

ADVENTURE PHASE

1 SHOGUN'S TURN

1 UPDATE THE ROUND TRACK

- If the round token reaches "12", the phase ends in failure.
- If the round token triggers any specific event (🗡️) resolve it immediately.

2 UPDATE THE INFLUENCE: according to the instructions in the Shogun's Influence increase section. If (🗡️) ≥ Influence, triggers any specific event resolve it immediately.

2 CHARACTER'S TURN

Activated character gains 3 🗡️.

Players decide their activation order.

In your activation, you can:

▶ TRAVEL (ONLY ONCE PER ACTIVATION)

$$\text{🗡️} = 3 + \text{🗡️} + \text{any applicable modifiers}$$

Spend 1 🗡️ to move only 1 time per activation. When you completely finish the action, if you have moved at least 2 times on land, resolve a travel event card.

You can move through locations with enemies without stopping.

You can move through and share locations with other characters.

You can only perform free actions without interrupting your movement.

1. Movement

- Land travel: Move 1 location for each movement point.
- Sea travel: pay 10 🗡️ and spend 3 movement points at a port (🗡️). Sail between two ports (🗡️) bordering the same sea.
- Exert: Spend +1 🗡️ extra to gain 1 extra movement point. You can do this as long as you have 🗡️ available.

REMEMBER: you can move as a group by spending 1 🗡️ per member. At most, you will move the lowest movement value of the members. You must move together for the entire movement action. Players other than the active player who move in this way will receive 1 🗡️ less when activated.

2. Resolve travel Event Card in destination

- 🟢 Green → if you have used Imperial Roads only.
- 🔴 Red → if you have moved through at least 1 Dangerous Path.

▶ INTERACT WITH:

Mission or Clan tokens:



Spend 1 🗡️ to interact with a mission token to start a mission. Draw and read the indicated numbered card. Place a token from your clan to indicate the current target location, if any.

3 DRAW THE TOP CARD OF THE SHOGUN INFLUENCE DECK and apply the effect corresponding to the current influence level.

4 ACTIVATE SHOGUN'S UNITS and move them as indicated in the Adventure Phase setup, by the Shogun's Influence cards, or by the Mission cards, taking the shortest path to their objective.

City

- 🗡️ Blacksmith: Spend 1 🗡️ to use all the following services:
 - Purchase: Buy by paying their printed value 🗡️. You can equip it immediately if it is of your class. You can only have 1 armour in your supply.
 - Sell: for half of its printed value (rounded down)
 - Repair armor: pay 10 🗡️, and repair your 🗡️ fully.

🗡️ Market: Spend 1 🗡️ To do any/all of the following:

- Buy: Reveal the first 3 cards of the market deck and buy 1 or more of them by paying their printed value.
- Sell items for half of its printed value (rounded down), receive 10 🗡️ for regular heads, and receive 30 🗡️ for boss heads.

🗡️ Inn: Spend 1 🗡️ and pay 🗡️ to regain ❤️ = your level +2

Sanctuary

Spend 1 🗡️ + 3 🗡️ to increase by 1 the affinity counter with your Kami.

Special Location Card

You may interact with special location cards if they are available in the phase setup. When you do so, follow the instructions on that card's page in the campaign book.

▶ WORK/CAMP

- Cities: Spend 1 🗡️ to receive 2 🗡️.
- Other locations: Spend 1 🗡️ to regain 1 ❤️.

▶ ATTACK SHOGUN UNITS ✗

Do not use the focus die (🗡️) nor Yin Yang effects (🗡️).

Roll the **dice 🗡️ + 🗡️ + any active effects = 🗡️**

If you defeat an enemy, remove the miniature from play and gain a regular head (🗡️).

▶ FREE ACTIONS

- Share information about active quests, 🗡️, 🗡️ and items with characters in your location.
- Activate an equipped item. Discard the consumable card if you use up its charges.
- Exchange your weapon for another weapon in your supply.

ROLLS AND EFFECTS

▶ ATTRIBUTE TEST

Roll 1 🗡️ and add the value of the specific Attribute (🗡️/🗡️/🗡️/🗡️).

If the difficulty is matched or exceeded, the test is a success 🟢. Otherwise, it is a failure 🟡.

▶ COMBAT TEST ✗

Roll your **dice 🗡️ + 🗡️ + any active effects = 🗡️**

If the difficulty is matched or exceeded, the test is a success. Otherwise, it is a failure.

EXPLORATION PHASE

1 DRAW AND APPLY THE ORACLE DECK CARD. APPLY THE EXPLORATION EVENTS

Reveal 1 Oracle card.

Read and apply only 1 effect in each active zone (Red/Green).

If at the moment of reading an event there are no more available, increase by 1 the Shōgun's Malice Track.

- Resolve any negative malice effect described in the setup.
- If the Malice Track is at 6, the phase ends (failure).

2 DETERMINE INITIATIVE

Shuffle the initiative card of each character and enemy in play and place them from left to right, then adjust as follows:

1. Effects from Exploration Events Cards.
2. Effects from Characters' Skills.
3. Effects from Enemies' Skills.
4. One Characters' Swap (optional)

3 ACTIVATE FOLLOWING INITIATIVE ORDER

ENEMIES

Roll 1 and apply the corresponding behavior and sequence, depending on the color of the Oracle Card.

If you can't apply all the effects, try to apply the next sequence. Repeat until you can apply a complete sequence.

CHARACTERS

Before your first activation, roll the Ki Die/Dice .

Each character gains 3 when they activate. You can save 1 for next activation. You can't have more than 4 at any time.

► MOVE (ONCE PER ACTIVATION)

- Spend 1 to gain movement points ().
- Spend 1 to move through regular squares.

$$\text{Movement} = 3 + \text{dice} + \text{any applicable modifiers}$$

- Spend 2 to leave a **Difficult** () terrain square.
- Spend +1 to exert, adding +3 .

You cannot move diagonally through **obstacles** () or **inaccessible** terrain (.

You can't move through, or end your movement on **obstacles** () or **inaccessible** terrain (.

► ACTIVATE A SKILL

As soon as you have 1 die active in a Skill that meets the requirement you can use it. cost is 0 for , 1 for and and 2 for . Some skills may have higher requirements.

► REROLL KI DICE

Spend 2 select the Ki dice you wish to reroll, reroll them and place them in your Reserve.

► ATTACK (ONCE PER ACTIVATION)

$$\text{Attack} = \text{dice} - \text{defense} - \text{armor} = \text{damage}$$

Fast attack: Spend 1 . Use the dice indicated on the left side of the equipped weapon card.

Strong attack: Spend 2 . Use the dice indicated on the right side of the equipped weapon card.

if you get **both Yin and Yang Symbols** (white and black), and your weapon has a Yin Yang effect, you may add the effect to your attack. If you have damaged the target, add to their board.

Apply any **Negative Conditions** to Minions if you caused to the target:

Poison: Add . Apply -1 to all rolls for each token.

Bleeding: Add . While active, at the beginning of their next activations, the target loses 1 per token.

Blinded: Add . When performing an attack, roll a . On a result of 1 to 3 the attack fails. This effect lasts 1 activation.

Downed: Add . You must spend your next to get up. While Downed, you have -2 , with a minimum of 0. A downed enemy can only attack targets within their shortest range, using regular attack dice only, using no skills.

If an enemy receives damage equal to, or exceeding its total , you have defeated it. Remove it from play and place 1 in 1 of the squares it occupied.

► USE AN ITEM

Spend 1 to interact with an item from your inventory. The same item can only be used once per activation.

► INTERACT

- **Interaction Points/Resisters:** Spend 1 . The Campaign Book will describe what to do next. Remove Interaction point from play. If a door on an inaccessible terrain is opened, the square becomes regular terrain.

- **Spawn Points:** cannot be interacted with. The corresponding section in the Campaign Book will inform you what effects to apply.

► ACTIVATE AN AVAILABLE SKILL OF YOUR KAMI (ONCE PER SKILL AND EXPLORATION PHASE).

Your Kami can allow you to use 1 or skill.

The skill can be or .

► FREE ACTIONS

- **Place Ki dice .**

Move as many as you wish from your Reserve to any of your available skills if they meet the requirement.

- **Withdraw Ki dice .**

For each , you can move 1 Ki Die from active to exhausted.

- **Collect 1 adjacent head () token.**

- **Activate the kami mode ability.**

Only one Kami Mode can be active at any time.

Once the Kami Mode is activated:

- The character obtains a new skill during their activation.
- At the end of their second activation, the character is defeated. **No effect or card can change this condition.**

⚠ UPDATE INITIATIVE

Any time a new zone with enemies is discovered and there are still cards left in the initiative, gather the initiative cards for the new miniatures and shuffle those with the ones that have not yet been activated, to complete the rest of the initiative. Place them from left to right and continue with the current activation.

4 REDUCE ACTIVE KI DICE BY 1