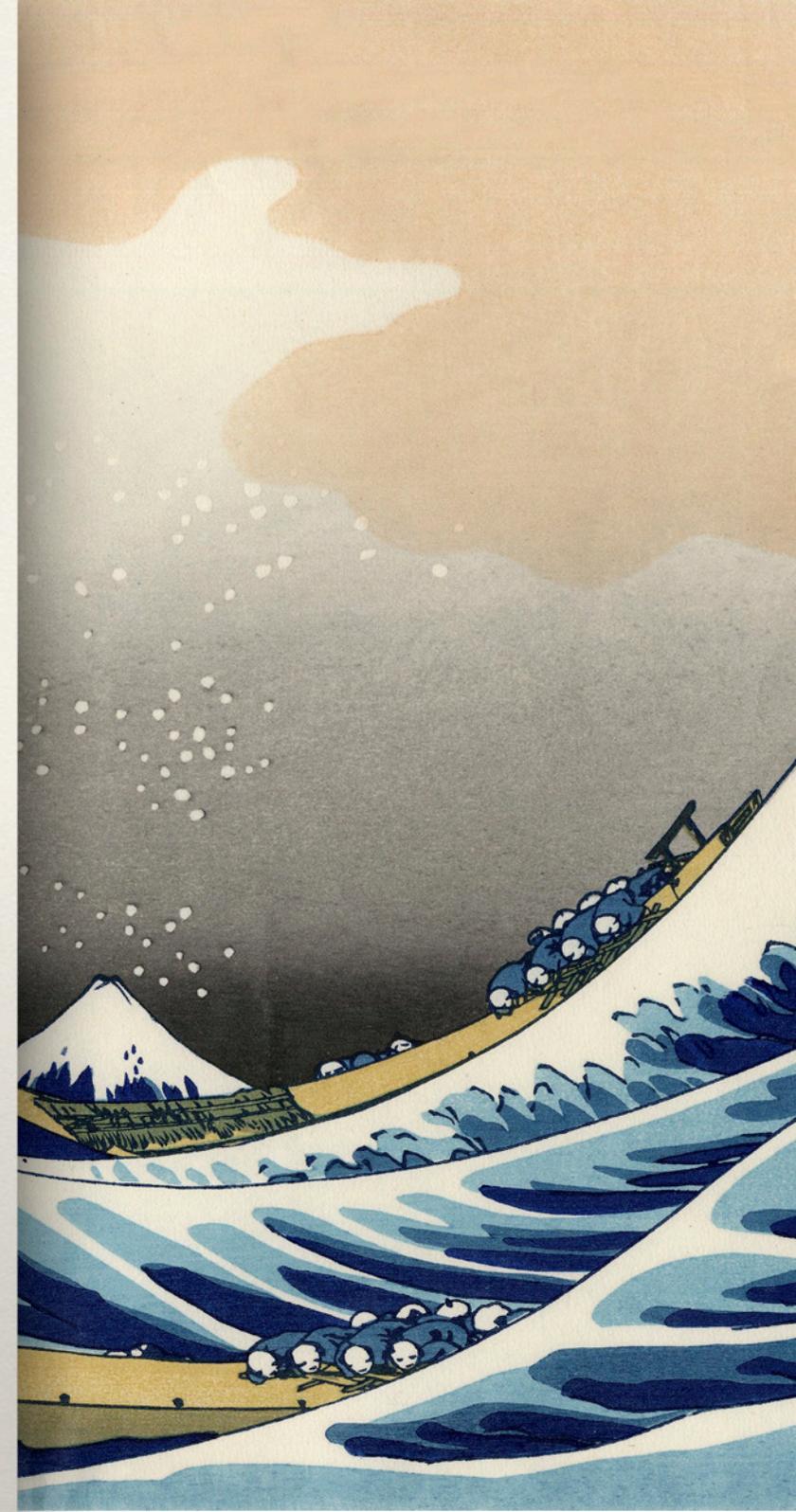


富嶽三十六景 神奈川沖
波裏



kensei

Rules book



*I have no parents
I make the heavens and earth my parents.
I have no home
I make awareness my home.
I have no life or death
I make the tides of breathing my life and death.
I have no divine power
I make honesty my divine power.
I have no means
I make understanding my means.
I have no magic secrets
I make character my magic secret.
I have no body
I make endurance my body.
I have no eyes
I make the flash of lightening my eyes
I have no ears
I make sensibility my ears.
I have no limbs
I make promptness my limbs.
I have no strategy*

*I make "unshadowed by thought" my strategy
I have no designs
I make "seizing opportunity by the forelock" my design
I have no miracles
I make right-action my miracles.
I have no principles
I make adaptability to all circumstances my principles.
I have no tactics
I make emptiness and fullness my tactics.
I have no talents
I make ready wit my talent.
I have no friends
I make my mind my friend.
I have no enemy
I make carelessness my enemy.
I have no armor
I make benevolence and righteousness my armor.
I have no castle
I make immovable-mind my castle.
I have no sword
I make absence of self my sword.*

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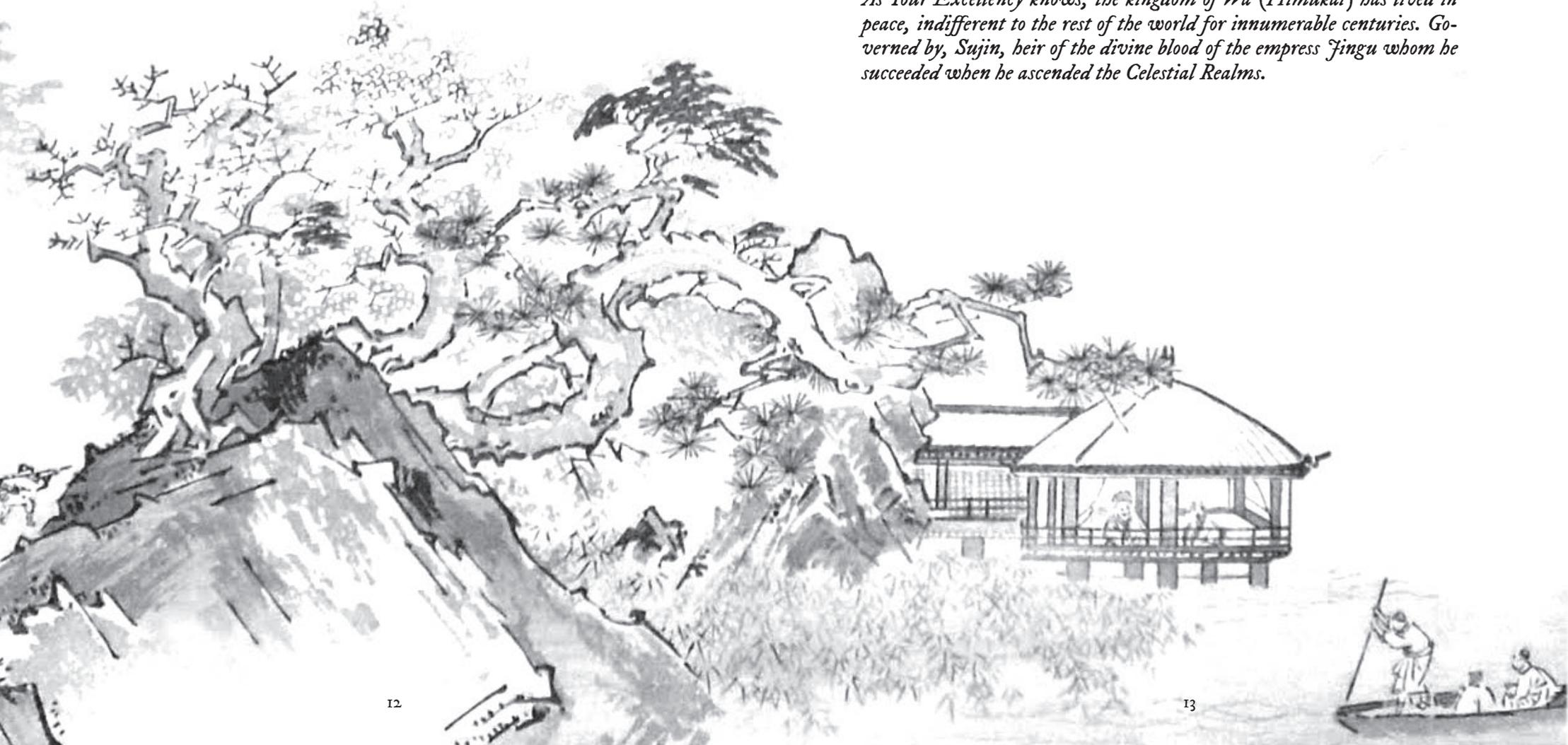
CHAPTER I
HYMUKAI

I : I

THE DEATH OF THE CELESTIAL SOVEREIGN (TENNO).

GONGYE CHANG'S LETTER TO HSIANG, DUKE OF SUNG.

My Lord, I have been away from the green prairies of Shenshi for 23 years, wandering through this wide world full of perils. Your majesty cannot imagine how I yearn to see the gardens bloom in the summer palace



and to feel your august presence. Not a day goes by that I do not wipe away my tears recalling my wife and children.

Now my feet have brought me to the kingdom of Wa, also known as the Himukai Empire (as its inhabitants call it, as they believe themselves the center of the world), which is in the archipelago, known as Ryunokani or the "Dragons' Realm".

The exhaustion which I have experienced in these lands make me beseech you, beg you, to allow me to come back to Sung and to free me from this exile, which I was deservedly punished with.

As Your Excellency knows, the kingdom of Wa (Himukai) has lived in peace, indifferent to the rest of the world for innumerable centuries. Governed by, Sujin, heir of the divine blood of the empress Jingu whom he succeeded when he ascended the Celestial Realms.

According to the elders, this emperor has lived for more than a thousand years, though none have lived long enough to know for certain.

Akai guaranteed that the darkness and beings from the underworld would remain confined behind the Infernal Gates.

This provided the Ryunokani lands with such prosperity that the arts flourished and the great capital of Heian-jo became one of the most gleaming places of Ashihara (as the Intermediate World is known in the language of the Isles).

In this sparkling city, nobles spent their time enjoying the luxuries offered by a life devoted to the court and great celebrations. Meanwhile, merchants sent their ships further away the Ancient Empire and increased their wealth both exporting and importing all sorts of exotic items. Even the peasants enjoyed the abundance of food. It was known even in the distant lands of Nisbi.

However, as we all know, this city could never be compared to our marvellous capital, Lo Yang, which, with its wisdom, glows over all the cities in the Seven Realms and it is even admired in the Celestial Prairies. In this situation, nobody could presage that prosperity and stillness was ending, for the Great Spider never stops weaving (pray the gods to keep her away from our beloved lands). Then, he narrated the events that have taken Hymukai to the present situation.

Every year, Sujin, the considered Celestial Sovereign (Tenno), went on a pilgrimage to the Nijiyama Mountain, where he spent forty days in solitude in the temple of the "Sacred Well" (Mi) to contact with the Kami. When he was returning from his last trip, the imperial convoy disappeared without a trace when crossing the Kashiwara forest.

Confusion spread through the Empire like virus. According to the rumors, the emperor had been assassinated, and the four sacred treasures had disappeared.

In view of this unexpected event and the suspicions that Sujin was dead, the Kuge families, the rightful successors to the emperor and lords of the Hymukai lands, plunged themselves in a long argument over who would be the rightful successor, who would have to recover the sacred objects and if the same person would be the one to carry out both responsibilities.

However, there was no hero among the courtiers, nobody brave enough to carry out both tasks; but despite this, the different candidates strived bitterly to become the chosen one.

All of them wanted to be appointed Tenno (Celestial Sovereign); all of them desired the power and none the responsibility that would endanger their comfortable lives. Thus a power vacuum was created.

It was then that the Buke, indignant about the situation and the weakness showed by the Kuge, stopped paying tributes to the court and started organizing their own armies, with whom to defend what they called "their lands".

The first independent lords started to rise from their castles, wanting more and more power and started to dream about their neighbors' lands. Now, the different clans previously united under the same banner, started living under the sign of distrust. Nobody seemed to remain loyal to his lord anymore, and distrust burned through the realm like a colossal blaze. And when even the laws of the Heavens are not observed, disaster is inevitable.

- They have gone too far! It is time to crush these rebels and force them to retreat, or else we risk losing everything!- these were the words of some of the most respected Kuge. However, it was too late, the damage had already been done, and they would never be able to impose order.

After several months of deliberation, and fearing the loss of all their belongings, the Sujin descendants gave up any hope of achieving an agreement and they came back to the lands they still dominated to stifle rebellion.

Most pull themselves together in the cities, from which they controlled trade and purchased new devices for the forthcoming war. There they had palaces where they could imitate the life in court. Soon, that gentle peace of yesteryear had been replaced by fear and, even more rapidly, the war drums started to roll; this sound would ride with the wind all over Himukai, announcing the desolation of the islands by the ruthless clutches of death.

Before this chaos, the Sobei, the monks that gazed at the world from their temples, started to preach the advent of a new era of darkness and create their own feuds. There they protected the old faith and the peasants from the abuse of the Daimyio and the advance of darkness. A lot of Buke, disillusioned by everything around them, clipped their hair and become monks who joined forces. The previously modest temples soon became fortresses, and mere monks became fierce warriors joined in armies under the banners of the different sects.

After the heat of a thousand battles already carried out and others to come, the territory has inevitably divided in small Shugo (feuds) self-governed by a family or clan (Uji) belonging to the different castes, either Kuge, Buke or Sobei. No authority governs over them anymore or pushes them to join forces. The absence of government has led these new powers to show respect for nobody, so each of them governs and grants their own laws in their land. These clans, conscious of their own instinct only, have started to supply their armies and to contemplate the neighboring lands with desire. Each one of them wishes to be the next Supreme Lord of Hymukai, even if blood must water the earth.

The peasants now entrust themselves to the Kami, the spirits of forests, stones, rivers, and mountains - afraid of the return of the Yokai and the creatures of the underworld; that made the most of the ancient realm of darkness to impose fear.

Some declare that the night gives shelter to strange shadows, that voices and laughs can be heard in the Cloister Palace; and some peasants have disappeared from their villages without a trace.

Even nature has become threatening, the previously protective spirits of the forest have closed their eyes at this. Lakes and forests are not safe places anymore, people are afraid of mountains and in coastal villages, some claim to have seen snakes with a human body.

In the freezing North, the temple of Akeru and the fortress of Unebi are now mysteriously devastated and in dead silence. A pilgrim described what he found there: heads hanging from towers, monks assassinated in the cruelest ways in sacred altars.

Even the Golden City of Heian-Jo has become an unsafe place, a no-man's land, a city self-governed by criminals and unscrupulous merchants. Numerous fires destroyed most of their houses, turning them into ruins where only vermin and the most undesirables can live.

The Imperial Palace is now said to be the home of the Tengu and the Oni. Many of the city's inhabitants have left due to food shortages, taking refuge in the lands of the new lords or in cities where they have protection.

Dark days approach and war has started to devastate the once green meadows. All the isles have become overnight a vast battlefield for innumerable warlords and their armies. Until today, no Daimyo have dared to cross the Heian-Jo walls and occupy the throne afraid of the other clans joining together against him.

Therefore my lord, your humble servant, tired and sick of so many disasters, asks for your permission to leave these lands of death and return to our beloved country, where your Majesty reigns and keeps the Sacred Order. I pray for your mercy and for you to release me from this horrible punishment you impose on me.

Gongye Chang

I : 2
THE THREE WAYS:
KUGE
BUKE
SOHEI



I : 2 : I
THE KUGE (THE
COURTIERS)

The Kuge consider themselves the head of government. Together with the emperor, whom they were related to, they made the great decisions on the fate of the Empire. They have dominated the trade routes and the diplomatic relations with distant places for years. Most of the larger cities were under the Kuge families rule also.

The Kuge clan claims that they are direct descendants of the Emperor and, while he was alive, they went with him around the Court in the Imperial City spending most of their time with court intrigues. They were served and maintained by the taxes payed by

the Buke and the Sohei from rural areas. Thus, they got rich because of the labours of others.

After the Emperor's death, their excessive ambition and the arrogance due to their believing themselves superior prevented them from reaching an agreement. Step by step the trail of death and betrayal in the Imperial City forced them to trust nobody. They went back to their respective hometowns and to the lands they ruled from a distance to isolate and protect themselves from the intrigues of the rest of their caste. They built their own palaces at those rural redoubts, where they imitated life in court, and surrounded themselves with vassals who know how captivate them with their praises. There they lived, each of them believing themselves to be the chosen one to succeed to the golden throne.

The Kuge consider themselves to be honorable simply because they say divine blood flows through their veins and they are certain of they do not have to prove their honor. Thus, they will not hesitate to use the most dishonorable methods to reach their goals.

They are experts on intrigue and on the use of ninjas, who seek protection behind darkness to carry out their plans. Moreover, to obtain foreign weapons, they have started to let Gaijin preachers in the islands, and these bring with them a strange religion based on sacrifice, and weapons from the distant Nishi.

THE WAY OF THE KUGE

Hikary Yaku tied his soft, ochre-colored silk obi, fitting in his daisho before going out onto the nightingale floor of the hall in front of his personal chambers. He was wearing his mempo depicting an Oni's face, which was his Daimyo's personal present, and which honored him with his complete trust among the other vassals. Moreover, he was allowed to wear bangs and a long ponytail. Just twelve samurai had been granted the privilege to bear that venerable mempo, and Yaku was one of those proud to be chosen. Nevertheless, his willingness, attitude and expression were totally different to that of the other distinguished Kuge. He had devoted his whole life to Bushido, becoming the butt of most of his kind's jokes.

The Kuge had weaved, from the founding of the Empire times, an intricate web of lies, manipulations and riches from which no inhabitant in the nation could run away. Most trade, positions in the court and travel taxes belonged to them, making them immensely rich.

In addition, they did not hesitate when the time came to use those resources to hire armies entirely made of mercenaries, supply their troops with the infamous Gaijin gunpowder or pay assassins to do their dirty work.

However, Yaku was born a samurai and, being a rare individual in his clan, he has deeply assimilated the teachings of the way of the warrior. Although he did not agree with the methods of his lineage, his great sense of honor made him look after any obscure issue his Daimyo could hatch. Because of this, he had become the right-hand man of his lord.

He had been called for at those ungodly hours in which wind whistled in a strange way in the darkness of the night. When he reached Munemori's private chamber, he knelt before him, leaving his katana at his right side and he bowed until he touched the floor with his forehead. Kurozuka Munemori, a lean man with sharp and bright eyes, waited for his loyal vassal, seated and pensive.

He watched him as he bowed with satisfaction, thinking on his place in the project approaching. The Kurozuka family had governed the province

of Ume for centuries, but he expected to go down in history as the greatest ancestor among generations to come.

‘Taku, my good Taku. What news do we have from the lands of Takara?’

The samurai was momentarily confused by the question. Takara had been, for a long time, a dull place where people prospered in relative harmony. Although surrounded by enemy provinces, the area had ironically maintained an almost permanent state of peace thanks to a tacit agreement established by the main factions, and by which none of them dared to gain ultimate control over these lands, fearing serious losses.

‘Takara is still a province in no-man’s land, my lord. I know that the Siraki, a Buke family, have deployed an important contingent in the area, led by the powerful warlord Atasuke.’

He looked at his lord for an instant, trying to guess the intentions hidden under his face; although, as always, they were a complete enigma. He suddenly felt something changing, his sharp senses tensed, looking around.

‘Don’t be afraid,’ Munemori said at his reaction. ‘I have called an envoy from Suzu.’

‘Suzu, that province housed some of the most terrible ninja families at the service of the Kurozuka.’

In the darkness formed by the poor light of the oil lamps that illuminated the chambers, a figure enveloped in black clothes appeared. Almost invisible due to the absence of light.

‘I have been called for by your servants, great lord Munemori.’ The mysterious figure said.

‘The Saotome clan has served the Kurozuka family loyally since they gained control of Suzu. Honor your lineage.’ Munemori said.

The mission had been entrusted, the ninja just needed to hear the few phrases that Taku and the Daimyo exchanged. Before any of them could notice the exact moment in which the discussion had finished, he left to fulfill his duty.

The samurai had witnessed the brief encounter with disgust, but he would never dare to question his lord’s will. That was why Munemori valued so much having Taku at his service. A lot of Kuge samurai plotted under the table to usurp the prominent positions, but the strict code of honor of the bearer of the mempo made him stupidly predictable, and that was something to be appreciated among vassals. He smiled looking at him as he fanned himself.

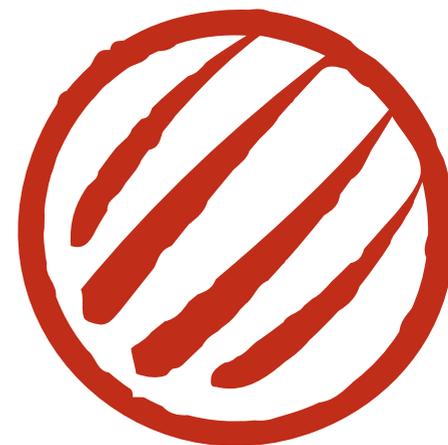
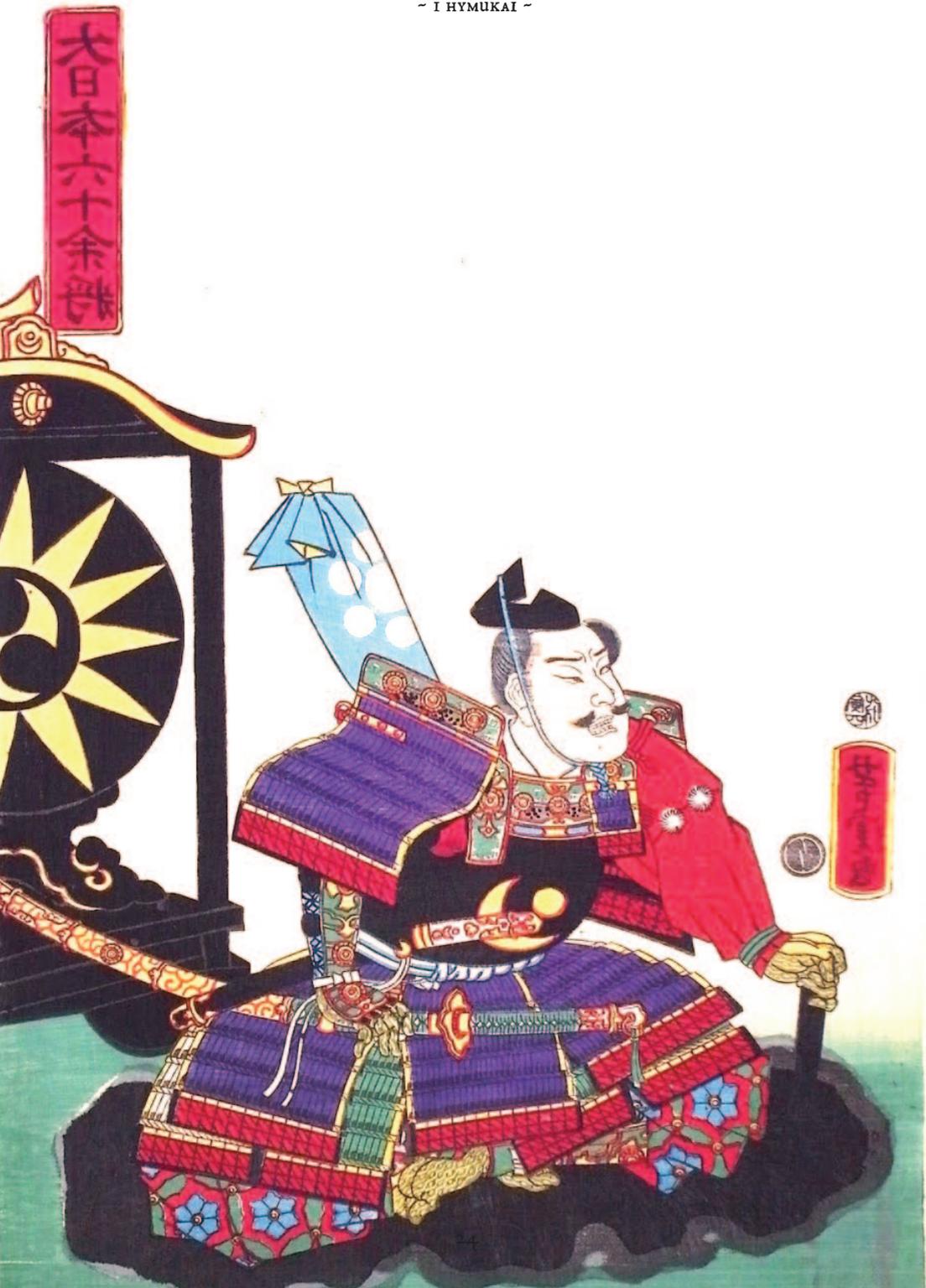
‘War will soon break out, Taku-san. That province hides something invaluable to me. Something that will raise me over common men and that will raise my name to the highest position. I want you to start organizing our army to face the conflict. Hire pirates, buy gunpowder, do anything; but I want Takara under my control before the following season.’

Taku looked at him for an instant with those deep dark eyes that gazed from his fearsome mempo.

‘It will be done.’

He bowed again and he moved backwards, picking up his katana as he went. He stood up and turned around to leave.

He had a task, and he was to be the only one among his family to carry that burden with absolute and unswerving loyalty. He would be the only one to lead the Yami towards the victory his lord longed for. Nevertheless, his heart was only filled with clouds of sadness.



I : 2 : 2
THE BUKE (THE WARRIORS)

The Buke have protected and farmed the land of the islands for centuries, paying vassalage to the Emperor. They were considered the arms of the Empire, the strength and the sword. Since most of them were rural samurai, a class lower than the Kuge, they were despised. While the Emperor was alive, they were honored simply because they could serve him, bound by their strict code of honor. But after his death they were taken aback.

After much discussion on who should be the following emperor, a lot of Kuge re-considered their loyalty, and this led, over time, to the appearance of new clans governed by the Buke families. These new rebellious Daimyo started to act on their own, stopped paying tribute to the Kuge and pulled themselves together in their territories.

Now, these new Daimyo are imposing the belief that the Kuge are corrupted and weak. They have started to build great castles to protect themselves from the old lords and from others like them. From their walls, they gaze at their neighbors' lands and plan their conquer to increase their power. They are resolved to start a new era in which the samurai govern the islands, a new order in which the Emperor would be a mere puppet managed by the warriors' real strength.

These rural samurai are tough fighters, hardened from life in the mountains, who follow the ancestral warrior's code, the Bushido. As children, they are trained in the art of swordplay and they consider the use of foreign firearms dishonorable. They are great riders and archers; one of the most fearful warriors in the Intermediate World.

THE WAY OF THE BUKE

The rain was falling on the battlefield, covering the inert corpses in mud, as well as the bodies of those standing on them. The roar of the drops falling on the battlefield, together with the spine-chilling sound of bolts, could suffocate neither the groans of the dying, nor the metallic din of the weapons colliding. The explosions thundered, surrounded by the fog condensed in the dark dusk, when the coward Kuge used the infamous Gaijin gunpowder, in a futile attempt to compensate their mediocre competence for weapons. The brooks evaded the corpses, collecting the water spilled and accumulating it under the soles of those who were still able to take up their weapons.

Among them, in the middle of the battlefield, Hoshi Takeshi was standing on a mountain of corpses. The Hoshi family had served the Sira-ki with fervent devotion for several generations. Being the second son of this lineage, he was called that way because of his great constitution and terrible temperament. A young and promising man, famous for his strict performance of the Bushido code and for his explosions of violence.

He gave a powerful war cry as he attacked the enemies that crowded the right flank of his line of attack. He let the tip of an accurate spear slip through the epaulet of his thick armor and he took up his ancient Kobaku katana with both hands. The blow he gave threw the entrails of that wretch over the ground and he sent him with the other corpses to the Realm of the Dead. When the blade had just come out of his body, the soldier jumped forward and buried his katana deeply in the rear lancer's left shoulder. A third one fell to the ground with a leg severed under that maelstrom of fury and steel.

Takeshi felt the warm blood together with the rain drops splashing his face, his pulse beating in his temple. He looked around and raising his katana pointed at his enemy.

'Tear them to pieces!' he roared at his men. Inflamed by their commander's performance and courage, they roared forward and into attack with renewed energy. He gazed at his samurai with satisfaction.

The Buke embodied the harshest, the most martial and the most aesthetic aspects of the Samurai Code; they were all willing to give their lives for the sole purpose of honoring their Clan.

Takara had become a flaming hell three nights ago when the warlord Siraki Atasuke had been dishonorably assassinated while he was sleeping. Those cowards knew that if they had faced him honorably, they would have been annihilated. Thus, they decided to blacken the name of the samurai caste sending their infamous assassins.

The Siraki's response came swiftly. The oldest brother of the Hoshi family must occupy the position of his deceased Daimyo since three years ago he had married Siraki Keiko, lord Atasuke's only daughter. Takeshi, as the second in the line of succession, was at the command of the armies. After being sworn in as Rikugunshokan, the first order given by his brother had been taking exemplary reprisals against the province of Takara, where suspicious movements had been detected among the Kuge. The cowards were waiting for their movement (one more clue of their guilt in Takeshi's eyes), but his first incursion had been a complete success. They could incur as many despicable tricks as they wished: assassins, gunpowder, pirates... the Buke's iron martial discipline, wrought for centuries by their ancestors, would override any shameful trick.

Little by little, the enemy redoubts disappeared or left for positions that were more favorable. In less than an hour, they had vacated the Kurozuka troops and they had pulled themselves together in the northern area of Takara.

However, the counterattack would arrive sooner rather than later, and Takeshi knew it. The Kurozuka would not have posted those troops and ordered them to assassinate lord Atasuke if they didn't have a plan. They always were always working on a trick and their coward tongues were sharp. As the storm abated, the Rikugunshokan raised a prayer thanking

his ancestors in the tent and headquarters where he rested his luckily minor wounds.

In silence, three men waited for him to finish paying his respects. Hota-ru Kei, Kawanamiya's sensei; Kosuke Masato, Daisho of cavalry; and Shunsuke Hiroki, Daisho of the Twilight Guard. They set up the Taisho's High Council, and although they had washed themselves to have an appropriate appearance, they all bore their own battle marks.



'The assault is a complete success, great Takeshi sama. Although keeping such an important detachment away from the capital will require great resources,' Hotaru started. In general, he had the privilege of speaking the first, in respect of his being the oldest counselor.

'In that case, we should soon gain the control of the lands surrounding the province. The peasants will do their duty and feed the samurai for them to be ready for battle.'

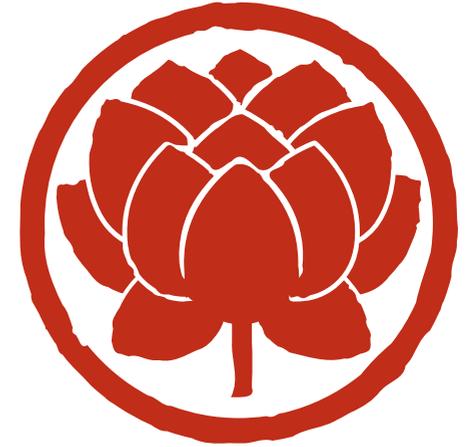
'We must deal with that issue urgently,' Hiroki continued with a pensive look. 'The Oyuki Temple is nearby, controlled by the Chiharu sect.'

The Chiharu were well known in the area because the most fearful Sobei were in their ranks. Although they were peaceful people in general, their religious fervor and their extravagant (and, for the Buke and the Kuge, sometimes insulting) belief about social order could turn them into a dangerously unstable people.

The Rikugunshokan banged his tessen on his seat.

'I will not let a handful of mad monks prevent the peasants to do the duties imposed by Heaven! These will feed this war and, in exchange, they will have our protection, as it has always been and will continue to be.'

The council agreed, tense but satisfied. Things should return to normal... whatever the price.



1 : 2 : 3

THE SOHEI (THE MONKS)

The Sobei consider themselves the heart of the Empire. In the Dragon's Islands, the Sobei have always been a separate power, keeping their privileges in front of the Kuge and the Buke. For several centuries, they have trained warrior monks to protect them from any interference they consider as opposed to their way of life or their morality.

When the conflict between the Kuge and the Buke started to devastate the fields, the peasants, helpless, had to seek shelter and beseech Sobei monasteries and temples to help them. As they contemplated the people's suffering they started to position themselves beside them, "in favor of the most disadvantaged". Then they started to preach about a new era of darkness and about the need to protect them-

selves from that era. Thus they were increasing their power and attracting more and more people who entrusted the Kami of that temple with their souls. They imposed their own rules over their territories, based on religion, and they stopped following the Imperial Law. Some Buke Daimyo, sorry for their way of life joined their cause and they were ordained monks, built temples on their fields and give shelter to the refugees coming from other lands. The first Sobei clans were arising.

The Sobei consider themselves the protectors of faith and tradition in the Dragon's Islands as opposed to foreign preachers, who sell firearms to the Kuge, and the Buke oppressors, who believe themselves superior to the Heinin. But these clans are divided into uncountable sects, who struggle among themselves for trivial issues such as who is to be in charge of the performance of the spring ritual – the famous confrontation between the main temple complexes in the Heian-jo mountains to see who was in charge of the Ayanami millennial rites. A lot of temples were burnt to ashes in this clash, some of the most famous rooms and the Great Statue of Ayanami. Moreover, more than five thousand bonze, both men and women, died, most of them because of the blade of the spears. It was an irreversible loss for both the temples and the art in the islands.

THE WAY OF THE SOHEI

Kaneda was born into a Buke ronin vassal family. As their descendant, he learned everything about war and its arts. Blessed with a natural passion, he had devoted himself to everything he has found in his life with perseverance and wishes to improve. He had been proud, that is right. Who was not in youth? Thirsty for glory, he had traveled to countless battlefields in search of their rewards. In search of his own satisfaction, he had snatched dozens of men's lives using those arts.

One day, when he was twenty-one, he was walking to the province of O-Masu, after two weeks of rest in the Aka-Mon red district. Nothing pleased Kaneda more than being surrounded by sake and beautiful women after getting the rewards for the blood shed by his katana. He had never refused any pleasure this world could give him, but it was rumored that at O-Masu, a large Buke army was gathering with the aim of crushing the peasant's rebellion in the province. The young ronin knew it would be an easy job, and the reward would be high. Thus, he did not delay for an instant in picking his belongings up and getting ready for the journey.

As he predicted, the battle soon went from a conflict between two factions to a massacre. However, the peasants, harsh people used to suffering, could not equal the discipline and technique of men that had devoted their whole life at the control of weapons. One by one, they fell under the spears, bows and sabres, while they brandished farm tools and the few weapons they could steal. Kaneda had already finished eight of them when he saw a small chapel entrusted to the Goddess of the Harvest. There great quantities of food were often stored to honor the powerful spirits; the plunder will be substantial. His hands covered with blood left blurred red prints in the doors when he opened them to enter the place. Only one person kept it, an old monk too worn out to fight by time, too wise to be willing to do it. His wrinkled eyes fixed on those of Kaneda, who could barely feel the weight of the spirit,

'Who are you?' he asked with a harsh and severe voice.

The young samurai was taken with the figure, but that just made him show more external anger.

'I am Kaneda, A samurai! A Buke! We have come to restore reason and remind you about your place!'

The old monk went on looking at him in the same way for some time, while the air seemed to grow warmer and stickier.

'Samurai? You are not a samurai.'

Kaneda seemed to burst into anger at the hearing of those words, putting curses on the air while holding his katana in a threatening way, walking towards him.

'How is that you dare to question me, old man! I have killed more than twenty men and been involved in more than eight duels! Do you say I am not a samurai?!'

The monk saw the boy's gestures and heard his words without turning a hair. He went on looking at him with a severe expression.

'That is not being a samurai. You do not understand the meaning of that word. Your heroic deeds just turn you into a strong man. However, as the years go by and strength makes room for old age, tell me, what will you be then?'

Kaneda stopped and looked at him. He felt that behind the old man's words there was a truth hidden beyond what he could understand. He was not a wise man, he was so young for that. However, he was selfless and perceptive, and there, under that roof of planks and poor straw, he felt as looking his own soul face to face.

Almost twenty years had passed since he left the old man's chapel with his tail between his legs. He had seen the destruction caused by the army in the village. Those women who had survived death and sacking were crying over the fate of their husbands and children.

The cries of the dying and the smell of blood... he had felt them dozens of times but he had never paid attention to them. Horrified, he suddenly decided to pilgrimage throughout the whole country in search for his place. Finally, he arrived to the Temple of Oyuki, where his martial abilities and his willingness for inner peace were accepted warmly. He decided to shave his head and to be ordained a monk in order to find harmony. Since then he has gone on practicing the arts he knew, among many others, either related or not to the world of war or only to the world of men. He reflected on all those experiences while the relentless and freezing waterfall fell on his naked body.

There, in full lotus position and with his eyes closed, he had been meditating since dawn. Now, by nightfall, the voice of one of his apprentices took him out of the trance. He opened his eyes to gaze at the boy's pale and altered face. He felt a mixture of anger and worry.

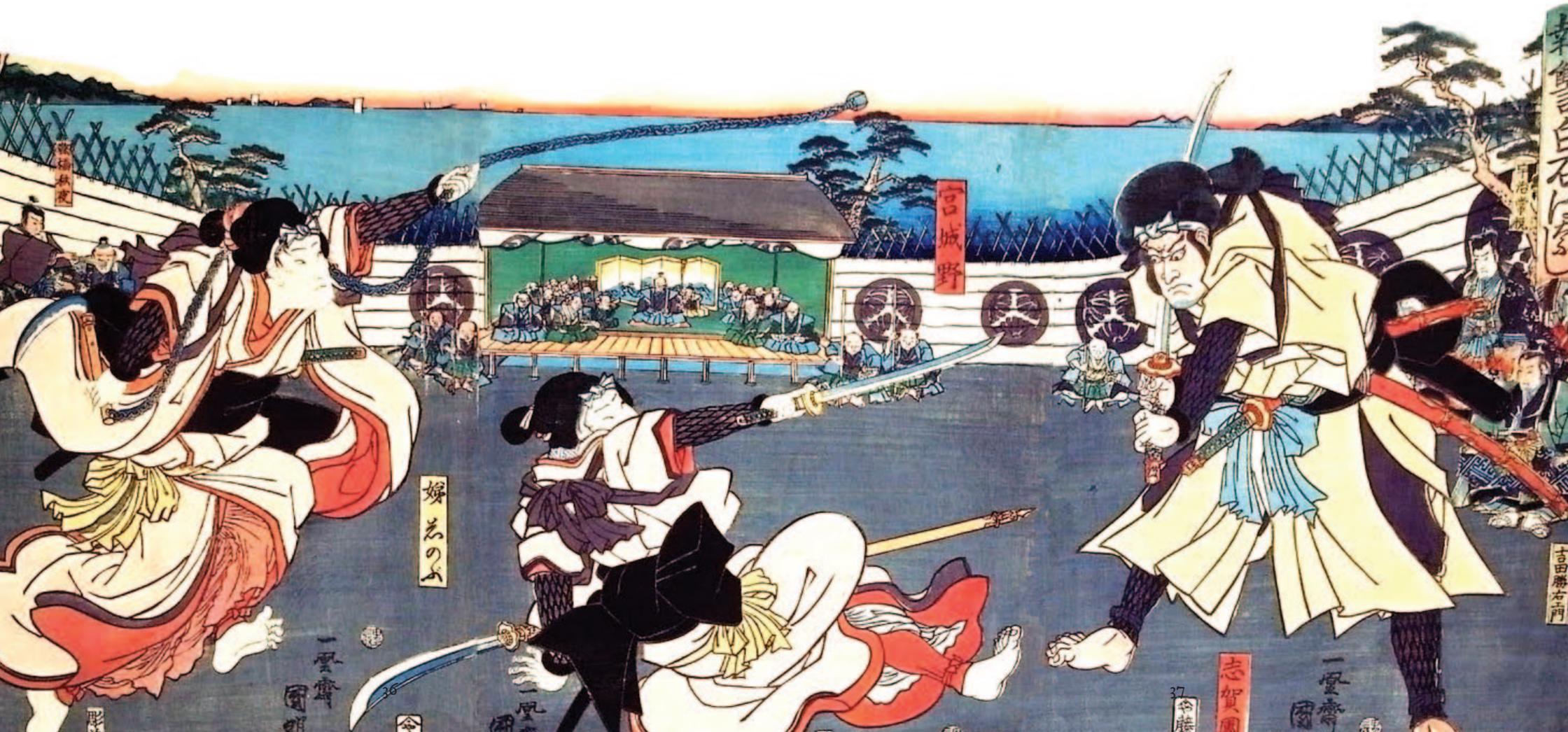
'Master Kaneda, Takara has witnessed a slaughter between armies of the clan Kurozuke and the clan Siraki! Now they are advancing in order to try to share out the province to supply their armies, plundering our peasants. Men and women have come to us willing to fight as we had taught them. They beg for our help.'

Kaneda nodded, getting up slowly. While living in the world of men, it was necessary to look after the problems of men. They could not stay inactive while peasants died and paid for the egotism of those around them. He walked on saying nothing while the apprentice ran after him waiting for his instructions. He went into his chambers, looking at his sharp naginata, Chibeisen, a gift from lord Hotaitaka.

'Warn our allied samurai clans. We will organize a resistance and gather our levies and ashigarus.'

The boy rushed out the moment he received his orders, crying throughout the temple while the monks got moving. Kaneda bore Chibeisen, feeling its weigh. After almost twenty years, he would brandish his weapons against living men. Today, it was a sad day.

War had started.





CHAPTER 2
THE WARGAME

2 : 1

INTRODUCTION

Kensei is a wargame for two or more players. We humbly hope that you enjoy it as much as we have enjoyed its creation. What you have in your hands is only a summary of what is going to be a larger game. Since the very beginning, it has been an exciting adventure of investigation and development, and we hope this is to your liking. There is still a long way to go, and this is just the first step in a game we hope to develop thanks to your opinions and collaboration; to that end we have at your disposal a forum at the Kensei web (<http://www.kensei.zenitminiatures.es>)

Characters, stories and miniatures in Kensei "War at Hymukai" are inspired by the history and mythology of Feudal Japan. This is expected to be the first set of rules of a greater world of oriental fantasy, the frontiers of which are still to be defined.

In this game you will be able to develop from small skirmishes to huge battles with a great number of miniatures, thus representing the armies of the most powerful clans. It solely depends on you and your friends and what you decide to bring to the Dragon's Islands, and ask the Kami to bless your acts.

2 : 2

ZENITMINIATURES

Kensei uses the Zenitminiatures range of models for the development of your games. Detailed 28mm miniatures made of high quality metal represent the different units and characters in the game. On the Zenit Miniatures webpage (<http://www.zenitminiatures.es>) and specialized shops you will find all the troops and characters you need to build your army for Kensei, and you will also be able to get all the news on the different factions.

2 : 3

WHAT DO I NEED?

In addition to the Zenit miniatures and this rulebook in order to play a game of Kensei you need:

TEN SIDED DICE: We will use 10-sided dice, from now on called D10.

GAME BOARD: To represent our battles, we will need a flat and resistant surface of at least 120x120 cm, where you can place your models and move your units. Even though, it is possible that we need a larger surface for us to play greater battles (150 x 180 cm).

ARMY SHEET: The army sheet is essential to develop a battle. It must show all the units involved in combat, the number of miniatures in each unit, their value and abilities, and the characters and heroes in the army.

TERRAIN PIECES: Battles rarely take place in a plain and clear grassland. Normally, the field has some features such as trees, hills, buildings or rivers. Terrain pieces represent those landscape elements in the battle.

PEN AND PAPER: In a Kensei battle, you will often have to take some notes, so you will need pen and paper.

KENSEI MARKERS: In Kensei you will need certain markers to help you remember your decisions and the events that have taken place. These represent certain figures, each with a different in-game meaning. At the end of this rulebook you will find some basic markers for you to print and play them in your games. You can also create your own personalized markers.

DEPLOYMENT CARDS: Since, in Kensei, deployment is performed secretly, deployment cards are also necessary.

TAPE MEASURE: The movement of the units in play is represented by a value in cm; thus you will need a tape to measure, for example, the movement performed by each unit, or if the unit is within the range of your weapons.

PLAYING TIME: A Kensei battle lasts about 3 hours. Although it can take longer, it depends on the difficulty of the battle you want to play. If you have an appropriate place for it, you can leave the battle unfinished, leaving the miniatures in the same place and making any notes that are necessary so that you can continue the game later.

2 : 4 PAINTING YOUR MINIATURES

There are people who only like playing and do not develop a taste for painting their miniatures. Often due to the lack of time, lack of motivation or simply because one's own unawareness of his or her own ability to do it. No one is obliged to have his or her army painted for the battle, but if both you and your opponent work on it, you will find that a game with unpainted armies is far away from the feeling provoked at the sight of two fully painted armies on the battlefield. You will soon find out that this hobby is not just about playing battles and beating your friends, but there is also a great satisfaction in showing off your miniatures. The art of miniature

painting is just about practice and time. Eventually lots of us end up spending more of our time painting our miniatures than with the game itself.

2 : 5 GAMEPLAY: GENERAL OVERVIEW

Kensei is normally played by 2 to 4 players. If you have ever played a wargame with miniatures before you're probably asking yourself what game play differences Kensei offers. Some of the elements in Kensei are common in every wargame, so will be easy to learn. This will also make learning the less common elements easier too. A global overview will make the reading of the following rules easier for you.

Three factions: Before you start to play you must choose one faction to play your games. In this game there is a conflict among three social classes who struggle to dominate the Himukai Empire; these are represented by three different factions: the Buke, the warrior class; the Kuge, the aristocratic class; and the Sohei, the religious class. Choose your faction and create a clan belonging to it. In order to give more depth to your games you can make up the whole history of your clan, its name or its symbol (mon); you can also name your characters, name your Daimyo, establish the lands they rule over and the internal



relations within the same clan. It all depends on the depth you want to provide the game with. Nothing prevents you from creating a campaign for you or at your game club; your only limit is your imagination.

Army lists: In Kensei each player creates his or her own army following the rules described in Chapter 12. To that end army sheets are used, in which you record all the information necessary to play the game. This is normally done before you start to play the game. Over

time you will have several army lists that adapt to your own style of play or against a particular faction.

Battle levels: In Kensei there are different battle levels and depending on the level selected or agreed with your opponent, you will have a number of army points and different limitations at the time to build up your units and armies. Levels range from a little skirmish of level 1, in which we only have a some units built up from a small number of miniatures; to level 10, in which huge

armies are led by the Daimyo and built up by units with several miniatures are involved.

Fantasy or realism: In Kensei you can choose if you want to play games in which magical beings and creatures are involved or in which only human units take part. We will include rules for creatures and magic, which you will be able to add if you wish.

Units, characters, creatures and action points: In Kensei miniatures normally move in units acting in formation, with some exceptions such as characters, creatures, war machines or other artifacts. These units and characters have a series of attributes and action points:

Attributes: They are used to determine the result of their actions and combats throughout the game. These are Movement, Combat Dice, Attack, Defense, Armor, Vitality, Ki or Spirit, Honor, Initiative and the Value of Confrontation.

Action Points: These points determine the maximum number of actions the unit or character can perform in a single turn: Run, charge, shoot, etc... For these actions have a cost in Action Points (AC) and their combination uses up to these points. Normally all the units have 2 action points, except harasser units and characters, who have 3 action points.

Basic, special, elite and magical units: These are the three types of units we will have in order to build up our armies. The basic ones make up the main body of your army and all the factions have access to them. Special and elite units make the difference between one faction or another. If you choose to play with magic, you would have a number of creatures determined by your faction.

Special abilities of the units: The greatest difference between some units and the others are their special abilities, which grant them some advantages over enemy units during the combat or when performing certain actions in the course of the battle. So its use is essential in order to win the battle. Remember that they have to be declared following their specific rules and that the unit has to have the required action points. Thus, if they run off, it cannot be activated, although it is a combat ability.

Terrain elements: Terrain elements are very important in Kensei for they have their own role during the game. These elements become obstacles for our units, elements for protection or elevated areas where we can gain advantage over our enemies.

Deployment of terrain elements: The first action we have to perform before we start our game is the deployment of terrain elements. Now we place all those elements that will make our game

different to any other, that is, the battlefield is set up. A good terrain element created by you or bought at a specialized venue will provide your battles with a greater color and dimension.

Hidden deployment of armies: In Kensei the deployment of units in the beginning of the game is performed in secret; that is, units are not placed on the board in the beginning of the game; instead, deployment cards are placed which determine the unit deployed, but they are not revealed to the enemy until the initial phase of the deployment is complete.

The Taisho and the Taisho abilities: Each army involved in the battle has a Taisho or general, who has a range of abilities determined in the development of the turn in which they are used. This Taisho is always the Bushi character of greater level in the army at the beginning of the battle, regardless if it is not an actual Taisho. Protect your Taisho, for his death will have a terrible impact on your army.

Commandment Points of the Taisho: The Taisho has a number of Commandment Points which will increase if they are in what is called "Position of Dominance", that is, when the Taisho is on a hill. These Commandment Points can be spent each turn to use Taisho abilities (those that grant the army an advantage over the enemy during a turn),

Regroup units or give Strategic Orders (this special order allows a unit lacking a line of sight to an enemy to perform a charge against it or to shoot at it).

Characters and their abilities: There are several types of characters in Kensei. These can be included in the units or outside them and they will be decisive in the development and resolution of your games. Great warriors perform feats that mere units are unable to carry out. These grant bonuses to the units or are independent and provoke imbalances at certain moments of the battle. The election of these is made during the composition of the army list. Depending on the battle level we have chosen you will have a number of points in Characters' Value, independent from army points, which you will use to choose your characters.

Game development: The Kensei game is divided into turns, which are made up of three different phases. These three phases are: The orders and actions phase, the combat phase and the resolution phase.

Commandment Roll: At the beginning of each turn both generals determine who goes first during that turn by rolling the dice. This determines who starts the different phases and who decides first during these phases.

Orders and Actions Phase: This phase takes place at the beginning of the turn after the commandment roll is made. During this phase, the players, following the order determined by the commandment roll, assign their orders and activate their units. This phase has to be completed before going to the following phase, so both players have to finish this phase before solving the combats. This is like that regardless of any clash between enemy units, for these encounters will be solved in the following phase focused on combat.

The first player to carry out the orders and actions phase will be the one who won the commandment roll for that turn. During this orders and actions phase the player can use his Taisho abilities, assign orders to his or her units and spend their action points. Once the activation of his or her units is complete, it is the turn of his or her opponent to carry out his or her orders and then his or her units are activated. When both players have finished this phase, they go on to the combat phase. So do not become over-confident if your unit charges an enemy unit that was alone in the struggle, for it might be that the opposing general adds up a unit of his own before the combat takes place.

In this phase any movements, shooting, occupation of terrain elements, magic and the use of all the special abilities both Taisho and of the units take place. Units activate and use their action points to perform all these actions.

Markers: In Kensei, before you start moving or activating your units, you have to assign orders to all of them. These orders cannot be waived, so there is no way back once you have started activating your units. For you to remember the orders you have assigned and to avoid any problems for this reason, you have some action markers to indicate you or your enemy's original intentions.

Combat Phase: In this phase all the units in contact with enemy units are involved. Once all the combats are completed this phase ends. In the combat phase you use different qualities such as Combat Dice, Defense, Armor, Vitality, Ki and Initiative, as well as the Confrontation Value to determine the bonus for the combat dice and their result.

Game of abstraction: You must know that combat in Kensei represent global results. Thus, in case you eliminate several miniatures with a single die roll, you have to take into account that it is not the result of a single member of the group, but the global result of a combat between both units, not between independent subjects. For example, in an attack with 10 combat dice it might happen that, after both the attack roll and the defense roll, only 2 dice are to be rolled for the damage roll and it might be that, in that roll, only one die gets to be beat the enemy unit's armor, but you can also find out that with just that die you have destroyed up to 3 of your enemies. This would represent a combat in which the unit has reached that result, not only one individual.

Resolution Phase: During this phase the combats that have taken place during the Combat Phase are solved. Any pursuit of units running away from combat, as well as the additional attack against them if they are reached are performed in this phase also. If one

of the players' general dies in combat, psychology rolls are also solved in this phase. Likewise, any psychology roll resulting from a special situation is also made.

End of game: Depending on the game type you have chosen, it can end due to two different causes:

- * When one of the players gets to kill the opposing general.
- * When the turns have ended, in the case of head hunt or pitched battle.



2 : 6 BASIC RULES

2 : 6 : 1 MEASURES

In this game measurements are represented in cm. Throughout a game, some measures have to be made such as the movement of one of your units, or if an enemy unit is within the range of your weapons.

Measuring is something to be made with honesty. Measuring can only be made during the action phase and for an action that requires it (see Action phase), never before the action is performed.

We can also take some measurements in some situations such as checking if a unit is under the effects of the presence of a general or of the use of an ability.

2 : 6 : 2 THE DICE

Any action has a great deal of chance. Thus, during a game the different actions are solved by die rolls that, depending on the different attributes, will determine if the action has been solved successfully or not.

In Kensei, the dice used are 10-sided dice (from now on, D10), and the rolls may be made with one or more dice (1D10, 2D10, 3D10, etc.), depending

on the action to perform. Throughout this rulebook references to different types of rolls will be made. The most common are:

ATTRIBUTE ROLL

A roll of 1D10 has to be equal to or lower than the specific value of an attribute. The roll of DF and of HR are examples of attribute rolls.

DIFFICULTY ROLL

A roll of 1D10 has to be greater than a specific number. That is, the die has to show a number greater than that number; thus, if it shows the same number, the roll is unsuccessful. The AT and the Damage rolls are examples of difficulty rolls.

MOVEMENT ROLL

It is a roll to which the movement of the unit or of the character performing the action is added up. Movement rolls are normally made in specific situations: When performing an action of Charge and Run away.

OPPOSED ROLLS

In this case both generals roll 1D10 with the modifiers indicated for that specific situation. The general rolling the greater result wins the roll. If ties, the roll is repeated. The Commandment Roll and the Initiative Roll are two examples of Confronted (Opposed) Rolls.

2 : 6 : 3 MINIATURES

The miniatures in Kensei represent different types of characters, soldiers, creatures and artifacts involved in the battle. Each miniature has its specific statistics and its attributes indicated in the type of unit. When you get a Kensei miniature, you can see its name and the type of miniature it can represent.

In Kensei, miniatures behave in two different ways; as a unit being part of a group which has attributes as a group, or individually, making their rolls independently although inside a unit.

INDIVIDUAL

They are independent miniatures, acting independently. Characters are this type of miniature. These represent the classes and figures in the game. A creature acting independently, such as a Dragon, or a creature and its rider, is also considered an individual creature.

UNITS

They are miniatures that join to form an entity which moves and acts in unison, so they all share the same chance in their rolls; in the same way, the can never leave the group or act independently.

Units are also divided into different types, depending on their formation or the way in which they fight.

2:6:4 MARKERS

Markers are optional in this game. If your friends and you have a good memory, or if you do not have problems in solving, in a specific way, the differences that may arise during a game, you can choose to play without them. They are at your disposal to make the game easier and more intuitive, especially in very large battles in which many units are involved. You will find these markers very useful in prevent you from forgetting the order you assigned to a unit and how many action points you have used. This is so because in Kensei you first give all the orders to your units, and once the declaration of orders is over, they are performed one after the other, and you are not allowed to back out. If you choose this latter option, you have to follow the following rules for the use of markers.

Markers are placed in the orders and actions phase in the moment in which you declare the order for your unit. You have to bear in mind that the Taisho markers are the first to be placed, and then, the action markers. There are some action markers that will be used in special situations, as indicated in their description. The activation order of the units is free, so the player indicates which unit activates when, as he or she wishes.

In Kensei, as it has been mentioned earlier, you have to use a number of markers. These are basically three types:

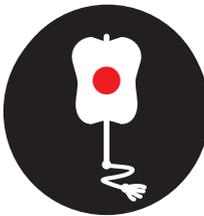
TAISHO MARKERS

These markers represent the use of Taisho abilities, Strategic Orders or the Taisho's attempt to Regroup a unit.

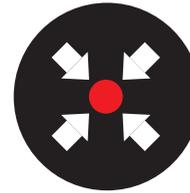
Taisho Ability Marker: This marker represents a "Tessen" (fan). It indicates the use of a Taisho ability. If it is a general ability, it is placed next to the Taisho's unit; however, if the ability affects a specific unit, it is placed next to that unit. This marker represents 1 Commandment Point.



Strategic Order Marker: This marker represents a "Gumpai". This indicates that the player is going to attempt strategic order with that unit. This marker is placed next to the unit that is going to carry out the strategic action. This marker represents 3 Commandment Points and 1 AC in case the order fails.



Regrouped Marker: This marker means that the unit has regrouped thanks to the Taisho's regroup roll, thus you must remove the regroup marker (see run



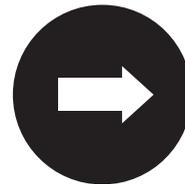
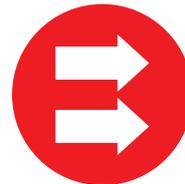
away and regroup markers) and place this one instead. This marker represents 2 AC and 1 Commandment Point. In case you

fail to regroup a unit you must flip over the regroup marker and place the run-away marker again; thus, he or she has to make the roll for run-away Movement immediately.

ACTIONS MARKERS

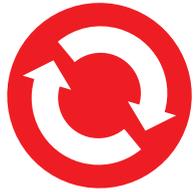
Estos marcadores se usarán durante la Fase de Órdenes y Acciones normalmente, salvo que se indique otra cosa en la descripción del marcador en concreto.

Movement Marker: It is a marker with the shape of a direction indicator; it has "one arrow" in one side and "two

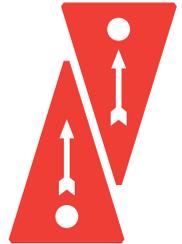


arrows" in the other. One arrow indicates that the unit is going to "march" and two arrows indicates that the unit is going to "run".

Recharge Marker: When the game starts, all the projectile weapons are loaded and with this marker next to them. This marker indicates you are going to load your weapon in that turn. Once loaded, leave the marker next to it and remove it once you shoot. It represents 1 AC.



Shot Marker: You will have a number of duplicated shot markers, which are of the same color. You must place it next to the unit that is going to perform the shot and another one of the same color next to the unit that is going to be the target of the shot. It represents 1 AC.



Charge Marker: As with the shot marker, you will have duplicated markers of the same color. Place it next to the unit that is going to perform the charge and another next to the unit that is going to receive the charge. This marker represents 1 AC.



Special Action and Ability Marker:



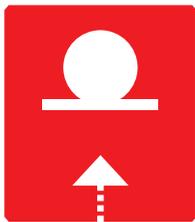
It indicates we are going to perform a Special Action or a "Special Ability". This marker is placed next to the unit that is going to perform action. This marker represents 1 AC.

REACTION TO THE CHARGE MARKERS

These markers indicate that your unit is going to react to the charge, they show different symbols indicating the type of reaction the unit is going to carry out. The Withstand and Combat Marker, and the Counter Charge Marker are normally a single marker with two sides.

These markers must be placed immediately after the other player has placed a charge marker next to your unit.

Withstand and Combat Marker: It indicates you are going to withstand and combat as a reaction to the charge. It does not cost any AC. For a unit to react this way, it is not required to have any AC:

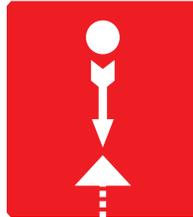


Counter Charge Marker:

This marker indicates that your unit is going to counter charge the enemy unit. This marker represents the expenditure of 1 AC and it is not removed until the end of the turn.



Withstand and Shot Marker: When the unit is going to withstand a charge and shoot, a "Shot Marker" has to be placed next to it and other next to the unit performing the charge. It means that your firing unit is going to withstand and shoot against the enemy unit that is going to perform the charge. For you to perform this action, you have to have your weapons loaded and at least 1 AC.



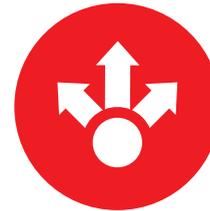
A unit can also react to the charge by running away; in this case, a Run Away Marker is placed next to it (see Run Away and Regroup Markers) For this, you have to have at least 1 AC. You cannot Run Away if the unit has this marker next to it already.

RUN AWAY AND REGROUP MARKERS

These markers indicate if your unit has carried out a run-away action that turn or if it can try to regroup since it started to run-away during the previous turn.

These two markers are normally the two sides of a single marker. One side shows the run-away marker, whereas the other side shows the regroup marker. Thus, a unit can never have both markers at the same time.

Run Away Marker: This marker is placed next to the unit when it declares to run away or when it starts to run away as the result of one of the causes that provoke this to happen.



The unit having this marker next to it is considered out of the game, so it cannot perform any action during that turn, not even running away again.

At the end of the resolution phase, before a turn is concluded, all the run-away markers on the board are replaced by regroup markers.

This marker does not represent the expenditure of any AC, it represents that the unit is "Out of the Game".

Regroup Marker: This marker shows that the unit can regroup at the beginning of the orders and actions phase of the Taisho they belong to, or that they can react to an enemy charge by running away again. If at the beginning of the Taisho's orders phase, the general the units belong to (which are marked that way) does not attempt to regroup them, it means they will go on running away; thus, in that moment, before they start the activation of the rest of the units, they must make a run away roll and replace the regroup marker by the run-away marker.



If in the Taisho's order phase a unit with this marker successfully tries to regroup, you must replace the regroup marker by the regrouped marker next to it (see Taisho markers). Otherwise the unit will go on running away, so you flip over the regroup marker and place the run-away marker next to it, making the Run Away Roll immediately,

This marker does not represent the expenditure of any AC, it represents that the unit can react by running away or the Taisho can attempt to regroup it. Bear in mind that in order to regroup a unit, the Taisho must spend 1 commandment point.

RESULT MARKERS

This marker indicates the result of the combat. In the case of tables no markers are to be placed. We just have to place one marker in case they are defeated.

Defeat Marker: This marker shows the Kensei symbol. This is placed next to the unit in case it was defeated during the combat phase, as described in the resolution phase. It indicates that, during the resolution phase, that unit must make a HR (Run Away and Regroup) test to check if it runs away from combat.



This marker does not represent any expenditure of AC.

GROUPING OF MARKERS

Once the unit's actions have been performed we group those markers representing AC, one on the other, next to the unit. Thus we recall how many action points we have spent in case we want to perform a reaction to the charge in the opponent's phase.

REMOVING MARKERS

Once the turn is over all the markers are removed from the board. Except run away markers, which are replaced by regroup markers, and reload markers when the unit has not shot.

2:7 ATTRIBUTES

MV	DC	AT	DF	AR	VT	KI	HR	IN	AC	VE
----	----	----	----	----	----	----	----	----	----	----

Units and characters have a number of attributes which determine how they behave throughout the game. Attributes are used at different points in the game to solve the situations taking place. Each type of character or unit has some different attributes that distinguish them from the rest and represent its qualities.

2:7:1 MOVEMENT [MV]

Indicates how many cm a unit or character moves in a normal advancement movement action, which does not involve running or charging.

1. UNIT ON FOOT

- * If it "marches", it moves its movement.
- * If it runs, it moves double its MV attribute.
- * Moreover, infantry units charge 1D10cm (the charge is considered a special action, see charge action).

2. MOUNTED UNIT

- * If it "marches", it moves its movement.
- * If it runs, it moves double its MV attribute.
- * Moreover, mounted units charge 2D10cm

2:7:2 COMBAT DIES [DC]

Each point in this value represents 1D10. These dies show a unit's combat power. The number of combat dice indicated by a unit's DC attribute related to its "basic unit". If the number of miniatures in the unit is higher or lower than its "base value", the unit modifies its DC, representing the unit's greater or lower power.

MODIFIERS TO DC

1. Increase or decrease of miniatures: The increase in the number of miniatures comes with an increase in the number of DC available for combat. The unit's profile indicates the MINI/DC modifier, which specifies the number of combat dice granted by each miniature, either positively during the constitution of the unit or negatively because it is removed from the board

Ex. In a unit with 1/2 we consider the unit's DC to increase 2 per miniature.

2. Compared to the enemy unit: A unit that with a higher VE (see Value of Confrontation later on) also modifies the number of combat dice positively, but the firing units, in the following cases:

- * Double: If your unit's VE is equal to or greater than double the enemy unit's (you always have to add up the supports they all have), it increases its power by 2 DC.
- * Triple: If your unit's VE is equal to or greater than triple the enemy units, it increases its power by 2 DC.

3. Defensive position: A unit may adopt a defensive position as long as it has not performed a charge or a counter charge that turn. Thus, before the initiative roll in the combat phase, it must declare that it is adopting a Defensive Position. This entails the sacrifice of 3 DC and its DF increases by 1 point. A unit running away is always considered in Defensive Position. Characters cannot adopt a Defensive Position.

4. Weapons: Some weapons grant an increase to your combat dice in special situations.

5. Special Abilities: Some special abilities both of the general and of the unit increase your combat dice for a limited time, granting a certain advantage.

2 : 7 : 3 ATTACK DIFFICULTY [AT]

This represents the difficulty for a unit or character to perform a successful attack. The lower the unit's AT, the greater its ability with weapons and its chances to hit the enemy and inflict damage. In the Attack Roll the unit performing the attack must make a difficulty roll against its AT value; each die that successfully passes that difficulty grants 1 damage die. Thus a unit with AT 6 must get 7 or more.

A \emptyset in the AT roll is always a success.



MODIFIERS TO AT

1. Shot distance: The distance between the unit performing the shot and the unit hit by the shot modifies the unit's AT by increasing or decreasing it. This also depends on the type of weapon being used (see Shot).

2. Charge: A unit performing a charge against another modifies its combat dice depending on the type of unit it is.

- * Infantry: An infantry or harasser unit on foot receives -1 to its AT when performing a charge.
- * Cavalry: A cavalry or mounted harasser unit receives -2 to its AT when performing a charge.

3. Treatments: Some treatments increase AT. For example the lonely treatment. When a unit intends to attack a character or units with this treatment, its AT is modified by +1.

4. Weapons: Some weapons, such as the katana, reduce the AT of the unit or character bearing them.

5. Special Abilities: Some abilities increase or decrease the unit's AT.

These modifiers are cumulative.

2:7:4 DEFENSE [DF]

It represents a unit's ability to defend itself from an enemy attack. The DF Roll is performed by the unit receiving the attack in order to avoid damage. In this roll, a DF roll is made for each damage die that the enemy unit got in the AT Roll. In this roll, each result equal to or lower than its attribute reduces the enemy attack by 1 damage die.

A unit's DF value can also be modified by different factors, either increasing or decreasing according to the circumstances.

A 1 in the DF roll is always a success.

MODIFIERS TO DF

1. Attacking from the Flank or from the Rear: When a unit attacks another from the flank or from the rear, it gains advantage over the enemy unit, which translates in a modification of:

- * Flank: -1 to the DF of the unit attacked from the flank.
- * Rear: -2 to the DF of the unit attacked from the rear.

2. Weapons: Some weapons reduce the units' DF, such as the naginata or the spear.

3. Special Abilities: Some special abilities can modify your DF.

4. Cover: Cover is something that covers a unit from an enemy attack, both

ranged and close. Depending on the type of cover it can be:

- * Light cover: +1 to the unit's DF.
- * Heavy cover: +2 to the unit's DF.

These modifiers are cumulative.

2:7:5 ARMOR [AR]

When a unit has been hit, it still has a possibility to avoid damage. This damage may be avoided by its armor. It is more difficult to inflict damage to a unit wearing heavy armor than to a unit in a light armor. A damage roll that fails to get a result higher than the unit's AR causes no damage, even if it had a modifier, for these are only applied once the armor is beaten.

ARMOR TYPES

The samurai in the Dragon's Islands have inherited the ancient art of making and bearing the armor. Through the study of their clan's ancient books, they make their own types of armor that will protect them in battle.

Light armor (HARA-ATE): 1 AR. Light armor grants poor protection, such as the ashigaru's HARA-ATE. This is the armor borne by any type of ashigaru, harasser archer and slingshooter units, as well as any other unit considered to bear a poor armor.

Average armor (DO-MARU or HARA-MAKI-DO) 2 AR. This is the armor

most samurai bear. This armor has a pair of epaulets, a helmet and first protection for the legs.

Heavy armor (O-YOROI): 3 AR. This is the armor heroes and captain bear. This armor has a chain-mail, protection in the legs and arms, as well as a mask. +1 AR against arrows.

Legendary armor: 4 AR. This is a full heavy armor specially designed for the greatest masters, and this makes it extremely effective. It is the maximum a humanoid miniature can have as an AR value on foot. +2 AR against arrows.

"Mounted": A mounted unit receives a +1 bonus to its AR. This represents that their horse has received some hits instead of their rider. Likewise, mounted units' VT is 2 point higher than infantry units'. (This is already included in the mounted units' profile, but not in the characters').

Presently, just some weapons modify our unit's AR negatively.

2:7:6 VITALITY [VT]

Each miniature has certain vitality points which represent their endurance to damage. When a miniature suffers damage equal to its VT, it is considered dead, so it is removed from the game. Thus, the VT, in an opposite sense, represents how many damage points the miniature has to receive in order to be

eliminated. These damage points are also cumulative.

Total Vitality is the addition of the vitality of all the miniatures in a unit, whereas Individual Vitality corresponds to each of the miniatures in the unit.

The number of miniatures we must subtract from the damage roll results from dividing the damage suffered by the Individual Vitality. The remaining damage is the Accumulated Damage. This damage is added up to the damage inflicted in a later damage roll.

2:7:7 SPIRIT [KI]

This represents the warrior or unit's spirit. It is used to activate special abilities and for spellcasting.

Normally, Spirit rolls are opposed rolls or attribute rolls in which the result has to be equal to or lower than the unit's Spirit for the roll to be successful.

2:7:8 HONOR [HR]

This represents the unit's will and its ability to remain on the front line when everything goes wrong. This is modified if there is a Bushi Hero or a Standard-Bearer within a unit, or with the use of Taisho abilities. All these bonuses are cumulative.

The Run Away Roll is an Attribute roll performed by units and characters to determine if they go on struggling or if they run away when they are defeated. In this roll a result equal to or lower than the HR is required.

HR is also decisive in the opposed roll performed at the beginning of the game to determine the side of the battlefield where each army is deployed.

MODIFIERS TO HR

Bushi character: Depending on the type of hero within your unit, you have a bonus to your unit's honor.

- * Daimyo or Taisho: +3 to the unit's HR.
- * Hero: +2 to the unit's HR.
- * Daisho Samurai or Daisho Ashigaru: +1 to the unit's HR.

Standard-bearer: +1 to the unit's HR.

Taisho abilities: Some Taisho abilities momentarily increase the honor of one or more of your units

2 : 7 : 9 INITIATIVE [IN]

This represents a unit's ability to react and carry out its action before the opponent. IN rolls are normally opposed rolls. Roll 1D10 and add this value to determine who performs the action first; the one with the highest result acts first.

MODIFIERS TO IN

Bushi character: Depending on the type of hero within your unit, you have, as with HR, a bonus to your unit's IN.

- * Daimyo: +2 to the unit's IN.
- * Taisho, Hero or Daisho: +1 to the unit's IN.

Taisho abilities: Some Taisho abilities grant an advantage to the IN in combat of one or all of your units

2 : 7 : 10 ACTION POINTS [AC]

This represents the number of actions a unit or character can perform in a single turn. Each unit or character has a number of AC to spend in the orders and actions phase as its controlling player wishes.

2 : 7 : 11 CONFRONTATION VALUE [VE]

The confrontation value represents the unit's courage and bravery in battle. It is used to solve combats and, in comparison to other enemy units, to determine one's superiority in numbers. A unit's





CHAPTER 3 THE UNIT

3 : 1 WHAT IS A UNIT?

A unit is the combination of several miniatures of the same type that move and act as a single group. This group shares the same attributes and abilities. Moreover, its members cannot act independently; that is, they cannot leave the unit, move without the rest of the group, or keep on fighting while the rest run away..

3 : 2 DESCRIPTION

Each unit's entry, apart from a profile of attributes, indicates the name, type of unit, Weaponments available, special rules, cost and basic unit.

Name: It indicates the unit's name and denomination.

Profile: All units have what is called a profile, which allows you to quickly check their attributes during the game. In the army sheet there are several profiles, which must be filled with the units, in which the relevant modifiers are included.

Type: It indicates if it is infantry, harasser, cavalry, etc., and the treatment this unit has.

Weaponments: It indicates the weapon and armor the unit is bearing.

Special Abilities: It indicates if the unit has any special abilities.

Basic unit (UB): It is the minimum number of miniatures of the same type required to form a unit at the beginning of the game, including the Standard-Bearer. The basic unit is formed by miniatures of the same type, thus the inclusion of a character does not affect this minimum. Moreover, it is the maximum number of miniatures allowed to be in the front and side of the unit to be formation (but in the case of firing units).

Unit's limits: The description of the unit also indicates a maximum number of miniatures that can form the unit, including the standard-bearer. Characters are not counted towards this limit.

Cost: When you form a unit, you have to take into account its cost. The currency in this game is the koku. Each miniature in a unit has a value in kokus (The plural of Koku is also Koku, not Koku's. Also, Koku is a measurement of volume. I understand why you would use it, but it may be a better idea to use a unit of currency, or just "points") indicated in their unit's profile. The addition of all the miniatures is the global value of the unit.

Characters have a cost in VP, called Character Value. This cost does not affect the cost in kokus of the units or the cost in kokus of the armies.

3 : 3 TYPES

3 : 3 : 1 INFANTRY

Infantry units are considered to go "on foot" and they follow the rules for movement of this type of units. Infantry units are in base-to-base contact, following the formation rules detailed below, but in case they are harassing units. They have a 180sh viewing angle from the frontal central point and they move as a block. An infantry unit charges with 1D10 and runs away with 2D10. A miniature of this type must be assembled on a 25x25mm base.

3 : 3 : 2 CAVALRY

Cavalry units move on some type of mount so they are considered "mounted". A cavalry unit includes the rider and the mount, which is normally a horse, although it could be another type of creature. These two miniatures are considered a whole and act in unison. Moreover, as with infantry units, they are generally in base-to-base contact, but in case they are harassing units. A cavalry unit charges with 2D10 and runs away with 3D10. The type of base that has to be used varies depending on whether the mount is a horse, or a creature of a similar size (25x50mm), or a creature of a larger size (these are not available in this first version of the game).

3 : 3 : 3 HARASSERS

Harassers are units that can go either "on foot" or "mounted", but they follow some special rules for deployment as well as for movement and combat. In the type of unit it is indicated: Harassers on foot or mounted harassers. Thus, these miniatures are not obliged to keep a formation, or to be in base-to-base contact, but they must keep a maximum distance of 5cm between miniatures.

3 : 4 RULES

3 : 4 : 1 UNIT'S FORMATION

The formation is the position taken by the miniatures of a unit in the battlefield during deployment. Infantry and cavalry units are normally placed in square or rectangular formation, whereas harasser units are never in formation. They usually cover a deployment radius.

Units, depending on their type and basic unit, have a minimum and maximum number of miniatures in the front and in the flank. A character cannot enter in a unit the formation of which is complete.

Units "on foot": They have a minimum frontal of 3 miniatures and their maximum is equal to their UB (basic unit). The maximum number of rows in the flank, including characters, is 3.

"Mounted" units: Mounted units have a frontal minimum of 2 miniatures and a maximum of 4 miniatures. The maximum number of rows in the flank, including characters, is 3.

Harassers: A harasser unit has neither front nor flank, but its miniatures have to keep a maximum distance of 5cm from one another and they have to be within a diameter equal to 3 times the number of miniatures in the unit.

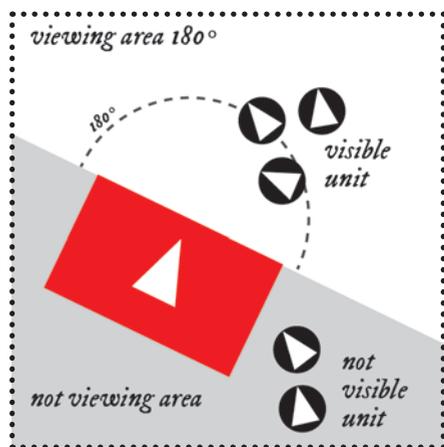
Firing units "on foot": These units follow all the rules for units "on foot", but armed units, such as Teppo, which can only form in 2 rows.

Artifacts and creatures: In case of artifacts, its staff must be within 5cm from the machine or creature they control, although in certain situations, they may be obliged to be in contact to it, due to its special composition.

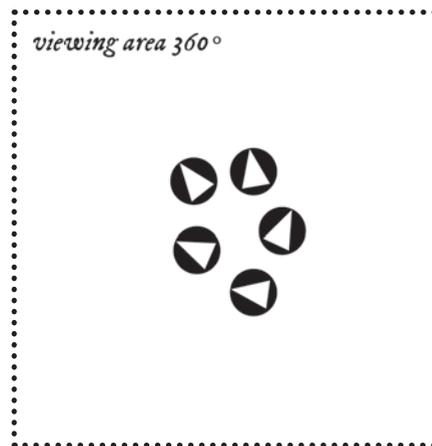
3 : 4 : 2 VIEWING ANGLE

The area that a unit, character or creature can see is called viewing angle. This depends on the type of unit and it is independent from the line of sight. An enemy unit can be within your viewing angle, but hidden behind an obstacle that prevent you to view it anyway, because it is out of your line of sight.

Infantry and cavalry units: A unit's viewing angle is the area it can see. As a general rule, all units have a 180° viewing angle from the central point. This means that the unit can see everything before them.



Harasser units, creatures and individual characters: Harassers, characters and creatures that behave individually and have a 360° viewing angle.



Artillery units and artifacts: Artifacts such as cannons also have a 180° viewing angle. This type of units have a staff to control it and that angle has to be determined. In order to determine this angle we start from the front of the base of the main artifact.

Basic rule: A unit can only charge or shoot at a unit within its viewing angle during the orders and actions phase. Moreover, it must be within its viewing angle. Taisho strategic orders are an exception to this rule (see strategic orders).

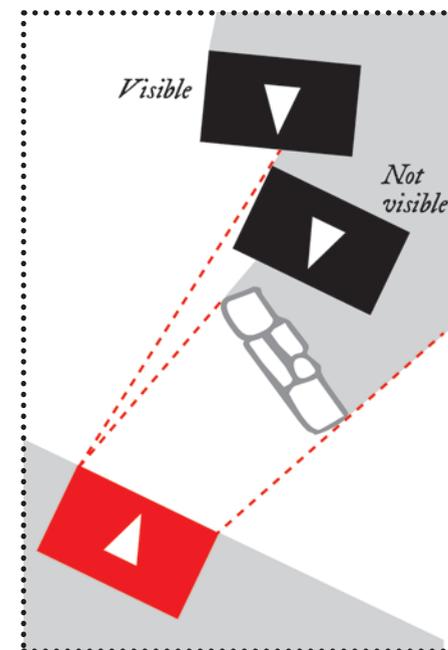
3 : 4 : 3 VIEWING ANGLE

The viewing angle is what the unit can see. A unit can be affected by terrain elements and by other units. As a general rule, no unit can see through terrain elements that blocks their line of sight, or through other units, either friendly or enemy. Normally, a unit or character can neither shot nor charge at a unit

that is not within its line of sight, but in special cases (see section 8.3.3. Strategic Orders).

For an enemy unit to be considered within your unit's line of sight, it has to be within its viewing angle and within the line of sight of at least one of the miniatures in your unit, which has to be able to see at least half the target enemy unit, or half its base, in case of individual miniatures.

If your unit is on a hill, it can see through friendly and enemy units and through obstacles such as bushes, small walls or fences, but not greater. This is known as position of "Dominance".



3 : 4 : 4 CHARGING AREAS

Non-harasser units have charging areas; depending on the area in which the unit performing the charge is with respect to the unit receiving the charge, the rules for direct or oblique areas are applied (see The Charge Action: Charging Area).

3 : 4 : 5 FRONTAL, FLANK AND REAR

Frontal, flank and rear differ from viewing angle and charging area.

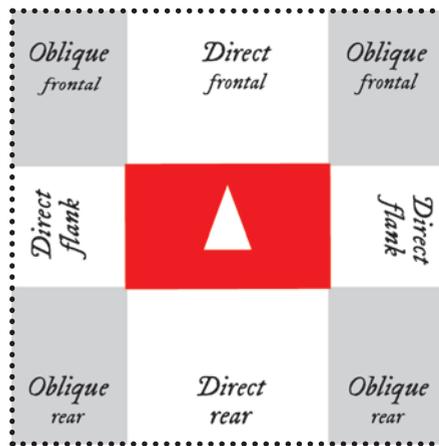
A unit has a frontal, a flank and a rear, which has an extreme importance when performing a charge, for the unit receiving a charge has certain modifiers to their DF depending on the area that receives the charge.

Charge to the flank: -1 DF.

Charge to the rear: -2 DF.

In the rules for charges to "Oblique Area" and to "Direct Area" the place in which the charge takes place is determined (see Chapter 9: Charge Action).

Harasser units lack a flank or rear. They are always considered to be looking at the unit performing the charge. Just in case they are already fighting, they can be charged by the rear or the flank, for they will have grouped to fight.



3 : 4 : 6 UNIT'S ABILITIES AND THEIR USE

There some units which have special abilities that distinguish them from the rest and make them unique. Requirements and usage is describe in the ability.

Depending on how they use this abilities, they can be: "action", "combat" or "free". As its name indicates "action abilities" are those used in the orders and actions phase, "combat" ones are those used in the combat phase and the free ones are used when necessary.

Unit's abilities must not be confused with "Taisho Abilities", detailed later in this rulebook. These latter abilities

affect in a general way several or all the army units at the same time.

The use of a special ability always has a cost equal to 1 AC.

3 : 4 : 7 STANDARD-BEARERS

Standard-bearers are miniatures belonging to the unit, so they can never leave the unit. It is also the last miniature to die in the unit for each time the standard falls to the ground, another miniatures picks it up. Only when the unit is destroyed or runs away loses its standard. A standard-bearer grants +1 to the unit's HR. It can be accumulated to the bonus to honor granted by a Bushi character, in case there is one within the unit. The standard-bearer is always considered a miniature: towards the unit's maximum, towards the combat resolution and towards its bonuses.

3 : 4 : 8 CHARACTERS AND UNITS

The character is a miniature that, although it does not belong to a unit, it can be within the unit, granting bonuses to its IN and HR, in case of Bushi characters. The can also walk through the battlefield alone. Some of them, like the Kensei, can never be within a unit because they have the lonely trait in their characteristics.

CHAPTER 4 CHARACTERS

太平記英勇傳

笹井右近尚直

笹井尚直久藏尚保の父也



一 二角齋
國子監



太多家の良臣あり春永淺井朝倉と比叡山の麓小對陣あり
四月余り越前より湖ノ積米朝倉家の兵糧米堅田浦積置られ
右近尚直是と率敵の糧米と奪んと堅田の住人皆餓甚助
馬場孫次郎等と案内者と手勢五百余人密小
船取乘堅田浦押渡り夜半もちりて頃
關を揚て切立き朝倉家の番兵等
思設の更りれ皆散々同失く

これ右近の依小糧米と船積
春永の本陣の迷う我
身の乘べき船あり
速に再廻掉と侍
所先小風去
兵卒等告依
て淺井朝倉兩家
の軍勢五千餘騎兵

船裝被備連
直小浦辺に打撃小

勢の笹井と取替て微塵小
せん探立と右近軍勢勇々
いとも水小助の兵りも悉討死な尚直も
今は是迄を願切て果

一家略傳史 柳下亭種員記



今

4 : 1 WHAT IS A CHARACTER?

A character is a unit whose characteristics and abilities set it apart from the rest of your army in a Kensei game. A character normally represents someone special, a warrior more powerful than normal or a seductive and murderous Geisha.

THERE ARE TWO TYPES OF CHARACTER

Bushi characters: These high rank warriors grant some benefits to the unit they belong to. Thus, they modify the unit's Honor and Initiative. They can also be used independently. Bushi characters are also divided into four different levels: Basic, Medium, High and Very High. According to their level, they grant a higher or lower bonus to the unit.

Special Characters: All those characters whose characteristics are unique in relation to others belong to this type, for they have some abilities and properties that make them special. Among them you can find the Ninja, the Geisha, the Spy and the Kensei.

4 : 2 DESCRIPTION

Characters have the same attributes and profile as units. Bushi characters grant a bonus to the unit's HR and IN, whereas special characters have abilities that make them unique.

Basic Level: Daisho Samurai or Daisho Ashigaru: +1 to the unit's HR and +1 to the unit's IN.

Medium Level: Hero: +2 to the unit's HR and 1 to the unit's IN.

High Level: Taisho/Daimyo: +3 to the unit's HR and +1 to the unit's IN.

Very High Level: Daimyo: +3 to the unit's HR and +2 to the unit's IN..

4 : 3 RULES

4 : 3 : 1 MOVEMENT

Characters with a movement value indicated in its profile follow the usual movement rules, depending on whether they go "on foot" or "mounted", If they are within a unit, they are considered to be included in it, so they move together with it using the lowest MV value in the unit, either the character's or the unit's. When not in a unit a character moves as if it was a harasser in all senses.

4 : 3 : 2 VIEWING ANGLE AND LINE OF SIGHT

A character outside a unit has a 360° viewing angle; if it is within a unit, it has that unit's viewing angle. It follows the same rules for line of sight as units.

4 : 3 : 3 FRONTAL, FLANK AND REAR

A character lacks frontal, flank and rear. A character in lonely mode does not receive any modifiers for charge or any of the benefits granted by the charge to the flank or the rear.

4 : 3 : 4 CHARACTERS AND UNITS

A maximum of two characters are allowed within a unit, being limited to 1 Bushi Hero and 1 Special Character.

A firing unit can only include a Bushi character if it bears the type of weapon of the unit; besides, the Taisho can never be included within a Henin unit. The Ninja, the Geisha and the Metsuke can be hidden within any unit.

A "mounted" character can never be included within a unit "on foot", or a character "on foot" within a "mounted" unit.

A character can leave and enter a unit at any time by spending 1 AC (in case of combat there are special rules).

A character can walk through a friendly unit by spending 1 AC, but its IN reduces by 1 for that turn and it moves half its MV from that unit.

Depending on the type of character within the unit, you have modifiers to their Attributes or not.

Bushi hero: The unit receives a bonus to its HR and IN, as previously described.

Special Characters: They do not normally grant bonuses to the unit, unless these are described in their profile.

4 : 3 : 5 ACTION POINTS

As units, a character has a number of action points which can be spent in the Orders and Actions phase.

4 : 3 : 6 WEAPONS

A character may bear one or two weapons. If a character wishes to perform a close combat and shoot, it must bear a weapon of each type.

4 : 3 : 7 SHOOTING

A character can shoot either from inside or from outside a unit. Likewise, it can be targeted by enemy fire as long as it is outside the unit, but in special cases.

Firing character: A character can bear a bow, or other projectile weapon in some cases, and it can attack other units or characters as long as they are not within a unit. It follows the rules for shooting (see Shooting) A character bearing a projectile weapon halves its DC (rounding down) when shooting.

Ex. A Bushi with 6 DC for close combat has 3 DC if shooting, both inside or outside the unit.

Character targeted by shots: As a general rule, a character within a unit cannot be targeted by enemy shooting. The only possibility of a character suffering any damage is that its unit has been destroyed.

A character outside a unit is considered to have the lonely trait. Shooting at it grants a modifier of +1 AT.

4 : 3 : 8 COMBAT

In combat, characters behave differently, according to their type.

Bushi character: A Bushi within a unit uses the unit's IN, modified by the bonus granted for combat, so it attack at the same time as the unit; however, it attacks just with half its DC, rounding

up, to which any modifiers applicable are added up. The AT for these dice is the character's AT, so set those dice aside to make the attack roll independently. Moreover, the character grants its bonus to the unit's HR and IN according to its level.

Special Characters: Special characters are considered independent and use their own IN. When making the initiative roll, they roll their initiative together with the units and the attack order is established, according to the result of that roll.

Lonely character: A lonely character fights as if it was its own unit. If it attacks or is attacked by an enemy unit including another character, it can declare a confrontation against it, but once the confrontation is over, the rest of the unit attacks the character as usual.

RUN AWAY FROM COMBAT

A character can only leave a unit involved in combat by running away.

Running away from combat is an action that can only be performed in the Orders and Actions phase. It implies an opposed IN roll between the character and the enemy unit it is fighting against (modified if necessary). If it cannot successfully pass that roll, it must stay in combat. In case it is a Bushi character and it fails to run away, its DC are reduced to a third, rounding down, instead of halved (as usual within a unit).

Moreover, the unit it is included in loses any bonus granted by this character, both to its HR and to its IN. If it is a Special Character, it cannot perform any action in its turn and it combats with half its DC.

Ex. If a character has 5 DC, and when within a unit has 3 DC, in case it fails to run away, that quantity is reduced to 1 DC.

Chasing: If it runs away from combat, it can be chased by a character within the unit.

The chasing character must make an opposed IN roll against the enemy unit it fights against (without applying any modifiers to the unit for the Bushi character has run away). If this roll is successful, it chases the enemy character wherever it goes. If it is reached, a confrontation takes place automatically, as if the chaser had performed a charge (any bonuses granted by the charge are applied).

A character that gets to run away automatically leaves the unit and moves 2D10 in the direction of the player's choice. The unit it leaves receives -1 to its HR, as well as losing any bonuses granted by this character.

A character that chases another character also leaves the unit and moves 2D10 after the character running away. The unit it leaves receives any bonuses

granted by the character, but it does not suffer any modifier to its HR.

DAMAGING A CHARACTER

A character suffers damage from an attack to its unit only if the unit's total VT is exceeded, that is, when it is entirely destroyed. In order to determine the damage it suffers, the hero's armor is subtracted from the remaining damage; the result is the damage inflicted to the character. A character must make any honor checks in case it is defeated in combat.

Whenever a destroyed unit contains two characters, the first to receive damage is the special or spiritual character, and then the Bushi hero.

SURVIVING THE UNIT

A character, in case it survives the unit it belonged, goes on fighting the enemy unit; it recovers all its DC for the turn immediately after the one its unit was destroyed.

A character moving lonely can be attacked by a unit normally.

Whenever a destroyed unit contains two characters, they go on fighting, but they do not form a unit anymore, so they fight independently.

JOINING COMBAT

A character can enter a unit in combat by spending 1 AC as long as it declares it charges the enemy unit and it gets to it with its movement. Moreover, any li-

mits for character within a unit must be observed, so if there is any character of the same type within the unit, it cannot enter the unit. Likewise, the character entering the unit must be of the same type as the unit ("mounted" or "on foot"). When attacking independently, no bonuses to charge are applied.

4 : 3 : 9 COVER

As a general rule, a character within a unit cannot become the target of shots or attacks.

A character suffers damage only if the unit is entirely destroyed due to shots, that is, if its total VT is exceeded by the damage roll. In this case, the armor must be subtracted from the remaining damage and the result is equal to the wounds suffered by the character.

A character can become the target of projectiles while included in a unit in some special cases. In these cases, the AT of the unit or character performing the shot increases by +2.

4 : 3 : 10 CONFRONTATION BETWEEN CHARACTERS

Confrontation between characters can only be declared between Bushi characters or special characters with the Duelist or Assassin Trait. When a character fights against another individually, the

rules for combat between units are followed.

In case any of the characters (or both) is within a unit, one of them can choose to fight the other. This must be declared before the units' IN is rolled. The challenged character has two options:

To accept the challenge: If the other character accepts the challenge, both must make an opposed IN roll to determine who attacks first. The combat resolves as usual, without any limits to its DC.

To reject the challenge: In case the confrontation is rejected, the character rejecting the challenge must make an opposed IN roll with its opponent. If it loses, it is reached by the attacker, who automatically gains the IN.

If the confrontation does not take place, the chaser still grants its HR to the unit, staying in combat and attacking as usual. The unit where the coward was is not granted any modifiers by the character, although it remains in combat.

Resolution: The confrontation must always be resolved before the combat between units.

Confrontation duration: The confrontation lasts until one of the characters dies; but if the combat between the units is over, the characters follow their unit's destination. So if it runs away, the

character will run away with it and if it chases, the character will chase with it.

Death of the character: The death of a character within a unit grants +10 to the difference in damage in the resolution phase of the turn in which it dies. Any damage points inflicted are not applied to the difference in damage; only +10 is applied.

Solitary damage: When a lonely character fights a unit and challenges a character within the unit, the confrontation between characters is solved first. Once the fight is over, although none of the characters has died, the unit may attack the lonely character.

4 : 3 : 11 CHARACTERS AND CHARGE

A character acting as a loner is not granted any modifier to the charge; but if it is within a unit, they are. A character can react to the charge either by running away, withstanding the char-

ge, or withstanding and shooting, following the same rules as units

4 : 4 THE TAISHO

4 : 4 : 1 DESCRIPTION

The general in the battle is called Taisho. It is chosen among the Bushi characters of higher rank. Whenever a Taisho roll is required, those character's attributes are used.

4 : 4 : 2 TAISHO ORDERS AND COMMANDMENT POINTS

At the beginning of the orders and actions phase it has to assign what is called Taisho orders, which consist on using their abilities, regrouping units and indicating the units to act in a specific way. Some of these orders require the use of what is called commandment points. The general in the battle has a number of these points depending on the type of Bushi hero it is.

Daimyo: 4 commandment points.

Taisho: 3 commandment points.

Hero: 2 commandment points.

Daisho Samurai: 1 commandment point.

Daisho Ashigaru: It cannot become Taisho.

4 : 4 : 3 TAISHO ABILITIES

The Taisho, depending on the type of clan it belongs to, has access to a number of abilities, which can be used at the beginning of its orders and actions phase to grant a strategic advantage to one or several of its units.

4 : 4 : 4 HONOR ROLLS

The Taisho always has the Commandment quality, so any unit within 15cm can roll with the bonus to the HR gran-

ted by the Taisho. Moreover, it can attempt to regroup the units running away at the beginning of its Orders and Actions Phase by spending 1 commandment point per each unit it attempts to regroup.

4 : 4 : 5 TAISHO'S DEATH

If the Taisho dies, a series of consequences take place:

- * Any unit within 30 cm from the Taisho must immediately make an HR roll and run away in case it fails the roll if it died in the orders and actions phase of one of the players (see Run Away). This check is made in the resolution phase if it died in a combat.



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田井

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CHAPTER 5 TRAITS AND WEAPONS

5 : I TRAITS

Traits are units' special characteristics, and they are specified in the type of unit description. They are characteristics that grant a series of advantages and drawbacks automatically.

5 : I : I ON FOOT

Units on foot charge 1D10 and when they run away, they move up to 2D10. Normally, each miniature on foot over the a unit's UB increases its DC by 1, whereas each miniature below the unit's UB subtracts 1 point from the DC, but in case of "loners" and elite units. Units on foot charge with IN +2 and AT -1.

5 : I : 2 MOUNTED

Mounted units charge 2D10 and when they run away, they move up to 3D10. Each miniature over the UB of a unit with the "mounted" trait increases the unit's DC by 2; likewise, each miniature below this value decreases the unit's DC by 2. Units on foot charge with IN +2 and AT -1.

5 : I : 3 HARASSER

Units with this trait follow this type of unit's rules for formation, deployment, viewing angle and movement.

5 : I : 4 HEININ

The Taisho cannot regroup them when they run away unless they are more than 20cm away from an enemy unit.

5 : I : 5 SOHEI

Sohei units and characters grant +1 to the units' HR to ashigaru units less than 20cm away from the unit or character.

5 : I : 6 NINJA

Ninjas deploy after both players have finished deploying all their units. They must deploy outside the enemy's deployment zone and hidden from their line of sight. Likewise, they can hide behind a terrain element not considered impassable. In this case, they are considered hidden, so they must not be placed on the game field. You just have to write down which the terrain element they are deployed behind in a paper that remains under the ninja unit's card until it is activated, when it has to be revealed to the enemy general. If an enemy unit enters the terrain element where the ninjas are hidden, they are uncovered and a surprise attack takes place, in which the ninjas are considered to perform a charge.

5 : I : 7 DUELIST

Special characters with this quality can declare individual duels against other characters with that quality or Bushi Heroes.

5 : I : 8 SAMURAI

Samurai can use the bonus to the HR granted by characters with the commandment trait for their run away rolls they are less than 25cm away from the unit, instead of the usual 15cm.

5 : I : 9 PROJECTILES

The unit can firing actions, that is, they can perform ranged attacks depending on the weapon they use.

5 : I : 10 LONER

A character with the loner trait cannot become part of a unit. A unit with the "loners" trait adds 3DC per each miniature over its UB. If a unit shoots at characters and units with this trait, it suffers +1 to their AT to hit.

A character of any type not included in the unit is considered a loner.

5 : I : 11 COMMANDMENT

Any unit within 15cm from a character with the commandment trait may use the bonus to HR granted by the character if it is within the unit, providing that the character is not within a different unit.

5 : I : 12 ASSASSIN

A duel against a character with the Assassin quality cannot be refused.

5 : I : 13 HIDDEN

The character with this trait is deployed hidden within the unit, being revealed when its unit enters a combat.

5 : I : 14 NO COMBAT

A character with this trait cannot fight against units normally and it can only attack those characters or types of unit indicated by its description.

5 : 2 TYPES OF WEAPON

5 : 2 : 1 SPEAR

The spear is called YARI. According to the type of blade, it was called differently. Artisans forge these blades with the same care as with swords. Its shafts are made of excellent wood.

Infantry: An infantry unit bearing spears usually receives a +2 bonus to IN when attacked at the front. This bonus is +3 in case the unit charging at the front is a cavalry unit; moreover, it always has a modifier of -2 AT against mounted units.

Cavalry: Cavalry bearing spears receives -1 AR against the units it charges. If it charges a cavalry unit, it receives -1AT and -1AR for that turn; this bonus is added to the usual bonuses granted by the charge.

5 : 2 : 2 NAGINATA

The naginata is the favorite weapon of women and Sohei monks. It is a saber with an extraordinarily large handle which makes it look like a halberd. It

has a 30 to 60 cm curved blade of a single edge and a shaft that ranges from 150 to 220 cm long.

This weapon grants -1 DF to the enemy.

5 : 2 : 3 BOW

For centuries, the bow has been one of the essential weapons of the samurai. Since an early age, the future samurai is trained on the use of the bow and arrows by hunting and shooting at targets. The art of archery is called Shagei or Kyujujusu.

Bearing a bow grants the projectiles trait. It can shoot at any distance.

An attack with bows reduces the enemy's DF by -1.

A unit with bows in close combat receives -2 to its DF; this modifier is added to the penalties granted by withstanding and shooting; the character within this type of unit also suffers this penalty. A character outside the unit only suffers this penalty in case it has performed a shot this turn.

5 : 2 : 4 KATANA

The katana is the samurai's saber. There were two transcendental moments in the life of a child. In the Mamorigatana he was given his first sword, an ornate wooden sword. In the second ceremony, known as Gempuku, he was given his katana, which meant he was accepted as a Bushi. This is considered his soul and he will never leave it.

This weapon grants -1 to the AT of the unit or character bearing it.

5 : 2 : 5 TEPPO

Teppo is the name given to the arquebus, a firearm brought by foreign merchants and preachers. The Kuge have supplied the Ashigaru with this dishonorable weapon; these units are called teppo shu or teppo ashigaru.

Bearing this weapon grants the projectiles trait. It can be shot at a medium and short distance. The average range of this weapon is 45cm. The teppor halves the enemy unit's DF.

A unit bearing a teppo has -2 to its DF; this modifier is added to the penalties due to withstanding and shooting. It is also applied to the characters within these units. A character outside the unit only suffers this penalty in case it has performed a shot this turn.

5 : 2 : 6 KANABO-TETSUBO

The Kanabo-Tetsubo is a great elongate mace, similar to a metal bar that gets wider to the end and with some bulges. This weapon is only used by those who can manage its great weight and an armor can barely protect its bearer from being crushed.

This weapon grants -1 to the enemy's AR.

5 : 2 : 7 SLING (ISHITSUBUTE)

The sling is used to throw stones at the enemy; units bearing this weapon are known as Ishitsubute Ashigaru. They were units that caused disconcert among cavalry units.

If they inflict cavalry units any damage point. these must make a Ki check or they will move half their movement in the following turn or movement, in advance as well as in charge.

They can only shot at medium distance, 40cm maximum.

5 : 2 : 8 SHURIKEN

The shuriken is a throwing weapon used by the ninjas at a short distance; Taking the advantage of the enemy being near the ninja throwing the shurikens. The ninjas used poisoned shuriken to cause

death with the slight wound made by this weapon.

Bearing this weapon grants the projectiles trait. It can only be shot at a short distance. Damage +1.

5 : 2 : 9
SHINOBI GATANA

It is a saber exclusively used by ninja warriors. It is a saber shorter than those of the samurai and with a straight blade. It grants greater comfort when the time comes to jump, climb, run or hide.

This weapon is poisoned and grants damage +1.

5 : 2 : 10
BLOWPIPE

This weapon is also used by the ninja to shoot the Fukiya or darts, which were shot at the enemy with the power of breath. These darts are also considered poisonous.

Bearing this weapon grants the projectiles trait. It can only be shot at a short distance. A character bearing this weapon can aim its attacks at a character within a unit. Damage +1.

5 : 2 : 11
NO-DACHI

The No-Dachi, also known as dai katana, is a long saber with a blade more than 1.5m long. Almost nobody could use it single-handed.

-1 to AT.

Damage +1 against the enemy.

太平記英勇傳

稻川治部太夫源義基

駿河守義基、清和源氏に、駿遠兩州の
入守り、比類なき猛將として街道の大身多
武威、迎國に輝き、三万余騎の大軍を率
上洛すると、自國と打立、東海道を押行
形容最目、はくくんとし、

豆くんとし、尾州の大多春、永
保僅ふ三郡を領す、陣小勢を
公女止鳴海の街に争戦るす
源吉郎、進小依春、不意不
間道より押寄、義基が本陣と
規空居、切入、今、防戦
る、はくくと、楠、徒間、陣没を
公女、或、此、敗戦、兒、様、の、阿、謝、梨、が
怒恨の祟たる也、と、二、説、あり

一家略傳史

柳下亭

種員記



一勇帝
國
五方重

灸 二

CHAPTER 6
THE BATTLEFIELD

Kensei cannot be played on just any flat surface. Although this is possible, it could hardly represent a real battle, that is why it is recommended you play your games of Kensei on battlefields with terrain.

6 : 1 TYPES OF TERRAIN

Some boards can feature different types of terrain which make it more difficult for the units to walk through. The different types of terrain are:

Normal terrain: That which does not require the unit to spend any additional movement: prairies, open fields, roads etc.

Difficult terrain: That through which units and characters move with difficulty. Any miniature moving through this terrain moves half its movement: farming fields, plantations, forests, etc.

Impossible terrain: That through which units and characters cannot move: swamps, shallow rivers, gullies, etc.

6 : 2 TERRAIN PIECES

These can be from hills or forests, which hinder the enemy's vision, to rivers and other damp areas which hinder or prevent troops from moving through. It is advisable to represent these terrain elements with appropriate terrain pieces, which provide the battle with incentives and represent a strategic challenge for generals. Moreover, terrain elements have a series of rules and modifiers to combat specified below. 6.2.1

6 : 2 : 1 FOREST

Edges: This covers 3cm from the imaginary line drawn within the outer layer of trees. A unit is considered to be at the edges when the edges are touched by some of its miniatures. Any unit touching the edges of a forest is considered within the forest. A unit is in deep forest when it is within a forest and it does not touch the edges.

Vision: It totally prevents any vision line to be drawn through, that is, a unit at one side of the forest cannot see the units at the other side. A unit in the forest, in the edges, can be seen by the units at that same edge, but not by the ones at the opposite edge. Likewise, this unit has normal vision from that

edge, but not to the opposite side of the forest. A unit in deep forest can only see up to a radius of 15cm around itself and it cannot be seen by any unit outside the forest.

Shooting: Firing units can shoot normally from within the forest as long as it is in the edges of the forest. Enemy units can shoot at a unit within the edges of the forest, but it will only have a light cover.

Movement: Difficult terrain. Movement within the forest is halved. Harasser units do not half their movement and units do not run away either.

Combat: Infantry units receive +1AT if they fight within the forest and cavalry units, +2AT. Harassers "on foot" do not suffer any penalties. "Mounted" harassers suffer +1AT.

6 : 2 : 2 HILL

Vision: It totally prevents any vision line to be drawn through, that is, a unit at one side of the hill cannot see the units at the other side, and vice versa. If the unit is on a hill, it is granted light cover against enemy shots.

Position of "Dominance": If the Taisho or a unit is on a hill, it is considered to be in a Position of Dominance. They can see beyond units, but not through

terrain elements that normally prevent vision lines to be drawn. Moreover, the Taisho is granted a bonus to its commandment points.

Shooting: Medium distance changes from 20 to 50cm, long distance changes from 50 to 70cm. This rule is only applied to bows. An archer unit can fire beyond friendly units and see through them.

Movement: They are considered open field and they do not hinder units' movement.

Combat: A unit entering in combat with an enemy unit which was on the hill already suffers +1AT for the first turn of the combat. If the combat goes on, the penalty disappears for following turns, for the troops have already reached the top of the hill and both units are now fighting on the top.

6 : 2 : 3 RIVER, LAKE OR SWAMP

Vision: No effect.

Movement: Impassable, apart from units whose profile states otherwise.

Combat: No effect.

6 : 2 : 4

CONSTRUCTIONS

Vision: It totally prevents any line of sight to be drawn through, that is, a unit at one side of a construction cannot see the units at the other side, and vice versa.

Movement: Impassable.

6 : 2 : 5

WALLS, BUSHES OR FENCES

Vision: No effect in case of bushes, fences and walls which are smaller in height than a miniature. Those higher than a miniature prevent any vision lines to be drawn through, but those that, because of their shape, indicate otherwise, such as the teppo ashigaru's palisade.

Shooting: A unit "on foot" that has performed an occupy action has light cover against shots if it is a bush or a wooden fence, and heavy if it is a stone wall. It cannot shoot through it if it is higher than a miniature, but in the case exposed previously of fences or ashigaru palisade.

Movement: They are considered obstacles. See rules for overcoming obstacles.

Combat: Light cover increases the unit's DF by 1 point and heavy cover, 2 points; moreover, the unit behind cover gains +2 IN in both situations. This protection lasts 1 combat turn providing that the enemy unit charges the area protected by the element.

6 : 2 : 6

STREAMS, BROOKS AND BOGS

Vision: No effect.

Movement: They are considered difficult terrain, so they half the movement of any units within.

Shooting: Units within a stream cannot shoot. Likewise, units bearing a teppo must make a roll equal to or higher than their Ki; if they are not successful, their weapons get wet and are rendered useless for the rest of the battle.

Combat: Units fighting or targeted by shots within a stream suffer -2 DF.



CHAPTER 7
BATTLE

A battle between two well-led samurai armies can become an exciting duel of intelligence. Here you will show your opponent your skills as your clan's great general.

7 : 1 SETTING UP THE BATTLE

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7 : 1 : 1 TYPE OF BATTLE AND VICTORY

Before a Kensei battle starts, the first you have to decide the battlefield and the victory conditions for the battle. You also have to decide the level for the battle, for each army will have a value in kokus depending on this level. Normally, both armies have the same cost in kokus, but some sceneries can have certain specific rules in which both armies are not even. There are three types of battle:

Pitched battle: A battle to death between two opposing armies. No special rules. 6 turns. The player with more points at the end of the battle wins, being this score the addition of all the defeated units and eliminated characters.

Assassination: In this battle, the first player to eliminate the opposing general wins. No maximum number of turns.

Head hunt: The player who eliminates more enemy miniatures before the 6th turn ends. These miniatures have the following values:

- * Characters: Taisho 9 points; heroes 6 points; Samurai Daisho 3 points; Ashigaru Daisho 2 points; special characters 6 points. If a player eliminates all the opponent's characters, immediately wins.
- * Units: Infantry miniature 1 point; cavalry miniature 2 points; lonely miniature 3 points.

7 : 1 : 2 SETTING UP THE BATTLEFIELD

In order to play a Kensei battle you must set up the battlefield first. The battlefield dimensions depend on the armies' size and the level for the battle. For a level 1, 2 or 3 game a 120x120cm battlefield is perfect. For larger games the battlefield should be 150cm or 180cm.

7 : 1 : 3 SELECT A PATH

Before the start, the generals involved in the battle must choose one of the three possible paths, that is, they must decide if they want to belong to the Kuge, the Buke or the Sohei. In Kensei two generals can follow the same path and confront each other in battle. Thus, it is possible for two Kuge armies to fight each other.

7 : 1 : 4 GATHERING YOUR MINIATURES

Both generals must gather their miniatures, which represent the units and characters which are to take part in the battle. Thus, you must have enough miniatures to play the battle of the level agreed and to represent the units and characters chosen for your army list.

7 : 1 : 5 COMPOSE THE ARMY LIST

Then you must compose your army lists following the instructions given in Chapter 12.

7 : 2 SETTING UP TERRAIN PIECES

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Terrain pieces can be deployed in different ways, but the most advisable ones would be:

- * A third, impartial person places the terrain pieces in the battlefield as he or she wishes.
- * The opponents take turns to place a terrain piece until they have placed at least two pieces each. When one of the players does not want to place any more elements, his or her opponent can deploy his or her final terrain piece if he or she wishes. Terrain pieces have

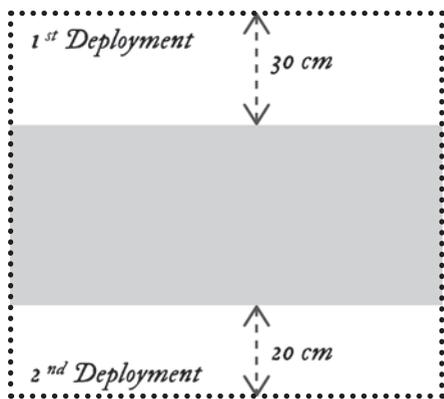
to be placed at least 15cm away from each other or from the edge of the battlefield. Likewise, each player must choose a type of terrain piece different to the one he or she deployed previously.

7 : 3 DEPLOYMENT OF THE ARMIES

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In Kensei armies are deployed secretly. Each player has a Troop Card for each unit in his or her army and a Character Card for each character deploying off these units. Each Troop Card shows, on one of its sides, a side with a series of marks to indicate where and how the units have to be placed on them, according to their type. There is also a box to write down which unit it represents and if there is a standard-bearer or characters within the unit. The other side has the Kensei logo and it is the side that is left face up in the deployment, thus hiding how that unit was deployed. The Character Card is much smaller and in this, you only have to indicate which character it stands for.

Throughout the deployment two rolls are made: The Deployment Roll and the Advantage Roll. The former is rolled to determine the side of the battlefield for each player and the latter, to determine which of the armies arrived to the battlefield first.



Deployment Roll: After terrain pieces have been deployed, both players make an opposed HR roll. The winner of the roll chooses in which side of the battlefield he or she wants to deploy his or her army.

Advantage Roll: After the Deployment Roll, both generals make an opposed Ki roll. The one who wins the roll is the first to enter the battlefield and the first to deploy his or her army.

The battlefield is normally divided into two different deployment zones. The first one is within 30cm from the edge of the battlefield for the army deploying first. The second deployment zone is within 20cm from the opposite edge of the battlefield for the army deploying second. This represents that one of the armies has arrived before the other to the battlefield, so it has taken a stronger position.

Both generals can agree on other deployment zones and rules freely.

Once this is done, the first player places one of his or her unit cards face down, in the position that unit is going to occupy. His or her opponent places one of his or hers; both players go on taking turns in placing their cards until both have placed all their cards.

Once all the cards and characters are placed on the battlefield, both players flip their cards, revealing their units' and characters' positions. Then, each unit is placed in the same place as the card that stood for them. In the case of harassers, they start in formation as the other units.

No miniature can be deployed outside of its deployment zone, but those with a special ability stating otherwise.

Characters' deployment: Some characters can be deployed within units. Thus, the deployment card must indicate, next to the type of unit, the character or characters within that unit. Other characters have special rules for deployment, such as the Ninja. In this case, a separate card must indicate where it is and it has to be placed face down on one side of the table. The players also take turns, at the end of the deployment of the Troop Cards, to place those characters deploying outside of the units by using their Character Cards.

7 : 4 BATTLE DELOPMENT

7 : 4 : 1 TURNS AND PHASES

A Kensei battle is divided into game Turns, sub-divided into three different phases in which units move and enter in combat. It is important to take into account that turns are not alternate; in the beginning of each turn, both players make a Commandment Roll to get the Initiative for the Turn. A turn is a whole round with its three phases. The game turn is divided into:

- * Orders and Actions Phase.
- * Combat Phase.
- * Resolution Phase.

Firstly, the Orders and Actions Phase is solved, in which one of the players, following the order determined by the Commandment Roll, assigns orders to his or her units, and then he or she activate these units, until all their actions have been carried out. Once this phase is completed, you go on to the following one, in which all combats take place. There is a single Combat Phase for all the players. Finally, in the last phase, the result of the turn is determined; this phase is called Resolution Phase.

7 : 4 : 2 COMMANDMENT ROLL

The Commandment Roll is made before the beginning of the turn to determine which player has the initiative for the turn. The player who wins the roll chooses who goes first; however, he or she does not lose "the Command" for that turn, so he or she keep it throughout the different phases.

Thus, the player who went second during the first turn might win the roll and be the first to act in the second turn.

In order to make the Commandment Roll, each player rolls 1D10 and adds up his or her general's HR attribute.

7 : 4 : 3 ORDERS AND ACTIONS PHASE

TAISHO ORDERS:

When a player starts his or her Orders and Actions phase, the first thing he or she has to do is giving what are called "Taisho Orders" (see Chapter 9: Taisho Orders).

By using his or her Commandment Points, he or she can activate Taisho Abilities, regroup units or assign Strategic Orders.

Then, he or she declares, one by one, the actions which are going to be performed by his or her units, taking into account each unit's AC (actions points). Once all the actions are declared, the Taisho Orders end. Then, units are activated.

ACTIONS

Once the orders are declared, the player activates his or her units, one after the other, fulfilling all the actions declared for the unit activated, until its AC limit. After this unit has ended its activation, the following unit carries out its action; no order is to be followed in choosing the unit to be activated. This is so until the actions of the entire army are performed.

If, for whatever reason, the player does not carry out all the actions of a unit and activates a different one, he or she cannot go back to that unit, for the actions of a unit are considered to be over once a new one is activated.

Once all the actions are carried out, this phase is over. If the opponent has also taken his or her Orders and Actions Phase, the Combat Phase starts. Otherwise, it is the turn of the opponent to take his or her Orders and Actions Phase.

7:4:4 COMBAT PHASE

In the Combat Phase both players solve the confrontations that have taken place in the Orders and Actions Phase.

The player who won the Commandment Rollo chooses which combat is solved first. Then, the player other player selects a new combat, and so on.

Throughout the resolution of the different combats the damage inflicted is written down, for it has to be taken into account in the Resolution Phase.

7:4:5 RESOLUTION PHASE

The Resolution Phase is that in which, once the combats are solved, the actions deriving from the result of these combats are carried out. One after the other, the units perform the actions imposed by this result. As in the previous phase, the player who won the Commandment Roll chooses first.

7:4:6 MARKERS

In Kensei you have some markers are your disposal to help you remember the orders you have indicated, the results of combats, if your bow is loaded or if your unit started to run away that turn. These markers have different symbols to be distinguished from each other (see Chapter 2: Markers)

7:4:7 END OF THE BATTLE

A Kensei battle ends according to the victory condition chosen before the start of the game (see Chapter 7: Type of Battle and Victory).

CHAPTER 8
ORDERS



8 : 1 ORDERS AND ACTIONS PHASE

In this phase you first have to assign what are known as "Taisho Orders" and then, your units and characters carry out any actions derived from those order.

8 : 2 COMMANDMENT POINTS

The Taisho have some Commandment Points which they can use to regroup units, use abilities or assign Strategic Orders. Depending on the type of general leading the battle there are more or less Commandment Points available:

Daimyo: 4 Commandment Points.

Taisho: 3 Commandment Points.

Hero: 2 commandment points.

Daisho Samurai: 1 commandment point.

After they have spent all their Commandment Points, they can continue assigning "Generic Orders" to their units. These orders do not require the expenditure of any Commandment

Points to be performed and there is no limit to how many of these orders can be assigned by the general. Even though, the general must assign all the orders to a unit before he or she assign more orders to a different unit.

8 : 2 : 1 THE POSITION OF DOMINANCE

A general in a position of dominance wins 2 Commandment Points while he or she is on the hill; moreover, he or she can see through both friendly and enemy units.

8 : 3 TAISHO ORDERS

In an army, warriors do not act on their own, but they follow their generals' and superiors' orders. In Kensei this is represented by Taisho Orders. In the Taisho Orders phase the player may, in this order:

8 : 3 : 1 ACTIVATE TAISHO ABILITIES

The Taisho have a number of Taisho Abilities which can affect one or several friendly units. In order to activate one of the abilities described in the Orders and Actions Phase, the Taisho has to make a Ki roll. If the result is equal to or lower than its Ki ability, it is considered to be activated, thus granting the

benefits indicated by the ability until the end of the turn. Only one Taisho Ability can be activated per turn. Activating an ability costs 2 Commandment Points.

8 : 3 : 2 REGROUP UNITS RUNNING AWAY

A unit running away in the beginning of the Orders and Actions Phase can be regrouped if the necessary conditions take place.

- * In order to regroup a unit you must roll 1D10 with a result equal to or lower than that unit's HR, adding any modifiers granted by the Bushi hero within the unit (if it is the case), or by any character with the "Commandment" trait within 15cm from that unit, as long as it is not within another unit.
- * You can still attempt to regroup a unit if you have Commandment Points left, twice. If the unit does not regroup automatically, it goes on running away.
- * You can only attempt to regroup units which started to run away that turn (see Chapter II: Run Away).
- * A regrouped unit spends 2 AC. Moreover, it faces the direction its player wishes and can be assigned orders later, if it does not have any AC left.

- * Any unit with the possibility to regroup and which the general does not attempt to regroup, must immediately make a run away roll.
- * Each attempt to regroup the unit costs 1 Commandment Point.

8 : 3 : 3 STRATEGIC ORDERS

This is a type of special order which can only be assigned by the Taisho. This type of order requires the Taisho to make a Ki roll and requires the unit to which the order is assigned to have a Bushi Hero. If the Ki roll fails, the unit to which the order is assigned loses 1 AC for that turn.

This order allows a unit which does not have a viewing angle or line of sight at an enemy unit to carry out actions which would not be allowed to normally, such as to declare a charge or shoot against a unit which is not within its line of sight at the beginning of the phase.

For this to be possible, the enemy unit must be within the Taisho's or a Spy's line of sight.

Firing unit: A firing unit can move in search of line of sight to the enemy unit and shoot at it in the actions phase. (It cannot be shot if it is not within line of sight).

Charging unit: A unit can declare to charge another unit which is not within

its viewing angle or which it is hidden behind a forest, a unit or a building.

Assigning a strategic order costs 3 Commandment Points.

8 : 3 : 4 GENERIC ORDERS

In general, assigning standard orders to units does not cost any Commandment Points, so once all Commandment Points are spent, you can continue assigning orders to your units, which depend on its action points. The general has to decide, and let his or her opponent know, what each of his or her units is going to do and how many actions each of them is going to use. The orders that a player can give his or her units are:

- * Performing movement actions.
- * Performing firing actions.
- * Performing special actions.
- * Performing charging actions.

8 : 3 : 5 RULES

1. Detailed description: When a player selects a unit, he or she must tell his or her opponent all the actions those units are going to perform consecutively. Any unit not indicated by the player must be performed later.

2. No way back: Once the action is described, the unit has to perform it and the action cannot be canceled. A general cannot change the action declared and a unit set in action follows his lord's orders blindly, even if its life is at stake.

3. Failed order: If for some reason, once you start to perform an action you realize it in some way contradicts or breaks the rule, the unit is blocked at the same point in which the fault takes place.

4. Out of the game: Some units are considered out of the game during the Tais-ho Orders Phase and so they cannot be assigned orders and be activated. These are:

- * A unit engaged in combat, or
- * A unit that has run away as a reaction to a charge during that turn.
- * A unit blocked by another reason, such as by a spell.

In these situations the unit is out of the game, so it cannot be assigned any orders or carry out any actions. This unit cannot be regrouped. If the unit is running away from a previous turn and could not have been regrouped, it is also considered out of the game and it has to continue running away.

5. Expenditure of reaction to the charge points: Withstand and shoot actions, and counter-charge actions carried out during the opponent's phase, cost 1 AC which has to be taken into account for the following phase. Thus, if the unit has 2 AC and it has taken one of these actions, for the Orders and Actions Phase, it only has 1 AC left.

6. Markers: There are a series of markers to recall the orders assigned to your units and its state. When you assign an order to a unit, you must place the appropriate marker next to it. These are very useful to know if the unit has just started to run away or to know how many action points it has spent (see Chapter 2: Markers)



CHAPTER 9 ACTIONS

After the Order sequence is fulfilled, units are activated. Firstly, a unit of your choice, and then the others in any order, until all the actions declared are carried out. While these actions are carried out, each unit in your army performs the actions declared.

ACTION ORDERS

Actions do not have to keep any specific order, that is, a unit can move and shoot or shoot and move. The only exception to this is the Charge Action; after this action is performed, the unit cannot carry out any other movement action or reaction to the charge.

9 : 1 COMMANDMENT POINTS

The units have a specific number of Action Points (AC), which is equal to its AC value and which can be spent in the Action Phase. Each action has a value in AC; once the unit has spent all its AC, it must wait until the next round to act again. A unit starting its turn engaged in combat cannot perform any action in this phase, with the exception of Special Abilities.

9 : 2 MOVEMENT

There are different types of movement actions which the units can carry out in the battlefield: advance, turn, face, etc. Charging and running away, although they imply movement, they are considered a different type of action, so they are independent from movement actions. Movement actions are:

9 : 2 : 1 ADVANCEMENT MOVEMENT

When a unit is assigned a movement order, you first declare if it marches or runs. Then, the player places the movement marker next to the unit.

A unit can only perform 1 Advancement Movement per turn. Movement limit in cm is determined by the unit's type of movement and its MV.

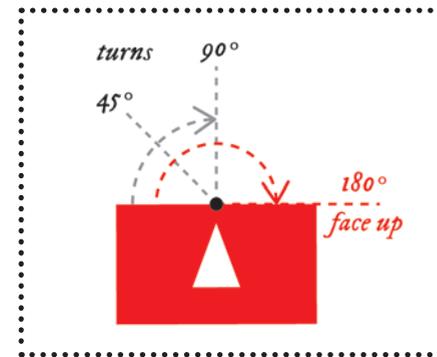
- * Marching. Advance its MV.
- * Running. Advance its MV x 2.

This action costs 1 AC and the unit, in its route, can perform either two turns of up to 45 degrees, or a single turn of up to 90 degrees, both freely.

In a advancement movement the unit does not have to cover the whole distance in centimeters it has available for the desired type of movement.

9 : 2 : 2 PIVOT OR TURN

Pivoting or turning is included within the advancement movement without any AC or MV cost, as long as you respect the maximum number of pivots and turns which can be carried out. In case you want to exceed these limits, you can do it by spending another AC. As in all the actions, this has to be declared when assigning the order for the action.

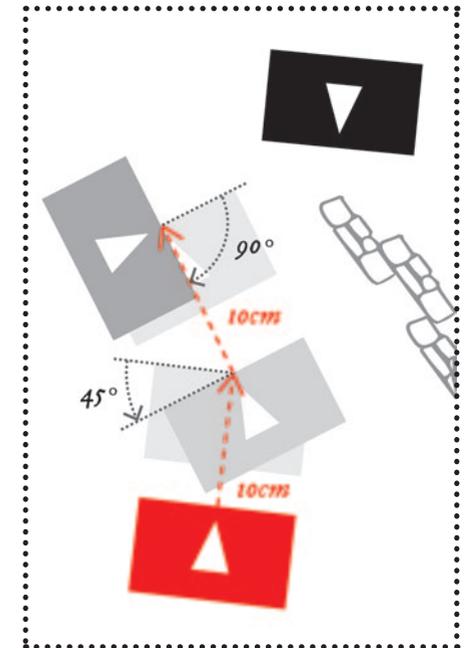


The unit rotates around its frontal axis and it rotates up to 90 degrees. It is important to emphasize that the terrain the unit moves through might affect its movement capacity, thus halving its movement if it is a difficult terrain, or fully preventing its movement if it is impassable terrain. However, this is not taken into account when pivoting, for the number cm that the unit moves in its movement does not affect the number of cm the unit can move.

9 : 2 : 3 FACE UP

The unit can turn itself towards the point it wishes, even 180 degrees. It costs one action point, but it does not take up any movement. A unit can just perform one movement action of this type; however, as the action for turning itself, it can be added to the Advancement Movement.

Ex. An infantry unit can spend 1 AC to perform an advancement movement; thus, it can run 10 cm, pivot 45 degrees to its left, then advance the remaining 10 cm, and finally, face an enemy unit by spending another action point; thus spending 2 action points.



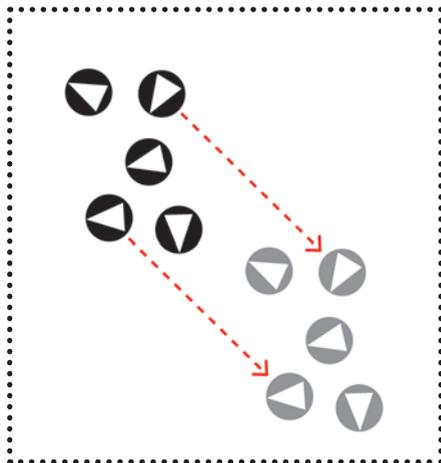
This movement also allows the unit to look backwards, without changing its position on the battlefield. Turn the unit 180°, keeping the same position, for it to face the opposite direction. This action costs 1 AC and can be added to the advancement movement action. Thus, you can advance by spending 1 AC, and then turn backwards by spending another AC, resulting on a total of 2 AC.

9 : 2 : 4 HARASSER UNIT'S MOVEMENT

A harasser unit must spend, as any other unit, 1 AC to make a movement. This movement point includes an Harasser Advancement in which there is also the possibility to spend a point for turning:

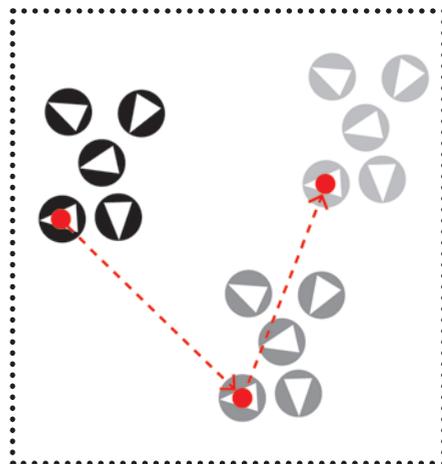
HARASSER ADVANCEMENT

Harasser units, thanks to their characteristics, have a special way to move. They do not need to face the enemy unit for they have a 360° viewing angle



First, you declare if you wish to march or run, as well as the turn and its direction, as explained above. Then you place the movement markers. When the action is going to be carried out, before the movement is performed, you declare how many cm you want to move (you must move the distance declared). Once this is established, you move your miniatures one after the other that distance. You measure from the miniature of your choice and start your movement; the miniatures moves any cm spent. No other miniatures can move beyond that distance individually.

Thus, in order to move these units, you must move the miniatures, one after the other, measuring from its base to the point in which we want to place it, always following the 5cm distance rule and observing each miniature's MV and the maximum diameter in which they can be deployed, which is equal to 3 x number of miniatures in the unit.



TURNING POINT

A harasser unit can perform an additional turning point in its harasser movement. The turning point is a point in the harasser advancement in which the unit changes the direction of its movement. In order to perform an additional turning point, the unit must spend 1 AC. Thus a harasser unit can perform an advancement movement with 2 turning points by spending 2 AC.

9 : 3 SHOOTING

There are two types of firing actions the units can perform: shooting or loading weapon. The latter is very important to remember, for all projectile weapons have to be loaded before shooting again.

9 : 3 : 1 LOADING YOUR WEAPONS

All weapons are loaded when the game starts. A unit which has fired its weapon has to spend 1 AC to load it again before firing once more.

This action, as the others, has to be declared when describing the orders, and if you do not do it (or if you forget to), you cannot fire your weapon later, when you attempt to perform the action. The opposing general has to denounce this on time.

When you declare to load your weapon, you must place the load marker next to the unit. Once the weapon is fired, you must remove the marker.

Ex. General A has moved and shot the previous turn with a unit. The following turn, he or she declares to move and shoot. When the time comes to carry out the actions, general B indicates that he or she has not loaded his or her weapon, so the unit cannot fire its weapon.

Ex. General A has fired and load his or her weapon in a previous turn with an archer unit. The following turn, he or she declares to move and shoot. When the time comes to carry out the action, he or she moves and shoots. There is no problem because he or she loaded his or her weapon the previous turn, after the shot.

9 : 3 : 2 SHOOTING

A unit can perform 1 firing action per turn. This costs 1 AC. It can shoot at an enemy unit within its line of sight in the beginning of the Orders and Actions Phase, provided its weapon is loaded. In order to do this, the general measures

if the enemy unit is within range of the unit's weapon. If the enemy unit is beyond this range, the shot fails. However, if it is within range, you roll dice to check the effects of the shot on the enemy unit.

A firing unit cannot seek the line of sight and shoot unless it uses an Strategic Order, but it can move and shoot at a unit which was within its line of sight when the phase started.

Ex. General A orders a unit of 10 samurai archers to load and shoot at a unit of 10 samurai of general B. Before the shot is performed, measurements are made; the enemy unit's nearest miniature is 58cm away. The bows maximum range is 60cm, so the shot performed.

Greater precision: A unit or character can carry out a firing action by spending 3 AC instead of 1. This results on a greater precision when performing the shot. No matter which type of weapon born, either bow, teppo, throwing stars or blowpipe. This grants the unit a -1 AT bonus.

9 : 3 : 3 ATTACK ROLL

In the attack roll the projectile unit makes a difficulty roll against its AT value. Thus, the general rolls as many dice as his or her DC, plus any modifiers. Each die over the AT grants 1d of damage. Then, the attacked unit per-

forms a DF roll by taking damage dies from the attacking unit. Any remaining dice are the ones to be rolled against the AR to determine damage.

MODIFIERS TO ATTACK DIFFICULTY

The unit finds more difficulty in performing a successful attack depending on if it has moved before shooting, its distance from the enemy unit, and if the character or unit has the loner trait.

MODIFIER DUE TO WITHSTAND AND SHOOT

This shot is made with a modifier to the shot of +2 AT. Moreover, your unit suffers +2 AT and -1 DF for the subsequent combat, representing your soldiers dropping their projectile weapons to ready themselves for close combat. This latest modifier is added to the penalty due to projectiles.

MODIFIER DUE TO DISTANCE
Depending on its distance from the enemy unit and on the characteristics of the weapon used (see Weapons), the AT is modified accordingly. There are 3 distances to which a weapon can be shot: short, medium and long.

Short distance: The enemy unit is 20cm or less from your unit. -1AT.

Medium distance: The enemy unit is between 20cm and 40cm from the

unit, measuring from those miniatures in each unit which are the closest ones from each other. This is the standard firing distance, so no modifiers are applied.

Long distance: The enemy unit is more than 40 cm and less than 60cm from the unit. +1AT.

MODIFIER DUE TO OVERCOMING AN OBSTACLE

A unit which overcomes an obstacle and then intends to shoot increases its AT difficulty by +1. This is cumulative in case the unit has been moving.

LONER

Any unit shooting at other units with the loner trait or at characters behaving as loners have +1 AT.

USING 3 AC (GREATER PRECISION)

A unit or character can spend 3 AC, instead of shooting, this is called a Greater Precision shot. In that case, the unit is granted a bonus of -1 AT for that shot. This represents that it has spent more time in preparing this shot, so it is more precise.

MODIFIER DUE TO MOVEMENT

A projectile unit performing a march movement before shooting has a penalty of +1 AT. If the unit has run, it suffers a penalty of +2 AT.

THESE MODIFIERS ARE CUMULATIVE.

Ex. In the previous example general A had got to shoot at a unit 58cm away from their archer unit. Unit A, composed by samurai archers, has 10 miniatures, which grants 10 in combat Dice. Unit B, composed by samurai, is at a great distance, so the difficulty for the AT increases by 1. The archer unit has AT 6, so it now has AT 7. General A rolls 10 dice and gets: 6, 5, 7, 8, 4, 2, 5, 9, 0 and 3. The 8, 9 and 0 have passed the AT roll, so the general rolls 3 damage dice, one of them with a -2 to the opponent's DF.

9 : 3 : 4 DEFENSE ROLL

Once the AT roll is made, the general of the the target unit rolls as many dice as damage dice were got by the enemy unit. The main aim of this roll is to prevent damage. For this roll, each die with a result lower than the DF subtracts 1 damage die for the following Damage roll, so each die not passing damage results in a damage die for the following roll.

The defense roll is always made by the attacked unit's general and always by using the unit's DF, not the DF of a character within the unit. Some weapons modify the defense of the unit attempting to prevent the damage caused by the shot. In the case of bows this modification is equal to -1 to the unit's DF, representing the difficulty to dodge an arrow or to protect itself against it.

MODIFIERS TO DEFENSE

DUE TO COVER

Cover is given by a terrain element and it normally grants some protection against enemy's shots, so any unit behind this terrain element can cover more effectively from the enemy unit's shots.

Light cover: +1 to the enemy unit's DF. Bushes, walls, fences and forests are considered to grant light cover.

Heavy cover: +2 to the enemy unit's DF. Stone walls, a scree, etc.

Remember that the number of combat dice used by your unit can be modified as explained in the section for attributes.

ROLL Ø IN THE AT ROLL

For each Ø rolled by the projectile unit in the AT roll, the defending unit must roll one of its rolls with a modifier of -2 DF. A 1 in the DF roll is always a success.

WEAPONS

Some projectile weapons modify the DF.

Bows: -1 to the DF of the unit attacked.

Teppos: The teppos half the DF of the unit attacked.

Ex. When your samurai unit fires its bows at an enemy samurai unit bearing katanas, you have to pass the AT difficulty with 3 dice, one of them with a modifier of -2 to the opponent's DF (thus, it has to be rolled separately). The defending unit has 4 DF. Firstly, he or she rolls its DF with a modifier of -1 because it has been attacked by arrows (3), he or she rolls 1 and Ø. Then, he or she rolls a final roll with a modifier of -2 DF due to the Ø rolled and -1 because it is an attack made with arrows, so the defense of the attacked unit is reduced by 1 (a 1 in a DF roll is always a success). It makes the roll and gets a 3. These rolls result in the elimination of just 1 of the enemy's damage dice, so 2 damage dice are rolled in the Damage Roll, one of them with Damage +2.

9 : 3 : 5 DAMAGE ROLL

In this roll the unit performing the attack rolls as many damage dice as failures were rolled by the attacked unit in its DF roll. Each die passing both tests inflicts a damage roll. In this roll, each point over the enemy unit's armor inflicts 1 damage point.

MODIFIERS TO AR

Some abilities and weapons can reduce the unit's AR. A unit's AR can never be reduced below 1, so a 1 in a roll never inflicts any damage.

WEAPON TYPE

Some weapons grant a modifier to damage specified in its description. This affects any damage roll they perform.

Modifiers to damage are only applied if you get to pass their AR with your Damage Roll.

Ex. In the previous case, 2 damage dice resulted from the AT and DF rolls. One of them with a modifier of +2 to damage granted by the Ø rolled by the opponent in the Defense Roll. The first roll is made and it results on a 6 from which the opponent's AR is taken, so it results on 4 damage points. Then you make a second roll with damage +2. It results on a 6, which after taking the AR from it 4 damage points are left, +2 because of the modifier, then 6 points; after adding the other 4 points you have a total of 10 damage points.

MODIFIERS TO DAMAGE

Modifiers to damage are those which add to the damage inflicted by a die. They can be due to the type of weapon used, to an ability or to a bad result in the previous DF roll.

ROLL Ø IN THE DF ROLL

This grants a modifier of +2 to damage inflicted with that precise die, that is, you have to put that die aside and make a separate damage roll.

9 : 3 : 6 REMOVING YOUR MINIATURES

Each miniature has a certain number of life points (VT) and so the unit has a global number of life points. Once you have added up all the damage points got in the attack, you have to remove the equivalent number of miniatures that represent this. If you cannot remove any miniature, that damage is added to the accumulated damage to reach the number representing a miniature.

Ex. In the previous roll, general A's archer unit got to inflict 10 damage points to the samurai unit. Since each samurai has 3 VT, general B has to remove 3 samurai miniatures, and one of them has received 1 damage point.

ACCUMULATED DAMAGE

Damage accumulates on the unit's total so if you do not reach the number of

damage points required to eliminate a miniature in a single round, they accumulate for the next round.

9 : 3 : 7 RUNNING AWAY BECAUSE OF SHOOTING.

If a unit, in a single attack, receives as much damage as to lose more than half its actual number of miniatures, it must make an honor roll and if it does not pass the roll it starts running away (see Chapter 11: Run Away). This rule does not apply if it results from a withstand and shoot action.

Ex. Unit A, composed by 10 samurai bearing katanas, is attacked by unit B, composed by 10 samurai archers, suffering enough damage as to lose 5 miniatures. Unit A must make an honor test to check if it runs away.

Ex. A unit A of 10 samurai is hit by a projectile attack causing 4 casualties. In the same phase, it is hit by another ranged attack causing 2 casualties. The unit, although it has suffered 6 casualties, does not have to make the honor test for it has not lost half its miniatures as the result of a single attack, but of two.

If a unit is reduced below half its Basic Unit, it is also forced to make an honor roll to check if it runs away.

9 : 4 SPECIAL ACTIONS

9 : 4 : 1 OVERCOMING AN OBSTACLE

Climbing an obstacle has a cost in AC for the unit attempting to do so. Thus, a unit attempting to climb over a wall, bush or fence must spend 1 AC to overcome this obstacle.

A unit does not spend any MV to climb an obstacle for this is included in the AC cost.

However, there is a series of special rules that has to be taken into account according to the type of unit and the situation.

UNITS "ON FOOT"

Interrupts advance movement of a unit "on foot".

In case this obstacle hinders the advance movement of a unit "on foot", the unit advances towards it and then it must spend 1 AC to overcome it. Once in the other side, it cannot go on moving. No matter how many MV has been spent to reach the obstacle, it overcomes the obstacle by spending 1 AC.

Harasser units "on foot" spend 1 AC to overcome the obstacle and can go on moving half its movement from it. By

spending another action point, it is possible to perform a Charge Action, but if the obstacle is taller than a miniature, the Taisho has to assign a Strategic Order in order to perform the charge through the obstacle, for the other side is not visible.

Ex. A samurai unit bearing katanas is ordered to run towards an obstacle and overcome it. The unit bearing katanas spends 1 AC to move and it can run up to 20cm because it is an infantry unit. When it reaches the obstacle, it has covered 13cm; it spends the AC it has left to overcome the obstacle. Once in the other side, it cannot go on moving.

Ex. A harasser unit with a movement of 15cm reaches an obstacle with 5cm and it spends 1 AC to overcome it. Once in the other side, it moves up to 5cm for its movement is halved.

THE UNIT "ON FOOT" IS ON THE OBSTACLE OR NEXT TO IT.

If the unit "on foot" was already on the obstacle or next to it, it spends just 1 AC to overcome it and move, but halves its movement, measuring just before overcoming the obstacle. This unit can charge normally. In case the obstacle is taller than a miniature and does not allow to see beyond the obstacle, the Strategic Order is not necessary because the unit can see over the obstacle.

Ex. A unit is on an obstacle. Its general decides it has to overcome an obsta-

cle and to run ahead. It spends 1 AC to overcome it and advance, but it moves half its MV.

CHARGING TOWARDS AN OCCUPIED OBSTACLE

An occupied obstacle or which a unit is next to cannot be overcome if does not perform a charge and if it does not beat the unit occupying the obstacle or next to it, for the unit in the other side protects it. In order to charge towards a unit in this situation it is not necessary to assign any Strategic Orders if the wall is taller than the humanoid miniature, for, since the unit is next to it, the enemy unit can be seen from the other side.

CAVALRY UNITS

A bush, fence or wall shorter than a humanoid miniature can be overcome by a cavalry unit without spending any AC. This unit fully overcomes the obstacle, but moves half its movement from the obstacle. This is represented in a way that, when measuring, the obstacle is considered as if it was not there. The player moves as usual until it reaches the wall, but from the obstacle on, its movement is halved. This is only possible if the cavalry ends beyond the obstacle, so if any miniature ends its movement on the obstacle, the cavalry unit ends in a position as if it has not overcome the obstacle. This represents that the cavalry leaps over the obstacle.

A wall taller than a humanoid miniature can never be overcome by a cavalry unit, so it has to be surrounded.

A cavalry unit can perform a charge normally towards an occupied obstacle smaller than a humanoid miniature. In the case of cavalry, a clash movement will never take place, so you always have to declare the charge to hit a unit in the other side.

9 : 4 : 2 MOVE THROUGH OTHER UNITS

An infantry unit can move through a friendly unit which has not performed any action in this phase yet by spending 1 AC and with IN -2 for the rest of the turn. The unit which has been moved through loses 1 action point and -2 to its IN; moreover, its movement is halved. The unit moving through it cannot go on moving.

In order to carry out this action, the unit moving through the other must move towards the friendly unit and have enough MV for all the unit to end its movement on the other side. If this is possible, its rearguard ends up 3cm away from the friendly unit in the other side; moreover, it becomes motionless. Otherwise, it also ends up 3cm away, but as if it has not moved through the unit and both units suffer the penalties granted by moving through units.

9 : 4 : 3 SPECIAL ABILITIES

A special ability is that which, due to its nature, is assigned to carry out an uncommon action. Some units, for example, can perform some actions that cannot be carried out by others.

Ex. Units bearing ashigaru and samurai spears can form a forest of spears, closing their formation and granting a bonus against a later charge. Other units, such as the teppo, can rise palisades in order to protect themselves from enemy shots.

Some units' and characters' abilities involve AC costs. This cost is determined in the description of the ability of that specific unit. A unit can never carry out more than one special ability each turn.

9 : 4 : 4 OCCUPYING AN OBSTACLE

A unit "on foot" can spend 1 AC to find cover behind a terrain element, gaining a greater defensive power. This is called "Occupying an Obstacle". According to the type of element a unit is more or less protected (see Chapter 6). If this is not done, the unit is not affected by any bonuses granted by this element against shots or combat. It will be behind the element, but not behind cover. Bear in mind the height of the obstacle, for if it is taller than a humanoid miniature, it cannot be seen through it, unless the unit performing the shot is on a hill.

If an enemy unit is behind an obstacle, less than 5cm away, but neither occupying it nor next to it, a special situation takes place.

In this case, the unit "on foot" can reach the obstacle and occupy it, or decide to overcome it, excluding the rule stating that the unit cannot move less than 5cm away from enemy units if they are not charged.

9 : 5 THE CHARGE ACTION

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When a unit charges, it makes a very violent move which takes them towards the enemy with the aim of fighting. This violence is represented by the increase in some of its characteristics.

A charge allows to engage enemy units in combat. A unit must have declared a Charge Action to attack an enemy unit.

For a unit to declare a charge towards an enemy unit, it must be within its line of sight in the beginning of the Orders and Actions Phase. Otherwise, it must use a Strategic Order and the enemy unit must be within the Spy's or the Taisho's line of sight. This happens, for example, if the charge is performed through a forest or an obstacle blocking its line of sight.

If a unit does not declare the charge, it cannot move less than 5cm away from the enemy units, unless the enemy units are behind an unoccupied obstacle.

A unit that has performed a Charge Action cannot carry out any Movement or action or Reaction to a Charge for the rest of the turn, so it cannot run away or counter-charge.

For the charge, two circumstances have to be taken into account:

THE TYPE OF CHARGE: There are two types of charge which determine how the charge is performed: the direct charge and the indirect charge

THE ZONE OF THE CHARGE: According to the type of charge and where the unit is in that precise instant, the rule for direct zone or oblique zone is applied.

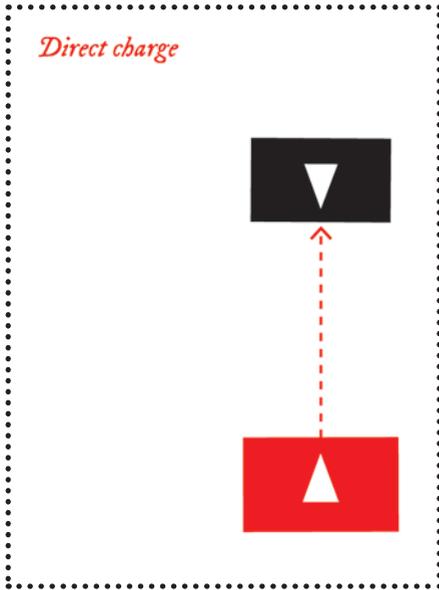
9 : 5 : 1 TYPES OF CHARGE

According to the movement performed before the charge is carried out, this may be direct or indirect, and depending on the zone the charge is performed - direct or oblique.

DIRECT CHARGE

If you have declared to "march and charge" or "run and charge", and with the normal movement you reach the

enemy unit, the charge roll is not necessary to engage with it as long as your unit moves directly towards the enemy unit, that is, you can only perform a turn or pivot movement to face the enemy unit before you start the advance movement. If, once the advance movement has started, you turn or pivot at any point of its movement, it is considered an indirect charge.

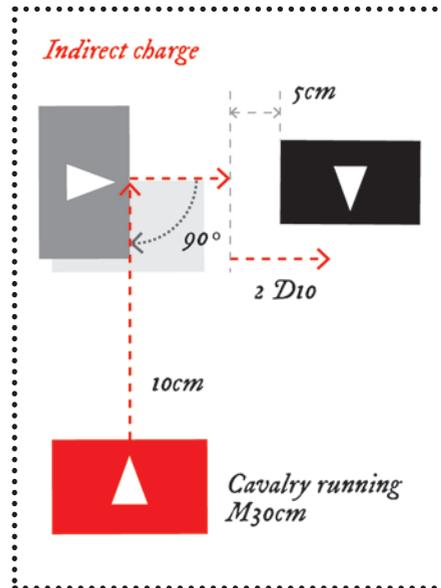


INDIRECT CHARGE

If, throughout your advance movement previous to the charge, you pivot or

turn - in the case of harassers - at any point, you must stop 5cm away from the enemy unit, even if you still have some advance movement left; then, you must make the charge roll, at the risk of failing if you do not roll at least a 5.

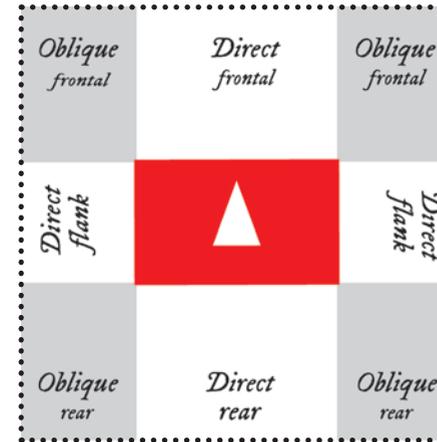
Ex. Your cavalry unit has MV 10cm and it is 20cm away from your opponent samurai unit. If you declare a "Direct Charge", with its movement it gets to perform the charge without making the charge roll. However, if you declare an "Indirect Charge", you have to stop your unit less than 5cm away from the enemy unit and make the charge roll to determine if you get to hit with the enemy unit.



9 : 5 : 2 ZONE OF CHARGE

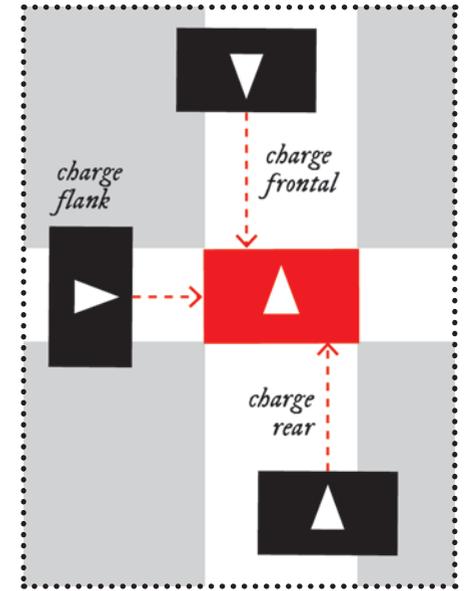
The zone of charge is used to determine where the charge comes from.

The unit performing the charge and in contact with a direct zone is considered to charge towards that zone in case it hits the enemy unit with its charge movement. In case of being in an oblique zone, the rules for the impact zone are taken into account



ZONES

There are a frontal zone and two oblique frontal zones, two direct zones in the flank, a rear direct zone and two oblique rear zones.



CHARGE TOWARDS A DIRECT ZONE

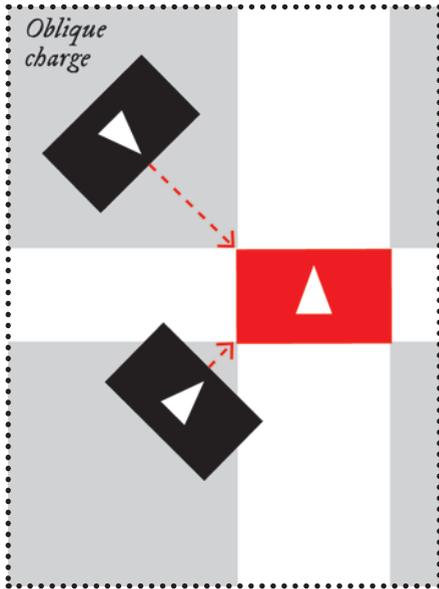
There are four charge Direct Zones; these are:

- * Frontal zone.
- * Left flank zone.
- * Right flank zone
- * Rear zone.

Thus, if a any part of the unit touches one of such zones when performing the advance movement for the case of a direct charge, or the charge roll in case of an indirect charge, it is considered to charge towards that zone as long as the unit is facing the charged unit.

CHARGE TOWARDS AN OBLIQUE ZONE

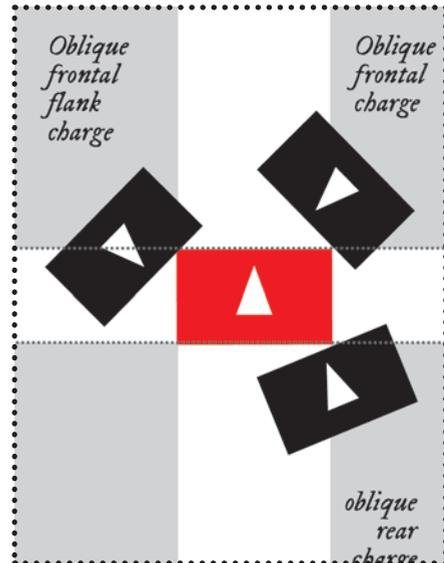
There are two oblique frontal zones and two oblique rear zones.



In an oblique charge the unit which is going to perform the direct charge or the charge roll is not touching any of the direct zones in that moment or it is touching both the direct and the indirect zones at the same time. In these situations, to determine the zone for the charge, the oblique zone from which the charge and impact started is taken into account as described below.

RULE FOR THE IMPACT

In a charge towards an oblique zone, in order to determine in which side the charge has taken place, an imaginary line is drawn forming an 180° angle in the frontal or in the rear side, depending on the oblique zone where the charge started. Once this line is drawn, check to which side of the line most of the miniatures are when the contact between units occur, this point being considered to be the place the charge is performed towards. Thus, in case the charge starts in the oblique frontal zone, if most of the miniatures are in the frontal zone when it hits the other unit, it is considered a frontal charge. Otherwise, if most of the miniatures are in the flank zone, it is considered to have performed the charge towards the flank. Once this is determined, the unit groups to fight in that zone.

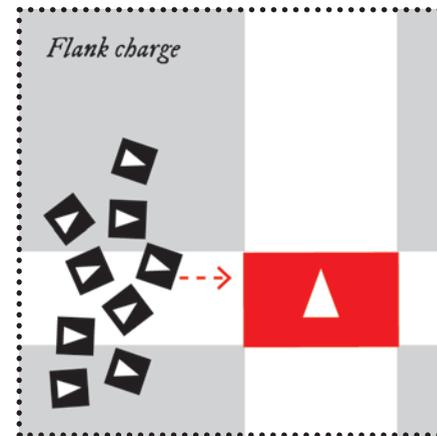


CHARGE ZONE AND HARASSERS

A harasser unit charges following the rules for those zones with some special characteristics.

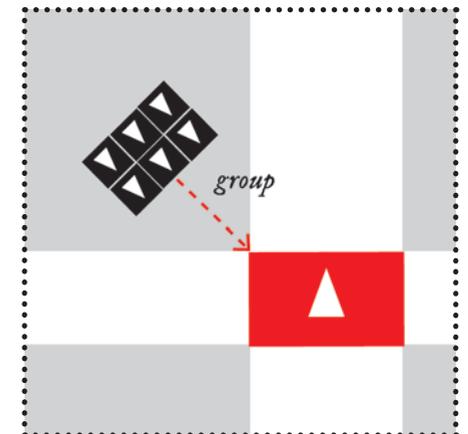
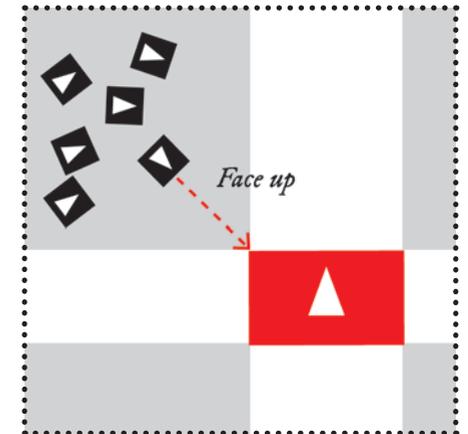
DIRECT ZONE

In the case of direct zones, if at least one of the unit's miniatures touches a direct zone when starting the charge, the charge is performed towards that zone.



OBLIQUE ZONE

If all the units are in an oblique zone or touching two direct zones at the same time before the charge starts, they have to group forming a compact unit. In order to do this, the closest unit faces the enemy miniature of the closest unit. Then, the other harasser units group around it, tending to the side with more miniatures and following the rules for frontal and flank minimum and maximum.



9 : 5 : 3 CHARGE MOVEMENT

Movement charge is solved by a dice roll, which is different for those units on foot and for mounted units. This movement does not allow any turns, it has to be totally straight.

Unit or character "on foot": Charge
1D10CM

Mounted unit or character: Charge
1D10CM

9 : 5 : 4 CHARGE AND OBSTACLES

A unit with an impassable obstacle at its flank or rear has that side under protection, so it cannot be charged towards that side if the obstacle is within 5cm from the unit which the opponent attempts to charge at. A charge which hypothetically ends without the obstacle in a charge towards that zone, it automatically takes place in the zone the struggle is with.

If a unit is behind a passable obstacle and it is charged through that obstacle, although the unit performing the charge ends on the obstacle, it can perform the charge. Miniatures are placed at both sides of the obstacle, but it is considered to be overcome.

If a unit occupying a passable obstacle is charged, it is charged normally, with the bonuses to defense granted by the obstacle. The charging unit do not have to spend any AC in order to overcome the obstacle, for the conflict takes place in the obstacle itself (see Chapter 9: Overcoming an obstacle).

A cavalry unit cannot charge towards an obstacle taller than a humanoid miniature.

9 : 5 : 5 BONUSES GRANTED BY A CHARGE

A unit performing a charge against other modifies its combat dice depending on the type of unit it is.

TYPE OF UNIT

Infantry: An infantry or harasser unit on foot is granted +2 IN and -1 AT when performing a charge.

Cavalry: A cavalry or mounted harasser unit is granted +2 IN and -2 AT when performing a charge.

ZONE OF THE CHARGE:

When a unit charges towards another from the flank or from the rear, it gains advantage over the enemy unit, which translates into a modification of:

Flank: -1 to the enemy unit's DF.

Rear: -2 to the DF of the unit attacked from the rear.

This bonus is granted just for the first turn of the combat.

9 : 5 : 6 REACTION TO THE CHARGE

When one of your units becomes the target of an enemy charge, you have to declare how the unit is going to behave immediately after your opponent announces the charge and before the actions of the other units are declared. A unit already engaged in combat when an enemy unit declares the charge can only react with "Withstand and combat". Your units can declare the following reactions:

WITHSTAND AND COMBAT

It is the default reaction for any unit. This unit gets ready to fight the enemy and withstands the enemy's impact. It does not requires any action points costs and the unit declaring to withstand and combat can apply the defensive position.

WITHSTAND AND SHOOT

Units bearing projectile units can shoot at the enemy unit performing the charge before combat takes place, as long as their weapon is loaded and they have

not spent any action points in a previous phase in the turn.

This shot is made with a modifier to the shot of +2 AT. Moreover, your unit suffers +2 AT, -1 DF and -1 IN for the subsequent combat, for its enemy reaches them while they attempt to drop their projectile weapons and ready themselves to fight with their close combat weapons; this penalty is cumulative to others.

A unit can only withstand and shoot if it is charged towards its frontal viewing angle. It costs 1 AC.

COUNTER-CHARGE

Units can declare to counter-charge any units performing a charge towards them, providing they have not spent all their action points in a previous phase in the turn and they are within their line of sight in their initial position, that is, before they carry out the advance movement.

The counter-charge is a meant to prevent the enemy unit to hit your unit with its charge. If the unit's charge fails, your unit can face to it freely and advance its movement attribute.

The unit performing the counter-charge is granted the bonuses to the charge and +2 DC; the counter-charged unit receives -1 DF. However, if you have declared to counter-charge and the enemy

unit reaches your unit, your unit receives -1 DF and the enemy unit is granted +2 DC. It costs 1 AC.

RUN AWAY

Any unit can react by running away from an enemy performing a charge towards them, unless it has performed a charge in that turn or it is already running away. In order to carry out this reaction, the units carry out a special facing, with their backs to the enemy unit performing the charge, and they move in that direction 2D10cm in the case of infantry units, and 3D10cm in the case of cavalry units. Running away does not cost any action points.

REACHING THE UNIT

If the enemy unit reaches the unit which is running away, it is considered to be charged towards its rear and it automatically loses the initiative. The unit must also spend 3 DC in order to increase its DF, thus showing that the unit is more worried about saving their lives than attacking the enemy.

GETTING TO RUN AWAY

If the enemy unit does not reach the unit running away, it cannot attempt to regroup unit until the following turn, running away again if it does not successfully pass the test.

9:5:7

FAILED CHARGE

A failed charge is that which does not reach its target. In case a charge results in a failure, the unit ends up 5cm away from the enemy unit, no matter if it had been closer with its roll.

The unit performing the failed charge can only move its MV in the following turn, it cannot run. Likewise, if it charges, its movement is halved.

A unit performing a charge cannot carry out any actions after this in the Orders and Actions Phase; except for the use of special abilities, any other order is considered a failure.

9:5:8

POSTING THE UNIT

Once a unit has engaged an enemy unit, it must be posted, that is, if it charged towards the frontal side, it is posted in the frontal side; if it charged towards the flank, it is posted in the flank, etc.

9:5:9

MULTIPLE CHARGES

Normally, the number of units fighting against a unit is limited to one per side. So, in general, it is not possible to charge towards a side which is already occupied by a friendly unit.

A unit can only charge towards the frontal or rear zones occupied by a friendly unit when there is enough space left as to place at least one miniature in contact with that zone.

Otherwise the charge must be performed towards a different free direct zone or towards an oblique zone. In this latest case the unit always hits the free zone, no matter where it ends its movement following the Rules for Impact Zones.

The flank can never be occupied by more than one unit. Thus, if two units try to charge towards it, one of them cannot do it and its charge is canceled as a Failed Order.



CHAPTER 10
COMBAT

In this phase all the combats in the turn are solved. There is only one combat phase each turn. The general who won the commandment roll in the Tais-ho orders phase decides which combat is solved first. Then, the other general chooses and so on until all combats are solved.

Two units starting the combat phase engaged with one another must fight each other.

Ex. General A performs a charge with his samurai unit bearing katanas towards an asbigaru spearmen unit. This unit decides to withstand the charge. The samurai unit, with its movement, reaches the asbigaru unit. Once the orders and actions phase starts, general B, after noticing that his asbigaru are facing the samurai, decides to send his harasser light cavalry to help them. His cavalry reaches the samurai unit's flank. General's B orders and actions phase ends. Combat phase starts. These units must fight each other.

IO : 1 ENTERING IN COMBAT

For a unit to be considered engaged in combat to another, it must have reached the enemy unit or have been reached by it in one of the following ways: by the charge, by a chance clash or by chasing a unit which is running away(see Run Away).

IO : 1 : 1 CHARGE

A charge is considered the only way to engage in combat to an enemy unit, unless a clash as a result of a running away unit being chased, for in that case it is considered a chance clash and thus there is no need to declare the charge. This type of hit does not grant any modifiers to combat for it is not considered a charge.

IO : 2 COMBAT

In a combat, as it has been already stated, all the units in contact at the beginning of the combat turn, as well as any characters within these units, are involved. Combat divides into:

- * Resolution of the initiative.
- * Attack.
- * Distribution of DC.
- * AT roll.
- * DF roll.
- * Damage roll.
- * Removal of miniatures.
- * Attacks of the other miniatures.
- * Damage difference.

IO : 2 : 1 DEFENSIVE POSITION

Before their IN roll, each general must decide if he or she is going to sacrifice any of his or her combat dice to

increase his or her defense by entering in defensive position (see earlier in this rulebook). Bear in mind that a unit performing a charge or a counter-charge during this turn can never adopt this position. The defensive position grants +1 DF to the unit adopting this position, after spending 3 DC.

Ex. Following the previous example. Before initiative is rolled, the asbigaru unit has 10 DC; it decides to adopt a defensive position by spending 3 DC to increase its DF by 1, so it has 7 DC left to attack.

If, throughout a combat, a unit loses as many miniatures as to have no DC available to perform its attack, it cannot react to this attack (after taking for their DC the DC required for entering in defensive position and the DC lost due to the elimination of miniatures).

IO : 2 : 2 USING ABILITIES

Before rolling the IN, you must declare if you are using special combat abilities, both characters' and units', and solve the KI roll in case it is necessary.

IO : 2 : 3 DECLARING CONFRONTATIONS

If you want to declare a confrontation between the character of one of your units and the character of an enemy unit, you have to do it before the IN roll is made and solve the confrontation

before the subsequent combat. Bear in mind that if the character attacking the unit is in "loner" mode, it can be targeted by the unit's attacks after the confrontation is solved.

IO : 2 : 4 RESOLUTION OF THE INITIATIVE

Both generals have to decide which units attack first. Thus, they must make an IN roll, applying any modifiers granted by each unit under their command engaged in the same combat. Those units with the greatest result gain the initiative, and so on. If two units tie, this is solved by a new roll between the units involved.

Ex. The asbigaru, samurai and cavalry units roll their dice to determine the order of the attacks. The samurai unit rolls 5, +3 from its IN, +2 because it performs a charge: 10. The asbigaru unit rolls 4, +2 from its IN, +2 from its spears: 8. The cavalry unit rolls 3, +4 from its IN, +2 from the charge: 9. As you can see, the attack order would be as follows: 1st the samurai, 2nd the cavalry, 3rd the asbigaru.

IO : 2 : 5 ATTACKS

In a combat there are a number of attacks equal to the number of units and characters in conflict. These attacks follow an order of initiative, determined by the IN roll.

Each attack is solved by a series of rolls which conclude with the removal of casualties. Any units involved in a combat attack according the order of initiative resulting from the IN Resolution roll. Once all the attacks are solved, this combat is over; you determine the damage difference and the following combat starts.

You have to take into account that any miniatures removed as casualties resulting from your attacks modify the DC a unit can roll, either because now they are not superior in numbers or because their combat dice are reduced as the result of the loss of miniatures.

IO : 2 : 6 COMBAT DICE DISTRIBUTION

If more than two units are engaged in combat or if there is a character within those units, combat dice must be distributed in order to attack. This distribution is made just before performing the attack.

CHARGING UNIT

You can never spend less than half your DC rounding up against a unit you have charged this turn. Thus, if several units are involved in a single combat, you can spend half your DC in your other units. Otherwise, if you wish, you can spend all your DC on the charged unit.

In case of charging at a character, these rules are not applicable. Thus, if the charging unit is charged by an enemy unit later on, it can divide its combat dice as it wishes, although at least 1 DC must be spent on the character.

FOCUSING YOUR DC

A unit fighting more than one unit can choose to focus all its attacks against one of them if it has not charged or counter-charged during that turn. Likewise, its general can choose to distribute its dice as he or she wishes among the units it is fighting against.

LONELY CHARACTER

A character behaving as a loner can be attacked as if it was a unit. If it is a multiple combat in which a unit friendly to the character is involved, the unit fighting against it can only spend up to half its DC, thus spending the other half in the other unit, or units, involved in that combat.

DC OF THE CHARACTER WITHIN THE UNIT

A character within a unit cannot become the target of an enemy unit's attack. It can only be attacked by other characters by following the rules for confrontation (see earlier in this rulebook). Instead, its DC can be spent to attack a single unit. These dice do not count towards the limit established previously for the distribution of DC of the unit it

is within. So, although the order of the initiative depends on each unit, these DC are treated independently and its own AT values are used.

Ex. The samurai unit now decides how to distribute its dice between both units it fights against. The samurai unit has 10 DC per each miniature, moreover it includes a character with 3 DC. You are free to spend the 3 DC of the character in any unit.

IO : 3 THE AT ROLL

Once you have solved which unit attacks first, the unit performing the attack rolls a number of Combat Dice equal to its DC attribute plus any modifiers specified in the Attributes section (see Chapter 3).

Each Combat Die must beat a difficulty equal to the AT of the unit performing the attack. Each die beating that difficulty becomes 1 combat die. So the more dice beat this roll, the greater the chance to inflict damage.

Each Ø in the roll adds -2 to the DF Roll against that precise die (see Chapter 2: modifiers to DF), that is, the opponent must make a Defense Roll, modified just for that precise case, not for the other damage dice.

Any damage dice obtained this way are left aside, awaiting the DF roll, in which the opponent has the chance to eliminate some of them.

Ex. The samurai decide to attack the asbigaru with all their dice. In order to do that, they make an AT roll with a modifier of -1 AT for the charge and -1 AT for their katanas. Since the samurai have 6 AT, it is now reduced to 4 AT. Thus, it has to roll 5 or more for the difficulty roll. It makes the roll and shows: 1, 3, 6, 4, 2, 4, 5, 6, 7, Ø. So 4 dice beat the difficulty and it is granted 4 damage dice. One of these with a modifier of -2 to the following DF roll.

IO : 4 THE DF ROLL

The DF roll gives the unit suffering the attack the chance of avoiding damage, partially or totally, through the removal of some of the damage dice obtained by the attacker. As in the previous roll, the opposite player has left aside any damage dice which resulted from his or her Attack Roll; now it is the moment to remove some of them.

Once the number of damage dice are determined by the Attack Roll, the unit suffering the attack must make a Defense Roll. This roll is made by the owner of the unit under attack.

For this roll, the player rolls as many dice as damage dice his or her opponent has left aside. Each die in the DF roll (modified if necessary) which successfully passes the roll removes 1 damage die (see Chapter 2: Modifiers to DF), that is, the defender must obtain a

result equal to or lower than its DF, after any modifiers required are applied.

A Ø in the DF roll means that 1 damage die gets damage +2 for the following roll.

Ex. In the previous attack roll, made by the samurai unit bearing katanas, 4 dice passed the AT Difficulty Roll and became damage dice. Now, the defending asbigaru unit has to roll four dice for the Defense Roll to check if it removes any of these dice, one of them with a -2 modifier because the enemy unit rolled a Ø.

The asbigaru unit suffering the attack has 3 DF, increased by 1 because it has adopted a Defensive Position, so it has to roll 4 or less. It first rolls the three dice having no modifiers and gets 2, 5, Ø. The fourth die has -2 DF, so it has to roll 2 or less in order to remove that damage die. It makes the roll and gets a 3. As you can see, it has removed 1 die thanks to the Defense Roll.

IO : 5 THE DAMAGE ROLL

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For this roll the attacker spends as many damage as dice failed the previous DF. This roll is made against the attacked unit's AR value. In this roll, each point over the enemy unit's armor inflicts 1 damage point.

MODIFIERS TO DAMAGE

Modifiers to damage are those which add to the damage inflicted by a die. They can be due to the type of weapon used, an ability or a bad result in the previous DF roll.

ROLL Ø IN THE DF ROLL

This grants a modifier of +2 to damage inflicted with that precise die, that is, you have to put that die aside and make a separate damage roll.

WEAPON TYPE

Some weapons grant a modifier to damage specified in its description. This affects any damage roll they perform.

Modifiers to damage are only applied if you get to pass their AR with your Damage Roll. If, for example, your unit has damage +2 and an enemy unit has armor 4, you must roll 5 or more for that +2 to be effective. Rolling 4 would not inflict any damage to the enemy, despite your modifier to damage.

ARMOR TYPE

Some armor is more effective against some weapons by granting a bonus to the AR against them.

Ex. The O-Toroi (heavy armor) grants +1 AR against arrows.

Ex. 3 damage dice of the samurai unit bearing katanas have passed the Defense Roll, one of them with damage +2 because the opponent has rolled a Ø. The asbigaru unit has an armor of 1. Firstly, the A

player rolls two dice having no bonuses and gets 6 and 7. The 6 inflicts 5 damage points and the 7, 6 damage points. Then, it makes an independent roll with a bonus to damage, but it rolls 1 and it does not beat the armor.

IO : 6 : 1 ACCUMULATED DAMAGE

Damage accumulates on the unit's total so, although you do not reach the number of damage points required to eliminate a miniature in a single round, they accumulate for the next round.

Ex. In the previous example, the 11 damage points inflicted caused the removal of 3 miniatures, with 2 points of damage still remaining. So if the unit suffers damage in a later attack, the unit damaged must add this accumulated damage in order to know how many miniatures have to be removed. Thus, if they suffer 4 damage points, two miniatures have to be removed, for the damage inflicted plus the accumulated damage results in 6 points of damage.

IO : 6 REMOVING YOUR MINIATURES

.....

Each miniature has a certain number of life points (VT) and so the unit has a global number of life points. Once you have added up all the damage points got in the attack, you have to remove the equivalent number of miniatures that represent this. If you cannot remove any miniature, that damage is added to the accumulated damage to reach the number representing a miniature.

Ex. The unit with 10 asbigaru has a Total Vitality of 30 points, which results from the addition of the VT of all the miniatures belonging to the unit, for each asbigaru has 3 VT. It suffers a total of 11 damage points. It has to remove a miniature for each damage points suffered. So it has to remove 3 miniatures.

IO : 6 : 2 DAMAGE DIFFERENCE

Once you have solved the attack and the counter-attack performed by the units of each side involved in combat, the damage difference is calculated. Through this, you determine which of both units has caused more damage and how much more damage it has suffered. The result is "the damage difference", which is decisive in the resolution phase. You must write down the damage difference

for the following phase, for you must solve all the combats of the phase before solving the events taking place as a consequence.

Ex. Unit A inflicts 20 damage points with its attack and unit B inflicts 10 damage points. The damage difference is 10 points in favor of unit A.

In case there has been a confrontation between characters involved in the combat and one of them has died, you must add +10 to the damage difference to the unit containing the winning character.

Ex. In the same combat, unit B's character gets to kill a character belonging to unit A in a confrontation. Thus, +10 is added to the damage difference. So unit A

太平記英勇傳

勇士左馬之助光晴

光晴其先三郎と稱す元々武術に業績して境を
争ふの因り南の戦場を知略を施し功を著せり
其功其功感歎一竟の形諸の各等より重賞由願ふ
仕修り而も登喜春の形諸の各等の地神守時節
光晴大將の從と榮譽忠節の善り要害の名城を
も城兵死の勇い震へて威し是を以て貴賤を
斯て敵陣中浦登喜春を凌ぎて對敵の初光晴
の城を破りし然れども未だ城井入道標取山と
り申すは堤の合戦味方成れども奪取は主君の陣
先鋒の足兵と稱し是を以て奪取山と稱す
其功其功感歎一竟の形諸の各等の地神守時節
光晴大將の從と榮譽忠節の善り要害の名城を
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り申すは堤の合戦味方成れども奪取は主君の陣
先鋒の足兵と稱し是を以て奪取山と稱す



CHAPTER II RESOLUTION PHASE

After all combats are solved you advance to the resolution phase. In this phase, you determine the result of the different combats that have taken place, which units keep on fighting and which of them run for their lives. For this, the damage difference must be taken into account. The result of each combat is determined first; then, the reaction to that result. Starting with the general who won the commandment roll, both players take turns to choose which combat has to be solved.

II : I DESTROYING A UNIT

When a unit destroys another during a combat, or when it is not chasing any unit, it must occupy the space left by the enemy unit. That means it leaves its position to be placed in that new position on the battlefield.

If the unit has destroyed the enemy unit, it gains a +1 bonus to its HR and its IN for the following turn.

II : 2 RESULT OF THE COMBATS

A unit can come out victorious or defeated, but the combat can also result in a draw.

II : 2 : I VICTORY

A unit, or units, is considered to win a combat when the damage difference is in its favor. These units can chase any enemy units in case they run away.

II : 2 : 2 DRAW

A combat results in a draw when the damage difference does not favor either units, or when this difference is not greater than the remaining VE (after removing miniatures) of the unit that caused the less damage.

Ex. A unit formed by 10 samurai fights against 15 ashigaru. The ashigaru inflict the samurai unit 15 damage points and the samurai inflict 10 damage points to the ashigaru unit. The ashigaru has got a damage difference of 5 points in its favor. The samurai's VT is 3, so they have lost 5 miniatures as a result of the damage suffered. Now, only 5 samurais are left, with a total VE of 5 (1 per miniature). Since the damage difference is 5 and it does not exceed the samurai's remaining VE is considered a draw.

II : 2 : 3 DEFEAT

A unit is considered to be defeated when the damage difference is in favor of the enemy unit, or units, and when this damage difference exceeds its VE. Any units considered to be defeated must make an honor (HR) test to check if they stay in combat.

Ex. A samurai unit formed by 10 miniatures fights against an ashigaru unit formed by 15 miniatures. The samurai unit inflicts 15 damage points to the ashigaru unit, but unfortunately, it can only inflict 4 damage points. The damage difference in this roll is 11, in favor of the samurai. After the removal of miniatures, the ashigaru unit has lost 5 miniatures, so its VE becomes 10. The damage difference for the samurai is 11, and it is greater than the ashigaru's VE, which is 10; thus, the unit is considered defeated.

II : 3 REACTION TO THE RESULT

Once the result of all the combats has been determined, the units must perform any compulsory actions imposed by that result. So defeated units must make an Honor roll to check if they stay in combat or run away.

II : 3 : I HONOR ROLL

The defeated unit rolls 1D10 and if it rolls a result equal to or lower than its HR, it gets to overcome the confusion and fear and keep on fighting. If the result is greater than its HR, the unit moves back 2D10cm if it is an infantry unit, and 3D10cm if it is a cavalry unit. The unit does a complete facing and moves towards that direction.

II : 4 RUN AWAY

II : 4 : I RUN AWAY FROM BATTLE

Running away is a special fact in this game. There are several situations in which the unit starts running away. These are:

1. **The unit is defeated and fails an HR roll in the resolution phase:** A unit considered to be defeated in combat must make an Honor roll, so if it fails this roll, it immediately runs away.
2. **As a reaction to a charge:** Units can always react by running away from enemy charges, but this can be done only once. So if they run away from an enemy and then they are charged by another, they cannot run away again.

3. The unit loses half its members in a single turn as the result of enemy fire:

A unit losing half its members in a single turn as the result of enemy fire can make an Honor roll to check if it runs away. So if it fails, it must make a Run Away roll in the opposite direction to the nearest enemy.

4. Taisho's death: When the Taisho dies, all the units within 30cm from the deceased Taisho must make an HR roll to check if they start running way. If it dies as a consequence of enemy fire, or something else, in the Orders and Actions phase, the roll is made immediately. If it dies in combat, the roll is made in the Resolution phase.

5. The unit becomes half its Basic Unit: If a unit loses so many miniatures that it halves its Basic Unit, it must make an HR roll to check if it runs away.

6. The unit does not declare the compulsory clash movement: A unit less than 5cm away from a unit at the beginning of the Orders and Actions phase must compulsorily declare that it is going to perform a clash movement. If it does not declare this movement, the unit is considered to start running away. It then makes a special run away movement equal to its MV x 2 in the direction opposite to the enemy unit and it is considered to run away.

II : 4 : 2

UNITS RUNNING AWAY

A unit running away makes a MV roll to determine its current movement. If it is an infantry unit, it moves 2D10cm and if it is a cavalry unit, 3D10cm. Moreover, you must place a run away marker next to it, indicating this movement has started this turn. Once the following turn starts, flip the run away markers and place them in the regroup side to let you know they can be regrouped or run away again.

Throughout the run away movement, units ignore the other friendly units in their way, moving through them. If a unit has not enough movement to move through a friendly unit while running away, it is placed 3cm just behind this unit, as if it has passed. If the enemy unit was chasing this unit and it meets the friendly unit, it is considered a charge, but it is not solved until the Combat phase of the following turn.

A unit overcome by a friendly unit which is running away has, for the rest of the current turn and the following turn, -1 HR and -1 IN; moreover, its movement is halved for the rest of the turn.

If an enemy unit declares it is going to perform a charge towards a unit which is running away, this unit can only "withstand and combat" or "run away" as a reaction to the charge. This later

option is just possible if it has not started running away that turn, If a unit which is running away becomes the target of an attack, suffers -2 DF.

II : 4 : 3

REGROUP UNITS RUNNING AWAY

Any units running away as a result of a previous turn can attempt to regroup, as explained, in the Taisho's Orders phase, providing they have not started to run away that same turn, that is, they have not started to run away as a reaction to a charge in the opponent's phase. To know if they can be regrouped or not, flip the run away marker so the regroup symbol is revealed.

Each new turn and in the beginning of its Orders and Actions phase, the Taisho can attempt to regroup them by spending 1 Commandment Point. Then the unit makes an HR test; if it fails, they keep running away. Any unit which the Taisho does not attempt to regroup must keep on running away. If a unit becomes the target of a charge before it has regrouped, it can declare to keep on running away in order to move away from the charge reach providing they have not started to run away that same turn. This unit cannot be regrouped.

If the Taisho has died in battle, those units which run away cannot be regrouped.

A successful regroup test cost 2 AC to the regrouped unit.

A unit which has been regrouped can face any direction and have any formation.

II : 4 : 4

LEAVING THE BATTLEFIELD

A unit moving beyond the edge of the board is considered to have left the battlefield and to been destroyed. A unit which is not running away automatically stops by the edge of the board.

II : 4 : 5

CHASE

The victorious unit can chase the other unit by rolling the dice, as in the previous example, 2D10cm if it is an infantry unit, and 3D10cm if it is a cavalry unit. If it reaches the enemy unit which is running away, it can perform a free attack, that is, the unit makes an attack and the enemy unit cannot react to it immediately. If the enemy unit survives, it moves 1D10cm again if it is an infantry unit, and 2D10cm if it is a cavalry unit, and the chaser unit does not move.

If a unit is engaged, at the same time, to the flank and the frontal, it faces opposite the enemy unit with the highest VE and runs away in that direction. The victorious player must choose which units chase the defeated unit.

The enemy unit in the flank of the unit which runs away calculates its advance movement from the center of its unit's frontal.

If a unit is engaged by the front and the rear and it is forced to run away because it failed the HR test after a combat, it is automatically destroyed, for the unit is split up both sides of the enemy units and thus, they leave the battlefield.

If a unit forced to run away finds its way blocked by impassable terrain, it is automatically destroyed. If the terrain is difficult or an obstacle, then it stops just before it. If it is charged at the rear, it fights as explained before.

Once all the combats have been solved and all the run aways and advancements has been carried out, it has to be checked if any player fulfills the victory conditions for the scenario, and if it is so, he or she wins the game. Otherwise, an additional turn is played or both players go on playing until the rules for the scenario are stated.

CHAPTER 12
THE ARMY

太平記 英勇傳

稲川治部太夫源義基

駿河守義基清和源氏にして駿遠兩州の
太守なり比類なき猛將として街道の大身なり
武威近國に輝き三万余騎の大軍を率いて
上洛を企て自國を打立東海道を押行
形容最目まはしくみえりしに
堂々として尾州の大多春永
赤僅の三郡を領す椰小勢を
以て止鳴海の街に軍を駐す
猿吉郎進の依春永不意に
間道より押寄義基の本陣を
窺空居に切入り今防戦
するに及ばず捕獲問陣没なり
まはるか此敗戦は兄様の時謝梨が
怨恨の祟なるに処し説あり

一家略傳史
柳下亭
種員記



一
三万
國
五
方
重
〇

交 二

I2 : I COMPOSE THE ARMY LIST

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For some people, composing an army list becomes one of the most interesting features of the game. You can compose as many lists as you wish by following the instructions detailed below. Before each battle you must have agreed with your opponent on the level of the armies taking part and which path each of them has chosen, as this will have certain effects when composing the list.

I2 : I : I SIZE OF THE BATTLE

The size of the battle is determined by the confronted armies; this is agreed by both players before the beginning of the game.

In a low level battle only a few units and characters take part, whereas in a battle of a greater level you bring more units to the battlefield.

I2 : I : 2 SELECT A WAY

Firstly, you select one of the possible ways: the Buke, the Kuge or the Sohei. Depending on which way you choose, you have access to certain types of unit.

I2 : I : 3 LEVEL OF A BATTLE

In Kensei there are several levels of battle, and depending on which level the game is being played, you have a number of Kokus Value and a Character Value which have to be spent in order to compose your army list.

The level of the battle also limits the number of miniatures which can be included within a unit, the projectile and cavalry units, and the type and number of characters which can be included in your army.

There are 10 levels of battle that can be played, according to the number of miniatures available. So, in principle, you can play with 20 miniatures, up to almost a hundred in level 10 battles. It all depends on the level you want to play.

I2 : I : 4 UNITS: VALUE IN KOKUS

A koku is the quantity of rice necessary to feed a person throughout a year. In the Dragon Lands it is the bargaining chip and units and armies are paid with it. Each miniature in the army has a value in kokus which determines the cost to purchase it. Thus, each miniature in a unit has a value indicated by its profile, and the addition of all of them is the unit's value.

I2 : I : 5 CHARACTERS: VALUE IN CHARACTERS

Characters have a value called value in character (VP). Depending on the level of the battle you have a number of points in value of character to distribute among your bushi heroes and special characters.

I2 : 2 LIMITATIONS TO THE LIST

.....

When you create an army list, you have to take into account the size of the battle, for according to this, you will have a series of limitations when selecting your units and characters.

I2 : 2 : I LIMITATIONS TO MINIATURES

According to the level chosen for the battle, you will have a certain limitation to the number of miniatures that can be within a unit. The minimum is normally the Basic Unit and the level of the battle indicates how many miniatures can be added to that minimum.

I2 : 2 : 2 LIMITATIONS TO UNITS

No matter the size of the battle, you can bring as many units as points you have available for the battle, providing you respect the limitations for the number of units you can bring into battle for that size. There are also some limitations to the projectile and cavalry units you can bring into battle depending on if they are basic, special or elite.

A projectile unit cannot be repeated more than twice.

Elite or cavalry units cannot be repeated either.

Thus, you cannot include 3 samurai archer units or two cavalry units with katana in your army.

You cannot exceed either the maximum number of units indicated as Projectile Total or Cavalry Total, that is, the addition of projectile or cavalry units, from basic to elite, cannot exceed the indicated maximum number of units.

If a unit is both of projectile and cavalry, it then affects both limits at the same time.

12 : 2 : 3 CHARACTERS LIMITS

To a battle, you can bring a certain number of characters which does not affect the kokus of the units you include in your army. This is called Value in Characters. For each battle size, there is a Value in Characters that has to be spent, respecting the limits for the number of characters for that precise size.

If a Daimyo is included in the army, the Taisho cannot be included, for it fulfil the functions of the general.

You cannot include two special characters of the same time in your army.

12 : 3 TABLE OF LEVEL UNITS KOKUS

B.U: Basic Units
C: Cavalry
P: Projectiles
CT: Cavalry Total
PT: Projectiles Total

LV	Maximum number of miniatures per unit.	Basic Units	Special Units.	Elite units.	Kokus Army
1	B. U. for all units.	2 or more P: Ø-1 C: Ø	0-1 P: Ø-1 C: Ø	0	400 PT: 1 CT: Ø
2	Infantry: General: B. U. +1 Heinin: B. U. +3 Cavalry: B. U. Loner U.: U. B.	2 or more P: Ø-1 C: Ø-1	0-1 P: Ø-1 C: Ø-1	0-1 P: Ø-1 C: Ø-1	800 PT: 2 CT: 1
3	Infantry: General: U. B. +2 Heinin: B. U. +4 Cavalry: B. U. Loner U.: U. B. +1	2 or more P: Ø-2 C: Ø-1	0-2 P: Ø-1 C: Ø-1	0-1 P: Ø-1 C: Ø-1	1200 PT: 3 CT: 2
4	Infantry: General: B. U. +3 Heinin: B. U. +5 Cavalry: B. U. +1 Loner U.: B. U. +1	3 or more P: Ø-2 C: Ø-1	0-2 P: Ø-1 C: Ø-1	0-1 P: Ø-1 C: Ø-1	1600 PT: 3 CT: 2
5	Infantry: General: B. U. +4 Heinin: B. U. +7 Cavalry: B. U. +2 Loner U.: +2	3 or more P: Ø-2 C: Ø-2	0-2 P: Ø-1 C: Ø-1	0-1 P: Ø-1 C: Ø-1	2000 PT: 3 CT: 3
6	Infantry: General: B. U. +5 Heinin: B. U. +8 Cavalry: B. U. +2 Loner U.: +2	3 or more P: Ø-2 C: Ø-1	0-3 P: Ø-2 C: Ø-1	0-2 P: Ø-1 C: Ø-1	2400 PT: 3 CT: 3
7	Infantry: General: B. U. +6 Heinin: B. U. +9 Cavalry: B. U. +2 Loner U.: +2	4 or more P: Ø-3 C: Ø-2	0-3 P: Ø-2 C: Ø-1	0-2 P: Ø-1 C: Ø-1	2800 PT: 4 CT: 3
8	Infantry: General: U. B. +7 Heinin: Lim. Max Cavalry: Lim. Max Loner U.: Lim. Max.	4 or more P: Ø-3 C: Ø-2	0-3 P: Ø-2 C: Ø-1	0-2 P: Ø-1 C: Ø-1	3200 PT: 4 CT: 3
9	Maximum limit.	4 or more P: Ø-2 C: Ø-2	0-4 P: Ø-2 C: Ø-1	0-3 P: Ø-1 C: Ø-1	3600 PT: 4 CT: 3
10	Maximum limit.	5 or more P: Ø-2 C: Ø-2	0-4 P: Ø-2 C: Ø-1	0-3 P: Ø-2 C: Ø-1	4000 + PT: 5 CT: 4

I2 : 4
TABLE OF LEVEL - CHARACTERS - VP

LV.	DAIMYO	TAISHO	BUSHO	DAISHO SAMURAI	DAISHO ASHIGARU	ESPECIALES	VP
1	0	0	0-1	0-1	0-3	0-1	400
2	0	0	0-1	0-2	0-3	0-1	650
3	0	0	0-1	0-2	0-3	0-1	650
4	0	0-1	0-1	0-2	0-3	0-1	900
5	0	0-1	0-1	0-2	0-3	0-1	900
6	0	0-1	0-2	0-2	0-3	0-2	1000
7	0	0-1	0-2	0-2	0-3	0-2	1000
8	0-1	0-1	0-2	0-2	0-3	0-2	1300
9	0-1	0-1	0-2	0-2	0-3	0-2	1300
10	0-1	0-1	0-2	0-2	0-3	0-2	1500



12 : 5 UNITS

12 : 5 : 1 BASIC UNITS

	B.U - Max	MV	DC	AT	DF	AR	VT	KI	HR	IN	AC	VE	KOK/MIN	MIN/DC	EQUIPMENT	TYPE
YARI ASHIGARU	5 - 15	10	5	7	3	1	3	3	3	2	2	1	15	1 / 1	Weapon: Spear. Armor: hara-ate (light).	“On foot”, Heinin. Standard-bearer (+25 koku)
YUMI ASHIGARU	4 - 12	10	4	7	3	1	3	3	3	2	2	1	20	1 / 1	Weapon: Bow . Armor: hara-ate (light).	“On foot”, Heinin, Projectiles. Standard-bearer (+30 koku)
KATANA SAMURAI	4 - 12	10	4	6	4	2	3	4	4	3	2	1	30	1 / 1	Weapon: Katana. Armor: do-maru / haramaki do (medium)	“On foot”, Samurai. Standard-bearer (+45 koku)
YUMI SAMURAI	4 - 12	10	4	6	4	2	3	4	4	3	2	1	40	1 / 1	Weapon: Bow. Armor: do-maru / haramaki do (medium)	“On foot”, Samurai, Projectiles. Standard-bearer (+50 koku)
KIBA MUSHA	3 - 6	15	6	6	4	3	5	4	5	4	2	2	65	1 / 2	Weapon: Katana. Armor: hara-ate (light)	“Mounted”, Samurai.
YARI KIBA MUSHA	3 - 6	17	6	6	4	2	5	4	5	4	3	2	70	1 / 2	Weapon: Spear. Armor: hara-ate (light)	Harassers “Mounted”, Samurai.
ISHITSUBUTE ASHIGARU	3 - 9	12	3	7	3	1	3	3	4	2	3	1	30	1 / 1	Weapon: Sling. Armor: hara-ate (light)	Harassers “On foot”, Heinin, Projectiles.

YARI ASHIGARU (ASHIGARU WITH A SPEAR)

Warriors of a lower class which form most of the army of a clan. They are mostly peasants and city inhabitants, considered heinin, and they are exposed to the ethic of higher class warriors, whom they loyally obey in times of peace. These foot warriors are known as warriors of agile legs (ashigaru).

YUMI ASHIGARU (ASHIGARU WITH A BOW)

While not as skilled as the elite samurai archers, yumi ashigaru can be devastating en mass.

KATANA SAMURAI (SAMURAI WITH KATANA)

The samurai is the highest class in the Drangon’s Lands. Samurai means “to serve”, so these are the clan’s and the Daimyo’s most loyal servants. These warriors (bushi) are trained in war since an early age and live for the honor of their clan. They follow the way of the warrior (Bushido) and they are willing to sacrifice their own lives unhesitatingly for their lord.

YUMI SAMURAI (SAMURAI WITH BOW)

Samurai are trained in the use of the bow from an early age. This makes them excellent archers.

KIBA MUSHA (CAVALRY WITH KATANA)

The samurai of the highest rank are mounted and they are formidable riders. These samurai are fearsome when charging an unready enemy. Their speed and ferocity turn them into a fearsome opponent for the rest of the units. It is not rare to see the Taisho accompanied by these terrific warriors.

YARI KIBA MUSHA (LIGHT CAVALRY WITH SPEAR)

These samurai are the best riders in the clan. They move at a great speed throughout the battlefield in search of the weak points of their enemy and wreaking havoc within its ranks. They can attack and vanish from the place in an instant, leaving the terrain full of corpses.

ISHITSUBUTE ASHIGARU (ASHIGARU WITH SLING)

This is a unit quite infrequent in the battlefield and which some generals use to cause uncertainty among enemy ranks. The also called Mizumata are peasants trained in throwing stones with their slings. With a scarce armor and protection, they move swiftly throughout the battlefield and hinder the movement of the armies.

12 : 5 : 2 BUKE UNITS

SPECIAL UNITS

	B.U - Max	MV	DC	AT	DF	AR	VT	KI	HR	IN	AC	VE	KOK/MIN	MIN/DC	EQUIPMENT	TYPE
NO-DACHI SAMURAI	4 - 12	10	4	5	4	2	3	4	5	3	2	1	40	1 / 1	Weapon: No-dachi. Armor: do-maru / haramaki do (medium)	"On foot", Samurai Standard-bearer (+55 koku)
YARI SAMURAI	4 - 12	10	4	6	4	2	3	4	5	3	2	1	35	1 / 1	Rma: Spear. Armor: hara-ate (light).	"On foot", Samurai. Standard-bearer (+50 koku)

ELITE UNITS

KENGO	1 - 4	12	3	4	5	1	7	5	7	5	3	3	90	1 / 3	Weapon: Katana.	Harassers, "On foot", Samurai, Loner.
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NO-DACHI SAMURAI (SAMURAI WITH DAI-KATANA)

This special unit of buke samurai is armed with a sword of large dimensions. These are chosen among the best warriors in the clan, sons of the great lords, and they are trained to brandish these huge swords for hours in the battlefield without tiring.

Banzai (action ability): By spending 1 action point, the samurai make a special charge moving 2D10cm, instead of 1D10cm as usual. This ability can only be used once per battle. It must be declared in the Orders and Actions phase. For it to enter in action, a KI roll is required. If this roll is successful, the Banzai charge is performed; if the test fails, the unit charges as usual, and this ability is considered to have been spent.

Fight for the emperor (free ability): It allows you to repeat an HR roll once per battle. It can only be used once in the battle. For it to enter in action, a KI roll is required.

YARI SAMURAI (SAMURAI WITH SPEAR)

These are the samurai with the lowest rank in the clan. These samurai have a scarce salary and when they are not in war, they are forced to work together with the peasants that serve them. This kind work is not considered honorable, but survival makes them do it. Since they do not have as much time to train as those of higher ranks, they are armed with spears and they form more compact units, although they have their katana at their side.

Forest Of Spears (Action Ability): The unit is regrouped in close formation when charged at their front. The unit must make a KI roll to check if it gets to regroup. This position cancels the bonus granted by charge to the unit when charging towards the front; moreover, it increases their defense by 1.

Protect The Lord (Combat Ability): A character within a unit of spears can avoid confrontation with any other character if it is challenged, even with assassins. It can only be used once in the battle. For it to enter in action, a KI roll is required.

KENGO (DUELISTS)

A duelist is a samurai on his or her way to perfection in the art of fencing (Kenjutsu). These samurai go from village to village challenging the different schools in order to increase their knowledge and prestige. A duelist is a terrific opponent that most samurai prefer to avoid.

Two Swords (Action Ability): The duelist uses his two weapons in combat. In order to use this ability, it must spend 1 AC in the Orders and Actions phase. The duelist increases its defense by 1 point. It can be only use once per battle and it cannot be used if it is engaged in combat. For it to enter in action, a KI roll is required.

I Dare You (Combat Ability): One of the duelists challenges a specific character. This must be declared in the combat phase, before the Initiative roll. The duelist must make a KI roll. If the test is successful, the duelist can challenge an enemy character within the unit. The duelist attacks with the basic DC of the unit, the other DC are employed to attack the unit.

No Thinking (Action Ability): Duelists focus on what surrounds them, increasing their reflexes and their ability to react. They must make a KI roll and it has to be declared in the Orders and Actions phase. Thanks to this ability, when they attack, they reduce their enemy's DF by 1 point. It can only be used once per battle and it must be declared in the Orders and Actions phase, before charging; moreover, they cannot be in combat.



12 : 5 : 3 SOHEI UNITS

SPECIAL UNITS

	B.U - Max	MV	DC	AT	DF	AR	VT	KI	HR	IN	AC	VE	KOK/MIN	MIN/DC	EQUIPMENT	TYPE
NAGINATA SOHEI	4 - 12	10	4	5	4	2	3	5	4	4	2	1	40	1 / 1	Weapon: Naginata. Armor: Do-Maru / Haramaki Do (medium)	“On foot”, sohei. Standard-bearer (+55 koku)
AMA KIHEI	3 - 6	17	6	6	4	2	5	5	4	4	2	2	75	1 / 2	Weapon: Naginata. Armor: Hara-Ate (Light).	Harassers “Mounted”, Sohei.

ELITE UNITS

IKAME BO	1 - 4	10	3	4	5	2	12	7	5	5	3	3	110	1 / 3	Weapon: Tetsubo. Armor: Do-Maru / Haramaki Do (medium)	Harassers “On foot”, Sohei, Loner.
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NAGINATA SOHEI (MONKS WITH NAGINATA)

Beyond the walls of the gentle temples of the Dragon’s Lands, the monks are trained in the art of the naginata, willing to defend their beliefs from what they consider the decadence of the samurai class. With their characteristic cloths, they cover their faces and hide their armor. They do not hesitate in waging war to defend the weakest against the abuses of the samurai class.

Battle Cry (Action Ability): This ability can only be used once per battle and it can be used in different moments, causing various effects:

When it is the target of a charge: The use of this ability is declared when the action of withstand and combat is declared. An opposing KI roll is made by the monks and the unit performing the charge. If the monks win the roll, the enemy charge is reduced by 1D10cm, rolled by the general suffering the charge.

When a charge or counter-charge is performed: The monks charge while crying terribly. The initiative of the unit suffering the charge is reduced by 2 points and its honor is reduced by 1 point, For it to enter in action, a KI roll is required.

’Till The End (Free Ability): The monks cheer each other on. The monks avoid a run away roll this turn. It can only be used once. For it to enter in action, a KI roll is required.

AMA KIHEI (NUNS ON HORSEBACK)

These warrior nuns are treated as equals by their companions of the opposite sex. They are also armed with the naginata and they are excellent riders in combat.

Overwhelming Beauty (Combat Ability): Nuns know that desire is the source of suffering. They confuse their enemies by showing their hidden charms in the combat. Their enemies automatically reduce their AT by 1 point. For it to enter in action, an opposing KI roll is required. This ability can only be used once per battle.

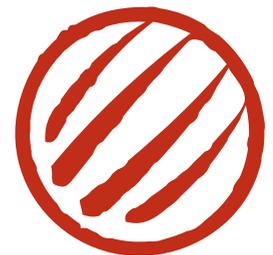
Death Chant (Action Ability): By spending one action point, the nuns sing a song that freezes the men’s hearts. The unit makes a Ki roll and if it is successful, all the enemy units within 20cm must make a Ki roll. If they are not successful, they fall into a terrible sadness, thus reducing its HR and IN by 1 point during the current turn and the following one. It can only be used once.

IKAME BO (TERRIBLE BONZO)

These are the most terrific of the warrior monks. They are colossal and are armed with the kanabotetsubo, a huge club with which they crush the wretches in their way, while they pray to the sutras for their souls.

Revolving Hit (Action Ability): While they charge, they revolve their hammers violently, wreaking havoc among their enemies. Their DC increase by 1 per miniatures. In order to do this, they must make a roll equal to or lower than its KI. They spend 1 action points and it can only be used in the charge. It can only be used once in the battle.

Remain Steadfast (Action Ability): The monks strengthen their legs and withstand the charge as mountains. The enemy charge does not have any effect on them, so the enemy unit does not receive any bonuses for the charge. This ability must declare when the enemy declares the charge and the monks must withstand and combat. It can only be used once in the battle and the monks must make an opposing Ki roll against the unit performing the charge.



12 : 5 : 4 KUGE SPECIAL UNITS

SPECIAL UNITS

	B.U - Max	MV	DC	AT	DF	AR	VT	KI	HR	IN	AC	VE	KOK/MIN	MIN/DC	EQUIPMENT	TYPE
ONNA-BUSHI	4 - 12	10	4	5	4	2	3	4	4	5	2	1	35	1 / 1	Weapon: Naginata. Armor: Do-maru / Haramaki Do (medium)	“On foot”, Samurai. Standard-bearer (+50 koku)
TEPPOTAI	5 - 10	10	5	7	3	1	3	4	3	2	2	1	25	1 / 1	Weapon: Teppo. Armor: Hara-Ate (light).	“On foot”, Heinin, Projectiles. Standard-bearer (+50 koku)

ELITE UNITS

NINJAS	3 - 5	12	6	5	5	1	3	5	5	7	3	1	90	1 / 2	Weapon: Shinobi gatana, Shuriken. Armor: Hara-Ate (light).	Harassers “On foot”, Ninja, Projectiles (no penalty to close combat), Loners.
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ONNA-BUSHI

These warriors are trained since a very early age to serve the kuge in anything they wish. They are their favorite guard, so fanatical of their lords that even the samurai pale in comparison to their fervor. These warriors are experts in the use of the nanigata, with which they are armed since they can hold it.

Warrior Women (Free Ability): They cause a funny feeling among the friendly troops which want to show their bravery before them. Any friendly miniatures within 20cm gain +1 HR, which accumulates to the standard-bearer's and the character's HR; it lasts 2 turns and it can only be used once per battle. For it to enter in action, a KI roll is required.

Cherry Tree Flowers (Combat Ability): The onabushi sacrifice themselves for victory; their armor and defense are reduced by 1 point. Each onabushi miniature removed makes a damage roll against her enemies' armor. It can only be used once per battle and it has to be declared before initiative is rolled. For it to enter in action, a KI roll is required.

TEPPOTAI (ASHIGARU WITH TEPPU)

Kuge families do not hesitate in sacrificing the people's religion in order to get foreign weapons. In exchange of the new weapons brought for beyond the seas, they let the namban to preach in their lands. Peasants learn faster to use an arquebus than a bow, so they have armed their servants with this dishonorable weapons which enable a heinin to kill a samurai from a distance.

Wall Of Stakes (Action Ability): In any turn, before making any shot and by spending 1 action point, the ashigaru create a wall of stakes in front of them which provides a light cover. This wall prevents cavalry units to charge the unit by the frontal. This creates a defended obstacle which cannot be moved. It can only be used once.

Alternated Shot (Action Ability): The ashigaru can shoot with 4 additional DC This ability can only be used once per battle. For it to be performed you must make a KI roll and spend 2 AC, being able to use the KI of a character within the unit.

NINJAS

Ninja families have been serving the obscure Kuge for centuries. They prefer to use unorthodox tactics to win their battles, using deception and the most dishonorable tricks without any remorse. The Kuge do not need to prove their honor because they are the emperor's direct descendants. Ninjas are their most terrific warriors, they slip into their ranks, unnoticed by their enemies, and they attack where least expect.

Trained Assassins (Combat Ability): In a combat, they can use half their combat dice to attack a character. This combat follows the rules for confrontations between characters. A successful KI roll is required. In case the roll is failed, these dice are lost and the confrontation does not take place. This ability must be declared before the initiative roll in the combat phase. This ability can be used as often as wished.

Vanishing (Combat Ability): In the second consecutive turn of a combat in which the ninja are involved, and before the IN roll is made, the unit can choose to escape. In this case, a KI roll is required and if it is successfully passed, the unit can move up to 2D10cm in any direction, and they cannot be chased by the other unit. If it fails, it stays in combat, with IN -3. This ability can only be used once in the battle.



12 : 6 CHARACTERS

CHARACTER POINTS

The total number of points in characters that can be used in a battle depends on the level of the battle, and it is independent from the kokus you can spend on units. These points are called, from now on, VP. That is, if we play a battle of a level ranging from 1 to 400 koku, you have 400 VP, as explained below; however, these are not taken from the 400 kokus for the battle, but they are set aside. You have to spend 400 kokus on troops and you still have 400 VP to spend on characters. The full edition of the rulebook will include a system for the creation of characters which will allow you to choose your heroes' abilities and equipment, but by now, in this Beta version, there are only some characters with pre-determined abilities and equipment.

CHARACTER TYPES

Characters are divided into two main categories: bushi heroes and special characters. The former are warrior characters which follow the rules for characters, already explained in this rulebook. However, special characters either cannot join other units for they have the loner trait, or if they can, they do not grant any combat dice to the units they join nor they can use this character's honor for any tests. Nevertheless, they may be granted other advantages.



12 : 6 : 1 HEROES BUSHI

	MV	DC	AT	DF	AR	VT	KI	HR	IN	AC	VE	VP.	EQUIPMENT	TYPE
DAIMYO KUGE	10	6	3	6	4	15	7	8	8	3	2	400	Weapon: Katana, Spear or Naginata (At your choice). Armor: Legendary O-Yoroi Mount: +50 VP, its movement increases to 15cm; moreover, it can join cavalry unit.	Hero Bushi, Infantry or Cavalry, Commandment. Harassers "Mounted", Sohei.
DAIMYO BUKE	10	6	3	6	4	15	7	9	7	3	2	400		
DAIMYO SOHEI	10	6	3	6	4	15	8	8	7	3	2	400		
TAISHO KUGE	10	6	4	5	3	12	6	7	7	3	2	250	Weapon: Katana, Spear or Naginata (At your choice). Armor: O-Yoroi (Heavy). Mount: +50 VP, its movement increases to 15cm; moreover, it can join cavalry unit.	Hero Bushi, Infantry or Cavalry, Commandment.
TAISHO BUKE	10	6	4	5	3	12	6	8	6	3	2	250		
TAISHO SOHEI	10	6	4	5	3	12	7	7	6	3	2	250		
BUSHO KUGE	10	5	4	5	3	9	5	7	6	3	1	200	Katana, Naginata or Spear (At your choice) and Bow. Armor: O-Yoroi Mount: +50 VP, its movement increases to 15cm; moreover, it can join cavalry unit.	Hero Bushi, Infantry or Cavalry, Commandment.
BUSHO BUKE	10	5	4	5	3	9	5	8	5	3	1	200		
BUSHO SOHEI	10	5	4	5	3	9	6	7	5	3	1	200		
DAISHO SAMURAI	10	4	5	5	2	6	5	6	4	3	1	120	Weapon: Katana and Bow. Armor: Do-Maru / Haramaki Do (medium) Mount: +50 VP, its movement increases to 15cm; moreover, it can join cavalry unit.	Hero Bushi, Infantry or Cavalry, Commandment.
DAISHO ASHIGARU	10	3	5	4	2	6	4	5	4	3	1	80	Weapon: Katana Armor: Do-Maru / Haramaki Do (medium)	Hero Bushi, Infantry.

DAIMYO

The Daimyo is the war lord of the dragon's lands. It is the undisputed leader of the clan, served by all the samurai and for whom they would give their lives. A Daimyo will enter battle followed by great samurai armies. Name your clan and your Daimyo and make of him the Shogun of Dragon's Islands. A battle in which a Daimyo is involved is a battle of huge dimensions.

Abilities: The Daimyo can choose up to 3 Taisho abilities; it can select 2 general abilities and 1 clan ability.

If a Daimyo is included in the army, the Taisho cannot be included, for it fulfils the functions of the general.

TAISHO

The Taisho is the general, chosen by the lord of the clan (Daimyo) among those warriors of greater renown, sometimes even a direct relative, such as one of the Daimyos sons or brothers. Just in some occasions the Daimyo appears in the battle leading their troops. The great honor of being appointed Taisho makes a lot of them to commit seppuku (harakiri) when defeated, in order to cleanse their honor and avoid shame before their lord.

Abilities: Each Taisho has two Taisho abilities. It can select one General Ability for the Taisho and another of its faction.

BUSHO

The hatamoto or leader is a prominent warrior who provides men to the Daimyo's army; he has a great amount of lands and a great weight of responsibility in the course of the battle. They are the most reputed men before the lord of their clan and great warriors who have proved their bravery in many battles.

Abilities: A Hero of the clan appointed general (Taisho) can select a Taisho ability among those generic and those of the clan.

DAISHO SAMURAI

The Mono-gashira or Daisho Samurai is a samurai with one or more units under its command and who has promoted on merit throughout several battles and who is considered an honorable person.

DAISHO ASHIGARU

The bugyo or Daisho ashigaru is the official in charge of a heinin or ashigaru unit; a samurai who has started to excel and who can have a group of warriors under his command. A Daisho ashigaru still has a lot to prove to his lord.

A Daisho ashigaru attached to an ashigaru unit armed with projectiles weapons grants a DC bonus as if it was armed with one of these weapons, e. g.: a bow or a teppo.

12 : 6 : 2

TAISHO ABILITIES

GENERAL ABILITIES

Forest Of Spears: Ashigaru units can use the forest of spears abilities as described in the description of the samurai unit with spear. This ability is activated at the end of the Orders phase and remains active for the rest of the turn. Ashigaru units use the Ki of the characters within their ranks or if a character with the Commandment trait within 15cm.

Banzai: The general can activate the BANZAI ability in any infantry unit, as if it has this ability (see the description of the samurai with no-dachi). This ability can only be used successfully once per battle, although a different unit can be designated if it was not performed by the one designated in a previous turn. The ability is rolled with the Taisho's Ki.

Ashigarus' General: This ability must be activated in the Orders phase. Ashigaru do not suffer the heinin penalty, so they can be regrouped when being less than 20cm away from enemy units. Moreover, they gain AT -1 for a whole turn.

Master In Calligraphy: The art of handwriting temper the general's spirit, who is able to keep calm when the battle is at its words point. If two or more units are running away, no matter how far from him, he can use his honor value to regroup them. Moreover, regrouping these two units only costs 1 Commandment Point.

KUGE TAISHO ABILITY

Fulfil Your Duty: The Taisho urges his troops to remain steadfast and to fulfil their duty (either because of his loyalty to the clan, or because the terms of their contract). During this turn, you can either avoid an Honor Roll or perform a Ki Roll with the Taisho's Ki. This ability can only be used once per battle.

Clandestine Practices: The Kuge are experts in using dark tricks to win the battles. A general with this ability can make the ninja unit or character enter the battlefield from any zone in the board, from the second turn of the battle. At the beginning of the battle, you have to declare which unit waits outside the board. It can be activated normally the same turn it enters the battlefield, but its movement has to be measured from the edge of the board up to the point it moves ahead. This ability can only be used once per battle and with just a ninja unit or character.

BUKE TAISHO ABILITY

Expert Strategist: The general is a great strategist, an expert in a thousand battles and a master in the art of war. This ability is activated at the beginning of the battle, after deploying all the units' cards on the board, but before being revealed. The enemy general must reveal all his or her units first, and then, you can swap two of your cards before revealing them (but keeping the orientation of both cards), as long as they have not been revealed by a spy.

Bushido Law: The Buke are great warriors following the bushido. All the units in the army get IN +2 and HR +2 for the turn in which this ability is activated. It can only be used once per game.

SOHEI TAISHO ABILITY

The Darma Wheel: Life is just one more turn in the wheel of reincarnations. The death of the sohei general does not provoke HR tests, and the units in his army can go on regrouping and use his HR (although he is dead) in the turn he dies and in the following one. This activity does not need to be declared in the Taisho's Orders phase, it activates immediately when the general dies.

Divine Wind: The sohei seem to be flying and their souls rise with the imminence of death. The sohei units charge this turn with +3 to their Charge Roll. This ability can only be used once per battle.

12 : 6 : 3 SPECIAL CHARACTERS

	MV	DC	AT	DF	AR	VT	KI	HR	IN	AC	VE	VP.	EQUIPMENT	TYPE
KENSEI	12	6	4	6	1	15	7	7	7	3	2	250	Weapon: Katana. Armor: Light.	Special Character, Loner, "On foot", Duelist.
GEISHA	10	2	-	3	1	6	7	5	6	3	1	200	Weapon: Fan (Hand Weapon)	Special Character, "On foot", Hidden, No Combat.
SHINOBI	12	6	4	6	2	12	6	6	8	3	2	250	Weapon: Shinobi gatana, Blowpipe. Armor: Medium.	Special Character, "On foot", Ninja, Loner, Assassin, Projectile.
SPY	12	3	4	5	1	10	6	7	6	3	1	200	Weapon: Katana. Armor: Light.	Special Character, "On foot", Loner, Hidden.

KENSEI

The Kensei is a duelist who, after years of practice and dedication, has reached spiritual perfection through the use of the sword. He is a master in the tea ceremony and in other arts like calligraphy. The Kensei spend hours and hours in meditation and has reached a point in which it is considered almost a Saint; he only kills if necessary, without hard feelings or pain.

A Clean Cut (Combat Ability): This warriors can cut an enemy into two pieces with a single cut. It must be declared before the initiative for the combat is rolled. In order to activate this ability a Ki roll is required. This ability reduces the enemy's AR by 2 points.

Specailist In Duels (Free Ability): If the Kensei challenges you a duel, you cannot refuse and the Kensei cannot be attacked by the unit in which the challenged character is included once the duel is over. This ability can only be used once per battle.

The Path Is Void (Action Ability): Before charging and entering in combat, the Kensei focus on vacuum. The Kensei must make a roll equal to or lower than its Ki. If he is successful, he can make attacks of high precision which reduce the enemy's DF by 2.

GEISHA

The geisha is a living work of art. Since a very early age, she is trained in all the arts to satisfy men. Her presence captivates those worthy of her. She is an expert in arousing desire in the men's hearts and in taking them to submission. In these dark days, some of them have been trained to work as assassins for their clan.

Inspire (Free Ability): Once the Geisha is revealed. The unit can repeat any failed attribute roll. In order to do this, a Ki roll is required; if it is successful, the unit can repeat the failed roll. It can be used once per turn, but the Geisha cannot use any other ability when using this one.

Distract (Free Ability): Once the Geisha is revealed, she can increase the difficulty to use a unit's or character's special ability within 30cm. So before the roll indicated in the ability is made, an opposing Ki roll against the Geisha. If it is an ability without a difficulty, it is canceled and the roll is lost. If it is an ability with difficulty or attributes, its difficulty increases by 3.

SHINOBI'S DEPLOYMENT ABILITIES

Assassin (Combat Ability): They do not need to challenge characters to attack them. This is a special attack. To carry out this attack, an opposing Ki roll is required against the target character. The Geisha is a seductive assassin who uses her charms before sticking her dagger in the men's hearts. If she is successful, she rolls 3D10 directly to damage, applying the opponent's armor; if she is not successful, she suffers 3 damage points.

SHINOBI

The shinobi is a ninja specialized in hiding. He acts alone to move more easily among enemy troops and he is able to kill a great hero, or even the general, before anyone can avoid it.

When choosing a shinobi, you have to decide which of the three existing types you want it to be and write it down in the unit's card.

Mitsumono.- Personality Change Specialist: The shinobi can look like a monk, a Bushi, a private or any other character. It is deployed within a friendly unit and its identity can be revealed at any time. The shinobi does not have the loner trait, and once it is revealed, it is treated as a Bushi hero within a unit, but it does not grant any bonuses to the unit's HR or IN. It cannot be deployed within a unit including a Bushi character. If it leaves the unit, it starts being treated as a shinobi and it cannot enter a unit again.

Kamari.- Surprise Attack Specialist: The shinobi is deployed in the same way as the ninja, with the exception that if an enemy unit enters a terrain element it is hidden in, it is not immediately discovered, and its controller chooses whether it is revealed or not.

Denuki- Infiltrations Specialist: The ninja deploys within an enemy troop. In order to do this, in the deployment and before revealing the cards, its controller chooses the number of one of them and writes it down. If it is a cavalry unit, it must write down the number immediately above. The ninja must be revealed in the Taisho's Orders phase; the unit is paralyzed in combat, in the same place. This is never considered a charge. The ninja is placed outside the enemy unit and in contact with its frontal. Moreover, if it challenges a character within an enemy unit in the turn it is revealed, this challenge cannot be refused, for it has been taken by surprise.

ABILITIES

Rappa (Action Ability): The ninja is a specialist in spreading fake information. The ninja lets out the rumor among enemy troops that the Taisho is dead; this rumor spreads for 20cm from the ninja; any unit within that distance makes an opposing Ki roll against the ninja, with the possibility of using the Ki of any character with the Commandment trait within 15cm. If it fails, this unit believes the rumor. The unit must make an Honor roll to check if it starts running away. This ability costs 1 AC, it can only be used once per game and it has to be declared in the Orders and Actions phase.

Vanishing (Combat Ability): From the second consecutive turn on of a combat in which the ninja are involved, and before the IN roll is made, the unit can choose to escape. In this case, a Ki roll is required and if it is successfully passed, the unit can move up to 2D10cm in any direction, and they cannot be chased by the other unit. If it fails, it stays in combat, with IN -3.

Incendiary Bomb (Action Ability): The shinobi can throw a bomb at a unit at a short distance. A Ki roll is required. If it is successful, it inflicts 3D10 damage points to the unit hit by the bomb. Otherwise, if the roll fails, the bomb explodes in his hands, suffering that amount of damage dice. It can only be used once per battle, it has to be declared in the Orders and Actions phase; moreover, it cannot be used in the same turn in which the ninja uses his blowpipe or if it is engaged in combat. This ability costs 2 AC.

SPY

Clans use spies to find out the movements and plans carried out by the other clans. They are experts in finding intruders within their troops, working as a kind of secret police. They travel across the paths disguised as peasants or monks and they come back with essential information for their clan.

Yutei (Free Ability): The spy can make up to 3 Ki rolls to reveal enemy units in the Deployment phase. It must be declared just when the unit card is placed on the board and if the Ki roll is successful, the enemy player must deploy that card face up.

Kaiden (Action Ability): The metsuke makes a roll equal to or lower than its Ki; if it is successful, any hidden unit within 30cm must be revealed. This ability can be used once per turn, it costs 1 AC and it has to be declared in the Orders phase.

Metsuke (Combat Ability): This character is a specialist in capturing ninjas and geishas. Spies can attack ninja characters and units. When they do it, they multiply their combat dice x3 and they gain IN +4 against the ninja character or unit. When they confront a unit including a geisha, it can try to capture her. In order to capture the geisha must make an opposing HR roll against the geisha. If it is successful, he captures her, and she is considered a casualty at all effects. This ability must be declared.



