



Tournament Pack

Intro

Bushido tournaments should be fun, social experiences where players compete in a competitive but fair environment, each striving for their share of the Silvermoons available.

Player Responsibilities

Logistics: Player should bring all their own models, stat cards, dice, measuring devices, markers, and templates they require for play. Players should have all the official profile cards for the models in their warbands and must show a profile card if requested by their opponent.

Army Lists: Players should bring two copies of their Army lists, one for the tournament organiser and one to show to their opponent before each game begins.

Modelling and Painting: All models used in GCT organized play events must be GCT miniatures from the Bushido-the game range. The miniatures must be fully assembled on the appropriately sized base for which the model was designed and have the base marked for Facing and Line of Sight. Any non-GCT models, unassembled miniatures, or inappropriately based models are not permitted.

Models that have not yet been released to the general public at the time of the event are not permitted unless those models are readily available at the event venue (such as a convention release).

Model Conversions: Players must be unambiguous about model representation. At his discretion, the tournament organizer can make exceptions to approve any reasonable conversion. A converted model must contain a majority of parts from the original model for which the rules were written. The end result of any conversion must be clearly identifiable as the intended miniature and accurately represent it. Any conversions must be clearly pointed out to your opponent before the game to avoid confusion.

Sportsmanship: A fair and honest in-game experience is required in order for everyone to have a fun game. Players must execute the rules of the game accurately and fully cooperate with opponents to honestly answer any questions that arise before and during the game. Players are also responsible for hold-

ing their opponents to the same standards. The tournament organiser will not be able to observe every game. If your opponent is doing something that is making you uncomfortable - stalling, bending the rules, or outright cheating then tell your opponent about it. Explain what he can do to remedy the situation in order to maintain a fair, honest, and fun in-game environment. If the behaviour continues or a dispute arises, call the tournament organiser and explain the situation. The tournament organiser always has the final word on rules questions or debates. Players must accept all rulings made by the tournament organiser whether or not they agree.

Rerolling on cocked dice: Any dice that are not totally flat on the surface of the table should be rerolled until they are.

Event Organiser Responsibilities

Logistics: The tournament organiser should arrange for enough terrain to cover all tables used for an event with the appropriate amount of terrain. They should allow enough time during the day between rounds for players to move their models, use the toilet, get refreshments and socialise.

Number of rounds: We would suggest that the tournament organiser adjusts the rounds to the number of players, but a tournament should have at least 8 players to be official and run for 3 rounds in order to establish a winner.

First round pairings: The first round pairings should be determined at random and where possible not pairing players who regularly play against each other i.e. from the same town, club or store.

Subsequent pairings: Pairings after the first round should be using the Swiss Pairing system. Player's Game Scores, calculated by the Victory Points scored in the Scenario played determine their rank at the tournament. After each round, starting from the top of the rankings, each player should play against the player ranked directly below them.

Byes and odd numbers: If possible the tournament organiser should have a stand in, either a helper or themselves to ensure even numbers. If however there is an odd number then the bottom placed player should receive a bye and a Game Score of 5 for that round.

Round timings: The length of each round should be adjusted dependant on the Rice Cost of the Warbands for the tournament.

Rice Cost of the participant's Warbands	Length of the Tournament Rounds
35	75 minutes
42	90 minutes
50	105 minutes

Scenario Selection: The tournament organiser should choose the Scenarios to be played prior to the day of the tournament and they should be chosen at random.

Terrain and table set up: The tournament organiser should decide what terrain is placed on each table, how it is set up and clearly explain to the players of the tournament how each piece should be interpreted. Players should not move the terrain during a game or in between rounds. At the start of each round players should still make a Tactical Roll to determine who chooses the deployment zone and then deploys their Warband.

Game results: The games end when the time for the round has lapsed, the game has played through all the turns required for the scenario or one of the players Warbands has been entirely destroyed. In any case the game ends at the end of the current turn, and only the Victory Points scored before and during this turn count towards the final Game scores for each player. Each play should then complete the details of the game on the Warband Record Sheet and hand it back to the tournament organiser.

Victory Points result	Game Score
3 – 0	9
2 – 0	8
2 – 1	7
1 – 0	6
1 – 1	5
0 - 0	4
0 – 1	3
1 – 2	2
0 – 2	1
0 – 3	0

Final standings: After the predetermined number of rounds the player with the highest Game Score wins the tournament. If players have the same Game Score then the tie breakers are - Games won (higher Game Score than the opponent), Strength of Schedule.

Warband Record Sheet

Player's Name	
Player's Faction	
Player's GCT Forum Name	
Tournament Organiser (Retailer or Retainer)	
Date of Tournament	
Location of Tournament	
Final Ranking	

[illegible][illegible]

Player's Signature:

Tournament organiser's signature:

Silvermoons accrued:

Scenario Rules

Scenarios are named and then broken down into five simple sections, that when understood allow players to quickly pick up and play any Scenario.

Name: Thematic title purely to add to the cinematic experience that a game of Bushido brings.

Type: Scenario Objectives, Very Important Models or Zone Control

Deployment: Where to deploy your models and any Scenario Objectives.

Game Length: The number of turns the game will last.

Scenario Objective Interactions: How models interact with any Scenario Objectives.

Victory Conditions: How the players ultimately win a game by scoring Victory Points.

Type

All Scenarios have a Type: *Scenario Objectives*, *Very Important Models (VIM)* or *Zone Control*. Some Scenarios may have more than one Type. Types are linked to the scoring of Victory Points (VP's) in Scenarios, how this is achieved is dependent on the Scenario and explained under its Victory Conditions.

Scenario Objectives: These are Terrain elements on the battlefield that players must attempt to interact with. Scenario Objectives are one of three Alignments (Friendly, Neutral or Enemy) this can be shown on the board by turning the Scenario Objective to face the player's Deployment Zone to whom it is Friendly or neither showing it is Neutral. If a Scenario Objective is Friendly to a player then his Opponent considers it Enemy.

In Scenarios players can use their models to interact with Scenario Objectives through Scenario actions. The effect is detailed under Scenario Objective Interactions. All Scenario Objectives are considered *Blocking* and *Impassable* Terrain elements unless

specified in the Scenario. They do not count towards the number or area when calculating Terrain for a game (See Terrain rules). **VIM:** These are models that a player must kill, capture or defend depending on if it is theirs or the Opponent's. There are three types of VIM: Hidden, Open and Nominated and they will appear after the VIM in brackets, for example: **Type:** VIM (Hidden).

If the Scenario requires more than one VIM this will also appear in brackets after the Type for example:

Type: VIM (Hidden and Open).

Hidden: Each player secretly nominates one of their non-insignificant models as the VIM. This is not revealed to your Opponent until the End Phase of the last Turn of the game. Players don't declare when the VIM is killed but note in which Turn each of their models were killed.

Open: Each player nominates one of their non-insignificant models as the VIM.

Nominated: Each player nominates one of their Opponent's non-insignificant models as the VIM.

In Scenarios, if a model nominated as a VIM leaves play and returns, it is no longer considered a VIM. Players should nominate VIMs before Deployment as detailed above. Remember replaced models are not considered to have left play.

Zone Control: In these scenarios there are areas on the board that the players must battle to Control. A player Controls a Zone if they have a higher Rice Cost of models completely within the Zone's area and have more models completely within the Zone's area than their Opponent. A player gains a number of Scenario Points equal to the Alignment of the Zone during the End Phase.

Friendly = 1 SP

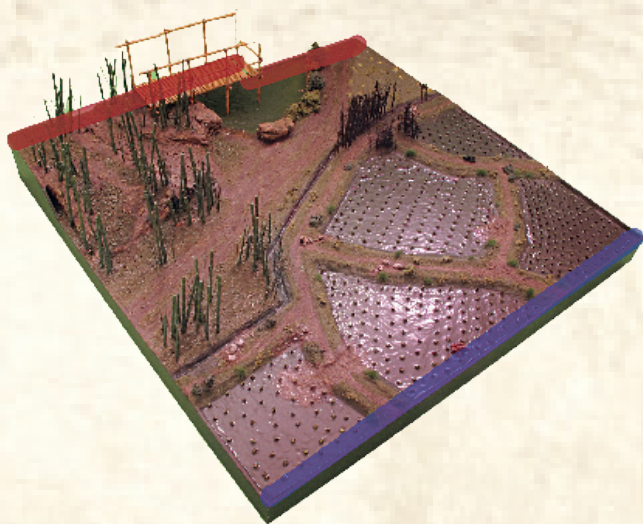
Neutral = 2 SP

Enemy = 3 SP

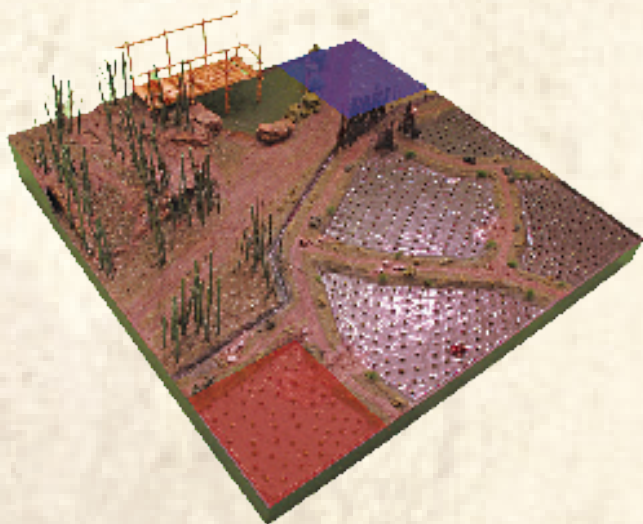
Deployment

This section outlines the deployment of the players' models and if necessary any Scenario Objectives. For models, Deployment can be either Baseline or Corner Square Deployment. This is the area that the players will deploy their models.

Baseline Deployment: Models are set up with the base of the model touching the edge of the board.



Corner Square Deployment: Players set up their models completely within a 6" square in opposite corners of the board.



If the Scenario uses Scenario Objectives then players should place them on the board as instructed under this section of the Scenario explanation in conjunction with the Scenario's diagram. Objectives with the same colour as your deployment zone are Friendly. Uncoloured Objectives are Neutral.

The Scenario Objective's base size will appear in brackets. There are three different base sizes: Small, Medium and Large.

Game Length

The length of a game of Bushido can be Fixed or Variable and lasts a number of Turns detailed below, the game ends at the End Phase of the last Turn or if all of one player's models are removed from play.

Variable (X): During the Starting Phase of Turn (X) one of the players rolls a single D6. If the result is 4 or more the game will finish at the end of the Turn, If not then the game continues to the next Turn when this roll will be made again. The game will always finish after the End Phase of the seventh Turn.

Fixed (X): The game finishes after the End Phase of the designated Turn (X).

Scenario Objective Interactions

Players can interact with Scenario Objectives by taking Simple or Complex Scenario actions (See Actions). The action needed, Simple or Complex, will be in brackets after the Scenario Objective Interaction for example: Influence (Simple). The affect of an action depends on the Scenario Objective Interaction of the Scenario.

If there is more than one Interaction available to the model then the controlling player decides which to use. Only those Interactions outlined in a Scenario can be used. The Interactions will appear as Key words and are as follows:



Influence (Simple/Complex): The player changes the Alignment of a Scenario Objective one Degree (Enemy – Neutral – Friendly)

Prayer (X) (Simple/Complex): Each player starts the game with X Prayer Tokens. These are placed in a Prayer Pool for each player. The player removes one Prayer Token from their Prayer Pool and scores Scenario Points (SP's). The number of SP's scored depends on the Alignment of the Scenario Objective the model is in BtB with.

Friendly = 1 Scenario Point

Neutral = 2 Scenario Points

Enemy = 3 Scenario Points



Worship (Simple/Complex): The Controller of the model that performs this Scenario Objective Interaction places a Worship marker next to the Scenario Objective in BtB with the model. If the Scenario Objective's Alignment would be reset instead remove a Worship marker.

Victory Conditions

Each Scenario has three Victory Points (VP's) available to the players. At the end of the game the player who has scored the highest number of VP's is the winner. If both players have scored an equal number of VP's then the game is a draw. Each VP can only be scored by one player.

When and how VP's are scored is explained under each individual Scenario's Victory Conditions section.

Some Scenarios will have additional rules denoted by the following Key words and their rules are detailed as follows:

Decreasing (Popular): During the End Phase of a Turn after scoring VP's remove a Scenario Objective on which most Simple Scenario actions were taken. In the event of a tied number of Simple Scenario actions on Scenario Objectives the scoring player's Opponent decides which to remove.

Decreasing (Scorer): During the End Phase of a Turn after scoring VP's remove a Scenario Objective which is Friendly to the player who scored the VP. The scoring player's Opponent decides which to remove if there is more than one available.

Reset (X/X): During the Starting Phase of Turns X and X reset each player's Scenario Points total to 0.

Reset Influence (X/X): During the Starting Phase of Turns X and X reset the Alignment of all Scenario Objectives to Neutral.

The Idols

Hanso sat by Hiro's side as he contemplated their search. For weeks they had trawled through the undergrowth, setting up camp in boggy conditions. The men were restless and agitated by their fruitless search. When they had first departed Ryu they had found many sacred sites and left Shugenja there to effectively channel the residual power. This had taken practise, initial attempts had reduced them to rubble. These nodes were proving incredibly useful to the Takashi clan and Hanso was happy to be serving Hiro in the field again.

Since their last find however they had continued in vain, they had followed the old maps to locations where all that was left was the crumbled ruins of the Idols. Who had defiled the Idols and why was unknown to them. It had begun to feel like they were chasing shadows.

Hiro, broke the silence to which they were so comfortably accustomed. In a quiet voice he relayed orders to Hanso who bowed low and left. The diligent gunso was pleased by the renewed vigour in his leader's voice; the Idols could not wait.

He barked orders to the men to stop assembling camp, they were to force march through the evening and into the night. Only a Takashi force could respond with so little grumbling, he refelected. This time when they arrived, so did their recent nemesis, that had, up until now, been one step ahead of them. Hiro's intuition or the guidance he received from his ancestors had once again proved decisive. As the demons of the Savage Wave roared their way into the clearing of the Idols the men and women of the Dragon were waiting.



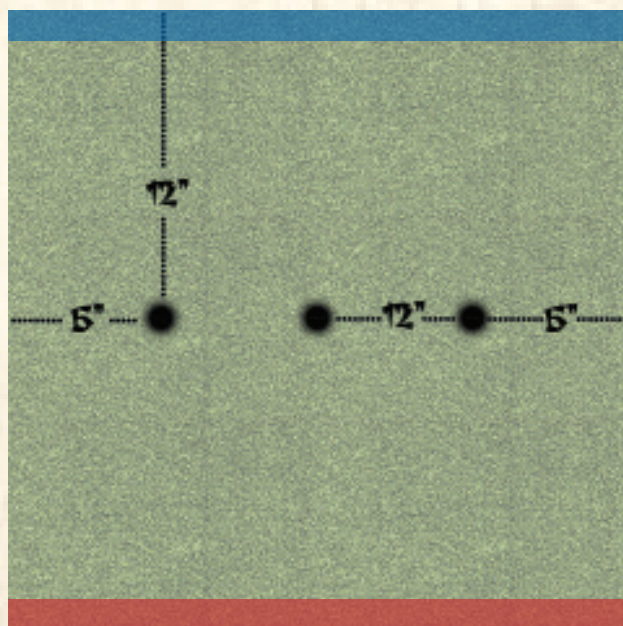
Type:
Scenario Objective

Deployment:
Baseline Deployment
3 Scenario Objectives (Small) all Neutral

Game Length:
Fixed (6)

Scenario Objective Interaction:
Influence (Simple)

Victory Conditions:
1 VP To the player with the most Friendly Scenario Objectives at the end of Turn 2.
1 VP To the player with the most Friendly Scenario Objectives at the end of Turn 4.
1 VP To the player with the most Friendly Scenario Objectives at the end of Turn 6.
Decreasing (Scorer)



Keii

As Kame Sam, slowly and methodically rolled forward towards the grove, Master Ekusa sat motionless except for the bobbing motion of Kame Sam's awkward gait. Eyes shut, his face a mask. As Riku watched the Master he knew that although Ekusa's body sat atop his old friend and companion, his mind was somewhere, a place Riku could only guess at. When he was younger had had asked the Master where he would go in moments like this, the old monk had answered in his characteristically confusing way "I go everywhere, for we are always here and nowhere," punctuated with a satisfied little chuckle at the look of bafflement on the young boy's face, before affectionately rustling his hair with a heavy wrinkled hand and walking away.

Kame Sam's abrupt halt brought Riku back from his childhood reminiscing. Without opening his eyes the old monk announced "we are here, but we are not alone" in a matter of fact statement like way.

The band had set out to find a site of spiritual significance where they would be able to commune with the old Kami and seek guidance for the difficult times to come. The difficulty was that they were not the only ones seeking to harness the power of the ancient grove they happened upon. Entering the clearing from the mountain side, Riku smelt the unnatural, alchemical odour of firepowder used in the Takashi Arequebuses even before seeing the clan's ashigaru entering through the opposite edge from the south. The Prefecture commander barked instructions, content with the order and unity of his men's response, as the two Warbands spread out around the perimeter of the sacred site, readying themselves for the inevitable confrontation to come.



Type:

Scenario Objective

Deployment:

Baseline Deployment

6 Scenario Objectives (Small)

2 Friendly, 2 Neutral and 2 Enemy

Game Length:

Fixed (6)

Scenario Objective Interaction:

Prayer (5) (Simple)

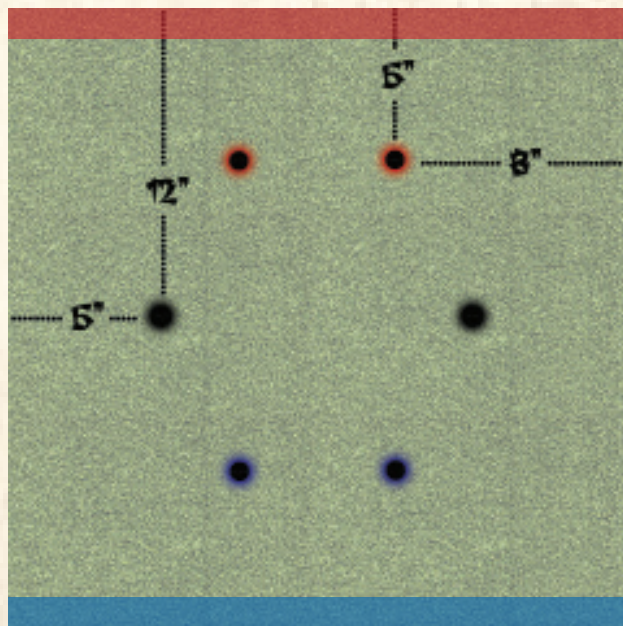
Victory Conditions:

1 VP To the player with most Scenario Points at the end of Turn 2.

1 VP To the player with most Scenario Points at the end of Turn 4.

1 VP To the player with most Scenario Points at the end of Turn 6.

Reset (3,5)



The Messenger

He stood looking down at the city of Jyoto, the city stood resolutely here in the mountains. He had assembled a Warband of soldiers that he knew he could trust to aid him on his most important of undertakings. That he was chosen by the Old Bear to lead this force and complete this mission was the proudest moment of his life.

The contents of the message he carried were more important to him than not only his own life but those of his men as well. Yet he knew not a word of what it contained. He of course knew his destination though, the Garrison of the Damned which meant he could have a decent guess that the message related to the demons of the Savage Wave. His knowledge of the Iron Mountains and particularly the Blood Pass, he was told would prove vital. He had been told to expect the Tengu and Hill Tribesmen to hinder his progress,

to which he felt dismay; why would they have any interest in the Garrison?

He had no answer and if any bird, man or demon tried to stop him they would die at the hands of his Tetsubo. Like for like he would stop any other he met from relaying their own messages through the pass.

He was proud as his men walked with the confidence and assurance expected of the Bear clan's forces. The ore in the walls of the pass glistened a sumptuous deep red, more beautiful than the clearest of rubies, in the last rays of the day's sun. As a force of Tengu elegantly swept down into the pass ahead, he momentarily regretted these noble creatures' blood he was about to spread. His men enveloped him in a protective formation accompanied by a roar of 'protect the messenger' that rumbled down the pass.



Type:

VIM (Hidden)

Deployment:

Corner Deployment

Game Length:

Variable (5)

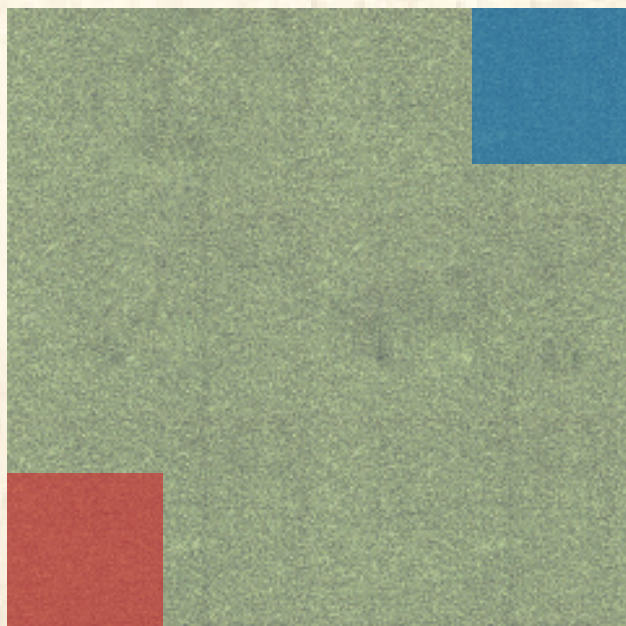
Scenario Objective Interaction:

N/A

Victory Conditions:

- 1 VP To the player whose VIM is still in play at the end of the game. If both VIMs are still in play neither player scores this VP.
- 1 VP Killing your Opponent's VIM in a Turn yours was still in play during the End Phase.
- 1 VP If your VIM is in the Opponent's Deployment Zone and you reveal it is the VIM, before your Opponent has done so.

Special Rules: At the end of a model's own action it may reveal itself.



Ryodo

Position was the key to winning a battle. Yashushi's teachings of battlefield positioning and outmanoeuvring were amongst the first lessons taught in the Koryu School in Okyo. Kaihime could clearly remember old sensei Goryu drawing the shapes in the sand with his ivory cane. Inviting the students to plan their avenues of attack before clearly and cleanly dissecting the flaws in their tactics, brushing the sand clean and starting again. Hours would seem like minutes to the whole class, captivated by the old man's wisdom.

"It's easy to see the faults of a plan in hindsight, the trick is study so that hindsight becomes foresight," He had said to her after a long autumn lesson. Her young, wide hazel eyes staring intently, studying the old man's wizened face with as much concentration as she did his words. Of course this was easier said

than done. But like all things in the life of a Bushi she would give her all in the pursuit of mastering it. "Kaihime-Sama, the troops are ready," Spoke the Jade Mamba, knelt at the tent flap, head bowed in obedience. One hand on her standing knee the other on the hilt of her trademark nagamaki sword.

Kaihime turned to look at the young but brave warrior before her and another of Sensei Goryu's teachings. The responsibility of knowledge and wisdom is to carry it like any gift until those of worth are found to impart it upon. Kaihime felt this was such a time.

"Come here, take off your helmet and listen carefully," She instructed as she cleared the desk and drew out a parchment of the valley in which they were currently encamped.



Type:

Zone Control

Deployment:

Baseline Deployment

Three Zones 4" Diameter (one Friendly, one Neutral, one Enemy)

Game Length:

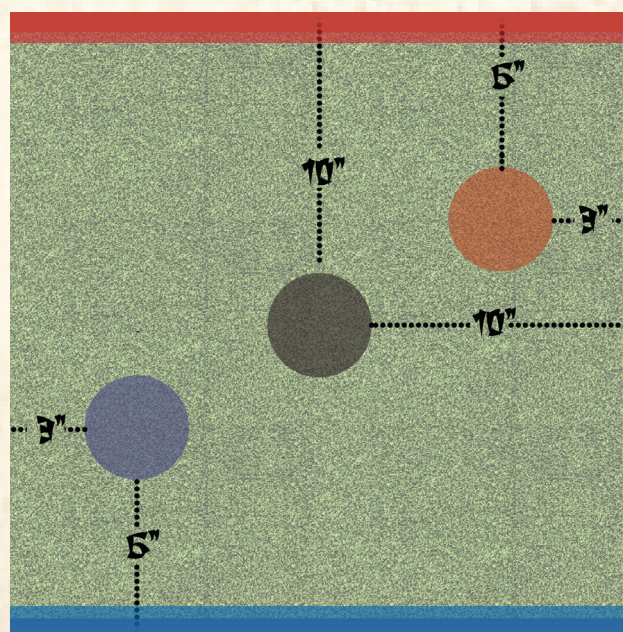
Fixed (6)

Scenario Objective Interaction:

N/A

Victory Conditions:

- 1 VP To the Player who has the most Scenario Points during the End Phase of turn 2
- 1 VP To the Player who has the most Scenario Points during the End Phase of turn 4
- 1 VP To the Player who has the most Scenario Points during the End Phase of turn 6



Reikan

His heavy leather cloak offered some protection from the raging winds licking at his face like a pack of hungry dogs. The thick Yak's wool trim dancing in the strong winds, the long beads which usually hung gently from the bleached goat skull and sat atop his gnarled staff, marking him as Shinia of his tribe snapped and cracked loudly. "You look nervous," stated the tall and elegant Tengu standing behind the Shinia. "No my lord, I do not fear for myself only my tribe" replied the Shinia, his fist clenching around his staff, trying to insert a tone of strength into his voice to reassure himself more than the winged ally who stood beside him. "These are wild, evil things. We have faced the Minimoto and fought them, but they are men. These Demons of nightmare cannot be killed," said the Shinia, whilst turning to face the Tengu. Hoping he could judge the validity of his words in the avian eyes which now met his own. "Courage is not found in those that fight without fear, it is shown

by those that fight in spite of it," came the reply after what seemed an age.

The Shinia looked past the Tengu to the band of warriors that stood a short distance away. The men and women making up the vanguard were drawn from the best hunters and trackers from the local tribes to confront this new threat to their collective peoples. He knew the truth in the Tengu's words. He was their leader, the Shinia, and he needed to show them courage. To be the spark that would ignite their fury and light hope in the hearts. Clack, clack, clack a slow but reassuringly certain rhythm beat out using his staff on the rock by his feet. Clack, clack, clack came the reply, as the warriors' response rang out. Louder the Shinia drummed back, turning back to the Tengu whose gaze was staring off into the distance.

"I know what must be done,"



Type:

VIM (Open)

Deployment:

Baseline Deployment

Game Length:

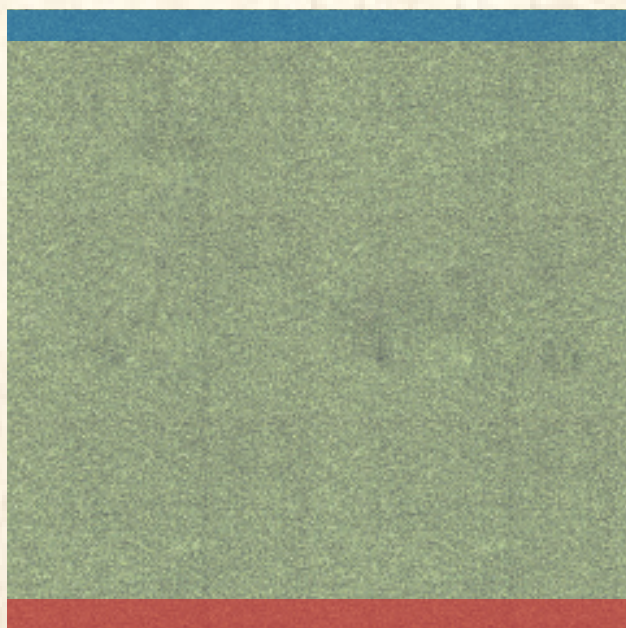
Fixed (6)

Scenario Objective Interaction:

N/A

Victory Conditions:

- 1 VP To the player whose VIM is still in play at the end of the game. If both VIMs are still in play neither player scores this VP.
- 1 VP For killing your Opponent's VIM in a Turn yours is still in play during the End Phase.
- 1 VP If your VIM is within 4" of the Opponent's Baseline Deployment edge during the End Phase and your Opponent's VIM is not within 4" of your Baseline Deployment edge.



Seiqyo

Harukichi wiped the noodle juice trickling down his chin with a neatly folded and beautifully embroidered silk napkin. His brow furrowed as he listened to the report from the young Shatei knelt before him, head bowed in respect. Karukichi wasn't a Lord, but to his gumi he was the undisputed leader and he made the decisions.

As the boy told of the Jung warriors' poorly concealed movements around the old Shrines in the market square of this moderately size port of Katsuyama Harukichi drummed his chubby little fingers upon the exquisitely crafted pummel of his cane. The five gold rings, adorning his fingers, each a tribute to the Fortunes, made the clinking sound members of his gumi had become familiar with when Harukichi was considering his next move. To his right the ever present Manu, his colossal form stood statuesque, only his eyes moved, scanning the buildings and al-

leys around them for possible danger to his Oyabun. Harukichi felt a certain amount of surprise that the pirates could make such a poor move, to so openly and brazenly challenge the Silvermoon's expansion of its base of operations was poor business. Harukichi and the leaders of the other gumi would have had no qualms allowing the Jung to continue to use the port to resupply without threat from the Prefecture, for a fair price of course. These Jung fools surely had to know that confronting the Silvermoon would end up costing them more than just the moons lining their purses.

After a good ten minutes of thought, Harukichi let out a small sigh and smiled. He was a business man, but also a gambler, and from what his men had told him he liked the odds. Soon, with the blessing of the Fortunes he would secure the location, the port and more moons for the gumi.



Type:

Scenario Objective

Deployment:

Baseline Deployment

3 Scenario Objectives (Small) all Neutral

Game Length:

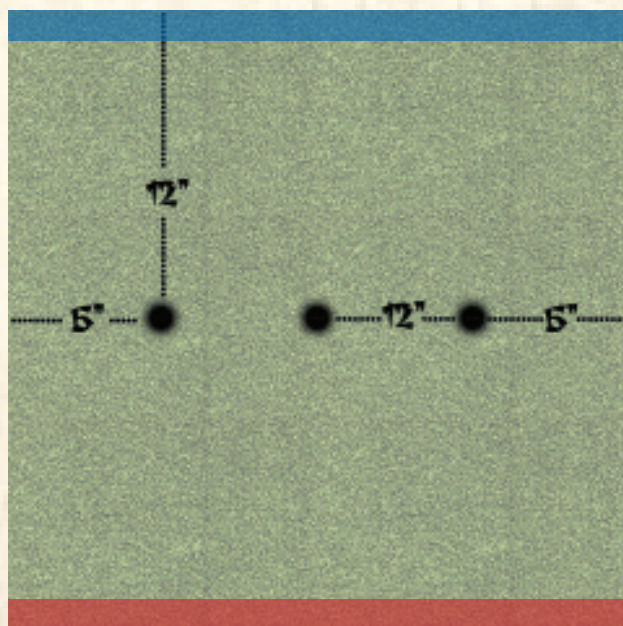
Fixed (6)

Scenario Objective Interaction:

Influence (Simple)

Victory Conditions:

- 1 VP To the player with the most Friendly Scenario Objectives at the end of Turn 2.
- 1 VP To the player with the most Friendly Scenario Objectives at the end of Turn 4.
- 1 VP To the player with the most Friendly Scenario Objectives at the end of Turn 6.



Ichi no Riten

His hair flowed out behind him snakes writhing angrily in the forceful wind. He stood silently, somewhat stoically in sheet after sheet of pouring rain that had already forced his companions to retreat to the shelter of the nearby tree line. He stood alone, apart now, as he always had. An outsider although in truth he had never cared for the company of others and was well aware of his capability to draw people to him when he needed or wanted something from them. From the darkness of the forest they watched him, his lean form silhouetted by the bright flash of lightning, his shadow danced in time to the jarring rumble of thunder at odds to his still form. A tree to their left splintered under the intense heat and force of a single lightning strike, its trunk screamed like a banshee as sap driven instantaneously to boiling point hissed and raged in its bid to leave its wooden cage, this sound made all the worse by the chorus of cries coming from the two temple bushi

here to support their mission and yet now of no use to anyone, their bodies mere human pin cushions, their lingering voices sure enough to rise the dead... literally. He had known from the start not to heed the caution of the Shisai, if he hadn't their bushi may still be alive. He would take the positional advantage of this place from these cultists and be done with it. Itsunagi slowly but surely removed his Kimono revealing his sculpted torso, with great care he drew his swords before striding forward, with the assuredness only supreme confidence can provide, towards his enemies, not a single glance back.

From their vantage Kaihime and Kenzo rolled their eyes but shared a grin at their kin's immutable self. To battle then, Itsunagi flanked by his Hebi family would wrestle control from their opponents and claim victory for the Ito.



Type:

VIM (Open) and Zone Control

Deployment:

Baseline Deployment

Two Zones 8" Diameter (one Friendly and one Enemy)

Game Length:

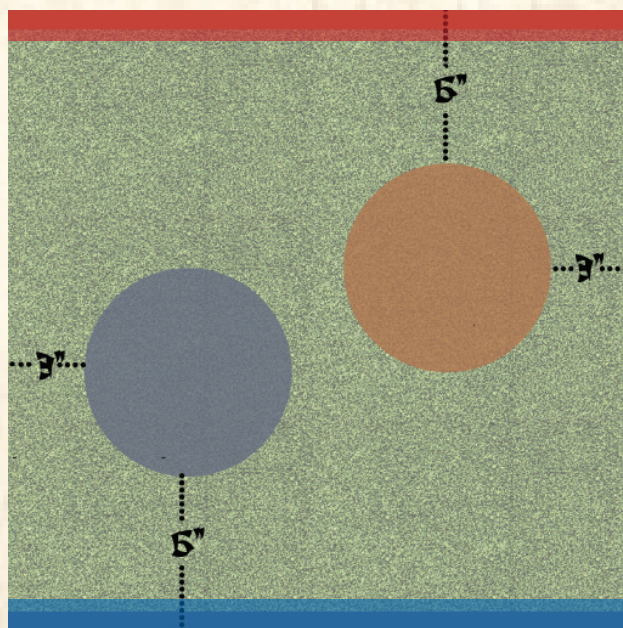
Variable (5)

Scenario Objective Interaction:

N/A

Victory Conditions:

- 1 VP To the Player with the most Scenario Points during the End Phase of Turn 3
- 1 VP To the Player with the most Scenario Points during the End Phase of Turn 5
- 1 VP To the Player whose VIM is closest to the Opponents Deployment Baseline in the End Phase of the last Turn of the game.



Ninki

Yoshio ducked and rolled, the blood smeared tetsubo of the tainted samurai passing a hairs length from the top of his head. As he dropped to one knee and raised his yari in preparation for the next assault, he again took stock of the battlefield as he had been taught.

To his left, by the Haka, an arquebusier using his weapon as a club, swinging in wide arcs in an attempt to fend off the two burakumin closing in on him. In his urgency he had smashed the vase of flowers, freshly placed by the gravestone by the deceased's relatives. The sweet scent of the incense burning gently away in the hearth of the grave shrine belied the chaos and violence erupting around this sacred place. Yoshio felt his anger rise up within him at the senseless desecration of this place by these foul and corrupted puppets of Yurei.

Looking to his right quickly he saw the terror in his comrade Ishi's eyes, a look that just as rapidly changed to disbelief as the mockery of a once proud samurai planted his weapon firmly on his temple, the strength of the blow, driving the crumpled body of the young recruit to his knees before slumping forward over another smaller Haka. The horror turned, jaggedly yanking its head higher and exposing a spinal cord, dripping with congealed blood and rotting tissue. Yoshio could not help but recoil in horror, about ready to turn and flee, his yari suddenly felt so heavy. Luckily for Yoshio the gaze of the cursed samurai was broken by the angel like intervention of the seishin na goei leaping gracefully over one of the many small walls zig zagging the graveyard to engage his tormentor. Yoshio's own fear disappeared at the site of the holy warrior priest and the conviction in her face and those blind eyes.



Type:

Scenario Objective

Deployment:

Baseline Deployment

6 Scenario Objectives (Small)

2 Friendly, 2 Neutral and 2 Enemy

Game Length:

Fixed (6)

Scenario Objective Interaction:

Influence (Simple)

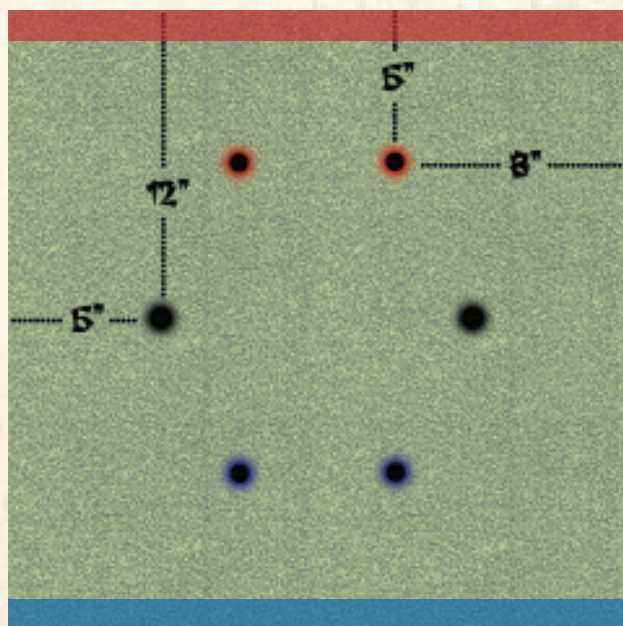
Prayer (5) (Simple)

Victory Conditions:

1 VP To the player with most Scenario Points during the End Phase of turn 4.

1 VP To the player with most Scenario Points during the End Phase of turn 6.

1 VP To the player with most Friendly Scenario Objectives during the End Phase of turn 6.



Botoku

“Hard left, watch the rocks, I’ll not lose her to your clumsiness,” barked Yuki, as the young Samurai leapt and wound her way through the crew like a cat prowling the jungle. Her comfort at sea was not uncommon for the Fujiwara; a people born of the ocean. It was joked that if you cut a Fujiwara you would see water not blood.

Jumping up and anchoring herself at the base of the front mast to gain a better vantage point she scanned the horizon for the pirate ship she had chased since its sighting off the coast of Hokkaido. She could not fail her cousins and would bring these Burakumin to pay for polluting the waters of the Spice Isles with their presence.

Although her ship was fast and her crew well trained these Jung had so far managed to elude them and this

grated on her ego, making her snap with her subordinates more than usual or than they deserved. She needed to keep her focus and her anger directed at those who had stoked it.

The Jung had grown braver in their foraging. Much of this was due to the turbulent times on the lands. The great clans were either mistrustful of each other or in open rebellion and this led to many unreported skirmishes, not only on land but also at sea. This only made it more important that in times of war all knew the Fujiwara fight to the death for what is theirs.



Type:

Scenario Objectives and Zone Control

Deployment:

Corner Square Deployment

Two Large Scenario Objectives (one Friendly and one Enemy)

One Zone 4" Diameter (Neutral)

Game Length:

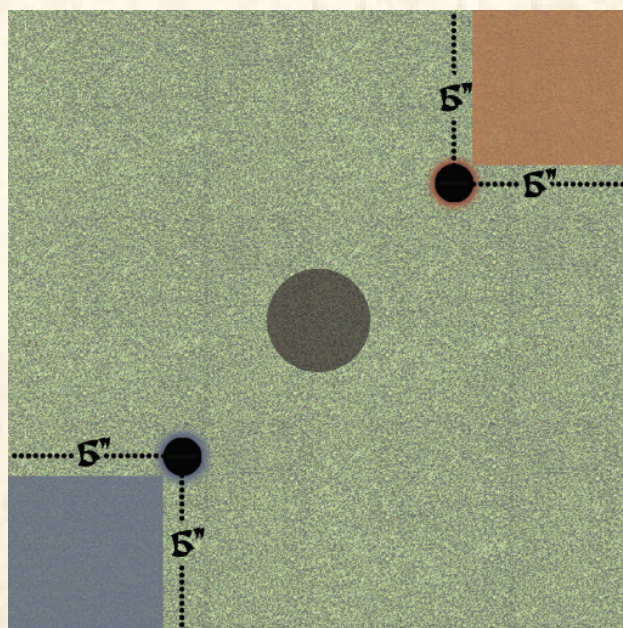
Fixed (6)

Scenario Objective Interaction:

Prayer (6)(Simple)

Victory Conditions:

- 1 VP To the Player who has the most Scenario Points during the End Phase of Turn 4
- 1 VP To the Player who has the most Scenario Points during the End Phase of Turn 5
- 1 VP To the Player who has the most Scenario Points during the End Phase of Turn 6



The Envoy

Ito Itsunagi bowed low to his father and the assembled advisors and left the briefing room. He was to lead a small Warband through the Shimogamo jungles to the true Temple of Orochi hidden in its depths.

This was a mission worthy of Itsunagi because of certain complexities that had come to light only recently. Information leaked by the clan's spies had engineered an opportunity to finally strike at the monks plaguing them at every turn. The Ito were willing to risk an important envoy in order to lure the monks out and they needed to maintain the pretence of being unaware of any risk.

Itsunagi's question of his mission's priority, defending the envoy or taking out the leader of the monks had received a cold blooded and brutal response from the

leader of the Ito clan, failing to do either would be considered a stain on Itsunagi's honour.

His small Warband made their way through the dense vegetation, Itsunagi could feel the tension in the troops around him, the heat and humidity adding to the intense pressure, they were all under. As they came to a hidden rise, the hairs on the back of his neck stood up and he knew it was about to begin. As they took the rise, there in the clearing were the monks as he had anticipated. What he hadn't expected was them there in the open, any advantage lost, unusually arrogant behaviour for a monk, the spies had done well. As the forces quietly weighed one another their leaders quickly decided upon their Warband's target before battle commenced.



Type:

VIM (Nominated)

Deployment:

Corner Deployment

Game Length:

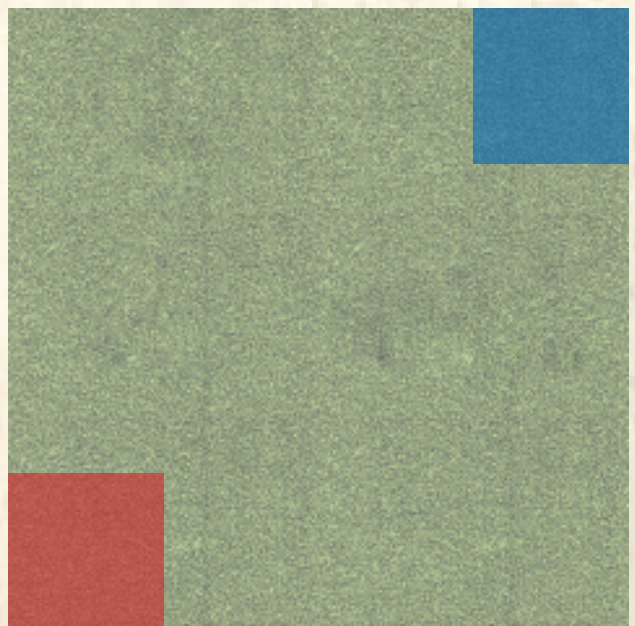
Variable (5)

Scenario Objective Interaction:

N/A

Victory Conditions:

- 1 VP To the player whose VIM received the fewest total wounds during the game. Any wounds recovered or healed still count towards the total wounds received. If both VIMs received an equal number of wounds neither player scores this VP.
- 1 VP To the first player who inflicts any wounds through a Melee attack to their Opponent's VIM.
- 1 VP To the player whose VIM is closest to the Opponent's Deployment Zone at the end of the game.



Omaju

Hanso glanced over at Isamu with an amused smirk spreading across his lips, the young ashigaru stood with his back to the Gunso oblivious to the reaction invoked by his naïve question. Isamu responded with a dry and condescending tone.

“The ancestors are not for you to command boy, you think these shrines a play thing for the old and the holy. The power and knowledge held deep within this place demands your respect, I simply command your silence!” Isamu, returning the smile to Hanso, knowing the chastisement would serve the rest of the men the right message. Turning to Isamu so the men, making ready for camp, wouldn’t overhear, Hanso spoke in hushed tones,

“You say Miyae, said the spirits here were restless?” he asked his brow furrowing.

“Yes my friend, she said we should be wary of others who might seek to harness the shrine’s power but also that of the ancient who abide here” Isamu said nodding, whilst gesturing with his hand to the mountains to the left of the dense jungle, Jorogumo’s Hollow stretching out in front of them as far as the eye could see. The pair were unaware of the eyes watching them from within. Shigeko turned to the bushi to her left smiling.

“Run Ayumi, tell the Eagle his quarry draws near,” nodding with silent obeisance, the young bushi set off at pace.



Type:

Scenario Objective

Deployment:

Baseline Deployment

3 Scenario Objectives (Small) all Neutral

Game Length:

Fixed (6)

Scenario Objective Interaction:

Influence (Simple)

Worship (Complex)

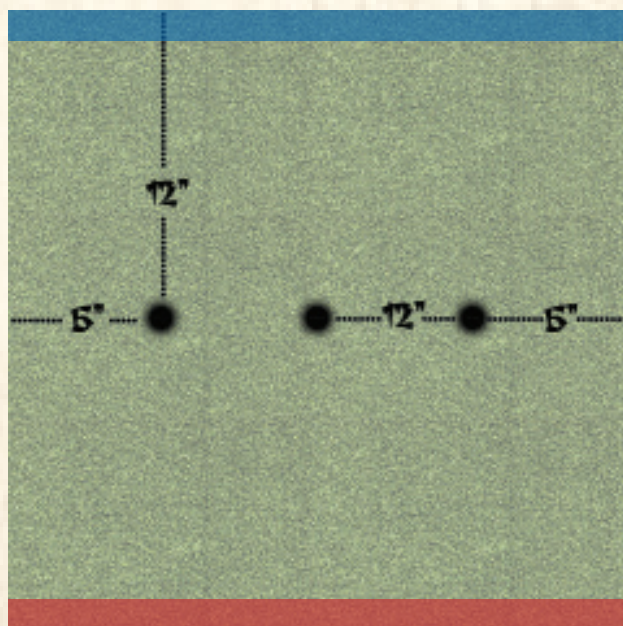
Victory Conditions:

1 VP To the player with the most Friendly Scenario Objectives during the End Phase of Turn 2

1 VP To the player with the most Friendly Scenario Objectives during the End Phase of Turn 4

1 VP To the player with the most Friendly Scenario Objectives during the End Phase of Turn 6

Reset Influence (3/5)



Depletion

She could feel the life drain from the small child locked in her motherly embrace, inhaling the last vapours of Ki from the innocent as they escaped its corpse, the tendrils of life energising the witch. Kato thought that Ikiyo almost looked at peace. The tall, elegant abomination relaxed her grip allowing the lifeless body of the girl they had happened upon to slip limply to the dusty earth.

Kato turned his attention to the task at hand, the simple shrines looked like mere grave markers to those unable or willing to see their true power. The voice which guided him, and which was always right had informed him of the importance of breaking these sites to their will. Speed was of the essence as once unlocked the energy here would be lost, Kato would not, could not, relinquish this power. The girl had been unexpected and her presence concerned

Kato. Raising a long bony finger he pointed with blackened, dirt encrusted nail instructing the Kairai waiting motionless at his sides to form a perimeter.

Turning to Ikiyo, her suddenly wide eyes alerting him to the presence of the Bakemono entering the graveyard, at the back of the horde of demons mounted on a rock, stood a smaller demon, Kato could feel the presence and power of another Shugenja. A smile crept across his thin, drawn lips.



Type:
Scenario Objective

Deployment:
Baseline Deployment
6 Scenario Objectives (Small) 2 Friendly, 2 Neutral and 2 Enemy

Game Length:
Fixed (6)

Scenario Objective Interaction:
Prayer (5) (Simple)

Victory Conditions:
1 VP To the player with most Scenario Points at the end of Turn 2.
1 VP To the player with most Scenario Points at the end of Turn 4.
1 VP To the player with most Scenario Points at the end of Turn 6.
Decreasing (Popular)

