

CAMPAIGN UPDATES



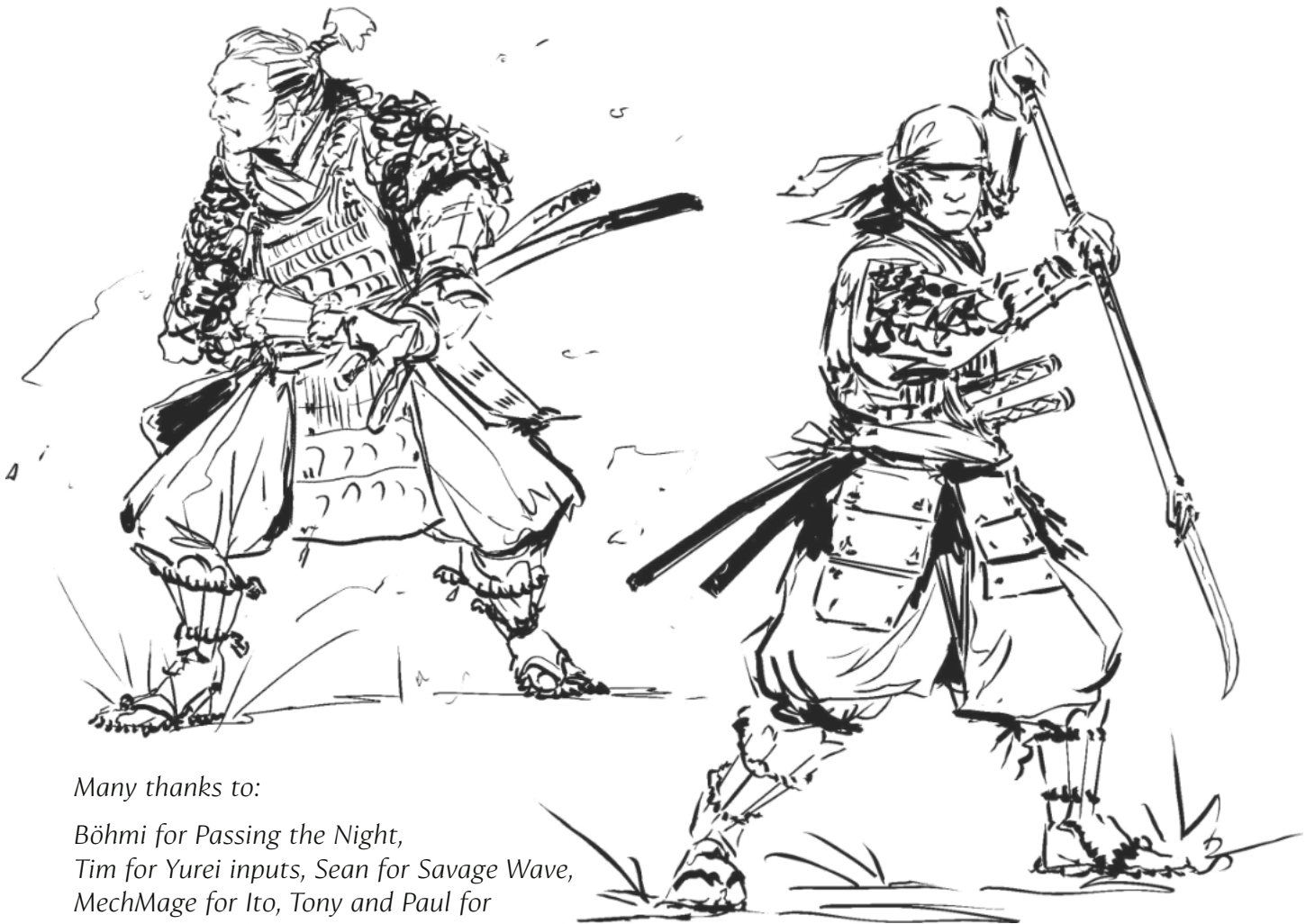
18th September 2026

Multiplayer Games

These scenarios introduce a fresh layer of challenge and fun, though they often take a little longer to complete. It's worth considering 75 Rice warbands or simply allowing more time for the session. Some scenarios also run more smoothly with large objectives if you have them available.

Four Turn Scenarios

In four turn scenarios, turn 4 Theme effects happen on turn 3 rather than turn 4.



Many thanks to:

Böhmi for *Passing the Night*,
Tim for Yurei inputs, Sean for *Savage Wave*,
MechMage for Ito, Tony and Paul for
Awoken, Tony for Jung, Wandler for lots of
it, Chris AK for *Horse Lords*.

Gav, EdZed, Rob, Matt and JayJay for testing multiplayer. Aiku for proofreading this thanks section ;)

Special thanks to Craig for leading on themes, and Jason for scenarios.





PREFECTURE OF RYU

PASSING THE NIGHT

1	Once per Game, declare this effect in the Starting Phase. Friendly models may choose to either gain one Shame Token or remove all Shame Tokens that they currently have at the start of their Activation.	
2	Once per Turn, Friendly Shamed models reduce the Ki Token cost of Ki-Feats that require removing a Shame Token to zero cost.	Friendly non-Shamed Samurai models gain the Shamed type and Slow. When using their first listed Ki Feat, they remove a Shame Token. If they do, they gain Vengeance [Enemy] until the end of the current Activation.
3	Friendly Shamed models gain Bodyguard [Shisai] (3"). After using the Bodyguard trait, that Friendly model gains 1 Ki Token.	Friendly Shisai models gain Prowess Defence (1). At the start of a Melee Exchange, Friendly Samurai models may choose to gain Defensive until the end of the current Melee Exchange. If they do, they gain Parry (+1) until the end of that Melee Exchange.
4	Takashi Hida you own gains Virtue (6") and Leadership (+1/+2"). Friendly Samurai models within that Takashi Hida's Leadership range gain Sacrifice [Friendly] (6"). After each use of Sacrifice you may remove a Shame Token from a Friendly model.	



TEMPLE OF RO-KAN

❁ FACTION ADVANCEMENTS

- Any additional models summoned and deployed by the Theme are deployed with two Activation Counters.



CULT OF YUREI

INFESTATION

1	Friendly Nezumi models start the game with one Ki Token. Friendly Nezumi gain Scout (1/4").	
2	Friendly Rat models gain Camouflage (4") and may ignore Darkness effects.	Friendly Rat models gain Regenerate (+1) and Endurance.
3	While within 4" of a friendly Nezumi model; Friendly Animal models gain Fear (4) and may remove Destructible Terrain in BtB after performing a Wait Action (this must still not be in BtB or ZoC of an Enemy model).	While within 4" of a Friendly Animal model; Friendly Nezumi lose Cowardly and their Melee Weapons gain Poison (1).
4	When a Friendly or Enemy model that is not a Rat Swarm is Killed, replace that model with a Rat & Swarm model you own. Summon this model adding to your Warband and Deploy the Rat & Swarm replacing the killed model. No profile may have more models than the number of Wound Tracks on it's card.	

WRETCHED EXISTENCE

1	When a Wretched model is returned to play due to the respective model being Killed, it gains 2 Activation Counters.	
2	Ikeda Kokou gains the following Ki Feat. Diplomatic Immunity 2S Au BtB Non-Soulless Enemy models in the Aura and non-Soulless models in BtB with them lose Aggressive, may not place dice in Attack, or use Special Defences in a Melee Exchange, or Target this model with Ki Feats.	Wretched models gain Intangible.
3	Once per Game, declare this effect in the Starting Phase. Friendly Wretched models gain Dread (0) until the End Phase. Once per game, in the Starting Phase, Friendly model's Melee Weapons reduce Special Attack cost by one.	When a Wretched model is returned to play due to the respective model being Killed, you may have it gain the Flank Trait and uses those rules to return to the Battlefield from the following turn onward.
4	Once per Game, declare this effect in the Starting Phase, Wretched models gain the Flank Trait, then return any Wretched that have been removed from play back to the battlefield (this will be the current turn) using the Flank rules.	





THE SAVAGE WAVE

HUNTING PACK

1	Your Bakemono Horde communal card gains: Friendly Animals can spend Ki Tokens from the Bakemono Horde communal card to pay for Ki Feats or other effects. Friendly Animals may use feats listed on this card.	
2	While within 4" of a Friendly Bakemono model; Friendly Animal models lose Aloof and may remove Destructible Terrain in BtB after performing a Wait Action (this must still not be in BtB or ZoC of an Enemy model).	While within 4" of a Friendly Animal model; Friendly Bakemono models lose Cowardly and gain Bravery.
3	Friendly Animal models gain Regenerate (1) and Melee Ki Boost (3).	Friendly Bakemono models gain Co-ordinated Attack [Animal] and Melee Ki Boost (2).
4	Once per game, this Warband's 'Get the Dogs!' may Summon and Deploy any friendly permitted Animal model instead of a Kaihei model (this may be a Kaihei Alpha).	



ITO CLAN

COLD BLOOD

1	Acolytes cost -IRC to recruit into this Warband. In the Starting Phase, gain one additional Blood of Orochi Token for each Friendly Acolyte.	
2	Friendly Snake and Acolyte models gain Ranged Defence (+1) and Camouflage (4").	Friendly Hebimiman models gain Feint (1) and Camouflage (4").
3	Friendly Hebimiman models gain Ranged Defence (+1) and Fear (5).	During the Starting Phase you may exchange up to X Blood of Orochi Tokens for X Virtue Tokens. X equals the number of Friendly Acolytes in play.
4	Friendly Acolytes start the game with a Virtue Token. When a Friendly or Enemy model is Killed, replace that model with an Animal & Snake model you own. Summon this model adding to your Warband and Deploy the Animal Snake replacing the killed model. No profile may have more models than the number of Wound Tracks on it's card.	



THE DESCENSION

OUTCASTS DEFIANT

1	Friendly Hagewashi models gain Rise (6). A Friendly model that has used in Defiance of the Gods this turn gains Prowess [Rise] until the End Phase.	
2	Friendly Outcast models gain Resistance (1) and Intimidate.	While Friendly models have Cloudwalk they gain Leech (1/4").
3	Friendly Bushi models while benefiting from Prowess [Attack](1) gain Vengeance [Enemy].	Friendly models may Heal one marked wound box when they Damage an Enemy model in a Melee Exchange.
4	Friendly Hagewashi gain Rise (-X) where X equals the number of Enemy models killed or removed from play during the current turn. The modified value of Rise cannot be less than (3).	



JUNG PIRATES

64TH FLEET

1	During the first turn, Friendly Kaizoku may Focus as a Simple Action.	
2	Friendly Kaizoku's Melee Weapons gain +1 Strength.	Faction Friendly models gain Courage (+1).
3	Friendly Kaizoku models may attach the Drunk! Enhancement ignoring max number restrictions at a cost of 1 Rice for two copies of this card.	When a Friendly Faction model successfully Defends in a Melee Exchange it may move Directly Away from the Enemy model until it is out of the Enemy model's ZoC.
4	Friendly Kaizoku and Kaiheidan gain Agile. When those models declare a Run Action they gain +1 Move until the end of their current Activation. Friendly Kaizoku and Kaiheidan models do not suffer Melee penalties for having Run.	





HORSE LORDS OF ATAKA

FACTION ADVANCEMENTS

- Friendly models ignore Slow.
- Friendly models gain Scout (1/1").
- During the Starting Phase of turn 4, you may return to play a Friendly Faction model that has been killed or removed from play, that model gains Flank and must nominate turn 4 to arrive (this will be the current turn).
- Your Ancestor Spirit gains Banzai, Cavlary (2") and may be on a 50mm or 30mm base.
- Friendly Faction models gain Cavalry (+1")
- Friendly Faction models gain Ranged Defence (+1) and Resistance (+1).
- Friendly Faction models gain Fear (+1).
- Friendly Faction models gain Evasive and Jump Up.
- Ronin Plainsmen may be recruited into this Warband regardless of listed Faction availability.



THE IMPERIAL COURT

THE ETERNAL LEGION

1	Friendly Bai Qian may start the game with one Ki Token and one Activation Counter, if they do they may not gain additional Activations during the Main Phase of the first turn. Inert Warrior terrain gain Fear (5). To remove Inert Warrior Terrain through a Wait Action, a model must spend 2 Ki Tokens.	
2	Friendly Rui Jin's Chu-ko-nu gain +3" Range and +1 Weapon Strength.	Friendly Shibing gain +1 Melee Weapon Strength and +1 Armour.
3	Friendly Fangshi gain Ki Statistic of 3/10. Fangshi cost -IRC to recruit into this Warband.	Friendly Golden Sentinel models gain Vengeance [Enemy within 3" of a Friendly Fangshi]. Golden Sentinel cost -IRC to recruit into this Warband.
4	Friendly Bai Qian may use Active Ki Feats as if they were Instant Ki Feats in the Main Phase, if you do then your Warband cannot gain more Activation Counters than the opponent's Warband has Activation Counters remaining. Once per turn, when a Friendly Fanshi performs a Focus, unmark all Bai Qian OPT box marked Ki Feats.	



武士道

THE IMPERIAL COURT

FACTION ADVANCEMENTS

- Enemy models with Death Sentence Markers do not generate Ki Tokens during the first Starting Phase of the game.
- Friendly Imperial & Prince and Imperial & Princess models gain Tough (1).
- Friendly Teishin models start the game with two Ki Tokens.
- Friendly Fangshi gain Fear (6) and Dread (0).
- Friendly Bai Qian and Inert Warrior terrain gain Fear (+1) and Dread (0).
- Friendly Fangshi gain Endurance.
- Warrior Mage Enhancement gains max 3 when three Fangshi are recruited into this Warband.
- When you win the Tactical Test Friendly Golden Legion models gain 1 Ki Token.
- This Warband may recruit Takashi Mako and, or Karu ignoring usual Faction restrictions and requirements.
- Friendly Golden Sentinel models gain Ki up to their Ki Statistic for each Friendly Fangshi model within 3" at the Start of the Turn.
- During the Starting Phase select an Element Type, Friendly Bai Qian may all gain the same Element Token type as that selected.
- Reduce the cost of Ki Feats used by Friendly Bai Qian from Friendly Fangshi cards by one to a minimum of one Ki Token.

武士道

MULTIPLAYER SCENARIOS

Added here are more options for three and four player games. They are all slightly different, and it should be easy to adapt the threes to fours and vice versa. The theme through these is that you are attacking one player while defending against another. In four player games, this means each player will have a Neutral player. Maybe you could make deals and alliances? Will you uphold your word, or role play as an Ito?

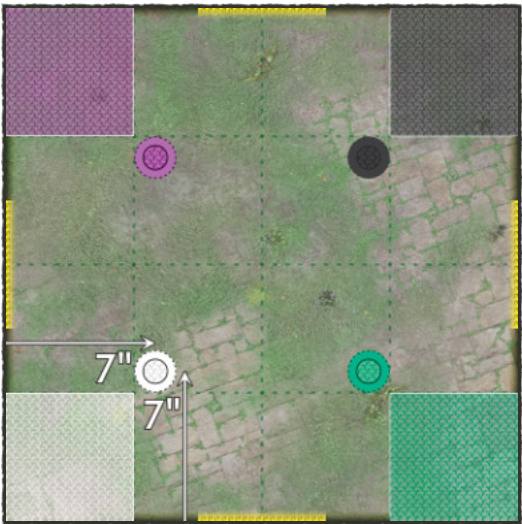
For clarity in multiplayer games, the blue player, objectives, and zones have been changed to white, and red to black. This is to differentiate from blue being used for Friendly and red for Enemy. Each player considers objectives and zones of a colour other than their own, or Neutral, to be Enemy.

In three-player games, we suggest that the white player places the first pool terrain element. White deploys slightly farther from their scenario objective or zone, and placing terrain first can help create a clearer path, balancing this increased distance.

4 Player
Scenario Objective

KAMI SEISEN

- Game Length:** Fixed (6)
- Scenario Objective Interaction:**
Prayer (6) (Simple)
- Victory Conditions:**
1. player with most SP End Phase Turn 2
 2. player with most SP End Phase Turn 4
 3. player with most SP End Phase Turn 6
- Reset Scenario Points (3, 5)
- Special Rules:**
- White can only Pray at the purple objective.
 - Purple can only Pray at the black objective.
 - Black can only Pray at the green objective.
 - Green can only Pray at the white objective.



An enemy warband is holding your sacred site. You have camped near some fallen shrine to a primitive and foolish superstition where you plan your attack on the heathens.

KARIUDO TO EMONO

4 Player
Scenario Objective

Game Length: Fixed (6)

Scenario Objective Interaction:
Influence (Simple)

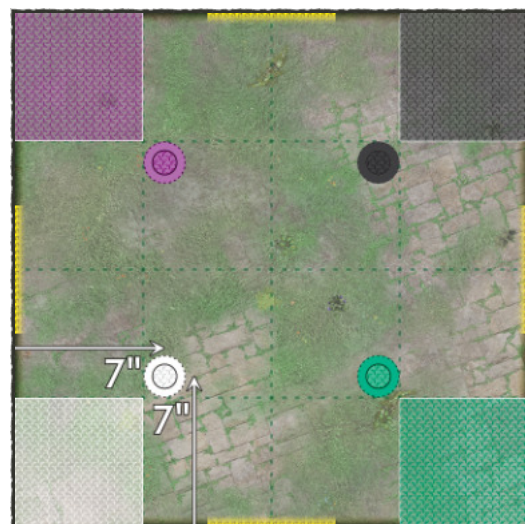
Victory Conditions:

1. player with most ● End Phase Turn 2
2. player with most ● End Phase Turn 4
3. player with most ● End Phase Turn 6

Reset Scenario Points (3, 5)

Special Rules:

- White can only Influence the purple objective, or the initially white objective.
- Purple can only Influence the black objective, or the initially purple objective.
- Black can only Influence the green objective, or the initially black objective.
- Green can only Influence the white objective, or the initially green objective.



Four warbands, each with a mission to attack one of the others, suddenly become the victim of an attack from a different force. Will you fall to those hunting you before you destroy your quarry, or will the final, neutral, force be the decider?

3 Player
Scenario Objective

Game Length: Fixed (6)

Scenario Objective Interaction:
Prayer (6) (Simple)

Victory Conditions:

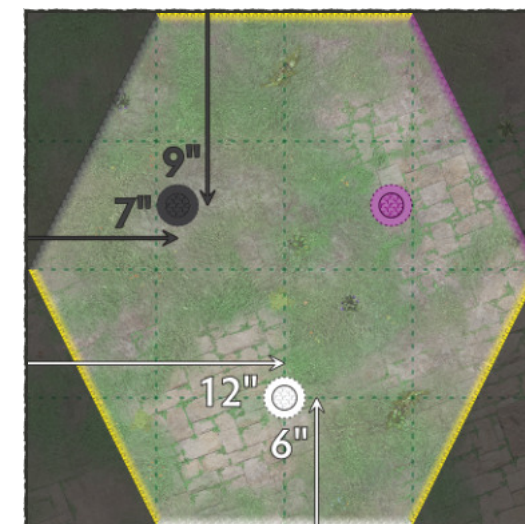
1. player with most SP End Phase Turn 2
2. player with most SP End Phase Turn 4
3. player with most SP End Phase Turn 6

Reset Scenario Points (3, 5).

Special Rules:

- White can only Pray at the purple objective.
- Purple can only Pray at the black objective.
- Black can only Pray at the white objective.

MITTSU-TATTAKI



A three-way clash erupts as each warband strikes at one foe while guarding against another, all battling to bend the sacred idols to their will.

3 Player
Zone Control

Game Length: Fixed (5)

Victory Conditions:

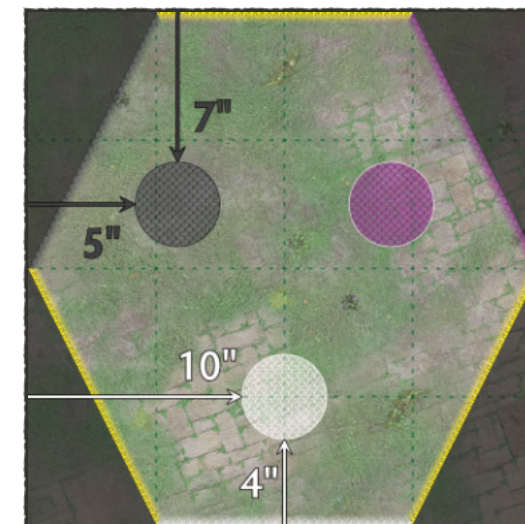
1. player with most SP End Phase Turn 3
2. player with most SP End Phase Turn 4
3. player with most SP End Phase Turn 5

Reset Scenario Points (4, 5).

Special Rules:

- White Warband cannot score in the purple Zone
- Purple Warband cannot score in the black Zone.
- Black cannot score in the white Zone.

DAISANSHA AKUNIN



Three warbands collide across shifting territories, each driving hard into one opponent while holding back another; all fighting to command the battlefield's vital zones.