



Tokii

SKIRMISHES
IN FEUDAL
JAPAN



zenit
miniatures

Torii

SKIRMISHES IN FEUDAL JAPAN

Created by
MINIATURAS Y
WARGAMES

Editor / Translator
JOE GALVEZ

Graphic Design
RedPig.es

Collaboration

ZENIT MINIATURES, PLAST CRAFT GAMES, IMPERIO WARGAMES, CLUB
LANDWEHR, CAOBA ART, JACOBO RIVERA, MIGUEL ROBLES, GUSTAVO
GONZALEZ

Torii is under Creative Commons License
CC Attribution-NonCommercial-NoDerivs (CC BY-NC-ND)



www.miniaturasywargames.com



Apdo. Correos 201, 29692 San Luis de Sabinillas
Málaga, Spain

www.zenitminiatures.es





Torii is a historical simulation and strategy miniatures game set in Feudal Japan.

The game has been designed specifically by Miniatures and Wargames to use with the range of Zenit Miniatures, created for its mass battle game, Kensei.

Torii is a skirmish game, so you'll only need from 8 to 12 miniatures per side.

GAMING MATERIALS

To play a game of Torii, you'll need some basic materials detailed below:

- 8 to 12 miniatures per side, arranged on square bases (or rectangular in case of cavalry and special miniatures)
- One 90 x 90 cm board, mat or similar.
- 6 to 10 various scenery elements.
- Tokens.
- 6 six sided dice (D6) and 1 ten sided die (D10).
- A tape measure or ruler in cm.

BASIC CONCEPTS

To play the game, some rules have to be followed.

:: ROLLS ::

Broadly speaking, there are three types of rolls in the game: Command Roll, Success Roll and Attribute Test.

COMMAND ROLL

To determine how many actions a miniature can perform, this roll

has to be made. To activate one of our miniatures, roll 1D6 and add its Initiative:

- From 1 to 3: 1 action.
- 4+: 2 actions.

In addition, 6+ activates the miniature's Ki (explained below) and the miniature gets certain bonuses.

SUCCESS ROLL

Roll as many D6 as the attribute to test to determine the success of the intended action. Every 4+ result is considered a success.

Sometimes, the roll can be modified so the number of dice to be rolled or the required value to achieve a success may vary.

ATTRIBUTE TEST

Occasionally, it will be necessary to make an attribute test. To do this, roll 1D6. The roll is considered a failure if the result is higher than the value of the attribute.

CRITICAL

A result of "6" on your dice roll is considered Critical. As a basic rule, a critical die can't be re-rolled or discarded.

If a 6 is rolled as part of a re-roll, it's not considered Critical.

:: MEASURING ::

During the game, pre-measuring is not allowed. You can only measure a distance when the action has been already declared.

To measure the distance between two miniatures, use the distance between the two nearest points of their bases.

:: VIEW ::

ARC OF SIGHT

Miniatures have defined their front, side and rear arcs. A miniature's arc of sight is 180° from the rear line of the base forward.

CONTROL ZONE

The miniature's Control Zone (CZ) is a 5 cm radius, measured from any edge of the base and inside its Arc of Sight.

LINE OF SIGHT

To determine the Line of Sight (LoS), just draw a straight line between a point of the miniature's base to its target. If any miniature or scenery element obstructs the line of sight for more than half of the base (or its height) it is considered hidden.

For the purpose of the game, miniatures are considered standing, even if the sculpt shows

them otherwise.

:: ATTRIBUTES ::

Each miniature has a series of attributes that define its quality as a fighter:

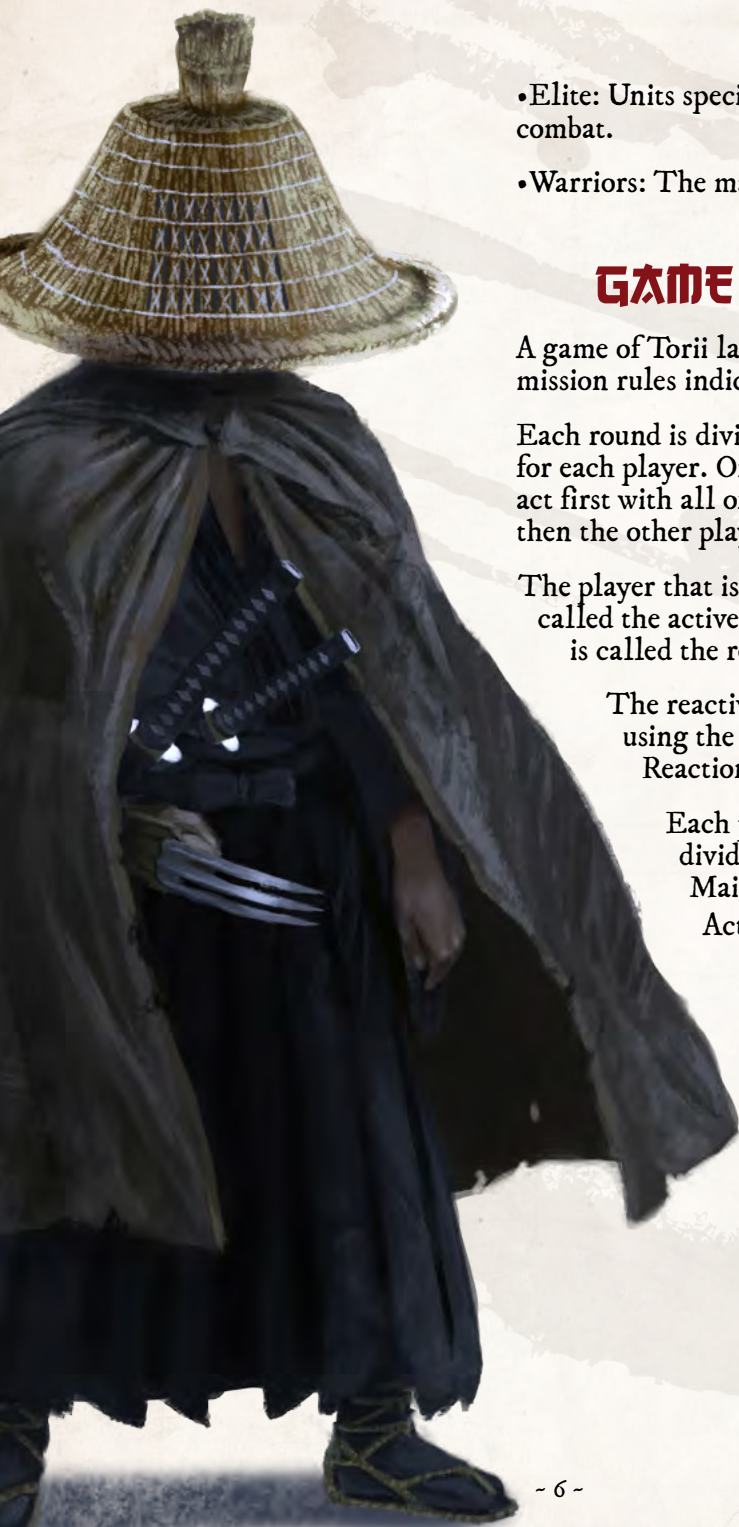
- **Movement (MOV):** The amount in centimeters (cm.) that a miniature can move around the game board.
- **Attack (AT):** The number of dice that can be rolled during the success roll, for melee combat and shooting.
- **Initiative (IN):** Indicates the miniature's responsiveness.
- **Harm (HR):** Total damage a fighter can withstand before being knocked out of combat.
- **Honor (HO):** Courage and mental strength of a fighter when facing various difficult situations in battle.

- **Points (PTS):** How much it costs to include that miniature in your group.

:: TYPES OF TROOPS ::

In Torii, according to their courage, fighters are classified in three types of troops:

- **Heroes:** These are the clan commanders.



- Elite: Units specialized in the art of combat.

- Warriors: The main combat force.

GAME PHASES

A game of Torii lasts 5 rounds, unless mission rules indicate otherwise.

Each round is divided in two turns, one for each player. One of the players will act first with all of his miniatures, and then the other player.

The player that is playing his turn is called the active player, and the other is called the reactive player.

The reactive player may act using the actions listed in the Reaction list.

Each player's turn is divided in two phases:
Maintenance and
Activation.

:: MAINTENANCE PHASE ::

The first phase of each turn is the Maintenance Phase, in which you must:

- Check if your group succeeded in its primary and/or secondary objectives.
- Calculate if your group has suffered enough losses to Retreat.
- All Stunned and Activated Miniature tokens are removed.

RETREAT

When a group suffers too many losses, and has less than half of its starting amount of miniatures, that group will run away from the battlefield. This is called Retreat. At that moment, game ends.

:: ACTIVATION PHASE ::

In the Activation Stage, the active player selects a miniature from his group, makes the Command Roll and assigns the order it will perform.

An order consists of one or more actions.

If a miniature receives an order, from either an active or reactive player, it will be marked with an “Activated” token and may not take more orders that turn.

The “Activated” token will only be placed after the miniature has finished all its actions and reactions from the enemy.

This process continues until all miniatures have been activated or the active player decides to end his turn.

BASIC RULES

:: ORDERS ::

To perform actions with one of your miniatures, you must declare the action before carrying it out.

A miniature cannot use the same action more than once per order. Furthermore, it can only take one combat action per order.

There are two types of actions: Active and Reactive. Active orders can be performed on your turn and reactive orders on your opponent's turn.



ACTION LIST

ACTIVE	REACTIVE
Move	Disengage
Run	Flee
Disengage	Opportunity Charge (combat)
Flee	Fight (combat)
Recharge	Opportunity Shot (combat)
Lead	
Interact	
Capture	
Charge (combat)	
Engage (combat)	
Intercept (combat)	
Fight (combat)	
Challenge (combat)	
Shoot (combat)	

:: MOVEMENT ACTIONS ::

Move

Miniatures can move up to the

indicated value of its movement attribute (in cm), changing their facing and trajectory along the way.

During their movement, fighters can jump obstacles with a maximum height of 2 cm. without counting the height as part of the movement.

However, if the movement occurs through a scenery element considered difficult terrain, the movement of the miniature through the terrain will be halved. It is a good idea at the beginning of the game, to agree with your opponent which elements are difficult or blocked terrain.

Miniatures can only move through spaces where their bases can fit.

In a move action you cannot enter close combat with an enemy, since there are specific actions for it.

Run

Run requires two actions. It works just like Move, but in this case the miniature moves up to twice its Move Attribute.

Disengage

A miniature can disengage from a fight with this action. If successful, roll 2D6 (3D6 if mounted) to determine the total the amount of cm. you can move in any direction, away from the combat.

As a result, the enemy you were in combat with can make an opportunity attack (only if it has equal or more allied fighters in base to base contact), but with only 1D6.

FLEE

A miniature that flees will roll 2D6 and move that total (in cm) away from the enemy, facing away from it.

When running away from a charge, if it's not enough to outrun it, it will be considered an attack from behind.

:: COMBAT ACTIONS ::

CHARGE

For a charge, the miniature moves its normal movement value plus 1D6, trying to reach base to base with the enemy.

If unsuccessful, the charge fails and it will only move its movement attribute towards the intended target.

If the charge is successful, the miniature can fight and will add 1D6 (2D6 if mounted), as an attack bonus. In order to take this action you must meet the following requirements:

- The target must not be inside a small building.

- You must have line of sight (although it is partial) at the beginning of the action.

- To be able to engage your enemy from the back, you must start your charge from behind it.

OPPORTUNITY CHARGE

If an enemy moves inside a miniature's control zone without having any intention of attacking or engaging it, you can react with an Opportunity Charge. It is resolved as a normal Charge.

The enemy movement will stop exactly where it receives the Opportunity Charge.

ENGAGE

The miniature moves as indicated by its normal movement value, trying to get base to base contact with its enemy.

It is not necessary for the attacker to have line of sight with the target. If you can't reach your target with your full movement, your action will end, staying as close to your enemy as possible.

If you manage to reach the target, you will Fight it as usual, but without the bonuses of a normal charge.

INTERCEPT

For an intercept, the miniature moves its normal movement value,

trying to get base to base with the enemy. If it reaches the enemy, it won't Fight. Instead, the attacker will do an Initiative Test. If it is successful, it will stay in base to base contact with its opponent. If it's unsuccessful, it will have to step away half of its movement facing the enemy and away from its control zone.

COMBAT

If a miniature is in base to base contact with an opponent, at the beginning of the turn you can use this action to attack your enemy (see below).

Miniatures will always be able to fight, even if they're marked as "Activated".

A miniature can only fight up to 4 enemies at the same time.

CHALLENGE

To use the Challenge order, you have to use two actions, and cannot take any other action in this turn. Only a hero can challenge another hero. They need to have Line of Sight between them.

The hero that has been challenged must pass an Honor Test. If it fails the test or rejects the challenge, the miniature and its entire group will have to make a complete movement towards their deployment zone; they'll be unable

to leave the board and will remain facing towards the enemy.

However, if the test is successful, both heroes will make a Charge movement towards each other, and other miniatures will not be able to react to this activation in any way. If the Charge movement is not enough to get them into base to base contact, it will be considered as a failed charge and both miniatures will have to return to their starting points. The challenger will be considered activated. If this Charge is successful, combat will be held as usual.

This combat will not end until one of the heroes suffers a Wound. Once this happens, every fighter from the losing hero's group (including the hero) will have to pass an Honor Test to avoid making a complete movement towards their deployment zone, unable to leave the board and remaining facing towards the enemy.

SHOOT

A miniature armed with a projectile weapon can choose a valid target and perform a success roll to try to hit (see below).

OPPORTUNITY SHOOT

A miniature armed with a projectile weapon can choose a valid target and take a success roll

to try to hit the enemy.

This Target can only be selected before or after its movement, not during the move itself.

The shooting miniature's Attack Attribute will be reduced by 1D6 for this roll.

RELOAD

Gunpowder weapons need to be reloaded after they are used, so you'll have to use a Reload Action in order to use it again. All gunpowder weapons are considered loaded at the start of the game.

:: INTERACT ACTIONS ::

LEAD

A hero can give a combined command to a group of miniatures of its party, as long as they are within 5 cm. The hero must perform the Command Roll, and all the miniatures in the area will become active, and they'll perform the same action simultaneously. In case the hero activates its Ki in the Command Roll, only it will get the bonus.

INTERACT

Miniatures will be able to interact with the different scenery elements or miniatures on the battlefield.

In order to interact, you need to pass a Success Roll, that is, obtain 4+ in 1D6. Mounted miniatures

can't interact.

CAPTURE

If a fighter causes a wound to one of its enemies in close combat, it and any other allies that are also in base to base contact can capture that miniature without using an additional action.

Villagers can be captured even if they are not wounded by the attacker, but only if they aren't already captured.

The miniatures that have captured the same enemy will act as if they were in the chain of command, having to choose a miniature that will act as the hero and have the leadership. Note that if one of the captors has already been activated, it cannot be activated once again.

The captured enemy will not be able to act by itself, it will move along with the miniature(s) that captured it. To move with a captured enemy reduces the captor's movements by half if it is not mounted. If two or more miniatures have captured a hostage, this movement penalty does not apply.

If the captor takes a non-movement action, the captured enemy will free itself. Also, each turn, the hostage will roll 1D6 for each captor, freeing itself if it rolls 6 in each die, running away 2D6cm.

:: CONFRONTATION ::

In Torii, there are two ways of harming your opponent's miniatures: in close combat and with range weapons.

CLOSE COMBAT

When there is a base to base contact between two miniatures of enemy groups, they can fight. Any contact between the bases is enough.

To resolve this situation, the attacker and defender perform a Success Roll with the number of dice indicated in their attack attribute.

If the attacker rolls more than one die during the fight, and obtains the same result in each die (only if the roll with its bonuses is successful), it will obtain the Crush bonus.

Modifiers can reduce the number of dice to be rolled to 0. In that case you can roll 1D6 and only if you obtain a critical hit (a 6), will it be considered as an impact.

The player that obtains more impacts wins the fight. The difference between both players' hits will be the Total Impacts that have landed.

COMBAT MODIFIERS

The amount of dice to be rolled can be modified both

positively and negatively and in a cumulative manner. These are:

- +2D6 when the charging miniature is mounted.

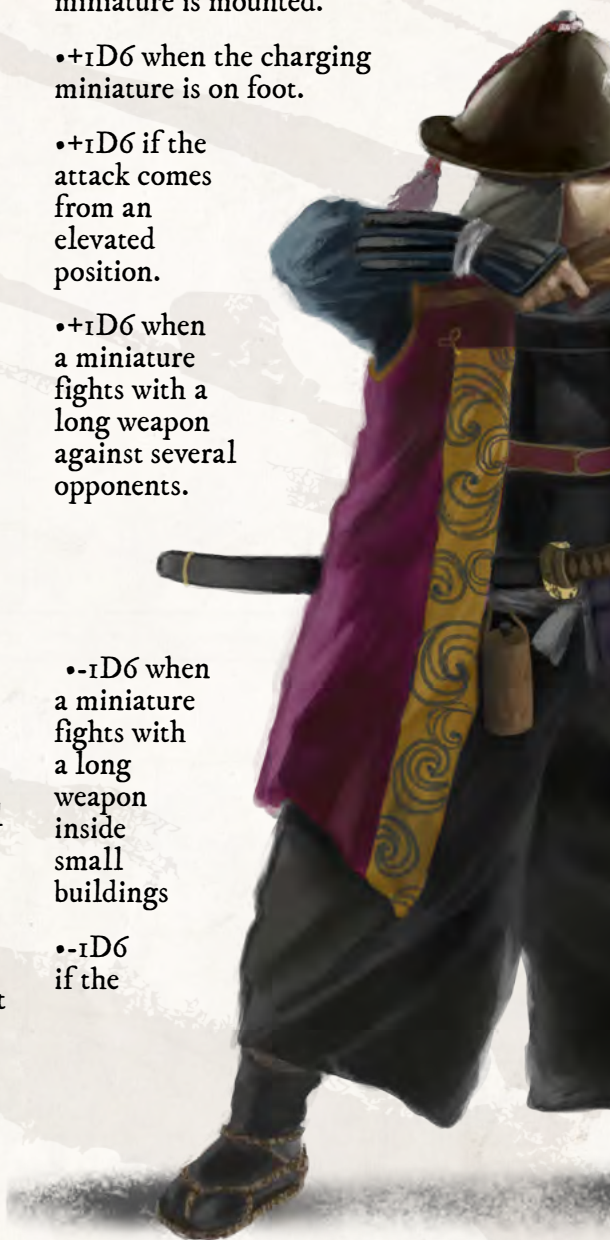
- +1D6 when the charging miniature is on foot.

- +1D6 if the attack comes from an elevated position.

- +1D6 when a miniature fights with a long weapon against several opponents.

- -1D6 when a miniature fights with a long weapon inside small buildings

- -1D6 if the



miniature is attacked by an enemy from behind

- 1D6 if the miniature has the “Activated” token

SHOOTING

When a miniature is equipped with a projectile

weapon, it can perform ranged attacks.

For resolving a shot, the attacking player performs a success roll with the number of dice indicated for the attack attribute, after determining all relevant bonuses. All results that are equal to or exceeding the success value will be considered Impacts.

In this case, the amount of impacts that the attacker obtains will be the Total

Impacts, or the impact difference if the target has replied with a successful Opportunity Shot.

The difficulty for a success, and therefore an impact, is 4+ if there is a clear line of sight; 5+ if the line of sight is obstructed even partially.

If the attacker rolls more than one die to resolve the shot, and all the results on the dice are the same, he wins an automatic Fast Recharge Bonus.

SHOOTING MODIFIERS

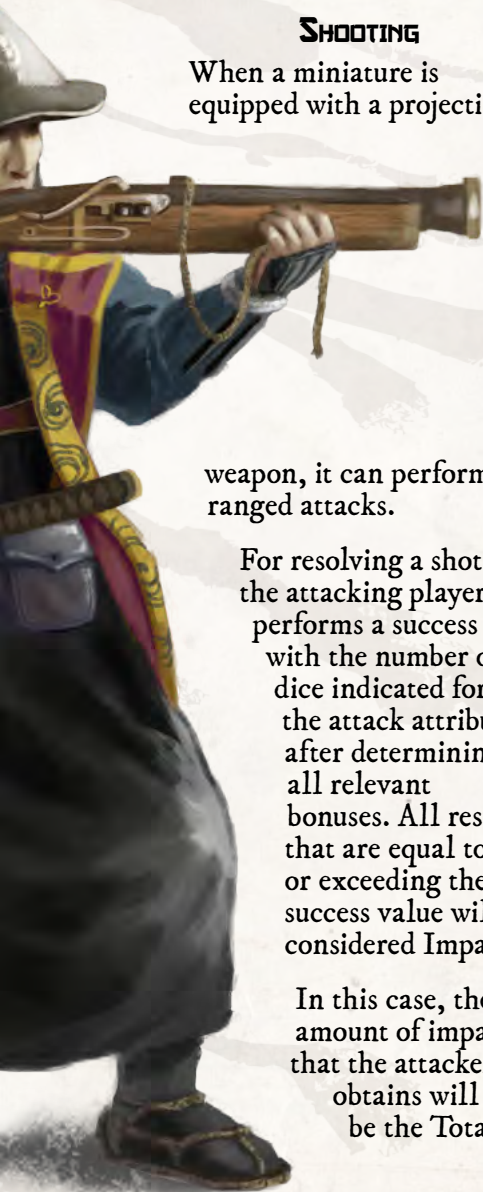
The amount of dice to be rolled can be modified as they are for close combat. These modifiers are accumulative both positively and negatively. These are:

- +1D6 when shooting short-range weapons
- 1D6 when shooting mid-range weapons, at medium distance.
- 1D6 when shooting long-range weapons in a short or long distance.

SOLVING IMPACTS

Once a combat or shot is successful, impacts are calculated to find out the damage caused to the enemy miniature.

The player that has impacted will roll 1D6 and will add the Total Impacts to determine the type of



damage caused to the enemy:

- 1 to 4: Stunned
- 5 or 6: On the die will always be considered a wound.

MODIFIERS WHEN SOLVING IMPACTS

The rolls for impact solving can also be modified:

- +2 if it has been damaged with a gunpowder weapon
- +2 if the target has been attacked by a mounted miniature that was equipped with a long melee weapon.
- -1 if the target was in cover.

SUFFERING WOUNDS

Once the type of damage caused to a miniature has been determined, mark it with a token.

Also, if the miniature is wounded, it has to perform an Honor Test, or the wounded miniature will flee 2D6 cm. (3D6 cm. if it's mounted) away from combat.

If the wound was made in close combat and the wounded flees, the enemy can then follow it by passing an Honor Test. In this case, roll 2D6 cm. (3D6 if mounted). If the total is enough to engage the fleeing target, they'll be considered in close combat next turn.

The stunned state is not taken

into account when calculating the amount of wounds that a miniature can suffer.

At the beginning of each player's turn, the stunned tokens are eliminated.

If a stunned miniature receives the same damage again, the stunned token is removed and is now marked as wounded.

Wounds are permanent and have direct effect on the fighter. If the miniature suffers more wounds than those in its profile, it will be knocked out of combat, and will be removed from the game.

:: OFFERINGS TO THE GODS ::

Samurai are by definition very religious people, and before combat they usually pray to the gods and their ancestors for their favor in battle.

A group may obtain the Favor of the Gods before starting the game. The maximum amount of Favor that you may acquire is 6.

During the game, you can use one Favor to repeat a roll (critical included), but this can only be done each time per activation.

If when re-rolling all results obtained are critical, the Gods are pleased and you recover the spent Favor.

PLAYING THE GAME

:: PREPARING THE GAME ::

PLAYING FIELD

The playing field is 90x90 cm. When you start the game, the field must be divided into 3 segments. Each player has an area of deployment (20x90) on their own side of the field. The central area is called Combat Zone.

SCENERY

The recommended scenery elements for your games are a maximum of 6 area elements (houses, trees, ponds, etc.), and 4 lineal elements up to 3 cm. wide (fences, hedges, walls, etc.). There is no limit for placing other small elements (boxes, barrels, etc.).

Place all buildings with the front doors facing the center of the board.

Start by placing the scenery alternately, each player rolls 1D6 and the winner chooses an element and places it first.

Initially the bigger elements will be placed, and then the smaller ones. There must be at least 10 cm between area scenery elements.

After the scenery has been placed, you'll place the miniatures and

required scenery elements that your missions require.

STARTING THE GAME

Both players roll 1D6 and the winner chooses who will both deploy their group and play first.

Next, the main and secondary missions of each player are chosen.

:: MISSIONS ::

SELECTING MISSIONS

In a game, both players will share a common mission and each player will have their own mission that will be secret and independent, that must be accomplished in order to win. At the end of the game, points will be calculated depending on the missions completed.

To designate the common mission of the game, you must roll 1D6 and check the next table:

1. Hostages
2. Recover Sacred Relics
3. Kidnap villagers
4. Find the Sensei
5. Hunting The Leader
6. Drive out the enemy

To select the secondary Mission, you'll have to use some playing cards. To do this, deal each player 6 cards that go from 1 (ace) to 6. Then remove the main mission card selected on the previous roll.

After that, each player must draw a random card from his pile, review the table above for his secondary mission, and keep it a secret until the end of the game.

Some missions may have rules that conflict with the rules in this book; in those cases, the rules described in the missions will always have priority, modifying the standard rules.

THE MISSIONS

Each mission has two descriptions, depending upon whether it is to be used as a main common mission or a secondary mission.

1. HOSTAGES

To earn points you'll have to try and capture the enemy, and keep them in your deployment zone until the end of the game.

Main Mission:

- 1 point for each enemy captured in your deployment zone.
- 2 points if none of your heroes or elites is captured.
- 3 points if you have more captured troops than your enemy.

Secondary Mission:

- 2 points if you have a troop captured in your deployment zone.

2. RECOVER SACRED RELICS

Place four relics on the field. The

objective of the game is to recover them. The markers are placed alternately between the players in the center line of the board, starting with the player who won the scenery deployment roll. Each relic must be separated from each other by at least 15 cm.

To grab a relic, you must be in contact with the marker and take an interact action (+4). If the holder of the relic is wounded, it will automatically drop the relic, and it can be taken again the same way. Once it is in your fighter's possession, take it to your deployment area.

Main Mission:

- 1 point for each relic in your deployment zone.
- 2 points if your enemy does not have any relics in his deployment zone.
- 3 points if you have more relics than your enemy.

Secondary Mission:

- 2 points if you have a relic in your deployment zone.

3. KIDNAP VILLAGERS

We place four villagers alternately on the center line of the battlefield. The goal is to capture as many villagers as possible and bring them to your deployment zone.

At the beginning of each player's turn, the non-kidnapped villagers move 1D10 cm. in a random direction.

To capture a villager, you just have to get into base to base contact with them. When in contact with the villager, it will move with the captor automatically.

If the villager's kidnapper enters close combat or receives any impact, the villager will be released automatically and move 1D10 cm. in a random direction.

Main Mission:

- 1 point for each villager in your deployment area.
- 2 point if you have a captured villager in your deployment area.
- 3 if you have more kidnapped villagers than your enemy.

Secondary Mission:

- 2 point if you have a villager in your deployment area.

4. FIND THE SENSEI

The goal is to find the Sensei inside the houses that are not in the deployment areas.

To do this, you must enter each house and perform an Interact Roll; if you get a 6+ the Sensei will be inside, otherwise, the Sensei is not in the building, so you can burn it (see below), and keep looking inside the other houses. You will always find the Sensei in the last



remaining house, no need for an Interact Roll.

To capture the Sensei you have to perform an Interact Action (+4). If the fighter that has the Sensei enters close combat or suffers an impact, the Sensei will be automatically released, and move 1D10 cm. in a random direction.

At the beginning of each player's turn after the Sensei is discovered, it will move 1D10 cm. in a random direction.

Main Mission:

- 1 point for each burnt house.
- 2 points if your enemy burnt fewer houses than you.
- 5 points for capturing the Sensei and taking it to your deployment area.

Secondary Mission:

- 2 points for burning a house.

Burning an Objective

To burn an objective, the miniature must be in contact with it and perform an Interact Roll. From the start of the next turn after burning the objective, the piece of scenery will block the line of sight within 3 cm radius of the fire and will be considered burnt for the remainder of the game. If for any reason a miniature enters the 3 cm. area, it will get an automatic wound and run 2D6 (3D6 if

mounted) away from the house in the opposite direction.

5. HUNTING THE LEADER

The goal is to knock out heroes from the rival group.

Main Mission:

- 1 point if you have knocked out more heroes than your enemy.
- 2 points for each enemy hero knocked out.
- 3 points for knocking out all your enemy's heroes.

Secondary Mission:

- 2 points for each enemy hero knocked out.

6. DRIVE OUT THE ENEMY

The village will be divided into 3 horizontal lines parallel to the players' areas of deployment. The outer zones measure 15 cm. and the central 20 cm. The objective is to try and control these zones, driving out your enemy, preventing their control over them. A zone is considered controlled if you have more miniatures than your opponent within it.

Main Mission:

- 1 point if the enemy does not control any zone.
- 2 for each controlled zone.
- 3 points if you control more zones than your enemy.

Secondary Mission:

- 2 points if your enemy does not have any miniature in the zone that is closest to your deployment area.

THE GROUPS

:: BUILDING THE GROUP ::

The first thing you need to do to play a game is to build your group. To do this you have 100 points to choose your fighters. The cost of each miniature is indicated below, along with its profile attributes. When drawing up the list, you should keep in mind the following restrictions:

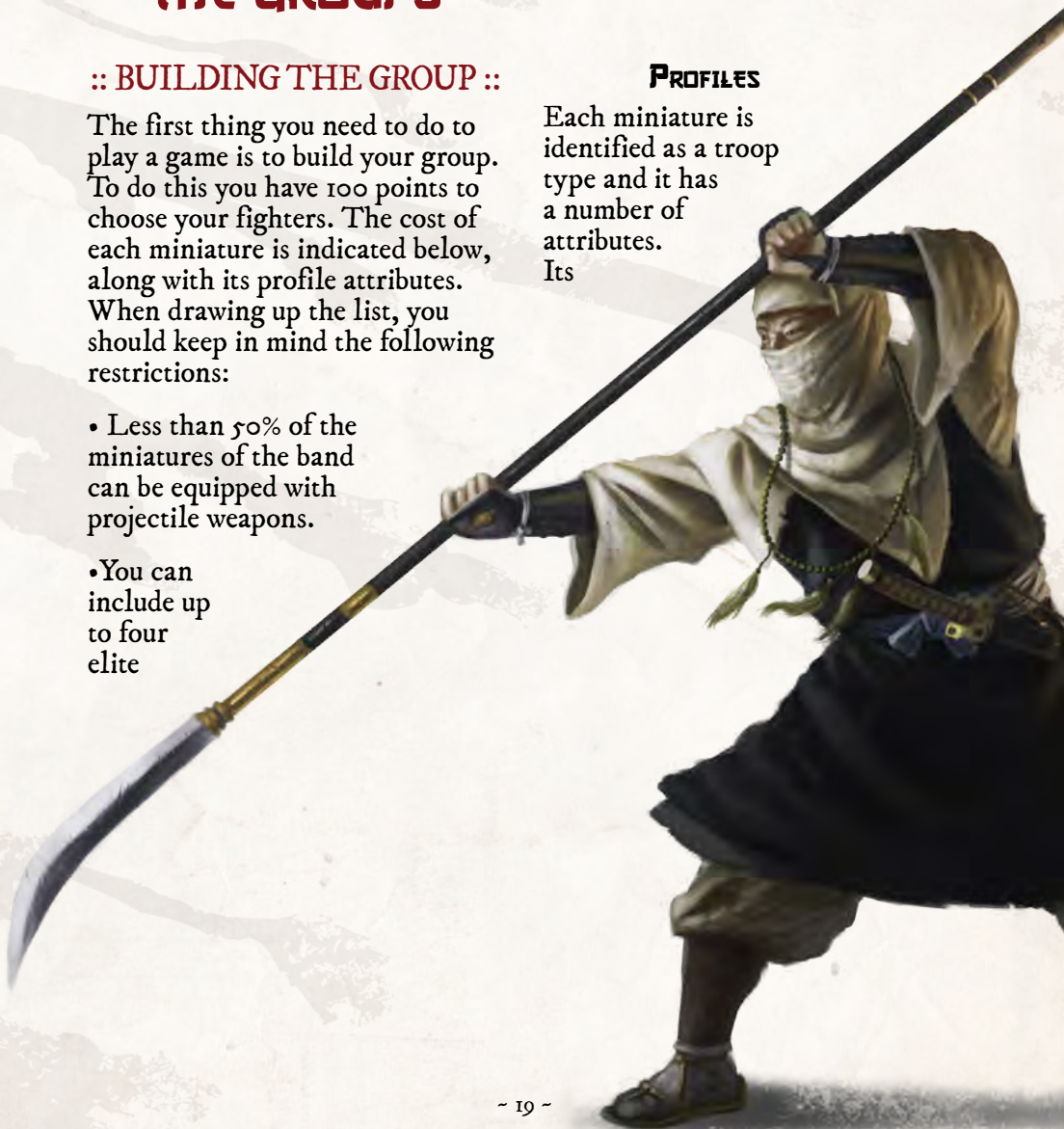
- Less than 50% of the miniatures of the band can be equipped with projectile weapons.
- You can include up to four elite

miniatures.

- You must include a hero, or a maximum of 2. If there is more than 1, they must be different.
- The maximum amount of miniatures for the group is 12.

PROFILES

Each miniature is identified as a troop type and it has a number of attributes. Its



point cost is indicated as well.

TROOP	MOV	AT	IN	HD	HR	PTS
Warrior	10/15	2/2	1	3	1	5
Elite	10/15	3/3	2	4	1	10
Heroes	10/15	4/3	3	5	2	20

Options:

- If the miniature is mounted on a horse, add +10 points. (Max. 2)
- If the miniature has ranged weapons, add +5 points.
- You can include up to 6 Offerings for the Gods, at a cost of +5 for each one.

MOV: The first value indicates the on foot movement, the second when mounted in a horse.

AT: The first value indicates the close combat skill and the second value the attack skill with range weapons.

CLOSE COMBAT WEAPONS

For the purposes of the game, we only differentiate long and short weapons. All weapons are considered short except for the Yari, Naginata, Mitsudogu, Bo, Omi Yari, Jumonji Yari, No Dachi and Onagamaki.

RANGE WEAPONS

Ranged weapons are grouped according to their range: Short,

Medium and Long Range.

TYPE OF RANGE	WEAPONS	RANGE (MIN-MAX.)
Short Range	Blowgun, Shuriken,...	0-20
Medium Range	Ozutsu, Ishitsubute,...	0-40
Long Range	Teppeo, Yumi...	0-60

SHOOTING RANGES

According to the distance between an attacker and its target, shots can be made at 3 different ranges:

- Short range: 0-20 cm.
- Medium range: 20-40 cm.
- Long range: 40-60 cm.

:: BONUSES ::

Bonuses (or special skills) are divided into two types: General and Permanent bonuses. Permanent bonuses will be indicated by a PB mark between brackets in the table below, the rest of them are general.

Permanent bonuses are always active and can be combined with general bonuses in the same turn. General bonuses are only obtained if the Ki has been activated in the Command Roll as explained above, and only once per turn.

In both cases, you can only activate the bonuses that are indicated in the miniature's profile.

TYPES OF BONUSES

- **Accelerate:** Add an additional +1D6 cm. when running (2D6 if mounted). If someone tries to shoot you, the shot will be -1D6.
- **Accurate.** Add +1 to the damage roll when shooting.
- **Aim:** Add + 1D6 to the shooting action.
- **Alert.** All of your group's miniatures up to 20 cm. from the miniature that activates this bonus and that are not in combat can change their facing.
- **Apprentice:** Loses the close combat if it's a draw.
- **Armor.** Increases the difficulty of the damage roll +1.
- **Ashigaru Leader.** You can use the Lead action only with the miniatures that have the Ashigaru tag.
- **Assassin:** Add +1 to the damage roll when fighting the enemy from behind.
- **Brave.** Never flees.
- **Brutal.** Apply the charge bonuses even when engaging the enemy.
- **Bushido.** +1 to the result of the success rolls in combat.
- **Cautious movement.** You cannot be targeted by ranged weapons.
- **Chief of the Clan.** In the Command roll you can throw 2D6 and choose one.
- **Concentration.** Add + 1D6 to the success roll in combat (not when charge).
- **Countercharge.** Launches + 1D6 in when you receive a charge but gets -1 in the following damage roll if it hits.
- **Crush.** Adds +1 to the damage roll in combat.
- **Deadly Blow.** You gain a +2 bonus to the damage roll in combat.
- **Deflect blow.** Apply -1D6 to your enemy's success roll in combat.
- **Dodge.** The enemy repeats 1D6 of your choice from his success roll in combat.
- **Evasive.** You can avoid shots by throwing 1D6 and obtaining a critical.
- **Elusive.** + 1D6 to the movement when fleeing.
- **Expert.** You can re-roll 1D6 of your success roll in combat.
- **Explore.** +1 to success rolls with interact actions.
- **Faith.** Apply a +1 bonus to one of the dice of the success roll in combat.
- **Fast.** Add 1D6 cm. to your movement whenever you move on

the game board.

- Fast Charge. You can move MOV +2D6cm (+3D6 if mounted) during the charge action.

- Feint. Cancels the modifiers from the enemy's attack.

- First strike. You can repeat the damage roll.

- Fury. Apply +1 to the success roll in combat and +1 to the damage roll.

- Hate... Adds +1 to the result of the damage roll if the enemy belongs to the hated group or type.


- Hated by the gods. The miniature cannot re-roll any dice.

- Hawk Eye. Reduces the difficulty of the shot -1 if it does not move or enters combat.

- Huge. In the combat roll your enemy needs 2 more successes than you to win the fight.

- Instinctive shot. You can shoot miniatures that are not in your line of sight. To do this, a friendly miniature must be able to see the target and also have line of sight to the miniature that is shooting. The difficulty of the roll is 6+ without modifiers. Veteran. In case of a tie in a fight, you win if you rolled more critical results than your enemy.





- JiuJitsu. You can re-roll 1s on the damage rolls in combat.

- KenJutsu. You can re-roll 1s in the success roll in combat.

- Kensei: The “1” results on the success roll in combat, both Kensei’s and the ones from his enemy are considered successes towards the Kensei.

- Last Breath. If this miniature is in combat with several miniatures, even if it has suffered more wounds than its profile allows, it won’t die until all enemies in contact with it have been fought or until an honor test is failed.

- Leader: All friendly miniatures within 5 cm. from the Leader will gain +1 bonus to the Command Roll when it declares the use of this skill. We recommend indicating this with a token.

- Luck. Repeat 1D6 of any roll, you must keep the second result.

- Moving target. Ignore the usual penalty when shooting at a target that is taking the running action.

- Ninjutsu. You can cancel an impact of the success roll of the enemy in combat.

- Piercing. A miniature behind the target and inside a 5cm. radius is hit as well. Roll damage against it by applying a -1 modifier.

- Point blank: Win a +1D6 bonus for a short range shot.

- Poisoned weapons. If a fighter receives an impact from a miniature with this bonus, it cannot take actions for the rest of the turn.

• **Quick recharge.** At the end of the shooting action it recharges automatically.

• **Shrapnel.** Every miniature that is within or in contact with the control area of the impacted miniature rolls 1D6, with a score of +4 will also be impacted. You must perform a damage roll separately for each target.

• **Skilled.** You can re-roll an interact action.

• **Stealth.** During a move action your enemies cannot take reactive actions.

• **Strategist.** You can choose a friendly miniature per turn within your control zone and repeat his Command Roll.

• **Surprise attack.** -1D6 to the Combat Roll of your target.

• **Tactician.** Fighter gets an additional action.

• **Terror.** The enemy must pass an honor test to fight the miniature, otherwise it will flee.

• **Tempered.** The miniatures that charge tempered miniatures reduce 1D6 their bonuses to combat.

• **Tough.** -1 to the result of your enemy's damage roll.

• **Trained.** Wins the match if it is a draw.

• **War cry.** When you charge an enemy, it rolls -1D6 in the success roll in combat.

• **Weak.** -1 to the result of the damage roll.

• **Weak point.** Apply a -1 modifier to the difficulty of the damage roll against the enemy.

• **Yojimbo.** Any enemy that passes through its control area must stop and fight against this miniature. Unless the Yojimbo had been charged first, this fight will not count as a charge.

• **Zen.** It has no rear arc.





TROOPS

COMMON

NAME	TYPE	EXTRA BONUS
Kensei (Samurai)	Hero	Tempered (PB), Kensei, Tactician
Sensei (Samurai)	Hero	Last breath (PB), Concentration, Expert
Geisha	Hero	Surprise Attack, Explore
Kyudo Hanshijudan (Samurai)	Hero	Instinctive shot (PB), Aim, Piercing
Daisho ashigaru	Hero	Kenjutsu (PB), Veteran, Tough
Spy	Hero	Evasive (PB), Skilled, Cautious movement
Daisho mounted (Samurai)	Hero	Strategist (PB), Armor(PB), Fast Attack
Daisho (Samurai)	Hero	Strategist (PB), Armor. (PB), Concentration
Daisho (teppo) (Samurai)	Hero	Strategist (PB), Armor. (PB), Accurate
Daisho (long bow) (Samurai)	Hero	Strategist (PB), Armor. (PB), Point blank
Shinobi / Kunoichi	Hero	Stealth (PB), Ninuitsu, Poisoned weapons
Katana Samurai	Elite	Armor(PB), Bushido
Samurai Kiba Musha (Cav. katana)	Elite	Fast (PB), Bushido
Samurai Yari Kiba Musha (Cav. Yari)	Elite	Fast Attack(PB) , Accelerate
No Bushi (bow)	Elite	Accelerate, Aim
Yuri Samurai	Elite	At Point blank, Aim
Yumi ashigaru	Warriors	Elusive (PB)
Yari ashigaru	Warriors	Trained (PB)
Ashigaru (katana)	Warriors	Veteran (PB)
Ishitsubute Ashigaru (honda)	Warriors	Fast (PB)
Heishi (onagamaki)	Warriors	Kenjutsu (PB)
Onna Komuso (Bo)	Warriors	Trained(PB)



KUGE



NAME	TYPE	EXTRA BONUS
Taisho (Samurai)	Hero	Chief of the Clan (PB), Poisoned weapons
Daimyo (Cav. Samurai)	Hero	Hate Otokodate (PB), Strategist, Fast Charge
Hero (Samurai)	Hero	Leader(PB) , Veteran , First strike
Heroine (Samurai)	Hero	Weak (PB), Explore, Concentration
Great Guard Kuge (Samurai)	Elite	Terror (PB), Concentration
Ninja (shuriken)	Elite	First Strike(PB), Stealth
Ninja	Elite	Jiu-jitsu (PB), Stealth
Ninja (blowgun)	Elite	Poisoned weapons (PB), Stealth
Samurai Yabusame	Elite	Moving target (PB), Accelerate
Onna Kiba Musha (Cav. Samurai Naginata)	Elite	Fast (PB), Weak point
Samurai Onna-Bushi (naginata)	Warrior	Weak (PB), Defender (PB), Weak point
Teppotai (Ashigaru teppo)	Warrior	Apprentice (PB)



BUKE



NAME	TYPE	EXTRA BONUS
Hero (Samurai)	Hero	Armor. (PB), Leader, Bushido
Hero (naginata)	Hero	Armor. (PB), Expert, Bushido
Daimyo	Hero	Strategist (PB), Cautious movement, Tactician
Taisho	Hero	Chief of the Clan (PB), Hate Kuge (PB)
Hero with bow	Hero	Veteran (PB) , Instinctive shot, Aim
Kengo (Samurai)	Elite	Kenjutsu (PB), Deadly Blow, Stealth
No Dachi (Samurai)	Elite	Armor (PB), Crush
O Ban (Cav Samurai)	Elite	Terror (PB), Crush
Ji Samurai	Warrior	Brave (PB), Skilled
Yari Samurai	Warrior	Armor (PB), Weak Point



SOHEI



NAME	TYPE	EXTRA BONUS
Hero (naginata)	Hero	Faith (PB), Stealth, Expert
Hero (lance)	Hero	Faith (PB), War Cry, Leader
Daimyo	Hero	Strategist (PB), Leader, Concentration
Taisho	Hero	Chief of the Clan (PB), Hate Sohei (PB), Luck
Hero (katana)	Hero	Tempered (PB), Cautious movement, Skilled
Daisho ashigaru	Hero	Leader Ashigaru (PB), Veteran, Tough
Ikame Bo	Elite	Faith (PB), Concentration, Fury
Teppo Sohei	Elite	Faith (PB), Fast Attack
Yumi Sohei	Elite	Faith (PB), Accurate
Ama Kihei (Cav)	Elite	Faith (PB), Accelerate
Mitsudogu Sohei	Elite	Faith (PB), First Strike
Naginata Sohei	Warrior	Faith (PB), Weak Point



OTOKODATE



NAME	TYPE	EXTRA BONUS
Hero (naginata)	Hero	Hate Samurai (PB), Weak Point, Skilled
Taisho (naginata)	Hero	Hate Samurai (PB), Chief of the Clan (PB), Elusive
Hero (katana)	Hero	Hate Samurai (PB), Stealth, Concentration
Daisho ashigaru	Hero	Kenjutsu (PB), , Veteran, Tough
Teppo Ronin (Samurai)	Hero	Zen (PB), Expert, Piercing
Assassin	Elite	Feint(PB), Assassin
Machi Yakko	Elite	Yojimbo (PB), Concentration
Kyokaku	Elite	Hate Samurai (PB), War Cry
Ozutzu	Warrior	Shrapnel (PB), War Cry
Katana Ashigaru	Warrior	Counterattack (PB)

Torii

SKIRMISHES
IN FEUDAL
JAPAN

