

RONIN: MYTHICAL CREATURES

Thanks to Alan, Bern, Josh and Rupert for their help in play-testing.

BASIC RULES

Mythical creatures should only be used if both players agree.

SUGGESTED BASE SIZES

It is entirely up to players how they base their models, but for those who seek some direction, the following should help. All dimensions are for round bases, but square or rectangular are perfectly acceptable.

- Oni: 40–50mm
- Jorogumo: 25–40 mm
- All others: 25–30mm

NEW ATTRIBUTES

With the exception of Formidable, these attributes should only be used for mythical creatures. The points value for each Attribute is noted in brackets at the end of the entry.

Extra-powerful	This model adds +2 to Attack Rolls. (6 points)
Fly	This model moves as if it is mounted, and can make ride-by attacks. It can move over intervening models. (6 points)
Formidable	Any model wishing to move into combat with this model must roll equal to or less than its Rank+1. So a Rank 2 model wishing to engage a Formidable model must roll 3 or less on a d6. If it fails, the model may move elsewhere. Formidable has no effect when a model with Formidable moves to engage an enemy model. (3 points)
Hard to Kill	This model only ever suffers Light Wounds, and can only suffer a Grievous or Critical Wound through accruing Light Wounds. Additionally, it can take 3 Light Wounds before it suffers a Grievous Wound. The first Light Wound is normal, the second Light Wound has no additional affect, on the third Light Wound it suffers a Grievous Wound, and on the fourth Light Wound, a Critical Wound. Stunned has the usual effect. (12 points)
Terrifying	Any Buntai that is fighting a model with Terrifying suffers a +1 penalty to all Morale checks. (1 point)

ONI

Oni are demons or ogres, typically portrayed as massive humanoid creatures with horns and fangs. They often preyed on villagers or travellers in remote areas.

Type	Rank	CP	Initiative	Fight	Shoot	Armour	Points
Oni	3	4	2	3	0	Heavy	48
Weapons	Claws and teeth, occasionally weapons (no effect on profile)						
Attributes	Tough, Fearless, Extra-powerful, Formidable, Hard to Kill, Terrifying						
Options	• None						

SWORDS-FOR-HIRE

An Oni can be hired by a Bandit, Bushi or Peasant Buntai (though a Bushi Buntai will suffer a -3 VP penalty if it fields one). Only one can be hired, and no other Swords-for-Hire can be fielded in the same Buntai.

AMANOJAKU

Amanojaku are a smaller type of oni, malicious demons that prey upon humans.

Type	Rank	CP	Initiative	Fight	Shoot	Armour	Points
Oni	2	2	2	2	0	Light	16
Weapons	Claws and teeth, occasionally weapons (no effect on profile)						
Attributes	Tough, Fearless						
Options	• None						

SWORDS-FOR-HIRE

Up to 3 Amanojaku can be hired by Peasants or Bandits. No other Swords-for-Hire may be selected alongside Amanojaku.

ONI BUNTAI

An Oni Buntai may contain up to 3 Oni and any number of Amanojaku. If at least 2 Oni are selected, one may be upgraded to a Greater Oni for +10 points. Greater Oni have a Rank and Fight of 4 and are considered to have the appropriate Weapon Bujutsu for their armament.

KITSUNE

Kitsune are spirits that take the form of foxes or young women, or sometimes a combination of the two. They are magical tricksters, sometimes malicious and sometimes benign.

Type	Rank	CP	Initiative	Fight	Shoot	Armour	Points
Kitsune	2	2	2	1	0	None	20
Weapons	None						
Attributes	Acrobatic, Senjo-jutsu, Yadome-jutsu, Unreliable (as Ronin Sword-for-Hire)						
Options	• None						

SPECIAL RULES

All enemy models within 6" of this model suffer a -1 penalty to all Attack and Defence Rolls

SWORDS-FOR-HIRE

Kitsune can be fielded by any Buntai.

YAMABUSHI

Yamabushi are hermits or monks with some supernatural powers.

Type	Rank	CP	Initiative	Fight	Shoot	Armour	Points
Yamabushi	4	4	4	4	2	Medium	33
Weapons	Katana						
Attributes	Fearless and may choose up to two additional Attributes for +3 points each						
Options	• May exchange katana for one of jo, bo or kasurigama at no cost, or for one of naginata, nodachi or tetsubo for +3 points						

SPECIAL RULES

This model gains +1 on Attack Rolls against any mythical creature. Any Buntai joined by this model is not affected by the Terrifying Attribute.

SWORDS-FOR-HIRE

Yamabushi can join any Buntai, so long as there is at least one mythical creature involved in the game. Yamabushi may not be fielded by a Buntai also fielding a mythical creature.

TENGU

Tengu are humanoid bird spirits found in the wilderness. Sometimes they are portrayed as bipedal birds, other times as essentially human figures with wings and long noses.

Type	Rank	CP	Initiative	Fight	Shoot	Armour	Points
Tengu	3	3	4	3	0	Medium	30
Weapons	Katana						
Attributes	Acrobatic, Fearless, Fly and may choose one additional Attribute for +3 points						
Options	<ul style="list-style-type: none">• May have one of yari or naginata for +3 points• May be fielded with no armour for -4 points						

SWORDS-FOR-HIRE

A Tengu can join a Sohei, Ikko-Ikki, Koryu (in which case the Tengu must be armed with the same primary weapon as the Koryu) or Peasant Buntai. Only one can be hired, and no other Swords-for-Hire can be fielded in the same Buntai.

KAPPA

Kappa are small, humanoid aquatic creatures with scaly skin. They have been known to drown humans by luring or dragging them into the water.

Type	Rank	CP	Initiative	Fight	Shoot	Armour	Points
Kappa	2	2	2	2	0	Medium	20
Weapons	Claws						
Attributes	Tough, Fearless						
Options	<ul style="list-style-type: none">• None						

SPECIAL RULES

Kappa suffer no penalty for moving through any sort of water. Any model that is wounded by a Kappa whilst in water must test against drowning as detailed on page 11 of the *Ronin* rulebook (other mythical creatures are immune to this).

JOROGUMO

This terrifying creature takes the guise of a giant spider or woman. It can hypnotise men and then bind them with silk for later consumption.

Type	Rank	CP	Initiative	Fight	Shoot	Armour	Points
Jorogumo	4	4	4	4	2	Medium	50
Weapons	Claws						
Attributes	Fearless, Terrifying, Formidable, Hard to Kill, Tough						
Options	<ul style="list-style-type: none">• None						

SPECIAL RULES

Spider Silk: the Jorogumo can make a shooting attack at any model within 6". If successful, the target may not take any action or make any movement until it rolls less than or equal to its Rank in the End Phase. The Target receives no bonus for armour against such a shooting attack.

JOROGUMO BUNTAI

A Jorogumo may be fielded with any number of models or Rank 2 or less from the Bushi, Koryu, Ikko-Ikki or Peasant lists that it has entranced. These models are Fearless whilst the Jorogumo is in play but will rout automatically should it be killed. No more than 25% of these models may have missile weapons, and none may have teppo. Otherwise they may be equipped in any way normally allowed.

KAPPA BUNTAI

Kappa can be played as a Buntai of their own, or as an independent force in a multi-player game, either by a third player or by random movement. In the case of the latter, place an agreed number of Kappa in or adjacent to a water feature on the board. After all other models have been moved each turn, if there are no non-Kappa models within 12" of each Kappa model, randomly determine a direction and then move each Kappa 9". If there is a non-Kappa model within 12" of any Kappa model, the Kappa will move towards it and attempt to get into combat. When in combat, the Kappa is controlled by the opposing player.