



ADVENTURE PHASE RULEBOOK

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CREDITS

AUTHORS: Fernando Gamero and Joel Torres.

SENIOR DEVELOPMENT: Javier López.

TEXTS: David Velasco (Act I), Joel Torres and Tobias D. Robison (Act II, Jubei's Curse and Wrath of the Gods).

ARTISTS: Mich Bucana, AJ Manzanedo, David Benzal, Víctor Leza, Henning Ludvingsen, Björn Barends, Josep Díaz, Israel Pato, Daryl Mandryk, Silviu Sadoschi and David Demaret.

SCULPTORS: Ludus Magnus Studio, Roberto Chaudón, Francesco Orrú, Oniric Artwork, Barruz Studio, JD Flores, Kieran Russel and Alessandro Depaoli.

GRAPHIC DESIGN: Mich Bucana, Marta Mercurio and Javier Alonso.

LOGO DESIGN: David Lanza.

EDITING: Anthony Howgego, Tobias D. Robison, Peter Groome, Thomas Millard, Hi-Fi Words, Helena Maquieira and Paul Grogan.

LAYOUT: Marta Hermesy and Fernando Gamero.

TRANSLATION: Hi-Fi Words.

TESTING: Matt Bell, Mariano Toledo, Ramón Vázquez, David Vielba, Javier Alonso, David Hernández, Carlos López, Juan Hernández, Pablo Benjumea, Claudia López, Adrián Cano, Joaquín Azabal, Javier Murillo, Fernando Hellín, Carlos Gutiérrez, Damián Junquera, Javier Martínez, Jorge Vilar and the dozens of volunteers at conferences and fairs over the last few years.

OTHERS: Juan Vicente García, Javi Cruz, Carlos López, David Hernández, Jaime Juárez, Luca Rossi and Keita Sugawara.

WHAT IS HAKIRI: 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".

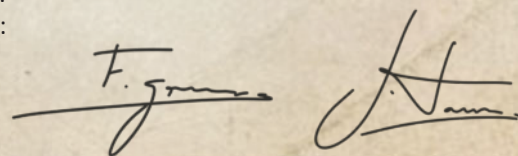
Of course, to all the team that has worked with us side by side for years so that, step by step, this project took shape.

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.

GAME COMPONENTS

CHARACTERS



SHÖGUN'S CHOSEN



SERVANTS



MINIONS



WANDERERS





16 ORACLE CARDS



104 BLACKSMITH CARDS



125 MARKET CARDS



80 INITIATIVE CARDS



6 SPECIAL LOCATION CARDS



8 OMAMORIS



1 HELP SHEET

AFFINITY/MALICE TRACK



2 CAMPAIGN BOOKS



213 EVENT CARDS



10 KAMI CARDS



68 AI CARDS



59 MISSION CARDS



122 TRAVEL EVENT CARDS



76 SHŌGUN'S INFLUENCE CARDS



7 CHOSENS



7 SERVANTS AND 11 WANDERERS



11 MINIONS / MINIONS +



12 PLASTIC RINGS



28 COLOR CUBES



20 KI DICE



1 TEST DIE



9 ATTACK DICE



4 CHARACTER BOOKLETS



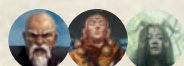
8 MISSION TOKENS



32 CLAN/ PERSONAL MISSION TOKENS



1 ROUND TOKEN



3 ALLIES TOKENS



6 SPAWN TOKENS



6 CIVILIANS TOKENS



6 OBJECTIVE/SPECIAL TOKENS



8 INTERACTION/ CUT PATH TOKENS



16 ACTION POINT TOKENS



NEGATIVE CONDITIONS:
7 POISONED, 7 BLEEDING,
6 DOWNED AND 6 BLINDED



21 HEAD TOKENS (1/3 AND BOSS)



6 BLESSED TOKENS (1/2)



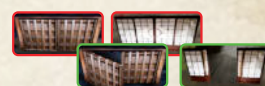
1 TRIGGER / FINAL ROUND TOKEN



1 YASTUN LAD TOKEN



6 CHARGE TOKENS (1/2)



4 LARGE DOORS
4 SMALL DOORS



10 CAMP/HORDE TOKENS



6 CAPTURED/RAZED CITY TOKENS



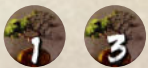
22 DAMAGE TOKENS (1/3, 5/10)



12 KARMA TOKENS (1/3)



7 +1 ARMOR/
-1 ARMOR TOKENS



12 RESISTANCE TOKENS (1/3)



56 COINS (1, 5 AND 25)



1 SHŌGUN'S
MALICE / INFLUENCE
TOKEN



4 MEDITATION
TOKEN

ADVENTURE PHASE SETUP

CHARACTER'S SETUP

Before going through the following steps, read the preparation section of the chapter you are playing and apply any rule changes or additional preparation steps that are specific to that chapter.

In the first pages of the Act 1 Campaign Book, you will find more information about specific game preparations.



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 which is shown in the graphic on the character board below their name, and can never be exceeded above the indicated maximum.

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.



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 one of the 8 initial Kami available (Amaterasu, Amatsumara, Amatsumikaboshi, Dosojin, Hachiman, Inari, Izanami and Susanoo) for each character.*



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. If the affinity level reaches 0, remove the cube from the track, but do not remove the Kami card.*

5. Place all **blacksmith cards** (A.I, A.II and WotG, if available) 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. Deck classification (A. I)
2. Class (Monk)
3. 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, place the unequipped weapon facedown.

If this is the first chapter of Act 1, 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 level 1 weapon from their blacksmith deck and adds it to their supply. Finally, each character receives the special item "Jirōbō's omamori" and adds it to their supply.



10. Place a cube on the armor track, on the value it ended after the last game session.

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. If the armor value reaches 0, remove the cube from the track, but do not discard the armor card.



11. Gather the **attack dice** corresponding to the **strong attack** (🔥) of your equipped weapon.

12. Place the **rest of the items and tokens** for each character next to their board.

MAP BOARD SETUP



- Place the **map board** in the center of the table. It is divided into 4 territories, one for each **clan**. To the northwest, in red, lies the Dragon Clan's territory; to the northeast, in green, lies the Mountain Clan's territory; in the center, in purple, lies the Sakura Clan's territory; and to the south, in orange, lies the Firefly Clan's territory.
- Place the coins, karma, heads, resistance tokens, action point tokens, and razed/captured city tokens into a general supply next to the map.
- Place each **character's** **miniature** on the starting locations indicated in the **setup image**.
- Place the **Shōgun's Influence track** next to the map and the **Shōgun's Influence token** where indicated in the Adventure Phase preparation section. Place the round token next to the track. Place the **Final Round token** where indicated in the preparation section.
- Shuffle the **Shōgun's influence cards** of the chapter that is about to begin into a facedown pile next to the main board, to form the Shōgun's influence deck.
- Gather market cards marked with A.I, A.II, and WotG, if available. Find the lowest and highest of any character. Find the **market cards** (excluding special cards) with levels within this range and shuffle them. Place them, face-up, as the market deck.
- For example, if the lowest knowledge is 1 and highest is 3, take all the market cards of level 1-3, excluding the cards with no knowledge requirement.
If this is the first chapter, take the market cards with no requirement and those with a level 1 requirement, because Akira has 1 and other characters have no .
- Place the travel event cards specified in the campaign book and shuffle them into deck next to the main board, with their green-side up, as the travel event deck.
- 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.
- Place any discovered **special location cards** as indicated by the campaign sheet. Place any undiscovered location cards if indicated in the Adventure Phase preparation section.
- Place **razed/captured city tokens** on the locations indicated by the campaign sheet.
In the first chapter do not place any razed/captured city tokens on any location.

ADVENTURE PHASE

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 token.
2. Update the Shōgun's influence track.
3. Draw and resolve a Shōgun's influence card.
4. Activate Enemies.



Round Token



Trigger token



Final Round Token



Shōgun's Influence Token



FAIL

HIGH

MEDIUM

LOW

1. ADVANCE THE ROUND TOKEN

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

During Round 1, the token is placed in space 1. Then, during the second round, move it to space 2, and so on.

If the round token moves onto a space with a trigger (🗡️) immediately consult that chapter's trigger information in the setup and resolve the corresponding section. If the round token moves onto the same space as the final round token, this will be the final round to be played in this phase. After the last round ends, read the corresponding section as indicated by the current setup.

2. UPDATE THE SHŌGUN'S INFLUENCE TRACK

Move the Shōgun's influence token on the influence track according to the influence increase rules shown in the Adventure Phase preparation section of the campaign book. **During Round 1, ignore this step.**

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

3. DRAW AND RESOLVE A SHŌGUN'S INFLUENCE CARD

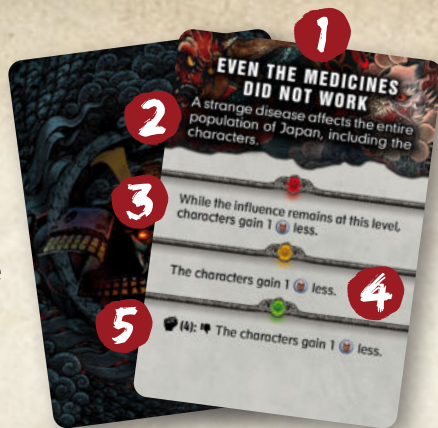
Draw the top card of the Shōgun's influence deck and resolve the effect matching the level of the Shōgun's influence.

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. High influence
4. Medium influence
5. Low Influence



When a new one is revealed, discard the previous Shōgun Influence card, if any, unless an effect tells you not to do so.

4. ACTIVATE ENEMIES

Enemies activate one by one. If there are more than one, players decide their activation order. After an enemy finishes their activation, players decide another one to activate, until all of them have done so. **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 always use 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 locations that will move toward their goal. 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 17).



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 combat test (X) (5). Kachi have 3 (X). The blue kachi (X) 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 (X) reaches Tomoe's location, forcing a combat test (X) (see page 17).



CHARACTER'S TURN

Characters are 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.

When activating, each character gains 3 action point tokens (👤) placing them in their supply, up to a maximum of 3.

ACTIONS

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



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

Each action may be done multiple times and in any combination, with the exception that a character may **only travel once each activation**. As a general rule, 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 does not require the active character to spend action points. See *Free Actions* (page 15).

Also, some actions may modify another action, such as a dice roll. This kind of actions may be performed during the modified action.

TRAVEL

This action may only be taken once per character per round. The active character gains movement points (👤) equal to 3 + 🎲 + any applicable modifier. They may **exert**, by spending an additional 👤 to gain 1 extra 🎲, any number of times. With the obtained 🎲, the active character may then travel between adjacent locations, using either the **imperial road** (paved) or the **dangerous paths** (unpaved), spending 1 🎲 each time. Once the movement is done, the travel action ends and spare 👤 are lost. Then, draw a travel event card.



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**. *If the character has moved only 1 location by the end of their travel action, do not draw any travel event.*



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.

Red travel events (👁) are generally more dangerous.

The player who took the event card 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.

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 removed after use. Travel events discarded in this way will not be used for the remainder of the campaign.

The travel event 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.

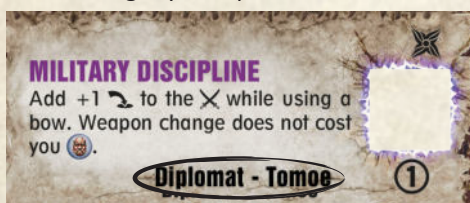
Whenever any effect adds or removes cards from the travel events deck, shuffle the deck.

▶▶ TRAITS

Some events or missions may 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 precondition, 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 wineskin 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 16 on the Exploration Phase Rulebook). Some of the skills available may grant a new trait, which may be useful during the campaign. 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 either yet activated or already traveled by group this round**, 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, **and this will count as having taken their travel action this round.**

The group gains movement points () equal to **3 +**  of the character with the lowest  in the group.

Characters traveling as a group may not exert to gain movement, neither leave the group during their travel.

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, active character will continue their activation. Then, other group members will complete their activations.

▶▶ 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, keeping available any  they may still have. Moving from one  to another  counts as a 1 location movement.



▶▶ 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  among all group members.

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 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 2, the lowest in the group, so the group gains 5 🍵. The group spends 1 🍵 to go to Nagoya, then 3 movement points and 10 🍵 to travel by sea to Ise, and then 1 🍵 to arrive at the temple. 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, but he won't be able to travel again during his activation, having 2 🍵 to use.

ATTACK AN ENEMY

During the Adventure Phase, all enemy miniatures, horde and camp tokens are considered enemies.

Choose an enemy to target on the same location as the active character. Perform a combat test ✂ (see page 17) if successful, remove the enemy from the map board.

INTERACT WITH A MISSION, CLAN OR PERSONAL MISSION TOKEN

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



Take this action in a location with a mission, matching clan or matching personal mission token.

It is not necessary to interact with the missions following their numbers.



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.

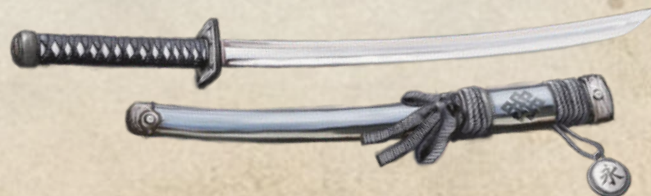
When a mission indicates that miniatures are to be placed on the map, all characters can interact with them and with the mission (or event) that has spawned them. All characters must place their clan token for that mission.

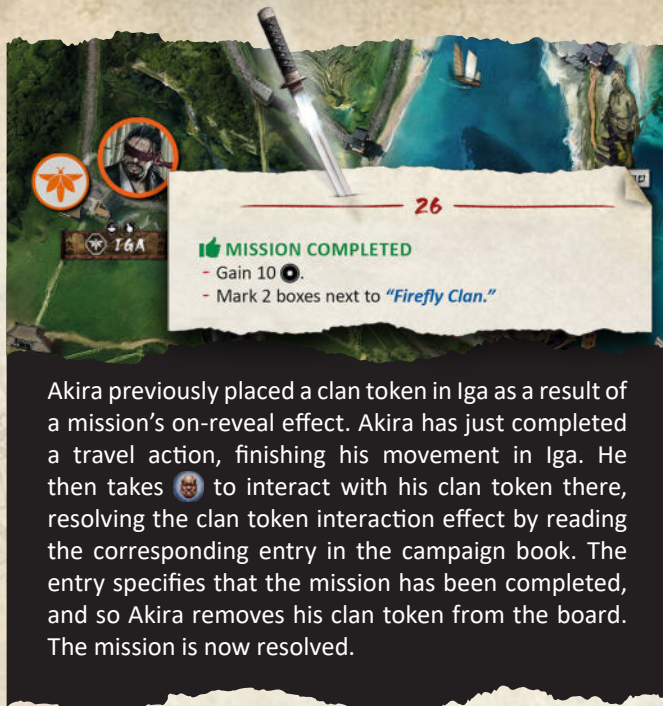


If interacting with a clan token, resolve the effect on the corresponding **active mission**.

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 **completed mission**.

Unless otherwise specified, the rewards for a mission go to the person who started the mission.





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 [character icon] 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 [icon] [icon] [icon]. Choose 1 of the services in the location, spend 1 [coin icon] and resolve the corresponding effect.

▶▶ [icon] 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 resistance.

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

In addition, active character may spend 10 [coin icon] to **repair** all of their equipped [armor icon] resistance.

1. Name
2. Armor Resistance (1)
3. Effect
4. Cost (45 [coin icon])
5. Class (Monk)



Each item of armor has a maximum resistance value which can be decreased by combats and or events.

Each character may have a **maximum of 2 weapons (1 equipped, and 1 unequipped)** 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 placing it facedown.

If these limits are exceeded outside of an interaction on a city, the active character will have to discard cards enough to comply with the limitation and return them to the blacksmith deck. Unless otherwise specified, weapons and armors cannot be lost due to game effects.

▶▶ [icon] MARKET

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

1. Name
2. Knowledge requirement (2)
3. Range (2)
4. Effect
5. Cost (15 [coin icon])
6. Type (consumable)



Characters may buy and keep market items in their supply even if they do not meet their **knowledge** [icon] requirement, although they cannot use them.

When the active character interacts with the market, the character may also 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 [icon] and boss heads in their supply, gaining 10 [coin icon] per head sold, and 30 [coin icon] per boss head sold.

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

▶ ITEM LIMIT AND SPECIAL ITEMS

Each character may have in their supply a **maximum of 2 permanent items**, and a **maximum of 5 market 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 and return them to the market top of the market.

Special type items are not considered market items, and therefore they do not count toward either the limit of 2 **permanent** items or the overall limit of 5 market items. Special items ignore any effect that may discard them, unless the effect specifically targets the item.

▶▶ [icon] INN

The activated character spends 10 [coin icon] to regain [heart icon] equal to their level +2.

Characters cannot exceed their maximum health value at any time.

INTERACT WITH A SPECIAL LOCATION CARD

Take this action at any discovered (colored) special location card.

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.

INTERACT WITH A SANCTUARY

Take this action at any 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 character reaches space 3 of the track, they get access to their second Kami skill. If the active character reaches space 6 of the track, this allows access to the Kami Mode skill.



WORK OR CAMP

Work: if the active character is in a city, they gain 2 (金).

Camp: If the active character is in a non-city location, they regain 1 (心).

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 (目) requirement.



If the item is of the "**consumable**" type, return it to the market deck and shuffle it after use.

If the item has the keyword "**uses X**", when obtained, place X amount of (目) on it. Each

time it is used, remove 1 token. When it has no more (目) tokens on it, return it to the market deck and shuffle it. If the item is of the "**permanent**" type, it may be used any number of times, unless stated otherwise on the card.

SWAP WEAPON

Exchange your equipped weapon for your unequipped weapon. Place facedown the unequipped weapon.

SHARE

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

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 (目) 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, characters will have access to a very special item, "Jirōbō's Omamori" that allows them, once per Adventure Phase, to share information on (only) one active mission (however, this special item does not allow the sharing of cards or tokens). Once used, all Omamoris remain unavailable until the next Adventure Phase.

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 token is in space 12.
- All characters are defeated.
- An ending condition specified in the Adventure Phase preparation section is met.

Read the indicated success or failure section in the phase setup, and then, for each defeated character, resolve the defeated character section on page 17. Reveal all un-revealed mission cards, and resolve their failure section, 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 regains ♥ equal to their level and the campaign continues.

If the phase ends with failure, the campaign will continue as well, but the characters will not regain any ♥.

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

ATTRIBUTES

Power (👊): The character's physical strength. It is added to any ✂ test.

Dexterity (👁): The character's physical agility. It is added to any travel action.

Spirit (👤): The character's inner strength. It reduces the probability of suffering an attribute loss when resurrecting.

Knowledge (👉): The character's understanding. It allows you to equip better items.

CAPTURED AND RAZED CITIES

Specific effects may cause captured/razed city tokens to be placed on city locations.

If a city is **captured**, place a captured/razed city on 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 (or go through) razed city locations during 'travel' actions.

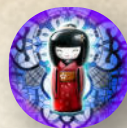


When a location is razed or captured, also record it on the campaign sheet.

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

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.

POSITIVE CONDITIONS



▶▶ BLESSED CONDITION

If a character with a blessed condition token would gain a negative condition, they instead may discard a blessed condition token.



CUT PATH TOKENS

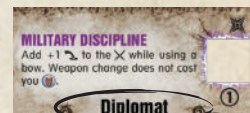
The Adventure Phase preparation section of the chapter you are playing may instruct you to place cut path tokens on specific imperial roads or dangerous paths. Characters cannot travel over roads or paths that have cut path tokens on them, however, **enemies can travel over these roads or paths as normal.**

CHARACTER SKILLS, KAMI SKILLS AND KAMI MODE ABILITIES

Character skills are not used during this phase, but they can grant **traits** that have an effect during the Adventure 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 skills with requirement 1+ (1) **can be used only during the Adventure Phase**, except for Izanami's skill "Known path".

The Kami skills with requirement 3+ (2) and the Kami Mode skills with requirement 6 (3) **are only used during the exploration phase.**



CAMPAIGN SHEET

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



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. This type of missions' information cannot be shared using the free "Share" action.

PERSONAL MISSIONS

Read all introductions from the personal history books.

Hikaru: 401.

Tomoe: 501.

DEFEATED CHARACTERS

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**, regaining health up to their current maximum. If you are playing using the Yomi Mode, *check its rules on page 20 from the Exploration Phase rulebook.*

When a character is resurrected, they make a (X) test, where X is the character's current level (*see the attribute test in its corresponding section further below on this page*). 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.

DELAYED CHARACTERS

When a consequence indicates that the character is delayed, the character loses all remaining 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.

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 (1) 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 there are any, are indicated by the icon.

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

Hikaru has 1 and faces a (5) attribute test. He rolls a 4. Adding his 1 he succeeds and reads the corresponding section.

COMBAT TESTS

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 failed and the enemy is not removed.

Effects 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.

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.

The focus die (1) and yin yang effects are not available during the Adventure Phase. Their use is detailed in the Exploration Phase rulebook.

GAIN OBJECTS

When an effect indicates to gain or draw an object, draw them randomly from the market deck.





Tomoe faces 2 kachi at her location, whose combat difficulty is 6 ✂. She makes a first attack action against one of the kachi. She rolls one green and one red die, as indicated by the 🎲 of the weapon she is equipped with. The result of her roll is 5, which added to her +1 🎲 is a total of 6. She succeeds the test, removes the kachi miniature and reads the 👍 consequences.

In certain situations several characters can participate in the same joint attack roll. The active character must spend 1 🎲 to initiate their attack in the usual way. Characters present in the same location who have not yet activated may attack in the usual way and add their results to the active character's attack. Participating characters will gain 1 🎲 less during their activation.

Hikaru is going to perform an ✂ (10) combat test against an enemy camp. Tomoe has not yet activated this round, so she decides to assist. Hikaru spends 1 🎲 and both perform a 🎲, adding their 🎲 and rolls to get a 12 and pass the test. Tomoe, at the start of her activation, will have 1 less 🎲.

HITS AND DAMAGE

Events, missions, or enemies will deal hits 🎲 to the characters. If a character receives hits 🎲, reduce them by the value of the equipped armor 🎲. If the result is greater than 0, reduce the character's health 🎲 by that amount. If the character takes damage 🎲, directly subtract that amount from the character's health 🎲 track.



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ICONOGRAPHY

TOKENS

Armor +1/-1	Captured City/ Razed City	Mission (1-8)	Spawn point (6 colors)
Allies	Civilian (6 colors)	Coins (1, 5 and 25)	Interaction point/ Cut path
Blessed 1x/2x	Trigger/ Final Round	Objective (6 colors)/ Special	Resistance x1/x3
Head (boss) Head x1/x3	Damage x10/x5/x3/x1	Doors closed/open	Round
Camp/ Horde	Influence/ Malice	Action Point	Yastun Lad
Charge x1/x2	Karma x1/x3	Meditate	

ACTIVATION

Kami Affinity	Power	Knowledge
Dexterity	Spirit	Attack/ Combat test
Damage	Skills (passive, technique and attack)	
Armor	Defense	Health
Impact	Range	Movement

NEGATIVE CONDITIONS

	Poisoned	Bleeding	Blinded	Downed
Icon				
Token				

CLAN/PERSONAL MISSION

Dragon/ Hikaru	Firefly/ Akira
Sakura/ Tomoe	Mountain/ Hattori

CITY SERVICES

Blacksmith	Market	Inn	Port
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SYMBOLOLOGY

Failure	Yellow
Fast attack	Blue
Gold	Purple
Head	Orange
Karma	Red
Read	Green
Strong attack	Test die
Success	Ki die
Trigger	Focus die

SYMBOL SHAPES

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
Blue (expansion)	2	3	3	1	1	2

ATTACK DICE

FOCUS DIE

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