

Traits

Trait	Description
Aggressive	This model must allocate at least as many dice to Attack as to Defence during Melee Exchanges. If a model has both Aggressive and Defensive traits the effects of both are cancelled.
Ammo (X)	This model starts the game with X Ammo tokens. When this model resolves a Ranged Attack action remove an Ammo Token. If this model has no Ammo tokens it may not declare Ranged Attack actions.
Armour (X)	Reduce the result of Damage Rolls made against this model by X.
Armour Piercing (Weapon Type)	When this model makes Damage Rolls ignore any Defenders' Armour trait.
Assault Fire	This model may make a Ranged Attack as part of either a Melee or Charge action. The Ranged Attack is resolved before the Melee Exchange and is considered to be at Short Range. If the Enemy model is removed from play as a result of this Ranged Attack then the model's activation ends. The model suffers a -1 modifier to both its MS and RAS if it uses this trait. The model cannot Target any Enemy models with an Assault Fire Ranged Attack it began its activation in BtB with.
Assassin	If this model makes a successful Attack against a Surprised model, it may roll three dice for the Damage Roll caused by the Attack and choose the highest two to add together.
Automatic Disengage	Automatic Disengage: When this model activates it may ignore Enemy models in BtB when declaring its action but must move out of BtB with Enemy models without declaring a Disengage action.
Aware	This model's LoS extends 360 degrees around its base.
Believer (X/Type/Y)	Friendly models within X" of, Type reduce the cost of their Ki Feats by Y.
Blood of Orochi (X)	During Ki Generation, each Turn this model's Controller adds together all the Blood of Orochi values of the models currently on the table under their Control. The player can then spend from this total to grant models the Poison trait until the End Phase. The Poison trait's X and Y values are dependent on the number deducted from the total for each individual model, and are as follows: 1 = Poison (1/1) 2 = Poison (1/2) 3 = Poison (2/1) 4 = Poison (2/2) If a model already has the Poison trait, the player may choose which to use for the Turn. Any points unspent are lost.
Bodyguard (X/Type)	If an Enemy model either moves into BtB with a Friendly model of the Type specified, or Targets it with a Ranged Attack during its activation, this model may switch positions with the Friendly model if the following conditions are met: • The Friendly model is within X" and in LoS. • The Friendly model was not in BtB with an Enemy model at the start of the activation. • This model is not in BtB with an Enemy model. • This model is not Exhausted. • Both models switching positions can fit within the area the other models base occupied. Any Melee Exchanges and Ranged Attacks are then resolved using this model as the Target.
Bravery	This model may reroll a failed Fear test. It may only reroll the same Fear test once due to this trait. If a model has both the Bravery and Cowardly traits, the effects of both are cancelled. If a model with the Bravery trait makes a Fear test against a model with the Terror trait the effects of both are cancelled.
Brutal (X)	This model adds X to the highest Attack dice when calculating its final Attack result.
Camouflage (X)	Enemy models starting their activation while this model is benefitting from Cover from a Terrain Element cannot Target or enter BtB with this model, unless the enemy model is within X" at the start of its activation.
Channel (X)	During this model's activation it may remove any number of its own Ki tokens. Its Controller then chooses any Friendly model(s) within X" to distribute those Ki tokens to. If the model is outside of this range then the Ki tokens are discarded.
Charging Bonus (Bonus)	When this model makes a Charge action it gains the bracketed Bonus until the end of its current activation.
Command (X/Type)	This model may declare a Simple action, Command: The model nominates and activates up to X non-Exhausted Friendly models of the Type. These models each perform a Simple action. The order the models activate in is chosen by this model's Controller, after each action is resolved that model's Condition worsens by one degree.
Conspiracy of the Cult (X)	When this model activates it may inflict up to X wounds on any Friendly model(s) including itself that have this trait, up to its X value. This model gains Ki Tokens equal to the number of wounds inflicted. A model cannot suffer more wounds than the X value of its own Conspiracy of the Cult trait. These wounds ignore Toughness.
Co-ordinated Attack (Type)	If this model is in a Melee Exchange and a Friendly model of Type is also in BtB with the Enemy model, this model gains +1 MS bonus. A model can only benefit from this trait once per Melee Exchange.
Cowardly	This model must reroll successful Fear tests. It must only reroll the same Fear test once due to this trait. If a model has both the Bravery and Cowardly traits, the effects of both are cancelled.
Cumbersome	If this model is not the Active model then it suffers a -1 MS modifier.

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Defensive	This model must allocate at least as many dice to Defence as to Attack during Melee Exchanges. If a model has both Aggressive and Defensive traits the effects of both are cancelled.
Disturb Flow (X/Y)	All Enemy models must spend an additional X Ki Tokens to perform Ki Feats when within Y" of this model.
Dodge (X)	During a Melee Exchange this model may pick up to X Attack dice rolled by its Opponent to be rerolled. The same dice may only be rerolled once due to this model's trait.
Durable	When this model would suffer more than one wound it only suffers one wound. If this model would Heal wounds it only Heals one wound. This trait is resolved after the Toughness trait.
Elusive	This model ignores Enemy models' Zones of Control during its movement.
Evasive	Same as Elusive
Fear (X)	When a model makes a Fear test against this model X is the Target Number for the test. Models automatically pass Fear tests with a Target Number equal to or lower than their Fear (X) trait, but must still take a Fear test if the Target Number is higher than their Fear (X) trait. Fear tests are Target tests using the model's Ki Statistic to resolve. Resolve a Fear test when: 1) An Active model declares an action that would bring it into BtB with an Enemy model with the Fear trait. If the Active model fails the Fear test its Condition worsens by one degree regardless of the action declared (see Model States and Conditions) and its activation ends. 2) Or, an Active model with the Fear trait declares an action that would bring it into BtB with an Enemy model. If the Enemy model fails its Fear test then it enters the Frightened State (See Model States and Conditions). Models only enter the Frightened State in 2.
Fearless	This model automatically succeeds when taking Fear tests.
Feint (X)	During Melee Exchanges this model may pick up to X Defence dice rolled by its Opponent to be rerolled. The same dice may only be rerolled once due to this model's trait.
Fire (X/Y)	When this model inflicts wounds through a Melee Exchange or Ranged Attack, the Enemy model gains Fire markers of value X, and in a quantity equal to Y.
First Strike	This model gains the Initiative for the first Melee Exchange with an Enemy model if it started the Melee Exchange not in BtB with it, or another Enemy model.
Flank	When this model would be Deployed, this model's Controller must choose whether this model will use Flank or not, if the player chooses not to use Flank, this model is Deployed as normal. If the player decides the model is using Flank then do not deploy it and instead choose a table edge. Starting on the second Turn of the game, at the beginning of the Starting Step, and before Ki Generation roll a D6. Add the game Turn number to the result rolled, if the final result is equal to or greater than 5 then immediately deploy the model anywhere along the chosen edge but not in the Opponent's Deployment Zone, a 1 is not considered a failure for this roll.
Fly	When this model declares a Walk, Run, Melee or Charge action it ignores Terrain elements, other models and Zones of Control for the duration of the action. The model's movement cannot cross over another model or Terrain element with a height greater than three times its own.
Force of Will (X)	This model adds X to its highest dice rolled when making Opposed Ki tests and it is the Active model.
Forward Deployment	This model may be deployed up to 4" outside the Deployment Zone when the Controlling player's Warband is deployed. Group Activation: All models represented by this profile card activate in the same single activation. Each model on this profile card resolves any movement before any Melee Exchanges are resolved. Melee Exchanges are then resolved in the order the Controlling player chooses.
Group Activation	All models represented by this profile card activate in the same single activation. Each model on this profile card resolves any movement before any Melee Exchanges are resolved. Melee Exchanges are then resolved in the order the Controlling player chooses.
Heal (X)	When not in BtB with an Enemy model this model may declare a Simple action and Heal X marked wounds from its Wound Track or the Wound Track of a model in BtB.
Heavy	This model may not take any movement as part of a Ranged Attack action.
Huge	This model is the Huge Size. Model's Targeting this model with a Ranged Attack action gain a -2 modifier to the Target Number of the test.
Immunity (Type)	This model may not gain markers of Type.
Immovable	This model may not be moved or placed by an Enemy Attack, Ki Feat or Unique Effect, and never becomes Prone.
Impenetrable Defence	During this model's Melee Exchanges the Enemy model must discard its highest Attack die rolled before the final Attack result is calculated.
Impetuous	This model must always be the first activated by the Controlling player in a Turn, and all Impetuous models in the same Warband must have activated before non-Impetuous models. If a player Controls several Impetuous models then that player chooses the order in which the Impetuous models activate. After the model's first activation the player is free to choose when it next activates in the Turn. If a model gains Impetuous during the Turn, then the Controlling player's next activation must be with that model if that model is able to activate.
Indomitable (X)	This model ignores X additional Enemy models in BtB when checking for Out Numbering in Melee Exchanges.
Insignificant	This model: • Has no ZoC. • Does not inflict Opponents with a -1 MS modifier due to Out Numbering. • May not perform Simple Scenario or Complex Scenario actions.

Traits

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Intangible	This model ignores Zones of Control, other models and Terrain elements during movement and being in BtB when declaring actions. It may not end its move occupying the same volume as an Impassable Terrain element or another model.
Iron Mind (X)	This model adds X to its highest dice rolled when it participates in an Opposed Ki test and is not the Active Model.
Jump Up	At the start of this model's activation but before its action is declared it may remove the Prone State markers from itself.
Kami	When this model would suffer wounds, instead remove an equal number of Ki tokens. If this model has no Ki tokens it is removed from play. This model may not gain or lose Ki tokens as a result of the Channel or Leech traits. This model has Immunity (Poison/Fire) and cannot be Healed.
Large	This model is the Large Size. Models Targeting this model with a Ranged Attack gain a -1 modifier to the Target Number of the test.
Last Stand	If this model is reduced to 0 wounds, it may still be activated until the end of the Turn and is not removed from play. This model cannot recover wounds through any game effects or traits once its wounds have been reduced to 0. During the End Phase, the model is removed from play.
Leadership (X)	Friendly models within X" may use this model's Ki Statistic when resolving Fear tests.
Leap	When this model declares a Melee, Charge, Walk or Run action, and is not in BtB with an Enemy model. It may, during its movement reduce the distance it would move by X"; X cannot be greater than a model's base Move Statistic. If so then place this model anywhere within X, the model may not be placed in BtB with an Enemy model or in an Enemy model's ZoC. The placement cannot cause it to cross over another model or Terrain element with a height greater than twice its own. The model then completes its movement and action.
Leech (X)	Once during this model's activation it may remove Ki Tokens from any Friendly model(s) as long as the model(s) is within X". If a model is outside of this range then its Ki Tokens are lost.
Light Weight	This model does not suffer the modifier for moving during a Ranged Attack action.
Light Footed	During this model's movement through Difficult Terrain elements it treats those Terrain elements as if they were Normal.
Lightning Reflexes	This model is always the first Attacker in Melee Exchanges. Models with this trait gain the initiative against models with First Strike. If two models in a Melee Exchange have this trait then neither gains the benefit.
Martial Prowess (X)	During a Melee Exchange the model may reroll up to X of its own Attack or Defence dice. It may only reroll dice once due to this trait.
Medium	This model is a Medium Size.
Oni Rage	During Ki Generation this model may gain an additional number of Ki Tokens equal to D2. If it does it gains the Berserk State until the End Phase.
Order (X/Type/Y)	This model may declare a Complex action, Order: This model immediately nominates X Friendly models of the Type specified within Y". Those models' Conditions improves one degree (Exhausted –Tired – Rested).
Parry (X)	This model adds X to the highest Defence die rolled when calculating its final Defence result in Melee Exchanges.
Poison (X/Y)	When this model inflicts wounds through a Melee Exchange or Ranged Attack the Enemy model gains Poison markers of value X, and in a quantity equal to Y.
Ranged Defence (X)	A model making a Ranged Attack action against this model suffers a modifier of +X to the Target Number of the test.
Rapid Fire (X)	When this model declares a Ranged Attack action it may resolve up to X Ranged Attacks during the activation. These Ranged Attacks may Target different models and are resolved in the order this model's Controller chooses. This model's Condition still only worsens one degree regardless of the number of Ranged Attacks made by Rapid Fire.
Regenerate (X)	This model Heals X wounds during the End Phase.
Reload (X)	At the end of this model's Ranged Attack actions it gains X Reload markers. This model cannot declare Ranged Attack actions as long as it has Reload markers.
Retreat	This model must always declare a Disengage action if it starts its activation in BtB with an Enemy model.
Rise(X)	When this model is reduced to 0 wounds it becomes Prone. At the end of the current action or during the End Phase make a Target test with a Target Number of X. If successful the model Heals all Wounds. If it fails remove the model from play as normal.
Scout	This model may deploy after both player's normal Deployment and may deploy anywhere within 4" of the Controlling player's normal Deployment Zone. This model's Controller adds +1 to the result of the Tactical Roll to decide which player deploys first. If both players have models with Scout the winner of the Tactical Roll deploys their models with Scout second.
Self-Sacrifice (X/Type)	If this model is neither Exhausted nor in BtB with an Enemy model, and a Friendly model of the Type specified is within X" and has been successfully Attacked, its Controller may choose to remove this model from play to cancel the Damage Roll against the Friendly model.
Sharp (Melee/Ranged)	This model ignores Enemy models' Armour and Toughness traits when it succeeds with an Attack.
Sixth Sense	This model is never considered Surprised. Models with this trait ignore the Camouflage trait.
Slow	This model is always the second Attacker in Melee Exchanges, and may not declare Run or Charge actions.
Small	This model is Small sized. Models Targeting this model with a Ranged Attack action add a +1 modifier to the Target Number of the test.

Trait	Description
Split Attack	When this model declares a Melee or Charge action, after its movement if it is in BtB with two or more Enemy models the player may resolve a Melee Exchange with two or more of those models. Before resolving the Melee Exchanges the Controlling player splits the model's Melee Skill Statistic value between the Melee Exchanges with a minimum of 1 for each Melee Exchange, then resolves them in the order the Controlling player chooses. This model's Condition only worsens after the last Melee Exchange.
Soulless	This model automatically succeeds in all Opposed Ki and Fear tests.
Spirit Block	When this model inflicts wounds through a Melee Exchange or Ranged Attack action the Enemy model gains one Spirit Block marker.
Steadfast	This model may freely choose how to allocate dice in Melee Exchanges when Frightened.
Steady	This model can never become Prone.
Strong (Melee/Ranged)	When this model makes a Damage Roll, roll 3D6 and choose the two highest dice. If a model has both Strong and Weak traits, the effects of both are cancelled.
Strong Mind (X)	This model gains a +X modifier to its Ki Statistic when resolving Opposed Ki tests.
Stubborn	This model can only declare a Disengage action if it is Immobilised.
Stupid (X)	When this model declares an action, make a Target test with a Target Number of X, if it fails this test the model's action ends immediately, its Condition still worsens one degree.
Tactician (X)	This model adds X dice to the Controlling player's Tactical Rolls. The player may only benefit from one model's Tactician trait each roll.
Terror	If a model makes a Fear test caused by this model it must reroll the test if it succeeds. Models must only reroll the same test once due to this trait. If a model with the Bravery trait makes a Fear test caused by this model the effects of both traits are cancelled.
Tiny	Models Targeting this model with a Ranged Attack action add a +2 modifier to the Target Number of the test.
Tireless	This model does not become Tired or Exhausted as a result of Melee Exchanges initiated by Enemy models' actions.
Toughness (X)	When this model would suffer Wounds reduce the final number of Wounds by X.
Unblockable Strike	During this model's Melee Exchanges the Enemy model must discard its highest Defence die rolled before the final Defence result is calculated.
Unstable (X)	This model suffers a modifier of -X to its Move Statistic during movement through Difficult Terrain elements.
Weak (Melee/Ranged)	When this model makes a Damage Roll, roll 3D6 and choose the two lowest dice. If a model has both Strong and Weak traits, the effects of both are cancelled.
Weak Mind (X)	This model suffers a -X modifier to its Ki Statistic when resolving Opposed Ki tests.

Special Attacks, Special Defences and States

Special Attacks	
Immobilise Attack	If the attack is successful the Defender becomes Immobilised. The Defender does not suffer a Damage roll from this Attack but does not become the Attacker for this Melee Exchange.
Slam Attack	If the Attack is successful the Defender is moved D3" directly away and becomes Prone. The Defender suffers half the wounds from the Damage Roll caused by this Attack.
Throw Attack	If the Attack is successful the Defender is moved D2" within LoS of the Attacker, and becomes Prone. The Defender suffers half the wounds from the Damage Roll caused by this Attack.
Sweep Attack	If the Attack is successful then the Defender becomes Prone. The Defender suffers half the wounds from the Damage Roll caused by this Attack.
Powerful Attack	If the Attack is successful then the Attacker gains an additional +3 Strength for the Damage Roll caused by this Attack.
Combo Attack	If the Attack is successful then after a Damage Roll resulting from this Attack, deduct 2 from the Success Level of the Attack. If the Success Level is 0 or greater make another Damage Roll against the Defender. Repeat this process until the Success Level is less than 0.
Critical Strike Attack	If this model's Attack is successful and the individual dice results of the Damage Roll are the same number, remove the Defender from the game.
Push Attack	If the Attack is successful, move the Defender 1" directly away from this model. The Defender does not suffer a Damage Roll from this Attack.
Force Back Attack	If the Attack is successful, move the Defender 1" directly away and then move the Attacker directly towards it into BtB. The Defender does not suffer a Damage Roll from this Attack.

Special Defences	
Counter Attack Defence	If this Defence is successful, and the Attacker allocated any dice to Attack, then deduct 2 from the Success Level of the Defence. If the Success Level is 0 or greater then make a Damage Roll against the Attacker, cross referencing with the Wound Chart in the column equal to that final Success Level of the Defence.
Throw Defence	If the Defence is successful the Attacker is moved D2" within LoS of the Defender, and becomes Prone.
Sweep Defence	If the Defence is successful then the Attacker becomes Prone.
Side Step Defence	If the Defence is successful move the Defender 1" away from the Attacker.
Push Defence	If the Defence is successful move the Attacker 1" directly away from the Defender.
Drag Defence	If the Defence is successful move the Defender 1" directly away from the Attacker, then move the Attacker directly into BtB with the Defender.

States	
Berserk	The model gains the Aggressive and Impetuous traits. This model may only declare Melee or Charge actions and needs to attempt to move into BtB in the most direct route possible, with the nearest Enemy model. If the model is unable to Target an Enemy due to a trait, Ki Feat or Unique Effect it may perform any action.
Blind	If a model has a Blind marker it cannot draw LoS outside of BtB, must be the Attacker second in Melee Exchanges and suffers a 1 MS modifier. During the End Phase remove one Blind marker from each model with a Blind marker.
Controlled	A Controlled model switches Warbands for a number of actions equal to the number of Control Tokens it has. Whilst Controlled the Controlling player may declare any action the model would normally be able to perform but may not spend its Ki Tokens, the model does however generate Ki Tokens. Simple actions or participating in a Melee Exchange will remove one Control Token and Complex actions will remove two Control Tokens once the action is resolved. As soon as all the Control Tokens are removed the model returns to the original player's Warband.
Disguised	Whilst this model is Disguised Enemy models with a Ki Statistic of 1 or less cannot Target or voluntarily move into BtB with this model. Enemy models with a Ki Statistic of 2 or more must make an Opposed Ki test against this model when Targeting or attempting to move in BtB with this model. If the Enemy model is successful remove the Disguised state and resolve the action as normal. If unsuccessful it's activation ends and its condition worsens as if it had completed the attempted action. If a Disguised model declares a Melee, Ranged Attack, Charge action or participates in a Melee Exchange remove its Disguise marker. Whilst a model is Disguised it has no ZoC.
Frightened	This model gains the Defensive trait and suffers a 1 MS modifier. It may not declare actions that would move it into BtB with Enemy models with the Fear trait. During the Main Phase Frightened models automatically fail Fear tests. During the End Phase the model must retake the Fear test with the highest Target Number since entering the Frightened State, if successful remove the Frightened State.
Immobilised	As long as a model is Immobilised it cannot declare any actions except Disengage, Ki Feats usable in Melee or Stand Up. An Immobilised model cannot move or be moved, except to change facing, and suffers a -1 Melee Skill. Remove the model's Immobilised state when: - The Immobilising model it is no longer in BtB with the Immobilised model. - The Immobilising model participates in a Melee exchange with another model. - Or the Immobilised model has successfully Disengaged from the Immobilising model. A Model with the Intangible or Automatic Disengage trait has Immunity (Immobilised).
Held	When a Held model declares a Melee, Run, Charge, Stand Up or Walk action. Before the model is moved it must make a Size (5) Target test. If unsuccessful the model's action is considered resolved. If successful the model is no longer Held and resolves its action as normal. A Held model cannot declare the use of Special attacks or Defences. A model can declare a Simple action to remove the Held marker if not in BtB with an Enemy model. Enemy models in BtB with a Held model can declare actions as if they were not in BtB. If a Held model is moved by any other effect then remove the Held state. Intangible models can never become Held.
On Fire	If a model has Fire markers it is considered to be On Fire. During the End Phase remove the highest value Fire marker, the model suffers a number of wounds equal to the removed Fire marker's value. These wounds ignore the Toughness trait. After this, if the model still has three or more of the same value Fire markers, two of these markers are replaced with a single Fire marker of a value one higher. A model with Fire markers on its profile card, or a Friendly model in BtB, which is not in BtB with an Enemy model or in an Enemy model's ZoC may take a Simple action to remove two Fire markers from the model.
Poisoned	If a model has Poison markers it is considered Poisoned. During the End Phase remove the highest value Poison marker, the model suffers a number of wounds equal to the removed Poison marker's value. After this, if the model still has three or more of the same value Poison markers, two of these markers are replaced with a single Poison marker of a value one higher.
Prone	If a model is Prone it has no ZoC, does not block LoS and Enemy models may choose not to be considered in BtB with them when declaring their actions, meaning the action choice is not restricted by being in BtB with the Prone model. Prone models must be the Attacker second in Melee Exchanges. The only action a Prone model may declare is Stand Up. If a Prone model is in a Melee Exchange or initiates a Melee Exchange through taking a Stand Up action it suffers 1 MS modifier for that Melee Exchange.
Spirit Block	If a Model has a Spirit Block marker it does not generate Ki Tokens during the Ki generation step. At the end of the Ki generation Step remove one Spirit Block marker from each model with a Spirit Block marker.
Stunned	If a model has a Stunned marker it suffers a 1 MS modifier. During the End Phase remove one Stunned marker from each model with a Stunned marker.
Surprised	A model is Surprised if an Active Enemy model that did not begin its activation in BtB performs an action that Targets it or brings it into BtB and that Enemy model started outside of LoS and remains outside of LoS during movement. Surprised models may not declare Ki Feats or Ki Boosts, are always the Attacker second in Melee Exchanges and may not benefit from traits or effects that affect Initiative, and suffer a 1 MS modifier. Models are only Surprised until the action in which they became Surprised is resolved.