THE RULES
WITH 07/2018 ERRATA
AND 04/02/2017 SCENARIO RULES
AND SEIKYU SCENARIO
Updated 27/07/2018
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Please note that, whilst this document combines official GCT
documents, it is not itself official and is intended only as an aid
for players, consolidating all available rules in one place.
I make mistakes, so please check the documents available on
the GCT website if something doesn’t feel right.

- Bushido: New Dawn PDF
- Rules Errata
- Tournament Pack PDF

Let me know on the forums if you find anything.

RET-Fleafa
TERMS AND CONCEPTS

Active Model: The model as chosen by the Active Player currently resolving its action.

Active Player: The player who is Controlling the Active model.

Base to Base: A model is in Base to Base (abbreviated to BtB) with another model if their bases are physically touching. An activating model can only enter BtB with one Enemy model per activation.

Controller: A model’s Controller is the player with whom it is currently Friendly.

Cover: A model benefits from Cover if an Enemy model cannot draw Line of Sight (abbreviated to LoS) to its entire Volume, or if the LoS drawn passes through an Obscuring Terrain element.

Damage Roll: A roll using 2D6 adding the two rolled results together, applying any negative or positive modifiers and cross referencing on the Wound Table in the column equal to the Success Level of the test, to see the number of wounds inflicted on a model.

Dice Rolls: Bushido uses six-sided dice (referred to as a D6), a D3 (D6 with the results 1–2=1, 3–4=2, 5–6=3) or a D2 (D6 with the results 1–3=1, 4–6=2). Results where necessary are always rounded down.

Enemy/Friendly: All models are either Friendly or Enemy, dependent on which player’s Warband they are currently in. Models in a player’s own Warband are Friendly. Models in an Opponent’s Warband are Enemy.

Facing: A model’s Facing is directly in the centre of its LoS. It should be marked with an arrow or dot.

Initiative: The model with the Initiative checks its Attack dice first in Melee Exchanges and declares the use of Ki Boosts and Ki Feats after their Opponent. The Active model has the Initiative unless a trait, State or game effect changes this.

Line of Sight: A model can draw LoS up to 90 degrees either side of its Facing (see Facing). LoS is achieved if you are able to draw a straight line from any part of a model’s Volume to a point on the table or Volume of another model (See Volume). LoS is blocked by other models’ Volumes (including Friendly) and Terrain elements.

Measuring Distances:
Distances in Bushido are measured in inches.

- Movement distances are measured from the nearest base edge to the point the model wishes to move following the route the model’s base will take.
- Targeting distances are measured from the nearest base edge of a model to the nearest base edge of the Target.
- Distances can only be measured after an action or game effect is declared. If a model is unable to complete the declared action due to having insufficient movement or range then the action is still resolved and any costs paid.
- When measuring if a model or point is within a given range then exactly up to that range is considered within. E.g. if the edge of a model’s base is exactly 6” away from its Opponent’s base it is considered to be within 6”.

Placed: If a model is Placed it cannot be Placed into the Volume of an Impassable Terrain Element, another model or into BtB with an Enemy model. The player Placing the model decides the model’s Facing.

Replace: When a model is replaced, swap the model on the board with the new model. The new model must be placed anywhere completely within the volume when replacing with a smaller model, and anywhere that completely covers the old volume when placing with a larger model. The placing player chooses the model’s facing. If the old model was in BtB, the new model must also be placed in BtB if possible.

This procedure is also used when models swap positions on the table.
**Size:** Unless a model’s Size is stated as a trait it is determined by its base.
- Small Base (30mm) = Medium size
- Medium Base (40mm) = Medium size
- Large Base (50mm) = Large size

**Targeting:** A model must be able to draw LoS to another model to Target it. A model may always Target itself.

**Timing:** Any effect which does not specify when it can be used should be used any time an Instant Ki feat can be used. **If an effect does not specify duration, it expires in the end phase.**

**Volume:** Models occupy a Volume covering their base’s area and extending to a height dependant on its Size.

<table>
<thead>
<tr>
<th>Size</th>
<th>Volume</th>
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<tbody>
<tr>
<td>Tiny</td>
<td>0.5&quot;</td>
</tr>
<tr>
<td>Small</td>
<td>1&quot;</td>
</tr>
<tr>
<td>Medium</td>
<td>1.5&quot;</td>
</tr>
<tr>
<td>Large</td>
<td>2&quot;</td>
</tr>
<tr>
<td>Huge</td>
<td>2.5&quot;</td>
</tr>
</tbody>
</table>

**Warband:** A player’s Warband consists of recruited, summoned and Controlled models and Special cards.

**Zone of Control:** In Bushido, every model has a Zone of Control (abbreviated to ZoC) extending 1" from the edge of its base to any point within its LoS. Models ignore Friendly Zones of Control when moving but once a model enters an Enemy model’s ZoC it may only move directly towards that model, or directly away, until it leaves the ZoC. Models in BtB with Enemy models have no ZoC. If the Enemy model(s) leaves BtB then the model’s ZoC does not return until the end of the current activation.

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**GETTING READY**

For a game of Bushido, each player will need:

- A copy of these rules.
- A set of Bushido miniatures to represent their Warband.
- A tape measure.
- A bunch of six-sided dice (D6) in two different colours, about six of one colour, six of another. The examples in these rules use Bushido faction dice, which come two colours. A solid colour to signify Attack dice and marble dice to signify Defence dice.
- A number of coins, chips, counters or dice to track a model’s Ki Tokens.
- Plastic card sleeves and a dry wipe marker.
- An area to play on that is at least 2 foot by 2 foot. Though commonly you need a bit more space than this to accommodate dice, cards, snacks, drinks, etc.
- Six pieces of terrain. These can be varied in size but no single piece should be larger than 9” x 9”.

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**Zone of Control**
Models in Bushido are represented by a profile card. The profile cards contain all the information that will be used in a game specific to that model(s). You also use the profile card to keep track of the wounds sustained by your model(s), Ki Tokens and game effects.

1. **Name:** The name of the model(s).

2. **Type:** The type affects some game effects.

3. **Statistics:** The number is the model’s base statistic value. Some effects modify a statistic but it can never go above double its base value. Some models also have a number of Ki icons to the side of the Statistic value. This is the Statistic’s Ki Boost cost. This is the cost in Ki Tokens. The increase to the Statistic lasts for the current Test or Movement. A player may increase a Statistic multiple times (to a maximum of double its base Statistic), as long as there are Ki Tokens available to do so (See Ki Feats).
   a) **Melee Skill (MS):** This is the number of dice the model uses when resolving an Opposed Melee test.
   b) **Ranged Attack Skill (RAS):** This is the number of dice the model uses when resolving a Ranged Attack action.
   c) **Move:** The distance the model can move in inches.
   d) **Ki:** The first number tells you the amount of Ki Tokens each model represented by this card generates during the Starting Phase and the number of dice it uses for Opposed and Target Ki tests. The second, smaller number is the maximum number of Ki Tokens each model represented by this card can have at any one time.

4. **Wounds Track:** The number of wounds a model can suffer. When a model suffers wounds an equal number are marked from its Wound Track. When a model has 0 wounds remaining on its Wound Track it is removed from the table. When a model Heals wounds it recovers marked wounds from its Wound Track. A model cannot Heal more than it has marked wounds.

5. **Traits:** Each model may have a number of traits (See Traits) that describe how it behaves in the game.

6. **Feats:** Ki Feats available to the model(s).

7. **Melee and Ranged weapon grids:** Most models in Bushido have one or both types.
   a) Designates the weapon as either a Melee or Ranged Attack weapon.
      i. **Ranged Weapons have Range Bands.**
         ii. **Short Range (first value):** Ranged Attacks against Targets up to and including this distance are at Short Range.
         iii. **Medium Range (second value):** Ranged Attacks against Targets above the first and up to and including this distance are at Medium Range.
         iv. **Long Range (third value):** Ranged Attacks against Targets above the second and up to and including this distance are at Long Range.
         v. **Ranged Attacks against Targets at distances exceeding the weapon’s Long Range automatically fail.**
   b) A weapon’s Strength modifier to any Damage Rolls made by this weapon. (Sp) indicates a special effect, see the model’s Unique Effects for further instructions. A “—” indicates no modifier to the Damage Roll.
   c) Any Special Attacks and Defences available to the model(s).

A model with no Melee weapon grid on its profile card halves the number of wounds it inflicts from its Melee Attack Damage Rolls.

8. **Faction symbol:** Which Faction the model belongs to. Your Warband can only recruit models that belong to the same Faction.
   a) Some models are from the Ronin Faction.
   b) Ronin models can be included in warbands of multiple different factions, as detailed on their card.
   c) Ronin models may be recruited into any warband of a faction that is listed on the Ronin card either by faction symbol or in words.
   d) Ronin can only have Generic Enhancement cards and cannot be included in any Faction theme lists unless the theme specifies Ronin of that type.
e) They can be included in Generic Theme Lists. It is permissible to make a list for a given faction that includes only Ronin models.

9. **Unique Effects:** Any special rules.

10. **Rice Cost:** The cost to recruit this model into your Warband. Models with Su are Summoned models that enter play during the game through a Ki Feat or Unique Effect and cannot be recruited when creating your Warband. Models with Sp are models with a special rule which will be explained on its profile card and cannot be recruited when creating your Warband. If a card’s Rice Cost is followed with ea then the cost is per model recruited into the Warband. If a model’s Rice Cost is increased or reduced by a Theme list or Attaching of an Enhancement card its Base Printed Rice Cost is still used for its eligibility Ki Feats, Unique Effects and Enhancement cards.

### SPECIAL CARDS

There are three types of Special cards that players can recruit when creating their Warband, each card can only be recruited once per Warband unless it has the trait, Multiple (X). Each type is different in how and what they affect during the game and these are explained in detail below, but all have the following categories:

1. **Name:** The card’s name.
2. **Faction:** A Warband can only purchase Special cards with the same Faction symbol as the Warband, or those with no Faction symbol.
3. **Type:** This specifies if it is an Event, Enhancement or Terrain card.
4. **Description:** Describes the card’s effects.
5. **Traits:** Any traits that apply to that card.
6. **Rice Cost:** The cost to recruit the card for the Warband. If the cost is variable it is always based on the unprinted Rice Cost on the models’ profile card.

### Enhancement Cards

The model(s) will benefit from the effects detailed on the card for as long as it is Attached to the model(s)’ profile card. The player must decide to which profile card the Enhancement card is Attached during the creation of their Warband. Place an Attached Enhancement card under the chosen profile card.

A profile card can only have one Enhancement card Attached.

Models with the Insignificant trait cannot have Enhancement cards Attached to their profile cards during warband creation.

Some models have multiple profile cards. If a card says X and Y are considered the same model when creating a Warband, then any Enhancement cards bought for either card are moved to the one starting in play before the game. The model can only have one enhancement card as usual.

Some cards represent multiple models and have multiple wound tracks. Enhancement cards will specify if they can be bought for such models multiple times, other enhancements are bought for a single model on a card, which must be distinguishable from otherwise identical models without the enhancement.

Some Enhancement cards have the following traits:

- **Heavy:** Model(s) to which it is attached gain the Slow trait.
- **Stackable:** This Enhancement does not count toward the limit of one Enhancement card per profile card.
- **Multiple (X):** This card can be purchased for a Warband up to X times.
- **Restriction (Type):** This card can only be Attached to the type of model stated.
- **Exclusion (Type):** This card cannot be Attached to the type of model stated.

### Event Cards

Event cards are played once, at a time detailed on the card. Once the card is resolved then it is discarded and removed from the game.

### Terrain Cards

Terrain cards allow a player to place a specified Terrain element on the table during the player’s normal Deployment of their Warband. Terrain elements deployed due to Terrain cards must follow normal rules for Terrain element placement, unless stated on the card.

Terrain cards have Difficulty and Visibility traits.

### Theme List Cards

All benefits are considered Unique Effects for timings unless stated. A player can only use one Theme per Warband.

### Alternate Profile Cards

The Alternate profile cards cannot be recruited into the same Warbands as their Original profile(s).
WARBAND COMPOSITION

A player’s Warband in Bushido is made up of a number of models and any Special cards from the same Faction. The Rice Cost of your Warband must come to the total agreed upon with your Opponent. Players can only recruit one of each card; this does not prohibit the Opponent from recruiting the card for their Warband. Sometimes two or more models are represented by the same profile card. A player can choose to recruit as many models as there are Wound tracks on the profile card. Models with a single Wound Track on their card are termed Unique.

ACTIONS & CONDITIONS

Models in Bushido perform actions to affect the game. The actions a model can take depend on its Condition and whether it’s in BtB with an Enemy model. Models in BtB with an Enemy model may only declare Melee, Disengage or Ki Feats without the Not in Melee icon (See Ki Feats).

The Active Player chooses which model they are activating (the Active Model) and what action the model will take, the model must declare a Simple or Complex action. Remember Exhausted models cannot be chosen to activate, but can still participate in Melee Exchanges if Targeted by a Charge or Melee action.

CONDITION

Throughout a game of Bushido all models will be in one of three Conditions: Rested, Tired or Exhausted. A model’s Condition affects the type of actions it can declare, if it can be chosen to activate and any penalties it may suffer. The three Conditions are:

**Rested:** The model may be activated and declare either a Simple or Complex action. Models without either a Tired or Exhausted Condition marker are Rested. All models start each Turn Rested.

**Tired:** The model may be activated and declare a Simple action.

**Exhausted:** The model may not be chosen to activate by the Active Player and suffers a penalty to its Melee Skill (See Melee Exchanges) and is easier to hit with Ranged Attack actions (See Ranged Attacks).

Once an action has been resolved then both players change the Condition of their models depending on the action performed.

Remember if a model participated in a Melee Exchange then its Condition worsens even though it was not the Active model.

- Simple action = Tired marker.
- Complex action or Simple action (whilst in the Tired Condition) = Exhausted marker. During the End Phase remove all Condition markers.
SIMPLE ACTIONS

**Disengage:** Choose one model in BtB. The model resolves a Melee Exchange against that model. It must allocate more dice to Defence than to Attack, and if unable to do this it cannot attempt a Disengage action. If the model successfully defends, or if it is no longer in BtB with the chosen model, then after the Melee is resolved it makes a movement as if it had performed a Walk action (See Walk action), ignoring all models in BtB.

**Simple Ki Feat:** The model may attempt to perform a Simple Ki Feat listed on its profile card. Some Ki Feats can be combined with a movement as if it had performed a Walk action (See Walk action).

**Melee:** The model must attempt to enter BtB with an Enemy model by moving up to its Move Statistic, during this movement it may only enter into the ZoC of the model with whom it is attempting to enter BtB, whilst within that model’s ZoC it may ignore other Enemy models’ Zones of Control.

If, at the end of its movement, it is in BtB with the Enemy model, it must resolve a Melee Exchange. Models starting their activation in BtB with a single Enemy model may move around that Enemy model’s base, ignoring the ZoC of enemy models, before a Melee Exchange is resolved.

If a model starting its activation in BtB with an Enemy model attempts to enter BtB with another Enemy model and fails to do so it must resolve a Melee Exchange against the model it started in BtB with.

**Ranged Attack:** The model makes a Ranged Attack (see Ranged Attack) and may make a movement as if it had performed a Walk action (See Walk action) either before or after the Ranged Attack is resolved. The model cannot make a Ranged Attack whilst in BtB with or in the ZoC of an Enemy model.

**Reload:** The model removes a Reload marker (See Traits). It may neither move nor change Facing during this action.

**Run:** The model rotates its Facing to a point within its LoS. The model may then make a movement up to its Move Statistic x1.5 in a straight line, directly towards that point. A model may not Run into an Enemy model’s ZoC, into BtB with an Enemy model, or change its Facing after the movement.

**Simple Scenario:** The model may not be in BtB with an Enemy model, or in an Enemy’s ZoC, and must be in BtB with a Scenario Objective. See the specific Scenario for the effect. It may neither move nor change Facing during this action.

**Stand Up:** The model removes its Prone marker and may change its Facing. If Stand Up brings the model into BtB with an Enemy model resolve a Melee Exchange after removing the Prone State.

WAIT: The model does nothing.

**Walk:** The model may make a movement up to its Move Statistic in any direction and change its Facing at the end of the movement. Changing Facing is considered a movement, even if the model remains in the same place. A model performing a Walk action may not move into an Enemy’s ZoC or move into BtB with an Enemy model.

COMPLEX ACTIONS

**Charge:** The model Targets an Enemy model and may make a movement up to its Move Statistic x2 toward that model in a straight line that’s trajectory passes through the centre of the Target’s base. During this movement it may only enter into the ZoC of the Targeted Enemy model, if it would pass through another Enemy model’s ZoC its movement stops at the ZoC. However, if within the Targeted model’s ZoC it may ignore other Enemy models’ Zones of Control. If it does not have enough movement to achieve BtB with its Target then following its movement its action ends. If the movement brings the model into BtB with the Targeted Enemy model a Melee Exchange is resolved. For this Melee Exchange the model that performed the Charge action gains a +2 to its first Damage Roll of the Melee Exchange.

**Complex Ki feat:** The model may attempt to perform a Complex Ki feat listed on its profile card. Some Ki Feats can be combined with a movement as if it had performed a Walk action (See Walk action).

**Focus:** The model gains a number of Ki Tokens equal to its Ki Statistic. It may neither move nor change Facing during this action.

**Complex Scenario:** The model may not be in BtB with an Enemy model or in an Enemy’s ZoC and must be in BtB with a Scenario Objective. See the specific Scenario for the effect. It may neither move nor change Facing during this action.
TESTS

To see if a model’s action is successful and how successful often requires a test.

There are two primary types of tests in Bushido, Opposed and Target. Both tests involve rolling D6’s, if the result on a dice is a natural 1 then it cannot be used to resolve the test, and does not count for tie breakers when calculating the number of dice rolled. If all dice rolled result in 1’s then the final result is considered 0.

All 6’s rolled in addition to the first add a +1 to the final result of a test.

If naturally or because of negative modifiers a model’s Statistic value used for an Opposed or Target test is 0 or less the player still rolls a single die. In Opposed tests models gain a +1 modifier to their Statistic value for each number by which the Enemy model’s Statistic drops below 1. E.g. A value of 0 would confer a +1 modifier. A value of -1 would confer +2 and so on.

When declaring the use of Ki Boosts and Ki Feats during any test the Active model or the Model with the Initiative chooses and declares second.

CONDUCTING RE-ROLLS

In the event of re-rolling dice then re-rolls should be conducted in the following order with Model A being the model with the initiative, and Model B being his Opponent:

1. Model B picks any re-rolls of Model A’s dice, these dice are then re-rolled. Model B then chooses if they will re-roll any of their own dice, these dice are then re-rolled.
2. Model A picks any re-rolls of Model B’s dice, these dice are then re-rolled. Model A then chooses if they will re-roll any of their own dice, these dice are then re-rolled.

OPPOSED TESTS

These require two models to roll a number of dice equal to their Statistic values being used or the X value of a Ki Feat. They are resolved in the following order:

1. The models calculate their dice pools, deciding if they will use any abilities, Ki Feats or increase the Statistic being used through a Ki Boost.
2. Both players then roll their dice and conduct any re-rolls.
3. The models apply any modifiers to their highest dice results rolled to get their final results.
4. The final results are then compared, the successful model being the one with the highest final result. The difference between the final results is the Success Level of the test.

In the case of the same final results tie breakers are used in the following order:

1. Player who rolled the highest number of dice, excluding 1’s wins.
2. Active Player’s model wins.

TARGET TESTS

These require rolling a number of dice equal to the named Statistic/type i.e. Ki/Target test (5), Move/Target test (6). The bracketed number is the number that must be equalled or exceeded by the final result of the dice rolled and is called a Target Number. If a model does this the test is a success, if not it is a failure. If the test is a success and requires a Success Level this is the difference between the final result rolled and the Target Number.

If no Statistic is specified then the Target test is made using a single D6.

Size Tests

A Size test is a Target test. A model taking a Size Target test rolls a number of dice equal to its size after modifiers.

<table>
<thead>
<tr>
<th>Size</th>
<th>Dice</th>
</tr>
</thead>
<tbody>
<tr>
<td>Tiny</td>
<td>Auto-failure</td>
</tr>
<tr>
<td>Small</td>
<td>1 die</td>
</tr>
<tr>
<td>Medium</td>
<td>2 dice</td>
</tr>
<tr>
<td>Large</td>
<td>3 dice</td>
</tr>
<tr>
<td>Huge</td>
<td>Auto-success</td>
</tr>
<tr>
<td>Weak</td>
<td>-1 die (if this reduces the number of dice to 0, then the model auto-fails the test.)</td>
</tr>
<tr>
<td>Strong</td>
<td>+1 die</td>
</tr>
</tbody>
</table>
WOUND TABLE

The Success Level indicates which column of the Wound Table the player should consult. The player then rolls 2D6, adds the results together and then adds any positive or negative modifiers, this final number is the row to cross reference to find the number of wounds inflicted by the attack. 1’s are not failures when making a Damage Roll.

Models without a Melee Combat Grid on their profile cards halve the final number of wounds inflicted by successful Attacks. Remember numbers are always rounded down in Bushido.

<table>
<thead>
<tr>
<th></th>
<th>0</th>
<th>1</th>
<th>2</th>
<th>3</th>
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</table>
RANGED ATTACKS

The steps to resolving a Ranged Attack are:

1. a) If the Model has multiple ranged Weapons, choose which one it will make the Ranged Attack with.
   b) Target an Enemy model.
   c) Measure the distance to the Enemy model and check this distance against the weapon’s Range Bands to see which Range the Ranged Attack is at (See Profile Cards). If the distance is further than the Long Range of the weapon the action fails, move to step 7.
   d) Players declare the use of any Ki Feats, traits or Unique Effects.
   e) Target Number of the Ranged Attack test is calculated based on the Range Band with any modifiers applied.
   f) At this point, if the Model has the Ammo trait, check if it has Ammo tokens; if not, this ranged attack ends - skip to step 8. If the Model has the Reload trait, check if it has any Reload markers. If it does, this ranged attack ends - skip to step 8.

2. The Active Player then calculates the dice pool using the model’s Ranged Attack Skill Statistic as the base number of dice used, then decides if they will use any of its abilities, use a Ki feat or increase its Ranged Attack Skill Statistic through a Ki Boost.
   a) The Active Player then rolls their dice.
   b) The Active Player conducts any re-rolls of dice.
   c) The Active Player can then choose up to an additional two dice rolled which were not 1’s. Each of these will add +1 to the highest dice rolled. Each additional 6, rolled after the first, also adds a +1 modifier, as usual, to this bonus. This gives the final result of the Ranged Attack test.

3. The player compares the final result against the Target Number. If the Attack is a success continue to Step 4, if the Attack has failed skip to Step 7.

4. The player Controlling the Targeted model may at this point nominate a different Friendly model as the new Target if:
   a) The Active model’s LoS crosses through the nominated model’s ZoC before contacting the original Target’s Volume.
   b) The nominated model is able to draw LoS to the Active model.
   c) The nominated model is not Exhausted.
   d) If a model was nominated and the steps a, b and c were met then the nominated model becomes the Targeted model.

5. The players declare the use of any Instant Ki Feats.
6. The Active Player then makes a Damage Roll against the Target model.
7. The model gains any Reload markers and removes Ammo markers from the model’s profile card.
8. The Ranged Attack is now resolved.

RANGED ATTACK MODIFIERS

<table>
<thead>
<tr>
<th>Range Bands</th>
<th>Base Target Number</th>
</tr>
</thead>
<tbody>
<tr>
<td>Short</td>
<td>4</td>
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<tr>
<td>Medium</td>
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</tr>
<tr>
<td>Long</td>
<td>6</td>
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</table>

<table>
<thead>
<tr>
<th>Effect</th>
<th>Target Number Modifier</th>
</tr>
</thead>
<tbody>
<tr>
<td>Target is Tiny</td>
<td>+2</td>
</tr>
<tr>
<td>Target is Small</td>
<td>+1</td>
</tr>
<tr>
<td>Target is Large</td>
<td>-1</td>
</tr>
<tr>
<td>Target is Huge</td>
<td>-2</td>
</tr>
<tr>
<td>Target is Prone</td>
<td>-1</td>
</tr>
<tr>
<td>Target is Surprised</td>
<td>-1</td>
</tr>
<tr>
<td>Target in Cover</td>
<td>+2</td>
</tr>
<tr>
<td>Active model ran this turn</td>
<td>+1</td>
</tr>
<tr>
<td>If the Active model has, or will move during this activation</td>
<td>+1</td>
</tr>
<tr>
<td>Per Ranged Attack already made by the active model this Turn</td>
<td>+1</td>
</tr>
</tbody>
</table>

TARGETING A MODEL IN BTB

If a model Targets a model in BtB with a Friendly model then after step 4 make a Ranged Attack Skill Target test (5), with the following modifiers to the Target Number. Remember, this is a Target test.

| Target is Tiny | +2 |
| Target is Small| +1 |
| Target is Large| -1 |
| Target is Huge | Automatic Success |

If the test is successful proceed as normal, if however the test is a failure then the Target of the Attack is changed to the nearest Friendly model in BtB and LoS. The Ranged Attack continues with the new Target.
MELEE EXCHANGES

When a Melee Exchange occurs first determine which model has the Initiative. The model with the Initiative is the Attacker and the other model is the Defender. The Attacker checks its Attack dice first in the Melee Exchange and declares the use of Ki Boosts and Ki Feats second. Active models have the Initiative but some traits and States change this. If a model has a trait that causes two opposing effects on its Initiative then both traits cancel each other.

Use the following steps to resolve a Melee Exchange:

1. Rotate both models so their Facings are touching. Models may now use Instant (Or Active if permitted) Ki feats, defender first. Check for initiative change only after both players are finished using Instant Ki Feats. After this step, Initiative cannot change.

2. Both players then calculate their model’s dice pool using its Melee Skill Statistic value as the base number of dice used and apply any modifiers. They then decide if they will use any abilities, Ki Feats or increase its Melee Skill Statistic through a Ki Boost. The Defender declares the use of any first then the Attacker.

3. Once the players have calculated their dice pools they must both secretly decide how to allocate the dice between Attack and Defence. If players are using a Special Attack or Special Defence then they must secretly remove a number of dice from their pool equal to the cost of the Special Attack or Defence (See Special Attacks & Defences).

   a) This is why you need different coloured dice; one colour represents Attack and one colour represents Defence. For example, a model with a Melee Skill of 3 may roll either 3 Attack dice, 2 Attack dice and 1 Defence die, 1 Attack die and 2 Defence dice or 3 Defence dice.

4. Once both players have allocated their dice they announce simultaneously if they are using a Special Attack or Defence. Also declare the use of any effects which alter the cost of Attacks or Defences or add additional Attacks or Defences.

   a) Remember a model can only use one Special Attack or Defence, not both types.

5. If the models are still BtB both players roll all their dice simultaneously and perform any rerolls. Otherwise the Melee Action ends now, and the Attacker’s Condition worsens.

6. Both players then calculate their final Attack and Defence results by selecting the highest dice of each type (Defence and Attack), each player can choose up to an additional two dice rolled of each type (Attack & Defence) which were not 1’s. Each of these will add +1 to the highest dice rolled. Each additional 6, rolled after the first, also adds a +1 modifier, as usual, to this bonus. The players apply any modifiers to their highest dice rolled to get their models’ final Attack and Defence results.

   a) Remember, if a player rolls no dice of one type then their final result of that type is 0. If a player rolls no Attack dice, however, then no Damage Roll is made in Step 9. If no dice are rolled in Attack, any Special Attacks do not trigger. If no dice are rolled in Defence, any Special Defences do not trigger. Any dice that are 1’s are not counted towards resolving the test but count towards the player having rolled any dice in the appropriate dice pool.

7. The Attacker compares its final Attack result against the Defender’s final Defence result, using Tie Breakers if necessary.

   a) If the Attacker was successful apply the effects of any Special Attacks used by the Attacker and move to Step 8.

   b) If the Attack failed apply any Special Defences used by the Defender and move to Step 10.

8. The players declare the use of any Instant Ki Feats.

9. The Attacker makes a Damage Roll against the Defender. If this results in either the Defender model being removed from the table, no longer being in BtB with the Attacker or becoming Prone skip to Step 11.

10. Run through Step 7 with the Defender becoming the Attacker, unless it has already been the Attacker this Melee Exchange.

11. The Melee Exchange is now resolved and both models’ Conditions worsens one degree.

MELEE SKILL MODIFIERS

<table>
<thead>
<tr>
<th>Effect</th>
<th>Modifier</th>
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</thead>
<tbody>
<tr>
<td>Model is Exhausted</td>
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<tr>
<td>Model is Frightened</td>
<td>-1</td>
</tr>
<tr>
<td>Model is Outnumbered</td>
<td>-1 per model Outnumbering</td>
</tr>
<tr>
<td>Model is Prone</td>
<td>-1</td>
</tr>
<tr>
<td>Model ran this turn</td>
<td>-1</td>
</tr>
<tr>
<td>Model is Surprised</td>
<td>-1</td>
</tr>
</tbody>
</table>

Outnumbering

Models in Melee Exchanges suffer a -1 modifier for each Enemy model in BtB with which they are not currently resolving a Melee Exchange, and which is not also in BtB with a Friendly model.
SPECIAL ABILITIES

These are special abilities that allow a model to trigger a special effect if it uses the ability and successfully Attacks or Defends.

If a model is able to attempt one of these Special Attacks/Defences it will appear on the model’s profile card (See Profile cards).

All Special Attacks and Defences have an X cost after the name text, this is the number of dice to remove from the model’s Melee dice pool (See Melee Exchanges) if it chooses to use a Special Attack or Defence. A model’s dice pool cannot be reduced to 0 through to use of a Special Attack or Defence, and if this would happen the player cannot declare that Special Attack or Defence.

A model may only perform one Special Attack or Defence per Melee Exchange. If through a Special Attack or Defence a model would be moved past the edge of the game area then it stops when its base touches the edge of the board.

If through a movement from a Slam Attack, Throw Attack or Throw Defence a model is moved into BtB with another model then, dependant on the two models’ Sizes, one of the following occurs:

- If the model contacted is of a larger Size, the moving model stops at the point at which it entered BtB.
- If the model contacted is of an equal Size, the moving model stops at the point at which it entered BtB and both models become Prone.
- If the model contacted is of a smaller Size, the moving model continues its movement and pushes the model it contacted directly away from the point of contact a distance that would enable the moving model to continue its movement without contacting the model. The model it contacted becomes Prone at the end of the movement.

If an Impassable Terrain element would prevent this movement then the model must stop at the point of contact with the Terrain element.

Special Attacks

Combo Attack: If the Attack is successful then after a Damage Roll resulting from this Attack, deduct -2 from the Success Level of the Attack. If the Success Level is 0 or greater make another Damage Roll against the Defender. Repeat this process until the Success Level is less than 0.

Critical Strike Attack: If this model’s Attack is successful and the individual dice results of the Damage Roll are the same number, remove the Defender from the game.

Force Back Attack: If the Attack is successful, move the Defender 1” directly away and then move the Attacker directly towards it into BtB. The Defender does not suffer a Damage Roll from this Attack.

Immobilise Attack: If the attack is successful the Defender becomes Immobilised. The Defender does not suffer a Damage roll from this Attack but does not become the Attacker for this Melee Exchange.

Powerful Attack: If the Attack is successful then the Attacker gains an additional +3 Strength for the Damage Roll caused by this Attack.

Push Attack: If the Attack is successful, move the Defender 1” directly away from this model. The Defender does not suffer a Damage Roll from this Attack.

Slam Attack: If the Attack is successful the Defender is moved D3” directly away and becomes Prone. The Defender suffers half the wounds from the Damage Roll caused by this Attack.

Sweep Attack: If the Attack is successful then the Defender becomes Prone. The Defender suffers half the wounds from the Damage Roll caused by this Attack.

Throw Attack: If the Attack is successful the Defender is moved D2” within LoS of the Attacker, and becomes Prone. The Defender suffers half the wounds from the Damage Roll caused by this Attack.

Special Defences

Counter Attack Defence: If this Defence is successful, and the Attacker allocated any dice to Attack, then deduct 2 from the Success Level of the Defence. If the Success Level is 0 or greater then make a Damage Roll against the Attacker, cross referencing with the Wound Chart in the column equal to that final Success Level of the Defence.

Drag Defence: If the Defence is successful move the Defender 1” directly away from the Attacker, then move the Attacker directly into BtB with the Defender.

Push Defence: If the Defence is successful move the Attacker 1” directly away from the Defender.

Side Step Defence: If the Defence is successful move the Defender 1” away from the Attacker.

Sweep Defence: If the Defence is successful then the Attacker becomes Prone.

Throw Defence: If the Defence is successful the Attacker is moved D2” within LoS of the Defender, and becomes Prone.
MODEL STATES

A model may, through game effects, enter into a number of different States during a game. A model may be in more than one State at a time. Tokens or markers should be placed on a model’s profile card or next to the model on the table to clearly indicate a model’s State to the Opponent.

**Berserk:** The model gains the Aggressive and Impetuous traits. This model may only declare Melee or Charge actions and needs to attempt to move into BtB in the most direct route possible, with the nearest Enemy model. If the model is unable to Target an Enemy due to a trait, KiFeat or Unique Effect it may perform any action.

**Bleeding:** If a model has Bleed markers it is considered to be Bleeding. During the End Phase remove the highest value Bleed marker; the model suffers a number of wounds equal to the removed Bleed marker’s value. After this, if the model still has three or more of the same value Bleed markers, two of these markers are replaced with a single Bleed marker of a value one higher. If a Bleeding model Heals any of its marked wounds from its wound track by any means, remove all Bleed markers from it.

**Blind:** If a model has a Blind marker it cannot draw LoS outside of BtB, must be the Attacker second in Melee Exchanges and suffers a -1 MS modifier. During the End Phase remove one Blind marker from each model with a Blind marker.

**Controlled:** A Controlled model switches Warbands for a number of actions equal to the number of Control Tokens it has.

Whilst Controlled the Controlling player may declare any action the model would normally be able to perform but may not spend or remove its Tokens. The model does, however, generate Ki Tokens.

Simple actions or participating in a Melee Exchange will remove one Control Token and Complex actions will remove two Control Tokens once the action is resolved. If a model has only one Control Token it cannot declare Complex Actions. As soon as all the Control Tokens are removed the model returns to the original player’s Warband.

**Disguised:** Whilst this model is Disguised Enemy models with a Ki Statistic of 1 or less cannot Target or voluntarily move into BtB with this model.

When making a Ranged Attack or KiFeat against this model, once the attack or Feat has been determined to be in range, the Enemy model with a Ki Statistic of 2 or more must make an Opposed Ki test against this model.

When attempting to move into BtB, determine if the model has enough movement to reach BtB and if so, make an opposed Ki test against this model.

If the Enemy model is successful remove the Disguised state and resolve the action as normal. If unsuccessful its activation ends and its condition worsens as if it had completed the attempted action without moving.

If a Disguised model declares a Melee, Ranged Attack, Charge or Scenario action or participates in a Melee Exchange remove its Disguise marker.

Whilst a model is Disguised it has no ZoC.

Soulless models may not become Disguised, if a Disguised model becomes Soulless it loses the Disguised state.

**Death Sentence:** When a friendly model Targets an enemy model with a Death Sentence marker with a ranged attack action or is involved in a melee exchange with a model with a death sentence marker, it gains +1 Melee Skill, +1 Ranged Attack Skill and +1 to damage rolls. During the starting step, a model with a death sentence marker may spend 3 Ki to remove one Death Sentence Marker.

**Disguised:** Whilst this model is Disguised Enemy models with a Ki Statistic of 1 or less cannot Target or voluntarily move into BtB with this model.
Immobilised: As long as a model is Immobilised it gains Defensive and cannot declare any actions except Disengage, Ki Feats usable in Melee or Stand Up. An Immobilised model cannot move or be moved, except to change facing, and suffers a -1 Melee Skill. Remove the model’s Immobilised state when:

- The Immobilising model is no longer in BtB with the Immobilised model.
- The Immobilising model participates in a Melee exchange with another model.
- Or the Immobilised model has successfully Disengaged from the Immobilising model.

A Model with the Intangible or Automatic Disengage trait has Immunity (Immobilised).

On Fire: If a model has Fire markers it is considered to be On Fire. During the End Phase remove the highest value Fire marker, the model suffers a number of wounds equal to the removed Fire marker’s value. These wounds ignore the Toughness trait. After this, if the model still has three or more of the same value Fire markers, two of these markers are replaced with a single Fire marker of a value one higher. A model with Fire markers on its profile card, or a Friendly model in BtB, which is not in BtB with an Enemy model or in an Enemy model’s ZoC may take a Simple action to remove two Fire markers from the model.

Poisoned: If a model has Poison markers it is considered Poisoned. During the End Phase remove the highest value Poison marker, the model suffers a number of wounds equal to the removed Poison marker’s value. After this, if the model still has three or more of the same value Poison markers, two of these markers are replaced with a single Poison marker of a value one higher.

Prone: If a model is Prone it has no ZoC, does not block LoS and Enemy models may choose not to be considered in BtB with them when declaring their actions, meaning the action choice is not restricted by being in BtB with the Prone model. Enemy models may choose not to be considered in BtB with them during a melee exchange with another model.

Prone models must be the Attacker second in Melee Exchanges. The only action a Prone model may declare is Stand Up.

If a Prone model is in a Melee Exchange or initiates a Melee Exchange through taking a Stand Up action it suffers -1 MS modifier for that Melee Exchange.

Spirit Block: If a Model has a Spirit Block marker it does not generate Ki Tokens during the Ki Generation step. At the end of the Ki Generation Step remove one Spirit Block marker from each model with a Spirit Block marker.

Stunned: If a model has a Stunned marker it suffers a -1 MS modifier. During the End Phase remove one Stunned marker from each model with a Stunned marker.

Surprised: A model is Surprised if an Active Enemy model that did not begin its activation in BtB performs an action that Targets it or brings it into BtB and that Enemy model started outside of LoS and remains outside of LoS during movement. Surprised models may not declare Ki Feats or Ki Boosts, are always the Attacker second in Melee Exchanges and may not benefit from traits or effects that affect Initiative, and suffer a -1 MS modifier. Models are only Surprised until the action in which they became Surprised is resolved.
KI FEATS

Each model may perform the Ki Feats on its profile card. Ki Feats are categorised in a number of ways, these explain any restrictions on a KiFeat’s use, the timing of its use, its type and cost in Ki Tokens to use.

Not in Melee: All Ki Feats may be used whilst the model is in Melee unless it has this Icon.

No Movement: Models performing Simple and Complex Ki Feat actions can move as if they had taken a Walk action either before or after the KiFeat is resolved, unless it has this icon.

When a KiFeat can be used depends on its timing. Instant and Active Ki Feats are not considered actions.

Instant:
- Can be used at any time, except during Melee Exchanges or Ranged Attacks - where the timing is restricted as detailed under the Melee Exchanges and Ranged Attacks sections.
- Because this is not an action, it can be combined with a Simple or Complex action if the model is the Active model.

Active Player:
- Can be used at any time when this model’s Controller is the Active Player, even if it is not the Active Model except during Melee Exchanges or Ranged Attacks where the timing is restricted as detailed under the Melee Exchanges and Ranged Attacks sections.
- Because this is not an action, it can be combined with a Simple or Complex action if the model is the Active model.

Other than in a melee exchange or ranged attack, if both players wish to use Instant or Active Ki feats (Or other instant effects) the active player goes first. If the same player has more than one ability to use the order. Some Effects have their own timing triggers such as “When a model is removed from play” or “When an enemy moves into BtB”, these can always be used when their trigger is met even during a melee exchange or Ranged Attack.

It is important to remember that Instant and Active Ki Feats, as well as Ki Boosts, cannot be used to affect dice that have already been rolled. Any traits or effects that would affect a roll or test must be declared and any cost paid before dice are rolled.

Simple:
- A Simple KiFeat requires a Simple action.
- Can only be used when the model is Active.

Complex:
- A Complex KiFeat requires a Complex action.
- Can only be used when the model is Active.

Ki Feats are further classified by whom they affect:

Personal: The KiFeat affects the user only.

Target (X): The KiFeat affects a specific Target model. The Target must be within X” otherwise the KiFeat fails and the Ki Tokens paid for the KiFeat are lost.

Aura: The KiFeat affects an area that may be either set or variable. The area the Aura covers is expressed as a 360 degree radius measured from the edge of the model’s base. It extends through Terrain elements and models unless stated in the card text, and all models within (See Measuring Distances) the Aura’s area are affected. The model from which the Aura originates is always considered within the Aura. Auras last until the End Phase or until the originating model is removed from play if this is before the End Phase.

Pulse: The KiFeat affects an area that may be either set or variable. The area the Pulse covers is expressed as a 360 degree radius measured from the edge of the model’s base. It extends through Terrain elements and models unless stated in the card text, and all models within the Pulse’s area are affected. The model from which the Pulse originates is always considered within the Pulse. The Pulse lasts until the model’s action is resolved.

Special: The KiFeat is unique in some way and is further described on the model’s profile card.

All Feats have a cost in Ki tokens; this cost must be spent for the effects of the KiFeat to be applied. If a model does not have enough Ki tokens then it may not declare the use of the KiFeat. The cost of a KiFeat or Boost cannot be reduced below one Ki token by modifiers. The cost of a KiFeat can be expressed with either a fixed cost, or a variable cost.

KI BOOSTS TO STATISTICS

Some models are able to increase a Statistic through the spending of Ki Tokens (See Profile Cards). These increases are Ki Feats that are Instant and Personal. The increase to the Statistic lasts until the current Test or movement is resolved. Each KiBoost is considered a separate KiFeat.
TRAITS

Models in Bushido commonly have one or more traits. Some traits have X, Y or Type values in brackets after the trait’s name. This value can be a positive or negative modifier, a range or the Type of model (See Profile Cards) the trait affects.

Some traits on a model’s profile card may have either Melee or Ranged after the trait in brackets, in this case the trait only applies to the model’s weapons of that type. If neither Melee nor Ranged is stated it applies to all the model’s weapon types.

Players cannot choose whether they use traits, but can choose in which order their own model’s traits trigger. Unless stated in their description, traits are considered in effect.

A - B

Aggressive: This model must allocate at least as many dice to Attack as to Defence during Melee Exchanges. If a model has both Aggressive and Defensive traits the effects of both are cancelled.

Ammo (X): This model starts the game with X Ammo tokens. When this model resolves a Ranged Attack, remove an Ammo Token. If this model has no Ammo tokens it may not make Ranged Attacks.

Armour (X): Reduce the result of Damage Rolls made against this model by X.

Armour Piercing (Weapon Type): When this model makes Damage Rolls ignore any Defenders’ Armour trait.

Assault Fire: This model may make a Ranged Attack as part of either a Melee or Charge action. The Ranged Attack is resolved before the Melee Exchange and is considered to be at Short Range. If the Enemy model is removed from play as a result of this Ranged Attack then the model’s activation ends. The model suffers a -1 modifier to both its MS and RAS if it uses this trait. The model cannot Target any Enemy models with an Assault Fire Ranged Attack it began its activation in BtB with.

Assassin: If this model makes a successful Attack against a Surprised model, it may roll three dice for the Damage Roll caused by the Attack and choose the highest two to add together.

Automatic Disengage: When this model activates it may ignore Enemy models in BtB when declaring its action but must move out of BtB with Enemy models without declaring a Disengage action

Aware: This model’s LoS extends 360 degrees around its base.

B

Believer (X/Type/Y): Friendly models within X” of, Type reduce the cost of their Ki Feats by Y.

Bleed(X/Y): When this model inflicts wounds through a Melee Exchange or Ranged Attack to a non-Soulless Enemy model, that model gains Bleed markers of value X, and in a quantity equal to Y.

Blood of Orochi (X): During Ki Generation, each Turn this model’s Controller adds together all the Blood of Orochi values of the models currently on the table under their Control. The player can then spend from this total to grant models the Poison trait until the End Phase. The Poison trait’s X and Y values are dependent on the number deducted from the total for each individual model, and are as follows:

1 = Poison (1/1)
2 = Poison (1/2)
3 = Poison (2/1)
4 = Poison (2/2)

If a model already has the Poison trait, the player may choose which to use for the Turn. Any points unspent are lost.

Bodyguard (X/Type): If an Enemy model declares an action that would move it into BtB with a Friendly model of the Type specified, or Targets it with a Ranged Attack during its activation, this model may switch positions with the Friendly model if the following conditions are met:

• The Friendly model is within X” and in LoS.
• The Friendly model was not in BtB with an Enemy model at the start of the activation.
• This model is not in BtB with an Enemy model.
• This model is not Exhausted.
• Both models switching positions can fit within the area the other models base occupied.

The Enemy model’s action is then resolved with this model being declared as the Target.

If this model has the Fear trait the enemy model must make a Fear Test as if this model were its original target.

Bravery: This model may re-roll a failed Fear test. It may only re-roll the same Fear test once due to this trait. If a model has both the Bravery and Cowardly traits, the effects of both are cancelled. If a model with the Bravery trait makes a Fear test against a model with the Terror trait the effects of both are cancelled.

Brutal (X): This model adds X to the highest Attack dice when calculating its final Attack result.
Camouflage (X): Enemy models starting their activation while this model is benefiting from Cover from a Terrain Element cannot Target or enter BtB with this model, unless the enemy model is within X" at the start of its activation.

Channel (X): During this model’s activation it may remove any number of its own Ki tokens. Its Controller then chooses any Friendly model(s) within X" to distribute those Ki tokens to. If the model is outside of this range then the Ki tokens are discarded.

Charging Bonus (Bonus): When this model makes a Charge action it gains the bracketed Bonus until the end of its current activation.

Command (X/Type): This model may declare a Simple action, Command: The model nominates and activates up to X other non-Exhausted Friendly models of the Type. These models each perform a Simple action. The order the models activate in is chosen by this model’s Controller, after each action is resolved that model’s Condition worsens by one degree.

Conspiracy of the Cult (X): When this model activates it may inflect up to X wounds on any Friendly model(s) including itself that have this trait, up to its X value. This model gains Ki Tokens equal to the number of wounds inflicted. A model cannot suffer more wounds than the X value of its own Conspiracy of the Cult trait. These wounds ignore Toughness.

Co-ordinated Attack (Type): If this model is in a Melee Exchange and a Friendly model of Type is also in BtB with the Enemy model, this model gains +1 MS bonus. A model can only benefit from this trait once per Melee Exchange.

Cowardly: This model must re-roll successful Fear tests. It must only re-roll the same Fear test once due to this trait. If a model has both the Bravery and Cowardly traits, the effects of both are cancelled.

Cumbersome: If this model is not the Active model then it suffers a -1 MS modifier.

D

Defensive: This model must allocate at least as many dice to Defence as to Attack during Melee Exchanges. If a model has both Aggressive and Defensive traits the effects of both are cancelled.

Disturb Flow (X/Y): All Enemy models must spend an additional X Ki Tokens to perform Ki Feats when within Y" of this model.

Dodge (X): During a Melee Exchange this model may pick up to X Attack dice rolled by its Opponent to be re-rolled. The same dice may only be re-rolled once due to this model’s trait.

Durable: When this model would suffer more than one wound it only suffers one wound. If this model would Heal wounds it only Heals one wound. This trait is resolved after the Toughness trait.

E

Elusive / Evasive: This model ignores Enemy models’ Zones of Control during its movement.

F

Fear (X): When a model makes a Fear test against this model X is the Target Number for the test. Models automatically pass Fear tests with a Target Number equal to or lower than their Fear (X) trait, but must still take a Fear test if the Target Number is higher than their Fear (X) trait. Fear tests are Target tests using the model’s Ki Statistic to resolve. Resolve a Fear test when:

1. An Active model declares an action that would bring it into BtB with an Enemy model with the Fear trait. If the Active model fails the Fear test its Condition worsens by one degree regardless of the action declared (see Model States and Conditions) and its activation ends.

2. Or, an Active model with the Fear trait declares an action that would bring it into BtB with an Enemy model. If the Enemy model fails its Fear test then it enters the Frightened State (See Model States and Conditions).

Models only enter the Frightened State in 2.

Fearless: This model automatically succeeds when taking Fear tests.

Feint (X): During Melee Exchanges this model may pick up to X Defence dice rolled by its Opponent to be re-rolled. The same dice may only be re-rolled once due to this model’s trait.

Fire (X/Y): When this model inflicts wounds through a Melee Exchange or Ranged Attack, the Enemy model gains Fire markers of value X, and in a quantity equal to Y.

First Strike: This model gains the Initiative for the first Melee Exchange with an Enemy model if it started the Melee Exchange not in BtB with it, or another Enemy model.

Flank: When this model would be Deployed, this model’s Controller must choose whether this model will use Flank or not, if the player chooses not to use Flank, this model is Deployed as normal. If the player decides the model is using Flank then do not deploy it and instead choose a table edge.

Starting on the second Turn of the game, at the beginning of the Starting Step, and before Ki Generation roll a D6. Add the game Turn number to the result rolled, if the final result is equal to or greater than 5 then immediately deploy the model anywhere along the chosen edge but not in the Opponent’s Deployment Zone, a 1 is not considered a failure for this roll.
Fly: When this model declares a Walk, Run, Ranged Attack, Melee, Charge or Ki Feat that includes a Walk action it ignores Terrain elements, other models that are not in BtB with this model, and Zones of Control for the duration of the action. The model’s movement cannot cross over another model or Terrain element with a height greater than three times its own.

Force of Will (X): This model adds X to its highest dice rolled when making Opposed Ki tests and it is the Active model.

Fortune: Whenever this model would generate Ki tokens, its controller may flip a coin and call heads or tails. If they call successfully, double the number of Ki tokens gained; if not this model gains no Ki tokens instead.

Forward Deployment: This model may be deployed up to 4” outside the Deployment Zone when the Controlling player’s Warband is deployed.

Group Activation: All models represented by this profile card activate in the same single activation. Each model on this profile card resolves any movement before any Melee Exchanges are resolved. Melee Exchanges are then resolved in the order the Controlling player chooses.

Hatred (Type): This Model cannot be included in a warband that includes (Type) models.

Heal (X): This model may declare a Simple action and attempt to enter BtB with target model by moving up to its Move Statistic. If at the end of its movement it is in BtB with the target model (Or if it targeted itself) Heal X marked wounds from the Wound Track of the target model.

Heavy: This model may not take any movement as part of a Ranged Attack action.

Huge: This model is the Huge Size. Model’s Targeting this model with a Ranged Attack action gain a -2 modifier to the Target Number of the test.

Immunity (Type): This model may not gain markers of Type.

Immovable: This model may not be moved or placed except when making a Walk, Run or Charge or by using a rule on a friendly card and never becomes Prone.

Impenetrable Defence: During this model’s Melee Exchanges the Enemy model must discard its highest Attack die rolled before the final Attack result is calculated.

Impetuous: This model must always be the first activated by the Controlling player in a Turn, and all Impetuous models in the same Warband must have activated before non-Impetuous models. If a player Controls several Impetuous models then that player chooses the order in which the Impetuous models activate. After the model’s first activation the player is free to choose when it next activates in the Turn.

If a model gains Impetuous during the Turn, then the Controlling player’s next activation must be with that model if that model is able to activate.

If you gain control of a non-exhausted Impetuous model (Either by placing control markers on or removing control markers from an Impetuous model) it must activate for your warband at least once before any other non-Impetuous models.

Indomitable (X): This model ignores X additional Enemy models in BtB when checking for Out Numbering in Melee Exchanges.

Insignificant: This model:

• Has no ZoC.
• Does not inflict Opponents with a -1 MS modifier due to Out Numbering.
• May not perform Simple Scenario or Complex Scenario actions.

Intangible: This model ignores Zones of Control, other models and Terrain elements during movement and being in BtB when declaring actions. It may not end its move occupying the same volume as an Impassable Terrain element or another model.

Iron Mind (X) / Iron Will (X): This model adds X to its highest dice rolled when it participates in an Opposed Ki test and is not the Active model.

Jump Up: At the start of this model’s activation but before its action is declared it may remove the Prone State markers from itself.

Kami: When this model would suffer wounds, instead remove an equal number of Ki tokens. If this model has no Ki tokens it is removed from play. This model may not gain Ki tokens as a result of the Channel trait. This Model cannot have Ki tokens removed as a result of the Leech trait. This model has Immunity (Poison/Fire/Bleed) and cannot be Healed.
Large: This model is the Large Size. Models Targeting this model with a Ranged Attack gain a \(-1\) modifier to the Target Number of the test.

Last Stand: If this model is reduced to 0 wounds, it may still be activated until the end of the Turn and is not removed from play. This model cannot recover wounds through any game effects or traits once its wounds have been reduced to 0. During the End Phase, the model is removed from play.

Leadership (X): Whilst within X" Friendly models add 1 to the highest dice when taking a Fear Test.

Leap: When this model declares a Melee, Charge, Walk or Run action, and is not in BtB with an Enemy model. It may, during its movement reduce the distance it would move by X"; X cannot be greater than a model’s base Move Statistic. If so then place this model anywhere within X, the model may not be placed in BtB with an Enemy model or in an Enemy model’s ZoC. The placement cannot cause it to cross over another model or Terrain element with a height greater than twice its own. The model then completes its movement and action.

Leech (X): During this model’s activation it may remove Ki Tokens from any Friendly model(s) and add them to its own as long as the model(s) is within X". If a model is outside of this range then its Ki Tokens are left on that model. This cannot take a model over its maximum Ki.

Light Weight: This model does not suffer the modifier for moving during a Ranged Attack action.

Light Footed: During this model’s movement through Difficult Terrain elements it treats those Terrain elements as if they were Normal.

Lightning Reflexes / Lightning Strike: This model is always the first Attacker in Melee Exchanges. Models with this trait gain the initiative against models with First Strike. If two models in a Melee Exchange have this trait then neither gains the benefit.

Martial Prowess (X): During a Melee Exchange the model may re-roll up to X of its own Attack or Defence dice. It may only re-roll dice once due to this trait.

Medium: This model is a Medium Size.

Oni Rage: During Ki Generation this model may gain an additional number of Ki Tokens equal to D2. If it does it gains the Berserk State until the End Phase.

Order (X/Type/Y): This model may declare a Complex action, Order: This model immediately nominates X Friendly models of the Type specified within Y”. Those models’ Conditions improves one degree (Exhausted - Tired - Rested).

Parry (X): This model adds X to the highest Defence die rolled when calculating its final Defence result in Melee Exchanges.

Poison (X/Y): When this model inflicts wounds through a Melee Exchange or Ranged Attack the Enemy model gains Poison markers of value X, and in a quantity equal to Y.

Ranged Defence (X): A model making a Ranged Attack action against this model suffers a modifier of +X to the Target Number of the test.

Rapid Fire (X): When this model declares a Ranged Attack action it may resolve up to X Ranged Attacks during the activation. These Ranged Attacks may Target different models and are resolved in the order this model’s Controller chooses. This model’s Condition still only worsens one degree regardless of the number of Ranged Attacks made by Rapid Fire.

Regenerate (X): This model Heals X wounds during the End Phase.

Reload (X): When this model makes a Ranged Attack it gains X Reload markers. This model cannot make Ranged Attacks as long as it has Reload markers.

Retreat: This model must always declare a Disengage action if it starts its activation in BtB with an Enemy model.

Rise(X): When this model is reduced to 0 wounds it becomes Prone. Immediately make a Target test with a Target Number of X. If successful, the model Heals all Wounds. If it fails remove the model from play as normal. Models may not use this trait if their final wounds were caused by the Fire state in the end phase.
Scout: This model may deploy after both player’s normal Deployment and may deploy anywhere within 4" of the Controlling player’s normal Deployment Zone. This model’s Controller adds +1 to the result of the Tactical Roll to decide which player deploys first. If both players have models with Scout the winner of the Tactical Roll deploys their models with Scout second.

Self-Sacrifice (X/Type): If this model is neither Exhausted nor in BtB with an Enemy model, and a Friendly model of the Type specified is within X" and has been successfully Attacked, its Controller may choose to remove this model from play to cancel the Damage Roll against the Friendly model.

Sharp (Melee/Ranged): This model ignores Enemy models’ Armour and Toughness traits when it succeeds with an Attack.

Sixth Sense: This model is never considered Surprised. Models with this trait ignore the Camouflage trait.

Slow: This model is always the second Attacker in Melee Exchanges, and may not declare Run or Charge actions.

Small: This model is Small sized. Models Targeting this model with a Ranged Attack action add a +1 modifier to the Target Number of the test.

Split Attack: When this model declares a Melee or Charge action, after its movement if it is in BtB with two or more Enemy models the player may resolve a Melee Exchange with two or more of those models. Before resolving the Melee Exchanges the Controlling player splits the model’s Melee Skill Statistic value between the Melee Exchanges with a minimum of 1 for each Melee Exchange, then resolves them in the order the Controlling player chooses. This model’s Condition only worsens after the last Melee Exchange.

Soulless: This model automatically succeeds in all Opposed Ki and Fear tests.

Spirit Block: When this model inflicts wounds through a Melee Exchange or Ranged Attack action the Enemy model gains one Spirit Block marker.

Steadfast: This model may freely choose how to allocate dice in Melee Exchanges when Frightened.

Steady: This model can never become Prone.

Strong (Melee/Ranged): When this model makes a Damage Roll, roll 3D6 and choose the two highest dice. If a model has both Strong and Weak traits, the effects of both are cancelled.

Strong Mind (X): This model gains a +X modifier to its Ki Statistic when resolving Opposed Ki tests.

Stubborn: This model can only declare a Disengage action if it is immobilised.

Stupid (X): When this model declares an action, make a Target test with a Target Number of X, if it fails this test the model’s action ends immediately, its Condition still worsens one degree.

Tactician (X): This model adds X dice to the Controlling player’s Tactical Rolls. The player may only benefit from one model’s Tactician trait each roll.

Terror: If a model makes a Fear test caused by this model it must re-roll the test if it succeeds. Models must only re-roll the same test once due to this trait. If a model with the Bravery trait makes a Fear test caused by this model the effects of both traits are cancelled.

Tired: This model does not become Tired or Exhausted as a result of Melee Exchanges initiated by Enemy models’ actions.

Toughness (X): When this model would suffer Wounds reduce the final number of Wounds by X.

Unblockable Strike: During this model’s Melee Exchanges the Enemy model must discard its highest Defence die rolled before the final Defence result is calculated.

Unstable (X): This model suffers a modifier of -X to its Move Statistic during movement through Difficult Terrain elements.

Weak (Melee/Ranged): When this model makes a Damage Roll, roll 3D6 and choose the two lowest dice. If a model has both Strong and Weak traits, the effects of both are cancelled.

Weak Mind (X): This model suffers a -X modifier to its Ki Statistic when resolving Opposed Ki tests.
TERRAIN

Terrain element’s height, width and area are what is physically represented on the table, or agreed upon by both players.

Terrain elements are categorised by two traits: Visibility and Difficulty.

VISIBILITY

Can the Terrain element be seen through when drawing Line of Sight (LoS)?

Blocking: No LoS can be drawn through any part of the Terrain element that is considered Blocking.

Obscuring: Models can only draw LoS 3” into or through Obscuring terrain and cannot draw LoS past this distance. Models within this 3” benefit from Cover.

DIFFICULTY

How easy is it for a model to move through?

Impassable: Cannot be moved through.

Difficult: Can be moved through but at x0.5 movement rate for any movement whilst within the Terrain element.

Normal: No effect to movement.

Some parts of a Terrain element like a building may have different types of Visibility and/or Difficulty; the walls for instance could be Visibility: Blocking, Difficulty: Impassable, whereas a window might be Visibility: Un-Obscuring, Difficulty: Difficult.

Players should decide before the game starts if any areas of a Terrain element are different.

TERRAIN DEPLOYMENT

When deploying Terrain elements follow these three steps:

1. Players alternate in choosing Terrain elements until their combined area covers between a quarter (12” x 12”) and half (12” x 24”) of the Table and a variety of Visibility and Difficulty types.

2. Players should randomly decide which player sets up the terrain: No Impassable Terrain element may be placed within a Zone or within 2” of a Scenario Objective, or another Terrain element with the Impassable trait.

3. The other player then chooses a Deployment Zone.
GAME SETUP & TURN

GAME SETUP

Before starting the first Turn, players need to set up the game using the following steps:

1. Firstly they should each create a Warband (See Warband creation).
2. Then either agree on, or randomly decide, a Scenario to play (See Scenarios).
3. Players place/nominate any Scenario Objectives as instructed by the Scenario.
4. Players deploy Terrain and select Deployment Zones (See Terrain).
5. The players make a Tactical Roll, with the winner deciding which player deploys first. That player then deploys their entire force. Then the second player deploys their force (Deploy as detailed by the Scenario).
6. The First Turn then begins.

A GAME TURN

Games of Bushido are broken down into a number of Turns. How many Turns the game lasts is dictated by the Scenario being played.

Each game Turn is divided into three Phases. The three Phases are the Starting Phase, the Main Phase and the End Phase.

Starting Phase

1. Roll for Variable Turns (See Scenarios).
2. **Ki Generation:** All models gain a number of Ki Tokens equal to the first number of their Ki Statistic.
3. **Tactical Roll:** Both players perform an Opposed test using a single D6; the player who rolls highest, after any modifiers, decides which player will be the Active Player first in the Turn. This player also declares second when declaring the use of Unique Effects, Ki Feats or using Special cards during the Starting and End phase until the next Tactical Roll.
4. Resolution of Unique Effects, with the Active Player resolving their Unique Effects first.
5. Players calculate the number of Pass Tokens for the Turn. Each player totals the number of models in their Warband. The player with the least gains the difference in Pass Tokens.

Main Phase

1. Starting with the Active Player.
2. The Active Player chooses a model in their Warband and declares a Simple or Complex action for it to perform, or uses a Pass Token.
3. The model’s action is resolved.
4. The Opponent then becomes the Active Player and follows from Step 2. If the Opponent is unable to activate any models then the current player continues to be the Active Player until they are also unable to activate any models.
5. Once neither player is able to activate a model, move to the End Phase.

End Phase

1. Resolve any effects that occur or end in the End Phase. Always resolve the negative effects first.
2. Refer to the Scenario being played and check for the scoring of Victory Points. If this is the final Turn, the game finishes. If either player has no models left on the table, the game ends and Victory Points are calculated immediately.
3. Remove Exhausted Condition markers.

Note: Games can only finish in the End Phase.

Pass Tokens

A player may spend a Pass Token instead of taking an action with one of their models, if they do then their Opponent becomes the Active Player.
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.

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.

TYPE

All Scenarios have a Type: Scenario 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 (VP’s) in Scenarios, how this is achieved is dependent on the Scenario and explained under its Victory Conditions.

Scenario Objectives

These are 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 his Opponent considers it Enemy.

In Scenarios players can use their models to interact with Scenario Objectives through Scenario actions. The effect is detailed under Scenario Objective Interactions. All Scenario Objectives are considered Blocking and Impassable Terrain elements unless specified in the Scenario. They do not count towards the number or area when calculating Terrain for a game (See Terrain rules).

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: Animal types cannot be chosen. Additionally, if the model chosen has the Disguise trait then it loses this trait and cannot gain it.

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 Faction’s non-Insignificant, non-Animal models as the VIM. That Model loses the Flank trait and Disguised state and cannot gain them. This is not revealed to your Opponent until the End Phase of the last Turn of the game. Players don’t declare when the VIM is killed but note in which Turn each of their models were killed.

Open: Each player nominates one of their Faction’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 Scenarios, if a model nominated as a VIM leaves play and returns, it is no longer considered a VIM. Players should nominate VIMs before Deployment as detailed above. Remember replaced models are not considered to have left play.

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 SP
Neutral = 2 SP
Enemy = 3 SP
DEPLOYMENT

This section outlines the deployment of the players' models and if necessary any Scenario Objectives. For models, Deployment can be either Baseline or Corner Square Deployment. This is the area that the players will deploy their models.

**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.

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 appear in brackets. There are three different base sizes: Small, Medium and Large.

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 all of one player’s models are removed from play.

**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 Phase of 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).

SCENARIO OBJECTIVE INTERACTIONS

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 affect 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 one Degree (Enemy - Neutral - 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 (SP’s). The number of SP’s scored depends on the Alignment of the Scenario Objective the model is in BtB with.

- 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.

VICTORY CONDITIONS

Each Scenario has three Victory Points (VP’s) available to the players. At the end of the game the player who has scored the highest number of VP’s is the winner. If both players have scored an equal number of VP’s then the game is a draw. Only 3 VP’s can be scored in any scenario so both players VP scores combined will always be three or less.

When and how VP’s are scored is explained under each individual Scenario’s Victory Conditions section.

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 VP’s 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 VP’s 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.

**Reset (X/X):** During the Starting Phase of Turns X and X reset each player’s Scenario Points total to 0.

**Reset Influence (X/X):** During the Starting Phase of Turns X and X reset the Alignment of all Scenario Objectives to Neutral.
SCENARIOS

THE IDOLS

Type: Scenario Objective
Deployment:
Baseline Deployment
3 Scenario Objectives (Small) all Neutral
Game Length: Fixed (6)
Scenario Objective Interaction:
Influence (Simple)
Victory Conditions:
1 VP To the player with the most Friendly Scenario Objectives at the end of Turn 2.
1 VP To the player with the most Friendly Scenario Objectives at the end of Turn 4.
1 VP To the player with the most Friendly Scenario Objectives at the end of Turn 6.
Decreasing (Scorer)

KEII

Type: Scenario Objective
Deployment:
Baseline Deployment
6 Scenario Objectives (Small)
2 Friendly, 2 Neutral and 2 Enemy
Game Length: Fixed (6)
Scenario Objective Interaction:
Prayer (5) (Simple)
Victory Conditions:
1 VP To the player with most Scenario Points at the end of Turn 2.
1 VP To the player with most Scenario Points at the end of Turn 4.
1 VP To the player with most Scenario Points at the end of Turn 6.
Reset (3,5)
THE MESSENGER

Type: VIM (Hidden)

Deployment:
Corner Deployment

Game Length: Variable (5)

Scenario Objective Interaction:
N/A

Victory Conditions:
1 VP To a player whose VIM is still in play at the end of the game.
1 VP For killing your Opponent’s VIM.
1 VP If your VIM is in the Opponent’s Deployment Zone and you reveal it is the VIM, before your Opponent has done so. If both VIMs are killed before this point is scored then 1 VP to the first player to move any non-Insignificant, non-Animal model into the Opponent’s Deployment Zone.

Special Rules: At the end of a VIM model’s own action it may reveal itself.

RYODO

Type: Zone Control

Deployment:
Baseline Deployment

Three Zones 4” Diameter (one Friendly, one Neutral, one Enemy)

Game Length: Fixed (6)

Scenario Objective Interaction: N/A

Victory Conditions:
1 VP To the Player who has the most Scenario Points during the End Phase of turn 2.
1 VP To the Player who has the most Scenario Points during the End Phase of turn 4.
1 VP To the Player who has the most Scenario Points during the End Phase of turn 6.

Reset (3,5)
REIKAN

**Type:** VIM (Open)

**Deployment:**
Baseline Deployment

**Game Length:** Fixed (6)

**Scenario Objective Interaction:** N/A

**Victory Conditions:**

1 VP To a player whose VIM is still in play at the end of the game.

1 VP For killing your Opponent’s VIM.

1 VP To the first player whose VIM is within 4” of the Opponent’s Baseline Deployment edge during the End Phase while their Opponent’s VIM is not within 4” of their Baseline Deployment edge. If both VIMs are killed before this point is scored, then 1 VP if you are the first to have any non-Insignificant, non-animal model within 4” of the Opponent’s Baseline Deployment edge during the End Phase while your opponent has no non-Insignificant, non-animal models within 4” of your Baseline Deployment edge.

SEIGYO

**Type:** Scenario Objective

**Deployment:**
Baseline Deployment

3 Scenario Objectives (Small) all Neutral

**Game Length:** Fixed (6)

**Scenario Objective Interaction:**
Influence (Simple)

**Victory Conditions:**

1 VP To the player with the most Friendly Scenario Objectives at the end of Turn 2.

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

1 VP To the player with the most Friendly Scenario Objectives at the end of Turn 6.
ICHI NO RITEN

**Type:** VIM (Open) and Zone Control  
**Deployment:**  
Baseline Deployment  
Two Zones 8” Diameter (one Friendly and one Enemy)  
**Game Length:** Variable (5)  
**Scenario Objective Interaction:** N/A  
**Victory Conditions:**
1 VP  To the Player with the most Scenario Points during the End Phase of Turn 3.  
1 VP  To the Player with the most Scenario Points during the End Phase of Turn 5.  
1 VP  To the Player whose VIM is closest to the Opponents Deployment Baseline in the End Phase of the last Turn of the game.

NINKI

**Type:** Scenario Objective  
**Deployment:**  
Baseline Deployment  
6 Scenario Objectives (Small)  
2 Friendly, 2 Neutral and 2 Enemy  
**Game Length:** Fixed (6)  
**Scenario Objective Interaction:**  
Influence (Simple)  
Prayer (5) (Simple)  
**Victory Conditions:**
1 VP  To the player with most Scenario Points during the End Phase of turn 4.  
1 VP  To the player with most Scenario Points during the End Phase of turn 6.  
1 VP  To the player with most Friendly Scenario Objectives during the End Phase of turn 6.
BOTOKU

**Type:** Scenario Objectives and Zone Control

**Deployment:**
Corner Square Deployment
Two Large Scenario Objectives (one Friendly and one Enemy)
One Zone 4” Diameter (Neutral)

**Game Length:** Fixed (6)

**Scenario Objective Interaction:**
Prayer (6)(Simple)

**Victory Conditions:**

1 VP To the Player who has the most Scenario Points during the End Phase of Turn 4.

1 VP To the Player who has the most Scenario Points during the End Phase of Turn 5.

1 VP To the Player who has the most Scenario Points during the End Phase of Turn 6.

THE ENVOY

**Type:** VIM (Nominated)

**Deployment:**
Corner Deployment

**Game Length:** Variable (5)

**Scenario Objective Interaction:** N/A

**Victory Conditions:**

1 VP To the player whose VIM received the fewest total wounds during the game.

Any wounds recovered or healed still count towards the total wounds received. If both VIMs received an equal number of wounds neither player scores this VP.

1 VP In the End Phase to the player who has inflicted any wounds through a Melee attack to their Opponent’s VIM while their VIM has suffered no wounds. If both VIMs are damaged in the same turn, neither player scores this point.

1 VP To the player whose VIM is closest to the Opponent’s Deployment Zone at the end of the game.
OMAJU

**Type:** Scenario Objective  
**Deployment:**  
Baseline Deployment  
3 Scenario Objectives (Small) all Neutral  
**Game Length:** Fixed (6)  
**Scenario Objective Interaction:**  
Influence (Simple)  
Worship (Complex)  
**Victory Conditions:**  
1 VP To the player with most Friendly Scenario Objectives during the End Phase of Turn 2.  
1 VP To the player with most Friendly Scenario Objectives during the End Phase of Turn 4.  
1 VP To the player with most Friendly Scenario Objectives during the End Phase of Turn 6.  
Reset Influence (3/5)

DEPLETION

**Type:** Scenario Objective  
**Deployment:**  
Baseline Deployment  
6 Scenario Objectives (Small) 2 Friendly, 2 Neutral and 2 Enemy  
**Game Length:** Fixed (6)  
**Scenario Objective Interaction:**  
Prayer (5) (Simple)  
**Victory Conditions:**  
1 VP To the player with most Scenario Points at the end of Turn 2.  
1 VP To the player with most Scenario Points at the end of Turn 4.  
1 VP To the player with most Scenario Points at the end of Turn 6.  
Decreasing (Popular)
SEIKYU

**Type:** Zone Control

**Deployment:**
Baseline Deployment
Three 4” Zones (neutral)

**Game Length:** Fixed (6)

**Scenario Objective Interaction:** N/A

**Victory Conditions:**
1 VP To the player with the most Scenario Points at the end of Turn 2.
1 VP To the player with the most Scenario Points at the end of Turn 4.
1 VP To the player with the most Scenario Points at the end of Turn 6.

Reset (2,4,6)
TOURNAMENT RULES

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 all their own models, stat cards, dice, measuring devices, markers, and templates they require for play. Players should have all the official profile cards for the models in their warbands and must show a profile card if requested by their opponent.

Warband Lists: Players should bring two copies of their warband 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 organized 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 his discretion, the tournament organiser 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 tell your opponent about it. Explain what he 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 on Cocked Dice: Any dice that are not totally flat on the surface of the table should be rerolled until they are.

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.

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.

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. Player’s Game Scores, calculated by the Victory Points scored in the Scenario played determine their rank at the tournament. After each round, starting from the top of the rankings, each player should play against the player ranked directly below them.

Byes and Odd Numbers: If possible the tournament organiser should have a stand in, either a helper or themselves to ensure even numbers. If however there is an odd number then the bottom placed player should receive a bye and a Game Score of 8 for that round.

Round Timings: The length of each round should be adjusted dependant on the Rice Cost of the Warbands for the tournament.

<table>
<thead>
<tr>
<th>Rice Cost of the participants’ Warbands</th>
<th>Length of the Tournament Rounds</th>
</tr>
</thead>
<tbody>
<tr>
<td>35</td>
<td>75 minutes</td>
</tr>
<tr>
<td>42</td>
<td>90 minutes</td>
</tr>
<tr>
<td>50</td>
<td>105 minutes</td>
</tr>
</tbody>
</table>

Scenario Selection: The tournament organiser should choose the Scenarios to be played prior to the day of the tournament and they should be chosen at random.

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 Roll to determine who chooses the deployment zone and then deploys their Warband.

Rerolling on Cocked Dice: Any dice that are not totally flat on the surface of the table should be rerolled until they are.
**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’ Warbands has been entirely destroyed. In any case 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 Game scores 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.

<table>
<thead>
<tr>
<th>Victory Points Result</th>
<th>Game Score</th>
</tr>
</thead>
<tbody>
<tr>
<td>3 – 0</td>
<td>9</td>
</tr>
<tr>
<td>2 – 0</td>
<td>8</td>
</tr>
<tr>
<td>2 – 1</td>
<td>7</td>
</tr>
<tr>
<td>1 – 0</td>
<td>6</td>
</tr>
<tr>
<td>1 – 1</td>
<td>5</td>
</tr>
<tr>
<td>0 – 0</td>
<td>4</td>
</tr>
<tr>
<td>0 – 1</td>
<td>3</td>
</tr>
<tr>
<td>1 – 2</td>
<td>2</td>
</tr>
<tr>
<td>0 – 2</td>
<td>1</td>
</tr>
<tr>
<td>0 – 3</td>
<td>0</td>
</tr>
</tbody>
</table>

**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 (higher Game Score than the opponent)
- Strength of Schedule.

**For tournament play all Factions have access to the following theme:**

**Ordered for Battle**

<table>
<thead>
<tr>
<th>Theme</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Rice Cost</td>
<td>Add one card from reserves to the main list and then remove cards from the main list to make a legal Warband at the correct Rice Cost.</td>
</tr>
<tr>
<td>Reserves</td>
<td>Remove one card (Plus any Enhancement cards attached to it) from your main list and add cards from the reserve to make the Warband legal and the correct Rice Cost.</td>
</tr>
</tbody>
</table>
FAQS

Q: Could I buy a mask (Or other card that is bought for all profiles on a card) for just one model even if I have two, i.e. one with and one without mask?
   A: No, you must buy such Enhancements for all models on the card at the start of the game.

Q: What about models appearing in play? If I have a Kairai Militia card with the Masks - does a newly risen model get a mask?
   A: Yes, models adding to a Profile with an Enhancement that is purchasable for multiple profiles gain the benefits.

Q: Could I buy an enhancement for a profile card from which I have no models in my warband?
   A: No, Enhancement cards must be attached to cards with models in a players starting list.

Q: If a theme grants a free model can this be changed from game to game in a tournament?
   A: No, the model is still recruited as normal and must be included on your warband sheet.

Q: How do the Clan Armour cards interact with Critical Strike attack?
   A: The Armour enhancements tell you to ignore the damage roll so no critical strike happens.

Q: Are models with multiple profile cards for different factions considered Ronin Models?
   A: No. These are variant profile cards, each one is considered to be the Faction that matches the symbol on the card. Only models with the Ronin Faction symbol are Ronin.

Q: What type of Kami is the Kami of Reflection?
   A: All Kami should have a type listed on their card but this wasn’t needed when they were printed. If you need them now: The Kami of Reflection is a Water Kami. The Kami of Sapping Silt is a Water Kami. The Kami of Blighted Earth is an Earth Kami. The Kami of Choking Fog is an Air Kami.

Q: Some place effects received errata; will this be extended to all place effects?
   A: No. The rest are fine.

Q: Can Master Enos apply a Spirit Block marker if he chooses to do a wound with “Divert Energy”? What about if he takes a Ki instead?
   A: If Master Enos causes a wound with Divert Energy the target gains a Spirit Block marker. Multiple Spirit Block Markers can be applied with Master Enos’ Combo Attack. If he chooses to take a Ki instead, no Spirit block marker is applied.

Q: What happens if two Soulless models make an opposed Ki test?
   A: This rarely happens; we don’t give soulless models opposed Ki feats. If it does occur however, both follow the Soulless rule and both models succeed. Check the rule causing the test to see what happens. For example if a Disguised, Soulless model is targeted by a Soulless model, the disguise will break and the attack goes ahead.

Q: If you start your activation in BtB with a model already, can you move round its base into another and melee that solely instead?
   A: Yes, you can declare a melee action against a model while engaged with another model. You would be outnumbered of course since you cannot leave BtB with the original model, only move around its base.

Q: In the Claws of the Dragon theme does the additional deployment distance stack with traits such as Forward Deployment and Scout?
   A: Yes, they all say additional so stack.
Q: When a model with Leap makes a charge or Run must the Leap be in the line of the Charge/ Run?
   A: Yes.

Q: Yanjing has Brutal (Ranged), does this mean all models with Brutal (X) gain the bonus on their ranged attacks?
   A: No. If there is no type for Brutal, assume it is Brutal (Melee/X). The Brutal (Ranged/X) happened later in the life of this edition; the default is Melee only.

Q: If a model targets itself with a Heal Simple Action, where can it move to?
   A: If a model targets itself with a Heal Action it cannot move.

Q: Some Silvermoon models have a Unique Effect that is basically the Fortune trait. They are worded slightly differently, is this intended?
   A: Use the Fortune wording for all such models.

Q: Many feats say “This feat may only be used once per turn”. If I have multiple models with the same feat can they each use it once?
   A: Each feat on a different card is a separate instance so two different models could use the same once per turn feat. Read these feats as the newer wording “This model may only use this Ki Feat once per turn” This does not apply to Communal Cards (such as the Bakemono Horde card); such feats on it can only be used once by all models that share the card.

Q: What happens when a model uses Combo Attack against a model with the Rise Trait?
   A: As soon as one of the damage rolls reduces the model to 0 wounds make the rise test. If passed the combo attack continues and may result in further rise tests. (Note this reverses the 2013 ruling by Grand Master T.)

Q: What happens when, due to extraordinary combination of effects, a model has no legal action to choose when activated?
   A: If a model cannot legally declare any actions (due to states, traits or other game effects) when chosen to activate the model immediately becomes exhausted.

Q: In corner deployment scenarios, how is a player’s half of the board determined?
   A: A diagonal line between the neutral corners.

Q: Kokoro the Harvester summons an oni model, when removing the last Control Marker, does the summoned Oni become an enemy model before leaving play?
   A: No, as soon as you remove the last marker the summoned model leaves play as a model in Kokoro’s warband.

Q: If a model in BtB with an enemy model is moved 1" directly away due to an effect, will it be outside that enemy’s ZoC once the Melee Exchange is concluded?
   A: It is in the ZoC. Being at exactly 1" is considered within 1".
### ALTERNATIVE PROFILES

The Alternate profile cards cannot be recruited into the same Warbands as their Original Profile(s).

<table>
<thead>
<tr>
<th>Original Profile</th>
<th>Alternate Profile</th>
<th>Suggested model to represent</th>
</tr>
</thead>
<tbody>
<tr>
<td>Gok</td>
<td>Gok, Harbinger of Pestilence</td>
<td>Gok</td>
</tr>
<tr>
<td></td>
<td>Cultist of Yurei</td>
<td>Kyoaku- Han</td>
</tr>
<tr>
<td></td>
<td>Masabumi</td>
<td>Shuichi</td>
</tr>
<tr>
<td></td>
<td>Plague Wing Swarm</td>
<td>Nightwing Swarm</td>
</tr>
<tr>
<td>Akimoto</td>
<td>Red Akimoto</td>
<td>Akimoto</td>
</tr>
<tr>
<td></td>
<td>Ito Ancestor Spirit</td>
<td>Taskashi Ancestor Spirit</td>
</tr>
<tr>
<td></td>
<td>Temple Asp</td>
<td>Temple Bushi</td>
</tr>
<tr>
<td>Ayako Ito</td>
<td>The Jade Witch</td>
<td>Ayako Ito</td>
</tr>
<tr>
<td></td>
<td>Dragon Veteran</td>
<td>Ryu Yarimen, Guardsmen of Ryu</td>
</tr>
<tr>
<td>Matsu Takashi</td>
<td>Matsu Takashi, the Thunder</td>
<td>Matsu Takashi</td>
</tr>
<tr>
<td>Mikio</td>
<td>Mikio, Doshin</td>
<td>Mikio</td>
</tr>
<tr>
<td>Mizuchi</td>
<td>Mizuchi, the Storm</td>
<td>Mizuchi</td>
</tr>
<tr>
<td></td>
<td>Young Takashi</td>
<td>Eeiji or Genji Takashi</td>
</tr>
<tr>
<td></td>
<td>Bakemono Raiders</td>
<td>Bakemono</td>
</tr>
<tr>
<td>The Nian</td>
<td>The Great Eye</td>
<td>The Nian</td>
</tr>
<tr>
<td></td>
<td>The Lost</td>
<td>Oni Slave</td>
</tr>
<tr>
<td>Waka, the Rampager</td>
<td>Waka, the Tempest</td>
<td>Waka</td>
</tr>
<tr>
<td></td>
<td>Genzai</td>
<td>Rakki</td>
</tr>
<tr>
<td></td>
<td>Jade Roses</td>
<td>Tsubaki or Saki</td>
</tr>
<tr>
<td></td>
<td>Ryu Deserter</td>
<td>Ryu Yarimen, Guardsmen of Ryu</td>
</tr>
<tr>
<td></td>
<td>Wakasu Gorilla</td>
<td>The Guardian</td>
</tr>
<tr>
<td></td>
<td>Fishermen of Shiromizu</td>
<td>Fisherman of Rokan, Kintaru</td>
</tr>
<tr>
<td>Hotaru</td>
<td>Hotaru, Flames of Fury</td>
<td>Hotaru</td>
</tr>
<tr>
<td></td>
<td>Kami of the Suiden</td>
<td>Minor Kami of Water</td>
</tr>
<tr>
<td>Kenko</td>
<td>Kenko the North Tree</td>
<td>Kenko</td>
</tr>
<tr>
<td></td>
<td>Mura no Musako</td>
<td>Kawa No Rojin</td>
</tr>
<tr>
<td></td>
<td>Suiren</td>
<td>Saki</td>
</tr>
<tr>
<td></td>
<td>Zephyr</td>
<td>Koji</td>
</tr>
<tr>
<td></td>
<td>Sojobo, The Exile</td>
<td>Sojobo</td>
</tr>
</tbody>
</table>
Envy:

“Acquisition” – Errata
Any non-boost Ki Feats gained through Acquisition cost zero Ki.

Gaki:

Unique Effects - Reworded
Once per turn when a non-Soulless Enemy model is reduced to 0 wounds by this model, it may if not Ex-hausted, become Exhausted and Heal a number of wounds equal to the Enemy model’s Size then remove the Enemy model from play.

- Tiny & Small = 1 wound
- Medium = 2 wounds
- Large = 3 wounds
- Huge = 4 wounds

Gok, the Corpse Collector:

“Cloud of Flies” - Reworded
Enemy models in, or entering the Aura’s area of effect gain a Stunned marker. Models can only gain one Stunned marker per turn as a result of this KiFeat.

“Mutation” – Errata
This Ki feat may only be used once per turn.

Harionago:

“Circular Strike” - Reworded
This model must make a Ranged Attack against all other models within the Pulse’s area of effect. Terrain Elements and model’s Volumes block and stop the Pulse’s area of effect from extending beyond. This model’s Controller decides the order the Ranged Attacks are resolved. These attacks are considered to be at Medium Range Band and are not affected by the penalty for having made ranged attack previously in the turn. This KiFeat can only be used once per turn.

“Mirage” - Reworded
During an Enemy model’s activation in which it entered into BtB with, or Targets this model with a Ranged Attack or KiFeat but before any melee exchange begins, make an opposed Ki test against that model. If successful, Place this model within 2” of its current location, the Enemy model’s activation is then considered resolved. This KiFeat can only be used once per turn.

Unique Effect: - Errata
This model’s successful Ranged Attacks cause the Target to become Held.
Special Attack - Errata

Combo Attack (0) Immobilise Attack (0) Side Step Defence (0)

Ikiryo:

”Look into the Void“ - Errata
Change cost to 3 Ki.
Perform an Opposed Ki test with Target enemy model which has LoS to this model. If Successful make a Success Level 4 Damage Roll on the target model. Wounds caused by this KiFeat ignore Armour.

Large Swarm of Rats:

Unique Effects - Reworded
The Large Swarm of Rat’s Melee Skill and Ki Statistic is equal to the number of wounds it has remaining unmarked on its Wound Track. During the End Phase you may remove a Friendly Swarm - Rat model in BtB from play. If you do Heal one wound.

Marionette:

Traits - Errata
Add Jump Up.

Mo Ises:

Change Rice Cost to 6
Unique Effects - Reworded
This Model Starts the game in the Disguised State.

Nezumi, Human Form:

“Shape Shift” - Reworded
Replace this model with the Nezumi, Rat Form model. Recover or Inflict Wounds so that Nezumi, Rat Form’s profile card has the same number of Wounds marked. Transfer State markers, Enhancements, and any tokens to the Nezumi, Rat Form’s profile card.

Nezumi, Rat Form:

“Shape Shift” - Reworded
Replace this model with the Nezumi, Human Form model. Recover or Inflict Wounds so that Nezumi, Human Form’s profile card has the same number of Wounds marked. Transfer State markers, Enhancements, and any tokens to the Nezumi, Human Form’s profile card.

Taka:

“Instil Wrath” - Errata
Target range changed from LoS to 12”
Perform an Opposed Ki test with Target Enemy model. If successful that model becomes Berserk until the End Phase.
Waku, the Soul Collector:
Traits - *Errata*
Add Light Weight.

“Death Sentence” - *Reworded*
Make an opposed Ki test with Target model. If successful Target model gains one Death Sentence Marker. If an enemy model with a Death Sentence marker is removed from play, this model heals 2 wounds. This KiFeat may only be used once per turn.

Unique Effect: *- Errata*
During the Starting Phase choose one of the following effects to last until the End Phase.
- This model gains Fear (5) and Terror.
- Centre a 2" Aura on this model. The area with the Aura is considered an Obscuring - Normal Terrain element.
- This model gains +1 Melee Skill and Armour Piercing.

Yama Uba:
“Morph” - *Errata*
Until this model uses the Ki feat Morph again this model gains either a KiFeat, Base statistic, Statistic Ki boost or Trait of an enemy model in BtB as if it were printed on its card.

Death and Decay Theme:
*Entirely Replace*

Death and Decay:
- During deployment, Kairai models may be deployed within 2” of the normal deployment line.
- Whenever a non-soulless, non-insignificant model is removed from play due to damage, replace it with a Risen Kairai. This model comes into play Exhausted and Prone.
- Automatically win the Tactical roll for turn 4. In the start phase of turn 4, Kairai models gain 1 Ki token.

Restriction: Bat, Gok, Kairai, Burakumin, Kato.

Desecrated Grave:
Terrain Card - *Errata*
This terrain is now Impassable.

THE ITO CLAN

Ayako Ito:
Hypnotic Gaze - *Errata*
Target range changed from LoS to 12”.

Child of Orochi:
“Spiritual Conduit”
Add: When they do, the friendly model gains Strong Mind (1) until the activation is complete.

Itsunagi Ito:
Traits – *Errata*
Add Dodge (1)
Change Ranged Defence (2)

Mizuki Ito:
Obey – *Errata*
Perform an opposed Ki test with target Enemy model.

Naoko:
“Mutation” – *Errata*
This Ki feat may only be used once per turn.

Red Akimoto:
Traits - *Errata*
Add Light Weight.

The Jade Witch:
“Death Sentence” - *Reworded*
Make an opposed Ki test with Target model. If successful Target model gains one Death Sentence Marker. If an enemy model with a Death Sentence marker is removed from play, this model heals 2 wounds. This KiFeat may only be used once per turn.

Yatsumata:
Traits - *Errata*
Lightning Reflexes replaces Lightning Strike

Unique Effect - *Reworded*
During the start phase choose one of the following effects that last until the end phase:
- This Model gains Dodge (1) and Side Step Defence (0)
- This Model gains Feint (1) and +1 Melee Skill

Golden Sentinel and Yukio Koshimori, Imperial Envoy:
These cards have been replaced, please download the new Ronin cards from the webstore.
JUNG PIRATES

Hibiki Jung
“Parley” – Errata
Non-soulless, enemy models in the aura and non-soulless models in BtB with them lose Aggressive, may not place dice in attack or use special defences in a melee exchange or target this model with Ki Feats. This Aura ends if this model is not in BtB with an enemy model.

Minato Jung:
“Circular Strike” - Reworded
This model must make a Ranged Attack against all other models within the Pulse’s area of effect. Terrain Elements and model’s Volumes block and stop the Pulses area of effect from extending beyond. This model’s Controller decides the order the Ranged Attacks are resolved. These attacks are considered to be at Medium Range Band and are not affected by the penalty for having made ranged attack previously in the turn. This Ki Feat can only be used once per turn.

Taro:
“Tornado” – Errata
When a Friendly model within 2” is the Target of a failed Ranged Attack, immediately make a Ranged Attack. The Range Bands, Strength bonus and any applicable traits or unique effects on the model which failed the ranged attack are used instead of any such traits or effects on this model. This model ignores the effects of Ammo and Reload traits while resolving this Ki Feat. This Ki feat can only be used once per turn.

Mari Jung:
Traits – Errata
Add Order (3/Kaizoku/6)

Queen of the Waves Theme:
Ronin Kami which can be recruited into Jung Pirates warbands may be included in this Theme.

KAGE KAZE ZOKU

Shizuka:
“Mirage” - Reworded
During an Enemy model’s activation in which it entered into BtB with, or Targets this model with a Ranged Attack or Ki Feat but before any melee exchange begins, make an opposed Ki test against that model. If successful, Place this model within 2” of its current location, the Enemy model’s activation is then considered resolved. This Ki Feat can only be used once per turn.

Yuto:
Unique effects - Reworded
During the starting phase choose one of the following:

- This model gains Tactician (1) for the next Tactical roll.
- This Model gains Iron Mind (1) until the End Phase.

Shuriken:
Enhancement Card - Reworded
Attached Model gains the following Ranged Weapon. While making a ranged attack with this weapon the attached model gains Light Weight and Armour Piercing and loses the Ammo and Reload traits.

Blind Bomb:
Enhancement Card - Errata
Replace second sentence in Description with:
When it makes a Ranged attack it may choose to use this weapon, if it does, discard this card after the ranged attack has been resolved. While making a ranged attack with this weapon the attached model loses the Ammo and Reload traits.

Hallucinogenic Bomb:
Enhancement Card - Errata
Replace Second Sentence in Description with:
When it makes a Ranged Attack it may choose to use this weapon, if it does, discard this card after the ranged attack has been resolved. While making a ranged attack with this weapon the attached model loses the Ammo and Reload traits.

Smoke Bomb:
Enhancement Card – Errata
The smoke terrain is 3” high.

Multiple (2)

House of the Bleeding Moon:
Theme - Reworded
During the Start Phase of the first turn of the game choose one enemy model, it gains a Death Sentence marker.

House of the Long Shadow:
Theme - Errata
Add fourth benefit
Double the number of Pass Tokens you generate in each Start Phase.
PREFECTURE OF RYU

Bachiko Takashi:
Some cards have an error where 2 Wound tracks were printed. Bachiko should have 1 Wound track.

Daisuke:
“Prayer of Purification” - Reworded
Remove the “No Movement” Icon.

When this model uses its Heal trait instead of Healing wounds it may instead remove an equal number of Berserk, Blind, Controlled, Fire, Poison, Spirit Block or Stunned markers from the Target. Target.

Hanso:
“Move It!” - Reworded
This model’s Controller chooses up to three other Friendly, Ashigaru within the Pulse’s area of effect. Those models immediately perform a Walk action. This action does not cause those model’s conditions to worsen.

Hiro Takashi:
Ranged Ki Boost is an Error.

Katsumoto Takashi:
“Tactical Master” - Reworded
Change Cost to 1+X.

This Model gains Command (X/Friendly) until the End Phase.

Matsu Takashi:
“Force Manipulation” - Errata
This model gains one of the following until the current action is resolved:

- Ranged 4/8/12.
- Ranged: Strength: +1.
- Ranged: Strength: Special: This model’s Ranged Attack is considered a Slam Attack. This Ki Feat can only be used once per turn.

Matsu Takashi, the Thunder:
“Tornado” - Errata

When a Friendly model within 2” is the Target of a failed Ranged Attack, immediately make a Ranged Attack. The Range Bands, Strength bonus and any applicable traits or unique effects on the model which failed the ranged attack are used instead of any such traits or effects on this model. This model ignores the effects of Ammo and Reload traits while resolving this Ki Feat. This Ki feat can only be used once per turn.

Tenchi:
Ranged Ki Boost is an Error.

“Spirit Guardian” - Errata
When a Friendly model within the Pulse’s area of effect is Targeted by an Enemy model’s Ki Feat, change the Target to this model. Range is measured to the original Target.

Golden Sentinel and Yukio Koshimori, Imperial Envoy:
These cards have been replaced, please download the new Ronin cards from the webstore.

Claws of the Dragon theme:
Animal – Dog models may be recruited into this theme.

THE SAVAGE WAVE

Bobata:
“Consume Soul” - Reworded
When an Enemy model is removed from play within 3” of this model, this model may Heal X Wounds; Where X is equal to the removed model’s Ki Stat. This Ki Feat can only be used once per turn.

“Discordant Melody” - Reworded
All models within the Pulse’s area of effect must take a Ki Target test (5) or gain one Stunned marker. This Ki Feat can only be used once per turn.

“Circular Strike” - Reworded
This model must make a Ranged Attack against all other models within the Pulse’s area of effect. Terrain Elements and model’s Volumes block and stop the Pulses area of effect from extending beyond. This model’s Controller decides the order the Ranged Attacks are resolved. These attacks are considered to be at Medium Range Band and are not affected by the penalty for having made Ranged Attacks previously in the turn. This Ki Feat can only be used once per turn.

Giant Cave Bat:
Unique Effects - Reworded
When this model causes wounds to a non-Soulless model during a Melee Exchange it may Heal one wound. This model gains +1 Move, and Sweep Attack (0) when Targeting an Enemy model with wounds marked on its Wound Track with a Melee or Charge action; or when involved in a Melee exchange with an Enemy model with wounds marked on its profile card.

Jun Oni Slave:
“Blood Letting” - Errata
Target Friendly Oni in BtB suffers one wound ignoring Toughness and Armour. This model gains one Oni Blood Token.”
Kaihei Alpha:
Rice Cost should be 7
Traits – Errata
Add Dodge (1)

Kemono:
“Consume Soul” - Reworded
When an Enemy model is removed from play within 3” of this model, this model may Heal X Wounds; Where X is equal to the removed model’s Ki Stat. This KiFeat can only be used once per turn.
Unique Effects - Reworded
During the Ki Generation step this model’s Controller chooses whether to use Kemono’s Profile card or Ushi’s Profile card for the turn. Heal or mark Wounds so that both Profiles cards have the same Wounds unmarked. Transfer Ki tokens, State markers, Enhancements, and any tokens to the chosen profile card.

Nian:
Melee Ki Boost is an Error.

Trak:
Traits – Errata
Add Small.

Tribal Brutes:
Unique Effects Add: If this model begins an activation within 3” of another friendly model with Ki of 2 or greater, it loses stupidity until the action is resolved.

Uk Kang:
Unique Effects Add: If this model begins an activation within 3” of another friendly model with Ki of 2 or greater, it loses stupidity until the action is resolved.

Ushi:
Unique Effects - Reworded
During the Ki Generation step this model’s Controller chooses whether to use Kemono’s Profile card or Ushi’s Profile card for the turn. Heal or mark Wounds so that both Profiles cards have the same Wounds unmarked. Transfer Ki tokens, State markers, Enhancements, and any tokens to the chosen profile card.

Waka:
“Consume Soul” - Reworded
When an Enemy model is removed from play within 3” of this model, this model may Heal X Wounds; Where X is equal to the removed model’s Ki Stat. This KiFeat can only be used once per turn.

Wu-Zang:
Ranged Ki Boost is an Error.
“Curse Fate” - Errata
Target range changed from LoS to 12”
“Psychic Venom” - Errata
Cost changed to X

Xi-Han:
“Reiji Kinoko” - Reworded
Replace this model with the Zoo model. Recover or Inflict Wounds so that Zoo’s profile card has the same number of Wounds marked. Transfer State markers, Enhancements, and any tokens to Zoo’s profile card.

Zoo:
Unique Effect - Reworded
During the End Phase, after resolving other effects, replace Zoo with Xi-Han. Recover or Inflict Wounds so that Xi-Han’s profile card has the same number of Wounds marked. Transfer State markers, Enhancements, and any tokens to Xi-Han’s profile card.
“Mutation” – Errata
This Ki feat may only be used once per turn.

Zuba:
“Consume Soul” - Reworded
When an Enemy model is removed from play within 3” of this model, this model may Heal X Wounds; Where X is equal to the removed model’s Ki Stat. This KiFeat can only be used once per turn.

Alphas Theme:
Third Benefit – Errata
Replace the third benefit with: During the Starting Phase, choose one Friendly Oni model; that model gains Terror until the End Phase. You cannot choose the same model two turns in a row unless it is the only Oni in play.

THE SILVERMOON TRADE SYNDICATE

Fitiaumua:
Unique Effects - Reworded
During the Start Phase this model can Target an Enemy model within 8”. Perform an Opposed Ki test with the Targeted model, if this model is successful the Target gains Cowardly, loses Aggressive and cannot Target this model with a Melee, Charge or Ranged Attack action until the End Phase.

Nomii:
Errata
Change type to Shatei – Urchin.
**Okette San:**
Unique Effects - *Errata*

“If during the Starting Phase this model is not in BtB with a Friendly model with the Command (Animal) Trait it becomes Berserk.”

**Sukoshi Kani:**
*Errata*

Change type to Shatei – Urchin

**Tsubaki:**
Unique Effects - *Reworded*

This Model Starts the game in the Disguised State.

**Golden Sentinel and Yukio Koshimori, Imperial Envoy:**

These cards have been replaced, please download the new Ronin cards from the webstore.

**THE TEMPLE OF ROKAN**

**Aiko:**

“Blessing of the Kami” - *Reworded*

Target range changed from LoS to 12”.

This model Targets a Friendly non-Soulless model in LoS. That model gains a Blessing token. A model may spend the Blessing token at any time it could use an Instant Ki Feat. When a model spends a Blessing token choose one of the following effects:

- **Fire:** This model gains +1 Melee Strength and Fire (1/1) until the current action is resolved. This Ki Feat can only be used once per turn.
- **Water:** This model Heals two wounds.
- **Earth:** This model gains Armour (2) until the current action is resolved.
- **Air:** This model gains Move +1 and Light Footed until the current action is resolved.

**Atsuko:**

“Prayer of Purification” – *Reworded*

Remove the “No Movement” Icon.

When this model uses its Heal trait instead of Healing wounds it may instead remove an equal number of Berserk, Blind, Controlled, Fire, Poison, Spirit Block or Stunned markers from the Target.

**Ekusa:**

*Ranged Ki Boost is an Error.*

“Healing Touch” - *Reworded*

This model or Target Friendly model in BtB Heals X wounds.

“Aura of Serenity” - *Reworded first sentence*

All non-Soulless models in the aura or in BtB with a model in the aura lose Aggressive, may not place dice in Attack, use special defences during melee exchanges, target enemy models with Ki feats or move through the aura with a charge or run action.

**Kami of the Morning Dew:**

Unique Effects - *Reworded*

During the Starting Phase you may remove this model from play and Heal up to six wounds split however you choose between any Friendly models within 2” or; leave this model in play and Target Friendly model in BtB Heals two wounds.

**Kenko:**

“Body of Oak”- *Reworded*

This model gains Armour (X) until the current action is resolved. X cannot be greater than 3. This Ki Feat can only be used once per action.

**Kitsune, Human form:**

“Shape Shift” - *Reworded*

 Replace this model with the Kitsune, Fox Form model. Recover or Inflict Wounds so that Kitsune, Fox Form’s profile card has the same number of Wounds marked. Transfer State markers, Enhancements, and any tokens to the Kitsune, Fox Form’s profile card.

“Mirage” - *Reworded*

During an Enemy model’s activation in which it entered into BtB with, or Targets this model with a Ranged Attack or Ki Feat but before any melee exchange begins, make an opposed Ki test against that model. If successful, Place this model within 2” of its current location, the Enemy model’s activation is then considered resolved. This Ki Feat can only be used once per turn.
Kitsune, Fox form:

“Shape Shift” - Reworded

Replace this model with the Kitsune, Human Form model. Recover or Inflict Wounds so that Kitsune, Human Form’s profile card has the same number of Wounds marked. Transfer State markers, Enhancements, and any tokens to the Kitsune, Human Form’s profile card.

“Mirage” - Reworded

During an Enemy model’s activation in which it entered into BtB with, or Targets this model with a Ranged Attack or Ki Feat but before any melee exchange begins, make an opposed Ki test against that model. If successful, Place this model within 2” of its current location, the Enemy model’s activation is then considered resolved. This Ki Feat can only be used once per turn.

Koji’s Pack:

Traits - Errata
Self-Sacrifice (3/Koji)

Master Ekusa:

Ranged Ki Boost is an Error.

“Healing Touch” - Reworded

This model or Target Friendly model in BtB Heals X wounds.

“Aura of Serenity” – Reworded first sentence.

All non-Soulless models in the aura or in BtB with a model in the aura lose Aggressive, may not place dice in Attack, use special defences during melee exchanges, target enemy models with Ki feats or move through the aura with a charge or run action.

Master Enos:

“Divert Energy” Cost should be 2.

Master Po:

Traits – Errata
Add Steady

Shisa:

Unique Effects - Reworded

The Profile is represented by two separate models that share a Condition, Ki tokens and Wound Track. Any markers and tokens gained by either model affect both models. When chosen to activate, only one model can perform the declared action. When one of these models is removed from play also remove the other model.

Traits – Errata
Add Immunity (Fire & Poison)

The Guardian:

“ea” in the Rice Cost is an Error.

Tsutsumu:

Traits – Errata
Add Immunity (Blind)

Yumi:

“When Tornado” – Errata

When a Friendly model within 2” is the Target of a failed Ranged Attack, immediately make a Ranged Attack. The Range Bands, Strength bonus and any applicable traits or unique effects on the model which failed the ranged attack are used instead of any such traits or effects on this model.

This model ignores the effects of Ammo and Reload traits while resolving this Ki Feat. This Ki feat can only be used once per turn.

Righteous Warriors Theme:

First Benefit - Errata
Add one Kami with Rice Cost 4 or less to the Warband for free.

Reduce the Rice Cost of Master Monk models by 1.

During Deployment you may exchange one Kami in the warband for any other Kami available to recruit of the same Rice Cost or less.

Bastions of the Mountain Theme:

Errata

Ronin Kami that can be recruited into Temple of Rokan warbands may be included in this theme.

THE TENGU DESCENTION

Hokibo:

“Dominate” - Errata
Cost changed to 2Ki.

Naigubu:

Unique Effect - Reworded

During the starting phase, if this model is not in BtB with an enemy model, place this model within 2” of its current location and not in the ZoC of an enemy model.

Add Unique Effect: The first time in a turn when a model moves into BtB with this model, if this model was not already in BtB with an enemy model, place this model within 2” of its current location and not in the ZoC of an enemy model.

Zenkibo:

Unique Effect - Reworded

During the starting phase, if this model is not in BtB with an enemy model, place this model within 1” of its current location and not in the ZoC of an enemy model.
Zephyr Guard:
Unique Effect - Reworded
During the starting phase, if this model is not in BtB with an enemy model, place this model within 1” of its current location and not in the ZoC of an enemy model.

Wind Watchers:
Theme - Third benefit - Reworded
After the tactical roll choose one Friendly model not in BtB with an enemy model, place this model within 2” of its current location and not in the ZoC of an enemy model.

Shepherds of the White Mesa Theme:
Ronin Kami which can be recruited into Tengu Descension warbands may be included in this Theme.
Second Benefit - Errata
Add one Kami with Rice Cost 4 or less to the Warband for free.
During the Start Phase of turn 3, all Kami may gain 1 Ki up to their normal maximum.
Third Benefit – Errata
During the start phase your opponent must choose one of their models. That model gains Slow until the end phase. A model may not be chosen twice unless no models are in play that have not been chosen.

RONIN

Golden Sentinel and Yukio Koshimori, Imperial Envoy:
These cards have been replaced; please download the new Ronin cards from the webstore.

Yukio Koshimori, Imperial Envoy
Obey – Errata
Perform an opposed Ki test with target Enemy model.

Golden Sentinel:
Tenacious – Errata
Add “This model may only use this Ki Feat once per turn.”

Hiret Suna:
Traits – Errata
Add Small.

The following models are available to be recruited by Minamoto warbands in addition to any other factions on their cards. These models are considered Ronin models in a Minamoto warband.

Kappa, The Grey Pilgrim (Prefecture Card), Yukio Koshimori, Golden Sentinel, Yizhi, Xi, Yanjing, Tenchi, Toshiro.
CHANGEOLOG

27/07/2018
Added July Errata.
Added a sort of disclaimer with links to official documents after table of contents.
Condensed the Traits section in the table of contents.
Added new branding.
Ordered card errata section alphabetically, except for Ronin & the generic card pack which are now at the end.
Coloured changes since last release red.

23/03/2018
Added the new scenario, Seikyu.

19/09/2017
Updated Bobata’s Circular Strike ability to match all others.
New scenario diagrams. Hopefully clearer whether to measure to edge or centre of elements.
Fixed page 1 numbering in footer.
Added Changelog!

15/08/2017
Integrated new Errata document made available on Facebook group.