

ACCEPTED INTO THE SHADOW 浪人

ENHANCEMENT

Attached model gains the Ninja Type and the following Unique Effects:

At the start of this model's activation choose 1 of the following:

- This model gains Intangible until the end of the activation.
- Until the end of this activation, if this model Kills an Enemy model in a Melee Exchange, it gains an Activation Counter.

Kohai: During Deployment, this model gains the Ki Feat of 1 Friendly Ninja model in its Warband, it is assumed that the Ki Feat is written on this model's card. If multiple models in the Warband have this rule, they may not choose the same named feat.

Requirement [Kiyozumi Kicho]

Though rescued from her fate in the Shadow Wind Clan, Kicho realises that it might be the only place she belongs.



BANISHED!

浪人

EVENT

After Deployment, choose an Enemy Hozumi model, that model is placed Elsewhere and gains Flank, it may enter play using those rules.

Requirement [The Kiyozumi Family Theme]

"Begone with you!"



BELOVED NOBLES

浪人

EVENT

Play during Ki Generation. Immediately distribute 3 Ki Tokens between non-Soulless models in the Warband.

Requirement [The Hozumi Family Theme]

"Rule fairly when you cannot be wise."



BENEATH NOTICE

浪人

EVENT

When a Kiyozumi model is involved in a Melee Exchange, the Kiyozumi model gains Indomitable (X) until the Melee Exchange is resolved. X is equal to the number of non-Samurai the Kiyozumi model is in BtB with.

Requirement [The Kiyozumi Family theme]

The Kiyozumi Family know they are better than most of the rabble in the Jwar Isles. Including the Hozumi.



BRIGHT NURTURE

ENHANCEMENT

浪人



In the Starting Phase, place the Attached model within 1" of its current location.

Requirement [Ryokeen]

They say a little kindness goes a long way.



BROKEN SPIRIT

浪人

ENHANCEMENT

Whenever this model takes Damage or fails a Ki Test add 1 Depression Counter to this card. For each Depression Counter on this model reduce its Maximum Ki by 1 and it gains Bodyguard [Kiyozumi](+1").

Requirement [Kiyozumi Haiboku]

I may not be the man I once was, but I will keep my family safe.



DARK NURTURE

ENHANCEMENT

浪人



The Attached model gains Fear (5) and when the Attached model makes a Melee Damage Roll, it may mark X Wounds, up to its current Unmarked Wound boxes. If it does, this model's Bite Weapon gains +X Weapon Strength.

Requirement [Ryokeen]

A little unkindness also goes a long way.



DAUNTLESS

浪人

EVENT

Play in the Starting Phase. Hozumi models gain Immune [Frightened] until the End Phase.

Requirement [The Hozumi Family Theme]

"We will proceed regardless." - Kiyozumi Sadaka





Encourage

2 A Ta 6"



Target other Friendly model gains +1 to its Melee Pool or Ranged Pool until the End Phase.

Reputation

2 I Ta BtB

During an Enemy model's activation in which it enters BtB with this model, that Enemy model gains a Stunned Marker. This Ki Feat may only be used once per model in any activation.

Unique Effects

This model may only use its Encourage Ki Feat on Peasant, Villager, and Hozumi models.

Bravery: This model may re-roll a failed Fear Test.

Prowess [Melee](1): During a Melee Exchange this model may reroll up to 1 of its own dice.



猿人

Hozumi Daihanji

13

Samurai



4

3



3



4

2

氣

8

+0



Daisho

Powerful Attack (1)

Push Attack (0)

Bravery, Prowess [Melee](1)

Encourage

2

A

Ta

6"



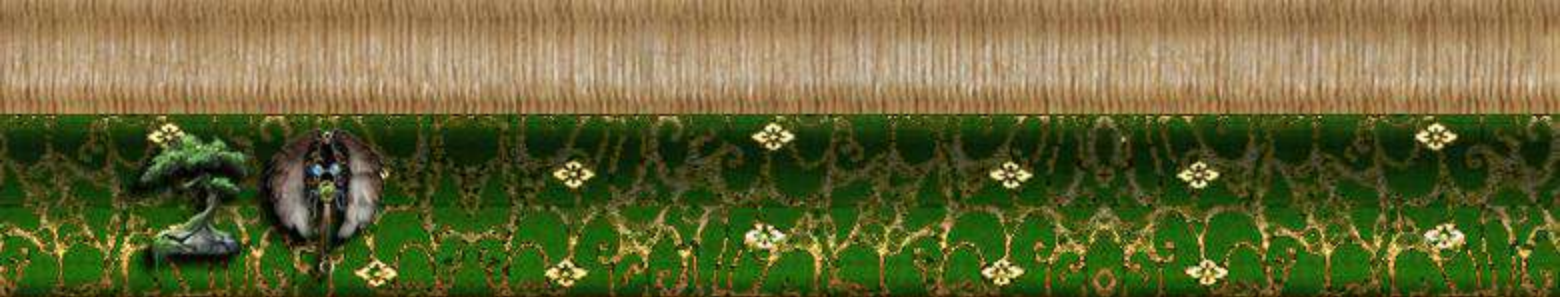
Reputation

2

I

Ta

BtB



Ancestral Armour 1 1 Pe

The next Enemy Damage Roll on this model is ignored if the individual dice values of the Damage Roll are the same number.

Unique Effects

Thus, With a Kiss, I die: If Hinadori is removed from play, this model loses all Ki Tokens and is also removed from play in the End Phase of the last turn.

This model cannot declare Melee or Charge actions against Hinadori.

Armour (2): Reduce the result of Damage Rolls made against this model by 2.

Bravery: This model may re-roll a failed Fear Test.

Prowess [Melee, Ranged](1): During a Melee Exchange or Ranged Attack Test, this model may reroll up to 1 of its own dice.





Hozumi Koga

Samurai

16



3

3

3



4

2

氣

6

Daisho

Push Att. (0)

+1



Dai Kyu

Reload (1)

+1



5/10/15

Armour (2), Bravery,
Prowess [Melee, Ranged](1)

Ancestral Armour

1

1

Pe



Ghost Fire

3 S Pu X"



Transfer 1 Ki Token from all models in the Pulse to this model, each model that transferred a Ki Token suffers 1 Wound. Wounds caused by this effect ignore Tough. X is equal to the number of Ghost Tokens on this model.

Obey

3 S Ta 8" O.Ki



Target Enemy model gains 1 Control Marker.

Unique Effects

Summoned Ghosts: This model begins the game with 3 Ghost Tokens. When this model suffers Wounds, instead remove a Ghost Token for each Wound that would be suffered. When this model spends Ki Tokens, it may instead remove any number of Ghost Tokens and pay that many fewer Ki.

Ghosts: If this model successfully attacks in a Melee Exchange while using this Weapon, the opposing model gains a Frightened Marker.



猿人

Hozumi Maha

14

Shugenja



3

2



2



3

氣

2

8



4

Ghosts

Sp



Ghost Fire

3 S Pu X"

BtB



Obey

3 S Ta 8" O.Ki

BtB

INDUCTED INTO THE MIKO

浪人

ENHANCEMENT

While this model is in play, when a Friendly model spends a Virtue Token you may choose the following effect:

- You may force a Damage Roll against this model to be re-rolled.

If this model is recruited into a Warband with Hozumi Koga, Koga and this model begin the game with a Virtue Token.

This model may be recruited into any Warband that has recruited Hozumi Koga but not The Hozumi Family Theme.

Requirement [Kiyozumi Hinadori]

Nothing in the world will ever be the same.



IRON WILL

浪人

ENHANCEMENT

The Attached model gains Mantra.
Discard this card when the Attached model
does not succeed in an Opposed Ki Test.

Requirement [Kiyozumi Sadaka]

*What will you sacrifice for the ones you love?
I already made my choice.*





Alacrity

0 A Pe



This model gains an additional Activation Counter. An Enemy model may cancel this Ki Feat by spending 1 Ki Token, this model gains that Ki Token, and the Ki Feat has no other effect but is still considered to have been used this turn.

Unique Effects

Armour (2): Reduce the result of Damage Rolls made against this model by 2.

Fortune: During Ki Generation, this model's 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.

Jump Up: At the start of this model's activation, but before its action is declared, you may remove any Prone Markers from this model.



猿人

Kenmeina

Ashigaru, Shatei, Kaizoku

13

3



Tetsuken

Stun Attack (1)

Armour (2), Fortune, Jump Up

Alacrity

0 A Pe

BtB





Coin

3 S Au 6"



Friendly non-Kami Ronin models in the Aura when this Ki Feat is used gain 1 Ki Token. Models in the Aura gain Bodyguard [Haiboku](3").

Nuki Do

1 I Pe



When this model does not have the Initiative, it gains +1 Melee Pool, Dodge (+1) and Defensive until the end of the current Melee Exchange.

Unique Effects

This model must use its Bodyguard trait whenever it is able.

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

Prowess [Melee](1): During a Melee Exchange this model may reroll up to 1 of its own dice.

Spirit (-1): This model modifies its Ki Statistic by -1 when resolving Ki Tests.

Tactician (1): This model adds 1 dice when it performs Tactical Tests.





Kiyozumi Haiboku

10

Samurai



3

2



3



4

2 氣

6

Daisho

Push Def. (0)
Sidestep Def. (1)

-1



Dai Kyu

Reload (2)



+1

5/10/15

Bodyguard [Kiyozumi](3"), Prowess [Melee](1),
Spirit (-1), Tactician (1)

Coin

3 S Au 6"

BtB

Nuki Do

1 I Pe





Prayer of Healing 2 A Au 6"



This model may Target any model within the Aura with its Heal trait.

Soothing Shomyo X C Au X"



Models in the Aura gain Immune [Berserk].

When rolling a Damage Roll against a Friendly model within the Aura, after the result is determined, roll an additional dice and then choose 1 dice to remove, use the remaining 2 dice for the Damage Roll.

Unique Effects

This model cannot declare Melee or Charge actions against Koga.

Oh Happy Dagger: If Koga is removed from play, this model gains Vengeance [Enemy] and is also removed from play in the End Phase of the last turn.

Heal (2): This model may declare a Simple Heal action and attempt to enter BtB with another non-Soulless model by moving up to its Move Statistic. If, at the end of its movement, it is in BtB with the chosen model, Heal 2 marked Wounds from the Wound Track of the chosen model.



猿人

Kiyozumi Hinadori

17

Shisai



2

1

4

2 氣 8

Unarmed

-2

Heal (2)

Prayer of Healing

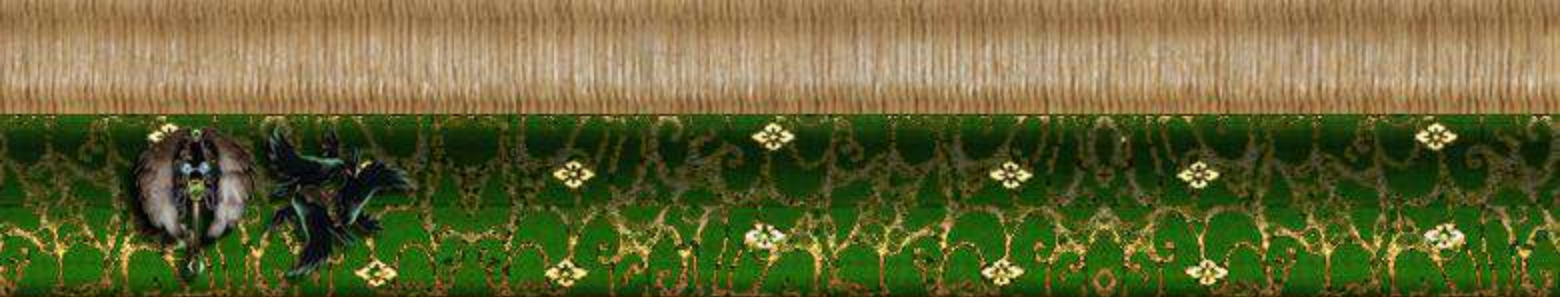
2 A Au 6"

BtB

Soothing Shomyo

X C Au X"

BtB



Lurker

2 A Pe



This model gains Camouflage (2") until the End Phase.

Shadow Arts

2 A Pe



This model gains Lightfooted and Assassin until the end of the current activation.

Unique Effects

While attempting to Target this model, Enemy models lose Sixth Sense.

Soulless: This model automatically succeeds at Fear tests and has Immune [Frightened]. This model also automatically succeeds at Opposed Ki Tests when it is not the Active model.





Kiyozumi Kieho

Unknown, Worm

16

3

3



3



4

3



3

3

2 氣

8



+0



Dual Tachi

Combo Attack (0)

Sidestep Defence (0)

Soulless

Lürker

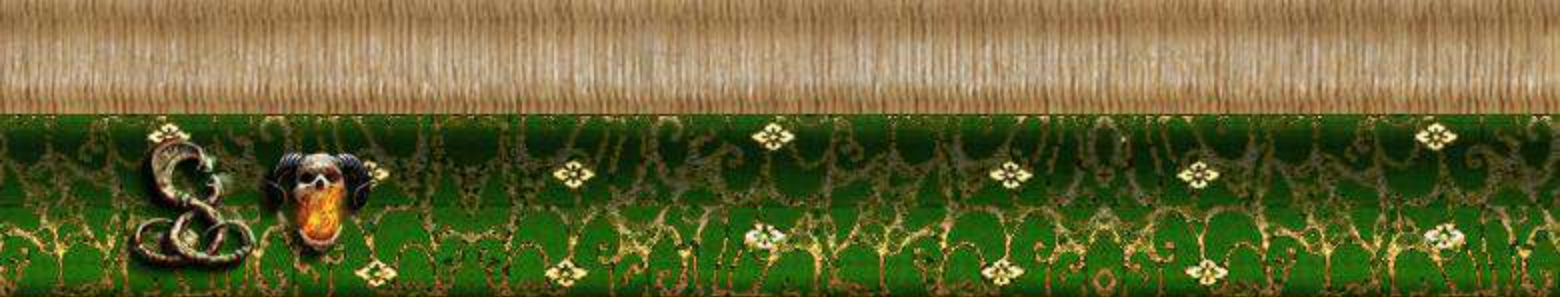
2 A Pe

BtB

Shadow Arts

2 A Pe

BtB



Psychic Drain

1 S Ta 8" O.Ki



Transfer up to 3 Ki Tokens from the Target Enemy model's profile card to this card.

Shroud

X C Au X"



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

Immune [Control]: This model may not gain Control Markers.

Prowess [Melee](1): During a Melee Exchange this model may reroll up to 1 of its own dice.

Steadfast: This model may freely choose how to allocate dice in Melee Exchanges when Frightened. If this model declares an action to bring it BtB with a model with Fear and fails the Fear test, it must continue with the action and becomes Frightened.





Kiyozumi Sadaka

15

Samurai



Naginata

Reach

Powerful Att. (1), Push Defence (0),
Sidestep Defence (1)

Immune [Control], Prowess [Melee](1),
Steadfast

Psychic Drain

1 S Ta 8" O.Ki



Shroud

X C Au X"



LOYALTY

浪人

ENHANCEMENT

If the Attached model begins its activation within 3" of Koga or a Friendly Monk, it loses Cowardly for the rest of the activation.

Requirement [Taiyo]

"We prize nothing more highly." - Kozumi Daihanji



MAN OF THE PEOPLE

浪人

ENHANCEMENT

Attached model gains Leadership [Villager, Peasant](1/4").

The Attached model may be Recruited into a Warband with the Bastions of the Mountain Theme.

Requirement [Hozumi Daihanji]

While respected for his accomplishments and position, Daihanji knows he can walk unarmoured at night through his holdings. None would raise a hand against him since none have any quarrel with him.



PLANS MADE, 浪 BARGAINS KEPT 人

ENHANCEMENT

When a non-Soulless model within 4" of the Attached model is Killed, the Attached model gains 1 Ghost Token.

Requirement [Hozumi Maha]

Even the Kiyozumi hope Maha does not blight the Hozumi family for long.



PROFESSIONAL

浪人

ENHANCEMENT

While this model has Ki Tokens equal to its Maximum Ki Limit it gains Fearless and Tough (1).

Requirement [Kenmeina]

Once you accept the coin, you finish the job.





Unique Effects

Nature: This model cannot declare Melee or Charge actions against Hozumi Koga.

Nurture: When recruited into The Hozumi Family Theme, this model gains Co-ordinated Attack [Hozumi].

Aloof: This model may not perform Scenario Actions.

Dodge (1): During a Melee Exchange this model may pick up to 1 Attack dice rolled by its Opponent to be rerolled.

Lightfooted: While moving, this model treats Difficult Terrain elements as if they were Normal.

Sixth Sense: This model is never Surprised, ignores the Camouflage trait and has Immune [Blind].



妖人

Ryokeen

Animal, Yokai

13



Bite

Sidestep
Defence (1)
Push Defence (0)



Hypnotic

Gaze
Stun Attack (0)

Aloof, Dodge (1), Lightfooted, Sixth Sense

SWORDSMANSHIP

浪人

EVENT

Play before Deployment.

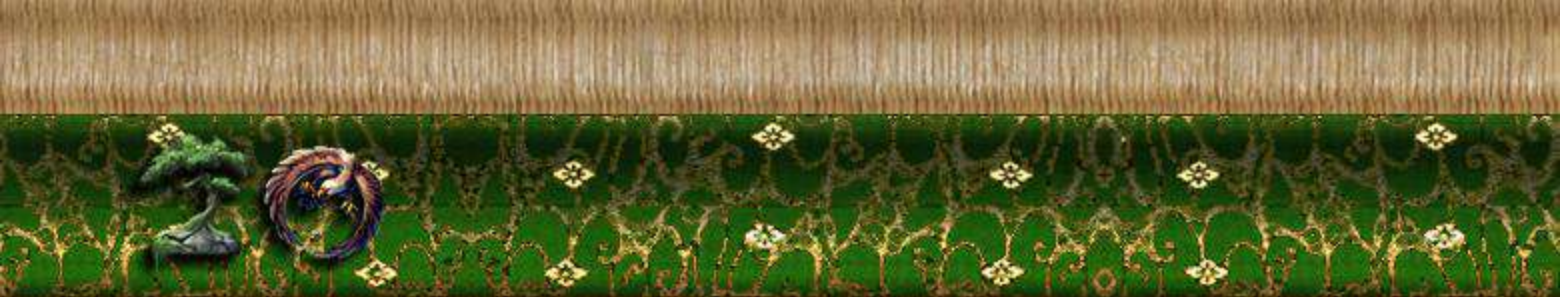
Each Time Kenmeina succeeds in an Attack or Defence of a Melee Exchange, gain 1 Scenario Point.

Each Time Hozumi Koga does not succeed in an Attack or Defence roll in a Melee Exchange, gain 1 Scenario Point. This effect lasts for the whole game.

Requirement [The Kiyozumi Family Theme]

Function over form.





Supplies

1 S Pu BtB



Remove a Reload Marker or add an Ammo Token to a model in the Pulse.

Unique Effects

Enhancement - Equipment cards bought for Warbands that have recruited this model cost -1 Rice (to a minimum of 1).

Cowardly: This model must re-roll successful Fear tests.



猿人

Taiyo

Peasant, Villager



3

2

2

1

3

1

氣

6

-1

Knife

Push Defence (1)

Cowardly

Supplies

1 S Pu BtB

BtB

THE HOZUMI FAMILY

浪人

THEME

- Friendly models begin the game with 1 Ki Token.
- Hozumi, Taiyo and Ryokeen models may always be recruited into this theme.
- In the Starting Phase you may choose 1 Enemy model to gain the Aloof Trait until the End Phase.
- In the Starting Phase, choose 1 Friendly, non-Hozumi model. That model gains Coordinated Attack [Hozumi] until the End Phase.

Permitted [Hozumi, Taiyo, Ryokeen, Ronin models]

THE HOZUMI KATANA

浪人

ENHANCEMENT - EQUIPMENT

Attached model gains the following weapon:



Hozumi Katana

Parry (1)

Pierce (1)

Push Defence (0)

Requirement [Hozumi]

Said to be made of Minimoto Steel, this blade has been in the family for generations.



THE KIYOZUMI FAMILY

浪人

THEME

- Before the first turn, you may change the alignment of 1 Objective. If you choose not to do this Kiyozumi models count as 2 models when calculating Zone Control until you score a Victory Point.
- Kiyozumi, Kenmeina models may always be recruited into this theme.
- Once per game, in the Starting Phase, use this ability. You win all tie breaks, regardless of the usual Rules Conflicts resolution until the End Phase. If you both have this ability, resolve the tie break normally.

Permitted [Kiyozumi, Kenmeina, Ronin models]

THE KIYOZUMI KATANA

浪人

ENHANCEMENT - EQUIPMENT

Attached model gains the following Weapon:



Kiyozumi Katana

Vengeance [Non-Samurai]
Counterstrike Defence (1)

If the Attached model is Killed in a Melee Exchange with an Enemy Kiyozumi Family model, Attach this card to that Enemy model. Your opponent then gains 2 Scenario Points.

Requirement [The Hozumi Family Theme]

Haiboku's grandfather lost this blade to the Hozumi. The Kiyozumi would do anything to regain it.



THE SUNRISE KATANA

浪人

ENHANCEMENT - EQUIPMENT

Attached model gains the following Weapon:



Golden Katana
Push Attack (0)

If the Attached model is not already in BtB with an Enemy model, when an Enemy model moves into BtB with the Attached model as part of a Melee or Charge action, that Enemy model gains a Blind Marker.

Requirement [Kiyozumi]

This sword was commissioned when the family katana was lost in a duel. The sword is said to be enough to buy the entire town.



TRUE LOVE

浪人

ENHANCEMENT

Attached model begins the game with 1 additional Ki Token.

If the Attached model is recruited into a Warband with Kiyozumi Hinadori, it gains Fearless.

Attached model may be recruited into any Warband that has recruited Kiyozumi Hinadori but not The Kiyozumi Family Theme.

Requirement [Hozumi Koga]

It changes how you live and how you die.

