

BENKEI
HUMAN HERO

5 3

STR 3
ARM 2
WILL 3
DEX 2

5 1

TOUGH

3 Heavenly Strike: Massive Damage, Improved Critical

2 Blind Onslaught: this model makes three basic melee attacks without spending action points and then suffers one wound.

1 Potion of Might: Brutal Strike

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HANZO
HUMAN HERO

6 3

STR 1
ARM 3
WILL 2
DEX 2

5 1

MASTERY

2 Flowing Blade: Wave 1

1 Puff of Smoke: DEX vs. DEX Hanzo and the target switch locations on the board. May not target spawning points.

1 Paralyzing Toxin: STR

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KARURA
TANGHTO HERO

5 3

STR 3
ARM 3
WILL 2
DEX 3

5 1

FLY, SABOTEUR

1 From The Sky: Pounce

1 Snares: STR vs. DEX

1 Inventor's Muse: Improved Critical

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MOON PRINCESS
HUMAN HERO

6 3

STR 2
ARM 1
WILL 2
DEX 3

5 2

MOON'S BLESSING

2 Moonbeam: Lance 4

2 Moonlit Blade: Cross 2

1 Tears of the Princess: Heal 1 for each Princess Coin that was spent this game.

1 Bottled Starlight: Proficient

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BENKEI
HUMAN HERO

Brutal Strike: When this model wins an offense roll, it gains to its total.

Improved Critical: This model's critical hits inflict an additional wound.

Massive Damage: When an offensive action with Massive Damage inflicts a wound, it inflicts two wounds instead.

Tough: During its upkeep, a model with Tough may remove a single wound token.

Devotion to duty is a hallmark of many on Kagejima. For Benkei, devotion to duty is a defining characteristic. While his martial skill serves him well, it is his utter devotion to the Moon Throne that imparts his famous strength and fearlessness. They say that the gods could not move Benkei when he takes a stand in the Princess's name.

NJD20300 - BENKEI - 1 of 1

HANZO
HUMAN HERO

Immobile: A model affected by Immobile may not move during its next activation.

Mastery: Once per activation, this model may use a unique action listed on the card of an adjacent friendly model.

Hanzo has been called many things over his long and storied life: master, teacher, monster. His team won the Moonlight Tournament twenty-two years ago through legendary speed and infamous cunning. He displayed all these qualities in the Sun Empire, but added another—treachery—for the first and only time, a Kagejima shinobi decided to stay with the Sun Court.

NJD20300 - HANZO - 1 of 1

KARURA
TANGHTO HERO

Immobile: A model affected by Immobile may not move during its next activation.

Improved Critical: This model's critical hits inflict an additional wound.

Fly: A model with Fly treats difficult terrain, chasm, and structure squares as open squares. All non-blessing tile effects in those squares are ignored. Structure squares do not block line of sight to or from models with Fly.

Pounce: Choose an enemy model anywhere within five squares and line of sight. Place the model with Pounce adjacent to this target, then make the offense roll as normal.

Saboteur: Models with Saboteur may achieve criticals against Spawning Points.

Karura's inquisitive nature has led him to tinker endlessly, and he has invented many wonderful things. The latest of these, a contraption of snares, wires, pulleys, and hooks, allows him to fly between trees, cliffs, and rooftops with all the grace and speed of his beloved avian cousins.

NJD20300 - KARURA - 1 of 1

MOON PRINCESS
HUMAN HERO

Heal X: A model affected by Heal may remove a number of wound tokens or a number of status effect tokens, in any combination, equal to the value of X.

Moon's Blessing: A Hero with Moon's Blessing gains bonuses from the mighty monster chart as if it were an 8-Bit monster.

Proficient: Models with Proficient may take the basic interact or Open Chest action without spending action points, once per turn.

Schooled since birth in the ancient, esoteric arcana of her family, the Moon Princess sometimes tires of merely watching the Moonlight Tournament. Sometimes, she wishes to pit her own strange and terrible power against the warriors competing to do her honor. Several true assassinations have been attempted during the Tournaments, and surely more will come. In truth, this danger is part of what makes these outings so appealing.

NJD20300 - MOON PRINCESS - 1 of 1

SUN EMPIRE WANDERING SAMURAI
HUIWAN HERO

6 3

STR 2 ARM 3 WILL 2 DEX 3

FEINT

2 Into the Fray: Lance 6. Charge

1 Behind Me, Peasant: Defender

1 Serpent's Grace: Counterstrike

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UZUMAKI
KITSUNE HERO

6 3

STR 3 ARM 2 WILL 2 DEX 2

QUICK STRIKE, SUREFOOT

1 Storm of Daggers: Sweep 1

1 Charisma: Wave 2, WILL vs. WILL, Compel 2

1 Ancestor's Blessing: All Heroes roll their WILL. The Hero that rolls the highest removes all wound tokens. Reroll ties.

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TOROGUMO
SPIDER DUNGEON BOSS

6 4

STR 2 ARM 2 WILL 1 DEX 3

SUREFOOT, WEBS

1 Spin Webs: Wave 1, this offensive action gains Massive Damage against models suffering

1 Silk Noose: Pull 6

1 Feed on Essence: Heal 1 for each model suffering within three squares and LoS. This action may only be taken once per activation.

SUPER

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TOROGUMO
SPIDER DUNGEON BOSS

6 5

STR 5 ARM 4 RNG 3

WEBS

1 Silk Noose: Pull 6. This offensive action targets the Hero with the least wrath in range and LoS.

1 Spin Webs: Wave 1. This offensive action gains Massive Damage against models suffering

1 Feed on Essence: Heal 1 for each model suffering within three squares and LoS.

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SUN EMPIRE WANDERING SAMURAI
HUIWAN HERO

Charge: When a model with Charge uses a Lance area effect, after resolving all other effects of the Lance, the model may be placed in any unoccupied square that was affected by the Lance for free.

Counterstrike: When a model with Counterstrike suffers a wound, it may immediately make a single Melee Attack targeting the model which inflicted the wound, so long as the model is within range.

Defender: Models without Defender that are adjacent to a friendly model with Defender cannot be targeted by offensive actions.

Feint: When a model with Feint makes an offensive action, it may choose one dice from the target's defense roll and force them to reroll the result. (Arcade: Decrease **ARM** of target model by 1)

Ever watchful for weakness, the Sun Empire's agents can turn up anywhere, and discovering them politely on their way has become a game among many clans. Of late, though, many skilled warriors of the Sun Court have turned up, and offered their services to interested parties. Such is the cut-throat nature of Kagejima's politics—especially the prestige attached to the Moonlight Tournament—that they often find those willing to employ them.

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UZUMAKI
KITSUNE HERO

Quick Strike: After a model with Quick Strike destroys an enemy, its controller rolls 1. On a roll of 3, the model may immediately make a basic offensive action without spending an action point.

Surefoot: A model with Surefoot treats difficult terrain squares as open squares. All non-blessing tile effects in those squares are ignored.

While most Kitsune distrust outsiders and prefer to stay in their loamy, fern-shrouded forests, Uzumaki is often the first to greet travelers and offer them warding runes and medicines in exchange for stories of the world beyond.

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TOROGUMO
SPIDER DUNGEON BOSS

Heal X: A model affected by Heal may remove a number of wound tokens or a number of status effect tokens, in any combination, equal to the value of X.

Massive Damage: When an offensive action with Massive Damage inflicts a wound, it inflicts two wounds instead.

Poison: A model suffering Poison reduces its total number of action points by 1, to a minimum of 1.

Surefoot: A model with Surefoot treats difficult terrain squares as open squares. All non-blessing tile effects in those squares are ignored.

Webs: All squares within two squares of a model with Webs are difficult terrain.

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TOROGUMO
SPIDER DUNGEON BOSS

Heal X: A model affected by Heal may remove a number of wound tokens or a number of status effect tokens, in any combination, equal to the value of X.

Massive Damage: When an offensive action with Massive Damage inflicts a wound, it inflicts two wounds instead.

Poison: A model suffering Poison reduces its total number of action points by 1, to a minimum of 1.

Webs: All squares within two squares of a model with Webs are difficult terrain.

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JOROGUMO
BOSS SPAWN
 The Spider's Trap: The dungeon boss immediately performs a full activation.
TIMEOUT
 Poisonous Mist: All Heroes suffer.

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SPIDERSILK KIMONO
+1 ARM
 Wrapped in spider webs? Fantastic.

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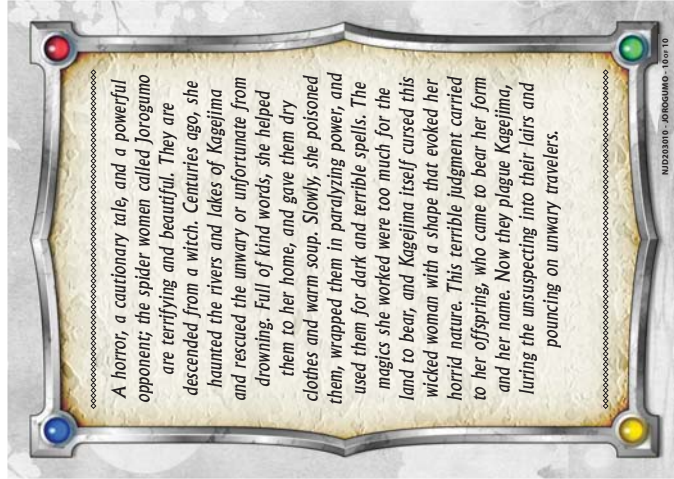
ENVENOMED BLADE
+1 DEX
 One cut. One less foe.

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SPIDERWEB CORSET
+1 ARM
 Files In My Web: Wave 2, Pull 1
 Stop. Making. Clothes. From. Spiderwebs. It's weird.

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A horror, a cautionary tale, and a powerful opponent; the spider women called Jorogumo are terrifying and beautiful. They are descended from a witch. Centuries ago, she haunted the rivers and lakes of Kagejima and rescued the unwary or unfortunate from drowning. Full of kind words, she helped them to her home, and gave them dry clothes and warm soup. Slowly, she poisoned them, wrapped them in paralyzing power, and used them for dark and terrible spells. The magics she worked were too much for the wicked woman with a shape that evoked her horrid nature. This terrible judgment carried to her offspring, who came to bear her form and her name. Now they plague Kagejima, luring the unsuspecting into their lairs and pouncing on unwary travelers.

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STING
+1 STR
Hunter: A model with Hunter may reroll a single dice when making offensive actions which target spider, groll, or orc models.
Gnoll hide makes for surprisingly good boots.

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MANY-EYED ORB
+1 WILL
Glimpse The Future: While a model with Glimpse the Future is in play, immediately discard and redraw any cards drawn from the Treasure Deck which are not Treasure.
Its eyes follow me around the room...

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COCOONED HERO
+1 WILL
Lost Hero: When this Hero is destroyed, its player must choose a new Hero. The new Hero retains all equipment except this Treasure. A Princess Coin is not used to bring the Hero into play.

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THE POISONED GEM

+1 WILL

Tainted Blood: Enemy models within three squares of a model with Tainted Blood do not remove the **W** status effect at the end of their activations.

Can you feel your body growing weary?

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NUJ28010-JR00CUM0 - 9 of 10



JUMBO SHURIKEN

+1 STR

1 As Far As I Can Throw It: 

Great, now I need to go pick it up.

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IND04010 - DARK KITSUNE - 3 of 3



DARK KITSUNE
KITSUNE MINI-BOSS

5 4

STR 2, ARM 3, RNG 4, 7

Massive Ninja Star To The Face:
Massive Damage

Into The Reeds:  1. Place this model adjacent to the farthest  square.

Foxy: , Aura 3, Stealth

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DARK KITSUNE
KITSUNE MINI-BOSS

6 4

STR 2, ARM 2, WILL 3, DEX 2, 7 4

SUREFOOT

2 **Massive Ninja Star To The Face:** , **+1 STR**, Massive Damage

1 **Let Them Come:** , Wave 1

1 **Foxy:** , Aura 3, Stealth

SUPER

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DARK KITSUNE
KITSUNE MINI-BOSS

Massive Damage: When an offensive action with Massive Damage inflicts a wound, it inflicts two wounds instead.

Stealth: Actions targeting a model with Stealth reduce their Range by 3, to a minimum of 1.

Some Kitsune are ill-suited for life beneath their clan's shadowed trees. Dark Kitsune dream of a wider world, and long to see its wonders. They take their clan's skills in herbalism and magic with them, of course, and most parlay these talents into lucrative employment. They rarely have trouble finding warriors willing to pay their sometimes outlandish fees.

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IND04010 - DARK KITSUNE - 2 of 3



DARK KITSUNE
KITSUNE MINI-BOSS

Massive Damage: When an offensive action with Massive Damage inflicts a wound, it inflicts two wounds instead.

Stealth: Actions targeting a model with Stealth reduce their Range by 3, to a minimum of 1.

Surefoot: A model with Surefoot treats difficult terrain squares as open squares. All non-blessing tile effects in those squares are ignored.

Some Kitsune are ill-suited for life beneath their clan's shadowed trees. Dark Kitsune dream of a wider world, and long to see its wonders. They take their clan's skills in herbalism and magic with them, of course, and most parlay these talents into lucrative employment. They rarely have trouble finding warriors willing to pay their sometimes outlandish fees.

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IND04010 - DARK KITSUNE - 1 of 3



RAVEN'S FEATHER
+1 ARM

Fly: A model with Fly treats difficult terrain, chasm, and structure squares as open squares. All non-blessing tile effects in those squares are ignored. Structure squares do not block line of sight to or from models with Fly.

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TENGU
TENGU MINIBOSS

6 3

STR 1
ARM 3
RNG 6

FLY, HUBRIS

The Curse of Gold: If the target has two equipped items it suffers if it has more than two equipped items it suffers and .

The Curse of Coin: The target suffers one additional wound for each spent this game.

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TENGU
TENGU MINIBOSS

6 3

STR 2
ARM 1
WILL 1
DEX 3

FLY, HUBRIS

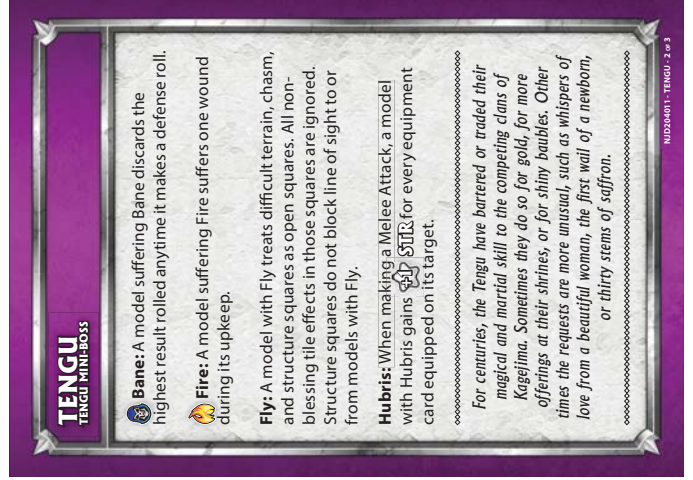
2 **The Curse of Gold:** +1 WILL if the target has two equipped items it suffers if it has more than two equipped items it suffers and .

2 **The Curse of Coin:** the target suffers one additional wound for each on its card.

1 **The Curse of Drink:** Wave 8, WILL vs. DEX. Heroes must discard all potion tokens.

SUPER

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TENGU
TENGU MINIBOSS

Bane: A model suffering Bane discards the highest result rolled anytime it makes a defense roll.

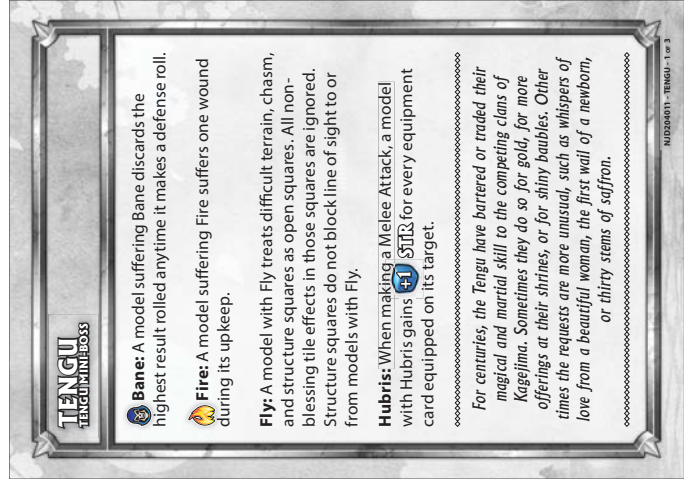
Fire: A model suffering Fire suffers one wound during its upkeep.

Fly: A model with Fly treats difficult terrain, chasm, and structure squares as open squares. All non-blessing tile effects in those squares are ignored. Structure squares do not block line of sight to or from models with Fly.

Hubris: When making a Melee Attack, a model with Hubris gains for every equipment card equipped on its target.

For centuries, the Tengu have bartered or traded their magical and martial skill to the competing clans of Kagejima. Sometimes they do so for gold, for more offerings at their shrines, or for shiny baubles. Other times the requests are more unusual, such as whispers of love from a beautiful woman, the first wall of a newborn, or thirty stems of saffron.

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TENGU
TENGU MINIBOSS

Bane: A model suffering Bane discards the highest result rolled anytime it makes a defense roll.

Fire: A model suffering Fire suffers one wound during its upkeep.

Fly: A model with Fly treats difficult terrain, chasm, and structure squares as open squares. All non-blessing tile effects in those squares are ignored. Structure squares do not block line of sight to or from models with Fly.

Hubris: When making a Melee Attack, a model with Hubris gains for every equipment card equipped on its target.

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TAMAMO NO MAE
KITSUNE HERO

6 3

STR 2
ARM 3
WILL 2
DEX 3

5 1

SUREFOOT

2 **Flush Out The Prey:** Burst 1

1 **Allure:** vs. WILL, Compel 3

1 **Foxglove:** Territorial

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KITSUNE CHUNIN
KITSUNE HERO

5 3

STR 2
ARM 1
WILL 3
DEX 2

7 4

SUREFOOT, TERRITORIAL

2 **Cunning Blade:** Cross 2

2 **Hit And Run:** Perform a basic offensive action. If it succeeds, move this model up to two squares and perform a basic offensive action against another target. Repeat this until this model fails an offensive action or there are no new targets.

1 **New Territory:** The tile this model is on counts as the third tile for the purposes of the Territorial ability on monsters.

SUPER

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KITSUNE MADDOUSHI
KITSUNE PAIRED SPAWNING POINT

2 1

STR 1
ARM 1
WILL 1
DEX 2

3 3

ACTIVE SPAWN, SUREFOOT, TERRITORIAL

1 **Command of Kitsune:** target Kitsune monster immediately makes a basic offensive action.

1 **Fox's Grace:** Heal 1. This action may not target spawning points.

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KITSUNE MADDOUSHI
KITSUNE PAIRED SPAWNING POINT

2 1

STR 1
ARM 1
WILL 1
DEX 2

3 3

ACTIVE SPAWN, SUREFOOT, TERRITORIAL

1 **Command of Kitsune:** target Kitsune monster immediately makes a basic offensive action.

1 **Fox's Grace:** Heal 1. This action may not target spawning points.

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TAMAMO NO MAE
KITSUNE HERO

Surefoot: A model with Surefoot treats difficult terrain squares as open squares. All non-blessing tile effects in those squares are ignored.

Territorial: A model with Territorial gains to offense rolls while on the first tile, while on the second, while on the third, and while on the fourth. **(Arena:** A model with Territorial gains to offense rolls while on the same tile as a friendly spawning point).

There has always been a Tamamo no Mae. For as long as people have walked the mist-haunted forests of northern Kagetima, Tamamo no Mae has watched them. Few, they freely admit, can resist her enticing call. None, they darkly concede, escape her traps.

NUD201803 - CLAN KITSUNE WARRIOR - 1 of 14

KITSUNE CHUNIN
KITSUNE HERO

Poison: A model suffering Poison reduces its total number of action points by 1, to a minimum of 1.

Surefoot: A model with Surefoot treats difficult terrain squares as open squares. All non-blessing tile effects in those squares are ignored.

Territorial: A model with Territorial gains to offense rolls while on the first tile, while on the second, while on the third, and while on the fourth. **(Arena:** A model with Territorial gains to offense rolls while on the same tile as a friendly spawning point).

The Kitsune Chunin is the leader of the Kitsune Kunoichi. No outsider knows how the Chunin is chosen from the ranks of the Kunoichi, but it is speculated that Kunoichi are allowed to challenge the current Chunin for the title, ensuring that the strongest and most cunning is always in charge. He or she always wears a face covering in battle to protect their identity should they choose to leave any survivors. The Chunin is equipped with the most deadly of concoctions for which the Kitsune are famed, often using these poisons to coat their weapons.

NUD201803 - CLAN KITSUNE WARRIOR - 2 of 14

KITSUNE MADDOUSHI
KITSUNE PAIRED SPAWNING POINT

Active Spawn: Spawning points with Active Spawn may activate during the Consul Turn in the same manner as 16-Bit Monsters. When destroyed they grant loot as normal for spawning points.

Heal X: A model affected by Heal may remove a number of wound tokens or a number of status effect tokens, in any combination, equal to the value of X.

Surefoot: A model with Surefoot treats difficult terrain squares as open squares. All non-blessing tile effects in those squares are ignored.

Territorial: A model with Territorial gains to offense rolls while on the first tile, while on the second, while on the third, and while on the fourth. **(Arena:** A model with Territorial gains to offense rolls while on the same tile as a friendly spawning point).

The Maddoushi of the Kitsune clan are the masters of the healing herbs for which the Kitsune are known, as well as masters of the forest itself. They can sense pathways that nobody else can, quickly directing more Kitsune into the fight. They decide when the Kitsune are to take to battle. While the Kitsune are not under the sway of the Dark Consul, his influence has made all the clans of Kagetima more war-like, and the Maddoushi are suspicious, likely to call the might of the Kitsune against complete strangers who wander into their territory.

NUD201803 - CLAN KITSUNE WARRIOR - 3 of 14

KITSUNE MADDOUSHI
KITSUNE PAIRED SPAWNING POINT

Active Spawn: Spawning points with Active Spawn may activate during the Consul Turn in the same manner as 16-Bit Monsters. When destroyed they grant loot as normal for spawning points.

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The Maddoushi of the Kitsune clan are the masters of the healing herbs for which the Kitsune are known, as well as masters of the forest itself. They can sense pathways that nobody else can, quickly directing more Kitsune into the fight. They decide when the Kitsune are to take to battle. While the Kitsune are not under the sway of the Dark Consul, his influence has made all the clans of Kagetima more war-like, and the Maddoushi are suspicious, likely to call the might of the Kitsune against complete strangers who wander into their territory.

NUD201803 - CLAN KITSUNE WARRIOR - 4 of 14

KITSUNE KAIKEN
KITSUNE PHIONE

5 1

STR 2 ARM 1 WILL 2 DEX 3

2 1

SUREFOOT, TERRITORIAL

1 Fox Strike: Sweep

Surefoot: A model with Surefoot treats difficult terrain squares as open squares. All non-blessing tile effects in those squares are ignored.

Territorial: A model with Territorial gains $\{S\}$ to offense rolls while on the first tile, $\{S\}$ while on the second, $\{S\}$ while on the third, and $\{S\}$ while on the fourth. **(Arena):** A model with Territorial gains $\{S\}$ to offense rolls while on the same tile as a friendly spawning point).

The Kitsune inhabit the western faces of the mountains of Kagafima. These lands are covered in lush, wet forests which are full of strange and unpredictable kami. There are many tales of strange occurrences in these lands, such as travelers entering a village and emerging a century later over the course of what seemed to them a single night. Unaccounted people have become lost in the twisting forests of the Kitsune, and the deeper one goes into their territory, the greater the danger grows. Kaiken are the backbone of the Kitsune forces that tend to the secret paths and hidden villages of the Kitsune.

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KITSUNE YAJIRI
KITSUNE PHIONE

5 1

STR 2 ARM 0 WILL 3 DEX 2

1 1

SUREFOOT, TERRITORIAL

1 Darts From The Reeds: Retreat

Surefoot: A model with Surefoot treats difficult terrain squares as open squares. All non-blessing tile effects in those squares are ignored.

Territorial: A model with Territorial gains $\{S\}$ to offense rolls while on the first tile, $\{S\}$ while on the second, $\{S\}$ while on the third, and $\{S\}$ while on the fourth. **(Arena):** A model with Territorial gains $\{S\}$ to offense rolls while on the same tile as a friendly spawning point).

The Kitsune Yajiri strike from the shadows of their twisted forests. Unwanted travelers will be pelted with darts, only to find that the Yajiri have vanished back into the depths of the wood. This tactic is not just used in order to allow the Yajiri escape, but to lure the trespassers deeper into the wood, where they will surely become lost and perish either due to the elements or the whims of a vengeful kami. The Kitsune territory is not a place for those who do not know its paths and secrets well, and the Yajiri use the landscape to its fullest effect.

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KITSUNE KUNOICHI
KITSUNE PHIONE

7 2

STR 2 ARM 2 WILL 3 DEX 3

2 2

SUREFOOT, TERRITORIAL

1 Let Them Come: Wave 1

1 Foxy: Aura 3, Stealth

Surefoot: A model with Surefoot treats difficult terrain squares as open squares. All non-blessing tile effects in those squares are ignored.

Territorial: A model with Territorial gains $\{S\}$ to offense rolls while on the first tile, $\{S\}$ while on the second, $\{S\}$ while on the third, and $\{S\}$ while on the fourth. **(Arena):** A model with Territorial gains $\{S\}$ to offense rolls while on the same tile as a friendly spawning point).

Kitsune teach their children to navigate the fickle forests in which they dwell at a young age. Being able to brave the wood in order to harvest potent herbs is necessary to become an adult in Kitsune society. Those youngsters who show particular adeptness at navigating their lands soon become Kaiken, trusted with guarding the paths. When they have mastered that, they are taught the ways of the Yajiri, how to use the forests themselves against their enemies. Only when they have mastered both the path of Kaiken and Yajiri will they gain the rank of Kunoichi.

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KITSUNE ONI
KITSUNE PHIONE

5 2

STR 2 ARM 3 WILL 2 DEX 3

2 2

SUREFOOT, TERRITORIAL

2 Clear The Forest: Sweep 2

2 Strike The Heart: $\{S\}$ Massive Damage

Surefoot: A model with Surefoot treats difficult terrain squares as open squares. All non-blessing tile effects in those squares are ignored.

Territorial: A model with Territorial gains $\{S\}$ to offense rolls while on the first tile, $\{S\}$ while on the second, $\{S\}$ while on the third, and $\{S\}$ while on the fourth. **(Arena):** A model with Territorial gains $\{S\}$ to offense rolls while on the same tile as a friendly spawning point).

The Oni of the Kitsune are the physical manifestations of the forest kami themselves. They take on the monstrous, fox-like shape that belies their mischievous and fickle nature and fight alongside the Kitsune clan during times of great strife...or simply when they feel like it. In battle they are ferocious, cutting down any who dare to tread too far into their forests without permission.

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KITSUNE KAIKEN
KITSUNE PHIONE

5 1

STR 2 ARM 1 WILL 2 DEX 3

2 1

SUREFOOT, TERRITORIAL

1 Fox Strike: Pounce

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KITSUNE YAJIRI
KITSUNE PHIONE

5 1

STR 2 ARM 0 WILL 3 DEX 2

1 1

SUREFOOT, TERRITORIAL

1 Darts From The Reeds: Retreat

Surefoot: A model with Surefoot treats difficult terrain squares as open squares. All non-blessing tile effects in those squares are ignored.

Territorial: A model with Territorial gains $\{S\}$ to offense rolls while on the first tile, $\{S\}$ while on the second, $\{S\}$ while on the third, and $\{S\}$ while on the fourth. **(Arena):** A model with Territorial gains $\{S\}$ to offense rolls while on the same tile as a friendly spawning point).

The Kitsune Yajiri strike from the shadows of their twisted forests. Unwanted travelers will be pelted with darts, only to find that the Yajiri have vanished back into the depths of the wood. This tactic is not just used in order to allow the Yajiri escape, but to lure the trespassers deeper into the wood, where they will surely become lost and perish either due to the elements or the whims of a vengeful kami. The Kitsune territory is not a place for those who do not know its paths and secrets well, and the Yajiri use the landscape to its fullest effect.

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KITSUNE KUNOICHI
KITSUNE PHIONE

7 2

STR 2 ARM 2 WILL 3 DEX 3

2 2

SUREFOOT, TERRITORIAL

1 Let Them Come: Wave 1

1 Foxy: Aura 3, Stealth

Surefoot: A model with Surefoot treats difficult terrain squares as open squares. All non-blessing tile effects in those squares are ignored.

Territorial: A model with Territorial gains $\{S\}$ to offense rolls while on the first tile, $\{S\}$ while on the second, $\{S\}$ while on the third, and $\{S\}$ while on the fourth. **(Arena):** A model with Territorial gains $\{S\}$ to offense rolls while on the same tile as a friendly spawning point).

Kitsune teach their children to navigate the fickle forests in which they dwell at a young age. Being able to brave the wood in order to harvest potent herbs is necessary to become an adult in Kitsune society. Those youngsters who show particular adeptness at navigating their lands soon become Kaiken, trusted with guarding the paths. When they have mastered that, they are taught the ways of the Yajiri, how to use the forests themselves against their enemies. Only when they have mastered both the path of Kaiken and Yajiri will they gain the rank of Kunoichi.

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KITSUNE ONI
KITSUNE PHIONE

5 2

STR 2 ARM 3 WILL 2 DEX 3

2 2

SUREFOOT, TERRITORIAL

2 Clear The Forest: Sweep 2

2 Strike The Heart: $\{S\}$ Massive Damage

Surefoot: A model with Surefoot treats difficult terrain squares as open squares. All non-blessing tile effects in those squares are ignored.

Territorial: A model with Territorial gains $\{S\}$ to offense rolls while on the first tile, $\{S\}$ while on the second, $\{S\}$ while on the third, and $\{S\}$ while on the fourth. **(Arena):** A model with Territorial gains $\{S\}$ to offense rolls while on the same tile as a friendly spawning point).

The Oni of the Kitsune are the physical manifestations of the forest kami themselves. They take on the monstrous, fox-like shape that belies their mischievous and fickle nature and fight alongside the Kitsune clan during times of great strife...or simply when they feel like it. In battle they are ferocious, cutting down any who dare to tread too far into their forests without permission.

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KITSUNE CHUNIN
KITSUNE MINI-BOSS

5 3

STR 2 ARM 3 RNG 2

TERRITORIAL

New Territory: The tile this model is on counts as the third tile for the purposes of the Territorial ability on monsters.

Cunning Blade: Wave 2

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KITSUNE MADDOUSHI
SOLO PAIRED SPAWNING POINT

2 1

STR 1 ARM 1 RNG 6

SOLO PAIRED SPAWN, TERRITORIAL

Command of Kitsune: the closest other solo or gang performs the attack command.

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KITSUNE MADDOUSHI
SOLO PAIRED SPAWNING POINT

2 1

STR 1 ARM 1 RNG 6

SOLO PAIRED SPAWN, TERRITORIAL

Command of Kitsune: the closest other solo or gang performs the attack command.

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CLAWS OF KITSUNE
ARCADE GANG

1 1

STR 3 RNG 4

1 2

STR 2 RNG 2

KITSUNE ONI
KITSUNE ELITE

6 2

TERRITORIAL

Strike The Heart: Massive Damage

KITSUNE KAIKEN
BOULDER KITSUNE MINION

6 1

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KITSUNE CHUNIN
KITSUNE MINI-BOSS

Poison: A model suffering Poison reduces its total number of action points by 1, to a minimum of 1.

Territorial: A model with Territorial gains offense rolls while on the first tile, while on the second, while on the third, and while on the fourth.

The Kitsune Chunin is the leader of the Kitsune Kunoichi. No outsider knows how the Chunin is chosen from the ranks of the Kunoichi, but it is speculated that Kunoichi are allowed to challenge the current Chunin for the title, ensuring that the strongest and most cunning is always in charge. He or she always wears a face covering in battle to protect their identity should they choose to leave any survivors. The Chunin is equipped with the most deadly of concoctions for which the Kitsune are famed, often using these poisons to coat their weapons.

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KITSUNE MADDOUSHI
SOLO PAIRED SPAWNING POINT

Solo Paired Spawn: This solo is also a spawning point with the spawning pool listed below. It follows commands as if it were a solo, and spawns as if it were a paired spawning point. When this solo receives the move command, it moves directly away from the closest Hero.

Spawning Pool:
2 x Kitsune Maddoushi (paired spawning point)
3 x Kitsune Kaiken
3 x Kitsune Yajiri
2 x Kitsune Oni
2 x Kitsune Kunoichi

Cards:
1 x Kitsune Shuriken Storm
1 x Claws of Kitsune

Territorial: A model with Territorial gains offense rolls while on the first tile, while on the second, while on the third, and while on the fourth.

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KITSUNE MADDOUSHI
SOLO PAIRED SPAWNING POINT

Solo Paired Spawn: This solo is also a spawning point with the spawning pool listed below. It follows commands as if it were a solo, and spawns as if it were a paired spawning point. When this solo receives the move command, it moves directly away from the closest Hero.

Spawning Pool:
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3 x Kitsune Yajiri
2 x Kitsune Oni
2 x Kitsune Kunoichi

Cards:
1 x Kitsune Shuriken Storm
1 x Claws of Kitsune

Territorial: A model with Territorial gains offense rolls while on the first tile, while on the second, while on the third, and while on the fourth.

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CLAWS OF KITSUNE
ARCADE GANG

Massive Damage: When an offensive action with Massive Damage inflicts a wound, it inflicts two wounds instead.

Territorial: A model with Territorial gains offense rolls while on the first tile, while on the second, while on the third, and while on the fourth.

Kaiken are the backbone of the Kitsune forces that tend to the secret paths and hidden villages of the Kitsune. When situations are dire, they call upon the Kitsune Oni. The Oni of the Kitsune are the physical manifestations of the forest kami themselves. They take on the monstrous, fox-like shape that belies their mischievous and fickle nature and fight alongside the Kitsune clan during times of great strife...or simply when they feel like it. In battle they are ferocious, cutting down any who dare to tread too far into their forests without permission.

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KITSUNE SHURIKEN STORM
ARCADE GANG

STR 1 RNG 4

STR 2 RNG 6

KITSUNE KUNOICHI
KITSUNE ELITE

6 1

Territorial
Let Them Come: Wave 2

KITSUNE YAJIRI
FOUNDED KITSUNE FINION

6 1 0

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KITSUNE MASK

Territorial: A model with Territorial gains to offense rolls while on the first tile, while on the second, while on the third, and while on the fourth. **(Arena:** A model with territorial gains to offense rolls while on the same tile as a friendly spawning point).

What does the fox say? The fox says nothing, until it is time to pounce.

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KITSUNE SHURIKEN STORM
ARCADE GANG

Territorial: A model with Territorial gains to offense rolls while on the first tile, while on the second, while on the third, and while on the fourth.

The Kitsuune Yajiri strike from the shadows of their twisted forests. Unwanted travelers will be pelted with darts, only to find that the Yajiri have vanished back into the depths of the wood. This tactic is not just used in order to allow the Yajiri escape, but to lure the trespassers deeper into the wood, where they will surely become lost and perish either due to the elements or the whims of a vengeful kami. The Kitsuune territory is not a place for those who do not know its paths and secrets well, and the Yajiri use the landscape to its fullest effect. The Yajiri are often led by Kunoichi, who have mastered the ways of both Kaiken and Yajiri.

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ZENYO RYU
TANCHYO HERO

7 3

STR 2 ARM 2 WILL 3 DEX 2

5 1

WIND OF BLADES

2. **A Feather For Each Eye:** Massive Damage

2. **Storm of Arrows:** this model makes three basic missile attacks and then suffers one wound.

1. **Spitevine:** gain +1 to offense rolls for each Princess Coin that was spent this game.

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TANCHYO CHUNIN
TANCHYO MINI-BOSS

7 3

STR 3 ARM 2 WILL 3 DEX 2 2

7 4

RETRIBUTION, VENGEFUL STORM

1. **The Arrow Senses The Way:** Hookshot

1. **Reposition:** Retreat

2. **Storm of Arrows:** this model makes three basic missile attacks without spending action points and then suffers one wound.

SUPER

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TANCHYO MADDOUSHI
TANCHYO SPawning POINT

2 1

STR 2 ARM 1 WILL 3 DEX 2

3 3

ACTIVE SPAWN, RETRIBUTION

1. **Raven Feather:** Aura 6, Fly

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TANCHYO MADDOUSHI
TANCHYO SPawning POINT

2 1

STR 2 ARM 1 WILL 3 DEX 2

3 3

ACTIVE SPAWN, RETRIBUTION

1. **Raven Feather:** Aura 6, Fly

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ZENYO RYU
TANCHYO HERO

Massive Damage: When an offensive action with Massive Damage inflicts a wound, it inflicts two wounds instead.

Wind of Blades: A model with Wind of Blades may spend all of its movement points to make a single Missile Attack basic offensive action.

Among the Tanchyo clan, archery is the highest art of war. Few practitioners of this art are as renowned as the woman called Zenyo Ryu, or more simply, The Dragon. She has learned to build customized ammunition, employing crescent arrowheads for cutting rope, whistling noisemakers to signal her friends or soldiers, and long, narrow points she calls fangs for piercing armor.

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TANCHYO CHUNIN
TANCHYO MINI-BOSS

Hookshot: Actions with Hookshot do not require line of sight to target a model. Range must still be counted around walls and structures.

Retreat: After completing an action with Retreat, using the rules for Push, the model's player moves the model with Retreat five squares away from its target or the square which the target occupied.

Retribution: When a friendly model is destroyed, one other friendly model with Retribution may immediately make a basic offensive action against the model that destroyed it, if able.

Vengeful Storm: When a model with Vengeful Storm is destroyed, all models friendly to it may immediately make a basic offensive action.

The Tanchyo are known throughout Kagajima for their archery skills, and the Chunin are those who have proven themselves above and beyond even their fellow Tanchyo. Each village only has a single Chunin. Sometimes this individual is a hero of a great battle. Sometimes they have proven themselves in an archery contest. But all Tanchyo Chunin are deadly opponents who can single-handedly rain down a storm of arrows.

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TANCHYO MADDOUSHI
TANCHYO SPawning POINT

Active Spawn: Spawning points with Active Spawn may activate during the Consul Turn in the same manner as 16-Bit Monsters. When destroyed they grant loot as normal for spawning points.

Fly: A model with Fly treats difficult terrain, chasm, and structure squares as open squares. All non-blessing tile effects in those squares are ignored. Structure squares do not block line of sight to or from models with Fly.

Retribution: When a friendly model is destroyed, one other friendly model with Retribution may immediately make a basic offensive action against the model that destroyed it, if able.

The Madoushi of clan Tanchyo have received the blessings of the Tengu, often even taking on the physical appearance of the Tengu themselves. They are masters of the wind, and use their magic to allow their fellow Tanchyo to soar through the air, getting them into the fight at impossible speeds as they race through the tree-tops.

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TANCHYO MADDOUSHI
TANCHYO SPawning POINT

Active Spawn: Spawning points with Active Spawn may activate during the Consul Turn in the same manner as 16-Bit Monsters. When destroyed they grant loot as normal for spawning points.

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TANCHYO YAJIRI
TANCHYO MINION

7 2

STR 2
ARM 0
WILL 2
DEX 3

2 2

RETRIBUTION

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TANCHYO YAJIRI
TANCHYO MINION

7 2

STR 2
ARM 0
WILL 2
DEX 3

2 2

RETRIBUTION

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TANCHYO KAIKEN
TANCHYO MINION

7 2

STR 2
ARM 0
WILL 2
DEX 2

2 2

RETRIBUTION

2 A Silent Knife:  Massive Damage. If the target has no other friendly models within two squares, gain **+1 STR**.

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TANCHYO KAIKEN
TANCHYO MINION

7 2

STR 2
ARM 0
WILL 2
DEX 2

2 2

RETRIBUTION

2 A Silent Knife:  Massive Damage. If the target has no other friendly models within two squares, gain **+1 STR**.

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TANCHYO YAJIRI
TANCHYO MINION

Retribution: When a friendly model is destroyed, one other friendly model with Retribution may immediately make a basic offensive action against the model that destroyed it, if able.

The north of Kagejima is dominated by vast expanses of sheltering forests. Dozens or hundreds of feet above the forest floor, clever dwellings dot the boughs and trunks, connected by walkways and rope bridges. These are the villages of clan Tanchyo. Living in the canopy, every member of clan Tanchyo has become an expert climber and marksman, as there is no better way to protect their tree-top homes. The archers of the Tanchyo, the Yajiri, are both plentiful and exceptionally skilled.

NJ201564 - CLAY TANCHYO WARRIOR - 6 of 22

TANCHYO YAJIRI
TANCHYO MINION

Retribution: When a friendly model is destroyed, one other friendly model with Retribution may immediately make a basic offensive action against the model that destroyed it, if able.

The north of Kagejima is dominated by vast expanses of sheltering forests. Dozens or hundreds of feet above the forest floor, clever dwellings dot the boughs and trunks, connected by walkways and rope bridges. These are the villages of clan Tanchyo. Living in the canopy, every member of clan Tanchyo has become an expert climber and marksman, as there is no better way to protect their tree-top homes. The archers of the Tanchyo, the Yajiri, are both plentiful and exceptionally skilled.

NJ201564 - CLAY TANCHYO WARRIOR - 7 of 22

TANCHYO KAIKEN
TANCHYO MINION

Massive Damage: When an offensive action with Massive Damage inflicts a wound, it inflicts two wounds instead.

Retribution: When a friendly model is destroyed, one other friendly model with Retribution may immediately make a basic offensive action against the model that destroyed it, if able.

For the Tanchyo, close-quarters fighting is rare. They live their lives among tree branches and rain arrows down on any who threaten their homes. But there are times that a blade is necessary. In such times, the Tanchyo call upon their Kaiken. Where other clans have swordsmen as the bulk of their forces, Tanchyo Kaiken are rare and highly trained. They are only called upon in the most dire of circumstances.

NJ201564 - CLAY TANCHYO WARRIOR - 8 of 22

TANCHYO KAIKEN
TANCHYO MINION

Massive Damage: When an offensive action with Massive Damage inflicts a wound, it inflicts two wounds instead.

Retribution: When a friendly model is destroyed, one other friendly model with Retribution may immediately make a basic offensive action against the model that destroyed it, if able.

For the Tanchyo, close-quarters fighting is rare. They live their lives among tree branches and rain arrows down on any who threaten their homes. But there are times that a blade is necessary. In such times, the Tanchyo call upon their Kaiken. Where other clans have swordsmen as the bulk of their forces, Tanchyo Kaiken are rare and highly trained. They are only called upon in the most dire of circumstances.

NJ201564 - CLAY TANCHYO WARRIOR - 9 of 22

TANCHYO ONI
TANCHYO/WHITE

7 3

STR 1 2
ARM 1 1
WILL 3
DEX 3

FLY, RETRIBUTION

1 Cyclone: Lance 6

1 To the Sky: Target an adjacent model. Place the target adjacent to this model at the end of this model's activation.

16 BUI

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TANCHYO ONI
TANCHYO/WHITE

7 3

STR 1 2
ARM 1 1
WILL 3
DEX 3

FLY, RETRIBUTION

1 Cyclone: Lance 6

1 To the Sky: Target an adjacent model. Place the target adjacent to this model at the end of this model's activation.

16 BUI

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TANCHYO KUNOICHI
TANCHYO/WHITE

7 2

STR 3
ARM 1
WILL 3
DEX 3

RETRIBUTION

2 The Dancing Blade: Wave 2

1 Requirement: Aura 3. Models in the area gain +1 to offensive actions taken due to Retribution.

16 BUI

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TANCHYO KUNOICHI
TANCHYO/WHITE

7 2

STR 3
ARM 1
WILL 3
DEX 3

RETRIBUTION

2 The Dancing Blade: Wave 2

1 Requirement: Aura 3. Models in the area gain +1 to offensive actions taken due to Retribution.

16 BUI

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TANCHYO ONI
TANCHYO/WHITE

Fly: A model with Fly treats difficult terrain, chasm, and structure squares as open squares. All non-blessing tile effects in those squares are ignored. Structure squares do not block line of sight to or from models with Fly.

Retribution: When a friendly model is destroyed, one other friendly model with Retribution may immediately make a basic offensive action against the model that destroyed it, if able.

Tanchyo Oni are the physical incarnations of the kami that stalk the dense forests that the Tanchyo call home. They take the form of massive birds of prey, and they hold command over air, creating furious cyclones that can sweep their opponents from the trees they call home. Tanchyo Oni are particularly fearsome, and they are only called upon by the clan in the most dire and desperate of circumstances.

ND201504 - CLAN TANCHYO WARBOARD - 10 of 22

TANCHYO ONI
TANCHYO/WHITE

Fly: A model with Fly treats difficult terrain, chasm, and structure squares as open squares. All non-blessing tile effects in those squares are ignored. Structure squares do not block line of sight to or from models with Fly.

Retribution: When a friendly model is destroyed, one other friendly model with Retribution may immediately make a basic offensive action against the model that destroyed it, if able.

Tanchyo Oni are the physical incarnations of the kami that stalk the dense forests that the Tanchyo call home. They take the form of massive birds of prey, and they hold command over air, creating furious cyclones that can sweep their opponents from the trees they call home. Tanchyo Oni are particularly fearsome, and they are only called upon by the clan in the most dire and desperate of circumstances.

ND201504 - CLAN TANCHYO WARBOARD - 10 of 22

TANCHYO KUNOICHI
TANCHYO/WHITE

Retribution: When a friendly model is destroyed, one other friendly model with Retribution may immediately make a basic offensive action against the model that destroyed it, if able.

Clan Tanchyo form incredibly close-knit family ties. The loss of a member is an acute pain, and vengeance is always swift and decisive. The Kunoichi are those who have lost a family member in combat and vowed to seek vengeance. They have dedicated themselves to the art of war, so that no other Tanchyo family has to know their pain. All-out war on Kagelima has been avoided thanks to the Moon Court, but small skirmishes are common, and clan Tanchyo is very suspicious of outsiders, often leading them into conflict with strangers who stray too far into their lands.

ND201504 - CLAN TANCHYO WARBOARD - 10 of 22

TANCHYO KUNOICHI
TANCHYO/WHITE

Retribution: When a friendly model is destroyed, one other friendly model with Retribution may immediately make a basic offensive action against the model that destroyed it, if able.

Clan Tanchyo form incredibly close-knit family ties. The loss of a member is an acute pain, and vengeance is always swift and decisive. The Kunoichi are those who have lost a family member in combat and vowed to seek vengeance. They have dedicated themselves to the art of war, so that no other Tanchyo family has to know their pain. All-out war on Kagelima has been avoided thanks to the Moon Court, but small skirmishes are common, and clan Tanchyo is very suspicious of outsiders, often leading them into conflict with strangers who stray too far into their lands.

ND201504 - CLAN TANCHYO WARBOARD - 10 of 22

TANCHYO CHUNIN
TANCHYO MINI-BOSS

7 3

STR 3 ARM 3 RNG 6

VENGEFUL STORM

Storm of Arrows: This monster immediately performs the attack command.

Reposition: Retreat

Retreat: After completing an action with Retreat, using the rules for Push, the model moves five squares away from its target or the square which the target occupied.

Vengeful Storm: When a model with Vengeful Storm is killed, all monsters immediately receive the attack command.

The Tanchyo are known throughout Kagejima for their archery skills, and the Chunin are those who have proven themselves above and beyond even their fellow Tanchyo. Each village only has a single Chunin. Sometimes this individual is a hero of a great battle. Sometimes they have proven themselves in an archery contest. But all Tanchyo Chunin are deadly opponents who can single-handedly rain down a storm of arrows.

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TANCHYO MADDOUSHI
SOLO SPAWNING POINT

2 1

STR 2 ARM 1 RNG 4

SOLO SPAWN

Raven Feather: Aura 6, Fly

Solo Spawn: This solo is also a spawning point with the spawning pool listed below. It follows commands as if it were a solo, and spawns as if it were a spawning point. When this solo receives the move command, it moves directly away from the closest Hero.

Spawning Pool:
1 x Tanchyo Maddoushi (spawning point)
1 x Tanchyo Kaiken
1 x Tanchyo Oni
1 x Tanchyo Kunoichi
2 x Tanchyo Yajiri

Cards:
1 x Arrows and Blades
1 x Tanchyo Kaiken
1 x Tanchyo Oni

Fly: A model with Fly treats difficult terrain, chasm, and structure squares as open squares. All non-blessing tile effects in those squares are ignored. Structure squares do not block line of sight to or from models with Fly.

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TANCHYO MADDOUSHI
SOLO SPAWNING POINT

2 1

STR 2 ARM 1 RNG 4

SOLO SPAWN

Raven Feather: Aura 6, Fly

Solo Spawn: This solo is also a spawning point with the spawning pool listed below. It follows commands as if it were a solo, and spawns as if it were a spawning point. When this solo receives the move command, it moves directly away from the closest Hero.

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1 x Tanchyo Kaiken
1 x Tanchyo Oni
1 x Tanchyo Kunoichi
2 x Tanchyo Yajiri

Cards:
1 x Arrows and Blades
1 x Tanchyo Kaiken
1 x Tanchyo Oni

Fly: A model with Fly treats difficult terrain, chasm, and structure squares as open squares. All non-blessing tile effects in those squares are ignored. Structure squares do not block line of sight to or from models with Fly.

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TANCHYO ONI
TANCHYO ELITE

7 2

STR 3 ARM 1 RNG 3

PRIORITY

Cyclone: Lance 6

Heavenly Toss: If a Tanchyo Kaiken is in play and there is at least one Hero within three squares of this model, place the closest Hero to this model adjacent to the Tanchyo Kaiken.

Tanchyo Oni are the physical incarnations of the kami that stalk the dense forests that the Tanchyo call home. They take the form of massive birds of prey, and they hold command over air, creating furious cyclones that can sweep their opponents from the trees they call home. Tanchyo Oni are particularly fearsome, and they are only called upon by the clan in the most dire and desperate of circumstances.

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TANCHYO CHUNIN
TANCHYO MINI-BOSS

Retreat: After completing an action with Retreat, using the rules for Push, the model moves five squares away from its target or the square which the target occupied.

Vengeful Storm: When a model with Vengeful Storm is killed, all monsters immediately receive the attack command.

The Tanchyo are known throughout Kagejima for their archery skills, and the Chunin are those who have proven themselves above and beyond even their fellow Tanchyo. Each village only has a single Chunin. Sometimes this individual is a hero of a great battle. Sometimes they have proven themselves in an archery contest. But all Tanchyo Chunin are deadly opponents who can single-handedly rain down a storm of arrows.

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TANCHYO MADDOUSHI
SOLO SPAWNING POINT

Solo Spawn: This solo is also a spawning point with the spawning pool listed below. It follows commands as if it were a solo, and spawns as if it were a spawning point. When this solo receives the move command, it moves directly away from the closest Hero.

Spawning Pool:
1 x Tanchyo Maddoushi (spawning point)
1 x Tanchyo Kaiken
1 x Tanchyo Oni
1 x Tanchyo Kunoichi
2 x Tanchyo Yajiri

Cards:
1 x Arrows and Blades
1 x Tanchyo Kaiken
1 x Tanchyo Oni

Fly: A model with Fly treats difficult terrain, chasm, and structure squares as open squares. All non-blessing tile effects in those squares are ignored. Structure squares do not block line of sight to or from models with Fly.

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TANCHYO MADDOUSHI
SOLO SPAWNING POINT

Solo Spawn: This solo is also a spawning point with the spawning pool listed below. It follows commands as if it were a solo, and spawns as if it were a spawning point. When this solo receives the move command, it moves directly away from the closest Hero.

Spawning Pool:
1 x Tanchyo Maddoushi (spawning point)
1 x Tanchyo Kaiken
1 x Tanchyo Oni
1 x Tanchyo Kunoichi
2 x Tanchyo Yajiri

Cards:
1 x Arrows and Blades
1 x Tanchyo Kaiken
1 x Tanchyo Oni

Fly: A model with Fly treats difficult terrain, chasm, and structure squares as open squares. All non-blessing tile effects in those squares are ignored. Structure squares do not block line of sight to or from models with Fly.

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TANCHYO ONI
TANCHYO ELITE

Priority: Solo monsters with Priority must act before solo monsters without priority in every phase.

Tanchyo Oni are the physical incarnations of the kami that stalk the dense forests that the Tanchyo call home. They take the form of massive birds of prey, and they hold command over air, creating furious cyclones that can sweep their opponents from the trees they call home. Tanchyo Oni are particularly fearsome, and they are only called upon by the clan in the most dire and desperate of circumstances.

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TANCHYO ONI
TANCHYO ELITE

7 2

STR 3 ARM 1 RNG 3



PRIORITY

Cyclone: Lance 6

Heavenly Toss: If a Tanchyo Kaiken is in play and there is at least one Hero within three squares of this model, place the closest Hero to this model adjacent to the Tanchyo kaiken.

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TANCHYO KAIKEN
TANCHYO ELITE

7 2

STR 2 ARM 1 RNG 2



A Silent Knife: Massive Damage. If the target has no other friendly models within two squares, gain STR.

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TANCHYO KAIKEN
TANCHYO ELITE

7 2

STR 2 ARM 1 RNG 2



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ARROWS AND BLADES
ARCADE GANG

2 2

STR 2 RNG 6



TANCHYO KUNOICHI
TANCHYO ELITE

7 2

The Dancing Blade: Wave 2

Extra Trip Wire: If the top card of the Challenge Discard has a trap effect, immediately apply that trap effect.

TANCHYO YAJIRI
BONDED TANCHYO MINION

7 1

Retribution

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TANCHYO ONI
TANCHYO ELITE

Priority: Solo monsters with Priority must act before solo monsters without priority in every phase.

Tanchyo Oni are the physical incarnations of the kami that stalk the dense forests that the Tanchyo call home. They take the form of massive birds of prey, and they hold command over air, creating furious cyclones that can sweep their opponents from the trees they call home. Tanchyo Oni are particularly fearsome, and they are only called upon by the clan in the most dire and desperate of circumstances.

NJD201504 - CLAN TANCHYO WARRIORS - 19 of 22

TANCHYO KAIKEN
TANCHYO ELITE

For the Tanchyo, close-quarters fighting is rare. They live their lives among tree branches and rain arrows down on any who threaten their homes. But there are times that a blade is necessary. In such times, the Tanchyo call upon their Kaiken. Where other clans have swordsmen as the bulk of their forces, Tanchyo Kaiken are rare and highly trained. They are only called upon in the most dire of circumstances.

NJD201504 - CLAN TANCHYO WARRIORS - 18 of 22

TANCHYO KAIKEN
TANCHYO ELITE

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NJD201504 - CLAN TANCHYO WARRIORS - 19 of 22

ARROWS AND BLADES
ARCADE GANG

Retribution: When a minion model with Retribution is destroyed, the gang's elite immediately performs the attack command.

Clan Tanchyo form incredibly close-knit family ties. The loss of a member is an acute pain, and vengeance is always swift and decisive. The Kunoichi are those who have lost a family member in combat and vowed to seek vengeance. They have dedicated themselves to the art of war, so that no other Tanchyo family has to know their pain. Kunoichi are frequently accompanied by archers, Yajiri, the most common of clan Tanchyo warriors.

NJD201504 - CLAN TANCHYO WARRIORS - 20 of 22

ARROWS AND BLADES
ARCADE GANG



TANCHO KUNOICHI
TANCHO BITE

7 2

The Dancing Blade: Wave 2

Extra Trip Wire: If the top card of the Challenge Discard has a trap effect, immediately apply that trap effect.

TANCHO YAJIRI
BONDED TANCHO MINION

7 1

Retribution

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ARROW OF SEEKING

+1 DEX

1 **The Lonely Arrow:** Hookshot

Hookshot: Actions with Hookshot do not require line of sight to target a model. Range must still be counted around walls and structures.

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ARROWS AND BLADES
ARCADE GANG

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