

ADVENTURE PHASE

1 SHŌGUN'S TURN

1 UPDATE THE ROUND:

- Move the round marker 1 space upward. In the first round, it moves from 0 to 1.
- If the round marker reaches a trigger (🌀), resolve its event immediately.
- If the round marker moves to the last round marker space (🌀), this will be the last round of the phase.

2 UPDATE THE INFLUENCE TRACK follow the instructions in the Shōgun's Influence increase section. *Ignore this step during the first round of each Adventure Phase.*

If the Influence marker reaches 12, the phase ends in defeat.

2 CHARACTER'S TURN

When a character activates, they gain 3 🌀. The players decide the order in which they activate. During their activation, a character can:

► TRAVEL (ONLY ONCE PER ACTIVATION)

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

Spend 1 🌀 to travel once 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 perform free actions at any time during your movement.

1. MOVEMENT

- Land travel: Move your miniature to 1 adjacent location for each 🌀.
- Sea travel: Pay 10 🌀 and spend 3 🌀 at a port (🌀). Sail between two ports (🌀) bordering the same sea.
- Exert: Spend 1 extra 🌀 to gain 1 extra 🌀. You can do this as long as you have 🌀 available.

REMEMBER: if the active character shares location with other characters, that character can spend 1 🌀 to group travel. Characters out of their turn will receive 1 less 🌀 when they activate. The group gains 🌀 equal to 3+ the lowest 🌀 among all traveling characters + modifiers that apply to the active character. The group must move together during the whole travel action.

2. RESOLVE TRAVEL EVENT CARD IN DESTINATION

- 🌀 **Green:** if you have traveled 2 or more locations and your entire journey was along the Imperial Road.
- 🌀 **Red:** if you have traveled 2 or more locations and moved along at least 1 dangerous road.

► ATTACK SHŌGUN UNITS ✕

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

Roll the **dice** 🌀 + 🌀 + **any active effects** = 🌀.

If you defeat an enemy, remove its miniature from play and gain 1 head (🌀).

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 🍀.

3 DRAW THE TOP CARD OF THE SHŌGUN INFLUENCE DECK and apply the effect corresponding to the current influence level: green, orange or red.

4 ACTIVATE SHŌGUN'S UNITS and move them along the shortest path toward their objective, as indicated in the phase setup or on the Mission Cards.

When a character is attacked, damage is applied according to the following rule:

$$\text{🌀} = \text{🌀} - \text{🌀}$$

► INTERACT WITH:

MISSION OR CLAN TOKENS

Spend 1 🌀 to interact with 1 Mission, Clan, or Personal Mission token to activate it and resolve its effects.

CITY

🌀 **Blacksmith:** Spend 1 🌀 to use all of the following services:

- Purchase: Buy 1 card from your blacksmith deck by paying its printed value 🌀.
You can only have 1 armour in your supply.
- Sell: Weapons and armor for half their printed value (rounded down).
- Repair armor: Pay 10 🌀 and repair your 🌀 fully.

🌀 **Market:** Spend 1 🌀 to do 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 10 🌀 to regain 🌀 equal to: 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

- Work in cities: Spend 1 🌀 to receive 2 🌀.
- Rest in other locations: Spend 1 🌀 to regain 1 🌀.

► FREE ACTIONS

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

► 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. RESOLVE THE EXPLORATION EVENTS

Reveal 1 Oracle card.

Read and apply only 1 effect in each active zone.

If an event needs to be read but there are no more available, increase the Shōgun's Malice track by 1.

- Resolve any negative malice effect described in the setup.
- If the Malice token reaches 6, the phase ends in failure.

2 DETERMINE INITIATIVE

Shuffle the initiative card of each character and enemy in play and place them from left to right, right, face up.

If the Initiative Queue is modified by any effect, follow this order of priority:

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 perform a complete sequence.

CHARACTERS

Before your first activation, roll your available Ki Die/Dice (). Each character gains 3 when they activate. You can save 1 for next activation. You can't have more than 4 .

► MOVE (ONCE PER ACTIVATION)

- Spend 1 to gain movement points ().

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

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

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

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

► ACTIVATE A SKILL

As soon as you have 1 active in a Skill that meets the requirement you can use it. cost is 0 for , 1 for and for : 1 for and 2 for .

Some skills may have higher requirements.

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

Your Kami can allow you to use 1 or skill.

Any skill can be or .

► REROLL KI DICE ()

Spend 2 and decide the Ki dice () you wish to reroll, reroll them and place them in your Supply.

► ATTACK (ONCE PER ACTIVATION)

$$\text{Attack} = \text{Ki Die} - \text{Defense} - \text{Armor}$$

$$\text{Attack} = \text{Ki Die} / \text{Fire} + \text{Ki Die} + \text{any applicable modifiers} + \text{Yin Yang}$$

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.

Yin Yang: If your weapon has a Yin-Yang effect and you obtain **both Symbols** (1 white dragon and 1 black dragon), you may add the effect to your attack.

If you damaged the target, add to their board. If the accumulated by an enemy is equal or higher than their maximum , it is defeated. Remove it from play and place 1 on the square it occupied.

Negative conditions: if you caused 1+ to a minion and your weapon or another effect provokes negative conditions effects, apply them:

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

Bleeding: Add . At the start 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 roll.

Downed: Add . You must spend your next to get up. While Downed, you have -1 , with a minimum of 0. A downed enemy can only attack adjacent targets and regular attack dice only, using no skills.

► INTERACT

- **Interaction Points/Resisters:** Spend 1 . Read the corresponding section and remove the token. If a door on an inaccessible terrain is opened, the square becomes regular terrain.

- **With another adjacent character:** Spend 1 to exchange , , items and equipment.

► USE AN ITEM

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

► MEDITATE

Spend 1 to gain 1 Meditation token ().

After making a roll, you may discard the it to reroll one die (excluding).

► FREE ACTIONS

- **Place Ki dice ().** Move as many as you wish from your supply to any of your available skills if they meet the requirement.

- **Withdraw Ki dice ().** For each point, you may move one **Active** die to the Exhausted area.

- **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.

4 REDUCE ACTIVE KI DICE BY 1

At the end of the round, reduce each active by 1.