

Disclaimer

This document is not an official errata or FAQ. It is a collection of official rulings that haven't yet made it into the official errata document and explanations for rules interactions that are easily overlooked.

If you find any errors in this document, contact me on the GCT Bushido Discord (<https://discord.com/channels/694884075210801162> User: Mootaz).

Usage

Any references in this document are to one of:

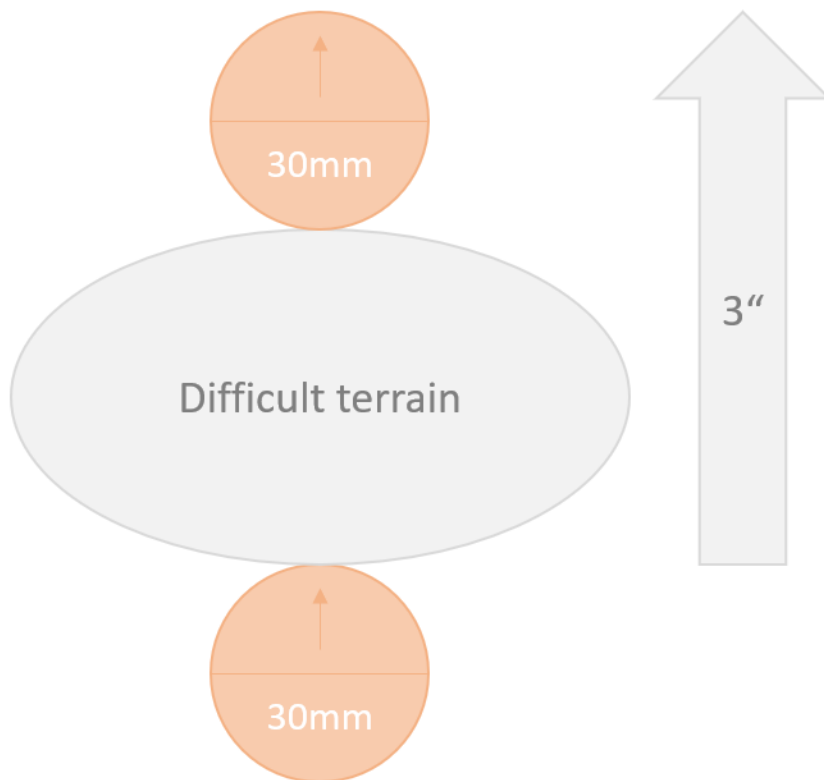
- The rulebook from the current 2 player starter set (Can be found as a print-friendly version at <https://www.dropbox.com/s/zbu2604o7iic5rm/Bushido-Risen-Sun-Rulebook-R1-Print-Friendly.pdf?dl=0>) given as "RB" and a page number (e.g. "RB32" or "RB42, step 6a")
- The official errata document (found at https://docs.google.com/document/d/1QVDOiHRrkplIJV72aeod3jDvE-Qkb_HlmljF8rgZAf0) given as "Errata"
- The official tournament rules (found at https://link.gctstudios.com/bushido-tournament_pack-pf) given as "TR" and a page number (e.g. "TR12")
- A post in the official GCT Bushido Discord by someone with the ability to make official rulings, with the complete link provided
- A post on the official GCT Studios webpage
- A link to a webstore entry to show as an example for a referenced special card deck

Rules explanations

Q1: How is the double movement in difficult terrain calculated exactly?

A: As long as any part of your base is in difficult terrain, movement costs are doubled (RB72). This means that if moving through difficult terrain, the moment the front of your base enters the terrain until the back of your base leaves the terrain, the movement costs are doubled.

So in this example, it takes 3 inches of movement for the base to completely leave the difficult terrain, resulting in 6 inches of movement paid.



Q2: Once your charge movement meets the enemy model's ZoC, you move the last inch directly towards the enemy. Does this 1 inch movement have to come out of my normal movement or is it "free"?

A: It is part of your normal movement and has to come out of your normal move distance. It's just that the last inch has a forced direction which may result in the charge movement having a slight bend (RB27).

Q3: If an effect allows me to move, can this movement take me to BtB with or into the ZoC of an enemy model?

A: This very much depends on the effect. If the effect grants a "Walk" (like Kaede's "Heed My Word" or Hanami's "Lure"), then this may not enter ZoC or enter/leave BtB, as a "Walk" doesn't allow that (RB26).

If the effect grants just a generic "Move" (like Oshibe's "Dart" or the move from a Sidestep Defence) then you can freely enter/leave ZoC or BtB as there's no rule restricting you from doing it

(<https://discord.com/channels/694884075210801162/737385418701406380/995683917833175070>

And posts from

<https://discord.com/channels/694884075210801162/737385418701406380/928391986078171266> until

<https://discord.com/channels/694884075210801162/737385418701406380/928409022271455232>).

Keep in mind that this doesn't work against Disguised models, as the Disguised state forbids the enemy model from moving voluntarily into BtB (RB53), so even things like Dash or Sidestep Defence can't go into BtB with a Disguised model.

Q4: If an effect allows me to move into BtB with a Fear causing model outside of my action, is a Fear Test required?

A: No. The only times a Fear Test is required is when

- A. An Activating model declares an action or effect that would bring it into BtB with an Enemy model with the Fear trait.
- B. An Activating model with the Fear trait declares an action that would bring it into BtB with an Enemy model.

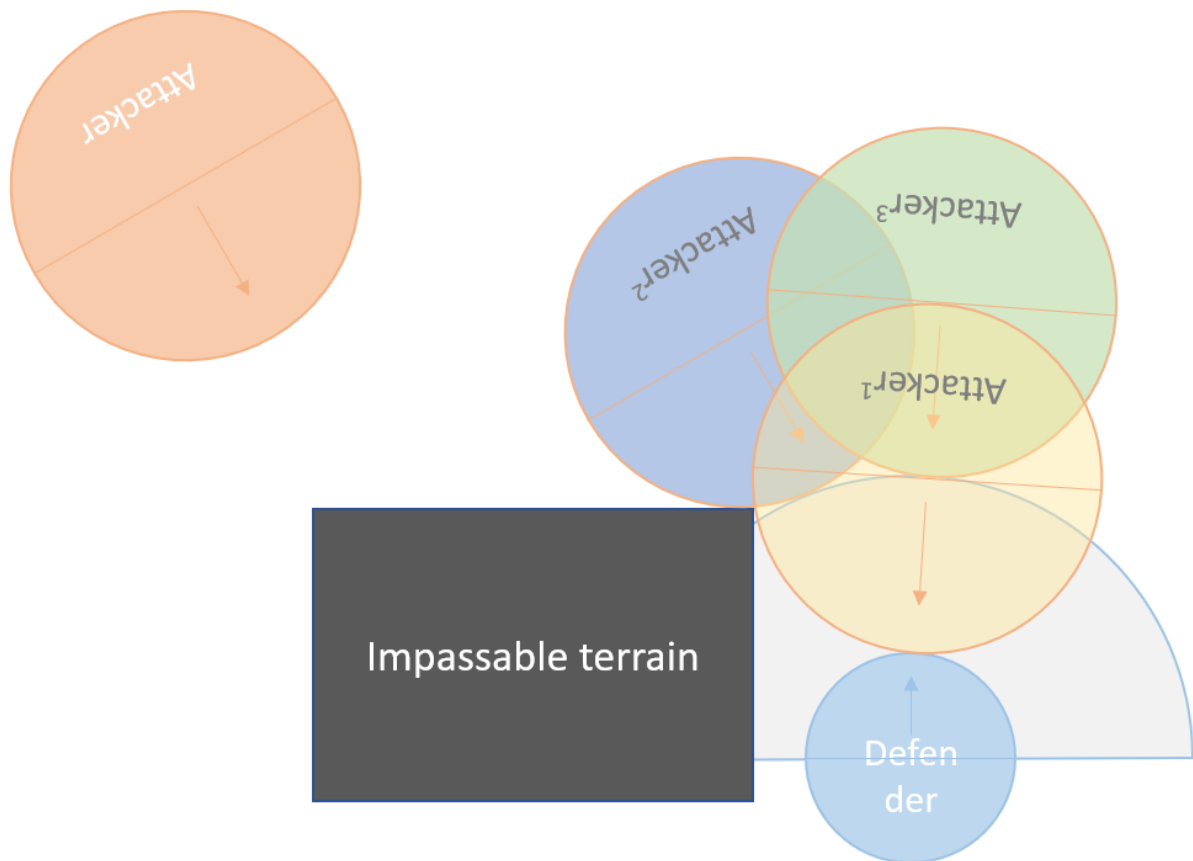
No other times to take Fear Tests are stipulated (RB35).

Q5: Do I really have to care for my target's ZoC? Can't I just put my model BtB with my target and be done with it?

A: No. ZoC is very important in Bushido and one of the things that is most different to other tabletops. A lot of tabletops have the concept of ZoC, sometimes called different things like "melee range" or "melee zone". The major difference between Bushido and other games is that Bushido has the rule that once you reach ZoC, you have to move directly towards the target (RB10). This means you have no leeway on how to move within the ZoC. And once you've reached BtB, you cannot circle around it as within the ZoC you may only move directly towards the model or directly away from it, until you leave ZoC again (RB10). The only way you are allowed to circle around a base BtB is when you start your melee BtB with the model, as then the Melee Action explicitly allows it (RB29). So the point where you hit the ZoC directly determines where you will end up BtB with the model and stop your movement.

Example 1:

The Attacker wants to attack the Defender in melee. The final position will be Attacker¹ (in yellow).



The only way to reach this position is by first going to position Attacker³ (in green), hitting the Defender's ZoC there and then going straight in to position Attacker¹.

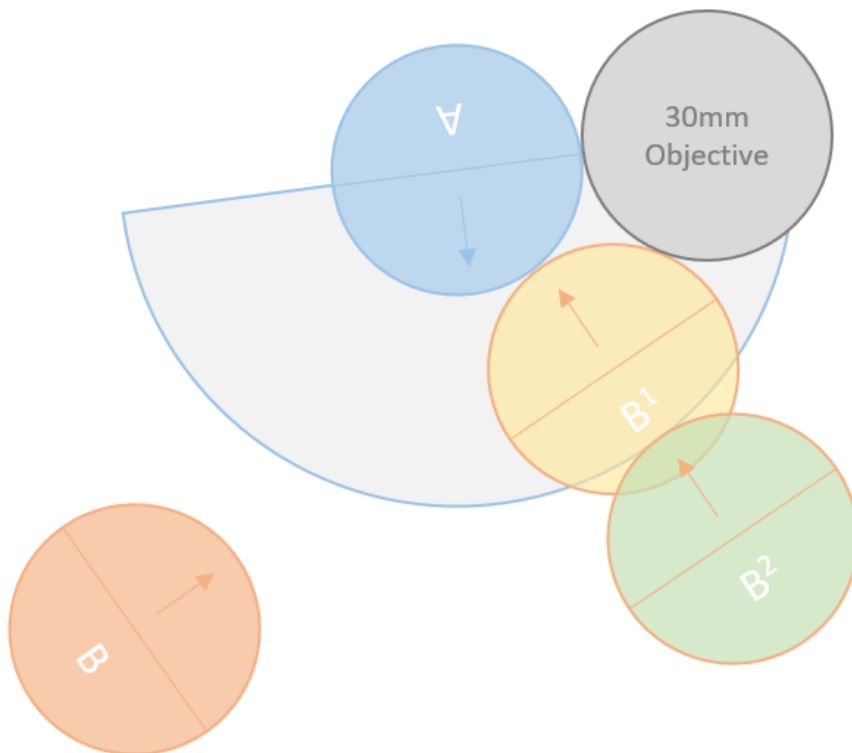
If you instead go to position Attacker² (in blue) and hit the Defender's ZoC there, you now have to go straight in which will cause you to get caught at the corner of the impassable terrain, resulting in you not reaching the Defender and this being an illegal move.

In other games you could go to position Attacker² and then scoot in a slightly circular motion around the corner of the impassable terrain until being BtB with your target. Not in Bushido!

If you don't have enough movement to at least first go to position Attacker³ and then to position Attacker¹, you can't attack the model in melee.

Example 2:

Model B wants to attack model A and be BtB with an Objective at the same time (position B¹ in yellow).



The only way to reach this position is by hitting model A's ZoC exactly at position B² (in green) and then going straight in. If model A's ZoC is first contacted at any other point before that, this will result in model B being not BtB with the objective when it ends BtB with model A. So if model B doesn't have the movement to move to B² before going in or any other effect causes model B to not be able to go to B² (other model's ZoC, an aura that prevents entering, etc.), model B cannot go BtB with model A and the objective at the same time.

All of the above examples assume that the moving model has no means to ignore the ZoC. If it has traits like Evasive or Cloudwalk, or the target model is Insignificant, etc. then the above examples don't apply and the moving model is free to take any movement path within the ZoC.

Q6: What restrictions apply to place/replace/deploy regarding ZoC/BtB?

A:

- A place allows you to place into ZoC but not into BtB with an enemy (RB27).
- A replace allows you to replace into BtB with an enemy model only if the model you are replacing was also in BtB with the enemy model (RB7).
- A deploy doesn't allow you to place into ZoC or BtB with an enemy model (RB4).

Q7: I'm allowed to ignore an Insignificant model's ZoC. Does this mean I can just walk out of BtB with it?

A: No. BtB and ZoC are distinctly different things. Being able to ignore one of them doesn't automatically let you ignore the other. So if you are BtB with an Insignificant model, you are subject to all rules regarding being BtB (e.g. what actions you are allowed to take).

Q8: Do I have to roll any dice to take advantage of Brutal/Parry/Resistance?

A: Yes. Even though Parry doesn't mention it explicitly, the basic rules of Tests still apply. If you roll no dice for any Attack or Defence, the final result is 0 (RB43, step 8a), with the final result always being the result after all modifiers. But even if you roll any dice, if all of them come up 1 then these traits still don't apply, as if all dice come up 1, the final result is also 0 (RB32).

None of these traits contradict or supersede these basic rules.

Q9: Does "Agile" allow you to make Scenario Actions even though BtB with an enemy model?

A: No. Agile allows you to ignore BtB when declaring actions, but it also only allows you to stay in BtB if you do a Disengage, Stand Up, melee usable Ki Feat or Melee Action (RB60). A Scenario Action is neither of those so you have to move out making a Scenario Action an illegal choice as it has no movement part.

Q10: Can I make a Cavalry move to get BtB with a scenario objective and then perform a Scenario Action there?

A: Yes, you can, even though the rules don't allow it RAW, as an action consists of 2 parts, declaration and performing, and the Cavalry move comes after declaration before performing the action. A Scenario Action can only be declared while already BtB with an objective. So RAW it shouldn't work, but it has been ruled to work

(<https://discord.com/channels/694884075210801162/737385418701406380/917705186808590347>). The same applies to the Silvermoon Urchin using Fai-ginn's Unique Effect.

Q11: Can an Insignificant model intercept a Ranged Attack?

A: No. It used to be possible in the first version of the Risen Sun rulebook, but since the updated version from the 2 player starter set, Insignificant models are no longer allowed to intercept Ranged Attacks (RB36, step 1d, subsection III).

Q12: Is it possible to leave melee after your own attack so you don't suffer the attack back?

A: Yes, it is. Of course, the easiest and most obvious way is by using Sidestep Attack which will cause you to leave BtB if successful. In step 12 of the melee timing (RB43) this will then cause the combat to end.

But there are other possibilities. In step 11 of melee timing, you are allowed to use Ki feats and in this step these Ki feats are not as limited as in the previous steps. So you can use feats like Apparition to leave BtB. This will still cause the damage roll in step 12 as there's no provisions between steps 11 and 12 that stop combat if no longer BtB. But at the end of step 12 this will cause the combat to end without the Defender attacking back.

But pay attention that this only works if your attack was successful. If the Defender was successful, you never reach step 11 but instead skip from step 10b to step 13, robbing you of the possibility to use e.g. Apparition before the Defender attacks back.

Q13: Can Poison/Bleed be applied to Soulless models?

A: The answer used to be "Yes, but it is rather hard to do so.". With the most recent update to Soulless

(<https://discord.com/channels/694884075210801162/944626952218771496/1033839528714182666>), this is no longer true. Soulless models are now Immune (Poison) and Immune (Bleed), so the answer is now a simple "No".

Q14: Is “Immune(Frightened)” the same as Fearless?

A: No. Fearless also includes Immune(Frightened) but the reverse is not true.

Immune(Frightened) means that the Frightened State is not applied, but other effects of failed Fear Tests still apply, while Fearless automatically passes all Fear Tests. So a model with Immune(Frightened) that is attacked by a Fear causing model basically doesn't have to take the Fear Test, as the result of failing it would only be the Frightened State, which this model ignores and thus isn't applied (RB35, “Fear Tests”, section 2).

But if the model with Immune(Frightened) (but not Fearless) wants to attack a Fear causing model and fails the Fear Test, it still loses an activation counter and its action ends like with any other model (RB35, “Fear Tests”, section 1).

Q15: If my “Ordered for Battle” themed warband contains multiple of the same model, can I leave out only some of the models, or do I have to play 0 or all?

A: You have to play 0 or all. In the steps when adjusting your final 100 rice, you swap out or in complete cards, you cannot swap out only some models on a card

(<https://discord.com/channels/694884075210801162/737385418701406380/951899703233097809>).

Q16: How does a “Group” activation interact with “Surprised”? Can models that didn't Surprise the target still take advantage of the Surprise?

A: The order you resolve your “Group” melees determines for how many of the melees the target is Surprised as the Surprised State ends the moment the model that caused the Surprised State ends its Action (RB8).

Let's say we have two Kaihei (or other group models) A and B and the enemy model C.

A and B activate as Group.

A surprises C and moves into melee, C is now Surprised.

B moves into melee.

B does its melee with C (I can choose the order of melees per the Group trait; RB65), C is still Surprised in this melee. Melee action of B ends.

A does its melee with C, C is still Surprised.

Melee Action of A ends, C is no longer Surprised.

I could also do the melees in another order, but that would not be a good idea:

A does its melee with C, C is still Surprised in this melee. Melee action of A ends, C is no longer Surprised.

B does its melee with C, C is not Surprised.

Melee Action of B ends.

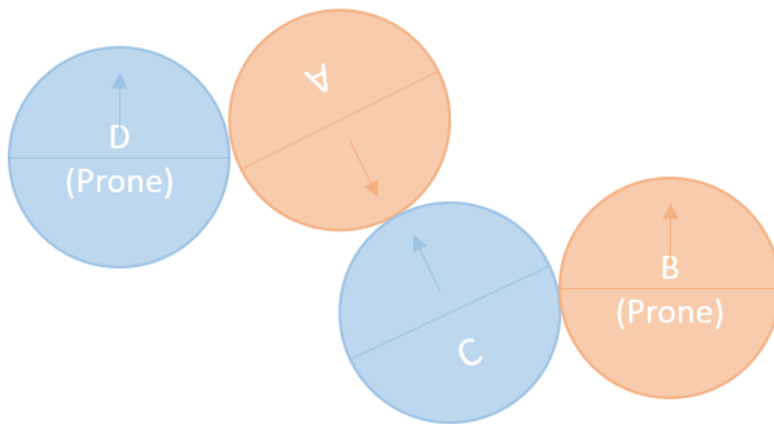
So by choosing the optimal order of melees (which is allowed by the Group trait), the effect of Surprised is maximized

(<https://discord.com/channels/694884075210801162/749711641398083715/931912862434213950>).

Q17: Can a Prone model assist in melee?

A: This depends on the circumstances.

Models A and B are one side, models C and D are the other side. B and D are Prone.



Melee assists are not affected by being Prone (RB44) but a model can ignore a BtB Prone model during its own action (RB55).

So if A attacks C, it can ignore the melee assist of D but B still provides an assist against C. If A attacks D, C cannot provide a melee assist as C is BtB with B and as C is not performing an action, it cannot ignore the fact that it's BtB with B, even though B is Prone.

Q18: How does Unholy Vitality (Yuta of Yurei) interact with Kami models (that have no Wounds)?

A: It's exactly as expected, the Kami loses half the remaining Ki

(<https://discord.com/channels/694884075210801162/737385418701406380/1021184189774700624>)

Q19: Does Vengeance stack? Does Co-ordinated Attack stack?

A: Yes, but only if the keywords are different. So the Two Lone Swordsmen have "Co-ordinated Attack [Lone Swordsmen]" and in the Brotherhood Theme they also gain "Co-ordinated Attack [Friendly]". If Lone Swordsman A now attacks a model that is also BtB with Lone Swordsmen B, both keywords apply so Lone Swordsman A gains +2 to its Melee Pool.

Same with Vengeance. Shosu has Vengeance [Intangible, Soulless], so if Shosu attacks the Fuwa Kaidan, Shosu gains Brutal (+2) and +2 Melee Strength.

(<https://discord.com/channels/694884075210801162/749711995141619754/949051084616368139>)

Q20: Does an Impetuous Marker make you Fearless?

A: Not necessarily. It's not the Impetuous Markers that make you Fearless, it's the Impetuous *trait* that makes you Fearless while you *have* an Impetuous Marker (RB66, RB54).

Effects like Hokibo's "Overrule" give out Impetuous *Markers* but not the Impetuous *trait*. So if a model receives an Impetuous Marker without having the Impetuous trait, that Marker will not make it Fearless by itself.

Q21A: How do special cards work?

A: Special cards are cards that you can buy in addition to your warband models to give you more options without adding more models. There's 5 different types of cards:

- Theme (RB19): A limitation on what models you can take, offset by bonuses you get

- Event (RB17): An effect that can be triggered at a specific time
- Enhancement (RB16): An improvement for one of your own models. Not every model is allowed to have Enhancements (RB16)
- Equipment (RB17): A special type of Enhancement. A model can have only one Equipment (RB17).
- Terrain (RB18): terrain pieces that you can put on the battlefield at the beginning of the game to give you benefits.

Special cards can be either from the Faction you are using (e.g.

<https://gctstudios.com/products/05-ito-deck>) or Ronin cards

(<https://gctstudios.com/catalog/ronin-special-cards>). Most special cards come in the above mentioned special cards decks, but some can also be found in the starter boxes, themed warbands or packaged with single models. You can only use Faction cards belonging to the Faction you are using and every Faction can also use Ronin cards (RB16). Faction Enhancements/Equipment can only go on Faction models, Ronin Enhancements/Equipment can go on Faction models and Ronin.

Special card decks are not to be confused with the “Special Abilities” deck

(<https://gctstudios.com/products/00-bus-deck-special-abilities>). The “Special Abilities” deck is a collection of cards to help you pick selected special attacks/defences in melee combat secretly and then revealing them simultaneously with your opponent.

Q21B: What are cycle decks?

A: Cycle decks are special collections of special cards (see question Q21A).

A cycle deck has 2-4 cards for each Faction and some Ronin cards. There are currently three cycle decks, “Risen Sun” (<https://gctstudios.com/products/00-bus-deck-risen-sun>), “Weeping Sky” (<https://gctstudios.com/products/00-bus-deck-weeping-sky>) and “Consequences” (<https://gctstudios.com/products/00-bus-deck-consequences>) and they represent the ongoing lore of the game. “Risen Sun” e.g. had “Heir by Blood” and “Heir by Deed” cards for Hiro and Hagane representing their struggle to become Daimyo while “Weeping Sky” has “Daimyo of Takashi” representing Hiro winning that struggle.

When you create your list you can choose which cycle deck to use (you don’t have to use any cycle deck) but can’t mix cards from different cycle decks in the same list

(<https://gctstudios.com/content/cycle-deck>).

Your opponent is free to use a different cycle in their list as the restrictions on not mixing cycles only apply to a single list.

If you are using Strategic Deployment (or a tournament variant allowing multiple lists), your 2 lists can even use different cycle decks

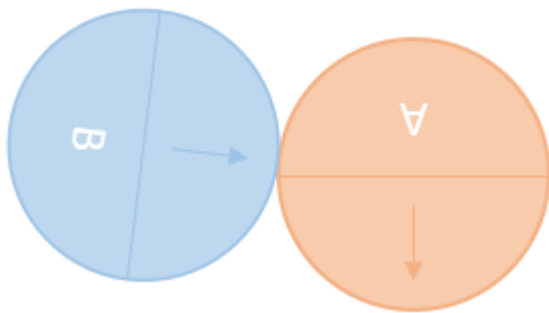
(<https://discord.com/channels/694884075210801162/737385418701406380/1117180489476882492>).

Q22: How does Blind interact with Surprised? Do you always Surprise a Blind model?

A: Not always. A Blind model cannot draw LoS outside of BtB (RB52). This means that it *can* draw LoS to exactly BtB. To surprise in melee you must remain out of LoS of the target for the complete movement, this includes the moment you touch BtB. So if you contact your melee target from the front, you won’t satisfy the requirements for Surprised.

But with the target having no other LoS and ZoC also only being in LoS (RB10), it is still fairly easy to set it up.

Model A is Blind, model B tries to surprise it.



The way touching circles work, as long as the point where B contacts A is out of A's frontarc, A doesn't have LoS to any part of B and thus the requirements for Surprised would be met. And as model A effectively has no ZoC, it's not hard to move to that spot, even without Evasive.

In ranged combat it's easier. The target model having no LoS means it's basically automatically Surprised. The same can be achieved with an ability that lets you target in ranged combat without needing LoS (Fisherman's Cormorant attack, White-Faced-Fox shooting under Tengoko's "Ishin Denshin", etc.) and staying out of the target's LoS.

Q23: Can you use Rapid Fire with a Reload weapon?

A: Yes, but only for one shot. The other shots have to be done with other weapons. Example: Ujimushi (KKZ) gains the Rapid Fire feat from Kouhei. He wants to use it with his bow, which has Reload(1). After the first shot with the bow he has a Reload marker (RB37, step 7) that he can't clear before the second shot, so he can't use his bow for that second shot (RB36, step 1g). But he could use e.g. a "Hidden Shuriken" event card to gain a Shuriken ranged weapon and use that for the second shot. The third shot could be done with the Kusari gained from a "Hidden Kusari" event card. Of course the order of these attacks could also be switched around.

Q24: Can a model that can decide to Flank in the Starting Phase (Eagle of Ro-Kan, Giant Eagle, etc.) return in the same turn?

A: This used to be possible, but since the latest errata to Flank you can no longer return on the same turn you flanked.

Q25: So how does Virtue actually work?

A: A model can have a Virtue Token through different means. The most common way is using the Virtue Trait (RB71) which lets you hand out a Virtue Token to other models (or yourself). Another common way is using the Ronin-Enhancement "Paragon". To use a Virtue Token, you need some rule that tells you what you can do with it. This is most commonly the model that has the Virtue Trait but other models also can have granted Virtue Effects.

Example: Ito Ayako allows models to either gain Lightning Reflexes, Assassin, Sixth Sense or Jump Up when spending a Virtue Token. Although the rules are written using "This model gains ...", "this model" does not refer to Ito Ayako but to the model spending the Virtue Token. The rules are written as if the rule were on the card of the model spending the Token (RB9).

Important things to keep in mind:

- The Virtue Trait only allows giving the Token to Friendly *Faction* models (RB71), but the Virtue benefits may also be used by other friendly models.
- Always check the Virtue benefits for any restrictions that apply, e.g. Shiho Keita's Virtue benefits can only be used by "Friendly Loyal" models, so e.g. Shiho Hiroto (who doesn't have the "Loyal" tag) can't use them
- A model can have only one Virtue Token at a time (RB71). But you can of course spend the Token just right before you receive the new one.
- You can use Virtue Effects at the same time you could use an Instant Ki Effect (RB71).
 - Contrary to Ki Feats, you can also use them when Surprised (RB8)
 - In Melee you are restricted on timing like Instant Ki Feats, so a Virtue Effect that affects Initiative can only be used in step 3b), an effect that adds a Special Ability or affects its cost is used in steps 5/6, etc.

Q26: What's the order of going to minimum 1 dice and boosting?

A: You first adjust the dice pools so each player has at least 1 dice, then both players can boost from that adjusted value

(<https://discord.com/channels/694884075210801162/737385418701406380/933719570051641445>).

Example: Model A has melee pool 2, model B has melee pool 3. Due to negative modifiers (e.g. Prone, Held, Stunned) model A is down to -1. Model A's dice pool gets adjusted back to 1, model B receives the same number of bonus dice (RB32). So model A now has a melee pool of 1, model B a melee pool of 5. Both model A and model B can now further boost their melee pool.

Q27: What does "attempt to reach" mean?

A: It means that you can only perform it (e.g. a Melee Action) if you can actually reach the required position

(<https://discord.com/channels/694884075210801162/737385418701406380/914555758530686986>). Only if the "no pre-measurement" tournament option is used can you perform it even if not actually possible (in this case e.g. not fully reaching your melee target).

Q28: If a model can destroy terrain by moving over it, how is the interaction with ideal terrain handled?

A: The active player decides order

(<https://discord.com/channels/694884075210801162/749711641398083715/1150889910329417910>), so if the active player is the one moving the model, they could apply the effect of ideal terrain (+2" movement) first and then destroy the terrain.

Another example would be a Scorched Earth, the active player could decide to destroy the terrain before it can cause Fire.

Q29: Some models can make a Ranged Attack in addition to their Action (Jung Mari, Yuji, etc.), how is this handled?

A: The Ranged Attack happens during their activation but completely outside their Action

(<https://discord.com/channels/694884075210801162/749711012697211068/1180584592453931089>).

So no movement penalty applies (except Running), as the Ranged Attack modifier only cares about if you moved *during the current Action*. You can also not Surprise anyone with

the Ranged Attack as the triggers for Surprise are not met (RB8). And you could shoot someone before deciding on what actual Action you want to perform.

Q30: To score a zone, you need more rice (and more models) than your opponent completely in the zone. How are special rice costs handled?

A: The base rice cost is used, without any discounts from Themes, special cards, etc. (RB15).

If two models are considered the same when making a warband, use the rice costs on whatever of the cards has a printed rice cost (TR15), so e.g. Kota has a rice cost of 18 in both forms, even though her Fox Form has no printed rice cost.

If models have only a rice cost given for a specific amount of models (e.g. Twin Shisa costing 20 rice for both together without them being able to be bought separately), then each model counts as a model as normal (e.g. when counting the number of models in a zone), but all the bought models must be in the same zone to contribute their rice costs (TR15).

If a model has different costs per model depending on the number of models bought (e.g. Haiatake Guard costing 17 each but you get two for 30 rice), then this is considered only a discount and each model provides its full rice cost (e.g. 17 for each Haiatake Guard) to whatever zone it's in

(<https://discord.com/channels/694884075210801162/737385418701406380/1072958152510820354>).

Q31: How do Slow/Reach/Prone and Surprised interact?

A: Slow causes the active player to lose Initiative (RB69). But only the active player. So if active model A attacks model B and both are Slow, model A will lose the Initiative and model B will have the Initiative.

Prone models always attack last (RB55). Same applies to Surprised models (RB8). So if a Slow model attacks a Prone/Surprised model, they will first lose Initiative due to the Slow rule, but then will immediately get the Initiative back due to Prone/Surprised.

A Reach weapon negates Slow but you not only have to *use* the Reach weapon (otherwise the Reach trait doesn't apply; RB42 step 2) but also the prerequisites for Reach (not starting BtB, etc.) have to apply.

Q32: How does "Aspect of the Bear" actually work?

A: The card provides two benefits:

1. The model counts as 2 models when counting models.
2. When fighting this model, the opponent is considered to be in BtB with an additional model for melee assist penalties.

This has a few implications/effects:

1. When counting models in a zone, this model counts as 2 models (but doesn't change anything about the rice costs).
2. When calculating pass tokens, this model counts as 2 models (so gives the opponent a pass token or reduces the amount of pass tokens the Minimoto player gets),
3. This model always inflicts an additional -1 melee assist penalty (even if it's the only friendly model in melee). This cannot be negated by being in BtB with other models as the assist doesn't actually come from this model. The assist penalty can only be negated by Indomitable as usual.

Example 1: Model A has "Aspect of the Bear" and is in melee with enemy model B.

Model B suffers -1 for being subject to a melee assist from “Aspect of the Bear”.

Example 2: Model A has “Aspect of the Bear” and is BtB with enemy models B and C, fighting model B. Model A suffers -1 for being subject to a melee assist from model C as usual. Model B suffers -1 for being subject to a melee assist from “Aspect of the Bear” and model A being BtB with model C doesn’t change that fact

(<https://discord.com/channels/694884075210801162/737385418701406380/1186027048972603423>).

4. If you start BtB with an enemy model with “Aspect of the Bear”, you cannot rotate around that model as part of your melee action like you would be able to do normally (RB29), as you can only do that when starting out BtB with a single model and the “Aspect of the Bear” model counts as 2 models
(<https://discord.com/channels/694884075210801162/737385418701406380/1186027048972603423>).
5. For Seeds of Destruction (Ki feat from Yurei model Josei) it counts as 2 models when calculating how much damage each model takes but takes damage only once
(<https://discord.com/channels/694884075210801162/749711046545113149/1109904943445459075>).
6. It has no effect on if “Bear Stands Alone” applies or doesn’t apply
(<https://discord.com/channels/694884075210801162/737385418701406380/1186026758110199899>).

Kinshi Temple

Kinshi temple has some interactions that confuse a lot of people, that’s why I give them their own chapter.

QK1: How many Void Rifts can I use per move?

A: You can only use one Void Rift per move as you can enter the “Void Rift” terrain only once per move

(<https://discord.com/channels/694884075210801162/737695383999873117/964130685604479016>,

<https://discord.com/channels/694884075210801162/737695383999873117/964131713011839018>,

<https://discord.com/channels/694884075210801162/737695383999873117/964131966104518676>).

This is also true for the opponent, so no matter how many Void Rifts the opponent walks over, they will only receive the “ideal terrain” bonus once per move.

QK2: If I start BtB with an enemy model, declare a Melee Action, rotate around the enemy model and contact a Void Rift, can I teleport out?

A: You can do that. But you can’t continue moving after coming out of the other Void Rift, because the only movement you are allowed is circling around your opponent (RB29). And you can’t place out of the Void Rift BtB with another enemy model (RB27), so you can’t use this to melee another model.

QK3: If I use an effect to move a Void Rift onto one of my models, does the model immediately teleport?

A: No, as you don't "enter" the Void Rift if it moves onto you, you have to be actively moving/be placed to trigger an "enter" effect

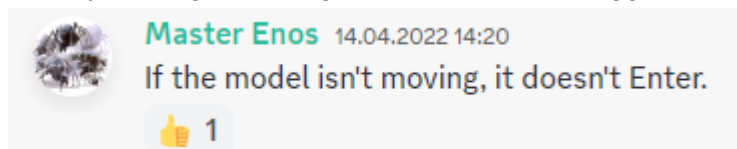
(<https://discord.com/channels/694884075210801162/737695383999873117/964138115906306119>).

QK4: If Batsu uses "Scorch the Earth" to place the template in contact with himself, will Batsu also suffer the Fire? Will the models under the template immediately suffer the effects?

A:

(Note: The below answer was from before Batsu gained "Immune (Fire)" in the errata. With him having it now, the basic premise of the question is no longer relevant, but the principles explained below are still valid.)

Placing the template itself doesn't cause anyone to "enter" the template, they have to be actively moving or ending their Action in it to trigger the effect.



So Batsu can place the template and then move away from it without suffering the Fire effect (<https://discord.com/channels/694884075210801162/737385418701406380/1003676880521658428>). And the models in the template only suffer the effect once they move or end their Action in it..

QK5: How many times per turn can I use "Whispers of the Void"? How many times "Silence of the Void"?

A: "Whispers of the Void" has the "once per turn" icon and this means "once per turn per model" (RB56). So each Kinshi model can use "Whispers of the Void" once each turn.

"Silence of the Void" on the other hand has explicit wording that only one model in the warband can use it each turn.

QK6: If my opponent controls one of my Kinshi models, can they use Ranked Ki Feats that I have unlocked?

A: Yes, as they are not spending any tokens to do it. Any "once per turn" feats they use will be used up for this model so can't be used again once control returns and can't be used if used before control occurred. Any "once per warband" abilities will count for the warband the controlled model currently belongs to, not its original warband

(<https://discord.com/channels/694884075210801162/737385418701406380/968264457019076708>).

Keep in mind that the feats from the communal card can't be used by the controlled model as the communal card only grants it to "friendly" models.

QK7: Temple of Ro-Kan's "Master Enos" is also a "Satsui". How does this interact with the Kinshi communal card?

A: The communal card makes no stipulation about friendly or enemy. So "Master Enos" can use the effects that refer to Satsui and have been unlocked.

In particular this means:

- When Master Enos is killed, 1 Void Counter is added to the communal card
- At 2 Void Counters, if Master Enos enters a Void Rift, he can be placed.
- At 3 Void Counters, if Master Enos makes a Focus Action, 1 Void Counter is added to the communal card.
- He can't use Ranked Feats as he himself has none and the ones from the communal card are only available to friendly Satsui.
- At 5 Void Counters, Master Enos can destroy Destructible terrain without spending Ki.
- At 6 Void Counters, if Master Enos fails an Opposed Ki Test, 1 Void Counter is added to the communal card

(<https://discord.com/channels/694884075210801162/737385418701406380/968263314918490143>).

QK8: If an effect increases the Ki costs of Ki Feats (Tax, Disturb Flow, etc.), how does this affect Kinshi feats?

A: It doesn't. Kinshi Ranked feats are always used at cost zero

(<https://discord.com/channels/694884075210801162/737385418701406380/1007791249010458794>,
<https://discord.com/channels/694884075210801162/956601134452191242/958711536044609546> and Errata).

QK9: If an effect incurs a cost in Ki for something that is not a Ki feat (like Silvermoon's "Raise the Stakes"), how does this affect Kinshi models that don't have Ki?

A: They are subject to it like any other model, so while "Raise the Stakes" is active, Kinshi models can't perform Scenario Actions

(<https://discord.com/channels/694884075210801162/956601134452191242/965236154549022741>).

QK10: How do mirror matches between Kinshi work?

A: This gets a little crazy. The communal cards make no stipulation about friendly/enemy on the abilities that are unlocked. This means that in a mirror match both players get all the benefits unless explicitly stated otherwise

(<https://discord.com/channels/694884075210801162/737385418701406380/968263129735786496>).

This means:

- When a Satsui & Monk is killed, both sides gain one Void Counter, regardless of the owner/ controller.
- If one player gets to 2 counters, both sides can use rifts.
- Focus is odd: This is the only communal card ability that directly refers to the actual communal card. So when a "Satsui & Monk" performs a Focus Action, only the communal card that has Rank 3 already unlocked gains a Void Counter, if both communal cards have Rank 3 unlocked, both gain a Void Counter.
- Either card getting to 4 Void Counters means both players can use R1 feats (same for the other ranks)
- Either card getting to 6 Void Counters means a failed Opposed Ki Test adds a Void Counter to both communal cards.

- Feats and Unique Effects that add Void Counters (Ku, “Contemplate No Mind”, etc.) add them only to the communal card of the model the effect belongs to.

QK11: How does running and charging through Void Rifts work?

A: Place effects allow you to change facing, this is also true for teleporting through Void Rifts.

On a run, you have to exit the Void Rift directly facing your chosen spot to run to and continue your movement directly towards that spot.

On a charge, you have to exit the Void Rift in a direction that will take you on a straight line to legally reach your charge target

(<https://discord.com/channels/694884075210801162/956601134452191242/1008471909714890772>).

If these are not possible, you may not use that Void Rift for that run/charge.

Nonetheless, you can only declare the charge if the target is already in charge range when declaring the charge (RB27). So charging through a Void Rift gives you more options on the paths taken, but doesn't allow you to charge a target that's out of reach without the use of Void Rifts.

The movement part until you reach the Void Rift must also be in such a way that you'd reach your charge target without the use of the Void Rift (RB27). This means you can't take a movement path that will take you away from your charge target, even if that would allow you to reach a Void Rift that then allows you to reach your charge target.

Yes, this is a change from earlier rulings regarding these topics, but according to the most recent ruling (that will also go into the official FAQ).

QK12: Batsu's range on "Forbidden Censure" may be measured from a Void Rift.

What about LoS?

A: LoS still is determined from Batsu as the rules don't indicate anything else.

Change Log

Date	Version	Changes
09.08.2022	1.0	Initial version
14.08.2022	1.1	Added Kinshi chapter
14.08.2022	1.2	Added running/charging through Void Rifts and measuring feat ranges through Void Rifts
10.10.2022	1.3	Added “Unholy Vitality”.
25.10.2022	1.4	Incorporated update to Soulless regarding Immunities.

04.12.2022	1.5	Clarified that movement effects don't allow to go BtB with Disguised models.
17.12.2022	1.6	Added stacking of Co-ordinated Attack/Vengeance. Impetuous Marker vs. Impetuous trait.
02.01.2023	1.7	Added that you can only use cards from a single cycle deck.
29.03.2023	1.8	Replaced images with better versions. Numbered the questions to make it easier to refer to them. Explained interaction of Blind and Surprised (Q22). Updated link to errata document. Clarified that both players can use different cycle decks (Q21). Clarified answer regarding Batsu's Scorched Earth now that Batsu has "Immune (Fire)" from the errata (QK4). Fixed a typo referencing the steps in melee (Q12).
28.06.2023	1.9	Added that 2 lists in Strategic Deployment can have different cycle decks (Q21).
30.06.2023	2.0	Added explanation for interaction of Rapid Fire and Reload (Q23).
13.11.2023	2.1	Added Q24 and Q25.
05.02.2024	2.2	Updated Q24 to show how it interacts with the decisions from the Active Player.
06.02.2024	2.3	Added Q26 - Q30.
15.04.2024	2.4	Expanded Q21 into Q21A and Q21B to further explain special card decks and cycle decks.

		Added Q31 explaining the interactions of Slow/Prone/Reach/Surprised Added Q32 explaining "Aspect of the Bear"
28.05.2024	2.5	Updated Q24 to conform to latest errata.
04.02.2025	2.6	Updated Q24 to conform to latest errata.
03.02.2026	2.7	Updated QK4 to conform to latest errata.