



RISE OF THE KAGE™

Stealth Ninja Miniatures Board Game





Introduction

Rise of the Kage is a fast paced, tense and thrilling board game for two to four players. The game is set in the world of the Jwar Isles, and requires one or more players to control the stealthy ninja, and one player to control the stalwart guards. The Golden Empire, led by the Takashi Clan, faces threats from all sides, and its borderlands are descending into chaos. The last thing the Takashis need is for the ninja to make matters worse. The ninja players must attempt to accomplish their hidden goals whilst searching for items and equipment to help them achieve this. They need to avoid raising the alarm in order to escape with their lives. At the same time, the Takashi Clan player must stop them, throwing all available resources into eliminating the vermin that attack from the shadows. Will you try to further the inscrutable and nefarious goals of the Kage Kaze Zoku, the Shadow Wind Clan? Or will you defend the life and honour of the Daimyo of the Prefecture of Ryu?

Players

Rise of the Kage is played with between two and four players. One player takes the role of the Takashi Clan, using the guards and boss, while the other players play as the Kage Kaze Zoku and split the three ninja equally between themselves.

Gameplay & Victory Conditions

In Rise of the Kage, the ninja must accomplish their mission to win the game. In order to do so, they need to search for clues to meet the difficulty of the chosen mission and then fulfil the conditions on the mission card. The guard player wins if by day-break (turn token reaches the bell) the ninja have not completed their mission, or if they are fully alerted to (alert token reaches the bell) the ninja presence. If all of the ninja are eliminated, then the guard player has also won.

Game Set-up

A. Guard Player Set-up

1. Choose Game Board
2. Select a Boss
3. Select Guard Models
4. Place Models and Tokens
5. Build Guard Deck

1. Choose Game Board

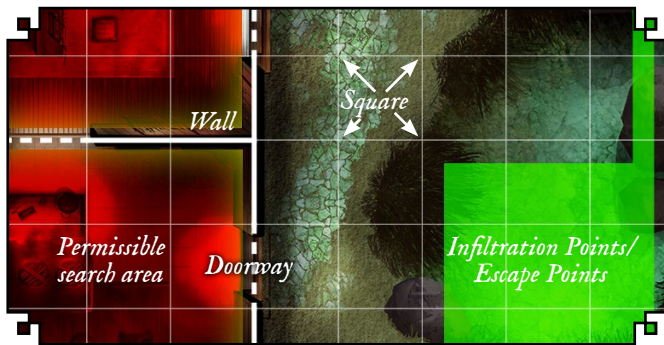
First the players agree on which board they want to play. The setup information for each board can be found on the board set up guides on the last pages in the rule book for the two boards of the core game and on a two-sided sheet for the boards of the *Docks of Ryu* expansion. The choice of game board may influence the choice of Boss used. Kenta would normally use the Manor House (MH) or Manor Gardens (MG) boards, Oka would generally use the Artisan's District (AD) board, and Minato would use the Docks (DR) game board. However, players are free to choose any combination of game board and Boss available.


Players must also decide whether they will play with the advanced rules (pg. 17). It is recommended that you are comfortable with the rules before introducing the advanced rules.



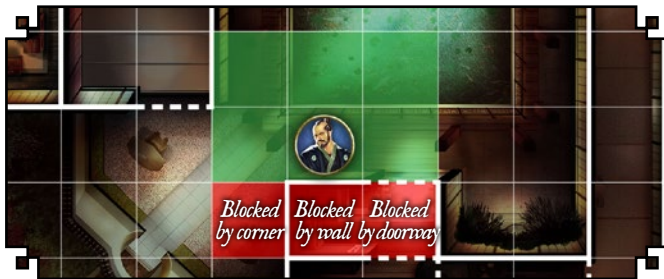
Game Board Features

Walls



Walls block all movement as well as the line of sight (LOS) and therefore also the  area of influence (AOI) of guards.

Adjacent



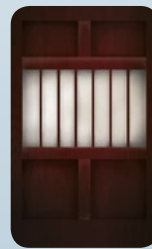
All eight squares surrounding a model are considered adjacent unless a square is diagonally across a corner or doorway or blocked by a wall. Note: models may only move to or make melee attacks against models in adjacent squares.

Doorways

The dashed white lines on the board are doorways on which door tokens can be placed during set up or as a result of guard cards. Remember models may not move diagonally through a doorway.

Door Tokens

Doors may be placed on any available doorway (there are more doorways than door tokens).



Shoji Door



Plank Door

The available doors are Shoji and Plank doors, which only differ in their difficulty to break or pick. The game board being played dictates how many of each door type is available to the guard player during set up. Doors may only be placed on doorways. All doors are considered to be locked. A guard model may move freely through any door as part of its move action, but the door is removed from play once they do so.

Line of Sight (LOS)

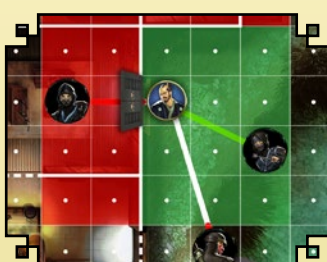
A model has line of sight (LOS) to a square if it can draw an imaginary line starting at the centre of the square it currently occupies to the centre of that square. Unless it is blocked by a wall (including corners), door or opponent model (the model is considered to occupy the full square). LOS extends 360 degrees around a model.




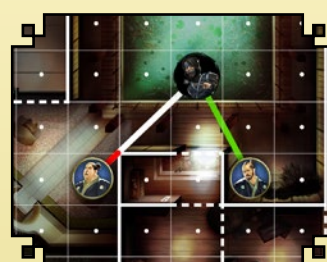
In this example, Shizuka has LOS to only one guard (as shown by the green line) - LOS to the other four guards is blocked by walls, a door or the guard she can see. As the model is an opponent model it blocks LOS, if however it was a ninja model she would still have LOS to the guard.



In this example, Shizuka cannot see either guard as her LOS is blocked by the walls.



In this example, the guard has LOS to Shizuka (as shown by the green line), but does not have LOS to Yuto (as his LOS is blocked by the door) or Katsumi (as while his LOS is clear, Katsumi is not within his  AOI, the green shaded squares, read more about AOI on page 4 and 13). Red squares would be in his AOI but he doesn't have LOS to them.



In this example, Shizuka cannot see the guard on the left as her LOS crosses and is therefore is blocked by the corner. She can see the guard on the right, however (as shown by the green line).

Game Board Features (continued)

Tokens

The tokens section right below the board graphic on the board set up guide lists all tokens the guard player has available to place before the game starts. These are:

Search Tokens



The numbers of the tokens range in value from 3 to 6 and are placed on the board with the numbered side up. The number is the target for the search action on that token. When successfully searched the token is flipped over to reveal which of the four groups (pictured left) it belongs to. There is also a fifth group that are trap search tokens (see below).



Trap Search Tokens



Revealing a trap search token creates a noise token and allows the guard player to make a force test against the ninja who revealed the trap.

More details can be found on pg. 12.

Barrack Tokens



The guard player starts with two barrack tokens, which are placed in any permissible search area that does not contain a search token. An additional two barrack tokens may be brought into play via game effects found on cards.





Any guard model recruited comes into play on or adjacent to any barrack token in play, chosen by the guard player.



Permissible search areas

These are the red areas (marked on the board set up guide) where search or barrack tokens can be placed by the guard player during set up.

Lantern Tokens



Lantern Tokens may be placed anywhere on the game board. They have an  AOI of three squares. Any guard models who occupy squares within the lantern's  AOI have their  awareness increased by two whilst they remain in the  AOI of the lantern.

The guard models also have their  AOI increased to any squares that they have LOS to and is within the  AOI of the lantern.

Bell Tokens

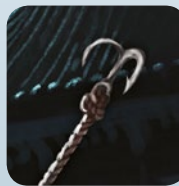


Bell Tokens may be placed adjacent to a door token by the guard player.



When a bell token is placed adjacent to a door, any attempt to move through that door by a ninja model will discard the bell token and generate an automatic noise token.

Infiltration Tokens/Escape Tokens



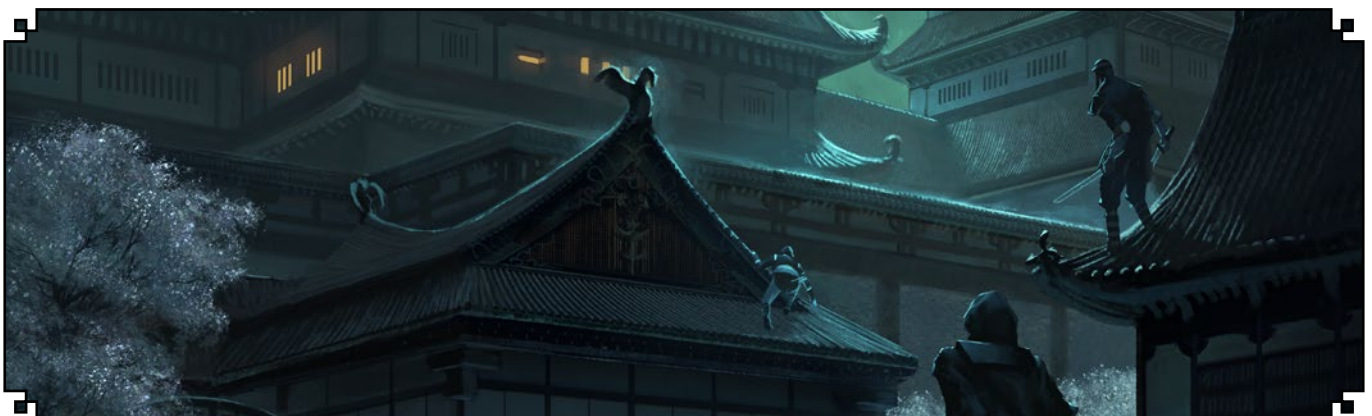
Infiltration Token



Escape Token

There are three infiltration tokens, they are placed on **any** available green shaded square on the board set up guide. Ninja are placed adjacent to them during ninja set-up.

On completion of the mission the tokens are turned over and become the ninja escape tokens.



2. Select a 'Boss'

Take his/her guard play mat and model. The boss is considered to be a guard regarding card effect and other gameplay purposes.

Guard Play Mat

Each of the available guard play mats contains the following features:

- 1 Name - This is the name of the boss.
- 2 Move - The number of squares the model may move per move action.
- 3 Combat - This is the modifier applied to force tests.
- 4 Defence - This is the target number for force tests made against this boss.
- 5 Area of influence (AOI) - The boss model's AOI extends to all squares around it up to its range and to which the model has LOS.
- 6 Actions - This is the number of action tokens that may be allocated to the model in a single turn. Additionally a noise token can be used to make one more action over and above the actions value. All actions must be performed before allocating action or noise tokens to the next model.

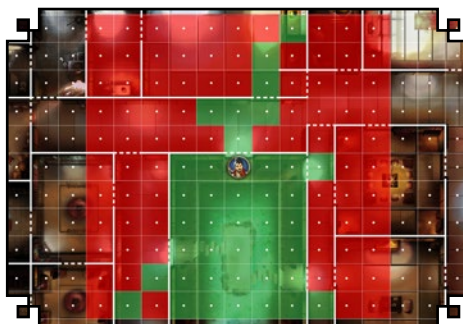
Action Tokens



The guard player receives a number of action tokens equal to the amount displayed in the action token pool **14** for the current alert level **8**. Action tokens are allocated to the guards in order to allow them to perform actions.

Action tokens are also used to recruit additional guards in the guard player's turn and to draw new guard cards, one per card. Any unused action tokens are discarded at the end of the guard player's turn (Noise tokens are not discarded at the end of the turn).

- 7 Awareness - This is the number of dice rolled when this guard type attempts a detect action. It is also the target number for ninja attempting an evade action against this model.



Kenta has an AOI of five, it extends to the green shaded areas. The red shaded areas would be in his AOI as they are within the range of his AOI, however he doesn't have LOS to them.

Alert 2 guards **15**

Place the dog model adjacent to any escape token

Kenta is placed adjacent to a barracks token

11

16

1 **Kenta** **10** **5**

Special Rules **13**

At the start of the guard turn for each detected model, make a move action with a guard model.

May promote a guard each turn by paying the new guard type's recruit value

Action & Noise Tokens **14**

6 **8** **10**

2 **3** **4** **5** **6** **7**

Tesaki & Komomo **10**

Bushi **12** **0**

Hanshi & Machi-bugyo **0**

9

Guard Play Mat (continued)

- 8 Alert level** - For each ninja model that generated one or more noise tokens on its activation, the alert level token moves one space closer to the bell. This is done during step 1 of the guard turn. There are three possible alert levels: yellow, amber and red. The tracker is colour coded and the current level will affect which guards the guard player is able to recruit (12) and how many action tokens (14) he gets. Some special events (15) are triggered dependent on the alert level.
- 9 Turn tracker** - At the start of the guard player's turn move the turn token one space towards the bell if any noise tokens were generated in the previous ninja turn.
- 10 Hand size** - The maximum number of cards the guard player can have in their hand.
- 11 Card slots** - Cards may only be played if there is an empty card slot to place them on.
- 12 Guard slots** - This is the type of guards this boss is able to recruit for each guard slot. The guard player can only select one guard type for each slot if there are several to choose from. The number in the right hand corner of each guard slot indicates the number of guards available during set up. Note that the symbols in the coloured circles merely represent the alert level.
- 13 Special rules** - Any special rules this boss may have, these are always in effect throughout the game.
- 14 Action token pool** - The number of action tokens collected each turn as determined by the alert level. This is also the area to place action and noise tokens.
- 15 Special events** - Events are triggered when the alert level reaches these points (shown by the matching symbol) on the alert level and are applied immediately.
- 16 Wound locations** - Used to track the damage the boss has sustained. Once the last location has a wound token placed on it, the boss is removed from play.

Turn and Alert Level Tokens




These tokens begin the game on the first slot of their respective tracks.

At the beginning of the guard player's turn the turn token is moved one step closer to the bell **only** if any noise tokens were generated during the previous ninja turn.

The alert level token is moved closer to the bell for each ninja that generated a noise token. This is applicable to each ninja model, therefore it can move one, two or three (or none at all) positions to the bell following a complete ninja turn.

Noise Tokens



Noise tokens may be utilized as action tokens by the guard player (unlike action tokens they are not discarded at the end of the guard player's turn). Additionally a noise token can be used by a guard or boss to make one more action over and above their  actions value or to play a guard card during the ninja turn.

Whenever a ninja player fails any test or performs an action without including a stealth dice, a noise token is placed on that ninja's play mat. Free actions will never generate noise tokens.


At the start of the guard player turn noise tokens are collected by the guard player from the ninja play mats. For each ninja model that generated noise tokens the alert level is now increased by one (regardless of the total amount of noise tokens generated by that model). If the alert level token reaches the bell, and is still there at the end of the next ninja turn, the guard player wins.



3. Select Guard models

Choose guard profile cards from those available to the 'boss' according to the 'guard slots' and place their profile cards on the boss player mat (one guard card per slot).

Guard Profile Cards



Guard Profile Card

Use the black line of stats only (The second white line of stats are for use only when playing with Advanced Rules pg. 17).

- 1 Name – Indicates the name of this guard type.
- 2 Move – The number of squares moved per action or noise token spent.
- 3 Combat – Modifier to the result of force tests.
- 4 Defence – Target number for force tests made against this guard type.
- 5 Area of Influence (AOI) – The model's AOI extends to all squares around it up to its range and to which the model has LOS.
- 6 Awareness – This is the number of dice rolled when this guard type attempts a detect action.
- 7 Actions – This is the maximum number of action tokens that can be allocated to this model in a single turn. Additionally a noise token can be used to make one more action over and above the actions value. All actions must be performed before allocating action or noise tokens to the next model.
- 8 Recruitment cost – This is how many action or noise tokens must be spent to recruit a guard of this type.
- 9 Special rules – Unique rules for this guard type are listed here.

4. Place Models and Tokens

The number of guard models that can be placed are on the guard play mat (pg. 4-5). The number of each token that can be placed are on the game board set up guide. Guard models and lantern tokens may be placed anywhere on the game board. Door tokens may only be placed on doorways. Search and barrack tokens may only be placed in permissible search areas (limited to one search or barrack token per area). The guard player knows both sides of the search tokens when placing them. Bell tokens can only be placed adjacent to door tokens.

5. Build Guard Deck

Before starting the game remove the following cards from the respective guard decks:

- a. Standard Guard Deck (Base Game): **About turn!** (2x), **What's that?** (4x, keep them if playing Advanced Rules), **I heard you** (2x).
- b. Standard Guard Deck (DoR Exp.): Keep all cards.
- c. Kenta Deck: **Attention.**
- d. Oka Deck: Keep all cards.
- e. Minato Deck (DoR Exp.): Keep all cards.

Ignore the terms Alerted and Unalerted (unless playing Advanced Rules pg. 17) on any remaining cards. The guard deck is made up of generic guard cards and the selected boss cards.



Guard Deck

Boss cards are identified by an associated boss image in the top left corner of the card (A). The cards of the boss selected are shuffled together with the guard cards to create the guard deck.

Now the guard deck is complete the guard player draws one guard card.

For the rest of the game any additional guard cards are purchased for one action or noise token each.

B. Ninja Player Set-up

1. Draw a Mission Card
2. Select Ninja Models
3. Prepare Ninja Deck & Draw Starting Cards
4. Place Infiltration Tokens
5. Place Models

1. Draw a Mission Card

Take the selected board's specific mission cards and shuffle them into the ninja mission deck. Draw one mission card. Show the selected mission card to the ninja players (but not to the guard player).

Mission Deck

The mission deck consists of 10 generic missions and the board-specific missions (2 for each board).

Board specific missions can be identified by a two-letter symbol in the bottom right corner: (MH) stands for Manor House, (AD) for Artisan District, (DR) for Docks of Ryu (Exp.) and (MG) for Manor Grounds (Exp.)

The two board specific missions cards are shuffled into the 10-card mission deck before one mission card is randomly drawn from it.

Mission Tokens

Some missions will ask for placement of additional tokens. Among these are:



Hostage



Ninja



Chest



Fire

Escape Deck



Escape Deck

The escape deck cards indicate which escape token the ninja need to escape from as well as other effects explained on the mission cards. One of the cards (titled "Any") allows the ninja to escape at any of the escape tokens. When a ninja moves onto the token they have escaped and are removed from play.

Missions

Apart from the name, any mission card will contain one or more of the following information:

1 Mission Difficulty
Number or the word
"special" in parentheses

If a mission difficulty number is given, the ninja have to collect search tokens and succeed at a mission test before moving on to the mission text.

"Special" missions can be completed from the start of the game, the text will carry all relevant information.

2 Mission Text

Once (1) is completed the ninja will try to complete the mission as described in the mission text. In some cases completing the mission text will mean the ninja have won. However they may need to escape, sometimes with conditions (3).

3 Exit or escape conditions

In many cases the ninja will have to escape from the board after they have completed their mission (2). If they are required to do so a card is drawn from the escape deck and revealed to the ninja players after the mission text (2) has been completed. The infiltration tokens are now flipped over to turn them into escape tokens. The escape token with the corresponding number to that revealed on the escape deck card is the location from which the ninja must exit the board.

2. Select Ninja Models

Regardless of the number of players three ninja are sent on a mission, one from each house. If you have also purchased Karasu he has no house affiliation and may be chosen to replace any other ninja.

The players select from the available ninja and place the appropriate models and associated play mats on the table in front of them.

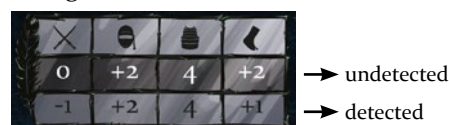


Ninja Play Mat



A ninja has two states: detected and undetected. A ninja may become detected through a detect action by a guard or by generating a noise token when in the AOI of a guard.

When a ninja model is in the undetected state use the upper line of stats (white numerals on dark background) and the bottom line of stats (black numerals on light background) for the detected state.



Each ninja play mat contains the following features:

- ① Name - The name of the ninja model.
- ② House - The house the ninja belongs to. The abilities of each ninja reflect the values and virtues of their house. There can only be one ninja model from each house in any game. The Karasu ninja can replace a ninja from any house.
- ③ Combat - Modifier added to the result of force tests.
- ④ Stealth - Modifier added to the result of stealth tests.
- ⑤ Defence - Target number for force tests made against the ninja model by the guard player.
- ⑥ Reaction - Modifier applied to the ninja's defence for the force test triggered when a trap is revealed.
- ⑦ Abilities - Any abilities this ninja may have.
- ⑧ Card slots - A ninja does not have a card hand. It may only have a number of bonus and equipment cards as it has card slots on its play mat. Whenever a ninja player gains a bonus or equipment card during gameplay, they

can place it face down or face up on an empty card slot. If all slots are filled they may discard any card from their play mat to free up a slot for the new card. Event cards do not use up card slots and are immediately resolved when they are drawn.

- ⑨ Dice locations - Each location receives a dice of the corresponding colour; white, force dice on the katana and black, stealth dice on the mask. Locations with a wound token on them are not allocated a dice.

Dice Pool (Ninja player)

Each ninja model has a pool of dice made up of the corresponding amount of colour dice as depicted on the model's play mat. White dice are force dice, and black dice are stealth dice.

Wound Tokens



Wound tokens are used to keep track of the damage sustained by the ninja and the guard boss player models.

A token is placed over any available dice pool location of the ninja player's choice when a model is wounded.

When the final dice/ wound location has a wound token placed on it, the model is removed from play.



Status Tokens



Once a ninja model becomes detected, a status token is placed on the model's base to indicate that this model is detected. Detected ninja can be attacked and always fail evasion tests.

3. Prepare Ninja Deck and Draw Starting Cards

Split the ninja cards into equipment, event and bonus cards. Remove the bonus card 'Friends' unless playing Advanced Rules (pg. 17). Each ninja model draws an equipment card which is then placed on their play mat unused (face down). Yuto draws two equipment cards because of his special ability.

Once all ninja models have their starting card, shuffle the equipment and bonus cards to form the ninja deck and place it on the table. The event cards form their own deck.

Cards played on a slot on the ninja play mat are considered 'in play' whether in use (face up) or being saved (face down).

Ninja Cards (Part I)



Ninja Deck - Equipment



Event



Ninja Deck - Bonus

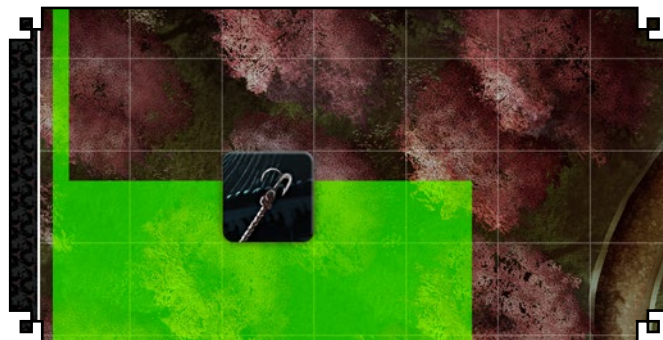
Equipment – Equipment cards represent equipment the ninja models may use, these must be played, and can be kept, on an available card slot. They can be saved (played face down) to surprise the guard player or be used immediately (played face up). Some equipment cards have a limited use and are discarded after the number of uses stated on their card.

Event – Event cards must be revealed as soon as they are drawn and the effects applied immediately, they are not placed on a ninja card slot.

Bonus – Bonus cards must be played to a card slot either face up to use them immediately **or** face down to save them. Saved cards can then be used by turning them face up at any time during the ninja turn. Used bonus cards are discarded unless a 'remains in play' bonus card is played, then it may be kept on an available card slot to retain its bonus.

4. Place Infiltration Tokens

The ninja place three infiltration tokens with their numbered side face down to represent where the ninja models enter (and possibly exit) the game board. Infiltration tokens can be placed on any available, green edged squares as shown on the board set-up guide.



5. Place Models

Place the selected ninja models adjacent to ANY infiltration token (multiple ninja can be placed adjacent to one infiltration token if there are available squares). Ninja are represented by the corresponding playing pieces and always enter play in the undetected state.



Round Sequence

One round consists of the ninja turn, followed by the guard turn.




The Ninja Turn


Ninja players always take the first turn. The guard player may play guard cards at any time during the ninja turn to an empty slot on the guard play mat at a cost of one noise token per card played.

1. Replenish Dice and Move Tokens
2. Activate Ninja
3. Check for End Game Conditions

1. Replenish Dice and Move Tokens

All ninja models place corresponding colour dice on any dice locations without wound tokens on them.

Dice
Rise of the Kage uses standard six-sided dice of various colours, which are referred to as D6:

Force Dice 
Stealth Dice 
Guard Dice


Icons on the ninja play mat are filled with white force dice.
Icons on the ninja play mat are filled with black stealth dice.
In the shown example the ninja replenishes only three dice due to the wound token on its fourth location (the location of which the ninja player chose when he was wounded).

Place six move tokens on each ninja play mat.


2. Activate Ninja

Ninja players decide which order the ninja will activate in each turn. Each ninja can only be activated once per turn. They have to finish all the movement and perform all the actions they wish to before the next ninja activates.

Moving

Ninja models have six move tokens. Each token allows them to move to an adjacent square discarding them from their play mat as they use them. They may also purchase up to two more move tokens, discarding one of their dice pool for each extra token gained, these can be bought at any point during the ninja's activation. Remember they may not move through walls and may not move diagonally through doorways nor over corners (where two walls meet). They may move through squares occupied by guard models (only if they are undetected) or other ninja models but may not occupy the same square as another model at the end of their movement.





A ninja may stop (or be forced) to perform one or more actions and then resume moving as long as they have move tokens remaining. Note: if a model is detected upon entering a square occupied by a guard it continues its movement away from that square as it chooses.

Move Tokens

Move tokens are used to track how many squares the ninja model has moved. The different clan symbols next to the boot icons match those found on the ninja play mats of the three different ninja.



Remember that you cannot move diagonally through a doorway, or over a corner.


Performing Actions (Dice)


When performing an action (other than a free action or a special action), the ninja player must roll at least one die of the colour associated with that type of action (i.e.  for  stealth actions,  for  force actions). Any dice used in a test are removed from the play mat. If they don't have the required dice they cannot perform the action.

The ninja player may choose to add any number of unused dice of any colour from their play mat to a dice roll in order to increase the chance of success.

Successful force tests create a noise token unless the ninja player chose to add an additional stealth die to the test (stealth dice cannot prevent the noise from opening a door by force or from triggering a trap).



Don't forget to add the appropriate modifiers to the result of the dice rolled:

 Combat for force test actions

 Stealth for stealth test actions


When dice rolls are made, the single highest die (regardless of the number and colour of dice rolled) is compared to a target number that is determined by the action being taken.

In order to succeed the value must equal or exceed the target value.

Regardless of the target value, a  is always successful, and a  is always a failure.

Any failed test generates a noise token, even if a stealth die was rolled.

Melee (Force Action)

Katsumi has to roll a white, force die because it is a force action but chooses to also use a black, stealth die to avoid generating noise and increase his chances of success. The target is 4, this is the Bushi's defence. Katsumi has a +2 value for  Combat which modifies force actions. The highest die is 3, modified by the +2 which makes 5. This exceeds the target and so the test is a success. Because the test was a success and a stealth die was rolled (even though it was a one) the test does not generate noise.



Ninja Cards (Part II)

The ninja models will collect ninja cards when they undertake search actions (see Search Actions pg. 12). Ninja are limited by the card slots available, if a bonus or equipment card is drawn and there are no available slots it must be discarded or another card already in play must be discarded to make room for it. Saved cards (played face down) still take up a slot.

A ninja may discard or use (turn face up) equipment or bonus cards from their play mat at any time during the ninja turn. Whilst all cards on the ninja play mat are in play only cards face up are in use and their effects active.



List of actions available to the ninja player in his turn:

- » Open Door (Stealth / Force Action)
- » Search (Stealth Action)
- » Evade (Stealth Action)
- » Melee Attack (Force Action)
- » Ranged Attack (Force Action)
- » Place Caltrop or Poisoned Rice Tokens (Special)
- » Exchange Equipment (Free Action)
- » Fade into the Shadows (Free Action)


Open Door (Stealth/Force Action)


There are two types of door in Rise of the Kage: Shoji doors (target value 4), and Plank doors (target value 5).

If a ninja model wishes to move through a door they must either declare a force test to break it down, which will create a noise token even if a stealth dice is rolled or a stealth test to attempt to pick the lock quietly. Note: different modifiers are used, so some ninja will break doors more easily than picking the lock and vice versa.

If successful the door token is removed from play, if unsuccessful then the door remains in place and a noise token is generated. If there is a bell token attached to the door the bell token is discarded and a noise token is generated. Note: a maximum of one noise token is generated per open door action.

Search (Stealth Action)


In order to attempt a search action the ninja model must be adjacent to a search token and not in the  AOI of a guard model. After a ninja model conducts a search action if they are successful the player must draw a card from the ninja deck, flip the search token to reveal its group and place it in the mission pool. If unsuccessful they must draw an event card, generate a noise token and the search token remains on the board.

The value on the token (3-6) is the target number for this test. The roll is modified by the ninja's  stealth ability.



Shizuka has to roll a black, stealth die because it is a stealth action but chooses to also use a white, force die to increase her chance of success.

The target number is 5, as this is the value of the token.

The highest die is 3, which succeeds thanks to her +2  stealth value.

Mission Test

Most missions require the ninja to pass a mission test. To do this they must build up their mission pool by collecting search tokens (pg. 3) from successful search actions.

There is only one collective mission pool for all the ninja and each search token gained is worth one to the mission pool value (regardless of the token value or group). Once the mission pool contains seven tokens, and every time an additional token is added to the pool, a mission test is made to see if the mission difficulty number is met. This is done by rolling one D6 (unlike other tests ones are not auto fails and sixes are not auto successes) and adding its result to the number of tokens in the mission pool. If the result is equal to or greater than the mission difficulty number, then the mission condition is met, the mission card is revealed to the guard player and any effects from the mission text are resolved.



The ninja have the “Uncover” mission (shown here) and have already collected seven search tokens.

The ninja retrieve their eighth token and make a mission roll, rolling one D6: this is a two and so their total is ten. As ten is equal to the mission difficulty number they meet the condition of the mission, and must show the card to the guard player and resolve its effects.





Note: the mission test roll is not affected by any ninja modifiers and there are no effects for failing the test.


Traps

If a trap search token (see pg. 3) is revealed as a result of a ninja's search action, a noise token is automatically generated unless it is cancelled by a ninja card or special ability. Then the guard player performs a force test with one D6 against that ninja. The target value is the ninja's  defence number modified by the ninja's  reaction value. If successful, the ninja sustains a wound. Revealed traps are still a search token, form part of the ninja mission pool and trigger a mission test if the mission pool is large enough (seven or more).



Shizuka successfully performs a search action and reveals a trap. This generates a noise token and triggers a force test against her. She has a defence value of 4. This is modified by her reaction value; as she is currently in the detected state this is +1, leaving a target for the guard of 5. The guard player rolls one D6, the result is a 5 which equals the target number and so is a success for the guard player, causing a wound to Shizuka. The trap search token is added to the mission pool and as it is the seventh token a mission test is made.


Evade (Stealth Action)

At any point during an undetected ninja's activation the ninja player may expend at least a black stealth dice to conduct "evasion tests" against all guard models who's  AOI the ninja model enters, leaves or moves within during the ninja's movement. A ninja model may enter, leave or move within the  AOI of a guard model without rolling for an evasion test, but will be considered to have failed the test.

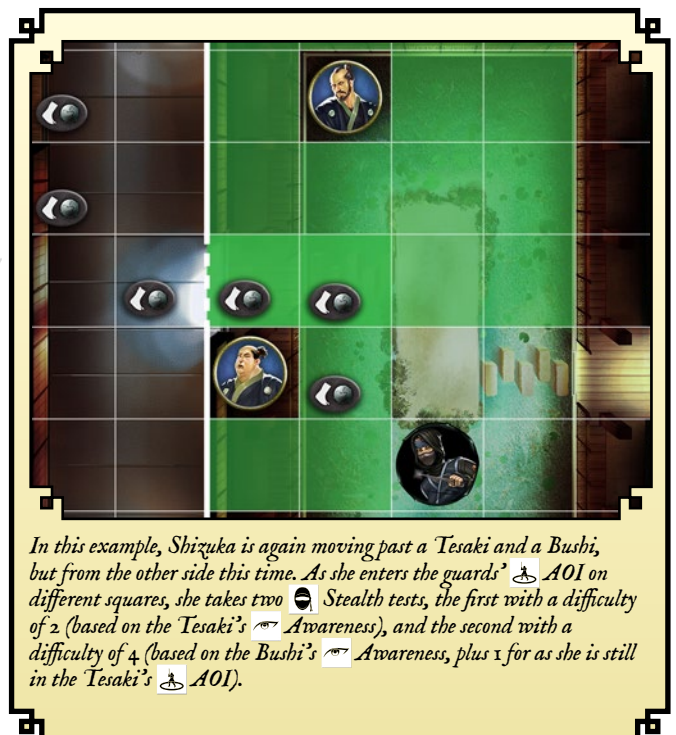
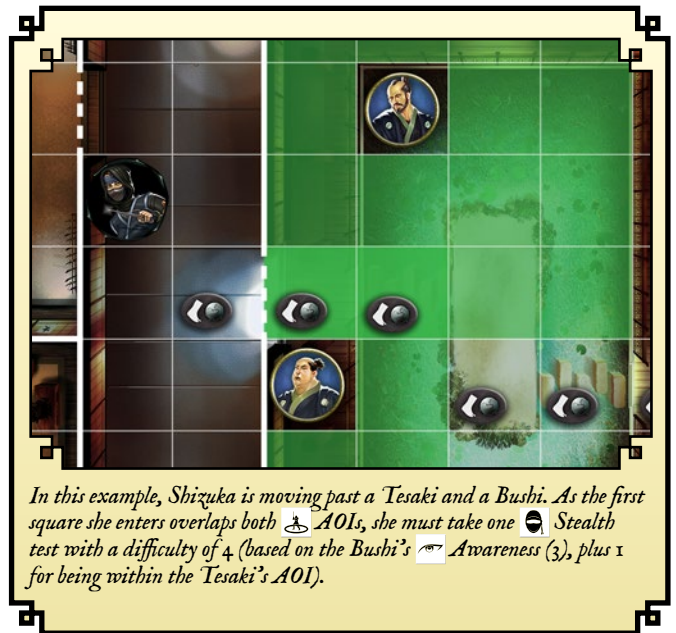
If a detected ninja moves into, out of or within the  AOI of a guard model it does not roll dice and automatically fails the evasion test.

The ninja player only has to make one test per guard, per turn. So if its move takes it past a guard more than once in a turn, it does not need to make repeated tests whether it succeeded or failed the first test.



However it needs to perform an evasion test, which is a  stealth test, for each guard model's AOI it enters, leaves or moves within. The target value for this evasion test is equal to the guard model's  awareness value.


If the square the ninja model is moving to or from is within multiple guard models' AOI, then only a single test is done to avoid being detected by all the guards. The target value is the highest  awareness statistic of the guards. For each additional guard model's AOI the ninja model is in, the target of the test is raised by 1.

If the evasion test is successful the undetected ninja model may continue moving undetected. If it fails the test, a noise token is generated, it becomes detected and it may still finish its movement, however now that the ninja is detected it will automatically fail any further evasion tests it attempts.




Melee (Force Action)

Make a force test against a guard model in an adjacent square. The target value for this test is the  defence value of the guard model. If the ninja player doesn't roll a black  stealth die as part of this test, it will automatically create a noise token.

If the force test is successful, remove the guard from play or mark a wound on its play mat if this is the boss. If the ninja model is undetected and only in the  AOI of the target and not that of any other guard models then the test is made as though a stealth dice had been rolled, and if successful, a noise token will not be generated. Note: if the force test is unsuccessful a noise token will still be generated and the ninja become detected.

Ranged Attack (Force Action)

Ranged force tests can only be made by ninja models that have a ranged weapon on their play mat. The targeted guard model must be within the weapon's range and ninja model's LOS.

The target value for this test is the  defence value of the guard model. If the ninja player doesn't roll a black stealth die as part of this test, it will automatically create a noise token.


If the force test is successful, remove the guard from play or mark a wound on its play mat if this is the boss. If the force test is a failure, a noise token is generated even if a stealth die was used.





Place Caltrop or Poisoned Rice Tokens (Free Action)

A ninja equipped with either caltrop or poisoned rice tokens may place one of these tokens on any square without a model or token that they move through.

Poisoned Rice Tokens





A ninja model equipped with rice tokens, may place a rice token on on any square without a model or token they move through. Rice tokens have an  AOI of 3.

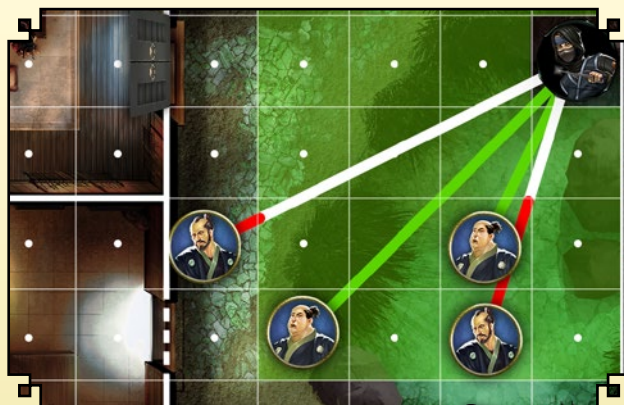
Any guard model that is within a rice token's  AOI has their  awareness and  AOI reduced to one. If a guard model within the  AOI of a poisoned rice token activates they must move towards the rice token. If a guard model is adjacent to a rice token, the guard player must spend an action token (as soon as possible) to remove the rice token together with the guard model.

Melee (Force Action)



In this example, Shizuka is attacking a Bushu. The difficulty is the guard's  Defence of 3. Shizuka rolls a single force die, and because she wants to increase her chance of success, she rolls a single stealth die as well. She rolls a 4 and a 2, which succeeds despite her  Combat modifier of 0. As she is undetected and not in the AOI of any other guards a successful test would not have generated noise with or without a stealth die. Shizuka was proved right to use a stealth die in this case though as the 2 on the force die would not have been sufficient to pass the test. The 4 rolled on the stealth die allowed for a successful test.

Ranged Attack (Force Action)



In this example, Shizuka is using her Throwing Daggers to attack the guards surrounding her. She can choose to attack either of the Tesaki as she has LOS to both, and both are within 3 squares (the range attack ability of the Daggers). She cannot attack the Bushu on the left as it is 4 squares away, and she cannot attack the Bushu on the right as she does not have LOS to him.



Caltrop Tokens




A ninja model equipped with caltrops may place a caltrop token on any square without a model or token they move through. If a guard model moves over a caltrop token then its move ends on the square the token was placed and the token is removed. The guard model may not be assigned any further action or noise tokens this turn.

Exchange Equipment (Free Action)

If at any point during a ninja's activation they are adjacent to another ninja, then those ninja models may exchange any number of equipment cards from their play mats. This action does not generate a noise token.

Fade into the Shadows (Free Action)

If at any point during a detected ninja's activation it is not in the  AOI of any guard models it may discard two move tokens to become undetected (these may include the two move tokens gained from spending dice).

3. Check For End Game Conditions

As soon as the ninja have completed the conditions on the mission card the ninja players have won the game (in many cases this requires the ninja to have exited the game board).

If the ninja have not met the mission success criteria at the end of their turn check to see if either the turn token or the alert level token are already on the bell symbol (top right of guard play mat). If this has happened then the guard player has won the game.



The Guard Turn

1. Noise, Alert and Turn Token
2. Collect Action Tokens
3. Discard and Buy Cards
4. Perform Actions / Play cards
5. Recruit Guards
6. End of Guard Player's Turn

The ninja players may play bonus or equipment cards during the guard player turn by turning them face up on the ninja play mat.

1. Noise, Alert and Turn Token

Collect noise tokens from the ninja play mats. For each ninja that noise tokens are retrieved from move the alert level token one place closer to the bell (so a maximum of three places). If any ninja player generated noise tokens in the previous turn advance the turn token one place along the turn tracker towards the bell. If the alert level token or turn token reaches the bell and remains there until the end of the next ninja turn the guard player has won.

In the ninja turn Rin generates 1 noise token, 2 from Shizuka and none from Katsumi. The guard player collects 3 noise tokens in total from 2 ninja and so the Alert token moves 2 places. As at least one ninja generated noise the turn token moves one place.

2. Collect Action Tokens

The guard player receives a number of action tokens as indicated by the chosen boss's action token pool and according to the current alert level.

3. Discard and Buy Cards

The player may discard any number of cards from his play mat and his hand.

The player may draw guard cards at a cost of one action/noise token per card. The maximum number of cards the guard player can hold in their hand and then play depends on the hand size and card slots as marked on the selected boss's play mat.

4. Perform Actions / Play Cards

The guard player may perform as many actions with guard models as they have action or noise tokens. Select a guard model to activate and allocate that model an action or noise token. The token is discarded and the effects of the action are applied. Once a guard model has been allocated an action/noise token any further tokens must be allocated to this guard model before allocating tokens to another guard model.

Any number of guard cards may be played to open slots on your play mat. Once there are no more empty slots you can no longer play cards (until your next turn after discarding cards from the guard play mat). During the following ninja player turn you may play cards in reaction to ninja actions if any empty card slots are available and you have a noise token to pay per card. Cards that allow the placement of tokens or guards cannot be played in the ninja turn.

Guard cards can be played that allow the placement of guards (only in the guard turn and guards cannot be placed with a ninja in their AOI) and can be played at any alert level. However if the guards stated on the card are above the current alert level then they must be substituted for the highest available. For example if a card allowing red alert guards is played whilst at amber alert then amber guards are substituted (the guard player cannot choose to place yellow or red guards). Note: ninja event cards can still trigger the placement of guards of any level regardless of the current alert level.




Guard Actions

Each action by a guard model uses a guard action token or a noise token. The maximum number of actions a guard may perform is the number under the actions statistic plus one additional action if a noise token is spent to do it.

Move

Guard models can move up to a number of squares equal to their move statistic for each action token or noise token being used for movement. They may move through squares occupied by other guard models or undetected ninja models, but may not occupy the same square as another model at the end of their move.

Detect



A guard model may attempt to detect an undetected ninja model that is within their  AOI. Roll a number of dice equal to the guard model's  awareness. The target number is 6 modified by the ninja model's  stealth. Note: In most cases guards will need a 6 as this is always a success.

If the ninja model is in the  AOI of multiple guard models, then the guard player receives a +1 modifier to the detection roll for each additional guard model. If the

detection roll is successful the state of the ninja changes to detected.


Melee Attack



A guard model may only make an attack against a detected ninja model in an adjacent square. Undetected ninja cannot be attacked.

The target value for the force test is the ninja model's  defence value. The guard player rolls a single dice, modified by the guard model's  combat value.

If the attack is successful a wound token is placed on a dice location (of the ninja's choice) on the ninja model's play mat. If this is the last dice location available, the ninja model is removed from play.

Ranged Attack

A guard model, with the ranged attack ability may only make a ranged attack against a detected ninja model within its  AOI and the weapon's range. Undetected ninja cannot be attacked.

The target value for the force test is the ninja model's  defence value. The guard player rolls a single dice, modified by the guard model's  combat value. If the attack is successful a wound token is placed on a dice location (of the ninja's choice) on the ninja model's play mat. If this is the last dice location available, the ninja model is removed from play.

Promotion

Promotion is the act of replacing an existing guard model on the board with one of a higher alert level. Certain special rules and guard cards allow for promotion. Guards can only be promoted to the same level and type as allowed by the current alert level.

5. Recruit Guards

After activating guards on the board the guard player may spend any remaining action or noise tokens to recruit additional guard models. Only guards of the same level or lower than the current alert level may be recruited. The guard player must have an available model of the type they wish to recruit.

6. End of Guard Player's Turn

Turn face down any guard card on the play mat that does not say "remains in play". Discard any remaining action tokens (if playing advance rules any noise tokens on guards' bases should be discarded), then start the next round.

Advanced Rules

These are rules that can be used to add complexity and increased strategical options to the game of Rise of the Kage. Players must choose whether they are going to use the advanced rules during step A, 1. of set up.

Guard States

Guards can have two states unalert and alert. Guards enter the game in the unalert state unless specified otherwise. A guard uses different sets of statistics dependent on their state.

❶ Unalert state

❷ Alert state



Status Tokens



A guard becomes alert if at any point it has a detected ninja in its AOI or it successfully detects a ninja. If this happens place an alert token on its base.

Additionally if a noise token is spent on a guard to perform an action this token is placed on its base and it temporarily gains the alert state.

Noise tokens are removed from a guard's base at the end of the guard turn. Alert status tokens remain on a guard's base until the guard is removed from the game or through a card or ability.

Lanterns

Ninja may make force tests against adjacent lanterns. The target of the force test is 3, modified by their combat. If they succeed the lantern token is removed from the board, if a guard is in the AOI of a lantern when it is removed they become alert and a noise token is generated. If they fail the test they generate a noise token and the lantern remains in play.

Bells

Ninja not in the AOI of a guard may make stealth tests against adjacent bells. The target of the stealth test is 5, modified by the ninja's stealth. If they succeed the bells token is removed from the board, fail and they generate a noise token.

Card Amendments

All references

The terms infiltration point and escape point are interchangeable with infiltration token and escape token. In addition a model that can be placed adjacent to an infiltration token may be placed next to an escape token and vice versa.

Combat modifiers on ninja and guard profiles are positive unless specified otherwise.

Play mats

Ghost (ninja play mat), combat modifier, clarification: Should read +1 for both states.

Kenta (guard play mat), yellow alert trigger, if playing Advance Rules play as written, if not use the following: Gain two action tokens.

Minato (guard play mat), special rules, if playing Advance Rules play as written, if not use the following: At the start of the turn for each detected ninja Minato gains one action token. Once per turn make one attack with a guard model (even if they have already activated) that is adjacent to a detected ninja. This does not require an action token or noise token.

Oka (guard play mat), yellow alert trigger, clarification: In this turn only Oka can promote guards to any level if she can pay the new level's recruit value.

Rin (ninja player mat), abilities, rewording: Rin can completely ignore the AOI of one guard model during her activation. This ability excludes the boss model.

Shizuka (ninja player mat), abilities, clarification: Shizuka can cancel any noise token that she generates, but not those of other ninja. When this ability is used it is as if a noise was never generated.

Card decks

Grappling Hook (ninja deck), clarification: Only the ninja carrying the grappling hook may escape from any location (unless the 'Any' card is revealed as the escape card).

Hindrance (guard deck), clarification: Dice are only removed for this round. Ninja only lose dice permanently when they are wounded.

Map (ninja deck), clarification: This card may be kept on a ninja slot like an equipment card. It cannot be affected by cards that target ninja equipment.

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