

TSURUBE OTOSHI

DEFEAT TSURUBE OTOSHI!

Rules summary:

Movement: on the Shōgun's turn move (3, 4 or 5) to the most visible character, in case of a tie, to the nearest one.

Attack on characters: a character is defeated if he shares their location.

Attack on the Hunter: if he shares clan territory with the Hunter both roll 1 , the one with the lowest result loses 4 . In case of a tie both lose 2 .

CONCLUSION

If the Tsurube is defeated,  (1).



DEMON HUNTER

DEFEAT THE DEMON HUNTER

Rules summary:

Movement: the Shōgun Influence cards will specify the territory the Hunter moves to.

Attacking characters: if he shares territory with a character, the character rolls 1 . With a result of 6, the character is defeated.

Attacking the Tsurube: if he shares territory with the Tsurube Otoshi, both roll 1 . The one with the lowest result loses 4 . In case of a tie both lose 2 .

CONCLUSION

If the Demon Hunter is defeated,  (2).



FOLLOWERS

ELIMINATE THE KACHI

The Shōgun influence cards determine how the new kachi appear. Only 1 kachi of each color can be placed during this phase. Kachi will target the character whose clan's color coincides with the kachi's. When activating they will move 3 locations to their target.

If a kachi reaches its target, it causes 5  to the character.

Characters can spend 1  to fight a kachi at their location.

✂ (8)  Remove the kachi. Gain 1 , 20  and 1 .  Receive 5 .



ACTIVATE TRAPS

WEAKEN THE TSURUBE OTOSHI WITH TRAPS

 (8).

Each time you enter the Hidden Fortress, gain 1 . You can only carry 1  at a time.

Spend 1  and 1  to place 1 trap () on 1 path or imperial route adjacent to your location.

If the Tsurube Otoshi moves onto , he loses 3  and his movement ends. Discard .

CONCLUSION

If the Tsurube Otoshi is defeated,  (1).



ACTIVATE SANCTUARIES

WEAKEN THE DEMON HUNTER

 (9).

Spend 2  in a sanctaury to activate it until the end of the round.

If the Demon Hunter finds himself in a territory where both sanctuaries are activated he loses 5 . If you have marked **"Divine Favor"** the Demon Hunter will lose 8  instead of 5 .

CONCLUSION

If the Demon Hunter is defeated,  (2).



DAIDARABOTCHI

ITS HELP COULD BE DECISIVE

Rules summary:

Movement: during their turn, a character can spend 1  to move the Daidarabotchi 1 location. It can only move on land.

Attack on the Tsurube Otoshi: if at the start of the Tsurube Otoshi's turn it is in the same or an adjacent location to the Daidarabotchi, the Tsurube Otoshi will lose 5 . If you have the mark "**Spirit of the Forest enhanced**", the Tsurube Otoshi will lose 8  instead of 5 .

CONCLUSION

If the Tsurube Otoshi is defeated,  (1).

