

I seek the ones you have cast out, those who failed to meet your
standard of perfection, and the few who dared to challenge your
implicit laws. These are the people I desire to ward off, being as
dead, it makes no difference to me. I see no distinction between
the two.

In life they were worthless to you, but now in death I shall
raise them up. I shall turn your very sins and daughtiness
against you. The hell tells for you all together my Kairai, we
can change the order of things. We can revenge and burn and
take back what is rightfully ours. We can destroy the light
and bring darkness to the lands. We suffer not under the heat
but of oppression.

The more you threaten, the more powerful my army becomes.
Dear the legions of the marsh whisper for it is coming, oh yes, it
is coming. As soon as the storm follows the sun, we are on the
move. I take what you have so valiantly thrown away and
disparage of in your high minded cleanliness, and I make it
mine. What to me as I see fit. I give the dead a purpose again!
I come to bring wrath and rain, and spread fear amongst you
all. I spit in your empty graves!

I smile the rest as they march. I stare at the simplicity of their
barbaric shapes. I delight in the noise that breaks the wilderness
hush. All of this decay creates me beyond description. And
when I see the swollen face put on the marsh for the first time, I
smile again. The marshes here beautiful they are, a simple
beauty. Like the pale vulnerability of a gutted fish, it put it on
nothing and distorts, put in the words and real. These are not
bodies that you have, but the souls of soldiers to be used against
you in the wars that is to come. Corpse! You call them
corpses! Well! These are the harbingers of your doom, your
destruction and your death. And death! Do not fear it. It
comes to us all sooner or later, some sooner, rather than later.

But who is it who lives behind my eyes? I feel the presence
of another in my thoughts. Something is slipping. I stare at
my image in the water and it speaks not the truth. Inside I
am dead and cold in this world but my reflection tells
another tale. It is a horrid and ghastly thing, a victim
grip that chills my marrow and leads me to believe that there
must be another world. One as subtle as the others, when it
first comes on. One that tries to control the Master.
It cannot be! I dance to you then and one true only, and that
is mine! I am no one's puppet. Save your sympathy! I need
it not dogs.

I feel an uncertain energy thrumming through my limbs. It
makes me light headed. My stomach churns with nausea
My head aches. The pressure is building steadily behind my
eyes. It is taking all my strength to write this now. I want
to sharpen my will to nullify my work; nothing stands in the
way of greatness. Not life, not death, no hesitation can
control my mind.

I will harness my strength over will and combine with
my purpose. Nothing is more important to me than to
make it reach over this world. A world that I shall build
in the bones of others. Corpulent and corrupt, they are
pale-filled maggots that I shall expose to the light.
I shall grind them down as the miller grinds the
corn. And when all that is living is dead and their
skeletons show, who will then appear at

The Rules

terms and concepts

Active Model: The model as chosen by the Active Player currently resolving its action.

Active Player: The player who is Controlling the Active model.

Base to Base: A model is in Base to Base (abbreviated to BtB) with another model if their bases are physically touching.

Controller: A model's Controller is the player with whom it is currently Friendly.

Cover: A model benefits from Cover if an Enemy model cannot draw Line of Sight (abbreviated to LoS) to its entire Volume, or if the LoS drawn passes through an Obscuring Terrain element.



Damage Roll: A roll using 2D6 adding the two rolled results together, applying any negative or positive modifiers and cross referencing on the Wound Table in the column equal to the Success Level of the test, to see the number of wounds inflicted on a model.

Dice Rolls: Bushido uses Six sided dice (referred to as a D6), a D3 (D6 with the results 1-2=1, 3-4=2, 5-6=3) or a D2 (D6 with the results 1-3=1, 4-6=2). Results where necessary are always rounded down.

Enemy/Friendly: All models are either Friendly or Enemy, dependent on which player's Warband they are currently in. Models in a player's own Warband are Friendly. Models in an Opponent's Warband are Enemy.

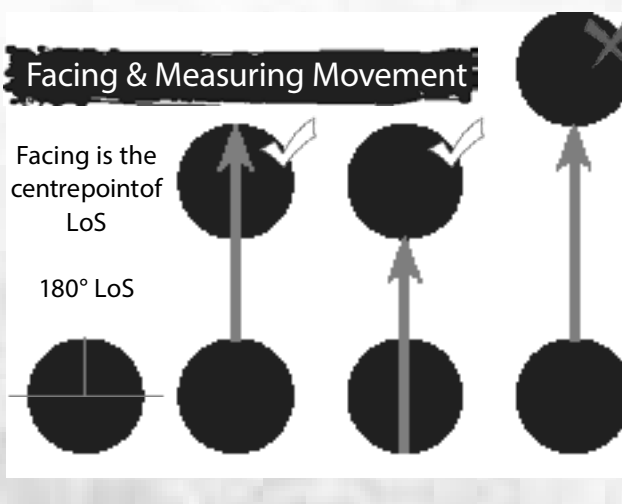
Facing: A model's Facing is directly in the centre of its LoS. It should be marked with an arrow or dot.

Initiative: The model with the Initiative checks its Attack dice first in Melee Exchanges and declares the use of Ki Boosts and Ki Feats after their Opponent. The Active model has the Initiative unless a trait, State or game effect changes this.

Line of Sight: A model can draw LoS up to 90 degrees either side of its Facing (see Facing). LoS is achieved if you are able to draw a straight line from the centre of a model's base to a point on the table or Volume of another model (See Volume). LoS is blocked by other models' Volumes (including Friendly) and Terrain elements.

Measuring Distances:

- Distances in Bushido are measured in inches.
- Movement distances are measured from the nearest base edge to the point the model wishes to move following the route the model's base will take.
- Targeting distances are measured from the nearest base edge of a model to the nearest base edge of the Target.
- Distances can only be measured after an action or game effect is declared. If a model is unable to complete the declared action due to having insufficient movement or range then the action is still resolved and any costs paid.



- When measuring if a model or point is within a given range then exactly up to that range is considered within. E.g. if the edge of a model's base is exactly 6" away from its Opponent's base it is considered to be within 6".

Size: Unless a model's Size is stated as a trait it is determined by its base.

- Small Base (30mm) = Medium size
- Medium Base (40mm) = Medium size
- Large Base (50mm) = Large size

Targeting: A model must be able to draw LoS to another model to Target it. A model may always Target itself.

Volume: Models occupy a Volume covering their base's area and extending to a height dependant on its Size.

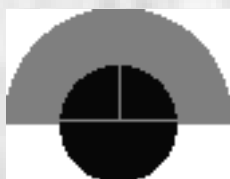
- Tiny = 0.5"
- Small = 1"
- Medium = 1.5"
- Large = 2"
- Huge = 2.5"



Warband: A player's Warband consists of recruited, summoned and Controlled models and Special cards.

Zone of Control: In Bushido, every model has a Zone of Control (abbreviated to ZoC) extending 1" from the edge of its base to any point within its LoS. Models ignore Friendly Zones of Control when moving but once a model enters an Enemy model's ZoC it may only move directly towards that model, or directly away, until it leaves the ZoC. Models in BtB with Enemy models have no ZoC. If the Enemy model(s) leaves BtB then the model's ZoC does not return until the end of the current activation.

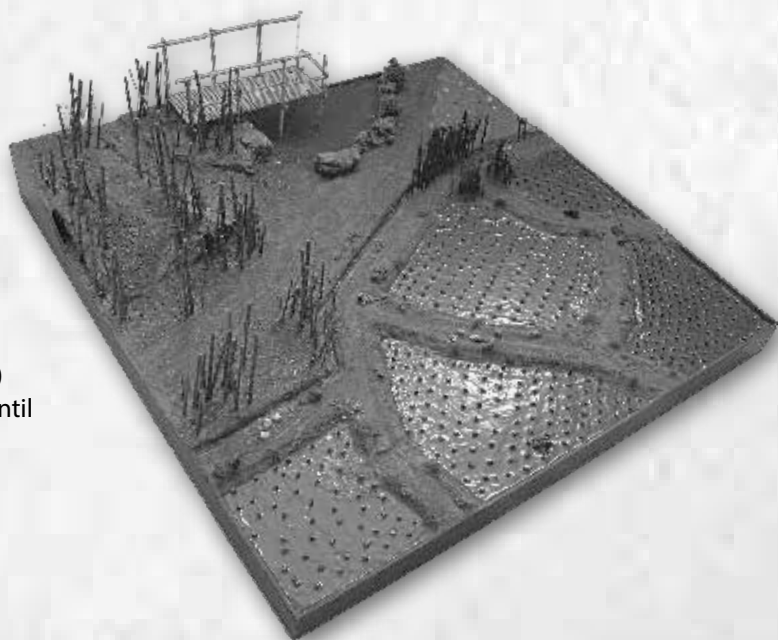
Zone of Control



Getting ready

For a game of Bushido, each player will need:

- A copy of these rules.
- A set of Bushido miniatures to represent their Warband.
- A tape measure.
- A bunch of six-sided dice (D6) in two different colours, about six of one colour, six of another. The examples in these rules use Bushido faction dice, which come in two colours. A solid colour to signify Attack dice and marble dice to signify Defence dice.
- A number of coins, chips, counters or dice to track a model's Ki Tokens.
- Plastic card sleeves and a dry wipe marker.
- An area to play on that is at least 2 foot by 2 foot. Though commonly you need a bit more space than this to accommodate dice, cards, snacks, drinks, etc.
- Six pieces of terrain, these can be varied in size but no single piece should be larger than 9" x 9".



A typical 2' by 2' board, this one represents a familiar scene from across the Jwar Isles.

Cards

PROFILE CARDS

Models in Bushido are represented by a profile card. The profile cards contain all the information that will be used in a game specific to that model(s). You also use the profile card to keep track of the wounds sustained by your model(s), Ki Tokens and game effects.

1. Name: The name of the model(s).
2. Type: The type affects some game effects.
3. Statistics: The number is the model's base statistic value. Some models also have a number of Ki icons to the side of the Statistic value. This is the Statistic's Ki Boost cost. This is the cost in Ki Tokens to increase the base value by one for the duration of a single Movement, Target or Opposed test. A player may increase a Statistic multiple times (to a maximum of double its base Statistic), as long as there are Ki Tokens available to do so (See Ki Feats).
 - a. Melee Skill (MS). This is the number of dice the model uses when resolving an Opposed Melee test.
 - b. Ranged Attack Skill (RAS). This is the number of dice the model uses when resolving a Ranged Attack action.
 - c. Move: The distance the model can move in inches.
 - d. Ki: The first number tells you the amount of Ki Tokens each model represented by this card generates during the Starting Phase and the number of dice it uses for Opposed and Target Ki tests. The second, smaller number is the maximum number of Ki Tokens each model represented by this card can have at any one time.
4. Wounds Track: The number of wounds a model can suffer. When a model has 0 wounds remaining on its Wound Track it is removed from the table.
5. Traits: Each model may have a number of traits (See Traits) that describe how it behaves in the game.
6. Feats: Ki Feats available to the model(s).



7. Melee and Ranged weapon grids: Most models in Bushido have one or both types.
 - a. Designates the weapon as either a Melee or Ranged Attack weapon.
 - i. Ranged Weapons have Range Bands.
 - ii. Short Range (first value): Ranged Attacks against Targets up to and including this distance are at Short Range.
 - iii. Medium Range (second value): Ranged Attacks against Targets above the first and up to and including this distance are at Medium Range.
 - iv. Long Range (third value): Ranged Attacks against Targets above the second and up to and including this distance are at Long Range.
 - v. Ranged Attacks against Targets at distances exceeding the weapon's Long Range automatically fail.
 - b. A weapon's Strength modifier to any Damage Rolls made by this weapon. (Sp) indicates a special effect, see the model's Unique Effects for further instructions. A "-" indicates no modifier to the Damage Roll.
 - c. Any Special Attacks and Defences available to the model(s).

A model with no Melee weapon grid on its profile card halves the number of wounds it inflicts from its Melee Attack Damage Rolls.

8. **Faction symbol:** Which Faction the model belongs to. Your Warband can only recruit models that belong to the same Faction.
9. **Unique Effects:** Any special rules.
10. **Rice Cost:** The cost to recruit this model into your Warband. Models with Su are Summoned models that enter play during the game through a Ki Feat or Unique Effect and cannot be recruited when creating your Warband. Models with Sp are models with a special rule which will be explained on its profile card and cannot be recruited when creating your Warband. If a card's Rice Cost is followed with ea then the cost is per model recruited into the Warband.

SPECIAL CARDS

There are three types of Special cards that players can recruit when creating their Warband, each card can only be recruited once per Warband unless it has the trait, Multiple (X). Each type is different in how and what they affect during the game and these are explained in detail below, but all have the following categories:

1. **Name:** The card's name.
2. **Faction:** A Warband can only purchase Special cards with the same Faction symbol as the Warband, or those with no Faction symbol.
3. **Type:** This specifies if it is an Event, Enhancement or Terrain card.
4. **Description:** Describes the card's effects.
5. **Traits:** Any traits that apply to that card.
6. **Rice Cost:** The cost to recruit the card for the Warband.



card. The player must decide to which profile card the Enhancement card is Attached during the creation of their Warband. Place an Attached Enhancement card under the chosen profile card.

A profile card can only have one Enhancement card Attached.

Models with the Insignificant trait cannot have Enhancement cards Attached to their profile cards.

Some Enhancement cards have the following traits:
Heavy: Model(s) to which it is attached gain the Slow trait.

Stackable: This Enhancement does not count toward the limit of one Enhancement card per profile card.

Multiple (X): This card can be purchased for a Warband up to X times.

Restriction (Type): This card can only be Attached to the type of model stated.

Exclusion (Type): This card cannot be Attached to the type of model stated.

Event Cards

Event cards are played once, at a time detailed on the card. Once the card is resolved then it is discarded and removed from the game.



Terrain Cards

Terrain cards allow a player to place a specified Terrain element on the table during the player's normal Deployment of their Warband. Terrain elements deployed due to Terrain cards must follow normal rules for Terrain element placement, unless stated on the card.

Terrain cards have Difficulty and Visibility traits.



Enhancement Cards

The model(s) will benefit from the effects detailed on the card for as long as it is Attached to the model(s)' profile



WARBAND COMPOSITION

A player's Warband in Bushido is made up of a number of models and any Special cards from the same Faction. The Rice Cost of your Warband must come to the total agreed upon with your Opponent. Players can only recruit one of each card; this does not prohibit the Opponent from recruiting the card for their Warband. Sometimes two or more models are represented by the same profile card. A player can choose to recruit as many models as there are Wound tracks on the profile card.

actions & conditions

Models in Bushido perform actions to affect the game. The actions a model can take depend on its Condition and whether it's in BtB with an Enemy model. Models in BtB with an Enemy model may only declare Melee, Disengage or Ki Feats without the Not in Melee icon (See Ki Feats).

The Active Player chooses which model they are activating (the Active Model) and what action the model will take, the model must declare a Simple or Complex action.

Remember Exhausted models cannot be chosen to activate, but can still participate in Melee Exchanges if Targeted by a Charge or Melee action.

CONDITION

Throughout a game of Bushido all models will be in one of three Conditions: Rested, Tired or Exhausted. A model's Condition affects the type of actions it can declare, if it can be chosen to activate and any penalties it may suffer. The three Conditions are:

Rested: The model may be activated and declare either a Simple or Complex action. Models without either a Tired or Exhausted Condition marker are Rested. All models start each Turn Rested.



Tired: The model may be activated and declare a Simple action.



Exhausted: The model may not be chosen to activate by the Active Player and suffers a penalty to its Melee Skill (See Melee Exchanges) and is easier to hit with Ranged Attack actions (See Ranged Attacks).

Once an action has been resolved then both players change the Condition of their models depending on the action performed.

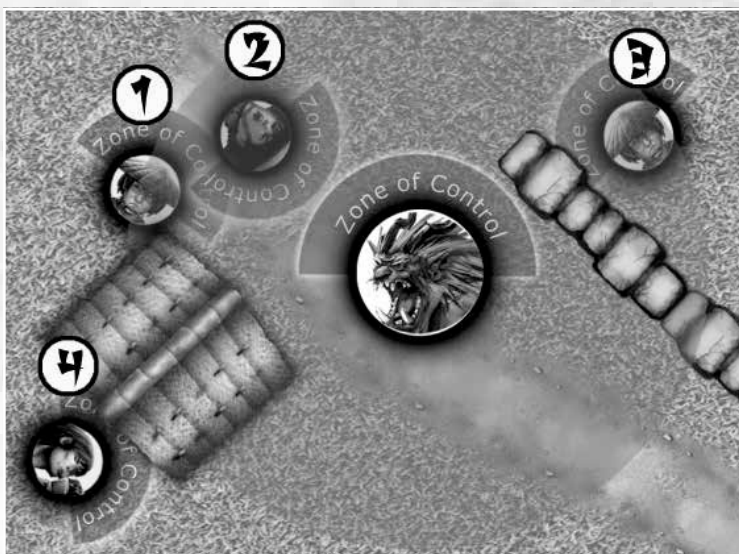
Remember if a model participated in a Melee Exchange then its Condition worsens even though it was not the Active model.

- Simple action = Tired marker.
- Complex action or Simple action (whilst in the Tired Condition) = Exhausted marker.

During the End Phase remove all Condition markers.

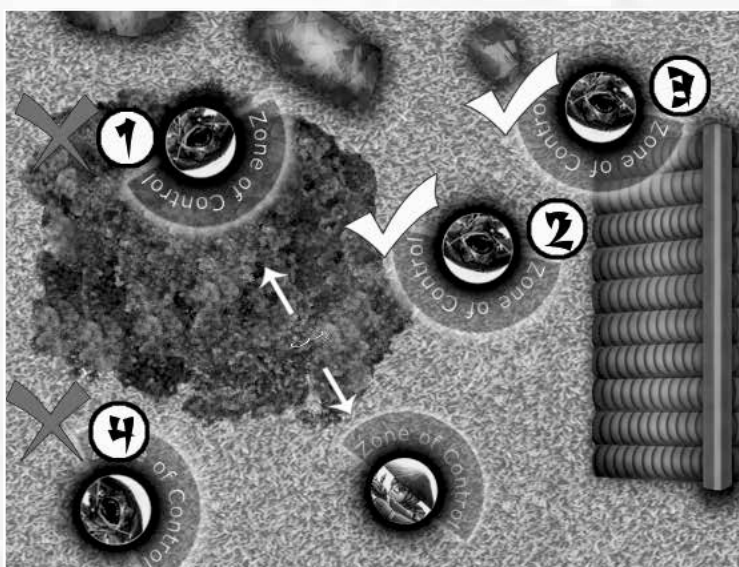
SIMPLE ACTIONS

- **Disengage:** The model resolves a Melee Exchange; however, it must allocate more dice to Defence than to Attack, and if unable to do this it cannot attempt a Disengage action. If the model successfully defends, then after the Melee is resolved it makes a movement as if it had performed a Walk action (See Walk action).
- **Ki Feat:** The model may attempt to perform a Simple Ki Feat listed on its profile card. Some Ki Feats can be combined with a movement as if it had performed a Walk action (See Walk action).
- **Melee:** The model must attempt to enter BtB with an Enemy model by moving up to its Move Statistic, during this movement it may only enter into the ZoC of the model with whom it is attempting to enter BtB, whilst within that model's ZoC it may ignore other Enemy model's Zones of Control.
 - If at the end of its movement it is in BtB with the Enemy model it must resolve a Melee Exchange. Models starting their activation in BtB with a single Enemy model may move around that Enemy model's base before a Melee Exchange is resolved.
 - If a model starting its activation in BtB with an Enemy model attempts to enter BtB with another Enemy model and fails to do so it must resolve a Melee Exchange against the model it started in BtB with.
- **Ranged Attack:** The model makes a Ranged Attack (see Ranged Attack) and may make a movement as if it had performed a Walk action (See Walk action) either before or after the Ranged Attack is resolved. The model cannot make a Ranged Attack whilst in BtB with or in the ZoC of an Enemy model.
- **Reload:** The model removes a Reload marker (See Traits). It may neither move nor change Facing during this action.
- **Run:** The model rotates its Facing to a point within its LoS. The model may then make a movement up to its Move Statistic x1.5 in a straight line, directly towards that point. A model may not Run into an Enemy model's ZoC, into BtB with an Enemy model, or change its Facing after the movement.



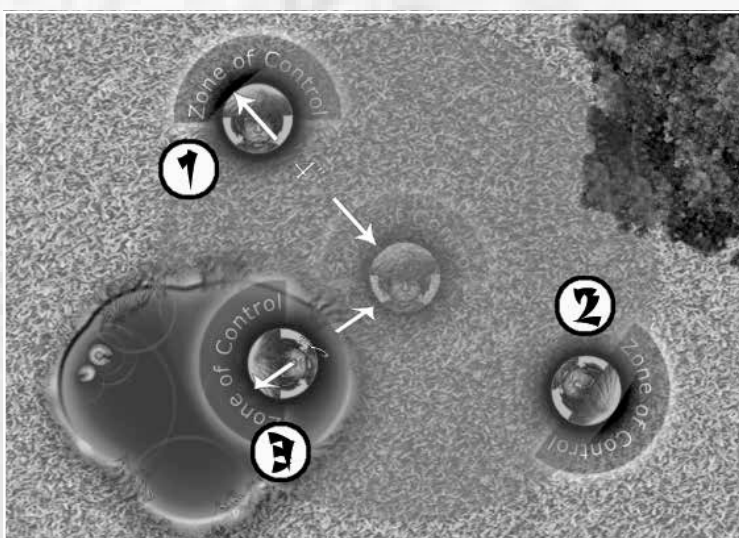
Melee Action

1. Targeting this model would be unsuccessful as the model does not have enough movement to bring it into BtB, due to model 2's ZoC.
2. Targeting this model would be successful as the model has enough movement to bring it into BtB.
3. Targeting this model would be successful as the model has enough movement to bring it into BtB, despite the Target not being in LoS as Melee actions do not require LoS to the Target.
4. Targeting this model would be unsuccessful as the model does not have enough movement to bring it into BtB.



Ranged Action

1. Model Un-targetable due to not having LoS. LoS can only be drawn 3" into an Obscuring Terrain element, such as these woods.
2. Model Targetable.
3. Model Targetable, but the Target number for the test would be at +2 due to Cover. If a model's volume is in anyway obscured then it gains Cover.
4. Model Un-targetable due to being out of LoS. LoS extends 180 degrees forward.



Walk Action

The model's walk action could move it to location 1, 2 or 3. In example 3 it would only move at half movement through the pond (Difficult Terrain).

- **Simple Scenario:** The model may not be in BtB with an Enemy model, or in an Enemy's ZoC, and must be in BtB with a Scenario Objective. See the specific Scenario for the effect. It may neither move nor change Facing during this action.
- **Stand Up:** The model removes its Prone marker and may change its Facing. If Stand Up brings the model into BtB with an Enemy model resolve a Melee Exchange after removing the Prone State.
- **Wait:** The model does nothing.
- **Walk:** The model may make a movement up to its Move Statistic in any direction and change its Facing at the end of the movement. Changing Facing is considered a movement, even if the model remains in the same place. A model performing a Walk action may not move into an Enemy's ZoC or move into BtB with an Enemy model.

COMPLEX ACTIONS

- **Charge:** The model Targets an Enemy model and may make a movement up to its Move Statistic x2 toward that model in a straight line that's trajectory passes through the centre of the Target's base. During this movement it may only enter into the ZoC of the Targeted Enemy model, if it would pass through another Enemy model's ZoC its movement stops at the ZoC. However, if within the Targeted model's ZoC it may ignore other Enemy models' Zones of Control.

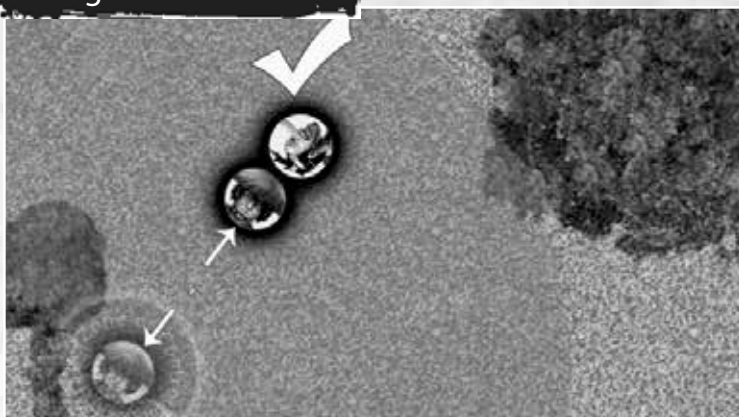
If it does not have enough movement to achieve BtB with its Target then following its movement its action ends. If the movement brings the model into BtB with the Targeted Enemy model a Melee Exchange is resolved. For this Melee Exchange the model that performed the Charge action gains a +2 to its first Damage Roll of the Melee Exchange.

- **Ki feat:** The model may attempt to perform a Complex Ki feat listed on its profile card. Some Ki Feats can be combined with a movement as if it had performed a Walk action (See Walk action).
- **Focus:** The model gains a number of Ki Tokens equal to its Ki Statistic. It may neither move nor change Facing during this action.
- **Complex Scenario:** The model may not be in BtB with an Enemy model or in an Enemy's ZoC and must be in BtB with a Scenario Objective. See the specific Scenario for the effect. It may neither move nor change Facing during this action.

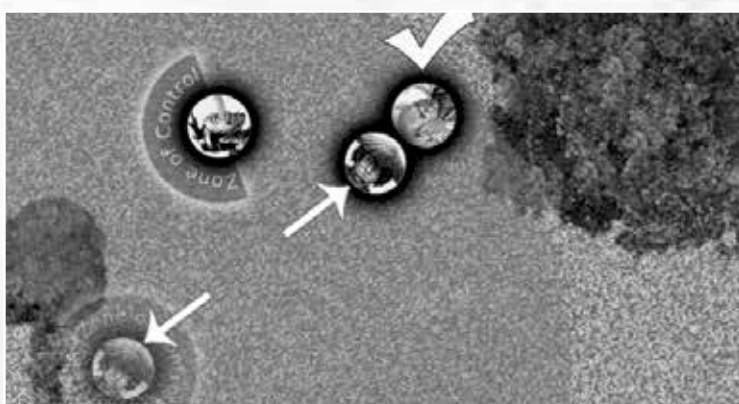
Riku, Hotaru and many of the monks of the Temple of Ro-Kan have the trait Jump Up, allowing them to remove Prone markers and thus avoid having to make a Stand Up action.



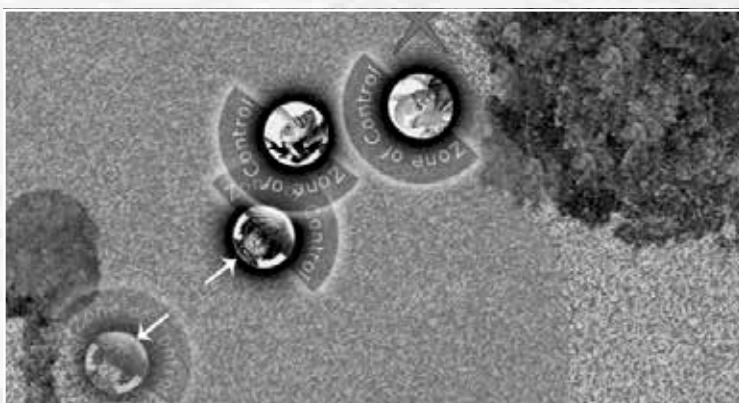
Charge Actions



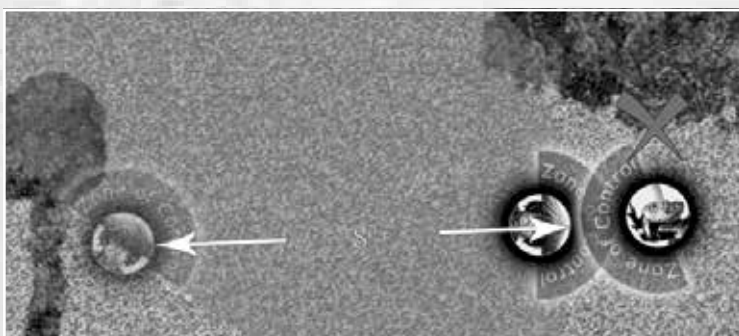
Successful, as the model is able to move in a straight line into BtB with the Target of the Charge, easily within the model's 8" Charge action movement.



Successful, as the Charge action Targeting Kato would bring the model into BtB without crossing through another enemy model's ZoC and the distance is within the model's 8" Charge action movement



The Charge action Targeting Kato would fail as the route taken for movement would cause it to cross through an Enemy model's ZoC which is not the Target of the Charge action, therefore it must stop when it reaches the ZoC.



The Charge against the Armoured Kairai would fail as the model was unable to move into Base to Base after moving the 8" Charge action movement.

tests

To see if a model's action is successful and how successful often requires a test.

There are two primary types of tests in Bushido, Opposed and Target. Both tests involve rolling D6's, if the result on a dice is a natural 1 then it cannot be used to resolve the test, and does not count for tie breakers when calculating the number of dice rolled. If all dice rolled result in 1's then the final result is considered 0.

All 6's rolled in addition to the first add a +1 to the final result of a test.

If naturally or because of negative modifiers a model's Statistic value used for an Opposed or Target test is 0 or less the player still rolls a single die. In Opposed tests models gain a +1 modifier to their Statistic value for each number by which the Enemy model's Statistic drops below 1. E.g. A value of 0 would confer a +1 modifier. A value of -1 would confer +2 and so on.

When declaring the use of Ki Boosts and Ki Feats during any test the Active model or the Model with the Initiative chooses and declares second.

CONDUCTING REROLLS

In the event of rerolling dice then rerolls should be conducted in the following order with Model A being the model with the initiative: and Model B being his Opponent:

1. Model B picks any rerolls of Model A's dice, these dice are then rerolled. Model B then chooses if they will reroll any of their own dice, these dice are then rerolled.
2. Model A picks any rerolls of Model B's dice, these dice are then rerolled. Model A then chooses if they will reroll any of their own dice, these dice are then rerolled.

OPPOSED TESTS

These require two models to roll a number of dice equal to their Statistic values being used or the X value of a Ki Feat. They are resolved in the following order:

1. The models calculate their dice pools, deciding if they will use any abilities, Ki Feats or increase the Statistic being used through a Ki Boost.
2. Both players then roll their dice and conduct any rerolls.
3. The models apply any modifiers to their highest dice results rolled to get their final results.
4. The final results are then compared, the successful model being the one with the highest final result. The difference between the final results is the Success Level of the test.

In the case of the same final results tie breakers are used in the following order:

1. Player who rolled the highest number of dice, excluding 1's wins.
2. Active Player's model wins.

TARGET TESTS

These require rolling a number of dice equal to the named Statistic/type i.e. Ki/Target test (5), Move/Target test (6). The bracketed number is the number that must be equalled or exceeded by the final result of the dice rolled and is called a Target Number. If a model does this the test is a success, if not it is a failure. If the test is a success and requires a Success Level this is the difference between the final result rolled and the Target Number.

If no Statistic is specified then the Target test is made using a single D6.

WOUND TABLE

The Success Level indicates which column of the Wound Table the player should consult. The player then rolls 2D6, adds the results together and then adds any positive or negative modifiers, this final number is the row to cross reference to find the number of wounds inflicted by the

attack. 1's are not failures when making a Damage Roll.

Models without a Melee Combat Grid on their profile cards halve the final number of wounds inflicted by successful Attacks. Remember numbers are always rounded down in Bushido.

Success Level

The Success Level of an attack cannot go above 10.

Final modified Damage Roll
The modified result of the Damage Roll cannot be lower than 2 or higher than 12.

	0	1	2	3	4	5	6	7	8	9	10
2	0	0	0	0	1	2	3	4	5	6	7
3	0	0	0	1	2	3	4	5	6	7	8
4	0	0	1	2	3	4	5	6	7	8	9
5	0	0	1	2	3	4	5	6	7	8	9
6	0	1	2	3	4	5	6	7	8	9	10
7	0	1	2	3	4	5	6	7	8	9	10
8	0	1	2	3	4	5	6	7	8	9	10
9	1	2	3	4	5	6	7	8	9	10	11
10	1	2	3	4	5	6	7	8	9	10	11
11	2	3	4	5	6	7	8	9	10	11	12
12	3	4	5	6	7	8	9	10	11	12	13

Example: Hanso is successful in his Attack against a Rice Farmer with a Success Level of 4 for the Attack. The player rolls 2 and 4 for his Damage Roll and adds +2 for Hanso's Melee Strength modifier, for a result of 8. Cross referencing the results on the Wound Table he sees that the Rice Farmer will suffer 4 wounds.

ence to find the number of wounds inflicted by the attack.

Success Level

The Success Level of an attack cannot go above 10.

	0	1	2	3	4	5	6	7	8	9	10
2	0	0	0	0	1	2	3	4	5	6	7
3	0	0	0	1	2	3	4	5	6	7	8
4	0	0	1	2	3	4	5	6	7	8	9
5	0	0	1	2	3	4	5	6	7	8	9
6	0	1	2	3	4	5	6	7	8	9	10
7	0	1	2	3	4	5	6	7	8	9	10
8	0	1	2	3	4	5	6	7	8	9	10
9	1	2	3	4	5	6	7	8	9	10	11
10	1	2	3	4	5	6	7	8	9	10	11
11	2	3	4	5	6	7	8	9	10	11	12
12	3	4	5	6	7	8	9	10	11	12	13

Example: A Kairai villager is successful in its Attack against Zuba with a Success Level of 5. The player rolls a 1 and 3 for his Damage Roll and so the final result is 4. Cross referencing the results on the Wound Table he sees that Zuba would suffer 4 wounds but has the trait Toughness (1) and so only suffers 3 wounds.

ence to find the number of wounds inflicted by the attack.

Success Level

The Success Level of an attack cannot go above 10.

	0	1	2	3	4	5	6	7	8	9	10
2	0	0	0	0	1	2	3	4	5	6	7
3	0	0	0	1	2	3	4	5	6	7	8
4	0	0	1	2	3	4	5	6	7	8	9
5	0	0	1	2	3	4	5	6	7	8	9
6	0	1	2	3	4	5	6	7	8	9	10
7	0	1	2	3	4	5	6	7	8	9	10
8	0	1	2	3	4	5	6	7	8	9	10
9	1	2	3	4	5	6	7	8	9	10	11
10	1	2	3	4	5	6	7	8	9	10	11
11	2	3	4	5	6	7	8	9	10	11	12
12	3	4	5	6	7	8	9	10	11	12	13

RANGED ATTACKS

The steps to resolving Ranged Attack actions are:

1. Declare a Ranged Attack action.
 - a. The model may move up to its Move Statistic in any direction or change Facing.
 - b. Target an Enemy model.
 - c. Measure the distance to the Enemy model and check this distance against the weapon's Range Bands to see which Range the Ranged Attack is at (See Profile Cards).
If the distance is further than the Long Range of the weapon the action fails, move to step 8.
 - d. Players declare the use of any Ki Feats, traits or Unique Effects.
 - e. Target Number of the Ranged Attack test is calculated based on the Range Band with any modifiers applied.
2. The Active Player then calculates the dice pool using the model's Ranged Attack Skill Statistic as the base number of dice used, then decides if they will use any of its abilities, use a Ki feat or increase its Ranged Attack Skill Statistic through a Ki Boost.
 - a. The Active Player then rolls their dice.
 - b. The Active Player conducts any rerolls of dice.
 - c. The Active Player can then choose up to an additional two dice rolled which were not 1's. Each of these will add +1 to the highest dice rolled. Each additional 6, rolled after the first, also adds a +1 modifier, as usual, to this bonus. This gives the final result of the Ranged Attack test.
3. The player compares the final result against the Target Number. If the Attack is a success continue to Step 4, if the Attack has failed skip to Step 7.
4. The player Controlling the Targeted model may at this point nominate a different Friendly model as the new Target if:
 - a. The Active model's LoS crosses through the nominated model's ZoC before contacting the original Target's Volume.
 - b. The nominated model is able to draw LoS to the Active model.
 - c. The nominated model is not Exhausted.
 - d. If a model was nominated and the steps a, b and c were met then the nominated model becomes the Targeted model.
5. The players declare the use of any Instant Ki Feats.
6. The Active Player then makes a Damage Roll against the Target model.

Example: A player rolls 5, 4 and 1. The 1 is discarded and the 4 adds +1 to the value of the highest die, in this case 5. So, 5 +1 for a final result of 6.

Example: A player rolls 5, 6, 2. The second 6 adds +2 and the 2 adds +1 to the value of the highest die, in this case 6. So 6 +2 +1 for a final result of 9.

7. The Active model may move up to its Move Statistic in any direction or change Facing if it has not already done so this activation. The model gains any Reload markers and removes Ammo markers from the model's profile card.
8. The Ranged Attack action is now resolved and the Active model's Condition will worsen one degree (Rested – Tired – Exhausted).

Ranged Attack Modifiers

Range Bands	Base Target Number
Short	3
Medium	5
Long	7
Effect	Target Number Modifier
Target is Tiny	+2
Target is Small	+1
Target is Large	-1
Target is Huge	-2
Target is Prone	-1
Target is Exhausted	-1
Target is Surprised	-1
Target in Cover	+2
Active model ran this turn	+1
Active model moved	+1
Active model will move	+1

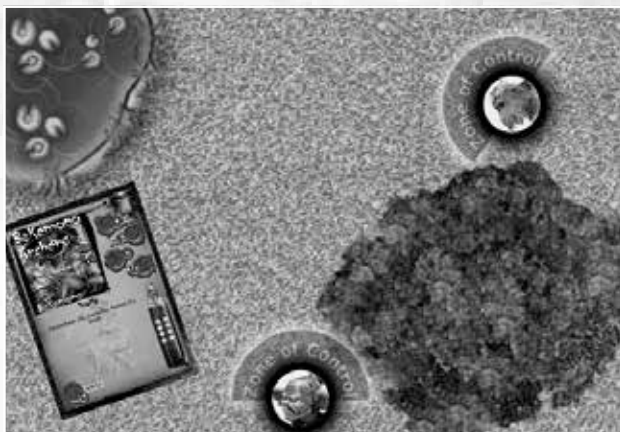
Targeting a model in BtB

If a model Targets a model in BtB with a Friendly model then after step 4 make a Ranged Attack Skill Target test (5), with the following modifiers to the Target Number. Remember, this is a Target test.

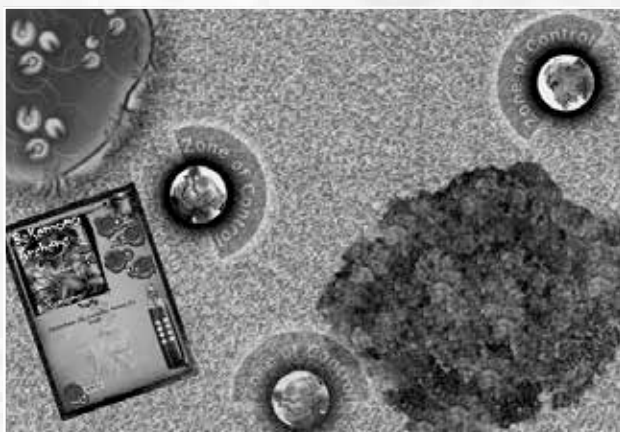
Target is Tiny	+2
Target is Small	+1
Target is Large	-1
Target is Huge	Automatic Success

If the test is successful proceed as normal, if however the test is a failure then the Target of the Attack is changed to the nearest Friendly model in BtB and LoS. The Ranged Attack continues with the new Target.

Ranged Example



The Active Player activates a Bakemono Archer and declares a Ranged Attack action. It is not in BtB with or in the ZoC of an Enemy model, so it's able to declare this action.



The player moves the Bakemono and declares a Monkey as the Target of the action, neither player wishes to use any Ki Feats.



He measures the range and it is 7".



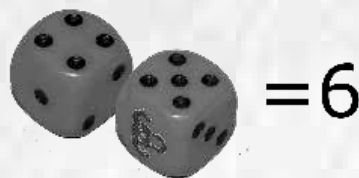
4/8/12

The Range Bands for the Bakemono's Ranged Weapon are 4/8/12 meaning it is the Medium Range Band with a base Target Number of 5.

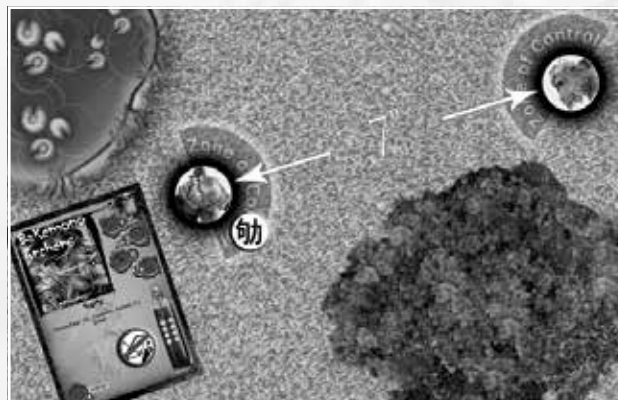


He then checks the modifiers table and adds +1 for the Bakemono having moved and +1 for the Monkey being Small, making the final Target Number 7.

Next he calculates his dice pool for the test; his Ranged Attack Skill Statistic is 2. He could boost his Ranged Attack Skill with a Ki Boost that would cost 3 Ki Tokens, but chooses not to.



He rolls the 2 dice and rolls a 4 and 5 meaning the final result is a 6. The highest dice was a 5 and the 4 adds a +1.



He checks this against the Target Number 7 and realises the Attack has failed, he places a Reload marker on the Bakemono's profile card and its Condition worsens one degree. The action is resolved and his Opponent now becomes the Active Player.

MELEE EXCHANGES

When a Melee Exchange occurs first determine which model has the Initiative. The model with the Initiative is the Attacker the other model the Defender, the Attacker checks its Attack dice first in the Melee Exchange and declares the use of Ki Boosts and Ki Feats second. Active models have the Initiative but some traits and States change this. If a model has a trait that causes two opposing effects on its Initiative then both traits cancel each other.

Use the following steps to resolve a Melee Exchange:

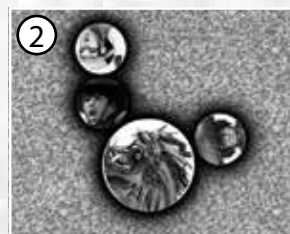
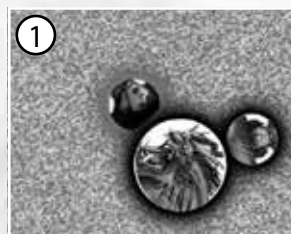
1. Rotate both models so their Facings are touching.
2. Both players then calculate their model's dice pool using its Melee Skill Statistic value as the base number of dice used and apply any modifiers. They then decide if they will use any abilities, Ki Feats or increase its Melee Skill Statistic through a Ki Boost. The Defender declares the use of any first then the Attacker.
3. Once the players have calculated their dice pools they must both secretly decide how to allocate the dice between Attack and Defence. If players are using a Special Attack or Special Defence then they must secretly remove a number of dice from their pool equal to the cost of the Special Attack or Defence (See Special Attacks & Defences).
 - a. This is why you need different coloured dice; one colour represents Attack and one colour represents Defence. For example, a model with a Melee Skill of 3 may roll either 3 Attack dice, 2 Attack dice and 1 Defence die, 1 Attack die and 2 Defence dice or 3 Defence dice.
4. Once both players have allocated their dice they announce simultaneously if they are using a Special Attack or Defence.
 - a. Remember a model can only use one Special Attack or Defence, not both types.
5. Both players then roll all of their dice simultaneously, and conduct any rerolls.
6. Both players then calculate their final Attack and Defence results by selecting the highest dice of each type (Defence and Attack), each player can choose up to an additional two dice rolled of each type (Attack & Defence) which were not 1's. Each of these will add +1 to the highest dice rolled. Each additional 6, rolled after the first, also adds a +1 modifier, as usual, to this bonus. The players apply any modifiers to their highest dice rolled to get their models' final Attack and Defence results.
 - a. Remember, if a player rolls no dice of one type then their final result of that type is 0.
7. The Attacker compares its final Attack result against the Defender's final Defence result.
 - a. If the Attacker was successful apply the effects of any Special Attacks used by the Attacker and move to Step 8.
 - b. If the Attack failed apply any Special Defences used by the Defender and move to Step 10.
8. The players declare the use of any Instant Ki Feats.
9. The Attacker makes a Damage Roll against the Defender. If this results in either the Defender model being removed from the table, no longer being in BtB with the Attacker or becoming Prone skip to Step 11.
10. Run through Step 7 with the Defender becoming the Attacker, unless it has already been the Attacker this Melee Exchange.
11. The Melee Exchange is now resolved and both models' Conditions worsens one degree.

Melee Skill Modifiers

Effect	Modifier
Model is Exhausted	-1
Model is Frightened	-1
Model is Outnumbered	-1 per model Outnumbering
Model is Prone	-1
Model ran this turn	-1
Model is Surprised	-1

Outnumbering

Models in Melee Exchanges suffer a -1 modifier for each Enemy model in BtB with which they are not resolving a Melee Exchange during this activation, and which is not also in BtB with a Friendly model.



In picture one the Large based Oni is Outnumbered by the two Ashigaru. However in picture two the Oni would not be Outnumbered as the Friendly model has entered BtB with the Outnumbering Ashigaru.

Melee Example



The Active Player chooses and activates Kenko to perform a Melee action against the Ashigaru. As Kenko is the Active Player he has the Initiative. The Ashigaru has First Strike but as they started in BtB it has no effect. Both models rotate so that their Facing markings are touching.



The players calculate their dice pools in the following order. First the player Controlling the Ashigaru; he has a base pool of 3 dice as this is his base Melee Skill Statistic, he chooses not to use a Ki Boost so has 3 dice to allocate between Attack and Defence.



Next Kenko's Controller calculates his dice pool; his starting pool is 4, as this is his base Melee Skill Statistic he decides to spend 2 Ki Tokens to Ki Boost to increase his pool by 1 from 4 to 5 dice.

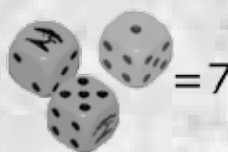
Both players secretly allocate their dice. Kenko's Controller decides to use a Special Attack, Combo Attack (1) which costs 1 die from his pool and so now leaves him with a pool of 4, he secretly allocates 3 to Attack and 1 to Defence.

The Ashigaru's Controller needs the Ashigaru to tie up Kenko and so secretly allocates 2 to Defence and 1 to Attack.

Both players simultaneously announce the use of Special Attacks or Defences. The Ashigaru's Controller announces that he has not chosen to use a Special Attack or Defence. Kenko's Controller reveals that he is using the Combo Special Attack which cost him 1 so he rolls 4 not 5 dice in total.



Both players roll. Kenko gets 6, 5, 1 in Attack and a 4 in Defence. The Ashigaru rolls 4, 4 for his Defence and 5 in Attack.



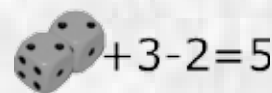
As Kenko has the Initiative from being the Active model he checks his Attack dice first. His final Attack result is 7 (6 being his highest dice and +1 from the 5) he cannot use the 1 as it is a failure.



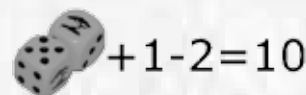
The Ashigaru's final Defence result is a 5 (4 being his highest dice rolled and +1 from the other 4).

This means that Kenko's Attack is a success with a Success Level of 2, the difference between the final results (7-5=2).

Before he makes his Damage Roll Kenko's Controller decides to use his Instant Ki Feat "Fists of Iron" for 2 Ki Tokens, meaning that he will add +3 (+1 Melee Strength modifier, +2 from the Ki Feat) to his Damage Roll. He rolls a 2, 2, and then adds the +3 for a result of 7. Unfortunately the Ashigaru has Armour (2) and so this is deducted from the result leaving a final result of 5. Looking at the Wound Table, the Ashigaru only suffers 1 wound.



As he used Combo Attack he reduces the Success Level by 2 and rolls again immediately in the Success Level 0 Column (2 being the original Success Level, -2 for the Combo Attack). This time he rolls a 6, 5 and only adds +1 this time, -2 for the armour gives him a final result of 10. He cross references the Wound Table again, and finds that the Ashigaru suffers another 3 wounds.



Now, as the Ashigaru is still on the table, not Prone, in BtB, placed dice in Attack, and has not been the Attacker in this Melee Exchange they swap roles and he becomes the Attacker checking his final Attack result (5) against Kenko's final Defence result (4).

Starting with the defender, neither decides to use any Instant Ki Feats. The Ashigaru's Controller makes a Damage Roll against Kenko and rolls a 4, 5 giving a final result of 9. Looking at the Wound Table he finds that Kenko suffers 2 wounds.



As both models have been the Attacker, the Melee Exchange is resolved and both models' Condition worsens by one degree.

special abilities

These are special abilities that allow a model to trigger a special effect if it uses the ability and successfully Attacks or Defends.

If a model is able to attempt one of these Special Attacks/Defences it will appear on the model's profile card (See Profile cards). All Special Attacks and Defences have an X cost after the name text, this is the number of dice to remove from the model's Melee dice pool (See Melee Exchanges) if it chooses to use a Special Attack or Defence. This modifier only affects the current Melee Exchange being resolved. A model may only perform one Special Attack or Defence per Melee Exchange. If through a Special Attack or Defence a model would be moved past the edge of the game area then it stops when its base touches the edge of the board.

If through a movement from a Special Attack or Defence an Enemy model is moved into BtB with another model then, dependant on the two models' Sizes, one of the following occurs:

- If the model contacted is of a larger Size, the moving model stops at the point at which it entered BtB.
- If the model contacted is of an equal Size, the moving model stops at the point at which it entered BtB and both models become Prone.
- If the model contacted is of a smaller Size, the moving model continues its movement and pushes the model it contacted directly away from the point of contact a distance that would enable the moving model to continue its movement without contacting the model. The model it contacted becomes Prone at the end of the movement.

If an Impassable Terrain element would prevent this movement then the model must stop at the point of contact with the Terrain element.

SPECIAL ATTACKS

Slam Attack: If the Attack is successful the Defender is moved D3" directly away and becomes Prone. The Defender suffers half the wounds from the Damage Roll caused by this Attack.

Throw Attack: If the Attack is successful the Defender is placed anywhere within D2", and within LoS of the Attacker, and becomes Prone. The Defender suffers half the wounds from the Damage Roll caused by this Attack.

Sweep Attack: If the Attack is successful then the Defender becomes Prone. The Defender suffers half the wounds from the Damage Roll caused by this Attack.

Powerful Attack: If the Attack is successful then the Attacker gains an additional +2 Strength for the Damage Roll caused by this Attack.

Combo Attack: If the Attack is successful then after a Damage Roll resulting from this Attack, deduct -2 from the Success Level of the Attack. If the Success Level is 0 or greater make another Damage Roll against the

Example: Yumi is successful in her Attack against a Kairai with a Success Level of 3. The player makes a Damage Roll cross referencing with the Success Level 3 column, then after that is resolved they will make another Damage Roll cross referencing with the Success Level 1 ($3 - 2 = 1$ column). After this they will stop as the next -2 would reduce the Success Level to below 0.

Defender. Repeat this process until the Success Level is less than 0.

Critical Strike Attack: If this model's Attack is successful and the individual dice results of the Damage Roll are the same number, remove the Defender from the game.

Push Attack: If the Attack is successful, move the Defender 1" directly away from this model. The Defender does not suffer a Damage Roll from this Attack.

Force Back Attack: If the Attack is successful, move the Defender 1" directly away and then move the Attacker directly towards it into BtB. The Defender does not suffer a Damage Roll from this Attack.

SPECIAL DEFENCES

Counter Attack Defence: If this Defence is successful, and the Attacker allocated any dice to Attack, then deduct 2 from the Success Level of the Defence. If the Success Level is 0 or greater then make a Damage Roll against the Attacker, cross referencing with the Wound Chart in the column equal to that final Success Level of the Defence.

Throw Defence: If the Defence is successful the Attacker is placed within D2", within LoS of the Defender, and becomes Prone.

Sweep Defence: If the Defence is successful then the Attacker becomes Prone.

Side Step Defence: If the Defence is successful move the Defender 1" away from the Attacker.

Push Defence: If the Defence is successful move the Attacker 1" directly away from the Defender.

Drag Defence: If the Defence is successful move the Defender 1" directly away from the Attacker, then move the Attacker directly into BtB with the Defender.

Waka of the Savage Wave has both a Special Attack and a Special Defence. If Waka's Controller chooses to attempt to perform Waka's Throw Attack (1) he must remove one die from Waka's Meleedicepool, he can however declare to attempt Waka's Push Defence (0) without paying any dice as it has no cost.

Remember a model can only perform one Special Attack or Defence per Melee Exchange though so he cannot try both at once.



model states

A model may, through game effects, enter into a number of different States during a game. A model may be in more than one State at a time. Tokens or markers should be placed on a model's profile card or next to the model on the table to clearly indicate a model's State to the Opponent.



Berserk: The model gains the Aggressive and Impetuous traits. This model may only declare Melee or Charge actions and needs to attempt to move into BtB in the most direct route possible, with the nearest Enemy model. If the model is unable to Target an Enemy due to a trait, Ki Feat or Unique Effect it may perform any action.



Blind: If a model has a Blind marker it cannot draw LoS outside of BtB, must be the Attacker second in Melee Exchanges and suffers a -1 MS modifier. During the End Phase remove one Blind marker from each model with a Blind marker.



Controlled: A Controlled model switches Warbands for a number of actions equal to the number of Control Tokens it has. Whilst Controlled the Controlling player may declare any action the model would normally be able to perform but may not spend its Ki Tokens, the model does however generate Ki Tokens. Simple actions or participating in a Melee Exchange requires one Control Token and Complex actions require two Control Tokens. The Tokens are removed once the action is resolved. As soon as all the Control Tokens are removed the model returns to the original player's Warband.



Frightened: This model gains the Defensive trait and suffers a -1 MS modifier. It may not declare actions that would move it into BtB with Enemy models with the Fear trait. During the Main Phase Frightened models automatically fail Fear tests. During the End Phase the model must retake the Fear test with the highest Target Number since entering the Frightened State, if successful remove the Frightened State.



On Fire: If a model has Fire markers it is considered to be On Fire. During the End Phase remove the highest value Fire marker, the model suffers a number of wounds equal to the removed Fire marker's value. These wounds ignore the Toughness trait. After this, if the model still has three or more of the same value Fire markers, two of these markers are replaced with a single Fire marker of a value one higher. A model with Fire markers on its profile card, or a Friendly model in BtB, which is not in BtB with an Enemy model or in an Enemy model's ZoC may take a Simple action to remove two Fire markers from the model.

Example: During the End Phase an Ashigaru has 3 x Fire markers (1) and 1 x Fire Marker (2) counters. The Ashigaru's Controller removes the Fire (2) marker and suffers two wounds. He then replaces 2 x Fire (1) markers with a Fire (2) marker leaving him with 1 x Fire (1) marker and 1 x Fire (2) marker.



Poisoned: If a model has Poison markers it is considered Poisoned. During the End Phase remove the highest value Poison marker, the model suffers a number of wounds equal to the removed Poison marker's value. After this, if the model still has three or more of the same value Poison markers, two of these markers are replaced with a single Poison marker of a value one higher.

Example: During the End Phase an Ashigaru has 3 x Poison markers (1) and 1 x Poison Marker (2) counters. The Ashigaru's Controller removes the Poison (2) marker and suffers two wounds, and then replaces 2 x Poison (1) markers with a Poison (2) marker leaving him with 1 x Poison (1) marker and 1 x Poison (2) marker.



Prone: If a model is Prone it has no ZoC, does not block LoS and Enemy models may choose not to be considered in BtB with them when declaring their actions, meaning the action choice is not restricted by being in BtB with the Prone model. Prone models must be the Attacker second in Melee Exchanges. The only action a Prone model may declare is Stand Up. If a Prone model is in a Melee Exchange or initiates a Melee Exchange through taking a Stand Up action it suffers -1 MS modifier for that Melee Exchange.



Spirit Block: If a Model has a Spirit Block marker it does not generate Ki Tokens during the Ki Generation step. At the end of the Ki Generation Step remove one Spirit Block marker from each model with a Spirit Block marker.



Stunned: If a model has a Stunned marker it suffers a -1 MS modifier. During the End Phase remove one Stunned marker from each model with a Stunned marker.

Surprised: A model is Surprised if an Active Enemy model that did not begin its activation in BtB performs an action that Targets it or brings it into BtB and that Enemy model started outside of LoS and remains outside of LoS during movement. Surprised models may not declare Ki Feats or Ki Boosts, are always the Attacker second in Melee Exchanges and may not benefit from traits or effects that affect Initiative, and suffer a -1 MS modifier. Models are only Surprised until the action in which they became Surprised is resolved.

Naoko of the Ito clan can spit venom that blinds Opponents.



ki feats

Each model may perform the Ki Feats on its profile card. Ki Feats are categorised in a number of ways, these explain any restrictions on a Ki Feat's use, the timing of its use, its type and cost in Ki Tokens to use.



Not in Melee: All Ki Feats may be used whilst the model is in Melee unless it has this icon.



No Movement: Models performing Simple and Complex Ki Feat actions can move as if they had taken a Walk action either before or after the Ki Feat is resolved, unless it has this icon.

When a Ki Feat can be used depends on its timing. Instant and Active Ki Feats are not considered actions.



Instant:

- Can be used at any time, except during Melee Exchanges or Ranged Attacks - where the timing is restricted as detailed under the Melee Exchanges and Ranged Attacks sections.
- Because this is not an action, it can be combined with a Simple or Complex action if the model is the Active model.



Active Player:

- Can only be used when this model's Controller is the Active Player, even if it is not the Active Model.
- Because this is not an action, it can be combined with a Simple or Complex action if the model is the Active model.

It is important to remember that Instant and Active Ki Feats, as well as Ki Boosts, cannot be used to affect dice that have already been rolled. Any traits or effects that would affect a roll or test must be declared and any cost paid before dice are rolled.



Simple:

- A Simple Ki Feat requires a Simple action.
- Can only be used when the model is Active.



Complex:

- A Complex Ki Feat requires a Complex action.
- Can only be used when the model is Active.

Ki Feats are further classified by whom they affect:



Personal: The Ki Feat affects the user only.



Target (X): The Ki Feat affects a specific Target model. The Target must be within X" otherwise the Ki Feat fails and the Ki Tokens paid for the Ki Feat are lost.



Aura: The Ki Feat affects an area that may be either set or variable. The area the Aura covers is expressed as a 360 degree radius measured from the edge of the model's base. It extends through Terrain elements and models unless stated in the card text, and all models within (See Measuring Distances) the Aura's area are affected. The model from which the Aura originates is always considered within the Aura. Auras last until the End Phase or until the originating model is removed from play if this is before the End Phase.



Pulse: The Ki Feat affects an area that may be either set or variable. The area the Pulse covers is expressed as a 360 degree radius measured from the edge of the model's base. It extends through Terrain elements and models unless stated in the card text, and all models within the Pulse's area are affected. The model from which the Pulse originates is always considered within the Pulse. The Pulse lasts until the model's action is resolved.



Special: The Ki Feat is unique in some way and is further described on the model's profile card.



All Feats have a cost in Ki Tokens; this cost must be spent for the effects of the Ki Feat to be applied. If a model does not have enough Ki Tokens then it may not declare the use of the Ki Feat.

The cost of a Ki Feat can be expressed with either a fixed cost, or a variable cost.

Ki Boosts to Statistics

Some models are able to increase a Statistic through the spending of Ki Tokens (See Profile Cards). These increases are Ki Feats that are Instant and Personal. The increase to the Statistic lasts until the current activation is resolved. Each Ki Boost is considered a separate Ki Feat.

traits

Models in Bushido commonly have one or more traits. Some traits have X, Y or Type values in brackets after the trait's name. This value can be a positive or negative modifier, a range or the Type of model (See Profile Cards) the trait affects.

Some traits on a model's profile card may have either Melee or Ranged after the trait in brackets, in this case the trait only applies to the model's weapons of that type. If neither Melee nor Ranged is stated it applies to all the model's weapon types.

Example: A model with the trait Sharp (Ranged), would only benefit from Sharp when making Ranged Attack actions with its Ranged weapon.

Players cannot choose whether they use traits, but can choose in which order their own model's traits trigger. Unless stated in their description, traits are considered in effect.

Example: A player controlling a Kairai with Rise (4) and Last Stand can choose to attempt his Rise test first, then if successful the Rise trait would cause the model to recover all its wounds. If it failed then the Last Stand trait would trigger.

TRAITS A–B

Aggressive: This model must allocate more dice to Attack than Defence during Melee Exchanges.

Ammo (X): This model starts the game with X Ammo tokens. When this model resolves a Ranged Attack action remove an Ammo Token. If this model has no Ammo tokens it may not declare Ranged Attack actions.

Armour (X): Reduce the result of Damage Rolls made against this model by X.

Armour Piercing (Weapon Type): When this model makes Damage Rolls ignore any Defenders' Armour trait.

Assault Fire: This model may make a Ranged Attack as part of either a Melee or Charge action. The Ranged Attack is resolved before the Melee Exchange and is considered to be at Short Range. If the Enemy model is removed from play as a result of this Ranged Attack then the model's activation ends. The model suffers a -1 modifier to both its MS and RAS if it uses this trait. The model cannot Target any Enemy models with an Assault Fire Ranged Attack it began its activation in BtB with.

Assassin: If this model makes a successful Attack against a Surprised model, it may roll three dice for the Damage Roll caused by the Attack and choose the highest two to add together.

Automatic Disengage: When this model activates it may ignore Enemy models in BtB when declaring its action and freely move out of BtB with Enemy models without declaring a Disengage action.

Aware: This model's LoS extends 360 degrees around its base.

Believer (X/Type/Y): Friendly models within X" of, Type reduce the cost of their Ki Feats by Y.

Blood of Orochi (X): During Ki Generation, each Turn this model's Controller adds together all the Blood of Orochi values of the models currently on the table under their Control. The player can then spend from this total to grant models the Poison trait until the End Phase. The Poison trait's X and Y values are dependent on the number deducted from the total for each individual model, and are as follows:

1 = Poison (1/1)

2 = Poison (1/2)

3 = Poison (2/1)

4 = Poison (2/2)

If a model already has the Poison trait, the player may choose which to use for the Turn. Any points unspent are lost.

Bodyguard (X/Type): If an Enemy model either moves into BtB with a Friendly model of the Type specified, or Targets it with a Ranged Attack during its activation, this

model may switch positions with the Friendly model if the following conditions are met:

- The Friendly model is within X" and in LoS.
- The Friendly model was not in BtB with an Enemy model at the start of the activation.
- This model is not in BtB with an Enemy model.
- This model is not Exhausted.

Any Melee Exchanges and Ranged Attacks are then resolved using this model as the Target.

Bravery: This model may reroll a failed Fear test. It may only reroll the same Fear test once due to this trait.

Brutal (X): This model adds X to the highest Attack dice when calculating its final Attack result.

TRAITS C–E

Camouflage (X): Enemy models cannot Target or enter BtB with this model when it is benefiting from Cover, unless the Enemy model is within X" at the start of its activation.

Channel (X): During this model's activation it may remove X of its own Ki Tokens and distribute them to any Friendly model(s) within X". If the model is outside of this range then the Ki Tokens are discarded.

Charging Bonus (Bonus): When this model makes a Charge action it gains the bracketed Bonus until the end of its current activation.

Command (X/Type): This model may declare a Simple action, Command: The model nominates and activates up to X non-Exhausted Friendly models of the Type. These models each perform a Simple action. The order the models activate in is chosen by this model's Controller, after each action is resolved that model's Condition worsens by one degree.

Conspiracy of the Cult (X): When this model activates it may inflict up to X wounds on any Friendly model(s) including itself that have this trait, up to its X value. This model gains Ki Tokens equal to the number of wounds inflicted. A model cannot suffer more wounds than the X value of its own Conspiracy of the Cult trait. These wounds ignore Toughness.

Co-ordinated Attack (Type): If this model is in a Melee Exchange in which a Friendly model of Type is Outnumbering then this model gains +1 MS bonus. A model can only benefit from this trait once per Melee Exchange.

Cowardly: This model must reroll successful Fear tests. It must only reroll the same Fear test once due to this trait.

Cumbersome: If this model is not the Active model then it suffers a -1 MS modifier.

Defensive: This model must allocate more dice to Defence than to Attack during Melee Exchanges.

Disturb Flow (X/Y): All Enemy models must spend an additional X Ki Tokens to perform Ki Feats when within Y" of this model.

Dodge (X): During a Melee Exchange this model may pick up to X Attack dice rolled by its Opponent to be rerolled. The same dice may only be rerolled once due to this model's trait.

Durable: When this model would suffer more than one wound it only suffers one wound. If this model would recover wounds it only recovers one wound.

Elusive: This model ignores Enemy models' Zones of Control during its movement.

TRAITS F–K

Fear (X): When a model makes a Fear test against this model X is the Target Number for the test. Models automatically pass Fear tests with a Target Number equal to or lower than their Fear (X) trait, but must still take a Fear test if the Target Number is higher than their Fear (X) trait. Fear tests are Target tests using the model's Ki Statistic to resolve. Resolve a Fear test when:

1. An Active model declares an action that would bring it into BtB with an Enemy model with the Fear trait. If the Active model fails the Fear test its Condition worsens by one degree regardless of the action declared (see Model States and Conditions) and its activation ends.
2. Or, an Active model with the Fear trait declares an action that would bring it into BtB with an Enemy model. If the Enemy model fails its Fear test then it enters the Frightened State (See Model States and Conditions).

Models only enter the Frightened State in 2.

Fearless: This model automatically succeeds when taking Fear tests.

Feint (X): During Melee Exchanges this model may pick up to X Defence dice rolled by its Opponent to be rerolled. The same dice may only be rerolled once due to this model's trait.

Fire (X/Y): When this model inflicts wounds through a Melee Exchange or Ranged Attack, the Enemy model gains Fire markers of value X, and in a quantity equal to Y.

First Strike: This model gains the Initiative for the first Melee Exchange with an Enemy model if it started the current activation not in BtB with it, or another Enemy model.

Flank: When this model would be Deployed, this model's Controller must choose whether this model will use Flank or not, if the player chooses not to use Flank, this model is Deployed as normal. If the player decides the model is using Flank then do not deploy it and instead choose a table edge.

Starting on the second Turn of the game, at the beginning of the Starting Step, and before Ki Generation roll a D6. Add the game Turn number to the result rolled, if the final result is equal to or greater than 5 then immediately deploy the model anywhere along the chosen edge but not in the Opponent's Deployment Zone, a 1 is not considered a failure for this roll.

Fly: When this model declares a Walk, Run, Melee or Charge action it ignores Terrain elements, other models and Zones of Control for the duration of the action. The model's movement cannot cross over another model or Terrain element with a height greater than three times its own.

Force of Will (X): This model adds X to its highest dice rolled when making Opposed Ki tests and it is the Active model.

Forward Deployment: This model may be deployed up to 4" outside the Deployment Zone when the Controlling player's Warband is deployed.

Group Activation: All models represented by this profile card activate in the same single activation. Each model on this profile card resolves any movement before any Melee Exchanges are resolved. Melee Exchanges are then resolved in the order the Controlling player chooses.

Heal (X): When not in BtB with an Enemy model this model may declare a Simple action and remove X wounds from its Wound Track or the Wound Track of a Friendly model in BtB.

Heavy: This model may not take any movement as part of a Ranged Attack action.



Wraith of the Cult of Yurei has Fear (5).

Huge: This model is the Huge Size. Model's Targeting this model with a Ranged Attack action gain a -2 modifier to the Target Number of the test.

Immunity (Type): This model may not gain markers of Type.

Immovable: This model may not be moved or placed by an Enemy Attack, Ki Feat or Unique Effect, and never becomes Prone.

Impenetrable Defence: During this model's Melee Exchanges the Enemy model must discard its highest Attack die rolled before the final Attack result is calculated.

Impetuous: This model must always be the first activated by the Controlling player in a Turn, and all Impetuous models in the same Warband must have activated before non-Impetuous models. If a player Controls several Impetuous models then that player chooses the order in which the Impetuous models activate. After the model's first activation the player is free to choose when it next activates in the Turn.

If a model gains Impetuous during the Turn, then the Controlling player's next activation must be with that model if that model is able to activate.

Indomitable (X): This model ignores X additional Enemy models in BtB when checking for Out Numbering in Melee Exchanges.

Insignificant: This model:

- Has no ZoC.
- Does not inflict Opponents with a -1 MS modifier due to Out Numbering.
- May not perform Simple Scenario or Complex Scenario actions.

Intangible: This model ignores Zones of Control, other models and Terrain elements during movement and being in BtB when declaring actions. It may not end its move occupying the same volume as an Impassable Terrain element or another model.

Iron Mind (X): This model adds X to its highest dice rolled when it participates in an Opposed Ki test and is not the Active model.

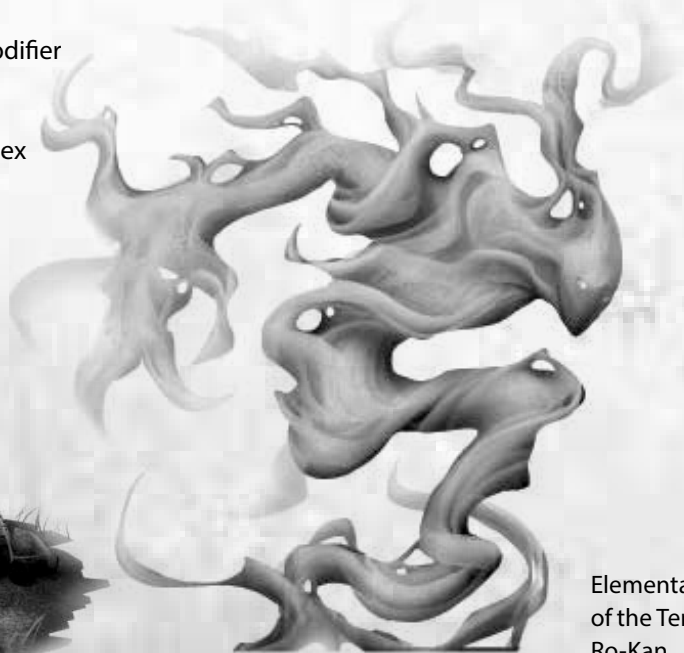
Jump Up: At the start of this model's activation but before its action is declared it may remove the Prone State markers from itself.

Kami: When this model would suffer wounds, instead remove an equal number of Ki Tokens. If this model has no Ki Tokens it is removed from play. This model may not gain or lose Ki Tokens as a result of the Channel or Leech traits. This model has Immunity (Poison) and (Fire), cannot be Healed or recover wounds.

TRAITS L-R

Large: This model is the Large Size. Models Targeting this model with a Ranged Attack gain a -1 modifier to the Target Number of the test.

Last Stand: If this model is reduced to 0 wounds, it may still be activated until the end of the Turn and is not removed from play. This model cannot recover wounds through any game effects or traits once its wounds have been reduced to 0. During the End Phase, the model is removed from play.



Elemental Kami
of the Temple of
Ro-Kan.

Leadership (X): Friendly models within X" may use this model's Ki Statistic when resolving Fear tests.

Leap: When this model declares a Melee, Charge, Walk or Run action, and is not in BtB with an Enemy model. It may, during its movement reduce the distance it would move by X"; X cannot be greater than a model's base Move Statistic. If so then place this model anywhere within X, the model may not be placed in BtB with an Enemy model or in an Enemy model's ZoC. The placement cannot cause it to cross over another model or Terrain element with a height greater than twice its own. The model then completes its movement and action.

Leech (X): Once during this model's activation it may remove Ki Tokens from any Friendly model(s) as long as the model(s) is within X". If a model is outside of this range then its Ki Tokens are lost.

Light Weight: This model does not suffer the modifier for moving during a Ranged Attack action.

Light Footed: During this model's movement through Difficult Terrain elements it treats those Terrain elements as if they were Normal.

Lightning Reflexes: This model is always the first Attacker in Melee Exchanges. Models with this trait gain the initiative against models with First Strike. If two models in a Melee Exchange have this trait then neither gains the benefit.

Martial Prowess (X): During a Melee Exchange the model may reroll up to X of its own Attack or Defence dice. It may only reroll dice once due to this trait.

Medium: This model is a Medium Size.

Oni Rage: During Ki Generation this model may gain an additional number of Ki Tokens equal to D2. If it does it gains the Berserk State until the End Phase.

Order (X/Type/Y): This model may declare a Complex action, Order: This model immediately nominates X Friendly models of the Type specified within Y". Those models' Conditions improves one degree (Exhausted – Tired – Rested).

Parry (X): This model adds X to the highest Defence die rolled when calculating its final Defence result in Melee Exchanges.

Poison (X/Y): When this model inflicts wounds through a Melee Exchange or Ranged Attack the Enemy model gains Poison markers of value X, and in a quantity equal to Y.

Ranged Defence (X): A model making a Ranged Attack action against this model suffers a modifier of +X to the Target Number of the test.

Rapid Fire (X): When this model declares a Ranged Attack action it may resolve up to X Ranged Attacks during the activation. These Ranged Attacks may Target different models and are resolved in the order this model's Controller chooses. This model's Condition still only worsens one degree regardless of the number of Ranged Attacks made by Rapid Fire.

Regenerate (X): This model recovers X wounds during the End Phase.

Reload (X): At the end of this model's Ranged Attack actions it gains X Reload markers. This model cannot declare Ranged Attack actions as long as it has Reload markers.

Retreat: This model must always declare a Disengage action if it starts its activation in BtB with an Enemy model.

Rise(X): When this model is reduced to 0 wounds, make a Target test with a Target Number of X. If successful the model becomes Prone and recovers all Wounds. If it fails remove the model from play as normal.

TRAITS S–Z

Scout: This model may deploy after both player's normal Deployment and may deploy anywhere within 4" of the Controlling player's normal Deployment Zone. This model's Controller adds +1 to the result of the Tactical Roll to decide which player deploys first. If both players have models with Scout the winner of the Tactical Roll deploys their models with Scout second.

Self-Sacrifice (X/Type): If this model is neither Exhausted nor in BtB with an Enemy model, and a Friendly model of the Type specified is within X" and has been successfully Attacked, its Controller may choose to remove this model from play to cancel the Damage Roll against the Friendly model.

Sharp (Melee/Ranged): This model ignores Enemy models' Armour and Toughness traits when it succeeds with an Attack.

Sixth Sense: This model is never considered Surprised. Models with this trait ignore the Camouflage trait.

Slow: This model is always the second Attacker in Melee Exchanges, and may not declare Run or Charge actions.

Small: This model is Small sized. Models Targeting this model with a Ranged Attack action add a +1 modifier to the Target Number of the test.

Split Attack: When this model declares a Melee or Charge action, after its movement if it is in BtB with two or more Enemy models the player may resolve a Melee Exchange with two or more of those models. Before resolving the Melee Exchanges the Controlling player splits the model's Melee Skill Statistic value between the Melee Exchanges with a minimum of 1 for each Melee Exchange, then resolves them in the order the Controlling player chooses. This model's Condition only worsens after the last Melee Exchange.

Example: Kenko activates and is in BtB with two Bakemono. He decides to split his Melee Skill Statistic of 4, to 3 and 1 for the Melee Exchanges. He resolves the first Melee Exchange with Melee Skill 3, after which the first Bakemono's Condition worsens one degree. He then resolves the second and final Melee Exchange with Melee Skill 1, after which both his and the second Bakemono's Conditions worsens one degree.

Soulless: This model automatically succeeds in all Opposed Ki and Fear tests.

Spirit Block: When this model inflicts wounds through a Melee Exchange or Ranged Attack action the Enemy model gains one Spirit Block marker.

Steadfast: This model may freely choose how to allocate dice in Melee Exchanges when Frightened.

Steady: This model can never become Prone.

Strong (Melee/Ranged): When this model makes a Damage Roll, roll 3D6 and choose the two highest dice.

Strong Mind (X): This model gains a +X modifier to its Ki Statistic when resolving Opposed Ki tests.

Stubborn: This model cannot declare Disengage actions.

Stupid (X): When this model declares an action, make a Target test with a Target Number of X, if it fails this test the model's action ends immediately, its Condition still worsens one degree.

Tactician (X): This model adds X dice to the Controlling player's Tactical Rolls. The player may only benefit from one model's Tactician trait each roll.

Terror: If a model makes a Fear test caused by this model it must reroll the test if it succeeds. Models must only reroll the same test once due to this trait.

Tiny: Models Targeting this model with a Ranged Attack action add a +2 modifier to the Target Number of the test.

Tireless: This model does not become Tired or Exhausted as a result of Melee Exchanges initiated by Enemy models' actions.

Toughness (X): When this model would suffer Wounds reduce the final number of Wounds by X.

Example: Zuba is successfully Attacked in a Melee Exchange with a Success Level of 2. His Opponent rolls a 9 on his Damage Roll and so Zuba would suffer 3 wounds but he has the Toughness (1) trait and so only suffers 2 wounds.

Unblockable Strike: During this model's Melee Exchanges the Enemy model must discard its highest Defence die rolled before the final Defence result is calculated.

Unstable (X): This model suffers a modifier of -X to its Move Statistic during movement through Difficult Terrain elements.

Weak (Melee/Ranged): When this model makes a Damage Roll, roll 3D6 and choose the two lowest dice.

Weak Mind (X): This model suffers a -X modifier to its Ki Statistic when resolving Opposed Ki tests.

terrain

A Terrain element's height, width and area are what is physically represented on the table, or agreed upon by both players.

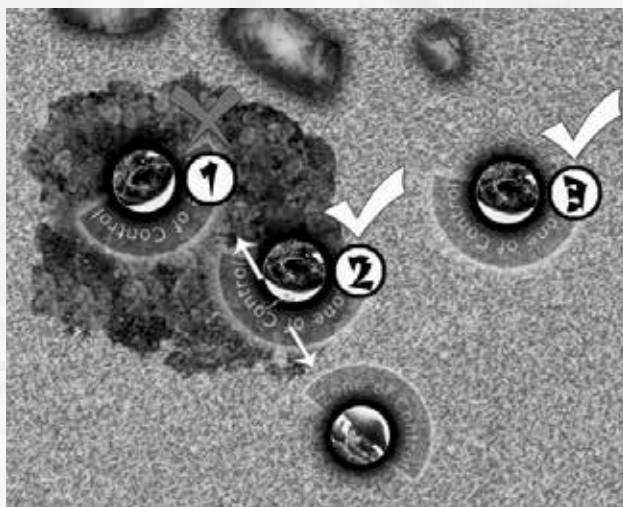
Terrain elements are categorised by two traits: Visibility and Difficulty.

VISIBILITY

Can the Terrain element be seen through when drawing Line of Sight (LoS)?

Blocking: No LoS can be drawn through any part of the Terrain element that is considered Blocking.

Obscuring: Models can only draw LoS 3" into or through Obscuring terrain and cannot draw LoS past this distance. Models within this 3" benefit from Cover.



Drawing LoS into Obscuring Terrain

1. No LoS available to this model as it is further than the 3" models can draw LoS into/through Obscuring Terrain.
2. LoS achieved, but the model would benefit from Cover as it is within an Obscuring Terrain element.
3. LoS achieved as a clear line can be drawn between the models.

DIFFICULTY

How easy is it for a model to move through?

Impassable: Cannot be moved through.

Difficult: Can be moved through but at x0.5 movement rate for any movement whilst within the Terrain element.

Normal: No effect to movement.

Some parts of a Terrain element like a building may have different types of Visibility and/or Difficulty; the walls for instance could be Visibility: Blocking, Difficulty: Impassable, whereas a window might be Visibility: Un-Obscuring, Difficulty: Difficult.

So the players should decide before the game starts if any areas of a Terrain element are different.

TERRAIN DEPLOYMENT

When deploying Terrain elements follow these three steps:

1. Players alternate in choosing Terrain elements until their combined area covers between a quarter (12" x 12") and half (12" x 24") of the Table and a variety of Visibility and Difficulty types.
2. Players should randomly decide which player sets up the terrain: No Impassable Terrain element may be placed within 2" of a Scenario Objective, or another Terrain element with the Impassable trait.
3. The other player then chooses a Deployment Zone.



Minuro, a marksman of the Prefecture of Ryu.

game setup & turn

GAME SETUP

Before starting the first Turn, players need to set up the game using the following steps:

1. Firstly they should each create a Warband (See Warband creation).
2. Then either agree on, or randomly decide, a Scenario to play (See Scenarios).
3. Players place/nominate any Scenario Objectives as instructed by the Scenario.
4. Players deploy Terrain and select Deployment Zones (See Terrain).
5. The players make a Tactical Roll, with the winner deciding which player deploys first. That player then deploys their entire force. Then the second player deploys their force (Deploy as detailed by the Scenario).
6. The First Turn then begins.

A GAME TURN

Games of Bushido are broken down into a number of Turns. How many Turns the game lasts is dictated by the Scenario being played.

Each game Turn is divided into three Phases. The three Phases are the Starting Phase, the Main Phase and the End Phase.

Starting Phase

1. Roll for Variable Turns (See Scenarios).
2. Ki Generation: All models gain a number of Ki Tokens equal to the first number of their Ki Statistic.
3. Tactical Roll: Both players roll a D6; the player who rolls highest, after any modifiers, decides which player will be the Active Player first in the Turn.
4. Resolution of Unique Effects, with the Active Player resolving their Unique Effects first.

5. Players calculate the number of Pass Tokens for the Turn. Each player totals the number of models in their Warband. The player with the least gains the difference in Pass Tokens.

Main Phase

1. Starting with the Active Player.
2. The Active Player chooses a model in their Warband and declares a Simple or Complex action for it to perform, or uses a Pass Token.
3. The model's action is resolved.
4. The Opponent then becomes the Active Player and follows from Step 2. If the Opponent is unable to activate any models then the current player continues to be the Active Player until they are also unable to activate any models.
5. Once neither player is able to activate a model, move to the End Phase.

End Phase

1. Resolve any effects that occur or end in the End Phase. Always resolve the negative effects first.
2. Refer to the Scenario being played and check for the scoring of Victory Points. If this is the final Turn, the game finishes. If either player has no models left on the table, the game ends and Victory Points are calculated immediately.
3. Remove Exhausted Condition markers.
4. Discard any unspent Pass Tokens.

Note: Games can only finish in the End Phase.

Pass Tokens

A player may spend a Pass Token instead of taking an action with one of their models, if they do then their Opponent becomes the Active Player.