



# kensei

the awakening

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Yes, you can print any page with tables.



To our Martas, because without  
your patience and support  
we could never  
have walked this journey

# PROLOGUE

“A new evil has been born from amidst the Hymukai islands. News of death and rotting come from the West. Evil has awoken and the major clans mobilize their armies as they prepare to face an eternal battle...”

Kensei is a miniature wargame that takes place in a world called Hymukai, set in a fantasy feudal Japan. The players take on the role of commander of one of this world's clans and their armies. Leading them to glory and control their empire is your mission!

In this new edition of Kensei the game system has been simplified and livened

up, creating new game mechanics that require continuous strategic planning. You will have no rest! Also, new troop profiles are available for clans and for the new undead army, as well as new rules for the use of magic and mythological creatures.

Last but not least, the new system is standardized with Torii, the skirmish game set in the world of Kensei, by its concepts and army listings (although they keep their different game dynamics). Thus we can create a whole experience, being able to play both large battles as small skirmishes, without having to learn to play two completely different games.

## ABOUT THIS VERSION

We are very happy to share this free version of rules with you all. Here you will find everything you need to play Kensei.

What is it that you will not find? The background we have created for this new awakening will only be available in the full version, here we have added an introduction that we hope you will find interesting. You will not find rules and scenarios regarding Kensei's new war machines either. Support us on the crowdfunding campaign with which we celebrate this edition and incorporate all that to the printed version.

This version is a living text. There will be mistakes to correct, new troops to add and rules to polish before launching the print edition. Help us and contact us, it will be a pleasure to hear all your proposals.



## WHAT IS A MINIATURE WARGAME?

It's a tabletop game where players take on the role of a detailed miniature army with which your friends and you face each other in battle where the most important things are strategy and honour.

The wargaming hobby comprises many diverse aspects. Your friends and you collect the miniatures of the clan (or clans) you like the most, you bring them to life with assembly and painting, and with them recreate battles on a table decorated with scenery you have built. All this is not mandatory, but little by little you will discover how fascinating it is to play with a fully painted army and the fun it is to build your own gaming table. Search on the internet and you will find thousands of examples. Your imagination and creativity should have no limits.

## HOW TO READ THIS RULEBOOK

If you are not a regular player of this sort of games, we strongly recommend that you read and take in the **Introduction to Kensei** chapter to help you get familiar with the classical concepts of these games and Kensei mechanics. For more experimented players we recommend a quick reading of the introduction paying attention to the **Example of a game round**, where the game system, the activation system and orders can be seen.

Once these basic concepts have been assimilated the moment to read the chapters until reaching the **Intermediate rules** has come. Try to build a small army using the **army building** rules and play a small game to get used to the activation and

order system before you carry on reading, at this point you should control the essential game mechanics to be able to enjoy the game.

So now go on to the **intermediate** and **advanced** rules. They are not complicated, but offer new game mechanics (command cards, magical creatures, etc) that will help you fully enjoy Kensei. We recommend that you include the command card system as soon as possible, as it increases the game's fun and strategy to very high levels.

At the end of the rulebook you will find a series of reference annexes that we have placed so they can be easily looked up. They are the troop ability list, and the army lists with all the miniatures' profiles.

And finally, we have added a glossary of terms, Japanese culture related, that will come in handy while reading this book (Taisho, Daimyo, Yari, Naginata, etc). If you find words written in italics out of context, you will find its definition in the glossary.

## MINIATURE BASING

Kensei uses squared peana miniaturas from zenit miniatures. Due the combat rules, it makes sense to use these bases as you will see. However, you can use another type of base (round, hexagonal, etc.) as long as it does not exceed the dimensions of the square base of the figure it represents (eg 25 mm for infantry). Keep in mind that the figures should behave as if they have a square base whatever the base you use and that will have 4 sides and 4 corners.

# WHAT YOU NEED TO PLAY

Apart from this rulebook, you will need the following elements to play Kensei:

## Miniatures

To start playing we recommend one of Zenit Miniatures' "Army Boxes" with which you will have different units and heroes to start assembling and playing.

## A friend to play with

with their own prepared armies.

## Dice

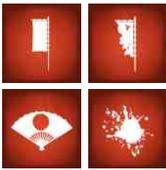
About ten six-sided dice (D6).

## Measuring tape

In centimetres.

## Markers

They are not necessary but will be very useful to remember some situations that occur during the game. You can use colour chips, buy the official markers on Zenit Miniatures website, or download the pdf and print them yourself.



Some markers

## A gaming table

A minimum 90x120 cm gaming area is recommended.

## Scenery

Scaled elements to decorate your battle ground: Japanese style houses, trees, hills, coloured mats, etc. Or cardboard boxes simulating all those things, the most important thing is your imagination.

## A deck of cards

If you use the command deck intermediate rules. You can get one on the Zenit Miniatures website (downloading and printing the pdf or buying a deck already prepared and designed according to the setting) or using a normal deck of cards that has four different suits.



Command cards



120x120 table sample



The Buke's army box

## THE BUSHIDO CODE

Bushido is the code by which the samurai ruled their lives based on honor, duty and loyalty to their masters. Fail this code was a dishonor that could only be recovered by death.

We encourage you to follow these precepts as a player and so your opponent and you make the games a fun and epic experience.

義	GI	Integrity. If the dice are not propitious, do not blame your opponent. Accept with your head held high the course of events.
礼	REY	Respect. Respect your adversary and treat him as you would like them to do with you.
勇	YU	Courage. Fight to the end with courage, do not abandon a game if it is not by mutual agreement.
名	MEIYO	Honour. Act on the rules of battle, do not misunderstand any rule in your favor.
仁	JIN	Compassion. Do not humiliate your adversary by word or deed.
真	MAKOTO	Honesty. Do not cheat on your opponent, cheating is deluding yourself.
忠	CHU	Loyalty. Be loyal to these precepts and respect your gaming community.

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## Hymukai

In the beginning there was nothing. Light and darkness were born from the silent blackness and from them the gods and demons, whose destiny was to live together in the Ama, the celestial kingdom, thus keeping the universal balance. Soon, that balance was broken. The gods, believing that they were the first ones to be created, started the Great War, after which the demons were expelled to the Jigoku, the infernal kingdom, a place from where the desperately cry out claiming vengeance.

Upon seeing the celestial lands free from the demonic stain, Aramasu cried out of sheer joy. Those tears fell into the sea and created the Hymukai islands, "land bathed in light". The gods considered these islands as sacred land, as they were born from the goddess herself, thus they decided to make these lands a defensive bastion for the future war against the inhabitants of the Jigoku.

This is how the story of Kensei starts, a new wargame that takes place in Hymukai, a fantasy world based on feudal Japan. There, you will find out all about the history of the Imperial family, of treason, love, war and death. Choose one of the six available clans and fight of the power!!

The Kuge consider themselves the head of the government. For many years they had dominated all trading routes and diplomatic relations in such a way that most of the bigger cities were under the domain of the Kuge families. They consider themselves to be honourable for the mere fact of having divine blood in their veins and they are sure of not having to demonstrate their honour. They specialize in scheming and the use of ninjas, that seek cover in the darkness to carry out their plans.

The Buke for centuries have protected and farmed the lands of the islands, paying vassalage to the Emperor. They were considered as the arms of the Empire; the strength and the sword. Most of them were rural samurai, an inferior class than the Kuge that despise them for being so. These rural samurai are tough fighters, seasoned by life in the mountains and they live by an ancient warrior code, the Bushido. They are great horsemen and archers; one of the most fearsome warriors of the Intermediate World.

The Sohei consider themselves the heart of the Empire. In the Dragon Isles the Sohei have always been a separate power, keeping their privileges facing the Kuge and the Buke. For centuries they have trained warrior monks with whom they defended themselves from any intrusion considered to be against their way of life or their moral. When the conflict between the Kuge and the Buke started to raze the fields to the ground, the peasants, defenseless, started to seek refuge and implore the Sohei monasteries and temples for help. On contemplating the suffering of the people they began to take their side, "in defense of the interests of the most disadvantaged". This way they started to gain power and luring more and more people who commended their souls to the Kami of the temple in question. They imposed their own rules about territories, based on religion and quit obeying the Imperial Law.

For the Otokodate the time of the samurai and aristocracy has ended and a new class stands tall among the ashes of ancient clans that have disappeared because of the war. Many port cities have risen against their lords declaring their independence and that of the surrounding lands. These new regions are

governed by the old families of traders from Hymukai that have taken advantage of the power vacuum caused by the disappearance of the Emperor and the weakening of many lords.

Traders have always been considered as a deplorable class by the samurai, who have committed all kinds of abuse against them. Now, in order to end the constant pillage and attacks, they have organised themselves in family clans called the Otokodate. These have the main purpose of guaranteeing security and trade, expanding their power as a net from which their enemies cannot escape. Facing the constant threats they have created their own armies, with which they defend the new laws installed at their own convenience.

A huge un-dead creature army slowly advances, unstoppable, on the lands of Hymukai. Among their ranks there are samurai skeletons and ashigarus whose mon nobody is capable of recognizing. Creatures and abominations from the Jigoku accompany them guided by intangible spectres whose empty gaze causes terror in whoever dares to face them. They make no sound at all when they walk, no cries, no harangue, only the clanging of armour against bone and putrid flesh. Wherever they tread on plants wilt and animals run away even though they are miles away. The mon that the standards of this damned army from the Jigoku waves is a skeletal hand, with spread open black fingers. The inhabitants of Hymukai upon seeing this mon and the terrible beings that carry it have called them "Kuroi-te" (the Black Hand).

Inside the Kuge clan there is a minor clan of courtesans and artists. Their works are recognized and respected by all Hymukai, travelling the islands from end to end showing their art. What little know, is that actually, the Hattori are ninjas. This military group of spies and elite assassins are no more than legends and camp-fire rumours for the inhabitants of Hymukai, but reality is that they are the executing arm of the Kuge plans. The Hattori have become more visible and dangerous than ever, and their assassinations have grown more bloody and terrifying than they had ever been.

This situation is not of the liking of the Kuge clan. Their concern is supreme on discovering the existence of real ninja armies prepared to march to the battlefield and how infernal creatures, the Shikomi, accompany them.

The presence of foreigners has exponentially increased lately. These Namban say that they only want to do trading business but their firearms and preachers of the new religion are things that bring great unease to the daymio of Hymukai. Their powerful armours, cannons and strange spears and swords can make them fearsome opponents.

But not only foreigners are coming from the distant oceans. Dozens of Wako pirate ships are reaching Hymukai's shores. With nothing to lose and lots to win, these bands of looters turn everything upside down wherever they go, and their ransacking seems to just have started. Commanded by their evil leader Turgot, they intend to cover all the Dragon Isles' shore in blood.

# Introduction to Kensei

As the young commander you still are, you need training in the art of war. The greatest of masters will guide you through this rulebook and will make the champion our clan needs you to be. You will learn to lead your troops to victory, to be respected, feared and hated, until you become the most powerful Taisho under the blue sky of Hymukai. But before starting your field training, you need to know some of the game's basic concepts.

## ❁ SUMMARY OF PLAY ❁

Kensei is a game where you take on the role of the commander of one of the great clans of Hymukai: The Buke, Kuge, Sohei, Otokodate or Hattori, or that of an infernal commander, who has come from the underworld to command the Jigoku troops; "Undead" that have risen since the emperor disappeared. Each one has their own personality, story and combat techniques. Choose the one that suits you the best and become the leader of one of their families.

The battles in Kensei range from a small encounter between patrols to big pitched battles. Your armies will be made up of different **troops**, from a young Samurai warrior, to a valiant and revered Clan hero, or even a underworldly demon. Each one of these troops are physically represented by detailed **miniatures** and have unique characteristics that define them: **attributes** (movement, attack ability, etc), **equipment**, **abilities**.

All the information you need to know about each troop is described on what we call the **army lists**. Know your troops well and assign an adequate role to their pro-

file and your strategy, and thus you will defeat your enemy in honourable battle. Be a careless commander and your own men will end up abandoning you tired of too many losses.

Among your troops you will find different types of warriors: Ashigaru, your army's militia, hired from among the most capable of men and women of your villages; Samurai, the fearsome warriors who follow the bushido code as a way of life; Ninjas, invisible and lethal; Monks, servers of faith. Each warrior has been trained and has grown among those of his own kind, and like this, together in groups, they are far more effective and lethal. This is why, during the battle, troops fight in **units**, a group of the same type of miniatures which work as a sole element.

You will learn that a good commander knows how to rely on their men and women. And over all of them your **army leaders** stand out, your generals and battle heroes. They will be only a few but loyal, and they are destined to direct your troops.

However, not only must you make use of honour and weapon abilities, as this is the magical age, where evil has risen from the

ground and may fill the enemy's heart with fear. Power comes with a price, are you ready to pay for it?



A skirmish army in kensei



## SYSTEM SUMMARY



Every game needs a system, and it is your duty to understand and assimilate it. Through this system, in a very simplified, fun and dynamic way, we try to make you feel as a true commander leading your army to battle. You will receive in-depth instructions reading this rulebook, but here you will find a small insight of the game system.

Before starting the battle, you have lessons to learn that will take you far from the katana. Your first decision as commander will be **creating your army list**. The army list is the list of troops (heroes and units) that you will take to battle. Choose, from among the available profiles on each **clan's army list**, the mini-

atures of the warriors you rely on the most, seek synergies among the different units and choose those heroes that will serve you the best. There are a series of rules you must follow when creating your list, the most important one being that the troops' total cost must not exceed the maximum permitted army points set for the game to be played.

While building your army you will decide your commander level, a higher level will provide you with some advantages for the battle but will force you to hire less troops.

A good commander knows the battle field and adapts the strategy to the terrain that will be encountered. After choosing the **battle scenario** (where the battle background, your mission, victory conditions and special rules are explained) you must carry out an **army deployment**: place (deploy) your units at their starting place on the table, in the wisest way in order to complete your mission. But be careful, your opponent will deploy at the same time as you. Try out some mind games so that your strategy isn't revealed until it's too late.

Once your troops are on the terrain, it's time to start the battle. To simulate the passing of time we divide the battle into a series of **turns**. The battle will end when a certain number of turns have been completed, indicated in the chosen battle scenario.

A battle in Kensei does not make a distinction between one player's or the other's turns, **both players play at the same time**, activating their armies' troops, one by one in an alternative manner (you ac-

tivate one, your opponent another, etc). However, only one player will have the **turn initiative**, which will allow that player to decide which player plays first during that turn as well as achieving other advantages during the battle. Having the initiative during the battle is key to victory. Attacking first, preparing ambushes and foresee your enemy's movements will be much easier if you're the one who has the initiative.

When one of the players has no units left to activate, the other player may activate one unit more, and then, **the turn will end**. A larger army is more complicated to manage. Having the initiative and activating your units at the right moment is crucial!

When a unit is activated you can use it and give it orders so it can carry out different actions (move, run, combat, etc), but as the battle is a hostile environment your troops will not always be able to carry out all the orders they would like to. Depending on the result of an **order roll**



At dawn, a violent combat takes place at the foot of the temple's wall.



The hosts of the Jigoku have penetrated into Hymukai

that you make after activating each unit, you will have one or two activation orders to spend on your troops.

There are two types of orders which we will explain later on in their pertinent section, **action orders**, which you can only use on the active unit, and **reaction orders**, which you can use on any of your units.

Hymukai warriors are the best trained, making combats fast and deadly. When two troops face each other in hand to hand combat, they will **both attack at the same time and both will suffer casualties**. If your men lose the combat, they will have to pass an honour roll or they will shamefully flee.

After all hand to hand combat, the surviving unit's miniatures may make a short movement which we call **melee movement**. With this movement they can close ranks and reorganize or pierce into the enemy's units to get immerse in melee combat trying to break the enemy's ranks.

However, you must not solely rely on honour and weapon mastery. Your worth and inspiration as commander will be reflected on the battlefield through your **command deck**. These cards allow you to carry out certain special actions at any moment of the turn (steal the initiative, rerolls, etc). The rules for this deck, together with the abilities and deals with your troops, are part of the intermediate rules. When you incorporate them to your deck, the game system, as well as the feeling of a strategic challenge of a large battle, will be complete.

At last, you must always bear in mind what made you combat: your **mission** indicated on the battle scenario. Once the battle has ended it will not matter whether your men cut more or less heads off than your enemy, the winner will be the one who fulfilled their mission. Making war for the pleasure of killing is a demon thing, are you one?



## BASIC CONCEPTS



### DICE AND ROLLS

Some actions, such as combat or interacting with terrain elements, need of dice rolls to resolve the level of success. The amount of dice rolled and the roll's difficulty (minimum value that a die must achieve to be considered a success) will depend on both the quality of the troops and other factors. A good strategist must know these modifiers to strengthen its troops and give them the highest winning probability possible.

For Kensei we use six-sided dice, which we will call **D6**. When we say we have to make a roll we will take as many dice necessary and roll them on the table. The result of each die is indicated on the side facing upwards.

Rolls can get modifiers for different reasons. When the rules say that we must add +1D6 (or 2D6, or 6D6, etc) to a roll we mean that we have to add, 1, 2...6 dice to the total number of dice to be rolled.

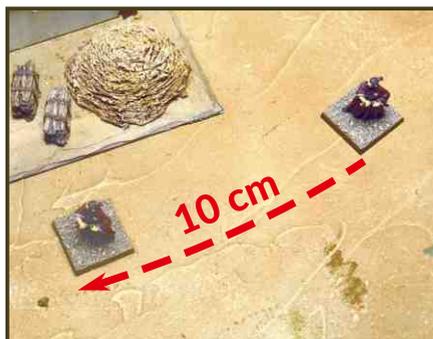
There are several type of rolls used on different situations, explained further in the rules: Strategy Rolls, Initiative Rolls, Order Rolls, Combat Rolls, Shooting Rolls, Honour Rolls and Presence Rolls.

### DISTANCE AND MEASUREMENTS

In Kensei all distances are given in centimetres. In situations where the rules require to check a distance, use a measuring tape or a ruler.

A distance between a miniature and another element on the table (either another miniature or any other element), will always be measured from the nearest border of their bases. When moving troops on the terrain, measuring will always take place from the same point of the base.

As a general rule, from the beginning of the first turn after deployment, **no measurements can take place before declaring an order**, measurements can only be made at the moment the order is being carried out.



### MARKERS

Throughout the rulebook a series of markers will (wounds, stunned, troops in retreat, etc) will be mentioned. These are mere reminders of different states that will make games much more smooth. You can use the official markers purchasing them on Zenit's website, or download the pdf file also on their site and print them out yourself. Any other colour chips you may have lying around will also do.



## TURN EXAMPLE



"Welcome honourable warrior, I am Tokage. Now that you have finished the academy and learnt the basic concepts, you have arrived before me. I am here to instruct you in the noble art of war. I hope you understand this basic knowledge, it will be of great help in future combats.

Battles in Hymukai are bloody. We are at a delicate moment, of power struggles and demons wandering all over the world, you must be prepared to lead your troops against any adversity. Learn to use them well, because any decision you make, might be the last one.

But no more talking, let's reach that training hill, where several units armed with bokens await us, training weapons, to avoid any unnecessary bloodshed. Your units will face those of another student, and I will be your guide. Prepare yourself and pay attention! Yoi!"

### ¡Yoi!

You already know your teacher and you already know some game concepts. In this section we will delve a little more into the Kensei mechanics, in a narrative manner and developing a fictional turn through example images. Take a few of your miniatures and follow the steps to be described.

It's quite normal that doubts should arise in this chapter, during the reading of this rulebook you will find a detailed explanation of each concept and the system fully developed.

### GAME PREPARATION

Before starting the game you must prepare your army, the game table and choose the scenario where you and your opponent are going to play.

### Army List

You must march to battle with an army ready for war, choose your best men and make your army list.

Take 15 of your miniatures and separate them into two units, one of 10 and one of 5. Your opponent must do the same. The battle will be between two warrior units per side (regardless of the miniatures you use). These will be your army lists for this training session.

### Battle Scenario

Prepare your game table demarcating a 40x40cm area inside which the training will be carried out. Place some scenery as decoration if you wish.

For this training session the battle scenario is Annihilation and your mission is to combat and defeat as many enemies as possible.



Your opponent will lead the Sohei clan troops, the yellow miniatures on the left. You will lead the blue troops on the right, of the Buke clan. They are already on the table, armed and prepared to annihilate the enemy soldiers. Troops are deployed and ready for battle.

## STRATEGY ROLL AND DEPLOYMENT

Now that you and your opponent have chosen your men it's time for deployment. The way in which you place your troops at the beginning of the battle is very important and must be part of your victory strategy.

But, **who deploys first?** We solve this with a **strategy roll**: Each player rolls 1D6, the player who rolls the highest number will decide on which side of the table to start on (that player's opponent will start on the opposite side) and will be the first to deploy a unit. In case of a tie, reroll the dice.

**How is deployment played?** You just have to place your units at no more than 10cm from the edge of the table, in turns with your opponent (your opponent one, you one, etc) and starting by who won the strategy roll. The unit's miniatures must

be close to one each other but their bases needn't to touch, this way it will be easier for you to move them around.

## TURN SEQUENCE

Did you prepare a strategy before deploying your units? Will you try to flank your rival or will you attempt a frontal attack? There is no turning back now, it's time to guide your troops to battle. We must start the first turn.

A game of Kensei is divided in **turns**. Each turn is itself divided into several phases, and in each of these phases your task as commander is different. You must be prepared and concentrated. These phases are: **maintenance**, **initiative** and **activation**. They will repeat in an ordered manner in each of the turns until the end of the game.

These phases happen at the same time for both players, there are no differentiated turns for one player or another. It's

very important for you to remember that both players share each phase of the turn and both play at the same time during each one.

### Maintenance phase

During this phase you and your opponent must remove the markers that your troops have accumulated during the previous turn. First remove all **stunned unit markers**, that represent the fatigue after hand to hand combat. Carry on with all the **activated unit markers**, that are given to the troops once they are used and receive orders, indicating that they cannot be used any more until next turn. In this training session no turn has yet been played, so we will skip this phase.

### Initiative phase

Now, by means of an **initiative roll**, which player has the turn initiative will be decided. Both players roll 1D6 at the same time (as in the deployment phase). The winner of the roll will have the initiative for this turn and during the following activation phase will decide which player activates and uses their troops first.

### Activation phase

This is the game's main phase. Both players will activate their troops one by one and make them perform tasks giving them different orders. With each new unit activation you must repeat the following steps: **unit activations; order rolls; orders; mark activated units; end of turn.**

During the **unit activation** both players will choose one of their units without an activated unit marker. We will call these chosen units **active units** and the rest of their army units **reactive units**. The player with initiative decides which of the two chooses first. This is a very important decision as we will now see.

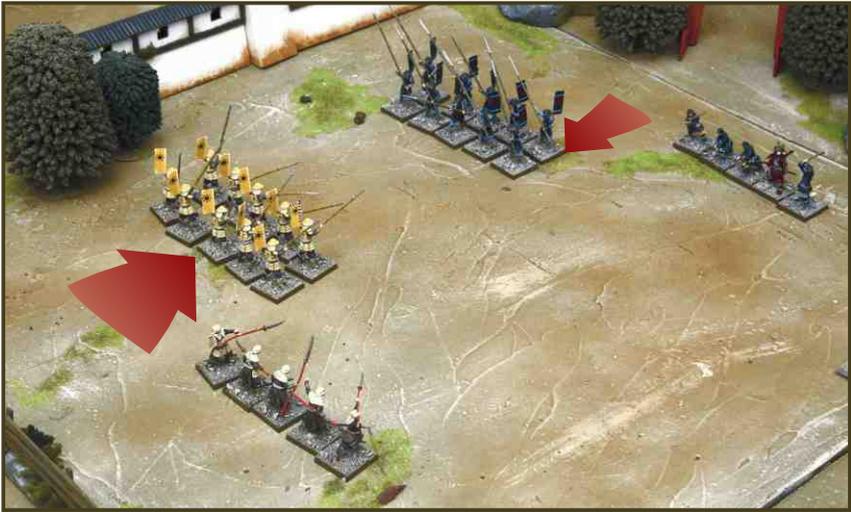
In order for each player to know how many activation orders they can give to the unit activated, they have to make an **order roll**. Both players roll 1D6 at the same time and add the initiative of their active unit, on rolling a four or more (4+), they will have two activation orders, in any other case only one. We recommend to place a marker next to the active unit to remember the achieved activation orders.



(1) Active Units

(2) Reactive Units

In this example, your opponent chooses first and chooses the yellow spear ashigaru unit. Immediately after, you choose yours and activate the blue spear ashigaru unit. You both roll 4+ on the order roll so you both get 2 activation orders each.



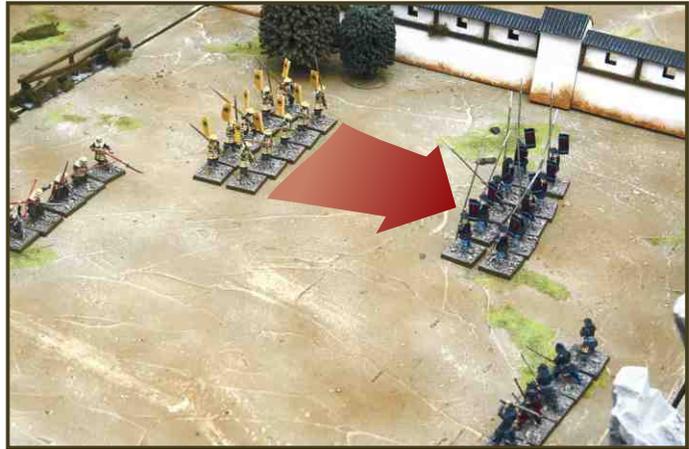
Being the first in playing, your opponent declares a movement order and moves the active unit 10cm forwards (its movement attribute). Once the movement has ended, you check if you must react. This is not the case as you have received no attack so you also use a movement order and move your unit towards the enemy unit. Thus, you both use your first activation order.

During the **order phase** both players will use and spend their activation orders obtained on the previous order roll. For each activation order they can assign one of the current orders. There are many orders (which we will see further on) divided into two groups: **action orders**, that may be used only on active units and are used to move, charge, shoot, etc. and **reaction orders**, that can be assigned to both active and reactive units and are used to react to combat without being an active unit, flee, etc. None of your troops will stay still if attacked by an enemy! However, the use of a reaction order implies a series of penalizations which we will see in the combat section.

At the beginning of the order phase, when all active units of each player and amount of activation orders are revealed, the player who activated first will also be the first to assign an action order on their active unit. Next the opponent must check if reaction is necessary with any unit and consequently assign an order. As long as there is any action order still not used by any player this dynamic will continue.

As a general rule, after a player uses an order, may it be an action or a reaction one, their opponent must check if any of their units needs to react (may it be an active unit or not). If this isn't the case, an activation order must be used upon an

Using the second order, your opponent charges against your unit. Moves 10cm + 1D6 until in base-to-base contact with your active unit. You must react with a combat order. Thus, you both use your second activation order and the combat takes place.



active unit as long as the player has one left. In both cases, either with an action or a reaction, they will use one of their activation orders.

What happens if you have to react with one of your units but you have no activation orders to spend? Your unit, regardless it being your active or inactive unit, may react receiving only a reaction order, suffering the penalties that it implies.

When both players have spent all their activation orders and combats have

ended, both active units, as well as any unit that has used any type of order, must receive an activated unit marker (if they hadn't already) right now. This indicates that they can not be activated again until next turn.

After all active units receive the **activated unit marker**, all steps of activation phase we described earlier are repeated with the other two units of your armies that have no activated unit marker.



The charge was successful and made contact. There will be combat! When this ends, the units receive an active unit marker and these steps are repeated with the other two units that have not been used yet.



After a combat, players remove the casualties of the opposing unit from among those that were in base-to-base contact, trying to create gaps among them. In this case, the yellow ashigaru unit was the winner, caused 3 losses to the enemy and only loss 2 itself. The blue ashigaru unit must make an honour roll, rolling 1D6 and rolls a 1, this is less than the units honour (3) so they stay put in combat.

So it goes, if you play your cards right and attack your opponent's reactive units, you will exhaust all that opponents orders and available troops for the turn without being able to use them as wished.

The **end of turn** is reached after one of the two players has no more units to activate. Then, that player's opponent can activate one unit more (if any have not yet been activated) and, when it's orders conclude, the turn will have ended.

## COMBAT

Armed combat cannot be avoided during a battle. A good commander knows all secrets of hand-to-hand combat and how to position the troops in the most favourable place. There is a very thin line between victory and defeat.

There are two types of combat, hand-to-hand combat and ranged attacks.

In both hand to hand combat as in ranged attacks, there are a series of combat orders that you can assign to your troops (charge, combat, shoot, disengage, etc). Combat wears your men strength out very strongly, so you must remember that your troops can only receive one combat order each time they are activated, regardless of the number of orders achieved on the order roll. However, they can receive two movement orders, for example. Further on you will be instructed on how and when to use each of these orders.

When fighting hand to hand or shooting, two rolls are required: a Combat roll, in order to work out the amount of blows, and the Damage roll, in order to know how many of those blows actually wound the enemy. The combat system and how to take the dice rolls into account will be explained in the Combat section in the Rules chapter.

During hand to hand combat troops fight, suffer wounds and losses at the same time. When a combat is declared, both players must roll their combat and damage rolls at the same time. However, during a ranged attack, the player attacking will be the only one making such rolls.

Once you have the total of all wounds, we enter the combat resolution phase, where we will remove all unit losses and we will find out if the flee or not.

The casualties caused are the trophies your men proudly take back home. After each combat each player removes the casualties caused to the enemy unit from the nearest to that combat. This will make units lose their formation and create gaps in it, which will be most important to defeat your enemy!

Surely one of the units will have incurred more losses or wounds than the other, so it will be the losing unit of this combat. It must make an honour roll in order not to flee. The player rolls 1D6 and must roll less than the troops honour attribute. If the roll is failed, the troops will turn around and flee, if not, they will stay put in combat.

Finally, the troops that didn't flee may make an extra movement to close those gaps that appeared in their ranks or to pierce and break the formation of the unit they were fighting against. We call this melee movements, during which all miniatures not in base-to-base contact with another opposing unit, can move up to 3 cm.

Once casualties have been removed the miniatures are moved to continue combat. The yellow ashigaru player starts as that player won combat and moves all miniatures that were not in hand to hand combat up to 3 cm. seeking to tangle as many enemy miniatures in combat as possible. Next the blue player does the same with any available miniatures.



## ❁ TYPES OF ROLLS ❁

You already know that in Kensei you will be using six-sided dice (D6) to resolve the result of your actions. When a roll is required you must roll 1 dice or more depending on the action your troops are carrying out. How and when each type of roll is explained in its corresponding section.

In some situations it is indicated that a roll receives a positive or negative modifier. This means that each die of that roll receives that modifier before checking whether it achieves the given difficulty. (Eg a -1 to the Combat Roll means you must subtract 1 from the result of each dice).

### SUCCESS ROLLS

For a success roll you must roll one or more six-sided dice (1D6, 2D6, etc).

The difficulty for obtaining a success is always four or more (+4). This means, that each die of the roll with a result of 4, 5 or 6 is a success. However, this difficulty can be modified (increased or decreased) depending on different situations that are explained throughout the rulebook.

When we say that the difficulty can be increased or decreased by a value (+1, +2, -1, etc) this means that the minimum value that a die has to reach in order to be considered a success is modified by that value (a value of -1 to the impact difficulty means that a result of 3 or more is a blow)

A result of 1 on the die (a natural 1) is considered a **fumble**, this is, it is always considered as a failure. On the contrary, a result of 6 is a **critical** roll, a success no matter the modifiers that could affect the roll.

If for any reason the number of dice to be rolled should be **reduced to 0**, you may still roll 1D6 but only a critical roll (a natural 6) will be considered a success.

These type of rolls are used for hand to hand combat (Combat Roll), ranged attacks (Shooting Roll) and wounds (Damage Rolls). These rolls are explained in the combat section.

e.g.: A troop's armour causes the difficulty to damage it to be modified by +1. Therefore, whoever wants to damage that troop must obtain a 5+ on at least one of the dice from the damage roll.

### ORDER ROLLS

You already know this type of roll. During the turn activation phase, after activating a troop, roll 1D6 and add its initiative value (INI). Depending on the result one or two activation orders will be obtained:

- **Natural 1:** is a fumble. The troop can only get one order regardless of its initiative.
- **2 to 3:** 1 order.
- **4 to 5:** 2 orders.
- **6 or more (6+):** 2 orders and also activates its ki, being able to use one of the troop's ki abilities.

## HONOUR ROLLS

A troop may find itself forced to flee after taking part in a combat or being shot.

In the combat resolution section we will see why. To avoid this you must roll a result equal or lower than the troop's Honour attribute on 1D6. There is no fumble or critical roll for this roll.

e.g.: A warrior unit has honour 3, and rolls a 4 on 1D6, therefore fails its honour roll and the unit must flee.

## OPPOSED ROLL

An opposed roll is a 1D6 roll that both players make at the same time, and whoever gets the highest result wins. In case of a tie, roll again. There is no fumble or critical roll for this roll. Examples for this roll are the strategy roll and the initiative roll that are required during the turn.



## ❁ MORE THINGS THAT YOU SHOULD KNOW ❁

You have emerged victorious from your first training session but don't be overconfident, war is treacherous. Many of my apprentices have fallen because they leaped on to command large armies before being properly prepared.

Here you have learnt a little about the game sequence and scale as well as combat, but the detailed explanations are in the following sections. Now you must delve into this rulebook to discover all its tactical options and the huge possibilities

they offer. Study the different types of troops and units, learn their **abilities** and modifiers they offer. Discover all the **orders** you can give to your troops, add **leaders** to your army and let them fight in a honour duel. Discover the **Omnyouji**, sorcerers capable of invoking terrifying creatures and their nemesis, the **Komuso**. You will be instructed in the use of the **command deck**, with which you will be able to affect on the turn initiative and change the fate of the dice rolls. You yet have much to discover...

# Troops and units

Get to know your soldiers as yourself and you will be the most powerful warlord. Your armies are made up of fierce soldiers, from the most humble peasants to the most revered legendary heroes, all with their unique traits and courage in battle. We call each one of them army troop.

Each one of your troops has a unique profile that contains all the information that you need to know about it during battle. All troop profiles in Kensei can be found in the Army list annex.

To start battle, all troops of the same type are grouped in units, where they reach their highest strength, lead by your lieutenants in battle: the army leaders, the best prepared clan heroes.

When we speak throughout the rulebook about troops, without specifying anything else, we refer to miniatures as both individuals and as units. If we should refer to one miniature we will call it individual troop. If we should refer however, to a group of miniatures we will call it unit.



A unit of lethal samurai with katana

# ❁ TROOP STATS ❁

Troop stats are shown on each of their profiles. Two troops are equal if their stats values are the same.

1	H	2	Daimyo Buke - Samurai   Leader   Unique   v3	5	6	7	8	10	30
		3	Strategist (HP), Mimetic, Tactician						
		4	katana (3), Samurai armour, Horse						
		9							



## 1. Class

The troop's soldier category. It can be: Hero, Elite, Warrior or Peasant.

## 2. Name

The troop's name.

## 3. Abilities

Each troop gets their traits through a set of abilities, providing modifiers to its attributes and special actions that can be used in battle. The better the troop's class it will have more abilities.

There are two types of abilities: Permanent abilities, that can always be used; Ki abilities, that can only be used if a 6+ is rolled on an order roll. They are explained in depth in the intermediate rules chapter.

## 4. Equipment

You must equip your men for battle. All troops are equipped with, at least, with one or two weapons, which can be both hand to hand (katana, yari (spear), etc) or ranged (Yumi (arch), Teppo (shotgun), etc). Other types of equipment can be armours, that make it harder to damage your troops, and mounts, such as horses.

## 5. Title

Indicates the troop's social and military education: Samurai, Ashigaru, Ninja, Monk, Undead, Spectre, etc. Each title provides the troop with a series of extra rules and abilities, described in the intermediate rules chapter.

## 6. Rank

If a miniature has the Army leader rank it will be marked as leader.

## 7. Availability

Some troops are legendary heroes, Daishos from an ally village, hand to hand kensei masters, there are no two the same. These troops are marked as unique on the army list. There cannot be more than one miniature with that profile in your army. (For example, there cannot be two mounted Daimyo Sohei in your army). As for the troops that are not marked as unique, they can be repeated in your army as many times as allowed by the army building rules.

## 8. Volume of the miniature

Indicates the size of the creature, which is important in certain situations as bigger miniatures block the sight of what is behind them.

The total volume of a miniature is determined by the width and length of its base, as well as the miniature's height. Each volume value determines a miniature height, regardless of its pose.

There are 4 types of volume:

- **v1:** Small creatures and animals. Height= 2,5 cm.
- **v2:** Human size troops. Height= 3,5 cm.
- **v3:** Big creatures and mounted human troops. Height= 6 cm.
- **v4:** Colossal creatures. Height= 9 cm.



An example of different miniature volumes

## 9. Weapon type

Weapons are grouped into eight different types of melee weapons and three ranged weapons. Each of these types brings a number of bonus to combat. (See Weapons and Armor section)

## 10. Cost

Represent the troop's value in points. When building an army you must sum up the cost of all your troops and this total must not exceed the maximum army point value agreed on for the battle.



## TROOP ATTRIBUTES



Attributes represent the ability as warriors of each troop. When you want your miniatures to do something like attack, move, etc. you must check the appropriate attribute on the following table depending on the troop's class. When each attribute is used will be explained throughout the rulebook.

**Movement (MOV):** movement in centimetres. The first value is applied to a miniature on foot, the second if mounted.

**Attack (AT):** Indicates the base number of attack dice. The first value is used for the hand to hand combat roll, the second is used for the shooting roll.

**Initiative (INI):** initiative of each troop. Used for order rolls.

**Honour (HO):** honour of each troop. Used for honour rolls.

**Wounds (WO):** number of maximum wounds that a troop can take before being considered a casualty.

CLASS	MOV	AT	INI	HO	WO
<b>(H) Hero</b>	10 / 15	4 / 3	3	5	3
<b>(E) Elite</b>	10 / 15	3 / 3	2	4	2
<b>(W) Warrior</b>	10 / 15	2 / 2	1	3	1
<b>(P) Peasant</b>	10 / 15	0 / 0	0	2	1

## TYPES OF TROOPS

Kensei troops are divided into six categories, which determine how they behave in battle:

**Infantry:** Troops on foot, they are the backbone of your army.

**Mounted:** Troops equipped with horses or any other mount.

**Skirmishers:** Troops trained to act freely on the battlefield, and infiltrate among enemy ranks and wreck havoc.

**Spirit Troops:** There are two types: the Omnyouji, sorcerers capable of making magical invocations and tame creatures from other existence realms; the Komuso, the opposite of the latter, followers of complete order and capable of counter-acting their invocation attempts.

**Mythological Creatures:** All type of creatures of magical origin: Oni, Misuchi (dragons), demons, etc.



## UNITS



During your training we saw what a unit is and how it works: a group of troops with the same profile that in battle work, in formation, as an individual element. This how the reach their maximum potential.

All troops, except those marked as unique (leaders, unique creatures, etc), must be deployed as units. When deployed, a unit must have at least 3 miniatures, and a maximum of between 10 and 15, depending on the unit type. In the army building rules you will see all the limitations upon creating your units.

## ❖ TYPES OF FORMATION ❖

Units have been trained to combat in formation, fighting side to side with their comrades, increasing their attack strength and the defence of their protections. There are two types of formation: closed and open.

### CLOSED FORMATION

Every unit, except for those of skirmisher type, must be deployed forming ranks of miniatures, with no more than 1 cm separation between one another from the border of their bases. Ideally we will leave a small gap between miniatures so we can handle them easier.

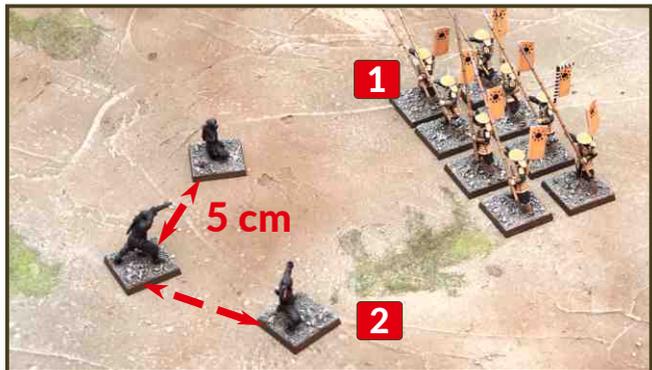
If the first rank has **3 or more miniatures** it is considered to be a **complete rank**.

The ashigaru lancers (1) must be in a closed formation, with a maximum 1 cm separation between each one and forming ranks. The ninjas (2) are skirmishers and can be in an open formation, with no ranks and with a maximum separation of 5 cm between each other.

Ranks behind this first rank will be also complete if they have at least the same amount of miniatures as the first rank minus one. Units with both first and second rank considered to be complete are more powerful as described in the hand to hand combat and combat resolution sections.

### OPEN FORMATION

Skirmisher units have been trained for deceit and wreaking havoc amongst enemy ranks. In this formation miniatures can be separated up to 5 cm from each other, measuring from the edge of their bases.



## ❁ FRONT, FLANK AND REARGUARD ❁

When deploying a unit you must decide how to position the troops inside it and thus define the front (width) and the flank (depth). If your unit has wide ranks it will outnumber the enemy on most combats but will be vulnerable to be divided. Whereas, forming with narrower ranks it will have more maneuverability but also will be more vulnerable in hand to hand combat.

### FRONT

Is the unit's first rank and indicates the direction in which it's faced and its width. In skirmisher units, all of its miniatures are considered to be part of the front.

All miniatures in a unit have to be faced to the front direction whenever the unit is in formation (see Types of formation).

No ranks in the unit can have more miniatures than the front rank.

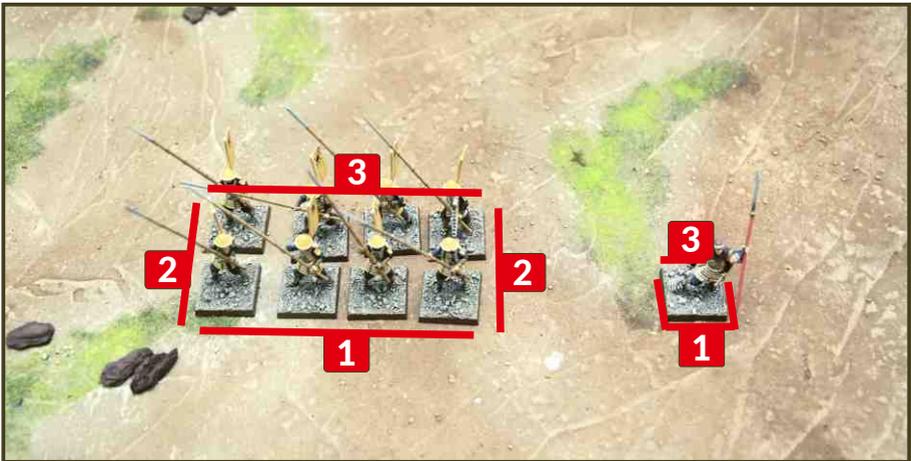
No unit can be deployed without at least **3 miniatures** in its front, although they can change their position upon movement. In closed formation, the maximum width of the front is **10 miniatures**, and can not be exceeded at moment of the game.

### FLANK

These are the outer sides of the unit. Indicates the depth of the unit and is more vulnerable to attacks. Individual miniatures have no flank.

### REARGUARD

Is the opposite side to the front and the most vulnerable. If the unit's rearguard is attacked you will incur many casualties, try to avoid this!



(1) Front - (2) Flank - (3) Rearguard

## ❁ OUT OF COHERENCE AND FORMATION ❁

A unit that breaks its formation will lose part of its combat strength and must put all their effort into getting back into it, as they will suffer negative modifiers. A unit can be out of formation because of loss of coherence among the miniatures or having gaps in their ranks.

Forcing an enemy unit to these conditions weakens them. You must try to make this happen, when after a combat, you remove the enemy's casualties.

### OUT OF COHERENCE

If a miniature (or miniatures) is separated further than the maximum allowed formation distance (1 or 5 cm), the whole unit will be out of coherence, suffering a series of negative modifiers: they lose 1D6 to their hand to hand combat roll (all these modifiers are described in the combat chapter). If they weren't in hand to hand combat, they can only use the

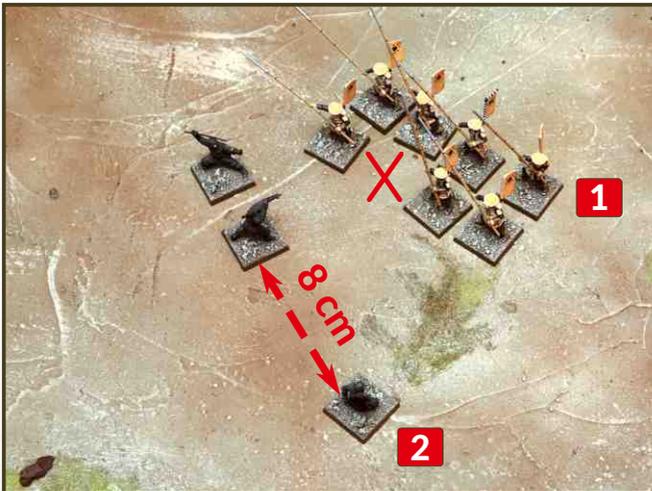
movement or flee orders until in coherence once again.

### OUT OF FORMATION

A unit is out of formation if any rank in it has gaps and there is another rank behind it (which means another miniature can fill that gap) or when a rank is wider than one in front of it. The unit suffers these negative modifiers:

- They cannot run.
- Upon charging they do not add +1D6 to their combat roll.
- Upon shooting they subtract 1D6 from their shooting roll.

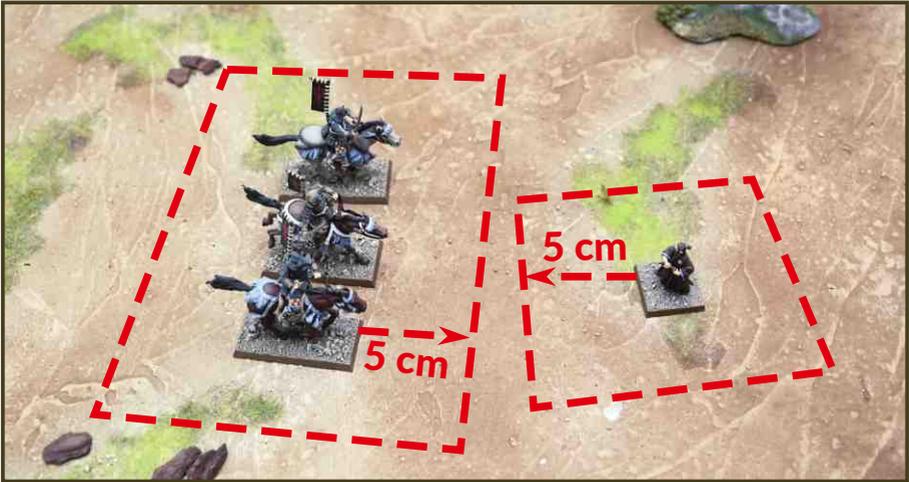
Also, if a unit starts a movement out of formation, it must end their movement in a valid formation whenever possible.



The Ashigaru (1) are out of formation because they have a gap in a line that could be filled in by a miniature from the back. It will suffer the mentioned negative modifiers. The Ninja (2) are out of coherence as one of their miniatures is separated further than the allowed distance. They can only move or flee until they are in coherence once again.

## ❁ CONTROL AREA ❁

A miniature or unit's control area is 5 cm around it, measured from the edge of the miniature's base or unit's border.



## ❁ HATA-JURUSHI ❁

The Hata-Jurushi are the standards that your units can carry to battle. They are used to help organize the army and terrify your rivals.

The standard bearer must start the battle deployed at the front of a unit that has its same **title**. You can add one for each unit in your army, as indicated in the army building rules.

A unit including a Hata-Jurushi gets a +1 to its strategy roll as long as the standard bearer is alive.



## ❁ ARMY LEADER ❁

You are not infallible, well at least not yet. As commander, you must be humble and rely on your heroes and great elite soldiers of your clan. These are the army leaders. Besides their great combat abilities, they are capable of improving the troops around them.

As opposed to the rest of troops, they can be deployed both alone, out of any

unit, and in a unit becoming the unit leader (as explained further on)

If a troop is an army leader or not is indicated on its profile. In addition, it is always a unique troop, regardless of if it's indicated or not.

## ❁ ARMY GENERAL ❁

While you direct the strategy from the rearguard, your army general will be your voice on the field, giving courage to your men and leading by example. You must include at least one **hero** and appoint it as general (an elite leader can be an army leader but not your general). The general behaves as any other army leader but has these additional special rules:

### Reroll honour roll

The general and any troop at less than 15 cm distance, provided there is line-of-sight between the general and the troop, may reroll a failed honour roll. If the general is inside a unit, all those men will inspire the rest of troops, you can measure from the border of the unit.

### Death of the General

If the general dies, all your army suffers a negative modifier of -1 to their honour attribute until the battle ends.



A Samurai hero from the Buke clan fights to save his village from the most terrifying evil.

## ❖ UNIT LEADER ❖

A unit can enlist an army leader in any position within the unit when deploying. Although it isn't necessary, it will make the unit stronger in battle. We call this leader the unit leader.

The unit leader cannot use its personal traits as long as it is part of the unit, but it will be less vulnerable and will provide a series of benefits to the unit:

- A leader has its own wound marker, independent from the unit's one. The leader can only be injured with critical rolls when making wound rolls.
- As long as the leader is part of the unit it is considered to be using the same weapons, abilities and equipment as the unit. If all the unit is removed and the leader is left alone, the leader cannot make use of its own weapons and abilities until it's activated again.
- The unit uses the leader's initiative attribute and honour roll and adds their attack attribute to the unit's amount of dice rolled when they make a hand to hand or shooting roll.

e.g.: A mounted Sohei Daisho (hero) leads a cavalry warrior monk unit. These warriors have an initiative of 1, but as they are being led by a hero, they use its initiative of 3 for the strategy rolls. Also, during a hand to hand combat in which the hero takes part, the unit's attack dice base amount will be 6: 2 for the warriors' attack attribute and 4 from the leader's attack attribute.

To include an army leader as a unit leader the following requirements must be met:

- There cannot be any other leader in that unit.
- The leader's class must always be higher than the unit's one.
- Must be of the same type (hand to hand armed infantry, ranged weapon armed infantry, cavalry, etc).

## ❖ LAST MAN STANDING ❖

A miniature will be considered as **isolated** if its unit has been reduced down to only one member. From that point onwards it suffers a -1 to all its attributes, except for

movement and wounds. If the last miniature standing is the unit leader, these negative modifiers are not applied.

# Line of Sight and Cover

## ❁ VISUAL FIELD AND LINE OF SIGHT ❁

A miniature's **visual field** is any miniature's area of vision. It ranges 180° from the rear edge of its base forwards.

A miniature has **line of sight** with another element if it's inside its visual field and can see it, even if this is a partial vision. Get yourself at the miniature's height and try to "look through its eyes" to see if a miniature can see another. If you can't see it, it has no line of sight.

Line of sight therefore can be total or partial:

- **Total:** If your miniature can completely see the element it's looking at or no element covers more than half its volume.

- **Partial:** If any element covers at least half the volume of the miniature we are looking at.

When checking the line of sight from one unit to another element, also check miniature by miniature, not all will see the target. When looking at another unit, the **visible miniatures** will be all those miniatures seen by one of yours. All miniatures in your unit in line of sight (total or partial) with at least one miniature of the target unit are considered to see all visible miniatures.

## ❁ LINE OF SIGHT THROUGH MINIATURES ❁

Both friend and foe miniatures block the line of sight of other miniatures that are behind them and have an equal or less volume value. The line of sight will be partial when they are in front of miniatures with a larger volume than their own. Also, line of vision will be partial if the unit in the way has less volume than the unit whose line of sight we are checking.

A miniature that looks down from a raised position will add the height in centimetres of the element it's standing on to calculate if it can see through other miniatures or not.



The archer has no line of sight with the Samurai Hero behind the Shinigami as the creature has a volume value of 4 and both the archer and the Samurai hero only have one of 2.

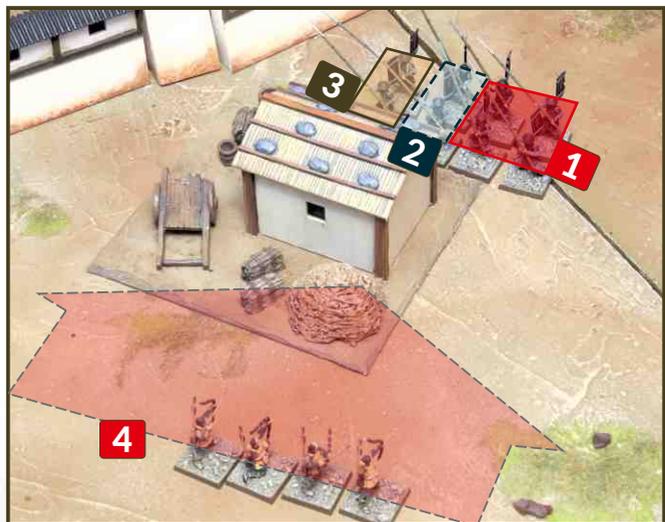
## ❁ TROOPS BEHIND COVER ❁

A miniature is considered to be behind cover if its base is at a distance of **less than 1 cm** from any element that makes line of sight, from the miniature with which you are looking at it, partial

A unit of miniatures is behind cover when at least a **75% of all visible miniatures** are behind partial cover. Miniatures of a same unit do not give cover to each other.

Being behind cover makes the difficulty to impact a miniature to be modified with +1. When attacking a troop behind cover, you must roll a 5+ on your combat or shooting roll to be considered successes, provided they are no other modifiers.

The archers unit's visual field covers 180 degrees from the part of its base (4). The lancers unit has four uncovered miniatures (1), two with partial cover (2) and two with total cover (3). The visible thumbnails are (1) and (2). The unit is not in front of the archers because less than 75% of the visible thumbnails are in coverage.



# The Battle

You have finished your basic training, now is the moment for you to be instructed in depth in the noble art of battle. Know its secrets, practise on the battlefield, be the leader your clan needs.

In this section we present you the general mechanics of the game so you can play a full Kensei game.



## PREPARING FOR BATTLE



The battle begins way before weapons start their grisly dance. At the beginning of your games you must prepare your army list and chose the battle scenario, prepare the game table and deploy your troops.

### SIZE OF THE BATTLE

The first thing both you and your opponent have to do is decide the size of the battle you are going to play. This is determined by the number of maximum army points of your armies.

### ARMY LISTS AND BATTLE SCENARIOS

Once the size of the battle is set you both have to create your army lists and choose the battle scenario where you will face each other. If you know the scenario it will be easier to configure your army. If this isn't the case, seek versatility to face up to any contingency. Visit the Army Building section to see how to build them.

In the battle scenarios section you will find the scenario rules: how to choose them, how to obtain a victory, special rules, necessary terrain pieces, etc.

### PREPARING THE GAME TABLE

In Kensei (as in other games like this one) a very enjoyable part of the hobby is to prepare the game table. Buy or make your own scenery elements (handicrafts, design, the study of other cultures, all under the same hobby) and let your imagination run free.

An ideal game area would be 90x120 cm (usually armies face each other on the short sides). If you play in groups or very large battles use a larger area.

Put the terrain pieces necessary for the chosen battle scenario on the table, as well as other elements that offer strategic challenges. To place the terrain pieces (if you haven't got an agreed upon map), put the elements on the table in turns, one each until your are happy with the table. Read the battle scenarios section for more information on terrain pieces.



## STRATEGY ROLL AND DEPLOYMENT

You have reached a critical moment young apprentice commander. With the table prepared, it is time to place your armies on it. A mistake during deployment might suppose losing the battle before it starts.

Before starting to deploy, a **strategy roll** is made. Both players roll 1D6 and add the modifier that their **commander level** grants (which you decide when building your army). Whoever obtains the highest value, chooses which side of the table to play on, the role to play on the battle scenario (attacker or defender) and will start to deploy troops in first place (in case of a tie, make a reroll).

As a general rule, players place their units on their deployment area, one by one the players take turns in doing so (you place

one, I place one, etc). Each battle scenario gives information about deployment areas and special rules.

Starting with the strategy roll winner, the army units are placed. They must be deployed **in formation** (open or closed, depending on the unit) and none can have less than 3 miniatures. An army leader inside a unit, being its leader, must be deployed at the same time as its unit.

You already know that unique troops (leaders, spiritual beings, etc) are not required to be deployed inside units. Any troop to be deployed individually (heroes, spiritual beings, etc) is deployed last.



## STARTING THE BATTLE

When you and your opponent have finished the deployment, there is no turning back. the soldiers await, weapons are ready and the nobori (Japanese flags) are waving and prepared to indicate orders. Salute each other honourably and start the first turn of the battle. Yoi!



# TURN SEQUENCE



## 1. MAINTENANCE

Check if your army is in retreat.

Remove activated unit stunned unit and unit in retreat markers.

Discard and draw four new command cards.

## 2. INITIATIVE

Initiative roll. The winner gets the initiative.

## 3. ACTIVATION

### 3.1. Unit activation

Both players will indicate which units they are going to use (active units) at this moment. The player with the initiative chooses which player activates his units in first place.

### 3.2. Order roll

Each player makes an order roll to see if they have one or two activation orders.

### 3.3. Orders

Boths players alternate in the use of the activated activation orders. The player who activated first starts.

After a player assigns an order and performs it, the opposing player must check if he should react with any troop. If a close combat is reacted, that combat is performed after the reactive player assigns a order that uses an activation order. In case of no reaction, the opposing player assigns an order to his active unit.

Using an order involves spending an activation order. This mechanic continues as long as a player has unused activation orders.

### 3.4. Mark used units

an activated unit marker is placed next to any troop (of both armies) that has got any type of order.

### 3.5. End of turn

At the moment in which one player has activated all his units, the other player can still make one more activation with one of his not yet activated units, if that player has any left. After, the turn has ended.

During your training you relished part of the game system and the turn sequence. Pay attention if you want to become the mightiest commander, because this sequence, along with the order system, is the main core of Kensei's mechanics.

You already saw that a Kensei battle is divided in turns. As a general rule the battle ends when the fifth turn finishes, although the battle scenario played may

add special rules in this sense. Remember that we make no distinction between one player's or another's turns, both players play at the same time in each turn.

Each turn is in itself divided into several phases, maintenance, initiative and activation. These phases repeat themselves each turn until the end of the game.



## MAINTENANCE PHASE



At the beginning of each turn, your opponent and you must check the condition of your armies and prepare them for the new turn. Follow these steps:

**Army in retreat.** The first thing you must check is if any of both fighting sides has lost at least a 75% of their starting army points. Should this happen, that army goes into full retreat and the game ends at that moment. Check who wins adding

up, as indicated in the battle scenario description, the victory points earned by each side.

**Remove markers.** Remove all active unit markers, stunned unit (obtained after a hand to hand combat) and unit in retreat (if the troop fled in the previous turn)

**Draw four command cards.** When playing the command card intermediate rules, discard every card you may have in hand and draw four new command cards.



## INITIATIVE PHASE



Which player gets the turn's initiative is decided in this phase. You and your opponent make an **initiative roll** at the same time. The winner gets the initiative and may choose which player goes first during the activation phase.

If you are using the command cards, the initiative may be stolen during the activation phase. This is explained in its section in the intermediate rules.



## ❁ ACTIVATION PHASE ❁

Here we reach the main phase of the turn, where your skill as commander really shines. In this phase, both players will activate their units one by one, give them orders, move, combat, etc.

Each time we activate a pair of units (one of each player) the following steps must be repeated: unit activations, order rolls, orders, mark used orders, and end of turn, until all conditions for the end of turn are met.

### UNIT ACTIVATION

Now both players will indicate which units they are going to use (active units) at this moment. The player with the initiative chooses which player activates his units in first place.

The first player points out one of its units. Right after, the other player points out one of its units. None of the chosen units can have a activated unit marker indicating that it has already been used this turn.

We will call both these chosen units the **active units** for this activation phase. The rest of both sides' (been used or not) we will call **reactive units**.

The activation of a troop simulates that we are focusing all our attention as commander on that spot of the battle. That troop, called active troop, will be the one receiving our orders and will be able to carry out actions on its own. The rest of troops, the reactive units, are only able to react to any action the enemy should make against or near them.

### ORDER ROLL

Battle is pure chaos and your troops are not always capable of understanding your orders completely. To compensate this, each player now makes an order roll to see if they have one or two **activation orders**. Use markers to remind you how many orders you have and when you are using them.

Activation orders can be used, during the next order phase, on two types of orders (go to the orders section to see all orders available):

- **Action orders** (move, charge, combat, disengage, shoot, etc). Can only be used by active units.
- **Reaction orders** (combat, flee, etc). Depending on the situation can be used by both active and reactive units.

### ORDERS

Act wisely, as now is when both players give their orders and their units carry them out. Let's see how it's done.

Each player now has 1 or 2 activation orders, obtained before on the order rolls. The player who activated their unit in first place is also who acts now. That player must use his first activation order, assigning an action order on its active unit, and carrying it out at that same moment. This order will be valid until another order is used or another troop is activated.

At this moment and from now on, each time a player declares an order (action or reaction) on one of his troops, the opponent must check if any of their his troops is affected. For a troop to be affected means that it is target of a hand

to hand combat order or that an enemy troop has entered its control area. One of the following situations may take place and the players must immediately act accordingly:

R  
E  
A  
C  
T  
I  
O  
N  
  
T  
A  
B  
L  
E

**No troops were affected:**

The player must use an action order, if the player has any left, on its active unit, thus using an activation order.

**A troop with an activated unit marker on it gets engaged in hand to hand combat:**

That troop is forced to use a combat reaction order to respond to the enemy's attack. This doesn't use any activation order so immediately, before entering this combat, the player must assign and execute an action order, if the player has any left, on its active unit.

**The active unit is affected after using a hand to hand combat order:**

No extra activation orders are spent, just resolve the possible combat. It may occur when a troop declares hand to hand combat and gets charged upon before resolving it.

**One of the troops was affected and has no active unit marker on it:**

If the troop is your active unit and hasn't used a hand to hand combat order yet, you can assign either a valid action order or a reaction order (if for example, it is charged upon, it can respond with combat with no negative modifiers or fleeing). If on the contrary, it is one of your reactive units, it can only use a reaction order. In both cases, the player uses an activation order at this moment, if the player has any left.

When a player runs out of activation orders, but any of its troops is affected by an enemy order, it can still react, but can only use reaction orders (be it the active unit or not).

Once the other player has checked the situation it's in, declaring the necessary order (or orders) and making the possible movements or shots might involve, hand to hand combat is resolved.

After all declared hand to hand combats have ended, the player that started the turn checks if he has a second unit order and, if so, uses it, so all steps of this point of the phase are repeated. After, the other player will do the same with his second activation order if obtained and still has it.

## MARK USED UNITS

Once both players have used all their activation orders and all combats have been resolved, an **activated unit marker** is placed next to the active units of both players. Any other troop (of both armies) that has got any type of order (action or reaction) also gets this marker. These troops cannot be activated again until next turn.

## END OF TURN

You have only activated one unit each, you still have many more in your army. This activation phase is repeated as long as any player still has units to activate. At the moment in which one player has activated all his units, the other player can still make one more activation with one of his not yet activated units, if that player has any left. After, the turn has ended.

When the turn ends, check if any requirements for ending the game are met, described in the battle scenario that you are playing (for example, reaching the fifth turn). If not, start a new turn.

## ACTIVATION PHASE EXAMPLES

**Example 1:** The player with the initiative decides to play in first place. Using the first activation order and declaring that his unit is going to charge against an opponent's reactive unit (charge is an action order) the player makes the charge and reaches combat. As the first player has used an order, the opponent checks at with point of the phase order he is. There is an affected reactive unit that has no activated unit marker on it (it hasn't been used), so he must declare a reaction order, thus using his first activation order. He can choose between fighting or fleeing, but this time his men's honour prevails and decides to enter combat, although the unit will suffer negative modifiers, as we will see in combat modifiers, fighting using a reaction order implies losing 1D6 to the combat or shooting roll.

**Example 2:** Once the previous combat has been resolved, the player with initiative cannot give any more orders because he only obtained one activation order on his order roll. His opponent on the contrary, obtained 2. Having used one on reacting with the previous unit, he still has one left. He also decides to charge upon the opponent's active unit, that remains close. On getting charged, the first

player is forced to react, and although it's the active unit, he can only use reactive orders as he has no activation orders left. The previous combat was hard, but he relies on his men, so he decides to stay put and fight again, although he too will suffer negative modifiers to combat.

## ❁ TURN EXAMPLES ❁

### EXAMPLE I

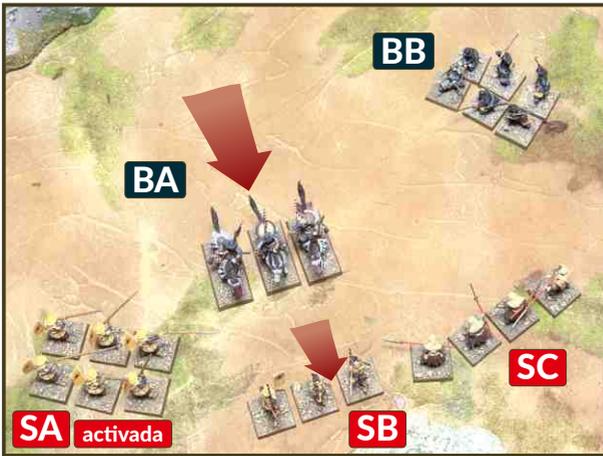
On a flank of the battle, three Sohei units (SA, SB and SC) face two Buke units (Ba and BB). The turn initiative was won by the Sohei player at the beginning of the turn, during the initiative phase. He decides to play first and gets ready to indicate which is going to be his active unit.

His SA unit has an activated unit marker, which prevents him from activating that unit again, so he decides to activate the SB unit. It's the Buke player's turn to choose, and as none of his units is active, he can choose any of them. So he points out that he will activate the BA unit, that is the closest to the Sohei active unit (SB).



Now that both active units are revealed, both players make their units' order rolls:

- The Sohei unit rolls a 2, that added to its initiative of 2 gives it a total of 4. The SB unit will get 2 activation orders.
- The Buke unit rolls a 1, which is an automatic fail, so it will only have one activation order.



As the Sohei player decided to start first, he will also declare the first order for his active unit. He will use action order Move, trying to get into charge distance. He moves his unit towards the Buke Unit. He still has a second order that will be declared afterwards.

It's now the Buke player's turn. As he only has one order, he decides to risk it declaring a charge, even

though the enemy is a bit far away. He rolls 1D6 and obtains a 6, how lucky! The Buke unit can move up to 16 cm, he measures the distance to the Sohei unit and there is only 15 cm separation, so the charge will be successful and the unit will reach hand to hand combat (if the Sohei unit decides not to flee).

As the Sohei unit has been charged upon, it must react at this very moment. Being the active unit, and not having an activated unit marker, he is forced to use his second activation order, using it on an action or reaction order. He knows he has great risk of losing, so he decides to use the reaction order to flee. He rolls 2D6 and obtains a 9. He makes a 9 cm movement, turning their backs to the unit that was charging.

The Buke unit is forced to make their charge movement and moves the 16 cm. They will not reach the Sohei unit, but they will get very close.

Both units are marked as activated units. Their activation ends and the players must continue with other army units not yet marked as activated.

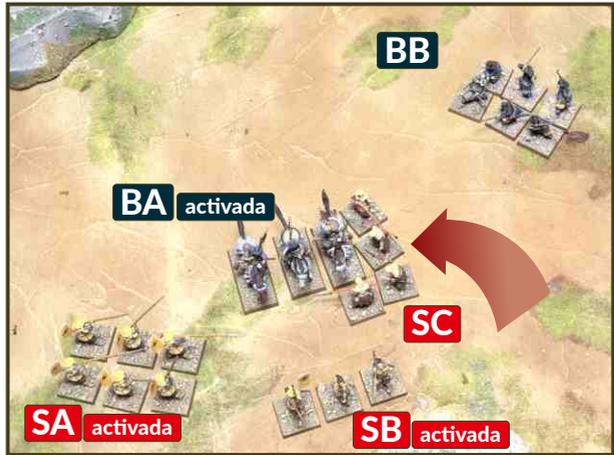
## EXAMPLE 2

Activation phase continues, activating two new units. The Sohei player still has the initiative and again decides to play first for this new unit activation. He points out the SC unit as new active unit. The Buke player chooses the BB unit. This time, during the order roll, both obtain 1 activation order each.

The moment to give orders out has come. The Sohei player sees that the Buke player was reckless with his previous unit and placed it too close to his units, so he declares that his active unit (SC) is going charge against the BA unit with his first activation order. He makes the charge movement roll and obtains a 3. He measures 13 cm and the Buke unit is within that distance, so he can make a charge move on the flank. The BA unit is going to enter hand to hand combat again. As the unit has an activated unit

marker it must automatically and obligatorily react with combat. The Sohei unit moves until it comes into hand to hand contact.

As we said, the BA unit had an activated unit marker, so its reaction doesn't use an activation order. So before resolving that combat the Buke player must use his first activation order. As he shouts "You fell in my trap!" to his opponent, he declares that his active unit (BB) is going to attack the Sohei unit on the rearguard.



Now that both players have declared and made the movements of their first activation orders, it's time for combat. The BA unit will fight with a negative modifier of -2D6 on its combat roll: 1D6 because it's already activated plus 1D6 because it's in combat by reaction. The SC unit will fight with +1D6 (against both units) because it's charging. As it hasn't got an activated unit marker yet, it doesn't suffer the -1D6 negative modifier. The BB unit will fight with a +1D6 for charging and a +2 to the combat roll for striking from behind. All these modifiers are described in the hand to hand combat section.



The Sohei player, having the initiative, will decide the order of the combats (this is explained in the multiple combats section).

Once this combat is resolved, this activation phase has ended. There are no more units to activate on any army, the turn ends, and a new one starts.

# Orders

Orders represent the actions that your troops can make during the game. You have already been instructed on how to use orders during the game sequence, now, learn which ones you can use, when to use each one of them and the strategic possibilities they provide.



## ACTION AND REACTION ORDERS



The different types of orders your units can get will depend, at one moment or another, on the decisions you make when activating them. Also, your troops will not stand still against an enemy attack, they will always be capable of reacting to whatever happens around them.

the ones that you can assign to your active units during the activation phase, and **Reaction Orders**, which are assigned and used by troops (either active units or reactive units) that suffer any kind of attack, when and how each order can be used is found on their description.

You already know that there are two types of orders: **Action Orders**, which are

ORDER TABLE	ACTION ORDERS		REACTION ORDERS
	<b>MOVEMENT</b>	<b>SUPPORT</b>	<b>COMBAT</b>
	Move	Strengthen	Combat
	Run	<b>STATIC</b>	Opportunity Charge
	Regroup	Reload	Hold and shoot
	<b>COMBAT</b>	Shelter	<b>GENERAL</b>
	Combat	Interact	Flee
	Charge	<b>SPIRITUAL</b>	
	Disengage	Absorb ki	
	Challenge to a duel	Invoke	
Shoot	Exorcize		



## USING ORDERS



You saw during the activation phase that, depending on the order roll, you will have one or two activation orders each time you activate a new unit. Each one of these orders represents an action that your troops can make.

What happens in battle will let you take certain decisions or not, you will not always be able to give out the orders you would like to, you must bear in mind these conditions and restrictions:

During an activation, a troop can get any combination of orders bearing in mind that:

- A troop cannot get two combat actions, even if the player had obtained two activation orders. The only exception is **Challenge to a Duel**, that always goes together with a combat or charge order, as explained in its description further on.
- There are orders that force you to use two activation orders at the same time (e.g.: run)
- There are orders that can only be used once each activation, thus they can not be repeated.



A troop must obligatorily declare an action or reaction order **if it is target of a combat order**:

- If it is the reactive unit, a combat action order or a valid reaction order can be declared.
- If the unit is reactive but has no activated unit marker on it, a valid reaction order must be declared.
- If the troop has an activated unit marker on it, the combat order must be automatically declared.

If the unit **starts its activation** in hand to hand combat, the first action order that unit gets has to be combat.

When you rise your order flags in battle, you must be concise and clear. All orders that you can assign to your troops are described next.



## MOVEMENT ORDERS



Any movement order that makes the miniatures move on the game table. No order can make them move off the table, unless the battle scenario says so.

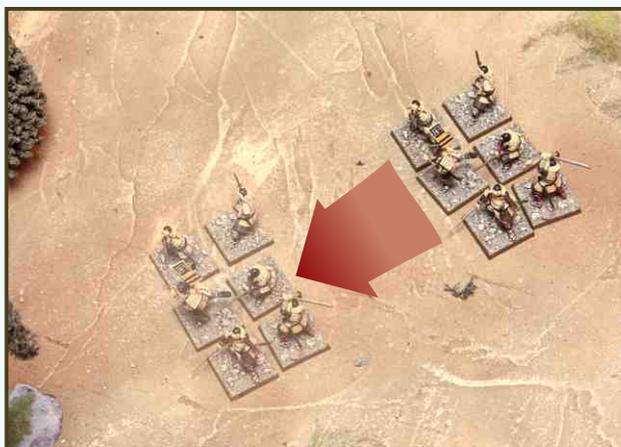
### MOVE

You can assign this order to any troop. If it is not engaged in hand to hand combat, it may move as many centimetres as it's movement attribute in any direction, ending faced towards wherever you want. During this movement, you can change direction as many times as you wish (for example, turning round corners).

During movement the troop can change the unit formation, the front rank, and the position of the miniatures in it, provided that no miniature exceeds its maximum movement attribute, all miniatures end facing in the front rank's direction, the unit does not lose coherence and they end in formation.

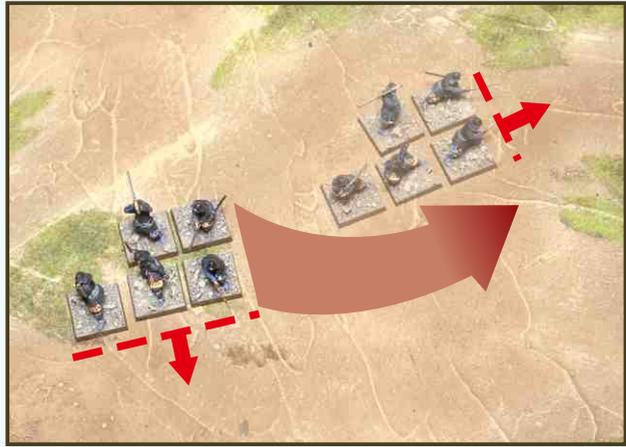
If you move your units miniature by miniature, measure from the miniature on the front that is the farthest from the destination point and place the rest in the formation you had (if you don't change formation). If you use movement templates for your unit (stencils used to quickly move your units), make the movement measuring from the corner of the front furthest from its direction.

A movement cannot end in hand to hand combat with another unit, in that case the order charge is used.



Movement keeping in formation. Move the miniature on the furthest corner from the position and faced in the desired direction, then place the rest of miniatures next to the one you moved keeping the formation.

During movement formation and the front's direction can be changed. In this case the flank becomes the front on making their movement. All miniatures must be looking in the front's direction.



### **Move during hand to hand combat**

If your troop is engaged in hand to hand combat, you can use this order to turn around and thus change its front. A unit can move the miniatures that are not in direct contact (on one of its sides) with an enemy miniature, to recover coherence or add miniatures to battle, by placing them in contact with another enemy miniature of the same unit it is fighting against.

### **Passing through troops and objects**

As a general rule, a troop (miniature or unit) cannot pass through other troops, friend or foe, that have more than one miniature using any type of movement. Individual friendly miniatures can be passed through, but must pass through must be complete. They cannot end movement inside the unit's

formation it's passing through.

Terrain pieces less than 2 cm high, as fences or hedges, do not pose an obstacle and can be crossed with no modifications on movement. To pass through larger pieces troops must climb or go round them.

### **Climb**

Any troop on foot can climb during a movement. It can make vertical movements, a distance up to half of their movement attribute, to climb up terrain elements. A unit cannot remain split, no miniature can stop in mid-vertical movement.

## RUN

You may order your troops to run so that they can reach combat faster. To be able to use this order you must have obtained two activation orders on the order roll and not have used any yet. At the moment you declare a run order, you use two orders at the same time. If you only got one, your troop cannot run.

The troop must move, at least, the double of its movement attribute. On declaring this order roll 1D6, the result will be the centimetres you can add to the troop's minimum movement. You are not forced to make the extra movement obtained in the die.

It is recommended to put a marker on a unit that has run as a reminder, as the difficulty to hit a troop that has run increases +1.

There are several restrictions when running:

- Units out of formation or coherence cannot run.
- You can only run to a point in the troop's visual area. (You cannot run backwards)
- Troops with a stun marker, out of coherence or formation cannot run.
- You cannot run when climbing.
- In general, it has the same limitations as the move order.

## REGROUP

An army leader can make a movement placing itself in formation inside a unit, thus becoming their unit leader. When entering the unit, he can change his

position with any other miniature of this unit. He must meet all unit leader requirements in order to join the unit.



## COMBAT ORDERS



### COMBAT

Any of your troops which his base is within 1 cm distance of another enemy miniature base can get this order to

enter hand to hand combat with it. (See hand to hand combat)

## SHOOT

Any troops carrying ranged weapons, not engaged in hand to hand combat, can shoot against an enemy troop in its line of sight (either total or partial). If it's target of a charge the unit cannot use this order, on the contrary it can use the reaction order Hold on and shoot that is described further on.

If the troop has an unloaded weapon marker it cannot shoot either. This marker is removed using a reload order.

You cannot shoot a troop engaged in hand to hand combat with another friendly troop.

You cannot shoot against two troops at the same time, regardless of if the troop that is shooting is an individual miniature or a unit.

## DISENGAGE

There will be situations in which you will require your troops to abandon a hand to hand combat and move somewhere else. We can do this with the disengage order.

A troop engaged in hand to hand combat with one or more enemy units can disengage from combat using this order. Your order can move 2D6 cm in the opposite direction of the combat, keeping themselves faced to the units it was fighting against.

### Opportunity attack

Each troop in combat against a unit using the disengage order must declare a combat order (depending on the situation it will be an active or reactive order) to make an opportunity attack.

In an opportunity attack the combat roll only has 1D6 for each miniature in hand to hand combat against a

miniature of the disengaging unit, with no other modifier to the amount of dice, but to the difficulty to hit (on the flank, rearguard, etc). The disengaging troop cannot respond, just makes its movement.

If the troop making the opportunity attack is in multiple combat, the rest of combats are made in the normal manner as a combat order has been declared.

### Skirmisher troops

A skirmisher troop is prepared to attack and flee, so troops in hand to hand combat against them cannot react nor declare any kind of attack on them when they disengage.

## CHARGE

In a charge the soldiers run off to combat with all their strength against an enemy unit. If your troop isn't engaged in hand to hand combat, you can use this order to reach combat with an enemy troop. This is the only way to do so.

A charge must be declared against the nearest enemy troop your troop has line of sight with and over the closer side of that unit.

The miniature/unit has to have line of sight with the target unit on the moment of declaring the charge.

A unit out of coherence cannot charge. A unit out of formation may do so.

After declaring this order, your troop can make a movement and a hand to hand combat if they make contact with the enemy. The enemy troop must declare how they react to the charge before you make the movement. If they flee, they will make the escape movement and after you will move your miniatures.

Before moving roll 1D6 and add the result to your troop's movement attribute. This is the maximum movement (measured in centimetres) that your troops can be moved.

When you know the maximum movement distance check that it is enough to reach the target unit of the charge. If the enemy troop is within the maximum movement distance, move your miniatures until their bases are closer than 1 cm distance from an enemy miniature. If that happen those troops are considered in hand to hand combat. If the enemy troop is out of reach it is considered an unsuccessful charge, move your troop its movement attribute in centimetres in that direction.

All miniatures that can get into hand to hand combat must do so, respecting the following restrictions:

- only miniatures on the front, and those of the second rank that find a gap in the front rank, can enter hand to hand combat.



The whole front must engage into hand to hand combat if possible. Those who share their corners will also engage in hand to hand combat (as support).

If there are holes in the front, the miniatures behind can charge as the width of the unit does not increase, but as the unit is out of formation it will not get the charge bonus.



- during the charge movement the width of the unit's front cannot increase,
- no miniature can exceed its maximum movement, pass through miniatures of its own unit nor abandon the unit's cohesion.

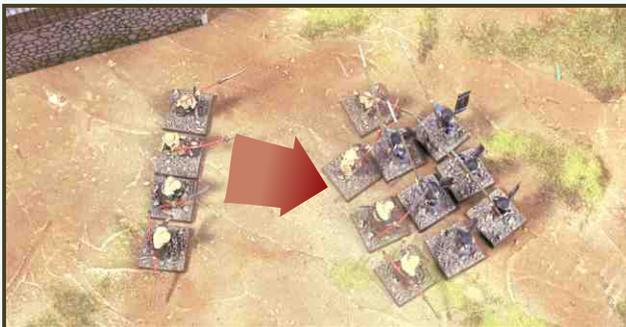
The miniatures that can get into hand to hand combat have to face completely its base's **front side** on the base of the miniature they want to combat against. If this is not possible, they must share base's corners or will be no part of that combat.

The combat between two enemy troops will be resolved when all action and reaction orders have been declared and all movements made.

The unit that is charging obtains a +1D6 modifier to its combat roll if it starts the charge in formation and out of the unit's control area (see combat roll modifiers).

It might happen that both sides of an enemy unit are charged upon (in a crosswise charge, for example). When calculating the combat roll modifiers, bear in mind that you have charged on the most of your miniatures charge. In case of a tie, you have charged on the less detrimental for the enemy unit.

Your troop cannot charge against a skirmisher troop that has **disengaged** from combat against it in this turn.



During an oblique charge your unit can be split to charge on two flanks at a time. In order to calculate combat modifiers It is considered that it charges on the side that receives the most of your miniatures

## CHALLENGE TO A DUEL

One of your army leaders can challenge an enemy leader, regardless if they are part of a unit or not. You will need two activation orders and is declared at the same time as a combat or a charge or-

der. If you use charge, the troop has to reach hand to hand combat in order to make the duel (see intermediate rules, Honour Duels).



## STATIC ORDERS



### RELOAD

After shooting a firearm the troop gets an unloaded marker. For each reload order declared you can remove one of

those markers. All firearms begin the battle loaded.

### SHELTER

Your unit closes ranks and uses barricades to protect their advance. Apply -1 to both the enemy's Combat and Shoot roll. However, it loses 1D6 from its hand to hand combat roll and its difficulty to hit an enemy increases +1. It must receive a sheltered unit marker, which will be removed the moment it makes a movement.

A unit cannot use this order again as long as it has a sheltered unit marker on it.

Mounted and skirmisher units cannot use the shelter order.

### INTERACT

A troop can use this order if it needs to interact with a piece of terrain or miniature on the battlefield. Roll 1D6 and add the troop's initiative (INI). On a result of +4 the interaction is successful.

If a troop successfully interacts, afterwards it can make up to a 5 cm movement without using an extra order.

Mounted miniatures cannot use the interact order.

## ❁ SUPPORT ORDERS ❁

### STRENGTHEN

Your troops concentrate on the attack they are going to carry out. With this order, you can strengthen a hand to hand combat, charge or ranged attack adding +1 to the combat or shooting roll.

It has to be declared at the same time as the combat, charge or shoot order, therefore you need to have two activation orders to use it.



## ❁ SPIRITUAL ORDERS ❁

Can only be used by spiritual beings, not being able to use the same order twice in the same turn. These spiritual orders can be used if you are playing with the occult powers advanced rules.

### ABSORB KI

An Omnyouji adds 1 point to its personal ki pool.



### INVOKE

An Omnyouji must use this order to invoke creatures or use one of his power abilities (the troop's ki abilities or those of a creature previously invoked).

### EXORCIZE

A Komuso can use this order to eliminate ki points from an enemy Omnyouji's pool: Roll 1D6, and on a result of 4+ eliminate 1 ki point from the enemy's pool, on a result of 6 (critical roll) eliminate 2.



## REACTION ORDERS



### COMBAT

We already saw that this reaction can be used when one of your reactive or active units is target of a hand to hand combat and you have no activation orders to use at the moment of

reaction. Using this reaction order means that your troop suffers a negative modifier of -1D6 on the combat roll.

### FLEE

If one of your troops or units is target of a charge, has no active unit marker and isn't engaged in hand to hand combat against another unit, it can declare that it reacts fleeing.

Make a 2D6 cm movement in the opposite direction of the charge and turning their back to the enemy unit. If the obtained distance isn't enough and the charging unit makes contact with the fleeing enemy, a combat on the rear-guard is resolved as usual, once both players have used their activation orders.

During its fleeing movement a troop cannot pass through troops, nor friend

nor foe. If it collides against a troop it stops its movement, and remaining engaged in combat if it is an enemy troop.

The troop is marked as activated unit at the moment it declares to flee and cannot receive any more orders until next turn. Also, the troop enters the **dishonoured unit** (use a marker as a reminder). It suffers a negative modifier of -1 to its honour attribute for the rest of the game (including its unit leader should it have one).

### OPPORTUNITY CHARGE

A troop with no active unit marker can declare this reaction if an enemy troop makes a movement, but not a charge, that passes through its control area. It is resolved as a charge. The troop being

charged upon is stopped and combat is resolved on the spot decided by the player making the opportunity charge.

## HOLD AND SHOOT

When a unit with firearms is target of a charge, it can hold position and shoot their weapons before getting charged. Make a shoot roll, rolling 1D6 for each miniature shooting (unit leaders also roll only 1D6). This unit will not respond on hand to hand combat and doesn't make a combat roll.

The unit charging removes the casualties of the shooting from the nearest rank to the shooting troop before reaching combat, this might cause the charge to be an unsuccessful charge. The casualties of the shooting will be taken into account on combat resolution.



# Combat

The combat system is divided in hand to hand combat, when your troops fight base-to-base, and ranged attacks, when your troops shoot their projectile weapons. Both types of combat are similar, but not the same.



## HAND TO HAND COMBAT



The bulk of your army will be made up of troops with hand to hand weapons. Your duty is to deliver them in the best condition possible to combat. Here you will learn all you need to strengthen your troops and make them invincible.

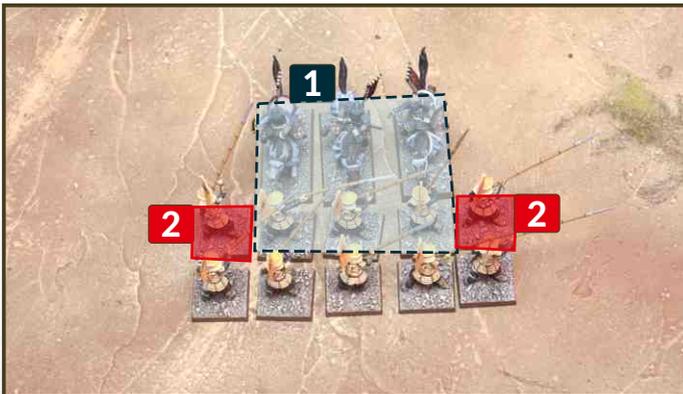
Two units are in hand to hand combat if at least one of their miniatures are in direct hand to hand combat.

Two miniatures are in **direct hand to hand combat** if their bases are within 1 cm distancia, completely facing one of their sides. If the only share the corners or a part of their sides, these miniatures are considered to be **combat support**.

If nothing else is specified when saying “in hand to hand combat” we will understand that this means to be both in direct hand to hand combat and supporting combat.

### DIRECT AND SUPPORT COMBAT

When fighting with unit, we distinguish miniatures in hand to hand combat from combat support miniatures.



The units face hand to hand combat since at least one miniature of each side is in direct combat (1) with another of the enemy unit. The two ashigarus of the corners (2) are in support of the combat.

## ENGAGING IN HAND TO HAND COMBAT

We already saw that the only way that your soldiers have to engage in hand to hand combat is with a combat order, if the units are already in contact, or with a charge order, if the unit is far from the enemy and needs to move to reach contact with it.

### COMBAT SYSTEM

When two enemy troops combat (units or individual troops), both attack and may incur casualties. **Both players make this action sequence at the same time;** combat rolls, damage rolls and combat resolution. This is explained hereunder:

#### 1. Combat roll

This is the success roll that determines how many attacks manage to hit your opponent. First, each player calculates how many dice he must roll using the combat roll table on the next page. Once you have counted the amount of dice, both players must roll them at the same time.

Each die that rolls a number higher than the given difficulty is a hit (a success).

**Base difficulty is 4**, but it can be modified by different factors that are described on the hit difficulty table on the following page.

The combat roll may also be modified by additional elements, as the weapon type or the abilities of the troops in combat. Study your troops well and a whole world of tactical options will open up to you. Each case is described in its corresponding section.

### COMBAT SEQUENCE

#### 1. COMBAT ROLL

Both players roll dice to see the number of impacts they cause.

#### 2. DAMAGE ROLL

Both players roll dice to see how many impacts become wounds.

#### 3. COMBAT RESOLUTION

Remove the casualties, Honour roll and the melee movements.

#### 2. Damage roll

Now it's time to know exactly how many hits actually become wounds to the enemy. Each player takes as many dices as successes rolled on their combat rolls, and make a Damage roll, again at the same time. The result of each die is described on the roll wound table on the next page.

As all success rolls, the base difficulty is 4+, but might be modified by factors as described on the wound difficulty table on the next page.

#### 3. Combat resolution

Once you know the amount of wounds that each player's troops receive, we reach Combat Resolution (see the section a little further on). Here we remove the casualties of each unit, Honour tests are made to see if any of the troops must flee, and Melee movements of each player's troops are made.

COMBAT ROLL	<b>XD6</b>	<b>A base of as many dice as the troop's attack attribute.</b>
	<b>+1D6</b>	For each miniature, not the unit leader, in hand to hand combat with the enemy, if you are fighting with a unit of more than one miniature.
	<b>+XD6</b>	As many dice as the unit leader's attack attribute if there is one in hand to hand combat. If the leader isn't in direct hand to hand but is combat support only add +1D6, not it's attack attribute.
	<b>+1D6</b>	If your unit fights in a closed formation and has, at least, two consecutive complete ranks (front and second rank). No miniature as of the second rank can be engaged in hand to hand combat, with this or any other unit, to get this modifier.
	<b>+1D6</b>	If you used a strengthen order.
	<b>+1D6 +2D6</b>	If your troop declares a charge order and begins its movement out of the enemy's control area. If it's a unit it must have began the charge in formation. The first value is applied to troops on foot, the second to mounted troops. Not applicable to skirmisher units.
	<b>-1D6</b>	If your troop has an Activated unit marker.
	<b>-1D6</b>	If your troop fights using the combat reaction order.
	<b>-1D6</b>	If your unit is out of coherence, unless it has declared a charge and still hasn't got an activated unit marker.
	<b>-1D6</b>	If the troop has a fleeing unit marker.
	<b>-2D6</b>	to the troop that receives a charge if it is a Shooting troop. Only during the combat that happen after the charge.

IMPACT DIFFICULTY	Base difficulty 4+	
	<b>+1</b>	if the enemy troop is behind cover.
	<b>-1</b>	if your troop attacks an enemy unit of more than one miniature on their flank.
	<b>-2</b>	if your troop attacks an enemy troop on their rearguard.

**Combat roll e.g.:** Your unit, composed of two ranks of 5 men each and a Hero unit leader on the front, charges on an enemy unit's flank. Calculating the dice you will have to roll for the combat roll we obtain: 2D6 as they are warriors, +4D6 for having 4 warriors on the front, +4D6 from the leader, +1D6 for the charge. You will roll 11 combat dice. Also, your difficulty to hit is modified by -1 as you are charging on the flank. Make your roll, and for each dice with a result of 3+ (equal or more than 3) you obtain a hit.

<b>D A M A G E  R O L L</b>	<b>A base of as many dice as impacts got in the previous combat roll.</b>	
	<b>1 on the die (natural 1)</b>	Is considered a fumble, dice is ignored.
	<b>Natural 6</b>	Is a critical roll and always causes a wound even though difficulty is higher. If your troop combats a unit with a unit leader in it, you can decide if the unit or the leader suffers the wound. As you see, the leader that fights inside a unit is protected by his men and can only be wounded with a critical roll.
	<b>Less than difficulty to wound</b>	The enemy troop receives a stunned unit marker. Two stunned unit markers are swapped for an extra wound for that unit.
	<b>More or equal than the difficulty to wound</b>	The enemy troop suffers a direct wound. If you attack a troop on its own (either a leader or a unit who has lost all members but one), any die with this result is a direct wound for that miniature. You do not need a critical roll to wound a solitary leader.

<b>D A M A G E  D I F F I C U L T Y</b>	<b>Base difficulty 4+</b>	
	<b>+1</b>	if the attacked troop is wearing an armour.
	<b>+1</b>	if the troop is mounted.
	Extra modifiers from abilities, weapons, etc. Each case is described in their section.	

**Damage roll e.g.:** Your Ashigaru unit obtained 5 hits on their combat roll against a Samurai unit with armours. You make your Damage roll with 5 dice while you hold your breath. Difficulty is of 5 (4 +1 from the armour) and the results on the dice are 1, 2, 4, 4 and 6. We do the count up: the 1 is ignored, it's a failure. The enemy unit receives 3 stunned unit markers, for the results of 2 and the two 4's. Two markers are removed and become an extra wound, and only keeps one stunned marker. You have also obtained a critical roll (the 6), so you can decide if that wound is suffered by the enemy unit (receiving a total of 2 wounds) or its leader (who would add 1 wound to his personal wound counter).

## ❖ MULTIPLE COMBAT ❖

We all know that war is pure chaos. It will be usual that multiple units will be found in hand to hand combat at the same time. In that case, to receive clear orders is complicated and units concentrate on the combat that they have in front of them.

When there are several troops of both sides fighting at the same time we call it multiple combat. This is a special case in the activation system. When a troop involved in the combat is activated, an activation chain reaction is provoked on the rest of troops in the combat. All combats happen at the same time in a battle! We call this **multiple activation**:

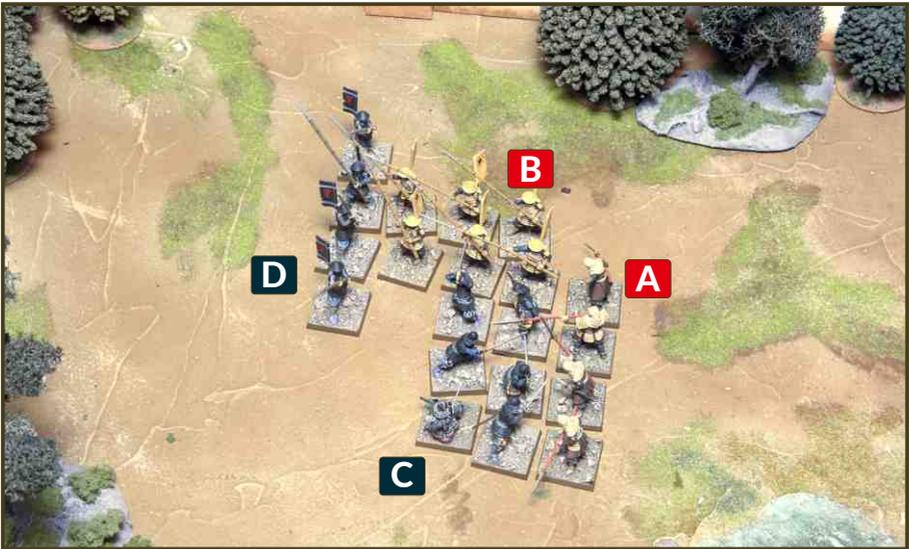
If a unit declares a combat order (charge, disengage, combat, either as an action or a reaction), all units in contact with it must be activated at that moment and must declare, **without making an order roll**, one and only one action order or combat reaction. A unit activated like this may declare an action or reaction order if the active unit on his side is involved in the combat. If not, the can only declare a reaction order.

Once all activated troops are revealed, the player with the **initiative decides the order of all combats**. They are made consecutively and in the usual manner, removing all casualties after each combat. However, they are not resolved until they all conclude.

Combat is resolved considering each side as just one unit, adding the casualties caused by each side. All troops of each player either flee or hold their position. Once combat has resolved all units that received orders are marked as activated units.

A unit can charge against several units at the same time if its front line is wider than the one of a target unit and doesn't break its formation doing so. Then a multiple combat is carried out with the scenarios previously described.





## Example

The units A and B belong to the Otokodate clan. The C and D to the Buke clan. None are activated.

The Otokodate player has the initiative and declares that he is going to activate the unit A. The Buke player activates a unit X that is not involved in this combat. After its orders roll the unit A, as it is in hand to hand combat, it has to declare a combat action order: he decides to use combat+strengthen. Unit C, therefore, is forced to react because a combat order has been declared against it. As the active unit is not in this combat, he can only declare a combat reaction order. The reactive chain reaction is ignited. The unit B is also activated as it is in contact with unit C, being the unit A the active unit, he can declare an action order. He decides to use disengage. As unit B used a combat order, the unit D must activate also. Again, he can only use a reaction order as the active unit of his side is not in this combat. He uses a combat order to use an opportunity attack on the unit B. This will receive another opportunity attack from unit C as it also declared it will combat.



# RANGED ATTACKS



Any of your troops armed with ranged weapons (Yumis, teppos, etc) can shoot against enemy orders using the order shoot. the shooting system is very similar to the hand to hand combat, but in this case **rolls are only made by the player who is shooting.**

to exceed use the shoot roll table and the shooting difficulty tables on the next page.

Units equipped with **firearms** receive an **unloaded weapon marker** when they make a shot. They must use a reload order to remove it and be able to shoot again.

## RANGES

There are three Ranges. On each troop's profile, next the ranged weapon, it is indicated if this weapon is of short, intermediate or long ranged. This indicates the maximum distance in centimetres up to which the weapon can reach.

**Short-range:** less than 20 cm.

**Mid-range:** between 20 cm and less than 40 cm.

**Long-range:** between 40 and 60 cm.

Remember that which enemy troop is being targeted must be declared before taking any measurements. If the target is out of the weapon's maximum range, the shot is made but no roll is needed and no effect is produced.

## 2. Damage roll

This roll determines how many wounds your shot has caused rolling as many dice as successful rolls on the shoot roll. Check the effect of each dice and the difficulty to exceed on the Damage roll table and the difficulty to wound table on the next page.

## 3. Shooting resolution

Just as in hand to hand combat, after calculating the wounds the unit has incurred, we have to check the combat resolution section to find out what has happened to the unit. If the unit that was targeted had declared any order, resolve this ranged attack after it finishes this order.

## SHOOTING SYSTEM

After checking that you have line of sight to the enemy troop and that it's within the weapon's range, follow this sequence: shoot roll, damage roll and shooting resolution.

### 1. Shoot roll

When one of your troops shoots, this is the first success roll you must make (only you) to determine the amount of hits your shots make. To calculate the amount of dice to roll and the difficulty you need

### SHOOTING SEQUENCE

#### 1. SHOOT ROLL

The shooter roll dice to see how many hits it causes.

#### 2. DAMAGE ROLL

The shooter roll dice to see how many hits become wounds.

#### 3. SHOOTING RESOLUTION

Remove the casualties and Honour roll.

SHOOT ROLL	<b>XD6</b>	<b>A base of as many dices as the troop's ranged attack attribute.</b>
	<b>+1D6</b>	For each miniature of a unit composed by more than one miniature, placed on outer areas (front, flank or rearguard) that has line of sight to the target. If the unit leader is one of these miniatures, he doesn't count.
	<b>+XD6</b>	If a leader is among the previous miniatures, with line of sight to the target, add as many dice to the roll as its ranged attack attribute.
	<b>+1D6</b>	when shooting short-ranged weapons.
	<b>+1D6</b>	if the strengthen order was used.
	<b>-1D6</b>	if the unit is out of formation.
	<b>-1D6</b>	when shooting mid-ranged weapons at an intermediate distance.
	<b>-1D6</b>	when shooting long-ranged weapons at a long distance.

IMPACT DIFFICULTY	<b>Base difficulty 4+</b>	
	<b>+1</b>	if the target troop is behind cover.
	<b>+1</b>	if shooting at a single miniature.
	<b>+1</b>	if shooting at a troop that has run this turn or declared a charge and failed.

DAMAGE DIFFICULTY	<b>Base difficulty 4+</b>	
	<b>+1</b>	If the target troop is wearing an armour, except if a firearm (as a teppo) or a crossbow is being shot.
	<b>+1</b>	if the troop is mounted.
	<b>-1</b>	if shooting a firearm.

DAMAGE ROLL	<b>A base of as many dice as impacts got in the previous Shoot roll.</b>	
	<b>Natural 6</b>	It is a critical roll and always causes a wound even if the difficulty was higher. If you shoot against a unit that has a unit leader in it, you decide if the wound is suffered by the leader or the unit. The leader can only be wounded with critical rolls while part of a unit.
	<b>Less than difficulty to wound</b>	There is no wound, but no stunned unit marker is assigned either when shooting.
	<b>Equal or more than the difficulty to wound</b>	The troop suffers a direct wound. If you attack a single troop (either a leader or a unit which has lost all members but one), any die with this value is a direct wound for that miniature.



# COMBAT RESOLUTION



Now let's find out what happens after any combat, either hand to hand or a ranged attack.

## DEFEATED UNIT AND HAND TO HAND COMBAT INITIATIVE

In a hand to hand combat between units, the one which incurred more casualties is the **defeated unit**. Losing the unit leader counts as two casualties for the purpose of counting. In a combat between two single troops, whoever suffers more wounds is the loser.

After a hand to hand combat, one of the two troops will gain the **combat initiative**, being the fastest in pulling themselves together. If there was a winning unit, it will gain the initiative. If there was a draw, the initiative will be gained by the unit that charged. If there were no charges, it will be gained by the troops belonging to the player that had the turn initiative at the moment of combat. Be wise and win the initiative during turns, it might save your men.

## RESOLUTION SEQUENCE

After each battle, all troops (yours and your opponent's) that are wounded must go through this sequence to find out how many casualties it has, if it will flee or on the contrary prepares to stay in combat. The steps are: Protect the leader, casualties removal, honour roll and melee movements:

### RESOLUTION SEQUENCE

#### 1. PROTECT THE LEADER

Save a unit leader about to die.

#### 2. CASUALTIES REMOVAL

Both players remove casualties that have caused to the enemy's troop.

#### 3. HONOUR ROLL

The defeated troop roll a die to see if it fled or not.

#### 4. MELEE MOVEMENTS

The troops that do not flee move their miniatures to reform.

## PROTECT THE LEADER

A unit's leader is an exceptional warrior and, surely, when all his men have fallen, he will be the last man standing, wounded and bleeding.

When a unit leader is going to fall because of the wounds he's suffering, you can try to save him at the expense of your unit's men if it is capable of enduring all the wounds assigned to the leader. To do this, roll 1D6 and if the result is a critical roll (a natural 6) the leader will survive, with just 1 wound left, while the unit will receive all the wounds that were assigned to him but one.

e.g.: A unit leader who had 2 wounds left receives 3 wounds in combat and would end up dying. The player decides to roll 1D6 to try to save him and rolls a 6! The leader miraculously survives and only has one wound. The unit will receive 2 extra wounds.

## CASUALTIES REMOVAL

By now you must know how many wounds your troops incurred. When a troop suffers as many wounds as its Wounds attribute, a casualty is caused. A warrior is a casualty on receiving just 1 wound, an elite troop can endure 2 wounds before being considered a casualty and a hero can endure 3.

- If the troop is a single troop, that miniature is removed from the table. If it's a unit, remove as many miniatures as incurred casualties. If a wound does not cause a casualty, a **wounded troop marker** is placed on it, which will be added to a subsequent wound.
- A unit leader has its own independent wound counter, so for each wound incurred, place a **wounded leader marker** next to the unit, as a reminder until it becomes a casualty and removed from the unit.

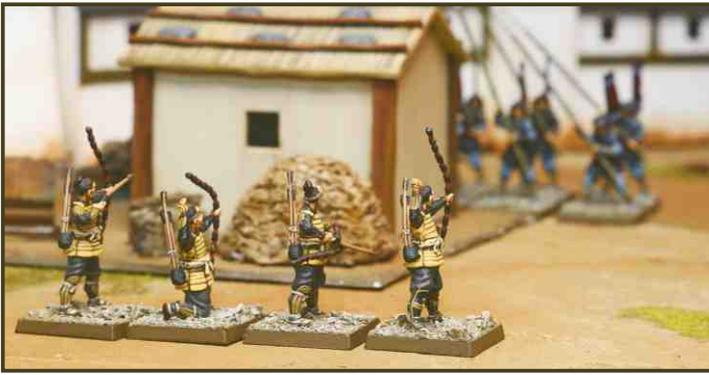
Both in hand to hand combat as in ranged attacks a unit's casualties are removed by the enemy player that caused them.

In **hand to hand combat**, remove as many miniatures as casualties he has caused, removing the enemies in direct hand to hand combat first, followed by those which were combat support, and lastly the rest that were in contact with those already removed. The player that won the combat initiative is the first one to remove enemy casualties, after his opponent does so.



As the monks won the battle 2 to 1, they remove casualties first. After will the samurai.

So it goes, after a hand to hand combat, both players have the chance to break enemy unit's formation and cohesion.



The Ashigaru archers can only eliminate the lancers they can see.

In a **ranged attack**, only miniatures within the shooting unit's line of sight (total or partial) can be casualties. If there is more wounds than visible miniatures, those extra wounds are lost. In a unit, the first miniatures to be removed are those closest to the shooting unit, making the unit lose formation.

## HONOUR ROLL

Your soldiers see their comrades fall around them and fear strikes them. After removing casualties it's time to see if your troops stand their ground or beat a retreat and flee.

A troop must make this roll if:

- It's the **defeated unit** after a hand to hand combat.
- When a unit incurs in a **50% or more of casualties** regarding the number of troops it had on the moment of the ranged attack and as a consequence of it.
- When a singular troop suffers at least one wound because of a shot.

If one of these scenarios happens, the player must make an honour roll. Rolls 1D6 and must obtain a result equal or less than the troop's honour attribute.

If he is successful the troop stays put with no other effects, if the player fails he must decide between:

- **The troop flees:** Move 2D6 cm if on foot or 3D6 if mounted, on the opposite direction of the combat. The unit enters unit in retreat state. It doesn't receive a dishonoured unit marker as it didn't willingly flee. If the first and second unit ranks are **complete ranks** the unit will stay faced the unit it was defeated by. In any other case the unit flees and will turn their rearguard towards the enemy unit.
- **The unit does not flee:** If a unit has a leader, it can it can Si la unidad tiene un líder, he can set his troops in order giving an example of what will happen to whom flees. The unit will not flee but will get an extra wound. If this wound causes a casualty to the unit, the player controlling this unit must remove the miniature that suits him the most from the unit except for the leader.

Note: A troop cannot decide to fail the honour roll to willingly flee after combat, except for samurai units because of their title.

## CHASING A TROOP IN RETREAT

If the troop you were in hand to hand combat with flees, your troop might want to chase it. In order to do this you have to roll a successful honour roll. If it is successful you can move 2D6 cm if on foot, or 3D6 if mounted towards the defeated unit. If you reach it they will engage in hand to hand combat which will be carried out on the next turn.

## TROOPS IN RETREAT

Miniatures of a fleeing unit must keep or recover unit formation and coherence as soon as possible.

If one of your troops beats in retreat and flees it will become very vulnerable to what may happen in battle. Also it might demoralize the rest of your men, who see as one of the army's fronts crumbles. These situations might occur and you must act as described next:

### 1. Your troop collides into a friendly troop.

The second troop must also roll a successful honour roll:

If the honour roll is a failure it will also flee and will be marked as an activated unit, if it hadn't been already.

If the honour roll is a success, the fleeing troop will stop, although it still has its back facing the enemy.

### 2. Your troop collides with an enemy troop or is charged by an enemy troop.

The enemy troop makes its combat roll as usual, but your fleeing troop cannot respond to it. If there are any survivors they stay put engaged in hand to hand combat for the next turn.

## UNACTIVATED TROOPS

A troop that has not been activated yet, can suffer a ranged attack that causes it to flee. This troop can be activated later on this turn, but doesn't make an order roll, therefore can only get one maximum order and will not activate its ki abilities.



## MELEE MOVEMENTS

After hand to hand combat, each miniature of the unit (or single troop) that hasn't fled and isn't engaged in direct hand to hand combat, can make a movement of up to 3 cm to recover the formation and stay in hand to hand combat with the largest amount of miniatures possible.

The troop that won the **combat initiative** will be the first one to make this movement, therefore you can control which miniatures your enemy may move, as you will place them in hand to hand combat for the next combat.

If the enemy troop fled or was completely destroyed, use this moment to recover formation and face properly your miniatures, although they will not continue to combat against any enemy.

A unit may lose the formation after a hand to hand combat. If that happens, you can use the Melee movements to place the miniatures facing away from the front rank (since the front will be not defined) trying to cover flank and the rearguard.



There has been a draw between the Ashigaru with yellow yari (1) and the ashigaru with blue yari (2). Each one has incurred one casualty so no honour roll is needed. However, this combat is the result of a charge on behalf of the yellow unit, so this troop has won the combat initiative. The yellow unit player first removes the blue unit's casualties and next the blue unit player will remove the yellow unit's casualties.



Now the yellow unit player (1) having the combat initiative, makes his melee movements (image B) moving the miniatures that are no engaged in direct hand to hand combat up to 3 cm reforming and piercing the other unit.



Next it's the blue unit's (2) turn. As nearly all his miniatures are already engaged in direct combat he moves the miniatures on the second rank forwards seeking combat with more enemy miniatures.

# Weapons and Armours

Each soldier has been trained in the use of a weapon, they are experts and know how to exploit all their potential. It depends on you to know them all too, as an expert in the art of war, and thus place your units where they are the most useful.

## ❁ MELEE WEAPONS ❁

Melee weapons have different features and provide a series of combat modifiers. They are grouped by categories, each one providing a series of modifiers as seen on the following table.

TYPE	CATEGORY	MODIFIERS
0	<b>Basic Weapons</b> Aperos de labranza, Bo, Jingama, Tanto.	-1 to your Damage Roll
1	<b>Polearms</b> Jumonji Yari, Omi Yari, Yari, Lanza.	+1D6 to your Combat Roll vs Cavalry +1D6 to your Combat Roll when charging, except against Types 1 and 2
2	<b>Bladed Polearms</b> Mitsudogu, Naginata.	+1D6 to your Combat Roll vs multiple opponents
3	<b>Katanas</b> Katana.	+1D6 to your Combat Roll (if not charging) vs Type 1 weapons +1 to your Damage Roll
4	<b>Swords</b> Shinobigatana, Wakizashi.	+1D6 to your Combat Roll (if not charging) vs Type 1 weapons
5	<b>Blunt Weapons</b> Kanabo-tetsubo.	-1 to your Combat Roll +1 to your Damage Roll
6	<b>Long Swords</b> Dai katana, Nagamaki, No-Dachi.	+1D6 to your Combat Roll (if not charging) vs Type 1 Weapons
7	<b>Short Weapons</b> Jitte, Kama, Sais.	-1 to your Combat Roll when you are charged upon (except vs Types 1 and 7) +1 to your Combat Roll (if not charging) against Type 3 Weapons

## ❁ RANGED WEAPONS ❁

Ranged weapons are divided into three categories, differentiated according to their maximum range.

TYPE	WEAPONS	DISTANCIA MÁXIMA
<b>Short-range</b>	Cerbatana, Shuriken, Grenade.	up to 20 cm
<b>Mid-range</b>	Ozutsu (cannon), Ishitsubute (sling)	up to 40 cm
<b>Long-range</b>	Teppo, Yumi, Cannon.	up to 60 cm

Ozutsu and Teppo are firearms. Remember that they add +1 to your Damage roll (regardless other modifiers, they wound on 3+).

## ❁ ARMOURS ❁

Armours apply a negative modifier to the enemy's Damage roll. On each troops profile it is indicated if they wear armour or not.

TYPE	MODIFIERS
<b>Samurai Armour</b>	-1 to the enemy's Damage Rolls.
<b>Cavalry Armour</b>	-1 to he the enemy's Damage Rolls. Any mounted unit wears this armour.

e.g.: A mounted Samurai armed with katana will have both Samurai and Cavalry armour. Apply a -2 to the enemy's Damage roll.

# Intermediate rules

Do you master the art of battle already? You are not as young now, but you are still an apprentice. Follow this path and you will truly enjoy all the strategic potential that a Kensei battle can offer. Through the command deck, troop abilities and honour duels between heroes you will enjoy a complete experience. If these mechanics aren't too complicated, we recommend mastering the activation and orders system before using them in battle.

## ❁ COMMAND DECK ❁

The greatest of generals have won battles with just their wisdom and not by means of weapons. You will learn on your path that there is much for you to do than simply directing your troops to a blind combat. Your inspiration as leader, help from the gods, the speed you give orders at, are all represented through the command cards.

The command deck can be used in a Command Duel, as an Offering to the Gods and to make a Commander Activation.

### PREPARE YOUR COMMAND DECK

Before beginning the battle each player must have their own Command Deck. Prepare a 24 card deck, with cards valued from 0 to 3:

- 7 cards of value 0.
- 8 cards of value 1.
- 6 cards of value 2.
- 3 cards of value 3.

If you are using an official deck, you do not need anything else. If you are using a normal deck, each suit will have a different value: clubs 0, spades 1, hearts 2 and diamonds 3.

### USING THE COMMAND DECK

Each player must have their own Commander Deck, shuffled and cards faced down, on a side of the table. During the maintenance phase of each turn you must draw **4 command cards** from your respective decks. These cards will be your command card hand for the whole turn. At the end of the turn discard all not used cards from your hand, faced up, on a separate discard pile. You will draw 4 new cards at the beginning of the next turn.

Should your deck run out for any reason, shuffle your discard pile and use those cards again as a Command Deck.

## COMMAND DUEL

The player that does not have the initiative can try to steal it from his opponent declaring a Command Duel. He must do it before activating two new units, during the activation phase. Let's see how it's done:

The player without the initiative must place one or more command cards from his hand facing down on the table. Next, the player with the initiative also places one or more of his cards facing down and then all cards are revealed. The player that has bet the highest amount wins and becomes the player with the initiative from that moment on this turn. In case of a **tie** the player who already had the initiative keeps it.

The bet cards are put on the discard pile and unit activation carries on. Another command duel cannot be declared (by any of both players) until the active units have completed their orders and two new units are going to be activated.

## OFFERING TO THE GODS

The war spirits are sometimes on our side, but they are temperamental and we must lavish offerings on them so that they will help us.

At any moment of the game in which we have command cards in our hand, we can use one of them to modify a roll that has just been made. Only one card per roll can be used in

the following manner:

- **repeat a die** of any roll that has just been made, either yours or your opponent's. Discard this card faced down, not showing its value.
- **add a card's value** to a die of any roll you have just made. Discard this card faced up.

After a roll the first player in declaring the use of a card must be the player without the initiative. When this finishes it will be the player with the initiative's turn. If the player with the initiative is going to use an offering to the gods on a roll and the other player has said nothing, we must ask him before using a card, if he wants to modify the roll in any way.

## COMMANDER ACTIVATION

Your value giving orders is legendary. If on ending the turn you still have a unit not activated yet and you still have command cards in your hand, you can discard them all to activate an extra unit. These cards go onto the discard pile faced down.





## ABILITIES OF THE TROOPS



Each troop, from the most rookie, to the mightiest hero, has one or more characteristic abilities. Combats will change a greatly when your troops use their abilities, as they can swerve a sure defeat in your favour. Get to know your troops well and guide them to where they are the most useful on the battlefield.

Some abilities might contradict a general rule, they are outstanding actions! The rule's ability always prevails.

### TYPES AND USE OF ABILITIES

There are two types of troop abilities, the permanent and the special or ki.

#### **Permanent abilities:**

Are always active, whether the troop is activated or not, and can use them at any moment. They are marked as (PA) on the troops profile.

e.g.: A Kuge clan hero with the permanent ability "Leader" always provides a +1 to the order roll of the troops around him, whether the hero has been activated already or not.

#### **Ki abilities:**

These are the special abilities that benefits its owner beyond what is normal. Can only be used when a troop is activated and on the order roll a 6+ is obtained. If your troop achieves this, you must inform your opponent of which of the Ki abilities available on that troops profile you are activating. You only choose one (heroes have two Ki abilities for example) and remains active until the end of turn.

Even if you activate a Ki ability the permanent abilities are still active, so you can use both at the same time.

e.g.: A Kuge hero is activated and obtains a 6 on the order roll, so he has to declare which of his ki abilities he's going to use. He can choose between: Aim or Accurate. His weapon is a bow and wants to shoot on an enemy troop that's behind cover behind a fence, so he chooses Accurate, which provides +1D6 on shooting, making it easier to hit.

### ABILITY LIST

To make the abilities easier to look up, we have added a complete ability list at the end of this rulebook, on the annexes. Remember that the easiest way of looking up the updated abilities of each troop is using the online army builder.

[www.vertigostudio.es/armykensei/](http://www.vertigostudio.es/armykensei/)

## ❁ TITLES ❁

One of the characteristics of your troops is the title they're given. This is meaningful because it identifies them inside society and provides them a series of rules and permanent abilities that are always active, even if they aren't among the abilities on the troop's profile. These are:

### **Samurai**

A samurai must not make honour rolls at the end of a combat, he decides if to stay (earning an extra wound) or to flee.

### **Ashigaru**

They roll 2D6 on honour rolls and chose the highest result. When they flee they can pass through friendly units.

### **Espíritu**

They automatically get the Adaptable (PA) and Agile (PA) abilities.

They are immune to fear, terror, panic, and poison.

If they fail an honour roll they cannot flee, they get an extra stunned marker.

They can pass through terrain pieces (walls, rocks, trees, etc). Also enemy and friendly units of more than one miniature during their movement (they have to completely pass through that element).

They cannot get a run or flee order.

Only other spiritual troops can declare a reaction order against them if they are carrying out a movement order

They can climb as much distance in centimetres as their movement attribute indicates.

### **Monk**

They never have to make terror rolls, their faith protects them from all evil.

### **Ninja**

They automatically have the abilities Adaptable (PA) y In the Shadows (PA).

### **Peasant**

Peasants aren't warriors and are not prepared for battle. When they lose a combat remove as many additional peasants as the result which they lost to.

### **Un-Dead**

They must earn 3 stunned unit markers to add an extra wound.

They are immune to fear, terror, panic, and poison.

If they fail an honour roll they cannot flee, they get an extra stunned marker.

They cannot get Run, Flee or Disengage orders.

During a charge, they do not add +1D6 to movement.

The Blunt Weapons have an extra +1 in the Damage Roll versus the Undead.

Regeneration: During the maintenance phase launches 1D6 for each unit, with a result of 6 recovers a previously suffered casualty. Any marker of unit wounded is maintained.

## ❁ HONOUR DUELS ❁

Honour is the backbone of Hymukai's society. You must have the highest respect for your opponent, this is why a leader will prefer to fight against his equals and thus decide the outcome of a combat before covering the ground with the blood of weak soldiers. A duel is an honourable combat between two rival leaders, to death or until one of the leaders dishonourably abandons the fight.

To begin a duel, one of your leaders has to use the Challenge to a Duel order against an enemy leader that is engaged in hand to hand combat with him or on whom is making a charge upon. Your opponent can accept the duel or not:

### **If he accepts:**

the leaders carry out combat as usual. No other troop can intervene in any way in the fight between the two leaders as long as the duel is taking place. No soldier would dare to commit such an offense against his great leader!

The leaders that were in a unit are taken out of them and placed in hand to hand combat. Both miniatures (challenger and challenged) are horizontally moved (in parallel to the front line) until placed 5 cm from the edge of the widest unit, so that they are completely out of their units.



The kensei has two activation corders. She declares a Charge order and at the same time a Challenges to Duel order against the Hero of the Sohei clan, thus spending his two orders. Hero Sohei must decide whether to accept it or not.



Hero Sohei accepts the challenge. Both miniatures are placed outside the unit, in the same line of the front rank, in the side that chooses the player who has charged. In this case, the monk unit has no opponent against those to fight, so they do not perform any combat losing this order. They can act independently, if they had a second order, after resolving the combat of the Heros.

Fill the gap that the leader leaves in the unit with another miniature, from the same unit, that isn't engaged in direct hand to hand combat, if possible.

Leaders taken out of a unit become singular troops and they can use their own equipment and abilities immediately.

Units carry out the combat at the same time but independently. First the unit's combat is carried out and after the one between leaders.

**If he doesn't accept:**

combat is not carried out and the leader (along with his unit if he was part of one) goes into the state of dishonoured unit for the rest of the game: all the troop has a -1 to their Honour attribute and the unit cannot use the leader's honour. Also, the unit has to make a complete movement towards their deployment area while keeping faced to the enemy troop that challenged it.

# Occult powers

Hymukai is loaded with magic. Since the Empress became ill, the spiritual protection barriers are growing weaker and creatures from other planes of existence materialize themselves on the earthly kingdom more and more frequently. You must be prepared, apprentice, as unscrupulous rivals are hiring those sorcerers, half men half demons, to devastate the kingdom. But because of their first for power and the use of these dishonourable arts, their spirit is getting weaker, will yours?

## ❀ WAYS OF THE OMNYODO ❀

There are Hymukai families that are linked to the Kami cult, spiritual entities that inhabit the different existence planes. The Omnyouji, invokers connected in a special way to the other realms, serve their clans with their knowledge of the occult and different power ways.

**Infernal:** Some families have raised their prayers to the infernal gods and have made an alliance, desperate to obtain power, with those who bring destruction. Their lands are governed with blood and in their castles and strongholds fear floats in the tight air. They carry out the uttermost terrible and inhuman of attacks. Captured enemies usually end up as slaves on far away lands.

**Earthly:** Spirits of great power live in the depths of nature. To come in contact with them, many are sent to the depth of the woods to meet and forge relationships with these creatures. Therefore, these clans have great awareness of nature and the powers that hide in it, that protect them for practising the spiritual arts.

**Celestial:** Sujin's blood runs through the eldest families' veins. Nobody with more right to govern than those whose knowledge comes directly from the Celestial Kami. Those who follow the way of the sky have sworn to cleanse Hymukai off all that corrupts it. The Daimyo of these clans raise their prayers to Amaterasu so that he bestows on them his favour on the battlefield.

**Death:** "A true samurai must prepare for death everyday. Before being dishonoured he will choose the latter". Hymukai families have a great sense of the value of ancestors, man's destiny and death. These Daimyo will not hesitate in reaping all Hymukai to reach glory. They worship the underworld Kami and make deals with the death spirits, seeking to achieve control over the darkness.



## ❁ THE WAY OF THE KOMUSO ❁

In contrast to the chaos that the ways of the Omnyodo bring we find the Tao: a source of natural order, beyond time and space, of all that occurs on each plane of existence. Their followers accept that the only constant in the Universe is change, and therefore, we have to be in harmony with this fact.

In Hymukai there are families that oppose to use of magical arts and pay great amounts of taxes to the temples in order for them to grow in number and power.

Over the years the buddhist monks have become masters in comprehending Tao, and are called Komuso. These monks devote their existence to strengthen the harmonic function of nature. Against a Omnyouji, breaking the natural order of things through their invocations, you will always find a Komuso, closing the breaches in reality that others open.



## SPIRITUAL TROOPS ATTRIBUTES



These are the attributes of the spiritual troops:

CLASS	MOV	AT	INI	HO	WO
(O) Omnyouji	10 / 15	3 / 2	4	5	2
(K) Komuso	10 / 15	3 / 2	4	5	3



## SPIRITUAL TROOPS



When building your army, if you are using these occult powers rules, you must decide if your army will count on the help of one of these **Omnyouji** invokers and the creatures they can summon, or if you will avoid these arts hiring a **Komuso** to counter the other's powers.

These are the two types of spiritual troops that exist in Hymukai. **Only one miniature of either type** can be included in your army.

Neither an Omnyouji nor a Komuso are army leaders (although they are single troops) so they **cannot be unit leaders nor become part of one**. Both must be deployed alone, although an Omnyouji always goes to battle accompanied by his Shinigami servers and are deployed next to him at the same moment.

### ACTIVATING A SPIRITUAL TROOP

A spiritual troop, an Omnyouji or a Komuso, is activated as any other troop. On being activated it must make an order

roll to know if it gets 1 or 2 orders, or 2 orders plus Ki activation.

If Ki is activated, a Komuso can use its ki abilities as usual. An Omnyouji that obtains a result that allows it to activate its Ki must declare the spiritual order Invocation to use its extraordinary powers. We will see how to do this further on, in the section invoke power abilities.

### OMNYOUJI

These beings are the army's troops that are prepared to walk along the ways of the Omnyodo and, by means of spiritual orders, invoke creatures and power abilities with which they can carry out real exploits on the battlefield.

If you decide to include an Omnyouji in your army, you can only include of the existing profiles. Each Omnyouji controls one of the Omnyodo ways, and can only invoke creatures from that realm.

## Ki Points

Summoning a creature requires a certain amount of ki points. These Ki points are stored on a personal counter and are not lost until they are used.

An Omnyouji starts the battle with 0 Ki points. To get a new ki point, the sorcerer will have to use the absorb ki order.

## Shikigami guardians

An Omnyouji always goes into battle with its two Shikigami guardians, minor protection creatures that help him connect to other planes and communicate with other beings. As long as one of the guardians is alive the Omnyouji receives **1 additional ki point** at the moment it's activated.

The Shikigami do not actively take part in hand to hand combats (they do not add any dice to it), however they take charge of protecting their lord. The Omnyouji doesn't suffer any wounds (critical rolls cannot be assigned to it) until both shikigami have died. If the **sorcerer flees** as consequence of combat, the shikigami will flee with him, as they are always next to their lord.

## KOMUSO

The Komuso are your army troops destined to combat the Omnyouji's power and maintain a natural balance. A Komuso will not seek direct confrontation, it will use its knowledge to protect your troops from invocations and send those creatures back to the plane they belong to.

In order to make these actions it can use the spiritual order Exorcise or activate and use its Ki abilities.

### Title

The sole presence of taoist monk makes it more difficult to use the occult powers. The Komuso automatically acquire, although not reflected on their profile, the permanent ability **Tao**:

Any Omnyouji using the order invoke at 20 cm or less from a monk must use an additional ki point for that invocation.



A terrible infernal Omnyouji

## ❁ MYTHOLOGICAL CREATURES ❁

These magical beings inhabit the four existence realms. But, since the protection mantle started to weaken and the underworld opened its doors, they become easier to find on the earthly world.

The mythological creatures are beings from other existence planes that appear on our world summoned by an Omnyouji. They can range from a celestial being, that adopts the form of a deer and heals wounds with their mere presence up to a terrible Oni, a demon warrior from the underworld.

### USING CREATURES

For most clans creatures are not deployed at the beginning of the game, they will appear on the battlefield when invoked by and Omnyouji. You can take any of your creature miniatures and make it appear on the table, following the invocation rules, without paying its army costs.

However, some clans include creatures among their available troops on the army lists. These clans can pay the creature's cost in army points to include it in the army and deploy it at the beginning of the game.

The moment they reach the table they can be activated and used in the same way as the rest of troops. How these creatures are summoned is explained further on, in the Invocation section.

### CHARACTERISTICS OF A CREATURE

Creatures have profiles as the rest of troops, with the same kind of characteristics and uses. However we divide creatures in these three categories: colossal, major and inferior.

All creatures' profiles can be found on the Army List annex.

## ❁ ATTRIBUTES OF A CREATURE ❁

These are the attributes of each creature, according to their category.

CLASS	MOV	AT	INI	PR	WO	KI
<b>(C) Colossal</b>	15 / 20	6 / 5	4	5	4	7
<b>(M) Major</b>	10 / 15	5 / 4	2	4	3	5
<b>(I) Inferior</b>	10 / 15	2/2	1	3	2	1

**Movement (MOV):** The maximum movement in centimetres a creature can make. The second value indicates the movement for flying creatures.

**Attack (AT):** Amount of base dice for their combat roll. The second value is used for a shooting roll.

**Initiative (INI):** The creature's initiative. Used on its order roll.

**Presence (PR):** The creature's connection with the physical world. It's the equivalent

of a troop's honour roll and is used in the same cases. When a creature or creature unit fails a presence roll it doesn't flee, its connection with this plane suffers an extra wound.

**Wounds (WO):** The amount of wounds a creature can receive before disappearing.

**Ki (KI):** The amount of needed Ki points to invoke a creature of that kind.

## ❁ WEAPONS AND ARMOURS OF THE CREATURES ❁

A creature's mere presence is more than enough to terrify the hearts of the living. They use their own body as a weapon as magical abilities and, in the end, a piece of a fallen tree or the corpse of a defeated human. **Creatures do not use weapons** and do not have modifiers to combat because of this.

All major and colossal creatures have a special type of armour.

- **Major Creatures:** Protection aura: +1 to difficulty to be hit.
- **Colossal Creatures:** Monster skin: +2 to difficulty to be hit.



## ❁ TITLES OF THE CREATURES ❁

All creatures have a title depending on their plane of existence and size. These titles provide additional permanent abilities to those shown on their profiles:

- **Celestial:** Spiritual Fascination (PA), Terror Immunity (PA)
- **Infernal:** Igneous (PA), Terror Immunity (PA)
- **Earthly:** Vigour (PA), Terror Immunity (PA)
- **of Death:** Putrefaction (PA), Terror Immunity (PA)
- **Colossal:** Terror (PA)

## ❁ INVOCATIONS ❁

It is terrifying to see an Omnyouji concentrating for an invocation. Its eyes turn white, the air around it becomes foul and reality distorts, shadows, faces appear and the shrieks of unnameable creatures reach the ears of the nearest soldiers. At any moment a pure light of power can come out of their body or bring a creature from another plane that suddenly appears among the enemy's ranks.

### INVOKING CREATURES

In the world of Kensei, only an Omnyouji can bring a creature from other realms to this plane of existence. During the invocation ritual the sorcerer leaves his physical body and travels to the plane where the creature he wants to invoke dwells. He obtains his power from it, makes an invocation deal with it and brings it to our plane of existence.



For each invoke order that your assign to an Omnyouji you may spend one or more accumulated Ki points to place a creature or creature unit on the table. The creature's Ki attribute indicates the amount of necessary points to be lured. It can only summon creatures from the same way of the omnyodo it follows. The unused ki points are kept for another invocation.

A summoned creature will appear with its whole base **within a 20 cm radius** of the Omnyouji. It cannot appear in contact with any other miniature, friend or foe, nor on any terrain piece where its base doesn't completely fit. At the moment when one or more creatures are on the table, they act as a normal troop or unit and can be activated as usual.

### Invoking a creature unit

When invoking several creatures at the same time, they must all have the same profile and appear in a valid formation for them (open or closed). They cannot appear as part of an already existing unit..

### Limits to invocations

You can invoke as many creatures as ki points you earn and spend on it. However, an Omnyouji is not all powerful and, during battle, it can lure to this plane of existence a maximum of this amount of creatures:

- Any amount of inferior creatures
- up to 3 major creatures
- 1 colossal creature

## Special actions

During a creature invocation the sorcerer can declare one of these actions in order to accumulate more power, at the risk of his own integrity:

- **Forcing spirit.** An Omnyouji can make a special effort during the invocation of a creature, leaving part of its being in the process. Add one ki point to this invocation and gain a wound in exchange. You can only spend one wound per invocation.
- **Possession.** An Omnyouji can offer his body as an entrance to the different realms, this provides him with 2 extra ki points, but the sorcerer's body disintegrates in an explosion of power from which the creature appears. The sorcerer will be removed from the table and its points will count as casualty for the opponent.

## INVOKING POWER ABILITIES

“The Omnyouji are known as healers or bringers of plague. They are innate powers that emanate from their body. Also, it is known that if they manage to invoke a creature it acquires part of that creature's power and may use it at his will. Remember, young warrior, how one of those damned sorcerers spat dragon's breath from his own mouth, I will never forget that nightmare.”

Un Omnyouji puede usar habilidades de poder si consigue activar sus habilidades de ki (6+) durante su tirada de órdenes. En ese momento debe indicar si utiliza sus habilidades personales o las habilidades de una criatura invocada por él.

In order to use a ki ability (either yours or the creature) the Omnyouji must use an **Invoke order**. The permanent ability selected (yours or the creature's) will always be active as usual.



e.g.: An Omnyouji of the infernal way invoked some terrible Shikome vampires in the previous turn. In the next turn, the sorcerer is activated again and obtains an 8 on the order roll, enabling him to activate his ki. He can choose between using his own abilities (Terror (PA), Lava Whip, Volcanic Ground) or those of the Shikome (Vampire (PA)). As he wants to move quickly to another place on the table he uses an invoke order to use the Shikome's abilities, and be able to fly during his movement thanks to the Vampire ability.

# Multiplayer Battle

At some point you will surely want to play battles with more than two sides or more than one player on each side. It can be part of a special game or during a campaign. Try it out, it can be tons of fun.

## ❁ ADAPTED MECHANICS ❁

We have adapted some of the game mechanics to make also this type of game more free-flowing and dynamic.

### ARMY IN RETREAT

During the maintenance phase we must check if any armies beat in retreat the same as usual. If this should happen, the player whose troops are in retreat decides if he carries on playing or retreats his troops, but does not finish the game.

### INITIATIVE PHASE

Each player rolls 2D6 in order to prevent ties easily happening. Players are ordered by initiative according to the result on the dice, the player with the highest result is first on initiative. Should there be a tie between two or more players, those players reroll initiative and order themselves without modifying the order of the rest of players.

### ACTIVATION PHASE

In games 1vs1, the player with the initiative decides who plays first. In this case, at the beginning of each activation phase, each player, in initiative order and starting from the first, decides in which position they are going to play this turn.

There are as many positions as players, at the moment in which a position has been taken it cannot be chosen by another player. Therefore, the player with the lowest initiative will have to take the only position left for him.

In multiplayer games the order is not changed on each unit activation, it is kept as decided at the beginning of the turn until it ends or until a command duel is declared.

Remember that although a player with higher initiative plays after another with less initiative, the initiative order is maintained.

e.g.: Joan, Ramon, Daniel and Antonio are going to play the final game of an epic campaign during which treason has been constant. There are no teams, and it's free for all. The initiative order was; Ramón, Jon, Daniel and Antonio. Activation phase begins and new units will be activated. Ramon wants to see what everyone else is going to do, so he chooses to go in last position (4).

Joan knows that he wants to charge before Daniel, so he chooses to go first (1). Daniel, seeing this, decides to change his strategy and is going to charge on Ramon avoiding Antonio getting in the way before that, so he takes second place (2). For Antonio, the only position left is third (3). This phase will develop like this for the rest of the turn, positions can only change with command duels. Although Ramon plays last, he is the player with the highest initiative.

## COMPARING INITIATIVES

There are times when “the player with the initiative” is the one who gets benefits. When you have to judge this between two players, compare the position in the initiative order. The player at the highest position wins.

## COMMAND DECK

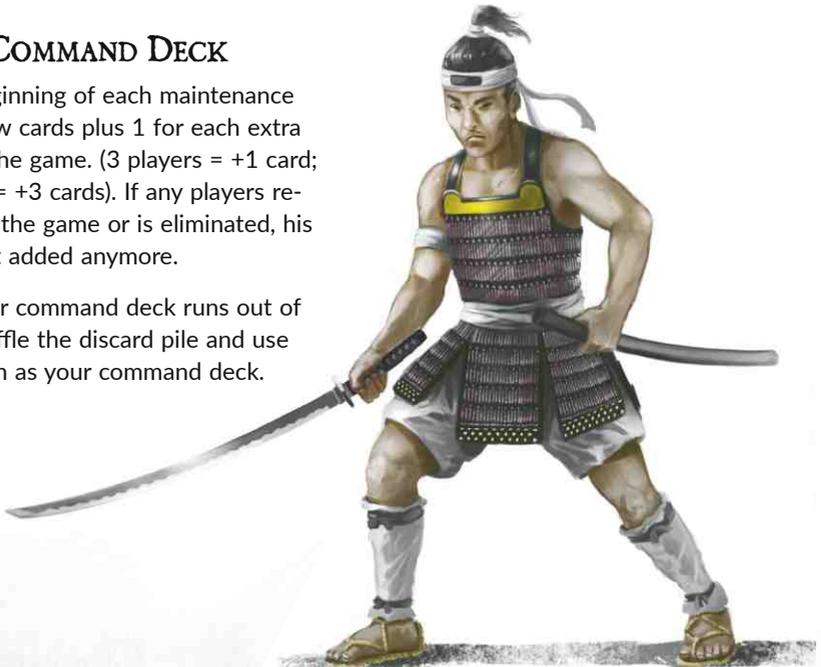
At the beginning of each maintenance phase draw cards plus 1 for each extra player in the game. (3 players = +1 card; 5 players = +3 cards). If any players retires from the game or is eliminated, his card is not added anymore.

When your command deck runs out of cards, shuffle the discard pile and use them again as your command deck.

## COMMAND DUELS

Command duels work exactly the same, but when carrying one out you decide which player you challenge, if you win you exchange positions in the initiative order. A player with higher initiative can declare a initiative duel against another player with less initiative in the same way.

After cards are revealed and you who is the winner of the duel, the rest of players can support one or the other player (their spies are infiltrated among their troops). Starting from the player with the least initiative, each player declares if they get involved in the duel or not. If they do so, they must place their card on the table facing up next to the player they are supporting. The value of that card is added to that player's total duel value.



# Clans

Hymukai is divided by power struggles among the different clans and families. Here you will find information on each one of them and the special rules they are subject to. Choose the one that suits you the most before building your army.

In the final version you will find a background for each clan and their current situation. Here we present only their special rules and relationships with the rest of the clans.

## ❁ KUGE ❁

### CONNECTIONS IN HYMUKAI

After the disappearance of the Emperor, their disproportionate ambition and arrogance of believing to be superior prevented them from reaching any deals with any other clan. They carry their lives believing to be the chosen ones to one day sit in the Golden Throne. This is what they think about the other clans:

**Buke:** "The Buke are bushi, they do not understand the subtleties of palace. They do not govern, they should not and they do not deserve to. If they cannot remember where their place is we must remind them where they belong to".

**Sohei:** "They defend lost causes, lost in philosophical labyrinths that distance them from reality. Refuge for the poor and helpless, they are of no interest to us".

**Otokodate:** "Scum that believe to have a right to exist. We tolerate them only for the trade. If they continue to grow as up to now we will crush them as the insects they are".

**Kuroi-te:** "This new menace severely un-eases us, we must discover their origin and why they advance, unstoppable, towards the Imperial Palace. Right now, they are our greatest threat".

**Hattori:** "Our brothers, our dagger in the darkness. Through them our messages arrive quickly and deadly".



## SPECIAL RULES

As Kuge commander you can use one of the following special actions during the battle:

- **Examine the terrain:** The commander has sent his scouts hours previous to battle in order to examine the terrain. He may choose on which side of the field he wants to deploy without rolling any dice.
- **Hire spies:** The commander has hired spies to provide him with reports on the enemy. At the moment of deployment, before any unit has been deployed, the enemy is forced to deploy two of his units immediately. This special action must be declared before starting deployment.



## ❁ BUKE ❁

### CONNECTIONS IN HYMUKAI

From their walls they look upon their neighbour's lands and plan the conquest attacks to broaden their power. They are decided to start a new era in which samurai govern the islands, a new order in which the Emperor will be just a simple puppet handled by the true force of the warriors. This is what they think of the rest of clans:

**Kuge:** "They believe themselves to have the right to govern just because they were born in a silk cradle. They don't understand that true power is earned, and we are much more stronger and worthy than them. We will eradicate them!".

**Sohei:** "As long as they understand that religion is never above Bushido they will understand which is their place and they will be our allies. The moment they believe they are our equals they must be punished".

**Otokodate:** "Ronin, bandits, traders and other scum that follow no code but that of own benefit. They use Gaijin weapons and are proud of it. They represent all that's going wrong in Hymukai".

**Kuroi-te:** "An uncontrollable horde of creatures that grows by the minute, devastating Hymukai. We are not afraid of them, we will put an end to them and demonstrate everybody why we must rule!".

**Hattori:** "They are no more than legends. A military force of elite assassins? Let me bring that into question...".



## SPECIAL RULES

If you decide to become part of the Buke clan, as commander you can use one of the following special actions during the battle:

- **Bushido Law:** All army units will get a +2 to their IN and +2 to their WO for the whole turn in which this ability is activated. Can only be used once per game.
- **Perfect Planning:** The player can use a free move order on two of his units. It must be declared after deployment and before the beginning of the first turn.



## ❁ SOHEI ❁

### CONNECTIONS IN HYMUKAI

The Sohei clans consider themselves as the defenders of faith and tradition on the Dragon Isles against the foreign preachers, who sell firearms to the Kuge and against the Buke oppressors, who think themselves superior than the Heimin. This is how they see the rest of the Hymukai clans:

**Kuge:** “Many compare them to a scorpion, because with no previous warning they sting you with their venomous tail, what they don’t know is that scorpions are not immune to their own poison. They are their own worst enemy”.

**Buke:** “They believe themselves to be as strong as a rock but in the presence of the storm that approaches the rock will break. They must learn to become a reed”.

**Otokodate:** “All they have got has been earned through fight and sacrifice. Don’t be misled by the other clans, the Otokodate may possibly represent the future of Hymukai”.

**Kuroi-te:** “They are the biggest threat anyone has ever faced. The corruption they spread out must be contained and eradicated. It is our sacred mission to send them back to the Jigoku”.

**Hattori:** “We have evidence that they are far more real than it seems. The darkness of their souls is blacker than their figures”.



## SPECIAL RULES

The Sohei rely on divine favour as much as on their training. As a Sohei commander you can use one of the following special actions during the battle:

- **The Dharma Wheel:** Life is just another turn on the reincarnation wheel. A general's death doesn't cause any negative modifiers on your army. It must be activated immediately after his death and will continue active for the rest of the battle
- **Divine Winds:** All units add +5 to their charge movements during the turn it is activated on. It can be activated at any moment and only once per battle.



## ❁ OTOKODATE ❁

### CONNECTIONS IN HYMUKAI

Many Otokodate families have already tasted the sweet flavour of power and now dream of being the rulers of Hymukai. This is how they see the other clans:

**Kuge:** "Poor fools that live in the past. They believe that they still preserve privileges that they never should have had. Their time is gone and they haven't realised this yet. They will become ashes and we will sweep them up afterwards".

**Buke:** "They despise and attack us as we represent all that they fear. Their obsolete code will not protect them from their sins. Many join our Ronin ranks. This is how it will end, brother against brother and only we will prevail".

**Sohei:** "Their vision of life is adorable. Even so they don't realize that they have no place in the new order..."

**Kuroi-te:** "Samurai that come back from the dead? We will send them back!".

**Hattori:** "Ninjas? I suppose you're joking, aren't you?".



## SPECIAL RULES

An Otokodate commander can use one of the following special actions during the battle:

- **Buy the Enemy:** The chief of an enemy unit has been payed to become distracted at the most unfavourable moment for his master. Choose an enemy unit not in hand to hand combat, that unit cannot get any combat orders (active nor reactive) for this turn. This ability can be declared at any moment and only once per battle.
- **Hunt the leader down:** This ability is assigned to a unit equipped with hand to hand weapons before its activation. All hits on the hand to hand combat roll are assigned to the unit leader it's fighting against (provided that the leader is fighting in this unit and is not in a duel). If the enemy unit disengages the leader will still suffer all the opportunity attacks. Can only be used once per battle.



## ❁ LOS KUROI-TE ❁

### CONNECTIONS IN HYMUKAI

Each time the Kuroi-te army crosses the lands where once a battle took place, the dead rise again, subdued to the will of their new master, forgetting the clan to which they once belong to and joining the wave of endless corruption. This is how they see the living clans:

**Kuge:** "Traaaaitooooorsss, ursuuurpeeeeeerss, theeeeir bloooood will baaaathe the Impeeerial palaaaace and theeeeir impaaaaaled bodiiiiies will adooooorn ouuuur waaaalls"

**Buke:** "Let them coooome, weeee will kiiiiill them aaaaaaal and mooooore waaaarriooooors will jiiiiin our raaaanks"

**Sohei:** "Theeeir loook huuuurts us, theeeir preeeeesence huuuurts us, weee muust destrooooy them"

**Otokodate:** "Whooooo aaare they? Mooore fleeeesh and souuuuls to consuuuume"

**Hattori:** "Doooo they thiiiiink they aaare friiiigteneing? Weeee will shooooow them what feeeear iiiis!"



## SPECIAL RULES

All the power of the underworld follows you as Kuroi-te commander, no living creature would be part of your troops. You cannot include common troops to a Kuroi-te army list.

You can only include an Infernal Omnyouji or an Omnyouji of Death. You cannot include a Komuso among your troops.

As un-dead commander, you can use one of the following special actions during the battle:

- **Death fog:** A phantasmagorical fog appears during the battle, and only brings death. All enemy units shooting this turn get a -3D6 to the shooting roll. It can be activated at any moment and only once per battle.
- **From the Depths:** A warrior unit of your choice is not deployed in the usual manner. In subsequent turns it can appear emerging from the ground on any point of the battlefield provided it isn't in contact with any enemy unit or target. The turn in which they are deployed this way they cannot carry out any other action.



## ❁ HATTORI ❁

### CONNECTIONS IN HYMUKAI

Until this moment the Hattori were a control surgical tool, but since Hattori Saki is leader they have become more independent from the Kuge and therefore much more dangerous. This is how the see the rest of clans:

**Kuge:** "They are our protectors, our patrons, our fathers, and we owe them loyalty and obedience, at least for now..."

**Buke:** "They are like a lion, fierce and proud. But unlike a lion, they cannot see in the dark".

**Sohei:** "In their aura of perfection there are dozens of sects fighting for the power. Lets make their fight lead them to their own extinction".

**Otokodate:** "They are easily corrupted therefore easily manipulated".

**Kuroi-te:** "They are not a mass of walking corpses. Something leads and commands them. If we find the source of their power we will be able to control them".



## SPECIAL RULES

The Hattori are elite troops hidden among the different social classes, not anybody can become part of them. You **cannot add normal troops** to a Hattori army list.

The limitation of spending a minimum of 25% of army points on warriors with melee weapons is replaced by a minimum of 25% of warriors, whether they have melee or shooting weapons.

A Hattori list can use up to a maximum 50% of army points on skirmisher troops (instead of 35% like the rest), as they are specialized in this kind of combat.

It will be easy to confuse your enemies from the shadows. As Hattori commander you can use one of the following special actions during the battle:

- **Clandestine practises:** The commander with this ability can make a unit enter on any side of the table at the beginning of the second turn of battle. This unit can be activated making the order roll as usual. Can only be used once per battle and with only one unit.
- **Poison:** An infiltrated unit has poisoned the enemies' supplies. All the enemies troops will start with a stunned marker. This marker will not be removed during the maintenance phase, it will only be removed when it becomes, along with another stunned unit marker, into a wound. It must be declared before starting the first turn of the battle.



# Building an Army

You have reached the end of your training. You have learn about war, history, the power of strategy, now you must walk alone. Return to your territories as the hero they expect you to be and build your army from among the most capable men of your region. Our paths will cross again, fighting on the same side, I hope.

## ❁ ONLINE ARMY BUILDER ❁

To assist you on the creation of your army, we've developed an online tool so that you can get your army lists ready in a matter of minutes. In addition to having access to all profiles, with their characteristics and photo of the miniature, the ability list of the troops

you're using will be shown so that you get all your army's necessary information and special rules on the same page.

Use your web browser to go to [www.vertigostudio.es/armykensei/](http://www.vertigostudio.es/armykensei/)

## ❁ SIZE OF THE BATTLE ❁

Before preparing your army you must know how big the battle you are going to fight will be, as each one will have different victory conditions, some restrictions and strategic challenges. Size is determined by the maximum amount of army points (abbreviated AP) you want to use. These are the recommended types of battle for Kensei.

This doesn't mean that you are restricted to these points, you can agree on as many or few as you like. We recommend, however, to scale army points by the hundred, (200, 300, 400, etc).

**Vanguard:** Up to 200 army points. In these battles you find a few units, from a much larger army, fighting out quick skirmishes. A Kensei's "Army Box" is designed for this amount of points.

**Battle:** Up to 400 army points. The standard and ideal size for a Kensei battle. You can use a great range of troops and enjoy the full potential of its game system on games of not much more than two hours long.

**Pitched Battle:** Up to 600 army points. You will get the feel of commanding a great army. It can be the perfect battle between two opponents, as an ending to an epic campaign, etc.

## ❁ ARMY BUILDING GUIDE ❁

Now you know the size of the battle, it's time to choose your clan and make your army list. This is the list of troops (leaders and units), that will form under your orders.

In the world of Hymukai resources are not infinite. The point cost of each troops represents how difficult it is to find and maintain those soldiers. Elite warriors are scarce and you will not have enough *kokus* to feed as many cavalry units as would like.

The most important restriction when building your army is that the total cost of your troops and commander level cannot exceed the maximum army points agreed upon for the battle. Further on another series of restrictions to bear in mind to that the game is balanced and players enjoy the experience are explained.

### CHOOSE YOUR CLAN

The first thing you must do is choose your clan from among the mightiest clans described in the Clans section.

### COMMANDER LEVEL

Before selecting the troops that will make up your army you must decide upon your commander level. Depending on the level you choose you will have a series of advantages and you must pay its cost in army points that you will add to the cost of your troops.

**Hatamoto (0 ap):** you will take on the role of a direct servant to the Daymio.

- Add +1 to your strategy roll before deployment.

**Taisho (10 ap):** you will be the natural leader, the general of the larger armies.

- Add+1 to your strategy roll.
- You may draw +1 extra card from the command deck during maintenance phase.

**Daimyo (20 ap):** you will be the mightiest liege.

- Add +2 to your strategy roll.
- You may draw 2 extra command cards during maintenance phase.

If your commander level allows you to draw additional command cards, you must choose which 4 you keep in your hand and place the rest at the bottom of your command deck.

Your commander level is independent from any miniature with a Taisho, Clan hero, etc, profile you might be using as army general.

## TROOP SELECTION

If not using the online tool, in order to create your army list you only have to write down on a paper the troops you are going to include as well as your commander level, including each hero and unit's cost as well as the total amount of your army points.

On the Army List annex you will find all the troop profiles, separated into clans and types of troops.

Follow these steps to build your army.

### **1. Army General**

La The first miniature you must choose is one of your clan heroes and name it army general. You already know which rules it is subject to and how it benefits your troops.

### **2. Warrior infantry with hand to hand weapons**

These units will be the bulk of your army. You must use at least a 25% of your army points on this type of troop. For a 200 point army you must use 40 points on this type of troop, for a 400 point army use 80 points at least, for a 600 point one at least 150 points..

### **3. Spiritual troops**

Only if you and your opponent decide to use the advances occult powers rules, choose (if you wish to do so) one and only one of the two types: Omnyouji or Komuso, and include it in your list. You can only include one type of Omnyouji.

Creatures do not add points to your army list, an Omnyouji can summon any creature from the kingdom it controls during the battle. Only the creatures that are included in the available clan troops (as with the Kuroi-te and Hattori) must pay their cost and can be deployed at the beginning of the battle as usual.

### **4. Rest of troops**

Add the rest of troops to your army following the rules described on the restrictions table on the next page.

GENERAL RESTRICTIONS	
<b>Army leaders</b>	<b>Amount of leaders:</b> Minimum one every 200 points. (e.g.: 0 - 200 points= 1, 201-400=2). At least one must be a Hero that you must assign as Army general.
<b>Units in general</b>	<b>Minimum miniatures per unit:</b> You cannot deploy units with less than 3 miniatures.. <b>Maximum miniatures per unit:</b> 15 for infantry units, 5 for skirmisher units and 10 for the rest. <b>Maximum profiles:</b> A maximum of two troops with the same profile, regardless of the ap. <b>Number of units:</b> You must add between 1 unit as minimum and, maximum 2 every 100 points.(for 200 points play with between 2 and 4 units, for 400, between 4 and 6, etc).
<b>Elite units</b>	<b>Maximum of profiles:</b> From 0 to 599 ap: maximum 1 troops with the same profile. From 600 pe: maximum 2 two troops with the same profile.
<b>Peasants</b>	You can add two villagers for every five points spent on them.
<b>Hata-Jurushi</b>	You can only include one for each unit in your army. They must be deployed inside a unit.
<b>Omnyouji</b>	You can only include one in your army. Must be accompanied by two Shikigami. Can not be included with a komuso.
<b>Komuso</b>	You can only include one in your army. Can not be included with an Omnyouji.
RESTRICTIONS ACCORDING TO TYPE OF TROOP	
<b>Infantry warriors with hand to hand weapons</b>	A minimum 25% of ap must be included. (for 200 ap: 40 points. For 400 ap: 80, etc).
<b>Troops with ranged weapons</b>	Up to a maximum of a 50% of ap, of which only up to half of them can have firearms (for 200 ap: 100 points without firearms, of which up to 50 can have firearms).
<b>Cavalry troops</b>	Up to a maximum of a 40% of ap. (for 400 ap: up to 160 points. For 200 ap up to 80 points).
<b>Skirmisher troops</b>	Up to a maximum of a 35% of pa (for 200 ap: up to 70 points. For 400 pe: up to 140 points, etc).

# Battle Scenarios

Every battle requires a reason, a place and a background. This will enrichen your game experience exponentially. Here we present you with a set of rules and missions to make your games even more interesting.

## ❁ TERRAIN ELEMENTS ❁

We already talked about how pleasing and fun it is to build your own terrain and also using this terrain during a game increases the strategic challenge that very battle offers.

Not all terrain pieces are the same and affect your troops in different ways.

Before starting deployment we must make clear what kind of terrain each element is. We encourage you to create your own custom rules that fit your games (a river infested by black magic should affect your troops in a special way), but here we present you with a small classification:

### **Small terrain**

Those elements that are up to 2 cm tall. They offer partial cover if the cover at least half a miniature. Any troop can pass over or climb on them with no modifier to movement.

### **Area terrain**

Those elements that occupy an area on the table where miniatures can get into (houses, forests, rivers, etc). These elements can be classified as normal, difficult or impossible terrain.

**Normal terrain:** Does not complicate movement.

**Difficult terrain:** Miniatures crossing this kind of terrain (rivers, forests, crops, etc) cannot use the run order, and if they use a second movement order (move +move), this second movement is halved.

**Impossible terrain:** Terrain that cannot be crossed, must be circled (rock walls, torrential rivers, high walls, etc) or crossed with some sort of aid (boats, ladders, etc). We encourage you to create some rules for a special game.

### Forests, ruins and similar

Miniatures inside this kind of scenery and have their base in contact with the border of it will be visible from outside and will be behind partial cover. When completely inside they will be hidden from the troops outside and they will not see the miniatures outside either. Two troops inside these elements follow the line of vision and cover rules as usual.

### Houses

If the terrain that simulates a house is big enough place the miniatures inside and play as usual. An example could be a game that develops during an assault on a temple that shelters half the table. The small houses are only useful as cover elements, and cannot be entered unless the battle scenario indicates the contrary.

## ❁ GENERAL RULES OF THE SCENARIOS ❁

These are the general rules you must follow when playing a game. Special rules in a scenario may contradict any of the general one, in that case use the special rule.

**Battle duration:** The maximum a game should last is 5 turns.

**Deployment:** Each player's deployment area is found on each end of the table, facing each other. A separation of no more than 50 cm between them must be left, this is where most of the battle will develop.



**Scenarios:** Players may choose or create a battle scenario on mutual agreement, making a story up, a type of deployment,

etc. They can also roll 1D6 before the battle begins and select one from the scenario list.

**Missions:** Each scenario has a primary mission and a secondary mission. Both players share the main mission of the stage. To know their secondary mission the players make a second **secret** 1D6 roll and check in the scenario table the result. The secondary mission of this scenario will be yours and it should not be revealed until the end of the game, at which point recount is done.

**Attacker and defender:** Most scenarios require of an attacking player and a defending one. The player who wins the strategy roll, before deployment, will choose a side of the table and which of the roles he will play.

**Terrain:** Each scenario requires a minimum number of terrain pieces. These and the rest of pieces you add, while you prepare the table, are placed one after another alternately between both players.

# ❁ SCENARIOS ❁

## SCENARIOS TABLE

- |                               |                      |
|-------------------------------|----------------------|
| 1. Encounter and Annihilation | 4. Supplies line     |
| 2. Border wars                | 5. Village defense   |
| 3. Break the front            | 6. Strategic control |

## ENCOUNTER AND ANNIHILATION

Both armies are facing one another in a battle to the death.

### Specific terrain elements

None.

### Despliegue

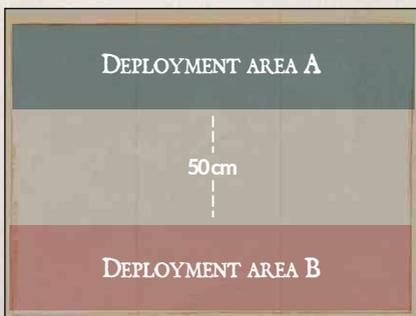
Normal deployment, no specific rules.

### Main Mission

- 3 victory points for the side that has more army points left on the table.
- 2 additional victory points for each completely destroyed enemy unit.
- 1 additional victory point for each enemy unit that has lost at least a 50% of its starting points.

### Secondary mission - Head hunt

- 1 additional victory point for each enemy leader eliminated.
- 1 additional victory point if the enemy general is completely eliminated.



# BORDER WAR

The conflict is on the borders. The armies are constantly gaining and losing land.

## Specific terrain elements

None.

## Deployment

Despliegue normal, sin reglas específicas.

## Special rule

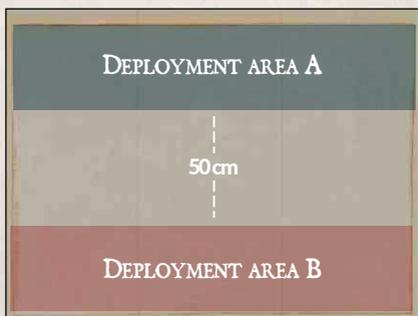
The space between the deployment areas is divided into two 25 cm strips. The terrain will then have 4 strips: both deployment areas and the two new strips. A player controls a strip if it has more army points on it than the enemy has and controls, at the same time, all the previous. Summoned creatures do not add points to this recount.

## Main mission

- 2 victory points for each controlled area.
- 1 victory point for each controlled area on which there isn't an enemy unit with 3 or more miniatures in it.
- 1 victory point if on a strip there is at least a friendly unit with 3 or more miniatures in it.

## Secondary mission. Spies on the rearguard

- 1 additional victory point for each friendly leader (either in or out of a unit) on an enemy's strip.



# BREAK THE FRONT

Armies must carry on advancing breaking their enemy's front.

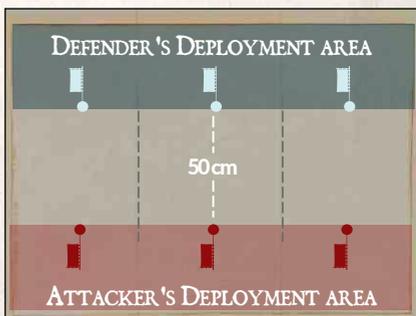
## Specific terrain elements

6 square 2,5 cm sided markers that simulate nobori (japanese flags). The nobori are placed on the edge of the deployment area and always one placed in the middle of the table. They can be passed through by troops.

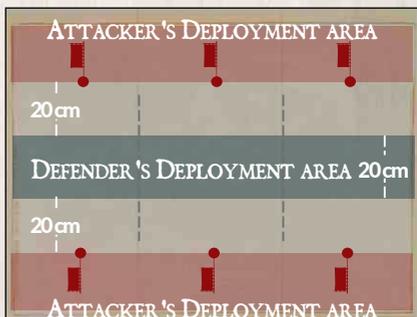
## Deployment

Requires an attacker and a defender. The strategy roll winner rolls 1D6 to find out the type of battle:

- **1-2. Encounter:** Normal deployment on each side of the table. 3 nobori markers are dealt to both players. Each player places their 3 nobori markers in their deployment area, at 20 cm from the table's edge and with a 25 cm separation from each other.



- **3-4. Surrounded!:** The attacking player must deploy all his units, on both sides of the table. The defending player places his miniatures in the middle of the table, in a 20 cm wide strip. 3 nobori markers are placed on each of both attacker's deployment areas, all the flags belong to him.



- **5-6. Besieged!:** The defending player deploys first on his deployment area and places his 3 nobori separated 10 cm from each other. The attacking player deploys 30 cm away from the enemy deployment area



and has no nobori.

### Special Rule

**Capture a nobori.** A miniature in contact with a nobori can use an interact order. If he rolls a success the nobori possession goes to him. There are no limits on how many times a nobori can change hands.

### Main Mission

- 2 victory points for each enemy nobori captured.
- 1 victory point if you have more captured nobori than the enemy.
- 1 victory point for each unconquered friendly nobori.

### Secondary mission - Elite infiltration

- 1 additional victory point for each unit of 3 or more miniatures or leader that is on an enemy deployment area.
- 1 additional victory point if there is no unit of 3 or more miniatures on friendly deployment area.

## SUPPLIES LINE

One army must protect its supplies line, the other get hold of the goods.

### Specific terrain elements

**3 wagons.** A wagon consists of 3 square 2,5 cm sided bases placed in a row that simulate a wagon. The first two represent the horse, the third the goods. Do not place any piece of terrain blocking the path of the wagons.

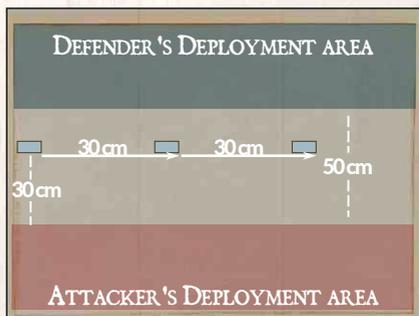
### Deployment

Requires an attacker and a defender. Players deploy using the general rule on their side of the table.

### Special rule

**Goods.** The wagons are placed at a distance of 30 cm from the attacker's deployment area, in a row and with a 30 cm separation

from each other (one will be on one side of the table and from there place the others). In each maintenance phase each one is moved 15 cm + 2D6 (one roll per wagon) in a straight line to the other side of the table. If they crash, among themselves or with any other element or troop, they stop.



The attacking player must roll a success on an interact action to make it burn and eliminate it from the table.

### Main Mission

- 2 victory points to the attacker for each destroyed wagon.
- 2 victory points to the defender for each wagon that gets over the opposite side of the table.
- 1 victory points to the defender for each wagon that keeps intact on the table.

### Secondary mission - Wipe out the field

- 1 additional victory point if the enemy player has no miniature on the friendly half of the table.

# STRATEGIC CONTROL

A huge important area has been discovered, we must control it before the enemy reaches it.

## Specific terrain elements

Four 5x5 cm terrain pieces that are placed at 40 cm from the deployment areas' edges and at 40 cm from the centre of the table. A central 10x10 cm piece placed in the middle of the table. There may be crop fields, a group of kami and a sacred relic in the middle, outposts, etc.

## Deployment

Both players deploy according to general rules.

## Special rules

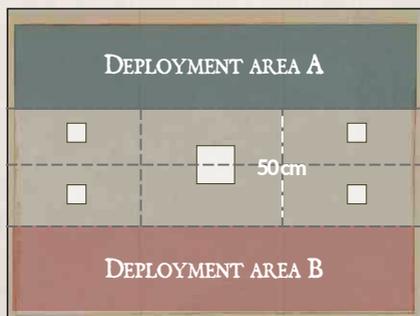
A player controls a strategic element if it has more enemy points than the enemy within a 15 cm radius around it.

## Main Mission

- 2 victory points for each controlled small terrain piece .
- 4 victory points for controlling the central terrain piece.
- 1 victory point if at least one friendly unit of 3 miniatures or more is inside the control radius of each strategic element.

## Secondary mission - Casualty control

- 1 additional victory point for each friendly unit with 3 or more miniatures that hasn't been completely destroyed.



# VILLAGE DEFENSE

The enemy army advances destroying our villages. Your army is our last hope.

## Specific terrain elements

A minimum of 5 houses, separated at a 30 cm distance from each other. Add other terrain elements to simulate a village, but mark those houses as targets. These target houses are alternately placed by players within the defender's deployment zone. The rest of the houses and scenery you add may be outside the limited area for the objective houses.

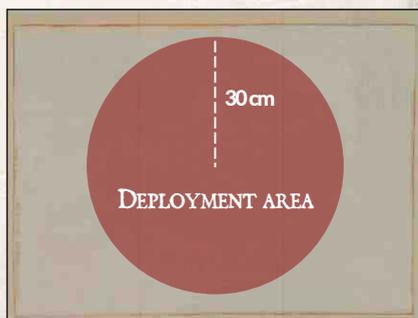
## Deployment

Requires an attacker and a defender.

The strategy roll winner rolls 1D6 to find out the type of battle:

- **1-2. Fight on the streets:**

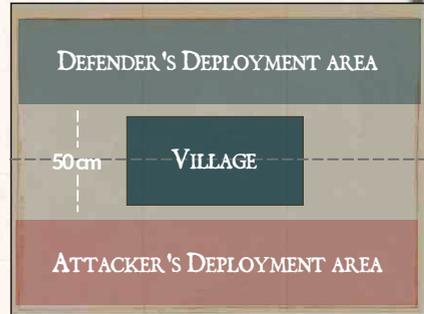
The village takes up a space of a 35 cm radius from the centre of the table. Both armies deploy their units inside the village. Players take turns in placing their troops with a minimum 20 cm separation with an enemy troop and avoiding contact with a house at the beginning. The attacking player starts deploying first.



- **3-4. Última defensa:** The village is placed on a 50 cm strip from one of the borders. The defender deploys all his units on the outer line of the village first. The attacker deploys afterwards with a separation of at least 25 cm from the defender. Between both armies there is a 25 cm strip of crops, trees, etc.



- **5-6. Conquer the village:**  
The target houses are placed in a rectangle of 60x40cm located in the center of the table. Both players deploy normally and must take the village, the defender to defend it and the attacker to destroy it.



### Special Rule

**Burn a house down.** An attacking player's troop can use an interact order to try to burn down a house when in base to base contact with it. If a success is obtained on the interact roll the house starts to burn, affecting a 3 cm area around it. Place a fire marker next to the house as a reminder.

During the turn's maintenance phase a 1D6 Damage roll must be made on any miniature that is within a 3 cm distance from a burning house. That miniature gets a wound on rolling +5 on the die. The player that doesn't control the miniature makes the roll.

### Main Mission

- 4 victory points for the defender if no houses are burning.
- 2 victory points for the army which has more army points inside the village.
- 2 victory points for the attacker for each house burning in the village.
- 1 victory point for the defender for each house (target) not burnt.

### Secondary mission - Drive the enemy out

- 1 additional victory point for each unit in retreat at the end of the game.



# ANNEXE: ARMY LISTS



## KUGE

CLASS	TROOP	POINTS
H	<b>Daimyo Kuge</b> - Samurai   Leader   Unique   v3   Hate to Otokodate (HP), Strategist, Fast Yari (1), Samurai armour, Horse	30
H	<b>Taisho Kuge</b> - Samurai   Leader   Unique   v2   Clan leader (HP), Reflex (HP), Poisoned weapons Katana (3), Samurai armour	20
H	<b>Kuge Hero Katana</b> - Samurai   Leader   Unique   v2   Leader (HP), First blood, Alert Katana (3), Samurai armour	20
H	<b>Kuge Hero Naginata</b> - Samurai   Leader   Unique   v2   Revered (HP), Bushido, Tactician Naginata (2), Armadura samurai	20
H	<b>Kuge Hero Yumi</b> - Samurai   Leader   Unique   v2   Leader (HP), Aim, Accurate Katana (3), Yumi ( Long), Armadura samurai	25
H	<b>Heroine</b> - Samurai   Leader   Unique   v2   Explorer (HP), Concentration, Weak point Naginata (2)	20
E	<b>Great Guard Kuge</b> - Samurai   v2   Terror (HP), Concentration Yari (1), Samurai armour	10
E	<b>Onna Kiba Musha</b> - Samurai   v3   Fast (HP), Dodge Naginata (2), Horse	20
E	<b>Ninja Naginata</b> - Ninja   Skirmishers   v2   First blood (HP), Stealth Shuriken (Short), Shinobigatana (4)	15
E	<b>Ninja Shuriken</b> - Ninja   v2   Ninjitsu (HP), Stealth Shinobigatana (4)	10
E	<b>Ninja Shinobigatana</b> - Ninja   Skirmishers   v2   Poisoned weapons (HP), Stealth Blowgun (Short), Shinobigatana (4)	15
E	<b>Yabusame</b> - Samurai   v3   Hawk eye (HP), Accelerate Yumi (Long), katana (3), Samurai armour, Horse	25
G	<b>Onna-Bushi</b> - Samurai   v2   Feint (HP) Naginata (2)	5
G	<b>Ashigaru Teppo</b> - Ashigaru   v2   Slippery (HP) Teppo (Long (Fire)), Tanto (0)	10



CLASS	TROOP	POINTS
H	<b>Daimyo Buke</b> - Samurai   Leader   Unique   v3   Strategist (HP), Mimetic, Tactician katana (3), Samurai armour, Horse	30
H	<b>Taisho Buke</b> - Samurai   Leader   Unique   v2   Clan leader (HP), Hate to Kuge (HP), Deflect hit Katana (3), Samurai armour	20
H	<b>Buke Hero Naginata</b> - Samurai   Leader   Unique   v2   Mortal damage (HP), Leader, Bushido Naginata (2), Samurai armour	20
H	<b>Buke Hero Katana</b> - Samurai   Leader   Unique   v2   Disarm (HP), Mortal hit, Bushido Katana (3), Samurai armour	20
H	<b>Buke Hero Yumi</b> - Samurai   Leader   Unique   v2   Veteran (HP), Instinctive shoot, Aim Yumi (Long), katana (3), Samurai armour	25
E	<b>Duelist</b> - Samurai   Leader   Unique   v2   Kenjutsu (HP), Mortal hit Katana (3)	10
E	<b>Samurai Dai-Katana</b> - Samurai   v2   Two weapons (HP), Overhelm No-dachi (6), Samurai armour	10
E	<b>Heavy cavalry O Ban</b> - Samurai   v3   Terror (HP), Overhelm Yari (1), Samurai armour, Horse	20
E	<b>Kiba Mushi</b> - Samurai   v3   Accurate (HP), Savage charge Yumi (Long), Katana (3), Horse	20
G	<b>Ji Samurai</b> - Samurai   v2   War dogs (HP) Jingama (1)	10
G	<b>Samurai Yari</b> - Samurai   v2   Last Breath (HP) Yari (1), Samurai armour	5



# SOHEI

CLASS	TROOP	POINTS
H	<b>Daimyo Sohei</b> - Monk   Leader   Unique   v3   Strategist (HP), Leader, Concentration Katana (3), Horse	30
H	<b>Taisho Sohei</b> - Monk   Leader   Unique   v2   Clan leader (HP), Hate to Sohei (HP), Luck Yumi (Long), katana (3)	25
H	<b>Sohei Hero Naginata</b> - Monk   Leader   Unique   v2   Faith (HP), Stealth, Expert Naginata (2)	20
H	<b>Sohei Hero Yari</b> - Monk   Leader   Unique   v2   Faith (HP), War cry, Leader Yari (1)	20
H	<b>Sohei Hero Katana</b> - Monk   Leader   Unique   v2   Temper (HP), Mimetic, Skilled Katana (3)	20
H	<b>Ama Kihei Heroe</b> - Monk   Leader   Unique   v3   Faith (HP), Weak point, War cry Naginata (2), Horse	30
E	<b>Daisho ashigaru Sohei</b> - Ashigaru   Leader   Unique   v2   Ashigaru leader (HP), Aim Teppo (Long (Fire)), katana (3)	15
E	<b>Ikame Bo</b> - Monk   Leader   Unique   v2   Faith (HP), Fury Tetsubo (5)	10
E	<b>Monk Teppo</b> - Monk   v2   Faith (HP), Fast charge Teppo (Long (Fire)), wakizashi (4)	15
E	<b>Monk Yumi</b> - Monk   v2   Faith (HP), Accurate Yumi (Long), wakizashi (4)	15
E	<b>Nun Cavalry</b> - Monk   v3   Faith (HP), Accelerate Naginata (2), Horse	20
E	<b>Mitsudogu Sohei</b> - Monk   Leader   Unique   v3   Faith (HP), First blood mitsudogu (), Horse	20
G	<b>Monks Naginata</b> - Monk   v2   Faith (HP) Naginata (2)	5
G	<b>Hata-Jurushi Sohei</b> - Monk   v2   Standard (HP) Banner (0)	10

CLASS	TROOP	POINTS
<b>H</b>	<b>Taisho Otokodate</b> - Senshi   Leader   Unique   v2   Hate to samurai (HP), Clan leader (HP), Dodge Yari (1), Samurai armour	<b>20</b>
<b>H</b>	<b>Otokodate Hero Naginata</b> - Senshi   Leader   Unique   v2   Hate to samurai (HP), Weak point, Skilled Naginata (2), Samurai armour	<b>20</b>
<b>H</b>	<b>Otokodate Hero Katana</b> - Senshi   Leader   Unique   v2   Hate to samurai (HP), Stealth, Concentration Katana (3), Samurai armour	<b>20</b>
<b>E</b>	<b>Daisho ashigaru</b> - Ashigaru   Leader   Unique   v2   Kenjutsu (HP), Diehard Katana (3)	<b>10</b>
<b>E</b>	<b>Assasin</b> - Senshi   Leader   Unique   v2   Feint (HP), Assassin Katana (3)	<b>10</b>
<b>E</b>	<b>Machi Yakko</b> - Senshi   Leader   Unique   v2   Yojimbo (HP), Concentration Yari (1)	<b>10</b>
<b>E</b>	<b>Kyokaku</b> - Senshi   Leader   Unique   v2   Hate to samurai (HP), Aim Yumi, (Long), wakizashi (4)	<b>15</b>
<b>E</b>	<b>Ronin Teppo</b> - Samurai   v2   Expert (HP), Overpass Teppo (Long (Fire)), katana (3)	<b>15</b>
<b>G</b>	<b>Ozutzu canon</b> - Ashigaru   v2   Shrapnel (HP) Cañon (Mid), Tanto (0)	<b>10</b>
<b>G</b>	<b>Ashigaru Katana</b> - Ashigaru   v2   Countercharge (HP) katana (3)	<b>5</b>

# COMMON TROOPS

CLASS	TROOP	POINTS
<b>H</b>	<b>Daisho Yumi</b> - Samurai   Leader   Unique   v2   Strategist (HP), Disarm, Point-blank Yumi, (Long), katana (3), Samurai armour	<b>25</b>
<b>H</b>	<b>Kensei</b> - Senshi   Leader   Unique   v2   Temper (HP), Kensei, Tactician Katana (3)	<b>20</b>
<b>H</b>	<b>Sensei</b> - Senshi   Leader   Unique   v2   Last Breath (HP), Concentration, Expert Katana (3)	<b>20</b>
<b>H</b>	<b>Kyudo Hanshijudan</b> - Samurai   Leader   Unique   v2   Instinctive shoot (HP), Aim, Overpass Yumi (Long), katana (3)	<b>25</b>
<b>H</b>	<b>Spy</b> - Senshi   Leader   Unique   v2   Evasive movement (HP), Skilled, Mimetic Wakizashi (4)	<b>20</b>
<b>H</b>	<b>Cavalry Samurai Daisho</b> - Samurai   Leader   Unique   v3   Strategist (HP), Two weapons, Savage charge katana (3), Samurai armour, Horse	<b>30</b>
<b>H</b>	<b>Samurai Daisho</b> - Samurai   Leader   Unique   v2   Disarm (HP), Strategist, Concentration Katana (3), Samurai armour	<b>20</b>
<b>H</b>	<b>Daisho teppo</b> - Samurai   Leader   Unique   v2   Strategist (HP), Accurate, Overpass Teppo (Long (Fire)), katana (3)	<b>25</b>
<b>H</b>	<b>Shinobi Ninjitsu</b> - Ninja   Leader   Unique   v2   Stealth (HP), Ninjitsu, Poisoned weapons Shinobigatana (4)	<b>20</b>
<b>H</b>	<b>Shinobi Mimetic</b> - Ninja   Leader   Unique   v2   Feint (HP), Mimetic, Weak point Shinobigatana (4)	<b>20</b>
<b>E</b>	<b>Daisho ashigaru</b> - Ashigaru   Leader   Unique   v2   Kenjutsu (HP), Skilled katana (3)	<b>10</b>
<b>E</b>	<b>Kyudo Hanshi Judan</b> - Senshi   Leader   Unique   v2   Hawk eye (HP), Aim Yumi (Long), Tanto (0)	<b>15</b>
<b>E</b>	<b>Geisha</b> - Senshi   Leader   Unique   v2   Surprise attack (HP), Explorer Wakizashi (4)	<b>10</b>
<b>E</b>	<b>Katana Samurai</b> - Samurai   v2   Two weapons (HP), Bushido Katana (3), Samurai armour	<b>10</b>
<b>E</b>	<b>Cavalry katana</b> - Samurai   v3   Fast (HP), Bushido Katana (3), Horse	<b>20</b>

CLASS	TROOP	POINTS
<b>E</b>	<b>Light Cavalry Yari</b> - Samurai   v3   Savage charge (HP), Accelerate Yari (1), Horse	<b>20</b>
<b>E</b>	<b>No Bushi</b> - Senshi   v2   Accelerate (HP), Aim Yumi (Long), wakizashi (4)	<b>15</b>
<b>E</b>	<b>Yumi Samurai</b> - Samurai   v2   Reflex (HP), Point-blank Yumi (Long), katana (3), Samurai armour	<b>15</b>
<b>G</b>	<b>Yumi Ashigaru</b> - Ashigaru   v2   Slippery (HP) Yumi (Long), Tanto (0)	<b>10</b>
<b>G</b>	<b>Yari Ashigaru</b> - Ashigaru   v2   Veteran (HP) Yari (1)	<b>5</b>
<b>G</b>	<b>Ashigaru</b> - Ashigaru   v2   Trained (HP) Wakizashi (4)	<b>5</b>
<b>G</b>	<b>Ashigaru Sling</b> - Ashigaru   v2   Fast (HP) Sling (Mid), Tanto (0)	<b>10</b>
<b>G</b>	<b>Heishi</b> - Senshi   v2   Kenjutsu (HP) Onagamaki (6)	<b>5</b>
<b>G</b>	<b>Onna Komuso</b> - Senshi   v2   Trained (HP) Bo (0)	<b>5</b>
<b>G</b>	<b>Hata-Jurushi Samurai</b> - Samurai   v2   Standard (HP) Banner (0)	<b>10</b>
<b>G</b>	<b>Hata-Jurushi Ashigaru</b> - Ashigaru   v2   Standard (HP) Banner (0)	<b>10</b>
<b>G</b>	<b>Hata-Jurushi Heishi</b> - Senshi   v2   Standard (HP) Banner (0)	<b>10</b>
<b>A</b>	<b>Kuro</b> - Peasant   v2   (HP) Aperos de Labranza (0)	<b>5</b>



# KUROI-TE

CLASS	TROOP	POINTS
H	<b>Kogen</b> - Spirit   Leader   Unique   v2   The chosen from Jigoku (HP), Tactician, Mortal hit No-dachi (6), Samurai armour	50
H	<b>Clan Hero Two no-dachi</b> - Spirit   Leader   Unique   v2   Terror (HP), Mortal hit, Clan leader No-dachi (6), Samurai armour	20
H	<b>Taisho</b> - Undead   Leader   Unique   v2   Clan leader (HP), Bushido, Disarm Katana (3), Samurai armour	20
H	<b>Taisho Horse</b> - Undead   Leader   Unique   v3   Leader (HP), War cry, Fury Katana (3), Horse	30
H	<b>Clan Hero Yari</b> - Undead   Leader   Unique   v2   Strategist (HP), Fast, Weak point Yari (1), Samurai armour	20
H	<b>Kensei</b> - Undead   Leader   Unique   v2   Kensei (HP), JiuJitsu, Disarm Katana (3)	20
H	<b>Daisho Samurai</b> - Undead   Leader   Unique   v2   Leader (HP), Temper, JiuJitsu Katana (3), Samurai armour	20
H	<b>Daisho Ashigaru</b> - Undead   Leader   Unique   v2   Ashigaru leader (HP), Feint, First blood Katana (3)	20
M	<b>Tenome</b> - Creature   Unique   v2   Life draining (HP), Curse Espiritual ()	20
M	<b>Yuki onna</b> - Spirit   Unique   v2   Transfer (HP), Blizzard Espiritual ()	15
E	<b>Geisha</b> - Spirit   Leader   Unique   v2   Hate to alives (HP), Explorer Espiritual ()	10
E	<b>Samurai Cavalry Katana</b> - Undead   Leader   Unique   v3   Terror (HP), Weak point Katana (3), Horse	20
E	<b>Samurai Cavalry Naginata</b> - Undead   Leader   Unique   v3   Last Breath (HP), Deflect hit Naginata (2), Horse	20
E	<b>Samurai Cavalry Yumi</b> - Undead   Leader   Unique   v3   Point-blank (HP), Accurate Yumi (Long), Katana (3), Horse	25
E	<b>Yurei Naginata</b> - Spirit   v2   Terror (HP), First blood Naginata (2)	10

CLASS	TROOP	POINTS
E	<b>Yurei Nodachi</b> - Spirit   v2   Terror (HP), Disarm no-dachi (6)	10
E	<b>Samurai Cavalry katana</b> - Undead   v3   Hate to alives (HP), Overhelm Katana (3), Horse	20
E	<b>Ashigaru Cavalry Yari</b> - Undead   v3   Veteran (HP), Expert Yari (1), Horse	20
E	<b>Samurai Katana</b> - Undead   v2   Last Breath (HP), JiuJitsu Katana (3), Samurai armour	10
E	<b>Samurai Yumi</b> - Undead   v2   Instinctive shoot (HP), Hawk eye Yumi (Long), Katana (3), Samurai armour	15
G	<b>Hata-Jurushi Samurai</b> - Undead   v2   Standard (HP) Banner (0), Samurai armour	10
G	<b>Samurai Yari</b> - Undead   v2   Countercharge (HP) Yari (1), Samurai armour	5
G	<b>Hata-Jurushi Ashigaru</b> - Undead   v2   Standard (HP) Banner (0)	10
G	<b>Ashigaru Yari</b> - Undead   v2   Deflect hit (HP) Yari (1), Tanto (0)	5
G	<b>Ashigaru Yumi</b> - Undead   v2   Weak (HP) Yumi (Long), Tanto (0)	10
A	<b>Hata-Jurushi Doro-ta-bo</b> - Undead   v2   Standard (HP) Banner (0)	5
A	<b>Doro-ta-bo</b> - Undead   v2   (HP) Farm implements (0)	5
M	<b>Goryo</b> - Spirit   Skirmishers   v2   Panic (HP), Fire hands	10
I	<b>Ukuri inu</b> - Death Creature   v1   Fast (HP)	5
I	<b>Jikininki</b> - Death Creature   v2   Infection (HP)	5
I	<b>Kubikajiri</b> - Spirit   v2   Devour (HP)	5
I	<b>Onryo</b> - Spirit   v2   Hate to men (HP)	10



# HATTORI

CLASS	TROOP	POINTS
H	<b>Shinobi Shuriken</b> - Ninja   Leader   Unique   v2   Stealth (HP), , Poisoned weapons Shinobigatana (4), Shuriken ()	25
H	<b>Shinobi Blowgun</b> - Ninja   Leader   Unique   v2   Feint (HP), Mimetic, Weak point Shinobigatana (4), Blowgun ()	25
H	<b>Assasin</b> - Senshi   Leader   Unique   v2   Feint (HP), Assassin, Stealth Katana (3)	20
H	<b>Kunoichi</b> - Ninja   Leader   Unique   v2   Reflex (HP), Mortal hit, Hama (7), Yumi (Long)	25
E	<b>Jonin Shuriken</b> - Ninja   Skirmishers   v2   First blood (HP), Stealth Shinobigatana (4), Shuriken (Short)	15
E	<b>Jonin Blowgun</b> - Ninja   Skirmishers   v2   Poisoned weapons (HP), Stealth Shinobigatana (4), Blowgun (Short)	15
E	<b>Jonin Kurisagama</b> - Ninja   v2   Deflect hit (HP), Concentration Kurisagama (7)	10
E	<b>Jonin Sais</b> - Ninja   v2   Feint (HP), Mortal hit Sais (7)	10
E	<b>Jonin Skirmishes</b> - Ninja   Skirmishers   v2   Infiltration (HP), Kama (7)	10
G	<b>Kunoichi Grenades</b> - Ninja   Skirmishers   v2   Shrapnel (HP) Shinobigatana (4), Grenade (Short)	10
G	<b>Kunoichi Yumi</b> - Ninja   v2   Brave (HP) Shinobigatana (4), Yumi (Long)	10
G	<b>Kunoichi Blowgun</b> - Ninja   Skirmishers   v2   Fast (HP) Shinobigatana (4), Blowgun (Short)	10
G	<b>Kunoichi Smoke Grenade</b> - Ninja   v2   Smoke grenade (HP) Shinobigatana (4)	5
G	<b>Kunoichi Kama</b> - Ninja   v2   Fast (HP) Kama (7)	5
I	<b>Shikome</b> - Hell Creature   Skirmishers   v2   Vampire (HP)	10

## SPIRITUAL TROOPS

CLASS	TROOP	POINTS
<b>K</b>	<b>Komuso</b> - Monk   Unique   v2   Exorcism (HP), Break the link, Fast Bo (0)	<b>20</b>
<b>O</b>	<b>Omnyouji Infernal</b> - Omnyouji   Unique   v2   Terror (HP), Lava lash, Volcanic soil Bo (0)	<b>25</b>
<b>O</b>	<b>Omnyouji Celestial</b> - Omnyouji   Unique   v2   Flash movement (HP), Heal, Scourge of Jigoku Bo (0)	<b>25</b>
<b>O</b>	<b>Omnyouji Earthly</b> - Omnyouji   Unique   v2   immobilize (HP), Spiritual shield, Earthquake Bo (0)	<b>25</b>
<b>O</b>	<b>Omnyouji Death</b> - Omnyouji   Unique   v2   Curse (HP), Life dryer, Life draining Bo (0)	<b>25</b>
<b>I</b>	<b>Shikigami</b> - Creature   v1   (HP) Claws (0)	<b>5</b>

## HELL CREATURES

CLASS	TROOP	POINTS
<b>C</b>	<b>Hiderigami</b> - Hell Creature   Unique   v4   Huge (HP), Last Breath, Life dryer	<b>25</b>
<b>C</b>	<b>Jorogumu</b> - Hell Creature   Unique   v4   Huge (HP), Immobilize, Poison projectile	<b>25</b>
<b>C</b>	<b>Nue</b> - Hell Creature   Unique   v4   Fly (HP), Curse, Torment	<b>30</b>
<b>M</b>	<b>Ushi Oni</b> - Hell Creature   v3   Terror (HP), Overhelm	<b>15</b>
<b>M</b>	<b>Oni</b> - Hell Creature   Unique   v3   Terror (HP), Fury	<b>15</b>
<b>I</b>	<b>Amanojaku</b> - Hell Creature   Skirmishers   v1   Torment (HP)	<b>5</b>
<b>I</b>	<b>Onibi</b> - Hell Creature   Skirmishers   v1   Igneous (HP)	<b>5</b>
<b>I</b>	<b>Shikome</b> - Hell Creature   Skirmishers   v2   Vampire (HP)	<b>10</b>

## CELESTIAL CREATURES

CLASS	TROOP	POINTS
<b>C</b>	<b>Baku</b> - Celestial Creature   Unique   v4   Huge (HP), Heavenly judgment, Scourge of Jigoku	<b>25</b>
<b>C</b>	<b>Suzako</b> - Celestial Creature   Unique   v4   Fly (HP), Igneous, Volcanic soil	<b>30</b>
<b>M</b>	<b>Tenno</b> - Celestial Creature   v2   Hawk eye (HP), Accurate	<b>15</b>
<b>M</b>	<b>Kirin</b> - Celestial Creature   Unique   v3   Spiritual fascination (HP), Heal	<b>15</b>
<b>M</b>	<b>Byakko</b> - Celestial Creature   Unique   v3   Fury (HP), War cry	<b>15</b>
<b>I</b>	<b>Raiju</b> - Celestial Creature   Skirmishers   v1   Ghost (HP)	<b>5</b>
<b>I</b>	<b>Basan</b> - Celestial Creature   Skirmishers   v1   Igneous (HP)	<b>5</b>
<b>I</b>	<b>Komainu</b> - Celestial Creature   Skirmishers   v2   Stone skin (HP)	<b>5</b>

## EARTHLY CREATURES

CLASS	TROOP	POINTS
<b>C</b>	<b>Daidarabotchi</b> - Earthly Creature   Unique   v4   Huge (HP), Mortal hit, Earthquake	<b>30</b>
<b>C</b>	<b>Mizuchi</b> - Earthly Creature   Unique   v4   Fly (HP), Acid projectile, Area attack	<b>35</b>
<b>M</b>	<b>Daitengu</b> - Earthly Creature   v2   Fly (HP), Weak point	<b>20</b>
<b>M</b>	<b>Sesho Sekki</b> - Earthly Creature   Unique   v3   Stone skin (HP), Stone projectile	<b>20</b>
<b>M</b>	<b>Genbu</b> - Earthly Creature   Unique   v3   Poison projectile (HP), Scourge of Jigoku	<b>15</b>
<b>I</b>	<b>Kappa</b> - Earthly Creature   v1   Mimetic (HP)	<b>5</b>
<b>I</b>	<b>Tanuki</b> - Earthly Creature   v2   Luck (HP)	<b>5</b>
<b>I</b>	<b>Tengu</b> - Earthly Creature   Skirmishers   v2   Fly (HP)	<b>10</b>

## DEATH CREATURES

CLASS	TROOP	POINTS
<b>C</b>	<b>Jubokko</b> - Death Creature   Unique   v4   Huge (HP), Devour, Earthquake	<b>25</b>
<b>C</b>	<b>Shinigami</b> - Death Creature   Unique   v4   Huge (HP), Devour, Curse	<b>25</b>
<b>M</b>	<b>Goryo</b> - Spirit   Skirmishers   v2   Panic (HP), Fire hands	<b>10</b>
<b>M</b>	<b>Ao Bozu</b> - Death Creature   Unique   v2   Ghost (HP), Life draining	<b>10</b>
<b>M</b>	<b>Gaikotsu</b> - Death Creature   Unique   v3   First blood (HP), Bells of the death	<b>10</b>
<b>M</b>	<b>Oni</b> - Death Creature   Unique   v3   Terror (HP), Area attack	<b>15</b>
<b>M</b>	<b>Onmoraki</b> - Death Creature   Unique   v4   Fly (HP), First blood	<b>30</b>
<b>I</b>	<b>Gaki</b> - Death Creature   Skirmishers   v1   Devour (HP)	<b>5</b>
<b>I</b>	<b>Mekurabe</b> - Death Creature   Skirmishers   v1   Terror (HP)	<b>5</b>
<b>I</b>	<b>Ukuri inu</b> - Death Creature   v1   Fast (HP)	<b>5</b>
<b>I</b>	<b>Jikininki</b> - Death Creature   v2   Infection (HP)	<b>5</b>
<b>I</b>	<b>Kubikajiri</b> - Spirit   v2   Devour (HP)	<b>5</b>
<b>I</b>	<b>Onryo</b> - Spirit   v2   Hate to men (HP)	<b>10</b>

## ❁ ANNEXE: ABILITY LIST ❁

### **Accelerate**

Add an additional +1D6 cm. when running (2D6 if mounted).

### **Accurate**

Adds +1 to the Damage Roll when shooting.

### **Acid projectile**

This creature can declare a order Shoot against an enemy within 20 cm. This shoot adds +1 to his Shooting Roll and ignore armours.

### **Adaptable**

This troop ignores the difficult terrain modifiers.

### **Agile**

Can detach from a combat without receive any combat in response like a skirmisher troop can do.

### **Aim**

Add +1 to the shooting roll.

### **Alert**

Todas las miniaturas de tu ejército, hasta a 10 cm de la unidad que activa esta habilidad y que no estén en combate, pueden cambiar su encaramiento inmediatamente y de manera gratuita.

### **Apprentice**

Lose the fight if there is a tie.

### **Area attack**

You must declare a order Shoot to use this ability. Perform a shot against every friendly and enemy troops up to 10 cm from the edge of the base that do not have full coverage. You suffer -1D6 Shooting roll, in addition you must apply the usual modifiers to the shot. It is not considered a short range firing weapon.

### **Ashigaru leader**

Every allied ashigaru troop within 10 cm of this leader which can see him or are seen by the leader add +1 to their Order Roll.

### **Assassin**

Puede asignar una herida al líder de una unidad contra la que ataque por cada resultado de 2+ (no a 6+) en su tirada de heridas. Si el asesino está en una unidad, esa unidad asigna heridas al líder a 5+ (no a 6+).

### **Bells of the death**

Any unit within 10 cm from the creature must pass an Honor Roll. If it fails only can receive one orden during this turn.

### **Blizzard**

Enemy troops within 10 cm from this creature divide his movement attribute by 2.

### **Brave**

Never flees.

### **Break the link**

You must declare a Shoot order to use this ability. Choose an invoked creature that is within range. Each player makes a roll of 1D6 adding the monk's honor and the creature's presence attribute. If the creature loses suffers an extra wound, in any other case the monk receives a stunned unit marker.

### **Brutal**

Always apply the charge bonus, even if it starts the charge movement within the enemy control zone.

### **Bushido**

Adds +1D6 to Combat Roll and +1D6 to Damage Roll

### **Cheater**

Roll 1D6 before a close combat, if success (4+) the enemy lose 1D6 to his Combat Roll.

### **Clan leader**

Every troop within 10 cm of this troop can use 2D6 in his Order Roll and choose one of them.

**Concentration**

Adds +1 to the Combat Roll (not during a charge).

**Countercharge**

Adds +1D6 to your Combat Roll but it suffers a penalty of -1 to the subsequent Damage Roll.

**Cruel**

He is obligated to charge over wounded or stunned enemies within his control area.

**Curse**

The enemy troop wounded by this creature suffer -1 to his initiative and honor attributes until the end of the game. A troop can be cursed only once.

**Deflect hit**

Subtract -1D6 to Combat Roll of his enemy in close combat.

**Devour**

If this creature wins a close combat it recovers a lost wound. You can not overcome your wound attribute or resurrect casualties from a unit.

**Diehard**

Apply -1 to enemy's Damage Roll.

**Disarm**

Cancel the weapon modifiers of his enemies.

**Dodge**

The enemy must repeat 1D6 of his Combat or Damage Roll chosen by you.

**Earthquake**

You must declare a Shooting order to use this ability. Then you perform a Shoot against every unit (friends and enemies) that are up to 10 cm, with or without line of sight. Apply +1 to Shooting roll.

**Ethereal**

This troop can not be targeted by an Opportunity charge.

**Evasive movement**

When receiving shots roll 1D6, if success (4+) divide the received impacts by two.

**Exorcism**

Creatures that within 20 cm from the

monk have -1 in the presence and suffer a -1 to the overall count of casualties that they have produced following a combat (only for counting purposes, your enemy must withdraw all casualties).

**Expert**

Can reroll 1D6 of his Combat Roll.

**Explorer**

Adds +1 to Interaction Roll

**Faith**

Can repeat 1D6 during a close combat of his Combat or Damage roll (one of them).

**Fast**

Always add 1D6 cm to any of his movements.

**Fast charge**

This troop reload automatically after shooting.

**Fear**

Any troop with line of sight with the creature and within 30 cm suffer -1 to its Order Roll.

**Feint**

Cancel any charge modifier of the enemy.

**Fire hands**

Ignores armor modifiers and add +2 to Damage roll.

**First blood**

You can reroll failed dice in a Damage roll (only once).

**Flash movement**

Adds +2D6 cm when moving or running (besides the running bonus). The enemy who tried to shoot him after a movement (run or move) have a penalty of -1 to his Shooting Roll.

**Fly**

This creature can ignore obstacles while moving, cannot be targeted of a opportunity charge unless it is perform by another flying troop.

**Fortitude**

The creature has an extra wound to those indicated by its wound attribute

**Fury**

Apply +1 to his Combat Roll and Damage Roll

**Ghost**

This troop cross enemy units and scenery during your movement. It can not be object of reactions during its movement.

**Hate to alives**

This troop adds +1 to his Damage Roll if his enemy is an alive human.

**Hate to men**

This troop adds +1 to his Damage Roll if his enemy is an alive male human.

**Hate to.**

This troop adds +1 to his Damage Roll if his enemy belongs to that clan or troop type.

**Hated by the gods**

This troop cannot reroll any dice by any circumstance.

**Hawk eye**

Add +1 to his Shooting Roll if this troop does not move or combat before shooting.

**Heal**

This troop can select another allied troop within 10 cm. The selected troop lose his wounds and stunned markers.

**Heavenly judgment**

When performing a close combat, the opposing unit must pass an honor check before the combat starts. If fail, it receives an automatic wound. If it produces casualties, remove it before combat, if it is a unit, remove it from the closest side to the attacker.

**Huge**

This troop always adds +1 to its total count of casualties after a combat, although the enemy unit should not remove an extra miniature.

**Igneous**

The creature is on fire. Add +1 his Damage Roll.

**immobilize**

Immobilize the enemy who fails the Honor roll after a close combat. An immobilized troop can only use the reactive combat order with -1D6. With each activation that troop must pass a new Honor roll to activate normally or will keep immobilized.

**Immunity to terror**

This troop is not affected by Fear and Terror skills.

**Improvise**

This troop can repeat a Interaction Roll.

**Infection**

For each casualty produced by this troop the enemy must pass an Honor roll. For each failure it substitutes the casualty one for a new miniature of the same type that the attacking troop.

**Infiltration**

This unit does not display at the beginning of the game. Secretly selects and write down a scenery item with an area of 10x10 cm or more that is not in the enemy's deployment area. From the turn 2, this unit can be activated and appear in contact with that element. They can only use one order on the turn they appear, though they must make their orders roll to see if they activate ki.

**Instinctive shoot**

This troop can shoot against enemies out of his line of sight. To do this, another allied troop must have line of sight with both troops, the shooter and the target. Only critics on the Shooting Roll will be considered as impacts

**Into the shadows**

When a shooting is declared against this troop, the shooting troop suffers a penalty of -1 to his Shooting Roll.

**JiuJitsu**

Can reroll any dice with 1 as result in his Damage Roll in close combat (just once).

**Kenjutsu**

Can reroll any dice with 1 as result in his Combat Roll (just once).

### **Kensei**

Any 1 in the Combat Rolls of both opponents (The Kensei and his enemy) is considered a hit against the Kensei's enemy.

### **Last Breath**

This troop, after dying, will not be removed until the end of the turn or until they fail a Honor Roll.

### **Lava lash**

An enemy troop which this troop has line of sight and within 10 cm suffers 1D6 hits. Apply the igneous skill to this attack.

### **Leader**

Every allied troop within 10 cm of this leader which can see him or are seen by the leader add +1 to their Order Roll.

### **Life draining**

To use this ability you must declare a Shoot order against a unit up to 20 cm. If it causes a wound, the one who uses this ability recovers a wound point lost.

### **Life dryer**

Every enemy within 10 cm (with or without line of sight) suffers a -1 to its Combat roll. Any terrain of water in that radius becomes dry terrain without penalty to movement until the end of the game.

### **Luck**

Can reroll 1D6 of any Roll. You must keep the second result obtained.

### **Mimetic**

This troop can not be targeted by shots.

### **Mobile target**

When shooting at a target that is performing the action of running, it ignores the usual penalty.

### **Mortal damage**

Roll a die before performing the Damage roll. If you get a success (+4), the enemy's Damage roll suffers -1.

### **Mortal hit**

Adds +2 to Damage Roll in close to close combat.

### **Ninjitsu**

Cancel 1D3 hits of his enemy's Combat Roll (Roll 1D6, 1-2 = 1, 3-4 = 2, 5-6 = 3).

### **Omnyouji servant**

Its Omnyouji master receives +1 point of ki in each activation. The Omnyouji can only receive 1 point even if he dominates more than one Shikigami.

### **Overhelm**

Add +1 to the Dagame Roll in close combat.

### **Overpass**

Every troop within 5cm of the rearguard of the impacted troop receive same impacts divided by 2.

### **Panic**

Any enemy troop cannot use its skills when in contact with this troop

### **Point-blank**

Add +1D6 to the Shooting Roll in a short range shooting.

### **Poison projectile**

This creature can declare a order Shoot against an enemy within 20 cm. This shoot uses Poisoned Weapons skill.

### **Poisoned weapons**

Any enemy troop wounded by poisoned weapons suffer -1 to his Initiative roll and -1D6 to his Combat Roll. Not cumulative.

### **Putrefaction**

Stunned Unit markers produced by this troop cannot be eliminated during the maintenance phase, only when they become a wound.

### **Reflex**

After the enemy makes a Damage roll against this troop, you must roll 1D6, if success (+4) this troop receives half of the wounds rounding down.

### **Revered**

Allied troops within 10 cm from this troop add +1 to their Honor Roll.

### **Savage charge**

Can add +2D6 cm or +3D6 if mounted to his charge movement (instead of +1D6 or +2D6).

### **Scourge of Jigoku**

Any infernal or death creature within 10 cm from it suffer a penalty of -1 in its attribute of initiative and presence.

### **Shrapnel**

Every unit in the control zone of the unit that receives the impact launch 1D6, with a result of +4 the other units are also impacted. An independent Damage roll must be made for each target. No modifier but cover can be applied.

### **Skilled**

He can repeat the Interaction Roll if fails (just once).

### **Slippery**

Adds +1D6 to his flee movement.

### **Smoke grenade**

It can not be targeted by shots. It also adds 1D6 to detach movement. In the turn in which they are detaching they can not be objective of any action by the opponent.

### **Spiritual fascination**

Any enemy within 15 cm suffer a penalty of -1 in his Order Roll

### **Spiritual shield**

Select a unit up to 10 cm from whoever uses this skill or himself. Any attack against the target suffers a -1 on the enemy's Damage Roll.

### **Standard**

Add +1 to the Order Roll of the unit he is in.

### **Stealth**

During a move action your enemies cannot shoot against this troop if he is within middle or long distance from the shooter.

### **Stone projectile**

This creature can declare a order Shoot against an enemy within 20 cm. This shoot add +1 to his Damage Roll.s

### **Stone skin**

Any attack (close or range combat) against this creature suffers a penalty of -1 to its Damage Roll.

### **Strategist**

You can choose an allied unit / miniature per turn that is in your control zone to repeat its Orders roll.

### **Surprise attack**

Apply -1D6 to the enemy Combat Roll

### **Tactician**

This troop gets an additional action.

### **Temper**

An enemy who charge against this troop lose 1D6 of his Combat Roll.

### **Terror**

The enemy must pass a Honor Roll to fight against this troop, otherwise it flees. Monks do not need to pass this test.

### **The chosen from Jigoku**

This miniature is the beginning of the end. The powers of the Jigoku flow through and becomes in the paladin of death and destruction. Has the following permanent skills: Terror, Kensei and Devour.

### **The Tao**

Any Omnyouji who uses the order Invoke within 20 cm from it must spend an additional ki point to perform that invocation.

### **Torment**

The troop that is in close combat with this troop loses the weapon and rank bonuses for any combat.

### **Trained**

Win a close combat in case of a tie.

### **Transfer**

This troop can pass a wound marker from one friendly troop to another. Both troops must be within 10 cm of this troop.

### **Two weapons**

This troop add +1D6 to his Combat Roll (in close combat as well as in a charge)

### **Vampire**

This creature uses the fly skill. Also, for every enemy miniature killed can remove one wounded or stunned marker from itself. It cannot overcome its wound attribute or resurrect a casualty of the unit.

### **Veil**

Ignore enemy's control area. Cannot be targeted by a opportunity charge

### **Veteran**

In case of a tie during a close combat, you win if you had more critics than your enemy.

### **Volcanic soil**

You declare a Shoot order against an enemy troop within 20 cm that sees as the earth under his feet goes to boil. The enemy must perform an Initiative roll for each affected miniature, each failure involves an extra wound for the troop. When this affets to an unit only the front rank is affected.

### **War cry**

The target enemy of a charge by this troop suffers -1D6 to his Combat Roll

### **War dogs**

For each miniature with this skill you can put a war dog, without cost, that is placed in the fronk rank of the unit. The dog has a warrior profile, but with attributes of attack 3 and honor 0. They are equipped with armor and their weapon is type 0. If the owner dies the dog escapes and is eliminated from the battle.

### **Weak**

Apply a penalty of -1 to his Damage roll in close combat.

Weak point

This troop adds +1 to his Damage Roll against an enemy.

### **Yojimbo**

Any enemy that crosses his control zone must stop and resolve a combat against this miniature unless the YoJimbo has been chosen as the target of the charge at first. This combat is not a charge.

### **Zen**

This troop has no rearguard.



