Bushido: Risen Sun
Tournament & Scenario Pack
V2510.1

Changelog

V2510.1

• Updated terrain deployment

V2510

• Updated Grand Masters
• Changed event record sheet
• Abomination cannot be VIM

v2501

• 2-list Composition: Theme recommendation
• Changed header & title font
• Added new art, text re: isufficient deployment space p.22

v2401.2

• Botoku diagram updated
• All diagrams made more print-friendly
• Corrected Hikari's date
• Added changelog!

v2401.1

• Spelling corrections
• Locked corner deployment positions

Introduction

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.

Terms

Bye: A player who has no game in a round is said to have a bye round.

Judge: Tournament organisers will appoint one or more judges to answer rules questions. During a tournament, the judge is the final authority on any rules issues. For larger events it may be necessary to have a head judge and several judges. Any event with more than one judge should appoint a head judge so there is one final authority on the day.

TO or EO: Tournament, or Event, Organiser
The person or group of people who are organising the event. They are ultimately responsible for making the event happen and have the final decision on disagreements on the day.

Winner's Model	Location & Year	Faction
Master Enos	UK 2014	Temple of Ro-Kan
Xi'han & Zoo	UK 2015	Savage Wave
Hazkabo	UK 2015	The Descension
Kokoro	UK 2016	Savage Wave
Ryujin	UK 2017	Jung Pirates
Hikari	Europe 2018	Cult of Yurei
Axiam	UK 2019	Kaze Kage Zoku
Karu	USA 2021	Ronin
Minimoto Koyama	UK 2022	Minimoto Clan
Satou Sadao	UK 2022	Prefecture of Ryu
Master Charlyn	USA 2022	Temple of Ro-Kan
Lotus Kaidan	UK 2023	Cult of Yurei
Kurēn	UK 2023	Temple of Ro-Kan
Shiho Shirak	France 2023	Shiho Clan
Yoshiko	Germany 2023	Silvermoon Trade Syndicate
Kenichi Gēmu	USA 2023	Silvermoon Trade Syndicate
Kongu	UK 2024	Temple of Ro-Kan
Masaru	USA 2024	Temple of Ro-Kan
Somabo	UK 2024	The Descension
Minori	Germany 2024	Silvermoon Trade Syndicate

Logistics: Players should bring all their own models, profile cards, dice, measuring devices, markers, and templates they require for play.
Players should have all the current, official profile cards for the models in their warbands and must show a profile card, or the relevant rules from the errata or rulebook as appropriate, if requested by their opponent.
Players are responsible for checking the accuracy of any list-building app they use. These helpful tools should not be relied on for ensuring list validity.

Warband lists: Players should bring two copies of their list: one for the TO and one to show to their opponent before each game begins.

Models & profiles: All models used in GCT organised play events must be GCT miniatures from the Bushido the game range. The miniatures must be fully assembled on the correctly-sized base for which the model was designed, and the base marked for facing and line of sight. Any non–GCT models, unassembled miniatures, or inappropriately based models are not permitted.

Profile cards and special cards that have not yet been released to the general public at the time of the event are not permitted unless they are readily available at the event venue (such as a convention release). This need not be a retail release; only models & cards which have been sold to a limited group (such as volunteer models, or models that have never been on sale) are prohibited. This never applies to re-sculpts, which are permitted so long as the profile card has been released publicly.

Model conversions: Players must be unambiguous about model representation. At their discretion, the TO 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 the opponent before each game to avoid confusion.

Sportsmanship: Fair and honest game experiences are required in order for everyone to have a fun event. Players must execute the rules of the game accurately, and fully cooperate with opponents to honestly answer any questions that arise before and during games.

Players are responsible for holding their opponents to the same standards. Judges 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 they can do to remedy the situation in order to maintain a fair, honest, and fun game environment. If the behaviour continues, or a dispute arises, call a judge and explain the situation. The judge always has the final word on rules questions or debates. Players must accept all rulings made by the judge whether they agree or not.

Cocked dice: Any dice that are not totally flat on the surface of the table should be rolled again until they are.

This is not considered a re-roll for game purposes; the roll is not complete until the dice shows a clear result flat on the table.

Organiser Responsibilities

Logistics: The TO 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.

Judges: It is advised that the TO recruit a judge; someone with good rules knowledge and an ability to be impartial, especially if they are not confident about the rules themselves. TOs can always contact GCT and we can look for a Retainer Volunteer in their area.

For local events this may not be necessary as at more casual events it is quite common for difficult rules issues to be solved with help from players at neighbouring tables. One person, however, should be appointed judge to make final decisions, and official answers can be sought after the event.

Records: We have provided a record sheet to make drawing each round easy, this is also available as a separate PDF. We do recommend having some tournament software, & GCT require all Grand Masters events to use Longshanks tournament software. Longshanks.org has a Bushido option and is set up to run Masters Format events.

Masters Format

The Masters format is the premier Bushido tournament. This allows players to show their mastery of the game as it should be played with competitive players fighting for scenario points, with sportsmanship a primary concern.

This format requires the most player skill and knowledge of the various scenarios, but should be accessible for newer players to join in and not feel overwhelmed.

Some Masters events attended by GCT Studios are designated Grand Masters. These large events allow for the top players to compete for the most coveted prize: the chance to work with GCT to design their own Bushido model and have it released as a new character to recruit in the game.

Rice Limit: We have three suggested limits but really any value is valid as suits your community or event.

Small	40 Rice	Usually just three models from a starter set.
Medium	70 Rice	Starter set tournaments.
	75 Rice	Allows more customisation, including of starter sets.
Standard	100 Rice	Most games are played at this size.

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

Players	Rounds
8-15	3
16-31	4
32-63	5
64+	6

The main determiner is the time you have available, of course.

Game Size	Round Length
Small/Medium	75 minutes
Standard	120 minutes

Round timings: The length of each round should be adjusted dependant on the rice cost of the warbands for the tournament.

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.
Players' tournament points, derived from the Victory Points scored in each scenario, determine their rank at the tournament.
After each round, the player ranked first plays the player ranked second, third plays fourth etc.

Byes and odd numbers: If possible, the TO should have a stand-in - either a helper or themselves - to ensure even numbers of players in each round.
If, however, there is an odd number the bottom-placed player should receive a bye and 7 Tournament Points for that round.

Player Timings: Each player has 2 minutes to declare their activating model and the action it will take.
After 2 minutes, if a player has chosen a model but has not declared an action, that model loses an activation counter.
If the player has not chosen a model, their opponent removes an activation counter from any enemy model.
Play passes to the opponent.
In case of a rules question, difficult measurement, or similar delay, a judge may pause this clock while the correct result is determined.

Terrain and table setup: The TO 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 test to determine who chooses the deployment zone and then deploys their warband.

Scenario Points and Victory Points:
In Masters games neither Scenario Points (SPs) nor Victory Points (VPs) can be scored before the first turn of the game.

Game results: A game ends when the time for the round has elapsed, the game has played through all the turns required for the scenario, or one of the players' warbands has been entirely Killed or Removed From Play.

In any case, the game ends at the end of the current turn once the End Phase has been resolved. Only Victory Points scored before and during this turn count towards the final Tournament Points for each player.

Each player should then complete the details of the game on their warband Record Sheet and hand it to the TO.

Victory Points	Tournament Points
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 Tournament Points wins the tournament. If players have the same Game Score then suggested tie breakers are:

• Games won
• Strength of Schedule
• SPs Scored
• Lowest turn number when an enemy VIM was removed from play.

Other tie-breakers may be used. If they are not on the above list, they must be published prior to the event.

Calculating strength of schedule (SoS): To do this, sum the Tournament Points scored by each opponent of the tied players. Between two tied players, the player whose opponents have the highest total score has the best Strength of Schedule score and earns the higher rank.

Example: Ben and Andy both have 29 Tournament Points. To see who wins the event, we look up their opponents total scores.

Ben's opponents have 7, 12, 23 and 23 Tournament Points, summing to an SoS of 65.

Andy's opponents have 3, 5, 26 and 28 Tournament Points, Summing to an SoS of 62.

Ben has the higher SoS and so wins the Event.

This can be a time consuming procedure at an event so we recommend some tournament software. All GCT Grand Masters are currently run using the Longshanks web-based tool.

Scenario Selection: The TO should choose the scenarios to be played prior to the start of the tournament, but players should only find out as each round begins. It is usual to choose at least one circle objective scenario, one centre objective scenario, one zone control scenario and, if you have 4 or more rounds, one VIM scenario. GCT or TOs may use scenarios other than those listed here. If there is a discrepancy between this document and the scenario sheet provided, always use the provided sheet as the differences are likely to be intentional.

GCT are always willing to discuss new scenario ideas for your event and we will attempt to publish any variants used in another document for everyone to try.

Some scenarios are labelled Advanced. Decide if your event will use these, as they are more complex and may be unsuitable for new players.

Variants

Below are a few optional rules to tailor your tournament to make it stand out or to adjust the official format to suit your local players.

Organisation

Strict Swiss: Instead of calculating Tournament Points by the Victory Point result, players gain 1 Tournament Point for a win and 0 otherwise.
Optionally - if stated before the event - ties may be broken by any listed tie-breakers. If none are given they may be decided by the player who lost the deployment tactical test.

After the first round, all pairings are based on current Tournament Point totals and pairings from previous rounds. Once all games in the previous round have been completed, sort the warband record sheets into piles based on the number of Tournament Points. Players should be paired against opponents who have the same current total Tournament Points.

If a pile has an odd number of players, pair the last player in the pile with the highest number of Tournament Points against someone from the pile with the next-highest Tournament Points— this is called "pairing down." A player should not be paired down more than once per event. Byes receive 1 Tournament Point.

Play rounds until there is one undefeated player. Rankings are determined by strength of schedule.

Swiss by wins only: Pairings after the first round should be using the Swiss Pairing system. Each player should be randomly paired against a player with the same number of wins. No player should ever play the same player twice in the same event.

This is only recommended for large events run by hand, where it may be quicker than ranking players by points.

Players deploy terrain: During a tournament, the TO will leave enough terrain for the table but players set it up before each game. The TO should leave a pool of mixed terrain with a variety of types, suggested is not to have too much of any one type but to have as many different types as possible.

Composition

2-list:
Players bring 2 lists of the same faction. Before each game players have 5 minutes

to look at their opponent's lists and choose which of their own lists to use.

Players simultaneously reveal when both are ready.

Both lists are entirely independent but it is recommended that the Ronin Theme cards "Ordered For Battle" and "Strategic Deployment" are not permitted in this format.

Sideboard: Players bring 30 rice of additional cards in a Sideboard.
Players have 5 minutes before the game to swap cards.
Each of the following must be legal:

• base list without the sideboard
• list including the sideboard
• final list chosen to be played

Open List: Players do not bring an army list to the event. Instead they declare a faction at the start of the event and, after seeing the match-up for the round, they have 10 minutes to create an army list.

Hired Swords: Players may include 1 ronin model in their list that is usually permitted for their faction, even if their theme card does not allow ronin models.

Theme list compulsory: Every player must use a theme card from their faction.

Theme list prohibited: Players may not use theme cards.

Cycle deck restriction: The TO will list the Cycle Decks permitted for the event.

Perhaps a nostalgia event allows only the "Risen Sun" deck, or a themed event allows only the "Endless Winter" deck.
Another alternative could be a rotating tournament allowing only the most recent deck to be used.

Deathclock: While you are the active player, the clock will be on your time. Even if your opponent needs to make a roll or resolve an effect.

If an opponent is making a decision, roll, or resolving an effect that takes longer than a Rise roll, you may switch to their time.

It is both players' responsibility to correctly manage the clock.

It is each player's responsibility to switch to their opponent's time once their actions or effects are complete.

If a player's clock runs out, that player's opponent scores all remaining VPs available.

Call the Clock: Players play with no clock but if a player is taking excessively long to declare an action or complete an activation the opponent may "Call the Clock" and a judge will give 1 minute to make a decision or complete the activation.

Judges can use discretion over specific activations. *For example: in the case of a particularly close measurement, or if a rules issue arises it may take time to get the correct result.*

Timed activations: Players have 5 minutes to perform each model's whole activation. The clock can be paused each time the opponent has to interrupt or make a choice.

Relaxed:
Best used for friendly local events. It's possible to play 3 rounds in a day and have time for Lunch and breaks between rounds.

Game Size	Round Length	Death Clock
Small Medium	90 min.	45 min.
Standard	150 min.	75 min.

Game Size	Round Length	Death Clock
Small Medium	60 min.	30 min.
Standard	120 min.	60 min.

Fast: Generally for large Grand Masters events or competitive practice for large events.
This allows for 4 rounds in a day with Lunch and breaks between rounds.

Ludicrous Speed:
Almost a format to its self! This is a fun way to shake things up and play faster but may not be suitable for very competitive events where players need to carefully execute their tactics.

Game Size	Round Length	Death Clock
Small	25 min.	12 min.
Medium	35 min.	20 min.
Standard	60 min.	30 min.

Additional

Scenarios announced: Announce which scenarios will be played before the event.

Truncated points: Players score Tournament Points according to the following table:

Victory Points	Tournament Points
3-0	5
2-0, 2-1, 1-0	4
1-1, 0-0	3
0-1, 1-2, 0-2	2
0-3	1

Fully-painted: You know what fully-painted is. If you have to defend your models, you should probably finish painting them. Any game using unpainted models will be scored as a loss for the player with a score of 1-0, or the actual score if better for the opponent.
This should be implemented subject to accessibility considerations.

Allow pre-release models: This scenario objective will permit models before their Release Date.
This will usually be a GCT player using unseen models as a teaser for future releases.

Old-school: Players may only measure distances on the table after an effect has been announced or an effect triggers that requires a measurement. If it is unclear whether a measurement is needed, such as a model attempting to avoid an aura, the movement is made in full and then check to see if the effect is triggered.

The effect will still happen at the correct point in the movement but the path cannot be changed.

When declaring Charge and Melee actions if the model fails to reach the target its activation ends and play immediately passes to the opponent.

Bushido is best enjoyed by playing a scenario. Whilst beating your opponent into the ground until the last man is standing is fun, especially when learning the rules, there will come a time when you want to explore the full strategically challenging potential that Bushido has to offer.

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: All scenarios have one or more Types:

• Objectives
• Very Important Models (VIM)
• Zone Control

Types are linked to the scoring of Victory Points (VPs) in scenarios. How this is achieved is dependent on the scenario and is explained under its Victory Conditions.

Deployment: Where to deploy your models and any scenario objectives. If the scenario presents a choice then for a single game determine randomly, at an event the TO will announce what type is being used.

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.

Scenario Points: Used by some scenarios to decide a Victory Point.

Alignment: Scenario objectives and zones are one of three alignments (Friendly, Neutral or Enemy).

This can be shown on the battlefield by turning the scenario objective to face the player's deployment zone to whom it is Friendly, and to face neither player when it is Neutral.
If a scenario objective is Friendly to a player then his opponent considers it Enemy.

When scoring Scenario Points according to the alignment of a zone or scenario objective, score as follows:

Alignment	Scenario Points
Friendly	1
Neutral	2
Enemy	3

V.I.M.

These are models that a player must kill, capture, or defend depending on whether it is theirs or their opponent's.

If a warband contains no legal model to be VIM then it is considered to have had its VIM killed on turn 1 for VP scores.

In scenarios, if a model nominated as a VIM leaves play and returns, it is no longer considered a VIM. Players should nominate VIMs during game setup. If two models are considered to be the same model when recruiting a warband then, if chosen as VIM, both models are considered to be VIM.

Example: Kota's Human Form is chosen as a VIM, if she is replaced with her Fox Form then Kota's Fox Form is still the VIM.

The tournament pack may define the variant, in brackets, after the type:

e.g. **Type:** VIM (Hidden)

Otherwise, players can choose or randomly decide.

There are some requirements on which models can be selected:

• Unique
• not Insignificant
• not Animal or Abomination Types

If the scenario requires more than one VIM this will also appear in brackets after the type.

e.g. **Type:** 2 VIM (Hidden and Open)

Hidden: Each player secretly selects one of their models as the VIM. That model loses the Flank trait and Disguised state, and cannot gain them. This is Hidden Information.
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 (This may be used as a tie-breaker in some variants).

Open: Each player simultaneously declares one of their own models as the VIM. That model loses the Flank trait and Disguised state and cannot gain them.

Nominated: Each player nominates one of their opponent's models as the VIM. A player cannot nominate a Model with the Flank trait or one that may begin the game with the Disguised state. Nominated models cannot gain the Flank trait or Disguised state.

In these scenarios players are vying for control of specific terrain elements:

- Small, represented on 30mm bases
- Large, represented on 50mm bases

Most scenarios using objectives are one of two layouts:

- Centre objective scenarios have three scenario objectives
- Circle objective scenarios have six scenario objectives.

Scenario objectives are [Impassable, Blocking, (*Small/Large*)] terrain elements on the battlefield that players must attempt to interact with.

Some scenarios will have additional rules denoted by the following keywords and their rules are detailed as follows:

Decreasing: During the End Phase of a turn after scoring VPs, if a VP was scored, the player who did not score may choose one objective to remove.

Scenario Objective Interactions

Players can interact with scenario objectives by taking Simple or Complex Scenario Actions, listed in brackets after the Interaction:

e.g. **Influence** (Simple).

The effect of an action depends on the Interactions 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 keywords:

Influence (*Simple/Complex*): The player changes the alignment of a scenario objective from Enemy to Neutral, or Neutral to Friendly.

Prayer (X) (*Simple/Complex*): The player removes one Prayer Token from their Prayer Pool and scores Scenario Points according to the alignment of the scenario objective the model is in BtB with.

A model may only declare a Prayer Scenario Interaction once per objective in any turn.

Each player starts the game with X Prayer Tokens. These are placed in a Prayer Pool for each player.

Zone Control

In these scenarios there are areas on the battlefield which the players must battle to control. A player controls a zone if, completely within its area, they have both:

• more models than their opponent

• a higher rice cost of models than their opponent

Note: The rice cost printed on the card is used, regardless of Enhancements, discounts etc.

If two models are considered the same model when making a warband, use the rice cost printed on whichever card has a rice cost.

If two or more models are bought for a rice cost (usually written "X for Both") then each model is one model as usual, but both (or all) models must be in the same zone to contribute rice cost towards controlling that zone.

A player gains a number of Scenario Points defined by the alignment of the zone during the End Phase.

In Masters scenarios, zones are 4" or 8" diameter circles, with the layout detailed in the scenario.

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 Reset

Some scenarios reset aspects on certain turns:

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

Reset Alignment (X/Y/...): During the Starting Phase of turns X, Y, ... reset the alignment of all scenario objectives to Neutral.

Each scenario has three VPs available to the players. At the end of the game the player who has scored the highest number of VPs is the winner. If both players have scored an equal number of VPs then the game is a draw. Only 3 VPs can be scored in any scenario, so both players VP scores combined will always be three or less.

If the scenario has multiple scoring options and the order is relevant, resolve scoring in the following order:

1. Scenario Influence, including Decreasing removals.
2. Scenario Points, including Decreasing removals.
3. VIMs.

Last Turn: Any reference to the last turn for scoring refers to:

- **Fixed Game Length:**
  the final turn a game could reach (usually 6)

- **Variable Game Length:**
  the turn that has been determined to be the last turn by dice roll

If the game ends earlier (e.g. due to one player having no models remaining in play) then no last turn took place, so no scoring for that last turn applies.

Baseline Deployment

Models are set up with the base of the model touching the edge of the battlefield.

Neutral edges extend the full 24" along non-deployment edges.

Corner Square Deployment

Players set up their models completely within a 6" square in opposite corners of the battlefield.

Neutral edges extend 12" from each non-deployment corner.

Unless the scenario diagram provided at the event shows otherwise, players should use the corners as shown here.
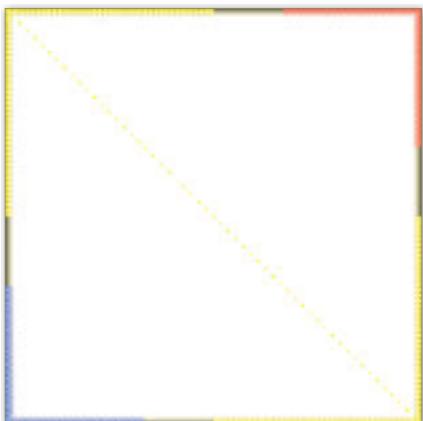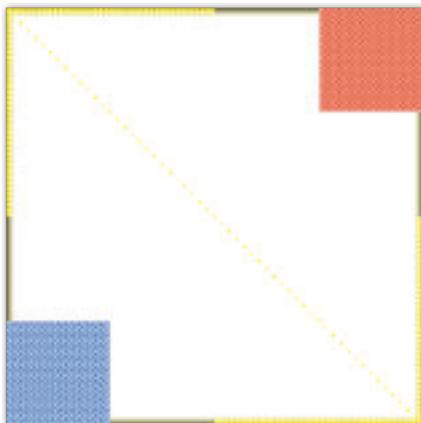
Corner Edge Deployment

Players set up their models touching a battlefield edge within 8" of a chosen corner.

Neutral edges extend 12" from each non-deployment corner.

Unless the scenario diagram provided at the event shows otherwise, players should use the corners as shown here.

Deployment

This section outlines the deployment of the players' models and any scenario objectives.

For models, deployment can be Baseline, Corner Edge or Corner Square. This defines the deployment area, centreline, and neutral edges.

Any scenario can use any type of deployment.

If the scenario uses scenario objectives then players should place them on the battlefield as instructed under this section of the scenario explanation in conjunction with the scenario's diagram.

In some scenarios the size is fixed to allow enough space between the objectives, in others a choice of objective size is available.
If defined, the scenario objectives' size will appear in brackets.

In tournaments, the TO will announce the scenario, deployment type, and objective size. Otherwise, players may agree or randomise as they wish. Some tables are included to aid in such randomisation.

Note: All elements which can be Friendly, Neutral, or Enemy are coloured blue, yellow, or red, respectively.

Edge Deployment
Enemy / Friendly / Neutral

Square Deployment
Friendly / Enemy

Centreline
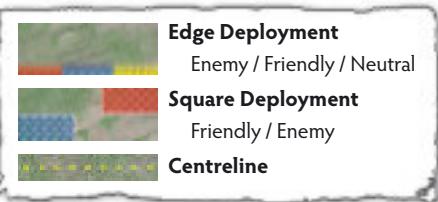
Terrain Deployment

When players are deploying terrain, these rules apply to all terrain placed before the game begins. *This replaces the relevant sections of the rulebook.*

Terrain need not keep any distance from the edge of the table but must be at least 3" from any table edge within a deployment zone.

Very large terrain pieces (like houses) can be placed partially on the table to keep them from dominating the battlefield.

Pool Terrain: Terrain elements provided by the TO form a pool from which the players choose elements to deploy.

All pool terrain must be at least 3" from any other pool terrain in addition to the usual rules for terrain setup.

Warband Terrain: Terrain recruited into a warband, as the result of a terrain card, theme benefit, unique effect, or any card recruited into the warband.

Warband terrain may not be placed overlapping other terrain at this point, but terrain deployed during the game is not restricted in this way.

Restricted Terrain: Impassable terrain elements, and those elements deemed unsuitable for models to end their movement on (e.g. "Void Rifts", walls), are additionally termed restricted terrain.

No restricted terrain may be deployed within a scenario zone or deployment zone.

No restricted terrain may be deployed within 3" of a scenario objective.

NOTE: If you can't deploy all of your models due to insufficient space, you are permitted to remove any impassable terrain that restricts your deployment space.

Game Setup

Before starting the first turn, players need to set up the game using the following steps. *This replaces the relevant sections of the rulebook p.23.*

1. Players move to their assigned table and share their warband list with their opponent.

2. Players make any list-composition changes permitted.

3. Players deploy any scenario objectives and zones as instructed by the scenario.

4. Players make a deployment tactical test. Winner chooses to be player 1 or 2.

5. If the TO is setting table terrain, skip to step **6**.

> **i.** Player 1 sets up the first terrain element.
>
> **ii.** Players then alternate choosing & deploying terrain elements until at least six are deployed.
>
> **iii.** They may continue adding more terrain elements after this but, if one player chooses to stop, the other may only deploy up to one more terrain piece.
>
> *Players have 5 minutes to setup terrain.*

6. Player 2 chooses one of the deployment zones as dictated by the scenario.

7. Player 1 decides who will deploy their warband terrain first, then alternating between players until all warband terrain has been deployed.

8. Players simultaneously declare or Record any VIMs.

9. The player that was chosen to deploy their warband terrain first also first deploys their entire warband as detailed by the scenario.
The other player then deploys their entire warband as detailed by the scenario.
See the Scout and Flank traits for deployment exceptions.

10. The first turn begins.

Scenario by Complexity

1-3	Basic		4-6	Advanced
1	Depletion		1	Botokú
2	Omaju		2	Ichi no Riten
3	Sacred Idols		3	Muzukashi
4	Shin Keii		4	Ninki
5	Ryodo		5	Õsatsu
6	Ryu-Seikyuu		6	Seigyo

Scenario Objective Size			VIM Type	
1-3	30mm base		1-2	Open
4-6	50mm base		3-4	Hidden
			5-6	Nominated

Scenario by Type

1-3	Objective	1	Depletion		4-6	Zone	1	Ryodo
		2	Omaju				2	Ryu-Seikyuu
		3	Sacred Idols				3	Botokú
		4	Shin Keii			VIM	4	Ichi no Riten
		5	Ninki				5	Muzukashi
		6	Õsatsu				6	Seigyo

These 12 scenarios are suitable for scenario objective play.

At a tournament the TO will choose scenarios.

For pick-up games, you can generate a scenario randomly:

• Roll D6 or choose to use basic or advanced

• Roll D6 to determine the scenario

Alternatively you can randomly determine a scenario of a given type quite easily using the tables opposite. Any method to randomly determine a scenario is fine, provided both players are clear on the method. If you have a D12 to hand, you can simply use that.

Some TOs like to roll each scenario live in front of the players, this creates a fun moment of tension but make sure you have the required zones or objectives for any given scenario!

Note: in the following scenario diagrams the position of scenario objectives is measured to their centre point, whereas the position of zones is measured to their edges.
All elements which can be Friendly, Neutral, or Enemy are coloured blue, yellow, or red, respectively.

6" subdivisions

Scenario Objectives
    Small (F/N/E)
    Small / Large (F/N/E)

Zones
    Enemy / Friendly
      Neutral
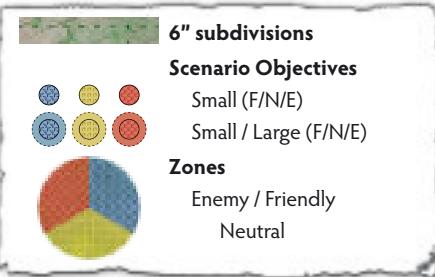
Depletion
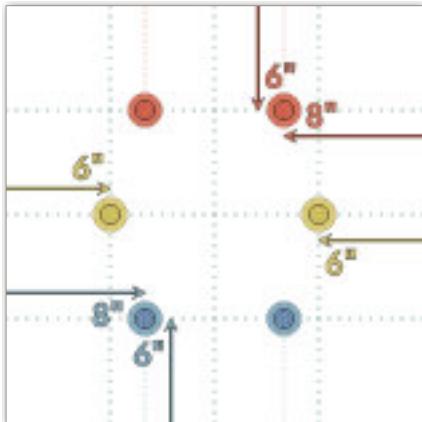
Game Length: Variable (5)

**Scenario Objective Interaction:**

Prayer (5) (Simple)

Victory Conditions:

1. player with most SP End Phase turn 2

2. player with most SP End Phase turn 3

3. player with most SP End Phase last turn

Decreasing

Reset Scenario Points (3,4)

Sacred Idols
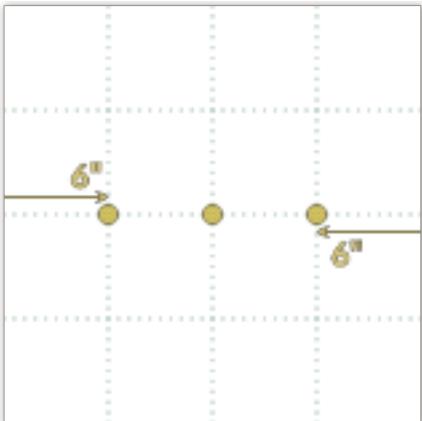
Game Length: Fixed (6)

Scenario Objective Interaction:

Influence (Simple)

Victory Conditions:

1. player with most ⬤ End Phase turn 4

2. player with most ⬤ End Phase turn 5

3. player with most ⬤ End Phase turn 6

Decreasing

Omaju
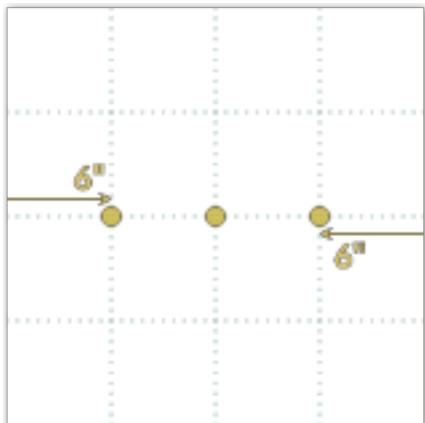
Game Length: Fixed (6)

Scenario Objective Interaction:

Influence (Simple)

Victory Points:

1. player with most 🔵 End Phase turn 2

2. player with most 🔵 End Phase turn 4

3. player with most 🔵 End Phase turn 6

Reset alignment (3,5)

Special Rules: The first Influence Action of the game (not per player) is Complex.

Shin Keii

Game Length: Fixed (6)

Scenario Objective Interaction:

Prayer (5) (Simple)

Victory Points:

1. player with most SP End Phase turn 2

2. player with most SP End Phase turn 4

3. player with most SP End Phase turn 6
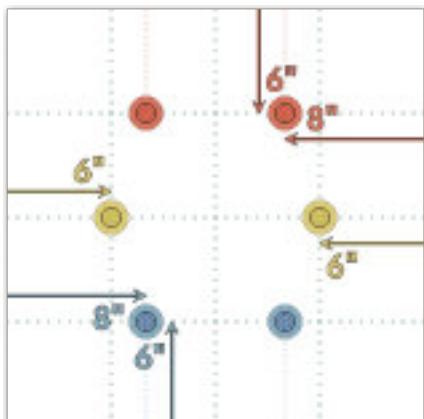
Reset Scenario Points (3,5)

Ryodo
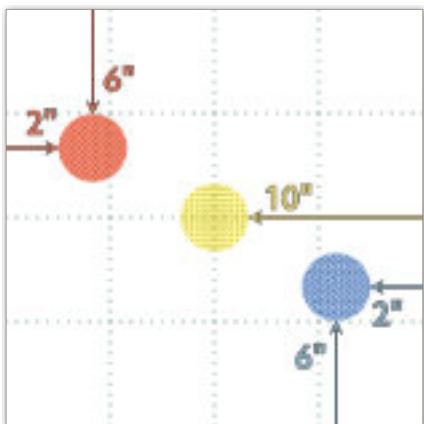
Game Length: Fixed (6)

Victory Conditions:

1. player with most SP End Phase turn 2
2. player with most SP End Phase turn 4
3. player with most SP End Phase turn 6

Reset Scenario Points (3,5)

Botoku

Game Length: Fixed (6)

Scenario Objective Interaction:

Prayer (6) (Simple)

Victory Conditions:

1. player with most SP End Phase turn 4
2. player with most SP End Phase turn 5
3. player with most SP End Phase turn 6

Decreasing
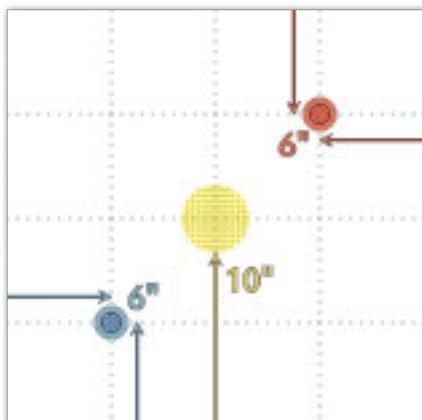
Ryu-Seikyuu

Game Length: Fixed (6)

Victory Conditions:

1. player with most SP End Phase turn 2

2. player with most SP End Phase turn 4

3. player with most SP End Phase turn 6

Reset Scenario Points (2,4,6)

Ichi no Riten
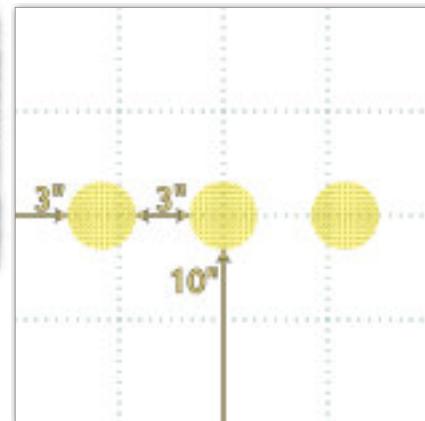
**Game Length:** Variable (5)

Victory Conditions:

1. player with most SP End Phase turn 3

2. player with most SP End Phase turn 5

3. player whose VIM is closest to the
   opponent's Table Edge End Phase last turn

Reset Scenario Points (4)

Muzukashí

Game Length: Variable (5)
Scenario Objective Interaction:
Influence (Simple)
Prayer (5) (Simple)
Victory Conditions:
1. player with most ⊛ End Phase turn 3
2. player with most SP End Phase turn 5
3. player whose VIM is closest to a scenario objective End Phase last turn

Decreasing

Seigyo

**Game Length:** Variable (5)
Scenario Objective Interaction:
Influence (Simple)
Victory Conditions:
1. player with most ⊛ End Phase turn 3
2. player with most ⊛ End Phase turn 5
3. player whose VIM is closest to the battlefield's central point End Phase of the final turn

Decreasing
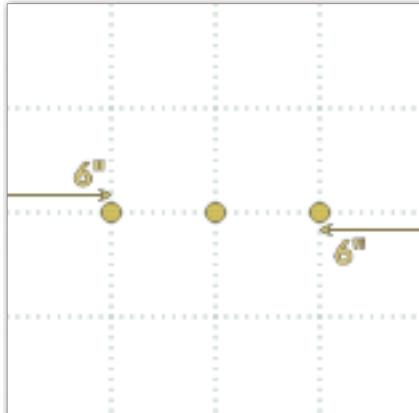
Advanced
Circle Objective

Ninki

Game Length: Fixed (6)

Scenario Objective Interaction:

Influence (Simple)

Prayer (5) (Simple)

Victory Conditions:

1. player with most ⊛ End Phase turn 4

2. player with most SP End Phase turn 5

3. player with most SP End Phase turn 6

Reset Scenario Points (6)
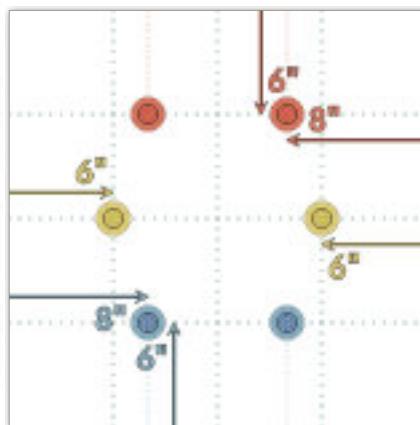
Advanced
Centre Objective (Small) & Zone Control

Õsatsu
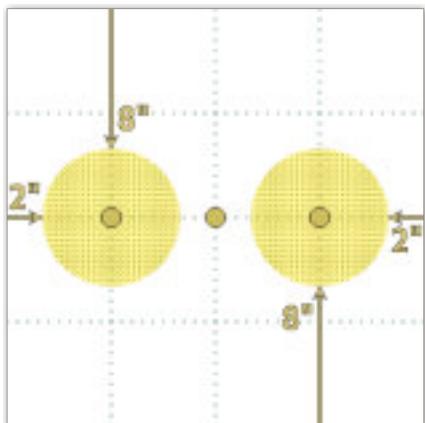
Game Length: Fixed (6)

Scenario Objective Interaction:

Influence (Complex)

Victory Conditions:

1. player with most ⊛ End Phase turn 4

2. player with most SP End Phase turn 5

3. player with most SP End Phase turn 6

Reset Scenario Points (5,6)

Special Rules: The alignment of the zones changes to match the alignment of the objective at the centre of that zone.

Name	
Faction	

Card	Cost	Card	Cost

Game	Opponent	Win/Loss	VPs
1			
2			
3			
4			
5			