

NEW SHADOWLANDS DISKS

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Minor Oni Servant
Shadowlands Creature
SA: A to move any Shugenja within 6" 3 flips in any direction.



Mountain Goblin
Shadowlands • Reanimate
May not A to attack disks with T greater than 4.



Naka Kuro
Unaligned Rank III Shugenja (All Rings) • Master of the Elements
Spells cast by Naka Kuro may not be redirected or counter-spelled.



Necromancer
Unaligned Rank II Shugenja (Earth)
SA: A to give one Undead Disk within 6" +2A, +2T until the end of the turn.



Ratling Conscripts
Unaligned Ratling Pack • Creature
May not A to attack a Disk with more than 4T



Iuchi Karasu
Unicorn Clan Rank II Shugenja (Water) • Unique
SA: May cast a spell after A to move.



Iuchi Takaai
Unicorn Clan Rank III Shugenja (Water)



Hida Otanago
Crab Clan House Guard • Loyal
SA: A to give all other friendly units within 6" with a T less than 4 +1T until the end of the turn.



Hida O-Ushi
Crab Clan Samurai
SA: A to challenge any Disk within 6" with a lower AT than O-Ushi's AT to a duel.



Hida Tampako
Crab Clan Samurai
Tampako gains +2T while touching an enemy Shadowlands or Unaligned Disk.



Hiruma Kage
Crab Clan Samurai • Skirmisher
Gains +3A while attacking a Shadowlands Disk



Hiruma Merukai
Crab Clan Bushi
SA: A to cause any disk within 6" with Berserk to become Berserking.



Doji Hoturi
Crane Clan Champion • Experienced
Hoturi permanently gains +1T after killing an enemy disk in a duel.



Doji Basu
Crane Clan House Guard • Loyal
SA: A to give all other friendly disks within 6" with a D below 4 +1D until the end of the turn.



Daidoji Geda
Crane Clan Samurai
May not A to attack Disks with a T greater than 3.



Asahina Shiru
Crane Clan Samurai
While engaged with an enemy Samurai Disk, Shiru has his D reduced by 3.

Dangai
Crane Clan Martyr
SA: Sacrifice Dangai to reduce the AT of all disks within 12" by 2.

Dragon Talons
Dragon Clan Heavy Infantry
SA: A to give another UA friendly Disk within 6" +2D.

Fireblossom Archers
Dragon Clan Bushi
Missile: Arrows (3)

Kitsuki Yasu
Dragon Clan Justicar • Samurai • Loyal
SA: A to force an attacking and defending Disk in a battle with each other within 6" to duel each other.

Mirumoto Hitomi
Dragon Clan Samurai • Daisho • Experienced
The Obsidian Hand may be attached to Hitomi for 3 less Koku. Immune to Fear.

Mirumoto Iyeesu
Dragon Clan House Guard • Loyal
SA: A to give any one friendly Disk within 6" Daisho until the end of the turn.

Mirumoto Taki
Dragon Clan Samurai
May attach two Weapons.

Ikoma Raide
Lion Clan Samurai
All disks pinned by Raide have their AT, D, T reduced by half, rounded down (minimum 1).

Matsu Yago
Lion Clan Samurai
SA: A to challenge an enemy Disk within 6" to a duel that targeted one of your Disks with a SA or Missile Attack this turn.

Matsu Hujan
Lion Clan House Guard • Loyal
SA: A to give all friendly Disks within 6" with an AT less than 4 +IAT until the end of the turn.

Matsu Yojo
Lion Samurai • Loyal
All Disks in a duel within 6" of Matsu Yojo use their AT to determine the number of dueling counters dropped.

Kitsu Modun
Lion Clan Bushi • Skirmisher
Disk with less than 4T may not A to attack Kitsu Modun.

Yasir
Naga Clan Archers • Loyal
Missile: Arrows (3) Each arrow that lands on the intended target inflicts +1 damage.

Balash
Naga Clan Bushi
Missiles: Arrows (3). May shoot after A to move.

Isha
Naga Clan Scout
Missiles: Arrow (4). May move over Unit & Terrain Disks without stopping.



Mara Side One



Mara Side Two



Naga Warlord
Naga Clan Samurai • Skirmisher
Other Naga disks engaged with the same disk as the Naga Warlord gains +1T.



Shabura Side One



Shabura Side Two



Isawa Nakai
Phoenix Clan Rank II Shugenja(Air)



Shiba Tenaiko
Phoenix Clan House Guard • Loyal
SA: A to switch places with any unpinned, friendly Shugenja within 6"



Shiba Katsuda
Phoenix Clan Samurai



Shiba Tetsu
Phoenix Clan Samurai
SA: Once per turn, A one of your Shugenja within 6" to add the T of that Shugenja to Tetsu's AT.



The Nameless One
Phoenix Clan Rank II Shugenja (Void)
Gains +2T while dueling a Shadowlands disk.
SA: Challenge and Shadowlands disk within 6" to a duel.



Bayushi Aramoro
Scorpion Clan Ninja
Missile: Poisoned Shuriken (4)



Bayushi Hisa
Scorpion Clan Samurai • Loyal



Bayushi Chiro
Scorpion Clan House Guard • Loyal
SA: A to switch the positions of any 2 friendly Disks within 6".



Bayushi Togai
Scorpion Clan Samurai
Immune to Poison counters and effects.
Disks dueling Togai suffer a -2T for the duration of the Duel (minimum 1).



Shosuro Nyoko
Scorpion Samurai
Gains +1D with an attached Item.



Shosuro Hametsu
Scorpion Clan Poison Master
Enemy disks touching Hametsu suffer -2T, minimum 1.



Firebreathers
Unaligned
Missile: Fireball(1) This Fireball has a special range of 12"



Shinwa
Unaligned Kolat Assassin
Immediately after pinning an enemy disk with less than 5T, sacrifice Shinwa to destroy it.



Mamoru
Unaligned Ninja Guard
All other Ninja Disks within 6" may not activate any SA's or shoot Missiles.



Pincer Legion
Mantis Clan Bushi • Unaligned
SA: A to target an enemy Disk with less than 4 T within 6". Place an A counter on that Disk.



Matsu Hiroru
Unaligned Ninja Assassin
If pinning an Activated enemy Disk with less than 5T, that Disk is instantly destroyed.



Pennaggolan
Unaligned • Shadowlands
Fear 3: 6"



Plague Zombies
Unaligned • Undead • Shadowlands



Sanzo
Unaligned Samurai • Cavalry



Shadow Samurai
Unaligned Shadowlands
Shadow Samurai permanently gains +1A, +1D for each of your Samurai Disks destroyed by an opposing Disk in the Battle Segment.



Shadowlands Madmen
Shadowlands
All Fear effects within 3" are increased by 1 flip.



Skeletal Archers
Unaligned Archers • Reanimate • Shadowlands
Missiles: Arrows (3)



The Hooded Ronin
Unaligned Samurai • Unique • Ashigaru
SA: A to challenge any Shadowlands Disk within 6" to a duel.



Scales of the Dragon
Unaligned Bushi
Immune to missiles. Friendly Disks touching The Turtle's Shell are immune to missiles.



Shinjo Kwanso
Unicorn Clan Strategist
SA: A to reduce the M of one disk within 6" to zero until the end of the turn.

Otake Kojiro
 Unicorn Clan Stable-Master • Unique
 SA: A to give all friendly Cavalry
 Disks within 6" gain +1T.

Shinjo Uta
 Unicorn Clan House Guard • Loyal
 SA: A to remove the Activation
 counter from a Disk within 6"
 that just A to move this
 turn.

Shinjo Tsuburo
 Unicorn Clan Samurai
 All Missile counters that land on
 Friendly disks within 6" are redi-
 rected to Tsuburo.

Hida Tsuru
 Crab Clan Cavalry
 SA: A to give one enemy disk with 6" -2M until
 the end of the turn.

Oni no Yakamo
 Crab Clan Oni • Shadowlands • Unique
 Oni no Yakamo gains +1A/+1D for each other
 Crab Clan Disk you control within 6". May
 not A to attack a disk that is
 already engaged.

Mirumoto Sukune
 Dragon Clan Cavalry
 Missile: Arrows (3)

Qamar
 Naga Clan Champion • Skirmisher • Unique
 Immune to Fear.
 SA: A to remove an Activation Counter
 from any Naga Disk in play.

Oni no Noru
 Unaligned • Shadowlands
 Fear 2: 6"

Sungkun
 Unaligned Samurai • Shadowlands • Cavalry
 SA: A to double the damage of a dueling
 counter in play. Immediately remove any
 disks destroyed by this effect.

Oni no Guided
 Unaligned • Shadowlands Disk
 Fear 3: 3"

Otake Kamoko
 Unicorn Clan Samurai • Cavalry • Experienced •
 First Blow • Skirmisher

Shinjo Horsebowmen
 Unicorn Archers • Cavalry • Loyal
 Missile: Arrow (2). May fire even if Shinjo
 Horsebowmen moved during Activation.



Iuchi Juoseng
Unicorn Clan Cavalry
 Juoseng gains +2AT, +1T while pinning
 an UA disk.



Kaiu Siege Engine
Crab Clan War Machine
 May not attach Items.
 Kaiu Siege Engine may only move forward in a
 straight line. Kaiu Siege Engine gains +5AT,
 +1T if it Activated to moved this
 turn.



Garegosu no Bakemon
Unaligned Shadowlands Creature
 Fear 1: 12"
 Fear 4: 3"



Oni no Megada
Unaligned Shadowlands Creature
 Oni no Megada suffers no AT damage unless pinned by
 more than one enemy disk.



Oni no Sanru
Unaligned • Shadowlands
 Oni no Sanru gains +1A, +1T for each enemy Disk he is
 pinning.



Yodokuhebi
Unaligned Serpent
 May not A to attack more than one Disk at a time.
 May not A to move while pinning an enemy Disk.



Thunder Dragon
 Unaligned Rank III Shugenja (Air) • Unique
 May not attach Items.
 Place an A counter on one Disk that Thunder Dragon flies over.



The Hidden Temple of the Naga
 SA: A to give one of your Naga Clan Disks the ability, "May shoot missiles after A to move."



The Ruined Fortress of the Scorpion
 SA: A to place an Activation counter on one of your UA and unpinned Scorpion Clan Disks and on one other Disk within 12" of that Scorpion Clan Disk.



Ancient Spear of the Naga
 Unique • Weapon
 May only be attached to a Naga Clan Disk. The attached Disk gains +1AT, +1D for every other Naga Disk within 6".



Armor of the Shadow Warrior
 Armor
 The attached disk is immune to spell effects.
Limited(3)



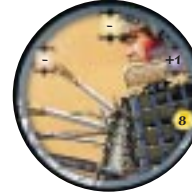
Crystal Arrow
 Missile Attachment 12"
 SA: A this unit to shoot this Crystal Arrow. Shadowlands Disks hit by this Arrow suffer one Wound.



Gumjin's Katana
 Weapon
 Attached disk is immune to Fear.



Porcelain Mask of Fu Leng
 Unique
 When Disk attached to Porcelain Mask is destroyed, sacrifice Porcelain Mask to reanimate Disk.



The Armor of Sun Tao
 Armor
 This unit is immune to Missiles.
Limited(3)



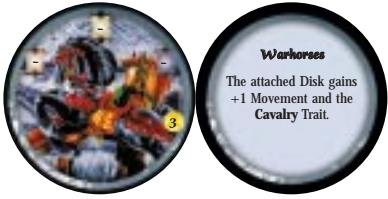
Jade Arrow
 Missile Attachment 6"
 SA: A this unit to shoot this Jade Arrow. Disks hit by this Arrow suffer 1 Wound.



Tetsubo
 Weapon
 The attached disk drops -1 Dueling Counters in duels. Dueling counters dropped on an enemy disk inflict +1 damage.



The Broken Sword of the Scorpion
 Unique • Weapon
 May only be attached to a Scorpion Disk. All Scorpion Units within 6" gain +1AT & +1D.



New Missile Type

Missile	Range	Damage
Poisoned Shurikens	6"	*1

Damage from Poisoned Shurikens is considered to reduce the Toughness of disks it lands on by 1 and the Disk is considered Poisoned. The effects of Poisoned Shurikens are not removed from a Disk as normal missiles during the Remove Counters Phase, described later. A Poisoned Disk may Activate to remove all Poison Counters from itself during the Activation Segment. Disks immune to damage from Missiles are immune to Poisoned Shurikens.

Spellbook(New Spells)

Rank I

Delving the Earth (Ring of Earth) Point Cost: 3

Target one Disk within 12". Target Disk gains the Burrow skill until the end of the turn.

Hero's Heart (Ring of Water) Point Cost: 4

Target one Disk within 12". Damage inflicted on target Disk is redirected to this Shugenja until the end of the turn or until the Shugenja is destroyed. After the Shugenja is destroyed, remaining damage is inflicted normally.

Rank II

Burning Blood (Ring of Fire) Point Cost: 8

Target a Disk within 12". Target Disk has its Toughness reduced by half, rounded up.

Cloud Mind (Ring of Air) Point Cost: 7

Target one UA Disk within 12". Flip this spell at least one foot up into the air. Target Disk must A to move up to 3 Flips in the direction of the Arrow on this spell.

Rank III

Theft of Souls (Ring of Void) Point Cost: 9

This spell may only be cast by a Shugenja with 1 or more Wounds. Target a Disk within 12". Target Disk suffers one Wound. Remove one Wound from this Shugenja.

Summon Spirit of Water (Ring of Water) Point Cost: 9

This spell is placed adjacent to this Shugenja and is considered a Unit Disk. It may not enter play pinning another disk. **Spirit of Water** is Unaligned with 4AT, 4D, 4T, 2 Wounds and 5 Movement. **Spirit of Water** will inflict damage to Disks that are immune to or cannot be targeted by magic.

New Skills / Traits

Fear

Disks with Fear may Activate to force one target Disk to flip directly away from it. Disks with **Fear 3:12"** may target a Disk within 12" and flip it 3 times directly away. Therefore a Disk with **Fear 1:6"** may target a Disk within 6" and flip it 1 time directly away.

A Feared Disk has to be flipped straight in the opposite direction of the Disk with Fear. As soon as the feared Disk pins another Unit Disk, it stops regardless of the number of times it has already flipped.

Cavalry

When Disks with the Cavalry Skill Activates to move, the controller of that Disk may make that Activation count as one or two Activations for that player's Activation turn. Example: Kenia activates to move a Disk with the Cavalry skill and he chooses to make it count as two Activations, then Kenia activates one other disk. Joe has now Activated 3 total disks and may continue to activate Disks next Activation turn.

Terrain (New Disk Type)

Terrain Disks

Terrain Disks are different from all the other disks, in that no player controls them. They are placed in play before the game begins and remain there until the end of the game.

Terrain Disks affect Units that are directly above them, touching or not. (Illus. B2) The back of each Terrain Disk describes how each Unit is affected.

