



YUANSHI XUEXING



YUANSHI XUEXING

| | | | | | |
|-------|---------|-----|-----|--|---|
| Def. | Counter | | | | |
| C 6 | D 4 | S 5 | M 4 | | 6 |
| Dodge | | | | | |
| AP | HP | | | | |
| 8 | 77 | | | | |
| | -1 5 -3 | | | | |

- Dào:** 5 damage.
CF can be re-rolled once.
- Tiger Charge:** 4 AP / 8 damage.
This botte is done with 2 dice (or more if AP are spent).
- Tiger Wrath:** Yuánsì never dodges but his counters only cost 2 AP.
- Sworn Enemy:** if Aukanek is within the opponent's team, Yuánsì has to attack him first and gets +2 on all attacks against him.
- Shifu:** can recruit up to 4 «Disciples» in his team.

BAGUA

Weapon: 3 AP / 1D5+2 damage.

Each time an opponent loses 7 HP on a single attack dealt with Bagua, he loses 1 AP until the end of the game.

Botte: 6 AP / 0 damage.

If the botte succeeds, Yuánshì gains 1 additional AP until the end of the game.



Linked to Yuánshì Xuèxing

14





HOUYI IMPERIAL BOWMAN




Limitation = 2

HOUYI IMPERIAL BOWMAN

| | | | | |
|-------|---------|-----|-----|--|
| Def. | Counter | | | |
| C 4 | D 5 | S 3 | M 2 | |
| Dodge | | | | |




AP 


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|--|--|--|--|--|--|--|--|
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HP

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 **Chuan tong gong:** 5 arrows / 5 damage / Range 6/11.

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|--|--|--|--|--|--|
| | | | | | |
|--|--|--|--|--|--|

 **Fire dart:** 5 damage.
The target is set on fire pitch and immediately undergoes a morale test; if it has SP, it loses 2 per round (the bottles takes 1 arrow out).

 Houyis can add an extra 8 arrows stock for 8 golds.

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HOUYI IMPERIAL BOWMAN



Limitation = 2

HOUYI IMPERIAL BOWMAN

| Def. | Counter | | | |
|-------|---------|-----|-----|--|
| C 4 | D 5 | S 3 | M 2 | |
| Dodge | | | | |




AP 


| | | | | | |
|--|--|--|--|--|--|
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HP

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 **Chuan tong gong:** 5 arrows / 5 damage / Range 6/11.

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|--|--|--|--|--|
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|--|--|--|--|--|

 **Fire dart:** 5 damage.
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SÈNGLŪ DÌQIÙ



Elementalism

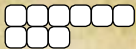


SÈNGLŪ DÌQIÙ

| | | | | | |
|-------|-----|---------|-----|--|--|
| Def. | | Counter | | | |
| C 5 | D 3 | S 6 | M 5 | | |
| Dodge | | | | | |

4

AP



HP



Stone fists: S damage.

With this attack, re-rolls only cost 1 AP.



Elementary Earth Attack: 4 AP/S damage on every enemy within 2 fathoms, destroys 3 armour squares on each enemy.



Monk-Warrior: Sènglū Dìqiù is a Monk-Warrior, he masters the Elementalism.

Mantrā



Linked to Monks - Warrior

Cost: 1 AP

Range: himself

Duration: 1 Round

Rate: 1 / Round

Difficulty:

14

Effect: the Monk - Warrior chants a throbbing litany while fighting, on a success, he can use his botte twice during his activation.

2

BRMASEI

Mantrā



Linked to Monks - Warrior

Cost: 1 AP

Range: himself

Duration: 1 Round

Rate: 1 / Round

Difficulty:

14

Effect: the Monk - Warrior chants a throbbing litany while fighting, on a success, he can use his botte twice during his activation.

2



NABESHIMA



Esoterism

NABESHIMA

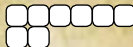
Def. Counter

C 2 D 5 S 1 M 6

Dodge



5

AP



HP



-  **Claws strike:** 1 AP / 1D5 - 1 damage. (maximum 5 attacks per round).
-  **On his guard:** dodges and counters only cost 1 AP.

Nine lives



Linked to Nabeshima

Cost: 0 AP

Range: himself

Duration: 1 Round

Rate: 1 / Knockout

Difficulty:



Effect: when Nabeshima should be knocked out and put away from the gaming table, he casts this spell.

If successful, he remains on the table with 9 HP.

CH: he regains all of his HP.

CF: he remains on the table with 1 HP.



RHÈN ZHÈ

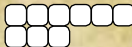


RHÈN ZHÈ

| Def. | Counter | | | |
|-------|---------|-----|-----|--|
| C 3 | D 7 | S 3 | M 4 | |
| Dodge | | | | |

5

AP



HP



Katana: 7 damage.

Shuriken (x2): / 1D5 + 1 damage.

Can "throw" 1 shuriken twice per game up to 5 fathoms.

Murasame: 7 damage.

If the thrust succeeds, Rhèn Zhè's next dodge will be free.

☀ Rhèn Zhè doesn't need to roll for "reception" below 4 fathoms.

☀ **Art of discretion:** doesn't deploy the normal way at the beginning of the game. He reveals himself up to 4 fathoms away from his table side upon his first activation. He is then played normally.

NINJA BALL

Once revealed on the field, Rhèn Zhè can use his ninja ball to generate a smoke explosion enabling him to flee. He then leaves the table and will deploy again up to maximum 4 fathoms from one side of the table upon his next activation. He cannot leave the table with scenario objectives, Briskars or objects in his possession.



Linked to Rhèn Zhè



NIPÒ NYWÒH



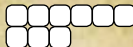
Elementalism

NIPÒ NYWÒH

| Def. | Counter | | | |
|-------|---------|-----|-----|--|
| C 5 | D 3 | S 5 | M 5 | |
| Dodge | | | | |

4

AP



HP



Gun: 3 AP / Reach / 1D5 + 1 damage.

1 is not considered as a CF on an attack.
On a CH, Nipò Nywòh adds up his Mental to damage on top of critical effects.



Circular strike: 4 AP / 1D5 + 1 damage

on every enemy within his control area and repells each of them of 1 fathom.



Monk-Warrior: Nipò Nywòh is a Monk-Warrior, he masters the Elementalism.

Huikuān



Linked to Nipō Nyvōshi

Cost: 4 AP

Range: an ally within 5 fathoms
or less

Duration: 1 Round

Rate: 1 / Round

Difficulty:



Effect: a Briskar ally targeted
by this spell gains 2 AP for his
next activation.

Nipō can target an additional
Briskar for 2 additional AP each.

CF: the whole team gains 2 AP
for its next activation.

CF: during their next activation,
Briskars allies lose 1 AP and
Nipō will not be able to cast this
spell again.



MAIKO



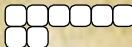
60

MAIKO

| Def. | Counter | | | |
|-------|---------|-----|-----|--|
| C 2 | D 4 | S 2 | M 5 | |
| Dodge | | | | |

5

AP



HP



Fan: 3 damage.

Hair bun picks x 2: 2 damage / No reloading.
Poisons its victim.

☀ Can dodge for 0 AP when she has non left, otherwise, Maiko pays the regular AP amount.

☀ **Minor Arcane:** Maiko has an alchemy scroll, she can use a single spell within this arcane.

Warrior rest



Linked to Maiko.

Cost: 3 AP

Range: an ally

Duration: immediate

Rate: 2 / Round

Difficulty:



Effect: cancels all persistent effects on an ally within Maiko's zone of control.

Maiko can decide to spend additional AP, if the spell is successful, she heals 3 HP per AP spent on top of the initial spell cost.





IMPERIAL CANNON

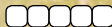


Must be handled by a servant.

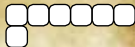
IMPERIAL CANNON



Munitions



SP



"Throwing an object": S = 6.

"Moving an ordnance weapon": S = 3.



***Cannonballs:** 4 AP / Rate 1 / 2D10 damage / Reloading 4 AP.*

1 card template / Range (14) / 7 (12) / 11 (14).

In case of CH, targets are stunned, they will have to spend 1 AP on top of their free movement to get up.

MAOK CANNON



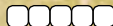
Must be handled by a servant.



MAOK CANNON



Munitions



SP



"Throwing an object": S = 6.

"Moving an ordnance weapon": S = 3.



Cannonballs: 3 AP / Rate 1 / 1D5 + 3 damage / Reloading 3 AP.

1 card template / Range (13) / 5 (11) / 9 (13).

In case of CH, targets are stunned, they will have to spend 1 AP on top of their free movement to get up.

ROCKETS LAUNCHER



Must be handled by a servant.

ROCKET'S LAUNCHER



Munitions



SP



"Throwing an object": S = 6.

"Moving an ordnance weapon": S = 3.

3 Rockets: 3 AP / Rate 1 / 1D10 damage
/ Reloading 4 AP.

Hits all figurines on a streak made of 2 cards placed in length starting from the cannon mouth. No deflection if the shoot is missed.

On a CF, do one deflection roll per rocket, 1D5 damage per rocket and 1D5 SP on the rockets launcher.

755474

DAOTI



 Alchemy

70

DAOTI

| Def. | Counter | | |
|-------|---------|-----|-----|
| C 3 | D 5 | S 3 | M 6 |
| Dodge | | | |

5

AP



HP



Mallet: 4 damage.

In case of a CF on a defence roll, the target is "stunned".

Wit: mechanism grasp = no CF.

Feints and disengages for 1 AP less.

BUNRAKU



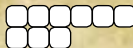
Colossus

BUNRAKU

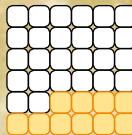
| Def. | Counter | | | | |
|------|---------|-----|-----|-----|---|
| C 8 | D 3 | S 7 | M 0 | A 2 | 5 |

Dodge

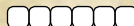
AP



HP



Armour:



Giant Dào: 1D5 + 5 damage.

Botte: if the botte is successful, the target is restrained and Dàoiti deals 1D5 mallet blow from his cockpit.



Inanimate Creature: can only be recruited with Dàoiti.



Immuned to all Morale rolls, as well as poisoning and bleeding.



Maòk Banner: all Maòks within less than 5 fathoms of Bunraku automatically pass their Morale tests.

BUNRAKU AND DAOTI

The Bunraku created by Dàotì only answers to him, you have to recruit both profiles in your team in order to play them. Even if both their APs count for the initiative, only Bunraku is played until he is put out of combat; you can then replace his figurine with Dàotì's and activate him regularly by using his own profile card.

Dàotì uses Bunraku's AP to cast spells while inside, they cost 1 additional AP each. Bunraku cannot be healed but can be repaired by a carpenter.



CAO CAO

Rider

Alchemy



125

CAO CAO

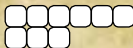
Def. Counter

C 5 D 4 S 5 M 5

5

Dodge

AP



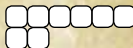
HP



Bushido's Armour:

on a CH reduces the opponent's weapon of 1 damage until the end of the game.

-1 -3



War Qiàng: Reach / 6 damage.

His defences are done with a +2 bonus.

- ☀ **Warrior strategy:** Maòkṣ ignore the 1st Morale test they have to do.
- ☀ **Shīfu:** can recruit up to 3 «Disciples» in his team.
- ☀ **Monk-Warrior:** Cao Cao is a Monk-Warrior, he masters the Elementalism.



FÈIHUÀ



Mount

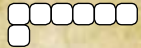
95

FÈIHUÀ

| | | | | | |
|------|---------|-----|-----|-----|---|
| Def. | Counter | | | | |
| C 5 | D 3 | S 5 | M 3 | A 3 | 5 |

Dodge

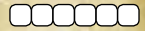
AP



HP



Armour:



Battering ram blow: Reach / 1D5 + 2 damage.
CF can be re rolled once.



Only misses his Morale tests on a CF.



Empathy tests are automatically passed by Cao and all the Maok Warrior-Monks.



YIP KAI



Elementalism



YIP KAI

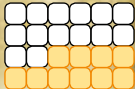
| Def. | Counter | | |
|-------|---------|-----|-----|
| C 3 | D 5 | S 3 | M 6 |
| Dodge | | | |



AP



HP



- Dragon rod:** /3 damage.
Enables Yip Kai to cast each Kami once per activation.
- Botte:** uses his opponent's.
- Wing Chun:** uses $D \times 2$ for all his attacks. Dodges for 1 AP less and counters for free.
- Monk-Warrior:** Yip Kai is a Monk-Warrior, he masters the Elementalism.

Kami's



*Linked to Madks
Monk-Warrior.*

Cost: 2 AP

Range: see below cons

Duration: immediate

Rate: 1 / Round

CF: it is the caster whom under-
goes the effect.



Difficulty:

Choose which Kami to cast:

Fire Kami: deals 4 fire damage to
the target (range 5 fathoms).

Wind Kami: all Briskars within
less than 2 fathoms from the caster
are repelled of 1D5 fathoms in the
opposite direction (no collision).

Earth Kami: an opponent within
5 fathoms or less falls to the
ground.

Water/ice Kami: 2 damage /
frostbite (-2 in D and in MVT
at the next activation, cannot
be interrupted / range 5
fathoms).



YOKOZUNA



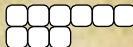
Colossus
Elementalism

180

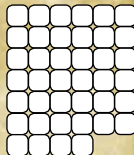
YOKOZUNA

| Def. | Counter | | | | | |
|-------|---------|-----|-----|-----|--|---|
| C 7 | D 4 | S 8 | M 5 | A 2 | | 4 |
| Dodge | | | | | | |

AP



HP



Tui Shou: S+2 damage.

Repels the opponent by 4 fathoms (collision) and Yokozuna can do a free MVT afterwards, except an assault, towards the repelled Briskar.

- Tai-chi-chuan:** a combattant with this ability can never hold a weapon. No damage malus on the close combat attacks that require none.
- Monk-Warrior:** Yokozuna is a Monk-Warrior, he masters the Elementalism.
- Analgesia**

SHI XIU



100

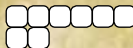
SHI XIU

| Def. | Counter | | |
|------|---------|-----|-----|
| C 3 | D 6 | S 3 | M 5 |

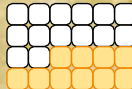
6

Dodge

AP

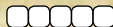


HP



Armour:

-1 6 -2



Forearms protection: counter at +2.



Ying zhua gong: / 1D5 + 2 damage.

CH are achieved on 9 and 10.



Tou Shan Zhang: / 4 Armour-piercing damage.



Dirk x2: 3 damage / Range 4 fathoms.

"Bleeding" when causing damage. Single if thrown.



Shang Zao: 1 throw / 1 att. per sword defended separately par the target(s). If tyhe thrust succeeds, Shi Xiu can move of 1/2 MVT.



Placement: Shi Xiu choses her side of the board.

NEBULA

Has the same effects as a mascot:

Shì Xiù starts the game with

grigri and voodoo doll.

Distracts the targets of its mistress ; Shì Xiù no longer rolls CF during her offensive actions.

★ **Pilferer:** Shì Xiù performs a “stealing” action for free once a turn.

★ **Feline Grace:** Shì Xiù disengages with $\mathcal{D} \times 2$.

★ **Ancestral Respect:** disciples bring + 2 in support to Shì Xiù.



Linked to Shì Xiù.



GAN NING



Disciple = 1

GAN NING

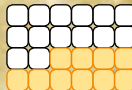
| Def. | Counter | | |
|-------|---------|-----|-----|
| C 4 | D 4 | S 3 | M 2 |
| Dodge | | | |

5

AP



HP



Duan Gun: 1 AP / 3 damage.

Qin: Gan Ning earns 1 AP per Monk-Warrior less than 3 fathoms away at the beginning of his activation.