

Dear Backer,

This is the rulebook for the current version prototype of Shadow Tactics - The Boardgame. We believe that the game is close enough to complete to give you an impression of the gameplay. But please keep in mind that this is still a prototype rulebook and game.

These are the rules you can see in the Rules video, but please note, that the rules used in reviewer videos are of an earlier version you can find in "Reviewer Prototype Rulebook&Scenario Booklet". The rules you can find here are also the ones we always refer to during our campaign.

We have decided to share these rules in this format so we are able to update them if any questions arise.

We want to improve the components, graphics and streamline the gameplay for the final version. Some of the illustrations in this rulebook represent an earlier prototype, some of the rule changes resulted in changes regarding the components. The most important improvements planned or changed already:

- All guards and ninjas will be detailed custom miniatures. We already have a few of the models: <https://sketchfab.com/antlergames> Check them out! Also the guards will be a different color than the ninjas.
- Guards states (alert, stunned) will be represented by special markers placed on the bases, instead of pins.
- We plan to manufacture the game with Panda Games Manufacturing so the game will have high quality components and box. We personally cut and painted the bamboo mats, so expect the final ones to be much nicer. ;)
- The board tiles have been redesigned since to make the movement programming colors and board structure clearer. (Not everyone found the color coding clear enough.) Also the size of certain board tile elements and their proportions has been changed for practical and aesthetic reasons. You can see a prototype here (artwork not final, just made for testing purposes):


















- We do not plan to change the gameplay too much, mostly just streamlining the rules.
- This prototype only includes the first chapter, two more are planned.

Feel free to contact us with any questions or observations. Please comment on this document!

Have fun!

The Antler Games Team!
The Gregs, Andrew & Niki

Cheatsheet

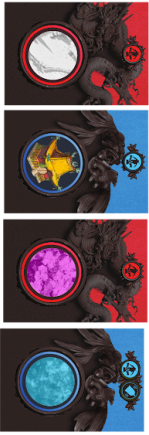
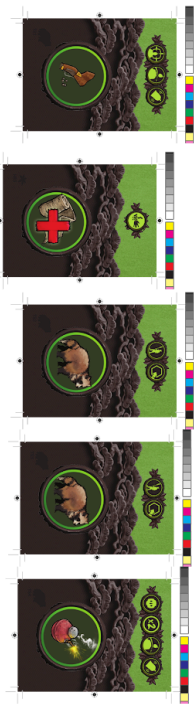
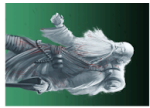
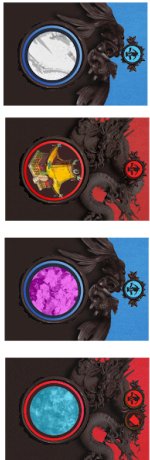
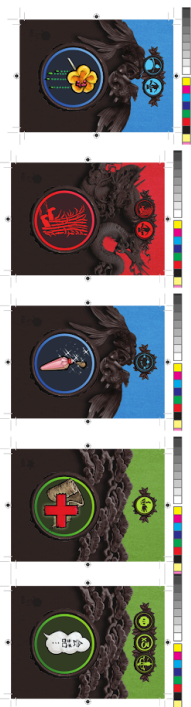
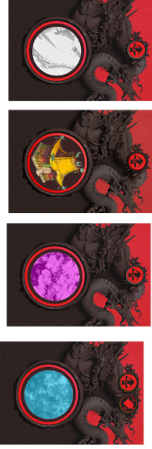
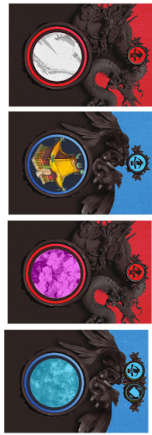
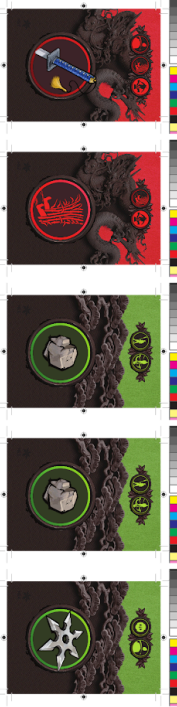
Fail a Red/ Blue Action (incl. movement)	Calm Guard witnessing a Red action		+1noise 	get alerted 	-1health 	cancelled action 		
	Alert Guard witnessing a Red/ Blue acton		+1noise 		-1health 	cancelled action 		
Find bodies / witness death	For each Calm Guard:		+1noise 	get alerted 			remove all body tokens 	
	For each Alerted Guard:		+1noise 				remove all body tokens 	

Below you can find an updated card cheatsheet. This represents the card sets for each character in the current version of the game. Other illustrations might show an earlier version of the components!

Basic cards

movement

spec



Shadow Tactics Rulebook

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Special thanks **[TBD]**

Introduction

Welcome to Japan in the era of the Tokugawa Shogunate. The Shogun has brought harmony by unifying the lands of Japan, however, a deadly scheme is about to be unleashed by powerful warlords — threatening to disrupt the fragile peace. You, my friend, and your companions have been chosen by the Shogun himself to execute a series of secret missions, in order to save the Shogunate and all of Japan. This journey is not without dangers though, however you are prepared and equipped for the tasks ahead, and most importantly you can count on your team even during the most desperate situations.

In Shadow Tactics, you and your friends will be playing as the loyal shinobis of the Shogun, trying to put an end to the evil schemes of Lord Yabu and other conspiring Daimyos. One of the players will take on the role of the Daimyo, who controls the guards and enemies of the Shogun.

Shadow Tactics, the board game consists of two campaigns, each featuring five unique Missions. Not only will the map and objective be different each time, but the difficulty changes according to the outcome of the previous Mission.

Game Overview



Game Components

Rulebook & Mission Booklet

This living document.



Programming Mat

A bamboo mat used for programming ninja actions and movements.



Board Tiles

12 board tiles (6 larger tiles and 6 connectors)



2 Mission objective tiles

3 Barracks/Tower tiles

3 Entry tiles

These tiles are used to build a different game board for each mission.

Miniatures



Hayato | Yuki | Mugen | Aiko | Takuma 5 Ninja standees

These standees are used to show where the ninja characters are on the game board.



Spearmen | Officers | Samurai | Daimyo 36 Guard standees

These standees represent the guards controlled by the Daimyo player. Their vision and facing is represented by a viewcone on their bases.

Character Markers



Hayato | Yuki | Mugen | Aiko | Takuma

12 cardboard disks

These disks are used to identify which Ninja programmed which action or movement card. (Final version will have different card backs for each ninja character)



Time Track

1 Dial

This is used to track how much time the Ninjas have remaining.



Markers

15 Noise markers red wooden cubes

15 Quest markers green wooden cubes



Tokens

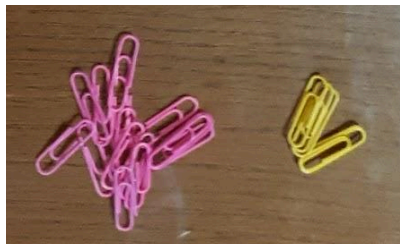
14 Coin tokens

8 Body tokens

3 Mission tokens

1 Focus token

2 Key tokens



Alert and stun markers

15 red (pink) paper clips

5 yellow paper clips

These are used to show if a guard is calm alerted or stunned. (See Guard States)



Calm | Alerted | Stunned



Jutsu tokens

15 wooden tokens

These tokens represent special abilities of the Ninjas, that they can only use a few times each mission. (Ninjas can gain more of these tokens with quests and purchases.) Jutsu tokens will have an active and a passive side in the final game. Instead of flipping them simply set them aside after using them. They are refreshed at the beginning of each

mission.

Cards



Each card has a symbol in the lower right corner, marking which Ninja can use the card or the Daimyo symbol or a purchasable card symbol.

50+ Large Cards

Ninja action cards are used to program all ninja actions. Some are starting action cards, others can be gained through quests or purchased. And a few large cards are only used to show what other things can be purchased. See detailed card sets in the Cheatsheet above!



40+ Small cards



Daimyo order cards, Daimyo purchasable cards

The Daimyo player uses these cards to execute his actions. The green cards are for the Daimyo figure movement, and are only in play if the Daimyo figure is on the board. The purchasable cards are extra deployments or orders for the Daimyo player.



15 Ninja health cards (13 starting, 1 quest, 1 purchasable)

These cards are used to indicate if the Ninja is at full health or has received damage. They also show the penalties for being damaged.

Alarm marker

Flip it in case of an alarm. It will activate powerful card options for the overlord. (This is a new component not presented on the prototype pictures yet)

Goal of the Game

Choose one player to be the Daimyo. Every other player should choose a Ninja. (For playing with 2-3 players see Fewer than four players.) The game is played as a series of missions, see Mission booklet. In each Mission the Ninjas must complete the objectives before the time track reaches its end. The Daimyo controls the guards and tries to stop the ninjas from succeeding. Both the ninjas and the Daimyo has addition quests, that give bonuses if complete.

Board Structure

The game board is built from board tiles. Board tiles consist of 3 different types of hexes:



Neighboring hexes can never be of the same type, i.e. no two Bushes hexes can be directly next to each other.

Yards

Yards are light-colored empty areas where guards are stationed. Guard figures are always placed on yards. Ninjas can never end their movement on yards. Guards must be placed in one of the corners of a yard hex, looking either inwards (at the yard) or outwards (towards a junction and a bush). Guards can not be placed next to each other in two adjacent corners of the same hex (and the figures do not fit). This means a maximum of three guards can fit in a yard. Also if two guards are placed on opposite corners then only two guards can fit in a yard. (More in Chapter - Guard Vision.)



Bushes

Bushes are relatively safe places where Ninjas may hide from guards. Ninjas always end their movement on bushes. Guards are never placed in bushes.

Any number of Ninjas can fit in the same bushes.

Junctions

Colored hexes are called junctions. These connect the other hexes: neither the guards nor Ninjas may stand on them, but they can move through. Their colors are used for programming movement (more in Chapter - Movement Phase).

Junctions						Bushes	Yards
							Barrack:
Movement Cards for junctions						Entry point: 	Mission objective:
						Mission objective: 	Tower:
					Note: Not all Ninjas have brown movement cards.	Closed gate: 	

Play Sequence Overview

The game consists of rounds.

Both actions and movements are performed by means of hidden programming. Ninjas program their plans in advance, then the Daimyo may interfere by issuing orders to the guards, and after that, ninjas execute their pre-programmed plan, applying it to the possibly changed situation. This requires both player sides to plan further than their own immediate interests, trying to prepare for the other side's intervention.

- Ninjas program their actions (incl. movement).
 - Each ninja may program two cards (determine which is the first). The players actions are executed one after another. In case the first action is failed the second action is not executed.
- Daimyo gives orders.
- Ninjas execute their programmed actions (incl. movement). Do not take back the action cards, unless reset was played!
- Refresh Phase
 - The Daimyo draws Order Cards equal to the number of Ninjas in play.
 - The Daimyo activates (untaps) his prepared Order Cards.
 - Resolve alarm
 - If the number of Noise Markers are equal or more than the number of Ninjas in play: Max the alarm marker and discard all noise markers.
 - Otherwise
 - Full alarm: Keep the Noise markers and Lower the Alarm.
 - Half Alarm: Keep the Noise markers, calm down all Alert guards and Lower the Alarm.
 - No alarm: Discard all Noise Markers.

Ninja Actions

Each Ninja character has a unique set of Action Cards, and their arsenal can grow during the campaign. They use their Action Cards to distract or eliminate guards and accomplish their mission. Each card shows its effect with a row of symbols at the top.



Programming Actions

Ninjas program their actions simultaneously. Each Ninja chooses an Action Card and places it face down on any free slot in the Programming Mat and puts their character marker on it. While programming, Ninjas may take back or move their own cards, but not the other player's cards. This means the ninjas can freely decide in what order to program their actions.

Ninjas are allowed (and encouraged) to discuss their plans in order to act in a coordinated way, but they may not discuss or signal secretly without the Daimyos knowledge. They may not speak or show cards without the Daimyo properly hearing or seeing them. However Ninjas are allowed to be as vague as they like. Once the ninjas are done with programming, they are not allowed to discuss the programmed actions until after all of them have been executed.

Executing Actions

Flip the first Action Card on the Programming Mat and execute it, then proceed with the rest in order. All programmed cards have to be executed if possible (Jutsu tokens must be spent regardless).

Remember, that even though the situation may have changed, Ninjas are not allowed to discuss their plan during the execution. If an action can be executed in multiple ways, the owner of the Action Card has to decide without help from the others.

Card Colors

Each card has one of three different backgrounds showing how risky the action is.



Hidden actions (Green)

Hidden actions will always be executed without any direct risk to the ninja. Note that even though the action can not backfire the consequences might (e.g.: a killed guard can be spotted even if the killer is hidden).

Direct actions (Red)

To perform direct actions, Ninjas have to leave the bushes and expose themselves to the guards. In case a Direct action gets witnessed by a guard, the action fails and the player has to face consequences for each witness based on the situation (e.g.: lose health, alert guards, see Chapter - Guards).

Stealthy actions (Blue)




These actions trick the calm guards, but not other guards. Stealthy Actions fail if seen by any alerted guard. For example Aiko can use her hairpin to kill a spearman even if it is facing her (because her charm distracts the guard), but if there is an alerted guard witnessing the act she suffers the consequences from the witnessing alerted guard.

If an action fails, do not execute any of the symbols, (except spending Jutsu Tokens).

List of symbols

All parts of an action are always applied to one of the yards adjacent to the ninja (long ranged attacks are an exception). Select a single target yard, for executing the action. In case of multiple effects (e.g.: Light Attack + Hide a Body) all effects has to be applied to the same target. In case of multiple targets apply all effects to all targets. When selecting the target yard, the ninja has to choose the yard where the most card effects can be executed, even if this means the action fails. (For example if Hayato programmed a red card with a light attack, hide body and trespass symbols, he must attack a guard (and hide his body) if able. He can not just hide a body if there is a guard in any adjacent yard. This may cause the action to fail.)

	<p>Light Attack</p> <ul style="list-style-type: none"> • Kills an unarmored guard (e.g.: Spearman, Officer). Place a body token in the yard. (Note: dead bodies may be found instantly by other guards watching the yard.) • Stuns an armored guard (e.g.: Samurai, Daimyo figure). Place a Stun marker on the guard.
	<p>Heavy Attack Kills any type of guard, even armored guards. Place a body token in place of the guard.</p>
	<p>Hide a Body Discard a body token from the target yard.</p>
	<p>Move The ninja has to enter the marked coloured junction next to him. (No effect if no matching colour.) He might move back to any bush neighbouring the junction if the action is executed.</p>
	<p>Distract Move a guard within the target yard to any available position (including rotating it, and leaving it in place).</p>
	<p>Lure Choose a target yard adjacent to the bush the luring ninja is hiding in, where you want to lure the guard to. Take a guard from a yard adjacent to the target yard and move it to any available position in the target yard. The lured guard can face any direction the Ninja player chooses.</p>
	<p>Stun Stuns an unarmored guard in the target yard (armored guards are unaffected). Mark the guard with a stun marker. The guard loses vision for the round. More details in chapter - Guards/ Guard States/ Stunned.</p>
	<p>Heal Restore one Health Point of one ninja in the same bushes as you. You may also heal yourself.</p>

	<p>Spearman only This action only succeeds against Spearmen. Other guards may be targeted but are completely unaffected; the action is still executed so it can be witnessed by guards and failed as normal.</p>
	<p>Multiple Targets All effects are applied to multiple targets in the target yard. (If fewer targets are available apply effects to them normally.)</p>
	<p>Long Ranged Attack This action can target any adjacent yard as normal, or it can target any yard on the same board tile as the ninja.</p>
	<p>Noise Increase Noise by one. (Only once even with multiple targets.)</p>
	<p>Jutsu To perform the action you must use a Jutsu Token. You must always use Jutsu Tokens if able even if the action fails. If you can not: the action has no effect at all (and cannot be witnessed). Make sure to deactivate the used Jutsu Token.</p>
	<p>Mission Action This action has a special effect defined in the mission description. In case of multiple options, the Ninjas can choose upon execution.</p>
	<p>Reset Draw back all your used action cards.</p>

Daimyo Orders

The Daimyo has a deck of Order Cards. His actions consist of moving guards, spawning new guards and alerting guards. The Daimyo can add powerful cards to his deck throughout the campaign by completing quests.



The Daimyo in the Action Phases

Each round the Daimyo draws a hand of Order Cards to play. (See: Play Sequence Overview.) In case the drawing deck runs out, reshuffle the discard pile. The Daimyo has to play all of the cards in his hand.

Playing Cards

The Daimyo can play his Order Cards in two ways: Either execute the action listed on the top part of the card for an immediate effect, or prepare the action listed on the bottom for later rounds. Executed cards go to the discard pile.




Prepared cards must be put face up next to the board (so the Ninjas can anticipate their effects) in an inactive, tapped state, i.e. rotated by 90 degrees. They are to be untapped and activated during the Refresh Phase.




All of already active Order Cards (prepared in the previous round) must be played by the Daimyo, (discard these cards as normal).

Alarm

In case the Alarm Marker is turned on by the noise the Daimyo must use the red section of each card.

List of Symbols

	<p>Deploy a new guard Place the indicated guards on any available spot in a barracks (See in Chapter - Mission Mechanisms/ Barracks). (If there is not enough space in the barracks, any additional guards are not placed.).</p>
	<p>Move Guards (regular) Guards patrol in their own yard unless they are instructed by an Officer to move away. Put that guard to any free spot, with any orientation...</p> <ul style="list-style-type: none">• ...within the same yard.• ...one yard towards barack or officer.• ...one yard away, if standing next to a barack or officer (this option is always available for officers).
	<p>Move Guards (free) Put that guard to any free spot, with any orientation...</p> <ul style="list-style-type: none">• ...one yard away (no conditions).• ...within the same yard.

	<p>Spread Alarm Choose a yard with an Alerted guard in it, alert an additional guard in that yard that is not Stunned.</p>
	<p>Search the bushes All ninjas in a bush watched by an alerted guard will lose 1HP at the Refresh Phase.</p>
	<p>Daimyo Power If the Daimyo can fulfill a mission specific condition he can decrease the Time Track.</p>

Refresh Phase

During this phase, the Ninjas and the Daimyo prepare for the next round. Execute the steps described in the Play Sequence Overview.

Guards

Types



Spearmen | Officers | Samurai | Daimyo

Spearmen

Spearmen have no special features. Some actions (e.g.: distractions) can only be used on Spearmen as they are less focused than other guards. They can not leave their yard without a March Bonus.

Officers

Officers are responsible for guard patrols. They are harder to distract and also give each guard in the yard (including themselves) a March Bonus, so regular Move orders enable them to move to an adjacent yard. Stunned officers do not provide a March Bonus.

Samurai

Samurai are elite armored guards. Samurai ignore all stun effects on ninja actions. An executed normal attack will stun them, and (as they lose their special qualities while stunned) a second normal attack will kill them. Heavy attack can kill them immediately, but usually it's a two man job. Note: Samurai do not provide a March Bonus. This means they also need a March Bonus to move to an adjacent yard.

The Daimyo

In some Missions the Daimyo is present on the board as a miniature, with a role detailed in the Mission description. The Daimyo figure is considered to be a samurai, so attacks and stun effects work the same way.

He must start the game in one of the special yards as defined in the mission description. The Daimyo figure can only be affected by Daimyo specific Order Cards, not normal Order Cards.

Vision

The base of each guard miniature marks which direction that guard is facing. This is crucial information in the game. Guards facing Ninjas become harder to kill, but they also should watch each other and junctions if possible.

Guards always stand on yards. (See: Board Structure) Guards have to stand in one of the corners of the hex, and they may either look inwards towards the yard or outwards towards a junction and bushes. Guards can not be placed in any other way.

Guards Facing Inwards

Guards facing inwards only see the yard they are standing in and nothing else. They see the threats coming from the bushes in front of them and they see all other guards in the yard and those guards are killed.

They do not see inside any bushes, into the surrounding junctions or further to other yards.

Guards Facing Outwards

Guards facing outwards always face towards one bush and one junction. They keep their eyes on the junction to spot moving Ninjas, and they also see any threats coming from the Bushes in front of them. They see any Ninjas coming from the bushes in front of them. And they see any Ninja going from their yard to the bushes in

front of them. They do not see inside any bushes, or further to other yards.

The guard on the left is facing inwards. He is watching the yard. He doesn't see anything beyond.



The guard on the right is facing outwards. He is facing the yellow junction and the bushes. He sees all of the yellow junction and the entrance to the bush.

If Yuki executes the kill action the action is going to be executed, because the guard is turning his back towards her. Yuki's direct action is not watched by anyone.



If Hayato executed the same action the action would fail, because the guard is facing towards him.

Aiko can kill with a blue action because only the officer facing inwards is watching her.



Finding Bodies

A guard will find any dead body it sees: see Threats. If a guard moves it will find all bodies in the starting yard and the yard it finishes in. Deployed guards also find any bodies on the Barracks they are deployed to. If multiple guards are deployed the Daimyo may choose one to find the bodies.

Guard States

No marker means a “normal” calm state, red/pink is for alerted guards, and yellow is for stunned guards.



Threats

Guards can react in case they see any sign of danger. The following triggers a reaction:

- Direct Actions (red). These Actions fail if seen by any guard
- Failed Stealthy Actions (blue). Note: Stealthy Actions fail if seen by an alert guard.
- Witnessing the death of another guard.
- Finding a body.

Guards react depending on their alertness state, see below.

Calm

Guards are in a calm state by default. They keep their eyes open. In case they witness any of the threats described above:

- The Guard is alerted! Place an Alert Marker on the guard.
- If a Ninja's Red action caused the threat it fails. (Note: not even movement.)
- If the threat has been caused by a current action or movement, inflict damage to the Ninja executing the threatening action or movement. The Ninja receives one damage for each guard.
- Increase noise by 1 for each guard.
- Remove all bodies after resolving all reactions.

Alerted

Alerted guards are already expecting intruders and are ready to attack on sight. In case they see a threat:

- If a Ninja's Red/Blue action caused the threat it fails. (Note: not even movement.)
- If the threat has been caused by a current action or movement, inflict damage to the Ninja trying to execute the threatening action or movement. The Ninja receives one damage for each guard.
- Increase noise by 1 for each guard.
- Remove all bodies after resolving all reactions.

Stunned

Guards can get stunned by Ninjas. Stunned guards do not pay any attention to their duties. They can not witness any threats (their vision does not matter at all). Neither the Daimyo or the Ninjas can move stunned guards. The stunned status is lost at the end of the round during the Refresh Phase.

Alerted guards can get stunned (discarding the Alert Marker), but stunned guards cannot become alerted.

Movement

Move Guards (regular)

Guards patrol in their own yard unless they are instructed by an Officer to move away. Put that guard to any free spot, with any orientation...

- ...within the same yard.
- ...one yard towards barack or officer.
- ...one yard away, if standing next to a barack or officer (this option is always available for officers).

Move Guards (free)

Put that guard to any free spot, with any orientation...

- ...one yard away (no conditions).
- ...within the same yard.

Guards are moved by Daimyo actions. Each symbol represents one move of one guard. A guard can be moved multiple times, but this requires multiple symbols. Guard movement is always performed one at a time.

Ninja Health

Each ninja has 1-4 health cards. When damaged flip health cards starting from the right side. When healing always heal the leftmost flipped health first. Ninjas do not lose more health if all their health cards are already flipped to the damaged side.



Ninjas can not die, but if damaged, ninjas face some of the following penalties as shown on the health cards:

- Can only program one movement card in the movement phase
- Can not program any red actions
- Can not program any blue actions
- Can not program any movement cards

Playing with fewer than four players

If playing with only 3 players the two Ninja players each control two Ninja characters.

If playing with only 2 players the Ninja player should control three Ninja characters.

Note: Noise reduction and number of Order ards drawn depend on the number of Ninja characters not the number of Ninja players.

Setup & Missions

The game is played through a Mission setting. Rules regarding the Setup, missions and Character development can be found in the Mission Booklet.

Glossary [TBD]

Shadow Tactics Mission Booklet

[Storyline Draft]

Chapter 1

- Title: Threatening Rumours / Rumors of Kage Sama / Threatening Shadows
- Time span: Lv1 (The Siege of Osaka) - Lv5 (The Death of Lord Yabu)
- Box: Retail/KS Base Game
- Story: The ninjas have to weaken the mysterious conspirators and assassinate one of their leaders: Lord yabu.
- Game Mech:
 - Osaka = Mandatory tutorial
 - Lv2-Lv4 = Optional missions
 - Lv5 = Bossfight

Chapter 2

- Title: Shadow of the Night / Tail of the Dragon / Bloody Winter / Ruthless War
- Time span: Lv6 (Spies in Hida) - Lv8 (Assault on Kanazawa)
- Box: Retail/KS Expansion
- Story: The ninjas have to hunt down Kage Sama's Warlords, finishing with General Okoto
- Game Mech: snow, night
 - Gather Intel
 - Assassinate Warlords if enough intel is gathered

Chapter 3

- Title: Kage-Sama Strikes Back / It's a TRAAAP!!! / Chasing the Shadow
- Time span: Lv9 (The End of Kage-Sama) - Lv10
- Box: KS Expansion
- Story: Kage Sama tries to hunt down the shogun's assassins.
- Game Mech: The Shogun is trying to set up a trap to capture the ninjas. If he succeeds they has to try to escape from his prison.
 - 2 trap missions
 - 1 prison escape

Chapter 4

- Title: Noburu's End / Final Showdown
- Time span: Lv6 (Spies in Hida) - Lv13 (Noburu's End)
- Box: Retail/KS Base Game
- Story: The ninjas have to gather intel to figure out where Kage Sama is hiding, and kill him.
- Game Mech:
 - 2 mission: gather intel (one mandatory)
 - 3 mission: final castles (each has a clue, or kage sama)

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- Mission mechanisms
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- Chapter One - The rise of Kage Sama

Overview

The story of Shadow Tactics the Board Game is presented in chapters. Each chapter consists of several optional missions and a final mission. We recommend when playing for the first time not to play a full chapter just the Osaka Castle mission according to: Chapter - Playing for the first time. Shadow Tactics missions can also be played individually rather than following the storyline, see Chapter - Playing a single mission [TBD].

Time Track

In each mission ninjas has to accomplish a special quest in a given timeframe. The Daimyo can decrease their time by discovering them. His goal is usually to sabotage the mission by decreasing the time frame as much as possible and preventing ninja actions.

Goals

The main goal is winning the current mission, but both ninjas and the Daimyo have secondary goals as well. Side quests and loot can give the players personal rewards even if they fail the mission. Winning a mission also has similar benefits (see Chapter - Finishing a mission)

Tutorial [Temporarily removed]

The game also features a tutorial mission. This is a nice warm up to get familiar with the system. We recommend playing it in order to become familiar with consequences of programming actions in secret in advance.

Playing for the first time

If you are playing for the first time we recommend playing only a single mission: Osaka Castle. Setup normally. You do not need to use the character development rules, but you may choose to use Side quests. From the mission mechanisms you will need: Entry tiles, Barracks, Special Locations, Green Mission Tokens. You do not need to read or use: Coins, Blue Mission Tokens, Gates, Towers. You do not need to read the Mission Selection Sequence. (The Daimyo player does not get any additional deployments, cards nor does he place coins.)

Setup

- Read the description of the selected mission to all players.
- Set up the board tiles according to the picture. Place Entry tiles, barracks, towers, gates, keys, special tokens etc.
- Lay out the programming mat and set the time track according to the mission description (take the victory compensation into account).
- Give the ninjas their action cards, movement cards, character marker, Jutsu Tokens and their health cards. Lay out the health cards properly. All ninja start at full health and with all their Jutsu Tokens active. (Ninjas may give each other previously gained loot cards.) Ninja Characters start the game with 1 Jutsu Token. (But can gain more.)
- Give the Daimyo his order deck. Draw as many cards as there are Ninja players for his starting hand.
- Each Ninja and the Daimyo should choose a single quest that they may try to accomplish during the mission.

- Give the Daimyo the deployable Guards. He has to place 1 or 2 in each yard. No yards can start empty, or with 3 guards. But otherwise the Daimyo may distribute and orient them as he wishes.
- Keep the rest of the Guards close to the Daimyo player along with the body tokens, alert and stun markers.
- Once the Daimyo has placed the Guards, Ninjas should discuss their infiltration strategy and place their figures in the Entry Tiles.
- Start the first Round.

Mission Setup

(You should first follow the Mission selection sequence unless Playing for the first time.)

To setup your selected mission do the following:

- Read the description of the selected mission to all players.
- Set up the board tiles according to the picture. Place Entry tiles, barracks, towers, gates, keys, special tokens etc.
- Set the time track according to the mission description.
- All ninja start at full health and with all their Jutsu Tokens active.
- Noise starts at 0 noise markers.
- Ninjas may give each other previously gained loot cards
- Each Ninja and the Daimyo should choose a single quest that they may try to accomplish during the mission.
- Give the Daimyo the deployable Guards shown in the Mission description. He has to place 1 or 2 in each yard. No yards can start empty, or with 3 guards. But otherwise the Daimyo may distribute and orient them as he wishes.
- If the Daimyo figure among the deployable guards:
 - Add the green Order Cards (labeled: DD1, DD2, DD3) to the Daimyo's deck.
- Shuffle the Daimyo's deck and Draw as many order cards as there are Ninja players for his starting hand.
- Once the Daimyo has placed the Guards, Ninjas should discuss their infiltration strategy and place their figures on the Entry Tiles.
- Start the first Round.

Character development

Ninjas and the Daimyo have several ways to permanently boost their character for the rest of the chapter.

Victory

In case of victory, Ninjas, or the Daimyo gain a special reward described at the mission description. This can be a permanent personal bonus (e.g.: a jutsu token), a temporary effect (e.g.: purchase bonus), or a Pre-Mission action.

Side quests

In each mission players have to choose a side quest. Upon completion they immediately get their reward (sometimes it's only happening at the end of the mission). It can be an action card, movement card, additional health, Jutsu Tokens, or order cards for the Daimyo.

Some quests require Ninjas to do something a certain number of times, these have little boxes for quest markers in order to keep count. Some cards have a condition that can only be met at the end of a mission.

Loot

In each mission the ninjas may collect coins. They can use it to purchase new items for the following missions.

Purchasable Cards

Purchased Cards are put face up on the table at the setup. If a player played his special action, he has to choose one of the special actions (same colour).

Mission mechanisms

Entry tiles

Ninjas can start and escape in these bushes. Only two Ninjas can start in each bush.. Escaping does not have this limitation: any number of Ninjas can escape from the same bush.

Coins

Coins can be collected if the Ninjas move through a junction with a token. The Ninjas can spend their coins pooled together.

Barracks

Barracks are the only yards where the Daimyo can deploy new guards. Guards in this yard always have a March Bonus, so they can move to neighbouring yards. The yard has no other special qualities, and can be trespassed as normal.

Special Locations

Yards or bushes with special locations have a mission Objective tile on them. Read the mission descriptions for details.

Green Mission Tokens

Green mission tokens can be picked up by Ninjas during the missions. See the specific mission description for their effects. Each Ninja can carry only one green token at a time. They are not transferable.

Blue Mission Tokens

Blue Mission tokens stay on the board until they are spent as described in the specific mission description. They can not be moved or picked up by Ninjas.



Gates

Gates are two sided board tiles connecting two other board tiles. They usually start with the closed side up. Ninjas can not affect the other side of the wall by any means. The Daimyo player may move guards through it normally. The two sides considered one yard, so moving inside the yard can mean moving to the other side of the gate. Guards also see through the gates (it has bars/windows), spotting dead bodies normally. Yards with a closed gate can hold a maximum of two guards as guards can not stand on the gate, only on either side.

Each gate has a key token on a nearby junction. If a ninja moves through the junction: discard the key token, open the gate (flip it to the opened side). Now the middle yard works as usual and can be trespassed (and the color of the junction on the gate tile also changes from brown to white).

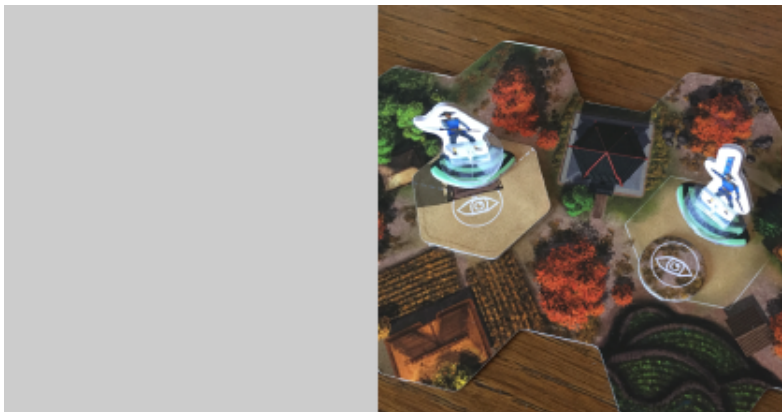


Hayato can open the gate by collecting the adjacent key. Flip the gate immediately to the white side.

If he programmed a "purple right" and a "white" movement card he can move through the same turn the gate was opened.

Towers

Tower yards can only hold up to one guard in the tower. That guard projects his vision to any yard, a bush or a junction on the same board tile, mark it with the focus token. The Guard only sees the marked location and nothing else. If the Guard is moved (either by the Daimyo or the Ninjas) the token can be moved somewhere else. If a Guard is placed on the tower place the token somewhere immediately. Otherwise all his states and features are unchanged (e.g.: a stunned guard loses his vision (ignore the token), alerted guards can move off of the tower, or relocate their focus during Pursuit and alerted guards can also search bushes as normal: searching a bush if it has a focus token on it).



The guard in the tower can keep an eye on another yard. Put the focus token in the target area.

Surrender

If the Time Track has reached the last 5 spots: either side can decide to give up the mission in exchange for a time bonus on the next mission. Ninjas may do it in one of the programming phases if all ninjas agree. The Daimyo may resign when playing actions or during Pursuit.

Game Variants

Boulders

Boulders block vision and movement. (e.g.: Ninjas can't move over it to attack a guard).

Friendly Civilians

The ninjas may move them with their action cards as spearmen, And the Daimyo can move them as well.

They can not get Alert, Stunned or Killed.

Hostile Civilians

The ninjas may move them with their action cards as spearmen, And the overlord can move them as well.

In case they would get Alerted they pass the Alert marker to a guard in the same yard (if present, Daimyo choose). They can get Stunned normally. In case they get killed the perpetrator lose a Jutsu marker permanently (active if possible).

Snow

If a ninja moves through a snow covered area place 3 footprint markers on the junction.

- Remove 1 Footprint marker at each reset phase
- In case a guard is moved (by any means) in a yard with an adjacent junction with footprint markers:
 - +1 Noise
 - The Daimyo has to move the guard facing the footprint (in the same yard)
 - Do NOT remove the footprint markers.

Night

Each junction has either:

- a permanent darkness marker
- a permanent light marker (campfire/building)
- Torch (lit/extinguished)

If a junction is lit:

- Moving through is visible (normally) and
- Moving through always considered as a red(direct) action!
- Guards right next to it are visible for other guards facing inwards.
- Dead bodies next to it can be found normally.

If a junction is dark:

- Moving through always invisible and considered as a green (safe) action!
- Guards right next to it are not visible for guards facing inwards.
- Dead bodies next to it can not be found unless a guards moves over them.

Torches:

- In case a Ninja moves through a junction with a torch he may flip it to either side.
- In case a guard is moved (by any means) in a yard with an adjacent junction with extinguished torches:
 - The Daimyo has to move the guard facing the torch (in the same yard)
 - Flip the torch to the lit side

Saving the game after a Mission

In case you do not want to continue with the next mission right away you may save your progress. Each character has their own bag to store their property. Put all their action cards, movement cards, health cards, Jutsu tokens, available uncompleted quest cards and order cards in the bag. Next time your character will be ready to continue the story.

Change in the player number

A Ninja player can join or leave during a Chapter between Missions if necessary. If the number of Ninja characters has increased simply add a new Ninja character to the game. However they do not start with any completed quests or extra Jutsu tokens. (Note: the Ninjas can decide to purchase equipment for him during the Mission Selection Sequence as normal.) If the number of Ninja characters has decreased simply choose one of the Ninja characters to remove from the game.

Playing a single mission [TBD]

Mission selection sequence

- The Daimyo can purchase additional cards:
 - Shuffle the Daimyo's purchasable cards and draw as many as indicated by his controlled locations. These are the cards he may purchase.
 - The Daimyo collects tax from each controlled location. This is the amount of money he will assign. The Daimyo can choose to collect taxes using 1, 2 or 3 value tokens, but he can not make change later.
 - To buy a card the Daimyo Must assign at least as much money as the indicated cost.
 - Discard any cards not purchased.
- The Daimyo must assign all purchased cards to a location. (Cards purchased earlier can also be reassigned.) Cards cannot be assigned to the final location and cards there can not be reassigned.
- The Ninjas can purchase cards for that Mission:
 - Shuffle all large purchasable cards and draw as many as indicated by the Ninja controlled locations. The Ninjas can buy these cards.
 - Ninjas can spend their money on purchasable cards. Discard the spent money and any cards not bought.
 - The ninjas can spend their money together and any of the ninja characters can claim any number of the purchased cards.
- The Ninjas choose a Mission
- Set up the mission as normal. Additionally the Daimyo should:
 - Use the extra purchased cards assigned to this Mission
 - Deploy any additional deployment cards
 - Add purchased order cards to his deck
 - Place Coin Tokens on the cards on the board. Additionally place Coin Tokens with a value equal to the wealth of the Location on the board.
 - Each Coin token is placed on a different Intersection.
 - All of the Coin tokens must be distributed as evenly as possible, between the large board tiles. This means the Daimyo has to try to to have the same number of tokens on each large board tile.

- Play the mission and assign the rewards for the mission to the victorious side.
 - Assign rewards for the mission to the victorious side.
 - Discard all Ninja purchased items.
 - Discard the purchased cards the Daimyo used in this mission.
 - Discard any coins not picked up by the Ninja

Promotion

The final mission has 3 deployments on it by default. The Daimyo can not normally place cards here, nor can he move these cards. However if the Daimyo wins a promotion he may replace one of these three cards with one of his purchasable cards he used in this mission instead of discarding it.

Chapter One - The rise of Kage Sama

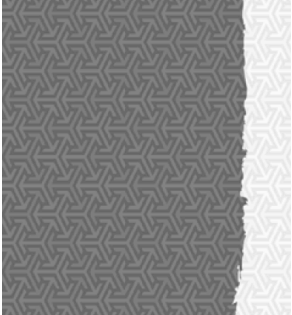
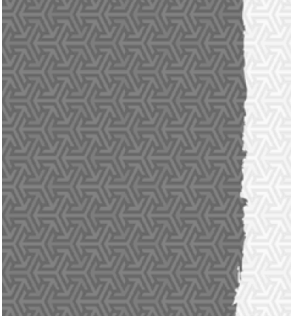
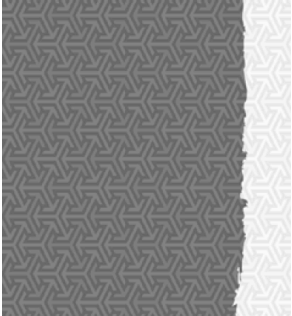

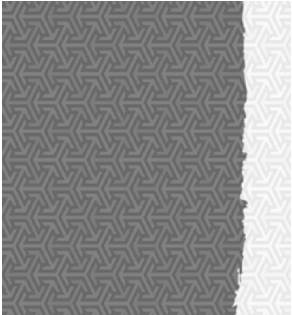
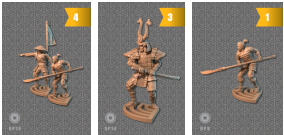
A devious enemy is trying to weaken the power of the shogun! His identity is unknown, but he bears the mysterious name: Kage-Sama. One of his minions is rumored to be Lord Yabu. Your main mission is to eliminate Lord Yabu, but before you do so you may weaken him by cutting his supply chain and gain actual proof of his conspiracy. Kill Lord Yabu and restore order to Japan!

At the beginning of the chapter the Daimyo controls all locations except the safe house. (The safe house is always controlled by the Ninjas.) Ninjas can take control of a location by successfully completing its Mission.

Missions:

- Osaka Castle (optional)
- Nakasendo Road (optional)
- Imai Town (optional)
- Mount Tsuru (optional)
- Lord Yabu's Palace (final mission)

Locations	Tax	Weath	Description	Ninja Victory Reward	Daimyo Victory Reward
Safe House	n/a		+2 Purchasable cards per mission	n/a	n/a
Osaka Castle	3	6	+1 Purchasable card per mission	+1 Jutsu for each Ninja - The Daimyo has to discard two deployment cards (his choice).	Promotion Ninjas can not purchase items before the next mission..
Nakasendo Road	0	4	+2 Purchasable cards per mission	+1 Jutsu + 2 Purchasable cards	Promotion + 2 Purchasable cards
Imai Town	5	10		+1 Coin token per ninja - Ninjas may discard one deployed card before the next mission's setup.	Promotion All cards cost -1 coin
Mount Tsuru	3	6	+1 Purchasable card per mission	+1 Jutsu per ninja Purchasable: - 1 Jutsu (5 coins)	Promotion Purchasable*: - samurai deployment - samurai order
Lord Yabu's Palace [Final Mission]	3		+1 Purchasable card per mission extra 3 deployment cards by default*	Chapter Victory	Chapter Victory

Locations	Tax	Wealth	Cards for controlling	Ninja Victory Reward	Daimyo Victory Reward	Daimyo Card slots (no limit on cards per location)
Safe House	n/a	n/a	2	n/a	n/a	
Osaka Castle	3	6	1	+1 Jutsu for each Ninja - The Daimyo has to discard two deployment cards (his choice).	- Promotion - Ninjas can not purchase items before the next mission	
Nakasendo Road	0	4	2	+1 Jutsu for each Ninja + 2 Purchasable cards	- Promotion + 2 Purchasable cards	
Imai Town	5	10	0	+2 value of coins per Ninja - Ninjas may discard one deployed card before the next mission's setup.	- Promotion - All cards cost -2	
Mount Tsuru	3	6	1	+1 Jutsu for each Ninja - Purchasable: additional Jutsu tokens for 5 each	- Promotion - Purchasable: 	
Lord Yabu's Palace [Final Mission]	3	0	1	Chapter Victory	Chapter Victory	Place these cards here: 

Chapter 1, Mission 1

Osaka Castle

The Shogun is preparing an attack on Osaka Castle, a fortress of great importance. You, his loyal shinobi must infiltrate the castle and clear the main gate -the Yagura mon- for the Shogun's army. If you can find some explosives, it will take no effort. Luckily, our spies have reported spotting some gunpowder barrels in the armory. One of them will suffice to blow up the gate.



Starting Time:

12 (+/- Surrender modifier (if any))

Deployment:

12 Spearmen, 2 Officers

Special Rules:

The Green Mission tokens represent gunpowder barrels. Ninjas can pick up a barrel at any time during their action phase.

Mission action:

Spend a Green Mission Token to blow up a yard.

Effect: Kill all guards and add 3 noise

This action is a Direct Action (red).

End Game Condition:

- A Ninja blows up the yard, that is the Objective tile.
- Time runs out.

FAQ:

- Barrels can not be picked up during movement.

Ninja victory

Well done, shinobi! With your assistance the siege has been cut short and hundreds of lives have been saved on our side! Osaka Castle was a milestone in the campaign against the mysterious Kage-Sama, but we are not done yet.

Daimyo victory

Osaka castle will eventually fall, but at what cost! Your failure has cost many lives lost on both sides. The bloody siege will continue, leaving the Shogun's forces significantly weaker to deal with the mysterious threat of Kage-Sama.

Chapter 1, Mission 2

Nakasendo Road

According to the spies' report, an illegal weapon transport is heading towards Kyoto. We must intercept to find out where it came from.

Now is the time to attack: the convoy has stopped at a collapsed bridge. Sneak around eliminating officers to weaken the resistance for when the army strikes. But be careful not to raise alarm by disguising your attacks as accidents. The carts, oxen and boulders provide plenty of opportunities.



Starting Time:

9 (+/- Surrender modifier (if any))

Deployment:

9 Soldiers, 3 Officers

Special Rules:

- The bushes with Blue Mission Tokens represent dangerous situations for the guards. The ninjas can use their mission actions to cause accidents.

Mission action:

Ninjas in the same bush as a Blue Mission Token can spend it to cause an accident.

Effect: Kill a guard and hide its body.

This is a Stealthy (blue) action.

End Game Condition:

- None of the special yards, nor the barracks are guarded by any Officers.
- Time runs out.

Ninja victory

Your "accidents" have deceived the guards and the attack of the Shogun's troops has caught them by surprise. Seizing a sizable amount of firearms will provide you great advantage. Questioning the guards you find out about the destination of the transport, but you may need further evidence against Lord Yabu.

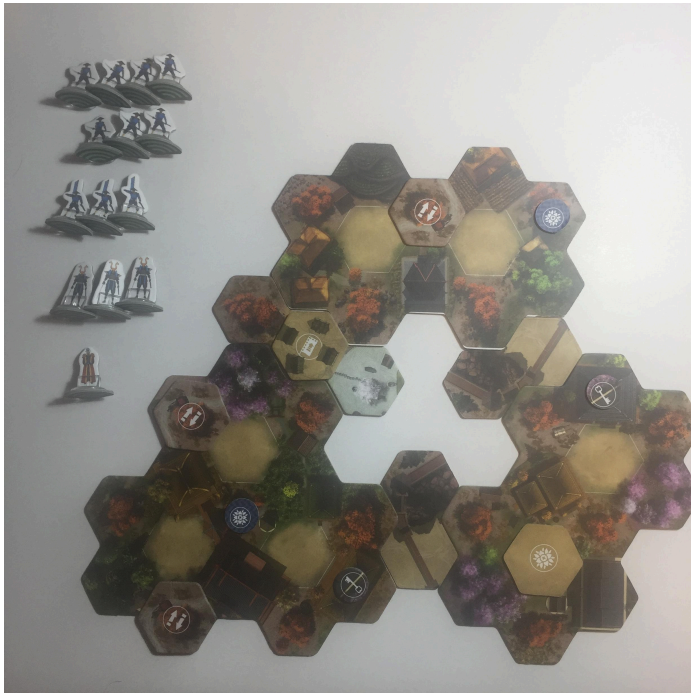
Daimyo victory

The guards notice your attempted attacks and almost capture you. As you flee you see the Shogunate army attacking and getting overpowered by the already alerted guards. Later you hear about the casualties and that the transport was not stopped. Kage-Sama has probably obtained the stacks of fancy weapons by now, and is preparing his rebellion.

Chapter 1, Mission 3

Imai Town

The clues lead to the local lord of Imai Town. He's in possession of some significant documents which might prove Lord Yabu's involvement in the conspiracy. You must infiltrate the castle, steal the documents, and sneak out unnoticed. But the warlord is always surrounded by heavily-armored samurai. You spot two wooden towers within the walls. If you manage to collapse them, maybe they provide enough distraction for you to have a chance for the theft. Make sure not to kill the warlord, a death of a high-ranking official would not be tolerated, until you have solid proof.



Starting Time:

10 (+/- Surrender modifier (if any))

Deployment:

7 Spearmen, 3 Officers, 3 Samurai, Daimyo figure

Special Rules:

- If the Daimyo figure is stunned he drops the documents to the yard. The documents can be collected with any trespass action (it can be the same action with the light attack). The documents are represented by a Green Mission Token.

Mission action:

The Blue Mission Tokens represent small tower structures that can be sabotaged to fall and cause Samurai to investigate.

Effect: You must spend the blue token. Select an adjacent yard and move up to three samurai here from anywhere on the board. Alert each of these Samurai.

This is a Direct (red) action.

End Game Condition:

- At the end of the movement phase all ninjas are on Entry Tokens and no Ninjas where found, when searching the bushes. One with the stolen documents.

- Daimyo figure is dead (Daimyo victory).

- Time runs out.

Ninja victory

Well done! The documents in fact prove Lord Yabu's involvement in a plot against the Shogun. This is a proof most valuable, now we can prepare our battle against his growing army!

Daimyo victory

Ninjas fail to escape

Your mission had been spotted before you could escape the town with the documents. Now you will have to find another way to gather proof against Lord Yabu. Moreover, he can make preparations now that he knows about your suspicions.

The Daimyo dies

You have been discovered and you had no choice but to kill the local lord to escape alive. Your failure has caused much trouble for the Shogun and has given plenty of time for Lord Yabu to prepare his rebellion.

Chapter 1, Mission 4

Mount Tsuru

The temple at Mount Tsuru has proved to be the destination of Lord Yabu's supplies. You also heard the news that the monks of the temple are kept imprisoned and forced to make weapons for the Daimyo's rebellion. The place is heavily guarded, but there is a bell calling to prayer. If you manage to ring it, you can thin the crowd and reach the prison to set the monks free.



Starting Time:

12 (+/- Surrender modifier (if any))

Deployment:

10 Soldiers, 3 Officers, 3 Samurai

Special Rules:

- Green Mission Tokens are hostages. Ninjas can pick one up at any time during their action phase. Any time a ninja loses health they automatically drop the token to the bush they came from. If a Ninja is standing on an Entry tile, the hostage is rescued so the token is removed from the game.

Mission action:

The Mission Mission Tile represents a bell that is used to call people to prayer. The Ninjas can ring the bell to signal the start of prayers

Effect: Decrease Noise to zero and the Daimyo must remove one guard from each of the four largest board tiles.

This is a Hidden (green) action.

End Game Condition:

- All hostages rescued.
- Time runs out.

Ninja victory

Your success is a milestone in our campaign against Kage-Sama! Some of the rescued prisoners are greatly talented craftsmen. The lack of them will greatly hinder the production of firearms for the rebellion and improves our chances for a final victory.

Daimyo victory

Unfortunately you have been discovered while trying to rescue the prisoners. They were recaptured and it was a narrow escape for you. Moreover, you found that some of the hostages are skillful craftsmen and now they will keep on making the most effective firearms you have ever seen. Kage-Sama proves to be a much more dreadful enemy than you thought.

Chapter 1, Mission 5

Lord Yabu's Palace

You decide you have enough proof of Lord Yabu's plotting. Time to act and end this conspiracy for good! Taking down such an important figure is much harder, then what you have done so far. The odds are slim that you can fight your way through all the guards to kill him, but you know you have a final chance: the Daimyo has a daily routine of tea ceremony. Sneak into the heart of Lord Yabu's estate, poison his tea and flee before his death is noticed. End the rebellion before it can start and your reward will be abundant!

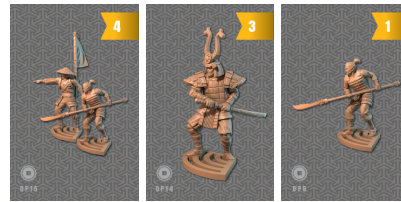


Starting Time:

14 (+/- Surrender modifier (if any))

Deployment:

14 Spearmen, 3 Officers, 3 Samurai, 1 Daimyo figure*



- the Daimyo figure has to start in one of the Objective tile yards

Special Rules:

- The Blue Mission Token represents a tea ceremony. **Mission action:**

Ninjas in the bushes with the blue token can use it to poison the tea in hopes of killing Lord Yabu.

Effect: Move the Blue Token to the Mission Objective tile next to it. The Daimyo figure will die automatically whenever he is in this yard.

This is a Direct (Red) Action.

End Game Condition:

- At the end of the movement phase all ninjas are on Entry Tokens and no Ninjas were found, when searching the bushes and Lord Yabu is dead.

- Time runs out.

Ninja victory

Your victory will be legendary throughout centuries, shinobi! By taking down Lord Yabu, Kage-Sama has lost a valuable follower, with locations and resources of great importance. Now, when he is distracted by reorganizing his forces, is the perfect time for us to strike the next blow! In your next mission you will face challenges unseen before.

Daimyo victory

You fools! You thought you could assassinate Kage-Sama's most faithful minion on his own estate? You thought he had not been prepared, after all the commotion you had been making all over the country? This is the end for you sycophants of that usurper calling himself a Shogun! You will wait here imprisoned until your execution tomorrow morning when all people will see what happens to those trying to defy Kage-Sama's power!

Changelog

1.43 >> 2.00

- System Update: Movement merged into the action phases.
 - only one phase
 - new movement rules
 - new time tracking
 - new noise system
 - alarm marker
 - Pursuit deleted
 - Discovering Ninjas deleted
- System update: Guard reactions
- System update: Guard movement

1.43 >> 2.00

- System Update: 2 programmed cards in one phase
- System Update: Blue cards = invisible for calm guards

2.01 >> 2.02

- System update: search the bushes
- New Chapter: Game Variants (Boulders, Civilians, Snow, Night)