



The Triads tell of ghosts beneath the surface of Iskandria, cruel watchers in long forgotten tunnels dating from the time of the Great Tyrant himself. They say to travel in the deep places is to risk the attention of these Yokai, the goblin demons of legend, stunted beings possessed of a malicious curiosity. Many tales describe such strange encounters; of pale eyes glinting in shadow, of things stolen from pack and person, of comrades vanished into the silent dark never to be seen again. Some say in the deepest tunnels - where plasticrete gives way to bare rock and sweating stone - the Yokai maintain vast, garbage-fed bonfires; the light of which never escapes their labyrinthine world. Upon such fires, it is said, the Yokai roast their victims for feasting.

Until the Koralon Incursion few believed even in the Triad's underground tunnels, let alone their secret stories of fire goblins lurking in the bowels of the world. Many of the Triads themselves disbelieved the strangest tales of all, the tales of pacts made between man and Yokai - bargains for aid in battle or the killing of a rival. But just as the Triads themselves have surfaced to make war in the streets of the city, so to have the legendary Yokai, selling their talents to whomever draws their interest. Fickle and unpredictable, Yokai raids and assassinations have been bought with everything from the barter of modern weapons and payments of gold, to gifts of mirrors, utensils, or sweet cakes. It is rumoured that some have made even more sinister pacts with the fire goblins, and paid a heavy and unexpected price for their employment.

The Yokai resemble shrunken and wicked old men, but their twisted limbs belie a fearsome strength. Their rough skin is good protection against the elements, and such clothing as they wear - much of it of Triad make or design - seems to serve a decorative or symbolic purpose. Traditionally the Yokai use various

blades, chains, and barbed hooks to kill or catch their victims silently from close quarters ambush; but they have proven deadly at range as well, delighting in sniping from behind cover with crude pipe-guns or bartered gauss rifles. Finally, the Yokai's love of fire manifests itself in their use of explosives and fire-bombs of their own manufacture, and it is thought that many unexplained fires in Iskandria are the result of the goblin demons playing with their favourite toys.

The ultimate origins of the Yokai remains the subject of much debate. Clearly they were once human, but how they sunk to such a dejected state is unknown. Many believe that they are simply the bereft of Iskandria who turned away from the city, and their own humanity, to live in the deep places. But physiologically their differences from mankind are too profound to be the work of a few generations of natural selection, and many speculate that they are cast-off experiments in genetic engineering, perhaps victims of Syntha curiosity or Junker clumsiness. Recently a linguist has announced that analysis of recorded snippets of Yokai speech places their barking dialect as the descendant of a slanging cant spoken by the miners of Gunstaldt IX, specialist excavators kidnapped by Iskander to lay the foundations of his great city over five hundred years ago.



RECRUITING YOKAI

Though they can be useful, Yokai are never fully trusted by those who recruit them. Their motivations are opaque to outsiders, and their mischievous nature can make them somewhat unreliable allies. As a result, most field commanders view them as disposable auxiliaries, and are unconcerned about Yokai casualties. When recruiting Yokai the following rules apply.

- You can recruit 1 Yokai for every 150pts in your team. For example you could recruit up to 2 Yokai in a 300pt team etc.
- For break point purposes, Yokai models do not count towards your teams total model count. For example a team that contained 14 models including 1 Yokai, counts as having only 13 models for break point purposes.
- For break point purposes, Yokai models do not count as losses if killed or destroyed, or if turning coat.
- When recruiting, a Yokai models CAL has no impact on the CAL recruitment criteria of the rest of the team. It is irrelevant, counting towards neither minimum nor maximum requirements.
- A Yokai model cannot be designated as Commander.
- Koralon cannot recruit Yokai.

Snipe

Jagged bones shifting beneath their gaunt limbs, the Yokai skulk their way through the shadowed rubble of Iskandria, the momentary glint of their keen knives or their hate-filled eyes the only sign of their presence. Masters of surprise and ambush, these stunted beings were thought a legend of the Triad underworld until the Koralon Incursion.

Snipe, like a growing number of his brethren, can be hired by any field commander willing to pay his price. But like all Yokai, his mischievous and unpredictable nature can occasionally lead them to regret his presence on the field.

AS	SH	ST	T	W	CD	SZ	MV	CAL
3	4	4	4	1	4	1	4	1
Equipment					Cost			
					CAL 0	CAL 1	CAL 2	CAL 3
Gauss Rifle					N/A	N/A	30	N/A

Special Rules

Stealth

Yokai Sneak

Yokai Booby Trap

You may include up to one Snipe model in your team. Yokai are generally unloved by those who recruit them; if killed, nearby friendly models (other than Yokai) are not forced to make a morale check. Likewise the loss of a Yokai model does not force a strategic withdrawal command check.

Options

None

SPECIAL RULES

Yokai Sneak

Yokai are not deployed in the usual way. Instead they can be deployed, have orders issued, and be activated during one of the controlling players turns, in place of activating one of his or her other models.

The model can be deployed anywhere on the tabletop, so long as it is not within short range of any enemy models. Once the model has been deployed it must be issued over-watch orders and be activated immediately. The controlling players turn is then ended.

Unfortunately a Yokai's motives are not always what they seem, and this can sometimes result in it betraying its recruiter and turning coat. If deployed during the first game turn there is no chance of this occurring, but in the second and subsequent turns, not only is there a chance of it happening, but that chance increases.

In any game turn after the first, when a player declares that they wish to deploy a Yokai, their opponent should roll 1d10, and on a score of 10 it passes into the opponent's control. Add a +1 modifier per turn after the second; for example in turn three add +1, turn four add +2 etc. If successful, it's new 'owner' can then deploy the Yokai wherever they wish. After it has been deployed the original players turn is ended.

On the subsequent turn the Yokai's new 'owner' can activate it just as he would any other of his models, however in the marker phase of the following turn it is removed from the game, skulking off about its own nefarious business.

Yokai Booby Trap

Yokai are very much 'guerrilla' style warriors, and are notorious for their liberal use of booby traps. Fascinated with fire as they are, most such devices are incendiary, and in areas of known Yokai activity it is wise to proceed with extreme caution.

A player deploying a Yokai with this special rule can also deploy a booby trap, doing so directly after deploying the Yokai. Once placed the trap remains until triggered, even after the Yokai has been killed or has otherwise left the battle.

You can depict booby traps with counters approximately 25-30mm diameter (about the size of a plastic figure base), but if you're feeling a bit more adventurous they're an ideal subject for a bit of scratch building.

Booby Trap Deployment

You can deploy a booby trap anywhere you wish with the following exceptions.

- You cannot deploy it in an enemy deployment zone.
- You cannot deploy it within 3" of a previously deployed booby trap (measured centre to centre).

You can place a booby trap close to enemy models in the hope that it might be triggered before they can get out of the way, but there's a chance that it might be detected and neutralised. A models training and experience are important in detecting traps, as are the number of models involved. Veterans are more likely to notice the telltale signs, and it never hurts to have extra pairs of eyes on the lookout.

If you deploy a trap within 3" of an enemy model, measured from the centre of the counter to any part of the models base, it can immediately check to try and detect it. Doing this does not activate the model, if eligible it can activate as usual later in the turn. To make the check roll 1d10 plus 1d10 per point of the models CAL stat, and select the one with the highest score. Then refer to the models command (CD) stat; the Command Table (in the main rulebook) shows the minimum d10 score needed to pass, and the following apply.

- If the check is passed the trap is detected, so is neutralised and removed from play.
- If the check is failed the trap is not detected and remains in place.

If several enemy models are within 3" when a trap is deployed, each of them can attempt to detect it, and only if all fail does the trap remain in place.

Triggering Booby Traps

When deployed, the booby trap counter shows the position of the explosive 'package' itself, and the area around the counter is assumed to contain various trip-wires and pressure plates etc. This area extends 3" out in all directions from the centre of the counter, and models that move within it run the risk of triggering the trap.

In the following circumstances, the player whose model is at risk should check to see if the trap is triggered.

- If their model activates within* 3" of the trap, check before it carries out any action that involves moving, shooting or fighting.
- If their model activates more than 3" away from the trap, but moves closer, check the instant it is within 3" of it.

* Note that a model counts as being within 3" if any part of its base is within that distance.

To make the check roll 1d10 plus 1d10 per point of the models CAL stat, then select the one with the highest score, and the following rules apply.

- On a score of 6 plus, the trap is not triggered and the model can proceed unhindered.
- On a score of 5 or less the trap is triggered and its effects applied. Once done, and assuming it's still fit to do so, the model can then complete its turn.

If triggered, a booby trap detonates and sprays flaming fluid over a wide area. Centre the large circular template over the trap counter and any models covered or partially covered by the template take a hit, DAM5, Incendiary. After detonation remove the trap counter, it poses no further threat.

Booby trap effects impact models in much the same way as being shot at does. As far as they're concerned an explosion is an explosion, it really doesn't matter whether it was a trap or an incoming mortar shell. Accordingly the following rules apply.

- Just as with shooting, hits caused by booby traps can force a shock check.
- Just as with shooting, models can gain a cover save if shielded from the source of damage by intervening terrain.