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Yes, you can print any page with tables.



To Marta, because without your
patience and support I could
never have walked this journey.

Antonio

Dedicated to Akira Kurosawa
and Stan Sakai. Thank you for
showing a little Mallorquin boy
the fascinating feudal Japan.

To my parents, Jaume and Romy
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brothers, Lluís and Jaume for
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encouraging me in all my follies.

Joan

PROLOGUE

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

Kensei is a miniatures 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. Your mission is to lead your clan's armies to glory and control of your empire!

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. In addition new troop profiles are available for the great clans and the new undead army, as well as new rules for the use of deadly war machines, 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 Hymukai. Both systems share similar concepts and army lists (although they keep their different game dynamics). This allows you to play large battles and small skirmishes without having to learn two completely different games.

WHAT IS A MINIATURES WARGAME?

A miniatures wargame is a game in which each player takes on the role of one or more commanders and leads armies into battle against one or more other players. The game takes place on a table top that the players decorate with scenery elements such as buildings, trees, hills, roads, fields, and so on. The commanders, their troops, and their opponents are represented by miniature figurines. Miniatures 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 the miniatures for a clan (or clans) you like the most, and bring them to life by assembling and painting them. You then face off against other clans 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 in building your own gaming table. Search on the internet and you will find thousands of examples. Your imagination and creativity should have no limits!

ABOUT THIS FREE 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 is only be available in the printed version of this rulebook. Ask to your local store about that printed version or visit the Zenit Miniatures website if you want to purchase it.

HOW TO READ THIS RULEBOOK

If you are not a regular player of these sorts of games, we strongly recommend that you familiarize yourself with the **Introduction to Kensei** chapter. This will help you get to grips with the classical concepts of miniatures wargaming in general, and with the Kensei rule mechanics in particular. For more experienced players, we recommend you read the introduction, paying special attention to the **Example of a game** round in which the game system, the activation system and the orders system are demonstrated.

Before you continue further, try building a small army using the **army building** rules and play a small game to get used to the activation and order system. Once you're comfortable with these basic concepts, you can enhance your games by introducing the **Intermediate Rules**. Playing the game and introducing new rules gradually will make your Kensei gaming experience easier and more enjoyable.

The Intermediate Rules and Advanced Rules are not complicated, but introduce new game mechanics (such as **command cards** and magical creatures) 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 appendices. These include 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 is best to use these bases. However, you can use other types of bases (round, hexagonal, etc.) as long as they do not exceed the dimensions of the square bases that Zenit Miniatures supplies with its figures. These vary in size based on the model. 25mm is the standard size for human-sized warriors. Keep in mind that the models should behave as if they are on a square base, regardless of what base they are actually mounted on.

DIGITAL RULEBOOK

This rulebook includes everything necessary to play. However, as we live in the digital age, we have created a website full of game aids. These include video tutorials with which you can learn to play within a few minutes, examples of play, and background and tools to configure your armies and learn about their special abilities in a visual and quick manner.

We recommend you to visit the Kensei section within the Zenit Miniatures website to get access to all that information.

www.zenitminiatures.es

WHAT YOU NEED TO PLAY

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

Miniatures

To start playing we recommend one of Zenit Miniatures' "Army Boxes". Each box is built around a clan, and include a selection of heroes and the troops they will command.

A friend to play with

with their own prepared army.

Dice

About ten six-sided dice (D6).

Measuring tape

In centimetres.

A gaming table

A minimum 90x120 cm gaming area is recommended.

start right away using cardboard boxes, coloured paper and other items as stand-ins. Your imagination is your only limitation.

A deck of cards

If you use the command deck Intermediate Rules you will need a deck of cards. You can buy an official command deck from the Zenit Miniatures website (or download a free PDF and print your own deck). You can also use a normal deck of cards that has four different suits.



Command cards



Some markers

Markers

These are not necessary but they will be very useful to remember some situations that occur during the game. You can buy official markers on the Zenit Miniatures

website (or download a free PDF and print them yourself). You can also use colour-coded chips, coins, or anything else - as long as every player agrees as to what they represent.

Scenery

Scaled elements to decorate your battle ground. There are many suppliers of easy to assemble kits for Japanese style houses and other buildings. You may also want trees, fences/walls, hills, rivers, and other scenic elements. But you can



120x120 table sample



The Buke's army box

THE BUSHIDO CODE

Bushido is the code by which the samurai lived their lives. Bushido is based on honour, duty and loyalty to their master. 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
礼
勇
名
誉
仁
真
忠

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.

REY

Respect. Respect your adversary, and treat them as you would like to be treated.

YU

Courage. Fight to the end with courage and do not abandon a game unless by mutual agreement.

MEIYO

Honour. Respect the rules of battle and don't manipulate the rules in your favor.

JIN

Compassion. Do not humiliate your adversary by engaging in disrespectful language or actions.

MAKOTO

Honesty. Do not cheat your opponent as cheating is deluding yourself.

CHU

Loyalty. Be loyal to these rules and respect your gaming community.

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Hymukai

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

You will find the full background in the printed version of the kensei's rulebook. You can purchase it asking to your local store or from the Zenit Minatures' webpage. Enjoy the world of Hymukai and play an active part of its history.

Hymukai

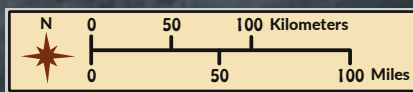
- ① Imperial City & Kuge main Palace
- ② Imperial Winter Palace
- ③ Kaidan Fortress
- ④ Buke Main Fortress
- ⑤ Otokodate Main City
- ⑥ Sohei Main Temple
- ⑦ Sukihoma Plains
- ⑧ "The Shield in the North" Mountain Range



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- ⑩ Kaeru village - Buke Miutso family
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- ⑫ Koichi village - Kuge Satomi family
- ⑬ Sawara village - Sohei Shirouma temple
- ⑭ Kiiru no-hana - Hattori village
- ⑮ Hendai Port - Otokodate protectorate
- ⑯ Uma village - Buke family
- ⑰ Okunawa Fortress - Kuge family
- ⑱ Shinda Yosai city - Ghost city
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- ㉑ Risu village - Otokodate Tagawa Family
- ㉒ Tetsu village - Buke Satto Family
- ㉓ Inaba Castle - Buke Katagawa Family
- ㉔ Shiishikawa village - Buke Sessho Seki Family
- ㉕ Tsutsujiba village - Kuge Sazama Family
- ㉖ Yako village - Kuge Kitzune Family



- Main locations reserved by the official background
- Regions and backgrounds created by the Kensei community





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 learn some of the game's basic concepts.

❁ SUMMARY OF PLAY ❁

Kensei is a game in which you take on the role of commanding one of the great clans of Hyumkai: the Buke, the Kuge, the Sohei, the Otokodate or the Hattori. Alternatively, you may be an infernal commander who has come from the underworld to command the undead legions of Jigoku, which have risen since the emperor's disappearance. Each clan has its 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 is physically represented by a detailed **miniature** and has unique characteristics that define it. These characteristics include **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 lives amongst their peers so that together, they are far more effective and lethal than those who stand alone. This is why during the battle, troops fight in **units**, a group of the same type of warriors who 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. Your **army leaders** are special individuals who 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.

In addition to your generals and troops, you can harness other powers in battle. This is the magical age. Evil has risen from

the ground and fills mortal hearts with fear. You can direct that power at your enemies. But remember: power comes with a price. Are you willing to pay the cost?



A skirmish army in kensei



SYSTEM SUMMARY



Every game needs a system. For Kensei, we have created a system that is fun, dynamic and fast-paced. Throughout the Kensei system, we try to make you feel like a true commander leading your army into battle. You will receive in-depth instructions by reading all of this rulebook, but this section provides an overview of 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. You will choose

troops from among the available profiles on each clan's army list. You will 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 is that the total cost of your troops 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 fewer points to hire troops.

Good commanders make sure they knows the battlefield and adapt their strategies to take advantage of 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**, placing (deploying) your units in their starting positions on the table. Careful placement at this stage will help you to successfully complete your mission. But be mindful of your opponent, who will be deploying at the same time. Try to outsmart your opponent. Deploy your troops 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 your turn and your

opponent's turn. **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, attack, etc), but as the battle is a hostile environment, your troops will not always be able to carry out all the orders you give them.



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 and try to break the enemy's ranks.

However, you must not rely solely on honour and weapon mastery. Your worth and inspiration as a 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 will be complete as will the feeling of the strategic challenge of commanding troops in a large battle.

You must always bear in mind why your clan waged war this day. Your **mission** is indicated as part of the battle scenario. Once the battle has ended it will not matter whether your troops cut off more heads than your enemy's troops did. The winner will be the commander who best fulfilled his mission objectives.

Waging war for the love of slaughter is the way of the demons of Jigoku. Is that what you and your clan will descend to?



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 number of dice rolled and the roll's difficulty (the minimum value that a die must achieve to be considered a success) will depend on the quality of your troops and other factors. A good strategist must know these modifiers to strengthen his troops and give them the best possible chance of success.

Kensei uses 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. If a check calls for one die, it's written as 1D6; if two dice are required, it's 2D6; and so on. The result of each die is indicated on the side facing upwards.

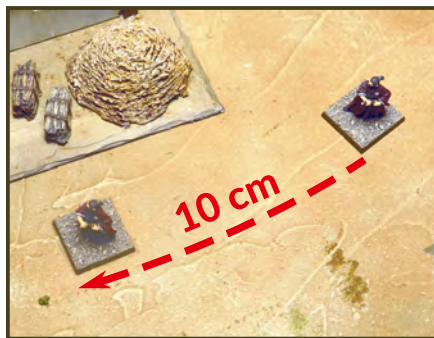
Rolls can get modifiers for different reasons. When the rules say that we must add +1D6 (or +2D6, or +6D6) to a roll it means we have to add that number of dice to the total number of dice to be rolled.

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, 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.

Distance between a miniature and another element on the table (either another miniature or any other element), is always measured between the nearest borders 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. Markers are not mandatory but using them to indicate the state of a unit will make the game run much more smoothly. You can purchase the official markers from the Zenit Miniatures website, or download a PDF from Zenit's site and print them out yourself. You may also use coloured tokens, coins or other markers, as long as all players agree on what they represent.



TURN EXAMPLE



“Welcome honourable warrior, I am Tokage. Now that you have finished the academy and learned 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 pay close attention to this basic knowledge, as it will be of great help in your future combats.

Battles in Hymukai are bloody. We are at a delicate moment in our history. Clans struggle for power, and demons wander the land. You must be prepared to lead your troops against any adversary. Learn to use your troops well, because any poor decision you make might be your last.

But no more talking. Let’s reach that training hill, where several units await us. They’re armed with bokens - 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. We’ll work through a fictional game 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. But don’t worry: As you read this rulebook you will find a detailed explanation of each concept.

GAME PREPARATION

Before starting the game you must prepare your army and the game table. You must set out 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 miniatures and one of five miniatures. Have your opponent 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 by 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 troops 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 chooses which side of the table to deploy on, and will be the first to deploy an unit. The other player deploys on the opposite side of the table, and deploys last. In case of a tie, re-roll the dice.

How do I deploy my forces? Place your units no more than 10cm from your edge of the table. Players take turns deploying. The winner of the strategy roll deploys one unit (either the 10-miniature unit, or the five-miniature unit), then the opponent places one unit, and so on until all units are deployed. The unit's miniatures must be placed close to one another but they do

not 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. 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 turns 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 his troops first.

Activation phase

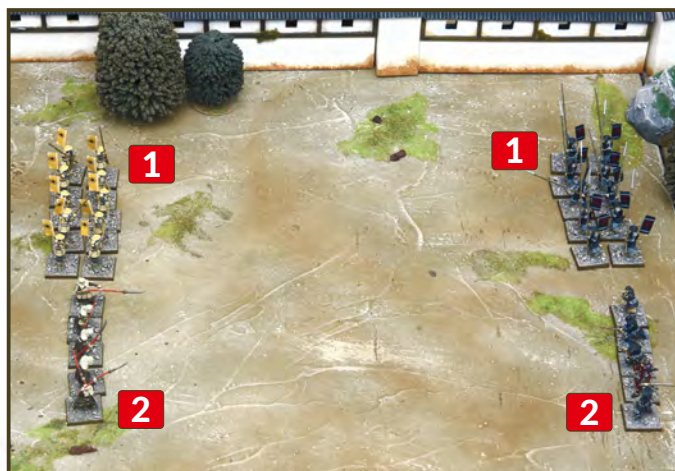
This is the game's main phase. Both players will activate their troops one by one and make them perform tasks by giving them different orders. With each

new unit activation you must repeat the following steps: **unit activations; order rolls; orders; mark used units; end of turn checking.**

During the **unit activation** both players will choose one of their units without a 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. Each player adds the initiative value of their active unit to their roll. If a player rolls a four or more (4+), the unit will have two activation orders. Otherwise, they have one. We recommend placing a die or markers next to the active unit to indicate how many orders the unit has.

During the **order phase** both players will use and spend the activation orders obtained on the previous Order Roll.



(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 each unit gets two activation orders.



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.

For each activation order they can assign one order. There are many orders (which we will discuss later), but they are divided into two groups:

Action orders, may be used only on active units and are used to move, charge, shoot, etc.

Reaction orders can be assigned to both active and reactive units and are used to react to combat without being an active unit - for example, to flee.

Your units may react if attacked by an enemy! However, the use of a reaction order results a series of penalties as 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 to 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, regardless of whether it is an action or a reaction order, their opponent must check if any of their units gets to react. Any unit may react, regardless of whether it is the active unit. If the opponent has no unit that must react, he then gets to use an activation order on his active unit (as long as the player has an unused order).

Each time a player issues either an action order or a reaction order, they will spend one of their available 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 still react. It may only use a reaction order, and will suffer a penalty.

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, immediately receives a **Used Unit marker**

(if the unit did not have one already). This indicates that they cannot be activated again until next turn.

As a commander, you can use this to your advantage. By forcing your opponent's units to react, you can exhaust your opponent's orders and available troops for the turn without them being able to use their units as they'd planned.



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



After a hand to hand combat, players select 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 a 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. At this point, the player's opponent can activate one more unit (if any have not yet been activated). When its orders conclude, the turn ends.

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, attack, shoot, disengage, and so

on). Combat wears out your troops' strength 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 number of successful impacts, and a **Damage roll**, to determine 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 - and suffer wounds and casualties - at the same time. When hand to hand combat is declared, **both players must roll their combat rolls and their damage rolls at the same time**. However, during a ranged attack, the player attacking will be the only one making such rolls.

Once each side has determined the number of wounds received during hand to hand or ranged combat, players enter the combat resolution phase. In this phase, any casualties are removed and players determine whether the defeated unit will flee.

The casualties inflicted on your opponent are the trophies your troops proudly take back home. After a combat, each player selects the miniatures in the enemy unit that the opponent must remove as casualties. The selected miniatures must be in direct contact with the opponent's force. This will make units lose their formation and create gaps in it, which will help you to defeat your enemy!

It is likely that one of the units will have incurred more casualties or wounds than the other, so it will be the defeated unit of this combat. The defeated unit of this

combat. It must make an **Honour Roll** in order not to flee. The player rolls 1D6 and must roll equal or 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, after a hand to hand combat, the troops that didn't flee may make an extra movement to close those gaps that appeared in their ranks, reform the unit 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 one or more dice, depending on the action your troops are carrying out. How and when to make each type of roll is explained in its corresponding section.

When a roll receives a positive or negative modifier, each die of that roll receives the modifier before checking whether the die's result is a success. For example, if a Combat Roll has a "-1" modifier, you must subtract 1 from the result of each die rolled.

SUCCESS ROLLS

For a success roll you must roll one or more six-sided dice (This is indicated as "1D6", "2D6", and so on.).

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, rolls can be modified (increased or decreased) depending on different situations as are explained throughout the rulebook, making success easier or harder to achieve.

When this roll receives a positive or negative modifier, may it is easier to modify the difficulty to reach instead of subtracting 1 of each die. For example, if a Combat Roll has a "-1" modifier, the difficulty is increased by 1 (5+). If you roll 3D6 with no modifier and the die results are "5-4-2", you have rolled two successes on 4+. But if you must apply a "-1" modifier, then the difficulty is 5+ and you have only rolled one success.

Regardless of modifiers, a result of 6 on a die (a "Natural 6") is a **critical** result - and always a success. By the same measure, a result of 1 on a die (a "Natural 1") is a **fumble** and is always a failure.

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 applies a -1 to the enemy's Damage Roll. Therefore, each die the attacker rolls has its result reduced by 1. Since a 4, 5, or 6 is needed to succeed, the attacker must roll a 5 or a 6 on at least one die to damage this troop.

ORDER ROLLS

You have already encountered this type of roll in the training battle. 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. This result also activates the troop's Ki, allowing it to use one of its special 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, the troop's player must roll a result equal to 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: The unit fails its honour roll and 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 type of roll. Examples for an opposed 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. 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 learned a little about the game sequence and scale, and the basics of combat. You will find more detailed explanations 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 the modifiers they offer. Discover all the **orders** you can give to your troops, add **leaders** to your army and let them fight an honour duel. Discover the **Onmyouji**, sorcerers capable of invoking terrifying creatures, or follow the Tao way using the **Komuso**, monks nemesis of the onmyouji. 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 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 led by your lieutenants in battle: the Army leaders, who are 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 a 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.

		5	6	7	8	
1	2	Daimyo Buke - Samurai Leader Unique v3				10
H	3	Strategist (PA), Mimetic, Tactician				30
	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) or Inferior Creature (I).

2. Name

The troop's name.

3. Abilities

Each troop gets its 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 type of Japanese arquebus), etc.).

Other types of equipment can include armour (which makes your troop more resistant to enemy attacks) and mounts (horses and others).

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 a leader.

7. Availability

Some troops are legendary heroes, a Daimyo from an allied village and hand to hand kensei masters of which there 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. For example, bigger miniatures block the line of sight to 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 (vol).

VOL	DESCRIPTION	HEIGHT
v1	Small creatures and animals	3 cm
v2	Human size troops	4 cm
v3	Big creatures and mounted human troops	6 cm
v3	Colossal creatures	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 bonuses to combat (See the Weapons and Armour section).

10. Cost

Represents 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



CLASS	MOV	AT	INI	HO	WO
(H) Héroe	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

Attributes represent each troop's ability as a warrior. When you want your miniatures to do something (attack, move, and so on), you must check the appropriate attribute on the following table. Attributes depend upon the troop's class. The rulebook explains when and how each attribute is used.

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 wounds that a troop can take before being considered a casualty.

✿ TYPES OF TROOPS ✿

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

Infantry: Troops on foot. These 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 to wreak havoc.

Spiritual Troops: There are two types. The Onmyouji are sorcerers capable of making magical invocations and taming creatures from other realms of existence. The Komuso are followers of the Tao. They are the opposite of the Onmyouji, and are capable of counteracting their invocation attempts.

Mythological Creatures: All type of creatures of magical origin: Oni, Misuchi (dragons), demons, and so on.



UNITS



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

All troops, except those marked as unique (leaders, unique creatures, and so on), 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 fight in **formation**, 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**, as long as these ranks behind the front rank do not have less than 3 miniatures. 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.

If a multiple miniature unit attacks an enemy unit on more than one side, the attack is considered against the side where the most attackers are engaged. If the same number of miniatures are attacking on more than one side, the target is attacked on the side that is the least detrimental for the defender.

e.g.: A skirmisher unit with four miniatures attacks a unit of Ashigaru. Two miniatures attack the unit's flank, while the other two attack the unit's rear. The unit is attacked on the flank.

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 must face to the front 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 and skirmisher units 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 its effort into getting back into formation or suffer negative modifiers. A unit can be out of formation because of loss of cohesion, or due to gaps in its ranks.

Forcing an enemy unit to break formation or coherence will weaken it. 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 its movement in a valid formation whenever possible.



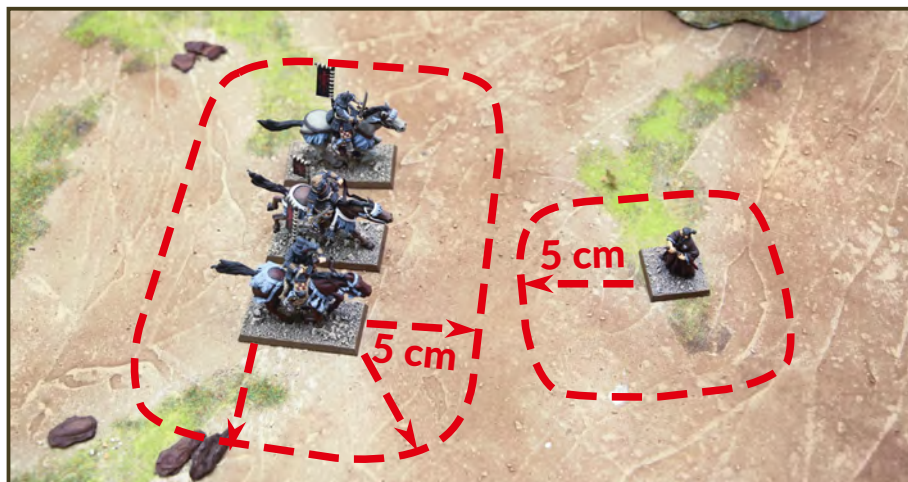
The Ashigaru (1) are out of formation because they have a gap in a line that could be filled in by a miniature from the back. It will suffer the mentioned negative modifiers. The ninja (2) are out of cohesion as one of their miniatures is separated further than the allowed distance. They can only move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

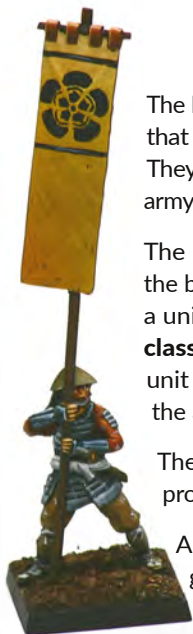
A unit including a Hata-Jurushi gets a **+1 to its Order Roll** (due to its permanent ability) and adds **+1D6 to its Combat Roll when charging** as long as the standard bearer is alive and is in the front rank.

During a combat, the Hata-Jurushi miniature can be designated as a 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 will abandon the banner in favour of a weapon. Swap the Hata-Jurushi with another unit's miniature. The banner bonuses are 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 the 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 either alone (out of any unit) or 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 of whether it's indicated as such.

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** in your army list, and appoint it as general. (Note: 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**, as long as the troop can see the general or is a unit leader, may reroll a failed honour roll. Also, If the general is inside of a unit, all of those warriors around the general 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 a Damage roll. This is at the discretion of the player causing the wound. If the unit cannot absorb every wound suffered during a combat because of all of its miniatures have been removed and there are wounds still to be assigned, the leader suffers every wound left (critical roll or not).
- 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 other miniatures in the unit have been removed and the leader is left alone, the leader must make use of its own weapons, abilities and equipment 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 to or higher** than the unit's class. The classes, arranged in descending order, are: Hero, Elite, Warrior and Peasant. Any other class cannot be a

unit leader.

- The leader must be of the same type as the unit it will lead. (eg.: cavalry, infantry). Also, a leader can only lead a unit with ranged weapons if it is also equipped with a ranged weapon, and the weapons must be of the same type. For example, a leader must have a bow if it's to lead a unit of bowmen.

❁ NEEDED ON THOUSAND FRONTS ❁

Your leaders will fight wherever they are needed. They will move between units or will face the enemy alone - ensuring their names will live on in history.

A unit leader **can leave its unit** as long as the unit does not have a 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. Therefore, the leader **cannot declare an action combat order during this turn** against any enemy troop attacked by the unit that the leader has just left.

❁ ISOLATED TROOPS ❁

A miniature that's part of a unit will be considered as isolated if either of two conditions are met.

1) If its unit has been reduced down to only **one member**. In this case the miniature applies -1 to all its attributes, except for movement and wounds.

2) If there is no other miniature from this miniature's unit within the **cohesion distance** of the miniature. In this case it do not add any dice to the unit's Combat Roll (see Combat section).

Unit leaders are not affected by the Isolated troops rules.

神奈川沖
浪裏



- **Partial:** If any scenery element or miniature covers at least half the volume of the target miniature.

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. Any miniature in your unit that can see any miniature in the target unit (either with total or partial line of sight) is considered to be able to see all of the visible miniatures in the target unit.

- A troop that looks down from a raised position will add the height in centimetres of the element it's standing on to calculate whether or not it can see past the blocking troop.

- 40 -





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 a volume value of 2.

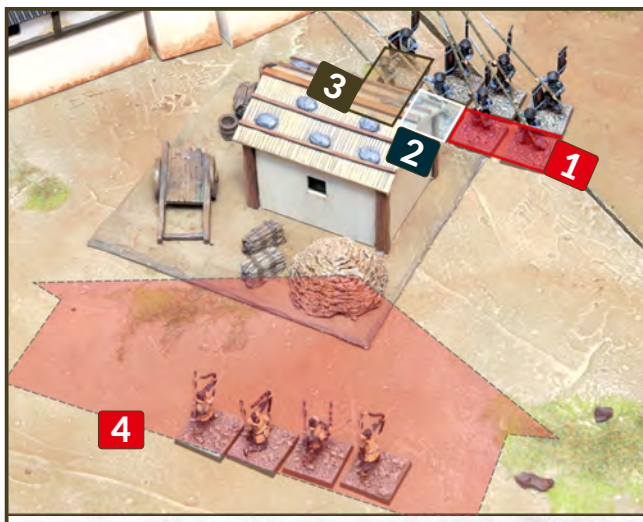
❁ TROOPS BEHIND COVER ❁

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

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

Being behind cover applies a -1 to the enemy Combat or Shoot Roll. This means that when attacking a troop behind cover, a die must roll 5+ to be considered an impact ($5 - 1 = 4$, the base difficulty). This is assuming there are no other modifiers.

The archers unit's visual field covers 180 degrees from the part of its base (4). The lancers unit has four uncovered miniatures (1), two with partial cover (2) and two with total cover (3). The visible miniatures are (1) and (2). The lancer unit is not behind cover in relation to the archers because less than two-thirds of the lancer visible miniatures are behind cover.



The Battle

You have finished your basic training. Now it is time for you to be instructed in depth in the noble art of battle. Know its secrets. Practice on the battlefield. Be the leader your clan needs.

In this section, we present 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 game, 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 you and your opponent must 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. This can be any size, but as a guideline, 200 points per side is considered a small scale engagement, while 2000 points per side would be a mass battle involving hundreds of miniatures.

ARMY LISTS AND BATTLE SCENARIOS

Once the size of the battle is set each player has to create an army list. You must also choose the battle scenario in which you will face each other. If you know the scenario it will be easier to configure your army. If you do not know the scenario, you

will want to build a versatile force that can face any contingency. Details on building your force are found in the Army Building section.

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, etcetera. Once you have played a few, you can start designing your own.

STRATEGY ROLL

Before starting to game, a **Strategy Roll** is made.

Each player rolls **1D6** and adds the modifier that their **commander level** grants (which you decide when building your army). The player with the highest result chooses which side of the table to play on and the role to play in the battle scenario (attacker or defender). The winner of this roll also places the first scenery elements and is the first to deploy troops. In the case of a tie, make a reroll.



GAME TABLE AND SCENERY

In Kensei (as in other games like this one) an enjoyable part of the hobby is to prepare the game table. Buy or make your own scenery elements and let your imagination run free.

An ideal game area would be **90x120 cm**, with the armies typically deploying on the longest sides. If you play in groups or fight very large battles, use a larger area.

You and your opponent should agree upon the battle background and table size before placing the scenery elements. Keep in mind you must include the terrain pieces necessary for the chosen battle scenario.

A battle scenario may include a map showing the location of specific scenery elements. If there's no such map, or if you decide to fight in a generic setting, use the following rules to place the scenery elements.

First, collect any scenery elements that are necessary for the battle scenario. (For example, if the scenario is "Village Defence" (see Battle scenarios), you will need five houses.) These are called specific scenery elements. Any other elements used from your scenery collection are called generic scenery elements. These elements can be anything you imagine: lonely trees, barrels, forests, walls, hills, houses, fields, temples, and so on.

The player that won the **Strategy Roll** rolls 1D6 and adds 1 to the result. This is the number of generic elements that can be placed on the table.

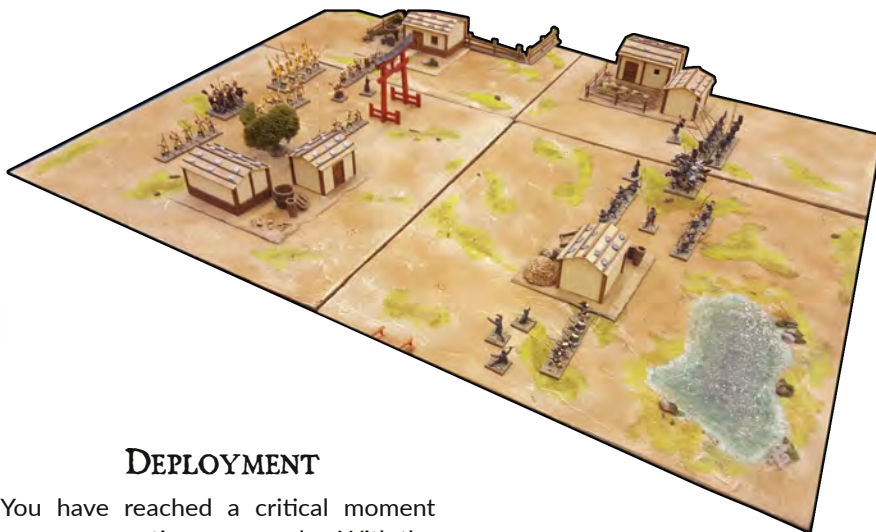
Besides these generic elements, each player can add some extra generic elements depending on his Commander Level (cl).

CL	EXTRA ELEMENTS
Hattamoto	0
Taisho	1
Daimyo	2

The players put the elements on the table in turns, one each, starting with the player who won the Strategy Roll. Unless otherwise noted in the chosen battle scenario, elements cannot be placed closer than 20 cm from each other.

Those generic elements that modify the ground (e.g.: hills) must be placed first. Then, continue with the mission specific elements, and lastly any remaining generic elements. Your table is now ready for battle!

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 result in you 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 in the battle scenario (attacker or defender).

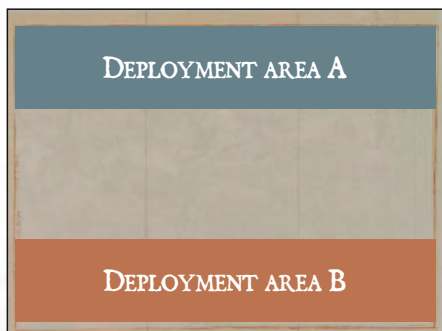
As a general rule, players place their troops in their deployment area, one by one. The players take turns in doing so (you place one, I place one, etcetera), starting with the winner of the Strategy Roll. Each battle scenario gives information about deployment areas and special rules.

Multiple miniature units must be placed first. An army leader or hata-jurushi inside a unit must be deployed at the same time as its unit. When every multiple miniature unit has been deployed, players then continue with all those troops that will be deployed out of a unit (leaders with no unit, spiritual troops, etcetera). As before, continue to alternate between players.

Multiple miniature units must be deployed **in formation** (open or closed, depending on the unit's type) and none can have **less than 3 miniatures**.

STARTING THE BATTLE

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





TURN SEQUENCE



During your training you learned 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 core of Kensei's mechanics.

You've already learned that a Kensei battle is divided into **turns**. As a general rule the battle ends when the fifth turn finishes, although the battle scenario played may add special rules that modify

this. Remember that we make no distinction between your turn and your opponent's turn: **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.

TURN SEQUENCE SUMMARY
1. MAINTENANCE
<p>Check if any army is in retreat. Discard and draw new command cards. Perform a Honour Roll for every troop with a Unit in Retreat marker. Remove activated unit stunned unit and unit in retreat markers.</p>
2. INITIATIVE
<p>Initiative roll. The winner gets the initiative.</p>
3. ACTIVATION
<p>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.</p> <p>3.2. Order roll Each player perform an order roll to know if they have one or two activation orders.</p> <p>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 spend an activation order. This mechanic continues as long as a player has unused activation orders.</p> <p>3.4. Mark used units An Used Unit marker is placed next to any troop (of both armies) that has got any type of order.</p> <p>3.5. End of turn checking At the moment in which one player has used all his troops, the other player can still carry on with one extra activation of one of his not yet used troops, if that player has any left. After that activation the turn ends.</p>



MAINTENANCE PHASE



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

Army in retreat. The first thing you must check is if either army has lost at least **75%** of its initial army points. Should this happen, that army goes into **full retreat** and the game ends at that moment. Check who wins by adding up the victory points earned by each side. Victory conditions and victory points are described in the battle scenario.

Draw new command cards. When playing the Intermediate Rules, you will be using command cards. Discard any unused cards from the previous turn, and draw new cards from the deck. (The number of cards depends upon the battle size: see "Using the Command Deck"). You can use these cards immediately.

Troops in Retreat: Each player 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.

If the roll is successful, remove the Unit in Retreat marker. The troop stops running and can be activated normally during the activation phase. **If the roll fails,** it is assumed that the soldiers have dispersed completely and will not return to the battle. The whole unit or the miniature must be removed and will be counted as a casualty when victory points are totalled.

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 **Command Deck 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 and give them orders (move, attack, etcetera).

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

UNIT ACTIVATION

The player with the initiative chooses which player activates his unit first. Each player then indicates which of their troops they are going to use.

The first player points out one of his troops. Right after, the other player points out one of his 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. All other troops (including those that have already been used in this turn) 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 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
These can only be used by active units (move, attack, combat, disengage, shoot, etcetera).
Reaction orders
Depending on the situation, these can be used by both active and reactive units (reactive attack, flee, etcetera).

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 via their order rolls. The player who activated his troops first uses his first activation order. He assigns an **action** order to his active unit and immediately carries it out. This order will be valid until another order is used or another troop is activated. Once carried out, the player who activated his troops second assigns an action order to his active unit and immediately carries it out. And so on.

Each time a player declares an order (action or reaction) for 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. If this happens, one of the situations described in the reaction table may take place and the players must **immediately** act accordingly.

If a player has already run out of activation orders, and one of its troops is affected by an enemy order, the troop can still react, but can only use reaction orders. This rule applies regardless of whether the affected troop is the active unit or a reactive unit.

Once the opposing player has checked whether his troops are affected by an action - and has declared any necessary orders and made any possible movements or shots involved - **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. All steps at this point of the phase are repeated. After, the other player will do the same with his second activation order, if he obtained one and still has it.

REACTION TABLE
<p>No troops were affected</p> <p>The player must use an action order, if the player has any left, on its active unit, thus using an activation order.</p>
<p>A troop with a Used Unit marker on it gets engaged in hand to hand combat</p> <p>The defending troop is forced to use the attack reactive 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.</p>
<p>An active unit is affected after using the hand to hand attack order and before performing the combat</p> <p>No extra activation orders are spent, just resolve the possible combat. It may occur when a troop declares the attack order and gets charged upon before resolving it.</p>
<p>An active unit is affected and it has not used an action combat order yet</p> <p>The player can assign either a valid action combat order or a reaction order. For example, when your active unit is charged upon, it can respond with the action attack order with no negative modifiers, or with the reaction fleeing order. The player spends an activation order at this moment.</p>
<p>A troop is affected that is either a reactive unit, or is the active unit but has no activation orders left or it already used a action combat order during the turn</p> <p>The affected troop can only use a reaction order. The player spends an activation order of its active unit at this moment, if he has any left, whether the affected troop is an active unit or reactive unit.</p>

MARK USED UNITS

Once both players have used all their activation orders and all combats have been resolved, a **Used Unit marker** is placed next to the active units of both players. Any other troop (of both armies) that received any type of order (action or reaction) also gets a Used Unit 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 he does so, the turn has ended.

When the turn ends, check if any requirements for ending the game are met. These are 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 any affected units. There is an affected

reactive unit that has no Used Unit marker on it (it hasn't been used), so he must declare a reaction order. Doing so uses his first activation order. He can choose between fighting or fleeing, but this time his men's honour prevails and he decides to enter combat, even though his unit will suffer negative modifiers. (As we will see in combat modifiers, fighting using a reaction order results in losing 1D6 on the combat or shooting roll.)

Example 2: When 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. 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.

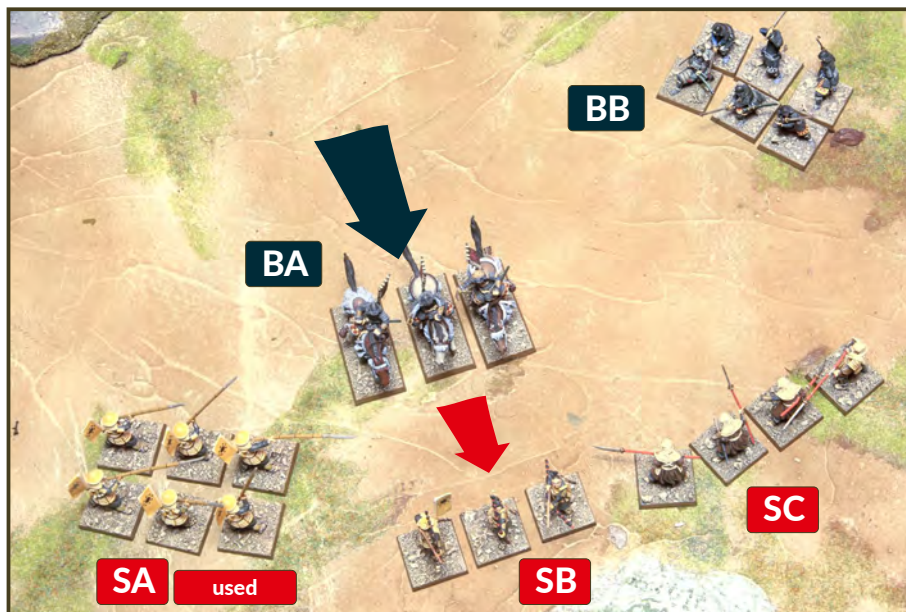
His SA unit has a Used Unit marker (this unit destroyed a Buke unit that was removed from the game), which prevents him from activating that unit again, so he decides to activate the SB unit. It's the Buke player's turn to choose, and as none of his units are active, he can choose any of them. So he 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 the action order Move, trying to get into charge distance. He moves his unit towards the Buke unit BA. 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 by declaring a charge, even though the enemy is a bit far away. (Remember: Players are not allowed to pre-measure.) He rolls 1D6 and obtains a 3, so the Buke unit can move up to 18 cm (15 cm for the cavalry's movement attribute, plus 3 cm for the roll). The Buke player measures the distance to the Sohei unit and since there is only 15 cm separation, the charge will be successful and the unit will engage in hand to hand combat (if the Sohei unit decides not to flee).

As the Sohei unit has been charged upon, it must immediately react. Being the active unit, and not having a Used Unit marker, the player is forced to use his second activation order on this unit and give it either 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. The unit's warriors make a 9 cm movement, turning their backs to the unit that charged them.

The Buke unit is forced to make its charge movement and moves its full 18 cm. This charge is not a failed charge because of the enemy unit was within the charge distance before fleeing. The cavalry will not reach the Sohei unit, but they will get very close.

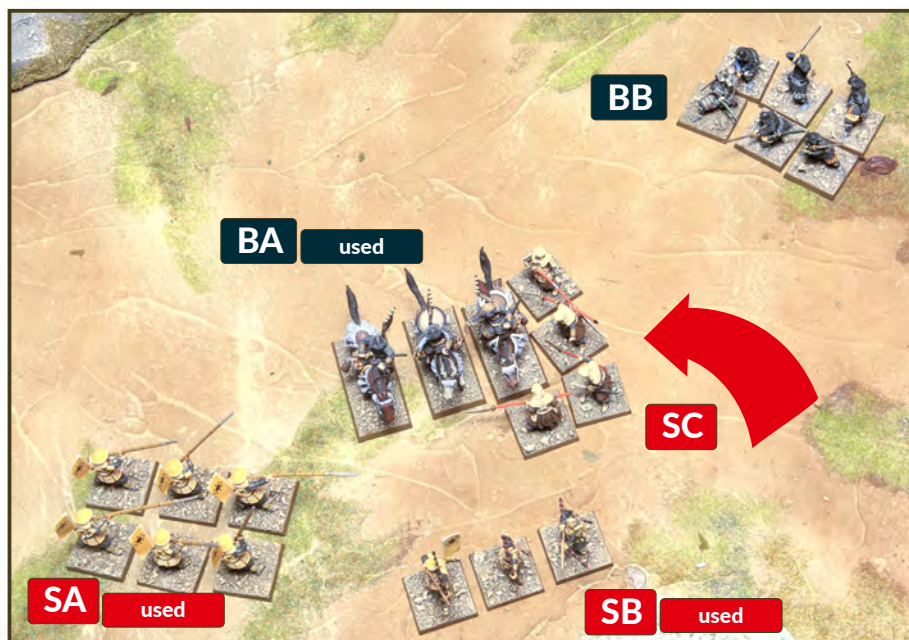
Both units receive a Used Unit marker. Their activation ends and the players must continue with other units not marked as Used Units.

EXAMPLE 2

The activation phase continues, with each player activating a new unit. 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. Since the SC unit's movement attribute is 10 cm, it can move up to 13 cm during this charge. The player measures 13 cm and the Buke unit is well 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 a Used Unit marker it must automatically react with the reactive attack order. The Sohei unit moves until it comes into hand to hand contact.

Because the BA unit already has a Used Unit marker, its reaction doesn't use an activation order. Therefore, before resolving the combat between SC and BA, the Buke player must use his first activation order. He shouts "You fell in my trap!" and declares that his active unit (BB) is going to attack the Sohei unit (SC) 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: it loses one D6 because it has a Used Unit marker and loses the second D6 because it's in combat by reaction.
- The SC unit will fight with $+1D6$ (against both units) because it's charging. In addition, the SC unit will apply $+1$ to its Combat Roll when fighting the BA unit (because SC is attacking upon BA's flank). As it hasn't yet received a Used Unit marker, the SC unit does not suffer a $-1D6$ modifier.
- The BB unit will fight the SC unit with a $+1D6$ for charging and $+2$ to the Combat Roll for striking from behind.

All of the above modifiers are described in the hand to hand combat section.

The Sohei player, having the initiative, will decide the order of the combats: This is explained in the multiple combats section.

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

Orders

Orders represent the actions that your troops can make during the game. You have already learned how to use orders during the game sequence. Now, let's look at which orders you can use, when to use each of them and the strategic possibilities they provide.



ACTION AND REACTION ORDERS



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

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

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

ORDER TABLE		
TYPE	ACTION ORDERS	REACTION ORDERS
Movement	Move Run Regroup	Flee
Combat	Attack Charge Disengage Challenge to a duel Shoot	Attack 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 to use each time you activate a new troop. Each of these orders represents an action that your troops can make.

What happens in battle will let you take certain decisions, but may prevent you from taking others. You will not always be able to assign orders as you would like. During an activation, a troop can get any combination of orders, bearing in mind these conditions and restrictions:

- **A troop cannot get two action combat orders**, even if the player had obtained two activation orders. The only exception is **Challenge to a Duel**, which is always issued along with an attack 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 declare at least an allowed action or a reaction order **if it is the target of a combat order**:

- If it is the active unit, a combat action order or a valid reaction order can be declared.
- If it is a reactive unit, and has no Used Unit marker on it, any valid reaction order must be declared.
- If the troop has a Used Unit marker on it, the reactive attack order is its only option and is automatically declared.

If the troop **starts its activation** in hand to hand combat, the first action order that troop receives must be a combat order.

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 up to the limit of its movement attribute (in centimetres) in any direction.

When finished moving, the unit's facing may be positioned in any direction.

During this movement, you can change direction as many times as you wish (for example, to go around a corner or avoid scenery elements).

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 the miniatures end their move in formation.

If you move your units **miniature by miniature**, move one of them to the final position and then use it as reference to place the rest of the unit's miniatures in valid formation. (Remember, no miniature can exceed the troop's maximum movement). If you use **movement bases** for your unit (stencils used to quickly move your units), you must measure from the furthest unit's miniature to the final position.

A movement executed with a Move order cannot end in hand to hand combat with another unit, so all figures within the unit must be at least 1 cm from any enemy figure's base. To engage in hand to hand combat, 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 upon making their movement. At the end of the move, all miniatures must face the front of the formation.

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 the unit's front. Also, the player can use this order to move any of the unit's miniatures that are not already in direct contact with an enemy miniature. These miniatures may be repositioned to recover the unit's cohesion. Or they may be moved to add miniatures to the battle, by placing them in contact with another enemy miniature in the same unit the player's unit is fighting.

Passing through troops and objects

As a general rule, a troop (miniature or unit) cannot pass through other troops, enemy or ally, except if the troop being passed through is an individual allied miniature. In that case the miniature must be passed through completely.

Terrain pieces do not pose an obstacle to troops and be crossed with no modifications to movement - provided they are less than **two-thirds the height** of the miniature's volume height. To pass through larger pieces, troops must climb or go round them. The unit's miniatures can go around a scenery element by any of the element sides as long as the unit finishes its movement in a valid formation.

Climb

Any individual miniature and any troop on foot and using an open formation can climb during a movement. Climbing costs twice as much as a normal movement so, for example, a miniature must be able to move at least 8 cm to climb 4 cm.

A miniature can end its move on the element only if the model can actually stand on it. Otherwise, the miniature must finish its movement completely clear of the element.

e.g.: A miniature wants to pass a wall of 5 cm height and 2 cm width. The total movement needed is 20 cm: 10 to climb up and 10 cm to climb down. The wall is less than 2.5 cm width - less than the width of the miniature's base - so there is no movement cost over the top of the wall.

After a vertical movement (up or down) the rear edge of the miniature's base must be as close as possible to the climbed side. Placing the miniature on the element or on the ground does not cost any movement (beyond the cost of the climb). But any movement across the element (for example, across a flat roof) must be added to the troop's total movement.

A miniature cannot finish its movement at any point in the middle of a climb: It must be able to complete the climb in one move. A multiple miniature unit cannot be divided by the climb: Every unit's miniature must be able to complete the climb or the unit cannot do it.

Troops on top of a wall, a hill or other scenery are considered to be behind **cover**. These miniatures can only shoot against enemy troops below their position (and they can only be targeted by these enemy troops) if the shooters are within 1cm of the edge of the scenery element that gives line of sight to the enemy.

Troops equipped with polearms and bladed polearms (type 1 and 2: yari, naginata, and so on) can attack any enemy troop over an element. Common combat rules - including partial line of sight - must be used. The attacking troop must be within 1 cm of the attacked scenery side, troops over the element must be placed within 1 cm of the same edge. If one of the troops flees after the combat the other troop cannot chase it.

RUN

You may order a troop to run so it can reach combat faster. 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 have one activation order, your troop cannot run.

The troop must move at least **double its movement** attribute. (e.g.: If the troop's movement attribute is 10 cm, it must move at least 20 cm.) On declaring this order roll **1D6**. The result is the distance, in centimetres, that you may add the the troop's minimum movement. You are not forced to use the extra movement obtained via this die roll.

It is recommended that you put a marker on a unit that has used the run order as a reminder, as the enemy's **Shoot Roll applies -1** to each die to impact a troop that has run this turn.

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.
- A troop cannot run if it starts the movement within difficult terrain (see Battle Scenarios section).

Otherwise, the run order has the same limitations as the move order.

REGROUP

An **army leader** can use this order to make a movement up to the limit of its movement attribute and end the movement by placing itself in formation inside a unit, thus becoming their unit leader. When entering the unit, the leader 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 moment that the leader enters the unit, the leader's activation ends. if the unit does not have a Used Unit marker, it can be activated later and the leader will behave as part of the unit.

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

❁ ACTION COMBAT ORDERS ❁

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

ATTACK

Any of your troops that has a base edge within 1 cm of an enemy miniature's base can receive this order to enter hand to hand combat (See hand to hand combat).

SHOOT

With this order, any troops carrying ranged weapons and who are not engaged in hand to hand combat can shoot at an enemy troop in their line of sight - either total or partial. (The unit cannot receive this order if it is the target of a charge. Instead, it would use the reaction order Hold and Shoot that is described further on.)

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

A troop with an unloaded weapon marker cannot shoot. They must use a Reload order to remove the marker (See the static order Reload.).

You cannot shoot at an enemy troop that's engaged in hand to hand combat with another friendly troop.

All members of a unit must shoot at the same target. You cannot divide your fire.

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. When you use this order, you roll **2D6**: The result is the distance, in centimetres, that your unit moves directly away from the combat. The unit's miniatures do not change their facing: They have simply moved backwards.

When disengaging, the troops must attempt to move the full distance rolled on the dice. If, while backing up, the unit encounters an obstacle the unit's movement ends. If the troop starts its activation next to an obstacle that blocks any movement then the troop cannot receive a this order.

Opportunity attack

Each troop in combat against a unit using the disengage order must declare an attack order to make an opportunity

attack. (Depending on the situation, this will be either an active or reactive order.)

In an opportunity attack, the combat roll is 1D6 for each miniature in hand to hand combat against a miniature of the disengaging unit. The only modifiers to this roll are bonuses for attacking the flank or the rear of the disengaging unit. The disengaging troop cannot respond to this combat: it can only perform the disengage order.

If the troop that declares the opportunity attack is engaged in multiple combats, the rest of other units' combats are resolved as if an attack order had been declared. (See Multiple Combat.)

Skirmisher troops

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

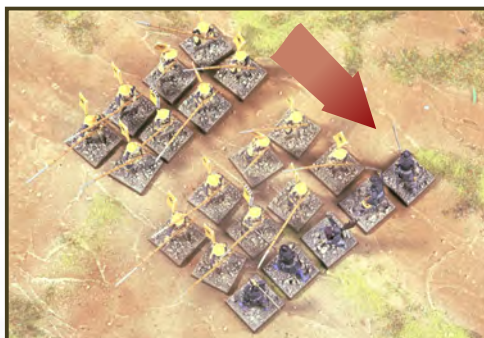
CHARGE

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

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).

When issuing a Charge order, the attacker declares the target of the charge. This must be the nearest enemy troop that is within line of sight of the charging unit. The enemy troop must then declare how it will react to the charge before the attacking troop is moved.

The charging unit must attack the closest side of the target troop. If the charging troop is a multiple miniature unit, every miniature in the unit must charge against the closest side of the target. The exception is if doing so would force the charging unit out of formation: In this case, you can decide that any miniatures that would break formation do not have to engage with an enemy miniature.



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).

You may also use the Charge order to execute a pincer charge with a multiple miniature unit. This occurs when your unit's front is equidistant from two sides of the target unit. In a **pincer charge**, you divide your unit's charging miniatures to attack both sides simultaneously. Place any miniatures in the unit that cannot engage directly with the enemy in a valid formation. When calculating the combat modifiers for a pincer charge, the attack takes place against the side of the target that has the most miniatures engaged with it. If an equal number of miniatures are attacking each side of the target unit, then the target is attacked on the side that is the least detrimental to the defender. (This was discussed, with examples, in "Front, flank and Rearguard")

Once your opponent has declared a reaction order, roll 1D6 and add the result to your troop's movement attribute. This is the maximum charge distance (in centimetres) that your troops can be moved. For the charge to be **successful**, the target troop must be within the maximum movement distance of your charging troop, so that at least one of



This is a pincer charge. During an oblique charge your unit can be split to charge on two flanks at a time.



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.

your miniatures ends its charge with its base within 1 cm of the target troop.

If either of these conditions is not met, the action is considered an **unsuccessful charge**.

If your opponent decided to flee, or was forced to do so, the target unit attempts its escape before the charging troops are moved. This means that you must check if a charge is successful or unsuccessful before the flee movement.

If it is a **successful charge**, move your miniatures the maximum charge movement until their bases are within 1 cm of an enemy miniature. If it is an **unsuccessful charge**, move your troop its full movement attribute in centimetres (including the 1D6 modifier) in the direction of the declared charge.

If the enemy troop fled, it is possible that your troop will not reach them - even if the charge would otherwise have been successful. In this case, nothing else happens. If your charging troop reaches the fleeing troop, they will engage in hand to hand combat, with your troop attacking the enemy's rearguard.

The combat between the charging troop and its target will be resolved one all

action and reaction orders have been declared and all movements made.

During a charge your troops must respect 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.

No miniatures can exceed the maximum charge movement. When charging, place the front rank miniatures in their final position and then place the rest of the unit's miniatures behind the first ones, keeping the formation as much as possible.

Remember that all miniatures of a skirmisher unit are part of the front rank so any of them that cannot engage an enemy miniature must be placed out of combat at a valid point without exceeding the charge movement.

No miniature can abandon unit cohesion. If this happens, the charge cannot be performed.

During the charge movement, the width of the unit's front cannot increase.

If any miniature in the unit's front rank cannot enter hand to hand contact with the enemy because doing so would exceed the maximum charge movement, that miniature must be placed in any rank behind the front when the unit performs the charge movement.

For a miniature to take part in hand to hand combat, it must end its charge with the front of its base adjacent to the base of the miniature it intends to fight. If this is not possible, the corner of its base should be aligned with the corner of the target's base, and it will fight diagonally. Otherwise, the miniature will not be able to take part in the combat.

A unit **out of cohesion** cannot charge. A unit **out of formation** may charge, but does not receive the +1D6 charge bonus to its Combat Roll.

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

CHALLENGE TO A DUEL

One of your army leaders can challenge an enemy leader to a duel. This challenge can be issued regardless of whether the enemy leader is part of a unit. This order must be declared together an Attack or a Charge order.

If you use a Charge order, your troop has to reach hand to hand combat in order to carry on with the duel (see Intermediate Rules, Honour Duels).



STATIC ORDERS



RELOAD

After shooting a firearm the troop receives an unloaded marker. If a multiple miniature unit shoots its firearms, all of them are discharged and the unloaded marker applies to the entire unit.

Obviously, discharged firearms can't shoot until they are reloaded. When you issue a reload order to a troop, you can remove its unloaded marker.

All firearms begin the battle loaded.

SHELTER

Your unit closes ranks and uses barricades to protect itself. **The enemy applies a -1 modifier** to each die when making Combat Rolls and Shoot Rolls against this unit.

At the same time, this unit must subtract **-2D6** from any hand to hand **Combat Rolls** or **Shoot Rolls**.

The unit receives a sheltered unit marker, which will be removed as soon as the unit performs any movement. A unit cannot receive this order if it already 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.

Remember that rolling a Natural 1 is always a fumble, so a result of "1" is always a

failed interaction, regardless of the troop's initiative attribute.

After a troop makes a interaction roll, it can move up to 5 cm without using an extra 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 **+1D6 to a Combat Roll or Shooting Roll**.

The strengthen order has to be declared at the same time as the combat, charge or shoot order. Therefore, you must have two activation orders to use it.



❖ SPIRITUAL ORDERS ❖

These can only be used by spiritual beings. A spiritual being cannot use the same spiritual order twice in the same turn, and the being cannot be engaged in hand to hand combat when using one of these orders. These spiritual orders are only used if you are playing with the occult powers in the 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 (either the Onmyouji's Ki abilities, or those of a creature the Onmyouji previously invoked).

EXORCIZE

A Komuso can use this order to eliminate Ki points from an enemy Onmyouji's pool. The Komuso must be within mid-range (40 cm or less) of the Onmyouji. The Komuso does not need to have line of sight to the Onmyouji.

The player rolls 1D6. On a result of 4 or 5, eliminate 1 Ki point from the enemy's pool. On a result of 6 (a critical roll), eliminate 2 points.



REACTION ORDERS



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

ATTACK

We have already learned that this reaction can be used when one of your reactive troops is the target of a hand to hand combat or your active unit is the target and it either has no activation

orders left, or it has already used any combat order in this turn.

Using this reaction order means that your troop suffers a negative modifier of **-1D6** on any Combat Roll.

FLEE

If one of your troops or units is the target of a charge, has no Used Unit marker and is not already engaged in hand to hand combat against another unit, it can declare a flee reaction order.

To flee, declare the order and then rotate your fleeing miniature(s), if necessary, so that their backs are towards the charging enemy troops. Next, roll **2D6** and move your fleeing troop that distance, in centimetres, directly away from the charging troops.

eg.: If any of your army's units is targeted by a charge over its flank, the front rank will become one of the flanks. If a hero or standard bearer was in the front, they will stay in the new flank.

If the obtained distance isn't enough and the charging unit makes contact with the fleeing enemy, then once both players have used their activation orders the

combat is resolved as usual. Most likely, the charging unit will attack the fleeing unit's rearguard.

During its fleeing movement, a troop cannot pass through other troops, regardless of whether they're friend or foe. If a fleeing troop comes into contact with another troop, the fleeing unit stops its movement. If it has come into contact with an enemy troop, it will engage in combat. (See Combat Resolution)

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

OPPORTUNITY CHARGE

A troop with no Used Unit marker can declare this reaction if an enemy troop makes any movement - except a charge - that passes through its control area. This order is resolved in the same manner as a charge.

The troop being charged upon is stopped at a spot decided by the player making the opportunity charge, and the combat is resolved

HOLD AND SHOOT

When a unit with ranged weapons is the target of a charge, it can hold position and shoot its weapons before receiving the charge. This order can only be used if the unit's firearms are loaded (see the reload order). When using this order, make a shoot roll, using 1D6 for each miniature shooting. When using this order, a unit leader adds 1D6 only.

Using this reaction order means this unit cannot make a Combat Roll if the enemy unit engages hand to hand combat.

The unit charging removes the casualties of the shooting from the nearest rank to the shooting troop before completing its charge and engaging in combat. Not that 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 into hand to hand combat (when your troops fight within 1 cm of each other) 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 multiple miniature units are in hand to hand combat if at least one miniature from each player's unit is in direct hand to hand combat.

DIRECT AND SUPPORT COMBAT

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

Two miniatures are in hand to hand **direct combat** if their bases are within 1 cm of each other and completely facing one of their sides. Miniatures positioned diagonally to an enemy troop - in other words, with only their base's corner within the 1 cm distance - are considered to be in **combat support**.

Unless specified otherwise, the term "in hand to hand combat" means both in direct hand to hand combat and in supporting combat.



The units face each other in hand to hand combat as a miniature of each side is engaged in direct hand to hand combat with the enemy unit (1). The miniatures on either side (2) are considered combat support as they are facing the enemy unit diagonally. The miniatures in the second rank (0) are not in combat.

ENGAGING IN HAND TO HAND COMBAT

We already saw that the only way that your soldiers can declare a hand to hand combat is with a **Attack order** against an enemy unit already in hand to hand contact with your troop, or by using a **Charge order** to move your troop directly towards the enemy unit in order to engage it.

COMBAT SYSTEM

When two enemy troops are engaged in combat (units or individual troopers), both attack and both may incur casualties. **Both players take the following action sequence simultaneously;** combat rolls, damage rolls and combat resolution. Each of these is explained below:

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.

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 number of dice, both players must roll their at the same time.

Each die that rolls a number higher than the given difficulty is a hit (a success). The **base difficulty is 4**, but it can be modified by different factors as described in 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.

2. Damage roll

Now it's time to discover exactly how many impacts actually wound the enemy. Each player takes one D6 for each success achieved during their combat rolls, and makes a Damage Roll, again at the same time. The result of each die is described on the roll wound table on the next pages.

The Damage Roll might be modified by factors as described on the wound difficulty table on the next pages. As with all success rolls, the base difficulty is 4+.

3. Combat resolution

Once you know the number of wounds that each player's troops receive, players reach Combat Resolution. Players **remove the casualties** from each unit. They then make **Honour tests** to see if any of the troops must retire from the battle. Finally, each player makes any post-combat **Melee movements** to close up ranks, etcetera. Each of these steps is detailed in the Combat Resolution section.

COMBAT ROLL

XD6	The number of dice listed in the troop's attack attribute.
+1D6	For each miniature, not the unit leader or an isolated miniature, in hand to hand combat with the enemy. This applies only when 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 a leader engaged in direct hand to hand combat. If the leader is engaged in a combat support role, only add +1D6, not the leader's attack attribute.
+1D6	If your unit uses a closed formation and has, at least, two consecutive complete ranks (front and second rank). No miniature in a rank behind the front 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 started the charge in formation. The first value is applied to troops on foot, the second to mounted troops. This modifier is not applicable to skirmisher units.
+1D6	if your unit charges with the Hata-Jurushi in the front rank.
-1D6	If your troop has a Used Unit marker.
-1D6	If your troop is fighting using the Attack reaction order .
-1D6	If your unit is out of cohesion .
-2D6	If the troop has a fleeing unit marker or a sheltered marker.

IMPACT DIFFICULTY

Difficulty 4+. Combat Roll modifiers. (cumulative)	
-1	if the enemy troop is behind cover or sheltered.
-1	to the troop that receives a charge if it is a shooting troop. This applies only to the combat that occurs after the charge.
+1	if your troop attacks over the flank of a multiple miniature enemy unit.
+2	if your troop attacks over the rearguard of an enemy troop.

Combat roll example

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 charging, +1D6 two complete ranks. You will roll 12 combat dice. Also, your Combat Roll gets a bonus of +1 because of you are charging on the enemy's flank. Make your roll, and for each die with a result of 3+ (equal or more than 3) the enemy receives an impact.

D A M A G E R O L L	A base of as many dice as impacts got in the previous combat roll.	
	1 on the die (natural 1)	Is considered a fumble and the die is ignored.
	Less than the 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 an individual troop, any die with this result is a direct wound for that miniature. You do not need a critical roll to wound a solitary leader.
	Natural 6	It is a critical roll and always causes a wound, regardless of any modifiers to your roll. If your troop is fighting a unit with a unit leader in it and he is in direct combat, you can decide if the unit or the leader suffers the wound. Note that a leader that fights inside a unit is protected by his men and can only be wounded with a critical roll.

D A M A G E D I F F I C U L T Y	Difficulty 4+. Damage roll modifiers. (cumulative)	
	-1	if the attacked troop is wearing an armour.
	-1	if the attacked troop is mounted.
	Additional modifiers from abilities, weapons, etcetera: Each case is described in its section.	

Damage roll example

Your Ashigaru unit obtained 5 hits on its Combat Roll against a Samurai unit with armour. You make your Damage Roll with 5 dice while you hold your breath. You must apply -1 to each die in your Damage Roll due the Samurai unit's armour: therefore you must roll 5+ ($5 - 1 = 4$) to wound. The results on the dice are 1, 2, 4, 4 and 6. We do the count up: the Natural 1 is ignored as it's an automatic failure. The 2, 4 and 4 are less than the difficulty to wound, but the Samurai unit still receives 3 Stunned Unit markers for these dice results. We convert two of these Stunned Unit markers into an extra wound, so the Samurai unit 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 Samurai unit (receiving a total of 2 wounds) or by 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 will be in hand to hand combat at the same time. It's complicated to deliver clear orders to units that are concentrating on the threats that are immediately 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 engaged in combat is activated, an activation chain reaction is provoked, affecting the other 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, attack, 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 valid action order or the attack reactive order. A unit activated like this may declare an action or reaction order if the player's active unit is part of this multiple combat. Otherwise, the unit can only declare a reaction order.

The player that activates several troops must check the status of each troop to determine what types of orders are valid. (See **Using Orders**). Regardless of the number of troops activated by multiple combat, the player spends only **one activation order, maximum**.

When all activated troops are revealed, **the player with the initiative decides the order of all combat**. The fights are conducted consecutively and in the usual manner, removing all casualties after each combat. However, other aspects of combat resolution (Honour tests and Melee movements) are not performed until all combat has concluded.

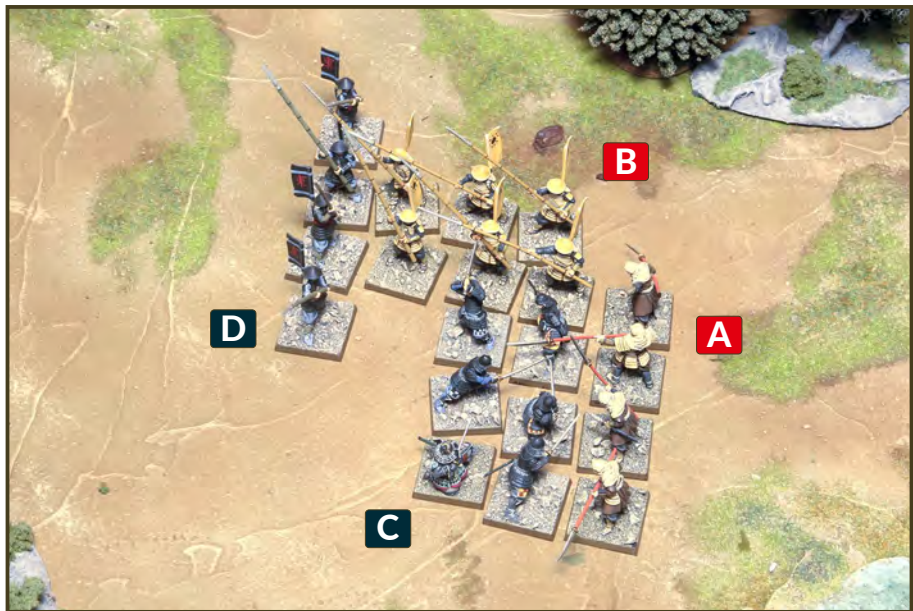
When making the **Honour roll** after multiple combat, add up all casualties from each combat and roll once for all of your troops. They will all either flee or hold their position.

If any player must make the Honour Roll, it uses the highest honour attribute among the defeated troops involved.

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

A unit can charge against several units at the same time if its front line is wider than the side of the target unit, and the charging unit does not break its cohesion in doing so. In this case, a multiple combat is carried out as previously described.

During a multiple combat it's possible that you will eliminate all the enemy troops before all of your troops have engaged in combat. If this happens, any of your troops that have not fought must declare and immediately resolve one (and only one) non-combat order. These troops will get a Used Unit marker when that order is complete.



Example

The units A and B belong to the Otokodate clan. The C and D to the Buke clan. None has 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. Unit A is already in hand to hand combat so after his Orders Roll, the Otokodate player has to declare an attack action order: he decides to use "combat+strengthen" against Unit C. The Buke player's Unit C is therefore forced to react because a combat order has been declared against it. As the active unit is not in this combat, the Buke player can only declare an attack reaction order. The chain reaction is ignited. The Otokodate player's Unit B is also activated as it is in contact with Unit C. Since Unit A is the active unit, Unit B can declare an action order. He decides to use disengage. As Unit B used a combat order, Unit D must also activate. Again, the Buke player can only use a reaction order because his active unit is not in this combat. He uses the attack reaction order to perform an opportunity attack on Unit B.

Combat between the units is resolved as usual. In this case, Unit C will engage Unit A with the 3 miniatures in its front rank, and engage with Unit B with the 2 miniatures on its left flank. The miniature in Unit C that is in hand to hand combat with both enemy units will be part of both combats.

❖ RANGED COMBAT ❖

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

RANGES

There are three Ranges. If a troop has a ranged weapon, its maximum range (short, intermediate or long) will be indicated on the profile as part of the weapon's information. This is the maximum effective distance of the weapon, as follows:

Short-range	from 0 to 20 cm.
Mid-range	more than 20 to 40 cm.
Long-range	more than 40 to 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 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.

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 to determine the number of shots that hit your target. Unlike in hand to hand combat, only the player who shoots makes this roll.

Use the following Shoot Roll and Shooting Difficulty tables to calculate how many dice to roll and the modifiers to the dice.

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. The number of dice to be rolled equals the number of successful rolls on the Shoot roll. Check the effect of each die and the difficulty to exceed on the Damage roll and Wounds difficulty tables.

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 the ranged attack after the target unit finishes its order.

S H O O T R O L L	XD6	The number of dice listed in the troop's ranged attack attribute.
	+1D6	For each miniature of a multiple miniature unit placed along the outside front or flank edges of the unit, and 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 the leader's 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-range weapons at a mid-distance.
	-1D6	when shooting long range weapons at a long distance.
	-2D6	if your troop has a Sheltered marker .

I M P A C T D I F F I C U L T Y	Difficulty 4+. Shoot roll modifiers. (cumulative)		D A M A G E D I F F I C U L T Y	Difficulty 4+. Damage roll modifiers. (cumulative)	
	-1	if the target troop is behind cover or sheltered .		-1	If the target troop is wearing armour, except if a firearm or a crossbow is being shot.
	-1	if shooting at a single miniature.		-1	if the troop is mounted.
	-1	if shooting at a troop that has run this turn.		+1	if shooting a firearm. Firearms ignores the Samurai Armour.
	-1	when shooting firearms at a long distance.			

D A M A G E R O L L	A base of as many dice as impacts got in the previous Shoot roll.	
	Less than the 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 against that miniature.
	Natural 6	This is a critical roll and always causes a wound, regardless of any modifiers to the roll. If your troop is shooting against a unit that has a unit leader in it, you decide if the wound is suffered by the leader or the unit as long as the leader is one of the miniatures affected by the shot. The leader can only be wounded with critical rolls while part of a unit.



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 two troops, where at least one of the troops is a **multiple miniature unit**, the troop that suffers the most casualties is the defeated unit. Losing the **unit leader** counts as two casualties for the purpose of calculating this.

In a combat between two **individual troops**, the troop that suffers the most wounds is the loser.

If a troop (unit or single miniature) completely eliminates its opponent, it is the winning unit, regardless of the number of casualties or wounds suffered.

After a hand to hand combat, one of the two troops will gain the **combat initiative**, being the fastest to pull 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 because it might save your men.

RESOLUTION SEQUENCE

After each combat all troops (yours and your opponent's) that are wounded must go through this sequence to find out how many casualties they suffer, as well as whether the troop will flee or prepare to

stay in combat. The steps are: **Protecting the leader, removing casualties, making an honour roll and melee movements.**

RESOLUTION SEQUENCE

1. PROTECTING THE LEADER

Save a unit leader about to die.

2. REMOVING CASUALTIES

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.

PROTECTING THE LEADER

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 receives one wound that would have been assigned to the leader. If those extra wounds produce any casualties, remove the miniatures from those closest to the leader.

e.g.: A unit leader who had 2 wounds left receives 3 wounds in combat and would fall. There are 4 miniatures of the leader's own unit within 1 cm of the leader, so the player can roll up to 4D6 to try to save him. He decides to roll 3D6 and gets two successes! The leader survives with only one wound left. Meantime, the unit receives 2 extra wounds.

REMOVING CASUALTIES

By now you have calculated how many wounds your troops incurred. When a troop suffers as many wounds as its Wounds attribute, it suffers a casualty. A warrior is a casualty after receiving only 1 wound, while 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 one miniature for each casualty. 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 the leader becomes a casualty and is removed from the unit.

In both hand to hand combat and ranged attacks, a unit's casualties are pointed out by the enemy player that caused them. (Keep in mind that a unit leader can only be pointed out if the Damage Roll was a Natural 6.)

When removing casualties **after hand to hand combat**, the selection of miniatures to be removed from a unit is governed by the following: The first miniatures to be removed must be those that were in direct hand to hand combat. Once those have been removed, any additional casualties will come from those in combat support roles. If there are still more casualties to be removed, start with those what were in contact with miniatures that have already been removed.

The player that won the **combat initiative** is the first one to select enemy casualties to be removed.

Through the selection of miniatures to be removed following a hand to hand combat, each player has the chance to break the 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 are 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. It's possible that this will make the target 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 an Honour Roll if:

- It's the **defeated troop** after a hand to hand combat.
- 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 individual trooper suffers at least **one wound** because of a shot.
- If any **rule** or **ability** commands it.

If any of the above conditions is met, the player must make an Honour Roll. The player rolls **1D6** and the result must be **equal to or less** than the troop's honour attribute.

A troop cannot decide to fail the honour roll to willingly flee after combat.

If the roll is successful the troop stays put with no other effects. If the roll fails, one of the following happens:

- **The unit withdraws:** If the unit's first

and second rank are complete ranks, it just withdraws. Move 2D6 cm if on foot or 3D6 cm if mounted, in the opposite direction of the combat or shot. The unit does not rotate during this movement and stays facing at the same point. The unit **does not** receive a unit in retreat marker.

- **The troop retreats:** The troop flees if it is a unit without two complete ranks, or if it's a character or individual miniature. Move 2D6 cm if on foot or 3D6 if mounted, in the opposite direction of the combat or shot. The troop ends its move with its back to the enemy that forced it to flee (alike the Flee order movement). The troop **receives** a unit in retreat marker.
- **The unit stays still:** If a **unit has a leader**, he can set his troops in order by giving an example of what will happen to whoever flees. The player can decide that its unit will not withdraw or retreat but it 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.

WITHDRAWN OR RETREATING TROOPS

Any troop that abandons the combat (either by withdrawing or retreating) receives a Used Unit marker after completing the movement and loses any remaining activation order. It cannot receive any activation order(s) until the next turn.

Any unit that withdraws or retreats must try to maintain or recover its unit formation and cohesion.

If one of your troops is forced to withdraw or retreat, it will be vulnerable if attacked again. Also, it might demoralize the rest of your men, as they see the army's front lines crumble. As they withdraw, the following situations might occur:

1. Your troop collides with a friendly troop.

The second troop must also make an Honour Roll:

If the honour roll is a **failure** the second troop will also retreat (moving 2D6 cm or 3D6 cm as usual). It will be marked as a Used Unit, if it hadn't been already, and receive a Unit in Retreat marker.

If the honour roll is a **success**, the withdrawing or retreating troop will stop.

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

Your troop will stop and engage in hand to hand combat that must be performed immediately. Any troop fighting having a Unit in Retreat marker must apply a penalty of -2D6 to its Combat Roll.

CHASING AN ENEMY TROOP

If an enemy troop withdraws or retreats after a hand to hand combat, your troop might want to chase it. In order to do this you have to make an Honour Roll.

If it is successful you can move 2D6 cm if on foot, or 3D6 if mounted, towards the fleeing troop. If your troop reaches the fleeing troop, the troops will engage in hand to hand combat. This will be carried out on the next turn.



LEAVING A MULTIPLE COMBAT

If a troop withdraws or retreats from a multiple combat, it must move in a direction that maximizes the distance from every enemy troop that took part in the combat. For example, if enemy units were at its front and left flank, the troop should move backwards and to the right.

The winner may decide to pursue the withdrawing/retreating troop with one or more of its winning troops. The winner must perform an Honour Roll for each of the troops which wishes to pursue. Those that succeed may chase the enemy troop. (If more than one enemy troop withdraws or retreats, each of your troops can pursue a different enemy troop).

UNUSED TROOPS

A troop that has not been used yet, can suffer a ranged attack that causes it to withdraw or to retreat. This troop can be activated later on this turn, removing any unit in retreat marker, but does not make an Order Roll: it is allowed a maximum of 1 order and cannot activate any of its Ki abilities.

MELEE MOVEMENTS

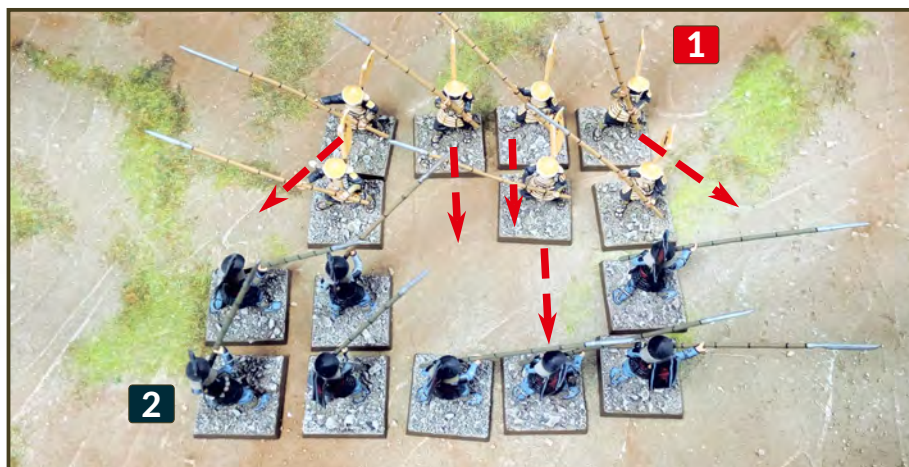
After hand to hand combat, each miniature (whether an individual or part of a unit) that hasn't abandoned the combat and isn't engaged in direct hand to hand combat can move up to 3 cm to recover formation or stay in hand to hand combat against an enemy miniature.

The player who won the combat initiative will be the first one to adjust the placement of miniatures within units. In this way, the player with the initiative influence how the other player moves his unit's miniatures during this recovery phase.

If the enemy troop was completely destroyed, withdraws or retreats and your troop did not pursue them and did not make any movement after the combat, you may use this moment to engage in hand to hand combat against any close enemy, recover formation and/or to change the miniature's facing.

A unit may lose its closed formation after a hand to hand combat if a miniature comes into an enemy unit's rank to contact with an enemy miniature or is unable to get into formation when using its melee movement. If this happens unit's miniatures are not forced to face the same direction (the "front"). In this case, you can use this Melee movement to move and rotate the miniature as you wish. For example, the out of formation miniatures can change facing from front to left to cover the left flank..

If you use movement bases for your units you can move your miniatures from your base to the enemy's base during the melee movement. If this happens, just move miniature to miniature until the unit can recover its formation and is able to use its base again.



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 with their weapon and know how to exploit its full potential. As an expert in the art of war, you need to know them too, so you may position 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 Farming equipment, Bo, Jingama, Tanto.	-1 to your Damage Roll
1	Polearms Jumonji Yari, Omi Yari, Yari, Lance.	+1D6 to your Combat Roll vs Cavalry +1D6 to your Combat Roll when charging, except against weapon types 1 and 2
2	Bladed Polearms Mitsudogu, Naginata.	+1D6 to your Combat Roll if any if any of the miniatures of the troop is in hand to hand direct combat against multiple opponents +1D6 to your Combat Roll if this troop is targeted by a charge, except against weapon types 1, 2 and 6
3	Katanas Katana.	+1D6 to your Combat Roll vs type 1 weapons, except when charging +1 to your Damage Roll
4	Swords Shinobigatana, Wakizashi.	+1D6 to your Combat Roll vs Type 1 weapons, except 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 weapon types 3 and 4, except when charging)
7	Short Weapons Jitte, Kama, Sais.	-1 to your Combat Roll when you are charged upon (except vs weapon types 1 and 7) +1 to your Combat Roll against type 3 Weapons, except when charging

❁ RANGED WEAPONS ❁

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

TYPE	WEAPONS	MAXIMUM RANGE
Short-range	Blowpipe, Shuriken, Grenade, Ishitsubute (sling).	up to 20 cm
Mid-range	Ozutsu*, Bo-hiya*, Arquebus*.	up to 40 cm
Long-range	Yumi, Teppo*, Musket*.	up to 60 cm

(* denotes a firearm)

As noted in the above table, Ozutsu, teppo, bo-hiya, arquebus and musket are **firearms**. Remember that they add +1 to your Damage Roll and ignore samurai armour. When shooting, any troop equipped with firearms receives an Unloaded Marker.

❁ ARMOUR ❁

Armour applies a negative modifier to the enemy's Damage roll. Each troop's profile indicates whether it wears armour.

TYPE	MODIFIERS
Samurai Armour	-1 to the enemy's Damage Rolls.
Cavalry Armour	-1 to the enemy's Damage Rolls. All mounted units wear 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, or -1 if the enemy is equipped with a firearm.

Intermediate rules

Have you mastered 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. The command deck, troop abilities and honour duels between heroes will allow you to enjoy a complete experience. While these mechanics aren't too complicated, we recommend mastering the activation and orders system before using these intermediate rules 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 more for you to do than simply direct your troops into a combat blindly. Your inspiration as leader, the speed with which you issue orders - and even help from the gods - 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 Command Deck, shuffled and faced down on the side of the table. During the maintenance phase of each turn both players will draw, from their respective decks, a number of **command cards** depending on the army points being used by each player in the battle:

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

Players may look at their own cards, but not those of their opponent. The cards you have drawn will be your command card hand for the whole turn. When the turn ends **discard all unused cards**, face down, on a separate discard pile. You will draw new cards from your deck at the beginning of the next turn.

When your deck runs 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 by 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 may choose one or more command cards from his hand, and place them face down on the table. Next, the player who won the initiative also chooses one or more of his command cards, and places them face down on the table. 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 each player to do one of the following actions:

- **Reroll one** die in any roll that has just been made, either yours or your opponent's. The player who uses the card decides which die must be repeated. Discard this card face down, without revealing its value.
- **Boost a die's value.** At the card's value to one die in the roll you have just made. If your opponent forces you to repeat that die immediately after you use this action, the card's value is also added to the new roll. Discard this card face down, revealing its value to your opponent

After a roll the first player to declare the use of a card must be the player **who lost the initiative**. When this action finishes, the player who won the initiative must decide whether to use a command card to make an offering to the gods. If the player with the initiative is going to make 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 troop not used yet and you still have command cards in your hand, you can discard them all to activate one extra troop (individual or unit). These cards go onto the discard pile face down.



❖ TROOP ABILITIES ❖

Each troop, from the new recruit to the mightiest hero, has one or more characteristic abilities. Combats will change greatly when your troops use their abilities, as they can help prevent certain defeat or even turn it into a victory. 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. When this happens, the troop's characteristic ability always overrides the general rule.

TYPES AND USE OF ABILITIES

There are two types of troop abilities, the permanent and the special (or Ki).

Permanent abilities:

These are always active, whether the troop is activated or not, and can be used 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, regardless of whether the hero has been activated.

Ki abilities:

These are a special ability that benefits its owner beyond what is normal. The Ki abilities are those without the "(PA)" mark on the troop's profile.

Ki abilities can only be used when an **Order Roll of 6+** is obtained during a troop activation. The troop's initiative attribute counts towards calculating this result.

If your troop achieves a 6+ on its Order Roll, you must inform your opponent which of the Ki abilities available on that troop's profile you are activating. Some troops (Heroes, for example) have more than one Ki ability. In this case, you may only choose one. The chosen Ki ability remains active until the end of turn.

Even if you activate a Ki ability, the permanent abilities are still active. 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 he 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. Remember that the easiest way to look up the most up to date abilities of each troop is by using the online army builder.

kenseiarmy.zenitminiatures.es

❁ 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 with 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 may decide to stay in combat (earning an extra wound, regardless of whether there is a unit leader in a samurai unit) or to withdraw, performing a flee movement in the opposite direction of the combat but remaining facing his opponent. If a samurai decides to withdraw, he 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 automatically fail any Honour Roll. If that happens it withdraws and receives the Dishonoured Unit marker as described before.

Ashigaru

- Ashigaru roll 3D6 to calculate their movement when fleeing or retreating. When they flee they can pass through friendly units if they can finish their movement in a valid position. Otherwise the general rule is applied.

Ninja

- Ninjas automatically have the abilities Adaptable (PA) and In the Shadows (PA).
- They ignore any penalty during vertical movement when climbing (so, for example, they can climb 4 cm spending only 4 cm of movement).

Monk

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

Undead (including Undead Samurai, Undead Ashigaru)

- These troops must suffer 3 Stunned Unit markers (instead of the normal 2) before receiving an extra wound.
- They are immune to fear, terror, panic, and poison.
- If they fail an Honour Roll they cannot withdraw or retreat. Instead, they receive an additional wound.
- They cannot use Run, Flee or Disengage orders.
- During a charge, they do not add +1D6 to movement.
- Blunt Weapons receive +1 per die to the Damage Roll versus the Undead.
- **Regeneration:** During the maintenance phase roll 1D6 for each unit. If a Natural 6 is rolled, the troop regenerates one casualty suffered during the previous turn. Any wounded markers are maintained. A regenerated unit leader comes back with only 1 wound left.

Spectre

- Spectres automatically get the Adaptable (PA) and Agile (PA) abilities.
- They are immune to fear, terror, panic, and poison.
- If they fail an Honour Roll they cannot withdraw or retreat. Instead, they receive an additional wound.
- They can pass through terrain pieces (walls, rocks, trees, etcetera) as well as enemy and friendly troops with one miniature or more during their movement (they have to completely pass through that element).
- They cannot use the Flee order.
- Only other spiritual troops can declare a reaction order against them if they are carrying out a movement order.
- They ignore the vertical movement penalty when climbing.

Peasant, Undead Peasant

- Peasants aren't warriors and are not prepared for battle. When they lose a combat, remove a number of peasants equal to the result by which they lost.
- Undead Peasants also gain the characteristics of the Undead title.

Senshi

- These are warriors from Hymukai. This title does not confer any special rules.



HONOUR DUELS



Honour is the backbone of Hymukai's society. You must have the highest respect for your opponent, which is why a leader will prefer to fight against his equals and thus decide the outcome of a battle 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 who he is charging upon or with whom he is engaged in hand to hand combat. If your leader is a unit leader, it can issue the challenge to an enemy leader as long as at least one miniature of your leader's unit is in direct hand to hand combat with the enemy leader.

Your opponent can choose to accept or decline the duel

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 player issuing the challenge decides to which side of the units both leaders must be placed. If possible, fill the gap that the leaders leave in their units with another miniature, from the same unit, that isn't engaged in direct hand to hand combat.

The Leaders become individual troops and they **immediately** use their own equipment and abilities.

If any of the leaders was inside a unit and the unit activated the **Ki** ability on its Order Roll, the leader must decide which Ki ability he will use before the combat starts.

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

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) or by the unit, but it cannot be used by both unit and leader.

It is considered that the unit that was the target of the attack uses an attack order when its leader reacts to the challenge (regardless of whether the unit engaged in combat), so the unit cannot use another action combat order during this activation.

If the leader doesn't accept

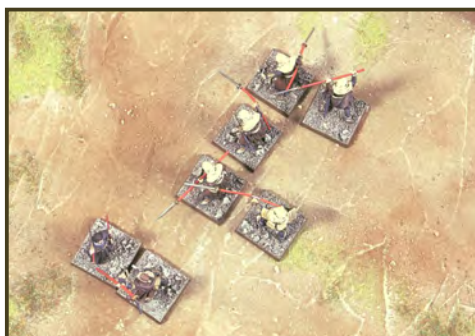
Combat is not carried out and the leader (along with his unit if he was part of one) becomes a **Dishonoured Unit** for the rest of the game: the leader (and all the unit's troops) suffer a -1 to their Honour and Initiative attributes. Also, both the leader and the unit have to immediately move towards their deployment area at their maximum movement attribute (e.g.: 10 cm for a troop on foot). At the end of this movement, the leader (and unit) should remain facing the enemy troop that challenged it. This marker is not cumulative: a troop can only ever have one Dishonoured Unit marker.

The dishonoured leader and unit (if there is one) receive **Used Unit** markers and lose any activation order left and cannot receive any extra action order until next turn. You must follow the rules for units in retreat to resolve any conflicts that happen during this movement.

The troop issuing the challenge continues with its activation normally but cannot declare another action combat order.



The kensei has two activation orders. She declares a Charge order and at the same time a Challenge to a Duel order against the Hero of the Sohei clan, thus spending her two orders. The Sohei hero must decide whether to accept or decline the challenge.



The Sohei hero accepts the challenge. Both miniatures are placed outside their respective units, in line with the front rank. The position is chosen by the player who issued the Challenge to a Duel order.

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 in 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 - specialists in invocations - are connected in a special way to the other realms. They serve their clans with their knowledge of the occult and their command of mighty powers.

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 fear floats in the air in their castles and strongholds. They carry out the most terrible and inhuman of attacks. Captured enemies usually end up as slaves in faraway 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.

Celestial: Imperial lineage's blood runs through the eldest families' veins. Nobody has 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 of 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. Followers of the Tao 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 strengthening the harmonic function of nature. Where there is an Onmyouji attempting to break the natural order of things through their invocations, you will always find a Komuso attempting to close 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) Onmyouji	10 / 15	3 / 2	3	5	3
(K) Komuso	10 / 15	3 / 2	3	5	3

Movement and **Attack**: The second value is used, in addition to how the common rules indicate, when these troops use special movement abilities (e.g.: fly, fast movements) or attack abilities (e.g.: special shoot orders).



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 by 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. (You can't have both.)

Neither an Onmyouji nor a Komuso is an army leader (although they are single troops) so they cannot be unit leaders nor become part of a unit. They must be deployed alone, although an Onmyouji always goes to battle accompanied by his Shinigami guardians, which are positioned next to him during the deployment phase.

ACTIVATING A SPIRITUAL TROOP

A spiritual troop, whether an Onmyouji or a Komuso, is activated as any other troop. On being activated it must make an order roll to discover whether 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.

ONMYOUI

These are the army's troops that are prepared to walk in the ways of the Onmyodo, by means of spiritual orders. The Onmyouji can summon supernatural creatures with powerful abilities that 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 are 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 use the **absorb Ki** order.

Shikigami guardians

An Onmyouji always goes into battle with its two Shikigami guardians. These are minor protection creatures that help the Onmyouji 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** (due to its permanent ability) 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 focus is the protection of their lord. The Onmyouji is considered immune from receiving wounds as long as the Shikigami are alive. When both of the Shikigami have been killed and subsequently removed from play, the Onmyouji will receive wounds as normal.

If the sorcerer retreats 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 in a battle. Instead, 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 activates and uses its Ki abilities.

Title

The mere presence of a Taoist monk makes it more difficult to use occult powers. While not reflected in their profile, all Komuso automatically 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 ❖

The magical wards of protection have started to weaken. Creatures of mythology and otherworldly manifestation have been appearing across the land in Hymukai spreading terror and demanding sacrifice...

Mythological creatures are beings from the four realms of existence that appear on our world after being summoned by Onmyouji sorcerers. These creatures can take the form of a celestial being... a deer that can heal wounds with its mere presence... a fearsome Oni... or 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 without having to pay the creature's 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 as explained in the Invocation section.

CHARACTERISTICS OF A CREATURE

Creatures have profiles just like other troops, with similar characteristics and abilities. However, creatures are also divided into three categories: colossal, major and inferior.

All creature profiles can be found in the Army List appendix as well as in the online army builder.

kenseiarmy.zenitminiatures.es

❖ 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 creature's maximum movement in centimetres. The second value indicates the movement for flying creatures.

Attack (AT):

The number 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 retreat but instead suffers an extra wound to reflect instability in its connection to the physical realm.

Wounds (WO):

The number of wounds a creature can receive before disappearing.

Ki (KI):

The number of Ki points needed to invoke this kind of creature.

❖ WEAPONS AND ARMOUR ❖

A creature's mere presence is more than enough to terrify the hearts of the living. They use their own body as a weapon, and use magical abilities. **Creatures do not use weapons.** To reflect this, they don't have 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) Terror Immunity (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 of 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 enslaver's 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 the creature and makes an invocation pact to transport it to our plane of existence.



For each invoke order that you 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. The Onmyouji can only summon creatures from the **same alignment as its own**. Any 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 creature follows 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

An Onmyouji can invoke as many creatures as it has Ki points to spend in a turn. However, an Onmyouji has a limit to the number of creatures it can summon during the game, as follows:

- Any number 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.** During an invocation, an Onmyouji can 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 its own or the creature's) 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 summoned some terrible Shikome vampires in the previous turn. During the current 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. Since his Terror ability is permanent (PA), this is also active.

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 and despite the reluctance of the old samurai families their presence is more frequent within every clan army.

❁ WAR MACHINE TYPES ❁

These are the war machines (also called artillery pieces) that can be found in Hymukai.

Oo-dzutsu

The oo-dzutsu is a large caliber siege cannon which was first discovered aboard a foreign shipwreck. These cannons were soon improved and developed as an effective weapon to use against fortifications.

Shibatsuji

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

Furanki

The furanki cannon was a product of trading with the Nanban and it is commonly used as a defensive artillery piece in the great castles. The great advantage of this cannon is that it is loaded from the rear through an ammunition chamber system. It is easier and faster to load, making its high rate of fire deadly for its enemies.



Furanki

Tahio

The Tahio is a common cannon which arrived in the empire from the west and was improved in Hymukai. The Tahio is valued by generals for its scope, precision and effectiveness. It is capable of destroying fortified walls as well as causing havoc amongst enemy infantry via explosions of shrapnel.

Morutaru

The morutaru was a mortar made by the Sun Empire and adapted by the Hymukai clans. Due to its parabolic shooting arc, it is an excellent siege engine. It is also used to send smoke signal orders.

Hiya Taiho

The hiya taiho is a small cannon designed to shoot large incendiary arrows commonly used to attack enemy infantry. This cannon is based on the infantry bo hiya, a small portable cannon that uses the same type of ammunition.

Toseki-Ki

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

❁ BASIC CONCEPTS ❁

WAR MACHINE DEPLOYMENT

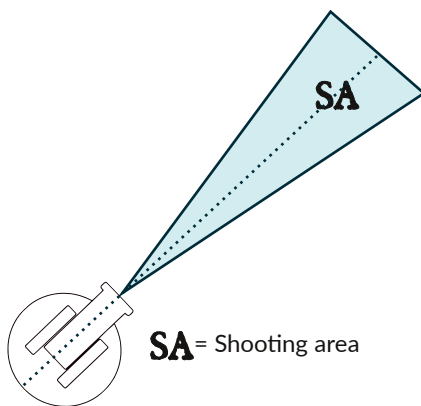
The war machines are set out first during the deployment phase, using the same alternating player deployment rules as other troops.

Every war machine starts the battle loaded with an ammunition type chosen by the owning player. The ammunition must be of a type that is valid for the machine. Place a marker indicating the ammo type face down so that your opponent cannot see it. It will be revealed once the first shot is taken.

SHOOTING AREA AND SHOOTING DISTANCE

All artillery pieces shoot in a straight line towards their target. The shooting area is a **15 degree** triangular shaped cone that is projected from the front of the cannon. The shooting area is bound by the distance ranges for each individual machine.

You can find a shooting area template for printing in the downloads section of the



Zenit Miniatures website. You can also build your own template using the graphic below as a reference.

Place the template under the war machine model when it is deployed and reset it whenever the model is moved. That way you can always see the shooting direction. The vertex of the triangle must touch the model's base and the central line, which indicates the direction of the shoot, must be aligned with the centreline of the cannon.

Each war machine has a maximum shooting range. We use the standard range distances, listed below, plus an extra distance: the artillery range.

Artillery-range	more than 60 to 120 cm.
------------------------	-------------------------

AMMUNITION AND IMPACT MARKER

Each of your war machine has access to one or more types of ammunition. When deploying the war machine and each time you use a **Reload** order, you must place an ammunition marker upside down (so your opponent cannot see it) next to the machine. This indicates what type of ammunition that war machine will use in its next Shoot order.

You will need an appropriate marker of 2.5x2.5 cm in size which you can make yourself, or you can download and print them from the Zenit miniatures website.

When you declare that you are shooting your war machine, you must place a marker where you want your shot to hit. This is the **Impact marker**, and represents the location on the table where the ammunition will impact.

If the Impact marker is placed out of the Shooting area, the shot will be lost.

ADDITIONAL GUNPOWDER BAGS

Additional Gunpowder Bags help you to calculate the distance the machine will shoot. The more bags you use, the further away the impact will be. If you do not have any Gunpowder Bags the machine can still shoot: the bags are used to modify the Shoot Roll.

War machines start the game with **3 Additional Gunpowder Bags**. Use a marker or a die to keep track of how many you are using.

Toseki-Ki also uses the Additional Gunpowder Bags game mechanic in order to power and fire the catapult. (In this case, the bags represent the tension applied to the shooting mechanism.)

TAIHO YOHIN

A Taiho Yohin is an element of scenery that resembles a **powder keg** and is used to add extra Gunpowder Bags to your war machines. The complete set of rules for this element are described in the Battle Scenarios section.

WAR MACHINE ACTIVATION

War machines follow rules similar to any other troop in your Army. They are activated during the Activation Phase and you must perform an Order Roll, adding the initiative of the machine's crew of engineer if you have one. Order Roll results for war machines are the same as any other troop, 1-3 = 1 order, 4-5 = 2, and 6 = 2 plus the activation of their Ki ability.

ABILITIES

Like any other troop in Kensei, war machines also have permanent abilities (PA) and Ki abilities that produces some characteristics and special modifiers. These abilities use the general mechanics and are described in the abilities appendix.

JAMMED

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

❁ WAR MACHINE SHOOTING SYSTEM SUMMARY ❁

The shooting mechanics for war machines are different from other units. You must behave like an expert engineer to hit your target! This is a brief introduction to the shooting system that is fully explained throughout the next pages.

As usual you must use a **Shoot order**, with all its restrictions, and when declaring the shot, unveil the **ammunition marker** which you loaded into the war machine during deployment. This marker will be called the **Impact marker** now that it has been unveiled.

Now you must place the impact marker where you want the shot impacts. Then, you must check if the impact marker is inside or outside of the the **Shooting Area**. If the Impact marker is outside the area, the shot will be lost and the Shoot order finishes here. If it is within the Shooting Area, continue to resolve the Shoot order. The Impact marker is be inside the Shooting Area if any part of it touches the shooting template.

Remember that you can not pre-measure before placing your Impact marker.

If the Impact marker is within the valid shooting area, you next perform the **Shoot roll**. This roll indicates the distance in centimeters that the shot will be deflected. The number of dice is variable: the more dice you throw, the greater the deflection.

The way to move the marker is always in a straight line forward or backward over the imaginary line from the centre of the war machine to the Impact marker. The object of the shoot roll is to try to achieve a result which reduces the dice to 0d6 in order to negate deviation and to score a direct hit on your intended target.



OO-Dzutsu

When you know the final position of the Impact marker, continue with the **Impact Roll**. This roll will determine the **Impact area** of the projectile upon impact. Take the number of dice indicated by the ammunition attribute, apply any necessary modifiers, and make the roll. The impact section describes the effects of each ammunition type (Solid ball bounce distance, explosive radius of explosive balls...).

Each miniature touched by the Impact marker or the Impact area will be affected by the shot.

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) will result in a direct wound. Only the affected miniatures by the Impact Area can be removed as casualties.

Take the Impact marker from the table and put it in your ammunition markers pool. You have to use a **Reload** order in order to reload your artillery piece and prepare to shoot again. When you reload, you may choose which type of ammunition you will use for the next shot. As before, 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 <div style="display: flex; flex-direction: column; gap: 2px;"> <div>1 wm Large caliber (PA), wm Siege machine</div> <div>2 Solid shot, Explosive ball</div> </div>	40

Type: There are two types: Siege (S) and Battle (B).

War machine: This indicates the machine's name, its abilities 1 and the ammunition it can use 2.

Points: The army point cost of the war machine.

❁ ATTRIBUTES ❁

These are the attributes for every war machine.

NAME	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
Toseki-Ki	3	- / 5	Mid - Long
Hiya Taiho	3	- / 5	Short - Mid

Attack (AT): Impact roll minimum dice number.

Impact Area (IA): The maximum value in centimetres of the Impact Area for this Machine. The first value is the displacement for solid shots, the second value is the diameter for area ammunition.

Shoot Distance (DIS): Shooting ranges allowed for the war machine.

❁ AMMUNITION ❁

The damage a machine inflicts depends of the ammunition used. The profiles of each war machine below describe which ammunition it is able to use.

NAME	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 arrows that burn on impact	1	Fire

Power (PO): Dice number that are added to your Damage roll.

Type (TP): Type of projectile. This is explained in the Impact Shoot section.

Shrapnel can only be shot within the short range distance.



Hiya Taiho

❁ SHOOT SYSTEM ❁

In order to shoot your war machines you must use the Shoot order. The machine must obey all shooting rules and restrictions. The shooting sequence is: **Shoot Roll**, **Impact Roll** and **Damage Roll**. Combat resolution is made after the Damage Roll as usual.

The artillery can only fire at a point within its line of sight, unless it has the **Parabolic shot** ability. If it does, it can shoot at a point outside its line of sight (inside a forest, behind a wall, etcetera).

SHOOT ROLL

This roll determines the accuracy of the shot and where the Impact Marker is finally placed. Due to the complication of calculating distances, the base dice number to roll is -2D6.

First, place your marker where you calculate that the impact will land before deviating, taking into account the Shoot Table Modifiers and declaring how many Additional Gunpowder bags you are going to spend for this shot.

When the marker is placed, check the distance from the marker to the initial vertex of the Shooting Area template. If it is outside the Shooting Area, the shot is lost and has no further effect. Otherwise, continue with the Shoot roll.

If the shot is within the shooting area, calculate the number of dice to use for this roll using the Shoot Roll table.

- If the number of dice is 0D6, the shot is precise and the Impact marker will not deviate, so there is no need to perform the Shoot roll.
- If the number of dice to roll is positive (e.g.: 2D6), then you overshoot the target. Perform the Shoot roll: the result is the number of centimetres you move the Impact marker directly away from the war machine.
- If the number of dice to roll is negative (e.g.: -1D6), then the shot fell short. Perform the Shoot roll: the result is the number of centimetres you move the Impact marker directly towards the war machine.

Perform the Shoot roll if needed and Move the Impact marker. The impact marker always moves in line with the direction of the shot, forward or backward. If the marker lands beyond the valid Shooting Area now it does not matter: The shot is still valid.

SHOOT ROLL TABLE	
-2D6	Base
+1D6	For every Gunpowder Bag used. (2 maximum)
+1D6	If you shoot from a elevated position in comparison with the impact point.
+1D6	If you use the Strengthen order.
+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 initial vertex of the Shooting Area template.
-1D6	If your target is within the maximum shoot range of the machine.
-1D6	If only 1 miniature is left in the machine crew.
-1D6	If the machine has received any shot from the enemy during this turn.
-2D6	If your target is not within your line of sight (only allowed for a machine with the Parabolic shot ability).

e.g.: A Taiho is going to shoot. An enemy unit has entered its shooting area and the player thinks of he can hit it. The player places his Impact marker next to the enemy's front rank and checks if it is inside the Shooting area and within the machine's range. The marker is within the Shooting area, so it's a valid shot. But it's at the long distance range band, so the Shoot Roll will suffer a -1D6 for the range.

Now the player calculates the number of dice to use for his Combat Roll: -2D6 base, the Taiho is deployed on a hill, so the player adds +1D6. He also decides to use a Gunpowder bag adding +1D6 and (as noted earlier) suffers -1D6 due the distance. The dice total is $(-2 + 1 + 1 - 1) = -1D6$. Rolling 1D6 the dice result in a 5, so he must move the impact marker 5 centimeters directly towards the war machine.

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.

Any miniature (allied or enemy) touched by the Impact Area (totally or partially) is affected by the shot.

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.

If in this Impact Roll there are no successes (4+), the shot is lost and has no further effects.

Each ammunition type generates a different Impact Area depending on the Impact roll outcome. Impact Areas (either bounce or circular) are affected by the common line of sight rules and cannot affect any enemy troop that is not "seen" by the impact marker. In this case only scenery elements - no so miniatures - block the line of sight. For example: an enemy troop hidden behind a house and out of line of sight of the impact marker of an devastating ammunition cannot be affected by its bounce while the house remains standing.

SHOOT ROLL SEQUENCE

1. Place the Impact marker.
2. Check if it is inside the Shooting area and within the machine's shooting range. Determine what range band the marker is in.
3. Calculate the number of dice to use and perform the Shoot Roll.
4. Move the Impact marker to the final position.

Explosive and Shrapnel

Both types of ammunition generate a circular impact area that is placed over the centre of the Impact marker. Each successful Impact Roll (4+) adds 5 cm to the diameter of the impact area.

Devastating

The ball bounces ahead as it hits the ground. Each success on the Impact Roll adds 5 cm to the advance of the ball from the Impact marker, continuing in a straight line drawn from the machine to the Impact marker.

The width of the Solid shot ammunition is 2.5 cm (the same as the impact marker). Any miniature touched by the impact marker along this path is affected by the shot.

Fire and infectious

If you get at least one success in the Impact Roll, it affects all the miniatures under the impact template. Place a 5 cm diameter circular impact area over the centre of the Impact marker.

If using **fire** ammo, the template remains in that position until the end of the turn. Any miniature touched by the template at any point during the turn is affected by the fire. Immediately perform a Damage roll applying a -1 to this roll. If successful (5+), the miniature suffers a wound.



Tahio

If a unit touches the fire template, perform the Damage Roll, adding 1D6 for each miniature affected. If this roll causes any casualties to the unit, only remove the miniatures that were touching the fire.

All fire templates on the table are removed at the beginning of the next maintenance phase.

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

A miniature (either individual or within a unit) can be affected by the same fire or infectious impact area only once per turn.

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 in the unit and it is affected by the template, then every critical roll (6+) rolled in the Damage Roll may be assigned to the leader instead of to the unit at the attacking player's discretion.

REMOVING CASUALTIES

The player who owns the targeted troops removes as many casualties as there are wounds caused by the Damage Roll. You can only remove those miniatures affected by the impact area, starting with the miniatures closest to the Impact marker.

If the impact affects more than one unit, you can remove miniatures from both units with respect to the rules described in the above paragraph.

SHOOT RESOLUTION

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

DAMAGE ROLL MODIFIER TABLE	
XD6	The number of dice is equal to the ammunition's Power attribute.
+1D6	for each miniature affected by the impact area.
+1	to each die result if you are using explosive, devastating or Shrapnel ammunition.
-1	to each die result if the target troops are in cover.
Devastating ammunition ignores all types of armour.	

RELOADING

War machines receive an Unloaded marker after they shoot. If you want to shoot again you must use the Reload order.

When you use the Reload order, you are able to choose the type of ammunition, valid for that piece of artillery, you are loading. The Unloaded marker is removed and a marker representing the new

ammunition load is placed upside down next to the war machine and kept hidden until it is fired.

A Reload order can be used to change ammunition without needing to shoot.

All war machines start the battle loaded with a type of ammunition chosen by the player and valid for the 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. During the battle the machine may be operated by a single miniature (at a penalty).

You can add the crew to your army as usual. Their cost is in the war machine army list.

The crew have **warrior profile attributes**.

The crew is considered a unit which means that all of the war machine's crew must be positioned within 2.5 cm of the war machine.

ENGINEERS

One crew member can be an engineer: an officer especially gifted to lead the gunners, making shots much more precise. He has **elite** profile attributes and he is considered the Unit Leader.

An engineer adds **+1 Gunpowder Bag** at the beginning of the battle.

When you perform the Order Roll, the engineer's initiative will be added to the die result. If there is no engineer, use the crew initiative.

If there is an engineer leading the crew you can do one of the following actions after making the Shoot Roll:

- Ignore the result of one die.
- Reroll one of the dice.

As with any other troop, you must pay the cost for an engineer that's indicated by the army list. A war machine can have up to 4 crew members (or up to three crew members plus an engineer), maximum.



Morutaru

❁ COMBAT ❁

Combat against war machines is considered to be always against its crew. The machine is considered destroyed when its equipment is destroyed or the crew dies or flees, either because of a Flee order or because of a failed Honor Roll, and the attacking enemy troop is within 1 cm of the war machine's base.

For line-of-sight purposes, both the 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 within 1 cm of the machine or one or more crew miniatures. Perform a normal combat between the crew and your troops, following the standard rules for hand to hand combat.

If the attacking troop is engaged in hand to hand combat against the machine, the combat is performed regardless of how many crew miniatures are actually in direct combat or combat support. This will only affect to the crew's Combat Roll.

Those wounds produced by the attacking troop will be assigned to the crew miniatures as usual.

RANGED COMBAT

When you shoot at a war machine with your troops, follow the standard ranged combat rules. This shot only affects to the war machine's crew.

If your troop has line of sight with the war machine, the machine's crew is visible as well. It is considered that the crew is always in cover, protected by the piece of artillery (regardless of the miniatures' positions), so you will suffer a -1 penalty to your Shoot Roll.

COMBAT RESOLUTION

Combat is resolved in the usual way. The machine will be destroyed when all the miniatures and its crew are eliminated or if they flee for any reason and a enemy troop is within 1 cm of the piece of artillery.

❁ MOVEMENT ❁

A war machine can only move if it has the Mobile ability, being subject to all common movement rules. Neither a war machine nor its crew can climb.

❁ LEAVING THE WAR MACHINE ❁

The war machine crew can use a Flee order or it may be forced to retreat after a combat. In any of those cases the crew is able to come back later to the piece of artillery and then use it normally. That said, if the crew abandons the machine

for any reason and an enemy troop is within 1 cm of the war machine's base (which may happen after a hand to hand combat), the war machine is destroyed. Remove the machine and its crew miniatures from the table.



CLAN SPECIAL RULES



Although the power of war machines has grown 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 how to use 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 the Buke that their use will lead to victory. Not every Daimyo Buke shares this idea. So, war machines will cost the Buke 10 army points more than the indicated cost in the profile of the machine. At the same time, all the miniatures of the Buke machine's crew have the samurai title and wear armor.

Sohei

The Sohei believe in fate and know that everything has a path and a reason for being. You can reroll one die of your choice in your Shooting Roll.

Otokodate

Their close relationship with the Namban makes it easier for the Otokodate to get war machines than for the rest of the clans. A war machine costs the Otokodate 10 points less than indicated in its profile.

Kuroi-Te

The Kuroi-Te can use the infectious ammunition in any of their war machines in addition to 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 by then it is too late. The Hattori can deploy their war machines at the end of the Deployment Phase, when all units from both players have been deployed on the battlefield. If both players are Hattori, the player who lost the strategy roll will deploy his machines first (at the end of the deployment phase).



Shibatsuji

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 retreat. If this is the case, the player whose troops are in retreat decides if he carries on playing or retreats his troops completely and 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.

e.g.: Jon, Raymond, Daniel and Anthony 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 is; Raymond, Jon, Daniel and Anthony. Activation phase begins and new units will be activated. Raymond wants to see what everyone else is going to do, so he chooses to go last (4). Jon 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 Raymond's unit before Anthony gets in the way, so he takes second place (2). For Anthony, 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 Raymond 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 one card for every player more than two. (e.g.: 3 players = +1 card; 5 players = +3 cards). Each time a player retires or is eliminated from the game, the number of cards drawn at the start of future turns is reduced by one.

When your Command Deck runs out of cards, shuffle the discard pile and use them again as your Command Deck, as usual.

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.

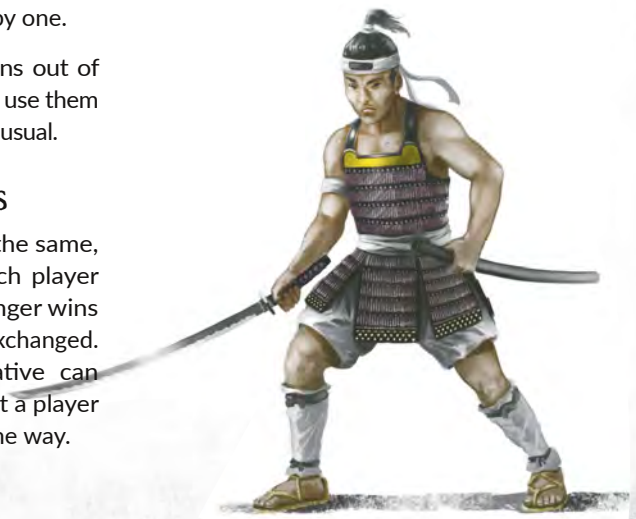
After cards are revealed and the winner of the duel has been decided, the rest of the players may wish to support one or the other player. Starting from the player with the lowest initiative, each player states if they wish to support the duel or not. If they do so, they must place their card on the table face down next to the player they are supporting. The value of that card is added to the player's total duel value. When all players have placed their cards these are revealed.

HAND TO HAND COMBATS

The common rules are used. No hand to hand combat is performed until every player has declared an action or reaction order.

END OF TURN

Follow the common rules. When any player runs out of army troops to activate, the rest of players can each activate one more troop (or two if they use a command card to declare a Commander activation). The turn will end when these orders have been completed.



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.

❁ KUGE ❁



The Kuge consider themselves the head of the government. For many years they 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.

The Kuge clans claim direct ascendancy with the Imperial family, and since the founding of the dynasty the clans have accompanied the Imperial family around the court in the Imperial City, dedicating most of their time to imperial service. The Kuge clans have been maintained by duties on the Buke and Sohei clans and have become rich through trade and speculation, claiming that they act always in service to the Emperor.

The Kuge consider themselves to be divine as the blood that runs through their veins is pure and makes them honourable. Their pride and position has elevated their social status and they are seen as a clan of aristocracy. Although they see themselves as having unquestionable honour, they do not hesitate in using dishonourable methods to reach their goals. They specialize in scheming and underhanded tactics to deceive and surprise their enemies. They employ the talents of the ninja - specialized fighters that seek cover in the darkness to carry out their plans. Also, they have allowed foreign preachers and merchants into the islands. These outsiders have introduced their weird religions and advanced weaponry to Hymukai, which have further enriched the Kuge military and culture.

After the disappearance of the Emperor, the Kuge clans' disproportionate ambition, arrogance and 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. Therefore, they fight to unify Hymukai under their control.



CONNECTIONS IN HYMUKAI

Here's what the Kuge think of 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: "The Sohei defend lost causes and are lost in philosophical labyrinths that distance them from reality. A refuge for the poor and helpless, the Sohei clans are of no interest to us".

Otokodate: "The Otokodate are scum that believe they have a right to exist. We tolerate them only for their trade. If they continue to grow in number, we will crush them like the insects they are".

Kuroi-te: "The Kuroi-te is a new menace that seriously disturbs us. We must discover their origin and why they advance, unstoppable, towards the Imperial Palace. Right now, they are our greatest threat".

Hattori: "The Hattori are our brothers, our dagger in the darkness. Through them, our messages arrive quick 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 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 result of the Strategic Roll. If both players are Kuge, the winner of the Strategic Roll can move a generic scenery element up to 30 cm. This action must be declared before performing the Strategic Roll at the beginning of the battle.
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. When both player are Kuge and both use this action, the loser of the Strategic Roll must deploy its two units first. Afterwards the winner will deploy two units. The deployment then continues normally.

❁ BUKE ❁



For centuries, the Buke clans have protected and farmed the lands of Hymukai, paying honour and coin to the Emperor. They were considered as the military might of the Empire; the strength and the sword. Most of them were landowner samurai, despised by the Kuge for being an inferior class. While the Emperor ruled, the Buke considered it an honour to serve him. The Buke clan always upheld a strong and strict code of honour, but after the Emperor's disappearance they became lost.

After attending long Kuge deliberations about who should be the next Emperor, many of the Buke questioned their loyalty to the Empire, which in time led to the appearance of new clans governed by Buke families. These new rebel Daimyo started to act on their own, stopped paying taxes to the Kuge and made themselves strong in their territories. Now these new families are imposing the belief that the Kuge are corrupt and weak. As a consequence, Buke clans have started to build huge castles to protect themselves from their former lords and others like them.

These rural samurai are tough fighters, seasoned by life in the mountains and living by an ancient warrior code, the Bushido. Since they were young they have been trained in the art of the sword and consider the use of foreign firearms to be dishonourable. They are great horsemen and archers, making them amongst the most fearsome warriors 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.



CONNECTIONS IN HYMUKAI

This is what the Buke think of the rest of clans:

Kuge: "The Kuge 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 stronger and more worthy than the Kuge. We will eradicate them!"

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

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

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

Hattori: "The Hattori are no more than legends. A military force of elite assassins? That's questionable..."

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 +2 to their IN and 2 to their WO for the whole turn in which this ability is activated. This can be used only once per game. This action can be used at any moment of any turn.
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. If both players are Buke and both use this action, the loser of the Strategic Roll move its units first.

❁ SOHEI ❁



The Sohei consider themselves the heart of the Empire. In the Dragon Isles the Sohei have always been a separate power, keeping their privileges while facing the Kuge and the Buke. For centuries the Sohei have trained warrior monks with whom they defended themselves from any intrusion considered to be against their way of life or their morality.

When the conflict between the Kuge and the Buke started to raze fields to the ground the peasants, defenseless, sought refuge and implored the Sohei monasteries and temples for help. On contemplating the suffering of the people the Sohei took their side, "in defense of the interests of the most disadvantaged", and started to preach about a new era of darkness and about the need for people to protect themselves against it. They fielded armies comprised of Sohei monks and farmers and called Ikko-ikki. They started to gain power and attracted more and more people who dedicated their souls to the Kami of the temple in question. The Sohei imposed their own rules about territories based on religion and quit obeying the Imperial Law.

A few Buke Daimyo, repentant of their lifestyle, joined the Sohei cause. They became monks, built temples on their lands and sheltered the refugees of other territories. This is how the first Sohei clans started to emerge. But these clans are divided into uncountable sects that confront each other over such seemingly insignificant matters as who is in charge of conducting the Spring ritual. If they joined forces they would be an unstoppable force.

The Sohei clans consider themselves to be the defenders of faith and tradition on the Dragon Isles, fighting foreign preachers and traders who sell firearms to the Kuge. They also fight Buke oppressors, who think themselves superior to the Heinin.



CONNECTIONS IN HYMUKAI

This is how they see the rest of the Hymukai clans:

Kuge: "Many compare the Kuge 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. The Kuge are their own worst enemy".

Buke: "The Buke 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: "Everything the Otokodate clans have achieved, they have earned through fight and sacrifice. Don't be misled by the other clans: the Otokodate may possibly represent the future of Hymukai".

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

Hattori: "We have evidence that the Hattori are far more real than they seem. But 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 does not inflict any negative modifiers on your army. This special action must be activated immediately after the general's death and will remain active for the rest of the battle.
Divine Winds	All units add +5 cm to their charge movements during the turn in which this is activated. It can be activated at any time, but only once per battle.

❁ OTOKODATE ❁



The time of the samurai and aristocracy has ended and a new class stands tall among the ashes of the ancient clans that are close to disappearing 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 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 into 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 constant threats, the Otokodate have created their own armies, with which they defend the new laws they have enacted for their own convenience.

The Otokodate clans in general despise the Samurai as those responsible for the oppression and chaos that grips Hymukai, but they do not hesitate to use those who have become Ronin (Samurai with no lord). In fact, they emulate the Ronin. The Otokodate do not hesitate to use any means at their disposal to carry out their plans to seize and hold power, nor do they fear to face the Samurai armies.

Many Otokodate families have already tasted the sweet flavour of power and now dream of being the rulers of Hymukai.



CONNECTIONS IN HYMUKAI

This is how the Otokodate see the other clans:

Kuge: "The Kuge are poor fools who live in the past. They believe that they still deserve privileges that they never should have had. Their time is gone - they just haven't yet realised it. The Kuge will become ashes and we will sweep them up afterwards".

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

Sohei: "The Sohei 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 paid to become distracted at the most unfavourable moment for his master. Choose a not used enemy unit and not in hand to hand combat: the chosen unit cannot be activated for this turn. This ability can be declared at any time, but only once per battle.
Hunt down the leader	This ability must be assigned to one of your army units equipped with hand to hand weapons, just before its activation. All wounds on the hand to hand Damage Roll must be assigned to the target unit's leader (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.

❁ THE KUROI-TE ❁



A huge undead creature army slowly advances, unstoppable, on the lands of Hymukai. Among its ranks there are samurai skeletons and ashigaru whose mon nobody can recognize. Creatures and abominations from the Jigoku accompany them, guided by intangible spectres whose empty gaze causes terror in those who dare to face them.

The Kuroi-te make no sound at all when they walk: no cries, no taunts, only the sound of armour clanging against bone and thumping against putrid flesh. Wherever they tread, the plants underfoot wilt and animals run away.

This damned army from the Jigoku waves standards decorated with a fearsome mon: a skeletal hand, with spread open black fingers. Upon seeing this mon and the terrible beings that carry it, the inhabitants of Hymukai have named this army of the undead "Kuroi-te" (the Black Hand).

Nobody yet knows who this symbol represents. The lord of all Kuroi-te armies' soul promised the demons that if given the chance, he would conquer Hymukai and sit on the Golden Throne, opening the doors of the Jigoku, freeing the demons to attack the Ama - the Celestial Kingdom - from the Earth. The lords of the underworld accepted, and this is how the largest army ever seen wanders on 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 belonged, and joining the wave of endless corruption.



CONNECTIONS IN HYMUKAI

This is how the Kuroi-te see the living clans:

Kuge: "Traaaaitooooorsss, ursuuuurpeeeeerss, theeeeir bloooood will baaaathe the Impeeeerial palaaaace and theeeeir impaaaaaled bodiiies will adooooorn ouuuur waaaalls"

Buke: "Let them coooome, weeee will kiiiiill them aaaaaaal and mooooore waaaarriooors will joiiiiin our raaaanks"

Sohei: "Theeeir loook huuuurt us, theeeir preeeesence huuuurt us, weee muuust destrooooy them"

Otokodate: "Whooooo aaare they? Mooooore fleeeesh and souuuuls to consuuumme"

Hattori: "Doooo they thiiink they aaare friiiigting? Weeee will shooow them what feeeear iiis!"

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 during the regular deployment phase. Instead, the unit is hidden from your enemy and will appear from the second turn on. 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 on the table. This unit will appear coming out from the ground anywhere on the battlefield as long as it is not within any enemy troop's control area or any scenery element that is a battle scenario objective. The turn in which it appears it cannot receive any orders and immediately receives a Used Unit marker. The player Kuroi-te cannot activate another unit at the same time this unit is activated and appears on the table.

❁ HATTORI ❁



Inside the Kuge clan there is a minor clan of courtesans and artists. Their works are recognized and respected by all Hymukai, and they travel the islands from end to end to exhibit their art. What few know is that actually, the Hattori are ninjas. Many inhabitants of Hymukai dismiss this military group of spies and elite assassins as “legends” and “campfire rumours”. but the reality is they are the sword that executes many of the Kuge plans.

The Hattori clan is structured into different groups associated in cells that interact amongst themselves by means of ciphered messages. If a cell falls, all traces of their existence are erased and a new one is substituted. The Hattori have never marched openly to war - at least up to now.

A year ago, the Hattori clan suffered a catastrophe. The clan leader, Hattori Nagi, was assassinated by his right hand, Hamato Yoshi, because of disagreements over the future plans for the clan. Saki, the son of Nagi, witnessed the murder and when he went to capture Yoshi he managed to escape and vanished from the face of the earth. Hattori Saki desperately seeks his father's murderer, while he leads the clan with an iron fist. The Hattori have become more visible and dangerous than ever, and their assassinations have grown more bloody and terrifying than ever.

This situation is not to the liking of the Kuge clan. They are extremely concerned to discover the existence of real ninja armies prepared to march to the battlefield - and even more concerned that infernal creatures, the Shikomi, accompany them.

Until this moment the Hattori were a controlled, surgical tool. But under Hattori Saki's leadership they have become more independent from the Kuge and therefore much more dangerous.



CONNECTIONS IN HYMUKAI

This is how the Hattori see the rest of clans:

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

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

Sohei: "The Sohei project an aura of perfection, but under that aura there are dozens of sects fighting for power. Let's make their fight lead them to their own extinction".

Otokodate: "The Otokodate are easily corrupted, and therefore easily manipulated".

Kuroi-te: "The Kuroi-te 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 hide one of its multiple miniature units and deploy at the beginning of the second turn. The unit must be deployed next to any side of the table and its rearguard must touch the edge of the play area. This unit can be activated any time during the second turn, making the order roll as usual. This special action 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 enemy troops will start the game with a Stunned Unit marker. A troop's marker will not be removed during the maintenance phase, it will only be removed when the troop accumulates enough stunned unit markers to convert it into a wound. This special action must be declared before starting the first turn of the battle.

Building an Army

You have reached the end of your training. You have learned about war, history and 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 in 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 access to the web app:

kenseiarmy.zenitminiatures.es

❁ SIZE OF THE BATTLE ❁

Before preparing your army you must know details about the battle you are going to fight, as each battle will require a different size army, have different victory conditions and include unique restrictions and strategic challenges. Size is determined by the maximum number 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 and your opponent can agree on as many or few as you like. We recommend, however, that you scale army points by the hundred, (200, 300, 400, etcetera).

Vanguard: Up to 200 army points. These battles feature a few units from a much larger army fighting out a quick skirmish. A Kensei's "Army Box" is designed for this number 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 the game system in games lasting not much longer than two hours.

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, for example.

❁ 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 rally under your orders

In the world of Hymukai resources are not infinite. The point cost of each troop 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 you 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, necessary 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. Higher level commanders confer certain advantages, but cost more army points that you cannot spend on other troops.

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 command profile (Taisho, Clan hero, etcetera) that you might be using as an army general.

COMMANDER LEVEL	
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 a larger army.	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.

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 the cost of each hero and unit as well as the total number of army points you have spent.

On the Army List annex you will find all the troop profiles.

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 towards any limitations such as type of weapon, equipment or troop. For example, if he is a leader on horseback he is not counted when calculating the army points spent on cavalry troops.

2. Warrior infantry armed with only hand to hand weapons

These units will be the backbone of your army. You must spend at least **20%** of your army points on this type of troop.

3. Spiritual troops

If you and your opponent decide to use the advanced occult powers rules, you may choose to include an Onmyouji or Komuso on your list. You can only include

one spiritual troop - either one Onmyouji or one Komuso.

Creatures that will be summoned during the battle by an Onmyouji using Ki do not need to be added to your army list as they do not add points to your starting army.

If you include mythological creatures as part of your army list before the battle begins, you do pay the army points costs for them. These creatures must be deployed at the beginning of the battle as usual.

4. War machines

You must use the war machine restriction table to calculate how many you can include in your army.

5. Special scenery elements

You may be able to include parapets, powder kegs, war drums, and so on as part of your starting army list. 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 on these special elements.¹¹

6. Balance of troops

Spend any remaining army points on additional troops, following the rules described in the restrictions table on the next page and the special rules of every clan, which take precedence over the general rules table.

WAR MACHINE RESTRICTION TABLE	
General	You cannot spend more than the 25% of the total army points on war machines. Only 2 machines with the same profile can be included.
Battle Machine	You can include 1 battle machine for every 100 army points.
Siege Machine	You can include 1 siege machine for every 300 army points.

RESTRICTIONS TABLE	
GENERAL RESTRICTIONS	
Army leaders	Number of leaders: Min 1 leader every fraction of 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	<p>Minimum miniatures per unit: You cannot deploy units with less than 3 miniatures.</p> <p>Maximum miniatures per unit: 15 miniatures in general, 10 for skirmisher units.</p> <p>Maximum profiles: A maximum of two troops with the same profile, regardless of the army points.</p> <p>Number of units: You must have at least one unit for every 100 army points. At the same time, you can have no more than two units for every 100 points. (For example: for a 200-point army you will have between 2 and 4 units. For a 400-point army, you will have between 4 and 6 units, and so on)</p>
Elite and Creature units	Maximum of profiles: For 0 to 599 ap: maximum 1 unit with the same profile. For 600 ap and up: maximum 2 two units with the same profile.
Peasants	Villagers cost 2.5 points each but they must added in pairs (2,4,6...). A peasant unit must has at least 4 miniatures during the deployment.
Hata-Jurushi	You can only include one for each unit in your army. They must be deployed inside a unit. If that unit is an infantry warrior with hand to hand weapons the Hata-Jurushi also count towards the requirement to invest a minimum of ap on warriors.
Onmyouji	You can only include one in your army. It must be accompanied by two Shikigami. If you have a Onmyouji, you cannot have a Komuso.
Komuso	You can only include one in your army. If you have a Komuso, you cannot include an Onmyouji.
RESTRICTIONS ACCORDING TO TYPE OF TROOP	
Infantry warriors with only hand to hand weapons	At least a 20% of your army points must be spent on this type of troop.
Ranged weapons units	Up to a maximum of a 50% of ap, of which only up to half of them can have firearms. (For 200 ap: up to 100 points may have ranged weapons. If all 100 points is spent on ranged weapon troops, up to 50 points can have firearms).
Cavalry units	Up to a maximum of a 50% of ap.
Creature units	Up to a maximum of a 50% of ap.
Skirmisher units	Up to a maximum of a 25% of ap.

CLAN SPECIAL RULES

Some clans have special rules governing army building. The rules in this table override some rules in the previous, general table.

CLAN SPECIAL RULES	
Kuge	Hattori Alliance: If you include at least one Shinobi Hero you can add one warrior unit or elite unit from the Hattori army list.
Otokodate	Firearms: You can invest up to 40% of ap on troops equipped with firearms due the Otokodate's open market with the foreigners Namban.
Kuroi-te	<p>Common troops: You cannot include any living troop in your Kuroi-te army. No human would join this army.</p> <p>Minimum of warriors: Inferior creatures also count towards the requirement to invest a minimum of 20% of ap on warriors with hand to hand combat.</p> <p>Spiritual troops: You can only include an Infernal Onmyouji or an Onmyouji of Death. You cannot include a Komuso among your troops.</p>
Hattori	<p>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.</p> <p>Minimum of warriors: You must invest at least 20% of your ap on warriors as usual, but they can have either melee or ranged weapons.</p> <p>Skirmishers: You can invest up to a maximum of a 50% of ap of this type of troop.</p>

PERCENT TABLE

This table will make the army points calculation easier for common battle sizes.

UNIT	PERCENT	200 AP	400 AP	600 AP
- Hand to hand infantry warriors	20%	40	80	120
- 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

TROOP	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 points per player, maximum). These lists have been configured using the Zenit Miniatures' army boxes for 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 50 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 Ashigaru Ozutsu Commander Level: Daimyo	1 1 10 10 5 1	20 10 50 50 50 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
Hattori (An army box is not yet available)	Shinobi Shuriken Kunoichi Jonin Infiltrator Kunoichi Grenades Kunoichi Yumi	1 1 5 5 5	25 25 50 50 50	200

Battle Scenarios

Every battle requires a reason, a setting and a background. This will enrich 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 how using these scenery elements during a game increases the strategic challenge that every battle offers.

Not all terrain pieces are the same and each piece will affect your troops in different ways. (Note that all players must agree on how each terrain piece or other scenery element affects troops before placing terrain elements at the start of a game.) 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 some ideas to get you started:

Solid terrain

Those elements in which the miniatures cannot be physically inside (walls, barrels, trees, and so on). A troop does not modify its movement to pass over or climb on them as long as the element is up to **two-thirds** of the troop's height (the miniature's volume determines its height). A troop can hand to hand combat through a scenery element that the troop can trespass if the element is also 2,5 cm or less width. If the enemy troop could not combat, it only can declare a reaction order.

A troop can climb onto an element only if the miniature can stand on it without falling.

Area terrain

Those elements that occupy an area on the table that miniatures can still enter (houses, forests, rivers, and so on). These types of elements often have unique rules that make your games more interesting, strategy wise, if they are included.

Forests, ruins and similar: These type of elements block line of sights from one side to the other. Any miniature inside this type of element but within 1cm of an edge can see out, while any miniature placed within 1 cm of an edge can see into the element. Troops inside this type of element are considered to be behind cover from any troops outside. Miniatures inside the element looking out follow the standard line of sight rules as long as this line of sight is across the edge to which they are adjacent. a miniature is completely inside an element - farther than 1 cm from an edge - it will be hidden to any troops outside and it cannot see out of the element. If two troops are inside this type of element they can see each other, but both troops are considered to be behind cover with respect to each other.

Houses: If the terrain simulates a building that's big enough to place the miniatures inside, you can and play as usual. An example could be a temple that covers half the table. Smaller buildings may only be useful as cover elements, and cannot be entered unless the battle scenario indicates otherwise. All players should agree on which buildings can be entered, and which are cover, before placing scenery elements.

MOVEMENT MODIFIERS

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

Normal terrain

Does not affect any movement.

Difficult terrain

Miniatures initiating any movement in this type of terrain (rivers, forests, crops, etcetera) cannot use the Run order. Also, if they perform a second movement of any kind, the troop's movement attribute is halved. Any other movement modifier is not penalized.

Impassible terrain

Terrain that cannot be crossed, must be circled (rock walls, torrential rivers, high walls, etcetera) or crossed with some sort of aid (boats, ladders, etcetera). 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 by three types of hardness: **armored**, **strong** and **weak**. As the below table shows, the hardness of a scenery element determines the number of Structure Points it has, and the penalties applied to each die in a war machine's Damage Roll.

When a scenery element is successfully attacked by a war machine, it is treated as if it were any unit affected by a shooting attack. Each wound assigned to the scenery eliminates a Structure Point.

If a shot affects one or more troops and would also affect the scenery 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 Points reach 0. At this point, it is removed from the game table.

It is recommended that you do not use scenery elements of more than 20 cm in diameter. For example, if you are playing an assault on a castle, you should divide its wall into 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 into your army list by paying their army point cost. It represents how your army gets ready before the battle.

You will find the cost of these elements in the army list appendix. All these elements are considered to be **weak structures**.

These elements are the last elements of your army to be deployed, maintaining the alternating deployment 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 the turn.

The **musician** has the attributes of an elite warrior. The musician only can be targeted by a hand to hand combat, not by a ranged weapon attack. If the musician's miniature is eliminated, the Taiko is removed from the table. The Taiko can be targeted by war machine shots. If it is destroyed, so is the musician.

You can choose one of **6 rhythms**, each with a different effect and radius of action.

Vigor Rhythms: These rhythms confer a bonus on your troops. They have different effects depending on whether your troop is at short or mid range from the drum.

DIS	Bravery and courage	Strategy and discipline	Charge!
Short	Your troop adds +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 wish).	Your troop can repeat its Order Roll (if you wish).	Your troop can repeat one die when running or charging (if you wish).

Terror Rhythms: These apply some penalties to any enemy troops within short range of the drum.

You cowards	Chaos	They cannot pass
The enemy troops suffer -1 to their Honour Attribute.	The enemy troops apply -1 to their Order Rolls.	The enemy troops roll 2 dice when running or charging 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 Bag** during the Maintenance Phase of each turn.

This element can be destroyed by war machine attacks. Also, a troop can declare a Interact order to make burn and destroy the Taiho Yohi

MOKUSEI NO TATE AND TAKETABE

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 placing 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.

Taketabe. This is a bamboo parapet of 5 cm wide by 4 cm high. It is considered weak coverage. It cannot be moved.

Troops can perform a hand to hand combat through these two elements (if they are placed within 1 cm of the scenery). Troops behind them can also shoot and be targeted by an enemy shot. These troops are considered behind **cover** and also **Sheltered**. Every modifier must be applied (see the Sheltered order).

❖ GENERAL SCENARIO RULES ❖

These are the general rules you must follow when playing a game. If a special rule in a scenario contradicts a general rule, use the special rule.

Battle duration

The maximum a game should last is 5 turns.

Deployment

Each battle scenario describes the deployment areas and any special rules concerning deployment.

Scenarios

Players may choose a battle scenario by mutual agreement, or roll 1D6 before the battle to select a scenario from the provided list. Players may also create a battle scenario by making up a story, agreeing on a type of deployment, etcetera.

Missions

Each scenario has a primary mission and a secondary mission. Both players share the main mission of the selected scenario. To learn their secondary mission

each player makes a second, **secret** 1D6 roll and checks 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 player. The player who wins the strategy roll, before deployment, will choose a side of the table and which of the roles he will play.

Terrain

Each scenario requires a minimum number of terrain pieces demanded by the mission as well as some generic scenery (hills, trees, houses...) to make the table look interesting and influence each commander's strategy. Read the **Preparing for Battle** rule section to remember how the scenery elements 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 (unit leaders are not counted in those initial 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

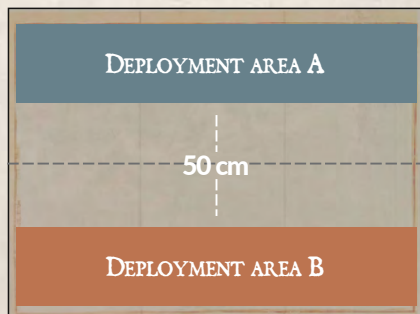
The space between the deployment areas is divided into two 25 cm strips. The board will then have 4 strips: both deployment areas and the two middle strips. A player controls a strip if he/she has more army points on it than the enemy and also controls all the strips behind it. This calculation is made miniature by miniature. A miniature is within a strip if its base is completely inside it. Summoned creatures do not add any army points.

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 controlled by the enemy there are at least 3 miniatures of a friendly unit completely inside 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 deployment zone.



BREAK THE FRONT

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

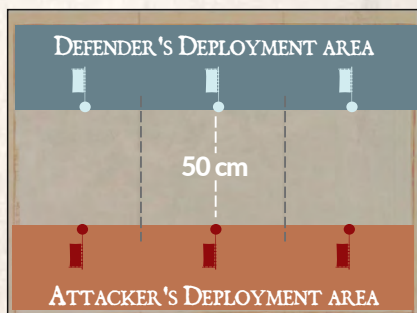
Specific terrain elements

Nobori: 6 square 2,5 cm sided markers that simulate Nobori (Japanese flags). No scenery element can be placed within 15 cm of a Nobori. The Nobori are considered **Normal terrain** for all purposes. At the beginning of the game, each player owns its Noboris. There is no need to capture them.

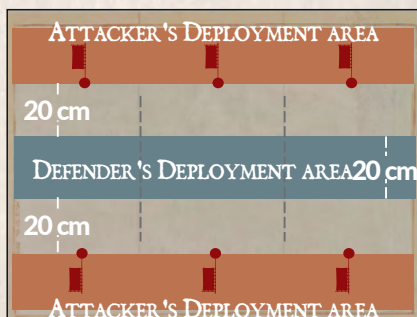
Deployment

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 into 3 equal strips. Each player places a Nobori marker at the centre of each strip.



- **3-4. Surrounded!:** The attacker must deploy first. Troops are deployed 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. 6 Nobori markers are placed in the attacker's deployment areas - three on each side of the table - following the rules for "Encounter", above. Every flag belongs to the attacker.



- **5-6. Besieged!:** The defender deploys first, placing all troops in his deployment area. He must place 3 nobori: one of them must be placed in his deployment area at the center of the table and the other two must each be placed 20 cm from 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 he takes possession of the Nobori. 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 captured more enemy Nobori than your opponent.
- 1 victory point for each uncaptured 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 in an enemy deployment area.
- 1 additional victory point if there is no any enemy leader or enemy unit with 3 or more miniatures in 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. If you don't have wagon scenery elements, you can represent a wagon with 3 square 2.5 cm flat sided bases placed in a row. The first two bases 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 30 cm between wagons. (One will be on one side of the table and from there place the others). In each maintenance phase each wagon is moved 20 cm + 3D6 (one roll per wagon) in a straight line towards the other side of the table. If they crash into each other or with any other element or troop, they stop. The first wagon is the first to be moved.

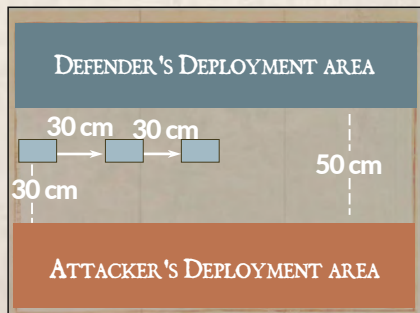
The attacker must roll a success on an interact action to make it burn and eliminate it from the table.

Main Mission

- 2 victory points to the attacker for each destroyed wagon.
- 2 victory points to the defender for each wagon that leaves the opposite side of the table.
- 1 victory point to the defender for each wagon that remains 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

Strategic Elements: Four 5x5 cm terrain pieces that are placed exactly 40 cm from the deployment area table borders and 40 cm from the centre of the table. A central 10x10 cm piece placed in the middle of the table. These pieces may be crop fields, a group of kami with a sacred relic in the middle, outposts, and so on.

Deployment

Both players deploy according to general rules.

Special rules

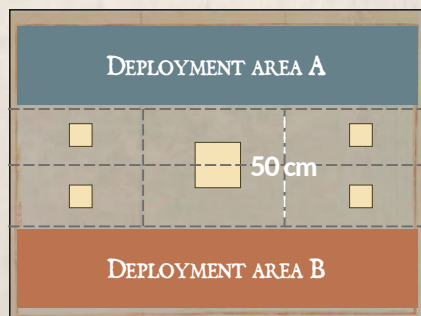
A player controls a strategic element if he has more troop points within 15 cm of it than the enemy. You must count miniature per miniature. A miniature must be completely inside the 15 cm in order to include its points in the calculation.

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 are at least 3 miniatures of a friendly unit 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

Houses: A minimum of 5 houses, separated at least 30 cm from each other. Add other terrain elements to simulate a village, but mark those five 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 area.) Follow the scenery placement general rules.

Deployment

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

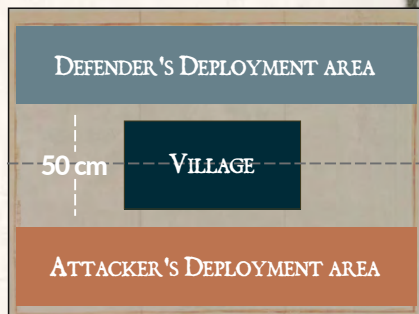
- **1-2. Fight on the streets:** The village takes up a space 40 cm in radius measured from the centre of the table. Both armies deploy their units inside the village as long as that is possible. Players take turns in placing their troops with a minimum 20 cm separation with an enemy troop and at least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



3-4. Last defence: The defender deploys first all its units inside a 20 cm strip in the center of the table. The attacker deploys at least 25 cm away from the defender's deployment area. Between two deployment areas there is a free space of 25 cm (with trees, fields, more houses, etcetera). 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 aligned with back side of the defender deployment.



- **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 down a house. An attacker's troop can use an Interact order to try to burn down a house when in less than 1 cm from the the structure. If the Interact roll is a success 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 make a 1D6 Damage Roll, applying a -1 to the roll, against any miniature that is within 3 cm of a burning house (it means that miniature gets a wound on rolling 5+ on the die). The player that doesn't control the miniature makes the roll. If the miniature belongs to a unit, the wound is assigned to the unit as usual. If this wound produces a casualty, remove the miniature affected by the fire. If the miniature was the unit leader, this wound is assigned to its personal wound pool.

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 out the enemy

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

❁ APPENDIX: ARMY LISTS ❁



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
W	Ayaigasa kyudo - Samurai v2 Steady Shot (PA) Yumi (Long), Tanto (0)	10

H = Hero | E = Elite | W = Warrior | P = Peasant



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 Katana (3)	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 Ninjutsu (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

H = Hero | E = Elite | W = Warrior | P = Peasant



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 Hero - 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

H = Hero | E = Elite | W = Warrior | P = Peasant

OTOKODATE



CLASS	TROOP	POINTS
H	Daimyo Otokodate - Senshi Leader Unique v3 Leader (PA), War cry, Last Breath Naginata (2), Samurai armour, Horse	30
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 Assassin (PA), Feint Katana (3)	10
E	Kyokaku - Senshi Leader Unique v2 Hatred of samurai (PA), Aim Yumi, (Long), Wakizashi (4)	15
E	Machi Yakko - Senshi v2 Yojimbo (PA), Concentration Yari (1)	10
E	Ronin - Samurai 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

H = Hero | E = Elite | W = Warrior | P = Peasant

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	Hero Kyudo Hanshi Judan - 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	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	Cavalry Samurai Kumigashira - Samurai Leader Unique v3 Strategist (PA), Two weapons, Savage charge Katana (3), Samurai armour, Horse	30
H	Cavalry Hata-Jurushi Hero - Samurai Leader Unique v3 Leader (PA), Revered, Fury estandarte (0), Horse	30
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
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

H = Hero | E = Elite | W = Warrior | P = Peasant

CLASS	TROOP	POINTS
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	Senshi Bo-hiya - Senshi v2 Igneous projectile (PA), Point-blank Bo-hiya (Mid (Firearm)), Tanto (0)	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 Bugeisha - Senshi v2 Trained (PA) Bo (0)	5
W	Hata-Jurushi Samurai - Samurai v2 Standard (PA) Banner (0), Samurai armour	10
W	Hata-Jurushi Ashigaru - Ashigaru v2 Standard (PA) Banner (0)	10
W	Hata-Jurushi Senshi - Senshi v2 Standard (PA) Banner (0)	10
P	Kuro - Peasant v2 Farm tools (0)	2.5

H = Hero | E = Elite | W = Warrior | P = Peasant



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	Clan Hero Naginata - Samurai Undead Leader Unique v2 Cruel (PA), Expert, Zen Naginata (2)	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	20
M	Yuki-Onna - Spectre Unique v2 Transfer (PA), Blizzard	15
E	Geisha - Spectre Leader Unique v2 Hatred of the living (PA), Explorer	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
E	Yurei Kiba Musha Cavalry - Spectre v3 Last Breath (PA), Fast Naginata (2), Horse	20

H = Hero | E = Elite | W = Warrior | P = Peasant | M = Major creature | I = Inferior creature

CLASS	TROOP	POINTS
E	Samurai Cavalry Katana - Samurai Undead v3 Hatred of the living (PA), Overwhelm Katana (3), Horse	20
E	Samurai Cavalry Naginata - Samurai Undead v3 Savage charge (PA), Deflect hit Naginata (2), Horse	20
E	Ashigaru Cavalry Yari - Samurai 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)	2.5
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

H = Hero | E = Elite | W = Warrior | P = Peasant | M = Major creature | I = Inferior creature



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 Assassin (PA), Feint, 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 Kusarigama - Ninja v2 Deflect hit (PA), Concentration Kusarigama (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), Grenades (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

H = Hero | E = Elite | W = Warrior | I = Inferior creature

SPIRITUAL TROOPS

CLASS	TROOP	POINTS
K	Komuso - Monk Unique v2 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), Overwhelm	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

K = Komuso | O = Onmyouji | C = Colossal creature | M = Major creature | I = Inferior creature

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	Tennyō - 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	Goryō - 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

C = Colossal creature | M = Major creature | I = Inferior creature

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	Toseki-Ki wm Parabolic Shoot (PA), wm Mobile Infectious ammunition	20
B	Hiya Taiho wm Mobile (PA), wm Burn them all! Incendiary arrows	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

You must declare a Shoot Order against an enemy troop within 20 cm to use this ability. You can do it even this troop has no ranged weapons. 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. You can do it even this troop has no ranged weapons. 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 also 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 activation 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, withdraws or retreats.

Break the link

You must declare a Shoot Order against an an invoked enemy creature within 20 cm to use this ability. You can do it even this troop has no ranged weapons. 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

This troop and every allied 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 always active (contradicting the common rule) and this ability only affects to that unit.

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. No attribute can have a value under 0.

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 positive modifiers of its enemies.

Dodge

The enemy must reroll 1D6 chosen by you of its Shoot Roll when shooting against this troop.

Earthquake

You must declare a Shoot Order to use this ability. You can do it even this troop has no ranged weapons. 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 enemy 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. If this ability is active this troop is immune to Fear.

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 an enemy units and a scenery element during its movement. Also It can not be object of any reaction during a movement order.

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 has not moved or engaged in hand to hand combat during this turn before shooting.

Heal

When using a movement order this troop can select another allied troop within 10 cm of its base's edges. 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.

Igneous projectile

When this troop shoots using its ranged weapon the target enemy troop suffers 1D3 (roll 1D6: 1-2 = 1; 3-4 = 2; 5-6 = 3) wounds for each critic obtained in the Wound Release of this troop. Critical rolls does not add a wound, but you can assign as many wounds as critical obtained to the enemy unit leader as usual.

Immobilize

Immobilize the enemy who fails the honour roll after a hand to hand combat. An immobilized troop can only use the reactive attack 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 per activation, 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, the shooter must see another allied troop that 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 (although those casualties suffered count for resolving this combat).

Lava lash

You must declare a Shoot Order against an enemy troop within 10 cm to use this

ability. You can do it even this troop has no ranged weapons. The enemy troop suffers 1D6 impacts. 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 also the unit apply +1 to its Order Roll as long as the leader is inside the unit.

Life draining

You must declare a Shoot Order against an enemy troop within 20 cm to use this ability. You can do it even this troop has no ranged weapons. 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 in hand to hand combat. 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 troop's ranged attack target troop receive the same impacts divided by 2, round down. It also applies +1D6 to your Shoot Roll if this troop shoot against a multiple miniature enemy unit.

Panic

Any enemy troop cannot use its positive effect 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

You must declare a Shoot Order against an enemy troop within 20 cm to use this ability. You can do it even this troop has no ranged weapons. 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 also 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

It applies +1D6 to your Shoot Roll if shooting within short range. Also, if this troop rolls a successful impact shooting 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

You must declare a Shoot Order against an enemy troop within 20 cm to use this ability. You can do it even this troop has no ranged weapons. 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 receives an additional activation order after performing its Order Roll.

Temper

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

Terror

If this troop declares any type of hand to hand combat, the targeted enemy troop must perform a successful Honour Roll before the combat. If it fails 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 +1 to one die of his Combat Roll (in hand to hand combat as well as in a charge). Choose the die after rolling.

Vampire

This creature uses the Fly ability. Also, for every enemy miniature killed can remove one wounded and stunned marker from itself (both markers).

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

You must declare a Shoot Order against an enemy troop within 20 cm to use this ability. You can do it even this troop has no ranged weapons. The troop must perform an Initiative roll for each wound suffered. For each failure the troop suffers an extra 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 introduced by the West Empire. Apply a +1 to your Damage Roll instead of the usual -1. Also the resulting fire will disappear at the end of the next turn.

wm Large caliber

Add +1D6 to your Damage Roll.

wm Mobile

The war machine can move through the battlefield, pushed by its crew. Its movement attribute is the movement attribute of the crew. Neither the crew nor the machine can run nor climb.

wm Parabolic Shoot

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

wm Quick reload

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

wm Reliable

This machine does not jam the first time the player rolls a Natural 1 (a fumble) during the Order Roll.

wm Siege machine

When you shoot at 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. When using the Shoot order you can choose to use this ability instead of perform a normal shot. No roll needed. During this turn every troop in your army adds +1 to its Order Roll. Also remove any Unit 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 troop Yojimbo moves to engage in hand to hand combat with the enemy troop. This hand to hand combat is not a charge.

Zen

This troop has no rearguard.



