
NINJA®
ALL STARS
NINJA DIVISION
SODA POP MINIATURES

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WALK THE PATH OF LEGEND

Welcome to the island of Kagejima and the Kingdom of the Moon. Build a team from six mighty clans, each with its own strategies and traditions on how to walk the ninja's path. Employ all of your skill and strategy to survive the Moon Princess's challenges and emerge victorious against your rivals. Guide the growth of your team and prove it worthy of serving the Moon Princess as protectors of Kagejima.

BIRTH OF KAGEJIMA



In the time before the sun, the stars alone cast shimmering reflections on the black waters. Ameratsu dipped her great spear deep below the waves, and the first light rippled through the water. As she drew the bejeweled weapon forth, the light arose and blazed across the sky. Droplets rained down in the wake of the shining blade and scattered across the face of the waters to form the lands of the world and all that dwells within it. The new light, however, did not fall upon everything equally. A drop fell away from the others, unseen and obscured, and the radiance of the sun touched it only thinly. Here, the sun only deepened the shadows. Here, those things that wished to hide from the new world found refuge under the trees and hills.

But all shadows love the light to flatter them and give them shape. The cool illumination of the moon found a purchase on this dark land that the sun's hot brilliance could never hold, and all who dwelled there embraced its pale power. And so, shadow-veiled Kagejima came into the world, shrouded by mist and unmarked by all but the great sea.

The first humans came from the Empire of the Sun, when that ancient realm was in its earliest flush of youth and vigor. Hardy, rugged men and women who loved the edges of civilization more than its heart, these explorers loved the island's wild beauty and mystery. They did not name the island, however. They learned its name. The spirits of this new land, the kami, who watched these people take their first cautious steps under the trees and build fires on the beach, whispered in the quiet of the moonrise, "Kagejima." And so it was.

Kagejima is a land of mysteries. Here, the six elements flow with a freedom and abandon not seen in brighter lands. The first humans found that the water tasted sweeter, and the flowers smelled more fragrant. The darkness felt colder too, and the places of death drained the spirit. But this close to the mystical power of the land—a power unburned by the light of the sun—they found a life more vibrant than any they had ever known.

Kagejima sang to these mortals in the bubbling of the streams and the howling of the storms. So far from the Imperial Court and so alive, they gave no thought to leaving, and quickly spread across the island to settle where the song sounded best. For generations, only the barest rumors of the shadow-haunted island and its name drifted back to the Empire.

Over the years, the people of Kagejima divided and joined, moved and settled, fought and cooperated, until six distinct clans emerged in different regions across the island. Each had its own understanding of the six elements, and each boasted its own mystical connection to the land and sea. Inevitably, these unique approaches lead them into conflict. Disputes over trade and borders became arguments over philosophy and ways of life, and soon, the clans went to war for dominion of Kagejima.

The sutras say that life is conflict. Decades of overt and subtle strife had honed the warriors to lethal perfection, but they had drained the resources and strength of the clans. One family, long scholars of the land's mysteries, finally arose with a vision to unify Kagejima rather than conquer it. In the soft light of the moon, they learned to balance the six elements. By drawing wise men and women from across the

island, they used this wisdom to bring balance to the clans. Thus, the Moon Kingdom was founded.

The Moon Court never attempted to end the conflicts, merely to channel them. The arts of stealth and subterfuge became paramount, as the people matched their methods to the magic of their land. The balance embodied by the Moon Queen allowed the clans to pursue their own paths and to strengthen the island as a whole. This new direction was soon tested, however, when the Sun Empire sailed in on the tides.

The Sun Empire, arrogant in its power, sent embassies to the Moon Kingdom to demand obedience. They found the Moon Court strong and firm. "We welcome the trade and companionship of our brothers," the ruling Queen said, gracious in her tone and wise in her age. "But do not presume more. The panther may aid the tiger in its kill, but it does not bow." The Sun Empire's lead emissary bowed deeply, and tales say that all those present thought him to be honest in his respect. "The moon is changeable and fades with the passing days," he said. "The sun is unchanging and patient."

But not too patient. Within the year, agents of the Sun Court had stationed themselves at the Moon Palace and at every clan's seat. They spoke subtle words to the ambitious and the dissatisfied. They gave gold to the greedy and guarantees to the gullible. They spread schemes and sought secrets, but they were as cubs before tigers. The clans of Kagejima had played such games for generations. Soon the Sun Court found its plans in ruins, its agents exposed and ejected, its treasure spent for nothing. And so the first invaders came to Kagejima.

Over the centuries, the Sun Emperors sent eleven armies to Kagejima. Each time, the land itself seemed to conspire against the attackers. The seas rose in fierce storms that shredded sails and timbers. The chill of winter set in early or lingered late. The tides dropped lower than in living memory and revealed rocks that ripped majestic hulls into kindling.

Those few expeditions fortunate enough to reach the landings formed up their ranks, set off into the trees, and vanished. Again and again, nothing but haunted, defeated sailors escaped to bring tales of disaster, if anyone returned at all. They say that some Sun Emperors railed and raged, while others nodded sagely, but all of them ordered more ships to be built.

The Moon Court's agents reported back on the continuing roil of ambitions throughout the Sun Empire's vast holdings. Lesser rulers might have used these divisions to attack their enemies as the Sun Court had tried to do. Moon Princess Kaeko, however, chose to use them to solve her enemy's problem, and thus, her own. Though coolly received at first, her invitation for an embassy resulted in the first Sun Court officials setting foot, unmolested, on Kagejima in just over four centuries. She met the ambassadors in her west garden at dusk and, glowing pale like her namesake, Princess Kaeko proposed to aid the Sun Court. She pledged to send a group of her most skilled shinobi to the Sun Emperor's service for a full year. They would do all that he required of them, she said, to maintain the rightful order in his lands, save work against the Moon Court. More, she would send a new group of shinobi each year, if he agreed to make a permanent peace with Kagejima.

And so, at midsummer each year, eager and ambitious warriors from every clan gather for the Moonlight Tournament. From one full moon to the next, these shinobi compete in organized tests of cunning, subterfuge, endurance, and wits. Each victory brings honor to the clan, glory to the warrior, and the favor of the Moon Princess. So prestigious are these games, that the Tournament has become the primary outlet for inter-clan conflict. Many grudges and questions of honor are settled at this time. The Moon Court subtly encourage this, for they know that keeping the clans focused keeps Kagejima strong. They also know that only the finest shinobi can represent them to the Sun Emperor, and the games invariably select the strongest, fittest, and most subtle among their subjects. Each year, hopefuls and spectators flock to the Moon Castle to see whose name will enter the rolls of the elite; who shall bear to the Sun Court the heavy parchment and moon seal proclaiming them the finest shinobi in Kagejima.

Or, so they say. . .

COMPONENTS



Rulebook



Moon Deck
52 cards



8 White
Elemental Dice



8 Black
Elemental Dice





Double-Sided Game Board



Stealth
Token



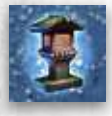
Activated
Token



Moon
Tracker
Token



Round
Tracker
Token



Shrine
Token



Lantern
Token



Crate
Token



Reroll
Token



Poison
Token



Protect
Token



Haste
Token



Moon Power
Token



Curse
Token



Delay
Token



Slow
Token



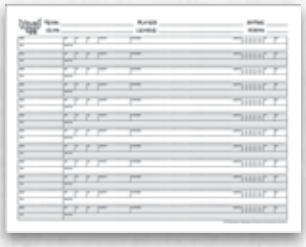
Stunned
Token



Luck
Token



Dojo Boards



Team Scrolls



Score Tracker
Tokens



Medal
Tokens



Goal Space
Tokens



Blue Team: 1 Chunin, 3 Kaiken, 2
Yajiri, 2 Kunoichi, 1 Madoushi



Red Team: 1 Chunin, 3 Kaiken, 2
Yajiri, 2 Kunoichi, 1 Madoushi



Purple Team: 1 Chunin, 3 Kaiken, 2
Yajiri, 2 Kunoichi, 1 Madoushi



Orange Team: 1 Chunin, 3 Kaiken,
2 Yajiri, 2 Kunoichi, 1 Madoushi



6 Samurai Sentries



Quickplay Reference
Cards

GAME CONCEPTS

Before starting a game, at least one player should read through the rulebook in its entirety to understand how the game plays.

ATTRIBUTES

Each model has a set of numbers and keywords that represent how effective they are in the game. These are their **attributes**. A model's attributes are Movement (MV, MV), Attack (AT, AT), Defense (DF, DF), Affinity, Keyword Abilities, Special Abilities, and Koban Cost (KB, KB).

CHUNIN

Title

Movement	*Attack*	*Defense*	*Koban*	*Affinity*
MV 5	AT 4	DF 2	KB 20	

Keyword Abilities

Allowance: 1
Close Combat Master, Fire Mastery

Special Abilities

Choose 1 ability:
Tiger Strike: +3 AT until the end of the turn, for the rest of the round the chunin does not roll any defense dice.
Pounce: Before attacking, the chunin may move up to 3 spaces. After the attack, the chunin is Slowed.

Art



AFFINITY AND TESTS

Ninja All-Stars uses special dice to resolve all game actions. The Ninja All-Stars dice have six different icons on them, representing the six sacred elements of Kagejima.



Each model has an affinity with one or more elements, which are listed in the model's attributes under Affinity.

The most common use of the Ninja All-Stars dice and the Affinity attribute is called an **affinity test**. When the game requires a model to make an affinity test, the model's player rolls three dice. If at least one dice shows the icon for the element the model has as an affinity for, the affinity test is successful.

When a model is required to make an **opposed affinity test**, then both players make an affinity test. The player who rolls the most elemental icons matching their Affinity wins the opposed affinity test. If there is a tie, the players roll again.

Models with more than one Affinity must choose which element will be used before the model makes the affinity test.

When making an affinity test for the entire team, the player must choose a single model that is on the game board to make the test.

Affinity has additional effects during combat and for keyword abilities. These rules are covered in their relevant sections later in the rules.

REROLLS

Occasionally, dice may be rerolled. Dice that have been rerolled cannot be rerolled again. If an ability or card references an element that needs to be rolled, this refers to after rerolls have been made.

INFLUENCE ZONE

The spaces adjacent to a model are its **influence zone**. These spaces represent the area close enough to the model which they can affect.

Many abilities only work on models that are within the influence zone of the model using the ability. These rules are covered in their relevant sections later in the book.



FACING

In Ninja All-Stars, each model has a facing. There is a mark on each model's base that shows which direction is forward for them. The three spaces directly away from the space the model is facing is their back. All other spaces are their front.

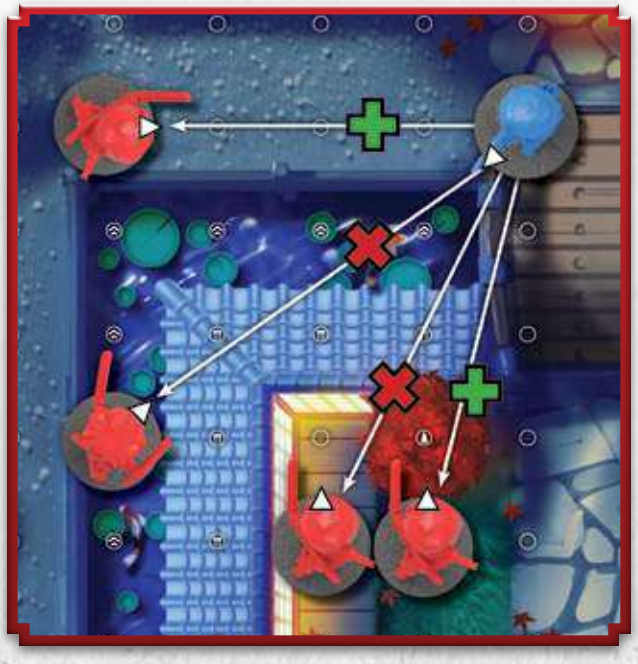
LINE OF SIGHT

Models require Line of Sight (LoS) to target enemy models with all actions, abilities, and attacks, unless otherwise specified.

A model may only draw LoS through spaces in its front influence zone. To determine if a model has LoS to another model, draw a straight, imaginary line from any point on the model's base to any point on the base of the intended target. Then look at each space that the line passes closest to. If no models, terrain, or other effects which block LoS occupy these spaces, the model has LoS to its target. Models always have LoS to themselves.

The following items block LoS:

- Models, friendly or enemy.
- Some elements of terrain, such as walls or foliage. (See Terrain, page 17.)
- The model's own back influence zone.



SETUP

Follow the steps in this section to prepare the game to be played.

1. PLAY JANKEN (ROCK, PAPER, SCISSORS)

The winner of the round of Janken, has **initiative**. Many steps in setup and gameplay begin with the player who has initiative, and then moves clockwise around the table.

2. CHOOSE NINJA TEAM

Ninja All-Stars includes enough models to play four teams, in four different colors of plastic. Players may use the models to play as one of the prebuilt Shrine Teams, or may build their own custom Clan Team. (See Building Teams, page 20.)

Each prebuilt Shrine Team has a unique reference card with its rules, and uses all nine models of a single color.

All of the models on a player's team are **friendly** models and all of the models that are not on a player's team are **enemy** models.



For your first game we recommend using the Fire Shrine and Water Shrine prebuilt teams.



3. CHOOSE CHALLENGE

Challenges are unique scenarios that specify the goals that players must accomplish to win the game, as well as special rules that affect the game. Players should decide cooperatively which challenge they would like to play for the game. See Challenges, page 72.

For your first game we recommend playing the Brawl challenge!

4. CREATE TOURNAMENT GROUND

The game board has two tournament grounds to choose from, one on each side. Players may choose either tournament ground regardless of the challenge being played.

After the game board has been laid out, place the two dojo boards on either side of the game board.



Place the Round Tracker token, with the "10" face down, on the round one location.



Each player places a Score Tracker token, with the "10" face down, on the "0" space of the dojo score track.



Roll a die to randomly determine what position the Moon Tracker token starts on. Place the token on the Moon Tracker space that matches the element rolled.

Shuffle the Moon Deck and place it on the dojo board. Then each player, starting with the one who has initiative, draws a hand of three Moon cards. (See Phases of the Moon, page 15.)

Shrine





Lantern

The player with initiative then places either a lantern or a shrine token onto the game board. Lanterns and shrines may be placed in any space that is at least two spaces away from any ⬡ deployment zone space.

Players then take turns placing either lanterns or shrines. After at least four lanterns have been placed, a player may choose to "pass" on placing more lanterns or shrines. Once all players have consecutively passed, setup continues. A maximum of six lanterns and four shrines may be placed, unless specified otherwise. Lanterns and shrines are explained in more detail on page 18.

Many challenges will require additional elements on the game board, such as medals or sentries. When this is the case, follow the rules as specified in the challenge.

5. DEPLOY NINJA

The player with initiative chooses one player to decide which edge of the game board is their deployment zone. That player will also place the first model, and have the first turn.

In a two player game, the opposing player's deployment zone is the opposite board edge. If there are more than two players, the remaining players play Janken, with the winner of each round being the next to choose a board edge.

Each player's board edge has specific deployment spaces marked with a square around the dot. The players' models may only be deployed in these spaces.

Players then take turns setting up one model at a time, until all of the models allowed by the challenge have been set up in the respective players' deployment zones. Place any remaining models on the players' teams in their Training Ground. Then complete any other setup required by the challenge.

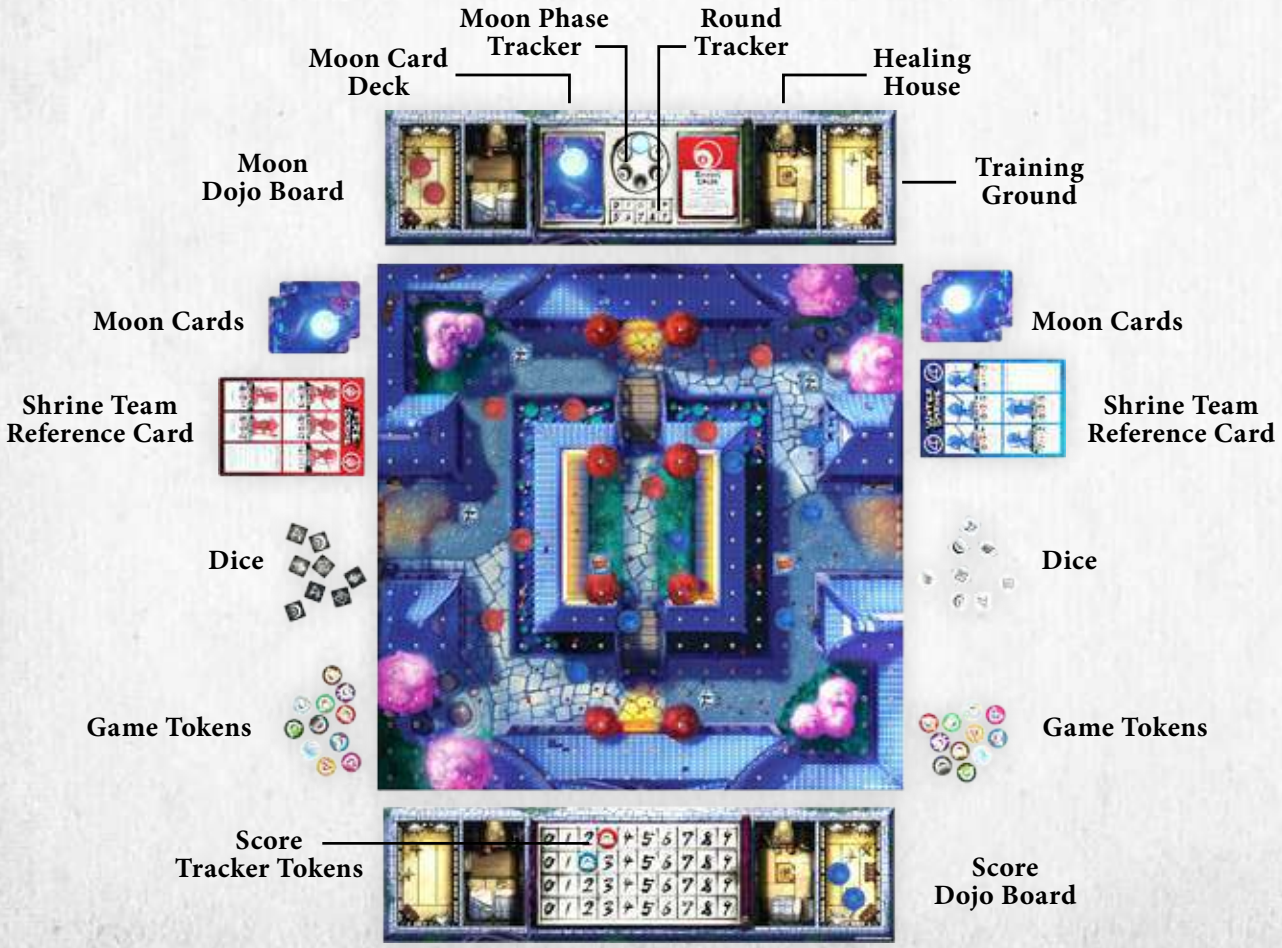


The Training Ground

Models that are in the Training Ground are being kept in reserve for later in the challenge. Challenges normally only allow a few models to be on the board at one time. Any excess models on a team must wait in their team's Training Ground.

6. GO NINJA GO!

It's time to start round one! The player with the initiative takes the first turn.



SEQUENCE OF PLAY

ACTIVATION

During each **round**, players take **turns** activating one model at a time until all of the models on each team have been activated. The player who has the initiative takes the first turn.

During their turn, a player may activate one model on their team that is on the game board, and that has not already been activated this round. Once all of the models on the game board from each team have activated, the round is over and a new one begins.

When a model is activated, the model may **move** and then take a single **action**.

The most common action for models to take is **attack**. A model cannot take an action and then move again, even if the model has unspent movement points. Once a model takes an action, its activation is over.

Once a model completes its activation, it may no longer activate until the next round. Only one model may be activated during a turn.



Use activation tokens to keep track of which models have activated during the round. At the end of the round, remove all of the tokens.



UPKEEP

At the end of each round, players perform upkeep.

1. Beginning with the player with initiative, and then proceeding clockwise around the table, each player performs the following steps:

- Move one friendly model from the Healing House to the Training Ground. (See Injured, page 14.)
- Remove Activation Tokens
- Perform one of the following:
  - Draw one Moon Card.
  - Move one additional friendly model from the Healing House to the Training Ground.
  - Remove all Stun tokens from one friendly model.
- Deploy friendly models from the Training Ground to the player's deployment zone, until the maximum number of models allowed by the challenge are on the game board. These are the team's reinforcements.

2. Advance the Moon Tracker token one space, clockwise, to the new phase of the moon. (See Phases of the Moon, page 15.)

3. Advance the Round Tracker token one space. If it reaches the end of the track, flip the token over and move it to the start of the track.

NEW ROUND

To determine who activates the first model in later rounds of the game, play another round of Janken. The winner has the initiative for the round and will activate the first model.



An alternative method to decide initiative is to make opposed affinity tests. The winner has initiative.

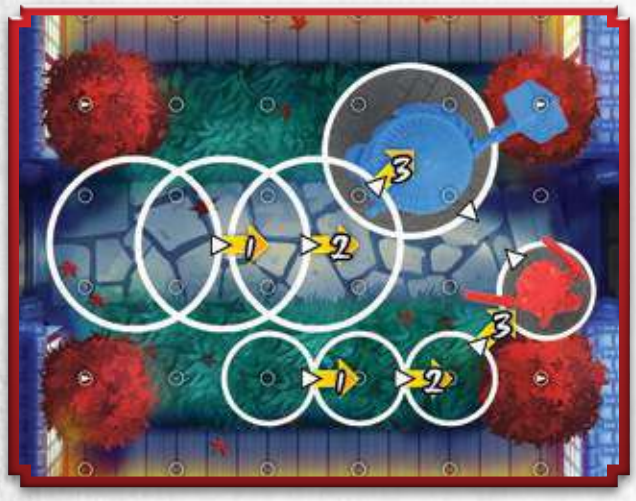
MOVEMENT

The Ninja All-Stars game board is made up of a grid of dots. Each dot is a **space**. Models are placed on the game board with its base covering a dot to show that it is on that space. A model's base may only cover a single dot and should be centered over it.

When activated, a model may move a number of spaces up to its total number of movement points. Whenever a model moves a space, it may move onto any of the eight spaces that are adjacent to the space it is currently on that does not have another model on it.

Once a model has finished moving, the player must turn the model so that its front faces an adjacent space. Even if a model does not move, it may change which direction it is facing during its activation for free, without spending any movement points.

Note that, whenever a model moves, it is turned to face a space at the end of the movement **by the player that moved it.**



Once a model has finished moving, it may take an action.

A model may use its action to **run** and move up to the total of its movement a second time.

Some spaces may have **terrain** which cause special effects, or require additional movement points, when a model moves onto them. These spaces have unique dots that represent their terrain type. (See Terrain, page 17.)

DODGING

Attempting to leave a space that is in at least one enemy model's influence zone is called **dodging**. When a model attempts to dodge, it must make an affinity test. If the affinity test is successful, the model may move into the new space normally. If the model fails the affinity test, it gets a Stun token, cannot move out of the space, and its activation immediately ends. (See Stun, page 77.)

A model must attempt to dodge to be able to leave a space that is in an enemy model's influence zone, even if it wishes to move to another space in the same model's influence zone.

LARGE-BASED NINJA

Some models have a larger base than others. Instead of only taking up one space, large-based models cover four spaces at once. Moving forward, backward, side to side, or diagonally to each new dot set only costs large-based models one movement point, even though their base covers multiple new spaces.

If any part of a large-based model's base moves over any space with terrain, it is affected by the terrain.

If a large-based model ends its movement with some of its base on elevated terrain and some of it on non-elevated terrain, the large-based model will only count as being on elevated terrain if at least two of the four spaces its base covers are elevated terrain.

Like small-based models, large-based models can only face eight directions. When facing a diagonal space, align the large-based model in the same manner as a small-based model. When assuming a non-diagonal facing, position the mark on the base between two spaces, as shown in the diagram below.



COMBAT

A model may use its action to **attack** another model. The model may attack any enemy model within one space of itself and in its front influence zone.

The activated model that initiates the attack is the **attacker**. The target of the attack is the **defender**.

The attacker rolls a number of Ninja All-Stars dice equal to its Attack AT attribute. The defender rolls a number of dice equal to its Defense DF attribute.

> ***The attacker and defender should roll different colored dice to make it easy to identify which dice belong to each model.***

The results of the two rolls are compared, and dice are eliminated based on the following elemental pairs:



Spirit and Void eliminate each other.

Earth and Air eliminate each other.

Fire and Water eliminate each other.

When two dice eliminate each other, remove them from the pool of rolled dice. Dice that the attacker rolled can only eliminate dice that the defender rolled and vice versa. **All possible eliminations must be made.**

After all eliminations have been made, the player with the most dice remaining chooses a single die from the dice remaining as the result of the attack. **The player may only choose a die from the dice they rolled.** When both players have the same number of dice remaining, the attacker chooses the result from their dice.

The result of the attack is determined by the element of the die chosen:



SPIRIT
The attacker is Injured.



VOID
The defender is Injured.



EARTH
The defender is Stunned. (See Stun, page 77)



AIR
The attacker may move the defender up to three spaces in any direction.



WATER
The player who picked Water as the result may move the attacker up to three spaces in any direction. The defending player then places the defender in the attacker's front influence zone.



FIRE
All models in the attacker's influence zone, including the attacker, are Stunned. (See Stun, page 77)

Movement as a Result of Combat

When a combat result causes the attacker or defender to move, all other models' influence zones and terrain are ignored. All other movement rules apply as normal.

Injured

When a model is Injured, remove the model from the game board and place it in the player's Healing House.



Healing House

Assists

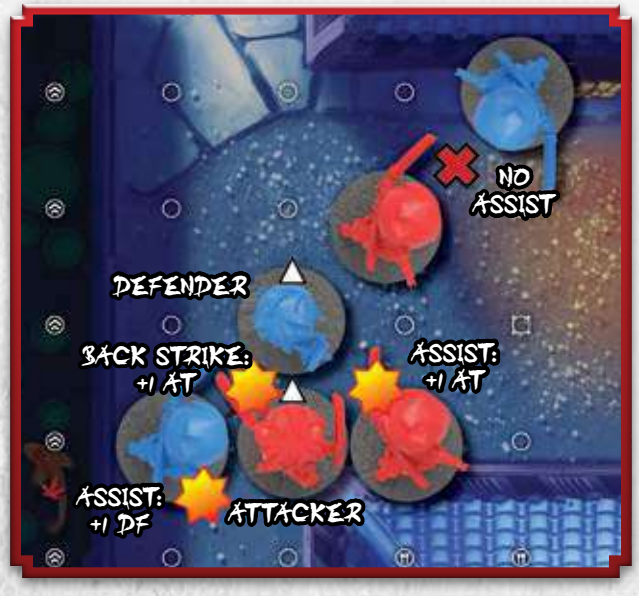
Friendly models may assist the attacker and defender in a fight, granting them additional dice. A model cannot assist if it is Stunned, or if it is in the influence zone of an enemy model other than the attacker or defender.

The attacker gains +1 Attack for each additional friendly model that is in the defender's influence zone.

The defender gains +1 Defense for each additional friendly model that is in the attacker's influence zone.

Back Strike

When an attacker is in any of the spaces that are in the defender's back influence zone, the attacker gains +1 Attack.



Ranged Combat

Models that have "Ranged" listed in their profile may take a **ranged attack** action. The number listed is the maximum number of spaces away the model's target can be and still be attacked.

Ranged attacks work exactly like normal attacks, except that the only elemental results that cause any effect are Earth and Void. Other elemental results may be chosen, (and usually are when the defender wins) but have no effect, unless the model has an ability which says otherwise.

A model that is in an enemy model's influence zone cannot make ranged attacks. Ranged attacks cannot benefit from assists or back strikes.

Ranged attacks do not count as normal attacks, and are only affected by effects that specifically affect ranged attacks.



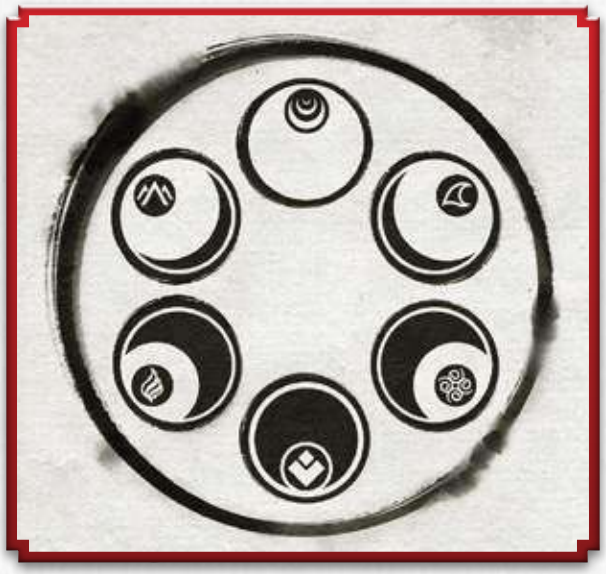
Shuriken

Every model has access to small, lightweight, thrown weapons such as shuriken or kunai. These allow every model to make a ranged attack with a range of three spaces. When using these weapons, the attacker may only roll one die to attack, regardless of what the model's Attack attribute is, and may not claim any bonuses. These ranged attacks are Stealthy (see page 17).



PHASES OF THE MOON

The phases of the moon and the fickle favor of the Moon Princess can play an important role in determining the victor of a challenge. These capricious elements are represented by the Moon Tracker and the Moon Deck. The moon will wax and wane over and over in a cycle.





MOON DECK



The Moon Deck represents the many dirty tricks, strategies, or mystic traps a team of ninja prepare and use to win a challenge.

A player can never have more than three cards from the Moon Deck in their hand at once. If, after they draw a Moon Card, a player has more than three cards they must immediately discard down to three cards.

Each Moon Card outlines when it can be played and what affect it has on the game.

Once a Moon Card is played and has resolved its effect, the card is discarded. There is only one Moon Deck discard pile shared by all players. If all of the cards from the Moon Deck are drawn, then shuffle the discard pile to create a new Moon Deck.

Cards in the Moon Deck have more powerful or additional effects that may be used if the card is played while the Moon Tracker is at a specific phase along the track. These additional effects are listed on each Moon Card.



ADVANCED RULES

ABILITY AND CARD TIMING

Sometimes multiple players will want to use abilities or play Moon Cards that affect the same situation that is occurring in the game.

If the effect does not occur during combat, players resolve effects starting with the player who has initiative for the round. If the effect occurs during combat, the attacker always plays and resolves effects first. Play then continues clockwise around the table, until every player has had a chance to play effects.

Effects that allow or require rerolls must be played before eliminations are made.

If an effect only occurs when a specific element, or combination of elements are rolled, the effect only triggers after rerolls, but before eliminations, are made.

CONFLICTING EFFECTS

When two game effects directly conflict, such as an ability that causes an action to always fail versus one which causes it to always succeed, only the effect which causes the opposing effect to fail occurs.

KEYWORD ABILITIES

Many models have one or more Keyword Abilities. These are special abilities that modify the model's performance.

Throughout league play, models can gain new keywords. Once a model has a specific keyword, they cannot gain it again—**multiple instances of the same keyword are not allowed!**

The specific Keyword Abilities are detailed in the Appendix section, page 77, for easy reference during your game.

STATUS EFFECTS

Some rules or abilities cause ongoing effects. These are called **status effects**.

When a model is affected by a status effect, place the appropriate token next to the affected model. In the rules, models are often referred to as being "Stunned, Cursed, etc." This means that the model has a token of the corresponding status effect on them, or that one token of the appropriate type should be given to them.

A model may accumulate any number of status effect tokens, even of the same type. Each status effect outlines how long it lasts. When a model is Injured, remove all status effect tokens, except Delay.

The specific status effects are detailed in the Appendix section, page 77, for easy reference during your game.

STEALTH



If a model is not within LoS of any enemy model, it may use its action to go into Stealth. Place a Stealth token next to the model.

Models in Stealth cannot be attacked or targeted by abilities. If a game effect affects an area of the game board that includes the model's space, it will affect the model normally.

Line of sight cannot be drawn to a model in Stealth, and LoS can be freely drawn through the space it occupies.

A model in Stealth only has an influence zone during its activation, thus enemy models are not required to dodge to move past it, and it cannot assist friendly models in combat.

When a model in Stealth takes an action or takes an affinity check other than dodging, it loses Stealth.

DODGING

When a model in Stealth dodges, it must make an affinity test as normal. If it fails the test, remove the Stealth token instead of suffering the normal effects of failing to dodge. The model may then continue the attempt to move out of the influence zone and dodge as normal, or remain stationary.

STEALTHY
Any action, attack, or ability that is Stealthy does not cause a model to lose Stealth when used.

STEALTH COMBAT
When a model in Stealth makes an attack, it gets +1 AT. This bonus does not apply to ranged attacks. After any attack is made, the model must remove the Stealth token.

SEARCH
A model may use its action to **search** for enemy models in Stealth. The model must make an affinity test. If the test is successful, all enemy models in the model's influence zone must remove their Stealth token. Searching is Stealthy.

TERRAIN
Terrain represents the effect that trees, buildings, or any other features on the game board have on models and the challenges in which they compete. Terrain is represented by a unique dot on the space showing the type of terrain.

Sometimes the rules will refer to separate "elements" of terrain. This occurs when using the terrain requires players to look at the spaces **and** the art on the game board. For example, a wall and a tree both use the rules for elevated terrain, but are separate elements, even if they are right next to one another. Since Ninja All-Stars has two unique game board layouts and will have more in the future, it is impractical to individually diagram every game board. It is always best for players to look at their chosen game board before the game starts, and agree to any separate elements.

Rough: Moving onto a space of rough terrain costs two movement points instead of one.

Obscuring: Models cannot draw LoS through obscuring terrain. If a model is on a space of obscuring terrain, they may draw LoS, and have LoS drawn to them as normal.

Elevated: Elevated terrain is terrain that provides a model with a viewpoint that is higher than the ground, such as the top of a wall, tree, torii arch, or even floating clouds.

When drawing LoS, both to and from a model on elevated terrain, non-elevated terrain and models are ignored. However, LoS is blocked, both to and from the elevated model, if the line crosses another space of elevated terrain that is not within the elevated model's influence zone, or a separate element of elevated terrain.

When drawing LoS between two elevated models, only models or separate elements of terrain that are also elevated along the same line block LoS.



Structures count as elevated terrain, *page 18.*

To move onto a space of elevated terrain from a space of non-elevated terrain a model must pay three movement points.

To move from a space of elevated terrain to a non-elevated terrain space, or from one elevated space to another adjacent elevated space, costs one movement point as normal.

Influence zones are treated as normal when a model is on elevated terrain. i.e. Models that are on non-elevated terrain are still adjacent to models that are in elevated spaces next to them.

Elevation is ignored when counting spaces to determine range for ranged attacks.

SPECIFIC TERRAIN TYPES

Some specific types of terrain require more explanation, as they either function as a hybrid of the above mentioned terrain types, or have special rules that come into play when they are used.

Structures: Structures are both obscuring and elevated terrain. Structures block LoS between models that are not on elevated terrain.

Foliage: Foliage is both obscuring and rough terrain. If a model in Stealth moves through a foliage space without ending its movement, it immediately lose Stealth. If a model in Stealth moves onto a foliage space and ends its movement, it does not lose Stealth and may move off the foliage space without losing Stealth in later activations.



Lanterns: Lanterns are a token which represents terrain that players are allowed to place on the game board during challenges. Lanterns may be placed over any other terrain type that is not a token. Lanterns are obscuring terrain that cannot be moved across. If a model in Stealth moves within one space of a lantern, it loses Stealth due to the lantern's light.



Shrines: Shrines are a token which represents terrain. Shrines may be placed over any other terrain type that is not a token. Shrines are obscuring terrain that cannot be moved across.

When a shrine is placed on the game board, the player chooses one of the following status effects that the shrine radiates: Curse, Poison, Slow, Haste, Lucky, or Protect. Curse, Poison, and Slow are detrimental status effects. Haste, Lucky, and Protect are positive status effects.

When a model moves within one space of a shrine that radiates a detrimental status effect, it must make an affinity test. If it fails the test, the model gets one status effect token of the type of the shrine.

While a model is within one space of a shrine that radiates a positive status effect, it may use its action to make an affinity test. If the test is successful, the model gets one status effect token of the type of the shrine.



Crates: Crates are a token which represents terrain. Crates may only be used in challenges which specify their use. Crates are obscuring terrain that cannot be moved across.





BUILDING A TEAM



Instead of playing the premade teams that are included in the box, players may build their own teams.

A player gets 100 koban to spend to recruit models for their team. Each model's entry specifies how many koban the model costs to recruit. A player must choose a single clan, and may only recruit ninja from the chosen clan.

Additionally, players may recruit Ronin, mercenaries that will join any clan. While some Ronins' names or descriptions may refer to specific clans, the Ronin may be hired by any clan as normal.

The models included may be used to represent any clan. Alternatively, you may purchase Clan Boxes, that possess unique models to represent your clan.

Each type of model has an **Allowance** listed on its entry, shown as a number range. The lower number is the minimum number of models of that type that must be recruited for the team to be legal. The higher number is the maximum number of models of that type that may be on the team. If the Allowance is a single number, the team must include the exact number listed.

Some models have unique special abilities. If the the entry specifies that the model chooses a specific number of the special abilities listed, the player must choose the abilities when the model is recruited.

When each model is recruited, record its attributes and abilities on a Team Scroll. Use the team's scroll to track experience, new abilities, and new members of the team.

NINJA TYPE

While ninja are a diverse and colorful group of characters and clans, they all fall within a few set types that help define their role on a player's team.

CHUNIN

Aspiring leaders and skilled fighters within the clan are called upon to lead their own team of ninja at the Moonlight Tournament as chunin. This is an incredible honor, and the trials to come will not only test a chunin's leadership and skills, but their spirit as well.



KAIKEN

Kaiken are the backbone of the clans. To be a kaiken is not to be relegated to a basic or low role. Training to become a kaiken starts from birth and is ingrained through hardship, conditioning, and trials that normal people could not withstand. Kaiken are masters of the art of stealth, the sword, and the shuriken. As their experience grows, they learn to tap the elemental magic of Kagejima, unlocking potent abilities to rival even the great Heroes.



YAJIRI

Yajiri specialize in attacking from afar. Their black shafted arrows are renowned for striking with deadly accuracy. While the bow is utilized throughout all the clans, many have developed their own unique forms of ranged warfare. The Kitsune's blowguns eliminate sentries with only the sound of a silent rush of wind to mark their use; while the thunder of the Tora's rifle sows confusion among the enemy ranks, even as it wreaks terrible devastation. No matter the form it takes, a yajiri's value to their clan cannot be underestimated.



KUNOICHI

Kunoichi are specialized female fighters and scouts for the clans. Though deadly and widely trained in the ninja arts, the kunoichi put particular emphasis on speed and agility. In battle, kunoichi focus on key mission objectives such as scouting targets and carrying vital missives. When combat is unavoidable, Kunoichi are especially proficient at eliminating targets with a hail of deadly shuriken or kunai.



ONI

There is no denying the divine connection that the people of Kagejima have with the land. It is said that man and Oni first met as enemies, but soon developed a grudging respect; the Oni for their size and strength, and men for their technology and tenacity. Many Oni, however fickle, will join a team to honor agreements, to demonstrate their strength, or just for the fun of it. They may not be the most stealthy, but their effect on the enemy is remarkable.



MADOUSHI

All clans possess the mystics known as madoushi. In some clans, they are revered as sages, alchemists and healers. Other clans regard them as witches, and tolerate them with barely concealed mistrust and fear. Whether they are revered or reviled, all madoushi are able to harness the powers native to the lands of their clan. With training, study, and meditation, a madoushi learns to draw from the lines of Ki that race through the landscapes of Kagejima, summoning the very elements to do their bidding.





CLAN TORA

Great Getsu-san dominates the skyline of Kagejima. Named for the cool luster of its snow-capped peaks—shining in the day and glowing in the moonlight—it is visible from anywhere on the island. The majestic view is especially dramatic as one moves inland from the eastern coast. Here, the land rises from the coastal cliffs to the foothills of Getsu-san. Villages push into the borders of the great northern forests and skirt the edges of rougher land to the south. Beyond rice and timber, this region yields the rare and wondrous minerals, materials, and the black blood of the earth that fill the island's forges. These are the lands of the Tora clan.

The Tora are often a difficult clan. Like their totem, they can be proud and haughty, always ready to pounce on an opportunity or perceived weakness. They love games and contests of physical skill, strength, and agility. Taunting and one-upmanship are common, especially among the Tora youth, and challenges for racing, rock climbing, swimming, or similar competitions often quickly follow. Arrogance, abuse, or excessive ego, however, are not tolerated. There's always someone faster or stronger; and more experienced or skilled clan members have no qualms about knocking unruly youth down several pegs if necessary.

These activities are more than fun and games. The Tora see these challenges as the best way to improve oneself and the clan. If you're the best, say so, but be prepared to back it up. Everyone is expected to give as good as they get, and to have a thick enough skin to laugh off the taunts. Anything less is considered poor sportsmanship. Likewise, the flamboyant bragging and bravado is supposed to be just that—more vim and vinegar than vitriol. Anyone who lets it pass into true venom quickly finds himself with more challenges than he can handle.

These attitudes make it hard for the Tora to understand or trust anyone who doesn't openly express their passion or energy. If someone is an excellent swordsman, he should say so. If someone else is an incredible horsewoman, she should announce it proudly. Likewise, those who will not fight for their beliefs or ideals leave the Tora cold and suspicious. Honor is of extraordinary importance to this clan, and they express, pursue, and defend it as loudly and ostentatiously as they do everything else.

On Kagejima, a clan that over specializes cannot adapt and becomes vulnerable. The Tora have not thrived for so long by being nothing more than strutting athletes and boisterous braggarts. Despite their outward emphasis on physical prowess, the Tora recognize skill in nearly all its forms, and they have applied their relentless refinement of talent through constant challenge to many arenas.

Tora quickly learned to take advantage of the myriad resources of their homeland. The mountainous geography both toughened them physically and provided access to minerals and metals in abundance: lead, copper, tin, sulfur, mica, jade, limestone, granite, flint, salt, niter, and iron, among others. Indeed, the rough terrain proved a boon. While many areas of Tora lands are ill-suited to cultivation, they support many hardy and fast-growing trees which provide a continuing supply of charcoal. All this combines to make the Tora the preeminent smiths and alchemists of Kagejima.

Constantly competing to improve the beauty and quality of their creations, Tora smiths equip their warriors with some of the finest and most lethal weapons and armor in the world. Their understanding of metallurgy is unchallenged on the island and rivaled only by a few masters working in the Sun Empire's most important and prestigious cities. Their mastery of alchemy is, perhaps, not as great, but they have taken this discipline in far different directions than the stuffy and hidebound potion-brewers of the Sun Court.

This combination of circumstances, attitude, and material wealth has allowed the Tora clan to lead the way in developing and refining numerous new technologies. They built the first firearms on Kagejima and, by most accounting, still make the finest. They pioneered the creation of small, concealable concoctions and clever tools that their shinobi use to excellent effect. Indeed, all the warriors of this clan boast a tremendous variety of high-quality equipment to complement their finely honed skills. They are among the most formidable of foes, both for their raw physicality and surprisingly subtle tricks. In the past decade, every mission to the Sun Court has included at least one Tora shinobi, and the clan elders have no intention of seeing that change.





CHUNIN

MV 5 AT 4 DF 3 KB 20

Allowance: 1
Close Combat Master, Fire Mastery

Choose 1 ability:
Pounce: Before attacking, the chunin may move up to three spaces. This move may only be made if it will result in the chunin being able to attack an enemy model. After the attack, the chunin is Slowed.

Tiger Strike: Before the chunin attacks, its player may give the chunin +3 AT until the end of the turn. For the rest of the round, the chunin does not roll any defense dice.



KAIKEN

MV 5 AT 3 DF 2 KB 10

Allowance: 2-4

YAJIRI

MV 5 AT 2 DF 1 KB 8

Allowance: 0-2
Ranged 5: +2 AT



MADOUSHI

MV 5 AT 3 DF 2 KB 13

Allowance: 0-2
Engulf, Fire Mastery

Choose 1 ability:
Metal to Dust: At the beginning of the round make an affinity test. If the test is successful, attacks against the madoushi get **-2** AT, to a minimum of **1**, until the end of the round.

Volcano Pots: The madoushi may use its action to make an affinity test. If the test is successful, one enemy model within six spaces of the madoushi, and all models adjacent to the enemy model, are Stunned.



KUNOICHI

MV 8 AT 2 DF 1 KB 9

Allowance: 0-2
Nimble

ONI

MV 4 AT 2 DF 5 KB 18

Allowance: 0-2
Precision Strike, Resilient

BYAKKO

MV 5 AT 4 DF 3 KB 24

Close Combat Master, Hero, Precision Strike, Regeneration, Resilient, Tora's Claws

Vault: Byakko may move through spaces occupied by other models.



Byakko might be mad. Then again, many say that about the Tora. Even among a clan that so broadly venerates its totem, however, Byakko is accounted strange. Focused and intense, this young warrior fights with the ferocity of his clan but matches this with an uncharacteristic cunning. He is also daring beyond sense, for Byakko truly believes himself the incarnation of the White Tiger. Said to possess a piece of the moon in its heart, this special kami supposedly provides its host with mystical protection. Any other who fought as Byakko fights would be called reckless or suicidal, but he absolutely believes himself protected, and so far, it seems true. This lunatic piety is strange, even among the Tora. Byakko might be mad. Then again, he might be right.

RYU

MV 5 AT 3 DF 4 KB 20

Engulf, Fire Mastery, Hero, Resilient

Dragon's Breath: Ryu may spend his action to have all models that are in Ryu's front influence zone take an affinity test. If a model fails the test, they are Stunned.



As a young boy, Ryu was lucky. He showed a talent and interest in alchemy and was able to apprentice in this profession with his father. They traveled together over much of northern Kagejima, gathering exotic ingredients and conducting business. One fateful trip through the mountains, however, saw them fall victim to a howling group of bandits. Again, in a way, Ryu was lucky. He survived, though he perhaps wished he had not, and wandering Yamazaru monks found him sitting alone, sobbing inconsolably in the remains of his father's wagon. As he grew in their monastery, Ryu showed aptitude for the monk's martial practices, and he soon became a strong and focused fighter with an understandable hatred for those who preyed on the weak. Upon his maturity, he chose to return to the Tora, and he brought his considerable skills and drive for justice with him.

TORA GALLERY



Tora Chunin

Tora Kaiken



Tora Oni



Tora Yajiri



Tora Kunoichi



Tora Madoushi

HEROES



Ryu



Byakko







CLAN YAMAZARU

At the farthest northern point of the island, the lush bamboo stands and forests give way to craggy pines and low mountains. The soil thins, and the granite bones of Kagejima break through the greenery, supporting plants as hardy and rough as the stones around them. The air cools and occasionally smells of snow, even in summer. Winding paths cut through the sharp hills and mountains, dotted with stone shrines and snow-topped Tori gates. The storms here are infamous. Winds that howl like the hungry dead lash the earth with stinging, driving rain. Many feet of snow can fall in an hour. Only the most fierce and stoic of men and beasts make their homes here. Many a traveler has given grateful thanks for the sight of smoke rising from the heavy-timbered homes that appear suddenly around sharp bends in the roads. These remote and solid villages are the scant signs of civilization found among the cold stone and dark trees in the lands of the Yamazaru clan.

The Yamazaru, much like the lands they inhabit, are strong and enduring, and touched by cold spirits. They display a sometimes bewildering mixture of frosty indifference and glowing warmth. Beneath

the flinty exterior their environment encourages, most of them are good-natured, welcoming, and even playful. Their surroundings can be harsh. They must often hack and scratch their livelihoods from an indifferent land, and the climate of their home is unforgiving. While the Yamazaru value stoicism and hard-edged practicality as survival traits, they see the harsh cold of their mountain homes as good reason to be warm and open in their lives. The weather often limits travel, forcing clan members and any visitors to find ways to live closely with others. They often gleefully play pranks on friends, family, and visitors alike. It's not unusual for neighboring villages to be involved in so-called "wars of smiles", exchanging a series of elaborate and involved practical jokes, for years.

They are also renowned for their curiosity. Any stranger who can produce a toy, bauble, device, or other object of interesting operation or unusual origin, will find an extra warm welcome among the Yamazaru. Of course, while he may have all his sake paid for, he will also have little peace, as young and old will come in for miles to see the wonder. This interest extends to new stories, rumors, ideas, techniques, and the doings of great and small people across Kagejima. Despite their remoteness, the Yamazaru are often strikingly well informed. Many merchants and travelers remark on this clan's willingness to try new things and experiment with outside ideas.

For all their famed interest in objects and toys, the Yamazaru almost universally regard material possessions as merely shiny amusements. Tools are useful for keeping body and soul together, and good quality or clever devices can be of great help; but in the end, however beautiful or helpful or enjoyable, they are only aids to the individual or village. The truly valuable things in life are found within oneself and in relationships with others—family, friends, and the clan.

The majority of Yamazaru have rich spiritual lives. The connection to their mountain home and its many kami does as much to support their communities as it does to make their own days rich. The chance to commune with the mountain without the distractions of a busier, more cosmopolitan lifestyle is what first drew the clan's progenitors here, and it is why so many of their descendants stay.

Yamazaru warriors are famous (or infamous, depending who is telling the story) for their unmatched feats of toughness, endurance, and resilience. Their training exemplifies these traits. Students will stand as still as a statue for days — 'Catching Snow' the instructors call it — and swim wide mountain lakes without coming up for air. Exercises often involve traveling days without sleep, striking trees without bleeding, or moving massive stones without bending. This sort of conditioning for the body allows the Yamazaru to let their minds float away from their physical hardships. Thus, they both endure great punishments and learn to perceive the greater wisdom hidden in plain sight.

For over a generation, no Yamazaru warrior has entered the Moonlight Tournament without first undergoing the test called 'The Mountain Sees'. Outsiders have never understood this ritual. Even those who have witnessed it several times see it as just another excuse to stand outside in bad weather. Every spring, however, those who would compete in the Tournament find places on the mountain where they can see far and feel the wind, and on the new moon after the equinox, they stand in these spots to see what the mountain will show them. It is a reflective time, a test of spiritual endurance, for visions come to each participant. Few share what they see, for such experiences are often deeply personal, but many promising warriors have chosen not to travel to the Moon Court after this test.





CHUNIN

MV 4 AT 4 DF 4 KB 20

Allowance: 1
Close Combat Master, Earth Mastery

Choose 1 ability:
Back Flip: Before the chunin moves, it may move into any empty space in its back influence zone. The chunin automatically succeeds any required dodge rolls and can move onto any terrain type that it could normally move to.

Yama Fist: Before the chunin attacks, its player may give the chunin **+2** AT and **-2** DF until the end of the round.



KAIKEN

MV 5 AT 3 DF 3 KB 12

Allowance: 2-4

YAJIRI

MV 5 AT 1 DF 1 KB 6

Allowance: 0-2
Ranged 5: +1 AT**, Stealthy**



MADOUSHI

MV 5 AT 2 DF 3 KB 13

Allowance: 0-2
Earth Mastery

Choose 1 ability:
Healing Herbs: When a friendly model that is adjacent to the madoushi is Injured, its player may Stun the madoushi to have the model ignore being Injured.

Mountain Flute: Ranged 10, Stealthy. Both Earth and Void results Stun the target.



KUNOICHI

MV 7 AT 2 DF 2 KB 9

Allowance: 0-2
Nimble

ONI

MV 4 AT 4 DF 4 KB 20

Allowance: 0-2
Resilient, Yamazura's Tail

SON GOKU

MV 7 AT 3 DF 3 KB 19

Earth Mastery, Hero, Leap, Resilient

Lucky: Son Goku gets a Luck token at the beginning of each of his activations.



Kagejima is nothing if not uncanny. The way the six elements mix and the power within them influences every aspect of life, however subtle. Every year, numerous children are born with a touch of the supernatural. Son Goku was born with the aspect of the monkey. His high spirits and care-free attitude are matched only by his skill, agility, and wanderlust. Born to a family of weavers, Son Goku showed his nature quite young, when the village elders sent him to train with the clan's best warriors at the age of seven. Though many enter the Moonlight Tournament for honor and glory, few yearn to win it more than Son Goku, for no other reason than the chance to travel abroad. Kagejima is simply too small to contain him.

MIZARU

MV 5 AT 2 DF 4 KB 23

Close Combat Master, Focus, Guard, Hero, Resilient

Amazing Awareness: Mizaru may use his action to have any model within eight spaces lose Stealth. No LoS is required.



At age 14, Mizaru lost his sight to a witch's curse, and his story might have ended there. The Yamazaru's harsh homeland means that such an injury makes one a beloved liability, relegated to homebound chores. Mizaru rejected that life. He refused to become bitter and focused his anger in learning to overcome his affliction. He honed his senses until he could navigate roads and trails by sound and the touch of his scabbard, identify people by scent, and track any movement by the barest noise. Many outside the clan thought it strange when he joined the Yamazaru's famed scouts, and nearly insane when he became their captain only a few years later. Any who have seen him spar with the best swordsmen, pin a mountain thrush to a tree with his kunai, or run flawlessly through a rocky forest have no such doubts.

YAMAZARU GALLERY



Yamazaru Chunin



Yamazaru Kaiken



Yamazaru Oni



Yamazaru Yajiri



Yamazaru Kunoichi



Yamazaru Madoushi

HEROES



Mizaru



Son Goku







CLAN KITSUNE

The spine of Kagejima's mountains runs north-northeast from great Getsu-san before falling into the dark water. Along the western faces of these hills and peaks, clouds gather in rolling clusters to pour water on the land below. Dark forests—lush, wet, and fern-strewn—cover the northwest, and travelers brave this moist and mysterious expanse only when in great need. They say that mythical creatures walk freely beneath these drooping boughs. The kami of these lands are fickle, mischievous, quick to anger and prone to pranks. They travel far and wide, the stories say, and lure unwary travelers off the twisting paths to unknown fates. These are the lands of the Kitsune clan.

For most of the people in Kagejima, there is no difference between the reclusive people of these forests and the strange, unpredictable kami that give that clan its name. Indeed, stories abound of travelers discovering moss-grown villages off the twisting roads and emerging one hundred years later, though it seemed to them only a night. Others speak of settlements vanishing in the mist, only to reappear miles away, as if they had always stood there. Most conclude that the forests are too

dangerous to enter without dire need, and that the inhabitants are not worth the effort.

For their part, the Kitsune are among the more open and welcoming people on the island. They happily accommodate visitors and are glad to befriend those they believe worthy of their esteem. They possess the mercurial and mischievous bent of their namesake, however, which can make them something of a trial for their more stoic companions. This normally manifests as tricks and jokes, but their play can quickly turn dark and hurtful, depending on their mood. Whether seen as wise tricksters or unreliable rogues, those who know the Kitsune respect them for their wit, skill, and strange power.

Part of their power comes from the abundance and variety of life under their native trees. The forest nearly drips with natural and magical plants and other life useful in the creation of potions and poultices. The Kitsune are Kagejima's acknowledged master herbalists, brewing salves, draughts, and venoms of unsurpassing potency with sublime skill. Every small village that clings to one of the safe paths possesses at least one highly skilled mixer and a dozen or more adventurous or reckless (or both) youths that venture into the forests for ingredients. Learning to safely search the woods and to properly harvest the various fungi, leaves, barks, and other ingredients, is considered necessary to become an adult among the Kitsune. Far too many of their children, despite the care and caution taken to teach them, fail to master these lessons and vanish into the trees forever.

The Kitsune trade their brews far and wide. With access to ingredients found nowhere else in the world, the clan creates a staggering variety of concoctions in an amazing range of potencies. Cooks and nobles across Kagejima pay premium prices for Kitsune spices and blends. Some Ika brewmasters sneak proprietary mixtures of Kitsune herbs into their sake. Desperate individuals slip shadowy Kitsune outrageous coin—or, some rumors hold, much darker currency—for potions and elixirs to forget their pain, or share it with their tormentors. A rare few among the mystical or deranged, patron very specific Kitsune villages for unique creations that let their minds escape the bounds of the flesh and pursue their strange, inner quests.

At home and abroad in Kagejima, those Kitsune who choose to leave their forests are valued, hated, embraced, and shunned in equal measure. Upon discovering their origins, few people are indifferent to them. Superstitions exist among some clans about their interactions with this clan. Many Ijin, for example, refuse to touch a Kitsune, for fear of some contact poison. Still, those who get to know them as companions or friends have found the Kitsune warm, cheerful, and helpful. Their skills in combat and herbalism have made them powerful allies in the Moonlight Tournaments.

Among this clan's strangest aspects, however, is the unusual connection to the Moon Court. While a Kitsune connection is logical—after all, who could hope to get a poison to the Princess past the watchful sense of Kitsune herbalists?—the honor and access they receive is out of proportion to their perceived service. Some malcontents whisper of conspiracy, that the "balance" and peace of Kagejima is enforced through Kitsune potions rather than the Princess's elemental power. Indeed, some lunatics claim that the island was only united by persuading the Kitsune to brew powerful elixirs that swayed the other clans' leaders in exchange for a privileged place in the Moon Kingdom. After all, they say, the Kitsune could not win their status as a major clan by force. Such people have, to a man, never faced Kitsune shinobi.

Some say that the kitsune were the first to set foot on Kagejima—they certainly say so. Others claim the tengu arrived first, finding the wide trees much to their liking. Only the tanuki know for certain, but they are liars by nature and guard their truths as fiercely as they do everything else.



CHUNIN

MV 6 AT 3 DF 4 KB 22

Allowance: 1
Close Combat Master, Spirit Mastery

Choose 1 ability:
Poisoned Weapons: When attacking, if the chunin does not Stun or Injure the target enemy model, then the model is Poisoned.

Spirit Power: The chunin may spend its action to make all models that attempt to dodge out of its influence zone automatically fail until the end of the round.



KAIKEN

MV 6 AT 2 DF 3 KB 10

Allowance: 1-3

YAJIRI

MV 6 AT 2 DF 1 KB 9

Allowance: 1-3
Ranged 5: +1 AT, Stealthy. If a Spirit is rolled by the yajiri, the target is Poisoned, regardless of the result chosen.



MADOUSHI

MV 6 AT 2 DF 3 KB 14

Allowance: 0-2
Healing, Spirit Mastery

Choose 1 ability:
Healing Mist: The madoushi may use its action to Stun itself, then remove all Stun tokens from up to two friendly models within four spaces of the madoushi. No LoS is required.

Wanderlust: The madoushi may use its action to make an affinity test. If the test is successful, move any enemy model within six spaces of the madoushi up to four spaces ignoring influence zones. No LoS is required.



KUNOICHI

MV 7 AT 1 DF 2 KB 8

Allowance: 0-2
Nimble

ONI

MV 5 AT 4 DF 3 KB 19

Allowance: 0-2
Resilient
Spirit Senses: After moving, the Kitsune Oni may make an affinity test. If the test is successful, all enemy models in the oni's influence zone lose Stealth.

TAMAMO NO MAE

MV 7 AT 2 DF 2 KB 14

Hero, Nimble, Resilient

Allure: At the beginning of each round, choose one enemy model. Until the end of the round the chosen model cannot dodge while in Tamamo no Mae's influence zone.



There has always been a Tamamo no Mae. For as long as people have walked the mist-haunted forests of northern Kagejima, Tamamo no Mae has watched them. For all the centuries that the Kitsune clan has carved a bewitched existence from its shrouded forests, Tamamo no Mae has brewed her potions and worked her spells. No matter that other clans call her witch, demon, or accuse her of dark acts. Her clan knows her as a master enchantress and herbalist, able to coax elixirs from the most unlikely of substances.

The Kitsune have never denied Tamamo's more sinister nature, however. Few, they freely admit, can resist her enticing call. None, they darkly concede, escape her traps.

UZUMAKI

MV 6 AT 3 DF 3 KB 18

Blink, Close Combat Master, Hero, Resilient

9 Tails: At the beginning of the round, if Uzumaki is not Slowed, he may become Moon Powered. At the end of the round, Uzumaki is Slowed twice.



In any other clan—except the Tora, perhaps—Uzumaki would be a precocious youth. Among the reclusive Kitsune, however, he's a source of trouble and infinite frustration. While most Kitsune prefer to stay in their loamy, fern-shrouded forests, Uzumaki is often the first to greet travelers and offer them warding runes and medicines in exchange for stories of the world beyond. The young shinobi is undeniably skilled and clearly ill-suited to life among his clan's spirit-haunted trees. For this reason, the clan elders have taken the controversial step of sending Uzumaki to the Moonlight Tournament. Most Kitsune volunteer for the competition, acting on their personal desires. This most strange of clans has not officially sent one of their number to the Tournament in over a century. Many observers wonder what this says about Uzumaki, his skills, and his clan.

KITSUNE GALLERY



Kitsune Chunin



Kitsune Kaiken



Kitsune Oni



Kitsune Yajiri

HEROES



Kitsune Kunoichi



Kitsune Madoushi



Tamamo No Mae



Uzumaki







CLAN IKA

The waters between Kagejima and the islands of the Sun Empire are relatively short in truth, but they seem a vast gulf to sailors. Kagejima is large, shrouded by mists and darkness that do not vanish in the sun and breeze. The currents are strange, the waters harsh, and terrible creatures lurk beneath the restless waves. Once a ship breaks through the encircling veil of fog that cloaks the island, it finds the seas foaming and breaking against the Black Cliffs. Rising hundreds of feet out of the surf, these sheer walls overlook the wrecks of the Sun Empire's failed invasions. The corpses of a thousand ships, so they say, lie strewn at the foot of these cliffs, their rotting timbers bleaching like the bones of long-dead leviathans.

The shores twist, rise, and fall for hundreds of miles and are pock-marked with coves, inlets, and small waterways that shelter bustling fishing and trading villages. In the shadows of the dark cliffs, humble stilt towns and stout fishermen thrive on the schools of salmon, tuna, swordfish and more that surround the island. Nearer to the coastline, crabs and mussels of all descriptions come up in cages and lines or yield to the shovels

of industrious villagers. The infamous uotoki clams and the giant, lethal delicacy known as iiko crabs live only here. The dangers of the waters are very real, and the creatures of the deep claim their due in ships and souls each year. But these sailors ply the water with little fear beyond the natural dangers of the sea, for they and their ancestors have long since made pacts and peace with the waters and their denizens. These are the lands and waters of the Ika clan.

The people of Kagejima are renowned for their insularism. In this land of isolation and paranoia, "friendly as an Ika" is a byword for being secretive, cryptic, and distrustful of outsiders. They have reason, of course. Their hold on their land is sometimes tenuous, and they have long been challenged for it by the other clans. Indeed, the Ijin often venture from their barren lands to raid Ika fishing villages. During exceptionally lean seasons, they have even been known to siege the Ika's fortified port towns, leading to long and bitter conflicts that have been the source of much sorrow for both clans. The Sun Court's agents were especially active here, attempting to secure landing sites or smuggle more spies, soldiers, and black market goods into Kagejima.

The Ika's foes are not restricted to only those upon the land and shore. Many horrors of the sea strike unwary fishing boats, while the largest creatures of the deep are able to swallow larger vessels whole. The most insidious terrors touch the land here wearing human guise, wreaking terror from within for days or weeks until the clan is able to hunt it down.

For all these dangers, though, the Ika are warm, supportive, and fearsomely protective, once their trust is earned. Stories of shipwrecked sailors, even from foreign lands, washing up on Ika beaches and eventually becoming part of the clan appear over and over in song and on stage. The famous, Seven Flower Bouquet, a poem cycle that recounts the story of a kami who took a human life for love of an Ika fisherman's daughter, is almost eight centuries old and still performed all across the island.

The clan is peculiar, however. Though they sail nearly all the coasts of Kagejima for fishing, trade, and transport, they mix little and reluctantly with the locals they encounter. The clan rarely ventures beyond its borders in any official way except for its representatives to the Moon Court and the Moonlight Tournament. The Ika seem content with their own families and lands, and they rarely take a hand in the island's larger society. Kagejima politics and power struggles seem to interest them little. The other clans would happily ignore them, save that the Ika do occasionally intervene. Why they do so, when, in what way, and on which issues seem to conform to arcane criteria known only to the clan heads; some combination of the movement of the stars and the sea, perhaps. The Road of Flowers War a century ago was their last major intervention. (Though many accuse them of involvement in the Seven Nights of Iron, there remains no proof.)

Stranger still, the Ika take their name from the squid-like incarnation of the water element. They revere this kami with a near-fanatical devotion that disturbs the other clans. The Ika maintain that this is the natural order, and indeed, that this reverence both draws from their ancient détente with the sea, and maintains that peace. The others only shake their heads and keep their distance.

The ire of the Ika is like the sea, unpredictable, destructive, and often quick to rise and quick to blow over. Their warriors are renowned throughout Kagejima for their ability to remain serene and still before bursting into violence.

The clan also has a reputation for brewing the most delicious, flavorful, and powerful sake on the island. Many shinobi, including a large number outside of the Ika, claim that these powerful drinks make them better fighters.

True or not, Ika sake is a common accompaniment to many confrontations, especially during the Moonlight Tournament.



CHUNIN

MV 5 AT 3 DF 4 KB 21

Allowance: 1
Close Combat Master, Water Mastery

Choose 1 ability:
Fisherman's Spear: The chunin may attack models up to two spaces away.

Net: Whenever the chunin Injures a model, the chunin may Stun an enemy model within three spaces of the chunin.



KAIKEN

MV 5 AT 2 DF 3 KB 9

Allowance: 2-4

YAJIRI

MV 5 AT 1 DF 2 KB 7

Allowance: 0-2
Ranged 5: +1 AT, Stealthy



MADOUSHI

MV 5 AT 2 DF 3 KB 13

Allowance: 0-2
Drown, Water Mastery

Choose 1 ability:
Foul Weather: The madoushi may spend its action to make an affinity test. If the test is successful, LoS cannot be drawn farther than four spaces, and models in Stealth may reroll affinity tests when attempting to leave a model's influence zone. No LoS is required.

Undertow: When the madoushi activates, it makes an affinity test. If the test is successful, move a friendly model that is within four spaces of the madoushi into the madoushi's influence zone, ignoring other influence zones.



KUNOICHI

MV 7 AT 1 DF 2 KB 8

Allowance: 0-2
Nimble

ONI

MV 5 AT 3 DF 4 KB 20

Allowance: 0-2
Entangle, Resilient
Ink Attack: If the oni is Stunned or Injured, it may Stun an enemy model within the oni's influence zone.

MIZUCHI

MV 5 AT 3 DF 5 KB 23

Close Combat Master, Focus, Hero, Resilient, Sensei

Flashing Spear: Mizuchi cannot be targeted by ranged attacks.

The Ika are more than just fishermen and traders. They are charged by the Princess herself with watching and protecting Kagejima's coasts. Their squadrons of long ships, made from infused iron oak, patrol the seas around the island, sometimes ranging far afield to ensure that no one enters or approaches their waters undetected. Many try. Sun Empire brigs, foreign galleons, and other craft and creatures probe the edges of Kagejima's seas. And when they do, it is most often Captain Mizuchi who meets them. Cutting through the water with



uncanny speed, like the silver tip of a spear, Mizuchi has defeated flotillas three times her own numbers and ships ten times the weight of her craft. Serious in demeanor, strategically clever, and ruthless in battle, Mizuchi's ship, the Honor of Ishika, and a hail of fire arrows, are often the last things would-be invaders ever see.

AKKOROKAMUI

MV 6 AT 4 DF 3 KB 23

Close Combat Master, Entangle, Hero, Leap, Resilient

Ika's Anchor: Akkorokamui can make attacks up to three spaces away.

For two centuries, every sovereign in the Moon Palace has decreed that Kagejima's clans must limit their contact with outsiders. Only diplomats, select ninja, and registered traders, especially among the Ika, have regular, official dealings with the outside world. Unofficially, the Ika harbor some of the most vicious pirates in the great sea—including mighty Akkorokamui, the scourge of the Sun Empire. Akkorokamui holds a charter from the Moon Princess to act as a privateer and claim both



treasure and information from any outsider ship he encounters. He is among the most successful privateers to ever haunt Kagejima's waters, and has turned over vast amounts of valuable goods and vital information to the Moon Court during his long career. He has also kept no small portion for himself.

IKA GALLERY



Ika Chunin



Ika Kaiken



Ika Oni



Ika Yajiri



Ika Kunoichi



Ika Madoushi

HEROES



Mizuchi

Akkorokamui







CLAN TANCHYO

The north of Kagejima is dominated by vast expanses of sheltering forests and seemingly endless stretches of whispering bamboo. These woods grow both dense and sparse, and are crisscrossed with winding paths, game trails, and faint tracks. Visitors to this dim, mist-haunted place always say they feel watched. They are correct. The spirits are strong and active in this part of Kagejima. Most are connected to the great trees that the locals bind with cord and hang with tamagushi as offerings. These majestic sentinels have seen ages of the world come and go, and they whisper on the winds to those willing to listen. Or so it is said.

Travelers often find themselves turned about on the twisting paths, lost in the beauty of the trees, or confused by the strange sounds that surround them. Many are also confounded by the lack of villages or towns. Men have wandered for days and seen only trees, yet they have been only a stone's throw from thriving communities, for the people here live in the trees. Dozens or hundreds of feet above the forest floor, clever dwellings dot the boughs and trunks, connected by walkways and rope bridges. Villages can stretch for miles, completely disguised by the canopy, and all are riddled with odd turns, secret entrances, hidden

spaces, and the ever-circling birds that are the eyes and messengers of the people. These are the lands of the Tanchyo clan.

Kagejima does not encourage unreserved hospitality or unconsidered welcomes. The island's peculiar nature and contentious history enhance natural caution around strangers. Though open war among clans has been rare since the founding of the Moon Court, the covert violence has persisted. Combined with the strange and sometimes terrible things that dwell just out of sight all across the island, this has produced an insular, cautious populace slow to trust newcomers.

Even so, the Tanchyo often seem aloof and distant, even by the standards of Kagejima. Life in these spirit-haunted woods has given them a strikingly different outlook than their neighbors. They seem to consider themselves above the concerns of others. Perhaps they do have more in common with the spirits of air and earth that surround them than with their fellow clans. They have often acted to defend the forests from the encroachment of humanity, claiming it a sacred duty to keep their lands pristine for the enrichment of coming generations. They are elusive and evasive, even to those who regularly deal with them. Merchants, craftsmen, and even diplomats can spend decades dealing with the Tanchyo and never see so much as a glimpse of their famed tree villages. They, like the clans they house, are an enigma that much of Kagejima is just as happy to leave unexplored.

The exact location, size, and number of these villages and tree-towns remains a secret the Tanchyo guard jealously, even from the Moon Princess. Those trusted few who are lucky enough to visit, describe twisted paths and bridges into mist, shadowed passages and hidden doors which hide the entire community within the forest. These amazing feats of carpentry are not the only examples of the Tanchyo's mastery of woodwork. The clan's longbows are unsurpassed on Kagejima and highly coveted in the Sun Empire (where they have appeared only as gifts to exceptional individuals who did great services for the Tanchyo or Kagejima). Ingenious climbing gear and a lifetime in the forest canopy allow this clan to move through the trees with a grace and speed no one could match on the ground.

For all their remove, Tanchyo make loyal, insightful, and warm friends; sometimes to a fault. Their families tend to be small, one or two children is the norm, and exceptionally close. They tend to "adopt" others, forming close circles of intimate friends. These tight-knit groups serve to connect villages and the clan as a whole. Outside of their wide lands, the Tanchyo see others as social butterflies, and are slow to trust. Once accepted, though, these friends receive all the loyalty and close association the Tanchyo would give each other at home, which is sometimes almost smothering to outsiders.

While few could ever claim the mercurial tengu as friends, the Tanchyo count them as close allies. Flocks of tengu frequently nest around Tanchyo villages. In time, and after years (sometimes decades) of close cooperation, a flock might join a village outright. This merging is often sudden, even surprising, as tengu begin to build nests in the crooks and boughs between the clan's homes and walkways. Tengu guard secrets well, and while they are mortal creatures, they are closely linked with the ancient kami that inhabit Kagejima, often making the reason for their decision alien. Despite this, Tanchyo villages that have been joined by tengu flocks are considered blessed. The tengus' connection with Kagejima and the realms of kami afford the clan aid, protection, and otherworldly insight that only heightens the clan's aloof nature.

The Tanchyo have raised archery to an art. Every clan on Kagejima uses bows, but the Tanchyo's warriors favor them above all other weapons. The first lessons their children learn, it is said, are how to keep a sure foot on the ropes and how to draw back a bow. The running, fourteen-hour battle of Utuchi River—when Tanchyo archers leapt from tree to tree and rained arrows on Sun Empire invaders—is a prime example. In the hands of the warriors that the clan trains and sends to the Moonlight Tournament, the Tanchyo's signature weapons are every bit as graceful, beautiful, and lethal as the finest of swords.



CHUNIN

MV 6 AT 4 DF 3 KB 23

Allowance: 1
Air Mastery, Close Combat Master
Ranged 6

Choose 1 ability:
Gust of Heaven: After attacking or making a ranged attack, if there are no enemy models in the chunin's influence zone or if all of the enemy models in the chunin's influence zone are Stunned, the chunin may move up to four spaces, ignoring other models, influence zones, and terrain.

Wind of Blades: When the chunin attacks, it may Stun itself to make a second attack.



KAIKEN

MV 6 AT 3 DF 2 KB 11

Allowance: 0-2

YAJIRI

MV 5 AT 1 DF 1 KB 7

Allowance: 2-4
Ranged 5: +2 AT In addition to Void and Earth, Air may be chosen as the result of the ranged attack.



MADOUSHI

MV 6 AT 3 DF 2 KB 16

Allowance: 0-2
Air Mastery

Choose 1 ability:
Blessing of the Tengu: The madoushi may use its action to make an affinity test. If the test is successful, friendly models in the madoushi's influence zone get +1 AT until the end of the round.

Wind Walk: Instead of moving normally, the madoushi and any friendly model within the madoushi's influence zone may each move five spaces, ignoring other models, influence zones, and terrain. Models must end this movement in the madoushi's influence zone. At the end of the madoushi's turn, the madoushi is Stunned.



KUNOICHI

MV 8 AT 2 DF 1 KB 9

Allowance: 0-2
Nimble

ONI

MV 6 AT 4 DF 3 KB 19

Allowance: 0-2
Resilient, Tanchyo's Wings

KARURA

MV 8 AT 2 DF 2 KB 14

Hero, Resilient

Movement Rig: While moving, Karura ignores models, influence zones, and terrain.

The small Tanchyo clan live in the high, inaccessible places around the north and western peaks of Getsu-san. They have few allies and fewer friends, but the few who leave their storied aeries are stout companions and skillful warriors. Karura is unusual among even his rare, adventurous clansmen, for he feels a greater kinship with the Tanchyo's cousins—the eagles—than with any human he has met. Though reclusive by inclination, and wont to spend weeks perched along the treacherous trails crisscrossing his clan's territory, Karura's inquisitive



nature has drawn him back to the wider lands of Kagejima again and again. It has also led him to tinker endlessly, and he has invented many wonderful things. The latest of these, a contraption of snares, wires, pulleys, and hooks, allows him to fly between trees, cliffs, and rooftops with all the grace and speed of his beloved avian cousins.

ZENYO RYU

MV 6 AT 4 DF 2 KB 21

Accurate, Hero, Long Shot, Ranged Master Ranged 7

Air Dragon's Breath: Instead of attacking normally, Zenyo Ryu may make three Ranged 5 attacks. At the end of Zenyo Ryu's activation, she is Stunned.

Among the Tanchyo clan, archery is the highest art of war. Few practitioners of this art are as renowned as the woman called Zenyo Ryu, or more simply, The Dragon. Driven by the taunting of her peers and instructed by her most skillful brother, she practiced archery incessantly. She took to disappearing for days with only her bow and knives, hunting her food and shooting the most difficult targets under the worst



conditions. In her first true battle, she held a narrow trail for eight hours against repeated Yamazaru attempts to flank her comrades—sometimes picking off individual warriors, sometimes dropping clouds of arrows like rain. She has learned to build customized ammunition, employing crescent arrowheads for cutting rope, whistling noisemakers to signal her friends or soldiers, and long, narrow points she calls fangs for piercing armor.

TANCHYO GALLERY



Tanchyo Chunin



Tanchyo Yajiri



Tanchyo Oni



Tanchyo Kaiken



Tanchyo Kunoichi



Tanchyo Madoushi

HEROES



Karura



Zenyo Ryu







CLAN IJIN

Kagejima is not a land that forgives weakness. South of the Moon Court, along the crescent shape of the great western coast, lies the Gulf of Skulls. Here, even the Ika's famed mariners refuse to sail. The best reason they can offer is that the sea is "wrong", and shrug their weathered shoulders. The swirling currents, blasted cliffs, and violent winds make travel unwise; and the hard-bitten natives make travelers unwelcome.

These waters have drowned stout ships without a trace and battered others to kindling on the unforgiving rocks. The people are known to lock unwary travelers in iron cages deep in their mountain strongholds. The landward approaches are no safer or kinder, for little in this harsh land can be called safe or kind. With much of the soil weathered away to bare stone and the wilder areas inhabited by actively hostile creatures, nothing about this region is welcoming or easy. These are the lands of the Ijin clan.

Here, in deep caverns—barred with iron and oak, and guarded by carved stone war gods—live the flinty Ijin, harsh in speech and rough in manners. While none can claim to have tamed this land, the

Ijin are perhaps the only people in Kagejima who could come close to bending it to their will. Almost monstrous in their approach and appearance, these people have carved out successful, if not exactly prosperous, lives.

The Ijin have grown adept at working in the darkness of their caves and under the harshest conditions. They regularly endure frightening hardships that rival the Yamazaru and display physical prowess that the Tora could not boast to possess. But they have not done so with mystic platitudes or arrogant one-upmanship. They struggle and succeed every day through pure, raw strength. Shaped by darkness and sculpted by hard labor, they are tough, iron-fisted, and suffer no insult. Why should they? They know that when arguments come to blows—as all serious arguments must—they can simply crush any who oppose them.

For the Ijin, all questions ultimately come down to strength, and they value this attribute above all others. In this land, with survival often in the balance, only those with the strength to make the hard decisions and the martial prowess to enforce them can lead. All life is a fight, and the weak do not triumph. Thus, all positions of authority are attained and retained through combat.

Those who cannot fight cannot command respect. Those who cannot win cannot lead. Those who cannot lead must follow and serve those who can. In such a world, much that other clans find complex or troublesome, the Ijin find fairly simple. And, if needless or distracting complexities arise, the questions can be easily settled on the field. At that point, all choices become straightforward.

This brutal, honest approach perfectly suits the clan's homeland. As they must constantly strive with their harsh environment, so are they always ready to strive with each other. They are honed by this into a lean, aggressive, focused culture without time or room for indulgence or the coddling that all the other clans seem to value so highly and grant to their less useful members.

Only outsiders who demonstrate strength and martial skill can gain the Ijin's respect and the opportunity to treat with them. While rebellious, fractious, and difficult to handle, they remain loyal subjects of the Moon Court. Only the Tora exceed the Ijin in acknowledged violations of the Court's peace, but when the Moon Princess calls them to heel, this clan bows their heads and obeys. No one outside the royal family can say why, exactly, this is so, and they have never explained it.

The Ijin make only a few exceptions to their doctrine, but the most infamous are the Void Witches. These mysterious elder mystics act as advisors to the clan's leaders, and no matter which family controls the Ijin, this rule remains unbroken. Most of the clan views the Void Witches with suspicion, as the Ijin mistrust the arcane or esoteric as a matter of principle. Nevertheless, the Witches' supernatural powers and hexes have commanded respect for uncounted generations.

These shadow-touched individuals have proven of immeasurable benefit to the Ijin. They were instrumental in helping to form the Ijin's fast friendship with the monstrous Oni that inhabit their lands. In truth, the clan has more in common with these creatures than they do with the rest of the Moon Kingdom most of the time; but the Witches made the current degree of cooperation possible.





CHUNIN

MV 5 AT 4 DF 3 KB 20

Allowance: 1
Close Combat Master, Void Mastery

Choose 1 ability:
Soul Capture: Whenever the chunin Injures a model, the chunin gets a Haste token.

Tyrant: Friendly models within four spaces of the chunin get **+1** AT when they make an attack. If a friendly model within the area of this ability attacks an enemy model and doesn't Injure it, the attacking model is Stunned.



KAIKEN

MV 5 AT 3 DF 3 KB 12

Allowance: 1-3

YAJIRI

MV 5 AT 1 DF 2 KB 7

Allowance: 0-2
Ranged 6: +2 AT



MADOUSHI

MV 5 AT 3 DF 3 KB 15

Allowance: 0-2
Void Mastery

Choose 1 ability:
Blood Frenzy: When the madoushi activates, it makes an affinity test. If the test is successful, Haste a friendly model within four spaces.

Skull Hex: The madoushi may use its action to make an affinity test. If the test is successful, choose an enemy model within six spaces, the chosen model and any enemy model in its influence zone get -1 DF, to a minimum of 1, until the end of the round.



KUNOICHI

MV 7 AT 2 DF 1 KB 9

Allowance: 1-3
Backstab, Nimble

ONI

MV 4 AT 5 DF 2 KB 18

Allowance: 0-2
Ijin's Horns, Resilient

YOBUKO

MV 5 AT 5 DF 4 KB 25

Close Combat Master, Dirty Fighter, Emptiness, Hero, Nimble, Resilient

Supreme Master of the Fist: If an enemy model on the board has an Attack or Defense attribute equal to or greater than Yobuko's Attack attribute, that model is his rival, and he must move toward and attack the model during each of his activations. Toward means closer, but moving in a straight line is not required. While Yobuko must attempt to get closer to his rival, he does not have to move into or through enemy influence zones if his player does not wish him to do so. Yobuko gets +1 AT when attacking his rival. If there are multiple models that are Yobuko's rivals, Yobuko's player may decide which one Yobuko moves toward and attempts to attack during each activation. If Yobuko cannot attack a rival after moving, then he may take whatever action his player wishes.



Tall, strong, and fierce, Yobuko is young and comparatively inexperienced, which might be the most frightening thing about him. His power and skill already rival many of his masters. What sort of terror might he become as he gains fuller command of his powers? He has already begun seeking out dangerous opponents and creatures as "sparring partners". He is fond of testing himself against full-blooded oni twice his size. The "friendly matches" sometimes get so rough that his fellow clansmen fear the mountain might come down on their heads.

BOMECHAN

MV 7 AT 3 DF 2 KB 22

Backstab, Hero, Ijin's Horns, Nimble, Resilient

Whirlwind: Bomechan may use her action to attack every enemy model in her influence zone. Resolve the attack against each model completely before attacking the next model. If Bomechan chooses Void, then the target is Stunned instead of Injured. If Bomechan is Injured or gets Stunned, then she stops attacking and does not continue to a new target.



Few skilled practitioners of any stripe—whether poets, builders, scholars, or swordsmen—can resist a challenge. Some see Bomechan as a challenge. A renowned beauty, especially for a daughter of the Ijin clan, her hair falls like a white wave when not pinned by fetching adornments. The swirl of silks as she moves, both entices and disguises. Flecks of amber in her eyes capture the harsh allure of her homeland. But among all her famous qualities, the pair of iron-spiked tetsubo that stand nearly as tall as she does, and her hearty, genuine laughter as she swings them, are probably her most arresting feature. The Moonlight Tournament is another challenge to Bomechan, but for her, the prize is greater than most guess. Bomechan has made no secret of the fact that she sees herself on the Moon Throne. However great the difficulty, it is a challenge she cannot resist.

IJIN GALLERY



Ijin Chunin



Ijin Kaiken



Ijin Yajiri



Ijin Kunoichi



Ijin Madoushi

Ijin Oni

HEROES





Bomechan



Yobuko



RONIN

Before the first incursions of the Sun Empire, those who wandered Kagejima without loyalty to a clan were known as *Hourousha*. The term was used with no endearment by the clans, for those without clan were seen as little more than vagrants.

As the samurai servants of the Sun Empire increasingly appeared upon the shores of Kagejima, those who were stranded upon the island traveled the land, bound to their own unique code of honor that was wholly foreign to the clans. Calling themselves *Ronin*, or masterless samurai, these lone warriors soon became romantic figures on the fringes of society and in the remote villages of the island.

When the poem *Tales of Hideyoshi*, detailing the exploits of a near mythic ronin, became a favorite of the Moon Court the term soon took hold among the clans. In time, many of the negative connotations with being clanless faded as clans found the unique skills, techniques, and magics of these masterless warriors could often be of great use to the clan. Even better, a ronin was expendable and should they be caught, or otherwise fail in their mission, their connection to the clan was easily deniable.



BENKEI

MV 3 AT 3 DF 4 KB 16/5

Dauntless, Earth Mastery, Resilient, Ronin

Immovable: If Benkei has not activated during the round, he gets +2 DF.

Devotion to duty is a hallmark of many on Kagejima; for some, however, it is a defining characteristic. Benkei was born within sight of the Moon Palace. Always tall and strong for his age, Benkei entered the famed Usagi Senshi monastery just north of the palace at only seven years old. Long supported by the Moon Court, the Usagi Senshi is renowned for producing warriors of great skill and dedication. Benkei has surpassed them all. Even though still relatively young, Benkei has traveled the breadth of Kagejima. He has slain oni and other monsters, braved shadowed caverns, mediated disputes among families and clans, and tended to births and deaths across the realm. While his martial skill serves him well, it is his utter devotion to the Moon Throne that imparts his famous strength and fearlessness. They say that the gods could not move Benkei when he takes a stand in the Princess's name.



BLIND SWORDSMAN

MV 5 AT 3 DF 2 KB 16/5

Close Combat Master, Fortune, Gale of Blows, Resilient, Ronin

Uncanny Awareness: For all purposes, the Blind Swordsman treats models that are in Stealth as though they were not in Stealth.

For years, people from every walk of life have employed or assisted this pleasant, helpful man. He has worked as a chef, a healer, a tutor, a masseur, and more. Always he comes ambling in from parts unknown and never stays long, departing quietly with his beautiful wooden cane tapping on the road ahead. Few people know that the exploitative landlords, corrupt magistrates, bandit leaders, and gangsters left maimed, ruined, or slain in his wake owe their demise to this humble man. Fewer know of the blade concealed in his cane, a family heirloom made from a dense, unknown metal that seems to glow despite its matte finish. Many who have employed this enigmatic swordsman have discovered, sometimes to their detriment, that he is so much more than he appears.



DARK KITSUNE

MV 7 AT 2 DF 2 KB 15/5

Blink, Nimble, Resilient, Ronin, Sicken

Deadly Poison: Ranged 6. If a Spirit is rolled by Dark Kitsune, the target is Poisoned, regardless of the result chosen.

Some Kitsune are ill-suited for life beneath their clan's shadowed trees. They dream of a wider world, and long to see its wonders. The clan is often sad to see these wanderlust-struck members leave, but they never lament the departure of the Dark Kitsune. Like their namesake kami, many Kitsune have a mischievous streak that can make them both excellent company and annoying companions. Some, however, display a malicious, hurtful bent to their tricks. The clan deals sternly with these so-called, Dark Kitsune. When one or more of them chooses to leave the clan's territory, either voluntarily or otherwise, they are rarely missed. They take their clan's skills in herbalism and magic with them, of course, and most parlay these talents into lucrative employment. They rarely have trouble finding warriors willing to pay their sometimes outlandish fees.



HOWL & YIP

MV 5 AT 3 DF 4 KB 23/5

Close Combat Master, Precision Strike, Resilient, Ronin, Tough

Master Swordsman: Models attacking Howl and Yip cannot get assists or back strike bonuses.

He is called simply Howl. A surpassingly skilled warrior of strange disposition, Howl, and the small child he calls Yip, wander Kagejima in the rough life of a ronin. But things were not always thus. Once, years ago, Howl had a different name and captained the Moon Princess's personal guard. Then, they say, he fell in love with a bewitching kunoichi competing in the Moonlight Tournament, and she with him. He did not discover her betrothal to her clan's lord until after their son was born. The lord demanded Howl's head to satisfy his honor, but the Princess had her own honor and justice to think of. She would spare Howl's life, she said, if he would leave the Moon Palace and raise the child, thus removing the lord's shame. Howl agreed, but gave up his name and swore revenge on the lord. Woe to his enemies on the day he takes it.



INU CLAN KAIKEN

MV 6 AT 2 DF 3 KB 13/3

Dauntless, Leap, Resilient, Ronin

Best Friends: Choose a model on your team before the game begins. Whenever Inu Clan Kaiken gives or gets an assist bonus due to the chosen model, the assist bonus is **+2** instead of **+1**.

While seldom seen, the Inu are far more widespread than the other minor clans. Their small dorokujin statues dot the sides of roads throughout Kagejima, indicating that one of their hidden villages lies close by. Most people see this as good luck, for the Inu are very protective of their lands and those neighbors that treat them well, always coming quickly to their aid and fighting fiercely in their defense. Thus, one often sees offerings of cured meats or fatty sweets at their shrines. Inu ninja are famous for their zeal, prowess, and tenacity in battle. They maintain several schools dedicated to protection, producing some of the most famous bodyguards and trackers in Kagejima. Though small and compact, Inu clan warriors are whirlwinds of frenetic energy, and many opponents have retreated from these warriors' sheer enthusiasm.



JOROGUMO

MV 5 AT 2 DF 2 KB 16/5

Emptiness, Entangle, Resilient, Ronin, Water Mastery

Spider Legs: The Jorogumo only pays one movement point to move onto elevated terrain.

Binding Bride: When an enemy model enters the Jorogumo's influence zone, the model must immediately stop moving. The model may not move until its next activation.

A horror, a cautionary tale, and a powerful opponent; the spider women called Jorogumo are useful, if questionable, allies. They are descended from a witch. Centuries ago, she haunted the rivers and lakes of Kagejima and rescued the unwary or unfortunate from drowning. Full of kind words, she helped them to her home, and gave them dry clothes and warm soup. Slowly, she poisoned them, wrapped them in paralyzing power, and used them for dark and terrible spells. The magics she worked were too much for the land to bear, and Kagejima itself cursed this wicked woman with a shape that evoked her horrid nature. This terrible judgment carried to her offspring, who came to bear her form and her name. None trust the Joromugo, but a few unscrupulous warriors will employ them for their speed, strength, and enticing song.



KAPPA

MV 4 AT 2 DF 4 KB 2 0/5

Backstab, Entangle, Resilient, Ronin, Sneaky

From the Deep: If Kappa attacks when in Stealth, it gets +2 AT.

Troublesome kami who inhabit Kagejima's lakes, rivers, and swamps; the kappa are wild, dangerous and ghastly creatures. Yet, for all that they love to overturn boats and drown unwary children, several clans have successfully coaxed these inhumanly strong and exceptionally stealthy creatures into performing services. The payments vary. Sometimes the kappa serve for shiny baubles—even simply polished river stones or carved wooden figures. Occasionally, they require tributes or offerings; rumors hold that the Ika have a standing arrangement with the kappa of several tidal pools in exchange for regular deliveries of rotting fish. Once in a while, however, the price is steeper. Some kappa have demanded livestock, all the food in a village, or (more than once) the village elder's first-born child. It is said that desperate villages, or even ambitious clan chiefs, have paid these bounties, and some even darker demands.



KOMUSO

MV 5 AT 1 DF 2 KB 1 3/5

Healing, Resilient, Ronin, Tough

Resolute Melody: Friendly models within the Komuso's influence zone get +1 DF.

Elixir of Courage: If the Komuso successfully makes an affinity test for Tough, it may give the Protection token to another model within four spaces.

Most of the monks that wander the roads and trails of Kagejima are peaceful, as befits their order. Marked by the great wicker baskets that cover their heads, and heralded by the haunting sounds of their shakuhachi flutes, these itinerant mystics bring a calm demeanor and wise words wherever they go. This does not make them defenseless, however, as the arrogant or ignorant who believe otherwise quickly discover. Some monks choose to leave their calm lives and put the magical, medical, and martial skills they acquire in the monastery to use for various groups around the island. Only the basest of such men fight for money, and many Komuso will accept food or supplies, but no other material payment. Instead, they often demand favors, prayers or offerings at certain shrines, or unusual observances. For such simple currency as this, the bewitching sounds of their flutes presage something more than calm conversation.



MIYAMOTO MUSASHI

MV 5 AT 4 DF 3 KB 2 0/6

Close Combat Master, Precision Strike, Resilient, Ronin

Indomitable: The first time that Miyamoto Musashi is Injured in a round, he is Stunned instead.

At an early age, Musashi showed great skill with the sword. His natural athleticism helped him achieve a prowess that few ever attain while still quite young. Eventually, however, this was no longer a challenge, so he thanked his masters and went in search of new challenges. For years, Musashi has wandered Kagejima, studying, debating, and fighting with and alongside masters from every school he could find. His rugged good looks and warm spirit earned him many friends, while his skill earned him great respect. After some years, though, he found that he no longer sought to master the sword; he sought to master himself. Since the tool no longer mattered, he abandoned his weapon for a pair of mighty oars, first snatched up to defend his companions from bandits. Now he travels on, searching for himself, and refining the art of the wooden blades.



MOCHIZUKI

MV 6 AT 2 DF 2 KB 1 8/6

Long Shot, Ranged Master, Resilient, Ronin

Range 5: +2 AT

Firearm Flurry: If Mochizuki is not Stunned, instead of attacking normally, she may make four ranged attacks. At the end of Mochizuki's activation, she is Stunned and rolls no defense dice for the remainder of the round.

The Moon Court has long worked to maintain and strengthen the peace among Kagejima's clans. Sometimes, this is accomplished through economics or honor; sometimes, it must be done with death. The island's clans have fought covert wars for so long that they often understand no other form of persuasion. Thus, the Moon Throne commissioned the Doku Hana Sutajio, a school of all-female shinobi, three generations ago. Mochizuki is the school's finest kunoichi to date. She eschews her school's preference for subtle poisons or the concealed tanto in favor of the shock and power of paired pistols. Preternaturally swift and silent, Mochizuki is famed for appearing an instant before she turns her guns upon her target in a blaze of flame and thunder, and then vanishing again into the smoke. She has served the royals as messenger, killer, bodyguard, enforcer, and even friend, for over a decade.



MOMOTARO

MV 5 AT 5 DF 4 KB 21/6

Focus, Resilient, Ronin

Spirit Hunter: When attacking or defending against a model with Spirit or Void affinity, Momotaro gets +1 AT if attacking or +1 DF if defending.

The life of Momotaro is as strange as the land of Kagejima. He was found as an infant, floating down the river in a giant peach, by an elderly farmer named Ichiro. With their own children long grown and departed, Ichiro and his wife could find no one to take the strange boy, so they raised him themselves. They have never regretted it. Impossibly strong, Momotaro grew into a kind-hearted, hard-headed young man with an unquenchable thirst for justice. Growing up on stories of predation by the Ijin clan and their oni allies, and knowing that his friends among the Ondori and Inu minor clans had particularly suffered, he turned his interest and his tetsubo toward confronting that threat. He has lead numerous forays against the Ijin, always aimed at stopping their raids or protecting the common folk. His legend, strength, and resolve grow with every mission.



MOON PRINCESS

MV 7 AT 2 DF 2 KB 18/6

Emptiness, Engulf, Fortune, Guard, Redirection, Resilient* , Ronin, Sprint

Zenith: At the beginning of any round that the phase of the moon is a Spirit Moon, the Moon Princess gets a Moon Power token. The Moon Princess may give the Moon Power token to any model in her influence zone instead of taking it for herself.

*While the Moon Princess has Affinity with all elements, Resilient checks only succeed when Spirit, Air, or Earth are rolled.

Schooled since birth in the ancient, esoteric arcana of her family, the Moon Princess sometimes tires of merely watching the Moonlight Tournament. Sometimes, she wishes to pit her own strange and terrible power against the warriors competing to do her honor. And who is to deny her? She joins the games disguised, often as a courtesan, and lends her strength to whichever team she favors. Few understand the true extent of the Princess's magic, and she takes care to never reveal it. She is not without true enemies, however, and these excursions among the competitors makes her vulnerable. Several true assassination attempts have been made during the Tournament, and surely more will come. In truth, this danger is part of what makes these outings so appealing.



ONDORI CLAN KAIKEN

MV 6 AT 3 DF 2 KB 14/3

Resilient, Ronin, Sprint

Ondori's Beak: If Ondori Clan Kaiken has not been activated this round and an enemy model moves into its influence zone, it may immediately attack the moving model. Once the combat is resolved, the moving model may continue their activation.

Hidden in the forests and groves of northern Kagejima, the Ondori clan are little more than legend to most of the island. They only occasionally trade with, or even contact their nearest neighbors. Those who do interact with them describe the Ondori as proud, fiery, and surprisingly well-informed. In the last century, more and more of these enigmatic shinobi have appeared and bargained their services to other clans for the Moonlight Tournament. They have become masters of disguise when traveling outside of their native forests, as most people treat them with suspicion at best. Those fortunate enough to find an Ondori warrior and to meet his price (often exotic foodstuffs or rare materials needed at home) find they have a puissant and loyal companion who employs strange techniques. Only the most adaptable warriors fare well against the Ondori, for their style is almost completely alien to opponents and allies alike.



ONIBABA

MV 5 AT 2 DF 2 KB 14/5

Void Mastery, Resilient, Ronin

Dark Curse: At the beginning of each round, Onibaba may give up to two Cursed tokens, split up in any manner, to any models within six spaces of Onibaba. No LoS is required.

Long ago, before the Moon Court tamed Kagejima's clans, scavengers of all kinds haunted the island's battlefields. Some did more than strip the dead. Once, the dark and violent apparition now known as Onibaba watched the fighting as a mortal woman and dug her holes. She would lure stragglers from the battles and into her pits, finishing off any who survived her traps and selling all she took from their bodies. One night, she pulled a mask from a dark and terrible samurai who had staggered, mortally wounded, into her clutches. Struck by the craftsmanship and its strange heft, she slipped the mask over her face. The dark power in the mask touched the festering rot in her soul and would not let go. She writhed and pulled, but soon the mortal hag was gone, replaced by an ageless, devouring horror that has stalked Kagejima's places of slaughter and rot ever since.



SHOJO

MV 6 AT 2 DF 2 KB 16/6

Close Combat Master, Nimble, Redirection, Resilient, Ronin

Yopparai: At the beginning of each round, choose Attack or Defense. Shojo gets +2 to the chosen attribute until the end of the round.

Shrewd Negotiator: If Shojo is in the Healing House at the end of a game, her team makes two additional Koban.

Shojo, the captain of the golden sailed trading vessel, Tako-Tako, is as famous for her wild ways as for her wondrous wares. Shojo loves a party, and she brings one (or more) with her wherever she makes berth. She is most renowned as a purveyor of Ika Sumi sake, a potent brew that did much to establish Ika sake as the finest and strongest on the island. A fearless navigator, she has braved Ijin waters four times and not only escaped to tell the tale, but claims to have turned a handsome profit each time. However famous for her seamanship, she is equally infamous for her swordsmanship. She comes down on her opponents with typhoon fury—so long as the sake lasts, that is.



SUN EMPIRE WANDERING SAMURAI

MV 4 AT 4 DF 4 KB 22/6

Close Combat Master, Focus, Resilient, Ronin, Sensei

Honor: The Sun Empire Wandering Samurai cannot attack a model while in its back influence zone.

In the last five years, more subjects of the Sun Court have come to Kagejima than at any time since their first embassy was established centuries ago. Among the many diplomats and wonder-struck visitors are those who "become lost" on the land's byroads and backways. Such travelers see and recall all that they can, and report all that they learn back to their Emperor. Ever watchful for weakness, the Sun Empire's agents can turn up anywhere, and discovering them and sending them politely on their way has become a game among many clans. Of late, though, many skilled warriors of the Sun Court have turned up, and offered their services to interested parties. Such is the cutthroat nature of Kagejima's politics—especially the prestige attached to the Moonlight Tournament—that they often find those willing to employ them.



TENGU

MV 8 AT 2 DF 2 KB 14/5

Combined Attack, Ronin, Tanchyo's Wings

Wind Gust: For the first round of the game, every model on the Tengu's team gets +2 MV.

It's hard to know what the tengu really want. Of the many magical creatures and people that inhabit Kagejima, these bird-like mystics are among the most enigmatic. The island is thick with concealed and remote shrines and primitive holy places that the tengu built and inhabited long before humans arrived. Many forms of sacred buildings and ornamentation were adopted from the tengu. For centuries, these strange creatures would barter or trade their magical and martial skill to the competing clans or war bands. Sometimes they did so for gold, for more offerings at their shrines, for shiny baubles, and sometimes even for whispers of love from a beautiful woman, the first wail of a newborn, or thirty stems of saffron. Since the start of the Moonlight Tournament, the tengu have offered their services more often, and increasingly for stranger payments. Though many find this curious or even ominous, few are unwilling to at least try to meet the price.



YAGYU JUBEI

MV 5 AT 5 DF 4 KB 24/6

Close Combat Master, Earth Mastery, Resilient, Ronin, Sensei

Banzai: When Yagyu Jubei attacks, he may move one space before attacking, ignoring influence zones.

No crest is so despised when seen across a battlefield as the blazing sun worn by Yagyu Jubei. A famed and honored samurai serving the Sun Empire's imperial family, Jubei had heard tales of the Moonlight Tournament for years before, finally, daring the passage to Kagejima with his Emperor's diplomats to experience the tournament for himself. Many men in Jubei's position would be proud, arrogant, or haughty, but this true samurai is exactly what he appears to be: a consummate swordsman, willing and eager to learn. That is part of the bitterness and anger he elicits from opponents. If he were arrogant and boastful instead of stoic and skilled, it would be easy to hate him. But interloper though he is, he commands their respect, and that is what burns the most. He has informed the Sun Court that he will not be returning soon; there is simply too much to see, and Jubei has sworn to discover all he can about combat against the clans of Kagejima.

LEAGUES

While "one off" games of Ninja All-Stars are exciting and very enjoyable. Building a team and playing it through a series of games, during which ninja gain experience, change, and grow as a team is one of the best ways to play Ninja All-Stars.

In a league, players must triumph tactically in each game, as well as build a team that can succeed in ongoing, consecutive games. With the right decisions, players can build their team of ninjas into a powerhouse rightly feared throughout Kagejima. Running a league requires extra work, but the glory of leading a team of ninjas through all of the Moon Princess's challenges to glory is worth it!

STARTING A LEAGUE

A league is made up of a group of players, each with their own team. Players play games against each other during the league. Once the participants have been determined, a ninja master must be chosen. Then each player must build a team to use in the league, using the Building A Team rules on page 20.

Leagues can be as varied as its participants' imaginations. However, there are many things to determine when starting any league.

How long will the league run? Leagues can be open-ended, or run for a predetermined length of time.

How many games will be played? Some leagues allow an infinite number of games and rely on team rating to keep the matchups fair. Other leagues have a fixed number of games that may be played each week.

How are matchups determined? A league can establish a fixed schedule of opponents at the beginning of the league, random weekly matchups, or just let opponents arrange their own games according to their individual schedules.

How is the winner determined? Leagues can determine a winner through a variety of means: points earned per win, swiss style bracket, or a season that seeds teams for a playoff system and eventual championship game.

NINJA MASTER

One of the players in the league must be chosen as the ninja master. Ideally, this should be the most experienced or organized player in the group. The master has the responsibility of making sure that the league runs smoothly and organizing any tournaments or playoffs that will occur during the league.

The ninja master has total control of the league. They may change or modify any of the rules of Ninja All-Stars as they see fit. However, we recommend that a master clearly outline what rule changes there are before a league starts, and keep later rule changes to a minimum as it tends to upset players' plans when the rules are changed on them mid-league. That being said, the master is the final arbiter of decisions that have to do with the league.

The master may also keep track of how well each team is doing, and can even write a league newsletter featuring challenge reports, league tables, facts, stats, and anything else they can think of to enhance the experience. While the master may also have a team of their own participating in the league, they should not take advantage of their position to give their team an unfair advantage.

GAME RECORDS

On the back of the team scroll is an area for keeping notes about games that the team plays during the league, keeping a record of opponents played, points scored, koban earned, or notable information, such as which ninja earned the All-Star award. Other brief notes on memorable plays or events can also be immortalized on the team's scroll.

DOWNTIME

The challenges of the Moon Princess are a dangerous test and not a game. Ninjas are often injured or incapacitated. Luckily, mental tenacity, amazing physical condition, and mystic healing arts allow most ninja to continue participating despite injuries that would be fatal for those less capable. Even with all these advantages, there is some chance that ninja that were Injured in a game may suffer some ill effects that carry over into later games in a league. For each model that was in the Healing House at the end of a game, roll one die and consult the downtime table to see if anything happens to them:



SPIRIT
Another model that ended the game in the Healing House does not need to roll on this table, and may play as normal in the following game.



VOID
Cannot play in the next two games.



EARTH
No effect.



AIR
Starts the next game in the Healing House.



WATER
Gets 1 XP.



FIRE
Cannot play in the next game.

EXPERIENCE

Models are able to earn experience points (XP) in league games. The amount of XP a model has represents their expertise and the hard learned lessons that allow them to change and grow as a model. When a model accumulates enough XP, they get to roll on the Advancement Table to potentially upgrade their Attack, Defense, or gain new Keywords.

EARNING XP

Each challenge outlines XP Awards that can be earned during the challenge. Additionally, models earn XP for accomplishing the following feats:

- **Injuries:** Each time a model, whether attacking or defending, Injures an enemy model, it gets 1 XP.
- **Stunning a Chunin:** Each time a non-chunin Stuns a chunin, whether attacking or defending, it gets 1 XP.
- **Reveal:** Each time a model successfully searches and causes a model in Stealth to lose Stealth, it gets 1 XP.
- **Ninja All-Star:** At the end of the game, each player selects one friendly model as the game's Ninja All-Star (NAS). Players cannot select a model that was never on the board during the game. The Ninja All-Star gets 3 XP.

When a model gets experience during a match, mark off a box on the XP tracker for the model on the team scroll. At the end of the game, erase the XP tracker marks and update the model's total XP.



ADVANCEMENT ROLLS

As models earn XP, they gain experience levels and make advancement rolls. All models start with their basic profile and no XP. Once a model earns 8 XP, it becomes "Experienced" and gets to make its first roll on the advancement table. As the model earns more XP, it will continue to gain experience levels as outlined by this chart:

0-7 XP	**New Recruit**
8-21 XP	**Experienced**
22-42 XP	**Veteran**
43-70 XP	**Shinobi**
71-105 XP	**Clan Champion**
106-245 XP	**Infamous**
246+ XP	**Legendary**

Whenever a model makes it to a new experience level, it makes an advancement roll. Roll two dice and choose one result from the advancement table below:

Roll 2 dice and choose the result.

	ADVANCEMENT	DOUBLES
	New Keyword	**+1 Defense**
	New Keyword	**+1 Defense**
	New Keyword	**Gain an additional Affinity**
	New Keyword	**+1 Movement**
	New Keyword	**+1 Attack**
	New Keyword	**+1 Attack**

NEW KEYWORDS

When a model gets a new Keyword from an advancement roll, the player may choose any Keyword from the General category or a category that the model has as an Affinity.

ROLLING DOUBLES

When doubles are rolled, the model has the option to either increase one of a model's attributes, add a new Affinity, or the model may choose a Keyword from any category, except unique, regardless of its Affinity.

Remember to record the results of the model's advancement roll on the team scroll!

REVENUE

After each game in a league, each team earns a certain amount of koban. This represents prizes given by the Moon Princess and monies earned by the team and clan to keep the team competing at the highest level possible in the challenges. The team's treasury can be used to recruit new models from their clan or Ronin mercenaries. Additionally, some models must be paid each game to stay with the team for the next game. Teams earn a number of koban as outlined by the following table:

Team won the game	**Earns 10 koban**
Team lost the game	**Earns 6 koban**



TEAM RATING

Team rating is a value used to track the power and effectiveness of a ninja team. This is tracked so that, when teams of varying power levels meet to play a game, the underdog will get some help to allow them to have a fighting chance against their more advanced foes. While this may seem contrary to the vicious nature of the challenges of the Moon Princess, it represents the underdog ninjas digging deep to try and compete on a new level, and the fact that the Moon Princess doesn't like any challenge to be easy for any team.

To figure a team's rating, take the total amount of koban that the players on the team are worth and divide it by 10 rounding down. Then add +1 for each advancement that ninja on the team have earned. Then add +1 for each Hero or Ronin on the team. The total is the team's rating. Most starting teams will have a rating between 10 and 12.

At the beginning of a league game, compare the team ratings of the two teams being used. If one team has a rating that is higher than the enemy team's rating, then the lower rated team gets bonuses to help level the playing field. In a multi-player game, each team's rating is compared to the highest rated team's rating to determine which benefits the lower rated teams gets during and after the game.



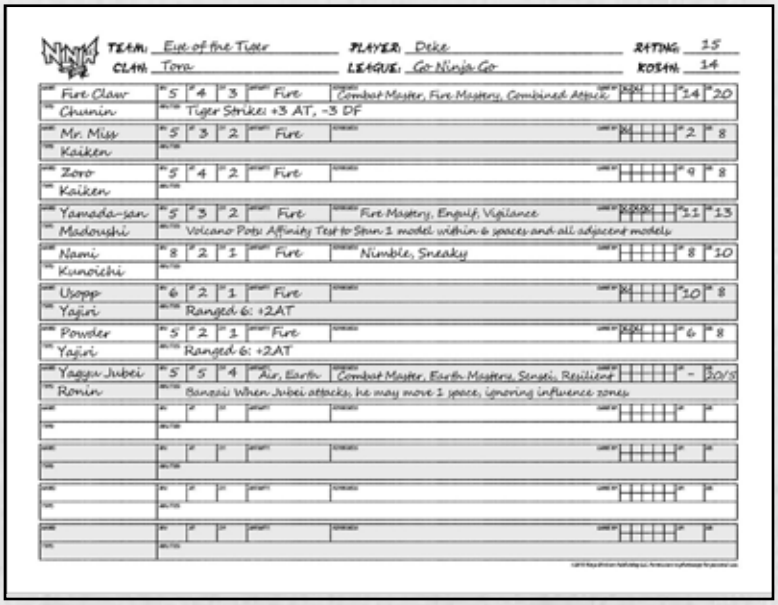
Reroll Tokens: For every point of difference in the rating of the two teams, the lower ranked team receives a reroll token. Reroll tokens may be spent at any point during the game to reroll any roll of the player's choice, friendly or enemy. All dice must be rerolled.



Moon Power Tokens: For every 10 points that the higher rated team is above the lower rated team, the lower rated team gets a single Moon Power token. At the beginning of a model's activation, the player may give the model the Moon Power token, which the model may spend as normal.

Bonus XP: For every 5 points that the higher rated team is above the lower rated team, the lower rated team may award one additional All-Star Award at the end of the game.

Bonus Koban: The lower rated team gets a bonus to their revenue at the end of the game that is equal to the difference in the two teams ratings, up to a maximum of six Koban.



TEAM: Eye of the Tiger PLAYER: Deke RATING: 15
CLAN: Tora LEAGUE: Go Ninja Go KOBAN: 14

Fire Claw	5	4	3	Fire	Combat Master, Fire Mastery, Combined Attack			14	20
Chunin	Tiger Strike: +3 AT, -3 DF								
Mr. Miss	5	3	2	Fire				2	8
Kaiken									
Zoro	5	4	2	Fire				9	8
Kaiken									
Yamada-san	5	3	2	Fire	Fire Mastery, Engulf, Vigilance			11	13
Madoushi	Volcano Pots: Affinity Test to Stun 1 model within 6 spaces and all adjacent models								
Nami	8	2	1	Fire	Nimble, Sneaky			8	10
Kunoichi									
Usopp	6	2	1	Fire				10	8
Yajiri	Ranged 6: +2AT								
Powder	5	2	1	Fire				6	8
Yajiri	Ranged 6: +2AT								
Yaggu Jubei	5	5	4	Air, Earth	Combat Master, Earth Mastery, Sensei, Resilient			-	30/8
Ronin	Banzai: When Jubei attacks, he may move 1 space, ignoring influence zones								

CHALLENGES

Each contest that the Moon Princess holds to determine the strength of the clans is called a challenge. Over time, the Moon Court has held many different and difficult challenges pitting teams from the clans against each other. While the Moon Princess's challenges can seem capricious and cruel, it is imperative that the best shinobi are found to protect Kagejima.

CHALLENGE RULES

Each challenge is won in a different way and has its own unique rules.

Ninjas Allowed: This is the maximum number of models from each team that may be on the game board at one time. Any models on the team in excess of this number must be kept in the Training Ground, in reserve.

Setup: All special components, if any, that must be setup for the challenge are listed here. Note that lanterns and shrines are placed in all challenges, as detailed in Setup, page 9.

Special Rules: Each challenge has special rules that dictate how the challenge is played.

Challenge Length: The challenge is played for the specified number of rounds, or until one player satisfies the conditions to win the challenge as specified in the Special Rules, or cedes the game.

Additional XP Awarded: This is how models can earn experience (XP) during league play. If the challenge is not being played as part of a league, XP may be ignored. These XP are awarded in addition to any of the standard ways to earn XP.

SENTRIES

When sentries are used in a challenge, players must first determine which type of sentry they will use. Only one type of sentry may be used in a challenge, unless it specifies otherwise. Ninja All-Stars includes six Samurai Sentries.

Sentries are deployed during Step 4 of Setup, immediately after lanterns and shrines are deployed.

Starting with the player with initiative, players take turns deploying one sentry at a time. A sentry may only be deployed within two spaces of the object it is guarding, which is outlined in the special rules of the challenge. The full number of sentries shown in their profile must be deployed in any challenge that uses them. Once all of the sentries are deployed, then Setup continues as normal.

After each player has had a turn during a round, the players make an opposed affinity test. The winner of the test chooses one sentry and activates it. If the test is tied, then the player with the initiative activates a sentry.

When a sentry is activated, check to see if it has LoS to any non-sentry model within five spaces of itself. If it does, then it must move toward and attempt to get adjacent to the closest non-sentry model that it has LoS to, and then attack that model with its action. If multiple non-sentry models are in LoS and equidistant, then the activating player decides which model the sentry attempts to get adjacent to and attack.

If the sentry does not have LoS to any non-sentry model, then the player that activated the sentry may move it up to three spaces and search with its activation.

Sentries will assist each other when attacking and defending, if possible.

During a sentry's activation, the player who activated it will roll dice and make all decisions for the sentry. When a sentry is being attacked, the player to the left of the attacking player rolls for and makes all decisions for the sentry.

If all of the players' models have activated and sentries remain that have not yet activated, then all of the unactivated sentries will activate one after the other before the end of the round.

If a sentry is Injured, place it in any player's Healing House with two Delay tokens. At the end of a round, if there are any sentries in a Training Ground, they are deployed as outlined above before any other models are deployed.

Samurai Sentries have the following attributes:

SAMURAI SENTRIES



MV 5 AT 3 DF 3

*Samurai Sentries may use any Affinity of a model on the team of the player that activated or is controlling the sentry.



MEDALS

To pick up and carry a medal, a model in an adjacent space must spend one movement point. Place the medal token beside that model. Picking up a medal is Stealthy.

The medal moves with the model, and the model may move and fight normally. If a model carrying a medal is Injured, place the medal in the space the Injured model occupied.

Spaces with medal tokens may not be moved into or occupied.



GOAL SPACES

Goal spaces represent a location that is important to the challenge in some way. How models interact with a goal space will be detailed in the challenge in which goal spaces are used.

Spaces with goal space tokens may not be moved into or occupied.

PLAYING WITH 3 – 4 PLAYERS

Challenges are played as normal. Play starts with the player who has initiative and proceeds clockwise around the table for setup, deployment, activations, etc.

It is not recommended to play "Intercept the Messenger" in a 3 – 4 player game unless the players can determine a split between attackers and defenders that they can all agree on. The easiest way to do this to have players form two teams.

RANDOM CHALLENGE GENERATOR

Determine who is Player 1 and who is Player 2. Roll a single die to determine column, followed by a second die to determine challenge.

Roll again in Column 1

Roll again in Column 2

COLUMN 1	COLUMN 2
Player 1 chooses challenge	Player 1 chooses challenge
Assassination	Infiltration
Intercept the Messanger	Brawl
Champion	Search
King of the Hill	Capture the Medal
Player 2 chooses challenge	Player 2 chooses challenge

ASSASSINATION

In Assassination, each team tries to Injure the enemy VIP to score points. Once a VIP is Injured, a new VIP is chosen and the challenge continues.

Ninjas Allowed: 6

Special Rules: After setup, starting with the player with initiative, and moving clockwise around the table, each player selects one model from the player's team to their left as that team's VIP. When a VIP is Injured, or otherwise removed from the board, a new VIP is immediately chosen for the team by the same player that chose that team's VIP at the beginning of the game.

Whenever a VIP is Injured, the enemy team that Injured it scores three points. Whenever a VIP is Stunned, the enemy team that Stunned it scores one point.

The team with the most points at the end of the challenge wins.

Challenge Length: 7 Rounds

Additional XP Awarded: Each time a model Injures an enemy VIP, that model gets 2 XP.

INTERCEPT THE MESSENGER

One team is the attacker and the other team the defender. The defender scores points by getting their messenger off the enemy side of the board edge. The attacker scores points by Injuring messengers.

Ninjas Allowed: 7

Setup: All small-base models start the game in Stealth.

Special Rules: The player with initiative at the start of the game is the attacker, their opponent is the defender.

After setup, the defender chooses one friendly model to be the messenger. If the messenger leaves the board for any reason, the defender chooses another friendly model to be the messenger. Only models that are in one of the defender's deployment zone spaces can be chosen as the messenger. If there are no models that can be chosen, the next model of the defender's that enters one of the deployment zone spaces becomes the new messenger.

When the defender moves the messenger off the board from one of the attacker's deployment zone spaces, they score two points and the messenger is put into the defender's Training Ground.

When the attacker Injures the messenger, they score one point.

The team with the most points at the end of the challenge wins.

Challenge Length: 9 rounds

Additional XP Awarded: Whenever a model Injures the messenger, it gets 2 XP. Whenever a messenger gets off the attacker's board edge, it gets 2 XP.

CHAMPION

In Champion, each team chooses a champion. A team's champion is the only model that can score points.

Ninjas Allowed: 7

Special Rules: After setup, starting with the player with initiative and moving clockwise around the table, each player selects one non-chunin model on their team as their Champion. When a Champion is Injured, or otherwise removed from the board, a new Champion is immediately chosen by the team's player.

Whenever a Champion Injures an enemy model, the Champion's team scores three points. Whenever a Champion Stuns an enemy model, the Champion's team scores one point.

The team with the most points at the end of the challenge wins.

Challenge Length: 8 rounds

Additional XP Awarded: Whenever a model is chosen as a Champion, it gets 2 XP.

KING OF THE HILL

In King of the Hill, both teams attempt to dominate the center of the board to score points.

Ninjas Allowed: 6

Setup: All small-base models start the game in Stealth.

Special Rules: A team scores one point by having more models in the scoring area at the center of the board at the end of each round.

The four spaces that form a square at the very center of the board and the twelve spaces adjacent to them are the scoring area. At the end of a round, if a team has more models in the scoring area than the enemy team, it scores one point.

The team with the most points at the end of the challenge wins.

Challenge Length: 8 Rounds.

Additional XP Awarded: Whenever a team scores a point, its player may choose one model that is in the scoring area at the center of the board to get 2 XP.

INFILTRATION

In Infiltration, each team attempts to steal the medals out from under the noses of the sentries.

Setup: In Step 4 of Setup, before lanterns and shrines are placed, place one goal space token and one medal token 6 spaces in from the left side and 8 spaces up from the edge of the board for the player with the initiative. Then place another goal space token and medal token 15 spaces in from the left side and 13 spaces up from the edge of the board for the player with the initiative.

Infiltration uses sentries. Deploy the sentries guarding the medals.

All models start the game in Stealth.

Ninjas Allowed: 6

Special Rules: When a model picks up a medal, it scores one point. When a model carrying a medal moves into one of its team's deployment spaces, the medal is immediately returned to its goal space and the model's team scores two points.

If a sentry moves adjacent to a medal that isn't currently being carried, then the medal is retrieved and is returned to its goal space. Retrieving a medal does not use a sentry's action. A sentry must attempt to retrieve a medal if it has LoS to the medal and the medal is closer to the the sentry than a non-sentry model. If a sentry retrieves a medal, it may continue moving and use its action to attack a model as normal.

The team with the most points at the end of the challenge wins.

Challenge Length: 8 rounds

Additional XP Awarded: When a model picks up a medal, it gets 1 XP. When a model takes a medal to one of its team's deployment spaces, it gets 3 XP.

BRAWL

Brawl is a test of strength to determine which team of ninjas are the mightiest warriors. The teams battle each other with no goal other than Injuring their opponents.

Ninjas Allowed: 7

Special Rules: A team scores one point whenever one of its models Injures an enemy model. When a non-chunin Injures a chunin, then two points are scored instead of one. The team with the most points at the end of the challenge, wins. If one team scores nine points, it wins immediately and the challenge is over.

Challenge Length: 6 Rounds.

Additional XP Awarded: Each time a model Injures an enemy model, it gets 1 XP. When a chunin injures a non-chunin, it does not receive this additional XP.

SEARCH

In Search, each team searches crates for valuables to score points while avoiding the sentries.

Setup: In Step 4 of Setup, immediately before lanterns and shrines are deployed, flip all crate tokens so that the elemental icon side is face down, then mix them thoroughly. Starting with the player with initiative, and moving clockwise around the table, players take turns placing crates, elemental side down, until six crates have been placed. Crates cannot be placed on a space of obscuring terrain, or within two spaces of a board edge or another crate.

Search uses sentries. Deploy the sentries guarding the crates.

All models start the game in Stealth.

Ninjas Allowed: 7

Special Rules: A model may spend its action to check a crate in its influence zone. To check a crate, turn it face up and roll one die. If the roll matches the elemental symbol of the crate, then the model has found an objective and the crate is removed.

When a model turns a crate face up, its team scores one point. If the crate is an objective, its team scores an additional three points.

The team with the most points at the end of the challenge wins.

Challenge Length: 9 rounds

Additional XP Awarded: When a model checks a crate, it gets 1 XP. When a model finds an objective, it gets 2 XP.

CAPTURE THE MEDAL

In Capture the Medal, each team must steal the enemy team's medal and return it to their Goal Space to score points, while defending their own medal at the same time.

Ninjas Allowed: 7

Setup: In Step 4 of Setup, immediately before lanterns and shrines are deployed, all players place a goal space token and a medal token on the space that is ten spaces from their left side of the board and four spaces in from their board edge. This is done before any lanterns or shrines are put out.

All small-base models start the game in Stealth.

Special Rules: A team scores points by stealing the enemy team's medal and taking it to their own team's goal space.

When a model picks up its own team's medal, it is immediately returned to the team's goal space. When a model picks up an enemy team's medal, the model's team scores one point.

Once in a space adjacent to its own team's goal space, a model carrying an enemy team's medal may spend one movement point to capture the medal and score four points. Once the points are scored, the medal is returned to the enemy team's goal space.

The team with the most points at the end of the challenge wins.

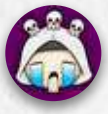
Challenge Length: 9 Rounds

Additional XP Awarded: When a model picks up a medal, it gets 1 XP. When a model returns its own team medal to the team's goal space, the model gets 1 XP. When a model captures an enemy's medal, it gets 3 XP.



APPENDIX

STATUS EFFECTS



Curse: When a Cursed model makes a roll, an enemy player may remove the token to force the model to reroll all of the dice.



Delay: Only models in the Healing House can be Delayed. A Delayed model cannot be moved to the Training Ground. At the beginning of a new round, remove one Delay token from each model that has one.



Haste: A model with Haste may remove one Haste token at the beginning of its activation in order to either move a second time or take a second action at any time during its activation.



Lucky: When a Lucky model makes a roll, it may remove a Lucky token to reroll all of its dice.



Moon Power: A Moon Powered model cannot be Stunned and cannot be Injured. When a model becomes Moon Powered, remove any Stun tokens it has. In addition, the model ignores models and influence zones when moving. At the end of the model's activation, remove one Moon Power token.



Poison: When a model is Poisoned, roll a die at the end of its activation. If the result is Water, the model is Stunned. If the result is Spirit, the model is Injured. After the roll is made, remove one Poison token. Stuns and Injuries caused by Poison do not earn XP or score points.



Protect: When a Protected model is Injured, it may remove one Protect token to be Stunned instead. When the model is Stunned, it may remove one Protect token to ignore the result completely.



Slow: At the beginning of a Slowed model's activation, remove one Slow token. During that activation, the model may only move half of its movement, rounded up.



Stun: A Stunned model cannot assist. When a model gets three Stun tokens, it is immediately Injured. At the beginning of a model's activation, remove all Stun tokens on it. During that activation, the model may either move or take an action, it may not do both.

KEYWORD ABILITIES

The rules for Keyword Abilities are detailed on page 17.

GENERAL

Close Combat Master: A model with Close Combat Master may reroll one of its dice when making a combat roll.

Expert Climber: A model with Expert Climber only spends two movement to move onto elevated terrain instead of three.

Focus: A model with Focus may give up moving to roll an additional die when it attacks in the same turn.

Leap: While moving, once per turn, a model with Leap may move onto elevated terrain by spending only one movement point.

Nimble: When a model with Nimble dodges, it may reroll any of its dice.

Ranged Master: A model with Ranged Master may reroll one of its dice when taking a ranged attack action.

Sensei: Once per round, one die rolled by any model on the same team as the model with Sensei may be rerolled.

Sneaky: A model with Sneaky begins the game in Stealth, regardless of the challenge's special rules. A model with Sneaky may go into Stealth by spending either all of its movement or its action.

Surefoot: A model with Surefoot only spends one movement point to move onto a rough terrain space and may move through foliage and remain in Stealth.

Vigilance: If an enemy model in Stealth moves into the influence zone of a model with Vigilance, the moving model immediately loses Stealth.

Wind in the Forest: A model with Wind in the Forest may stop during its movement to take an attack action. If the target of the attack is Stunned or Injured, the model may continue its movement as normal. After using this ability, the model cannot take an action.

AIR

Accurate: When a model with Accurate makes a ranged attack, it gets +1 AT.

Air Mastery: Once per round, after a model with Air Mastery makes a roll, it may re-roll any dice that did not result in Air.

Gale of Blows: After a model with Gale of Blows attacks, it can make a second attack at -2 AT. It may continue to make attacks at an additional -2 AT per attack, until its Attack attribute reaches 0.

Long Shot: A model with Long Shot can spend its entire movement to increase the range of any ranged attacks it makes during that activation by +2.

Sprint: When a model with Sprint runs, it may move an additional +2 spaces, i.e. double movement +2 spaces.

Tanchyo's Wings: A model with Tanchyo's Wings can move through spaces that are occupied by other models. If it attempts to move across an enemy model's space, it must attempt to dodge. If the model fails to dodge, it is placed in an empty space in the enemy model's influence zone that is chosen by the enemy model's player, and gets Stunned. A model with Tanchyo's Wings cannot end its movement in a space occupied by another model.

EARTH

Dauntless: When a model with Dauntless defends, if its Defense is lower than the attacker's Attack after any bonuses, the defender rolls the same number of dice as the attacker.

Earth Mastery: Once per round, after a model with Earth Mastery makes a roll, it may reroll any dice that did not result in Earth.

Guard: When a model with Guard assists a friendly model that is defending, the defending model gets +2 DF instead of +1.

Regeneration: When a model with Regeneration is in the Healing House, at the end of the round it makes an affinity test before models are moved into the Training Ground. If the test is successful, it is moved into the Training Ground in addition to any other models.

Tough: At the beginning of its activation, a model with Tough may make an affinity test. If the test is successful, it gets a Protect token.

Yamazaru's Tail: Attacks made against a model with Yamazaru's Tail do not get back strike bonuses.

FIRE

Combined Attack: When a model with Combined Attack assists a friendly model that is attacking, the attacker gets +2 AT instead of +1.

Engulf: When a model with Engulf attacks, if there is a Fire element in the dice pool that was not chosen as the combat result, the defender is Poisoned.

Fire Mastery: Once per round, after a model with Fire Mastery makes a roll, it may reroll any dice that did not result in Fire.

Frenzy: A model with Frenzy must attack an enemy model if it is able. Whenever a model with Frenzy attacks, it must attack twice against the same target. After attacking, the model's Defense attribute is halved, rounded down, for the rest of the round.

Precision Strike: When a model with Precision Strike chooses Fire as the combat result, only enemy models within the attacker's influence zone get Stunned.

Tora's Claws: A model with Tora's Claws gets +1 AT when attacking models with a Stun token.

SPIRIT

Blink: Before a model with Blink moves, it may make an affinity test. If the test is successful, the model ignores all models, terrain, and influence zones when moving. The model must end its movement in a legal space. If the test fails, then the model halves its movement, rounding down.

Fortune: At the beginning of its activation, a model with Fortune may make an affinity test. If the test is successful, the model may get a Lucky token, or give a Lucky token to any friendly model within their influence zone.

Healing: A model with Healing may use its action to make an affinity test. If the test is successful, the model may remove all status effect tokens from one friendly model in its influence zone.

Kitsune's Bite: When a model with Kitsune's Bite attacks, if there is a Spirit element in the attacker's dice pool that was not chosen as the combat result, the defender is Cursed.

Sicken: A model with Sicken may use its action to make an affinity test. If the test is successful, every enemy model within its influence zone is Poisoned.

Spirit Mastery: Once per round, after a model with Spirit Mastery makes a roll, it may reroll any dice that did not result in Spirit.

WATER

Drown: A model with Drown may use its action to make an affinity test. If the test is successful, any enemy model in its influence zone is Slowed.

Entangle: A model with Entangle has an influence zone that extends two spaces away from its base. The model can only attack and assist adjacent models. Their front and back influence zones are shown on the diagram below.



Ika's Tentacles: When an enemy model attempts to dodge out of a space in the influence zone of a model with Ika's Tentacles, the enemy model must roll one additional affinity element than it would normally need to dodge successfully.

Redirection: When a model with Redirection is targeted by a Ranged Attack, it may make an affinity test. If the test is successful, the model may pick any friendly or enemy model within range of the attacker as the new target of the attack.

Tidal Wave: Once per round, a model with Tidal Wave gets **+1** DF against a single attack.

Water Mastery: Once per round, after a model with Water Mastery makes a roll, it may reroll any dice that did not result in Water.

VOID

Backstab: A model with Backstab gets **+2** AT, instead of **+1**, when making a back strike.

Blood Lust: At the beginning of its activation, a model with Blood Lust may make an affinity test. If the test is successful, it gets a Haste token. The Haste token may be used this activation or following activations as normal.

Dirty Fighter: When a model with Dirty Fighter attacks, after eliminations, the defender must have at least two more dice than the attacker in order to choose the result of the attack.

Emptiness: A model with Emptiness gets **+1** AT if the model they are attacking gets an assist bonus and it does not.

Ijin's Horns: If a model with Ijin's Horns moves three or more spaces before attacking, it gets **+1** AT.

Void Mastery: Once per round, after a model with Void Mastery makes a roll, it may reroll any dice that did not result in Void.

UNIQUE

Unique keywords are a little different than the other keyword abilities in the game. There is no way to gain unique keywords by gaining XP and advances through league play.

Hero: Models with Hero cannot gain XP, cannot increase their attributes, and cannot get new Keywords during league play. Heroes are unique characters. Duplicates of the same Hero may not be recruited to the same team.

Resilient: When a model with Resilient is Injured or Stunned by an effect caused by an enemy, roll a die. If any of the model's affinities are rolled, then Injured is downgraded to Stunned, or Stunned is downgraded to nothing happening to the Resilient model.

Ronin: Models with Ronin follow all of the rules for models with Hero. Additionally, a team must pay Ronin a fee after each game, before rolls are made on the downtime table, in order for the Ronin to remain on the team. If a team cannot or does not want to pay a Ronin's upkeep, the Ronin leaves the team and is erased from the roster. A Ronin's upkeep must be paid after every game for it to stay on the team, even if the Ronin had to miss the game. This fee is the number of Koban listed after the slash on the model's cost.

REFERENCE

ROUND OVERVIEW (PG.11)

Play Janken. The winner has the initiative for the round and activates the first model.

1. **Activation Phase**

Take turns activating models one at a time. When a model is activated it can move and then take one of the following actions: Run, Attack, Ranged Attack, Search, Stealth, or use an ability that costs an action.

2. **Upkeep Phase**

Player Upkeep, Advance Moon Tracker, Advance Round Tracker.

COMBAT RESULTS (PG.13)

Air: The attacker may move the defender up to three spaces in any direction.

Earth: The defender is Stunned.

Fire: All models in the attacker's influence zone, including the attacker, are Stunned.

Spirit: The attacker is Injured.

Void: The defender is Injured.

Water: The player who picked Water as the result may move the attacker up to three spaces in any direction. The defending player then places the defender in the attacker's front influence zone.

COMBAT CANCELLATIONS



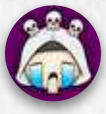
COMBAT BONUSES

+1 AT or DF for each assist.

+1 AT for a Back Strike

+1 AT for attacking from Stealth

STATUS EFFECTS (PG.16)



Curse: When a Cursed model makes a roll, an enemy player may remove the token to force the model to reroll all of the dice.



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Poison: When a model is Poisoned, roll a die at the end of its activation. If the result is Water, the model is Stunned. If the result is Spirit, the model is Injured. After the roll is made, remove one Poison token. Stuns and Injuries caused by Poison do not earn XP or score points.



Protect: When a Protected model is Injured, it may remove one Protect token to be Stunned instead. When the model is Stunned, it may remove one Protect token to ignore the result completely.



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Stun: A Stunned model cannot assist. When a model gets three Stun tokens, it is immediately Injured. At the beginning of a model's activation, remove all Stun tokens on it. During that activation, the model may either move or take an action, it may not do both.