



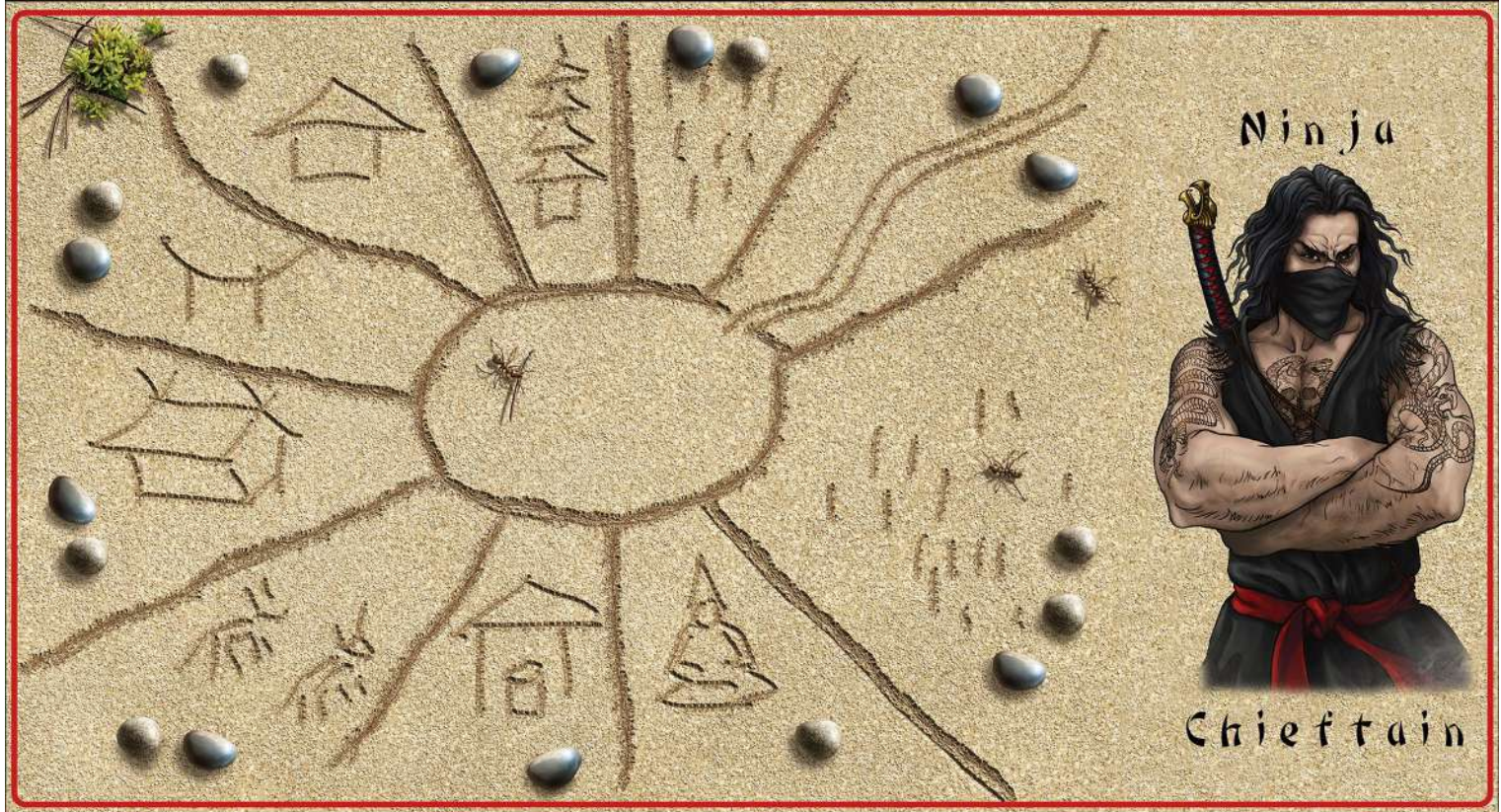




ナメタリ







THE REFERENCE SHEET

THE GAME ROUND

I. Planning Phase

1. Deploy markers
2. Reveal your Planning Boards and move markers to the Village Board

II. Combat Phase

1. Resolve ronin abilities
2. Deal Wounds and remove eliminated markers
3. Resolve area abilities. The Attacker checks for victory (5 occupied areas)

III. End Phase

1. Remove Ronin Markers
2. Resolve the Time Track and advance the Time Marker

VILLAGE AREAS

Contested Area: Ninja & Ronin Markers
Free Area: No Ninja Markers

Occupied Area: Only Ninja Markers

AREA ABILITIES



Watchtower: Deal 1 Wound to each ronin on adjacent Village Areas



Granary: Move 2 ninja from the General Supply to the Ninja Reserves



Well: Choose 1 ronin and deal him 1 Wound



Inn: Copy and use another Occupied Area's ability



Animal Pen: Choose 1 ronin – they must stay on the board



Shrine: Choose 1 ronin – their ability is cancelled next round (place marker)



Burial Grounds: Return up to 2 ninja from Village Areas to the Ninja Reserves



Passage: Move up to 2 ninja from the Ninja Reserves to any 1 Village Area



Fields: 2 occupied Fields are worth 3 areas for victory



The Green: Not a Village Area. Choose Area(s) – increase Deployment Limit(s) for each ninja present here

RONIN ABILITIES



Hayai: (Free Area) Move to an area with ninja



Taiko: (Free Area) Remove 1 Wound from another ronin



Yumii: (Free Area) Remove 1 ninja from the Ninja Reserves



Yobu: (Contested Area) Move up to 2 ninja to adjacent areas



Musashi: (Contested Area) Remove 1 ninja from your area



Tasuke: You can be on an area with another ronin

Kabe: None

