



BLADES OF HONOR



ADVENTURE PHASE
RULEBOOK

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WHAT IS HARAKIRI: BLADES OF HONOR?

Harakiri: Blades of Honor is an epic cooperative board game for up to 4 players, set in a fantasy feudal Japan. Throughout the narrative campaign you will face yōkai sent by the Shōgun as he tries to extend his influence throughout Japan. Your characters will develop over the course of the story while battling the Shōgun's hordes and trying to thwart his machinations. They will learn new skills, find and forge new items and equipment, and increase their aptitude in the four crucial attributes represented in the game: knowledge, dexterity, spirit, and power. The game is presented in two acts, each act a series of chapters. The structure of a chapter is: 1. adventure phase, in which the characters travel through the map of Japan completing missions. 2. exploration phase, in which the characters fight enemies in tactical combat. Some chapters do not have an adventure phase, in which case the characters go straight to the exploration phase.

GREETINGS

The game you have in your hands is the result of thousands of days of work and dedication over the years on our part. However, it would not have been possible without many other people to whom we would like to express our most sincere gratitude.

And second, to our families, Maite, Yolanda, Júlia and Cloe, who have been an unconditional support and who have had to share us for years with "Harakiri".

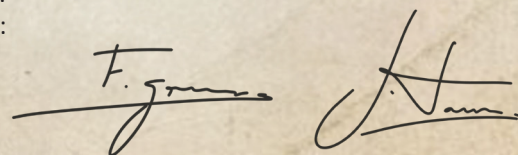
Of course, to all the team that has worked with us side by side for years so that, step by step, this project took shape.

Also to all our friends, who have had to endure hundreds of conversations about "that board game you are creating" and whose interest has also been vital to get here.

And of course, to the different communities of users and board game lovers, who have pushed us forward and given us their support at all times.

Last but not least, we want to thank you, all the backers who have made this project possible with your contributions. It is undoubtedly also thanks to your efforts that this path has been able to end with the creation of this work that we hope will make you spend hundreds of hours of unforgettable gaming and adventures.

THANK YOU.
The authors:



THE CHARACTERS

In *Harakiri: Blades of Honor* you will play using all of the 4 characters who are at the heart of the story. If playing with 4 players, each player controls their own character. If playing

with fewer than four players, divide the characters between yourselves as you choose. If playing solo, you control all four characters.



TOMOE

TOMOE is a young samurai heiress of the prestigious Sakura clan (🌸), whose skills are focused on ranged combat.



AKIRA

AKIRA is a ronin linked to the Firefly clan (🪲), specialized in the defense and protection of his allies, while being able to find opportunities to counterattack his enemies.



HATTORI

HATTORI is a ninja of the Mountain Clan (⚔️), with great mobility and ability to inflict damage on his enemies.



HIKARU

HIKARU is a monk of the Dragon clan (🐉), with healing skills and the ability to incapacitate enemies.

ADVENTURE PHASE COMPONENTS

CHARACTERS



AKIRA HATTORI HIKARU X 2 TOMOE

SHŌGUN'S CHOSEN



DEMON HUNTER

SERVANTS



NUE UNDERTAKER

WANDERERS



LANDOLFO SEDRIK



BLOOD ONI TSURUBE OTOSHI

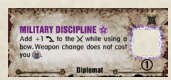
MINIONS



AKANAME X 6 ASHIGARU X 6 JIKININKI X 6 KACHI X 6 KAPPA X 6 ONRYO X 3 SHIKOME X 3



4 CHARACTER BOARDS



20 SKILL TOKENS



4 STORAGE TRAYS



4 PLAYER BOARDS



1 DOUBLE-SIDED MAP



96 BLACKSMITH CARDS



68 SHOGUN'S INFLUENCE CARDS



112 MARKET CARDS



6 SPECIAL LOCATION CARDS



1 HELP SHEET



8 KAMI CARDS



51 MISSION CARDS



120 TRAVEL EVENT CARDS



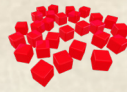
SHOGUN'S INFLUENCE TRACK



2 CAMPAIGN BOOKS



12 PLASTIC RINGS



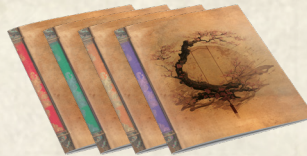
28 COLOR CUBES



1 TEST DIE



9 ATTACK DICE



4 CHARACTER BOOKLETS



8 MISSION TOKENS



32 CLAN TOKENS/
PERSONAL MISSION



6 SPAWN TOKENS



6 OBJECTIVE/ SPECIAL
TOKENS



8 INTERACTION/
CUT PATH TOKENS



12 RESISTANCE TOKENS 1/3



15 HEAD TOKENS
(1/3 AND BOSS)



6 CAPTURED/RAZED CITY TOKENS



4 BLESSED TOKENS (1/2)



1 ROUND TOKEN



1 TRIGGER/
END PHASE TRIGGER TOKENS



4 CHARGE TOKENS (1/2)



6 CAMP/HORDE TOKENS



12 DAMAGE TOKENS
(1/3, 5/10)



8 KARMA TOKENS (1/3)



16 ACTION POINT TOKENS



56 COIN TOKENS
(1, 5, 25)



1 SHOGUN'S INFLUENCE
TOKEN

ADVENTURE PHASE SETUP

CHARACTER'S SETUP

Before going through the following steps, read carefully the preparation section for the adventure phase of the chapter

you are playing and apply any rule changes or additional preparation steps that are specific to that chapter.



1. Place each character board in front of the player controlling them.
2. Place a cube on the health track, on the space matching the character's maximum health.

A character's maximum health depends on their class and level and is shown in the graphic on the character board below their name.

If this is the first chapter, place the cube on the 11 space of Akira's track, the 9 space of Hattori's track, the 8 space of Hikaru's track, and the 10 space of Tomoe's track.



TOMOE'S HEALTH TREE

- 18. Level 5
- 15. Level 4
- 13. Level 3
- 11. Level 2
- 10. Level 1

HEALTH AND ATTRIBUTE TRACK

- A. ♥ Health
- B. 🖐️ Power
- C. 🦋 Dexterity
- D. 📖 Knowledge
- E. 🧘 Spirit



3. Place each character's Kami card next to their player board. *If this is the first chapter, choose a Kami for each character. The Kami card represents a deity that will accompany each character on their adventure. Once you have chosen a Kami, it will be with your character for the rest of the Act.*



4. Place a cube on the Kami affinity track, in the space recorded on the campaign sheet. *If this is the first chapter, all characters place the cube on the 1 space of the track.*

5. Place the blacksmith cards matching the character class with their current and lower levels in a facedown deck next to the player board. *If this is the first chapter, place the level 1 ronin equipment next to Akira, the level 1 ninja equipment next to Hattori, the level 1 monk equipment next to Hikaru, and the level 1 samurai equipment next to Tomoe.*



1. Class (Monk)
2. Level (1)

6. Insert the acquired skill tokens matching the character into their board, using the same side as the last game session. *If this is the first chapter, insert the sixth sense tile into Akira's board, the roll tile into Hattori's board, the healing tile into Hikaru's board, and the military discipline tile into Tomoe's board.*
7. Place cubes according to the attribute scores recorded on the campaign sheet. *If this is the first chapter, for Akira place 1 cube in the ♣, for Hattori place 1 cube in ♠, for Hikaru place 1 cube in ♠, and for Tomoe place 1 cube in ♠.*

8. Place the clan tokens to the right of the character board, forming that character's supply.
9. Place each character's items and equipment cards into the character's supply. *If a character has 2 weapons, rotate the unequipped weapon 90 degrees. If this is the first chapter, place the ronin robe next to Akira, the shinobi armor next to Hattori, the celestial armor next to Hikaru, and the ceremonial armor next to Tomoe. Then, each character chooses 1 weapon from their blacksmith deck and adds it to their supply.*



10. Place a cube on the armor track, on the value indicated by the character's armor.



If this is the first chapter, place the cube on the 2 value for Akira, the 1 value for Hattori, the 1 value for Hikaru, and the 2 value for Tomoe.

11. Place the rest of the items and tokens for each character next to their board. *If this is the first chapter, you do not start with any coins, sake, or karma.*

MAP BOARD SETUP




1. Place the map board in the center of the table. It is divided into 4 territories, one for each clan.

2. Place the coins, karma, heads, resistance tokens, action point tokens, and city damage tokens into a general supply next to the map.

3. Place each character's miniature on the starting locations indicated in the adventure phase preparation section.

4. Place the Shōgun's influence track next to the main board. Place the round marker and Shōgun's influence marker below the track.

5. Shuffle the Shōgun's influence cards into a facedown pile next to the main board, to form the Shōgun's influence deck.

6. Find the lowest and highest  of any character. Find the market cards with levels within this range and shuffle them into a facedown pile next to the main board to form the market deck.

For example, if the lowest knowledge is 0 and highest is 3, take all the market cards of level 0-3.

If this is the first chapter, take the market cards of level 0-1.

7. Shuffle the travel event cards specified in the campaign book into a deck next to the main board, with their green-side up.

8. Place the mission cards for the current chapter facedown, next to the board. Then, place any mission token detailed in the setup image. Some missions may be active from the start of the phase. If so, place those mission cards faceup. Bear in mind, some missions may not be available from the start of the phase.

9. Place any discovered localization cards as indicated by the campaign sheet. Place any undiscovered localization cards if indicated in the adventure phase preparation section.

10. Place city damage tokens on locations as indicated by the campaign sheet.
In the first chapter do not place any city damage tokens on any location.

ADVENTURE PHASE OVERVIEW

The adventure phase is divided into a series of **rounds**. Each round, the Shōgun will take a turn, and then each character will take a turn. Players decide the order for the characters' activations. Once a character has completed their activation, players choose a different character to activate. Repeat this

process until all characters have activated once, at which point the round ends.

During an activation, characters will be moving across the map, resolving missions, improving their equipment, earning coins, attacking enemies, and more.

SHŌGUN'S TURN

The Shōgun's turn consists of four parts.

1. Advance the round marker.
2. Update the Shōgun's influence track.
3. Draw and resolve a Shōgun's influence card.
4. Activate Enemies.

1. ADVANCE THE ROUND MARKER

Move the round marker 1 space higher on the influence track.

If the round marker moves onto a space with a 🗡️ immediately consult the campaign book and resolve the corresponding section. If the round marker moves onto the space matching the total rounds specified in the campaign book, this will be this final round of this phase. The red side of the round marker is used to show which is the last round of the phase.

2. UPDATE THE SHŌGUN'S INFLUENCE TRACK

Move the Shōgun's influence marker on the influence track according to the influence increase rules shown in the adventure phase preparation section of the campaign book.

If the Shōgun's influence marker reaches 12, the phase ends in failure (see page 16).

3. DRAW AND RESOLVE A SHŌGUN'S INFLUENCE CARD

Draw the top card of the Shōgun's influence deck and resolve the effect matching the level of the Shōgun's influence.

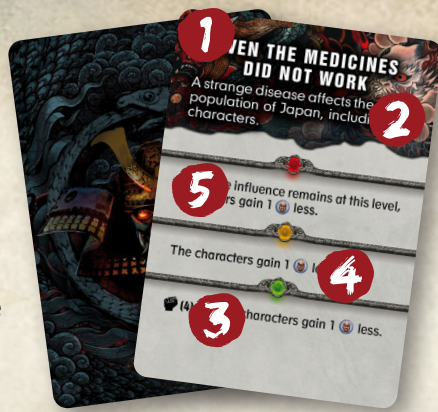
If the Shōgun's influence is **5 or less**, it is considered **low**.

If the Shōgun's influence is **6-9**, it is considered **medium**.

If the Shōgun's influence is **10 or more**, it is considered **high**.



1. Title
2. Narrative text
3. Low influence
4. Medium influence
5. High influence



4. ACTIVATE ENEMIES

Each enemy on the map activates. If there are multiple enemies on the map, players decide the order in which each enemy activates. Once that enemy has completed its activation, players then choose and activate another enemy, continuing until all enemies have activated once. **The actions of each enemy upon being activated are detailed in either the adventure phase preparation section of the campaign book, or on the mission that caused the enemy to be placed.** This text may have the following instructions:

TARGET

The character or location that the enemy will move toward when activated. The enemy will move by the shortest path to their target. If more than one path is equally short and no other tiebreaker is specified, the players decide which path the enemy will take.

MOVEMENT

The number of times an enemy may move to an adjacent location during its activation. Enemies may finish their movement in the same location as characters and other enemies.

COMBAT TEST

The **difficulty** of the combat test a character must roll to remove the enemy from the map (see *attacking enemies* on page 16).



The kachi targeting Tomoe activate. As specified in the adventure phase preparation section of the chapter, minions move toward their target when activated. If they finish their movement on the same location as their target, the target character must pass a \times (5). Kachi have 3 \curvearrowright . The blue kachi (\times) cannot reach Tomoe's location, so instead must end its movement 1 location away, in either Iga or Amaterasu's shrine. Players agree to move the kachi to Iga. The yellow kachi (\curvearrowright) reaches Tomoe's location, forcing a combat test (see page 16).



CHARACTER'S TURN

At the beginning of the character's turn, each character gains 3 action point tokens (👤), placing them in their supply. Characters are then activated in any order decided by the players. When one character completes their activations, another is chosen, continuing until all characters have completed their activations. At the end of a character's activation, they lose any unspent action point tokens, returning them to the general supply.

During a character's activation, they may do any of the following actions, in any order, by spending 1 action point each time.



- Travel.
- Attack an enemy.
- Interact with a mission token or matching clan token.
- Interact with a city.
- Interact with a special location card.
- Interact with a sanctuary.
- Work or camp.

TRAVEL

This action may only be taken once per character activation.

The active character gains movement points (👤) equal to **3 + 👤** + any applicable modifier. They may **exert**, by spending an additional action point to gain 1 extra movement point, any number of times.

The active character may then travel between adjacent locations, spending 1 movement point each time. Adjacent locations are separated by the **imperial road** or by **dangerous paths**.



▶▶ TRAVEL EVENTS

After the active character has finished their movement, if they spent 2 or more movement points moving over land, the player to the left of the one controlling the active character draws a travel event from the bottom of the deck and reads its narrative introduction for the active character to resolve it. *If the event includes a decision or a test, do not read the resolution text until it has been resolved.*



Each action may be done multiple times and in any combination, with the exception that a character may **only travel once each activation**. Once a character has started an action, they must complete it fully before taking another action.

However, during a character's activation, they may perform free actions, that may be taken at any time, including mid-way through the resolution of another action that do not require the active character to spend action points. See Free Actions (page 15).

1. Green card
2. Red card
3. Title
4. Arc or number
5. Narrative introduction
6. Decision or evidence
7. Resolution



When resolving a travel event card, if the character's movement was **only over imperial roads**, resolve the green side of the card, indicated by the koi fish (🐟). If the character's movement was over **1 or more dangerous paths**, resolve the red side, indicated by the Shōgun's eyes (👁️), instead. Once the event is resolved, the travel action ends and any remaining movement points are lost.

Red travel events (👁️) are generally more dangerous.

Once a travel event has been resolved, unless otherwise stated on the card, place the card on top of the travel events deck. Some travel events are discarded after use. Travel events discarded in this way will not be used for the remainder of the campaign.

The contents of the travel events deck will evolve during the campaign. The campaign book may include instructions on which events must be removed, and which must be included, for the upcoming chapters. Most of the events include a **letter code (A, B or C)** to easily identify which are to be included in the travel events deck. There are also some events that are identified with **numbers**. Numbered events are added, or removed from the travel events deck when directed by missions, decisions, or marks.

▶▶ TRAITS

Usually, events require the active player to pass a test or decide between 2 or more options. Some of those decisions and tests may be affected by one or more traits that characters may have. Normally, there will be a pre-condition, which if satisfied, will result in a bonus to the dice test, offer new options, or even automatic success.

you go to take a drink from your winesk:
you discover that it is leaky and empty. If
you have 🧑 (1+) or are a MYSTIC, read A;
if not, read B.

Traits are gained by the characters when acquiring new skills, as they increase their level after specific Exploration Phases (see page 18 on the Exploration Phase Rulebook). Some of the skills available may grant a new trait. Usually, skills that grant a new trait are slightly less powerful than those that don't.

▶▶ GROUP TRAVEL

If the active character begins a travel action in a location with other characters **that have not yet activated**, they may agree to travel as a group.

If traveling as a group, the active character nominates, in agreement with the other players, 1 or more other characters in the same location at the beginning of the travel action to be part of the group. All non-active characters included in the group will receive 1 less (👤) when activating, **but this will not count as having taken their travel action this round.**

The group gains a number of 🧑 equal to **3 + 👤** of the character with the lowest 👤 in the group.

Characters traveling as a group may not exert to gain movement.

The active character then spends movement points to travel between adjacent locations, moving each character in the group with them as they do. At the end of a group travel action, all unused movement points are lost, and you do not draw a travel event.

The main purpose of traveling with a group is to avoid drawing travel events.

Once a group travel action ends, you may not activate non-group characters until all characters in the group have activated.

▶▶ TRAVEL BY SEA

If at any point during their movement the active character moves to a location with a **port** (🚢), they may choose to travel by sea. To do so, the active character must spend 3 🧑 and 10 🟡.

If the active character has fewer than 10 🟡, or does not have 3 🧑 available, they may not travel by sea.

To travel by sea, find the sea adjacent to the active character's location. Choose any location with a 🚢 adjacent to that sea. Move the active character to that location.



▶▶ GROUP TRAVEL BY SEA

If at any point during their travel action the group moves to a location with a 🚢, they may choose to travel by sea. To do so, the group spends 3 🧑, and 10 total 🟡.

If the group has fewer than 10 🟡 between them, or do not have 3 🧑 to spend, the group may not travel by sea.

To travel by sea, find the sea adjacent to the active character's location. Choose any location with a 🚢 adjacent to that sea. Move the group to that location.



Hikaru begins his activation north of Nagoya. He has 2 and therefore gains 5 movement points to perform a travel action. Hikaru wants to reach the Amatsumikaboshi temple, south of Ise, which is 7 locations away by land, so he would need to exert himself twice to get there. However, he prefers not to spend additional action points to reach his destination. In addition, Hattori, who has also not activated yet, is in the same location as Hikaru, and wants to reach the same temple. They cannot exert themselves if they perform a group travel action. The only option to reach their destination is to travel by sea. Hikaru and Hattori choose to travel by sea as a group, each spending 1 . Hikaru's dexterity is the lowest in the group, so the group gains 5 movement points. The group spends 1 movement point to go to Nagoya, then 3 movement points and 10 to travel by sea to Ise, and then 1 movement point to arrive at the temple. Hikaru and Hattori agree to split the cost, paying 5 coins each. Since they travelled as a group, no travel event is revealed. Hikaru then completes his activation and Hattori will be the next character to do so.

ATTACK AN ENEMY

Take this action in a location with 1 or more enemies.

Choose an enemy to target on the same location as the active character. Perform a combat test (see page 16) against the target's **difficulty**.

INTERACT WITH A MISSION TOKEN OR MATCHING CLAN TOKEN

Take this action in a location with a mission token, or a location with a clan token matching the character taking the action.



If interacting with a mission token, remove the mission token from the map, flip the corresponding mission face-up, and resolve its on-reveal effect. This is now considered an **active mission**.

Some chapters may start with missions already active, depending on their setup.

*Most on-reveal effects will cause the active character to place clan tokens on the board. Each character may only interact with mission tokens corresponding to their clan or their **personal missions**. See page 18.*

When a mission indicates that miniatures are to be placed on the map, all characters can interact with them and with the mission (or event) that has spawned them. All characters must place their clan token for that mission.



If interacting with a clan token, resolve the effect on the corresponding **active mission**.



If interacting with a mission or clan token causes a mission to be completed () or failed (), after resolving the relevant entry in the campaign book, remove all mission and clan tokens from the board corresponding to that mission. This is now considered a **resolved mission**.

1. Mission number
2. Title
3. Mission hint
4. Chapter
5. Title
6. Objective
7. Description of the mission
8. Conclusion
9. Mission number





Akira previously placed a clan token in Iga as a result of a mission's on-reveal effect. Akira has just completed a travel action, finishing his movement in Iga. He then takes an action to interact with his clan token there, resolving the clan token interaction effect by reading the corresponding entry in the campaign book. The entry specifies that the mission has been completed, and so Akira removes his clan token from the board. The mission is now resolved.

INTERACT WITH A CITY

Take this action in a location with at least 1 of the following services . Choose 1 of the services in the location and resolve the corresponding effect.

▶▶ BLACKSMITH

The active character may purchase 1 card from their blacksmith deck by paying the cost indicated in the bottom right of the card. Place the chosen card in the character's supply. If the card is an armor, move the cube on the armor track to match its armor value.

1. Armour Resistance (1)
2. Cost (45 coins)
3. Class (Monk)



The active character may sell equipment in their supply, gaining half the cost rounded down and returning the equipment to their blacksmith deck.

The active character may spend 10 coins to repair all of their equipped resistance.

Each item of armor has a maximum resistance value and can be damaged in combat.

Each character may have a maximum of 2 weapons and 1 item of armor in their supply. If an action would cause a

character to exceed this limit, choose and sell equipment from that character's supply until this is no longer the case.

For example, if a character acquires a new piece of armor, they must sell their previous armor.

Each character may have a maximum of 1 weapon equipped at any time. If a character has 2 weapons in their supply, indicate which one is unequipped by rotating it 90 degrees.

If this limit is exceeded outside of an interaction on a city, the active character will have to discard cards to comply with the limitation.

▶▶ MARKET

Draw 3 cards from the market deck. The active character may buy any number of the drawn cards, placing each bought card into that character's supply. Shuffle any unbought cards back into the market deck.

1. Knowledge Requirement (1)
2. Cost (25 coins)
3. Type (permanent)



At any point before, during, or after this action, the active character may sell items in their supply, gaining half their cost in coins rounded down. At any point before, during, or after this action, the active character may sell heads and boss heads in their supply, gaining 10 coins per head sold, and 30 coins per boss head sold.

Heads are mostly acquired by defeating enemies during the exploration phase.

Each character may have in their supply a maximum of 3 items with the permanent keyword, and a maximum of 5 items total. If an action would cause a character to exceed this limit, choose and sell items from that character's supply until this is no longer the case.

If this limit is exceeded outside of an interaction in a city, the active character will have to discard any item required to comply with the limitation.

Items with the special keyword do not count toward either the limit of 3 permanent items or the overall limit of 5 items.

▶▶ INN

The activated character spends 10 coins to regain equal to their level +2.

Characters cannot exceed their maximum health value by taking this action.

INTERACT WITH A SPECIAL LOCATION CARD

Take this action at any discovered special location card. See page 18 for the specific rules on these locations.

INTERACT WITH A SANCTUARY

Take this action at a Sanctuary location.

Spend any amount of karma (卍) from the active character's supply. For each 3 karma spent, move the token on the character's Kami affinity track up once.



Characters begin the game with access to their first Kami skill. If the active character reaches space 3 of the track, this allows access to their second Kami skill. If the active character reaches space 6 of the track, this allows access to the Kami Mode skill.

The second Kami skill and the Kami Mode skill are only used during the exploration phase.

WORK OR CAMP

If the active character is in a city, they gain 2 (●).

If the active character is in a non-city location, they regain 1 (♥). Characters cannot exceed their maximum health value by taking this action.



FREE ACTIONS

Free actions may be taken at any time during a character's activation, including mid-way through the resolution of another action and do not require the active character to spend action points. There are 3 free actions: Use an item, swap weapon, and share.

USE AN ITEM

Use the effect of an item in the character's supply if the active character meets its knowledge (🔍) requirement.

If the item has the keyword **consumable**, return it to the market deck and shuffle it after use.



If the item has the keyword **uses X**, initially place X (●) on it. Each time it is used, remove a token. When it has no more (●) on it, return it to the market deck and shuffle it. If the item has the keyword **permanent**, unless otherwise stated on the card, it **may be used any number of times**.

SWAP WEAPON

Exchange your equipped weapon for your unequipped weapon. Indicate which weapon is unequipped by rotating the unequipped card 90 degrees.

SHARE

Take this free action if the active character is in the same location as another character.

A sharing action may be done midway through a travel action.

An active character that shares a location with another character may exchange coins, heads, items, equipment and mission or event tokens.

Remember that even if a character does not fulfill the requisites for using an item or piece of equipment (for not being the required class or not having enough 🗡️) to use it, those items can still be part of the character's supply.

If any character at the active character's location has placed clan tokens on the map as a result of an **active mission** that is not a **personal mission**, each other character in the location may also place their clan tokens on the board in the area indicated by the **active mission**. This part of the share action is defined as **"sharing information"**.

During Act 1, the characters will have access to a very special item, "Jirōbō's Omamori" that allows them, once per adventure phase, to share information on active missions, (however, this special item does not allow the sharing of cards or tokens).

Remember that some missions require something to be delivered somewhere and interacting with a character's clan token is not enough for the mission to be completed.



Hattori, during his travel action, passes by Tomoe's location and performs a share action. As he had previously placed a token of his clan in Kyoto as part of a mission, Tomoe can also place a token of her clan. As part of that same share action, Tomoe gives Hattori the item "Holy Water" and the ninja continues his journey to another location. If Tomoe had active missions, she could have shared that information with Hattori as well.

ENDING THE ADVENTURE PHASE

The phase ends immediately if any one of the following is true:

- The Shōgun's influence marker is in space 12 during the 'update the Shōgun's influence' part of the Shōgun's turn.
- All characters are defeated.
- An ending condition specified in the adventure phase preparation section is met.

When the phase ends, discard all blessed tokens (🙏) in each character's supply. Then, for each defeated character, resolve the defeated character section on page 18. Then, reveal all un-revealed mission cards, and resolve the failure section on uncompleted mission cards, if any.

Additionally, the adventure and exploration phase preparation sections of a chapter may specify consequences for meeting certain ending conditions, and succeeding or failing certain missions.

If the phase ends with success, each character then regains ❤️ equal to their level. Then, proceed to the exploration phase of the chapter.

If you are going to pack the game away and play the exploration phase of the chapter at a later time, save the character progress into each character case.

OTHER CONCEPTS

ATTRIBUTE TESTS

Attribute tests are indicated by a symbol 🗡️ (x), 🐉 (x), 🏹 (x), or 🐾 (x), where X is the difficulty.

A character performs an attribute test by rolling 1 test die (🎲) and adding their relevant attribute score and any applicable modifier. If the total is **equal to or greater than the difficulty** of the test, it succeeds. Otherwise, it fails.

Consequences for succeeding an attribute test, if any, are indicated by the 🍀 icon.

Consequences for failing an attribute test, if any, are indicated by the 🚫 icon.



Hikaru faces a 🏹 (5) test. He rolls the D6 and gets a result of 4. Adding his 1 🏹, he passes the test and reads the consequences indicated by 🍀.

COMBAT TEST

Combat tests are indicated by the symbol 🗡️ (X).

Perform a combat test by rolling the dice indicated in your equipped weapon's 🔥, adding the values rolled to the active character's 🐾 and any applicable modifier.

For help adding up the values rolled in a combat test, see the adventure phase reference sheet.

If the total is **equal to or greater than the difficulty**, the combat test is successful, the enemy is removed from the map, and the active character gains 1 🐾, adding it to their supply. Otherwise, the test is failed and the enemy is not removed.

Additional consequences for succeeding or failing combat tests may be specified in the adventure phase preparation section of the scenario, or on the mission or event card that caused the enemy to be placed.

Consequences for succeeding a combat test, if any, are indicated by the 🍀 icon.

Consequences for failing a combat test, if any, are indicated by the 🚫 icon.



Tomoe faces 2 kachi at her location, whose combat difficulty is 6. She makes a first attack action and rolls one green and one red die, as indicated by the “hunting bow” weapon she is equipped with. Adding the results of her roll she gets 5, which added to her +1 🧠 is a total of 6. She succeeds the test and reads the 👍 consequences.

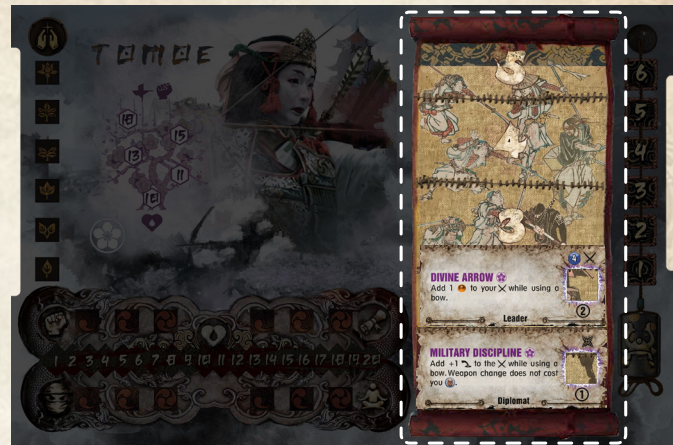


As her second action she makes another attack. She rolls the green and red dice and this time gets a total of 3. As she does not equal or exceed the difficulty of the attack test, she reads the 🗨 consequences.

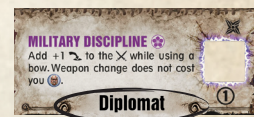


CHARACTER SKILLS, KAMI SKILLS, AND KAMI MODE ABILITIES

Character skills are not used during this phase.



Remember that some skills may grant a trait that may have effects during the adventure phase.



Kami skills become active when the character achieves Kami affinity equal to or greater than their affinity requirement.

The Kami skill with requirement 1+ (1) can be used during the adventure phase.

The Kami skill with requirement 3+ (2) and the Kami Mode skill with requirement 6 (3) are not used during this phase.






CUT PATH TOKENS



The adventure phase preparation section of the chapter you are playing may instruct you to place cut path tokens on specific imperial roads or dangerous paths. Characters cannot travel over roads or paths that have cut path tokens on them.


Enemies can travel over roads or paths with cut path tokens as normal.

DEFEATED CHARACTERS

Sometimes events, missions, or enemies will damage the characters. If a character receives hits , reduce them by their armor value , and if the result is higher than 0, reduce the character's health track by that amount. If a character receives direct damage , reduce the character's health track by that amount.

If a character's health reaches 0, they are defeated. Immediately remove the miniature from the map. The character takes no further part in the adventure phase.

At the end of the adventure phase, before resolving any entries in the campaign book resulting from ending the phase, **defeated characters will be resurrected**, recovering health up to their current maximum.

When a character is resurrected, they make a  (X) test, where X is the character's current level. If the test is successful, there is no further effect. If the test is failed, the character loses an attribute point of the controlling player's choice.

The initial attribute point for each class cannot be lost at any time.

Attributes are tracked on each character's board.

SPECIAL LOCATION CARDS

The adventure phase preparation section of the chapter you are playing may instruct you to place special location cards on the board.




Certain effects during the adventure phase may cause an undiscovered special location to be discovered. When this happens, flip the card and record it on the campaign sheet.

You can interact with special location cards placed during the preparation phase of each chapter. When doing so follow the instructions for that secret location from the campaign book.

Special locations can grant secondary missions or other effects.

DELAYED CHARACTERS

When a consequence indicates that the character is delayed, the character loses all remaining action tokens and ends the turn immediately.

This effect is considered a negative condition. Therefore, it can be avoided if the active character discards a blessed token .

PERSONAL MISSIONS

Personal missions are specified in the adventure phase preparation section of the campaign book. Characters can only interact with their own personal mission tokens.

Characters may not use the 'share' free action to allow other characters to place clan tokens corresponding to an **active personal mission**.

CAPTURED AND RAZED CITIES

Specific effects may cause city damage tokens to be placed on city locations.



If a city is **captured**, place a city damage token next to it on its captured side. Characters may not take the 'interact with a city' action in a captured city.



If a city is **razed**, place a city damage token next to it on its razed side. Characters may not enter razed city locations during 'travel' actions.

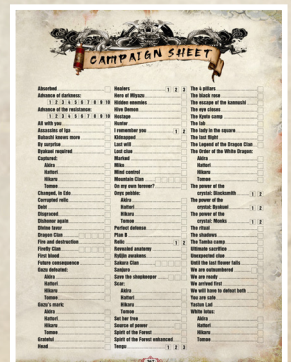
When a location is razed or captured, also record it on the campaign sheet (see below).

Cities will discard their damage tokens at the end of the chapter **following the one** in which they were damaged.

Kyoto was razed during chapter 5, at the end of the adventure phase of chapter 6, discard Kyoto's razed city token. Characters will be able to move to or through it again from chapter 7 onwards.

CAMPAIGN SHEET

The campaign book contains a campaign sheet to keep track of marks, locations, city statuses and more.



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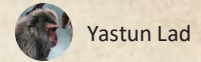
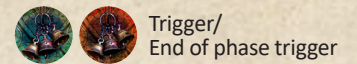
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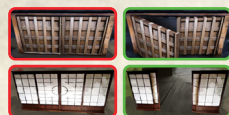
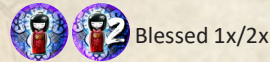
ICONOGRAPHY

TOKENS

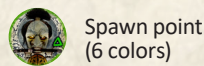
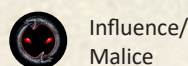


WRATH OF THE GODS

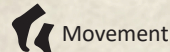
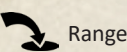
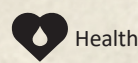
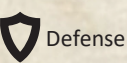
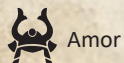
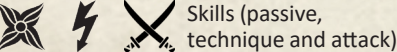
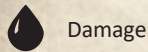
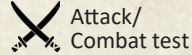
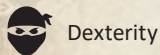
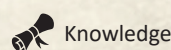
- Block
- Destiny
- Luck
- Stealth



Doors closed/open (Resistors)



ACTIVATION



NEGATIVE CONDITIONS

Poisoned Bleeding Blinded Downed

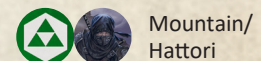
Icon



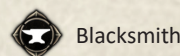
Token



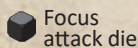
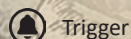
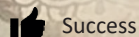
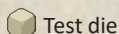
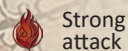
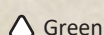
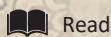
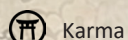
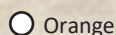
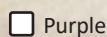
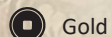
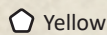
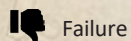
KAMON/PERSONAL MISSION



CITY SERVICES



SYMBOLOLOGY



SYMBOL SHAPES

POWER	Orange	0	0	1	2	1	1
	Green	0	1	1	2	1	2
	Purple	0	1	2	1	1	3
	Red	0	2	3	4	1	2

ATTACK DICE

FOCUS ATTACK DIE

Fail	-1	-1	-1	Fail + counterattack	Ignore and	-1
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