of the current activation, increase the cost of special abilities of Enemy models in a Melee Exchange with this model by 1.

Unique Effects

This model may Move through Destructible terrain; if you do, remove the terrain from the battlefield.

Successful Special Attacks by this model move Enemy models double distance.

H 50mm

Okina & Oto

Bakemono

12



Unarmed

Cavalry (2"), Leadership [Bakemono](2/5")

Frenzied Rhythm	6 S Pu 4"	BtB
Marching Beat	4 S Pu 4"	BtB

Frenzied Rhythm 6 S Pu 4" BtB

Each Friendly Bakemono within the Pulse gains 1 Virtue Token.

Marching Beat 4 S Pu 4" BtB

All Bakemono not in BtB with an Enemy model within the Pulse's area of effect may make a 2" Walk.

Unique Effects

When a Friendly model spends a Virtue Token, while this model is in play, it gains one of the following until the End Phase:

- +1 Melee Weapon Strength
- Bravery
- Last Stand

S 30mm

Lost Slave

Slave

6ea



Polearm
Reach

Cowardly, Sacrifice [Oni](2"), Resistance (-1)

Bloodletting	1 S Ta BtB	BtB

Bloodletting 1 S Ta BtB BtB

Target Friendly Oni in BtB suffers 1 Wound ignoring Armour and Tough. This model gains an Oni Blood Token.

Unique Effects

During the Starting Phase this model may spend Oni Blood Tokens. If it does it suffers 1 Wound and gains Fearless, Last Stand and +1 Melee Weapon Strength until the End Phase for each Token spent.

S 30mm v.1

Onyomi

Oni, Kijo

24



Bone Club
Brutal (1), Combo Attack (1), Powerful Attack (1), Throw Attack (1)

Fear (6), Oni Rage, Strong [Melee], Tough (1)

Consume Soul	1 I Pu 3"	
Inspiration	2 A Ta 6"	
Stolen Glory	3 I Pu 6"	BtB

Consume Soul 1 I Pu 3"

When an Enemy model is Killed within 3" of this model, this model may Heal X Wounds; where X is equal to the removed model's Ki Statistic.

Inspiration 2 A Ta 6"

Target Friendly Faction model with a Rice Cost of less than this model gains +1 to its Melee Pool or Ranged Pool until the End Phase.

Stolen Glory 3 I Pu 6" BtB

When a Friendly Onisho model deals damage in a Melee Exchange in the Pulse, if this model is not BtB or in an Enemy model's ZoC, once the Melee Exchange is resolved this model may immediately Charge the Enemy model. Neither model loses Activation Counters for this Charge or for participating in the Melee Exchange. If the Enemy model is removed from play, only this model may use the Consume Soul Ki Feat this activation.

Unique Effects

This model may only target Onisho models with its Inspiration Ki Feat.

Oni and Onisho models, except Kijo models, activating within 4" of this model gain a Frightened Marker until the End Phase.

L 30mm

Ook

Bakemono

14



Something Big
Reach
Counterstrike Defence (1), Push Attack (0), Sweep Attack (1)

Bodyguard [Herald, Council](3"), Camouflage (4"), Soulless, Tiny

Barge	2 A Pe	

Barge 2 A Pe

After a Melee action declared by this model is resolved, move Enemy models in BtB directly away from this model until they leave this model's ZoC, and then move this model directly towards one of those Enemy models until it contacts that model.

Unique Effects

If this model was recruited into the same Warband as a Friendly Herald or Council model, it gains the Horde type while a Friendly Herald or Council model is in play. This model may gain the Horde type from this ability even while not in play.

T 30mm

Rashka the Devastator 27

Oni



Torii Arch
Brutal (1), Reach
Slam Attack (0), Combo Attack (1)
Push Defence (1)

Bravery, Courage (1), Fear (6), Huge, Indomitable (1), Resistance (1), Oni Rage, Split Attack, Strong, Tough (1)

Consume Soul	1 I Pu 3"
Crushing Blow	2 A Pe
Rampage	3 A Pe

Consume Soul 1 I Pu 3"
When an Enemy model is Killed within 3" of this model, this model may Heal X Wounds; where X is equal to the removed model's Ki Statistic.

Crushing Blow 2 A Pe
This model's Melee Weapons gain Brutal (+1) and Pierce (2) until the end of the current activation. This Ki Feat can only be used once per activation.

Rampage 3 A Pe
This model gains Agile and Indomitable (+1) until the End Phase.

Unique Effects

When this model has the Initiative in a Melee Exchange, Enemy models cannot reroll Defence dice during that exchange.

This model may move through Destructible terrain; if it does, remove the terrain from the battlefield.

H v.1 30mm

Rinsho 16ea

Bakemono



Club
Brutal (1),
Powerful Attack (1)

Armour (1), Bravery, Fear (4), Regenerate (2)

Hyper Regeneration 2 A Pe

Hyper Regeneration 2 A Pe
This model gains Regenerate (4) until the End Phase.

Unique Effects

If this model has Wounds marked on its Wound Track it gains Aggressive, Combo Attack (0) and Fear (6).

This model automatically passes Fear Tests caused by Small Based models.

S 30mm

Taburo the Unbreakable 25

Oni



Ploughshare
Brutal (1), Pierce (3), Reach
Push Attack (0), Slam Attack (1),
Sweep Defence (1)

Bravery, Endurance, Fear (6), Indomitable (2), Oni Rage, Regenerate (1), Strong, Tough (1)

Consume Soul	1 I Pu 3"
Haul	3 A Ta 2"
Unmoved	3 A Pe

Consume Soul 1 I Pu 3"
When an Enemy model is Killed within 3" of this model, this model may Heal X Wounds; where X is equal to the removed model's Ki Statistic.

Haul 3 A Ta 2"
Perform an Opposed Size Test with Target Enemy model. If this model is successful, place the Enemy model anywhere in BtB with this model.

Unmoved 3 A Pe
This model gains Immovable and Tough (+1) until the End Phase.

L 30mm

Tra-Peng II

Bakemono



Improvised Weapon
Sidestep Defence (0)

Camouflage (2"), Dodge (1), Scout (1/4"), Tiny

Snare 2 I Pu 12"

Snare 2 I Pu 12"
When an Enemy model without the Cloudwalk or Intangible traits and not in BtB with a Friendly model declares a Move in the Pulse, that model must make a Move Challenge Test (8) for models declaring a Run or Charge Action, and a Move Challenge Test (7) otherwise. If unsuccessful, the model may not Move; if the model was declaring an action, it loses an Activation Counter and its action is considered resolved.

This is a Trap effect. Only one Trap effect may be declared once per activation.

Unique Effects

During the Starting Phase choose a Target Enemy model within 8" of this model. That model gains a Stunned Marker.

T v.1 30mm

Trak

Bakemono, Samurai — 13



Kama
Combo Attack (1),
Powerful Attack (1)

Armour (1), Camouflage (4"),
Co-ordinated Attack [Bakemono], Cowardly,
Prowess [Melee](1), Tiny

Umbrella Block 2 I Pe
Precision Strikes 2 A Pe

Umbrella Block 2 I Pe
This model gains Parry (1) until the current action is complete.

Precision Strikes 2 A Pe
This model gains Pierce (1) until the end of the current activation.

Unique Effects

Kurouma Koryu: If this model places all its Melee dice into Attack it gains Brutal (+1) until the end of the current Melee Exchange.

T 30mm v.1

Tribal Brute

Bakemono — 10ea



Club
Brutal (1)

Armour (1), Bravery, Regenerate (1), Stupid

War Cry 2 A Pe

War Cry 2 A Pe
This model gains Fear (6) until the current action is resolved.

Unique Effects

Bakemono models activating in BtB with this model gain Charging Bonus [Steadfast] but if they fail a Fear Test they take 3 Wounds (Ignoring Tough) immediately.

S 30mm v.2

Tsuta

Kijo, Onisho — 14



Fists
Grapple
Attack (1),
Stun Attack (1)

Spiked Balls
Bleed (1/1)
Ammo (2)
Sweep Attack (1)
3/6/9

Aggressive, Armour (1), Bravery, Fear (5),
Tough (1)

Consume Soul 1 I Pu 3"
Idolize 2 A Ta 6"

Consume Soul 1 I Pu 3"
When an Enemy model is Killed within 3" of this model, this model may Heal X Wounds; where X is equal to the removed model's Ki Statistic.

Idolize 2 A Ta 6"
Target Friendly Faction model with a Rice Cost of more than this model gains +1 to its Melee Pool or Ranged Pool until the End Phase.

Unique Effects

Spiked Balls: When a model is Damaged by this Weapon, reduce its Move statistic by its Armour Trait's value until the End Phase.

When this model declares a Wait Action and spends 2 Ki Tokens to remove Destructible terrain, if it currently has no Ammo Tokens, this model will also gain 1 Ammo Token and may immediately make a Ranged Attack.

This model may only Target Oni or Onisho with its Idolize Ki Feat.

M 30mm

Tu-ning

Bakemono — 7



Unarmed

Camouflage (6"), Cowardly, Tiny

Rally 3 A Pu 8"
Call the Horde 6 A Sp

Rally 3 A Pu 8"
Remove all Frightened Markers from all Friendly models within the Pulse.

Call the Horde 6 A Sp
Summon and Deploy a Horde Bakemono in BtB with this model. If there are no Bakemono cards available with a free Wound Track this feat cannot be used.

T 30mm v.2

Uk-Rang 12

Bakemono, Brute



Flail
Brutal (2), Chain Weapon (1), Push Defence (0)

Armour (1), Bodyguard [Bakemono](2"), Bravery, Regenerate (1), Stupid

Thrash 2 I Pe

Thrash 2 I Pe
Models in a Melee Exchange with this model lose the Dodge trait until the current action is resolved.

S 30mm v.2

Ushi the Sadistic Sp

Oni, Shugenja



Club
Brutal (1)
Push Att. (1)

Whip
2/3/4

Aware, Fear (6), Indomitable (2), Oni Rage, Strong, Tough (1), Willpower (1)

Dominate 2 A Ta 6"
Obey 3 S Ta 8" O.Ki BtB

Dominate 2 A Ta 6"
Target non-Exhausted Enemy model must be chosen to activate next, ignoring Impetuous Markers. The Opposing Player may not declare the use of a Pass Token next activation.

Obey 3 S Ta 8" O.Ki BtB
Target Enemy model gains one Control Marker.

Unique Effects

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 profile cards have the same Wounds unmarked. Transfer Ki Tokens, State Markers, Enhancements and any other Tokens to the chosen profile card.

Kemono & Ushi are considered the same model when creating a Warband.

Models suffering Wounds from this model's Ranged Attack gain Cowardly until the End Phase.

L 30mm v.2

Waka the Rampager 23

Oni



Fist
Brutal (1), Throw Att. (1), Push Def. (0)

Debris
2/4/6
Ammo (1), Pierce (3), Sharp (1), Critical Att. (0)

Fear (6), Indomitable (1), Oni Rage, Strong, Tough (1)

Consume Soul 1 I Pu 3"
Dirty Fighting 2 A Pe
Long Throw 2 A Sp BtB

Consume Soul 1 I Pu 3"
When an Enemy model is Killed within 3" of this model, this model may Heal X Wounds; where X is equal to the removed model's Ki Statistic.

Dirty Fighting 2 A Pe
Enemy models cannot declare the use of Special Attacks or Defences in Melee Exchanges with this model until the current activation is resolved.

Long Throw 2 A Sp BtB
The Range Bands on this model's Ranged Weapons become 3/6/9 until the End Phase.

Unique Effects

When this model makes a Ranged Attack deploy a 30mm base [Impassable, Blocking,Small] [Destructible] terrain element in contact with the Target.

When Waka declares a Wait Action and spends 2 Ki Tokens to remove Destructible terrain he is in BtB with, if he currently has no Ammo Tokens, he will also gain 1 Ammo Token and he may immediately make a Ranged Attack.

L 30mm v.1

Wei-Shu 14

Bakemono, Shugenja, Herald



Dagger

Camouflage (4"), Cowardly, Tiny

Mind Control 2 A Ta 9" BtB
Psychic Drain 1 S Ta 8" O.Ki BtB
Council's Shield X C Ta 6" BtB

Mind Control 2 A Ta 9" BtB
Until the end of the current activation, if Target other Bakemono must make a Disguise or Fear Test, this model makes the Test instead. Target model may attempt the Disguise Test as if it had Ki Stat 2 or higher. While making Tests for the Target, this model gains Bravery and loses Cowardly.

Psychic Drain 1 S Ta 8" O.Ki BtB
This model may transfer up to 3 Ki Tokens from the Target Enemy model's profile card to its own. The Target is always considered Surprised by this Ki Feat.

Council's Shield X C Ta 6" BtB
Target Bakemono gains an additional X unmarked Wound boxes until the End Phase. Mark wounds on these Wound boxes first. X cannot be greater than 3.

Camouflage (4"): While this model is benefiting from Cover, Enemy Models cannot Target or enter BtB with this model unless the Enemy Model is within 4" at the start of its activation.
Cowardly: This model must re-roll successful Fear Tests.
Tiny: This model is Tiny sized.

T 30mm v.1

Wu-Zang

Bakemono, Shugenja

14



Unarmed

Camouflage (4"), Tiny, Willpower (1), Weak

Curse Fate	3	S	Ta	12"	O.Ki	BtB	
Grasp of Darkness	3	S	Ta	12"	O.Ki	BtB	
Psychic Venom	X+1	S	Ta	8"	O.Ki	BtB	

Curse Fate 3 S Ta 12" O.Ki BtB

Roll a number of D6 equal to 1 plus the SL of the Opposed Ki Test. Reroll 1s and dice with the same value until all dice have unique values. Until the End Phase the Target considers any dice it rolls that match those rolled for this feat to be a value of 1.

Grasp of Darkness 3 S Ta 12" O.Ki BtB

Target Enemy model gains Slow and Weak until the End Phase.

Psychic Venom X+1 S Ta 8" O.Ki BtB

Target enemy model gains X Poison (2) Markers. X may not be greater than 3. The cost of this feat is X+1.

T 30mm v.1

Xi-Han

Bakemono, Shugenja

15



Unarmed

Sp 3/6/9

Mushrooms
Ammo (3), Lightweight

Camouflage (4"), Resistance (1), Tiny

Reiji Kinoko 1 A Pe

Reiji Kinoko 1 A Pe

Replace this model with the Zoo model. Recover or Inflict Wounds so that Zoo's profile card has the same number of Wounds marked as Xi-Han. Transfer State Markers, Tokens, Counters, Enhancements and game effects to Zoo's profile card, Zoo gains an Impetuous Marker. This effect expires in the End Phase, replace Zoo with Xi-Han. Recover or Inflict Wounds so that Xi-Han's profile has the same number of unmarked Wound boxes as Zoo, up to his maximum of 4. Transfer State Markers, Tokens, Counters, Enhancements, and game effects to Xi-Han's profile card.

Unique Effects

Xi-Han and Zoo are considered the same model when creating a Warband.

Mushrooms: Successful Ranged Attacks cause no Damage. Instead choose the Target, non-Soulless model to gain one of the following effects:

- 1 Blind Marker
- 1 Impetuous Marker and Aggressive until the End Phase
- 1 Frightened Marker

T 30mm v.2

Yami'mure

Bakemono

13



Unarmed

Camouflage (4"), Cowardly, Tiny

Multitudes 3 S Pe

Multitudes 3 S Pe

Until the End Phase, if this model is Killed, replace it by Summoning and Deploying an available non-Unique, non-Rinsho, Horde Bakemono with 1 Wound box unmarked. Then Summon and Deploy an available non-Unique, non-Rinsho, Horde Bakemono in BtB with that model with 1 Wound box unmarked.

Unique Effects

While this model is in play, this model's feat may be used by Friendly Bakemono models as if it were on the Bakemono Horde card.

When a Friendly Horde Bakemono model is within 4" of this model it may use the Multitudes Ki Feat as an Instant rather than a Simple Ki Feat.

T 30mm v.1

Yasei

Onisho

15



Wrestling
Push Attack (0)
Slam Attack (1)
Throw Attack (1)

Aggressive, Bravery, Fear (5), Indomitable (1), Split Attack, Tough (1)

Choke Hold	2	I	Pe		
Consume Soul	1	I	Pu	3"	

Choke Hold 2 I Pe

This model gains Grapple Attack (0) and Grapple Defence (0) until the end of the current activation. If this model successfully applies one of these Special Abilities, the Enemy model suffers one Wound.

Consume Soul 1 I Pu 3"

When an Enemy model is Killed within 3" of this model, this model may Heal X Wounds; where X is equal to the removed model's Ki Statistic.

Unique Effects

When this model declares a Charge Action, this model may Move through Destructible terrain; if you do, remove the terrain from the battlefield.

When this model makes a Damage Roll as a result of a Melee Exchange, add one to the number of Wounds inflicted.

M 40mm

Yusha the Vindictive 22

Oni



Whip
Brutal (1), Throw Att. (1)

Whip
2/3/4

Bravery, Command [Animal](3/6"), Fear (6), Indomitable (1), Oni Rage, Strong, Tough (1)

Consume Soul	1 I Pu 3"	
Inspiration	2 A Ta 6"	
Spur On	2 A Ta 3"	BtB

Consume Soul 1 I Pu 3"
When an Enemy model is Killed within 3" of this model, this model may Heal X Wounds; where X is equal to the removed model's Ki Statistic.

Inspiration 2 A Ta 6"
Target Friendly Faction model with a Rice Cost of less than this model gains +1 to its Melee Pool or Ranged Pool until the End Phase.

Spur On 2 A Ta 3" BtB
Until the End Phase Target Friendly Animal model gains Rise (4) and loses the Aloof trait.

Unique Effects

This model may only target Animal models with its Inspiration Feat.

Models suffering Wounds from this model's Ranged Attack gain Cowardly until the End Phase.

L 50mm

Zoo Sp

Bakemono



Fists
Combo Attack (1)

Fear (5), Tough (1)

Mutation	2 A Pe

Mutation 2 A Pe
This model gains one of the following until the End Phase:
- +1 Melee Weapon Strength
- Regenerate (2)
- Armour (+1)

Unique Effects

Xi-Han and Zoo are considered the same model when creating a Warband.

M 40mm v.2

Zuba the All Seeing 25

Oni



Hammer
Brutal (1), Slam Att. (1), Powerful Att. (1)

Ground Slam
Sweep Att. (0)
-/6/-

Charging Bonus [Fearless, +1 Melee Pool], Fear (6), Indomitable (1), Oni Rage, Sixth Sense, Strong, Tough (1)

Consume Soul	1 I Pu 3"
Future Sight	2 I Pe

Consume Soul 1 I Pu 3"
When an Enemy model is Killed within 3" of this model, this model may Heal X Wounds; where X is equal to the removed model's Ki Statistic.

Future Sight 2 I Pe
This model gains Tactician (1) until the End Phase and Enemy models lose Tactician until the End Phase.

Unique Effects

Ranged Attacks made by this weapon ignore Camouflage and Cover.

This model begins the game with a Luck Token.

Whenever a Friendly model within 6" makes a Fear Test, Attack Roll, Defence Roll, Damage Roll or Opposed Ki Test this model may spend the Luck Token to reroll one of the dice.

L 50mm v.1

Zung-Fu 12

Bakemono, Shugenja



Unarmed

Camouflage (4"), Tiny, Willpower (1)

Shadow Tendrils	3 S Ta 8" O.Ki BtB
Strip Soul	X+1 S Ta 8" O.Ki BtB

Shadow Tendrils 3 S Ta 8" O.Ki BtB
Target Enemy model suffers -3 Move until the End Phase.

Strip Soul X+1 S Ta 8" O.Ki BtB
Target Enemy model gains one Spirit Block Marker and Insignificant until the End Phase. X is equal to the Ki Statistic of the Targeted Enemy model. The cost of this feat is X+1.

T 30mm

ALPHAS

THEME

- Oni models cost -1 Rice to recruit into the Warband.
- During the Starting Phase choose a Friendly Oni. That model gains Terror until the End Phase. You cannot choose the same model twice in a row unless it is the only Oni in play.
- The first time, each turn, any Oni model is made Prone, remove the Prone Marker; that model does not become Prone.
- When an Oni model uses its Oni Rage Trait in the Starting Phase, that model does not suffer the Melee penalty for having Run until the End Phase.
- Friendly Oni models gain the Adept [Attack, Size] (1) trait.
- Once per turn, a Friendly Oni model may substitute Size for the stated dice pool of any Test. Use the same Challenge Number for a Challenge Test, or against the opponent's normal statistic or dice roll for an Opposed Test. This Test is both a Size Test and the original Test and applies modifiers from both. The success or failure on the Size Test replaces the original Test. The Enemy model's dice pool is still based on the original stat or number of dice as written for the relevant Test. This effect may not be used to roll Defence dice.

Permitted [Animal, Oni, Slave, Yokai]
Exclusion [Bakemono]

v.1

AMBUSH

EVENT

X Friendly models gain Flank.

X cannot be greater than 3.

x1 Max X+1

ANCESTRAL GUIDANCE

ENHANCEMENT - EQUIPMENT

While the attached model has 2 or more Unmarked Wound Boxes, reduce any Damage taken to ensure this model has at least one Unmarked Wound Box.

Requirement [Ring of Fire Theme]

Old bones remember a great many things.

1 Max 1

結果 BAKEMONO HUNTING PACK

THEME

- Add the following Ki Feat to the 'Out of the Underworld' Communal Card:

Get the Dogs! 9 A Sp BtB

Summon and Deploy a Friendly Kaihei model (this may not be an Alpha) within 2" of this model. If there are no Kaihei Wound Tracks available this feat cannot be used. This Warband may only use this Ki Feat once per turn.

- When a Friendly Animal model would generate Ki Tokens in the Starting Phase, instead place those Ki Tokens on the Bakemono Horde card ignoring their Ki Statistic max.
- Choose a Unique Enemy model after Deployment. All Friendly Animal models gain Vengeance [Chosen model], and gain Courage (1) while making Fear tests caused by that model. If the Enemy model is Killed, you may immediately Choose another.

Permitted [Animal, Bakemono, Yokai, Ronin Bakemono, Ronin Animals]
Exclusion [Shugenja, Tu-Ning, Terrain]

v.1

嵐 BATTLE HUNGRY

ENHANCEMENT

When the Attached model places all its Melee dice into Attack during a Melee Exchange, any Wounds taken by the Attached model are halved until the end of the Melee Exchange.

Requirement [Onisho]

"Only a coward fears new scars."
- Goro

1 Max 2

BOUND BY WILD DESIRE

EVENT

Play at the start of a Melee Exchange between a Friendly Faction Onisho and an Enemy model. Both models gain a Death Sentence Marker.

Requirement [Ring of Fire theme]

It takes two to start a fight.

2 Max 1

CAVERN HOLE

TERRAIN

40mm base, [Difficult, Clear, Zero] [Destructible]

Friendly Bakemono Summoned through the Summon from the Shadows Ki Feat can be Deployed in BtB with this Terrain element.

"They... They just keep coming"
- Minimoto Ashigaru, first duty at the Garrison of the Damned.

Z ≤0 mm x1 Max 2

v.1

CRIMSON SKY MUSHROOM

ENHANCEMENT - EQUIPMENT

Attached model cannot be Healed.

Double the Attached model's Melee Pool and it gains +2 Strength to its Melee Weapons.

Every End Phase mark one Wound Box on the Attached model.

Requirement [Raider model in a Warband with a Bakemono Shugenja]

The spores are deadly, not just to the imbiber.

x1 Max 2

v.1

CUNNING WARRIOR

ENHANCEMENT

Attached model's Ranged Weapons gain Powerful Attack (1).

Requirement [Ring of Fire theme]

Oni can be exemplary ranged combatants, but only those close to the action can drink the souls from the defeated. Their enemies are lucky, this means archers are rare.

1 Max 2

DEEP MUSHROOMS

ENHANCEMENT - EQUIPMENT

During the Starting Phase, Attached model may gain a Berserk Marker and become Fearless until the End Phase. If they do, discard this card.
Fearless: This model automatically succeeds when taking Fear Tests and has Immune [Frightened].

Requirement [Warband with a Shugenja.]

The tastiest MUSHROOMS!

x1 Max 2

DOKUTSURUTAKE MUSHROOM

ENHANCEMENT - EQUIPMENT

When Attached model is killed, all non-Bakemono models within a 3" Pulse gain a Poison (1) Marker. If any Bakemono are in the Pulse, choose 1 to gain this card, if permitted.

Requirement [Bakemono model in a Warband with a Bakemono Shugenja]

The spores carry to the nearest place they can grow.

x1 Max 4

ENDLESS NUMBERS

ENHANCEMENT

Attached card gains the "Horde" Type.

X is equal to 3 per model bought on the Attached card.

Requirement [Bakemono]
Exclusion [Unique, Cavalry]

The hidden masses of the Bakemono appear to have no end. Even the mighty Oni grow concerned.

x1 Max X

ESCORT

THEME

Add the following Ki Feat to the Bakemono Horde card:

Distraction 2 A Ta 6" BtB
Target Enemy model must perform a Ki Challenge Test (6). If it fails, you may change that model's Facing.

In the Starting Phase, add a Ki Token to the Bakemono Horde card for each Friendly model that was recruited into the Warband that is currently removed from play.

Permitted [Bakemono, Ronin Bakemono]
Exclusion [Animal, Cavalry]

FIERY SCEPTRE

ENHANCEMENT - EQUIPMENT

You may choose to discard this card during the Starting Phase. If you do so, Attached model's Ranged Weapons gain Fire (1/1) until the End Phase.

Requirement [Merlek & Ring of Fire Theme]

1 Max 1

FIERY WROTH

ENHANCEMENT

Attached models' Melee Weapons gain Fire (1/1).
When the attached model suffers Damage from Fire in the End Phase, the model gains a Rage Token. Until the end of the game, models' Weapons gain Fire (+1/+1) for each Rage Token they have.

Requirement [Ring of Fire theme]

Light up the sky like a flame!

For 3 copies of this card

3 Max 1

GATHERING IN THE DARK

EVENT

Play in the Starting Phase. Until the End Phase whenever an Opponent spends a Pass Token, add 1 Ki Token to the Bakemono Horde Card.

"The longer we wait, the more of them gather."
- Nanashi

1 Max 2

GHOST HEART MUSHROOM

ENHANCEMENT - EQUIPMENT

During the Starting Phase, Attached model may gain Intangible and Sixth Sense and its weapons gain Ki Block until the End Phase.

If it does, discard this card in the End Phase.

Shhhnack Time!

x1 Max 2

HEADBUTT

ENHANCEMENT

At the start of the Attached model's activation you may move all Enemy models in BtB with the Attached model 2" directly away.
Then discard this card.

Requirement [Kuroko & Ring of Fire Theme]

So the horns are not decorative.

1 Max 1

HIS FATHER'S SKULL

ENHANCEMENT - EQUIPMENT

Once per game, this model's Ranged Weapon gains Brutal +2 for the next Ranged Attack, then discard this card.

Requirement [Boba & Ring of Fire Theme]

Boba has a particular favourite weapon.

1 Max 3

BAKEMONO HORDE

"OUT OF THE UNDERWORLD"

COMMUNAL

When a Bakemono would generate Ki Tokens (Or otherwise gain Ki Tokens) instead place those Ki Tokens on this card.

Whenever a Bakemono model would spend Ki Tokens you may spend them from this card to pay for Ki Feats, Boosts or other effects.

Friendly Bakemono may use feats listed on this card.

A Player may only have 1 Bakemono Horde card.

BAKEMONO HORDE

Summon from the Shadows 6 A Sp
Deploy a Horde Bakemono anywhere within 2" of this model. If there are no Bakemono cards available with a free Wound Track this feat cannot be used. This Warband may only use this feat once per turn.

Darkness 5 A Sp
Until the End Phase all non-Soulless, Non-Sixth Sense, Non-Bakemono models may only draw LoS up to 4".

Shadow Walk 1 A Pe
If this model is out of LoS of all Enemy models, Place it within 3" of its current location. This feat can only be used during an activation, once per activation.

Mob Mentality X I Pe
When a Bakemono model passes a Fear Test, it does not need to re-roll that test due to Cowardly. This Ki Feat may be used after the dice are rolled as if it were granting a re-roll. X is equal to the number of times this feat has been used previously this turn.

v.1

IDOL OF THE DEEP

TERRAIN

30mm base, [Impassable, Blocking, Small]
[Believer [Bakemono](BtB/1), Destructible]

S 30 mm x1 Max 2

v.1

IMPENDING DOOM

嵐

EVENT

Play in the Starting Phase. Choose one of the following:
• Choose a model, that model gains an additional one of its Markers, Counters or Tokens of your choice, excluding Activation Counters and Ammo Tokens.
• Choose a model, that model removes one of its Markers, Counters or Tokens of your choice, excluding Activation Counters and Ammo Tokens.

Requirement [Warband with a Shugenja model]

The Garrison will fall.

1 Max 1

INTUITION

ENHANCEMENT

The Attached model gains Sixth Sense.

Requirement [Junec & Ring of Fire Theme]

1 Max 3

INVIOLABLE PHYSIQUE

EVENT

A Friendly Jokash gains Immune [States] and Endurance until the end of the current Activation.
That Jokash loses these benefits if a Bound by Wild Desire Event affects him.

Requirement [Jokash & Ring of Fire Theme]

1 Max

1

MANTLE OF THE MATRIARCH

ENHANCEMENT - EQUIPMENT

Once per activation, when a model uses the Consume Soul or Soul Thirst Ki Feats, the Attached model may perform a Walk towards the model that was Killed.

Requirement [Kijo & Ring of Fire Theme]

The Kijo are first to feast.

1 Max

1

MUSHROOM CRAZED LUNATICS

THEME

- Models in this Warband gain Banzai! and cannot gain the Slow trait.
- Models in this Warband do not suffer the Melee Penalty for having Run this turn.
- Models in this Warband may only declare Melee, Run or Charge Actions. If no Action choice is legal, then the model loses all Activation Counters and ends its Action immediately.
- Discard this Theme when a model in this Warband performs any Action other than Melee, Run or Charge, or you may choose to discard this card in any Starting Phase.

Restriction [Bakemono]

v.2

NIGHTBLOOD MUSHROOMS

ENHANCEMENT - EQUIPMENT

During the Starting Phase, Attached model may gain +2 Melee Strength, Aggressive, Cloudwalk, Fearless, 1 Impetuous Marker, and Tough (+1) until the End Phase.

If it does during the End Phase this model suffers 2 Wounds, then discard this card.

Requirement [Bakemono model in a Warband with a Bakemono Shugenja.]

THE tastiest mushrooms!

x3 Max

1

OVERWHELMING FORCE

EVENT

When a Friendly Faction Onisho declares a Charge Action, during the resulting Melee Exchange, reduce the Success Level of the Enemy model's Attack by the Success Level of the Onisho's Attack (to a minimum of 0).

Requirement [Ring of Fire Theme]

Onisho know only aggression and violence of action.

1 Max

2

POISONED WEAPONS

ENHANCEMENT - EQUIPMENT

Attached model's Melee Weapons gain Poison (1/1).

x1 Max

2

QUICKEN

ENHANCEMENT

Attached model gains +X to its Move Statistic. X is equal to the number of VPs scored.

Requirement [Ring of Fire Theme]

Onisho hurry towards apotheosis.

1 Max

1

RAIMENT OF VIOLENCE

ENHANCEMENT - EQUIPMENT

Attached model Gains Armour (2), Fearless and Vengeance [Stunned].
While this model is BtB with an Enemy model, other Friendly Onisho gain Fearless and Vengeance [Stunned].

Requirement [Kano & Ring of Fire Theme]

Kano has learned from his foes, and now leads the onisho from the front.

1 Max

1

RAMPAGE!

EVENT

Once per game, Waka the Rampager may perform a Range Attack Action ignoring the Ammo rules and without removing an Ammo Token. Deploy a terrain element as usual as part of the Range Attack.

Ni'Ha the Two Blades always enjoyed Waka's creativity.

x1 Max 1

RAVENOUS HUNGER

EVENT

When one Friendly Oni or Onisho model uses the Consume Soul Ki Feat it gains an Activation Counter.

Then discard this card.

"I never want to see that again." - Tenchi

x1 Max 3

v.1

RED SPOT MUSHROOMS

ENHANCEMENT

Attached model gains Impetuous (1).
Impetuous (1): During the Starting Phase this model gains an Impetuous Marker. While this model has Impetuous Markers it has the Fearless trait.

Restriction [Horde Bakemono]

These mushrooms taste terrible.

x3 Max -1

SHITAKE MUSHROOM

ENHANCEMENT - EQUIPMENT

Attached model gains Immune [Stunned, Diseased].

Requirement [Bakemono model in a Warband with a Bakemono Shugenja]

Heat butter in a small pan. Tip in the mushrooms and fry over a strong flame. Lift out of the pan into a bowl and mix with the cheese and parsley. Place the pan back on the flame and swirl the eggs into it. Spoon the mushroom mix over one half of the omelette. Flip the omelette over to cover the mushrooms. Cook for a few moments more, lift onto a plate.

x1 Max 2

SNEAK

EVENT

1 Bakemono may use the Shadow Walk Ki Feat regardless of LoS.

x1 Max 2

SOUL MEDALLION

ENHANCEMENT - EQUIPMENT

When the Attached model is Killed, add 4 Ki Tokens to the Bakemono Horde card.

Restriction [Bakemono]

x1 Max 1

SPIRIT OF THE CONSUMED

ENHANCEMENT

Attached model gains +1 Ki Statistic.

Requirement [Oni]

x1 Max 2

SPOILED RATIONS

EVENT

Play in the Starting Phase. Until the End Phase Enemy models gain Indomitable (-1) to a minimum of 0.

"They have no alternative. So they eat poison."
- Ka-Feng the Gardener

1 Max 2

THE HORNS OF POWER

ENHANCEMENT - EQUIPMENT

When Attached model performs a Wait Action, it gains Brutal (+2) until the End Phase.

Requirement [Oni]

"Beware the leader, he wears the Horns of Power" - Prophecy of Misao

∞ | 1

THE RING OF FIRE

THEME

- After an Enemy model is killed, all Friendly Onisho gain the Oni Rage trait until the end of the game.
- Friendly Faction Onisho gain Last Stand. While under the effects of Last Stand, Friendly Faction Onisho may still Heal using the Consume Soul or Soul Thirst Ki Feats. When Healed the effects of Last Stand end.
- When a Friendly Faction Onisho uses Oni Rage, Consume Soul or Soul Thirst, that model gains +X Ki for Oni Rage and Soul Thirst and Heals +X Wounds for Soul Thirst and Consume Soul.

X is equal to the number of Friendly models that were Recruited into the Warband that are no longer in play.

Permitted [Onisho]

THERE CAN BE ONLY ONE

EVENT

Play this card if the only Friendly model remaining in play is an Onisho that you own. While any Enemy models have Activation Counters, that model cannot remove any Activation Counters.
The model activates as usual.

Requirement [Ring of Fire theme]

Apotheosis

1 Max | 3

THOUSAND EYES

THEME

- After each Tactical Test, choose a Friendly Bakemono Card. It gains the Group trait until the End Phase
- During the first turn the "Darkness" Ki Feat is in effect from the start without paying any cost
- All Bakemono gain the following Ki Feat:

Thousand Kin 2 A Pe
This model gains Co-ordinated Attack [Bakemono] until the current Melee Exchange is resolved.

Permitted [Bakemono, Ronin Bakemono, Animal, Ronin Animals]

THROW A ROCK!

EVENT

The activating Bakemono gains the following Ranged Weapon until the current activation is resolved:

-2 -/3/- **Rock**

On a successful Ranged Attack the Target gains a Stunned Marker.

Back to basics.

x1 Max | 1

TOTEM POLE

TERRAIN

30mm base, [Impassable, Blocking, Small] [Destructible]

This Terrain element must be Deployed within 3" of the centreline of the table and not within 6" of an edge.

Add 2 Ki Tokens to the Bakemono Horde every turn.

"If you see one, knock it down! I don't care what the other threats are, Hordes of Bakemono, Oni the size of houses, the Yama Kings themselves… ignore them and get rid of that thing!" - Takashi Mako

S 30 mm | x1 Max | 2 | v.1

TREPANATION

ENHANCEMENT - EQUIPMENT

While the Attached model has exactly one or two Unmarked Wound boxes, double its Melee Pool before any modifiers.

Requirement [Ring of Fire theme]

The adrenalin rush of being close to death may be an onisho's salvation.

1 Max | 2

UNDERWHELMING FORCE

EVENT

Until the End Phase, when a Friendly Faction Onisho would take exactly 1 damage, it takes no damage (apply the Tough Trait first).

Requirement [Ring of Fire theme]

You are not worthy enough to scar my flesh!

1 Max | 2

UNDERWORLD CHARM

ENHANCEMENT - EQUIPMENT

Whenever this model generates Ki Tokens in the Generate Ki step of the Starting Phase, add an equal number of Ki Tokens to the 'Out of the Underworld' Communal Card.

Requirement [Oni, Onisho]

We will make their screams sound like yodeling goats!

x1 Max 3

UNEARTHLY HOWLS

EVENT

Play during the Starting Phase.

Until the End Phase Friendly Kaihei models gain Fear (6) while not the Activating model.

"My men wouldn't go near them; then we got jumped on by the whole pack at once."
- Prefecture Gunso

x1 Max 2

UNEARTHLY RAGE

ENHANCEMENT

When Attached model uses Oni Rage you may have it gain Unblockable (1) until the End Phase.

Discard this card during the End Phase if you do so.

"The sight of an Oni Raging is not something you often see twice." - Atsushi

x3 Max 2 v.1

UNWORTHY TASK

EVENT

When a Faction Onisho model performs a Scenario Action, remove one fewer Activation Counters (to a minimum of zero) at the end of the action. (They must have the usual amount of Activation Counters available).

Requirement [Ring of Fire theme]

When the time comes, Onisho should only expend effort to fight and die.

1 Max 2

URIAN THE HEWER

ENHANCEMENT

Attached model may move through Destructible Terrain, if it does remove the terrain from the battlefield.

Exclusion [Soulless]

"They used him, his soul is gone. The Shadow council must be punished. Should we demand one of them to die as Urian did?"
"One? No Merlek, that is not our way. You will learn. Rashka! Kill ten thousand bakemono, I care not who."

x1 Max 3

WORTHY OPPONENT

EVENT

Play during the Starting Phase. If there are no Death Sentence Markers on any Enemy models, choose an Enemy model. That model gains a Death Sentence Marker.

Requirement [Ring of Fire theme]

Onisho cannot grow to maturity by passage of time alone.

3 Max 2

WRATH OF THE RED SUN

THEME

- Whenever a Friendly Oni or Onisho model deals Damage in a Melee Exchange, place a Counter on this card at the end of the activation.
- Whenever a Friendly Oni or Onisho Kills an Enemy model in a Melee Exchange add 2 Counters to this card at the end of the activation.
- Whenever a Friendly Oni or Onisho is Killed in a Melee Exchange remove a Counter from this card at the end of the activation.
- Remove all counters from this card in the End Phase.
- Friendly Oni and Onisho model's Melee Weapons gain +1 Strength modifier for each Counter on this card.

Permitted [Oni, Onisho]

The Jwar Isles offer the Oni newfound opportunities to prove themselves. Those who are worthy begin to gather.

YOUTHFUL AGGRESSION

ENHANCEMENT

Attached model gains the following Ki Feat:

Second Wind 1 A Pe

At the end of an activation in which this model declared a Charge action and caused Wounds in a Melee Exchange, it gains an Activation Counter. This Ki Feat can only be used once per activation.

Requirement (Onisho)

"That level of dedication to carnage almost makes me smile." - Taisho Tenbatsu.

x1 Max 3 v.1