

SAMPLE

# RONIN'S REVENGE

SOULS OF KUROKAI

Rulebook

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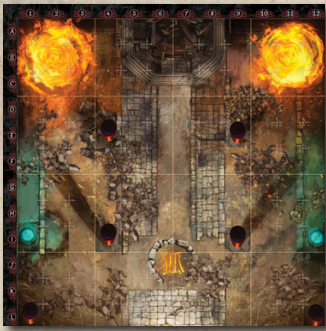
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# COMPONENT LIST



Battlefield Board



Punchboards



Villains HP track



HP & Stamina Dial



Books of Secrets, Campaign Book, Rulebook, Log



Double-layer Character Pads



Comrade Pads



Medium miniatures

Huge miniatures



Cubes

Dice



Card Holder



Envelopes of Secrets

## Mini-Euro



Ultimate cards

Vote cards

Potion cards

Armor cards

Skill cards

Destiny cards

## Standard



Boss Attack cards

Boss Event cards

Minion cards

Boss cards

Weapon cards

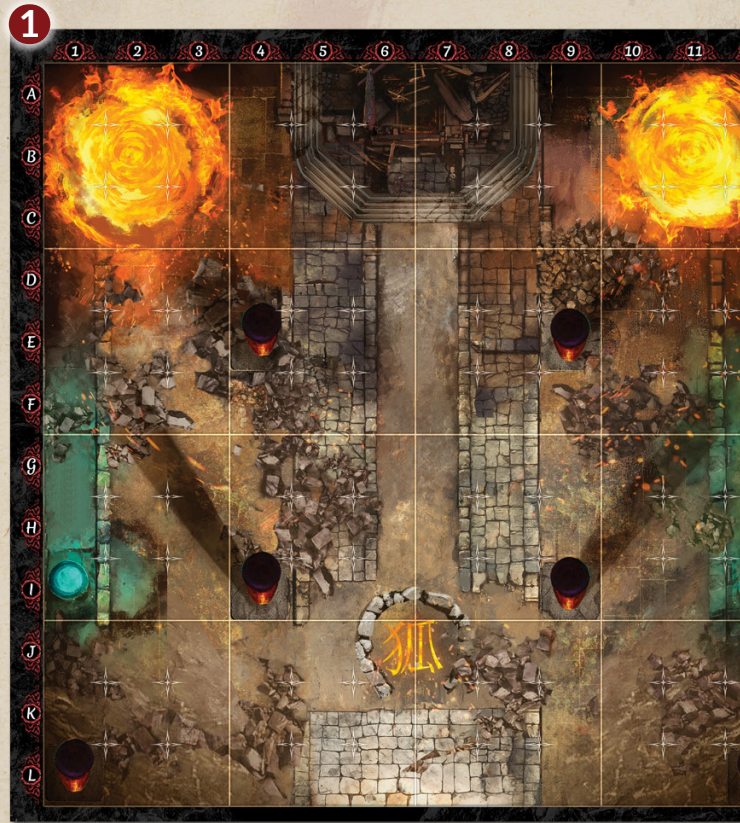
Comrade player aid

## Magnum Gold

# TABLE COMPONENTS OVERVIEW

- 1 Battlefield Board (Map Grid):** The 12x12 board where the fight takes place.
- 2 Villains HP Track:** Shared track used to record the Boss's HP (and often Minions' HP).
- 3 HP Tokens:** Tokens placed on the Villains HP Track to mark current HP.
- 4 Boss Attack Piles (Light / Heavy / Special):** The three boss attack piles you draw from to build the round.
- 5 Boss Card:** The boss's core reference card (including its fallback Basic Attack).
- 6 Boss Wound Deck:** Wound cards that measure boss phases and progress.
- 7 Minion Card:** Reference card showing a minion type's stats and attack.
- 8 Boss Attack Sequence Track:** The slot row that holds the boss's actions for the round, including the four heroes initiative tokens.
- 9 Boss Sequence Cards:** The Boss Attack Cards and/or Event Card currently loaded into the sequence slots.
- 10 Boss Event Deck:** Event cards that can replace one slot in the boss sequence.
- 11 Hero Tile:** The hero's identity tile, paired with their Character Pad.
- 12 Character Pad:** The hero dashboard for stats, resources, and trackers.
- 13 Armor Card:** Equipped armor and its effects.
- 14 Flask Card:** The hero's personal revive/heal item.
- 15 Skill Cards:** Equipped techniques the hero can use in combat.
- 16 Ultimate Skill Card:** A powerful signature technique for that hero/class.
- 17 Weapon Cards:** Equipped weapons and their available attacks.

- 18 HP & Stamina Dial:** Dial used to track the hero's current HP and stamina.
- 19 Hero Miniature:** The figure you move and face on the battlefield.
- 20 Counterstrike Cube (Last Attack Damage Type Cube):** Marks the last attack's damage type for Counterstrikes.
- 21 Armor Cube:** Marker used to track your current Armor value.
- 22 Dodge Cube:** Marker used to track your current Dodge value.



**23 Attack, Defense and Ability Test Dice:** used in Dice Rules mode to generate combat results and bonuses. **Attack:** Black and White, **Defense:** Blue, **Ability Test:** Yellow.

**24 Destiny Cards:** Used for Voting Power in the Story Phase, and for combat boosts in No-Luck mode.

**25 Comrade Pad:** A simplified dashboard for running Comrades in solo or low-player games.

**26 Comrade Opinion Deck:** Cards used to determine a Comrade's vote during story decisions.

**27 Player Aid:** Quick-reference card for key rules and reminders.

**28 Yin Tokens:** Resource tokens used for skills and to convert into Ki.

**29 Yang Tokens:** Resource tokens used for skills and to convert into Ki.

**30 Ki Tokens:** A more powerful and versatile resource token used for skills.

**31 Zone Effect Tokens:** Tokens that mark terrain/object effects affecting an entire Zone.

**32 Condition Tokens:** Tokens used to track conditions such as Vulnerable/Resistant and Weakened/Empowered.

**33 Wound Cubes:** Cubes placed on Wound Cards to track boss progress through its phases.

**34 Threat Tokens:** Used to track the next target from attacks/events of the boss.

**35 Object Tokens:** place on a square to mark the presence of specific objects on the map.

**36 Max HP and Stamina Tokens:** Used to mark the max HP and Stamina of your heroes, which can increase with new skills and items.



# CHAPTER 1

## INTRODUCTION TO RONIN'S REVENGE

### 1.1 - WHAT IS RONIN'S REVENGE?

Ronin's Revenge: Souls of Kurokai is a cooperative boss-battler for 1–4 players, set in Chūkai-sei, a world of warring samurai and yokai. You play wandering heroes fighting to reclaim the lands of Suzaku. Every round involves tense choices on movement, attacks, and Stamina use, knowing your decisions determine the boss's counter-attacks. Combat is built on prediction and positioning. Bosses telegraph intentions, and your attacks directly build the upcoming **Boss Attack Sequence**. Positioning is just as important as raw damage. Facing, flanking, and terrain are crucial, alongside managing minions and hazards. Exploiting vulnerabilities and timing counter-attacks are key to victory.

The game features a 10-act branching campaign with secret personal goals. Between fights, players vote on narrative choices, earning **Facts** that alter future battles, rewards, and bosses. Heroes grow through items, abilities, and the consequences of their actions.

This rulebook provides the tools to survive; the strategy is up to you.

#### What's the core strategy?

The boss reacts to your attacks. Each time a hero attacks, a boss attack card of the same category is drawn and placed into a 4-slot Boss Attack Sequence (series of 4 attacks the boss executes that round). Choose wisely: one Event card replaces one of those four slots each round, so you want the boss' most dangerous attack to land in that slot.

Each boss attack also shifts the boss' target (Threat) to a different hero, so with careful planning, you can direct the boss's aggression toward the hero best prepared to handle it.

The attacks have specific damage types, which are used to exploit the bosses' vulnerabilities and counterattack. Boss is vulnerable to different types of damage based on the attack category.

Finally, positioning matters. Some boss attacks can be Broken if you meet a specific positioning condition when attacking. A Broken attack is skipped entirely: no damage, no effects.

Master these tools or your fate is sealed.

### 1.2 - THE FLOW OF PLAY

A campaign Chapter has two major parts:

#### Story Phase

A story segment where players:

- Read entries from the Journal
- Choose between options (A, B, C, etc.)
- Secretly commit Voting Power to those options
- Gain Facts, Ki, items, or penalties
- Determine the setup and path toward a Chapter's boss

#### Boss Encounter

A tactical battle where players:

- Place and move their heroes on the map to attack enemies
- Read the boss's intent from its cards and traits
- Build the **Boss Attack Sequence** with their own attacks
- Try to **Break** key boss attacks before they resolve
- Use terrain, objects, and team tactics to stay alive

You win the encounter if the boss is defeated.

You lose if all heroes are at 0 HP at the same time.

### 1.3 - FINDING THE RIGHT CHAPTER

When in doubt at the table, use this guide:

- **Chapter 2 — Learn to Play**  
Your first read. Walks you through one full combat round.
- **Chapter 3 — Components & Table Setup**  
What every piece is and where it goes on the table.
- **Chapter 4 — Hero Rules & the Hero Turn**  
Exact rules for hero turns, Stamina flow, movement, attacks, Rest, Flask, Counterstrikes.
- **Chapter 5 — Hero Powers & Resources**  
Special Abilities, Ki, Yin, Yang, and how to use them.
- **Chapter 6 — Terrain, Objects & the Battlefield**  
Full rules for terrain types, objects, blocking, and forced movement.
- **Chapter 7 — Campaign Play**  
Story Phase, Facts, comrade voting, and how Chapters connect.
- **Chapter 8 — Glossary**  
Quick definitions for easy access.

With Chapter 1 you now know **what the game is about and what lives where**.

### 1.4 - HERO OVERVIEW

At the start of the campaign, each player chooses one hero. All heroes follow the same core rules, but each has a very different role, combat style, and backstory.

## THE FOUR PLAYABLE HEROES



**Suzaku Takahiro**  
— SAMURAI —

A disciplined frontline warrior who protects his allies and delivers powerful cleaving strikes.



**Shiratsuki Sayaka**  
— NINJA —

A mobile assassin who excels at flanking, darting through the battlefield, and striking at weak points while staying out of danger.



**Kemono Kosuke**  
— RONIN —

An aggressive striker who trades risk for explosive damage and can survive in the worst situations.



**Tendo Kensho**  
— MONK —

A spiritual warrior who blends protection, healing, and ki-powered blows, supporting allies while exorcizing yokai with mystical mantras and martial arts.

## HERO STATS & IDENTITY

Each hero's Character Sheet defines how they fight. The key stats are:

**A** **Suzaku Takahiro**  
The Samurai

**D** 1 **E** 0 **F** 3

**G** 4 **H** 3 **I** 2 **J** 3

**G** **Passive**  
Honor  
When attacking an enemy from the Front:  
Gain 1

**H** **Special**  
Iaijutsu Strike  
Move 5 in straight line.  
You may cross squares occupied by combatants.  
Deal 5 to each enemy you cross.

**B** Max. **15** **10** Max. **C**

### A Name & Class

Your hero's identity and broad tactical role.

### B HP (Hit Points)

Your starting and maximum health.

Your current HP is tracked on the **HP and Stamina Dial**.

Skills and Items can increase this value, which is marked by a Max HP Token specific to each hero.

### C Stamina

Your primary combat resource and the tempo of your turn.

- At the start of each encounter, you begin at full Stamina.
- At the start of your turn, you gain +3 Stamina, up to your maximum.

Spend Stamina to:

- Move extra squares beyond your Movement value
- Use weapon attacks
- Activate some abilities
- Increase your Dodge or roll extra defense dice

As with HP, Skills and Items can increase this value, which is marked by a Max Stamina Token specific to each hero.

### D Armor

Reduces incoming damage from attacks (never below 1, unless an effect explicitly allows it).

Your current Armor is tracked with a cube on your **Armor track**.

### E Dodge

Your ability to avoid enemy blows.

When an enemy attacks, they compare their Precision to your Dodge:

- If your Dodge is equal or higher, you avoid the hit.

Your current Dodge is tracked with a cube on your **Dodge track**.

### F Movement

How many squares you may move on your turn (before or after attacking).

Movement is on a square grid; orthogonal and diagonal squares are both adjacent.

### G Passive Power

A unique positional bonus printed on your hero sheet.

It gives you an extra benefit when you attack from specific positions (e.g.: from behind a target or near an ally).

### H Special Ability

A unique power you can trigger when attacking by either:

- Rolling the symbol on the dice, or
- Playing a card that shows the symbol.

### I Stats

Strength, Agility, Mind, Spirit — shown on your Hero Tile. These are mainly used outside combat for story tests (see 7.4).

## Weapons, Armor, Skills & Ultimate Skills

Each hero chooses a starting loadout of:

- 2 weapons (from 3 options).
- 1 armor (from 2 options)
- 3 skill cards (from 5 options)
- 1 ultimate card (from 2 options)

These define your early playstyle and grow over the campaign.



## Attack Categories & Damage Types

Every hero attack has two separate labels:

### A Attack Category

- **Light Attack (L)** – Blue
- **Heavy Attack (H)** – Red
- **Special Attack or Special Action (S)** – Green



### B Damage Type

Each attack also has a Damage Type:

- **Slashing**
- **Piercing**
- **Crushing**
- **Mystic**



**Attack Category** determines which boss deck adds a card to the Boss Attack Sequence.

**Damage Type** interacts with Vulnerabilities, Resistances, tokens, and Counterstrikes.

Full hero turn structure and attack rules appear in **Chapter 4 — Hero Rules & the Hero Turn**.

## 1.5 - STARTING KITS

Before the first Story entry, each hero receives a **starting kit**:

- 1 Hero Tile

- 1 **Character Pad**
- 1 **Hero Miniature**
- 1 **HP & Stamina Dial**
- 3 **Starting Weapon Cards**
  - Choose 2 to equip; store the unused one.
- 2 **Starting Armor Cards**
  - Choose 1 to equip; store the unused one.
- 5 **Hero Ability Cards (Skills)**
  - Choose 3 to equip; store the other 2.
- 1 **Ultimate Skill Card** (from 2 options)
- 1 **Flask Card**
- 6 **Destiny Cards**
  - Used for Story votes and, in **No-Luck mode**, for combat bonuses.
- Access to a shared supply of **Ki, Yin, Yang** and **Condition tokens**
- 1 **Hero-exclusive Book of Secrets**

Only that hero's player reads it when instructed.

Chapter 3 lists all components in detail and shows how to lay them out on the table.

## 1.6 - COMBAT MODES: DICE RULES VS NO LUCK RULES

Before each combat, each hero chooses **one** of two combat systems:

- **Dice Rules** – use dice to generate extra damage, Yin/Yang, and ☯ symbols.
- **No-Luck Rules** – replace attack/defense dice with **Destiny Cards** that grant the same kinds of bonuses.

Heroes at the table can mix modes freely: one hero may use dice, another may use Destiny Cards, in the same battle.

Both modes share the same **core combat rules**:

- Hero attacks always hit if they have a valid target (range, Line of Sight, position, type)
- Enemy attacks compare **Precision vs Dodge**
- Same damage order, same Stamina system, same movement rules

Only the way you get extra damage / resources / defense / ☯ changes.

### 1.6.1 - DICE RULES (OVERVIEW)

#### Attacking with Dice

When you attack using **Dice Rules**:

- Declare the attack and pay any Stamina and other costs.
- After confirming there is at least one valid target, roll 2 **Attack Dice**:
  - Black d6
  - White d6
- Apply the icons shown:
  - Extra damage
  - Yin (from the black die)
  - Yang (from the white die)
  - ☯ icons that can trigger your hero's **Special Ability**

When you are targeted by an enemy attack:

- You may spend Stamina to:
  - Gain +1 Dodge per 1 Stamina, **or**

- Gain +1 extra **Defense Die** per 1 Stamina
- You can mix both.
- Even if you spend no Stamina, you always roll 1 **Defense Die** in Dice mode.
- The Defense dice show extra Dodge/Armor icons for that one attack.

Full Dice Rules, including the exact timing, are explained in **Chapter 2** and summarized in the hero rules.

### 1.6.2 - NO LUCK RULES (DESTINY CARDS IN COMBAT)

In **No-Luck mode**, you never roll attack or defense dice. Instead:

When you attack:

- Declare the attack and pay its Stamina cost as normal.
- You **may** play 1 **Destiny Card** from your hand to boost that attack.
- The card shows:
  - Extra damage
  - Yin and/or Yang
  - ☯ icons to trigger your hero's **Special Ability**

When you are targeted by an enemy attack:

- You may spend Stamina to gain +1 Dodge per 1 Stamina, as usual.
- You **may** play 1 **Destiny Card** for its Defense bonus:
  - Extra Dodge and/or Armor icons for that attack only.

After use, Destiny Cards go to a small combat discard pile.

Once you have used all 6, you recover your entire Destiny hand.

Attack & defense bonuses from Destiny Cards are balanced with the dice icons so that both modes feel equivalent.

Dice have blank faces, and bring risk. Cards can't achieve lucky rolls, but are steady and tactical in use.

Detailed No-Luck rules appear in **Chapter 2** and the hero resources chapter.

## 1.7 - PLAYING SOLO & WITH COMRADES

A full **Solo Mode** is included.

When playing solo:

- You control **one full hero** and **three comrades**.
- Comrades are simplified heroes that speed up your game, letting you focus on your chosen hero while still experiencing the full boss patterns and Story Phase votes.
- The unchosen heroes still "vote" in the Story Phase using small **Comrade Opinion Decks** that reflect their personalities.

You can also use comrades in 2- or 3-player games to complete the party.

Full rules for comrades and the solo system appear in the **Solo/Comrade Appendix**. The Story Phase side of comrade voting is covered in **Chapter 7.2**.

## 1.8 - THE GOLDEN RULES

These rules always apply unless a card or scenario explicitly says otherwise.

### Rule 1 – Specific Over General

If any effect on a card contradicts this rulebook, the card wins.

## Rule 2 – Resolve In Order

When resolving a card:

1. Read from top to bottom.
2. Resolve each line fully before moving to the next.

## Rule 3 – Ties in Enemies' Movement, Targeting & Position

When monsters must move or choose between equally valid paths/targets, they always:

1. Move the **least necessary** to achieve their goal.
2. Break ties by position:
  - Prefer the option **most to the North** (lowest row letter, e.g., A).
  - If still tied, prefer the one **most to the West** (lowest column number, e.g., 1).

This tie-breaker applies to boss movement, minion movement, and ambiguous target choice.

## Rule 4 – Minimum Damage

If an attack hits, Armor and resistances cannot reduce its damage below **1**, unless an effect explicitly allows the damage to be reduced to 0 or ignored.

Some effects cause **loss of HP** instead of damage. Loss of HP is not affected by Armor, Vulnerable/Resistant, or any effect that modifies damage.

## Rule 5 – Condition Tokens Don't Stack

A figure can have at most **one** of each named Condition token (for example: one Weakened, one Vulnerable (Piercing), one Vulnerable (Crushing), one Empowered).

If the same Condition would be applied again to the same figure, ignore the new token. Opposite conditions cancel each other if on the same combatant (details in the Conditions rules).

## Rule 6 – Line of Sight if Two Corners Connect

When checking **Line of Sight (LoS)**:

- Draw a straight line from any corner of your square to any corner of the target's square.
- If there is at least one line that is not blocked by a **wall, pillar, Sacred Statue, or boss base**, you have LoS.
- Heroes, minions, Barriers, and terrain types (Dangerous, Difficult, etc.) do not block LoS.
- If a line runs exactly along the edge of a blocking element, treat it as blocked.

Full LoS rules and diagrams appear in **Chapter 2** and the Terrain chapter.

## Rule 7 – Mandatory Instructions

Card text is mandatory unless it uses “you may” or similar wording.

- You cannot deal **less** damage or gain **fewer** resources than a card instructs, even if it is yours.
- You **can** move less than a specified amount, or choose fewer targets than the number described. Number of targets and movement are exceptions to mandatory instructions.

## Rule 8 – Always Round Down

Whenever a number needs to be rounded, **round it down**.

## 1.9 - WHAT'S ON THE TABLE

Before you dive deeper, it helps to know where everything lives on the table. The game space is divided into a few “corners”:

- Hero's Corner – each player's personal area
- Boss Corner – all enemy boards and decks
- Battlefield – the shared 12×12 map
- Center Area – shared dice, Destiny cards, and tokens
- Story Area – Campaign Book, Campaign Log, and secret packs

Chapter 3 — Components & Table Setup gives a detailed, piece-by-piece guide. Here is the high-level overview.

### 1.9.1 - HERO'S CORNER - YOUR PERSONAL AREA

Each player builds a small dashboard in front of them. It usually contains:

#### • Hero Tile & Character Pad

Show your name, class, HP, Stamina, basic Armor, Dodge, Movement, Passive Power, Special Ability, and tracks for Ki, Yin, Yang and current stats.



#### • HP & Stamina Dial

Tracks your current HP and Stamina during combat.



#### • Hero Miniature

Represents your hero on the Battlefield. The base shows your facing arrow.



#### • Weapon Cards

Usually two equipped weapons, each with two attacks. Attacks list Attack Category, Stamina cost, damage, Damage Type, and effects.

#### • Armor Card

Modifies your Armor/Dodge and may add a unique defensive effect.



#### • Skill & Ultimate Skill Cards

Your class-specific techniques and powers. You own a pool of Skills but only equip a limited number at once. Ultimates are powerful, once-per-combat abilities.

#### • Destiny Cards

A personal set of 6 cards.

- In **Story Phases**, they provide hidden Voting Power.
- In **No-Luck combat mode**, they replace combat dice.



#### • Flask Card

Your personal healing and revival item, used together with the Rest Action.

#### • Hero Initiative Token

Marks your position in the initiative order and often holds the Threat token for easy tracking.



#### • Hero Secret Journal (Book of Secrets)


A small booklet only you read when instructed, tying story Facts to secret effects, bonuses, and personal twists for your hero.

Nearby, you will also pull shared **resource tokens** (Ki, Yin, Yang) and **condition tokens** to your pad as needed. Full component details appear in **Chapter 3**; hero rules in **Chapters 4 and 6**.

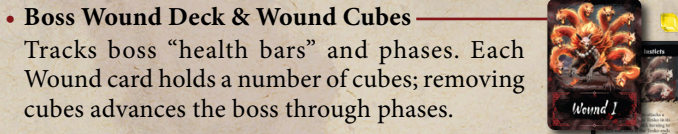
## 1.9.2 - BOSS CORNER - ENEMIES & ENCOUNTER CONTROL

All enemy boards and decks stay together in a visible Boss Corner. Typically you'll find:

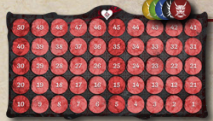
**Boss Stats Card**  
Shows the boss's name, art, and Basic Attack (its fallback attack when a Sequence slot is empty or a card can't resolve).



**Boss Wound Deck & Wound Cubes**  
Tracks boss "health bars" and phases. Each Wound card holds a number of cubes; removing cubes advances the boss through phases.



**Villains HP Track & Tokens**  
A shared HP track for the boss and often for minions.




**Boss Attack Piles**  
Three face-up piles or decks:  

- Light (blue)
- Heavy (red)
- Special (green)

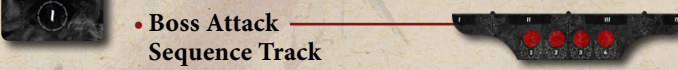
 Hero actions draw from these piles into the Boss Attack Sequence.




**Boss Event Deck**  
A stack of Event cards that replace one slot in the Boss Attack Sequence each round, shaking up the pattern.



**Boss Attack Sequence Track**  
A row of numbered slots representing the boss's actions for that round, plus reminder spaces for hero initiative and the Threat marker.



**Minion Cards & Miniatures**  
Each minion type has one card in the Boss Corner and one or more miniatures on the Battlefield. When it is necessary to apply a condition or effect, use the colored bands on the Minion card to identify the miniature and the corresponding Minion that will receive the effect.



**Vulnerable to Slashing**  
**Defeat Gain 2**



This area is shared information: all players should be able to see what is coming and plan around it. Boss rules and Sequence details are explained in Chapter 2 and the dedicated boss sections later in the book.

## 1.9.3 - BATTLEFIELD - MAP & ZONES (OVERVIEW)

Between the Hero's Corner and the Boss Corner sits the Battlefield:

- A fixed 12x12 grid of squares for each boss encounter
- Marked rows (A-L) and columns (1-12)
- Divided into 3x3 Zones used for area effects
- Zone Effect Tokens marking places with special terrain effects
- Object tiles such as Shrines, Oil Barrels, Sealed Pots, and Sacred Statues placed on specific squares



Combat is all about using this space: where you stand, where you push enemies, and how you leverage hazards.

This chapter only introduces the map. Full rules for movement, Zones, terrain types, blocking features, and objects are covered in:

- Chapter 2 — Learn to Play (basic movement and positioning)
- Chapter 6 — Terrain, Objects & the Battlefield (complete reference)

## 1.9.4 - SHARED DICE

Near the center of the table you will usually keep:

- Attack & Defense Dice** (for Dice Rules mode only)
    - Black and White:** Attack Dice (extra damage, Yin/Yang, and ☯ faces)
    - Blue:** Defense Die (Dodge and Armor icons when defending)
    - Yellow:** Ability Test Dice
- Used during the Story Phase to resolve tests such as investigating, persuading, or avoiding traps.



## 1.9.5 - STORY & CAMPAIGN AREA

Off to one side of the table, away from the map, you will arrange the Story Area:

- Campaign Book (Journal)**  
The main story book. During the Story Phase you read entries, make choices, and follow instructions to gain Facts.
- Campaign Log**  
A sheet or booklet where you record:
  - Your party name
  - All Facts gained
  - Optional notes about items, deaths, or memorable events
- Chapter Secret Envelopes / Packs**  
Sealed packets opened only when the story instructs you, adding new cards, rules, or surprises to the campaign.
- Comrade Opinion Decks (Solo & low-player counts)**  
Small decks used when some heroes are controlled as Comrades instead of players, giving them a "voice" in Story votes.



Full Story Phase and Fact rules appear in Chapter 7.



## CHAPTER 2

# LEARN TO PLAY

This chapter walks you through one full combat round, step by step. By the end, you should understand:

- How rounds are structured
- What you do on your hero's turn
- How movement, attacks, and Stamina work on the square grid
- How the Boss Attack Sequence is built and then resolved
- Where minions fit into the flow

You do not need to memorize everything yet.

Use this chapter as a tutorial for your first battle. Later chapters give exact, table-ready rulings.

### 2.1 - THE STRUCTURE OF A BATTLE

Battles are played in rounds.

#### Setting Initiative (Start of Encounter)

Shuffle the Hero Initiative Tokens and place them on the Initiative Track to form the initiative order for this encounter. The first hero in that line starts with the Threat token.

**End of Round:** Move the last hero in initiative to the front (initiative rotates).

Each round follows the same pattern:

#### Start of Round

- Apply any “Start of Round” effects from cards or scenario rules.
- Clear or update any round-based markers as instructed.

#### Hero Turns (in Initiative Order)

- Each hero takes one turn, in order along the **initiative track**.
- Start of its turn: it gains +3 **Stamina**.
- On its turn, it moves and takes a Main Action (usually an attack).
- After its Main Action of the turn (usually an attack), it adds a card to the **Boss Attack Sequence** based on the Category used

(Light, Heavy or Special).

#### Event Replacement

After all heroes have taken their turns:

- Draw 1 **Event Card** from the boss's Event deck.
- The number on its back shows **which slot** in the Boss Attack Sequence is replaced by this Event.
- Discard the boss attack card in that slot to its matching boss deck discard pile. The Event card occupies that slot for this round.

#### Boss Phase

- The boss resolves the **Boss Attack Sequence** from left to right.
- By default, the boss targets the hero with the **Threat token**, unless the card says otherwise.
- If an attack cannot be made for any reason, the boss uses its **Basic Attack** for that slot.
- After each attack or Event, the Threat token may move to a new hero, as shown on that attack card.

#### Minion Phase

- Each minion activates once, one by one (start: most to the north; if tied, most west).
- Minions move and attack by targeting the closest hero with their base attack printed on their card.
- As with all attacks, if multiple heroes are closest, choose the one most to the north, and if still tied, most to the west (lower number).

#### End of Round

- Resolve “End of Round” effects from cards or scenario rules.
- Clear the Boss Attack Sequence: move all boss attack cards on the track to their matching boss deck discard piles, and discard any Event card from the track to the Boss Event discard pile.
- The **last hero** in initiative order becomes the **first hero** for the next round (initiative rotates).

Then a new round begins at **Start of Round**, and the cycle repeats until:

- The boss is defeated, or
- All heroes are at 0 HP at the same time (defeat).

## 2.2 - YOUR HERO'S TURN - THE BASICS

Each hero acts once per round, in initiative order.

A typical hero turn:

### Start of Your Turn

- Resolve any “At the start of your turn...” effects.
- Gain +3 Stamina.
- If you are at 0 HP, you are knocked out and usually cannot act unless a rule (often your Flask) revives you. Revival is explained in later chapters.

### Choose Turn Order

You may either:

- Move → Main Action, or
- Main Action → Move

You cannot split your free movement into two parts.

- “Move 2 → Attack → Move 1” is not allowed unless a card explicitly says so.

### Your Main Action is usually:

- An **Attack** (Light, Heavy, or Special), or
- A **Rest Action**, or
- Using an **ability that requires an Action**, or
- A **scenario-specific Action** (if the encounter provides one).
  - Scenario-specific Actions count as Special Actions and add a Special (green) boss card unless it tells you otherwise.

A scenario rule is only an Action if it specifically says so. (ex: A scenario-specific location that allows spending stamina to gain an effect is not an Action unless the rule says so)

Rest counts as a Special Action.

**Note:** By default using skill card abilities do not use your Action. You may resolve them and still take one Main Action during your turn.

Abilities that do use it are specifically noted as an Action on the card.

### Spend Stamina as Needed

- Spend Stamina to:
  - Move extra squares as part of your Movement
  - Use weapon attacks
  - Activate some abilities that require Stamina
- If you don't have enough Stamina to pay a cost, you can't take that action.

If you are able to act but have no valid Action you can pay for, you **must Rest**.

### Add a Card to the Boss Attack Sequence (your turn)

On all heroes' turns, a boss Attack must be added to its sequence, always based on the category of the Main Action you took.

- Light attack → add a Light Attack boss card
- Heavy attack → add a Heavy Attack boss card
- Special attack or Special Action → add a Special Attack boss card

See details in Section 2.12.

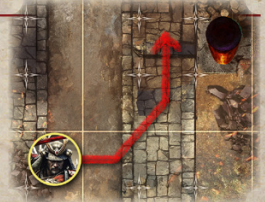
### End of Your Turn

- Resolve all effects that trigger at the end of your turn.
- Effects that last “until end of your turn” expire.
- Apply terrain that triggers at end of turn (for example, Dangerous Terrain damage).
- Your turn ends; any unspent Stamina remains for future turns.

## 2.3 - MOVEMENT

The Battlefield is a square grid.

- Squares that share a side **or a corner** with your square are **adjacent**.
- You may move **orthogonally** or **diagonally**; each step to an adjacent square costs movement.



### 2.3.1 - FREE MOVEMENT VS STAMINA MOVEMENT

Each hero has a **Movement** value on their Hero Tile.

On your turn:

- Once per turn, you may move up to that many squares for **free**.
- Each step (orthogonal or diagonal) costs **1 Movement Point**.
- After you use your free Movement:
  - Each additional square you voluntarily move costs **1 Stamina**.
- All movement (free plus stamina) must either be entirely done before your Main Action, or after it.

Movement that is granted directly by a card (for example, “Move X, then attack”) is separate from this free Movement:

- It does not cost extra Stamina unless the card says so.
- You still must obey all normal movement and terrain rules.

### 2.3.2 - WHO CAN MOVE THROUGH WHOM?

#### Heroes

- May move through other **heroes**.
- May **not** move through minions and bosses.

#### Minions

- May move through other **minions**.
- May **not** move through heroes and bosses.

#### Bosses

- May move through heroes, minions, barriers and other bosses (in multi-boss fights), unless a scenario says otherwise. They can't move through walls.

No figure may end movement on an occupied square.

### 2.3.3 - BLOCKING TERRAIN & TIGHT CORNERS

Heroes and minions may not move through:

- Walls, Shrines, Oil Barrels, Sealed Pots, Sacred Statues, or Pillars.

If two blocking squares form a tight corner, you cannot “squeeze” diagonally between them.

### 2.3.4 - TERRAIN EFFECTS

Some zones on the grid may contain Zone effect tokens, affecting all squares inside that Zone. These are the main types:

- **Difficult Terrain** – costs +1 Movement to enter (heroes and minions).

- **Dangerous Terrain** – lose 2 HP when entered and again when you end your turn on it.
- **High Ground** – boosts attacks made from that square against targets on normal ground.

Terrain is fully explained in Chapter 6.

## 2.4 - FACING & POSITIONING

All combatants have a Facing arrow on their bases, indicating the direction they are facing.

- A figure may face North, East, South, or West (aligned to the sides of its square; never diagonally).
- Rotation is free and done in 90° steps.
- Heroes choose their facing at the end of their movement.
- Enemies change their facing at the end of movement, before attacking, using the minimum number of 90° turns (clockwise if tied) needed to face their target.



Unless stated otherwise, attacks must be made while facing the target.

Skills that are not attacks do not require facing unless the card specifies it.

Facing matters for:

- Determining which squares are in front, on the sides, or behind (by default, attacks must be made while facing the target).
- Effects that depend on position (e.g. “behind the boss”, “to the boss’ left side”).
- Area attacks, which often are resolved relative to the attacker’s facing.

### 2.4.1 - FRONT, SIDES, AND BEHIND ON SQUARES

- **Front** – squares directly in front of the arrow.
- **Rear** – squares directly behind the arrow.
- **Left side** – squares directly to the left.
- **Right side** – squares directly to the right.



Diagonal squares count as BOTH arcs.

- If a card says “from behind the boss” and you are on any diagonal that includes the boss’ rear arc, you count as being behind.

### 2.4.2 - FLANKING

Two heroes **flank** a target when:

1. Both are adjacent to the same enemy, and
2. They stand roughly on opposite sides of that enemy (across from each other), and
3. The two heroes are **not adjacent** to each other.

Effects of flanking:

- All hero attacks against a flanked enemy deal **+2 damage**.
- Some hero abilities and boss Break conditions specifically require flanking.

Flanking checks only position, not hero facing.

Enemies do not apply Flanking bonus.

Full flanking examples and edge cases appear in the hero and advanced rulings chapters.



## 2.5 - LINE OF SIGHT (LOS)

Most attacks require **Line of Sight** to the target.

You have LoS if you can draw a straight line from any corner of your square to any corner of the target’s square without crossing:

- A wall
- A pillar
- A Sacred Statue
- The boss’ base

LoS is **not** blocked by:

- Heroes
- Minions
- Shrines, barrels, pots, and other barriers
- Difficult or Dangerous terrain



If a line runs **exactly along the edge** of a blocking element, treat that line as **blocked**.

For enemies that occupy more than one square (Large/Huge bosses):

Check LoS using any square of that figure’s base.

For **area attacks**:

- You must have LoS to each target individually.
- Squares that you cannot see into are not affected, even if they would lie inside the area pattern.

Facing and LoS:

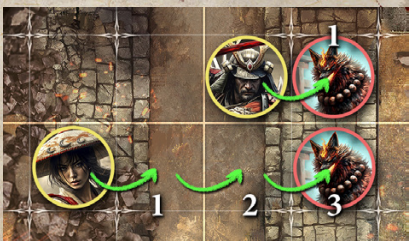
- You can have LoS to targets behind you.
- However, by default, most **attacks** require the target to be in your **front arc**. Skills and abilities by default don’t have this restriction.
- Some cards explicitly allow attacks to the sides or rear, or show patterns that extend behind you; those are exceptions.



## 2.6 - RANGE

Attacks and abilities list a **Range** in brackets:

- [1] – only adjacent squares.
- [2], [3], [4]... – up to that many squares away.



To check range:

1. Start from your square.
2. Count the number of steps (orthogonal and/or diagonal) to reach the target's square.
  - If the attacker or the target occupies more than one square (Large/Huge bosses), measure Range to the nearest square of that figure's base.
3. If that count is  $\leq$  the attack's Range and you have LoS, the target is in range.

## 2.7 - TARGETING, FRIENDLY FIRE & AREAS

If an attack does not specify otherwise:

- It targets **one enemy**.
- It has a default Range of [1].

Many attacks, especially boss attacks, show **area patterns**:

- The card will show a pattern of squares relative to the attacker. The arrow inside the circle determines the facing.
- You must place and orient the pattern **exactly as shown** on the card.
- If an attack shows a line of squares pointing straight ahead, you cannot rotate it diagonally unless the card allows it.
- If it shows a diagonal line, you cannot use it as a straight line.

You must:

- Position yourself correctly, and
- Execute the attack exactly as shown in relation to your front arc.

All valid targets within the area (with LoS) take full damage and effects of the attack.

### 2.7.1 - FRIENDLY FIRE

By default:

- **Hero attacks** only affect **enemies**.
- **Enemy attacks** (bosses and minions) only affect **heroes**.

Heroes do not damage their allies with their attacks, and enemies do not hit each other (except "all combatants", "heroes and minions", "all figures in the area", etc...).

## 2.8 - HERO ATTACKS - THE CORE ACTION

Attacking is the main way heroes influence:

- The boss's HP, and
- The Boss Attack Sequence for this round.

### 2.8.1 - ATTACK CATEGORIES VS DAMAGE TYPES

Each hero attack lists:

- An **Attack Category**: Light (L), Heavy (H), or Special (S)
- A **Damage Type**: Slashing, Piercing, Crushing, or Mystic

Attack Category decides which boss deck adds a card to the Boss Attack Sequence.

Damage Type interacts with Vulnerable/Resistant and other effects (explained in later chapters).

### 2.8.2 - HERO ATTACKS ALWAYS HIT (IF VALID)

Heroes do not roll to hit (hits automatically).

Heroes can attack if:

- The target is valid (correct type, position, etc.), and
- The target is within range, and
- Has Line of Sight

### 2.8.3 - STEPS OF A HERO ATTACK

When you declare an attack:

#### 1. Choose the Attack

- Choose a Light, Heavy, or Special attack from one of your weapons (some skills can also have attacks, most often Special).

#### 2. Pay Costs

- Pay the attack's Stamina cost.
- Pay any extra costs (HP, Ki, etc.) shown on the card.
- If you cannot pay all costs, you cannot use this attack.

#### 3. Resolve Pre-Attack Movement (if any)

If the card says "Before attacking, Move X":

- You may move up to X squares.
- This movement is free (no extra Stamina). Must obey all movement rules.

#### 4. Choose Targets

- Choose which enemies (or figures) the card will affect.
- Targets must meet all requirements:
  - Type (enemy, hero, etc.)
  - Range
  - LoS
  - Position (behind, in front, within a line, etc.)

If there is no valid target after any card movement, you cannot use that attack.

#### 5. Resolve the Card Text

- Read the card from top to bottom.
- Resolve damage and effects in order.
- Effects are mandatory unless the card says "you may" or "up to".
  - Except for movement effects. When an effect moves a figure, it moves **up to** that amount.

#### 6. Resolving Damage

For each valid target affected (in any order you choose):

- Start from the attack's damage value.
- Apply bonuses/penalties from abilities, tokens, and position and terrain effects.
- Apply any flat damage reduction.
- LAST: Apply Vulnerability and Resistance effects (doubling or halving damage, rounding down).

## 7. Counterstrike Mark

- After resolving the attack, place the Counterstrike Cube on the slot related to the attack you used.
- This may allow a free Counterstrike later in the round (see 2.11).



## 8. Add to the Boss Attack Sequence

- After the attack fully resolves, check the Attack Category used:
  - **Light Attack** → take the revealed top card of the boss **Light** deck (blue).
  - **Heavy Attack** → take the revealed top card of the boss **Heavy** deck (red).
  - **Special Attack** → take the revealed top card of the boss **Special** deck (green).
- Place the taken card into the **next empty** slot of the Boss Attack Sequence, then reveal the **new top card** of that boss deck.
- If the card you draw has a **Break condition**, and your attack meets that condition, the card is added **face-down** as a Broken attack instead (see 2.15 **Breaking Boss Attacks**).



## Important:

- Only attacks made on **your turn** as your Main Action can add cards to the Sequence.
- Only the **first attack** you make on your turn does so, even if other effects give you extra attacks.
- Even if the hero attacks a minion, it still adds an attack to the Boss Sequence.
- If a hero does not attack or use their Action on their turn, it automatically **Rests**, which counts as a Special Action. Add a Special boss attack card (green) to the Sequence.

## 2.9 - ENEMY ATTACKS (BOSSES AND MINIONS)

Bosses and minions use their own stats and cards to attack heroes.

### 2.9.1 - PRECISION VS DODGE

Each enemy attack has a **Precision** value.

When a boss or minion attacks a hero:

1. Check LoS and range.
2. Use the least amount of movement to reach the target.
  - When two paths are possible, move square by square, taking the square most to the north first, and if tied, most to the west.
3. Compare the attack's Precision to the hero's Dodge.
  - If hero Dodge  $\geq$  Precision → the hero dodges:
    - ♦ The hero takes no damage.
    - ♦ Any effects labeled (On Hit) do not apply.
    - ♦ Other effects (not marked On Hit) still happen.
  - If hero Dodge  $<$  Precision → the attack hits:
    - ♦ Resolve damage and effects as normal.

A hero can use their Stamina (and Dice or Destiny Cards) to increase their Dodge.

### 2.9.2 - ENEMY DAMAGE

When an enemy attack hits:

1. Start from the damage on the card.
2. Apply attacker's flat bonuses/penalties from abilities, tokens, and position and terrain effects.
3. Apply Empowered, Weakened or other damage multiplication or division effects on the attacker. (rounding down)
4. Apply target's Armor and any flat damage reduction.
5. Apply Vulnerability, Resistance or other damage multiplication or division effects on the defender. (rounding down).
6. Apply the Minimum Damage Rule: if the attack hits (no dodge), damage cannot be reduced below 1.

Some effects cause **loss of HP** instead of damage:

- HP loss is not modified by Armor, Vulnerable, Resistant, or other "damage" modifiers.

## 2.10 - CONDITIONS

During combat, some effects may apply Condition Tokens to a combatant.

- **Vulnerable (Type)** – the combatant takes double damage from the next attack of that Damage Type (don't stack if target already Vulnerable). Apply after Armor and other flat damage altering effects.
- **Resistant (Type)** – the combatant takes half damage (rounded down) from the next attack of that Damage Type (don't stack if target already Resistant). Apply after Armor and other flat damage altering effects.
- **Weakened** – the combatant's next attack that hits deals only half damage (rounded down), Apply after adding all flat damage altering effects on you (or yours), and **before** target's Armor and flat damage altering effects on them or theirs.
- **Empowered** – the combatant's next attack that hits deals double damage. Apply after adding all flat damage altering effects on you (or yours), and **before** target's Armor and flat damage altering effects on them or theirs.
- **Slowed** – the combatant's next Move Action moves only half as many squares (rounded down).
- **Hastened** – the combatant's next Move Action moves twice as many squares.

### Important rules on Tokens:

- A figure can normally have only one token of each name.
- Opposite tokens immediately cancel each other:

Vulnerable to Slashing	Vulnerable and Resistant (of the same type)	Resistant to Slashing
Weakened	Weakened and Empowered	Empowered
Slowed	Slowed and Hastened	Hastened

- Each token affects the next time its condition is met (next attack, next damage of that type, next Move Action), then is removed. Until its effect is applied, the token remains.
- Placed on the hero pad for heroes, and on the enemy card for bosses and minions.
  - Minion cards have colored slots to track effects on different miniatures.
- For bosses with more than one figure, track each figure's tokens individually.



## Vulnerability and Resistance Stacking

Vulnerability from multiple sources does not stack. If several effects would make a target Vulnerable to a damage type, the damage is doubled only once. A Vulnerable token is only consumed if it actually modifies the damage dealt.

The same rule applies to Weakened: damage is divided only once, regardless of how many sources apply it.

An Empowered attacker benefits normally from attacking a Vulnerable target. Likewise, a Weakened attacker deals reduced damage when attacking a Resistant target.

## 2.11 - COUNTERSTRIKES

Whenever a hero attacks on their turn, they also prepare themselves to counterattack later that round.

- After making an attack, place your Counterstrike cube on the slot on your hero pad that matches the attack you used.

If an enemy later **targets** you with an attack that deals the same **Damage Type** (Slashing, Piercing, Crushing, or Mystic) as that attack:

- After an enemy finishes resolving the attack (hit or dodge), you may Counterstrike.

A Counterstrike is a bonus attack you perform during the enemy's turn:

- You may choose any of the two attacks from the weapon you last used.
- The target must be the enemy that triggered the Counterstrike.
- **DO NOT** spend Stamina to pay the cost of the attack.
  - If it can spend variable Stamina to increase effect, consider it 0. (Other costs are paid normally)
- It resolves like a normal hero attack, but it **DOESN'T** add a card to the Boss Attack Sequence.

After performing a Counterstrike, remove the Counterstrike cube. You can only perform another Counterstrike after you place a new cube on an attack on your next turn.

If you make multiple attacks on your turn, only the cube from the **last** attack remains for Counterstrike.

## 2.12 - BUILDING THE BOSS ATTACK SEQUENCE

This is one of the core mechanics.

During Hero Turns:

- Every time a hero takes their main action for the turn (attack, Rest or Special Action), they trigger one of the three boss decks: Light, Heavy, or Special.

That choice determines which boss deck adds a card to the Sequence:

- Light Attack → add 1 card from the Light deck
- Heavy Attack → add 1 card from the Heavy deck
- Special Attack or Special Action (including Rest) → add 1 card from the Special deck

Slots fill in order they are placed, from slot 1 to 4.



A hero who cannot act (for example, knocked out at 0 HP with zero flask charges) does not add a card. **For empty slots, the Boss uses its Basic Attack.**

In the Boss Phase, it resolves the entire Sequence in order, obeying whatever mix of Light, Heavy, Special, Broken, and Event cards there. (Details on Breaking cards appear in section 2.15.)

## 2.13 - EVENT REPLACEMENT

After all heroes have taken their turns and added their cards:

1. Draw the top Event Card.
2. Look at the number printed on its back (for example, "2").
3. Replace the card on that slot in the Boss Attack Sequence with the Event card. Discard the replaced boss attack card (if any) to its matching boss deck discard pile.

Events are resolved in the Boss Phase when their slot is reached. Treat them as part of the Sequence for that round.

If the last Boss Event card is used, there will be specific instructions on it on how to solve the now empty Event deck.

Heroes can look at the top of the pile of Boss Event cards to know which slot will be replaced that round and use that information as part of their strategy.

*Note: The event slot number is on the back of the card, so you can plan your turn knowing which attack card slot will be replaced.*

## 2.14 - BOSS PHASE - OVERVIEW

During the Boss Phase, the boss executes the Sequence that you and the Event created.

For each slot, from left to right:

1. **Check If the Card Is Broken**
  - If the card has been Broken and flipped face-down, skip it entirely.
2. **Determine the Target**
  - The boss attacks the hero with the Threat token.
  - Check if that target is reachable with the movement on the card.
    - If not, discard that attack card to its matching boss deck discard pile. The boss makes a Basic Attack instead (shown on the Boss card). Targets its closest hero, using normal attacking rules.
    - If the boss can't reach a target for its Basic Attack, it uses the move of the Basic Attack to get as close as possible to the closest hero. No basic attack effect is applied, including Threat change.

### 3. Move

- The boss moves the shortest path, using the Movement shown on the attack card.
- It can move through other combatants and objects, but must end on a free square.
- **Large and Huge Bosses (2x2 and 3x3):** Each movement step shifts the entire base 1 square in any direction (orthogonal or diagonal), costing only 1 movement.

### 4. Rotate / Face the Target (if needed)

- The boss rotates clockwise the minimum number of 90° turns needed to face the target correctly, unless the card specifies a special direction (e.g.: a tail strike).
  - At all times, all figures must be facing one of the four directions (north, south, east, or west).
- On area attacks, the circle on the boss diagram determines where the front should be facing in relation to the target.

### 5. Check Range & LoS

- From the boss's final position, verify that the attack meets all range, Line of Sight, and positional requirements.
- If the requirements are not met, you must attempt to reposition the boss within the movement allowed by the card to find a valid attacking position.
- If no valid position exists, return the boss to its starting position and discard this attack card to its matching boss deck discard pile.

### 6. Resolve the Attack

Compare Precision vs Dodge:

- If Dodge  $\geq$  Precision  $\rightarrow$  hero dodges:
  - No damage.
  - (On Hit) effects do not occur.
  - Other non-On-Hit effects on the card still resolve.
- If Dodge < Precision  $\rightarrow$  attack hits:
  - Apply damage.
  - Apply any (On Hit) effects.
  - Resolve effects in the order they appear.

### 7. Handle Counterstrikes & Triggers

- If the attack Damage Type matches the hero's Counterstrike cube position, that hero may immediately resolve a Counterstrike against the boss.

### 8. Update Threat

- Boss cards move the Threat token to a new hero based on class, initiative order, or other specific instructions.

After resolving the last slot, the Boss Phase ends and the Minion Phase begins.

## 2.15 - BREAKING BOSS ATTACKS

Some boss attacks can be **Broken** if a specific condition is met when you attack that card's deck.

To Break a boss attack you must:

1. Be attacking that card's deck (e.g.: if the card is in the Light attack pile, you must be using a Light attack).
2. The boss card must have a Break condition. Cards without a Break condition cannot be Broken.
3. You must meet the Break condition required (usually keyword plus position).

### Keywords:

- **Support:** At least one other hero is in [1] of you.
- **Flank:** You are flanking with another hero. (*You are in [1] of the boss, and another hero is in [1] of the boss on the opposite side.*)
- **Alone:** There must be no other combatant in [2] of you, except the boss.
- **Crowd:** At least three heroes are in [1] of the boss.

If your attack meets the conditions, the attack is **Broken**:

- Place the card face-down in the Boss Attack Sequence (appropriate slot).

When the boss reaches a Broken slot during its Phase, that slot is completely skipped:

- No movement
- No damage
- No effects
- No Threat updates

Break is one of your strongest defensive tools.

## 2.16 - MINION PHASE - OVERVIEW

After the Boss Phase, all minions activate.

### 2.16.1 - ACTIVATION ORDER

- Start with the minion most to the north (lowest letter).
- If tied, choose the one most to the west (lowest number).
- Activate minions one by one until all take a turn.

### 2.16.2 - MINION TARGETING

By default, each minion:

- Targets its nearest hero (fewest squares away).
- If multiple heroes are equally close, apply the standard tie-breaker (north, then west).

### 2.16.3 - MINION MOVEMENT

Each minion:

- Has a Movement value.
- Moves up to that many squares toward its target (shortest path).
- Before it attacks, it turns clockwise the minimum number of 90° turns needed to face the target.

Movement rules for minions:

- May move through other minions.
- May not move through heroes or bosses.
- May not move through walls, pillars, statues, or barriers.
- May not end on an occupied square.
- Minions interact with Difficult, Dangerous, and High Ground terrain the same way as heroes.

When a minion reaches a square from which it can attack its target, it stops and attacks.

### 2.16.4 - MINION ATTACKS

Minion attacks follow the same basic procedure as boss attacks, but are simpler: minions do not have attack cards and instead use the single attack printed on their card.

Each minion targets the closest hero (north first, then west) and resolves targeting, movement, facing, range & Line of Sight checks, attack resolution, and counterstrikes as normal.

If a minion can reach a valid position from which it can attack, it immediately resolves that attack. If no valid attacking position exists, the minion moves toward the closest hero as much as possible and ends its activation without attacking.

## 2.17 - END OF ROUND SUMMARY

Round:

- Hero Turns → Event Replacement → Boss Phase → Minion Phase
- Repeat until: The boss is defeated or all heroes are at 0 HP at the same time.

End of round:

- Resolve any effects that say “until end of round”.
- Apply any scenario-wide “end of round” instructions.
- Clear the Boss Attack Sequence: move all boss attack cards from the track to their matching boss deck discard piles, and discard any Event card from the track to the Boss Event discard pile.

## 2.18 - A COMPLETE EXAMPLE ROUND (WALKTHROUGH)

This example uses simplified numbers and cards. It shows timing and flow, not exact stats.

### Setup

- Initiative order is set randomly: Sayaka → Kosuke → Takahiro → Kenshō.
- The first hero in initiative order starts with the Threat Token (Sayaka).



- The boss starts in the center of the map, facing east.
- Heroes start at full HP and Stamina.
- Takahiro starts this battle already having taken 10 damage from story events that happened before the boss fight.
- A single minion lurks to the south.

At the start of the round, the Boss Attack Sequence is empty.

### 1. Sayaka's Turn (Ninja)

- Start of turn: she gains +3 Stamina.

She chooses to move first:

- Movement value 4 → she moves 4 squares for free.
- She ends in a rear-left square behind the boss (counts as rear and left).

She makes a Light Attack with her weapon:

- Pays the Light Attack's Stamina cost.
- Has LoS and range, and is behind the boss → attack is valid.
- Resolves the card text and applies damage (Slashing damage type).
- Places her Counterstrike cube on the slot related to the attack she used.
- She takes the revealed top card of the boss Light deck and adds that card to the first Sequence Slot, then reveals the new top card of the Light deck.



Her turn ends.

### 2. Kosuke's Turn (Ronin)

- Kosuke gains +3 Stamina at the start of his turn.

He chooses to attack first:

- He is adjacent to the boss's front.

He uses a powerful Heavy Attack from his weapon.

Attack:

- Pays the Heavy Attack's Stamina cost.
- Has LoS and range → attack is valid.
- Resolves the card text and applies damage (Crushing damage type).
- Because Kosuke has an Empowered token, the damage is doubled, and the token is discarded.

He adds one card from the boss Heavy deck to Sequence Slot 2.

After attacking, Kosuke still has some Stamina but chooses not to move; he wants to keep his position and store his resources.

### 3. Takahiro's Turn (Samurai)

- Takahiro gains +3 Stamina.

He chooses to move first:

- His Movement value is 3, but he needs to move 5 squares to reach a front-diagonal position next to the boss.
- He spends 2 Stamina to gain +2 Movement points.
- He moves 5 squares and ends in a front-diagonal square that is both in front and to the right of the boss.

Instead of attacking, Takahiro decides to use the Rest Action to use his Flask and recover HP.

- He uses his Action to Rest.
- Takahiro recovers 5 Stamina from the Rest Action.
- Now Takahiro can choose to spend 1 charge of his Flask to heal, which he decides to do.
- Takahiro turns his Flask card 90° to mark the first use, and heals 10 HP.

Because he used a Special Action (Rest):

- He adds one card from the boss Special deck to Sequence Slot 3.

### 4. Kenshō's Turn (Monk)

- Kenshō gains +3 Stamina.

He sees an opportunity: the boss Light deck includes a card with a Break that requires **Front + Support**, and he wants to exploit it. He chooses to move first.

- Movement value 4 → he can move 4 squares for free, but he needs 5 squares to reach the desired position in front of the boss next to Takahiro.
- He spends 1 Stamina to gain +1 Movement point.
- Kenshō ends his movement adjacent to Takahiro, in front of the boss.

He then uses a Light Attack.

Attack:

- Pays the Light Attack's Stamina cost.
- Has LoS and range, and is in front of the boss → attack is valid.
- Resolves the card text and applies damage (Crushing damage type).



- Because he is in front **and** has an ally in [1] of him, he meets the Break requirements for that Light boss card.

He draws from the boss Light deck and adds that card to Sequence Slot 4 **face-down** (Broken).

All heroes have now acted.

The Boss Attack Sequence currently holds:

- Slot 1 — Light
- Slot 2 — Heavy
- Slot 3 — Special
- Slot 4 — Broken Light



## Event Replacement

- Draw the top Event Card.
- The number on the back is “2” → it replaces Slot 2.

The Sequence for this round becomes:

- Slot 1 — Light
- Slot 2 — Event
- Slot 3 — Special
- Slot 4 — Broken Light (face-down)



## Boss Phase

The boss now resolves each slot in order.

### Slot 1 – Light Attack

- The boss card targets the hero with the Threat token (currently Sayaka).
- The boss turns toward Sayaka as needed to face her.
- Compare the card’s Precision vs Sayaka’s Dodge:
  - If Dodge ≥ Precision, she dodges (no damage). Sayaka can pay Stamina to increase her Dodge at this moment.
  - Otherwise, she takes damage and any (On Hit) effects.
- The attack card then says the Threat changes to the 3rd Hero in the initiative order (Takahiro in this case).

### Slot 2 – Event

- The attack card is covered by the Event, so it is skipped and the Event is resolved instead.
- The Event creates a 3×3 Dangerous Terrain area in front of the boss and grants the boss Empowered for its next attack.
- No immediate attack happens from this slot (unless the Event says otherwise).
- Threat only changes if the Event instructs it.

### Slot 3 – Special Attack

- Now Empowered, the boss performs a powerful cone attack from its front, targeting Takahiro (who currently has the Threat token), while other heroes may also be caught in the area.
- The boss checks LoS and range, then compares Precision vs each hero’s Dodge separately.
  - Heroes who fail the Dodge check take damage (all boosted by Empowered).
  - Heroes who pass avoid the damage.
- After resolving the attack, the card changes Threat to the 4th hero in the initiative order (Kenshō in this case).

### Slot 4 – Broken Light Attack

- Slot 4 holds a Broken Light card, placed face-down earlier by Kenshō.
- Because it is Broken, the boss skips this slot entirely:
  - No movement
  - No damage
  - No effects
  - No Threat change

After Slot 4 is skipped, the Boss Phase ends.

## Minion Phase

The minion now activates:

- It targets the nearest hero (for example, Kenshō).
- If tied, resolve the target using the usual north-then-west priority.

It moves along a shortest path:

- It may move through other minions (if any).
- It may not move through heroes or the boss.

If it reaches a square from which it can attack Kenshō:

- It makes its attack.
- Compare Precision vs Kenshō’s Dodge.
  - On a hit, apply damage and any effects.
  - On a dodge, no damage and no On Hit effects.

After all minions have acted, the Minion Phase ends.

## End of Round

- Resolve any “end of round” effects on Events, terrain, or boss abilities.
- Clear the Boss Attack Sequence.
- Move the player in the 4th place of the Initiative to the 1st place (this does not change the Threat Token).
- Heroes keep their current HP, Stamina, conditions, and positions.

A new round begins at Start of Round, and the cycle repeats.

If at any point all heroes are at 0 HP at the same time, the party is defeated and you follow the Chapter’s Defeat rules.

Otherwise, you continue fighting until the boss falls—and the story moves forward.

# CHAPTER 3

## COMPONENTS & TABLE SETUP

This chapter shows what needs to be on the table and how to lay it out so the game flows quickly. You'll see:

- Hero components
- Boss and minion components
- The 12x12 battlefield and its Zones
- Terrain tiles and objects (Shrines, Barrels, Pots, Statues, Pillars)
- Tokens, markers, and card types
- Recommended player layout (Hero's Corner) and Boss Corner

### 3.1 - COMPLETE SETUP

#### 3.1.1 - HERO COMPONENTS (PER HERO)

Each hero comes with:

##### 1 Hero Tile

Contains:

- Name & Class
- Initial and Current Max HP
- Max Stamina
- Starting Armor
- Starting Dodge
- Movement value
- Passive Ability
- Special Ability
- Stats



##### 1 Character Pad

Contains:

- Places to store Ki, Yin, Yang
- A track for your current Armor and Dodge.
- A tracker to mark your last used attack and its damage type, used for Counterstrike.



##### 1 Hero Miniature 1 HP and Stamina Dial

- Mark your current HP and Stamina values.



##### 6 Destiny Cards

These cards are:

- Used during the Story Phase as Voting Power.
- Used in combat if playing no-luck mode.



##### Starting Weapons (3)

You choose 2 to start with. Store the others.

##### Starting Armor (2)

You choose 1 to start with. Store the other.



##### Class Ability Cards (5)

Character specific. You choose 3 to start with. Store the other 2.

##### Flask Card

Shows how much HP it restores and number of charges.

It is used during the Rest Action, or to revive.



##### Hero Secret Journal

This booklet contains your character's personal story and secrets. Checked before each boss fight for new information, bonus/penalties based on the Facts you acquired during the story.

- Only the player of that hero should read it.

### 3.1.2 - BOSS COMPONENTS (PER BOSS)

Each boss has:



— **1 or more Boss Miniatures**



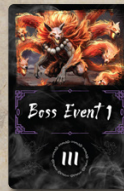
— **1 Boss Card**

— **3 Boss Deck of Attacks (Light, Heavy and Special)**

- Each deck containing 7 cards.

— **1 Boss HP Token**

- Placed at 50 HP on the enemy's HP track at the start of the combat.



— **1 Boss Event Deck.**

- Cards that replace a slot in the Boss Attack Sequence

— **1 Boss Wound Deck**

- Track Wounds and the current phase of the Boss.



— **Minion Cards & Minion Miniatures**

- Stats for each minion type (HP, Precision, Damage, Damage Type, Movement, effects)
- Miniatures

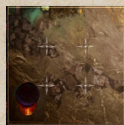


### 3.1.3 - MAP & TERRAIN COMPONENTS

The battlefield uses a grid, unique for each boss fight.

#### Map Grid

- The combat map is a 12 × 12 grid of Squares.
- It is divided into 16 Zones of 3x3 Squares.
- Zones are the larger 3x3 areas outlined by the continuous (thicker) lines on the board.
- Squares are the individual spaces inside a Zone (defined by the Zone lines and the smaller inner marks/crosses).



#### Terrain & Zone Tokens

- Special Terrains are not marked directly on the map. Instead, they are defined by Zone Effect tokens.
- A Zone Effect token affects every Square in the Zone it is placed.
- Encounter setup tells you which Zones start with which tokens. Some abilities, attacks, or objects may add or remove Zone Effect tokens during play.
- A Zone may contain more than one Zone Effect token at once (one of each kind).

#### Common Terrain Tokens (full rules in Chapter 6):

- **Standard Ground**
  - The default when a Zone has no Zone Effect token.
- **High Ground**
  - Represents elevation that can change how attacks and abilities behave.
- **Difficult Terrain**
  - Represents slow, obstructed footing that can slow down movement.



- **Dangerous Terrain** (Fire, Spikes, Corruption, etc.)
  - Represents hazards that can punish those who enter it.

### 3.1.4 - OBJECT COMPONENTS

Objects are individual tokens placed on specific Squares inside Zones.

- Objects occupy a single Square (not a whole Zone).
- That Square is still affected by any Zone tokens in its Zone—objects add rules on top of the Zone's terrain.
- Objects exist to shape the fight: they create obstacles, offer limited opportunities, and sometimes change the battlefield.
- The full rules for how objects block movement/Line of Sight and how they are used or destroyed are in Chapter 6.

Objects include (details in Chapter 6):

#### Shrines

- A one-time healing opportunity for heroes.



#### Oil Barrels

- A destructible object that can create fire in its Zone.



#### Sealed Pots

- A destructible object that can reward heroes with Ki.

#### Sacred Statues

- A blocking monument that heroes can use once to gain Ki.

#### Pillars

- Single-square blockers that shape movement and Line of Sight.

### 3.1.5 - TOKENS & MARKERS

The game uses several token types.

#### Condition Tokens

Double-sided tokens pair opposite states (for example, Vulnerable/Resistant).

Vulnerable to Slashing	Vulnerable ↔ Resistant	Resistant to Slashing
Slashing	(Slashing / Piercing / Crushing / Mystic)	Slashing
Weakened	Weakened ↔ Empowered	Empowered
Slowed	Slowed ↔ Hastened	Hastened

#### Resource Tokens

- **Ki Tokens** — spiritual energy, tracked per hero.
- **Yin Tokens** — one aspect of spiritual balance, tracked per hero.
- **Yang Tokens** — the other aspect of spiritual balance, tracked per hero.



#### Status & Tracking Markers

- **Counterstrike Cube**
  - Tracks the last used attack's **Damage Type**.
  - Used to check if you trigger a Counterstrike when attacked.
- **Threat Token**
  - Shows which hero the boss targets.
- **Special Token**
  - Mark special Zones, objectives, or scenario states on the map.



### 3.1.6 - CARD TYPES

#### Weapon Cards

Each weapon card includes:

- A Name
- B Art
- C Attack 1
- D Attack 2



Each Attack includes:

- A Name
- B Attack Category
  - Determines which boss card it will trigger (Heavy, Light or Special).
- C Cost
  - Must be paid to make that attack. If you can't pay any attack's cost, Rest to regain Stamina or Yin and Yang.
- D Damage
  - Amount of damage of the attack.
- E Damage Type
  - Type of damage; used to check for Vulnerability and Resistance, and for counterstrikes.
- F Resource Gain
  - You gain the resources shown here. Resources Gain is displayed with a "+". While costs are placed before the damage to distinguish them.
- G Effect



#### Armor Cards

Each armor card has:

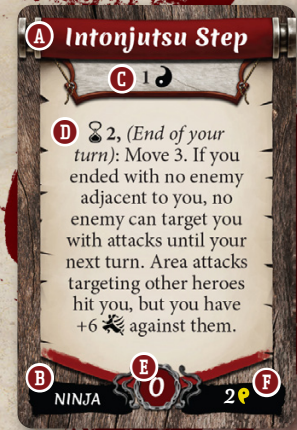
- A Name
- B Art
- C Unique Effect
  - Usually armor gives Dodge, Armor or a combination of both. Many armors also have specific effects described here.



#### Skill Cards

Each skill card has:

- A Name
- B Hero Class
- Determine which character can pick this skill.
- C Cost to Activate
- D Unique Effect
- E Level
  - You will unlock higher level cards. This number determines the level you must be to select this card.
- F Cost
  - Higher level cards require Souls of specific kinds (gained during the campaign).
  - To buy a new skill, you must have the required level AND pay this cost. Once unlocked the skill is yours to be used.

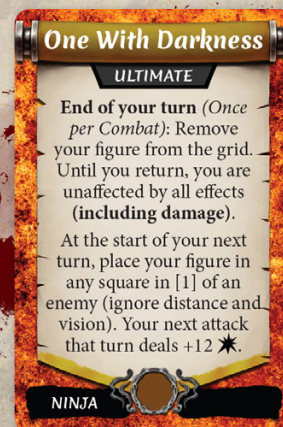


You can own multiple Skill Cards, but can assign only 3 at a time. You can change them at the end of each Story Phase, before a Boss Fight. Later in the campaign, you may unlock extra Skill Slots.

#### Ultimate Skill Cards

These are similar to Skill Cards, but you can only equip 1 at a time.

- They don't count against the number of Skill Cards you can equip.
- Used only once per combat. Effects that change cooldowns or recover Skill uses can't give you extra uses of them.



## Destiny Cards

Each hero has 6 different Destiny Cards.

### A (No-Luck Rule Heroes Only)

Attack Effect and Defense Effect

- When attacking or defending you can play one of the cards to add a bonus.
- The card goes to your discard. All of them are recovered when the last is used.
- If playing with the No-luck rules, start combat always with these 6 cards in hand.

### B (Story Phase - Luck and No-Luck Rules) Voting Power

- This determines how many votes you are committing to your choice when facing multiple options. The choice with more votes will be the one picked.
- You can only commit one card per multiple choice, and used cards go to your discard. Recover all cards when the last is used.



## Hero Initiative Tokens

Each hero has a token to mark its current position on the Initiative Track.

You can also place the Threat Token below these tokens to mark who has it in a visible way for all players at the table.



Shuffle these tokens at the start of the combat and form a line to determine the heroes initiative sequence. The first hero also starts with the Threat Token.

## Boss Stats Card

### A Name

### B Art

### C Basic Attack

- Used when the boss can't attack the hero with the Threat.



## Boss Wound Card

### A Name

### B Card Order Number

- Each Wound Card has a number that determines the order of the cards.
- Card number 1 should be the first one applied, open face up at the start of the encounter, followed by card number 2, and so on.
- Keep other wound cards hidden until they are activated.

### C Cube Slots (Wounds)

- Place a cube on each slot. Whenever the Boss HP Token is reduced to 0 on the Enemies HP Track, remove one cube from here.
  - If there are still wound cards/cubes left, return the HP Token to 50.
  - If the damage that removed the cube bypassed the HP the boss had, any remaining damage bypasses into the next Cube HP pool.
  - E.g: If the boss with 10 HP takes 20 damage, remove a cube and the HP token returns to 50. Apply the remaining 10 damage, reducing it to 40)
- When the last cube is removed, discard this card. The next card becomes active.
- If all cards of the Wound Deck of the boss are removed, the boss dies.

### D Effect

- This effect applies while that card is active. They change how you should approach combat.



front



back



## Boss Attack Card

**A** Name **B** Art

**C** Attack Category

- Determines which pile this attack belongs to, Light, Heavy or Special.
- When a hero takes an action, the equivalent boss card is placed on the Boss Attack Sequence.

**D** Damage Type

Determines which type of damage the attack deals.

Check the hero's Vulnerabilities, Resistances and Counterstrike cube.

**E** Vulnerability

- When a hero attacks, check the boss card in the same Attack Category as the hero's action. If that boss card shows a Vulnerability matching the hero's Damage Type, the hero's attack deals double damage.

**F** Break

- Some Boss' attacks can be Broken if attacked by a hero meeting the requirements shown here.
- If nothing is shown, it cannot be Broken.

**G** Movement

- Determine the distance that can be moved before attacking.

**I** Range

- The maximum range of the attack.

**K** Threat Change

- Which hero gets the Threat token. Check the hero initiative track.



**H** Precision and Damage

- The base stats of the attack to check against the hero's Armor and Dodge.

**J** Effect

- Effects and/or area of an attack.

**L** Border

- Indicates how dangerous an attack is. Fire is the strongest, metal is average and wood is the weakest.

## Boss Event Card

**A** Name

**B** Card Order Number

- Numbered on their back.
- Build the deck face-down from number 1 on top and in numerical sequence to the bottom.

**C** Card Slot Number

- Determine which card in the Boss Sequence is replaced by this Event Card.

**D** Effect

- The effect happens during the Boss turn, when resolving the Boss Attack Sequence, at the moment its Slot is resolved.



## 3.2 - THE BOSS CORNER - ENCOUNTER CONTROL

The Boss Corner contains:

**A** Boss Card

**B** Boss Wound Deck

**C** Villains HP Track

- Used by Boss and All Minions

**D** Three Boss Open Attack Piles (Light, Heavy, Special)

- Each having its own discard pile.

**E** Boss Event Deck

**F** Boss Sequence Track, with its discard pile

**G** Minion Cards.

All rules visible in the Boss Corner are shared information.



## 3.3 - STORY PHASE COMPONENTS

The Story Phase (story between fights) uses:

• **Destiny Cards**

- Used for heroes to secretly decide how much Voting Power to commit to their choices.
  - Heroes playing with Dice still use Destiny Cards on the Story Phase.

• **Ability Test Dice**

- Used to attempt tests in the story, such as investigating, avoiding dangers or convincing NPCs.
  - Heroes playing with No-Luck Rules still use Ability Test Dice on the Story Phase.

• **Current Chapter Envelops of Secrets**

- Contains cards that can be unlocked at the end of the Story Phase.

**Campaign Log**

- Track each Fact gained. Apply their effects at the end of the Story Phase.

# CHAPTER 4

## HERO RULES & HERO TURN

Heroes in Ronin's Revenge act through limited Stamina, precise movement, and tactical choice of attacks.

This chapter is the reference for everything a hero can do during combat. How:

- Your turn works
- Stamina is gained and spent
- Movement works on the square grid
- Attacks, Attack Categories, and Damage Types work
- Rest, Flasks, and Counterstrikes function
- Heroes interact with Conditions and terrain

If you're learning the game for the first time, read **Chapter 2 — Learn to Play** first. Use Chapter 4 for reference.

### 4.1 - ANATOMY OF A HERO IN COMBAT

Every hero shares the same core structure:

- **HP (Health)** – Damage you can take before you fall
- **Stamina** – Spend to attack, use abilities, dodge attack and gain extra movement.
- **Passive Power** – Bonus to your attack based on correct positioning
- **Special Ability** – Special ability triggered by the ☯ symbol on your Destiny Card (no-luck rules) or Attack Dice (dice rules).
- **Armor & Dodge** – How well you endure or avoid enemy attacks
- **Movement** – Number of squares you move for free each turn
- **Weapons** – Each has two attacks with different **Attack Category**, **Damage Types**, and **Effects**.
  - **Attack Category:** Light, Heavy and Special.
  - **Damage Types:** Slashing, Piercing, Crushing and Mystic
- **Skill Cards** – Techniques, passive abilities and special powers unique to your hero
- **Ultimate Skill Cards** – Powerful abilities used once per combat.
- **Resources** – Ki, Yin, Yang, and your Flask charges.

### 4.2 - START OF ENCOUNTER & STAMINA FLOW

#### At the Start of an Encounter

When combat begins:

- Set each hero's HP to their maximum.
- Set each hero's Stamina to **full** (fill your Stamina track).
- Place miniatures on the map as the scenario instructs.
- Set your Skills and Items.
- Recover any Destiny Card used in story (No-Dice mode only).

- **Randomize the initiative order between the four heroes.**
  - Use the hero initiative tokens.

### On Your Turn – High-Level Flow

When it becomes your turn in initiative order:

#### Start of Your Turn

- If you are alive (HP > 0):
  - Gain **+3 Stamina**.
  - Resolve any effects that say “At the start of your turn...”
- If you are at 0 HP:
  - See 4.9.2 — **Starting Your Turn at 0 HP & Flask Revival**.

#### Main Part of Your Turn

Choose one:

- Move → Main Action, or
- Main Action → Move

You **CANNOT** split your free Movement into two parts.

Your **Main Action** is usually one of:

- Attack
- Use an Ability that requires an Action (non-attack Technique)
- Rest Action
- A scenario-specific action

#### End of Your Turn

- Resolve any “until end of your turn” effects.
- Apply terrain that triggers at end of turn (such as Dangerous Terrain).
- Your turn ends; unspent Stamina stays on your track.

### 4.3 - STAMINA - YOUR CORE RESOURCE

Stamina represents your effort, breath, and focus in battle.

#### 4.3.1 - GAINING STAMINA

You gain Stamina from:

- **Start of Your Turn:** +3 Stamina.
- **Rest Action:** grants +5 Stamina (or 1 Yin and 1 Yang, see more at 4.6.3).
- **Spending Ki:** Spend 1 ☯ to recover 2 Stamina.
- **Abilities or Ki effects:** Some cards grant Stamina (see resource rules).

## 4.3.2 - SPENDING STAMINA

You spend Stamina to:

- Move beyond your free Movement (extra squares)
- Pay the cost of Attacks
- Pay the cost of Abilities
- Interact with certain Objects (Shrines, Statues, etc.)

You must have enough Stamina to pay the full cost of an action.

If you reach 0 Stamina, you can still:

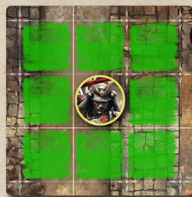
- Take your **free Movement**
- Use actions or effects that cost **0 Stamina**
- If you have no valid Action to take, you **must Rest**, before or after your movement.

## 4.4 - MOVEMENT ON THE GRID

### 4.4.1 - ADJACENCY

A square is adjacent to you if it touches your square (8 squares):

- Orthogonally
- Diagonally



### 4.4.2 - FREE MOVEMENT & EXTRA STEPS

Once per turn, you may move up to your **Movement** value in squares for **free**.

- Each step (orthogonal or diagonal) = 1 square.

After using your free Movement, each **extra** square moved costs **1 Stamina**.

#### Example:

A hero with Movement 3 wants to move 5 squares this turn.

- First 3 squares: free
- Last 2 squares: cost 2 Stamina total

Movement that is part of an ability (e.g., "Move X, then attack") is separate from your free Movement.

### 4.4.3 - WHAT HEROES CAN MOVE THROUGH

During your voluntary movement, you:

#### May move through:

- Other heroes

#### May not move through:

- Minions
- Bosses
- Walls, Pillars, Sacred Statues
- Objects (Shrines, Oil Barrels, Sealed Pots, etc.)



You can NEVER end your movement in an occupied square.

### 4.4.4 - DIFFICULT & DANGEROUS TERRAIN (HERO MOVEMENT)

#### Difficult Terrain

- Costs +1 extra movement to enter (more Movement points per square).
- Forced movement (Push/Pull) ignores this extra cost.
- Bosses ignore Difficult Terrain.

## Dangerous Terrain

- When you **enter** a Dangerous square: you immediately lose 2 HP.
- If you **end your turn** on a Dangerous square: lose 2 HP again.

If you are reduced to 0 HP during movement (from terrain or other effects):

- Your movement ends immediately.
- Your turn ends at the square where you fell.

## 4.4.5 - FORCED MOVEMENT VS OCCUPIED SQUARES

When any figure is moved by Push, Pull, or other **forced movement**:

- Cannot move through blocking terrain (Pillars, Walls, Statues, etc.).
- Cannot move through occupied squares (heroes, minions, or bosses).
- If the next square along the forced-movement path is blocked or occupied, the figure stops in the last valid square before it.

Forced movement can push figures into Dangerous terrain; they lose HP as usual.

## 4.5 - FACING, ARCS & FLANKING (HERO PERSPECTIVE)

### 4.5.1 - ENEMY FACING & ARCS

All combatants have a Facing arrow on their base. This allows you to determine the four sides of the figure (Front, Left, Right and Back).

Diagonals count as facing both (e.g. Diagonal front-left → Front and Left).



Hero miniature facing arrow

Villain miniature facing arrow

### 4.5.2 - FLANKING (HEROES)

Two heroes flank a target when:

1. Both are adjacent to the same enemy, and
  2. They stand on roughly opposite sides of that enemy, and
  3. The two heroes are **not** adjacent to each other.
- Flanking checks only position, not hero facing.



#### Flanking effects:

- Attacks deal +2 ✨.
- Trigger some heroes' abilities and passive bonuses.
- Some boss attacks Break Conditions require Flanking.



## Hero Facing

Unless stated otherwise, a hero must be facing the target to attack or affect it.

A hero's front includes all squares in the half of the grid they are facing (a 180° arc).

Heroes face one of the four cardinal directions.

All squares ahead of the hero in that direction are considered in front.

Squares to the sides or behind are not in front.

*Example: If a hero is facing north, all squares north of the hero's square are in front of them.*

## 4.6 - ACTIONS ON YOUR TURN

- Move (before or after your Main Action), and
- Take one Main Action:

### 4.6.1 - ATTACK

Use a Light, Heavy, or Special Attack:

- Pay Stamina Costs (listed on the card)
- Apply resource gains, damage and effects.
- Adds a card to the Boss Attack Sequence.
- Place a Counterstrike cube after attacking.

Hero attacks never miss but need:

- Line of Sight to the target.
- The target must be within range.
- All position requirements and costs must be met.

### 4.6.2 - USE AN ABILITY

Most skills are techniques that are **not** attacks:

- They may move enemies, apply tokens, increase attack damage, etc. Each skill has a unique effect.
- May cost Stamina, Ki, Yin, or Yang. The cost must be paid to use.
- They do **not** add a card to the Boss Attack Sequence unless it says it's a Special Action (add the Boss' Special Attack), or if it says it's an attack (can be light, heavy or special).
- Many skills can be used on other heroes' or villains' turns. See their description.

### Interrupts:

Skills marked with **Interrupt** have specific situations to be used. Stops the action to apply an immediate effect, before that situation is allowed to resume resolving.

### 4.6.3 - REST ACTION

During your turn, you can spend your Action to **Rest**. Rest has two options (choose one):

- **Option A**
  - Gain +5 **Stamina**
  - You may use your **Flask** (to heal or revive)
- **Option B**
  - Gain 1 **Yin** and 1 **Yang**
  - You may use your **Flask** (to heal or revive)

Rest is your main way to recover Stamina and resources in long fights.

**IMPORTANT:** If a hero does not Attack or take another Main Action, it must Rest. Add a Special boss card to the Sequence.

## 4.7 - HERO ATTACKS - FULL RULES

This section defines exactly what counts as a hero Attack and how it is resolved.

### 4.7.1 - WHAT COUNTS AS A HERO ATTACK

An action is a hero Attack if:

- It is a Light, Heavy or Special attack on your weapon, **or**
- It is an Ability card labeled as an **Attack**
- It deals damage and has a Damage Type

Hero Attacks:

- Always have one Damage Type (Slashing, Piercing, Crushing, or Mystic)
- Can usually be used once per turn as your Main Action
- Add cards to the Boss Attack Sequence when performed as Main Action

Skills that do not deal damage and are not labeled as Attacks are not Attacks (*Majority of skills are not attacks*).

### 4.7.2 - VALID TARGETS & "ALWAYS HIT"

A hero Attack always hits if:

- At least one enemy target is valid when the attack is performed.

A target is valid if it is:

- Correct type (enemy, boss, minion, etc.)
- Within the attack's Range
- In Line of Sight (unless the card says it ignores LoS)
- Satisfying any positioning requirements (adjacent, behind, etc.)

You cannot declare an Attack if, after all movement on the card, you have **no valid target**.

If the card says "Move X, then attack", you may use that movement to reach a valid target. If that is impossible, you cannot use that attack (must choose another or other action).

Hero Attack cards **NEVER** miss.

If you have a valid target, the attack's effects resolve as written.

### 4.7.3 - ATTACK RESOLUTION STEPS (HERO)

When you perform a hero Attack as your Main Action:

1. **Choose the Attack**
  - Choose a weapon and one of its two attacks. Or a skill that allows you to attack.
2. **Check Future Validity**
  - Consider any movement on the card ("Move X, then attack").
  - If there is no way to end with at least one valid target, you cannot use the attack and must choose another action.
3. **Pay Costs**
  - Pay the full Stamina cost.
  - Pay any Ki / Yin / Yang / HP costs listed.
  - If you can't pay all costs, you cannot use the attack.
4. **Resolve Attack Movement (if any)**
  - If the card allows you to move ("Move X" or "Move up to X"):
    - ♦ Move as written.
    - ♦ This movement does **not** cost extra Stamina.

- ♦ You must obey all movement rules (terrain, blocking, etc.).

#### 5. Select Target(s)

- Choose the enemy/enemies to attack.
- **Area attacks:** Check which enemies are inside the area.

#### 6. Check Line of Sight per Target

For each target, check LoS.

Enemies inside an area but without LoS are not affected.

#### 7. Apply Effects in Order (Top to Bottom)

- Resolve all effects in order they appear.

#### 8. Deal Damage

For each affected target, apply:

- Attack damage value.
- Apply attacker's flat bonuses/penalties from abilities, tokens, and position
- and terrain effects.
- Apply Empowered, Weakened or other damage multiplication or division effects on the attacker (rounding down).
- Apply target's Armor and any flat damage reduction.
- Apply Vulnerability, Resistance or other damage multiplication or division effects on the defender. (rounding down).
- Apply the Minimum Damage Rule: if the attack hits (no dodge), damage cannot be reduced below 1.

#### 9. Add to Boss Attack Sequence

- **Light Attack** → take the revealed top card from the boss **Light** deck (blue).
- **Heavy Attack** → take the revealed top card from the boss **Heavy** deck (red).
- **Special Attack** → take the revealed top card from the boss **Special** deck (green).

When taking a boss card, place it into the next empty slot of the Boss Attack Sequence, then reveal the new top card of that boss deck.

Each boss deck has its own discard pile. Discarded boss cards go to the discard pile of their matching deck.

When a boss deck runs out, shuffle its discard pile to rebuild it, then reveal the new top card.

- Only attacks made on your **own turn** (Main Action) add cards to the Sequence.
- Only the first attack of your turn adds a card to the Boss Attack Sequence, even if an ability allows multiple attacks.
- Counterstrikes never add boss cards.
- Some boss cards have **Break** conditions. If your attack meets it, place the card on the Sequence **face-down**.

### 4.7.4 - FRIENDLY FIRE

By default:

- Hero attacks do **not** hit allies.
- Enemy attacks do **not** hit other enemies.

Unless a card or scenario says "all figures", "all heroes", "all combatants", etc., your attacks only affect enemies, and enemy attacks only affect heroes.

## 4.8 - COUNTERSTRIKES - HITTING BACK

Counterstrikes let you answer enemy attacks based on **Damage Type**.

### 4.8.1 - PRIMING YOUR WEAPON FOR A COUNTERSTRIKE

Whenever you Attack on your turn:

- Place your **Counterstrike cube** on Hero Pad, related to the used attack.

This means:

- That weapon is now **primed** for a Counterstrike.
- Its Damage Type is what matters for future enemy attacks.

You can only have **one** weapon primed at a time.

Placing the cube on a new attack replaces the previous one.

### 4.8.2 - WHEN YOU MAY COUNTERSTRIKE

Later in the round, when a boss or minion attacks you using this same Damage Type, you can **Counterstrike**.

You may declare and resolve your Counterstrike immediately after the triggering enemy attack fully resolves (after dodge is determined and after damage/effects are applied).

- You **can** Counterstrike if you dodged the attack.
- You **can** Counterstrike even if the attack deals 0 damage (by special effects).

You are never forced to Counterstrike; you may save the cube for a later attack in the same round.

**Note:** Some effects may change an attack damage type. It does not change the cube you get. The original damage printed in the attack is what matters for Counterstrikes.

### 4.8.3 - HOW A COUNTERSTRIKE RESOLVES

When you choose to Counterstrike:

1. Choose one of the two attacks printed on your primed weapon.
2. Resolve that attack immediately:
  - It costs **0 Stamina**.
  - You must still obey range, LoS, and positioning requirements.
  - You follow the same Attack steps as normal (effects, Damage Type, tokens, etc.).

A Counterstrike:

- Does **not** add a card to the Boss Attack Sequence.
- Cannot **Break** boss cards, even if the requirements are met.

After resolving the Counterstrike:

- Remove your Counterstrike cube from that weapon.
- You cannot Counterstrike until you Attack on your turn (place the cube again).

## 4.9 - BEING REDUCED TO 0 HP & FLASK REVIVAL

Full defeat and campaign rules appear in Chapter 7.8 (Victory, Defeat & Difficulty).

### 4.9.1 - DROPPING TO 0 HP

When your HP is reduced to 0:

- Keep your figure on the board.
  - It still occupies its space, but cannot be targeted.

- All combatants can walk on your square, but they can't end on it.
- Remove all Condition tokens from the hero.
- Reduce your Stamina to 0.
- You cannot move, act, use skills or items until revived.
- Cannot be targeted by any effect (except if it targets dead combatants).
- Remove your Counterstrike cube.

Keep the hero initiative token on the track.

If **all heroes** are at 0 HP at the same time, you are defeated.

Being reduced to 0 HP does not refresh Skills, remove cooldowns, or restore once-per-combat uses unless a card explicitly says so.

### Effects of being at 0 HP on enemies

If an effect would assign the Threat token to a hero at 0 HP, place Threat on the next hero in initiative order who is alive.

When a boss card refers to the "X th hero in initiative," skip heroes at 0 HP.

Minions ignore the fallen hero, attacking others.

The hero is ignored for all conditions that require checking its position, HP, or condition. A boss would not consider that hero as the farthers or closest for an attack, for example, and would target other heroes.

### 4.9.2 - STARTING YOUR TURN AT 0 HP

If you start your turn at 0 HP:

- You may take the **Rest** to revive, using your **Flask** (if it still has charges).

To revive:

1. Your Main Action is spent with a **Rest Action**.
2. Choose to recover +5 Stamina or +1 Yin and +1 Yang.
3. Use a Flask charge to revive.
  - Heal the amount of HP printed on your Flask card.
  - Spend 1 charge from your Flask by turning it clockwise 90°.

You are now alive again, standing in the square where you fell.

Because revival uses your Main Action (Rest), you:

- Cannot Attack on the same turn you revive.
- Can move (after reviving).
- **Gain the +3 Stamina (start of your turn), even if you were dead.**

**Note:** *Initial Flasks have the effect of recovering all Stamina when used to revive, so the choice of Rest is +1 Yin and +1 Yang. That may later change depending on which Flasks you find in your campaign and their unique effects.*

**Dangerous Terrain reminder:** If you revive while standing on Dangerous terrain and remain there, take damage at the end of your turn as usual (can drop you again).

**If you start your turn at 0 HP and cannot revive:** Take no actions and you do not add a boss card to the Sequence.

## 4.10 - DEFENSE, DODGE & ENEMY ATTACKS (HERO SIDE VIEW)

Enemy attack rules are detailed in the Chapter 2 (Boss Phase / Minion Phase).

This section summarizes what happens to **you** when enemies attack.

### 4.10.1 - PRECISION VS DODGE

When a boss or minion attack targets you:

- Check the attack's **Precision**.
- Compare it to your **Dodge** (after any modifiers).
- You may spend Stamina to increase your Dodge.

Then,

- **If the hero is using No-Luck rules:** You may play one Destiny Card from your hand.
- The same cards are used for both attacking and defending. Choose carefully which cards to spend on attacks and which to hold for defense.
- **If the hero is using Dice rules:** Roll one Defense Die.
  - You can spend Stamina (any number). For each, gain +1 Defense Die OR +1 Dodge (as usual).
  - You can combine any number of Defense Die and Dodge Bonus.
  - You must choose how much Dodge and/or Dice to add before making any roll.

If your Dodge  $\geq$  **Precision:**

- You **dodge** the attack.
- You take no damage.
- Any enemy lines marked (**On Hit**) are ignored.
- Effects not marked (**On Hit**) still apply.

If your Dodge  $<$  **Precision:**

- The attack **hits**, and you resolve damage and all effects.

Notes:

- *You can't spend Stamina to play extra Destiny Cards.*
- *The first Defense Die is free, all others must be paid.*
- *Defense dice vs Destiny Cards are balanced by luck vs control.*

### 4.10.2 - DAMAGE ORDER

When an enemy attack hits you, apply:

1. Damage value.
2. Bonuses/penalties from abilities, tokens, position, and terrain effects.
3. Armor and any flat damage reduction.
4. Vulnerability and Resistance effects (doubling or halving damage).
5. Minimum Damage Rule: if the attack hits, damage cannot be reduced below 1.

## 4.11 - INTERPRETING CARD TEXT

Certain words and phrases always mean the same thing:


- **“Then”**
  - Indicates strict order.
  - You must fully resolve the previous effect before moving on.
- **“If you do”**
  - The next effect happens only if the previous instruction was performed.
- **“Otherwise”**
  - Exactly one branch happens: either the earlier condition is met, or the “otherwise” clause is used.
- **“Up to X”**
  - Any value from 0 to X is allowed.
- **“Another”**
  - Must be a **different** target than the one already referenced.
- **“Exactly X”**
  - You must reach that exact number; rounded results do not count.
- **“Ignores Armor”**
  - Any armor damage reduction should not be applied. Vulnerable/Resistant still apply.
- **“Cannot be Dodged”**
  - Ignore the Dodge vs Precision step; they automatically hit if in range and LoS.
- **“Ignores Line of Sight”**
  - LoS is not required for targeting; range and type restrictions still apply.
- **“Ignores Position Requirements”**
  - Attack does not require rear/flanking/arc positioning to gain its full effect.

For Cards and Dice:

- +X ✨
  - Add the amount of damage.
- +X 🌀
  - Add that amount of Dodge.
- +X 🛡️
  - Add that amount of Armor.
- +X ☯️
  - Gain that amount of Yin Tokens.
- +X ☯️
  - Gain that amount of Yang Tokens.
- +X ☯️
  - Gain that amount of Ki Tokens.
- 🌀
  - Triggers your Character Special Ability once.

**Note:** For numerical numbers, “-” means reducing that value instead.





## CHAPTER 5

# HERO POWERS & RESOURCES

This chapter explains:

- How Special Abilities and Passive Powers work
- How to use Ki, Yin, Yang, and your Flask

### 5.1 - SPECIAL ABILITIES

Each hero has **one Special Ability**, printed on their Hero Tile and marked with the ☯ icon.

A Special Ability can only trigger during an attack. You must generate at least one ☯ symbol (by cards or dice) to apply this ability.

- They only trigger **while you are resolving a hero attack** (weapon attack or Skill that is an attack).
- They do **not** cost Stamina, but may ask you to pay HP/other resources on its text.
- When a Special Ability triggers, you resolve its effect **in addition to** the attack.
  - Special Abilities that move your hero are executed after the attack is finished.

You may choose to ignore the trigger and not apply it.

#### Triggering Special Abilities:

##### No-Luck Mode (Destiny Cards)

- When you attack, you may play a **Destiny Card**.
- If the Destiny Card shows the ☯ symbol, trigger your hero's Special Ability **once** for that attack.

##### Dice Mode

- When you attack, roll **2 Attack Dice**.
- Each die has exactly one ☯ face.
- Count how many ☯ symbols you rolled:
  - **0** ☯ → Special Ability does not trigger.
  - **1** ☯ → trigger your Special Ability **once**.
  - **2** ☯ → trigger your Special Ability **twice**.

If you trigger your Special Ability twice from the same attack (rolling 2 ☯ symbols), resolve the Special effect **that many times**, following its text each time.

- For a movement-based Special like **Iaijutsu Strike**, resolve the move and damage sequence twice, one after the other, obeying normal movement rules each time.
- For a damage boost like **Bloodlust**, apply the effect twice and be able to pay the cost each time (total of +10 ✨ if you pay 2 HP).

### 5.2 - KI, YIN & YANG

Ki, Yin and Yang are your hero's spiritual resources. Each hero tracks their own pools with separate tokens.

- **Ki** can be converted into raw Stamina, healing, or extra damage.
- **Yin and Yang** are slower-building aspects of spiritual balance, most often gained by making attacks.
  - 1 Yin + 1 Yang can be fused into 1 Ki.

Many hero Skills and abilities have activation costs that require Ki, Yin and/or Yang.

## 5.2.1 - GAINING KI, YIN & YANG

### Ki – main sources

You gain Ki from:

- Skill or ability effects (“Gain 1 Ki,” “Gain 2 Ki,” etc.)
- **Sealed Pots:** when you destroy a Sealed Pot with your attack, you gain 1 Ki (see Objects).
- **Sacred Statues:** while adjacent, spend 1 Stamina → gain 2 Ki (see Objects).
- Story / Story Phase rewards, or boss mechanics that explicitly award Ki.
- Converting 1 Yin plus 1 Yang into 1 Ki.

### Yin & Yang – main sources

The main way to gain Yin and Yang is **attacking**. You gain Yin/Yang depending on your combat mode.

Most weapon attacks generate Yin or Yang when used. In addition, dice and Destiny cards can also provide these resources.

- **Dice Mode**
  - The black Attack Die has 1 **Yin** face while the white Attack Die has 1 **Yang** face.
  - When you make an attack and roll your dice:
    - ♦ After the attack fully resolves, gain 1 Yin for each Yin symbol rolled and 1 Yang for each Yang symbol rolled.
  - These happen **after** the attack finishes and **cannot** be used during this attack.
- **Destiny Card Mode (No-Luck)**
  - Among your Destiny cards, you have:
    - ♦ 1 card that grants +1 **Yin** when used for an attack, and
    - ♦ 1 card that grants +1 **Yang** when used for an attack.
  - When you play one of these cards on an attack:
    - ♦ After the attack fully resolves, gain the Yin or Yang shown on the card.
  - **Note:** You cannot use that Yin/Yang during the attack that generated it.

Other sources of Yin/Yang:

- Skills or hero abilities.
- Rest, when you choose to gain 1 Yin and 1 Yang.
- Sacred places, Story Phase outcomes, or Boss mechanics.

## 5.2.2 - SPENDING & CONVERTING KI, YIN & YANG

There are **universal uses** that any hero may use, plus **card-specific** uses printed on Skills, boss cards, or scenarios.

### Universal Ki uses

Each 1 **Ki** can be spent at any time for one of the following effects:

- Gain 2 Stamina.
- Recover 2 HP (usable while standing: at least 1 HP).
- +2 Damage to an attack.
- Gain 1 Yin or 1 Yang.

Choose one effect each time you spend a Ki token. It cannot be split between multiple effects.

During an enemy attack, you may spend Ki to gain Stamina and use it to increase your Dodge, or after Dodge is checked and before damage is applied to Heal yourself.

## 5.2.3 - UNIVERSAL YIN YANG USES

The only standard universal use for Yin and Yang is **fusing them into Ki**:

- Spend 1 **Yin** + 1 **Yang** together → gain 1 **Ki**.  
**Note:** Converting back and forth is intentionally inefficient.

Besides this fusion, Yin and Yang are mainly used to:

- Pay costs on hero Skills and abilities (“Cost: 1 Yin”, “Cost: 1 Yin + 1 Yang”, etc.)
- Scenarios or boss rules that explicitly use them

## 5.2.4 - BETWEEN ENCOUNTERS

By default, at the end of an encounter:

- Ki resets to 0.
- Yin resets to 0.
- Yang resets to 0.

Story entry, rewards, or boss rules may instruct otherwise (e.g.: Start the next combat with 1 Ki).

## 5.3 - FLASK - HEALING AND REVIVAL

Each hero has a **Flask** card with:

- A healing value (how much HP it restores)
- A number of charges (uses per encounter)

Your Flask is:

- A repeatable heal while you’re standing
- Your primary way to **revive** from 0 HP

### 5.3.1 - USING THE FLASK WHILE ALIVE

You can only use your Flask as part of a **Rest Action**.

- Spend your Main Action to Rest
- Heal HP equal to your Flask value
- Spend 1 **Flask charge**

You usually cannot attack, because your Main Action was used to Rest.

### 5.3.2 - REVIVAL VIA FLASK

If a hero is at 0 HP at the start of their turn:

1. Spend your Main Action to Rest
2. Heal HP equal to your Flask value
3. Spend 1 **Flask charge**

**Note:** The hero still gains +3 Stamina (start of turn).

After revival:

- As the Action was used to Rest, they **can’t attack** or use abilities that require Action.
- **Can move** as normal (including spending Stamina).

If the hero has **no Flask charge** when their turn begins at 0 HP:

- They cannot revive.
- If all heroes are at 0 HP: Defeat.

### 5.3.3 - FLASK BETWEEN ENCOUNTERS

- Flasks **refill** between encounters.
- Upgrades (changing the Flask card) are permanent.

### 5.4 - ABILITY CARDS - TYPES & COSTS

They allow you to create a build and shape your playstyle. Each ability usually has:

- Name
- Cost to Learn
  - Paid with resources acquired during the Story Phase and after defeating bosses.
- Effect
  - Ability cards have unique effects. Some are passive, others require an activation cost or a specific trigger.

To use an ability, you must pay all costs:

- If you cannot pay, you cannot use that ability.
- HP paid as a cost **cannot** be prevented by Armor or Resistances.

Abilities by default do not consume your action.

Some abilities are specified as Special Actions and are not attacks. They require your Main Action, and add a Special Boss Card to the Sequence.

There are also a few abilities that are attacks, they work similarly to your weapons and have a category (Light/Heavy/Special), but they don't add a counterstrike cube.

If the ability is labeled as an Attack, resolve it using the Hero Attack rules (see 4.7).

It adds a card to the Boss Sequence as normal for attacks.:

Abilities that do not spend your Action

- If an ability does not require your Action, it will not replace your Main Action and does not add a boss card to the Sequence, even if it deals damage.

#### Interrupt-style abilities:

- If an ability says it can be triggered during the Boss Phase or Minion Phase, resolve it when its condition happens.
- These interrupts still follow all rules of costs and effects, but:
  - Attacks used as interrupts do **not** add cards to the Boss Sequence.
  - They cannot Break boss card.

#### Cooldown:

- Some cards have a cooldown (⌚) on their text.
  - Once used, turn the card 90° clockwise a number of times equal to its Cooldown value.
- Start of your turn: turn back all cards on Cooldown by one 90° step (counter-clockwise).
  - E.g.: Card - Cooldown 1 will be ready at your next turn. Card - Cooldown 2 can be used once every two turns.





## CHAPTER 6

# TERRAIN, OBJECTS & THE BATTLEFIELD

Every boss fight happens on a unique map built from squares and Zones.

This chapter explains:

- How the grid and 3×3 Zones work
- All terrain types (Standard, High, Difficult, Dangerous)
- Blocking terrain (Walls, Pillars, Sacred Statues, etc.)
- Object Effects (Shrines, Oil Barrels, Sealed Pots, Sacred Statues)
- How forced movement interacts with terrain and objects

### 6.1 - MAP LAYOUT & ZONES

#### 6.1.1 - THE GRID

Each combat map is a 12 × 12 grid of squares.

- **Rows:** A–L
  - A = top / north
  - L = bottom / south
- **Columns:** 1–12
  - 1 = left / west
  - 12 = right / east

Squares are referenced by **letter + number** (for example, C5).

#### 6.1.2 - ZONES & ZONE EFFECT TOKENS

- The grid is also divided into **Zones**: 3 × 3 blocks of squares, marked with lines.
- Each Zone covers **9 squares**.
- **Zone Effect Tokens** are placed inside a Zone to show that all squares in that Zone share an effect (e.g.: Fire, Poison, Sacred Ground).
- A Zone can hold **multiple different token types** at once (e.g.: Fire + Poison, etc.).
- You **never** place two copies of the **same** token type in one Zone:
  - If a Zone already has that token type, ignore extra ones.

### 6.2 - TERRAIN TYPES

Terrain effects are defined by Zone Effect Tokens placed in Zones.

- Each Zone Effect Token affects every Square in its Zone.
- A Square inherits all terrain types shown by the Zone Effect Tokens in its Zone.
- A Zone may contain multiple different Zone Effect Tokens at once; apply all effects in that Zone.
- A Square may also contain an Object token; objects occupy one Square and add rules on top of that Square's terrain (see 6.4).

#### 6.2.1 - HIGH GROUND

High Ground represents elevation and advantage. A figure is on High Ground while it occupies a Square in a Zone with a High Ground Zone Effect Token.

If you make an attack from High Ground against a target that is not on High Ground:

- Your attack deals +2 damage.
- If the attack has Range 3 or more, it also gains +2 Range.
- Apply this bonus before Vulnerable/Resistant and before Armor.

Both heroes, bosses, and minions benefit from High Ground in the same way.

- Line of Sight follows the normal rules from High Ground.

#### 6.2.2 - DIFFICULT TERRAIN

Difficult Terrain represents slow, obstructed footing. A Square is Difficult Terrain while its Zone contains a Difficult Terrain Zone Effect Token.

- **Heroes and minions:**
  - Entering a Difficult Terrain Square costs 2 Movement Points.
- **Bosses:**
  - Entering a Difficult Terrain Square costs 1 Movement Point.
- **Forced movement** (Push, Pull, etc.) ignores Movement Point costs, including Difficult Terrain.

## 6.2.3 - DANGEROUS TERRAIN

Dangerous Terrain represents fire, spikes, acid, corruption, and other hazards. A Square is Dangerous Terrain while its Zone contains a Dangerous Terrain Zone Effect Token.

- Dangerous Terrain affects **heroes, bosses, and minions.**



### 6.2.3.1 - ENTERING DANGEROUS TERRAIN

Whenever a figure enters a Dangerous Terrain square **for any reason:**

- It **immediately loses 2 HP.**

This applies to:

- Voluntary movement
- Forced movement (Push, Pull, etc.)
- Any effect that places a figure into that square

Each **new** Dangerous square entered in the same move causes **2 HP** loss. This applies even to squares in the same Zone.

Ex: To fully cross a 3x3 Zone that has a Dangerous Terrain token, a hero loses 6 HP.



### 6.2.3.2 - ENDING A TURN ON DANGEROUS TERRAIN

At the end of a figure's turn, if it occupies a Dangerous Terrain Square:

- It loses 2 HP.

This is separate from damage on entry.

**Example:** 2 HP on entering +2 HP at end of turn = 4 HP total from that Square.

### 6.2.3.3 - REVIVAL ON DANGEROUS TERRAIN

Revival has its own placement rule: the revived hero ignores the "entering Dangerous Terrain" damage for that placement.

- At the end of that turn, apply end-of-turn Dangerous Terrain damage normally if the hero still occupies a Dangerous Terrain Square.
- Later entries into Dangerous Terrain Squares trigger entry damage as usual.

### 6.2.3.4 - MULTIPLE DANGEROUS EFFECTS IN ONE ZONE

A Zone may contain different Dangerous Terrain Zone Effect Tokens (for example, Fire and Poison).

- Dangerous Terrains Zone Effect Tokens of different kinds, such as Fire or Poison are considered different tokens.
- When you enter a Square in that Zone, apply the entry effect of each token.
- At the end of your turn, if you occupy a Square in that Zone, apply the end-of-turn effect of each token.
- A Zone holds one copy of each Zone Effect Token type.

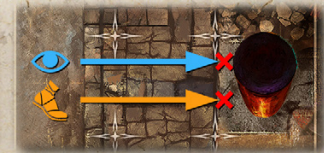
## 6.3 - BLOCKING TERRAIN & LINE OF SIGHT

Some battlefield features stop movement, block Line of Sight, or both. This section lists each one, what it blocks, and any special effects.

## 6.3.1 - QUICK REFERENCE: WHAT BLOCKS WHAT

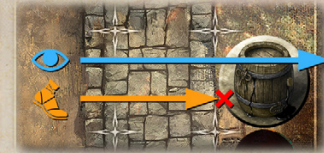
### Blocks Movement and Blocks Line of Sight

- Walls
- Pillars
- Sacred Statues



### Blocks Movement; Line of Sight Can Pass Through. These are called Barriers.

- Shrines
- Oil Barrels
- Sealed Pots



**Core rule:** A figure cannot enter a Square that is blocked by a feature or object. This applies to voluntary movement, forced movement, and any effect that would place a figure in that Square.

## 6.3.2 - OBJECTS AND ZONE EFFECT TOKENS

Objects are tokens placed on specific Squares.

Objects occupy 1 Square. That Square becomes blocked for movement as listed in each object's rules.

Zone Effect tokens affect the entire Zone. Any Square in that Zone—including Squares with objects—follows those Zone Effect rules.

If an object is removed, its Square becomes open again, and the Zone Effect tokens in that Zone continue to apply normally.

Example: A Shrine placed in a Zone with a Fire Zone Effect token still sits in Fire. The Shrine blocks movement into its Square, and the Zone's Fire still affects figures that enter or end their turn in that Zone.

## 6.3.2 - FEATURE AND OBJECT REFERENCE

### Walls

Walls are solid boundaries on the map.

- Block Movement: figures cannot move across a wall edge.
- Block Line of Sight: LoS cannot be drawn through a wall edge.
- Walls can also stop diagonal movement when the wall blocks that corner.
  - Diagonal movement can't cross a wall edge; you can't cut diagonally through a wall's corner.

### Pillars


Pillars are single-Square blockers.

- Block Movement: a figure cannot enter a Pillar's Square (including via forced movement).
  - Different from a wall, you can move through a pillar's corner.

Block Line of Sight: LoS cannot be drawn through a Pillar's Square.

### Shrines

Shrines are one-time recovery points for heroes.

- Block Movement: a figure cannot enter its Square.
- Line of Sight **Can** Pass Through a Sealed Pot's Square.
- Hero Use (remove from the map):
  - A hero adjacent to a Shrine may spend 1 Stamina to use it. That hero heals 50% of their maximum  (rounded down). Then remove the Shrine from the map.

### Oil Barrels (Barrier)

Oil Barrels are destructible objects that can ignite a Zone.

- Block Movement: a figure cannot enter its Square.
- Line of Sight **Can** Pass Through a Sealed Pot's Square.
- Destruction (remove from the map):
  - When an Oil Barrel takes any damage (from any source), remove it and place a Fire Zone Effect token in that Barrel's Zone.
  - From then on, every Square in that Zone is affected by the Fire Dangerous Terrain in addition to any other Zone Effect tokens already there.

### Sealed Pots (Barrier)

Sealed Pots are destructible objects that can reward Ki.

- Block Movement: a figure cannot enter its Square.
- Line of Sight **Can** Pass Through a Sealed Pot's Square.
- Destruction (remove from the map):
  - When a Sealed Pot takes damage, remove it.
  - If the damage clearly came from a specific hero's attack, that hero gains 1 Ki.
  - Otherwise, no Ki is gained.

### Sacred Statues (Barrier)

Sacred Statues are solid monuments heroes can draw power from once.

- Block Movement: a figure cannot enter its Square.
- Block Line of Sight: LoS cannot be drawn through its Square.
- Hero Use (remove from the map):
  - A hero adjacent to a Sacred Statue may spend 1 Stamina to use it. That hero gains 2 Ki. Then remove the Statue from the map.

**Note:** While objects block entry, only walls block diagonal movement. Forced movement does not allow bypassing this rule.





## CHAPTER 7

# CAMPAIGN PLAY

Ronin's Revenge is built first as a **campaign**: Your choices, your loot, and your secrets all matter.

This chapter explains only **campaign structure and story rules**.

### One-Shot Boss Fights (Appendix)

If you want to fight a single boss without any story or long campaign, use the **One-Shot Boss** appendix. It provides:

- Pre-built **loadouts** of weapons, armor, and skills for each hero, as well as a rules on how to make builds of your own.
- A compact **setup and difficulty** section for each boss
- No Facts, no campaign log — just pick a boss and fight

### 7.1 - WHAT A CAMPAIGN LOOKS LIKE

A full campaign is divided into **Chapters**.

Each Chapter follows this loop:

#### 1. Story Phase

- Read entries from the **Campaign Journal**
- Discuss and **vote** on options (A, B, C, etc.)
- Gain story **Facts** that can award items, change future boss set-ups, and alter the path of the story.
- At the end of the Story Phase, each hero consults the Campaign Guide for global and party effects, and their **personal journal** for character secrets and hero specific effects.

#### 2. Boss Encounter

- Set up the boss, map, and minions according to the Chapter and your Facts
- Play the battle using the combat rules from earlier chapters

#### 3. Resolution & Rewards

- Read the Chapter's **Victory** or **Defeat** entry
- Record new Facts in the **Campaign Log**
- Draft **loot and Souls**
- Prepare for the next Chapter

### 7.2 - STORY PHASE - READING, DISCUSSING, DECIDING

The Story Phase is played from the **Campaign Journal**, following the instructions below.

#### 1. Read the current entry aloud.

- Follow any immediate instructions (tests, small rewards, etc.).
- Numbers inside brackets (e.g.: [1], or [2]) mean “go to entry of that number in this chapter.”
- When you find a choice, read all listed options: **A, B, C...**

#### 2. Discuss as a group.

- Players can argue, roleplay, or try to convince others trying to avoid revealing their hero's personal priorities and secrets.
- Secret information from hero booklets can be shared or kept hidden at each player's choice.
  - ♦ Heroes have conflicting goals and secrets, so share carefully. Lying and convincing other players is part of the game.

#### 3. Declare your letter.

- Each player publicly says which option they are supporting: “I'm voting **B**,” etc.
- This is *not* the actual vote yet — it just fixes your letter choice.

#### 4. Commit Voting Power secretly.

- Each player chooses **1 Destiny card** from their hand and places it face-down.
- The number on that Destiny card is your **Voting Power** for this decision.
- You must commit **only one** Destiny card per decision; once used in the Story Phase, that card stays in your Story discard pile (recover when no cards, or at next Story Phase).

## 5. Reveal & total.

- Everyone reveals their Destiny card at the same time.
- Group the revealed cards by **letter** (all A supporters together, etc.).
- For each letter, sum the Voting Power on all cards.

## 6. Determine the winning option.

- The option with the **highest total Voting Power** is chosen.
- Read the Journal instruction for that letter and follow it.

Spending your larger Destiny numbers early gives you more control now, but leaves you weaker in later decisions of the same Chapter.

If **Voting Power tie**:

### 1. Highest single card wins.

- Look at the highest individual Voting Power card played on each tied option.
- The option that has the **highest single card** wins the tie.

### 2. Most of the Highest cards win.

- If there is still a tie, see if one of the tied options has more copies of the highest number card.
- If still tied, go to the second highest card, and so on.

### 3. If the tied options has exactly the same cards

- If the vote is still tied, the decision is resolved by priority, following this order among player-controlled heroes (comrades never win these ties):
  - ♦ 1. Samurai (Suzaku Takahiro)
  - ♦ 2. Monk (Tendo Kenshō)
  - ♦ 3. Ninja (Shiratsuki Sayaka)
  - ♦ 4. Ronin (Kemono Kosuke)

## Why Vote Letter is Public

First and foremost, this is a thematic choice. Characters debating which course of action to take would not reasonably hide their opinions. Instead, Voting Power represents how strongly each character argues for their chosen option, which better fits the narrative.

If you prefer, you may play with vote letters hidden. This creates an exciting and unpredictable outcome, though it may be less clear.

To do so, secretly hold tokens of any kind in your hand:

1 token for A, 2 for B, 3 for C, and 4 for D.

All players reveal their tokens at the same time.

## 7.3 - COMRADE VOTING (SOLO & 2-3 PLAYERS)

While the campaign is built around the four main characters, you do not need four players to experience the full story or use the voting system.

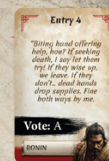
Heroes not controlled by players become **Comrades**. They can still express their opinions and participate in votes using specific cards.

Combat rules for Comrades appear in the Solo/Comrade appendix. Here we only cover how they take part in the **Story Phase**.

### 7.3.1 - COMRADE OPINION DECKS

Each Comrade hero has a small **Opinion Deck** for that Chapter.

- Each card corresponds to a **specific decision** in the Campaign Journal.
- The **front** of the card shows
  - Which entry that card is tied to.
  - Which **letter** that hero supports (A, B, C...)
  - A short explanation of in-character reasoning.



Always keep this deck face up on its Front side to avoid revealing the Voting Power.

- The **back** of the card shows:
  - The Comrade's **Voting Power** for that decision (a number), hidden until the final reveal.



Comrades have **lower Voting Power** than a player hero on average.

## 7.3.2 - USING COMRADES IN A VOTE

For each Story decision:

### 1. Draw Comrade cards.

- For each Comrade hero, find the card of their deck corresponding to the current entry of the Chapter. Read their reasoning and their chosen letter.

### 2. Players declare letters and commit Destiny cards as usual (see 11.2).

### 3. Reveal all Voting Power at once.

- Flip each Comrade card to reveal its Voting Power.
- Reveal all players' Destiny cards.
- Add Comrade Voting Power to the totals for their chosen letter.

### 4. Resolve ties using the same tiebreakers as normal (highest single card, then the hero-priority order). If tied, comrades always lose to player controlled heroes.

## 7.4 - ABILITY TESTS

Some Campaign Journal entries call for an Ability Test, such as Test Strength (3) or Test Agility (2).

When a Test is called for:

- Identify the Stat. (Strength, Agility, Mind, or Spirit) Roll Skill Dice equal to your Stat value.

*Example: Test Strength (3) → if your Strength is 4, roll 4 Skill Dice.*

### Counting Successes.

Skill Dice have these faces:

- 3 blank faces
- 2 faces showing 1 success
- 1 face showing 2 successes



### Check the Difficulty.

The number in parentheses is the Difficulty (how many successes you need).

If your total successes are equal to or greater than the Difficulty, you succeed.

Otherwise, you fail.

*Example: Test Strength (3). A hero with Strength 3 rolls 3 Skill Dice and gets 1 success + 2 successes + blank = 3 successes, so they pass.*

Hero stats are static, but some skills and items may give a bonus to your tests.

## 7.5 - FACTS & THE CAMPAIGN LOG

Facts are the campaign's memory: named flags that record what you did, what you learned, and what you unleashed.

- When a Journal entry says "Gain Fact X," record it in your **Campaign Log**.

Facts represent:

- Alliances and rivalries
- Oaths kept or broken
- Levels of corruption or purity
- Clues, secrets, and spiritual milestones
- Items collected and secrets found.

Facts do **not** reset between Chapters unless something explicitly removes or changes them.

Over time, your Campaign Log becomes a map of the path you've taken.

## 7.6 - HERO SECRET JOURNALS

Each hero has a **personal booklet** (Book of Secrets). It must be read only by the player controlling that hero.

At the end of **each Story Phase**, after you finish resolving the last Journal entry that leads to the next boss, do the following:

### 1. Check new Facts.

- Each player looks at the list of Facts gained this Chapter.

### 2. Consult your hero's booklet.

- Follow the instructions in your booklet that refer to those Facts or to the current Chapter.
- This may grant:
  - ♦ Personal bonuses or penalties
  - ♦ Extra items or skill options for that hero
  - ♦ Special setup changes for the next boss
  - ♦ Hidden information about what is really happening
  - ♦ Opinions and thoughts of your hero about what happened that may influence your future choices.

### 3. Share or hide as you wish.

- Players are free to reveal or conceal what their booklet says, but must apply the mechanical effects.

These private booklets are a major way your **Facts** and **choices** twist each hero's arc and the final endings.

## 7.7 - PREPARING THE BOSS ENCOUNTER

Once the Story Phase sends you to combat, you prepare the boss in three layers:

### 1. Base Setup

- Follow the Chapter's boss setup instructions: which boss, which map, initial terrain, minions, and so on.

### 2. Fact-Based Changes (Campaign Book)

- The Campaign Book (or boss section) lists changes like:
  - ♦ "If you have Fact *Temple in Flames*, replace attack card L-3 with card L-7."
  - ♦ "If Fact *Oath Broken* is present, the boss starts in the Second Wound Card."

- ♦ "If Fact *Blessing of the Shrine* is present, place a Shrine in the C-2 square."

- Apply all instructions that match your current Facts.

### 3. Chapter Secret Pack

- Each Chapter has a sealed **Secret Pack** that you open **right before** the boss fight. It may include:
  - ♦ New **boss attack cards** or Event cards to swap in
  - ♦ Unique **items**, weapons, or armor that only exist in this branch
  - ♦ Additional **terrain** or minions
  - ♦ Special rules sheets or reminder cards

The Secret Pack, your Facts, and the hero booklets together ensure that **fighting against the same boss can feel very different on different playthroughs**.

After setup is complete, follow the combat rules from earlier chapters.

## 7.8 - VICTORY, DEFEAT & DIFFICULTY (CAMPAIGN VIEW)

### 7.8.1 - VICTORY AND DEFEAT

- You **win** the encounter when the boss is defeated by removing all cubes from his last Wound Card.
- You **lose** the encounter when all heroes are at **0 HP at the same time**.

In either case:

- The Chapter directs you to a **Victory** or **Defeat** entry in the Campaign Journal.
- Read that entry, apply its effects (often including new Facts), and then move forward as instructed. Some situations will prompt you to:
  - Retry the same boss under new conditions
  - Move to a harsher or easier branch
  - Skip ahead, scarred but alive

### 7.8.2 - DIFFICULTY MODES

At the start of the campaign (and between Chapters), you may choose a **Difficulty**:

- **Story-Focused / Easy**
  - **Quick Battles:** Remove the first Wound card from the Boss Wound deck before starting a combat encounter, as if he had lost the cubes on that first card.
  - **Cinematic Combat:** Heroes have +2 Movement Points and enemies are always considered Vulnerable to all Counterstrike attacks.
- **Standard / Default Difficulty**
  - No Changes
- **Hard / Challenging:**
  - **Boss Resistance:** All attacks on a Boss that does not target a Vulnerability deal half damage (rounded down, and can stack with resistance and other damage reductions).
  - **Powerful Strikes:** All attacks from a Boss that does not trigger a hero counterstrike have +3 to Damage and +3 to Precision.
  - **Wound Endurance:** When you remove a cube from the Boss Wound Card, extra damage does not pass into the next cube health.

You may:

- Change difficulty **between Chapters** if everyone agrees.
- You should **not** change difficulty in the middle of an encounter.

## 7.9 - POST BOSS REWARDS - LOOT DRAFT & SOULS

After a boss is defeated during the **campaign**, resolve its **loot**.

### 7.9.1 - BUILDING THE DRAFT

Each boss has a specific **loot deck** tied to that encounter.

1. Take that boss' loot cards and shuffle them.
2. Deal them into **4 face-down piles of 5 cards each**.
  - One pile is given to each player.

### 7.9.2 - DRAFTING PROCEDURE

1. Each player looks at the **5 cards** in their pile.
2. Choose **1 card** to keep and place it face-up in front of you.
3. Pass the remaining cards in your hand to the **player on your left**.
4. Repeat:
  - Look at the new hand you receive
  - Keep 1 card
  - Pass the rest left
5. Continue until all cards have been taken.
  - Each player ends the draft with **5 loot cards** from that boss.

You may hide or share information as you see fit. Negotiation and discussion about who needs what are encouraged.

### 7.9.3 - TYPES OF LOOT

The boss loot pool usually includes:

- **Souls of different kinds (colors)**
- New **weapons** and **armor**
- Special **items** tied to specific story threads or hero secrets
- Occasionally, powerful consumables or unique relics

Souls are used to **unlock new Skill cards**:

- Each Skill shows a cost of specific **colors and amounts** of Souls.
- Between Chapters, heroes can spend Souls they own to permanently unlock those Skills for their hero.
- Once unlocked, a Skill can be assigned as normal using your skill slots.

Some items and relics are **deeply tied to one or more heroes' backstories**.

Choosing who drafts them can:

- Strengthen that hero in future combats
- Unlock additional entries in their **secret booklet**
- Steer which **ending** that hero is eligible for in the final Chapter

Loot drafting is therefore both a **power upgrade** and a **narrative choice**.

### 7.9.4 - SPENDING SOULS TO UNLOCK SKILLS

After resolving the Loot Draft, heroes may spend Souls to unlock new Skills.

Each Skill card shows a Soul cost and a required Level.

To unlock a Skill, a hero must:

- Meet the Skill's Level requirement, and
- Pay the listed Souls from their own supply.

Once unlocked, the Skill is permanently owned by that hero and may be equipped normally, using available Skill slots.

Unspent Souls are kept. Any Souls not spent remain with the hero and may be used after future boss victories.

If the party is defeated and must attempt the same boss again, heroes may spend any Souls they currently own before the new attempt, following the same rules above.

Souls are never shared between heroes, and spending Souls is always optional.

### 7.10 - FACTS, SECRETS & ENDINGS

By the time you reach the final Chapters, the game looks at **three big layers**:

#### 1. Party Facts in the Campaign Log

- Which alliances you made or betrayed
- How much corruption or hope you spread
- Which bosses you faced, spared, or failed against

#### 2. Each hero's personal state

- Which items, Relics and story-relevant items they claimed.
- Which secret entries in their booklet were triggered
- Which promises they kept or broke

#### 3. Your pattern of victories and defeats

The combination of these elements determines:

- Which **final boss** (or version of it) you face
- Which **epilogue entries** you read for each hero
- Whether the world falls deeper into Kurokai's night, staggers on in tragic balance, or glimpses at a better future

Your Story Phase **votes**, your **loot draft picks**, and your heroes' **secrets** all matter.

The campaign is not just a string of fights; it is the record of what these four wanderers chose to do when the world fell into darkness on their watch.

## Campaign Progress

### How Heroes Grow Stronger

Throughout the campaign, heroes grow stronger through meaningful choices that will shape their playstyle and allow for diverse builds.

Heroes progress in the following ways:

### Weapons, Armor & Relics

Gained mainly through boss loot drafts and story events.

These items replace your current equipment, changing your attacks, defenses, and tactical options.

### Skills Unlocked with Souls

Souls obtained from bosses are spent between Chapters to permanently unlock new Skill cards for your hero.

Once unlocked, these Skills become part of your hero's personal pool.

### More Skill Slots

As the campaign advances, heroes may unlock additional Skill Slots, allowing them to equip more Skills at the same time and create deeper combinations.

### Flask Upgrades

Some rewards replace your Flask card. These upgrades are permanent, improving your healing, revival, or other effects for the rest of the campaign.

Together, these systems ensure that each hero evolves differently based on loot drafts, Soul spending, and story decisions, creating distinct builds and synergies across the campaign.



# CHAPTER 8

## GLOSSARY

### A

#### Ability Test

A check required by a Campaign Book entry. Roll a number of dice equal to the relevant stat and count successes to meet the difficulty shown in parentheses.

#### Action

- Also referred to as the Main Action.

Your hero's **main choice once per turn**:

- Make an **Attack** (Light / Heavy / Special), or
- Use an **Ability** that requires an Action, or
- **Rest**, or
- Perform a **scenario-specific Action**.

You normally get **1 Action per hero turn**.

#### Adjacent

Two squares are adjacent if they share a **side or a corner**.

All 8 surrounding squares around you are adjacent.

#### Affected

Any figure or square that an effect targets. Some effects require a hit (On Hit), while the majority apply regardless of whether an attack hits.

#### Armor

A hero stat that **reduces incoming damage** after all other damage altering effects are applied, except for Vulnerable, Resistance or other multiplicative or divisive effect **on the target**.

Armor cannot reduce damage below 1 if the attack **hit**, unless an effect explicitly says damage can be reduced to 0 or ignored.

#### Area Attack / Area of Effect (AoE)

An attack or effect that targets a **pattern of squares** instead of a single square.

- You must position and orient the area exactly as the card shows.
- You must have **Line of Sight** and meet all other requirements to each affected target unless the card says otherwise.

#### Attack (Hero)

A hero Attack is any Light, Heavy, or Special attack that:

- Comes from a weapon or an ability card **labeled as an Attack**, and
- Has a **Damage Type** (Slashing, Piercing, Crushing, or Mystic).

Hero attacks:

- **Always hit** if there is at least one **valid target** (range + LoS + position + type).
- **Add a boss card** to the Boss Attack Sequence if it is the hero's **first attack of their own turn**.

#### Attack (Enemy)

Any attack printed on a **boss or minion card** (including their Basic Attack):

- Has **Precision** and **Damage** values.
- Compares **Precision vs the hero's Dodge** to see if it hits.
- May have (On Hit) effects that only apply if the attack hits.

#### Attack Category

One of three labels:

- **Light (L)**
- **Heavy (H)**
- **Special (S)**

Used to:

- Decide which boss deck (Light / Heavy / Special) adds a card to the **Boss Attack Sequence**.

- Satisfy certain card conditions that refer to Light / Heavy / Special. Attack Category is **not** the same as Damage Type.

## B

### Barrier

These are Objects that block movement but do not block Line of Sight. Shrines, Oil Barrels, and Sealed Pots belong to this category. Bosses can move through Objects. Heroes and Minions cannot.

### Basic Attack (Boss)

A simple fallback attack printed on the **Boss card**.

Used when:

- A boss attack card cannot reach any valid target, or
- A slot in the Boss Attack Sequence is empty (for a hero who was defeated and had no Flask charges to recover that round).

### Behind

A hero is “behind” a boss if they stand in the boss’s **rear arc**, as defined by the boss’s facing.

Diagonal squares that include the rear arc also count as “behind.”

### Boss Attack Sequence

The row of cards that defines what the boss will do this round:

- Built during hero turns, one slot per hero in **initiative order**.
- Each hero’s Main Action adds **one** card from a boss deck (Light / Heavy / Special).
- One slot is replaced each round by an **Event card**.
- Some cards in the Sequence may be flipped face-down as **Broken** and are skipped.

### Break

A hero effect that **cancel**s a specific boss attack card when drawn from its deck:

- If a hero’s attack meets a **Break condition** printed on that boss card,
- That card is placed **face-down** into the Boss Attack Sequence.
- A Broken card is **completely skipped** during the Boss Phase:
  - No movement
  - No damage
  - No effects
  - No Threat change

Counterstrikes and non-Action attacks cannot cause Break unless a card explicitly says so.

## C

### Campaign

A full run of linked Chapters, from prologue to one of several endings. Includes all Story Phases, boss encounters, Facts, hero upgrades, and consequences.

### Comrade

A hero who is **in the party** but not controlled by a player.

- Used when playing with **fewer than four players** or in Solo.
- Comrades have simplified combat rules (see the Solo/Comrade Appendix).

- In the Story Phase they act via a **Comrade Story Deck** and contribute votes with slightly lower average Voting Power than players.

### Comrade Story Deck

A small deck for each comrade hero, used in the **Story Phase**:

- Each card corresponds to a specific Campaign Book decision.
- The front shows which letter that hero supports (A/B/C) and a short line of opinion.
- The back shows that hero’s **Voting Power** for that decision.

Comrade cards are revealed and counted along with players’ Destiny cards.

### Condition Token

Any of these standard tokens:

- **Vulnerable (Type)**
- **Resistant (Type)**
- **Weakened**
- **Empowered**
- **Slowed**
- **Hastened**

Each figure can have at most **one of each named Condition**.

Opposite Conditions of the same category cancel each other (for example, Vulnerable (Crushing) and Resistant (Crushing)).

### Counterstrike

A special hero attack made **during an enemy’s turn**:

- When a hero makes an Attack on their own turn, they mark their **last used weapon / Damage Type** for Counterstrike.
- If a boss or minion later **targets** that hero with an attack of the **same Damage Type**, the hero may make a Counterstrike after the enemy attack resolves.
- Dodging the attack or not has no relation to your ability to perform a Counterstrike.
- You can Counterstrike an attack whose damage was reduced to 0 by special effects such as skill uses.

A Counterstrike:

- Costs **0 Stamina**.
- Uses one of the **two attacks on the primed weapon**, obeying range, LoS, and positioning.
- Resolves like a normal hero attack.
- **Does not** add a card to the Boss Attack Sequence.
- **Cannot** Break boss cards unless a card explicitly says otherwise. After resolving a Counterstrike, remove the hero’s Counterstrike marker; they must Attack again on their own turn to prime a new one.
- If you have none of your weapon’s attack have range to the attacking enemy, you can’t use your counterstrike.

## D

### Damage ★

HP loss after all modifiers and reductions are applied.

- If an enemy attack is dodged, it deals **no damage**.
- Damage is affected by Armor, Resistance and Vulnerability.

## Damage Type

One of four types:

- Slashing
- Piercing
- Crushing
- Mystic

Used to:

- Apply **Vulnerable (Type)** and **Resistant (Type)**.
- Check resistances, immunities, and some abilities.

Not the same as Attack Category.

## Dangerous Terrain

Terrain that causes loss of 2 HP.

- Immediately when a figure enters a Dangerous square.
- Again if a figure **ends its turn** on that square.
- Is not affected by Armor, Vulnerability or Resistance.

Affects heroes, bosses, and minions unless they have a specific immunity.

Different Dangerous Terrain tokens (for example, Fire and Poison) can stack.

## Defeat (Encounter)

You lose the encounter immediately when **all heroes are at 0 HP at the same time**.

You then read that Chapter's **Defeat** entry in the Campaign Book and follow it.

## Difficult Terrain

Terrain that **slows voluntary movement**:

- For heroes and minions, entering a Difficult square costs **2 Movement Points** instead of 1.
- Bosses usually ignore the extra cost unless a card says otherwise.
- **Forced movement** (Push/Pull) ignores the extra cost.

## Dodge

A hero stat used to avoid enemy attacks.

When a boss or minion attacks:

- If **Dodge**  $\geq$  **Precision**, the hero **dodges**:
  - No damage.
  - (On Hit) effects do not apply.
- If **Dodge**  $<$  **Precision**, the attack **hits** and damage/effects are resolved.

Heroes can increase Dodge using Stamina and, in dice mode, Defense dice, as described in the hero rules.

## E

### Effect

Any part of a card's text that is **not just "deal X damage"**:

- Movement, pushes, pulls.
- Token application/removal.
- Terrain changes.
- Effects are resolved in **card order**, from top to bottom. Effects with "(On Hit)" only apply if the attack hits.

## Empowered

Condition token:

- The figure's **next attack that hits** deals **double damage** (after attacker's flat damage modifiers, and before all enemy modifiers.)
- Once it modifies an attack's damage, remove the token.

## Encounter

One **boss fight**, including its boss, minions, map, Events, and special rules.

## Event Card

A special card that **replaces one slot** in the Boss Attack Sequence each round:

- Drawn after all heroes finish their turns.
- The number on its back tells you which slot to replace.
- Its **Effect** is resolved when that slot is reached in the Boss Phase.
- These cards are not shuffled during setup and are instead placed in numerical order, based on the number at the center of the card back.
- When an Event replaces a boss attack card, discard the replaced boss card to its matching boss deck discard pile.

## F

### Fact

A persistent story flag recorded in the **Campaign Log**:

- Gained or removed by Campaign Book entries.
- Used by future entries, boss setups, hero booklets, and secret packs.

Facts only change when the story explicitly tells you to gain them.

### Facing

The direction a figure's **arrow** is pointing on its base.

Determines that figure's:

- **Front, sides, and rear arcs.**
- Which squares count as "in front of," "behind," etc.

Diagonal squares count as **two arcs** (e.g., front-left is both front and left).

### Flask

Each hero's personal **healing and revival** item:

- Has a healing amount and a limited number of charges.
- Can be used only as part of a **Rest Action**.
- While alive: Rest + Flask heals that hero.
- At 0 HP: Rest + Flask revives that hero to positive HP (rules in the hero chapter).

### Forced Movement

Any movement where a figure is moved by an effect imposed by an ally or enemy, instead of by taking a Move action.

- "Push X", "Pull X", "move the target X squares", etc.
- Moves one adjacent square per step (orthogonal or diagonal).
- A blocked square is an illegal destination for forced movement. If an effect would move a figure into a blocked square, it stops in the last legal square.
- Can move into **Difficult Terrain** at normal step cost (1 per square).
- Triggers **Dangerous Terrain** damage when entering those squares.

## G

### Grid

The 12 × 12 battlefield of squares (rows A–L, columns 1–12).  
Used to position heroes, bosses, minions, terrain, and objects.

## H

### Hastened

Condition token:

- The figure's **next voluntary Move action** moves **twice as many squares**.
- This also double extra movement points gained from spending Stamina.
- Once it modifies a Move action, remove the token.

### High Ground

Elevated terrain that gives a positional advantage:

- If you make an attack from High Ground against a target **not** on High Ground:
  - Your attack deals **+2 damage**.
  - If the attack has **Range 3 or more**, it also gains **+2 Range**.
- This bonus applies to heroes, bosses, and minions.
- High Ground does not block LoS by itself.

### Hero Journal

A hero-exclusive booklet (Book of Secrets):

- Used at the **end of each Story Phase** and sometimes after bosses.
- Checks which **Facts and items** are present.
- Grants hero-specific bonuses, penalties, and extra story text. Only that hero's player reads it, but all **mechanical effects** must be played openly.

## I

### Interrupt (Ability)

An ability that can be used **during another effect's resolution**, usually during the Boss or Minion Phase, when its trigger condition happens.

Interrupts:

- Must pay all listed costs.
- Resolve **immediately**, then the interrupted effect continues.
- If they are Attacks, they **do not** add cards to the Boss Attack Sequence unless the card explicitly says so.

## J

### Journal / Story Phase

The narrative part of a Chapter, played using the **Campaign Book**:

- You **read entries**, sometimes make tests, and encounter **choices** (A/B/C, etc.).
- Each player **declares a letter** and secretly commits one **Destiny card** as Voting Power.
- Comrades contribute using their **Comrade Story Decks**.
- All cards are revealed, Voting Power is totaled by letter, and the winning option's entry is followed.

Tie-breakers use **highest single card**, then **hero priority** (Samurai → Monk → Ninja → Ronin) among heroes currently controlled by players.

## K

### Ki ☯

A powerful spiritual resource held by each hero:

- Gained from Skills, objects (like Sealed Pots and Statues), story rewards, and some abilities.
- Can be converted to immediate effects (unless a rule says otherwise):
  - Gain **2 Stamina**, or
  - Recover **2 HP** (if not at 0 HP), or
  - Gain **+2 damage** to the **current attack**, or
  - Gain **1 Yin or 1 Yang**.
- Ki can be spent during enemy attacks before or after Dodge is checked and before damage is applied.
- Some Skills and effects also require Ki as a **cost**.

## L

### Line of Sight (LoS)

You have LoS to a target if you can draw at least one straight line from **any corner of your square** to **any corner of the target's square** (or any square it occupies, if it occupies more than one) that does not pass through:

- Walls
- Pillars
- Sacred Statues
- Boss bases

LoS is **not blocked** by:

- Heroes or minions
- Shrines, Oil Barrels, Sealed Pots
- Terrain types (Standard, Difficult, Dangerous, High Ground)

If a line runs **exactly along the edge** of a blocking element, treat that line as **blocked**.

If the attacker occupies more than one square, draw LoS from any square it occupies.

### Light Attack

An Attack with Attack Category **Light (L)**:

- Usually cheaper and more flexible.
- When used as your Main Action, adds a **Light boss card** to the next empty slot in the Boss Attack Sequence.

### Lose HP

Some effects cause loss of HP instead of damage.

- Loss of HP is unaffected by armor, vulnerability, weakness, or any effect that increase or decrease damage.

## M

### Minion

A lesser enemy type:

- Has its own card with HP, Movement, Precision, Damage, Damage Type, and effects.

- Activates after the Boss Phase during the **Minion Phase**.
- Usually targets and moves toward the **nearest hero**.

## Movement Points

The resource you use to move across the grid:

- Each orthogonal or diagonal step costs **1 MP** (or 2 into Difficult Terrain for heroes/minions).
- Your hero's **Movement value** is the maximum number of squares you may move for free once per turn; extra movement costs Stamina.

## O

### Object

A special feature placed on top of a terrain square:

- **Shrines, Oil Barrels, Sealed Pots, Sacred Statues** are objects in this game.
- Each object has its own rules (healing, explosions, Ki gain, etc.).
- The underlying terrain still matters (it can be Difficult, Dangerous, High Ground, etc.).

## P

### Pillar

A blocking terrain element:

- Occupies a single square.
- Blocks **movement** and **LoS**.
- You may move diagonally around its corners as long as you don't enter its square.

### Precision

Enemy attack stat used with Dodge:

- Compare **Precision vs hero Dodge** to see if the attack hits.
- Higher Precision makes the attack harder to dodge.

### Push / Pull

Types of **forced movement**:

- **Push X**: move the target up to X squares **away from the source**.
- **Pull X**: move the target up to X squares **toward the source**.

Both obey all rules for forced movement: no moving through occupied squares (such as figures, objects, and walls).

## R

### Range [X]

The maximum distance in squares between the attacker and target:

- Count the number of steps along any path of orthogonal and/or diagonal moves.
- If that count is  $\leq X$  and LoS and position requirements are met, the target is in range.
- If the attacker or target occupies more than one square, measure Range to the nearest square of that figure's base.

### Resistant (Type)

A damage modifier tied to a specific Damage Type (Slashing, Piercing, Crushing, Mystic, etc.).

- If a figure is Resistant to a Damage Type, damage of that type is halved (rounded down) (apply after Armor and other flat

reductions).

- Resistance can come from a Condition token, a boss card's Resistance, or an effect / static ability.
- Condition token: The next time the figure would take damage of that Type, halve that damage, then remove the token.
- If the figure is already Resistant to that Type from another source, the token remains in play and will be removed the next time it is the source that halves damage.
- Resistant (Type) and Vulnerable (Type) of the same Type cancel each other. If both are tokens, remove both immediately.

### Rest

A hero Action that does **not** make an Attack:

- Option A: Gain **+5 Stamina**, and you may use your **Flask**.
- Option B: Gain **1 Yin and 1 Yang**, and you may use your **Flask**.

If a hero who can act takes no other Action on their turn, they are considered to have **Rested**.

Rest counts as a **Special Action**, adding a **Special (S)** boss card to the Boss Attack Sequence.

### Round

One full cycle of combat:

1. Start of Round
2. Each hero takes a turn in initiative order
3. Event Replacement
4. Boss Phase
5. Minion Phase
6. End of Round
7. Then a new round begins.

## S

### Sacred Statue

An object Token:

- Blocks **movement** and **LoS**.
- A hero adjacent to it may spend **1 Stamina** to gain **2 Ki**, then the Statue is removed.

### Slowed

Condition token:

- The figure's **next voluntary Move action** moves **half as many squares** (rounded down).
- Once it modifies a Move action, remove the token.

### Soul

Colored yokai spiritual fragments obtained mainly from **boss loot drafts**:

- Each Skill card has a Soul cost in specific colors.
- Between encounters, heroes spend Souls to **unlock Skills** permanently.
- Souls are **not shared**; each hero spends only the ones they drafted.

### Special Attack

An Attack with Attack Category **Special (S)**:

- Usually comes from abilities or special weapon moves.
- When used as your Main Action, adds a **Special boss card** to the next empty slot in the Boss Attack Sequence.

## Shrine

An object token:

- Blocks movement but not LoS.
- A hero adjacent to a Shrine may spend 1 **Stamina** to heal 50% of their maximum HP (rounded down), then the Shrine is removed.

†

## Threat Token

Marks the hero that the boss is currently **focused on**.

- Many boss attacks target the hero bearing the Threat token by default.
- Most boss cards **reassign Threat** after resolving an attack.

## Tie-Breaker (Position)

When multiple squares or targets are equally valid and the rules give no further guidance:

- Choose the one **furthest north** (closest to row A).
- If still tied, choose the one **furthest west** (lowest column number).

Used for enemy targeting, path destinations, and ambiguous placements.

∨

## Valid Target

A figure is a valid target if it meets **all** of these:

- Correct type (hero, enemy, “another enemy”, etc.).
- Within required **Range**.
- In **Line of Sight**, unless the effect ignores LoS.
- Satisfies any **position requirement** (adjacent, behind, arc, etc.).

You **cannot declare** a hero Attack if, after all movement written on the card, no valid target would exist.

## Vulnerable (Type)

A damage modifier tied to a specific Damage Type (Slashing, Piercing, Crushing, Mystic, etc.).

- If a figure is Vulnerable to a Damage Type, damage of that type is doubled (apply after Armor and other flat reductions).
- Vulnerable can come from a Condition token, a boss card's Vulnerability, or an effect / static ability.
- Condition token: The next time the figure would take damage of that Type, double that damage, then remove the token.
- Vulnerable (Type) and Resistant (Type) of the same Type cancel each other. If both are tokens, remove both immediately.
- Vulnerability does not stack. If multiple effects would make a target Vulnerable to a damage, it is only doubled once. The token is only used if it effectively double a damage.

## Voting Power

The number printed on a **Destiny card** (for players) or on the back of a **Comrade Story card**:

- During a Journal choice, each player commits one Destiny card to the letter they declared; comrades commit their Story cards.
- All cards are revealed and Voting Power is totaled by letter to determine the winning option.

W

## Wall

A blocking element of the map:

- Blocks **movement** and LoS.
- You cannot move through or be forced into a Wall square.
- You cannot “cut the corner” diagonally through a Wall edge.

## Weakened

Condition token:

- The figure's **next attack that hits** deals **half damage** (rounded down), after attacker's flat damage modifiers, and before all enemy modifiers.
- Once it modifies an attack's damage, remove the token.

## Wound Card (Boss)

One card in a boss's **Wound deck**:

- Has a number indicating its order.
- Holds multiple **Wound cubes**.
- Damage from an attack bypass into the next cube/wound card HP pool.
- While active, its text modifies the fight (a “phase” of the boss). When all cubes are removed, the card is discarded and the next Wound card becomes active. When the last Wound card is emptied, the boss is defeated.

Y

## Yin / Yang

Two spiritual aspects tracked separately by each hero:

Mostly gained through **attacking** (via dice symbols or Destiny card icons), **Rest**, hero abilities, and story effects.

- Can be fused:
  - Spend 1 Yin + 1 Yang → gain 1 Ki.

Beyond that, Yin and Yang are spent only when card or story text lists them as **costs**.



# APPENDIX: PLAYING WITH COMRADES

Comrades are simplified versions of the four heroes. They let you play solo (one full hero plus three comrades) or fill missing seats in 2 and 3-player games, while still keeping the full Boss Attack Sequence and Story Phase structure.

## A.2 WHEN YOU USE COMRADES

You can add Comrades to any game. In this appendix, each Comrade is controlled by a player.

- Solo: control 1 full hero and 3 Comrades.
- 2 players: control 2 full heroes and add 2 Comrades to complete the party.
- 3 players: control 3 full heroes and add 1 Comrade to complete the party.

**Note:** The Story Phase side of Comrades (Comrade Opinion Decks and voting) is covered in Chapter 7.2.

## A.2 WHAT CHANGES FOR A COMRADE

A Comrade follows the core rules unless this appendix says otherwise. The big differences are:

- No Counterstrikes. Ignore the Counterstrike Cube rules for Comrades.
- No weapon cards, armor cards, skill cards, destiny cards, or dice. Everything the Comrade can do is on its Comrade Pad.
- Comrade attacks are fixed (no attack dice and no stamina costs unless the attack explicitly says so).
- Each Comrade attack lists two Damage Types. Choose ONE each time you attack.
- **Life Force** replaces **HP** and **Stamina** as a single resource (see A.4).
- Comrades **cannot** use more than 5 Stamina per round for extra Movement.
- Healing Flask: 1 charge per encounter.
- Comrades have no Special (☯) as they don't use dice or destiny cards.
- During the Story Phase, comrades use their Opinion Decks to vote, instead of Destiny Cards. (pg. 39)

## A.3 SETUP FOR COMRADES

Set up Comrades exactly like heroes, with these additions:

- Choose which heroes are full heroes and which are Comrades. Each Comrade uses its Comrade Pad.
- Place each Comrade miniature on the battlefield and its Initiative Token on the Initiative Track as normal.
- Life Force marker: take a token with that hero's face and place it on the Villain's HP Track at the Comrade's maximum Life Force.
- Flask marker: Place a marker on the Comrade's Healing Flask box. Remove it when the charge is spent.
- Ultimate marker: Place a marker on the Ultimate banner. Flip/remove it when the Ultimate is used (Once per Combat).

## A.4 LIFE FORCE

A Comrade does not track HP and Stamina separately. Instead, it has Life Force: a single pool representing endurance, injuries, and breath.

- Maximum Life Force is the large number printed on the Comrade Pad. It is marked with the hero token on the Villain's HP Track.

Whenever a Comrade would gain or lose HP or Stamina, it gains or loses that much Life Force instead.

- Taking damage (HP loss) → lose that much Life Force.
- Spending Stamina (movement, Dodge boosts, scenario costs) → lose that much Life Force.
- Gaining Stamina or healing HP → gain that much Life Force (up to max).

**Example:** Suzaku Takahiro has 30 Life Force. If he spends 2 Stamina to move extra squares, he loses 2 Life Force. If he later gains +3 Stamina at the start of his turn, he gains 3 Life Force (up to 30).

**IMPORTANT:** If a Comrade's Life Force reaches 0, it is Defeated. While Defeated, it stays at 0 Life Force and ignores Life Force gains until an effect explicitly revives it (see Healing Flask).

## A.5 THE COMRADE TURN

A Comrade takes a normal hero turn, with Life Force replacing Stamina and HP. Its attacks work like hero attacks, with these simplifications:

- A Comrade has only the Light and Heavy attacks printed on its Comrade Pad.
- These attacks have no Stamina cost unless the attack explicitly says it costs Life Force.
- The damage value printed on the Comrade Pad is the base damage of the attack. Resolve bonuses and penalties normally.
  - *Comrade attack damage is higher to account for the lack of skills, dice/cards, and other advantages of normal heroes.*
- Comrade attacks are treated as weapon attacks, even if they are not on weapon cards.
- Comrades can continue to take turns and attempt to defeat the boss even if all non-comrade heroes are defeated.

## A.6 CHOOSING DAMAGE TYPE

Each Comrade attack lists two Damage Types separated by a slash (for example: Slashing / Crushing).

- When you declare the attack, choose ONE of those two Damage Types.
- That chosen type is the attack's Damage Type for everything: Resistance, Vulnerable, Break conditions, and other effects.

## A.7 DEFENDING AS A COMRADE

Enemy attacks against Comrades follow the Precision vs Dodge rule as normal.

- Compare the enemy attack's Precision to the Comrade's Dodge (after any modifiers).
- Before the comparison, you may spend Life Force: for each 1 Life Force spent, gain +1 Dodge for this attack.
- Comrades do not use Defense Dice or Destiny Cards.
- Effects that cause HP loss (not damage) instead cause Life Force loss, and are not modified by Armor, Resistance, or Vulnerable.

Comrades have an extra universal defense tool:

- Spend 1 Yang to reduce the damage taken from an attack by 1 (after all other modifiers).

**IMPORTANT:** You cannot reduce a hit below 1 damage with Yang (Minimum Damage Rule still applies).

### A.8 KI, YIN, AND YANG FOR COMRADES

Comrades gain and hold Ki, Yin, and Yang tokens as normal. They may also fuse 1 Yin + 1 Yang into 1 Ki and spend resources at any time, with these practical uses:

- Spend 1 Yin: your attack deals +1 damage.
- Spend 1 Yang: reduce damage you take from an attack by 1.
- Spend 1 Ki: your attack deals +2 damage.
- Spend 1 Ki: HEAL 2 Life Force (gain 2 Life Force, up to max).
- Spend 1 Ki: gain 1 Yin OR gain 1 Yang (optional conversion, as in Chapter 5).

#### Comrade Assistance:

In addition to using the resources themselves, Comrades can provide them to the normal heroes.

- At any time, a hero may spend resources stored with comrades as if they were his own resources. There is no limit to this use, it can be done at any time, at any range, and you can combine resources from different comrades if you want to.
- Only non-comrade heroes can use a resource stored in a comrade pad.

### A.9 ULTIMATES

Each Comrade has an Ultimate (Once per Combat). The banner tells you when it can be used. You can only use it once per combat.

### A.10 CONVERTING OTHER EFFECTS FOR COMRADES

When a rule, skill, item, or scenario affects a Comrade, apply it normally, with these conversions:

- Any HP gain/loss → Life Force gain/loss.
- Any Stamina gain/loss → Life Force gain/loss.
- “Heal X HP and gain Y Stamina” → gain (X + Y) Life Force.
- Anything that increases Max HP or Max Stamina → increases Max Life Force by the same amount.

**Note:** Comrades can still be targeted by ally skills, boss effects, minion effects, terrain, and conditions unless an effect says otherwise.

**IMPORTANT:** Comrades do not equip Weapons, Armor, or Skill cards. If an effect would let a Comrade “equip,” “swap,” or “discard” a card from those systems, ignore that part unless the scenario explicitly instructs otherwise.

### A.11 COMRADE LEVEL UP

Instead of gaining new skill cards and items, Comrades have a new Hero Pad for each level. You will be instructed in the Campaign on when to Level Up your comrades to keep them on the same power level as your standard heroes.





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