



BUSHIDO:  
RISEN SUN  
TOURNAMENT  
RULES



# TOURNAMENT RULES

## INTRO

Bushido tournaments should be fun, social experiences where players compete in a competitive but fair environment, each striving for their share of the Silvermoons available.

## PLAYER RESPONSIBILITIES

**Logistics:** Players should bring their own models, cards, dice, measuring devices, markers, and templates they require for play. Players should have all the official, up to date, profile cards for the models in their Warbands and must show a profile card if requested by their opponent. The tournament organiser can approve or disallow any third party products including any markers, tokens, templates, etc.

**Army Lists:** Players should bring two copies of their Army lists, one for the tournament organiser and one to show to their opponent before each game begins.

**Modelling and Painting:** All models used in GCT organised play events must be GCT miniatures from the Bushido the Game range. The miniatures must be fully assembled on the appropriately sized base for which the model was designed and have the base marked for Facing and Line of Sight. Any non-GCT models, unassembled miniatures, or inappropriately based models are not permitted.

Models that have not yet been released to the general public at the time of the

event are not permitted unless those models are readily available at the event venue (such as a convention release).

**Model Conversions:** Players must be unambiguous about model representation. At their discretion, the tournament organizer can make exceptions to approve any reasonable conversion. A converted model must contain a majority of parts from the original model for which the rules were written. The end result of any conversion must be clearly identifiable as the intended miniature and accurately represent it. Any conversions must be clearly pointed out to your opponent before the game to avoid confusion.

**Sportsmanship:** A fair and honest in-game experience is required in order for everyone to have a fun game. Players must execute the rules of the game accurately and fully cooperate with opponents to honestly answer any questions that arise before and during the game. Players are also responsible for holding their opponents to the same standards. The tournament organiser will not be able to observe every game. If your opponent is doing something that is making you uncomfortable -- stalling, bending the rules, or outright cheating -- then inform your opponent of your discomfort. Explain what the issue is and what they can do to remedy the situation in order to maintain a fair,





honest, and fun in-game environment. If the behaviour continues or a dispute arises, call the tournament organiser and explain the situation. The tournament organiser always has the final word on rules questions or debates. Players must accept all rulings made by the tournament organiser whether or not they agree.

**Rerolling cocked dice:** Any dice that are not totally flat on the surface of the table should be rerolled until they are.

## EVENT ORGANISER RESPONSIBILITIES

**Logistics:** The tournament organiser should arrange for enough terrain to cover all tables used for an event with the appropriate amount of terrain. They should allow enough time during the day between rounds for players to move their models, use the toilet, get refreshments and socialise.

## MASTERS FORMAT

The Masters Format is the premier Bushido Tournament. It allows players to demonstrate their mastery of the game as it should be played: Competitively fighting for scenario points while treating their opponents with respect, sportsmanship and honour. For this is the way of Bushido.

This Format requires the most player skill and knowledge of the various scenarios but should be accessible for newer players to join in and not feel overwhelmed.

Some Masters Events attended by GCT Studios are designated Grand

Masters. These large events allow for the top players to try winning the most coveted prize: The chance to work with GCT to design their own Bushido Model and have it released as a new character to recruit in Bushido.

**Number of rounds:** We would suggest that the tournament organiser adjusts the rounds to the number of players, but a tournament should have at least 8 players to be official and run for 3 rounds in order to establish a winner. The main determiner of the number of rounds is the time you have available, of course.

Front Arc Players	Rounds
8	3
16	4
32	5
64	6

**First round pairings:** The first round pairings should be determined at random and where possible not pairing players who regularly play against each other, i.e. from the same town, club or store.

**Subsequent pairings:** Pairings after the first round should be using the Swiss Pairing system. Each player should be randomly paired against a player with the same number of wins. No player should ever play the same player twice in the same event.





**Byes and odd numbers:** If possible the tournament organiser should have a stand-in, either an assistant or themselves to ensure even numbers. If however there is an odd number, then the bottom-placed player should receive a bye and 7 Tournament Points for that round.

**Round timings:** The length of each round should be adjusted according to the Rice Cost of the Warbands for the tournament.

Rice Cost of participants' Warbands to  
Length of Tournament Rounds:

70 Rice = 75 minutes

100 Rice = 120 minutes

**Player Timings:** Each player has 2 minutes to declare their activating model and what action it will take.

After 2 minutes, if a player has chosen a model but has not declared an action, that model loses an activation counter. If the player has not chosen a model, their opponent removes an activation counter from any model.

Play passes to the opponent.

**Scenario Selection:** The tournament organiser should choose the Scenarios to be played prior to the day of the tournament, but players only find out as each round begins. It is usual to choose at least one circle objective scenario, one centre objective scenario, one zone control scenario and if you have 4 or more rounds, one VIM scenario.

Some scenarios are labelled Advanced. Decide if your group will use these. They are more complex and may be unsuitable for new players.

**Terrain and table set-up:** The tournament organiser should decide what terrain is placed on each table, how it is set up and clearly explain to the players of the tournament how each piece should be interpreted. Players should not move the terrain during a game or in between rounds. At the start of each round, players should still make a Tactical Test to determine who chooses the Deployment Zone and then deploys their Warband.

**Game results:** The games end when the time for the round has lapsed, the game has played through all the Turns required for the scenario or one of the players has no models in their Warband. In all cases the game ends at the end of the current Turn, and only the Victory Points scored before and during this Turn count towards the final Tournament Points for each player. Each player should then complete the details of the game on the Warband Record Sheet and hand it back to the tournament organiser.





Victory Points result to Tournament Points:

VPs	TPs
3-0	9
2-0	8
2-1	7
1-0	6
1-1	5
0-0	4
0-1	3
1-2	2
0-2	1
0-3	0

**Final standings:** After the predetermined number of rounds, the player with the highest Game Score wins the tournament. If players have the same Game Score, then the tie breakers are:

- Games won
- Strength of Schedule

## VARIANTS

There are a few optional rules to tailor your Tournament to make it stand out or to adjust the official format to suit your local players.

**Strict Swiss:** Instead of calculating Tournament points by the Victory Point result, players gain 1 Tournament Point for a win and 0 otherwise. Optionally, (if stated before the event) Draws may be decided by the player who lost the Deployment Tactical Test.

After the first round, all pairings are based on current tournament point totals and pairings from previous rounds. Once all games in the previous round have been completed, sort the Player Record Sheets into piles based on the number of tournament points. Players should be paired against opponents who have the same current number of tournament points as they do.

If a pile has an odd number of players, pair the last player in the pile with the highest number of tournament points against someone from the pile with the next-highest tournament points—this is called “pairing down.” A player should not be paired down more than once per event. Byes receive 1 tournament point.

Play rounds until there is one undefeated player, rankings are determined by strength of schedule.





**Swiss by Tournament Points:** Pairings after the first round should be using the Swiss Pairing system. Players' Tournament Points, calculated by the Victory Points scored in the Scenario played, determine their rank at the tournament. After each round, the player ranked first plays the player ranked second, third plays fourth, etc.

**2 Lists:** Players bring 2 lists of the same Faction. Before each game, players have 5 minutes to look over their opponent's lists and choose which of their own lists to play and simultaneously reveal when both players are ready.

**Sideboard:** Players bring 30 rice of additional cards in a "Sideboard" and have 5 minutes before the game to swap cards.

The base list without the sideboard must be legal.

The list including the sideboard must be legal.

The final list chosen to be played must be legal.

If a player chooses the "Ordered for Battle" Theme list, they will have 60 Rice of extra cards.

**Hired Swords:** Players may include 1 ronin model in a theme that is usually permitted for their faction even if the theme list does not allow Ronin models.

**Theme list compulsory:** Every player must use a theme list from their Faction.

**Theme List prohibited:** Players may not use Theme Lists.

**Truncated points:** Tournament points are scored based upon the following table:

3-0	5 pts
2-0, 2-1, 1-0	4 pts
1-1, 0-0	3 pts
0-1, 1-2, 0-2	2 pts
0-3	1 pt

**Timed activations:** Players have 5 minutes to perform each model's whole activation. The clock can be paused each time the opponent has to interrupt or make a choice.

**Death Clocks:** Set a chess clock to 1 hour for each player. Whenever a player is making a decision or activating a model, the clock should be on their time. Switch the clock when you are finished. If a player runs out of time they lose the game.

**Call the Clock:** Players play with no clock, but if a player is taking excessively long to declare an action or complete an activation, the opponent may "Call the Clock", and a judge will give 1 minute to make a decision or complete the activation. Judges can use discretion over specific activations (for example in the case of a particularly close measurement or if a rules issue arises, it may take time to get the correct result).





**Players deploy terrain:** The tournament organiser will leave enough terrain for the table but players set it up in the usual way before each game. Players have 5 minutes to set up terrain.

**Scenarios announced:** Announce which scenarios will be played before the event.

**Fully Painted:** All models must be fully painted and based.

**Old School:** Players may only measure distances on the table after an effect has been announced or an effect triggers that requires a measurement. If it is unclear whether a measurement is needed, such as a model attempting to avoid an aura, the movement is made in full and then check to see if the effect is triggered. The effect will still happen at the correct point in the movement, but the path cannot be changed.

When declaring Charge and Melee actions if the model fails to reach the target its activation ends and play immediately passes to the opponent.

**Relaxed:** Round Time is best used for friendly local events. It is possible to play 3 rounds in a day and have time for lunch and breaks between rounds.

Rice Cost of participants' Warbands to the Length of the Tournament Rounds:

70 Rice = 90 minutes

100 Rice = 150 minutes

**Fast:** Round Time is generally for large Grand Masters events or competitive practice for large events. This allows for 4 rounds in a day with lunch and breaks between rounds.

Rice Cost of participants' Warbands to the Length of the Tournament Rounds:

70 Rice = 60 minutes

100 Rice = 100 minutes

**Ludicrous Speed:** Round Time is almost a format in itself. This is a fun way to shake things up and play faster but may not be suitable for very competitive tournaments where players need to carefully execute their tactics.

Rice Cost of participants' Warbands to the Length of the Tournament Rounds:

70 Rice = 35 minutes

100 Rice = 60 minutes

**Cycle Deck Restriction:** The tournament will list Cycle Decks permitted in the event. Perhaps a nostalgia event allows only the Risen Sun Deck, or a themed event allows only the Endless Winter Deck. Another alternative is a rotating tournament that allows only the most recent Deck to be used.





## SCENARIO RULES

Bushido is best enjoyed by playing a Scenario. Whilst beating your opponent into the ground until the last man is standing is fun, especially when learning the rules, there will come a time when you want to explore the full strategically challenging potential that Bushido has to offer.

Scenarios are named and then broken down into five simple sections, that when understood allow players to quickly pick up and play any Scenario.

**Name:** Thematic title purely to add to the cinematic experience that a game of Bushido brings.

**Type:** Either Scenario Objectives or Very Important Models.

**Deployment:** Where to deploy your models and any Scenario Objectives. If the Scenario presents a choice then for a single game determine randomly, at an event the tournament organiser will announce what type is being used.

**Game Length:** The number of Turns the game will last.

**Scenario Objective Interactions:** How models interact with any Scenario Objectives.

**Victory Conditions:** How the players ultimately win a game by scoring Victory Points (VPs).

### TYPE

**All Scenarios have a Type:** Objectives, Very Important Models (VIM) or Zone Control. Some Scenarios may have more than one Type. Types are linked

to the scoring of Victory Points (VPs) in Scenarios, how this is achieved is dependent on the Scenario and explained under its Victory Conditions.

### VIM

These are models that a player must kill, capture or defend, depending on if it is theirs or the Opponent's. There are three types of VIM: Hidden, Open and Nominated and they will appear after the VIM in brackets. For example: Type: VIM (Hidden).

There are some restrictions on which models can be chosen:

- The model must be Unique
- Animal types cannot be chosen
- If the model chosen has the Disguise or Flank traits, then it loses these traits
- VIMs cannot gain the Disguise or Flank traits
- The model may not be Insignificant

If the scenario presents a choice then for a single game determine randomly, at an event the TO will announce what type is being used. For example:

Type: VIM (Hidden/Open)

If the Scenario requires more than one VIM, this will also appear in brackets after the Type. For example:

Type: VIM (Hidden and Open)

If a Warband contains no legal model to be VIM, then it is considered to have had its VIM killed for VP scores.





**Hidden:** Each player secretly nominates one of their Warband's non-Insignificant, non-Animal models as the VIM. That Model loses the Flank trait and Disguised state and cannot gain them. This choice is Hidden Information. This is not revealed to your opponent until the End Phase of the last Turn of the game. Players do not declare when the VIM is killed but note in which Turn each of their models were killed.

**Open:** Each player nominates one of their Warband's non-Insignificant, non-Animal models as the VIM. That model loses the Flank trait and Disguised state and cannot gain them.

**Nominated:** Each player nominates one of their Opponent's non-Insignificant, non-Animal Faction models as the VIM. A player cannot choose a model with the Flank trait or one that may begin the game with the Disguised state, and chosen models cannot gain the Flank trait or Disguised state.

In all cases, if a model nominated as a VIM leaves play and returns, it is no longer considered a VIM. Players should nominate VIMs before the game as detailed in the Rulebook (p.21). If two models are considered to be the same model when recruiting a Warband then, if chosen as VIM, both models are considered to be VIM.

*Example:* Kota's Human Form is chosen as a VIM. If she is replaced with her Fox Form then Kota's Fox Form is still the VIM.

## OBJECTIVES

In these Scenarios players are vying for control of specific terrain items represented on 30mm or 50mm bases (all Objectives in any Scenario will be the same size).

Most Scenarios using Objectives are one of two kinds of Objective Scenarios. Centre Objective Scenarios have three Objectives and Circle Objective scenarios have six Objectives.

Scenario Objectives are [Impassable, Blocking, (See Scenario for Base Size)] Terrain elements on the battlefield that players must attempt to interact with. Scenario Objectives are one of three Alignments (Friendly, Neutral or Enemy). This can be shown on the board by turning the Scenario Objective to face the player's Deployment Zone to whom it is Friendly or neither showing it is Neutral. If a Scenario Objective is Friendly to a player, then their Opponent considers it Enemy.

All Scenario Objectives are considered Blocking and Impassable Terrain elements unless specified otherwise in the Scenario. In Scenarios, players can use their models to interact with Scenario Objectives through Scenario actions.

## SCENARIO OBJECTIVE INTERACTION

Players can interact with Scenario Objectives by taking Simple or Complex Scenario actions (See Actions). The action needed, Simple or Complex, will be in brackets after the Scenario Objective Interaction, for example: Influence (Simple). The effect





of an action depends on the Scenario Objective Interaction of the Scenario.

If there is more than one Interaction available to the model, then the controlling player decides which to use. Only those Interactions outlined in a Scenario can be used. The Interactions will appear as key words and are as follows:

**Influence (Simple/Complex):** The player changes the Alignment of a Scenario Objective from Enemy to Neutral or Neutral to Friendly.

**Prayer (X) (Simple/Complex):** Each player starts the game with X Prayer Tokens. These are placed in a Prayer Pool for each player. The player removes one Prayer Token from their Prayer Pool and scores Scenario Points (SPs). The number of SPs scored depends on the Alignment of the Scenario Objective the model is in BtB with. A model may only declare a Scenario action once per Objective in any Turn.

Friendly = 1 Scenario Point

Neutral = 2 Scenario Points

Enemy = 3 Scenario Points

**Worship (Simple/Complex):** The Controller of the model that performs this Scenario Objective Interaction places a Worship marker next to the Scenario Objective in BtB with the model. If the Scenario Objective's Alignment would be reset, instead remove a Worship marker.

Some Scenarios will have additional rules denoted by the following key words, and their rules are detailed as follows:

**Decreasing (Popular):** During the End Phase of a Turn, after scoring VPs, remove a Scenario Objective on which most Simple Scenario actions were taken. In the event of a tied number of Simple Scenario actions on Scenario Objectives, the scoring player's Opponent decides which to remove.

**Decreasing (Scorer):** During the End Phase of a Turn, after scoring VPs, remove a Scenario Objective which is Friendly to the player who scored the VP. The scoring player's Opponent decides which to remove if there is more than one available.

## ZONE CONTROL

In these scenarios there are areas on the board that the players must battle to Control. A player Controls a Zone if they have a higher Rice Cost of models completely within the Zone's area and have more models completely within the Zone's area than their Opponent. A player gains a number of Scenario Points equal to the Alignment of the Zone during the End Phase.

Friendly = 1 Scenario Point

Neutral = 2 Scenario Points

Enemy = 3 Scenario Points





## GAME LENGTH

The length of a game of Bushido can be Fixed or Variable and lasts a number of Turns detailed below. The game ends at the End Phase of the last Turn or if one player has no models left in their Warband.

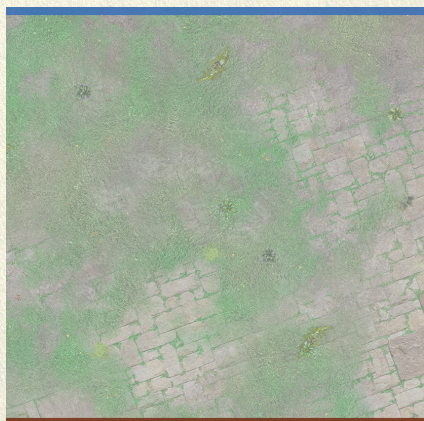
**Variable (X):** During the Starting Phase of Turn (X), one of the players rolls a single D6. If the result is 4 or more, the game will finish at the end of the Turn. If not, then the game continues to the next Turn when this roll will be made again. The game will always finish after the End Phase of the seventh Turn.

**Fixed (X):** The game finishes after the End Phase of the designated Turn (X).

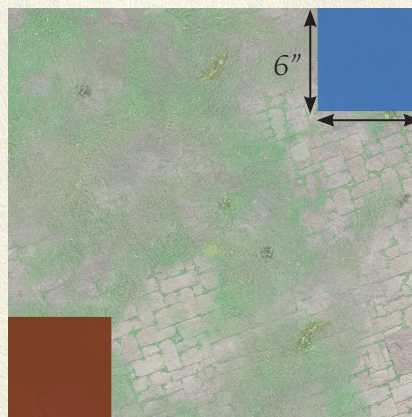
## DEPLOYMENT

This section outlines the deployment of the players' models and, if necessary, any Scenario Objectives. For models, Deployment can be Baseline, Corner Edge or Corner Square Deployment. This is the area in which the players will deploy their models. The green edges are the Neutral Table edges. Deployment also determines the centreline.

**Baseline Deployment:** Models are set up with the base of the model touching the edge of the board.



**Corner Square Deployment:** Players set up their models completely within a 6" square in opposite corners of the board. The Scenario will show which corners to use if necessary, otherwise choose any corner and the opponent sets up in the opposite corner.



**Corner Edge Deployment:** Players set up their models touching a board edge within 8" of a chosen corner. The Scenario will show which corners to use if necessary, otherwise choose any corner and the opponent sets up in the opposite corner.



If the Scenario uses Scenario Objectives, then players should place them on the board as instructed under this section of the Scenario explanation in conjunction with the





Scenario's diagram. Objectives with the same colour as your Deployment Zone are Friendly. Uncoloured Objectives are Neutral.

The Scenario Objective's base size will be provided in mm, for example:

3 Scenario Objectives **30mm** all Neutral

### **SCENARIO RESET**

Some Scenarios reset on certain Turns so each VP must be scored separately.

**Reset Scenario Points (X,Y,...):** During the Starting Phase of Turns X, Y... reset each player's Scenario Points total to 0.

**Reset Alignment (X,Y,...):** During the Starting Phase of Turns X, Y... reset the Alignment of all Scenario Objectives to Neutral.

### **VICTORY CONDITIONS**

Each Scenario has three Victory Points (VPs) available to the players. At the end of the game, the player who has scored the highest number of VPs is the winner. If both players have scored an equal number of VPs, then the game is a draw. Only three VPs can be scored in any Scenario, so both players' VP scores combined will always be three or less.





# KEII



*The remaining leagues have been nothing but a blanket of emerald rice paddies and dusty dykes crisscrossing the land. You have been greeted by the lowing of half-submerged water buffalo and the friendly chatter of wrinkled farmers on your way to the grove. At the edge of freshly ploughed fields, swaying palm trees mark the villages and waterholes, while a constant blue haze in the distance, points to where the mountains are. The evenings are an explosion of fireflies, sparks, and stars while the dawn wraps you in ghostly mist and scatters a billion diamonds at your weary feet. After a few more days you find what you have been looking for.*

*The power here is palpable, it makes your skin prickle and your hairs rise, and it smells like the air during a lightning storm. Before you, in the middle of the glade, are six stone lanterns laid out in a circle. Some are crooked and broken, but all are wrapped in vines and moss and rise from the ground like the bones of a hastily buried corpse. The forest is silent, too silent. From the other side of the glade comes the unmistakable sound of a dry branch snapping under a misplaced footstep. It seems you're not alone. From out of the trees and bushes come the distinct silhouettes of your mortal enemies readying themselves for the fight.*

## TYPE:

Circle Objective

## DEPLOYMENT:

Baseline Deployment

6 Scenario Objectives all 30mm/50mm

2 Friendly, 2 Neutral and 2 Enemy

## GAME LENGTH:

Fixed (6)

## SCENARIO OBJECTIVE

### INTERACTION:

Prayer (5) (Simple)

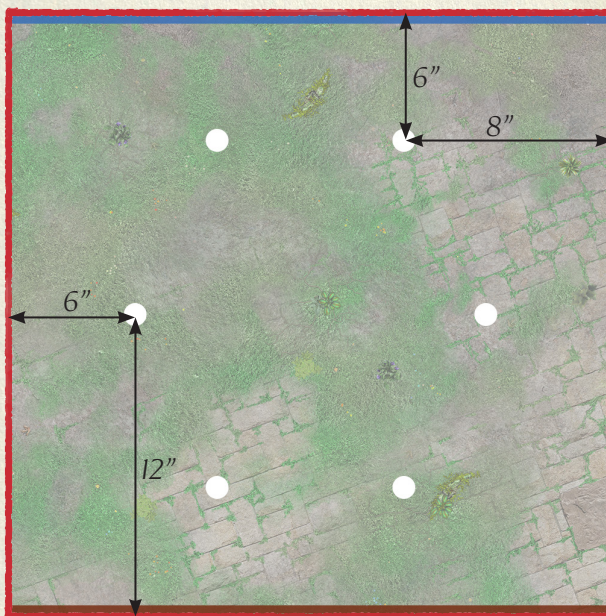
## VICTORY CONDITIONS:

IVP To the player with most Scenario Points at the end of Turn 2.

IVP To the player with most Scenario Points at the end of Turn 4.

IVP To the player with most Scenario Points at the end of Turn 6.

**Reset Scenario Points** (3,5)





# SEIKYU

## TYPE:

Zone Control

## DEPLOYMENT:

Baseline Deployment

3 Zones 4" diameter all Neutral

## GAME LENGTH:

Fixed (6)

## SCENARIO OBJECTIVE

### INTERACTION:

N/A

## VICTORY CONDITIONS:

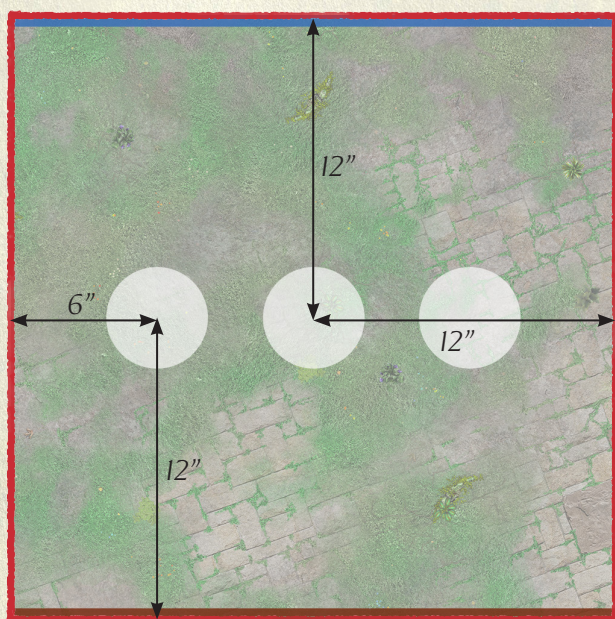
IVP To the player who has the most scenario points at the end of turn 2.

IVP To the player who has the most scenario points at the end of turn 4.

IVP To the player who has the most scenario points at the end of turn 6.

**Reset Scenario Points** (2,4,6)

Your heart beats wildly as the sweat stings your eyes. This is it, no time for discussion or conversation. You try to banish the galloping thoughts from your mind as you and your Warband take to the field. The melee swirls all around you, a constant ebb and flow as both sides try to find a weakness in the other's defence; if it weren't so deadly, it could almost be a dance, but it is, and so it becomes a dance of death. Killer instinct takes control, as the sun flashes off sword and steel. Blood sprays and men scream in abject terror. Your nerves hum and your lungs burn, and your heart booms in your ears like a temple gong. Your mouth is bone dry, your tongue like wood and the memory of water so very far away. There is a slight tremble in your hands that must also be defeated. The smell of kicked-up dust and grass are in your nose. You take a deep breath looking left and right for your closest foe. Everything slows, you are above it, looking down, reading the battlefield, studying it, knowing it like one knows the faces of the ones they love. There, in the middle, if victory is to be yours, then it must be held at all cost. No time to wait, you have to push on through. You must be bold and resolute, a rock for your enemy to crash and break upon!





# THE IDOLS

武士道

*Even in the dry season, the trails are muddy. Under the humid jungle canopy, spears of sunlight intersperse the darkness bathing everything in a mottled, twilight green. It's hard to see where you are going. Bamboo thickets and patches of elephant grass dot the sides of the winding trail, while blade-grass slices at your face and hands. Mosquitoes and leeches attack with impunity, attaching themselves to wherever they can. Everything is tangled together in one sizeable mass of vegetation, and what may be lurking behind those fronds and oversized leaves is anyone's guess. Things rustle and slither in the undergrowth, and the air is heavy and wet. Sluggish streams and strange animal calls break the monotony of the trail, and before you know it, the ancient temple lies before you. Strange stone faces peer accusingly at you and your Warband from behind curtains of thick jungle vines. The canopy opens and direct sunlight streams down into the clearing, and there, basking in its rays, like a cobra sunning itself on a rock, are three stone idols of immense power. These squat, toad-like carvings are what you have come here to find. You ready yourselves for the ceremony but are surprised by a flock of birds exploding into the sky as someone, or perhaps something approaches....*

## TYPE:

Centre Objective

## DEPLOYMENT:

Baseline/Corner Edge Deployment  
3 Scenario Objectives 30mm all Neutral

## GAME LENGTH:

Fixed (6)

## SCENARIO OBJECTIVE

### INTERACTION:

Influence (Simple)

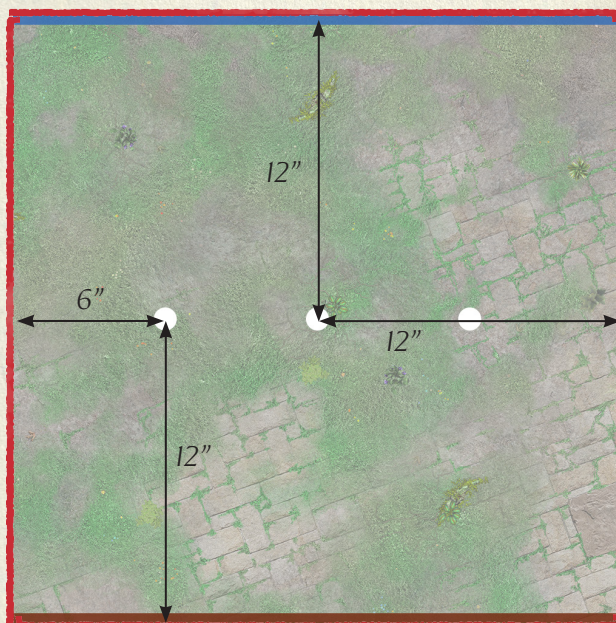
## VICTORY CONDITIONS:

IVP To the player with the most Friendly Scenario Objectives at the end of Turn 4.

IVP To the player with the most Friendly Scenario Objectives at the end of Turn 5.

IVP To the player with the most Friendly Scenario Objectives at the end of Turn 6.

### Decreasing (Scorer)





## TYPE:

Centre Objective

## DEPLOYMENT:

Baseline/Corner Edge Deployment  
3 Scenario Objectives 30mm all Neutral

## GAME LENGTH:

Fixed (6)

## SCENARIO OBJECTIVE

### INTERACTION:

Influence (Simple), Worship (Complex)

## VICTORY CONDITIONS:

IVP To the player who has the most Friendly scenario objectives at the end of Turn 2.

IVP To the player who has the most Friendly scenario objectives at the end of Turn 4.

IVP To the player who has the most Friendly scenario objectives at the end of Turn 6.

**Reset Alignment** (3/5)

*The blue armour was unmistakable against the dull grey rock backdrop. The ranked ashigaru were expected in the area but the Takashi samurai were a surprise. Either way, The Prefecture had discovered their smuggling cove.*

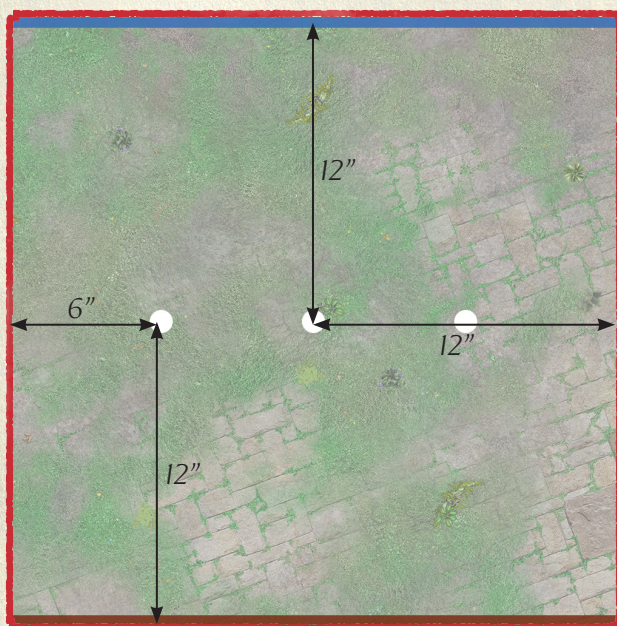
*"We should get out now" Jori wasn't a smuggler but he was a good sailor and knew when a fight couldn't be won.*

*"No, we need to get all this cargo off." Tora said coldly.*

*"It's just one more run, we only need to hold them off for a while." Jori thought she was a spoiled little girl but she spoke as if she expected to be obeyed and the whole crew doted on her. He didn't like being under the command of a child but on reflection most of her orders seem less crazy than Hibiki's anyway.*

*"We'll get it loaded, just give us time" Sho walked away and started shouting orders while hauling crates himself. Tora was distractedly fiddling with her daggers. Jori knew one of her ideas was coming.*

*"We should set them on fire!" Tora suddenly exclaimed. "Fire? We don't have any fire." It's happening again.....*





# SEIGYO



Two warriors sparred in the courtyard as the Nezumi skulked underground watching them from a sewer grate. "Who is the Shugenja with the spear?" "Not a Shugenja that one, she's one of the holy women" a voice came from the deeper darkness. The woman in question pulled her left hand, holding the spear, back behind herself and threw her other hand forward, bent fingers pointing skyward. Lightning, mirroring the shape of her fingers like an azure blinding shadow, came from the sky toward her opponent. The other combatant leaped to avoid the sudden attack, barely escaping the electricity's deadly caress. She rolled to her knees, facing her opponent in a defensive position. "You were saying?" smiled the Nezumi, an unnatural act for a rodent's mouth. "Not a Shugenja, I sense no magic there" came the voice. Gendo was confused but knew better than to push his luck by answering back. "We take the other one then?"

The other warrior answered with lightning of her own, this bolt erupting from her hands rather than striking from the sky and leaping from ground to post to spear to the woman. Her target did not even flinch, the arcs of electricity playing around her fingers, hair and sparking around her now glowing blue eyes. The fighters looked at each other for a few moments before both suddenly started laughing. "Don't be like that! It's a reflex!" Matsu managed to say through the giggles. "You tried to use lightning... on me?" Both women broke out into fresh laughter, having to lean on the other for support. They each made a short bow, then linked arms and left the courtyard.

"Hmm, yes. That one is a Shugenja. You will take her at dusk and bring her to me."

**TYPE:** Advanced Centre Objective & VIM (Hidden)

**DEPLOYMENT:**

Baseline Deployment/Corner Edge Deployment

3 Scenario Objectives 30mm all Neutral

**GAME LENGTH:** Variable (5)

**SCENARIO OBJECTIVE**

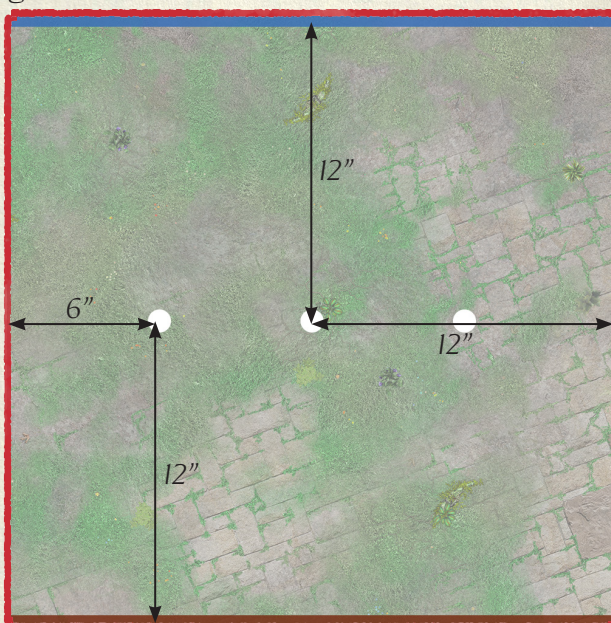
**INTERACTION:** Influence (Simple)

**VICTORY CONDITIONS:**

IVP To the player with most Friendly Scenario Objectives at the end of Turn 3.

IVP To the player with most Friendly Scenario Objectives at the end of Turn 5.

IVP To the player whose VIM is closest to the Opponent's Deployment Zone in the End Phase of the last Turn of the game.





## TYPE:

Advanced Circle Objective

## DEPLOYMENT:

Baseline Deployment

6 Scenario Objectives all 30mm/50mm

2 Friendly, 2 Neutral and 2 Enemy

## GAME LENGTH:

Fixed (6)

## SCENARIO OBJECTIVE

### INTERACTION:

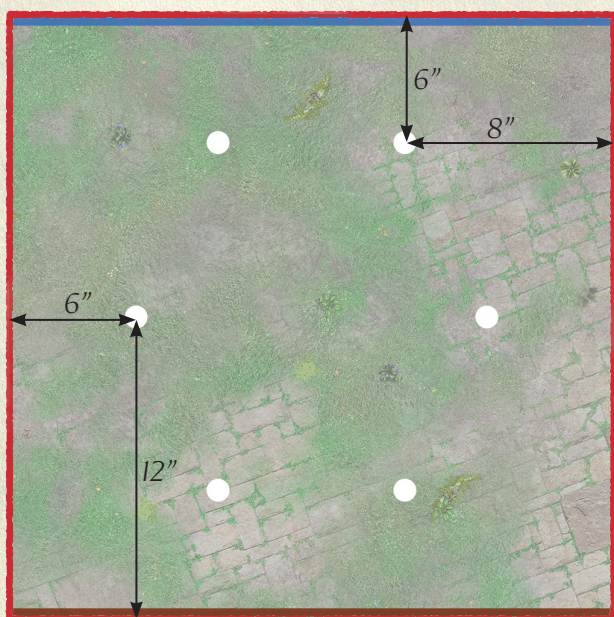
Influence (Simple), Prayer (5) (Simple)

## VICTORY CONDITIONS:

IVP To the player who has the most scenario points at the end of Turn 4.

IVP To the player who has the most scenario points at the end of Turn 6.

IVP To the player who has the most Friendly Scenario Objectives during the End Phase of Turn 6.



"Deploy the yarimen in the lee of the hill and the guardsmen on the high ground." "No, I will be there." The ornery tone came from the seated figure examining a bokken as if it were the first time he had seen one.

"Uncle, we need to cover the open ground with our superior range!" Eiji said it before he realised. One does not address Takashi Mako in such a way. Eiji kneeled before Mako, the old general seated on a simple stool. "Uncle, forgive me but Yashushi did say..." "Do not try to lecture me on the teachings of the master" Interrupted Mako, though still in the same even voice, not displaying any hint of his mood. "Uncle, I am supposed to give the orders here. This is my test to be given a command of my own. Surely I must be allowed to deploy the troops as I wish? Mako regarded Eiji. One of the youngest, but still heir to the greatest legacy in the Jwar Isles. Mako sincerely hoped the next generation would eventually outstrip even his own in honour and glory. "Yes of course, as long as you do not put men on my hill" Exasperated, Eiji tried again. "Uncle, we must cover the open ground or the yarimen will be overwhelmed" Surely Mako would not risk the outcome of the battle for mere stubbornness? "Indeed, it is a shame you do not have a good position that is not already occupied."

Eiji's head dropped. "Uncle, I have asked you twice and you have denied me twice. My duty is done and I respect my elders. Perhaps you could tell me where I should put the guardsmen?" Mako smiled. Such a rarity was always sought by younger Takashi. Even Hida was known to seek the old man's approval. "You do me great honour and show respect rather than assuming your own superiority. Of course you should order your guardsmen to the hill, they are your command now. Then you will tell me where I will be in this battle"



# DEPLETION

武士道

He ran.

*Years of running through the swamp had taught him the ways of moving quickly, avoiding the tangling vines and weed, jumping over the deep troughs and sidestepping the snakes and spiders. Still, his feet were wet. His boots, two decades old now, looked fine... but his feet were never dry.*

He ran.

*He was used to this; the years of isolation had sent him mad. His visions of his friends and allies rising from the dead were too much to bear. Sometimes he killed them. It wasn't easy! It took years to learn how. But he could. This time there were too many, wearing Shiho colours they slowly followed him through the swamps. Walking on legs too damaged to work they shuffled and stumbled toward him and so he ran.*

*He awoke on the bed with a stifled scream. It was coming back to him now, the dreams of his time in the swamp came every night but he mustn't cry out lest he give away the camp's location. His time in the swamp hadn't sent him mad after all. They really were the Shiho soldiers brought back to haunt him. It was finding out that he was sane that broke him.*

## TYPE:

Circle Objective

## DEPLOYMENT:

Baseline/Corner Edge Deployment  
6 Scenario Objectives all 30mm/50mm  
2 Friendly, 2 Neutral and 2 Enemy

## GAME LENGTH:

Fixed (6)

## SCENARIO OBJECTIVE

### INTERACTION:

Prayer (5) (Simple)

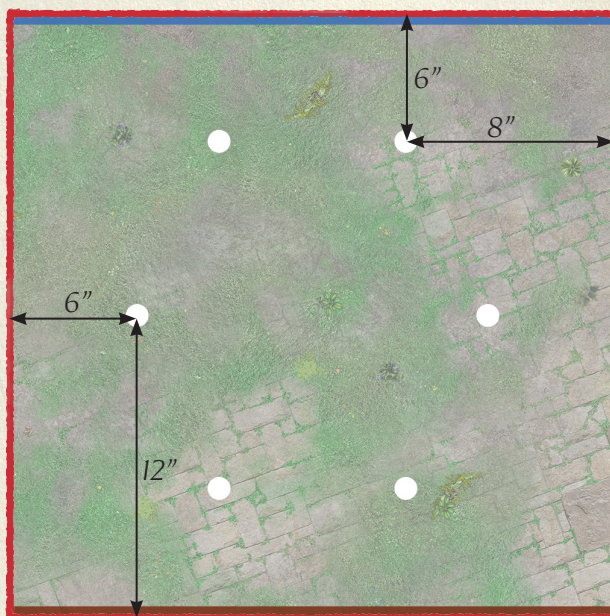
## VICTORY CONDITIONS:

IVP To the player with the most Scenario Points at the end of Turn 2.

IVP To the player with the most Scenario Points at the end of Turn 4.

IVP To the player with the most Scenario Points at the end of Turn 6.

## Decreasing (Popular)





# ICHI NO RITEN

**TYPE:** Advanced VIM (Open) and Zone Control

**DEPLOYMENT:** Baseline Deployment  
2 Zones 8" Diameter 1 Friendly & 1 Enemy

**GAME LENGTH:** Variable (5)

## SCENARIO OBJECTIVE

**INTERACTION:** N/A

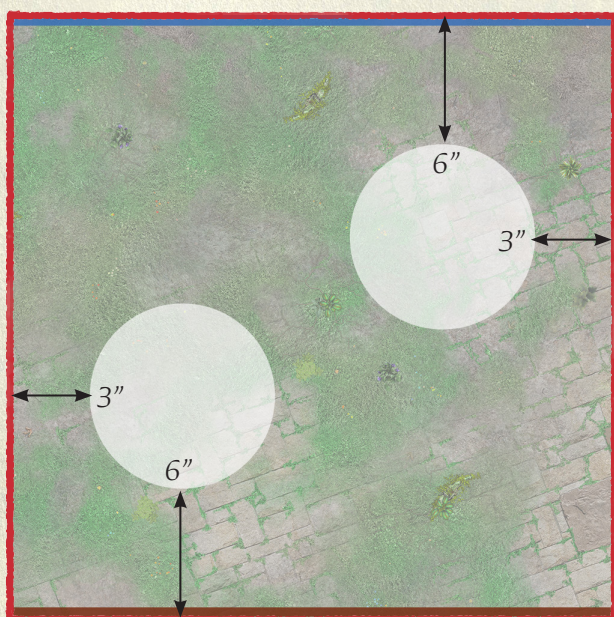
## VICTORY CONDITIONS:

IVP To the player who has the most scenario points during the End Phase of Turn 3.

IVP To the player who has the most scenario points during the End Phase of Turn 5.

IVP To the player whose VIM is closest to the Opponent's Deployment Baseline in the End Phase of the last Turn of the game.

The patrol was almost over but the men's nerves were fraying. The constant threat of ambush by Shiho men was too much. Their foreign bandits, their strange fighters in odd armour. Rumour even circulated that they had some foul beast from the Savage Wave. All only served to make the attacks more disconcerting. Hiro knew he needed to calm them or the next strike may finally overwhelm them. All the training they could have would not be enough if they broke and ran. The enemy's tactics were effective, a large attack only once or twice each day. Most of the enemy were getting long rest periods but a small feint ten times every day, any of which could be the real attack made the Dragon Soldiers constantly tired and anxious. But these were his men! Hiro knew how to keep them focussed and keep them alive. He saw one of the men from the outlying towns. Hiro knew him from his frequent trips to Eddo and he always volunteered to serve when the call went out. Presumably too poor to even buy a yari, he wielded ignoble weapons, Hiro assumed they were household tools for the rest of the year. Having neither spear nor armour he was often looked upon more as a mascot than comrade by the soldiers, but in battle he could put a samurai to shame! "Stand fast men!" Hiro called, almost as loud as Hanso. "We know they will come again but we can all have a rest this time, Madoka is here! He'll take the next group on his own!" A group of chuckles went around them men as their nerves were settled. Put at ease partly by the joke, but more just knowing their commander was relaxed enough to make a joke. Madoka, didn't laugh. He took the good natured jibe well enough but Hiro could see... he was wishing he could fight them alone.





# OSATSU



## SPECIAL RULES:

The alignment of the Zones changes to match the alignment of the Objective at the centre of that Zone.

*The sound of hoofbeats filled the still night air. There was shouting at the gates and a dirty, travel-stained soldier was allowed in. Mud and dirt marked his legs, while sweat stained what clothing dared peak out from his armour.*

*Takashi Himitsu straightened his belt knot as he stood, and approached the mounted soldier with purpose. The soldier did not dismount, but gave him a perfunctory nod instead – Himitsu could have taken his head for such disrespect, so the matter must be urgent. Between panting breaths, the messenger managed to speak, "I bring news directly from Ryu. Lord Hida-sama has died. Hiro-sama must come to Ryu at once." Himitsu felt his heart start to race, even as something in his soul quailed at the news. Was this the opportunity?*

*"There was an attempt on Hiro-sama's life. The daymio has gone to track down the assassin himself." Himitsu replied. The messenger scowled, "My lord, which direction has he gone?" "North. Let us get you a fresh horse first, I will ride with you." It was not long before fresh horses were brought forth, Himitsu easily swung up into the saddle. The messenger had more difficulty, but that was to be expected of a peasant. "Come, this way!" Himitsu spurred his mount forward. Fate and opportunity. How intertwined they were.*

*In the morning a patrol found a dead soldier, dirty and travel-stained. They shook their heads solemnly, to think bandits could strike down one of their own so close to Eddo.*

**TYPE:** Advanced Centre Objective & Zone Control

**DEPLOYMENT:** Baseline Deployment  
3 Scenario Objectives 30mm all Neutral  
2 8" Zones, both Neutral

**GAME LENGTH:** Fixed (6)

## SCENARIO OBJECTIVE

**INTERACTION:** Influence (Complex)

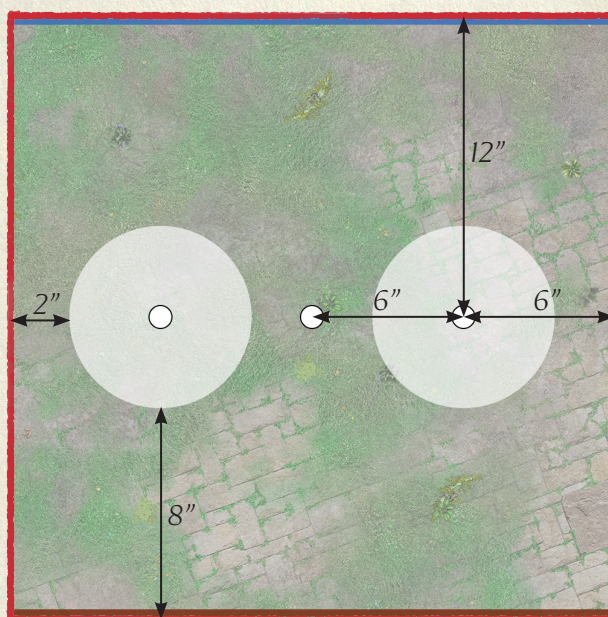
## VICTORY CONDITIONS:

1 VP To the player with the most Friendly Scenario Objectives at the end of Turn 4.

1 VP To the player with most Scenario Points at the end of Turn 5.

1 VP To the player with most Scenario Points at the end of Turn 6.

**Reset Scenario Points** (5,6)





# RYODO

## TYPE:

Zone Control

## DEPLOYMENT:

Baseline or Corner Square Deployment  
3 Zones 4" diameter 1 Friendly, 1 Neutral,  
1 Enemy

## GAME LENGTH:

Fixed (6)

## SCENARIO OBJECTIVE

### INTERACTION:

N/A

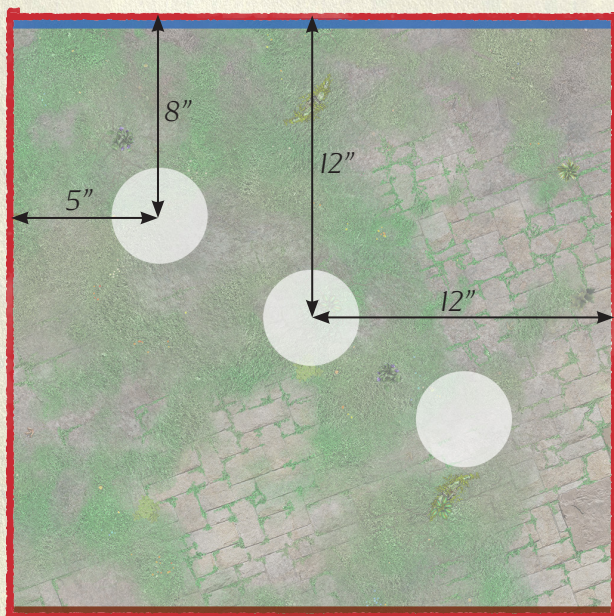
## VICTORY CONDITIONS:

IVP To the player who has the most scenario points at the end of Turn 2.

IVP To the player who has the most scenario points at the end of Turn 4.

IVP To the player who has the most scenario points at the end of Turn 6.

**Reset Scenario Points** (3,5)



Hagane stared at the map, trying to decipher the riddle of it. Little wooden chits lay strewn about its surface in a haphazard fashion. Where was all the careful planning? How had it come to all of this? "Maps do not redraw themselves if that's what you are waiting for." Katsumoto chided her. "Look at this. What are the daimyo doing?" She waved an exasperated hand over the map. "They sense weakness and opportunity from Hida-sama's death. Each will test us."

"Any news from Eddo?" Silence drowned the room. Hagane continued to stare at the map. "If Hiro will not come to Ryu, we will need to take action ourselves." Katsumoto spoke, his tone carefully neutral.

Hagane gave the elderly general a sharp look, but he continued speaking anyway. "We have the capital, we have Hida's body. Hiro is not here. The samurai know you Hagane. You are still young, and it is a young leader we need at a time like this." "I could take your head for such words Katsumoto-san." Her hand came to rest on the hilt of a katana. "Then do it! You only prove that you are the leader we need. Hiro is weak. Soft even. Could he make the sacrifices Hida made?"

Hagane said nothing, even as she knew the truth of the matter. Hiro could not make those choices. He was not even here. She turned back to the map and its chits, staring at the upstart armies threatening the realm.

"I will crush them all."



# BOTOKU



*His blade clashed with Akio's blade as he performed the Do Kote for what seemed like the hundredth time that morning. "Perfect!" shouted the Blademaster. "Again!" He barely concealed his frustration as he took up the ready stance and performed the manoeuvre flawlessly again. Did the sensei think him a boy? This technique he mastered before his fourteenth year! It was the very first technique a new swordsman learned, there was no need to practice it once you were a master. He had been here two weeks and seen no new style or technique, only the most elementary of forms over and over. Repeating the same attack, defence or feint for days on end. Was this some subtle form of insult? That would not stand, if Ito Itsunagi thought he was being insulted by being taught only the simplest of forms that he knew for years, he would call Akio out and fight him to the death, Blademaster or no. Itsunagi had not even considered that he could lose such a duel, regardless of the sensei's reputation. "Perfect! Again!" "Why must I waste my time with moves taught to children?" The words burst from Itsunagi before he could stop himself. Akio sheathed his bokken. "This is how you address your sensei?" Itsunagi almost went to apologise but then his pride caught him. Why should he? This 'So-called Blademaster' seemed to only know the most rudimentary kenjutsu. Clearly, in Akio's case, the title was honorary, he thought. Itsunagi would learn nothing here. "I came here to learn your laijutsu techniques, not display my own mastery of Kenjutsu for you to envy!" He threw the Bokken down and left the Koryu, never to return.*

*Akio remembered that day, years ago, and felt relief. He saw Ito Itsunagi across the field of battle from him now, former allies now enemies. He was indeed a prodigy with a blade; it was good that he hadn't the patience for Akio's training. Thank the Ancestors! He would have been unbeatable. Akio passed a seasoned eye over the young Ito's stance and weapons. Kurouma Koryu? Good! That gives an opponent who knows the style's flaws a chance to exploit them. As he waited for the battle to begin, Akio went back to practicing the Do Kote.*

**TYPE:** Objectives and Zone Control

**DEPLOYMENT:**

Any Deployment

2 Scenario Objectives both 50mm

1 Friendly and 1 Enemy

1 Zone 4" Diameter, Neutral

**GAME LENGTH:** Fixed (6)

**SCENARIO OBJECTIVE**

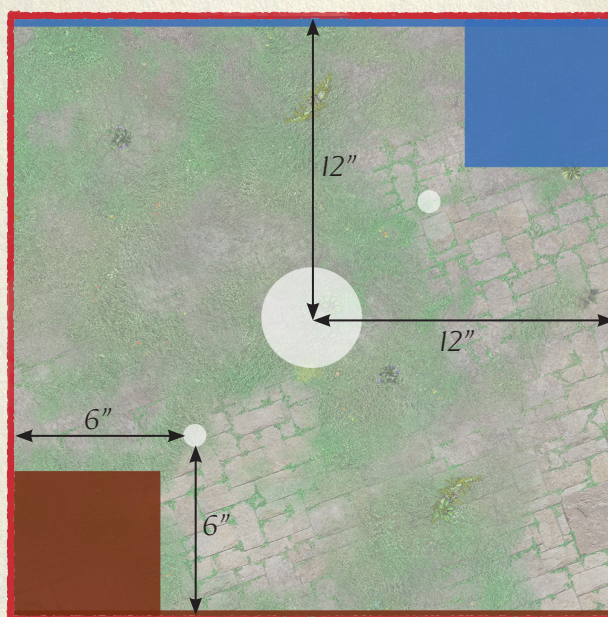
**INTERACTION:** Prayer (6) (Simple)

**VICTORY CONDITIONS:**

IVP To the player with the most Scenario Points during the End Phase of Turn 4.

IVP To the player with the most Scenario Points during the End Phase of Turn 5.

IVP To the player with the most Scenario Points during the End Phase of Turn 6.





# MUZUKASHI

**TYPE:** Advanced Circle Objective & VIM (Any)

**DEPLOYMENT:** Baseline Deployment  
6 Scenario Objectives all 30mm/50mm  
2 Friendly, 2 Neutral & 2 Enemy

**GAME LENGTH:** Variable (5)

## SCENARIO OBJECTIVE

**INTERACTION:** Influence (Simple),  
Prayer (5) (Simple)

## VICTORY CONDITIONS:

IVP To the player with the most Friendly Scenario Objectives during the End Phase of Turn 3.

IVP To the player with the most Scenario Points during the End Phase of Turn 5.

IVP To the player whose VIM is closest to the Opponent's Deployment Baseline during the End Phase of the last Turn of the game.

*Such strange things these men are. To prefer the harsh times of light was absurd to Wei Shu as he sneered down at the narrow procession of men below him. They walked in a narrow line, their weapons and armour loud and clanking as they moved through the ravine. They thought themselves hidden from their enemies. From other men. They had given no thought for those who owned the darkest places of the world. They would learn their mistake.*

*Darkness was a comfort, to be embraced. The bakemono understood this, and the darkness spoke to them. If one knew how to listen, the darkness whispered of the power it held and how to use it. The bakemono had mastered these things long ago. They knew the secrets to bringing it with them. "We're ready." A voice stated behind him.*

*Wei Shu did not turn, that would show weakness. Instead, he nodded, and raised a hand. He heard the shuffling of other bakemono moving. Some were climbing down, others using that hidden fold between light and dark that only the bakemono knew.*

*For all their light, the men were oblivious to the advance of the bakemono, more proof of their foolishness. Wei Shu called forth that darkness, allowing himself a chuckle as the torches dimmed, guttered, and then died. Cries of alarm went up from the men, perfectly in time for the bakemono to swarm over them. The men recovered remarkably fast, one of them shouting orders loudly. They formed a line, trying to hold back the tide of bakemono with a wall of steel. And it worked. For now. Wei Shu allowed himself another sneer as a mighty roar echoed down the ravine. He could hear the heavy tread of an oni charging towards the men. It was time to show these men that the darkness belonged to the bakemono. And that the bakemono were not alone.*

