

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).

GODS

Amaterasu, Goddess of the Sun			212 points
Q2	C3	Burst of Light, Breathtaking Beauty	
Option: Sword of the Gathering Clouds of Heaven: add Combat Master and C4 for 88 points.			
Susanoo, God of Storms and the Sea			344 points
Q2	C5	Amphibious, Water God, Combat Master, Hammering Blow	
Hachiman, God of War			412 points
Q2	C5	Group Fighter, Combat Master, Long Move, Protection, Tremble Before My Might	
Raijin, God of Thunder			368 points
Q2	C4	Lightning, Weather Control, Flying, Long Move, Hammering Blow	
Ryujin, the Dragon King			396 points
Q2	C5	Amphibious, Gargantuan, Shapeshift (human form: Q2, C5), Water God, Weather Control, Armoured, Flying, Part Waters	
Fujin, God of the Wind			340 points
Q2	C4	Weather Control, Flying, Super-Speed, Very Difficult Target	
Izanami, Goddess of Creation and Death			280 points
Q2	C4	Culling of the Weak, Confound, Tremble Before My Might, Sacrifice	

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.			

Rokurokubi, Long-Necked Demon			66 points
Q3	C3	Shooter (Short)	
The Shooter Trait represents the potential for long-distance attacks granted by the elongated neck.			
Yuki-no-Onna, the Snow Woman			90 points
Q3	C2	Frost, Transfix, Rare (1)	
Orochi, Water Dragon			82 points
Q3	C3	Amphibious, Huge, Armoured, Rare (1)	
Tatsu, Cloud Dragon			112 points
Q3	C3	Huge, Flying, Long Move, Armoured, Rare (1)	
A Tatsu may not be part of a force which includes a Giant Centipede.			
Nukekubi, Flying Head Demon			66 points
Q3	C3	Shooter (Short)	
The Shooter Trait represents the attacks of the demons' detachable flying heads.			
Nure-Onna, Snake-Bodied Woman			72 points
Q3	C3	Amphibious, Huge	
Tengu			80 points
Q3	C3	Flying	
Dai-Tengu, Tengu Champion			106 points
Q3	C3	Flying, Stealth, Combat Master	
Ten-Nin, Heavenly People			76 points
Q3	C2	Flying, Long Move	
Shojo, Sea Spirit			46 points
Q3	C2	Amphibious, Drunkard, Rare (2)	
Kirin			124 points
Q3	C3	Flying, Shooter (Medium), Dashing, Long Move, Armoured, Rare (1)	
Kitsune, Magic Fox			66 points
Q3	C1	Transfix, Forester, Stealth, Danger Sense	
Nine-Tailed Kitsune			132 points
Q3	C3	Danger Sense, Transfix, Forester, Confound, Stealth, Long Move	
Shugenja			50 points
Q3	C1	Transfix	
Oni			84 points
Q3	C3	Big, Hammering Blow	
Major Oni			104 points
Q3	C3	Big, Hammering Blow, Flying	
Option: Remove Flying and add Teleportation for 10 points.			
Bake-Neko, Giant Goblin Cat			80 points
Q3	C3	Big, Stealth, Ambusher, Forester	
Neko-Mata			86 points
Q3	C3	Stealth, Trickster, Rare (1)	
Neko-Mata are upright-walking goblin cats with forked tails. They manipulate corpses, moving 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.			
Giant Centipede			72 points
Q3	C3	Huge, Poison, Rare (1)	
A Giant Centipede may not be part of a force that includes Ryujin, a Tatsu or Same-Bito.			

Giant Spider			70 points
Q3	C3	Big, Poison, Rare (1)	
Religious Leader			60 points
Q3	C2	Bard, Rare (2)	
Warlord			144 points
Q3	C3	Armoured, Mounted, Long Move, Shooter (Long), Bard, Rare (1)	
Legendary Hero			80 points
Q3	C3	Armoured, Shooter (Long), Group Fighter	
Option: Add Mounted and Long Move for 30 points.			
Option: Add Good Shot and Legendary Shooter for 26 points.			

MORTALS

Animated Corpses (OO)			16 points
Q4	C2	Undead, Short Move	
Warriors (CO)			15 points
Q4	C2		
Option: Add Shooter (Medium) for 5 points.			
Option: Add Armoured for 5 points.			
Bandits (OO)			15 points
Q4	C2		
Option: Add Shooter (Medium) for 5 points.			
Option: Mountain Bandits: Add Forester for 2 points.			
Samurai (CO)			22 points
Q4	C2	Armoured, Steadfast	
Option: Add Mounted and Long Move for 15 points.			
Option: Add Shooter (Long) for 7 points.			
Option: Add Shooter (Long) and Good Shot for 10 points.			
Chosen Samurai (CO)			32 points
Q4	C3	Armoured, Fanatic, Rare (8)	
Option: Add Mounted and Long Move for 15 points.			
Option: Add Shooter (Long) for 7 points.			
Option: Add Shooter (Long) and Good Shot for 10 points.			
Warrior Monks (CO)			19 points
Q4	C2	Fanatic	
Option: Bow: Add Shooter (Medium) for 5 points.			
Chosen Warrior Monks (CO or OO)			27 points
Q4	C3	Fanatic	
Option: Bow: Add Shooter (Medium) for 5 points.			
Armed Peasant (OO)			10 points
Q4	C1	Rare (8)	
Option: Bow: Add Shooter (Medium) for 5 points.			
Ninja (OO)			21 points
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: Hidden chainmail: Add Armoured for 5 points.			
Same-Bito, Shark Men (CO)			56 points
Q4	C3	Amphibious, Steadfast, Rare (4)	
Same-Bito are warriors of the Dragon King and may not be part of a force that includes a Giant Centipede.			