kensei

the awakening

Digital version v2.3

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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, the system has been simplified and made more exciting. Some new game mechanics include, reactive orders to keep you involved in the game, and more in depth strategic planning. The new rules are designed to keep you continuously in the game. 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 Kensei rules have been designed to correlate with Torii, the skirmish game, which is also set in the world of Kensei. Both systems share similar concepts and army lists (although they keep their different game dynamics). Thus allowing you the player to experience being able to play both large battles, or 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 the rules with you all. Here you will find everything you need to play Kensei.

What is not included in this free version of the rules? The background. The background we have created for the New Awakening will only be available in the full version of the rules available in the Kickstarter and in for future release. This version includes 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 in our current Kickstarter campaign so that we may celebrate this edition and incorporate all of these elements into 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 as 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 commander and lead your army of metal miniature soldiers with which you and your friends face each other in battle. Miniature wargaming encompasses an exciting and extensive hobby which is both creative and stimulating.

The wargaming hobby comprises many diverse aspects. You and your friends collect miniatures of a clan (or clans) you like the most, and bring them to life by assembling and painting them on a table decorated with scenery you have built. You can recreate historic battles that were fought centuries ago,or create your own stories and campaigns to enjoy. 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 these sort of games, we strongly recommend that you read and familiarize yourself with the **Introduction to Kensei** chapter to help you get to grips with the classical concepts of these games and with the Kensei rule mechanics. For more experienced players, we recommend reading the introduction, paying attention to the **Example of a game round**, where the game system, the activation system and the orders system examples are demonstrated.

Once you have learned these basic concepts continuing reading until you reach the Intermediate Rules. Try building a small army using the **army building** rules first and play a small game to get used to the activation and order system before you carry on with the **Intermediate Rules**. Playing the game and introducing new rules gradually will help with expanding and enjoying the added changes.

The **Intermediate and Advanced Rules** 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.

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. You will find troop ability lists, and the army lists with all the miniatures' profiles..

Miniature basing

Kensei uses square based models from Zenit Miniatures. Due the combat rules and the way units are formed, it makes sense to use these bases. However, you can use other types of bases (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 models should behave as if they are on a square base, regardless of what the base it is actually mounted on.

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 army.

Dice
About ten six-sided dice (D6).

Measuring tape
In centimetres.

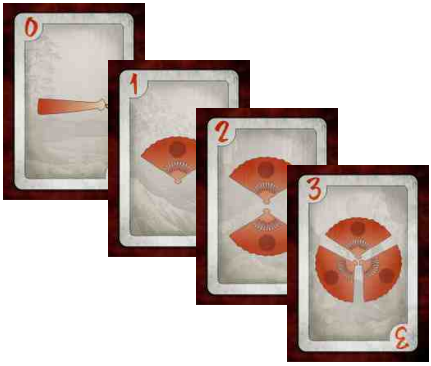
Markers
They are not necessary but will be very useful to remember some situations that occur during the game. You can use colour chips, buy the official markers on Zenit Miniatures website, or download the pdf and print them yourself.

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 will need a deck of cards. The command deck can purchased or you can print a free pdf copy from 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 by. Bushido is based on honour, duty and loyalty to their masters. Breaking this code was a dishonor and samurai would commit ritual suicide (seppuku) to restore their honour.

We have included romanized words in Japanese along with their definitions as you may want to use them in your games of Kensei.

義	**GI**	Integrity. If the dice results are not in your favour, do not blame your opponent. Just accept the results of the dice and enjoy the game for the benefit of your opponent.
礼	**REY**	Respect. Respect your adversary, and treat them as you would like to be treated.
勇	**YU**	Courage. Fight to the end with courage and do not abandon a game unless by mutual agreement.
名誉	**MEIYO**	Honour. Respect the rules of battle and don't manipulate the rules in your favor.
仁	**JIN**	Compassion. Do not humiliate your adversary by disrespectful language or actions.
真	**MAKOTO**	Honesty. Do not cheat your opponent as cheating is deluding yourself.
忠義	**CHU**	Loyalty. Be loyal to these rules and respect your gaming community.

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Hymukai

An introduction to the world of 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 Jigoku, the infernal kingdom, a place from where the desperately cry out seeking 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 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. Chose one of the six available clans and fight for 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 will not tolerate any questioning of their honor and do not deign to demonstrate it for those they consider their inferiors. 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, owing 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; some 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 distinct from 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 morals. 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 army of undead creatures slowly advances, unstoppable, on the lands of Hymukai. Among their ranks there are samurai skeletons and ashigaru whose mon nobody is capable of recognizing. Creatures and abominations from 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 plants wilt and animals run away even though they are miles away. The mon that the standards of this damned army from 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 few know is that the Hattori are actually ninjas. This military group of spies and elite assassins are no more than legends and campfire 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 bloodier and more terrifying than they had ever been.

This situation is not of the liking of the Kuge clan. Their supreme concern is 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 daimyo 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 you the champion our clan needs you to be. You will learn to lead your troops to victory, to earn their respect and be feared and hated by your enemies. You will 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 commanding one of the great clans of Hyumkai: the Buke, Kuge, Sohei, Otokodate or Hattori. Alternatively you may be an infernal commander, who has come from the underworld to command the undead legions of Jigoku, risen since the emperor's disappearance. 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 vasil 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 demon of the underworld. Each one of these troops are physically represented by detailed **miniatures** and have unique characteristics that define them: we call these **attributes** (movement, attack ability, etc), **equipment** and **abilities**.

All the information you need to know about each troop is contained in what we call the **army lists**. Know your troops well and assign them a role suited to their profile and your strategy. The defeat of your enemy in honourable battle will begin before the first blade falls. Be a careless commander and your own men will end up abandoning you, tired of too many avoidable casualties.

Among your troops you will find different types of warriors: Ashigaru, your army's militia, are hired from among the most capable men and women of your villages; Samurai are fearsome warriors who follow the bushido code as a way of life; The Ninjas actions are invisible and lethal; Monks, serve the faith. Each warrior has been trained and lived amongst their peers so that together in groups, they are far more effective and lethal than those that stand alone. This is why, during the battle, troops fight in **units**, a group of the same type of miniatures which work as a single element on the field.

You will learn that a good commander knows how to rely on the men and women they command. And your **army leaders** are special individuals that stand out from regular soldiers. They are your

generals and battle heroes. They will be but a few, but a loyal few, and they are destined to lead your troops.

However, not only you can make use of honour and weapon abilities, but also harness other powers, as this is the magical age where evil has risen from the ground which fills their enemy's hearts with fear. Be mindful though that Power comes with a price. Are you willing to pay that price?

A skirmish army in kensei

SYSTEM SUMMARY

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

Before commanding a 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. Pick the warriors you rely on the most, combining synergies between different units and choosing heroes that will best support them. 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 you will play.

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

A good commander makes sure he knows the battle field and adapts their strategy to utilize the terrain it contains. After placing terrain and 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 in their starting position on the table, choosing wisely will help you to complete your mission. But be careful of your opponent as they are deploying at the same time. Try to outsmart them and use mind games so that your strategy isn't revealed to them until it's too late.

Once your troops are deployed on the tabletop, 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** (as indicated in the chosen battle scenario) have been completed.

A battle in Kensei does not make the distinction between one player's or the other's turns. **Both players play at the same time**, activating a troop one by one in an alternating manner (you activate 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 other advantages during the battle. Having the initiative during the battle can be the key to victory. Attacking first, preparing ambushes and affecting your enemy's options will be much easier if you're the one who has the initiative.

When one of the players has no troops (units or individual miniatures) left to activate, the other player may activate one more unit, after which **the turn will end**. A larger army is more complicated to manage. Using the initiative to activate your units at the right moment is crucial!

When a unit is activated you 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.

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

The hosts of the Jigoku have penetrated into Hymukai

Depending on the result of an **Order roll** 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 relevant 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 combats have finished, 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 immersed in combat trying to break the enemy's ranks.

However, you must not rely solely 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 special rules of your troops, are part of the Intermediate Rules. When you incorporate these Intermediate Rules, the game system as well as the feeling of a strategic challenge of a large battle will be complete.

You must always bear in mind why your clan waged war this day: 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 objectives.

BASIC CONCEPTS

Dice rolls

Some actions, such as combat or interacting with terrain elements, needs to be resolved with the use of dice to calculate the success of an action. 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 their 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 as 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 or 6, etc., dice to the total number of dice to be rolled.

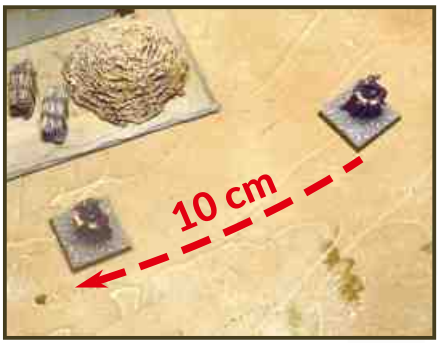
There are several type of rolls used in different situations, explained further in the rules: Strategy Rolls, Initiative Rolls, Order Rolls, Combat Rolls, Shooting Rolls, Honour Rolls and Presence Rolls.

Distance and Measurements

In Kensei all distances are given in centimetres. In situations where the rules require you 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 tabletop, 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 related to the order can only be made at the moment the order is being carried out.



Markers

Throughout the rulebook a series of markers (wounds, stunned, troops in retreat, etc) will be mentioned. They are not mandatory but using these to indicate the different states of the unite will make the game run much more smoothly. You can use the official markers from Zenit's website, or download the pdf file also on our site and print them out yourself. Any other colour tokens 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, let's move on to the next stage of your training. 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 your last.

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! Hoi!

Hoi!

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 using example images. Take a few of your miniatures and follow the steps described.

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

Game Preparation

Before starting the game you must prepare your army, the game table, scenery elements, and choose the scenario that 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 measuring 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 engage and defeat as many enemies as possible.

Your opponent will lead the Sohei clan troops, the yellow miniatures. You will lead the blue troops, of the Buke clan. They are already on the table, armed and prepared to annihilate their enemy. 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 strategy for victory.

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, re-roll the dice.

How do I deploy my forces? Place your units no more than 10cm from the edge of the table, in turns with your opponent (your opponent places one unit, you place one, etc.) starting with the winner of the strategy roll. The unit's miniatures must be placed close to one another but they don't have to be placed in base-to-base contact. 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 into **turns**. Each turn is 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 order 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 fatigue after hand to hand combat. Next remove all **Used Unit** markers. These are given to troops once that have received an order to indicate that they cannot be used until the next turn. In this training session no turn have yet been played, so we will skip this phase.

Initiative phase

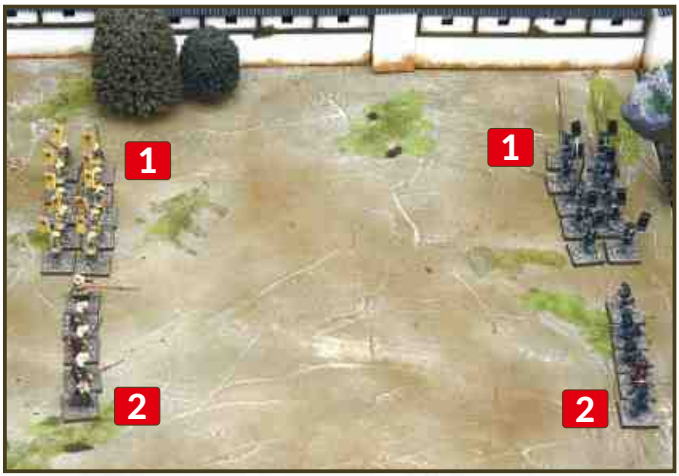
Now use the Initiative Roll to decide which player has this turn's initiative. Both players roll 1D6 at the same time (as in the deployment phase). The winner of the roll will have the **initiative for this turn** and during the following activation phase will decide which player activates and uses their 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 by giving them different orders. With each new unit activation you must repeat the following steps: **unit activations**; **order rolls**; **orders**; **mark used units**; **end of turn**.

During the **unit activation** both players will choose one of their units without an Used 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 placing a die or marker next to the active unit to indicate how many orders the unit has.



(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.

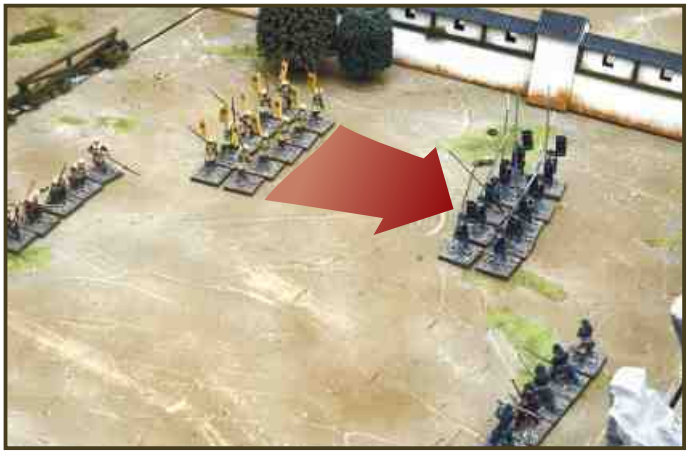
As the player chosen to make the first unit activation, your opponent declares a movement order and moves the active unit 10cm forwards (its movement attribute). Once the movement has ended, you check if you can react. This is not the case as you have received no attack so you also use a movement order and move your unit towards the enemy unit. In doing so, 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 order. There are many orders (which we will discuss later) which are 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. Your units may react if attacked by an enemy! However, the use of a reaction order results a series of penalties which we will see in the combat section.

At the beginning of the order phase, when all activation orders have been revealed for the active units, 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 they have any units that are able to use a reaction order. As long as there are any action orders still not used by any player, this sequence will continue.

As a general rule, after a player uses an order, whether it is an action or a reaction order, their opponent must check if any of their units gets to react (whether it is an active unit or not). If this isn't the case, an activation order must be used upon an active unit as long as the player has one left. In both cases, either with an action or a reaction, they will spend one of their activation orders.

Using the second order, your opponent charges against your unit. The charging unit moves 10cm + 1D6 until within 1 cm with the bases of the miniatures of your active unit. You must react with a combat order. Both players use their second activation order and the combat take place.



What happens if you have to react with one of your units but you have no activation orders to spend? Your unit may react using only a reaction order, suffering the resultant penalties.

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.

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 them being able to use them as wished.

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

After a combat, players remove the casualties of the opposing unit from among those that were facing one of his base's side, trying to create gaps among them. In this case, the yellow ashigaru unit was the winner, causing 3 casualties to the enemy and only losing 2 itself. The blue ashigaru unit must make an honour roll, rolling 1D6. The unit rolls a 1. This is less than the unit's honour (3) so they remain in combat.

After all active units receive the Used Unit marker, all the steps in the Activation Phase we described earlier are repeated with the other two units of your armies that have no Used Unit markers.

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 more unit (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 and ranged attacks, there are a series of **combat orders** that you can assign to your troops (charge, combat, shoot, disengage, etc).

Combat wears your troops strength out very quickly, 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 impacts, and the **Damage roll**, in order to know how many of those impacts actually wound the enemy. The combat system will be fully explained in the Combat chapter.

During hand to hand combat, troops fight, suffer wounds and casualties 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 any casualties and we will find out if the defeated unit will flee or not.

The casualties caused are the trophies your troops proudly take back home. After a combat each player point at the miniatures of the enemy unit that the opponent must remove as casualties from those miniatures in direct 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 casualties or wounds than the other, so it will be the defeated 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 troop's Honour Attribute. If this 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 direct combat can move up to 3 cm.

Two enemy miniatures are in **direct combat** when facing one of their base's sides completely and those both sides are closer than 1 cm,

After casualties have been removed the miniatures are re-positioned 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 to make 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 an impact)

A result of 1 on the die (a natural 1) is a **fumble** and is always 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

In the **Combat Resolution** section we will see that a troop may find itself forced to flee after taking part in a combat or being shot.

If that happens you must roll a result equal or lower than the troop's Honour attribute on **1D6**. There is no fumble or critical result 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 result 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 will learn ❁

You have emerged victorious from your first training session but don't be overconfident as war is treacherous. Many of my apprentices have fallen because of their inexperience to take command of 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 **Onmyouji**, 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 the turn initiative and change the fate of the dice rolls. You still have much to discover...

Troops and units

Get to know your soldiers as well 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 an 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.

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

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

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

1. Class
The troop's soldier category. It can be: Hero (H), Elite (E), Warrior (W), Peasant (P), Komuso (K), Onmyouji (O), Colossal Creature (C), Mayor Creature (M) and Inferior Creature (I).

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 a troop's class the more abilities it will have.

There are two types of abilities: **Permanent abilities (PA)** that can always be used and **Ki abilities (unmarked)** 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, one or two weapons, which can be both hand to hand (katana, yari (spear), etc) or ranged (Yumi (bow), Teppo (a kind of musket), etc).

Other types of equipment can include armour, which makes 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, a Daimyo from an allied village and hand to hand kensei masters of which there are are no two the same. These troops are marked as **unique** or **legendary** 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). The troops that are not marked as unique or legendary can be repeated in your army as many times as allowed by the army building rules.

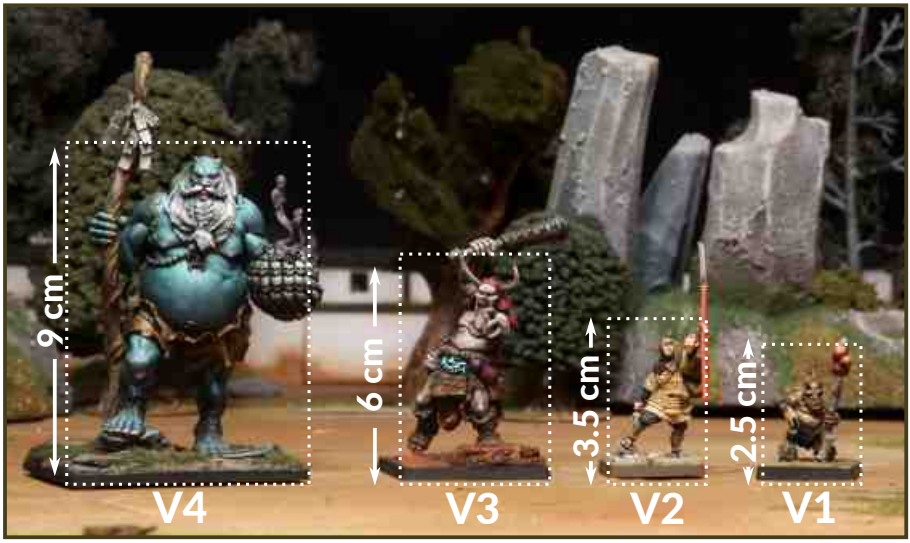
8. Volume of the miniature

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, they 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
(H) Hero	10 / 15	4 / 3	3	5	3
(E) Elite	10 / 15	3 / 3	2	4	2
(W) Warrior	10 / 15	2 / 2	1	3	1
(P) Peasant	10 / 15	0 / 0	0	2	1

TYPES OF TROOPS

Kensei troops are divided into six categories, which determine how the 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.

Spiritual Troops: There are two types: the Onmyouji, sorcerers capable of making magical invocations and tame creatures from other realms of existence; the Komuso, the opposite of the latter, followers of complete order and capable of counteracting 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.

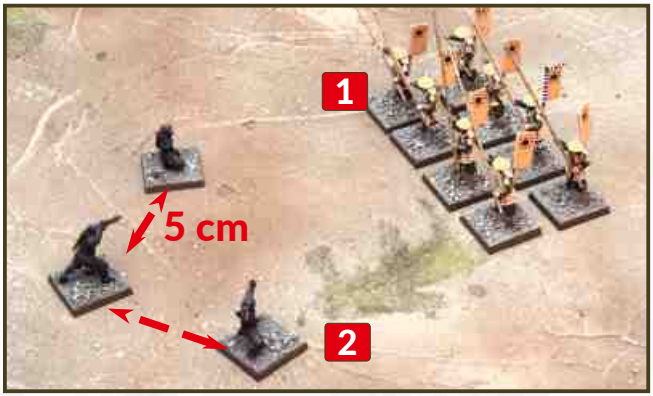
Closed formation

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 edge 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**. 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 two or more completed ranks 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.



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.

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 being 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 closed 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 cannot be exceeded at any time of the game.

Flank

These are the outer sides of the unit that they indicates the depth of the unit which 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 the unit will incur many casualties, try to avoid this!

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

OUT OF COHESION 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 cohesion, or due to gaps in their ranks.

Forcing an enemy unit to break formation or coherence will weaken them. You may try to do this when you remove enemy casualties after combat.

Out of cohesion

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 cohesion, suffering a series of negative modifiers:

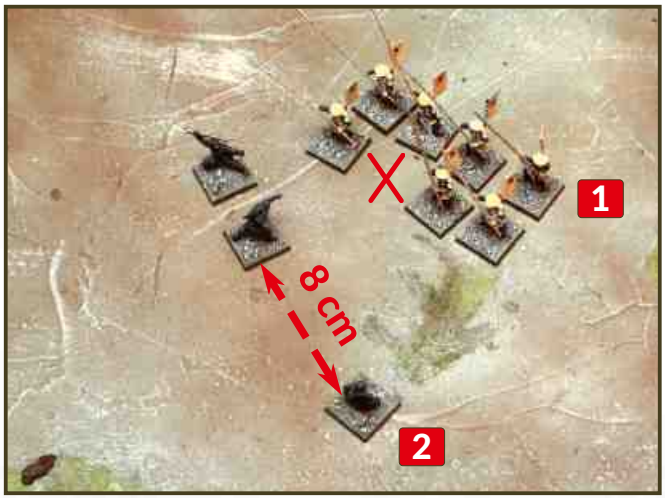
- The unit loses 1D6 to their hand to hand combat roll (all these modifiers are described in the combat chapter).
- If the unit was not in hand to hand combat, they can only use the movement or flee orders until in cohesion once again.

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.

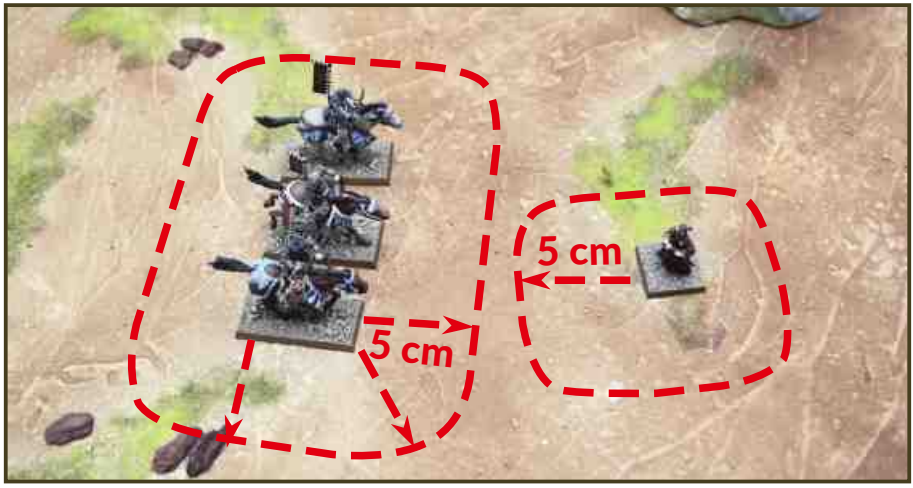
Also, if a unit starts a movement out of formation, it must end their movement in a valid formation whenever possible.



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 cohesion as one of their miniatures is separated further than the allowed distance. They can only move or flee until the are in cohesion 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 and class**. You can add one for each unit in your army, as indicated in the army building rules.

The Hata-Jurushi uses the unit's profile.

A unit including a Hata-Jurushi gets a **+1 to its Order Roll** and adds **+1D6 to its Combat Roll when charging** as long as the standard bearer is alive and is in the front rank.

During a combat, the Hata-Jurushi miniature can be designed as casualty. Any unit's miniature within 1 cm from where the banner fell and not in direct combat can pick up the banner after the combat resolution.

If this happen, switch the model with the standard bearer. If there is no miniature that can pick it up, the unit will lose the banner forever.

The **unit leader** cannot pick up the banner.

The Hata-Jurushi cannot Shoot. (see Shoot Roll in the Ranged Combat section). If it is the last miniature standing it abandon the banner and take the weapon. Swap the Hata-Jurushi with another unit's miniature. The banner is not applied anymore.

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 warriors of your clan. These are the army leaders. Besides their great combat abilities, they are capable of improving the troops around them.

Unlike other 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, its profile will have the **Rank of Leader** on its army list profile. In addition, it is always a unique troop, regardless 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 within **15 cm**, provided there is line-of-sight between the general and the troop, may reroll a failed honour roll. If the general is inside of a unit, all of those warriors will inspire the rest of your troops. You can measure the 15 cm distance from the border of the unit containing the army general.

Death of the General
If the general dies, all troops in your army suffer a **-1 modifier to their Honour and Initiative** attributes until the battle ends.

UNIT LEADER

A unit can include 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. The leader can only be injured with **critical rolls** when making Damage roll at the discretion of the player causing the wound.
- 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 can make use of its own weapons and abilities immediately.

- **As long as the leader is in the unit's front rank**, the unit uses the leader's **Initiative and Honour** attributes for any rolls using those attributes. The unit leader's Attack attribute is added to the unit's, along with any other modifiers that apply, to determine the total number of dice rolled when making a Combat or Shoot roll.

  e.g.: A mounted Sohei Daimyo (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 base dice for its Combat roll 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 **equal or higher** than the unit's one. Classes arranged In descending order: Hero, Elite, Warrior and Peasant. Any other class cannot have or being an unit leader.
- Must be of the **same type** (hand to hand armed infantry, ranged weapon armed infantry, cavalry, etc).

Needed in thousand fronts

Your leaders will fight wherever they are needed. They will move between units or will face the enemy alone and so its name will remain known in history.

A unit leader **can leave its unit** as long as as long as the unit does not have an Used Unit marker or Retreat Unit marker and is not engaged in hand to hand combat.

When you activate a new unit and before performing the Order Roll, you must indicate to your opponent that the unit's leader is going to leave it. You must place the leader miniature anywhere within the unit's control area and fill the gap, if possible, with another unit's miniature.

Then you can continue using the unit as usual. That unit is the active unit. The leader becomes a reactive unit but does not receive any Used Unit marker and can be activated later during this turn.

It is assumed that the leader leaves the unit because it is required for another task. This is why it **cannot declare a combat order until the end of this turn** against any enemy troop attacked by the unit that the leader has just leaved.

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 unit or miniature 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 or up to 75% of the miniatures volume in size.
- **Partial:** If any scenery element or miniature covers at least half the volume of the target miniature or unit.

When checking the line of sight from one unit to another enemy troop, 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 block the line of sight of other troops that are behind them and have an equal or less volume value. The line of sight will be partial when the troop's volume is lower than the target's volume or the troop does not block completely the target volume.

A troop 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 troop or not.

An unit is considered a full solid element as long as it uses a closed formation. You can see through an unit only if the unit is using an open formation or it is out of cohesion, checking the line of sight miniature by miniature.

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

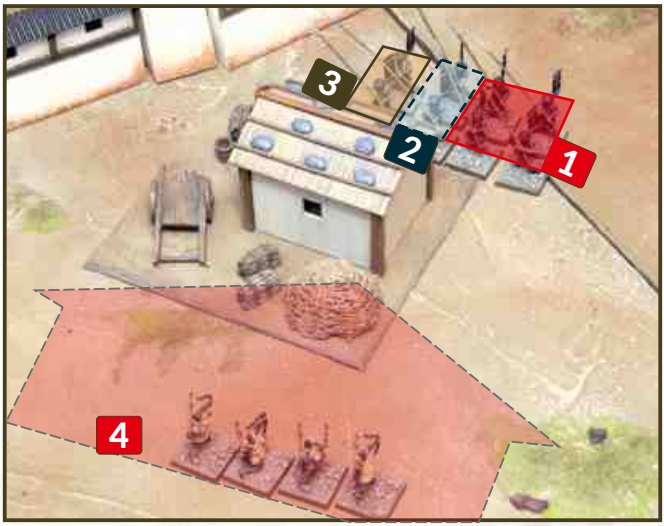
TROOPS BEHIND COVER

A miniature is considered to be behind cover if its base is **within 1 cm** of any element (scenery element, miniature, etc) that creates a partial line of sight during a Shoot roll.

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

Being behind cover increases the difficulty of impacting a miniature by **+1**. This means that when attacking a troop behind cover the base difficult required for a Combat or Shoot roll is 5+ instead of 4+.

The attacking unit of archers has the visual field shown, extending 180 degrees from the base's back side (4). The target unit has four miniatures that are not in cover (1), two that are behind cover (2) and two that are not visible to the archers (3). The target is not considered to be behind cover because less than 75% of the visible miniatures (only two out of six in this case) are behind cover.



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. The size of your army is worked out with the use of points with 200 points being a small scale engagement, to a 2000 point mass battle involving hundreds of miniatures.

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.

Strategy roll

Before starting to game, 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), will be the first to start placing the scenery elements and will start to deploy troops in first place (in case of a tie, make a reroll).

Game table and scenery

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 deploy on the longest side). If you play in groups or very large battles use a larger area.

You can got an agreed upon battle background and map before the table in order to place the scenery elements. Keep in mind you must included the terrain pieces necessary for the chosen battle scenario.

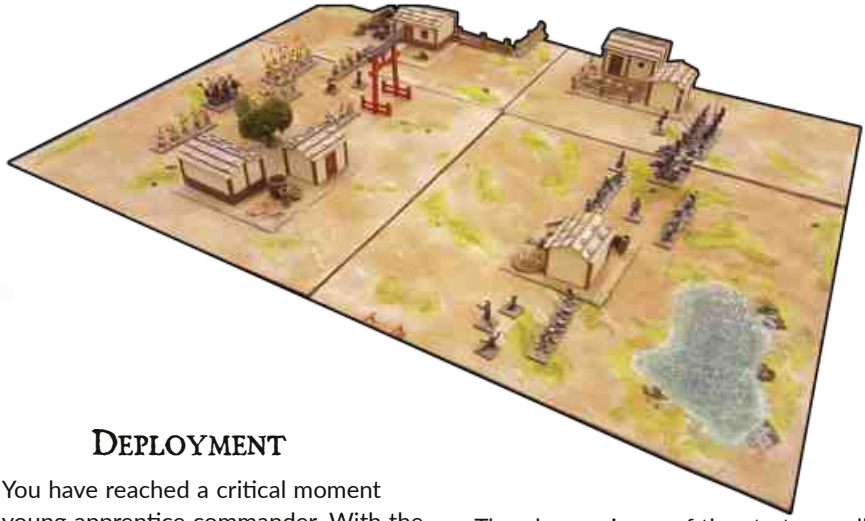
In case there is not any agreement, use the next rules to place the scenery elements.

First, the players must split the terrain pieces necessary for the mission of your scenery collection. The rest of your elements are called generic scenery elements. These elements can be anything you imagine: lonely trees, barrels, forests, walls, hills, houses, etc.

The player that won the **Strategy Roll**, roll 1D6 and add 1 to the die. The final result is the number of generic elements that can be placed on the table. Besides these elements, each player can add as many generic elements as its Command Level allows: Hattamoto = 0, Taisho = 1, Daimyo = 2 generic scenery elements.

The players put the elements on the table in turns, one each. Player must place generic elements first. Then they must continue with mission necessary elements until every element is over the tabletop. The terrain is ready now.

Read the **Battle Scenarios** section for more information on terrain pieces.



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.

At this point, the player who won the Strategy Roll chooses which side of the table to play on and the role to play on the battle scenario (attacker or defender).

As a general rule, players place their troops 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.

The player winner of the strategy roll deploy the first troop.

The units with multiple miniatures must be deployed **in formation** (open or closed, depending on the unit's type) 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.

When all your troops have been deployed you must continue with all those troops that will be deployed out of an unit (leaders with no unit, spiritual troops, etc) sustaining the alternation between players.

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. Hoi!

TURN SEQUENCE

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 game ends.

SUMMARY TABLE

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 troops they are going to use (active units) at this moment. The player with the initiative chooses which player activates his troop 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 troops, the other player can still make one more activation with one of his not yet activated troops, if that player has any left. After, the turn has ended.

MAINTENANCE PHASE

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

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.

Draw new command cards. When playing the command card Intermediate Rules, discard every card you may have in hand and draw as many card as allowed for the battle size (4,5 or 6 for 200, 400 and 600 army points respectively). You can use these cards from this exact moment on.

Troops in Retreat: Both players must make a new Honour Roll for each troop that has a **Unit in Retreat marker**. Apply -1 to this Honour Roll if the troop is in hand to hand combat against an enemy troop.

Remove the unit in retreat marker if it is a **successful roll**. The troop stops running and can be activated normally during the activation phase. **In other case**, it is assumed that the soldiers have dispersed completely and will not return to battle. The whole unit or the miniature must be removed and will be be part of the casualties caused by the enemy.

Remove markers. Remove all Used Unit markers and Stunned Unit markers (obtained after a hand to hand combat).

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 the 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 troops one by one, give them orders, move, combat, etc.

Each time we activate a pair of troops (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 troops they are going to use (active units) at this moment. The player with the initiative chooses which player activates his troop first.

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

We will call both these chosen troops the **active units** for this activation phase. The remaining troops 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 remaining 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 troops 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 troop first is 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 his troops are affected. For a troop to be affected means that it is the target of a hand to hand combat order or that an enemy troop has entered its control area. One of the situations described in the reaction table may take place and the players must **immediately** act accordingly.

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 activation 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.

Reaction Table

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 Used 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 an 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 Used 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.

Mark used units

Once both players have used all their activation orders and all combats have been resolved, an **Used 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 troop each, you still have many more in your army. This activation phase is repeated as long as any player still has troops to activate. At the moment in which one player has used all his troops, the other player can still make one more activation with one of his not yet used troops, 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 go first. 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 for an unused unit. There is an affected reactive unit that has no Used Unit maker 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 1

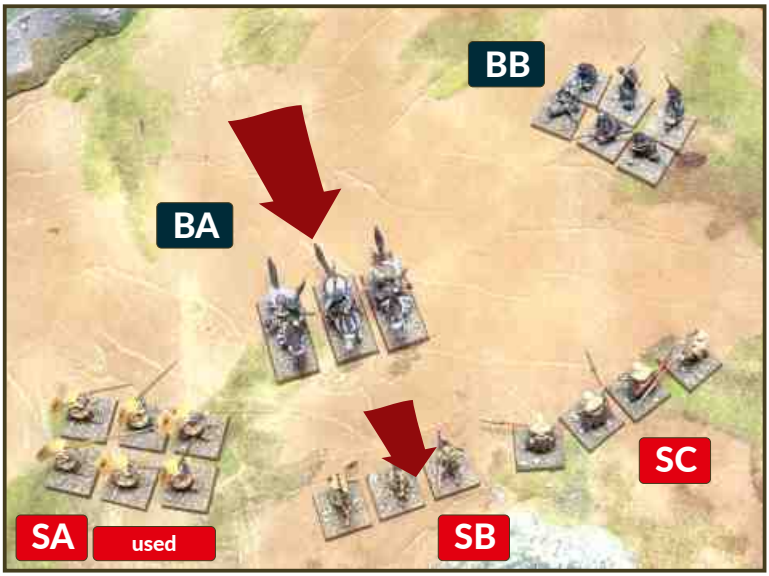
On a flank of the battle, three Sohei units (SA, SB and SC) face two Buke units (Ba and BB). The turn initiative was won by the Sohei player at the beginning of the turn, during the initiative phase. He decides to play first and gets ready to indicate which is going to be his active unit.

His SA unit has an Used Unit marker (this unit destroyed a Buke unit that was removed from the game), 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 are 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 3. The Buke unit can move up to 18 cm (15 cm is the cavalry movement attribute plus 3 of the roll), 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 Used Unit marker, he is forced to use his second activation order, using it on an action or reaction order. He knows he has a 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 were charging.

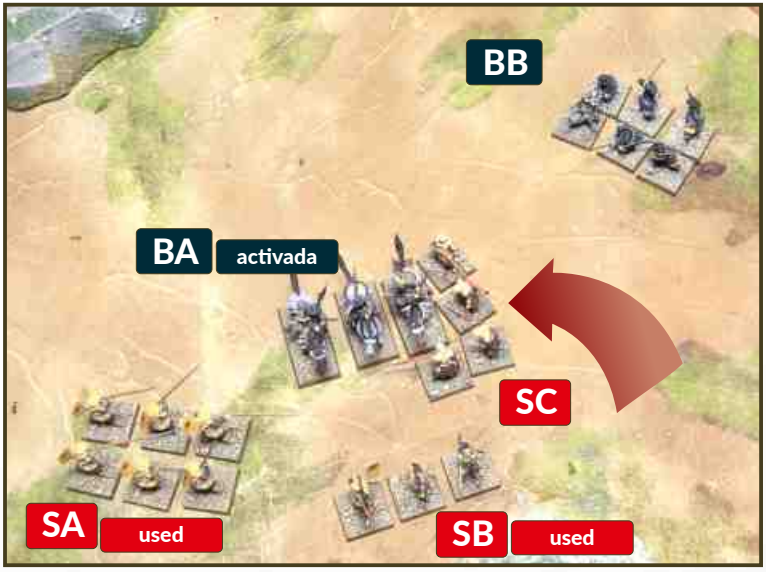
The Buke unit is forced to make their charge movement and moves the 16 cm. This charge is not a failed charge because of the enemy unit was within the charge distance before fleeing. They will not reach the Sohei unit, but they will get very close.

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

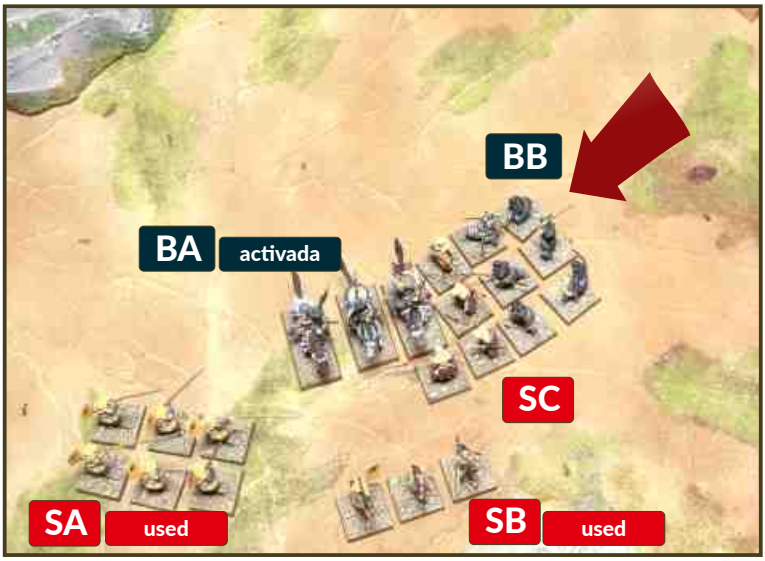
As we said, the BA unit had an Used Unit marker, so its reaction doesn't use an activation order. So before resolving that combat the Buke player must use his first activation order. As he shouts "You fell in my trap!" to his opponent, he declares that



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 used 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 Used 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).



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 troops 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.

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

ORDER TABLE

Type	Action Orders	Reaction Orders
Movement	Move Run Regroup	Flee
Combat	Combat Charge Disengage Challenge to a duel Shoot	Combat Opportunity Charge Hold and shoot
Support	Strengthen	
Static	Reload Shelter Interact	
Spiritual	Absorb ki Invoke 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 troop. 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. During an activation, a troop can get any combination of orders bearing in mind these conditions and restrictions:

- 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 at least an allowed action or reaction order **if it is target of a combat order**:

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

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

When you raise 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

Movement orders are any orders that order the miniatures to move on the game table. No order can make them move off the table, unless otherwise stated in the scenario rules.

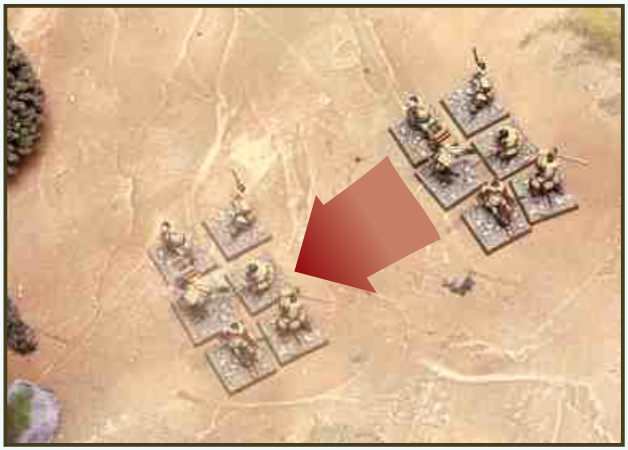
Move

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. When finished moving, the units facing may be positioned in any direction. 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 cohesion and they end in formation.

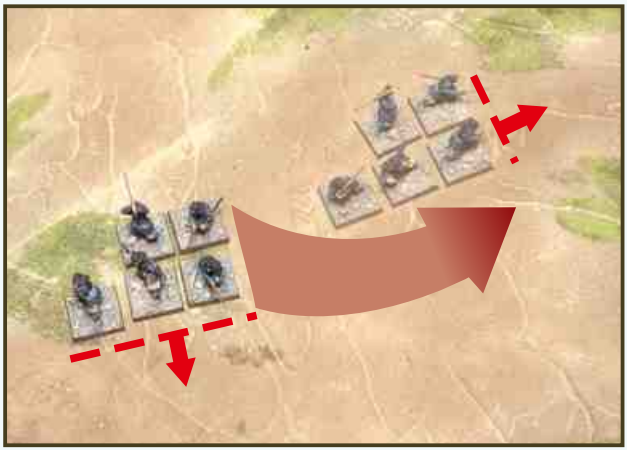
If you move your units miniature by miniature, measure from the miniature on the front that is the farthest from the destination point and place the rest in the formation you had (if you don't change formation). If you use movement templates for your unit (stencils used to quickly move your units), make 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 Charge order must be 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 it sides) with an enemy miniature, to recover cohesion 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 completely. They cannot end their movement inside the unit's formation it's passing through.

Terrain pieces smaller than 75% of the miniature's volume height, such as fences or hedges, do not pose an obstacle and can be crossed with no modifications to 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 in mid-vertical movement. A unit must have sufficient movement allowed to climb and clear the obstacle at half their movement value.

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 the the troop's minimum movement. You are not forced to make the extra movement obtained on the die roll.

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

There are several restrictions when running:

- You can only run to a point in the troop's visual area. (You cannot run backwards)
- Troops with a stun marker, out of cohesion 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.

At the very exact moment that the leader enters the unit, the leader activation ends. The unit can be activated later, and so the leader inside, if the unit had not a Used Unit marker.

The leader cannot leave the unit during the same turn that it uses this regroup order.

COMBAT ORDERS

A troop can only receive **one combat order** per activation.

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 the unit is a 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.

Troops equipped with **firearms** receive an **unloaded weapon** marker when they make a shot.

A troop that has an unloaded weapon marker cannot shoot. The troop must use a Reload order to remove the marker and be able to shoot again.

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 only to the difficulty to hit (on the flank, rearguard, etc). The disengaging troop cannot respond and can only move.

If the troop making the opportunity attack is in multiple combats, 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 must charge the closest side of that troop. (flank,side,front,rear)

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

A unit **out of cohesion** cannot charge. A unit out of formation may do so but do not applies the +1D6 charge bonus to your Combat Roll.

After declaring this order, your troop can move and enter hand to hand combat if at least two enemy miniatures face one of their base's side within 1cm. The enemy troop must declare how they will **react** to the charge before moving the attacking troop.

The units frontal base edge must engage into hand to hand combat if possible. Miniatures in diagonal contact with an enemy unit will also engage in hand to hand combat (as support).

When your opponent has declared its reaction order, you must roll 1D6 and add the result to your troop's movement attribute. This is the maximum charge movement (measured in centimetres) that your troops can be moved. Then check that it is enough to reach the target troop of the charge. If the enemy troop is within the maximum movement distance, the charge is **considered successful**. In other case, the charge is considered an **unsuccessful charge**.

If your opponent decided to, or were forced to flee, they must perform their escape movement now. Afterwards you will move your troop. This means that you must check if a charge is successful or unsuccessful before the flee movement.

If it was a **successful charge**, move your miniatures the maximum charge movement until their bases are within 1 cm distance from an enemy miniature. If charge was considered an **unsuccessful charge**, move your troop its full movement attribute in centimetres in the direction of the declared charge.

If the enemy troop fled, it is possible that your troop do not reach the enemy troop (even moving the maximum charge movement because the charge was successful). In that case nothing else happen. If your troop reach the fleeing troop, a hand to hand combat must be performed and your troop will attack the enemy's rearguard.

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.
- 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, or abandon unit cohesion.

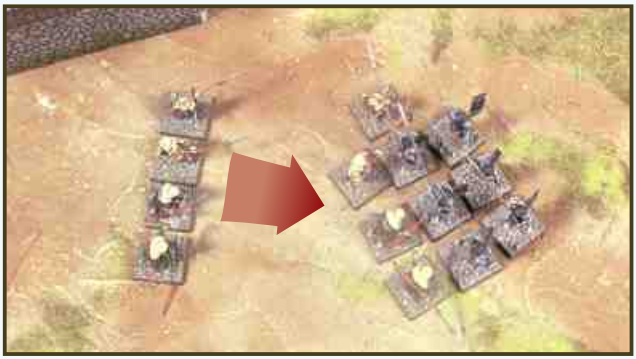
If there are holes in the front of a unit, the miniatures behind can charge as long as the width of the unit does not increase. If the unit is out of formation it will not get the charge bonus.

The miniatures that can get into hand to hand combat have to position the **front of their base**, to the base of the miniature they want to combat against. If this is not possible, the corner of their bases should be aligned to be able to fight diagonally. Otherwise, they will not be able to take part in the combat.

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

It might happen that **two sides** of an enemy unit are charged upon (like in a pincer movement, for example). In this case, when calculating the combat modifiers you must considerer that your unit has charged over the enemy side which has the greatest number of your miniatures. In the case of the same number of miniatures are attacking on both sides, it is considered that you have charged on the less detrimental side for the enemy unit.

Your troops cannot charge against a 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, the side that is engaged with the majority of the charging unit will receive combat bonuses.

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 these are to be declared at the same time as a combat or a charge order. 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 its unloaded 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**.

You must subtract **-2D6** to your hand to hand Combat roll and Shoot Roll.

The unit must receive a sheltered unit marker, which will be removed the moment it moves. 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. They are not able to use the same order twice in the same turn and they cannot be engaged in hand to hand combat when using one of this orders. These spiritual orders can be used if you are playing with the occult powers Advanced Rules.

Absorb ki

An Onmyouji adds 1 point to its personal Ki pool.

Invoke

An Onmyouji 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 Onmyouji's pool. The Komuso must be at mid-range (within 40 cm) from the Onmyouji. The Komuso does not need to have line of sight with the Onmyouji.

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 points.

REACTION ORDERS

If the reacting unit does not have an Used Unit marker, you can use any of these orders. Otherwise it can only react using the Combat reactive order.

Combat

We already learnt that this reaction can be used when one of your reactive or active units is the 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 the target of a charge, has no Used Unit marker and isn't engaged in hand to hand combat against another unit, it can declare a flee reaction order.

Make a **2D6 cm** movement in the opposite direction of the charge turning the unit around 180 degrees to face directly away from the enemy unit. If the obtained distance isn't enough and the charging unit makes contact with the fleeing enemy, a combat from the rear of a unit is resolved as usual, once both players have used their activation orders.

During its fleeing movement a troop cannot pass through troops, friend or foe. If it collides against another troop, the unit stops its movement, and will engage in combat if it is an enemy troop. (see Combat Resolution)

The troop is marked as an Used Unit at the moment it declares to flee, it loses any activation order still in its possession and cannot receive any more orders until next turn. Also, the troop receives **dishonoured unit** marker. The unit suffers then a penalty of -1 to its Honour and Initiative attributes for the rest of the game (including its unit leader should it have one). This marker is not cumulative.

Opportunity charge

A troop with no Used Unit marker can declare this reaction if an enemy troop makes a movement order, 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 which is decided by the the player making the opportunity charge.

Hold and Shoot

When a unit with firearms is the target of a charge, it can hold position and shoot their weapons before receiving the charged. Make a shoot roll, rolling 1D6 for each miniature shooting (unit leaders also roll only 1D6).

Using this reaction order means this unit cannot engage in hand to hand combat and cannot 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 from the reaction shooting will be taken into account in the combat resolution.

Combat

The combat system is divided in hand to hand combat, when your troops fight within 1 cm of distance, 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.

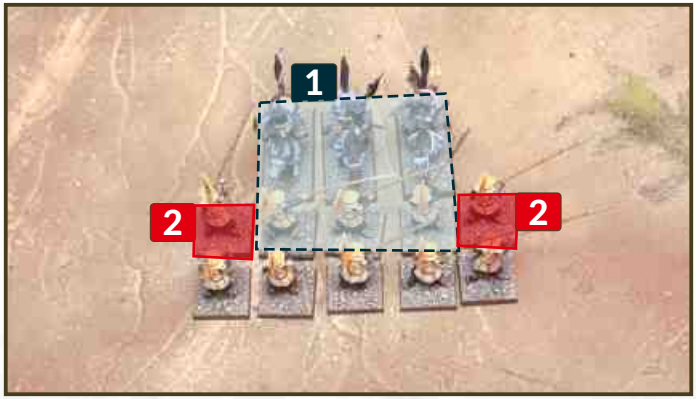
Two units are in hand to hand combat if at least one of their miniatures are in direct hand to hand combat.

Direct and support combat

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

Two miniatures are in **direct hand to hand combat** if their bases are within 1 cm distance from one another, completely facing one of their sides. Miniatures positioned diagonally with an enemy troop (facing one of their base's corner), 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.



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 can engage in hand to hand combat is with a Combat order with the unit either already in hand to hand contact with an enemy unit. If the unit declared a Charge order, then it must move directly towards the unit in order to engage with it.

Combat system

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

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 like the **weapon type** or the **troop's abilities**. 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 wound the enemy. Each player takes as many dice 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

XD6	**The number of dice listed in the troop's attack attribute.**
+1D6	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.
+XD6	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.
+1D6	If your unit fights in a closed formation and has, at least, **two consecutive complete ranks** (front and second rank). No miniature in the second rank can be engaged in hand to hand combat, with this or any other unit, to get this modifier.
+1D6	If you used a **strengthen** order.
+1D6 +2D6	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.
+1D6	if your unit charge with the **Hata-Jurushi** in the front rank.
-1D6	If your troop has an **Used Unit** marker.
-1D6	If your troop fights using a combat **reaction** order.
-1D6	If your unit is out of **cohesion**.
-2D6	If the troop has a **fleeing unit** marker or **Sheltered** marker.

Impact Difficulty

Base difficulty **4+**	
+1	if the enemy troop is behind cover or sheltered
+1	To the troop that receives a charge if it is a Shooting troop. Only during the combat that happens after the charge.
-1	if your troop attacks an enemy unit of more than one miniature on their flank.
-2	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 an impact.

DAMAGE ROLL

A base of as many dice as impacts got in the previous combat roll.	
1 on the die (natural 1)	Is considered a fumble, dice is ignored.
Natural 6	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.
Less than difficulty to wound	The enemy troop receives a stunned unit marker. Two stunned unit markers are swapped for an extra wound for that unit.
More or equal than the difficulty to wound	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.

DAMAGE DIFFICULTY

Base difficulty **4+**	
+1	if the attacked troop is wearing an armour.
+1	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 armour. You make your Damage roll with 5 dice while you hold your breath. Difficulty is on a 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 is common that multiple units are found to be in hand to hand combat at the same time. In that case, to receive clear orders is complicated as 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 by 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.

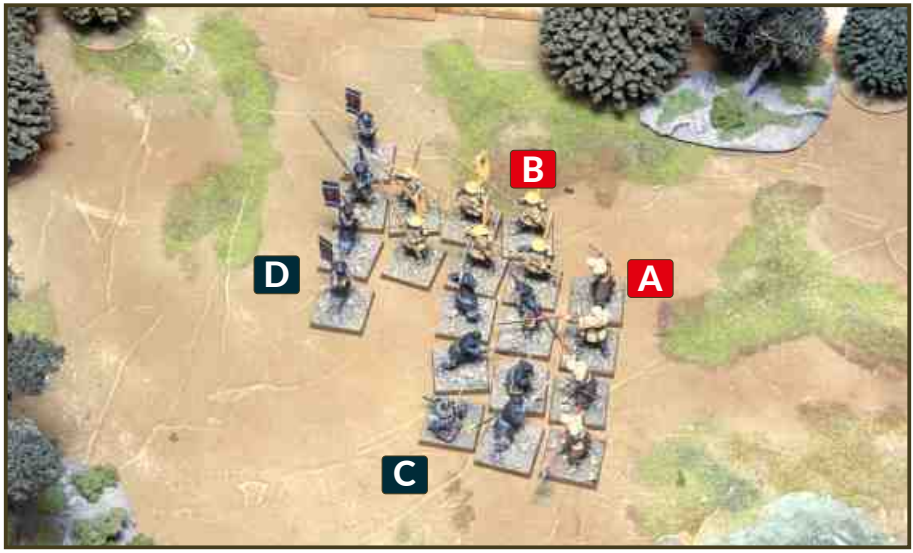
When all activated troops are revealed, the player with the **initiative decides the order of all combats**. They are made consecutively and in the usual manner, removing all casualties after each combat. However, they are not resolved until they all conclude.

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.

If any of the players must make the Honour Roll, he/she must uses the highest honour attribute among the defeated troops involved.

When the combat has been resolved, every unit that received any order get an **Used Unit** marker.

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 have been used.

The Otokodate player has the initiative and declares that he is going to activate unit A. The Buke player activates a unit X that is not involved in this combat. After its orders roll, 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. Unit B is also activated as it is in contact with unit C. Being the unit A the active unit, the unit B can declare an action order. He decides to use disengage. As unit B used a combat order, 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 unit B. This will receive another opportunity attack from unit C as it also declared it will combat.

❁ RANGED COMBAT ❁

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 hand to hand, but in this case **rolls are only made by the player who is shooting**.

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 the enemy troop 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 there is no effect..

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

Troops 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.

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 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

XD6	**A base of as many dices as the troop's ranged attack attribute.**
+1D6	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** or the **hata-jurushi** is one of these miniatures, he doesn't count.
+XD6	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.
+1D6	when shooting short-ranged weapons.
+1D6	if the **strengthen** order was used.
-1D6	if the unit is **out of formation**.
-1D6	when shooting mid-ranged weapons at an intermediate distance.
-1D6	when shooting long-ranged weapons at a long distance.
-2D6	If your troop has a **Sheltered marker**.

IMPACT DIFFICULTY

Base difficulty **4+**	
+1	if the target troop is behind cover or sheltered
+1	if shooting at a single miniature.
+1	if shooting at a troop that has run this turn.
+1	when shooting firearms at a long distance.

DAMAGE DIFFICULTY

Base difficulty **4+**	
+1	If the target troop is wearing an armour, except if a firearm (as a teppo) or a crossbow is being shot.
+1	if the troop is mounted.
-1	if shooting a firearm and it ignores the +1 modifier of the Samurai Armour.

DAMAGE ROLL

A base of as many dice as impacts got in the previous Shoot roll.	
Natural 6	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.
Less than difficulty to wound	There is no wound, but no stunned unit marker is assigned either when shooting.
Equal or more than the difficulty to wound	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

The unit's warriors will try to protect its leader, even at the cost of its life!

When a unit leader is going to fall because of the wounds he has suffered, you can try to save him at the expense of your unit's men. To do this, you can roll 1D6 for every miniature up to 1 cm from the leader that you are willing to sacrifice. For every 4+ roll obtained the unit get an extra wound that were assigned to the leader. If those extra wounds produce any casualty, remove the miniatures from those next to the leader.

> e.g.: A unit leader who had 2 wounds left receives 3 wounds in combat and would end up dying. Next to him there are 4 miniatures of his own unit so player decides to roll 3D6 to try to save him (He could roll up to 4D6). get two successes!! The leader miraculously survives with only one wound remaining. 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 after receiving only 1 wound, an elite troop can endure up to 2 wounds before being considered a casualty and a hero can endure up to 3 wounds.

- If the troop is a single troop, that miniature is removed from the table. If it's a unit, remove as many miniatures equal to the 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 pointed out 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 at the moment of the 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 select the enemy casualties, after his opponent does so.

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

The monks won the battle 2 to 1 so they select the enemy casualties first which will be remove immediately. Then the samurai will do the same.

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.

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

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 retreat and flee.

A troop must make this roll if:

- It's the **defeated troop** after a hand to hand combat.
- When a unit incurs **50% or more** casualties from a ranged attack (50% of the unit's miniatures at the moment of the shot).
- When a character or single individual trooper suffers at least **one wound** because of a shot.
- If any **rule or ability** command it.

If one of the above conditions are met, the player must make an Honour Roll. Rolls 1D6 and the player must obtain a result equal to or less than the troop's Honour attribute.

If he is successful the troop stays put with no other effects, if the player fails do one of the next actions:

- **The unit retreats**: If the unit has its first and second rank completed, it just retreat. Move 2D6 cm if on foot or 3D6 cm if mounted, in the opposite direction of combat or shot. The unit will stay facing the unit it was defeated by. The unit does not receive a unit in retreat marker.
- **The troop flees:** The troop flees if is an unit without two complete ranks or is a character or single miniature. Move 2D6 cm if on foot or 3D6 if mounted, in the opposite direction of the combat or shot and will turn their rearguard towards the enemy unit. The troop does receives a unit in retreat marker.
- **The unit stays still**: if a unit has a **leader**, he can set his troops in order in giving an example of what will happen to whoever 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 an enemy troop flees after a hand to hand combat, 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 fleeing unit. If the charging unit reaches the fleeing unit, 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 maintain or recover unit formation and cohesion as soon as possible.

If one of your troops are forced to retreat and flee, it will become very vulnerable to what may happen in battle. Also it might demoralize the rest of your men, as they see the army's front lines crumble. These situations might occur and you must act as described below:

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 **Used 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.
Your fleeing troop will stop and it is engaged in hand to hand combat. If your troop fights having a Unit in Retreat marker you must apply a penalty of **-2D6** to your Combat Roll.

Fleeing from multiple combat

If a troop flees from multiple combat, the winner may decide to pursue it with one or more of its winning units. The winner must perform a Honour roll with each of the pursuing units in order to chase the enemy unit.

During fleeing, a troop must maximize the distance respecting every enemy troop it was combat with

Unused troops

A troop that has not been used 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 it can only get a maximum of 1 order and cannot 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 move up to **3 cm** to recover their formation and stay in hand to hand combat

The player that won the **combat initiative** will be the first one to adjust the miniatures placement within the units. This player can control which miniatures your enemy may move to place them in hand to hand combat for the next combat.

If the enemy troops fled or were completely destroyed, use this moment to recover formation and to change the miniatures facing, with the exception that these troops are not able to be engaged in combat on their following turn.

A unit may lose their formation after a hand to hand combat. If that happens, you can use the Melee movements to reposition the miniatures to turn and reposition them to face the side or rear of the unit (since the front rank will be unaligned) as they are trying to cover the 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 unit has won the combat initiative. The yellow unit player first point at the blue unit's casualties and then 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 not 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 new enemies.

Armour and Weapons

Each soldier has been trained in the use of a weapon, they are experts and know how to exploit their weapons 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	**Basic Weapons** Aperos de labranza, Bo, Jingama, Tanto.	**-1** to your Damage Roll
1	**Polearms** 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	**Bladed Polearms** Mitsudogu, Naginata.	**+1D6** to your Combat Roll vs multiple opponents
3	**Katanas** Katana.	**+1D6** to your Combat Roll vs Type 1 weapons. (not when charging) **+1** to your Damage Roll
4	**Swords** Shinobigatana, Wakizashi.	**+1D6** to your Combat Roll vs Type 1 weapons. (not when charging)
5	**Blunt Weapons** Kanabo-tetsubo.	**-1** to your Combat Roll **+1** to your Damage Roll
6	**Long Swords** Dai katana, Nagamaki, No-Dachi.	**+1D6** to your Combat Roll vs Type 3 and 4 Weapons. (not when charging)
7	**Short Weapons** Jitte, Kama, Sais.	**-1** to your Combat Roll when you are charged upon (except vs Types 1 and 7) **+1** to your Combat Roll against Type 3 Weapons. (not when charging)

RANGED WEAPONS

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

Type	Weapons	Distancia máxima
Short-range	Cerbatana, Shuriken, Grenade, Ishitsubute (sling).	up to 20 cm
Mid-range	Ozutsu (cannon), Arquebus.	up to 40 cm
Long-range	Teppo, Yumi, Musket.	up to 60 cm

Ozutsu, Teppo, Arquebus and Musket are **firearms**. Remember that they add +1 to your Damage roll and ignores the Samurai Armour (regardless other modifiers, they wound on 3+).

ARMOUR

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

Type	Modifiers
Samurai Armour	**-1** to the enemy's Damage Rolls.
Cavalry Armour	**-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 have the experience to outwit and defeat your opponents, 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 will allow you to 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 into a combat blindly. 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 faced down on the side of the table. During the maintenance phase of each turn both player must draw, from their respective decks, a number of **command cards** depending on army points that indicates the battle size

200 to 399	4 command cards
400 to 599	5 command cards
600 or more	6 command cards

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 the new cards at the beginning of the next turn.

When your deck run out, 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. This must be declared before activating two new units, during the activation phase. Let's see how it's done:

The player who lost the initiative must place one or more command cards from his hand facing down on the table. Next, the player who won the initiative also places one or more of his cards facing down. Then, the cards from both players are turned over and revealed. The player that has bet the highest amount wins and becomes the player with the initiative from that moment on this turn. In the 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 player) 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 worship and give them offerings 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 by both players to do one of the next actions:

- **repeat a die** of any roll that has just been made, either yours or your opponent's. The player who use the card decides which die must be repeated. 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 **who lost the initiative**. When this action finishes, the player who owns the initiative must decide whether uses or not a command card to do an offering to the gods. 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 used 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 face down.

TROOP ABILITIES

Each troop, from the initiate, to the mightiest hero, has one or more characteristic abilities. Combats will change greatly when your troops use their abilities, as they can influence 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 as they are outstanding actions! The rule's ability always overrides the general rules.

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 troop's 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. The Ki abilities are those without the (PA) mark on the troop's profile.

They can only be used when a troop is activated when an **Order Roll** of a 6+ is obtained. If your troop achieves this, you must inform your opponent which of the Ki abilities available on that troops profile you are activating. You can 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 behind a fence in cover, so he chooses Accurate, which provides +1D6 for shooting, making it easier to impact.

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/

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

- If a samurai fails an Honour Rolls, he decides to stay in combat (earning an extra wound, no matter if there is a unit leader in a samurai unit) or to retreat, performing a flee movement in the opposite direction of the combat but it remains facing at the enemy. If it decides to flee the samurai receives a **Dishonoured Unit** marker. That unit must apply a penalty of -1 to its Honour and Initiative attributes until the end of the game. This marker is not cumulative.
- A samurai can decide to fail automatically an Honour Roll. If that happens it flees and receives the Dishonoured Unit marker as described before.
- During the Maintenance Phase they stop retreating automatically, they do not need an extra Honour Roll, although the Dishonoured Unit marker remains.

Ashigaru

- They roll 3D6 to calculate the flee movement. When they flee they can pass through friendly units if can finish its movement in a valid position. Otherwise the general rule is applied.

Ninja

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

Monk

They are immune to fear and terror. Their faith protects them from all evil.

Undead, Undead Samurai, Undead Ashigaru

- They must suffer 3 stunned unit markers to receive 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 use Run, Flee or Disengage orders.
- During a charge, they do not add +1D6 to movement.
- Blunt Weapons receive +1 in the Damage Roll versus the Undead.
- **Regeneration**: During the maintenance phase roll 1D6 for each unit, with a result of 6 regenerates a previously suffered casualty. Any wounded makers are maintained.

Spectre

- They automatically get the Adaptable (PA) and Agile (PA) abilities.
- They are immune to fear, terror, panic, and poison.
- If the 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 with more than one miniature during their movement (they have to completely pass through that element).
- They cannot use Flee order.
- Only other spiritual troops can declare a reaction order against them if they are carrying out a movement order
- They can climb up to a distance in centimetres as their movement attribute indicates.

Peasant, Undead Peasant

- Peasants aren't warriors and are not prepared for battle. When the lose a combat remove as many additional peasants equal to the result which they lost by.
- Undead Peasants also are affected by the undead Title.

Senshi

- These are commons warriors from Hymukai. This title does not have any special rule.

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 dishonorably 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 a leader he is charging. Your opponent can accept the duel or not.

The kensei has two activation orders. She declares a Charge order and at the same time 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.

If the leader 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 the unit and placed in hand to hand combat. Both miniatures (challenger and challenged) are horizontally moved (in parallel to the front line) and placed 5 cm from the edge of the furthest unit, so that they are placed in an area on the board separated from the fighting units. The attacker player decides at which unit's side both leaders must be placed.

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 an unit become singular troops and they can use **their own equipment and abilities** immediately.

If the leader was inside an unit and got a 6+ on the Order Roll must decide which Ki ability it will use before performing the Combat Roll.

Units carry out the combat at the same time but independently. First resolve the unit's combat (if both leaders were unit leaders), and then the leaders honour duel.

If the unit that receives the attack has an extra activation order after reacting to this combat, that order can be used by the leader (e.g. to use a Strength Order) o by the unit, but it cannot be used by both unit and leader.

It is considered that the unit that receives the attack uses a combat order when its leader reacts to the challenge (whether the unit combat or not), so the unit cannot use another combat order during this activation.

If the leader 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** during the rest of the game: all the troops (also the unit leader) have a **-1 to their Honour and Initiative attributes** and the unit cannot use the leader's honour.

Also, the unit has to make a complete movement towards their deployment area while keeping the unit facing to the enemy troop that challenged it.

Dishonored Unit markers are not cumulative.

The Sohei Hero accepts the challenge. Both miniatures are placed outside the unit, in line with the front rank, by the player who has charged.

Occult powers

Hymukai is filled 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 thirst for power and their use of these dishonourable arts, their spirit is getting weaker, will yours?

❁ WAYS OF THE ONMYODO ❁

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

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 air. They carry out the most terrible and inhuman of attacks. Captured enemies usually end up as slaves in far away lands.

Earthly: Spirits of great power live in the depths of nature. Those that come in contact with them are sent to the depths of the woods to meet and forge relationships with these creatures. Therefore, these clans have a great awareness of nature, and the powers that hide in it and 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 can bestow 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 their 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 in the way that the Onmyodo 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 the 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 onmyouji, 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 **Onmyouji** 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 Onmyouji nor a Komuso are army leaders (although they are single troops) so they cannot be unit leaders nor become part of one. They must be deployed alone, although an Onmyouji always goes to battle accompanied by his Shinigami servers and are deployed next to him during the deployment phase.

Activating a Spiritual Troop

A spiritual troop, an Onmyouji 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 its is activated, a Komuso can use its Ki abilities as usual. An Onmyouji that obtains a result that allows it to activate its Ki must declare the spiritual order **Invocation** it will use. We will see how to do this further on, in the section invoke power abilities.

Onmyouji

These beings are the army's troops that are prepared to walk in the ways of the Onmyodo, by means of spiritual orders. These supernatural creatures evoke powerful abilities with which enable them to carry out unearthly exploits on the battlefield.

If you decide to include an Onmyouji in your army, you can only include profiles that are aligned to a specific realm . Each Onmyouji controls one of the types of Onmyodo, and can only invoke creatures from that realm.

Ki Points

Summoning a creature requires a certain amount of Ki points. These Ki points a managed through counters and the player has to keep track of them when used.

An Onmyouji starts the battle with 0 Ki points. In order to obtain Ki points, the sorcerer has to absorb a Ki order.

Shikigami guardians

An Onmyouji always goes into battle with its two Shikigami guardians which are 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 Onmyouji **receives 1 additional Ki point** at the beginning of its activation.

The Shikigami don't add any combat dice to the Onmyouji when engaged in hand to hand combat, as their ability is protecting their lord. The Onmyouji is considered immune from receiving wounds as long as the Shikigami are alive.When the Shikigami have been killed and subsequently removed from play, the Onmyouji will receive wounds as normal If the sorcerer flees due to combat, compulsory or voluntary movement, the shikigami will move with the Onmyouji maintaining cohesion if possible.

Komuso

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

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

Title

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

> If a Onmyouji uses an invoke order at 20 cm or less from a komuso, the Onmyouji must use 1 extra Ki point to perform the invocation.

A terrible infernal Onmyouji

MYTHOLOGICAL CREATURES

These magical beings inhabit the four realms of existence. But, since the magical wards of protection have started to weaken, creatures of mythology and otherworldly manifestation have been rising from the depths of the underworld to spread terror and sacrifice..

These mythological creatures are beings from another plane of existence that appear on our world summoned by Onmyouji sorcerers. These creatures can take the form of a celestial being, in the guise of a deer that can heals wounds with their mere presence. To a fearsome and terror invoking Oni, a demon warrior from the underworld.

Using creatures

For most clans, creatures are not deployed at the beginning of the game as they need to be invoked by an Onmyouji. Once invoked, you can place the appropriate miniature/s on the battlefield, following the invocation rules (see p.90), without having to pay the creatures army points value.

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 normally at the beginning of the game

The moment they reach the table they can be activated and used in the same way as other units and troops. However, these creatures need to be summoned which is explained further, in the **Invocation** section.

Characteristics of a creature

Creatures have profiles as like other troops, with similar characteristics and abilities. However, we have divided the creatures into 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
(C) Colossal	15 / 20	6 / 5	4	5	4	7
(M) Major	10 / 15	5 / 4	2	4	3	5
(I) Inferior	10 / 15	3 / 3	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 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 to a troop's honour roll and is used in the same way. When a creature or its unit fails a presence roll, it doesn't flee, but instead suffers an extra wound to reflect the instability in connection to the physical realm.

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

Ki (KI): The amount of Ki points needed to invoke this kind of creature.

❁ WEAPONS AND ARMOUR ❁

A creatures mere presence is more than enough to terrify the hearts of the living. They use their own body as a weapon using magical abilities. **Creatures do not use weapons**, so to reflect this, they don't inflict any kind of modifiers in combat.

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

Major Creatures:
Protection aura: -1 to the enemy's Damage Roll.

Colossal Creatures:
Monster skin: -2 to the enemy's Damage Roll.

❁ 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**: Fortitude (PA), Terror Immunity (PA)
- **Death**: Putrefaction (PA), Terror Immunity (PA)
- **Colossal**: Terror (PA)

INVOCATIONS

It is terrifying to see a concentrating Onmyouji performing an invocation. Its eyes turn white, the air around it becomes foul and reality distorts. Shadows and faces appear, and the shrieks of unnameable creatures pierce the ears of nearby soldiers. The Onmyouji becomes a ball or pure white light from which creatures and beings from another plane are summoned to the living world.These underworld manifestations appear within the ranks of the Onmyoji clan awaiting their enslavers orders and purpose in battle.

Invoking creatures

In the world of Kensei, only an Onmyouji can invoke 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 absorbs his power from it and makes an invocation pact to transport it to our plane of existence.

For each invoke order that your assign to an Onmyouji you may spend one or more accumulated Ki points to place a creature or its unit on the table. The creature's Ki attribute indicates the cost in points for it to be summoned. It can only summon creatures from the same alignment as the Onmyodo. The unused Ki points are kept for further invocations.

A summoned creature will appear with its whole base **within a 20 cm radius** of the Onmyouji. It cannot appear in contact with any other miniature, friend or foe, nor on any terrain piece where its base cannot completely fit. When successfully summoned, the creatures follow the same rules as troops or units and can be activated as usual.

Invoking a creature unit

When invoking several creatures at the same time, they must all be the same type and deployed in a formation listed in their unit profile (open or closed). They cannot be deployed within an existing unit and must be formed independently.

Limits to invocations

You can invoke as many creatures as Ki points that your Onmyouji has generated that turn. However, an Onmyouji has a limit to the amount of creatures it can summon during the game.

- 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 mortality:

- **Forcing spirit**. An Onmyouji can during the invocation, force the spirit through to the physical realm by separating part of its being in the process. **Add one Ki point to the invocation and gain a wound in exchange**. You can only gain one wound per invocation.
- **Possession**. An Onmyouji 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 will appear. The sorcerer will be removed from the table and is considered a casualty for the purposes of victory points.

Invoking power abilities

"The Onmyouji are known as healers or bringers of plague. They possess innate powers that emanate from their body. Also, it is known that having summoned a creature, the sorcerer draws from it a supernatural power that he can use against his enemies. Remember, young warrior, how one of those damned sorcerers spat dragon's breath from his own mouth, I will never forget that nightmare"

An Onmyouji can use power abilities if he manages to activate his Ki abilities (+6) on his order roll. At this point, the Onmyouji player must announce which of his abilities he wishes to use. He must choose either one of his personal abilities or the abilities of a creature that he invoked during the game.

In order to use a Ki ability (either yours or the creatures) the Onmyouji must use an **Invoke order**. The permanent ability selected will always be active as usual.

e.g.: An Onmyouji 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.This enables the sorcerer to fly during his movement thanks to the Vampire's ability.

War Machines

Since the magical defenses of Hymukai weakened, outside trading is more intense. New inventions, weapons and powerful war machines have reached the Dragon Islands. These pieces of artillery have proved their effectiveness in combat reason why, despite the reluctance of the old samurai families, their presence is more and more frequent within every clan army.

❁ WAR MACHINE TYPES ❁

These are the war machines that can be found in Hymukai.

OO-Dzutsu
The oo-Dzutsu is a large caliber siege cannon. The first ones were found in the wreck of the foreigners shipwreck. These cannons were improved soon and developed as an infallible weapon against fortifications.

Shibatsuji
The Shibatsuji has been developed by Otokodate blacksmiths and artisans commissioned by the most powerful families of Hymukai. This artillery is meant to attack enemy fortifications from the maximum distance possible.

Furanki
The furanki cannon was a product of trading with the namban and it is commonly used as defensive artillery of the great castles. The great advantage of this cannon is it must be loaded from the butt through an ammunition chamber system. It is easier and faster to load it and so the cadence of firing is deadly for the enemies.

Tahio
The Tahio is the common cannon arrived from the empire of the west and improved in Hymukai. The Tahio is very well valued by the generals for their scope, precision and effectiveness. It is capable of destroying fortified walls as well as play havoc with the enemy infantry using the shrapnel.

El cañón Furanki

Morutaru
The morutaru was a mortar made of the Sun Empire. It was adapted by the Hymukai clans thanks to its non-linear shooting line, which made it suitable for the siege. It is also used to send smoke signal orders.

Hiya Taiho
The hiya taiho is a small cannon which use incendiary arrows as ammunition. A hiya is based on the infantry hiya, a small portable cannon prepared to shoot a incendiary projectile. The hiya taiho is commonly used to attack the enemy infantry.

Kataparuto
The Kuroi-te horde brings a war machine never seen before in Hymukai: the siege catapult. No one knows where this infernal invention came from, perhaps from its passage through the of the north. What the people of Hymukai are sure of is the terrifying ammunition that this weapon uses, the remains of the living that were defeated by the undead.

BASIC CONCEPTS

War machine deployment

The war machines are deployed first, respecting the player alternation order.

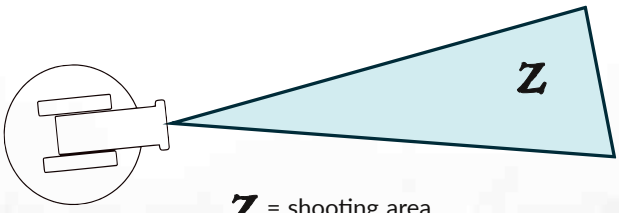
Every war machine start the battle loaded with a type of ammo chosen by the player and valid for that machine. Place a marker of that ammo face down so that your opponent cannot see it, it will be unveiled at the moment of the shooting.

Shooting area and shooting distance

Any artillery piece shoot straight ahead. The shooting area comprises the area that is born at the mouth of the cannon, is delimited by the distance ranges for that machine and has an amplitude of 15 degrees.

Each war machine has a maximum range to which you can shoot. We use the distances that we already know and add a range of extra distance: the artillery range.

Short-range	less than 20 cm.
Mid-range	between 20 cm and less than 40 cm.
Long-range	between 40 and less than 60 cm.
Artillery-range	60 and 120 cm.



Z = shooting area

Impact Marker

When you shoot with your machine you must place a marker where we want it to impact the ammunition. Use a square marker of 2.5x2.5 cm. You can download and print it from the zenit miniatures website, like all other bookmarks, or use any other element.

Impact Area

When you shoot, one of the variables to be calculated is the ammunition Affection area. If it is an explosive ammunition, the Impact Area will be the diameter of the explosion, centered on the Impact marker. If it is a solid shot this area will be the distance of the ball rebound, starting with the impact marker and following the direction of the shot.

Powder loads

The powder loads help you to calculate the distance of the shot of the machine. The more loads you use, the further the impact will be.

War machines start the game with **3 powder loads**. Use a marker or a dice to keep track of how many you are using.

Kataparuto also uses this powder loads but it simulates the power used to fire the catapult.

Taiho Yohin

A Taiho Yohin is an element of scenery that simulates a powder keg. It has its own profile, its cost in army points and it is deployed at the same time than war machines, when all of them have been deployed.

Any war machine at less than **20 cm** from the center of Taiho Yohin receives **1 extra powder load** during the Maintenance Phase of each turn.

War machine activation

Warmachines are ruled by the same norm like any other troop of your Army. They are activated during the Activation Phase and you must do the Order Roll, adding initiative of the machine's crew of engineer if exists. As usual, you can get one, two or two orders and also activating the war machine's Ki ability.

Abilities

Like any other troop in Kensei the war machines also have permanent and Ki abilities that apport some characteristics and special modifiers.

This abilities use the general mechanics and are described in the abilities appendix.

Jammed

If you get a fumble (a result of 1 in the die) the war machine is jammed and can not shoot during turn.

❁ WAR MACHINE SHOOT SYSTEM SUMMARY ❁

The shooting mechanics with the war machines is different from the unit system. You must behave like an expert engineer to hit your target!

OO-Dzutsu

As usual you must use a Shoot order with all its restrictions. at that moment unveil the ammunition marker which you loaded the war machine and that you had placed next to it.

Remember that you can not measure before placing your impact marker.

First place the impact marker inside the **shooting area**. You should note the modifiers to your **Shoot Roll** described in the Shoot table. This roll indicates the distance in centimeters that the shot will be deflected. The more dice you throw, the greater the deflection.

After placing the impact marker you must perform the Shoot roll. Decide now how many **Powder loads** you are going to use and calculate the number of dice to shoot using the Shooting table.

Perform the **Shoot roll**. The result should be added, if the number of dice to roll was positive, or subtract, if the number of dice was negative, to the position of the impact marker. The way to move the marker is always in a straight line forward or backward over the imaginary line from the center of the war machine to the Impact marker.

When you known the final position of the Impact marker, checks that it is within the Shooting area. If it is out of it, the shoot will be lost and there will be no further effects. If it is inside, continue with the mechanics of impact and damage.

If the shot is not lost, continue with the **Impact Roll**. With this roll you will know the power of the projectile on impact. Take as many dice as the attack attribute of the ammunition, apply all the necessary modifiers and make the roll. The impact section describes the effect of each ammunition (Solid ball bounce distance, explosive radius of explosive balls, etc.)

Finally, perform the **Damage Roll**. The number of dice to roll depends on the Power Attribute of the ammunition that you are using and the number of affected miniatures. Each result of 4+ (modified by the table of wounds below) it will be a direct wound. Remove the casualties from between the affected miniatures.

You have to use a reload order in order to reload your artillery and be able to shoot again. When you reload is when you can choose which type of ammunition you will use for the next shot. Put the ammunition marker upside down next to the machine.

WAR MACHINE PROFILES

In the army lists you will also find the profiles of the war machines. This is an example of a profile.

TYPE	WAR MACHINE	POINTS
S	**Oo-Dzutsu** (1) wm Large caliber (PA), wm Siege machine (2) Solid shot, Explosive ball	50

Type: There are two types of them: Siege (S) and Battle (B).
War machine: It indicates the name, war machine abilities (1) and ammunition that it can use (2).
Points: Army point cost of the war machine.

ATTRIBUTES

These are the attributes for every war machine.

	AT	IA	DIS
Oo-Dzutsu	6	20 / 15	Mid - Long
Shibatsuji	6	20 / 15	Long - Artillery
Furanki	4	20 / 15	Long - Artillery
Taiho	3	15 / 10	Short - Mid - Long
Morutaru	3	10	Short - Mid
Kataparuto	3	5	Mid - Long
Hiya Taiho	3	5	Short - Mid

Attack (AT): Impact roll dice number.
Impact Area (IA): The maximum value in centimeter of the Impact Area if this Machine. The first value is for solid shoots displacement, the second one is the diameter of área ammunition.
Shoot Distance (DIS): Shooting ranges allowed for that warmachine.

AMMUNITION

The power of the damage depend of the ammunition used. In the profile of each war machine describes which ammunition it is able to uses.

	PO	TP
Solid shot Solid Metallic balls	4	Devastating
Explosive ball Hollow metallic balls loaded with explosives	3	Explosive
Grenade Bags loaded with explosive and shrapnel	2	Explosive
Infectious Acid balls and human remains	1	Infectious
Shrapnel Shrapnel bags or cans	1	Shrapnel
Incendiary projectiles or balls Balls and big projectiles that burn on impact	1	Fire

Power (PO): Dice number that must be added to your Damage roll.
Type (TP): Behaviour of projectile.

AMMUNITION BEHAVIOUR

Each ammunition generates a different Impact Area depending on the Impact roll outcome:

Explosive and Shrapnel
It generates a circular impact area whose center is the center of the Impact Marker. Each success in the Impact Roll adds 5 cm to the diameter of the impact area. Any miniature touched by this area is affected by the explosion.

Add +1 to your Damage Roll.

Shrapnel can only be shoot within shot range distance.

Devastating
The ball bounces ahead as it hits the ground. For each success in the Impact Roll adds 5 cm to the advance of the bullet from the Impact marker, continuing the path of the ball from the mouth of the cannon. Any miniature touched by the impact marker in its way is affected by the shoot.

Add +1 to your Damage Roll and ignore any type of armour.

Fire and infectious
If you get one success in the Impact Shot at least, it affects the miniature over the impact marker is placed and generates a 5 cm diameter circular impact area with center on the impact marker.

If **fire** the template remains in that position until the end of the turn. Any miniature touched by the template at some point on the turn is impacted by the fire. A 5+ Damage roll must be made immediately. If successful, the unit or miniature suffers a wound. If that wound causes any casualty in the unit, remove it among those who were touching the fire.

Every fire templates on the table are removed during the next maintenance phase.

If **infectious** ammunition, the template does not remain on the table. However, any enemy troop that suffers at least one wound of this type of ammunition must pass an Honor Roll for Terror.

Hiya Taiho

❁ SHOOT SYSTEM ❁

In order to shoot your war machines you must use the Shoot order. Take in mind all its restrictions.

The artillery can only fire at a point with a line of sight, unless it has the ability called **Parabolic Shoot**. In that case it can shoot on a point outside its line of sight (inside a forest, behind a wall , etc)

Shoot Roll

This roll indicates the accuracy and where the marker of impacts is finally placed. The dice base number to roll is -2D6, indicating the complication of calculating the distances.

First, you must place your Impact Marker. You must indicate the number of Powder loads you are going to spend on this shot. Then, taking into account the Shoot Table Modifiers, place your marker where you calculate that the impact must fall before deviating.

When the marker is placed, check the distance in order to know if you must take off any dice due the distance.

Then roll the resulting dice adds its values. If the number of dice to roll was positive, add that final value in centimeters to the distance that the Impact marker and move it ahead, if the result was negative, subtract it and move the marker backward. The impact marker always moves in a straight line over the direction of the shot, forward or backward.

When you place the marker in its final position, you must check if it is outside the firing zone, in which case the distance calculations were erroneous and the shot has no further effect. Otherwise, continue with the Impact Roll.

Shoot Roll Table

-2D6	**Base.**
+1D6	For every powder load used. (2 maximum)
+1D6	If you shot from a elevated position in comparison with the impact place.
+1D6	If you use the **Strengthen** order.
+1D6	If the war machine is **sheltered**.
+1D6	If there is an **engineer** in the artillery crew.
-1D6	for every enemy unit formed by more than 1 miniature at 20 cm or less from the center of the machine.
-1D6	If you shoot at the maximum shoot range of the machine.
-1D6	If only 1 miniature left in the machine crew.
-1D6	If the machine has received any shoot from the enemy.
-2D6	If you shoot over a place out of your line of sight.

eg: A Taiho is going to shoot. An enemy unit has entered its shooting area and the player thinks of he could impact it. Before placing the marker he must do the Shoot Roll dice counting. -2D6 base, the Tahio is on a hill, so the player add + 1D6. Also decides to use a charge of powder adding + 1D6. Dice total (-2 +1 +1) is 0D6, so he places the marker over any miniature of the unit knowing that it is not going to move.

However, placing the marker and measuring the distance the player realizes that the unit is long distance from the machine, so it loses -1D6. The total result is -1D6. Throw that die and get a 5, so he must move 5 centimeters backwards the impact marker.

Impact Roll

When you know the final position of the impact marker, you roll as many dice as the **Attack attribute (AT)** of the war machine in order to know the area of effect of the shot. Each success (4+) contributes the following to the ammunition effect.

- **Devastating**: +5 cm to the bounce of the ball, keeping straight over the firing direction.
- **Explosive and Shrapnel**: +5 cm to the explosion diameter, centered over the Impact marker.
- **Fire and Infectious**: If you get at least 1 successed die, It generates an 5 cm diameter impact area (constant value, cannot be bigger) centered over the Impact market. This fire will remain until the turn ends. The infectious does not remain.

Remember that each war machine has an **Impact Area (IA)** attribute. Regardless of the number of hits achieved, the impact area can not exceed that value.

The width of the Solid shot ammunition is 2.5 cm (the same as the impact marker). Any miniature touched by the marker in its way will be affected and will add 1D6 to the Damage Roll.

Likewise, any miniature touched by the area of explosive, shrapnel, fire or infectious ammunition adds +1D6 to the Damage Roll.

If the impact marker touches a miniature, you must make the Damage roll even the Impact roll got zero impacts, because of one miniature (the one touched) is affected.

Damage Roll

Use the Damage roll modifier Table to calculate the number of dice to throw. The difficulty to wound is 4+, although it will be modified depending on the type of ammunition.

The total number of successes indicates how many wounds the miniature or unit suffers. If there is a leader of the unit and it is under the effects of the firing, each 6 (critic) result can be a wound assigned to the leader and not to the unit.

Damage Roll modifier Table

XD6	**As many dice as the Power attribute value.**
+1D6	for each miniature affected by the projectile or the impact area.
+1	to you Damage roll if you are using explosive, devastating or Shrapnel ammunition.
-1	to your Damage roll if the troops is under cover.
Devastating ammunition: It ignores any armour.	

Casualties removal

Remove as much casualties as produced by the wounds received by your troop. You can only remove those miniatures affected by the impact area, starting by the closer ones to the Impact marker.

If the impact affects to more than one unit, you can remove miniatures from both always respecting the rule described in the previous paragraph.

Shoot resolution

This shoot is resolved in the same way as described in the general ranged combat rules. However, if a troop (miniature or unit) suffers at least one wound, it receives an extra Stunned marker.

Reload

War machine receives an Unloaded marker after it shoots. If you want to shoot again you must use the Reload order before in order to eliminate that marker.

When you use the Reload order, you can what type of ammunition, valid for that piece of artillery, you are loading. A marker of this ammunition is placed upside down next to the war machine and kept hidden until it is fired.

Morutaru

A Reload order can be used to change ammunition without the need for a shot.

Every war machines start the battle loaded with a type of ammo chosen by the player and valid for that machine.

❁ ARTILLERY CREW ❁

Each war machine has its own crew: one or more miniatures that operate the war machine. A war machine must have a minimum of 2 operators and a maximum of 4 when the battle starts. You can add them to your army as usual. Their cost is in the war machine army list.

The crew has **warrior profile attributes**.

The crew is considered a unit which all its miniatures must be to closer than 2.5 cm of the piece.

Engineers

One miniature of the crew can be an engineer: an officer especially gifted to lead the gunners, making the shot much more precise. He has elite profile attributes and he is considered the unit leader of the crew.

A engineer **add +1 powder load** at the beginning of the battle.

When you perform the Order roll, the initiative of the engineer will be the one added to the die result. If there is no engineer, you will use the crew initiative.

If there is an engineer leading the crew you can do one of the next action after the Shoot Roll:

- Ignore the result of one die.
- Repeat one of those dice.

COMBAT

The combat against a war machine is considered to be always against its crew. Therefore, the machine will be destroyed when all its equipment dies or flee, either because of an Flee order or for a Honor roll failed.

For line-of-sight purposes, both miniatures and the machine are part of the same unit.

Hand to hand combat

If you want to attack a war machine, your troops must be placed at less than a centimeter of the machine or one crew miniatures. Perform a normal combat between the crew and your troop, following the standard rules for hand to hand combat.

Ranged combat

When you shoot a war machine with your troops, follow the standard ranged combat rules.

It considers that the crew is always in cover, protected by the piece of artillery (independently of the position of its miniatures), and so you have have a penalty of -1 to your Shoot Roll.

Combat resolution

Any combat is resolved in the usual way. The machine will be destroyed when all the miniatures of its crew are eliminated or they flee for any reason.

MOVEMENT

A war machine can only move if it has the Mobile ability, being subject to all common movement rules.

Shibatsuji

Tahio

CLAN SPECIAL RULES

Although the power of war machines has grows tremendously popular among the Hymukai clans, each clan has its own characteristics when using them.

Kuge
The ruling political class has the best contacts to get these new weapons of destruction. Its engineers are the best prepared and those who know best the use of these machines. Kuge can add engineers (one per machine) at no cost.

Buke
Although they were in principle opposed to these fire-breathing monsters, their high combat effectiveness has convinced them that their use will lead to victory. Not every daymio Buke share this idea so that the war machines will cost the Buke 10 army points more than the indicated in the profile of the machine. In contrast, all the miniatures of the Buke machine's crew have samurai title and wear armor.

Sohei
The Sohei trust the ados and know that everything has a path and a why. You can repeat one of the dice of your Shooting Roll to your choice.

Otokodate
Their close relationship with the Namban makes it easier for the Otokodates to get war machines than for the rest of the clans. War machines cost Otokodate 10 points less than indicates in its profile.

Kuroi-Te
They can use the infectious ammunition in any of the battle war machines besides the ammunition indicated in the machine's profile.

Hattori
The Hattori camouflage their war machines, which makes them invisible in the eyes of the enemies until they fire and then it is too late. The Hattori can deploy their war machines at the end of the Deployment Phase, when every unit of both players have been deployed on the battlefield. If both players are Hattori, the player who missed the strategy roll will deploy its machine first (at the end of the deployment phase anyway).

Multiplayer Battle

At some point you will surely want to play battles with more than two players, or more than one player on each side. The following rules will allow you to adapt your games to include more players and to expand your games of Kensei. Try it out, it can be tons of fun.

ADAPTED MECHANICS

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

Army in retreat

During the maintenance phase we must check if any of the player's forces are in the state of retreat. 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 determine who wins the initiative. the initiative order sequence is decided by the result on the dice with the player with the highest result going first. Should there be a tie between two or more players, then the players that have tied have to roll again to determine their initiative order for the turn.

Activation phase

In one on one player games, the player with the initiative decides who goes first. At the beginning of each activation phase each player (in initiative order) starting from the first player, decides in which position they are going to play this turn. There are as many positions as players. Players decide their positions with the player with the lowest initiative taking the last remaining position.

In multiplayer games the initiative order cannot be changed for each unit activation. Order activation remains until the turn ends or until a command duel is declared.

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

> 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 a 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 last (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 Ramon's unit before Antonio gets in the way, 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

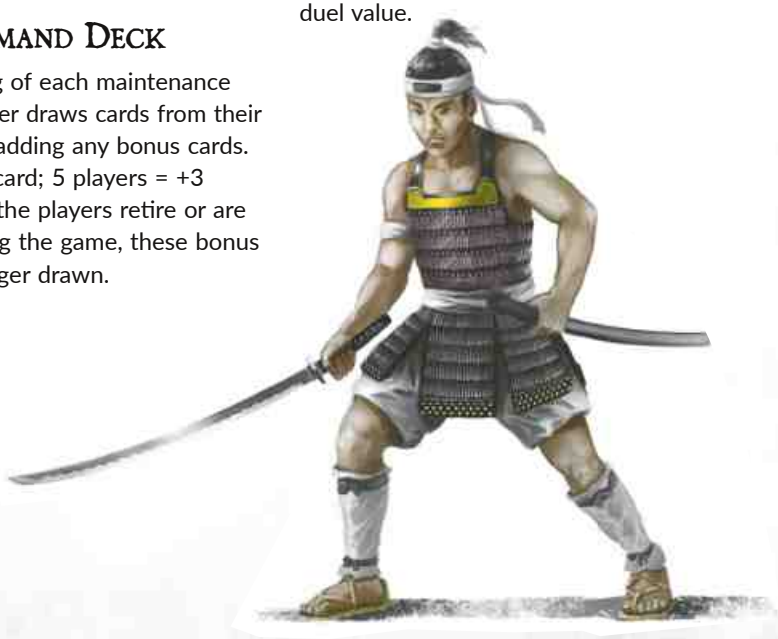
At the beginning of each maintenance phase, each player draws cards from their command deck adding any bonus cards. (3 players = +1 card; 5 players = +3 cards). If any of the players retire or are eliminated during the game, these bonus cards are no longer drawn.

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, with a player nominating which player they wish to duel. If the challenger wins the duel, the initiative order is exchanged. A player with a higher initiative can declare a command duel against a player with a lower initiative in the same way.

After cards are revealed and the winner of the duel has been decided, the rest of the players may wish to support one or the other player (their spies are infiltrated among their troops). Starting from the player with the lowest initiative, each player states if they wish to support 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,arrogance and their superior beliefs, have prevented them from establishing alliances with other clans. They insist in believing that they are the chosen ones, and that they are to one day sit on the Golden Throne. Below you can read what the Kuge think about the other clans that inhabit Hymukai.

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

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 their trade. If they continue to grow in number, we will crush them as the insects they are".

Kuroi-te: "This new menace severely uneases 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.The commander has sent his scouts ahead before the battle in order to examine the terrain. He may choose which side of the field he wants to deploy without rolling any dice.The commander has sent his scouts ahead before the battle in order to examine the terrain. He may choose which side of the field he wants to deploy no matter the Strategic Roll result.
- **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 Heinin. 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 mislead 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 the 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 the see the living clans:

Kuge: "Traaaaitoooorsss, ursuuuurpeeeeerss, theeeeir blooood will baaaathe the Impeeeerial palaaaace and theeeeir impaaaaled bodiiiies will adooooorn ouuuur waaaalls"

Buke: "Let them coooome, weeee will kiiiiill them aaaaaaaal and moooore waaaarrioooors will joiiiiin our raaaanks"

Sohei: "Theeeir looook huuuurts us, theeeir preeeeesence huuuurts us, weee muuust destrooooy them"

Otokodate: "Whooooo aaaare they? Moooore fleeeesh and souuuuls to consuuuume"

Hattori: "Doooo they thiiiink they aaaare friiiigtening? Weeee will shoooow them what feeeeear iiiis!"

Special Rules

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 class unit of your choice is not deployed on a regular basis. The unit is hidden from your enemy and can appear from the second turn. This unit can include a non-legendary type leader. When the active units are declared during the Activation Phase, you can activate this unit and place it over the table. This unit will appear coming out from the ground anywhere on the battlefield as long as it is not in contact with any enemy or target units. The turn in which it appears can not receive any order and get an **Used Unit** marker immediately. The player Kuroi-te can not activate another unit at the same time as the one that appears.

❁ 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. Let's 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

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. This unit can include a non-legendary type leader.
- **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/

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 koku 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. Additional restrictions on building your army, necessaries for a balanced game, are discussed later.

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 Daimyo.

- 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 the number of cards allowed for the battle size to keep in your hand (4,5 or 6) 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
First select one of your clan heroes. This miniature will be your army general.

This general and the rest of the leaders of your army do not count to the limitations by type of weapon, equipment or troop. For example, if he is a leader on horseback he does not add up to the total number of cavalry 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.

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

Summoned creatures by an Onmyouji using Ki do not need to be added to your army list as they do not add points to your army.

You only must pay for the creatures that are specifically included in the clan troops (as with the Kuroi-te and Hattori). These creatures must be deployed at the beginning of the battle as usual.

4. War machine
Use the war machine restriction table to calculate how many war machines you could include.

5. Special scenery elements
You can get parapets, powder keg, war drums, etc. These elements will help you in the battle. Go to the Battle Scenarios section where you will find all the information needed.

You can use up to **25%** of your army points in these special elements.

6. Rest of troops
Add the rest of troops to your army following the rules described on the restrictions table on the next page and the special rules of every clan, which prevail over the general rules table.

War machine restriction table	
General	You cannot spend more than the **25%** of the army points in war machines. Only 2 machines with the **same profile** can be included.
Battle Machine	You can include a battle machine every 100 army points.
Siege Machine	You can include a siege machine every 300 army points.

RESTRICTIONS TABLE

General Restrictions	
Army leaders	**Amount of leaders**: Min 1 leader every 200 ap. Max 1 leader every 100 ap. (eg.: 100 - 200 ap= 1 min, 2 max, 201 - 300 ap = 2 min, 3 max). At least one must be a Hero assigned as **Army general**.
Units in general	**Minimum miniatures per unit**: You cannot deploy units with less than 3 miniatures.. **Maximum miniatures per unit**: 15 for infantry units, 5 for skirmisher units and 10 for the rest. **Maximum profiles**: A maximum of two troops with the same profile, regardless of the ap. **Number of units**: 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).
Elite units	**Maximum of profiles**: From 0 to 599 ap: maximum 1 troops with the same profile. From 600 pe: maximum 2 two troops with the same profile.
Peasants	You can add two villagers for every five points spent on them.
Hata-Jurushi	You can only include one for each unit in your army. They must be deployed inside a unit.
Omnyouji	You can only include one in your army. Must be accompanied by two Shikigami. Can not be included with a komuso.
Komuso	You can only include one in your army. Can not be included with an Omnyouji.
Restrictions according to type of troop	
Infantry warriors with hand to hand weapons	A minimum 25% of ap must be included. (for 200 ap: 40 points. For 400 ap: 80, etc).
Troops with ranged weapons	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).
Cavalry troops	Up to a maximum of a 40% of ap. (for 400 ap: up to160 points. For 200 ap up to 80 points).
Skirmisher troops	Up to a maximum of a 35% of pa (for 200 ap: up to 70 points. For 400 pe: up to 140 points, etc).

Clan special rules

Some clans have some special rules regarding the army building. This table rules override some rules of the previous general table.

Clan special rules	
Kuge	**Hattori Alliance**: If you include at least one Shinobi Hero you can add one warriors or elite unit from the Hattori army list.
Otokodate	**Firearms**: you can include up to **40%** of ap in this type of troops due the Otokodate open market with the foreigners Namban.
Kuroi-te	**Common troops**: cannot include any living troop in your Kuroi-te army. No human would form aside this army. **Minimum of warriors**: inferior creatures also count for the minimum of 25% for warriors with hand to hand combat limitation. **Spiritual troops**: You can only include an Infernal Onmyouji or an Onmyouji of Death. You cannot include a Komuso among your troops.
Hattori	**Common troops**: you cannot include any common troop in a hattori army. Only the best warriors selected by the hattori leaders can be part of them. **Minimum of warriors**: you must include at least 25% of warriors like usual, but these can have both melee and ranged weapons. **Skirmishers**: you can include up to a maximum of a 50% of ap in this type of troops.

Percent Table

Here you have a percent Table to make the army points calculation easier.

Unit	Percent	200 ap	400 ap	600 ap
- Hand to hand infantry warriors **- Firearms** **- Skirmishers** **- War machines**	25%	50	100	150
- Otokodate firearms	40%	80	160	240
- Cavalry **- Creatures** **- Ranged Weapons** **- Hattori Skirmishers**	50%	100	200	300

Leader and unit table

	200 AP	300 AP	400 AP	500 AP	600 AP
min/max Leaders	1 / 2	2 / 3	2 / 4	3 / 5	3 / 6
min/max Units	2 /4	3 / 5	4 / 6	5 / 7	6 / 8
Max Battle war machines	2	3	4	5	6
Max Siege war machines	0	1	1	1	2

Army list samples

During your first test games you could use these vanguard army list examples (200 pe). These lists have been configured using the Zenit Miniatures' army boxes of each clan.

Clan	Troops	Miniatures	Unit Points	Total Points
Kuge	Hero Kuge Naginata Yari Ashigaru Onna-Bushi Ninja Shinobigatana Ashigaru Teppo	1 10 5 5 5	20 50 25 50 50	195
Buke	Taisho Buke Samurai Yari Yari Ashigaru Samurai Dai-Katana Yumi Samurai	1 5 9 5 4	20 25 45 5 60	200
Sohei	Hero Sohei Katana Ikame Bo Monk Naginata Yari Ashigaru Monk Teppo Ashigaru Sling	1 1 5 10 3 5	20 10 25 50 45 50	200
Otokodate	Taisho Otokodate Assasin Yari Ashigaru Ashigaru Katana Ozutzu Cannon Commander Level: Daimyo	1 1 10 10 5 1	20 10 10 10 5 20	200
Kuroi-te	Taisho Samurai Tenome Yurei Naginata Ashigaru Yari Jikininki Commander Level: Taisho	1 1 5 10 5 1	20 20 50 50 50 10	200

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.

SCENERY ELEMENTS

We already talked about how pleasing and fun it is to build your own terrain and also using this scenery elements 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:

Solid terrain
Those elements in which the miniatures can not be physically inside (walls, barrels, trees, etc). A troop does not modify its movement to pass over or climb on them as long as the element is up to 75% of the troop's height (the miniature's volume determines its height). A troop can climb on an element only if the miniature can stand over it without falling.

Area terrain
Those elements that occupy an area on the table where miniatures can get into (houses, forests, rivers, etc). This type of elements has a particular set of rules as to making your games interesting strategy wise if they are included.

Forests, ruins and similar: This type of elements block of line of sights from side to side. Miniatures inside this kind of scenery or 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 can see each other but both troops are always behind cover.

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 covers half the table. The small houses are only useful as cover elements, and cannot be entered unless the battle scenario indicates the contrary.

Movement Modifiers

Both Solid and Area Terrain can be classified as some terrain types that affects the movement in one way or another:

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.

Impassible 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.

Scenery destruction

War machines can impact and destroy scenery elements. We classify the different types of scenery in three types of hardness: armored, strong and weak. Depending on its hardness the scenery element will have more or less structure points that it will lose as it receives impacts.

Also, the Fortitude attribute penalizes your war machine Damage Roll at the indicated value.

When a scenery element get impacted by a war machine is treated as if it were another unit affected by the shot. Each wound assigned to the scenery eliminates a Structure point.

If a shoot affects one or more troops and at the same time a scene element, only remaining wounds that are not assigned to the troops can be assigned to the scenery item.

The scenery item is destroyed when its Structure value reaches 0. Remove it from the game table.

It is recommended not to use scenery elements of more than 20 cm in diameter. For example, if you are playing the assault on a castle, you should divide its wall in sections of 20 cm or less to be able to easily remove them when one of those sections is destroyed.

Make clear which type of scenery is each significant element Before the deployment.

Type	Description	Fortitude	Structure
Armored	Walls, towers, castles.	-2	6
Strong	Temples, big wooden buildings (dojos, Geisha's houses), forests, etc.	-1	4
Weak	Torii, trees, peasant's houses, bridges.	0	2

SPECIAL SCENERY ELEMENTS

These elements are special scenery elements that can be incorporated to your army list paying their army point cost. It represents how your army get ready before the battle. To invest in war logistic will help you during the battle.

IYou will find the cost of these elements In the army list appendix.

These elements must be deployed last, maintaining the alternance between players.

Taiko

The Taiko is a war drum used to give courage to your troops as well as to frighten the enemy troops.

The Taiko is activated just like any troop, but you do not perform the Order Roll. It only has one activation order that must be used to change the drum rhythm. You choose which rhythm your Taiko will play during the entire turn, from the moment it is activated until the end of it.

You can choose one of these 6 rhythm, each with different effects and radios of action.

Vigor rhythm: These rhythms bonus to your troops. They have a different effect depending of your troop is at short or mid range of the drum.			
DIS	**Bravery and courage**	**Strategy and discipline**	**Charge!**
Short	Your troop add +1 to its Honour Attribute.	Your troop applies +1 to its Order Roll.	Your troop can roll one extra die when running or charging and select the highest values.
Mid	Your troop can repeat an unsuccessful Honour roll (if you want it).	Your troop can repeat its Order Roll (if you want it).	Your troop can repeat one die when running or charging (if you want).

Terror Rhythm: They apply some penalties to any enemy troops within short range of the drum.		
You cowards	**Caos**	**They cannot pass**
The enemy troop suffer -1 to its Honour Attribute.	The enemy troop apply -1 to its Order Roll.	The enemy troop roll 2 dice when running or chargen and must choose the lowest value.

Taiho Yohin

A Taiho Yohin is an element of scenery that simulates a powder keg. Any war machine within **20 cm** from the center of a Taiho Yohin receives **1 extra powder load** during the Maintenance Phase of each turn.

Mokusei No Tate

This is a mobile wooden parapet of 2.5 cm width and 4 cm high. It is considered weak coverage. An infantry troop with its front less than 1 cm from one or more of these elements can move up to half of its movement attribute by dragging the parapets and remaining behind them.

Shooting troops can fire through these elements but get the Sheltered Unit penalty.

Taketabe

This is a not mobile bamboo parapet of 5 cm wide by 4 cm high. It is considered weak coverage. They can not be moved.

Shooting troops can fire through these elements but get the Sheltered Unit penalty.

❁ GENERAL SCENARIO RULES ❁

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 the result in the scenario table. The secondary mission of this scenario will be yours and it should not be revealed until the **end of the game**, at which point the battle's results are determined.

Attacker and defender
Most scenarios require 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/she will play.

Terrain
Each scenario requires a minimum number of terrain pieces demanded by the mission as well as some generic scenery (hills, trees, houses) that make the table looks interesting. Read the **Preparing for Battle rule** section to remember how to the scenery element must be placed on the tabletop.

SCENARIOS

Scenario table
1. Encounter and Annihilation 2. Border wars 3. Break the front 4. Supply Lines 5. Village defense 6. Strategic control

ENCOUNTER AND ANNIHILATION

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

Specific terrain elements
None.

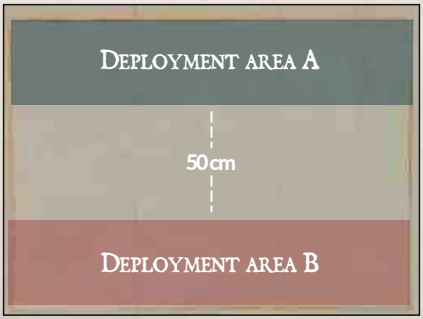
Deployment
Normal deployment, no specific rules.

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 troop.
- 1 additional victory point for each enemy unit that has lost at least a 50% of its starting miniatures.

Secondary mission - Headhunt

- 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
Normal deployment, no specific rules.

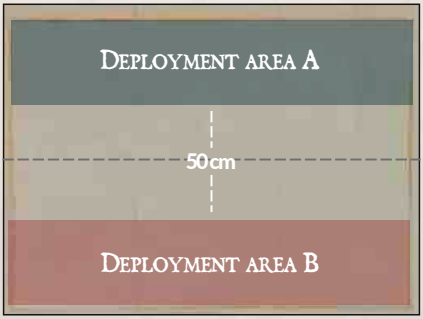
Special rule
The space between the deployment areas is divided into two 25 cm strips. The terrain will then have 4 strips: both deployment areas and the two new strips. A player controls a strip if it has more army points on it that the enemy has and controls, at the same time, all the previous. Summoned 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.



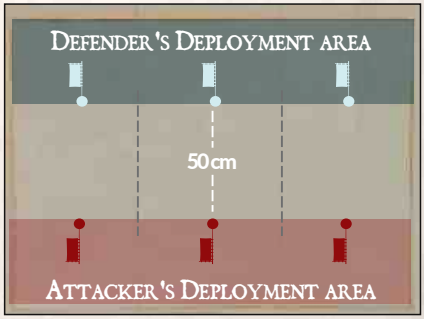
BREAK THE FRONT

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

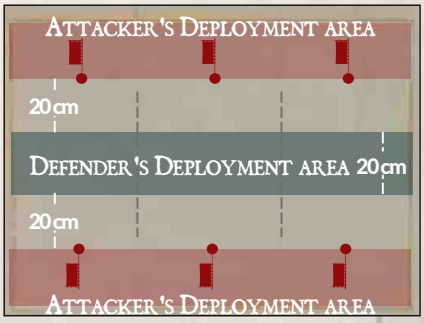
Specific terrain elements
6 square 2,5 cm sided markers that simulate nobori (japanese flags). The nobori are placed on the edge of the deployment area and always one placed in the middle of the table. They can be passed through by troops.

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

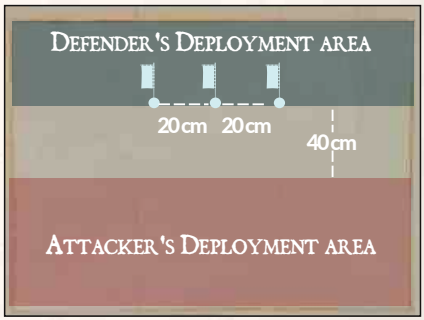
- **1-2. Encounter**: Normal deployment on each side of the table. 3 nobori markers are dealt to both players and both deployment areas are divided by 3. Each player place a nobori marker at the center of each strip.



- **3-4. Surrounded!**: The attacker must deploy first all its units on both sides of the table leaving a 60 cm central strip. The defender deploys 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 following the upper Encounter rules. Every flag belongs to the attacker.



- **5-6. Besieged!:** The defender deploys first all its units on his deployment area. He/she must place 3 nobori: one of them must be placed in its deployment's limit at the center of the table and the other two must be placed at 20 cm of the first one. The attacker deploys at 40 cm 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 at the end of the game.
- 1 victory point if you have more captured enemy nobori than the enemy.
- 1 victory point for each unconquered friendly nobori at the end of the game.

Secondary mission - Elite infiltration

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

SUPPLY LINES

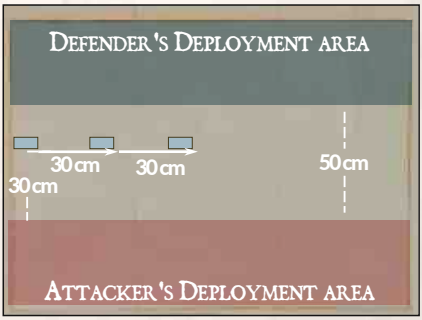
One army must protect its supply lines, the other seeks to raid their stores.

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 scenery element 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 20 cm + 3D6 (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 attacker must roll a success on an interact action to make it burn and eliminate if 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 stay 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 strategically important point has been discovered and each army must control it before their foes reaches it.

Specific terrain elements

Four 5x5 cm terrain pieces that are placed exactly at 40 cm from the deployment area table borders 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

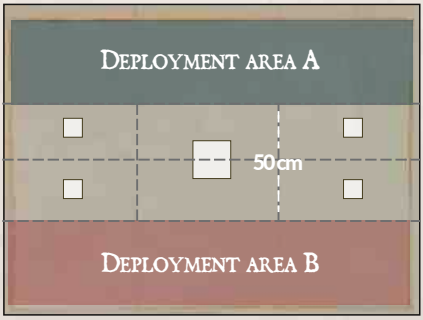
A player controls a strategic element if he/she has more troops points than the enemy within a 15 cm radius around it. You must count miniature per miniature. A miniature must be completely inside of that area in order to add its points.

Main Mission

- 2 victory points for each controlled 5x5 cm strategic element.
- 4 victory points for controlling the 10x10 cm strategic element.
- 1 victory point if there is one (or more) friendly unit of 3 miniatures or more within the 15 cm radius of every strategic element.

Secondary mission - Casualty control

- 1 additional victory point for each friendly unit with 6 or more miniatures remaining at the end of the game.



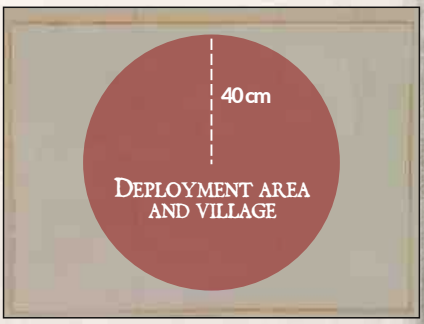
VILLAGE DEFENSE

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

Specific terrain elements
A minimum of 5 houses, separated at least 30 cm from each other. Add other terrain elements to simulate a village, but mark those houses as targets. These target houses are placed inside the area indicated in each deployment option, the rest of the houses and scenery elements may be outside that limited area for the objetivo houses. Follow the scenery placement general rules.

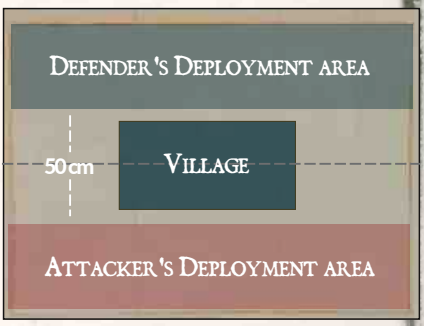
Deployment
Requires an attacker and a defender. The strategy roll winner rolls 1D6 to find out the type of battle:

- **1-2. Fight on the streets**: The village takes up a space of a 40 cm radius from the centre of the table. Both armies deploy their units inside the village as long as it is possible. Players take turns in placing their troops with a minimum 20 cm separation with an enemy troop and at least 10 cm away from any target house. The attacker deploys the first unit.



- **3-4. Last defence:** The target houses are placed within a 60x40 cm rectangle. This rectangle must be placed in the defender's table side, with one of its long side align with the center of the table. The defender deploys first all its units over a 20 cm strip in the center of the table. The attacker deploys at 25 cm of the defender's deployment area. Between two deployment areas there is a free space of 25 cm (with trees, fields, more houses, 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 must defend the houses and the attacker must destroy them.



Special Rule

Burn a house down. An attacker's troop can use an Interact order to try to burn down a house when in less than 1 cm from the 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 target 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 target house burning in the village.
- 1 victory point for the defender for each target house not burnt.

Secondary mission - Drive the enemy out

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

❁ APPENDIX: ARMY LISTS ❁

Classes Chart								
Hero	Elite	Warrior	Peasant	Komuso	Onmyouji	Colossal Creature	Mayor Creature	Inferior Creature
H	**E**	**W**	**P**	**K**	**O**	**C**	**M**	**I**

BUKE

Class	troop	Points
H	**Daimyo Buke -** Samurai | Leader | Unique | v3 Strategist (PA), Mimetic, Tactician Katana (3), Samurai armour, Horse	**30**
H	**Taisho Buke -** Samurai | Leader | Unique | v2 Clan leader (PA), Hatred of Kuge (PA), Deflect hit Katana (3), Samurai armour	**20**
H	**Buke Hero Naginata -** Samurai | Leader | Unique | v2 Mortal damage (PA), Leader, Bushido Naginata (2), Samurai armour	**20**
H	**Buke Hero Katana -** Samurai | Leader | Unique | v2 Disarm (PA), Mortal hit, Bushido Katana (3), Samurai armour	**20**
H	**Buke Hero Yumi -** Samurai | Leader | Unique | v2 Veteran (PA), Instinctive shot, Aim Yumi (Long), Katana (3), Samurai armour	**25**
E	**Duelist -** Samurai | Leader | Unique | v2 Kenjutsu (PA), Mortal hit Katana (3)	**10**
E	**Samurai Dai-Katana -** Samurai | v2 Two weapons (PA), Overwhelm No-dachi (6), Samurai armour	**10**
E	**Heavy Cavalry O Ban -** Samurai | v3 Terror (PA), Overwhelm Yari (1), Samurai armour, Horse	**25**
E	**Kiba Musha Cavalry -** Samurai | Skirmishers | v3 Accurate (PA), Savage charge Yumi (Long), Katana (3), Horse	**25**
W	**Ji Samurai -** Samurai | v2 War dogs (PA) Jingama (1)	**10**
W	**Samurai Yari -** Samurai | v2 Last Breath (PA) Yari (1), Samurai armour	**5**

KUGE

Class	troop	Points
H	**Daimyo Kuge -** Samurai | Leader | Unique | v3 Hatred of Otokodate (PA), Strategist, Fast Yari (1), Samurai armour, Horse	30
H	**Taisho Kuge -** Samurai | Leader | Unique | v2 Clan leader (PA), Reflex (PA), Poisoned weapons Katana (3), Samurai armour	20
H	**Kuge Hero Katana -** Samurai | Leader | Unique | v2 Leader (PA), First blood, Alert Katana (3), Samurai armour	20
H	**Kuge Hero Naginata -** Samurai | Leader | Unique | v2 Revered (PA), Bushido, Tactician Naginata (2), Samurai armour	20
H	**Kuge Hero Yumi -** Samurai | Leader | Unique | v2 Leader (PA), Aim, Accurate Katana (3), Yumi (Long), Samurai armour	25
H	**Heroine -** Samurai | Leader | Unique | v2 Explorer (PA), Concentration, Weak point Naginata (2)	20
E	**Great Guard Kuge -** Samurai | v2 Terror (PA), Concentration Yari (1), Samurai armour	10
E	**Onna Kiba Musha -** Samurai | v3 Fast (PA), Dodge Naginata (2), Horse	20
E	**Ninja Shuriken -** Ninja | Skirmishers | v2 First blood (PA), Stealth Shuriken (Short), Shinobigatana (4)	15
E	**Ninja Shinobigatana -** Ninja | Skirmishers | v2 Ninjitsu (PA), Stealth Shinobigatana (4)	10
E	**Ninja Blowgun -** Ninja | Skirmishers | v2 Poisoned weapons (PA), Stealth Blowgun (Short), Shinobigatana (4)	15
E	**Yabusame -** Samurai | Skirmishers | v3 Hawk eye (PA), Accelerate Yumi (Long), Katana (3), Horse	25
W	**Onna-Bushi -** Samurai | v2 Feint (PA) Naginata (2)	5
W	**Ashigaru Teppo -** Ashigaru | v2 Slippery (PA) Teppo (Long (Firearm)), Tanto (0)	10

SOHEI

Class	Troop	Points
H	**Daimyo Sohei -** Monk | Leader | Unique | v3 Strategist (PA), Leader, Concentration Katana (3), Horse	30
H	**Taisho Sohei -** Monk | Leader | Unique | v2 Clan leader (PA), Hatred of Sohei (PA), Luck Yumi (Long), Katana (3)	25
H	**Sohei Hero Naginata -** Monk | Leader | Unique | v2 Faith (PA), Stealth, Expert Naginata (2)	20
H	**Sohei Hero Yari -** Monk | Leader | Unique | v2 Faith (PA), War cry, Leader Yari (1)	20
H	**Sohei Hero Katana -** Monk | Leader | Unique | v2 Temper (PA), Mimetic, Skilled Katana (3)	20
H	**Ama Kihei Heroe -** Monk | Leader | Unique | v3 Faith (PA), Weak point, War cry Naginata (2), Horse	30
E	**Ashigaru Kumigashira -** Ashigaru | Leader | Unique | v2 Ashigaru leader (PA), Aim Teppo (Long (Firearm)), Katana (3)	15
E	**Ikame Bo -** Monk | Leader | Unique | v2 Faith (PA), Fury Tetsubo (5)	10
E	**Monk Teppo -** Monk | v2 Faith (PA), Quick Reload Teppo (Long (Firearm)), Wakizashi (4)	15
E	**Monk Yumi -** Monk | v2 Faith (PA), Accurate Yumi (Long), Wakizashi (4)	15
E	**Ama Kihei Cavalry -** Monk | v3 Faith (PA), Accelerate Naginata (2), Horse	20
E	**Mitsudogu Sohei -** Monk | v3 Faith (PA), First blood torimono sandogu (1)	20
E	**Hata-Jurushi Elite Sohei -** Monk | v2 Standard (PA) Banner (0)	15
W	**Monks Naginata -** Monk | v2 Faith (PA) Naginata (2)	5
W	**Hata-Jurushi Sohei -** Monk | v2 Standard (PA) Banner (0)	10

OTOKODATE

Class	Troop	Points
H	**Taisho Otokodate -** Senshi | Leader | Unique | v2 Hatred of samurai (PA), Clan leader (PA), Dodge Yari (1), Samurai armour	20
H	**Otokodate Hero Naginata -** Senshi | Leader | Unique | v2 Hatred of samurai (PA), Weak point, Skilled Naginata (2), Samurai armour	20
H	**Otokodate Hero Katana -** Senshi | Leader | Unique | v2 Hatred of samurai (PA), Stealth, Concentration Katana (3), Samurai armour	20
E	**Ashigaru Kumigashira -** Ashigaru | Leader | Unique | v2 Kenjutsu (PA), Diehard Katana (3)	10
E	**Assasin -** Senshi | Leader | Unique | v2 Feint (PA), Assassin Katana (3)	10
E	**Machi Yakko -** Senshi | Leader | Unique | v2 Yojimbo (PA), Concentration Yari (1)	10
E	**Kyokaku -** Senshi | Leader | Unique | v2 Hatred of samurai (PA), Aim Yumi, (Long), Wakizashi (4)	15
E	**Ronin -** Samurai | Leader | Skirmishers | v2 Trained (PA), Kenjutsu Katana (3)	10
E	**Ronin Teppo -** Samurai | v2 Expert (PA), Overpass Teppo (Long (Firearm)), Katana (3)	15
W	**Ashigaru Ozutsu -** Ashigaru | v2 Shrapnel (PA) Ozutsu (Mid (Firearm)), Tanto (0)	10
W	**Ashigaru Katana -** Ashigaru | v2 Countercharge (PA) Katana (3)	5

COMMON TROOPS

Class	troop	Points
H	**Yumi Kumigashira -** Samurai | Leader | Unique | v2 Strategist (PA), Disarm, Point-blank Yumi, (Long), Katana (3), Samurai armour	25
H	**Kensei -** Senshi | Leader | Unique | v2 Temper (PA), Kensei, Tactician Katana (3)	20
H	**Sensei -** Senshi | Leader | Unique | v2 Last Breath (PA), Concentration, Expert Katana (3)	20
H	**Kyudo Hanshijudan -** Samurai | Leader | Unique | v2 Instinctive shot (PA), Aim, Overpass Yumi (Long), Katana (3)	25
H	**Spy -** Senshi | Leader | Unique | v2 Evasive movement (PA), Skilled, Mimetic Wakizashi (4)	20
H	**Cavalry Samurai Kumigashira -** Samurai | Leader | Unique | v3 Strategist (PA), Two weapons, Savage charge Katana (3), Samurai armour, Horse	30
H	**Samurai Kumigashira -** Samurai | Leader | Unique | v2 Disarm (PA), Strategist, Concentration Katana (3), Samurai armour	20
H	**Teppo Kumigashira -** Samurai | Leader | Unique | v2 Strategist (PA), Accurate, Overpass Teppo (Long (Firearm)), Katana (3)	25
H	**Shinobi Ninjutsu -** Ninja | Leader | Unique | v2 Stealth (PA), Ninjutsu, Poisoned weapons Shinobigatana (4)	20
H	**Shinobi Mimetic -** Ninja | Leader | Unique | v2 Feint (PA), Mimetic, Weak point Shinobigatana (4)	20
E	**Ashigaru Kumigashira -** Ashigaru | Leader | Unique | v2 Kenjutsu (PA), Skilled Katana (3)	10
E	**Kyudo Hanshi Judan -** Senshi | Leader | Unique | v2 Hawk eye (PA), Aim Yumi (Long), Tanto (0)	15
E	**Geisha -** Senshi | Leader | Unique | v2 Surprise attack (PA), Explorer Wakizashi (4)	10
E	**Katana Samurai -** Samurai | v2 Two weapons (PA), Bushido Katana (3), Samurai armour	10

Class	troop	Points
E	**Cavalry Katana -** Samurai | v3 Fast (PA), Bushido Katana (3), Horse	20
E	**Light Cavalry Yari -** Samurai | v3 Savage charge (PA), Accelerate Yari (1), Horse	20
E	**Hata-Jurushi Cavalry -** Samurai | v3 Standard (PA) Banner (0), Horse	20
E	**No Bushi -** Senshi | v2 Accelerate (PA), Aim Yumi (Long), Wakizashi (4)	15
E	**Yumi Samurai -** Samurai | v2 Reflex (PA), Point-blank Yumi (Long), Katana (3), Samurai armour	15
E	**Hata-Jurushi Elite Samurai -** Samurai | v2 Standard (PA) Banner (0)	15
W	**Yumi Ashigaru -** Ashigaru | v2 Slippery (PA) Yumi (Long), Tanto (0)	10
W	**Yari Ashigaru -** Ashigaru | v2 Veteran (PA) Yari (1)	5
W	**Ashigaru -** Ashigaru | v2 Trained (PA) Wakizashi (4)	5
W	**Ashigaru Sling -** Ashigaru | Skirmishers | v2 Fast (PA) Sling (Short), Tanto (0)	10
W	**Heishi -** Senshi | v2 Kenjutsu (PA) Onagamaki (6)	5
W	**Onna Komuso -** Senshi | v2 Trained (PA) Bo (0)	5
W	**Hata-Jurushi Samurai -** Samurai | v2 Standard (PA) Banner (0)	10
W	**Hata-Jurushi Ashigaru -** Ashigaru | v2 Standard (PA) Banner (0)	10
W	**Hata-Jurushi Heishi -** Senshi | v2 Standard (PA) Banner (0)	10
P	**Kuro -** Peasant | v2 Farm tools (0)	5

KUROI-TE

Class	troop	Points
H	**Kogen -** Spectre | Leader | Legendary | v2 The chosen from Jigoku (PA), Scourge of the living (PA), Devour No-dachi (6), Samurai armour	50
H	**Sato -** Spectre | Leader | Legendary | v2 The Second in command (PA), Diehard (PA), Overwhelm Naginata (2), Samurai armour	25
H	**Taisho Yurei -** Spectre | Leader | Unique | v2 Terror (PA), Mortal hit, Clan leader No-dachi (6), Samurai armour	20
H	**Taisho Samurai -** Samurai Undead | Leader | Unique | v2 Clan leader (PA), Bushido, Disarm Katana (3), Samurai armour	20
H	**Taisho Samurai Horse -** Samurai Undead | Leader | Unique | v3 Leader (PA), War cry, Fury Katana (3), Horse	30
H	**Clan Hero Yari -** Samurai Undead | Leader | Unique | v2 Strategist (PA), Fast, Weak point Yari (1), Samurai armour	20
H	**Kensei -** Undead | Leader | Unique | v2 Kensei (PA), JiuJitsu, Disarm Katana (3)	20
H	**Samurai Kumigashira -** Samurai Undead | Leader | Unique | v2 Leader (PA), Temper, JiuJitsu Katana (3), Samurai armour	20
H	**Ashigaru Kumigashira -** Ashigaru Undead | Leader | Unique | v2 Ashigaru leader (PA), Feint, First blood Katana (3)	20
M	**Tenome -** Creature | Unique | v2 Life draining (PA), Curse Espiritual ()	20
M	**Yuki-Onna -** Spectre | Unique | v2 Transfer (PA), Blizzard Espiritual ()	15
E	**Geisha -** Spectre | Leader | Unique | v2 Hatred of the living (PA), Explorer Espiritual ()	10
E	**Samurai Katana Horse -** Samurai Undead | Leader | Unique | v3 Terror (PA), Weak point Katana (3), Horse	20
E	**Samurai Naginata Horse -** Samurai Undead | Leader | Unique | v3 Last Breath (PA), Deflect hit Naginata (2), Horse	20
E	**Samurai Yumi Horse -** Samurai Undead | Leader | Unique | v3 Point-blank (PA), Accurate Yumi (Long), Katana (3), Horse	25
E	**Yurei Naginata -** Spectre | v2 Terror (PA), First blood Naginata (2)	10
E	**Yurei No-dachi -** Spectre | v2 Terror (PA), Disarm No-Dachi (6)	10

Class	Troop	Points
E	**Samurai Cavalry Katana -** Samurai Undead | v3 Hatred of the living (PA), Overwhelm Katana (3), Horse	20
E	**Ashigaru Cavalry Yari -** Ashigaru Undead | v3 Veteran (PA), Expert Yari (1), Horse	20
E	**Samurai Katana -** Samurai Undead | v2 Last Breath (PA), JiuJitsu Katana (3), Samurai armour	10
E	**Samurai Yumi -** Samurai Undead | v2 Instinctive shot (PA), Hawk eye Yumi (Long), Katana (3), Samurai armour	15
E	**Hata-Jurushi Elite Samurai -** Samurai Undead | v2 Standard (PA) Banner (0), Samurai armour	15
W	**Samurai Yari -** Samurai Undead | v2 Countercharge (PA) Yari (1), Samurai armour	5
W	**Hone Samurai Naginata -** Samurai Undead | v2 Disarm (PA) Naginata (2)	5
W	**Ashigaru Yari -** Ashigaru Undead | v2 Deflect hit (PA) Yari (1), Tanto (0)	5
W	**Ashigaru Yumi -** Ashigaru Undead | v2 Into the shadows (PA) Yumi (Long), Tanto (0)	10
P	**Doro-ta-bo -** Peasant Undead | v2 Farm tools (0)	5
W	**Hata-Jurushi Samurai -** Samurai Undead | v2 Standard (PA) Banner (0), Samurai armour	10
W	**Hata-Jurushi Ashigaru -** Ashigaru Undead | v2 Standard (PA) Banner (0)	10
P	**Hata-Jurushi Doro-ta-bo -** Peasant Undead | v2 Standard (PA) Banner (0)	5
M	**Goryo -** Spectre | Unique | v2 Panic (PA), Fire hands	15
I	**Gaki -** Creature de Muerte | Skirmishers | v1 Devour (PA)	10
I	**Mekurabe -** Creature de Muerte | Skirmishers | v1 Terror (PA)	10
I	**Ukuri inu -** Creature de Muerte | Skirmishers | v1 Fast (PA)	10
I	**Jikininki -** Creature de Muerte | v2 Infection (PA)	10
I	**Kubikajiri -** Spectre | v2 Devour (PA)	10
I	**Onryo -** Spectre | v2 Hatred of men (PA)	10

HATTORI

Class	Troop	Points
H	**Shinobi Shuriken -** Ninja | Leader | Unique | v2 Stealth (PA), Ninjutsu, Poisoned weapons Shinobigatana (4), Shuriken (Short)	25
H	**Shinobi Blowgun -** Ninja | Leader | Unique | v2 Feint (PA), Mimetic, Weak point Shinobigatana (4), Blowgun (Short)	25
H	**Assasin -** Ninja | Leader | Unique | v2 Feint (PA), Assassin, Stealth Katana (3)	20
H	**Kunoichi -** Ninja | Leader | Unique | v2 Reflex (PA), Mortal hit, Ninjutsu Hama (7), Yumi (Long)	25
E	**Jonin Shuriken -** Ninja | Skirmishers | v2 First blood (PA), Stealth Shinobigatana (4), Shuriken (Short)	15
E	**Jonin Blowgun -** Ninja | Skirmishers | v2 Poisoned weapons (PA), Stealth Shinobigatana (4), Blowgun (Short)	15
E	**Jonin Kurisagama -** Ninja | v2 Deflect hit (PA), Concentration Kurisagama (7)	10
E	**Jonin Sais -** Ninja | v2 Feint (PA), Mortal hit Sais (7)	10
E	**Jonin Infiltrator -** Ninja | Skirmishers | v2 Infiltration (PA), Ninjutsu Kama (7)	10
W	**Kunoichi Grenades -** Ninja | Skirmishers | v2 Shrapnel (PA) Shinobigatana (4), Grenade (Short)	10
W	**Kunoichi Yumi -** Ninja | v2 Brave (PA) Shinobigatana (4), Yumi (Long)	10
W	**Kunoichi Blowgun -** Ninja | Skirmishers | v2 Fast (PA) Shinobigatana (4), Blowgun (Short)	10
W	**Kunoichi Smoke Grenade -** Ninja | v2 Smoke grenade (PA) Shinobigatana (4)	5
W	**Kunoichi Kama -** Ninja | v2 Fast (PA) Kama (7)	5
I	**Shikome -** Hell Creature | Skirmishers | v2 Vampire (PA)	15

SPIRITUAL TROOPS

Class	Troop	Points
K	Exorcism (PA), Break the link, Fast Bo (0)	20
O	**Onmyouji Infernal -** Onmyouji | Unique | v2 Terror (PA), Lava lash, Volcanic soil Bo (0)	25
O	**Onmyouji Celestial -** Onmyouji | Unique | v2 Portal (PA), Heal, Scourge of Jigoku Bo (0)	25
O	**Onmyouji Earthly -** Onmyouji | Unique | v2 Immobilize (PA), Spiritual shield, Earthquake Bo (0)	25
O	**Onmyouji Death -** Onmyouji | Unique | v2 Curse (PA), Life drying, Life draining Bo (0)	25
I	**Shikigami -** Creature | v1 Onmyouji servant (PA)	5

CREATURES

Class	Hell Creatures	Points
C	**Hiderigami -** Hell Creature | Unique | v4 Huge (PA), Last Breath, Life drying	25
C	**Jorogumu -** Hell Creature | Unique | v4 Huge (PA), Immobilize, Poison projectile	25
C	**Nue -** Hell Creature | Unique | v4 Fly (PA), Curse, Torment	30
M	**Ushi Oni -** Hell Creature | v3 Swift (PA), Overhelm	15
M	**Oni -** Hell Creature | Unique | v3 Terror (PA), Fury	15
I	**Amanojaku -** Hell Creature | Skirmishers | v1 Torment (PA)	10
I	**Onibi -** Hell Creature | Skirmishers | v1 Igneous (PA)	10
I	**Shikome -** Hell Creature | Skirmishers | v2 Vampire (PA)	15

Class	Earthly Creatures	Points
C	**Daidarabotchi -** Earthly Creature | Unique | v4 Huge (PA), Mortal hit, Earthquake	30
C	**Mizuchi -** Earthly Creature | Unique | v4 Fly (PA), Acid projectile, Area attack	35
M	**Daitengu -** Earthly Creature | v2 Fly (PA), Weak point	20
M	**Sesho Sekki -** Earthly Creature | Unique | v3 Stone skin (PA), Stone projectile	20
M	**Genbu -** Earthly Creature | Unique | v3 Poison projectile (PA), Scourge of Jigoku	20
I	**Kappa -** Earthly Creature | v1 Mimetic (PA)	10
I	**Tanuki -** Earthly Creature | v2 Luck (PA)	10
I	**Tengu -** Earthly Creature | Skirmishers | v2 Fly (PA)	15

Class	Celestial Creatures	Points
C	**Baku -** Celestial Creature | Unique | v4 Huge (PA), Heavenly judgment, Scourge of Jigoku	25
C	**Suzako -** Celestial Creature | Unique | v4 Fly (PA), Igneous, Volcanic soil	30
M	**Tennyo -** Celestial Creature | v2 Hawk eye (PA), Accurate Yumi (Long)	20
M	**Kirin -** Celestial Creature | Unique | v3 Heal (PA), Spirit fascination	15
M	**Byakko -** Celestial Creature | Unique | v3 Fury (PA), War cry	15
I	**Raiju -** Celestial Creature | Skirmishers | v1 Ghost (PA)	10
I	**Basan -** Celestial Creature | Skirmishers | v1 Igneous (PA)	10
I	**Komainu -** Celestial Creature | Skirmishers | v2 Stone skin (PA), Swift	15

Class	Death Creatures	Points
C	**Jubokko -** Creature de Muerte | Unique | v4 Huge (PA), Devour, Earthquake	25
C	**Shinigami -** Creature de Muerte | Unique | v4 Huge (PA), Devour, Curse	25
M	**Goryo -** Spectre | Unique | v2 Panic (PA), Fire hands	15
M	**Ao Bozu -** Creature de Muerte | Unique | v2 Ghost (PA), Life draining	15
M	**Gaikotsu -** Creature de Muerte | Unique | v3 First blood (PA), Bells of Death	15
M	**Oni -** Creature de Muerte | Unique | v3 Terror (PA), Area attack	15
M	**Onmoraki -** Creature de Muerte | Unique | v4 Fly (PA), First blood	25
I	**Gaki -** Creature de Muerte | Skirmishers | v1 Devour (PA)	10
I	**Mekurabe -** Creature de Muerte | Skirmishers | v1 Terror (PA)	10
I	**Ukuri inu -** Creature de Muerte | Skirmishers | v1 Fast (PA)	10
I	**Jikininki -** Creature de Muerte | v2 Infection (PA)	10
I	**Kubikajiri -** Spectre | v2 Devour (PA)	10
I	**Onryo -** Spectre | v2 Hatred of men (PA)	10

SPECIAL SCENERY ELEMENTS

Name	Description	Points
Taiko	War drum	**10**
Taiho Yohin	Powder keg	**10**
Mokusei No Tate	Mobile wooden parapet	**5**
Taketabe	Not mobile bamboo parapet	**5**

WAR MACHINES

Type	WAR MACHINE	Points
S	**Oo-Dzutsu** wm Large caliber (PA), wm Siege machine Solid shot, Explosive ball	40
S	**Shibatsuji** wm Reliable (PA), wm Siege machine Solid shot, Explosive ball	40
S	**Furanki** wm Parabolic Shoot (PA), wm Quick reload Solid shot, Explosive ball	40
B	**Taiho** wm Mobile (PA), wm Accurate shoot. Solid shot, Shrapnel	30
B	**Morutaru** wm Parabolic Shoot (PA), wm Smoke orders Incendiary ball, Grenades	30
B	**Kataparuto** wm Parabolic Shoot (PA), wm Mobile Infectious ammunition	20
B	**Hiya Taiho** wm Mobile (PA), wm Burn them all! Incendiary projectile	20
E	**Engineer** Bo (0)	10
C	**Crew member** Bo (0)	5

S = Siege machine | B = Battle machine | E = Engineer | C = Crew member

❁ APPENDIX: 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 Shoot Order against an enemy within 20 cm. Add +1 to Shoot Rolls and ignore armours for this Shoot order .

Adaptable
This troop ignores the difficult terrain modifiers.

Agile
Can disengage from a combat without receiving any Opportunity Attack in response.

Aim
Add +1 to the Shoot Roll.

Alert
Every miniature of your army (Whether activated or not) that are within 10 cm or less of this troop and not in hand to hand combat can rotate immediately without receive an unit activated marker.

Apprentice
Lose the fight if there is a tie.

Area attack
You must declare a Shoot Order to use this ability. Perform a shot against every friendly and enemy troops up to 10 cm from the edge of the model's base that do not have full coverage. You suffer -1D6 to the Shoot Roll in addition to the normal 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. If the leader is within an unit, this ability is automatically activated and the ashigaru unit apply +1 to its Order Roll as long as the leader is inside the unit.

Assassin
You can assign a wound to an enemy unit leader for each 2+ roll (not 6+) on your Wound Roll. If the Assassin is in a unit leader, that unit can assigns wounds to the leader for each 5+ roll (not to 6+).

Bells of Death
Any unit within 10 cm from the edge of the creature's base must pass an Honor Roll. If it fails the unit can only receive one order during this turn.

Blizzard
Enemy troops within 10 cm from the edge of the creature's base divide their 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 honour and the creature's presence attribute. If the creature get the lowest roll it 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 hand to hand combat, if a success is rolled (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. If the leader is within an unit, this ability is activated automatically and the unit roll 2D6 in its Órder Roll and choose one of the dice.

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

Countercharge
Adds +1D6 to your Combat Roll when this troops is targeted by an enemy charge.

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 honour 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 hand to hand combat.

Devour
When this troop wins a hand to hand combat it removes one wound or stunned marker from itself.

Diehard
Apply -1 to enemy's Damage Roll.

Disarm
Cancel the weapon modifiers of his enemies.

Dodge
During a hand to hand combat the enemy must reroll 1D6 of his Combat or Shoot 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 the Shoot roll.

Ethereal
This troop can not be targeted by an Opportunity charge.

Evasive movement
When this unit is targeted by a Shoot attack roll 1D6. If a success (4+) is rolled divide the number of impacts by two. Round up.

Exorcism
Creatures that are within 20 cm from the edge of the monk's base have -1 Presence attribute and suffer and reduce the number of successful Damage rolls by 1.

Expert
Can reroll 1D6 of his Combat Roll or Shoot Roll

Explorer
Adds +1 to Interaction Roll.

Faith
Can reroll 1D6 during a hand to hand combat of his Combat or Damage roll (one of them).

Fast
Always add 1D6 cm to any of his movements.

Fear
Any troop with line of sight with the troop with this ability and within 30 cm suffer -1 to its Order Roll. It is not cumulative.

Feint
Cancel any charge modifier of the enemy.

Fire hands
Ignores armor modifiers and add +2 to the troop's Damage rolls.

First blood
You can reroll a failed die in the Damage roll (only one reroll per Damage Roll).

Fly
This creature ignores obstacles and any type of terrain modifier while moving. It cannot fly over impassible tall terrain (like mountains). Both player must decide which scenery elements are this type of terrain before the game starts. It cannot be targeted of an opportunity charge unless it is declared by another flying troop.

Fortitude
The creature has an extra wound in addition to those indicated by its Wound Attribute.

Fury
Apply +1 to his Combat Roll and Damage Roll

Ghost
This troop may cross enemy units and scenery during your movement. It can not be object of reactions during its movement.

Hated by the gods
This troop's controlling player cannot choose to reroll any of this troop's dice. Any effects that would allow the enemy player to reroll this troop's dice function normally.

Hatred of.
This troop adds +1 to his Damage Roll if his /her enemy belongs to that clan or troop type.

Hatred of men
This troop adds +1 to his Damage Roll if his /her enemy is an alive male human.

Hatred of the living
This troop adds +1 to his Damage Roll if his /her enemy is an alive human.

Hawk eye
Add +1 to his Shoot 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 loses his wounds and stunned markers.

Heavenly judgment
When performing a hand to hand combat, the opposing unit must pass an honour 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 adds +1 to its the number of casualties it caused during a combat when determining the defeated unit. The enemy unit should not remove an extra miniature though.

Igneous
The creature is on fire. Add +1 his Damage Roll.

Immobilize
Immobilize the enemy who fails the honour roll after a hand to hand combat. An immobilized troop can only use the reactive combat order with -1D6. With each activation that troop must pass a new honour roll to activate normally or will remain immobilized.

Improvise
This troop can reroll just once the Order Roll if needed.

Infection
For each casualty produced by this troop the enemy must pass an honour roll. For each failed honour roll, after removing the casualty add a new miniature to the attacking troop at the same position of the casualty. These new miniatures joins this troop, ignoring the maximum unit miniature number limitation.

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 shot
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 critical impacts on the Shoot Roll will be considered as impacts

Into the shadows
When a Shoot order is used against this troop, the troop executing the Shoot order suffers a -1 penalty to its Shoot Roll.

JiuJitsu
Can reroll any dice with a result of natural 1 for a Damage Roll in hand to hand combat. Any further result of 1 may not be rerolled using this ability.

Kenjutsu
Can reroll any dice with a result of natural 1 for a Combat Roll in hand to hand combat. Any further result of 1 may not be rerolled using this ability.

Kensei
Any natural 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 to which this troop has line of sight and within 10 cm suffers 1D6 hits. Apply the Igneous ability 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. If the leader is within an unit, this ability is automatically activated and the unit apply +1 to its Order Roll as long as the leader is inside the unit.

Life draining
To use this ability you must declare a Shoot attack with a range of 20 cm against an enemy troop. If it causes a wound, the one who uses this ability also recovers a wound point lost.

Life drying
Every enemy within 10 cm (with or without line of sight) suffers a -1 to its Combat roll until the end of the turn. 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 every Roll that you perform with this troop. You must keep the second result obtained.

Mimetic
This troop cannot be targeted by the Shoot order. It can be targeted by the Area attack ability though.

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 hand to hand combat.

Ninjutsu
Cancel 1D3 impacts of his enemy's Combat Roll (Roll 1D6, 1-2 = 1, 3-4 = 2, 5-6 = 3).

Onmyouji servant
Its Onmyouji master receives +1 point of ki in each activation. The Onmyouji can only receive 1 point even if he/she dominates more than one troop with the Onmyouji servant ability.

Overwhelm
Add +1 to the Damage Roll in hand to hand combat.

Overpass
Every troop (friendly or enemy) within 5cm of the opposite impacted side of this attack target troop receive the same impacts divided by 2.

Panic
Any enemy troop cannot use its abilities when in contact with this troop

Point-blank
Add +1D6 to the Shoot Roll if the enemy troop is at Short-range.

Poison projectile
This creature can declare a Shoot Order against an enemy within 20 cm. This shot uses the Poisoned weapons ability.

Poisoned weapons
Any enemy troop wounded by poisoned weapons suffer -1 to his Initiative roll and -1D6 to his Combat Roll. Not cumulative.

Portal
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 Shoot Roll.

Putrefaction
Stunned Unit markers produced by this troop cannot be eliminated during the maintenance phase, only when they become a wound.

Quick Reload
This unit reloads automatically after using a Shoot order.

Reflex
After the enemy makes a Damage roll against this troop you must roll 1D6. If this roll is a success (4+) this troop receives half of the wounds rounding down.

Revered
Allied troops within 10 cm from the edge of the creature's base this troop add +1 to their honour Roll. If the leader is within an unit, this ability is automatically activated and the unit apply +1 to its Honour Roll as long as the leader is inside the unit.

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.

Scourge of the living
This troop has two extra AP abilities: "Kensei" and "Two weapons"

Shrapnel
If this troop rolls a successful impact against an enemy target roll 1D6 for every troop (friend or enemy) within the target control area. For every roll that is a success (4+) that troop is also impacted with the same number of impacts. Damage Rolls against these troops affected suffer a -2 modifier.

Skilled
This troop can reroll a failed Interaction Roll. Further failures may not be rerolled using this ability.

Slippery
Adds +1D6 to his flee movement.

Smoke grenade
It can not be targeted by shots. It also adds 1D6 cm to disengage movement. In the turn in which they are disengaging they cannot be targeted by any enemy ability or Combat Order.

Spirit 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 ability 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.

Steady Shot
When performing a Shoot order against a target that has used a Run order, the attacker ignores the usual penalty.

Stealth
If the troop activates this ability, an enemy at mid or long distance cannot use any shoot order against this troop until the end of the turn.

Stone projectile
This creature can declare a Shoot Order against an enemy within 20 cm. Add +1 to Damage Rolls for this Shoot order.

Stone skin
Any attack (hand to hand or ranged combat) against this creature suffers a penalty of -1 to its Damage Roll.

Strategist
This troop and every allied troop in this troop's control zone can repeat its Order Rolls.

Surprise attack
Apply -1D6 to the enemy Combat Roll.

Swift
This troop uses the second value of its movement attribute, like cavalry.

Tactician
This troop can receive an additional order (A Order Roll 4+ result this troop receives 3 orders).

Temper
Apply -1D6 to the enemy troop's Combat Roll who charges against this troop.

Terror
The enemy must perform a successful Honour Roll in order to be able to hand to hand combat against this troop, otherwise you must follow the Honour Roll common rules. Monks do not need to pass this test. If this ability is activated this troop is immune to Terror.

Terror immunity
This troop is not affected by Fear and Terror abilities.

The chosen from Jigoku
This trope uses the Infernal, Terrenal, Death and Colossal creature's titles, obtaining these AP abilities: Igneous, Fortitude, Terror Immunity, Putrefaction and Terror.

The Protector
If both Kogen and Sato are in your army, Sato must be deployed in the same unit which Kogen is the unit leader and Sato uses the same profile than the unit. If Kogen is not in an unit or leave it, Sato becomes an elite Yurei with Nodachi and joins him forming an unit of two miniatures (You must use the Kuge abilities, Sato only add its Elite three Attack dice). Apply +1 the himself and the unit s Protect the Leader Roll. This ability is always active, although Sato is within an unit. If Kogen dies Sato recover his normal profile and get the AP ability Fury until the end of the battle. This Fury works like a normal ability and only can be used when Sato combat individually.

The Second in command
This troop has these AP abilities: "The Protector" and "Leader"

The Tao
Any Onmyouji who uses the Invoke order within 20 cm of this troop must spend an additional ki point to perform that invocation.

Torment
Any enemy troop that is in hand to hand combat with this troop loses the weapon and rank bonuses for any combat.

Trained
This unit wins a hand to hand combat in case of a tie. If both troops uses this ability the combat actually outcome in a tie.

Transfer
After a hand to hand combat this troop can roll an Opposed Initiative Roll with one of the enemy troops with which it has fought (this troop chooses the enemy troop). If this troop gets the greater result it transfers one of its wound markers to the enemy troop.

Two weapons
This troop add +1D6 to his Combat Roll (in hand to hand combat as well as in a charge)

Vampire
This creature uses the Fly ability. Also, for every enemy miniature killed can remove one wounded or stunned marker from itself.

Veil
This troop ignores any enemy unit's control area and cannot be targeted by an opportunity charge.

Veteran
In case of a tie during a hand to hand combat, you win if you had more critical impacts than your enemy in your Damage Roll.

Volcanic soil
Units with this ability may declare a Shoot order against an enemy troop within a range of 20 cm. The troop must perform an Initiative roll for each wound suffered. For each failure the troop suffers an addition wound.

War cry
The target enemy of a charge by this troop suffers -1D6 to his Combat Roll.

War dogs
For each miniature with this ability place a war dog in the front rank of its unit. The war dog does not cost additional points and has the same profile of its owner and add +1D6 to the Combat Roll as usual. If there is at least a dog in direct combat also it adds +2D6 to the unit's Combat Roll. When removing a soldat of the unit also remove one dog (which flees without its owner).

Weak
Apply a penalty of -1 to his Damage roll in hand to hand combat.

Weak point
This troop adds +1 to his Damage Roll against an enemy in ranged and hand to hand combat.

wm Accurate shoot
You may can add +1D6 (if you want it) after performing the Shoot Roll.

wm Burn them all!
If you are shooting incendiary ammunition this will be more powerful thanks to the recipes mix introduced by the West Empire. This fire wounds 3+ instead of 5+ and the resulting fire will take two turns to disappear.

wm Large caliber
Add +1D6 to your Damage Roll.

wm Mobile
The war machine can move through the battlefield, pushed by its crew, a maximum distance as the movement attribute of the crew. You can not use the run order.

wm Parabolic Shoot
This war machine can fire at any position within the shooting area, even if it is out of its line of sight.

wm Quick reload
If you get any critical roll (6) in the Shoot Roll, this machine do not get any Unloaded marker and do not need to use a Reload order before shooting again.

wm Reliable
This machine is not jammed the very first time the Order Roll is a 1 (fumble).

wm Siege machine
When you shoot on a scenery item, add +2 wounds to the result of the Damage Shot.

wm Smoke orders
The war machine can be used to give orders to the entire army through different smoke signals. Use a Shoot order when using this ability. During this turn every troop of your army add +1 to its Order Roll. Also remove any Unit in Retreat marker from all your units immediately.

Yojimbo
Any enemy that crosses a Yojimbo's control zone without first declaring a charge against the Yojimbo must stop and resolve a hand to hand combat against this miniature. This hand to hand combat is not a charge.

Zen
This troop has no rearguard.