OF GODS AND MORTALS

JAPANESE PANTHEON

This list will allow you build and play a Japanese force for Of Gods and Mortals, and incorporates elements taken from Shinto and Buddhist tradition and folklore.

NEW TRAITS CLOUDFORM

The unit may spend one action to turn into smoke or a cloud, gaining Flying and Long Move in the process. A creature in Cloudform is unaffected by all attacks performed by Mortals, and any casualties it inflicts are treated as a Recoil result. It always has Free Disengage, even against other Flying units. A God with Weather Control attacks a creature in Cloudform at +2. It takes one action for the unit to revert back into its physical condition. If the creature also possesses the Carrier trait, it may use it to carry a friend while in Cloudform. Melee combat between two Cloudform units is conducted as normal (casualties may be caused in melee). (15 points).

CODS

GU	כט		
Amate	rasu, Go	oddess of the Sun 21:	2 points
Q2	C3	Burst of Light, Breathtaking Beauty	
Option	: Sword	of the Gathering Clouds of Heaven: add Combat Master and C4 for 8	8 points.
Susan	oo, God	of Storms and the Sea 34	4 points
Q2	C5	Amphibious, Water God, Combat Master, Hammering Blow	
Hachi	nan, Go	d of War 41:	2 points
Q2	C5	Group Fighter, Combat Master, Long Move, Protection, Tremble Before I	My Might
Raijin,	God of	Thunder 36	8 points
Q2	C4	Lightning, Weather Control, Flying, Long Move, Hammering Blow	7
Ryujin	, the Dra	agon King 39	6 points
Q2	C5	Amphibious, Gargantuan, Shapeshift (human form: Q2, C5), Wate Weather Control, Armoured, Flying, Part Waters	r God,
Fujin,	God of t	he Wind 34	0 points
Q2	C4	Weather Control, Flying, Super-Speed, Very Difficult Target	
Izanar	ni, Godd	dess of Creation and Death 28	0 points
Q2	C4	Culling of the Weak, Confound, Tremble Before My Might, Sacrific	ce

LEGENDS

Emperor Jimmu 90 points Q3 C3 Armoured, Shooter (Long), Good Shot Yamata-no-Orochi 148 points Q3 C4 Amphibious, Combat Master, Gargantuan, Shooter (Long), Legendary Shooter An eight-headed, eight-tailed, fire-breathing giant serpent. Kappa 76 points Q3 C3 Amphibious, Armoured Gaki, Hungry Spirit 60 points Q3 C3 Undead, Greedy Option: add Cloudform for 30 points. Jorogumo, Spider Woman 60 points Q3 C2 Labyrinth The Labyrinth Trait represent the Jorogumo binding her targets with spider webs.				
Yamata-no-Orochi 148 points Q3 C4 Amphibious, Combat Master, Gargantuan, Shooter (Long), Legendary Shooter An eight-headed, eight-tailed, fire-breathing giant serpent. Kappa 76 points Q3 C3 Amphibious, Armoured Gaki, Hungry Spirit 60 points Q3 C3 Undead, Greedy Option: add Cloudform for 30 points. Jorogumo, Spider Woman 60 points Q3 C2 Labyrinth	Emper	or Jimm	u	90 points
Q3 C4 Amphibious, Combat Master, Gargantuan, Shooter (Long), Legendary Shooter An eight-headed, eight-tailed, fire-breathing giant serpent. Kappa 76 points Q3 C3 Amphibious, Armoured Gaki, Hungry Spirit 60 points Q3 C3 Undead, Greedy Option: add Cloudform for 30 points. Jorogumo, Spider Woman 60 points Q3 C2 Labyrinth	Q3	C3	Armoured, Shooter (Long), Good Shot	
An eight-headed, eight-tailed, fire-breathing giant serpent. Kappa 76 points Q3 C3 Amphibious, Armoured Gaki, Hungry Spirit 60 points Q3 C3 Undead, Greedy Option: add Cloudform for 30 points. Jorogumo, Spider Woman 60 points Q3 C2 Labyrinth	Yamata	a-no-Ore	ochi 1	48 points
Kappa 76 points Q3 C3 Amphibious, Armoured Gaki, Hungry Spirit 60 points Q3 C3 Undead, Greedy Option: add Cloudform for 30 points. Jorogumo, Spider Woman 60 points Q3 C2 Labyrinth	Q3	C4	Amphibious, Combat Master, Gargantuan, Shooter (Long), Legenda	ary Shooter
Q3 C3 Amphibious, Armoured Gaki, Hungry Spirit 60 points Q3 C3 Undead, Greedy Option: add Cloudform for 30 points. Jorogumo, Spider Woman 60 points Q3 C2 Labyrinth	An eigh	nt-headed	d, eight-tailed, fire-breathing giant serpent.	
Gaki, Hungry Spirit 60 points Q3 C3 Undead, Greedy Option: add Cloudform for 30 points. Jorogumo, Spider Woman 60 points Q3 C2 Labyrinth	Kappa			76 points
Q3 C3 Undead, Greedy Option: add Cloudform for 30 points. Jorogumo, Spider Woman 60 points Q3 C2 Labyrinth	Q3	C3	Amphibious, Armoured	
Option: add Cloudform for 30 points. Jorogumo, Spider Woman 60 points Q3 C2 Labyrinth	Gaki, F	lungry S	pirit	60 points
Jorogumo, Spider Woman 60 points Q3 C2 Labyrinth	Q3	C3	Undead, Greedy	
Q3 C2 Labyrinth	Option	: add Clo	oudform for 30 points.	
	Jorogu	ımo, Spi	der Woman	60 points
The Labyrinth Trait represent the Jorogumo binding her targets with spider webs.	Q3	C2	Labyrinth	
	The Lal	oyrinth T	rait represent the Jorogumo binding her targets with spider webs.	

Section Sect					Giant S	pider		70 poi
The Showler Trait represents the potential for long-distance attacks granted by the elongated rack. Valid-In-Oronia, the Showler Monan 90 points	Roku	ırokubi, L	ong-Necked Demon	66 points			Big, Poison, Rare (1)	
The Shooter Trait represents the potential for long distance attacks granted by the elegands need. Vigilian Vigilia	Q3				Religio	us Lea	der	60 poi
Oroch, Water Pragon S2 points	The S	hooter Tra	it represents the potential for long-distance attacks granted by the e	longated neck.	Q3	C2	Bard, Rare (2)	
33 C3 Find, Transfix, Rare (1) 93 C3 Armoured, Mounted, Long Move, Shooter (Long), Bard, Rare (1) 12 points 12 points 13 points 14 points 1	Yuki-	-no-Onna	, the Snow Woman	90 points	Warlord	d		144 poi
Section Sec	Q3	C2	Frost, Transfix, Rare (1)					
Comparison Com	Oroc	hi, Water	Dragon	82 points	Legend	lary He		
Tristy Cloud Dragon 112 points 20 3 3 Hige, Flying, Long Move, Armoured, Rare (1) 112 points 20 3 3 3 4 3 5 5 5 5 5 5 5 5 5	Q3	C3	Amphibious, Huge, Armoured, Rare (1)					oo poi
A Tistu may not be part of a force which includes a Ginnt Centipede. Nukekubi, Flying Head Demon 3	Tatsu	ı, Cloud E	Dragon	112 points	_			
MORTALS	Q3	C3	Huge, Flying, Long Move, Armoured, Rare (1)		Option:	: Add C	Good Shot and Legendary Shooter for 26 points.	
Animate Corpes Shooter (Short) Shooter (Short)	A Tat	su may no	ot be part of a force which includes a Giant Centipede.					
The Shooter Trait represents the attacks of the demone' detachable flying heads. Q4	Nuke	kubi, Fly	ing Head Demon	66 points	MOF	RTA	LS	
Nure - Onian Snake - Bodied Woman 72 points	Q3	C3	Shooter (Short)		Animat	ed Co	rpses (OO)	16 poi
Q3	The S	hooter Tr	ait represents the attacks of the demons' detachable flying heads.		Q4	C2	Undead, Short Move	
So Dail-result So Dail-	Nure	-Onna, S	nake-Bodied Woman	72 points	Warrior	rs (CO)		15 poi
Option: Add Armoured for 5 points. Option: Add Armoured for 5 points.	Q3	C3	Amphibious, Huge		Q4	C2		
Signate Pryng Pr	eng	u		80 points				
Sale Cap Cap Cap Cap Cap Cap)3	C3	Flying				Armoured for 5 points.	
Signature Sig	ai-T	engu, Tei	ngu Champion	106 points				15 poi
Option: Mountain Bandits: Add Forester for 2 points.	Q 3	C3	Flying, Stealth, Combat Master					
Samurai (CO) Sam	en-l	Nin, Heav	reniv People	76 points				
thojo, Sea Spirit 46 points 32 C2 Amphibious, Drunkard, Rare (2) Strin 124 points 32 C3 Flying, Shooter (Medium), Dashing, Long Move, Armoured, Rare (1) Strins 124 points 32 C3 Flying, Shooter (Medium), Dashing, Long Move, Armoured, Rare (1) Strins 124 points 32 C3 Flying, Shooter (Medium), Dashing, Long Move, Armoured, Rare (1) Strins 23 C3 Flying, Shooter (Medium), Dashing, Long Move, Armoured, Rare (1) Strins 24 C3 Armoured, Steadfast Option: Add Mounted and Long Move for 15 points. Option: Add Shooter (Long) for 7 points. Option: Bow: Add Shooter (Medium) for 5 points. Option: Bow: Add Shooter (Medium) for 5 points. Ninja (O) Q4 C1 Rare (8) Option: Bow: Add Shooter (Medium) for 5 points. Ninja (O) Q4 C2 Steath, Ambusher Option: Bow: Add Shooter (Medium) for 5 points. Ninja (O) Q4 C2 Steath, Ambusher Option: Bow: Add Shooter (Medium) for 5 points. Ninja (O) Q4 C2 Steath, Ambusher Option: Bow: Add Shooter (Medium) fo							1 · · · · · · · · · · · · · · · · · · ·	22 poi
Option: Add Mounted and Long Move for 15 points.	hoi	o. Sea Spi	irit	46 points			Armoured Steadfast	22 poi
Table Tab		_	T .		_			
Secondary Composition C				124 points	Option:	Add S	hooter (Long) for 7 points.	
Chosen Samurai (CO) 32 points 33 C1 Transfix, Forester, Stealth, Danger Sense 132 points 23 C3 Danger Sense, Transfix, Forester, Confound, Stealth, Long Move 132 points 23 C1 Transfix 25 Dopints 26 C3 Big, Hammering Blow 27 pointion: Ramver Flying and add Teleportation for 10 points. 28 C3 Big, Hammering Blow, Flying 29 C3 Big, Stealth, Ambusher, Forester 29 C3 Stealth, Trickster, Rare (1) 20 C3 Stealth, Ambusher 20 C3 Stealth, Trickster, Rare (1) 20 C3 Stealth, Trickster, Rare (1) 20 C3 Stealth, Trickster, Rare (1) 20 C3 Stealth, Ambusher 20 C4 C3 Armoured, Fanatic, COO 20 Add Shooter (Long) and Good Shot for 10 points. 21 points 22 points 23 Points 24 C2 Fanatic 25 Points 26 C3 Big, Hammering Blow, Flying 27 points 28 C3 Stealth, Ambusher, Forester 29 Points 20 Points 20 Points 20 Points 20 Points 20 Points 21 points 22 Points 23 C3 Stealth, Ambusher, Forester 24 C2 Stealth, Ambusher 25 Points 26 C3 Stealth, Trickster, Rare (1) 27 Points 28 C3 Stealth, Trickster, Rare (1) 29 Points 20 Points 20 Points 20 Points 20 Points 20 Points 21 Points 22 Points 23 Points 24 C3 Stealth, Ambusher 25 Points 26 Points 27 Points 28 Points 29 Points 20 Points 20 Points 20 Points 20 Points 20 Points 21 Points 22 Points 23 Points 24 Points 25 Points 26 Points 27 Points 28 Points 29 Points 20 Poi		_	Flying, Shooter (Medium), Dashing, Long Moye, Armoured, F		Option:	Add S	hooter (Long) and Good Shot for 10 points.	
Classification Clas		_						32 poi
Similar Tailed Kitsune Tailed Kooter (Long) and Good Shot for 10 points. Tailed Kooter (Long) and Good Shotor (Medium of 5 points. Tailed Kooter (Long) and Shooter (Long) and Shooter (Long) and Shooter (Long) and Shoo				oo points	_			
Option: Add Shooter (Long) and Good Shot for 10 points. Definition and Good S			·	400 1.4				
Marrior Monks (CO) 19 po		_						
C1 Transfix S4 points			Danger Sense, Transmix, Porester, Comountd, Steamir, Long Mo		Warrior	r Monk	cs (CO)	19 poi
Option: Bow: Add Shooter (Medium) for 5 points. Chosen Warrior Monks (CO or OO) 27 po Q4 C3 Fanatic Option: Bow: Add Shooter (Medium) for 5 points. Chosen Warrior Monks (CO or OO) Q4 C3 Fanatic Option: Bow: Add Shooter (Medium) for 5 points. Option: Short bow: Add Shooter (Medium) for 5 points. Option: Poisoned throwing stars: Add Shooter (Short) and Poison for 6 points. Option: Hidden chainmail: Add Armoured for 5 points. Option: Hidden chainmail: Add Armoured for 5 points. Same-Bito, Shark Men (CO) Same-Bito are warriors of the Dragon King and may not be part of a force that includes		_	Transfix	50 points	Q4	C2	Fanatic	
Chosen Warrior Monks (CO or OO) Q4 C3 Fanatic Option: Bow: Add Shooter (Medium) for 5 points. Armed Peasant (OO) Q4 C1 Rare (8) Option: Bow: Add Shooter (Medium) for 5 points. Armed Peasant (OO) Q4 C1 Rare (8) Option: Bow: Add Shooter (Medium) for 5 points. Ninja (OO) Q4 C2 Stealth, Ambusher Option: Bow: Add Shooter (Medium) for 5 points. Ninja (OO) Q4 C2 Stealth, Ambusher Option: Bow: Add Shooter (Medium) for 5 points. Ninja (OO) Q4 C2 Stealth, Ambusher Option: Short bow: Add Shooter (Medium) for 5 points. Option: Hidden chainmail: Add Armoured for 5 points. Option: Hidden chainmail: Add Armoured for 5 points. Option: Hidden chainmail: Add Armoured for 5 points. Same-Bito, Shark Men (CO) Same-Bito are warriors of the Dragon King and may not be part of a force that includes		CI	Hallolix		Option:	Bow:	Add Shooter (Medium) for 5 points.	
Adjor Oni Big, Hammering Blow, Flying Cyption: Remove Flying and add Teleportation for 10 points. Base-Neko, Giant Goblin Cat Big, Stealth, Ambusher, Forester Beko-Mata Base C3 Big, Stealth, Ambusher, Forester Beko-Mata Base C3 Big, Stealth, Trickster, Rare (1) Beko-Mata Base C3 Big, Stealth, Trickster, Rare (1) Beko-Mata are upright-walking goblin cats with forked tails. They manipulate corpses, noving them as puppets. A force including a Neko-Mata should also purchase a unit of unimated Corpses, which should be deployed within 1x Medium of the Neko-Mata. Base C3 Big, Hammering Blow, Flying Base C4 Base C5 Base C5 Base C6 Base C7 Base C8 C9tion: Bow: Add Shooter (Medium) for 5 points. Option: Bow: Add Shooter (Medium) for 5 points. Simple C9 Option: Bow: Add Shooter (Medium) for 5 points. Option: Bow: Add Shooter (Medium) for 5 points. Option: Bow: Add Shooter (Medium) for 5 points. Simple C9 Option: Bow: Add Shooter (Medium) for 5 points. Simple C9 Option: Bow: Add Shooter (Medium) for 5 points. Option: Bow: Add Shooter (Medium) for 5 points. Simple C9 Option: Bow: Add Shooter (Medium) for 5 points. Option: Bow: Add Shooter (Medium) for 5 points. Simple C9 Option: Bow: Add Shooter (Medium) for 5 points. Option: Bow: Add Shoot		C2	Dia Hammarina Dlavi	84 points	Chosen	Warri	or Monks (CO or OO)	27 poi
C3 Big, Hammering Blow, Flying Deption: Remove Flying and add Teleportation for 10 points. Armed Peasant (OO) Q4 C1 Rare (8) Option: Bow: Add Shooter (Medium) for 5 points. Ninja (OO) Peko-Mata Q3 C3 Stealth, Ambusher, Forester Q4 C2 Stealth, Ambusher Option: Short bow: Add Shooter (Medium) for 5 points. Option: Poisoned throwing stars: Add Shooter (Short) and Poison for 6 points. Option: Poisoned throwing stars: Add Shooter (Short) and Poison for 6 points. Option: Hidden chainmail: Add Armoured for 5 points. Option: Hidden chainmail: Add Armoured for 5 points. Same-Bito, Shark Men (CO) Q4 C3 Amphibious, Steadfast, Rare (4) Same-Bito are warriors of the Dragon King and may not be part of a force that includes			big, Hammering Blow		Q4	С3	Fanatic	
Armed Peasant (OO) Q4 C1 Rare (8) Option: Remove Flying and add Teleportation for 10 points. Bake-Neko, Giant Goblin Cat Big, Stealth, Ambusher, Forester Option: Bow: Add Shooter (Medium) for 5 points. Ninja (OO) Q4 C2 Stealth, Ambusher Option: Short bow: Add Shooter (Medium) for 5 points. Option: Short bow: Add Shooter (Medium) for 5 points. Option: Short bow: Add Shooter (Medium) for 5 points. Option: Short bow: Add Shooter (Medium) for 5 points. Option: Poisoned throwing stars: Add Shooter (Short) and Poison for 6 points. Option: Hidden chainmail: Add Armoured for 5 points. Option: Hidden chainmail: Add Armoured for 5 points. Same-Bito, Shark Men (CO) Same-Bito are warriors of the Dragon King and may not be part of a force that includes				104 points	Option:	Bow:	Add Shooter (Medium) for 5 points.	
Calcabe Calc					Armed	Peasa	nt (OO)	10 poi
C3 Big, Stealth, Ambusher, Forester Sinja (OO) Stealth, Ambusher Stealth, Ambusher Stealth, Ambusher Stealth, Ambusher Option: Short bow: Add Shooter (Medium) for 5 points. Option: Poisoned throwing stars: Add Shooter (Short) and Poison for 6 points. Option: Poisoned throwing stars: Add Armoured for 5 points. Option: Hidden chainmail: Add Armoured for 5 points. Option:					Q4	C1	Rare (8)	
Ninja (OO) Q4		_		80 points	Option:	Bow:	Add Shooter (Medium) for 5 points.	
C3 C3 Stealth, Trickster, Rare (1) Neko-Mata are upright-walking goblin cats with forked tails. They manipulate corpses, noving them as puppets. A force including a Neko-Mata should also purchase a unit of unimated Corpses, which should be deployed within 1x Medium of the Neko-Mata. Siant Centipede 72 points C3 Huge, Poison, Rare (1) C9 Steatth, Trindustric Option: Poisoned throwing stars: Add Shooter (Short) and Poison for 6 points. Option: Poisoned throwing stars: Add Shooter (Short) and Poison for 6 points. Option: Plidden chainmail: Add Armoured for 5 points. Same-Bito, Shark Men (CO) 56 points C9 C9 C9 C9 C9 C9 C9 C		_	big, Stealth, Ambusher, Forester		Ninja (C	00)		21 poi
Neko-Mata are upright-walking goblin cats with forked tails. They manipulate corpses, noving them as puppets. A force including a Neko-Mata should also purchase a unit of animated Corpses, which should be deployed within 1x Medium of the Neko-Mata. The points of the Neko-Mata are upright-walking goblin cats with forked tails. They manipulate corpses, option: Poisoned throwing stars: Add Shooter (Short) and Poison for 6 points. The point of the Neko-Mata are upright-walking goblin cats with forked tails. They manipulate corpses, option: Poisoned throwing stars: Add Shooter (Short) and Poison for 6 points. The point of the Neko-Mata are upright-walking goblin cats with forked tails. They manipulate corpses, option: Poisoned throwing stars: Add Shooter (Short) and Poison for 6 points. The point of the Neko-Mata are upright-walking goblin cats with forked tails. They manipulate corpses, option: Poisoned throwing stars: Add Shooter (Short) and Poison for 6 points. The poisoned throwing stars: Add Shooter (Short) and Poison for 6 points. The poisoned throwing stars: Add Shooter (Short) and Poison for 6 points. The poisoned throwing stars: Add Shooter (Short) and Poison for 6 points. The poisoned throwing stars: Add Shooter (Short) and Poison for 6 points. The poisoned throwing stars: Add Shooter (Short) and Poison for 6 points. The poisoned throwing stars: Add Shooter (Short) and Poison for 6 points. The poisoned throwing stars: Add Shooter (Short) and Poison for 6 points. The poisoned throwing stars: Add Shooter (Short) and Poison for 6 points. The poisoned throwing stars: Add Shooter (Short) and Poison for 6 points. The poisoned throwing stars: Add Shooter (Short) and Poison for 6 points. The poisoned throwing stars: Add Shooter (Short) and Poison for 6 points. The poisoned throwing stars: Add Shooter (Short) and Poison for 6 points. The poisoned throwing stars: Add Shooter (Short) and Poison for 6 points. The poisoned throwing stars: Add Shooter (Short) and Poison for 6 points. The poisoned thro		_		86 points	Q4	C2	Stealth, Ambusher	
Option: Hidden chainmail: Add Armoured for 5 points. Option: Hidden chainmail: Add Armoured for 5 points. Same-Bito, Shark Men (CO) Option: Hidden chainmail: Add Armoured for 5 points. Same-Bito, Shark Men (CO) Option: Hidden chainmail: Add Armoured for 5 points. Same-Bito, Shark Men (CO) Option: Hidden chainmail: Add Armoured for 5 points. Same-Bito, Shark Men (CO) Option: Hidden chainmail: Add Armoured for 5 points. Same-Bito, Shark Men (CO) Option: Hidden chainmail: Add Armoured for 5 points. Same-Bito, Shark Men (CO) Option: Hidden chainmail: Add Armoured for 5 points. Same-Bito, Shark Men (CO) Option: Hidden chainmail: Add Armoured for 5 points.								
Animated Corpses, which should be deployed within 1x Medium of the Neko-Mata. Same-Bito, Shark Men (CO) Game-Bito, Shark Men (CO) Same-Bito, Shark Men (CO) Same-Bito are warriors of the Dragon King and may not be part of a force that includes			, ,	*	•			
iant Centipede 72 points 3 C3 Huge, Poison, Rare (1) Q4 C3 Amphibious, Steadfast, Rare (4) Same-Bito are warriors of the Dragon King and may not be part of a force that includes							•	56 poi
Same-Bito are warriors of the Dragon King and may not be part of a force that includes	ian	t Centipe	de	72 points				30 poi
		_			-			cludes
	Gia	nt Centip	ede may not be part of a force that includes Ryujin, a Tatsu or Sa	me-Bito.				

	t Spider	D. D. (1)	70 poin
Q3	C3	Big, Poison, Rare (1)	
Relig	ious Lea	der	60 poin
Q3	C2	Bard, Rare (2)	
Warl	ord		144 poin
Q3	C3	Armoured, Mounted, Long Move, Shooter (Long), Baro	l, Rare (1)
Lege	ndary H	ero	80 poin
Q3	C3	Armoured, Shooter (Long), Group Fighter	
Optio	on: Add l	Mounted and Long Move for 30 points.	
Optio	on: Add (Good Shot and Legendary Shooter for 26 points.	
)RTA	NLS	
VIC			

15 points

Q4	C2		
_		ooter (Medium) for 5 points. rmoured for 5 points.	
_		moured for 3 points.	
	ts (00)		15 points
Q4	C2		
		ooter (Medium) for 5 points. ain Bandits: Add Forester for 2 points.	
Samu	rai (CO)		22 points
Q4	C2	Armoured, Steadfast	
Option	n: Add Sh	ounted and Long Move for 15 points. nooter (Long) for 7 points. nooter (Long) and Good Shot for 10 points.	
	n Samur		32 points
Q4	C3	Armoured, Fanatic, Rare (8)	
Option	n: Add Sh	ounted and Long Move for 15 points. looter (Long) for 7 points. looter (Long) and Good Shot for 10 points.	
		(40)	
Warrio	or Monks	(CO)	19 points
Warrio Q4	C2	Fanatic	19 points
Q4	C2		19 points
Q4 Option	C2 n: Bow: A	Fanatic	19 points 27 points
Q4 Option	C2 n: Bow: A	Fanatic dd Shooter (Medium) for 5 points.	
Q4 Option Chose Q4	C2 n: Bow: A n Warrio	Fanatic .dd Shooter (Medium) for 5 points. or Monks (CO or OO)	
Q4 Option Chose Q4 Option	C2 n: Bow: A n Warrio	Fanatic and Shooter (Medium) for 5 points. Fanatic Fanatic Ad Shooter (Medium) for 5 points.	
Q4 Option Chose Q4 Option	C2 n Warrio C3 a: Bow: A	Fanatic and Shooter (Medium) for 5 points. Fanatic Fanatic Ad Shooter (Medium) for 5 points.	27 points
Q4 Option Chose Q4 Option Armed	C2 n: Bow: A n Warrio C3 n: Bow: A d Peasan C1	Fanatic dd Shooter (Medium) for 5 points. or Monks (CO or OO) Fanatic dd Shooter (Medium) for 5 points. t (OO)	27 points
Q4 Option Chose Q4 Option Armed	C2 n: Bow: A n Warrio C3 n: Bow: A d Peasan C1 n: Bow: A	Fanatic dd Shooter (Medium) for 5 points. or Monks (CO or OO) Fanatic dd Shooter (Medium) for 5 points. t (OO) Rare (8)	27 points
Q4 Option Chose Q4 Option Armed Q4 Option	C2 n: Bow: A n Warrio C3 n: Bow: A d Peasan C1 n: Bow: A	Fanatic dd Shooter (Medium) for 5 points. or Monks (CO or OO) Fanatic dd Shooter (Medium) for 5 points. t (OO) Rare (8)	27 points 10 points
Q4 Option Chose Q4 Option Armed Q4 Option Ninja Q4 Option Option	C2 n: Bow: A n Warrio C3 c3 l: Bow: A l Peasan C1 n: Bow: A (00) C2 n: Short b n: Poisona	Fanatic dd Shooter (Medium) for 5 points. or Monks (CO or OO) Fanatic dd Shooter (Medium) for 5 points. t (OO) Rare (8) dd Shooter (Medium) for 5 points.	27 points 10 points