



サムライの道

English Rules

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BUSHIDO

Bushido – the Way of the Warrior

Japan 1565, the Sengoku period; a time of social and political upheaval, unrest and nearly constant conflict. The last Shogun of the Ashikaga Clan is weak and undetermined; if Japan is going to remain strong, the Emperor must appoint a new Shogun in the next 12 months....

Welcome to Bushido and a whole new gaming concept. Bushido is a game of conquest and one that differentiates itself from other traditional conquest games in several ways. Bushido, which literally translates to “the way of the warrior”, was an unspoken code of conduct and a way of life for warriors in old time feudal Japan. Among some of the many values upheld in Bushido; tradition, loyalty and especially honor were of the utmost importance. It is this honor, that the players in the Bushido game are vying for rather than just conquering as much land as possible although conquering is one way to gain honor.

Bushido is also a role playing game where players take on the roles of territorial lords and other historical characters from the period. It again sets itself apart from most other games in the genre as here, the active Daimyo character on his turn will delegate all the other roles for the remaining players which will last the duration of his turn. Choose wisely, for the effects of this can help you or potentially hinder you in your quest for honor and victory. This also leads us to one other unique feature that Bushido incorporates, the Daimyo player will not actually have to conquer anything himself. Instead on his turn, he will assign this duty to another player of his choice, namely the Samurai player.

When someone is the active Daimyo player they will receive provincial honor (Daimyo honor) and other advantages when provinces are conquered for them by the Samurai player. A Samurai player who wins battles for the active Daimyo will receive so-called Samurai honor and this honor may be converted into Daimyo honor at a later time by performing a tea ceremony. The first player to acquire 50 such Daimyo honor points will be named Shogun by the Emperor and declared the winner. Should no player acquire 50 Daimyo honor points, the game will end after 12 months and then the player with the most advanced Daimyo marker is the winner of the game.

Game content overview

- 1 rulebook
- 1 cloth bag - Used for drawing support tiles such as katanas and other effects, once used they immediately return into the bag.
- 1 fight summary
- 5 screens (1 per colour) - Used for hiding your katanas, effect tiles and tactic discs.

1 game overview/scoreboard - All actions of the players which cause different valuations during the game (such as a gain or loss in your total troops, honor or income) will be tracked on this stylized map of Japan with the corresponding colour marker of each player. Months of the game year are also kept track of here.



Income track:

This is the total number of katanas pictured on all a players owned provinces. When a player is the active Daimyo, this is how many support tiles they may secretly draw from the bag at the beginning of their turn.

Shogun track:

These are the 12 months of the year which make up the game and a quick glance shows you the maximum amount of time remaining until a new Shogun must be named. Also shown, by the amount of lines around the columns, is the current possible number of support tiles available for the players should the Sensei allow them in the "To Arms" phase.

Troop track:

This is the total number of koku (rice bowls) pictured on all a players owned provinces. When reinforcing your lands, this is the maximum amount of troops a player can have in all his owned provinces.



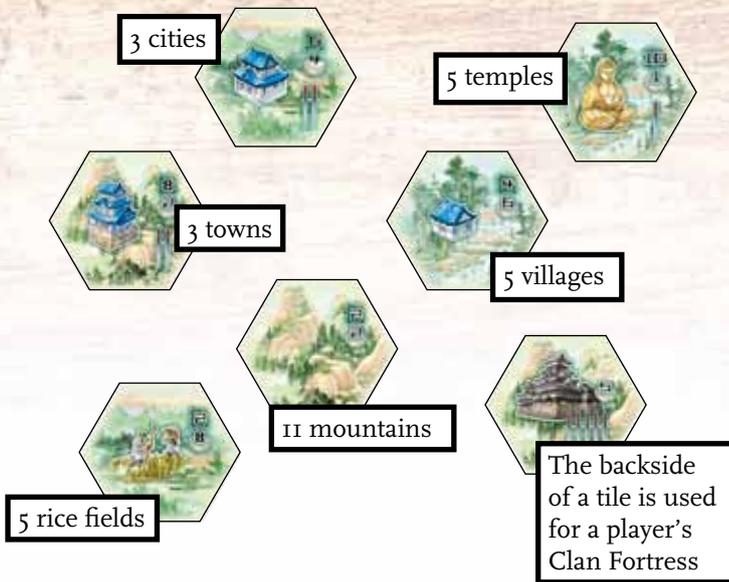
Tactic Triangle:

Battle, Duel and Ambush. The 3 main fight tactics which can be chosen by the players in combat and their strength relative to each other.

Bushido Scoreboard:

Both your Daimyo and Samurai honor will be tracked here with 2 different markers. 50 Daimyo honor wins the game or the player with the highest amount after 12 months.

32 Province tiles



Provincial honor:

Amount of honor gained by owning the province or by conquering it. The running total is indicated on the Bushido scoreboard with a player's Daimyo marker.

Koku (rice bowl) of the province:

Amount of troops which are supplied (fed) by this province. The running total is indicated on the troop track with a troop marker in the player's colour.

Economic Power (katana) of the province:

Amount of income (support) this province may provide. The running total is indicated on the income track with a troop marker in the player's colour.

Please note:

Only cities and temples possess reinforcement symbols.

5 Character cards



1 Daimyo:

The active player is always the Daimyo. Each turn (month) in clockwise order a new player is appointed Daimyo. The Daimyo will assign the remaining character cards to the other players of his choice. Choose wisely and learn to differentiate between friend and foe!



1 Samurai:

The Samurai player is the designated warlord of the Daimyo's troops and he will lead them to battle and use his own support (katana tiles) in combat which will represent the attack power of the troops. The Samurai will also choose the tactics of the troops and these things combined will eventually decide victory or defeat. If he wins the fight he'll potentially gain a lot of Samurai honor, while losing could mean he might easily cease to exist!



1 Bushi:

The Bushi player is always the defender in battle and must use his own support (katana tiles) and tactic discs. He will always try to win the battle as defeat could mean losing his province.



1 Sensei:

The Sensei player can choose to shift the balance of power using intrigues (with effect tiles) and may also counsel the Daimyo. The Sensei also traditionally controls a fight to ensure correct procedures are followed and is also responsible for other various tasks (calling an audience with the Emperor, etc).



1 Hatamoto: (only with 5 players)

The Hatamoto player can cause a revolt in the provinces with the help of the Ronins. When such a revolt is successful this creates a neutral territory. He is the troublemaker!



102 Katana tiles

These represent the combat strength of your troops and can cause additional effects depending on the tactic disc used. There are 3 different strengths which are shown by the number of pictured

katanas on the tile (1, 2 or 3). Sometimes these can be used for more than fighting, for example the Daimyo can buy 1 Daimyo honor point for every three 3-strength katana tiles he spends on his turn.

35 Effect tiles

These are most often played in the Sensei phase of the game. The following is a short description of all the available options and their uses:



6 Chanoyu – Tea ceremony:

This is how you transfer your hard earned Samurai honor from battle into your Daimyo honor (victory points). Another player must be invited if you are going to conduct a tea ceremony and you must have at least 5 Samurai honor points to use as payment. If the invitation is accepted, the invited player immediately gains 5 Samurai honor points as the guest which is paid by his host. The host may then permanently convert as much Samurai honor remaining as he wishes to his Daimyo honor at a rate of 2 to 1 (e.g. 20 Samurai honor would become 10 Daimyo honor). This is considered retiring your Clan's Samurai and a new warrior will now step up into his place to try and acquire as much honor for your Clan as possible.



4 Geisha – Entertainer:

Highly distracted by the entertainer, the Daimyo will now have to abandon his campaign of conquest for this turn when this effect takes place. The Shogun counter does NOT move to the next month in this case and there will be no fight as the current turn ends immediately. All role cards are then given to the next Daimyo and he starts his turn in Phase 1 of the same month.



4 Shinobi – Spy:

Playing the spy allows a player to look behind the screen of any other player and study all their hidden support and tactic discs for up to 1 minute. Note that the player looking may not share this information with any other player or write the information down. The spy can be extremely useful, especially when you're planning an attack or expecting an attack. Know your enemy!



15 Ronin – Masterless Samurai:

Ronin are uprising armed units that endanger the control of a province and destabilize the political situation. Ronin may never be placed on Clan Fortresses. With every Ronin played you weaken your opponents, they are now either more vulnerable or they must strengthen their troops in this province which therefore weakens them somewhere else. This can also tie up a player's troops so they'll be unable to go on conquering any adjacent provinces!



6 Seppuku – Ritual suicide:

A Samurai not fulfilling the assignment given to him by his Daimyo can be summoned to commit Seppuku by the Sensei or possibly another player. The Daimyo will always have the final say in this matter and has to agree with the punishment which in this case, is death and losing all his Samurai honor points! If at any time during the game you have acquired high Samurai honor, you should be thinking about having a tea ceremony so you won't be the first choice as a victim for a political intrigue by the other players. While in old Japan Seppuku was often a way for a Samurai to restore or regain lost honor, he did lose his life and this is shown here by him losing all his honor points (but restoring honor to his name). A new Samurai then takes his place, in hopes of doing a better job for your Clan by retiring peacefully with very high honor.

33 Tactic discs

All tactic discs will be mixed and placed face down in 3 stacks next to the board. Players will draw these secretly and place them behind their screens. These consist of:



13 Battle tactic discs:

The Battle disc signifies the brute strength and sheer size of your army, the player who plays it adds all of the troops he is commanding to his total combat result. If the Daimyo player gives a Samurai lots of troops in battle it can be a huge boost combined with the Battle tactic. Battle is the most frequent of all tactic discs; it is mightier than Ambush but weaker than Duel.



10 Duel tactic discs:

The Duel signifies all the virtues of the warrior tradition in Japan. Duel is more honorable than Battle but weaker than the Ambush.



6 Ambush tactic discs:

The Ambush is used by the Ninja, they will use every means possible to obtain their goals. The Ambush outplays the Duel but is overwhelmed by the sheer force of the army in Battle.



2 Traitor tactic discs:

The Traitor (Zaku Shin) may be used by the attacker and/or the defender and he wins against every other tactic in the game. The Traitor may only be subdued by another Traitor in which case only the number of used katana will decide the outcome of the fight. Most people would agree that the Traitor is the least honorable way to win but the winner often takes all and makes history in doing so.



2 Kotau tactic discs:

The Kotau disc is not used for combat but rather for requesting an audience with the Emperor (phase 12). When played you can choose between affecting the Shogun counter (turns/months) or receiving additional military support in the form of 5 additional tiles from the bag.

Exception: If a player only has the Kotau tactic disc left when engaging in combat, he must exchange it immediately with a randomly drawn tactic disc which is then used in its place.



3 and 6 Bonus honor tokens: (1 of each per player)

A Daimyo player may place one or both of these in a province which he's trying to conquer to add extra honor for the Samurai should he be successful. These can serve well on provinces that have low honor (e.g. mountain views and rice fields) to give the Samurai extra attacking incentive. These are one-time use only and once played they are discarded whether a province was won or not.



5 Campaign tokens: (1 for each player) (Optional rule!)

Once in the game only, each player may trade in this token to start an additional campaign during their turn as the Daimyo player. This gives them a second attack phase where the attacker and defender can be reassigned (or left the same). Alternatively, the Campaign token can be used again once only, to recruit additional elite forces which will be your 3 large troop markers (see below).



33 Troop markers per colour:

30 troops is the maximum amount of soldiers that can be fielded in the game by each player. When players are reinforcing, they may place as many troops as they want in any of their provinces as long they have enough koku (rice) to feed the entire fielded army. Note that each player must have at least one troop stationed in every province they own and they must also man their Clan Fortress with at least one permanent troop (Fortress's are never attacked or lost).

The remaining 3 troop markers are used to track Samurai honor, koku and income on the scoreboard.



3 large Troop markers per colour: (Optional!)

Each of these markers represents 3 soldiers each and they can be used either as spares for lost troop markers or for game scenarios. Optionally, they can represent the bodyguards or household troops of your Daimyo. It could be that you are very low on troops or just want to strengthen your current army before an attack; trading in your Campaign token at the start of your turn as a Daimyo in Phase 1 you'll receive 3 large troop markers which are worth 9 total troops (3x3=9). You can place these new troops following the normal placement rules and they will stay in play until either they are killed or you have become the Daimyo again on your following turn where they then head back to your courtyard and out of play. Any loss to these troop markers which can't be absorbed by normal troops in the same province kills the marker. A loss of one troop can kill a troop marker worth 3 troops if they are not protected, this could simply be that they either had to win the fight or never come back (too ashamed!). So use these elite troops carefully for they are precious and remember to support them.

Note: These 9 additional troops are not limited by your koku total thus do not count towards the total

troops allowed.



1 Shogun counter: (turn counter)

The Shogun counter is used for tracking the progress of the game on the Shogun track. If it leaves the 12th month and lands on the Tori symbol underneath it the game ends!



5 Daimyo honor markers: (1 for each player)

These markers track the Daimyo honor points for each player on the Bushido scoreboard. They are easily distinguishable from the troop markers

as they show a portrait of the Daimyo and are larger as well.

Game Preparation

Each player receives:

- 1 screen
- 30 troops
- 3 troop markers for tracking Samurai honor, income (katana) and troops (koku) on the scoreboard.
- 1 Daimyo honor marker
- 4 tactic discs: 1 Ambush, 1 Duel, 1 Battle and 1 drawn at random
- 1 three Bonus honor token
- 1 six Bonus honor token
- 1 Campaign token (optional rule)



Additional preparations: All katana and effect tiles are placed in the bag and thoroughly mixed. The unused tactic discs are mixed and placed in 3 stacks face down next to the board.

The game board: Depending on the number of players, a certain number of provinces are mixed and positioned face down (backside [clan fortress] is up) in the middle of the play area according to the patterns shown below. Every player starts with 6 provinces (1 Clan Fortress and 5 provinces) which forms the basis of his power in the beginning of the game.

Suggested Set-up:

3 Players (18 provinces)

2 towns, 2 cities, 3 temples, 3 villages, 3 rice fields & 5 mountains.

Build the game board following the green map

4 Players (24 provinces)

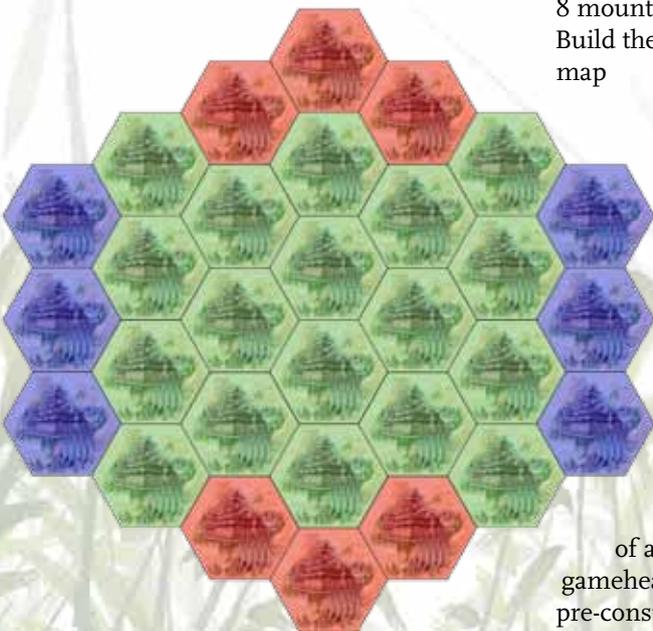
2 towns, 2 cities, 4 temples, 4 villages, 4 rice fields & 8 mountains.

Build the game board following the green and red map

5 Players (30 provinces)

2 towns, 2 cities, 5 temples, 5 villages, 5 rice fields & 11 mountains.

Build the game board following the green, red and blue map



Note:

Alternatively province types may be drawn randomly OR the amount of certain types of terrain may be changed to your preference (e.g. reducing the amount of available koku). Please see our website www.gameheads.org where various other scenarios with pre-constructed maps are shown.



Distribution of the provinces

The eldest player (as in old Japan) is the starting player and occupies a province of his choice with a troop marker, this will be his Clan Fortress. Following in clockwise order, all other players now choose a province to be their Clan Fortress, note that these are allowed to neighbour other Fortress's if desired. A player's Fortress can never be conquered, it represents all that their mighty Clan stands for and also forms the base of their Clan's power.

Beginning again with the start player, each player now chooses one free province and turns it over to be face up. He now places one of his troops on this province and then this choosing of provinces continues in clockwise order until all the provinces are accounted for. It is up to you whether you choose a densely



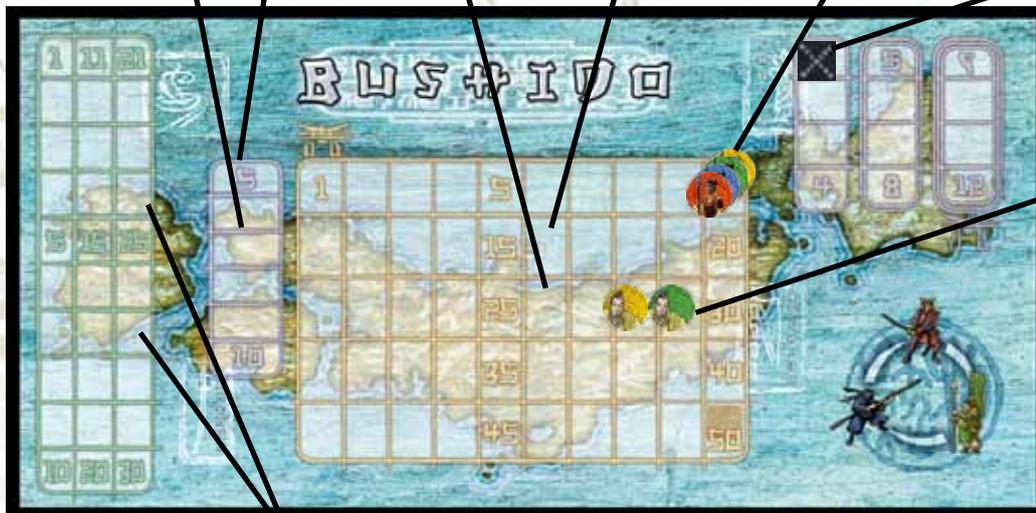
Katanas on all your owned provinces are totalled including the Clan Fortress and recorded on the Income track (maximum 10). This is your income and how many support tiles (katana and effect) you can draw from the bag as a Daimyo in Phase 1. Note that there is also a minimum value (your impenetrable Clan Fortress has 5 katana) as well as a maximum so no player will ever be completely out of the game until the very end!

Provincial honor is marked on the Bushido scoreboard as Daimyo honor. Should two players have the same amount of Daimyo honor the last placed marker will be put 1 square ahead of the other. In the hierarchy of old Japan there were simple rules about the social ladder, you climbed or you fell but you were never on the same level as another.



Samurai honor markers are all placed on the number 10 at the start of the game. This is the only time warriors can have the same amount of Samurai honor during the game. So take a look around at your fellow Samurai because when the game commences, there will soon be no more equality there! You are superior to the others but they will have to learn that of course!

Shogun counter is placed on month 1 for the first round.



Example: The yellow and green players both have 28 Daimyo honor after tallying the provinces at the start of the game. Yellow is the oldest player and was therefore the starting player so green puts his Daimyo honor marker one square ahead of yellow since his was the last to arrive.



Koku (rice) is totalled including the Clan Fortress and then recorded on the troop track. 30 troops is the maximum number available, even if there is more koku available in your owned provinces.

packed ring of provinces around your Fortress (fortifying is easier later if provinces are connected) or prefer to be more spread out around the board. Your choices will likely be influenced based on how the map develops from turn to turn. It will be important to consider both where the other players deploy their troops as well as where the “big” provinces show up.

Once the last province is occupied, all corresponding values of the provinces (beginning with the start player) for each player are now totalled on the scoreboard. Start with the provincial honor first using the Daimyo honor marker, then koku (rice) and finally income (katana).

Important:

Neither the honor of the Samurai or the Daimyo can coexist peacefully in the hierarchal structure of Japan. When a Daimyo gains honor and his total is the same as another player(s), the already placed Daimyo markers will be skipped over until there is a free square for this player’s marker. The reverse is also true when losing honor and the marker in this case will be set on the first free square below his competitors. Samurai markers use the exact same rules except for the start of the game when all Samurai start with 10 honor points. Be wary of the many possible tactics existing around this and try to use this to your advantage for either extra personal gain or extra inflicted damage on your opponents. Of course the others will also be taking this into their considerations so it’s a good idea in general to keep an ever watchful eye on the honor scoreboard.

Note:

Samurai and Daimyo honor markers can occupy the same square.

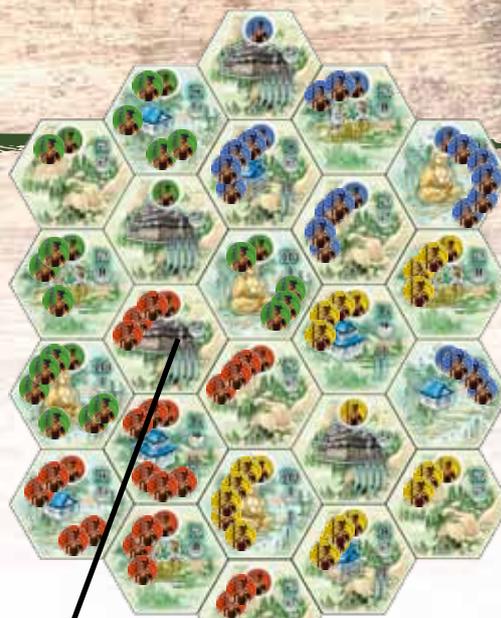
There is always only 1 Daimyo marker allowed on each square at all times.

Troop placement

All remaining troops currently allowed (according to a player’s koku total) are now deployed on all owned provinces beginning with the starting player and following in clockwise order. These troops are placed on the board in any way a player wishes and any remaining unused troops are placed openly in front of your screen.

Note:

Remember that Clan Fortresses can not be conquered by the enemy nor can Ronin destabilize them.



The red player placed troops on his Clan Fortress threatening the adjacent green player’s rice field.

So while bulking the up the Fortress with troops is unnecessary, it still must always be manned with at least 1 troop.

Recruit support:

In the final stage of setup the starting player draws 10 tiles from the bag and places them behind his screen as his starting contingent. Continuing in clockwise order, each player draws one extra support tile than the previous player (the second player draws 11, the third 12, etc.)

Important:

If at any time in the game the support bag is emptied the law of Mikado is enforced. In former times a tale was told about Daimyos who hoarded all the lands every wealth in their castles and fortresses leaving the whole country starving and bleeding. This was a time of great need and eventually a hero arose from the ashes forcing all the Daimyos to obey the Emperor’s newly enacted law; they had to give all the wealth back to the people and the lands.

Should the bag become empty at any time, all players suffer an extra tax from the Emperor (for starving the lands) and must return everything they have (all support tiles) back to the bag immediately! The player to the left of the current Daimyo will now draw support tiles according to the starting rules (first player 10, second 11, etc) leaving the actual Daimyo to draw last, then play continues as normal.

Setup is now finished and the starting player begins the game as the active Daimyo player. He receives all the character cards and starts his turn in Phase 1 of the first month.

Turn Phases

1. Appointing the Daimyo

- All character cards are given to the active player and he places the Daimyo character card in front of his screen.
- The Daimyo draws support from the bag amounting to his income marker.
- Discard any number of unwanted tactic discs from your current supply and then draw back up to a full set of 4.
- Verify the number of the troops on the board against the troop track (koku). Any excess troops must be removed and the Daimyo chooses which provinces will lose these troops. If the number of troops on the board is lower, then additional troops are placed in the provinces again at the Daimyo's discretion (new recruits become available).

Important!

If at any moment in the game only 4 or less tactic discs are in the draw piles, they must immediately be mixed with the discarded discs to form 3 new piles.

2. Conducting a free tea ceremony (no effect tile necessary)

- Only the Daimyo can now attempt to hold one free tea ceremony converting his Samurai honor into Daimyo honor points at a rate of 2 to 1 (he must have 5 or more Samurai honor to do this).
- He invites any player he wishes to join him and if the player accepts the ceremony begins.
- 5 Samurai honor is then transferred from the Daimyo player to the invited player as payment.
- The Daimyo player then decides how much of his remaining Samurai honor will be converted into Daimyo honor points. For every 2 Samurai honor converted he receives 1 Daimyo point.

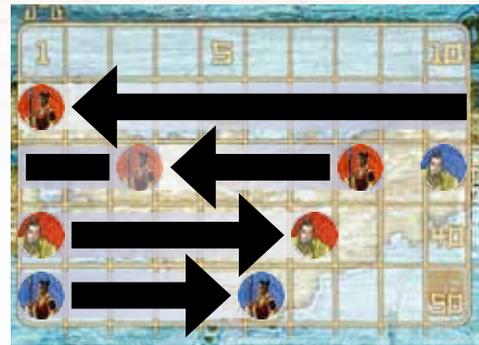
Note:

The Daimyo is only allowed one attempt for a free tea ceremony, if the invited player refuses he loses his opportunity and can not invite another player this turn.

Declining an invitation to a tea ceremony snubs the Daimyo and for doing so the invited player loses 10 of his Samurai honor (takes 'one' for the team). The reputation of the Daimyo now somewhat tarnished he also loses honor; he loses 2 of his Daimyo honor points! Note that a player invited to a tea ceremony that possesses less than 10 Samurai honor can not refuse the invitation, obviously his honor is too low to resist so he must come!

Hint:

Think carefully about how much Samurai honor you convert into Daimyo honor points. If it drops your Samurai honor under 10, you give the next player with high Samurai honor a perfect chance to hold a tea ceremony of his own as now you can not refuse! Depending on the current score these can be critical decisions in the game!



Example:

The red Daimyo player currently has 28 Samurai honor and 31 Daimyo honor. The red player invites the blue player to a tea ceremony and the blue player accepts. The blue player's Samurai marker increases by 5 and the red's decreases by 5 leaving him 23. The red player then converts 12 Samurai honor into 6 Daimyo honor points. Red now has 37 Daimyo honor and 11 Samurai honor, this leaves him enough Samurai honor to later decline a tea ceremony invitation if he so chooses.



3. Purchase of Daimyo honor points

- The Daimyo can open his treasury and buy 1 Daimyo honor point for every three 3-katana tiles he trades in.
- He can buy as much Daimyo honor as he wants but it must be done all at once and only in this phase.

Hint:

Depending on the current position of the other player's Daimyo markers, buying one point might actually net you 2 or 3 points (hierarchy rule), preparation is key!

4. Distribution of the character cards

- The Daimyo always distributes the character cards in the same order:
- Samurai (attacker) is given to the player who shall



execute the attack with the Daimyo's troops to conquer a province for the Daimyo.

- Bushi (defender) is given to the player who will be attacked and this must be a player who owns an adjacent province to the Daimyos own provinces to be a legal target. The exact target is not named until later in phase 7.

- Sensei is given to either the Bushi or Samurai player when playing with only 3 players. When there are 4 or 5

players, one player still without a character card is given the Sensei.

- Hatamoto is given to the last player without a card only when playing with 5 players.

Every player always receives only 1 character card with the sole exception of the 3 player game.

Note:

Once the character cards are assigned they can't be taken back or changed, think carefully before choosing!

Hint:

You will need to assess several things before delegating the roles:

- Who has lots of available resources (good Samurai) and who has very few (good Bushi)?
- Who might help you in your cause and put up a good fight for your newly desired land?
- Who might also want the same land as you and might throw the fight?!



5. Sensei plays effect tiles (others may follow)

Before the Daimyo names the province to be attacked, the Sensei has the possibility to effect the game by calling on his hidden support and playing any number of tiles he wishes (limited only by the current support at his disposal). He may play:

- Any number of Ronin: He can place as many as he wishes BUT only one Ronin per province may be deployed at one time. The other players can potentially add more Ronin to the same province afterwards but also one maximum per province each (all other players except the Daimyo must use the double tile rule [see below] including the Hatamoto in this phase).

Important! Be sure to check for any automatic revolts, this is when the Ronin total is greater than or equal to the total number of troops (further explained

Double tile rule:

Once the Sensei is finished playing all his effect tiles or passes his chance to do so, all other players (except the Daimyo) now get a chance to play tiles as well however they must spend two tiles to get the same effect as one (player to the left of the Sensei goes first).

on page 15).

- Any number of Shinobi: (to spy behind the screen of another player)

- One Geisha: This will immediately terminate the rest of the entire turn and all following phases are cancelled (including the movement of the Shogun counter). If you're planning to play a Geisha, make sure you finish all your other actions first before you play it!

- One Chanoyu: This is held with the same rules as the free tea ceremony by the Daimyo but here the Sensei player converts his own Samurai honor into his own Daimyo honor.

Important!

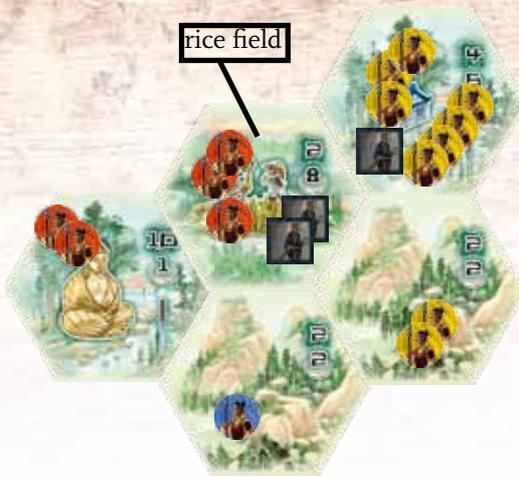
The Daimyo may never play effect tiles on his turn, not even with double tile rule. The mountain never moves!

All played effect tiles are returned to the bag immediately unless they stay on the board (Ronin are only returned after being neutralized by a revolt).

6. Hatamoto phase (with 5 players)

- The Hatamoto draws 2 support tiles from the bag.
- The Hatamoto can now place Ronin in any of the provinces following all the same rules as the Sensei including only spending one tile per deployment. Remember to check for automatic revolts.
- The Hatamoto may now start his own special revolt in one of the active Daimyo's provinces only. There must be at least one Ronin in the target province and then all Ronin in this province become the troops of the Hatamoto to fight the troops of the Daimyo. If he wins the fight, the Daimyo loses the province and the province becomes neutral ground with any surviving Ronins remaining.

The Hatamoto is a good tool to weaken a strong Daimyo, especially if he causes a potentially unforeseen loss of a valuable province. Even when the Daimyo manages to appoint Hatamoto to a player who doesn't attack him, the player still receives at least two additional support tiles which make him stronger as an opponent for future hostilities.



Revolt of the Hatamoto:
If the Hatamoto player chooses to cause a revolt, he temporarily becomes the attacker (Samurai) and the Daimyo becomes the defender (Bushi). Hatamoto will use his own katanas and choose his own tactic when fighting the Daimyo. The Hatamoto versus Daimyo fight follows all the same rules as a Samurai versus Bushi fight (see fighting phase 8) BUT neither the

Hatamoto nor the Daimyo player will receive any Samurai honor for this fight.

Note:

The special Hatamoto revolt is completely optional and at the discretion of the Hatamoto player whether he would like to start one or not. Note that there is only one allowed per turn and it must be in a province belonging to the Daimyo player.

Example:

Red player is Daimyo and names yellow player Hatamoto. Yellow decides to conduct a revolt on a rice field belonging to the Daimyo which has 2 Ronin on it. If yellow succeeds with the revolt (any surviving Ronin remain in the then neutral province) and he is the next Daimyo, he can walk into the rice field without much effort! Choose your Hatamoto player carefully!

Note:

If Ronin equal or outnumber the regular troops in a province after regrouping there will be an automatic revolt (see page 15).

Example:

The yellow player is the Daimyo, red is the Samurai and blue is the Bushi. The Daimyo relocates 4 troops from his village to his own neighbouring mountain region which will now contain 6 troops. The 2 troops from the city can't be relocated because there are no owned adjacent provinces.

Appointing the target province:

The Daimyo now picks a neighbouring Bushi province to be attacked. He moves any number of troops he wants into this province and commands the Samurai player to attack.

Note:

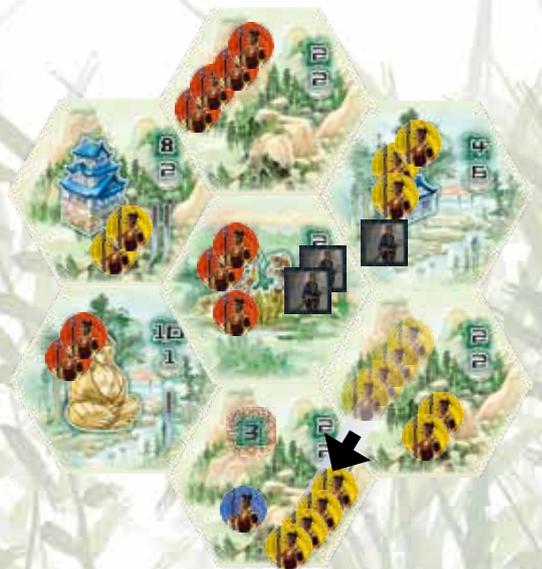
A province can never be abandoned and attacking a Clan Fortress is also not allowed.

Bonus honor:

Before the fight starts the Daimyo can place one or both of his bonus honor tokens (if he has any left) in the target province to further motivate the Samurai player. If the Samurai wins the fight he will receive this extra honor and the Samurai marker is adjusted accordingly on the Bushido scoreboard. When bonus honor is offered, it is eliminated from the game right after the fight regardless of who won and whether the Samurai benefited from it or not.

7. Mobilization

Regrouping: The Daimyo may now regroup all his existing troops. Troops that are in connected provinces can move around freely however one troop must always remain in each province. Isolated provinces can only be reinforced with troops in your income phase (Phase 1) if your koku total allows you to field new troops. Troops can never be removed from isolated provinces except through a loss in battle.



Example:

The yellow Daimyo player moves 4 troops from the mountain into the neighbouring mountain of the Bushi (blue player). The Samurai player (red) will now have the honorable task of conquering the mountain for the Daimyo using his katana and tactic disc. The Daimyo gives the Samurai extra incentive to put up a good fight by placing 3 Bonus Samurai honor in the mountains.

Complacent or ambivalent Daimyo:

If the Daimyo can't or won't attack, the turn of the Daimyo ends immediately and all following phases are cancelled (including the movement of the Shogun counter). The next clockwise player now becomes the active Daimyo and starts his turn in phase 1.

Special case:

Neutral provinces can't simply be claimed, they are still conquered and count as a legitimate attack even though there is no actual fight. In this particular case the character cards were given out just for show and neither the Bushi nor Samurai receive any Samurai honor. The values of the province (koku, katana & honor) are then transferred to the Daimyo player and marked on the scoreboard. Neutral provinces with Ronin occupying them can also be conquered in this way by moving at least one more troop than there are Ronin into the province. In this case, any Ronin that are there remain in the province and simply hide in the bushes and wait for their time!

8. Fighting phase Samurai & Bushi

The Samurai and Bushi will now fight as the Daimyo ordered.

Katana: Both players choose any number of katana tiles in their hidden treasuries and ready them in a pile behind their screens. When the Sensei gives the signal, both players will move their piles to the front of their screens. Only the top-most katana tile will be visible along with the actual height of the stack and these are the only hints you have to the total attack strength.

Note: Fight fair and try to put the piles in front of your screens at the same time.



Special case:

A player using no katana at all automatically loses the fight, no swords no power! Tactic discs are then no longer necessary and will not be used. All troops of the player forfeiting the battle in this way are sacrificed and removed from play. If both players chose not to use any katana, then the defender wins the tie and all the attackers troops are sacrificed and removed from play.

Tactics:

Now the players choose a tactic disc from their treasury and reveal them simultaneously when the Sensei gives the signal. Results are now tallied and compared.

The winner is the player with the highest result after counting all katanas and effects of the tactic discs. In the case of a tie, the attacker is defeated and the defender wins.

Note:

If a player has no tactic discs he must draw one randomly from the available stacks and he immediately uses this in the fight. If the Kotau tactic disc is the only one left behind your screen it must be immediately exchanged for a randomly drawn tactic which is then used for the fight. Should the other Kotau disc appear it will then be replaced again.

Important!

The number of katanas counted for attack power is the total of pictured katanas shown on all used katana tiles. Also remember to add the number of troops that you lead to battle to your katana total to get your overall attack power IF you used the Battle tactic. So anytime a Daimyo leads a large number of troops into battle, the Samurai might consider using the Battle tactic for the extra boost...that is if he wants to win!

Possible fighting results



Duel versus Battle:
The katana total for the Duel player is doubled and the Battle player adds his troops to his katana total. Results are then compared, the defeated party loses the difference in troops.



Battle versus Ambush:
The Battle player first doubles his katana amount then he adds his troops to this total. Results are then compared, the defeated party loses the difference in troops. Once this is resolved, the player who played Battle will lose one troop for every two 1-katana tiles played by the Ambush side, this is the extra damage caused by the Ambush.



Ambush versus Duel:
The katana total for the Ambush player is doubled and results are then compared. The defeated party loses the difference in troops. Once this is resolved, the player who played Duel will lose one troop for every two 1-katana tiles played by the Ambush side.



Duel versus Duel:
This is a special “high stakes” battle where only the commanders of the armies will fight each other and typically there will be no loss of troops. Katana totals for both sides are compared and then the defeated player loses half rounded up (e.g. 13 means he loses 7) of his Samurai honor which the victor gains! The defeated player’s troops must also now retreat to a neighbouring friendly province. Exception: Should retreating not be possible the troops then scatter to the four winds and wander back to the player’s off board reinforcement pool in front of their screen. In this case, troops are not counted for the winning player’s Samurai honor.



Battle versus Battle:
In an open field battle there are heavy losses on both sides. Troops are added to the katana totals for both sides and then results are compared, the defeated player loses all his troops. The winning player in this brutal battle might still lose troops; he loses one troop for every 3-katana tile played by the defeated player. Should both sides lose all their troops in this battle, the province becomes neutral and the defender must adjust the scoreboard for his loss.



Ambush versus Ambush:
Katana totals for both sides are compared and then the defeated player loses the difference in troops. Once this is resolved both players lose one troop for EVERY 1-katana tile (special effect of the double Ambush) that was played by their adversary, this is also a battle with potentially heavy losses. Should both sides have no troops left the province becomes neutral, adjust the scoreboard for the defender.



Traitor versus all others:
The traitor is almost always an unexpected calamity for any Clan. When played against other tactics he wins in every case without even comparing the katana, the defeated player loses ALL his troops. If the losing player used Ambush in the fight the winning player still loses one troop for every two 1-katana tiles played. The traitor is indeed very powerful and this is where a good spy can be really helpful.



Traitor versus traitor:
Katana totals for both sides are compared and then the defeated player loses the difference in troops.

Important!

The fight is always victorious for the player with the greatest strength in the battle (the higher katana total) after including the tactic disc effects.

Special fight results

- Any time the attack power is even after tactics the defender wins (Samurai defeated).
- In the case there are still defending troops left after a fight, the troops belonging to the Daimyo have to retreat, this happens even when the Samurai is the victor. The province is not conquered but the Samurai player still gets any earned Samurai honor from the battle if he won.
- In the case both sides lose all their troops, the province becomes neutral and belongs to no one, not even the winner of the fight. The former owner of the province then loses all advantages on the scoreboard (koku, income & Daimyo honor)
- In the case where a Samurai loses a fight but still kills all the defending troops with an after effect (e.g. with Ambush) and some attacking troops still remain, the province will be conquered for the Daimyo. The Daimyo receives all advantages from the province

(which the defender loses) while the Samurai player receives almost no honor for his defeat. He only receives Samurai honor for any troops he defeated.

- If at any time the Ronin equal or exceed the number of regular troops in a province after a fight, an automatic revolt takes place (see below).

All used katana tiles are returned to the bag after a fight and all used tactic discs are put in a face down discard pile away from the draw piles. Remember that if at anytime there are only 4 or less tactic discs in stock, they must be immediately mixed with the discarded discs to form 3 new stacks.

Automatic Revolts:

At any time during the game the number of Ronin in a province equal or exceed the number of regular troops there is an automatic revolt. All troops are then immediately removed along with an equal number of Ronins and any excess Ronin remain in the province. This now becomes a neutral province and the former owner loses all advantages on the scoreboard.

9. Valuation of the fight results

Valuation for a winning Samurai:

The winning Samurai player receives the following Samurai honor points:

- Honor equal to the number of defeated Bushi troops
- Honor equal to the number of katana tiles he used in battle (The number of actual tiles he used not the pictured katana on the tiles)
- Bonus honor (if brought in play by the Daimyo)
- Honor equal to the provincial honor of the conquered province, this only applies when all Bushi troops are defeated and the Daimyo still has troops left to conquer the province.

When a Samurai successfully conquers a province for the active Daimyo player, the province now belongs to the Daimyo and all the victorious troops must stay there. The values of this province are then transferred to the Daimyo player while the Bushi loses all these advantages. All amounts are adjusted on the scoreboard in the relevant areas.

Note!

Despite losing the fight, the Bushi still receives Samurai honor for every troop lost by the enemy (e.g. every two 1-katana tiles through Ambush or for every 3-Katana tile played in Battle vs. Battle) but does not receive any honor for the province, even if he manages to hold it.

Example:

- The Samurai attacks the Bushi's mountain with the Daimyo's 4 troops (yellow) and the Daimyo uses a 3-bonus token to add extra incentive.
- The Samurai plays two 3-katanas and one 2-katana and chooses Battle. The Bushi counters with four 1-katanas, one 2-katana and one 3-katana and chooses Ambush.
- Results are compared, because the Battle tactic doubles the total strength of the Samurai's katana he overpowers the Bushi and is victorious (Battle is twice as strong as Ambush).
- Final numbers are 20 katana (8 doubled [16] plus 4 troops) to 9 for the Samurai. The Bushi would lose 11 troops but since he only has 3, he loses these 3.
- The Samurai also loses troops because the Bushi used the Ambush tactic plus four 1-katanas, this results in the Bushi actually killing 2 of the Daimyo's troops. The remaining 2 Daimyo troops conquer and hold the Bushi's province.
- The Samurai receives 11 Samurai honor in total for his victory in battle (3 for the defeated Bushi troops, 3 for his used katana tiles, 2 for the provincial honor and 3 for the bonus honor).
- The Bushi player receives 2 Samurai honor for defeating 2 enemy troops.
- The Bushi loses 2 points of Daimyo honor (provincial honor) and his troop total (koku) is also reduced by 2 on the scoreboard. Of course the Daimyo gains these same amounts for taking over ownership of this new province.



Valuation for a winning Bushi:

The winning Bushi receives the following Samurai honor points:

- Honor equal to any defeated attacking troops
- Honor equal to the non-conquered province (provincial honor) but only if at least one defending troop survives and remains in the province, therefore under the Bushi's control.

Example:

- The Samurai attacks the Bushi's mountain with the Daimyo's 4 troops (yellow) and the Daimyo uses a 3-bonus token to add extra incentive.
- The Samurai plays two 3-katanas and one 2-katana and chooses Duel. The Bushi counters with four 1-katanas, one 2-katana and one 3-katana and chooses Ambush.
- Results are compared, because the Ambush tactic doubles the total strength of the Bushi's katana he overpowers the Samurai and is victorious (Ambush is twice as strong as Duel).
- Final numbers are 18 to 8 for the Bushi. The Samurai would lose 10 troops but since he only has 4, he loses these 4. Note these are actually the Daimyo's troops that are lost.
- The Bushi receives 6 Samurai honor, 4 for the defeated troops plus 2 points for the province.
- Any placed Bonus honor by the Daimyo player is irrelevant for the Bushi.
- The defeated Samurai did not defeat any troops and therefore receives no honor. He will now await the verdict of the Daimyo to see just how much this shameful battle might cost him.



Note!

Despite losing the fight, the Samurai still receives Samurai honor for every troop lost by the enemy (e.g. every two 1-katana tiles through Ambush or for every 3-Katana tile played in Battle vs. Battle).

Note!

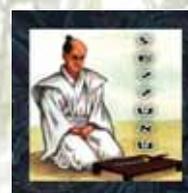
The defeated Samurai (attacker) receives for troops being killed with Ambush (1-Katana) or battle (3-Katana) honor points on his Samurai counter.

10. Council of the Sensei

Whenever a Samurai loses his fight, the Sensei may deem it proper to punish the inept Samurai, even in the case where the troops eventually conquered the province (e.g. with Ambush). The suggested punishment can be a loss of 2 to 10 Samurai honor points (the Sensei chooses the amount) or a demand for instant Seppuku. First he will choose whether or not to demand Seppuku and if he does he must play a Seppuku tile. If he can't or chooses not to, all other players (except the Daimyo) in clockwise order now have the possibility to demand Seppuku by using the double-tile rule (2 Seppuku tiles needed). If Seppuku is not demanded by any of the players, then only the Sensei can now propose a loss of 2 to 10 points of Samurai honor.

The Daimyo will always make the final decision on whether or not to accept the counsel given. If the Daimyo follows the council of the Sensei player, the Sensei receives 1 Daimyo honor point in gratitude for his good council. The Sensei would be wise to try and judge the mood of the Daimyo before giving his council. Should the Daimyo not accept the council given, he is then choosing to give the Samurai the alternate minimum punishment of losing 1 Samurai honor point instead. Note that should the Daimyo accept a Seppuku council from a player using the double-tile rule, the player having recommended it receives no honor.

Any Seppuku tiles played are discarded, even if the Daimyo decided to spare the Samurai's life!



Important!

Even when Seppuku tiles are played, the Daimyo ultimately decides whether the Samurai should take his own life or only be given the minimum punishment (deduction of 1 Samurai honor point). A Samurai player spared in this way might fight you and your causes another day!

Very important!

Samurais condemned to commit Seppuku lose their life and instantly lose all their Samurai honor (the marker is set to zero which is on the Tori symbol above the number 1).

11. To Arms! (or bide the time)

The unrest in the country grows. The Sensei now assesses the situation and will advise all players to either upgrade their armoury or simply bide their time. If the Sensei chooses upgrading, then every player (starting with the Sensei) draws 1, 2 or 3 support tiles from the bag according to the Shogun counter (equal to the lines surrounding the column of the current month). If the Sensei decides to bide the time, no player will receive any additional support.



Shogun counter:

1-4 = 1 support tile
5-8 = 2 support tiles
9-12 = 3 support tiles

12. Kotau - Audience with the Tenno (Emperor)

In this phase, each player starting with the Sensei and following in clockwise order, will have the option of playing a Kotau token in order to gain an audience with the Emperor. Once a player has declared they are playing a Kotau token, the chance is lost for all the other players as there is only one allowed per round. Once a player uses a Kotau token it resolves and then phase 12 is finished, this also finishes a complete turn for the active player.

A player using a Kotau token chooses from the following possibilities:

Appeasing the Emperor:

The Shogun counter will not advance this turn. This is a good option if you think you are too far behind and you want the game to last longer giving you the chance to gain some ground.

Increasing hostilities:

The Shogun counter advances 2 spots instead of 1. A good option if you think you're far enough ahead and want to finish the game as soon as possible!

Pleading for military support from the emperor:

The player draws 5 support tiles from the bag. The Shogun counter will advance 1 square as usual. If no players use a Kotau token the Shogun counter moves 1 square and the current turn ends.

Important!

As stated above, there is always only one Kotau token use possible per turn. The Emperor only has enough time to listen to one player per month as he has many other things he must also tend to (like hunting!).

New round or end of game

If end game conditions are not met, the active player now changes to the next player in clockwise order and he starts his turn as the new Daimyo (in phase 1 of a new month). If at anytime during the game a player achieves 50 Daimyo honor points, he is immediately appointed Shogun by the Emperor and wins the game. If no player achieves 50 Daimyo honor and the Shogun counter leaves the 12th month, the game ends and the player with the highest Daimyo honor is appointed Shogun and wins the game.

Summary of effect tiles

Effect tiles are mostly used by the Sensei since he only needs to play one tile for the effect to take place. All other players can play effect tiles but must follow the double tile rule.

Exception 1: The Daimyo can never play any effect tiles on his turn.

Exception 2: The Hatamoto can play Ronin tiles just like the Sensei in his Hatamoto phase.



6 Chanoyu – Tea ceremony

Can be performed by the Daimyo once per turn for free (no tile required). All other players need to play one tile when they are Samurai and two tiles if they are not the Samurai in the Samurai phase. In a tea ceremony, Samurai honor can be transformed into Daimyo honor with the condition that the host has at least 5 Samurai honor to transfer to the guest. Remaining Samurai honor can then be converted at a 2 to 1 ratio for Daimyo honor, the host player decides how much honor to convert.

Declining an invitation to a tea ceremony snubs the conducting Daimyo and the player who refuses loses 10 Samurai honor points declining. The Daimyo's reputation has also been affected by this and he loses 2 points of Daimyo honor.

A player invited to a tea ceremony that has less than 10 Samurai honor can not refuse the invitation, his honor is too low to resist. He should take any means necessary in order to improve his reputation.



4 Geisha – Entertainer

Highly distracted by the entertainer the Daimyo has to abandon his campaign of conquest for this turn. There is no fight and the turn ends immediately, the Shogun counter also does not advance.



6 Seppuku – Ritual suicide

A Samurai that loses a fight can be summoned to commit Seppuku. Only if the Daimyo agrees, the Samurai takes his life and all his Samurai honor points are lost.

Hint: It may be clever to hold one of these up your sleeve as a reserve!



4 Shinobi – Spy

Playing the spy allows a player to look behind the screen of any other player and study all their hidden tiles and tactic discs for up to 1 minute. Note that the player looking may not share this information with any other player or write the information down.

It is always useful to know what other players are hiding behind their screens, know your enemy and their arsenal!



15 Ronin - Masterless Samurai

Ronin are uprising armed units that endanger the control of a province and destabilize the political situation. Each player may only play one per province at a time and they may never be placed on Clan Fortresses. Every player (except for the Daimyo) can place any number of Ronin tiles in opposing territories during the Sensei phase (others use the double tile rule) or if you are Hatamoto, also in the Hatamoto phase. Note that the other players are able to place one Ronin in the same province right after someone else has in the same phase. When placing Ronin, always remember to consider whether or not the province you're choosing might be one you may want to conquer in the future!

Automatic revolt of the Ronin:

Anytime Ronin are played, troops are regrouped, or a fight takes place, the number of Ronin must immediately be compared with the number of troops. If the Ronin outnumber or equal the troops then all troops are removed along with an equal number of Ronin, any excess Ronin remain in the province. All troops return to the player and all Ronin are returned to the bag, the province is now neutral and the defender must adjust the scoreboard for his loss.

Hatamoto's special revolt:

The Hatamoto has the option to conduct one revolt in a province owned by the Daimyo where Ronin are present. In this case the Ronin are used as troops by the Hatamoto and the Daimyo and Hatamoto fight, no honor will be gained by either player.



Optional rules:

Campaign token variant - The Campaign token allows the Daimyo to conduct a second additional attack once per round. The Daimyo player has to play the Campaign token at the beginning of phase 7 (Mobilization) and he places it on his Clan Fortress for all players to see. Following this, everything else plays as usual until just after phase 10 where the turn will then revert back all the way to phase 4 before continuing to phase 11. The following steps only will then be played a second time:

Phase 4 - Distributing the character cards

The Daimyo collects all the character cards and then redistributes them to whoever he wishes (can be the same players). He must attack an adjacent province for this to be a legal attack on the Bushi.

Phases 5 & 6 - skipped

Phase 7 - Mobilization

Troops may now be regrouped and then the next target province is selected together with which troops the Samurai will use for fighting to win it. You may play one or both of your bonus honor tokens onto this province if you have them.

Phase 8 - Fighting phase Samurai & Bushi

The newly appointed Samurai and Bushi fight each in the usual way. This could be the same people from the last fight or entirely new combatants; this solely depends on your objectives as a Daimyo!

Phases 9 & 10 are carried out with no changes

and then the game resumes right where it left off at the beginning of round 11.

The Campaign token enables each player (while active as Daimyo) to have one double attack per game. The second fight takes place regardless of the first fight results and whether or not the first province was conquered. The second target province is chosen separately only after the first fight is completely resolved (to phase 10). You then pick your target which CAN be the same province as the first attack, failing an attempt on an important province might warrant such a repeated attack.

The Campaign token also has a second optional use if decided upon by the players. Instead of the second attack, you may trade in the token for your 3 big Troop markers which represent elite units worth 3 troops each (3x3=9 total troops). These represent

the bodyguards or household troops of your Daimyo and will stay in play until either; they are killed OR you become the Daimyo again on your following turn where the troops then head back to your courtyard. Whether you are very low on troops or want to beef up your current army for an attack, you can use these new troops and place them following the normal placement rules.

Note: Each unit fights as three troops but can die as just one! Any loss to these elite troop markers which can not be absorbed by normal troops in the same province kills the marker! A loss of just one troop could kill a troop marker worth 3 troops if they are not protected, this might simply be because they either had to win the fight or never come back (too ashamed!). So use these elite troops carefully for they are precious and remember to support them.

Note: These 9 additional troops are not limited by your koku reinforcement limit total.

Credits:

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Special thanks to Claudia Viefhaus and Britta Wolf
Thanks to Leo Wolf for feedback and inspiration
Thanks to Beate Isenmann for her support and play-testing the Samurai

A Gameheads game in cooperation with Heidelberger Spieleverlag

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Scenarios and FAQs: www.gameheads.org

Turn Summary - 12 steps to victory

1. *Appointing the Daimyo*

The Daimyo receives all character cards and draws support from the bag equal to his income marker. Any existing tactic discs may be discarded and then he refills up to a full set of 4. The troops are checked against the Koku total and adjusted, he can now also use a Campaign token if desired to recruit (optional).

2. *Conducting a free tea ceremony*

The Daimyo has the option to invite one player to a free tea ceremony (no tile needed) but only one invitation can be extended, even if his first offer is declined.

3. *Purchasing honor points*

The Daimyo can buy 1 point Daimyo honor point for every three 3-Katana tiles traded in.

4. *Distributing the character cards*

Samurai, Bushi, Sensei and Hatamoto (5 players only) are distributed by the Daimyo.

5. *Sensei plays effects*

The Sensei followed by all the other players (double tile rule, Daimyo excluded) may play effect tiles.

6. *Hatamoto*

(only in the 5 player game)

The Hatamoto draws two tiles from the bag, can play Ronin tiles (only one required and only one per province) and can also start a revolt (one only) in one of the Daimyo's provinces.

7. *Mobilization*

The Daimyo regroups his troops and decides which province will be attacked, where he will attack from and how many troops will be used for the attack. The Daimyo places bonus honor token(s) in the target province if he wants to. He may use his Campaign token (optional) for an extra campaign.

8. *Fighting phase Samurai & Bushi*

Samurai and Bushi fight each other using their katana tiles and tactic discs.

9. *Valuating the fight results*

Results are compared and the victor is determined. The Province may change ownership and values are adjusted accordingly.

10. *Council of the Sensei*

When a Samurai loses a fight, the Sensei followed by all the other players (Daimyo excluded) can suggest Seppuku. If Seppuku is not suggested the Sensei can now recommend that the Samurai should lose anywhere from 2 to 10 Samurai honor. The Daimyo may choose between the advice given or a minimal punishment of losing one Samurai honor.

11. *To Arms! (or Bide the time)*

The Sensei decides whether or not all the players will draw support tiles from the bag.

12. *Kotau*

Kotau can be played to either influence the Shogun counter (counter remains or moves two months) or for drawing 5 support tiles from the bag. Only one Kotau token may be played in this phase. If the Shogun counter is not influenced it advances one month as usual.

Bushido – the way of the warrior took some time to develop so it might also take some time for a new player to find the true way of the warrior! Have fun playing our game but remember, it is only a game that you play with your friends, please remain that way! We wish you a good time.