

Warrior Keywords

SHINOBI TRAITS

Assassin: This warrior automatically passes their Test of Wits to ignore the nearest targets if the enemy being charged is a character.

Outrider: When this warrior takes a Test of Wits to arrive as reinforcements, you may re-roll one dice.

Saboteur: Once per turn when an enemy follower within 6" of this model takes a Test of Honour to keep their nerve you may force them to re-roll a single dice.

Scout: Warriors with this keyword can move 5" (instead of the usual 3") through rough terrain.

BUSHIDO TRAITS

Compassionate: Once per turn, after you have drawn an honour card because of this warrior, take a Test of Honour. If passed you may discard the card and draw a new one.

Courageous: Once per turn, you may re-roll a single dice when this warrior takes a Test of Honour to keep their nerve.

Courteous: If this character has not acted with dishonour during this battle, enemy warriors cannot act dishonourably when they attack this character.

Dutiful: Once per turn, after you have drawn a dishonour card because of this warrior, take a Test of Honour. If passed you may discard the card and draw a new one.

Honourable: This warrior cannot act dishonourably. Once per turn, you may re-roll a single dice when this warrior takes a Test of Honour to avoid being cut down.

Righteous: When this character acts honourably, take a Test of Honour, if passed they do not lose a dice on their Damage roll.

Sincere: When a friend is cut down within 6", this warrior must be the first to take a Test of Honour to keep their nerve. If they pass all other friendly warriors testing to keep their nerve can re-roll a single dice.

ELEMENTAL TRAITS

Blood of Togashi: You may use any elemental ring tokens to re-roll a single dice on any test this model takes.

Path of Man: Target an enemy warrior within 6" of this model, you may discard one of your claimed Ring tokens to make the enemy warrior lose 1 dice from the next check they make that matched the Ring token you discarded.

Shugenja: When building your force, select one Invocation card for this character that matches the element of this keyword. This character can make the Importune action to cast this Invocation.



OTHER TRAITS

Cavalry: This warrior rides a warhorse (or similar) and follows all the rules for being mounted.

Deadly: Once per turn, this warrior can trigger their Damage bonus when they roll 4+ swords.

Duelist: While this character is wielding a Katana and being attacked by a single warrior their Avoid bonus is Counter Attack.

Elite: Once per turn, this warrior can trigger their Avoid bonus when they roll 4+ swords.

Kensei: Once per turn, this warrior can trigger their Strike bonus when they roll 4+ swords.

Magistrate: When this warrior takes a Test of Wits to search you may re-roll one dice. In addition they may search an area twice (instead of the normal once).

Mob Rule: Warriors with this keyword may end their move within 1" of a friendly group with the same keyword.

When this warrior makes an action, any other warriors with the Mob Rule keyword that are within 1" can make the same action. Take the relevant action tokens out of the container to show these warriors have taken their action.

Tactician/Taskmaster: Once per turn, after this warrior makes a Move action, they can order a friendly follower or group of equal or lower status within 6" to charge as a Free action. There must be a valid target within charge range.

Sensei: Once per turn, after this warrior makes a Move action, they can instruct a friendly character within 6" to make a Charge action. Take an Action token out of the container and assign it to the character. There must be a valid target within charge range.

Yojimbo: Once per turn when an enemy warrior charges a friendly character within 1" of this warrior, take a Test of Wits. If passed, switch the position of this warrior and the target of the charge. This warrior receives the charge instead.

EQUIPMENT KEYWORDS

Heavily Armoured: This warrior moves 1" less during Charge, Move and Cautious Move actions. Enemies lose 1 dice from damage rolls against this warrior.

Martial Arts: Fast Strike, Backhand Strike, Follow Up. Counts as armed with a dagger for fighting Cavalry.

Drawing a Ring Token

If you have **NOT** drawn more Fate cards than your opponent this turn: Discard the Ring token immediately. Draw a Fate card and assigned it to a character.

If you have drawn more Fate cards than your opponent this turn: Claim the Ring token, place it next to your honour cards. Discard a claimed Ring token when taking an ability test to re-roll ALL the dice. The ability test you can re-roll is determined by the type of ring you discard.

- Re-roll a Test of Agility
- Re-roll a Test of Wits
- Re-roll a Test of Strength
- Re-roll a Test of Honour
- Re-roll a Test of Skill

Elemental Ability Scores

Skill			Water
Agility			Air
Strength			Fire
Wits			Earth
Honour			Void

Invocations

Importune Action

Move 3" & cast an Invocation.

Elemental Backlash

More X's than swords rolled when casting an invocation: Invocation fails and cannot be used for the rest of the battle. The casting Shugenja suffers a light wound.

The Celestial Order

1. Clan Champion
2. Daimyo
3. Samurai
4. Ronin
5. Monk
6. Ashigaru
7. Peasant