

NINJA SQUAD



RULES

Backspindle
Games Ltd.

NINJA SQUAD

The Evil Shogun of Aomori has been terrorising the local villagers for many years. A legendary team of Ninja have been recruited to end his tyranny once and for all.

2 – 4 players
Time 20 – 40 minutes

A game by Yan Yegorov

“Special thanks to Michael Zyrianov for the passion for boardgames, to my wife Kate for all the support and GRANI-community for all the testing”

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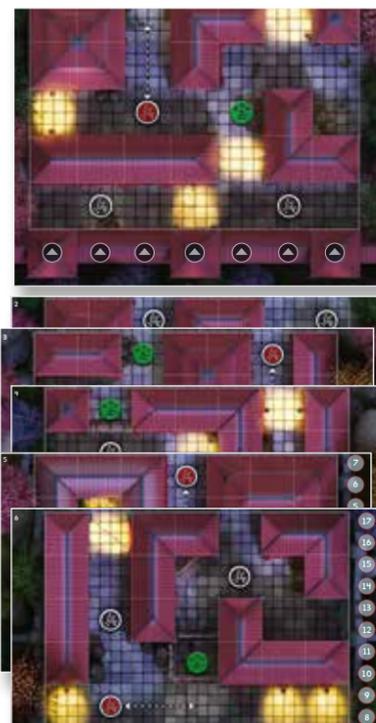
DEVELOPMENT TEAM

David Brashaw, Leo Boyd
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Special thanks to Andy Brown and all of our play-test pals at WeeGamers.

CONTENTS

6 Double-sided playing boards



1 Double-sided Shogun Palace board



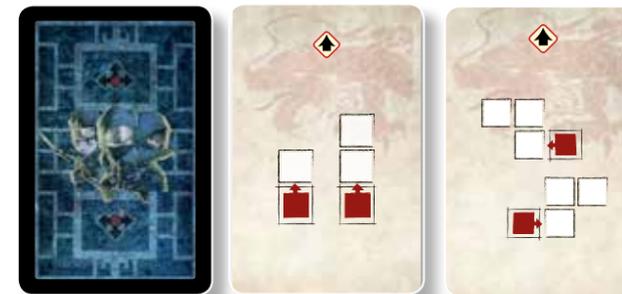
Reverse



Reverse



4 Ninja miniatures (Colours may vary)



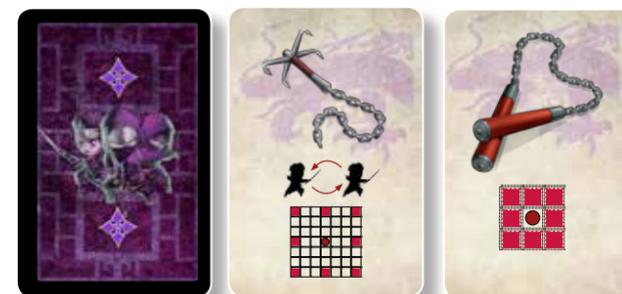
60 Movement Cards



12 Alarm Cards



12 Senjutsu Cards



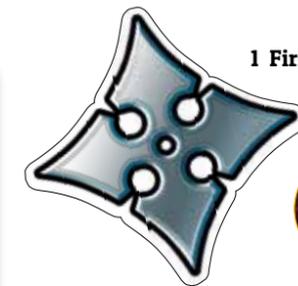
30 Buki Cards



27 Lantern Cubes (Clear)



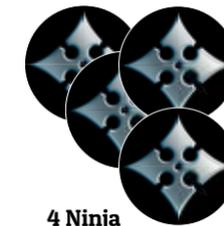
18 Senjutsu/Buki Cubes (Red)



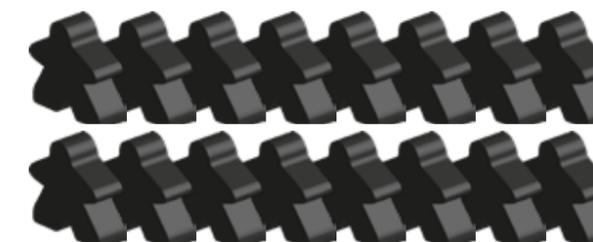
1 First Player Ninja Star



1 Alarm Tracker Token



4 Ninja Star Tokens



16 Black Meeples (Guards)



4 Fire Tokens



8 Red Meeples (Patrolling Guards)



12 Wana Tokens

OBJECTIVES

Ninja Squad begins as a Cooperative game (where players take the role of Ninja as they sneak across the rooftops to avoid detection and reach the Shogun's Palace) but then becomes a Player versus Player game to see who can escape from the palace back to the safety of the Blue Forest first.

- MIDNIGHT RAID - Cooperative Game**
 In the Cooperative game all Ninja must reach the Shogun's Palace before the Alarm Tracker reaches its target number – this target varies depending on the number of players.
- DAWN ESCAPE - Player v Player Game**
 In the Player versus Player game each Ninja should go out of their way to slow down the other Ninja, reach the Blue Forest first and claim the glory of defeating the evil Shogun.

Each of the above options can be played as separate games. A full game begins with the Midnight Raid and, if the Players are successful, continues as the playing boards are flipped over and the Dawn Escape begins.

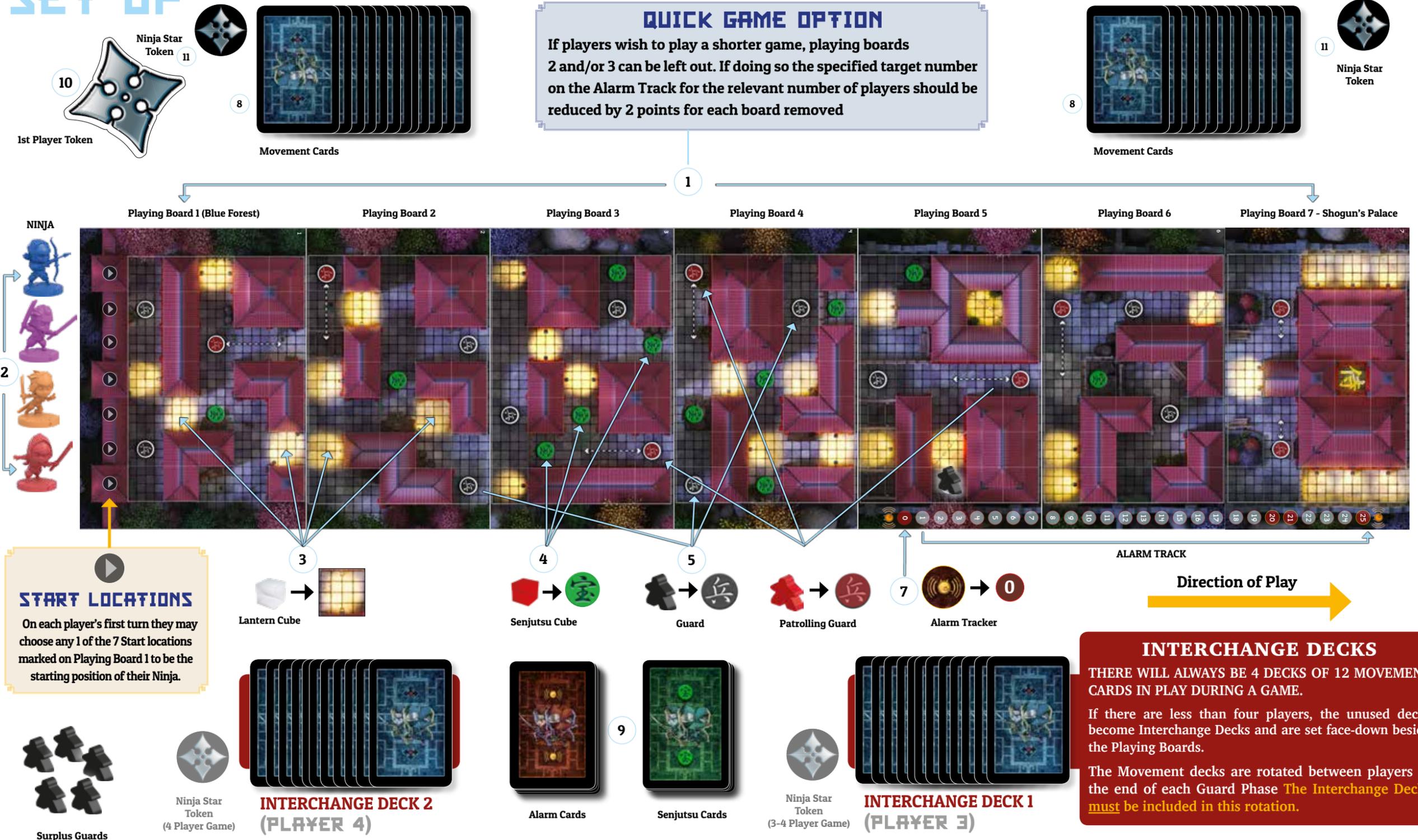
MIDNIGHT RAID

COOPERATIVE GAME There are 7 double sided game boards. One side is Night time in the village and the other side is Day time in the Shogun's Imperial Garden.

- Lay the playing boards in a row with the Night time side up, ensuring that the Blue Forest starting board (1) is at one end and the Shogun's Palace (7) is at the other.
- Each player chooses a Ninja miniature and sets it beside the start locations at the Blue Forest. (*Playing Board 1*)
- Place a Clear Lantern Cube on each lantern tile marked on the board. 
- Place a Red Senjutsu/Buki Cube on each tile marked with the Senjutsu symbol. 
- Place a Black Guard Meeple on each tile marked with the Guard symbol. 
- Place a Red Patrolling Guard Meeple on each tile marked with the Patrolling Guard symbol. 
- Place the Alarm Tracker on the timer track at '0'.
- Shuffle the Movement Cards and deal four decks of 12 cards. *Set the remaining cards to one side.*
Give one deck of 12 cards to each player.
In a 2 or 3 player game set the unused deck/decks beside the playing boards. They become the Interchange Decks.
- Shuffle both the Senjutsu (Green) and Alarm decks (Red) and set separately beside board.
- Give the 1st Player Token to one of the players.
- Each Ninja is given a Throwing Star Token.
- Set any surplus Guard Meeples beside the playing board.
- If playing Super Speedy Ninja – Prepare a timing device (usually a mobile phone).

Set the Buki Cards and Fire tokens to one side as they are not used in the cooperative game.

COOPERATIVE GAME SET UP



BEGINNING THE MIDNIGHT RAID

THE MOVEMENT PHASE

Each **Movement Phase** is made up of six **Movement Rounds**. The Movement Phase begins by each player shuffling the 12 Movement Cards in their hand and placing them face-down to form a draw deck in front of them.

All players then draw the top Movement Card from their deck and place it face-up on the table beside their draw deck.

A PLAYERS TURN - The player holding the 1st Player Token begins the first **Movement Round** by drawing the next card from their draw deck and placing it face-up beside their first card.

They **must** then choose **one** of the four route options available to them on the two face-up cards and play that card as shown below.

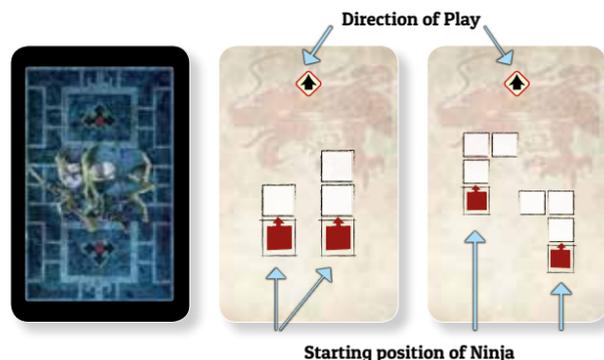
The card played is set face-up on the table above the Player's draw deck. The remaining card is set face-down as a Discard Deck beside them.

The 1st player's turn ends by drawing the next card from their draw deck and placing it face-up in front of them.

Play then passes clockwise to the next player who begins by drawing the next face-down card from their draw deck and taking their turn as above.

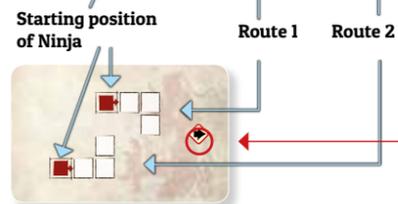
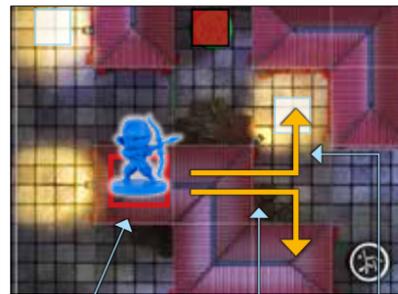
MOVEMENT CARDS

There are many different types of Movement cards. The squares coloured red on Movement Cards represent the current position of that player's Ninja. The other squares marked on the card show the two possible routes the player can choose to move their Ninja when they play that card. Remember Ninja can run up walls, jump off rooftops etc.



TIP: When you draw a Movement Card it is helpful to rotate the card so that the Arrow at the top of the card points in the direction of play.
- Towards the Shogun's Palace in the Cooperative game and towards the Blue Forest in the Player v Player game.

PLAYING A MOVEMENT CARD



IMPORTANT
A Ninja must move the full number and pattern of spaces shown on the Route option chosen.

Example
In this example the player would probably chose Route 1 because Route 2 would move their Ninja onto a Lantern Tile.

DIRECTION OF PLAY. In the Cooperative Game Movement cards must be played with the arrow at the top of each pointing towards the Shogun's palace. In the Player versus Player game it must be pointing away from the Shogun's place towards the Blue Forest outside the city wall.

Important: A Ninja cannot end their movement on the same tile as another Ninja.



Leap Cards

In addition to these skills, a Ninja can sometimes leap from one tile to another and occasionally between rooftops. The Leap Movement Card allows a Ninja to jump from one building to another, over a waterway (in the Imperial Gardens) or even over a Guard or a Trap.

Important: A Leaping Ninja will always have 'Line of Sight' to a target when leaping. If not leaping, a Ninja cannot hit a target through a building, trees or another Ninja or Guard.

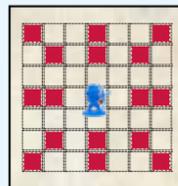


THROWING STAR TOKENS

Ninja can use their Throwing Star Token as a free action on their turn to remove a Guard or Patrolling Guard from the board.

Throwing Stars have a range of 2-3 tiles

Throwing Star Tokens are single use only and must be discarded after use.



FREEZE

A Ninja must always try to progress towards their goal. Each Movement round they must decide which of the options available on their face-up Movement Cards is best for them.

A PLAYER CANNOT PASS ON THEIR TURN.

If a Ninja has no choice but to move through, or land on a Guard, Lantern, or Stand on a Street, they must do so.

However, if their Movement Cards offer them no choice other than moving 'off the playing board' or 'on top of another Ninja', they must **Freeze**.

If this happens, the player must discard their two current Movement Cards. Their Ninja will remain on the same tile until the players next Movement turn.

HAZARDS & REWARDS

Ninja will face many obstacles on their way to the Shogun's Palace. However, there are also opportunities to collect tactical advantages.

SENJUTSU & LANTERN CUBES

Any movement that takes a Ninja through or onto a tile with a Senjutsu or Lantern cube, the player must immediately lift the cube and set it on the card they have just played and continue with any remaining movement on their Movement Card.



GUARDS

If a Ninja lands on or moves through a tile with a Guard they must stop their movement immediately.

They should pick up the Guard meeple and place it on top of the Movement Card they have just played.

(See "Taking out a Guard" below)



PATROLLING GUARDS

At the start of the Guard Phase, Patrolling Guards located on board sections that have an active Ninja on them must

each be moved to the tile at the opposite end of the arrow track.

If this results in a Guard moving onto or through a Ninja, the player of that Ninja has no choice but to "Take out the Guard" (See Below)

The same process also is applied if an Alarm Card or Buki Card/Token (Player versus player game) results in a Ninja being moved into a Guard or Guard moving into a Ninja.



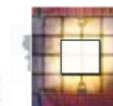
TAKING OUT A GUARD

If a Ninja moves into a tile occupied by a Guard, or a Patrolling Guard is moved into a space occupied by a

Ninja, it is presumed the Ninja has no alternative but to kill the Guard and must take time to hide the body.

The instant a Ninja moves into a Guard the player picks up the Guards meeple and places it on the card they have just played. They should then discard their next two Movement Cards face-down onto their discard deck and must Miss their next movement turn. They then can play as normal on the following movement turn.

Please Note: If a Ninja takes out a Guard on their final movement turn (6th card) they do not miss a movement turn as Movement Phase has ended.



LANTERN CUBES

Light is not a Ninja's friend! If a Ninja moves through or lands on a tile with a Lantern Cube it is assumed that they will be spotted.

The player must lift the Lantern Cube and place it in front of them until the end of the current Movement Round.

This means that Lantern has now been extinguished, which will help Ninja that are following behind.

However, for every triggered Lantern an additional Guard must be added to the board. (See adding Guards)

END OF THE MOVEMENT PHASE

Once each player has taken 6 Movement Turns, (having played six cards and discarded six cards) the first 'Movement Phase' ends and the 'Guard Phase' Begins.

GUARD PHASE

The following actions are taken in the order shown below:

1. Patrolling Guards move. (see page 7)
2. Alarm Tracker moves.
3. Each Lantern Cube picked up during the Movement Phase causes an additional Guard to be added to the board. (See Adding Guards below)
4. Alarm Cards to be drawn and applied for any Ninja Standing on a road tile or not in cover.
5. Senjutsu Cubes that have been collected are rewarded with Senjutsu Cards.
6. Pass the First Player Token to the next player clockwise.
7. Rotate Movement Card/ Interchange draw decks.
8. Guard Phase Ends.

ALARM TRACKER

At the end of each Movement Phase the Alarm Tracker is automatically moved forward by six spaces.

ADDING GUARDS

This is done by the player that triggered the Lantern taking a Guard Meeple from the surplus pile and dropping it from a height of at least 3 inches onto the centre of the board section 'in front of the forward most Ninja.'

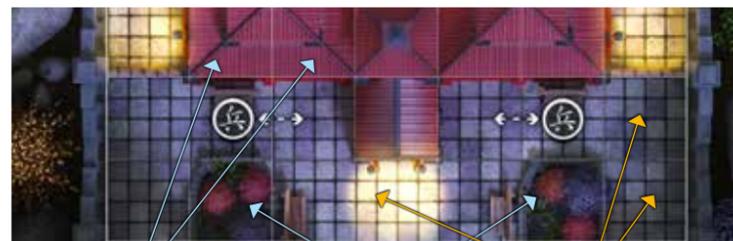
The Guard meeple is then moved to the closest empty tile to where it has landed. *If the meeple lands off the board above which it is dropped, it should be moved back onto that board and placed on the closest available tile to where it came to rest.*

The player then sets the Lantern Cube that was on their played card to one side.

If the surplus pile is empty, Guard Meeples can be lifted from sections of board the Ninja have already passed.

CAUGHT IN THE OPEN ALARM CARDS

Standing on a road tile. The path to the Shogun's Palace is made up of a mixture of rooftop tiles, cover tiles (bushes) and street tiles.



Players should try to avoid leaving their Ninja in the open 'standing on a road tile' at the end of a Movement Phase (after six cards have been played by each player). Doing this will cause an Alarm to be raised.

If any player's Ninja is standing on a street tile at the end of the Movement Phase they must take an Alarm Card during the Guards Phase and apply its effects.

SENJUTSU CUBES & CARDS



Any Ninja who have collected red Senjutsu Cubes during the Movement Phase, should exchange each cube for a Senjutsu (Tactical) Card during the Guard Phase. They can then use the reward on the Senjutsu Card as a Free Action at any time during a Movement Phase.



Senjutsu Cards such as 'Blow Dart' and 'Throwing Star' allow a Ninja to eliminate a Guard without penalty and let them move past them without stopping.

Weapons must be used with line of sight, they cannot be fired over/through buildings or trees.

All Senjutsu Cards are single use. Once used they are discarded.

ROTATING MOVEMENT DECKS

At the end of the Guard Phase, each player gathers up their 12 Movement Cards (the six they have played and the six they have Discarded). **They then pass all 12 cards to the next player clockwise.** The new player shuffles them and places the deck face down in front of them. This will be that player's new draw deck for the next Movement Phase.

INTERCHANGE DECKS: If there are less than four players, each of the Interchange Decks must also be included in this rotation so all 4 draw decks are used during the game.

THE NEXT ROUND

Once the First Player Token has moved and the Movement decks have been rotated and shuffled, all Players draw the top card and place it face-up in front of them. The next Movement Phase begins with the new First Player drawing their second card and placing it face-up beside their first card. Play then continues as before.

WINNING THE COOPERATIVE GAME

Players will win the game if all the Ninja are standing on the roof of the Shogun's Palace before the Alarm Tracker reaches its assigned target.

ALARM TARGETS

- 2 player game – Target of 20
- 3 player game – Target of 21
- 4 player game – Target of 25

If the Alarm tracker reaches the target before all the Ninja reach the Shogun's Palace, the players lose.

IF YOU WIN - The Ninja Squad have reached the Palace and have rid the village of the evil Shogun, Congratulations!

NOW ALL THEY HAVE TO DO IS ESCAPE!

ALARM CARD EFFECTS



Roof Top Slip!
Move the Alarm Tracker 2 spaces forward on the Alarm Track.



Scaredy Cat!
Move the Alarm Tracker 1 space forward on the Alarm Track.



Careless Footstep!
Lose 1 Movement Card *Instead of turning their top Movement Card face up at the start of the next Movement round, the player must discard that card and on their turn MUST draw and play the next card.*



Samurai Master!
Lose 2 Movement cards *Player must discard the next 2 cards from their draw deck and will miss their next movement turn.*



Giggling Geisha!
Step back into the shadows.
Move 1 space backwards.



Sleeping Sentry!
Nothing Happens.

SENJUTSU CARD EFFECTS



Blow Dart Range 1-2
Put 1 Guard to sleep for 1 Movement Round. *Ninja may move through or onto a Guard without penalty.*



Throwing Star Range 2-3
Remove 1 Guard or Patrolling Guard from the board without penalty.



Perfect Hiding Place
Move the Alarm Tracker 1 space back on the Alarm Track.



Ninja Dash
Play 1 additional Movement Card. *A player may play both available Movement cards on their turn.*



Pocket Rocket
Distract the Guards!
Move the Alarm Tracker 2 spaces back on the Alarm Track.



Team Ninja!
Move ANY Ninja 1 tile in any direction.

WEAPON RANGE & TARGETS

Each type of Weapon has a specific range and selection of tiles that they can target. This is shown on the Diagram at the bottom of each Senjutsu or Buki card.

A Ninja MUST have a clear line of site to use a ranged weapon. (See page 12)

DAWN ESCAPE

PLAYER V PLAYER GAME

If all Ninja reach the rooftop of the Shogun's Palace before the Alarm Tracker has reached its target, they have successfully completed the first part of their mission. Now they must try to escape the Shogun's grounds by running through the Imperial Gardens. The first player to return to the Blue Forest will be the winner and receive the plaudits. It is every Ninja for themselves by spear or by tripwire.

1. Turn over the playing boards to show the Day Side of each, ensuring that the Shogun's Palace which is the new starting board is at one end and the Blue Forest is at the other.
2. Each player places their Ninja miniature on the Shogun's Palace in the row behind the marked Start Locations.
3. Place a Black Guard Meeple on each tile marked with the Guard symbol.
4. Place a Red Patrolling Guard Meeple on each tile marked with the Patrolling Guard symbol.
5. Place a Red Senjutsu/Buki Cube on each tile marked with the Buki symbol.
6. Shuffle the Movement Cards and deal four decks of 12 cards. *Set the remaining cards to one side.*
Give one deck of 12 cards to each player.
In a 2 or 3 player game set the unused deck/decks beside the playing boards. They become the Interchange Decks.
7. Give the 1st Player Token to the player who was first to reach the Shogun's Palace.
8. Give each player a Throwing Star Token.
9. Give each player 1 Trip Wire, 1 Caltrops and 1 Hornet's Nest Wana Token.
10. Shuffle the Buki (Purple) deck and set it beside board.
11. Set the Fire Tokens and any surplus Guard Meeples beside the playing board.

Set the Senjutsu Cards, Alarm cards, Alarm Tracker and Lamp Cubes to one side. They are not used in the Player v Player game.

PLAYER V PLAYER SET UP



BEGINNING THE DAWN ESCAPE

The Dawn Escape (Player v Player Game) uses the same basic rules as the Midnight Raid (Cooperative Game) and is played in the same series of Movement Phases and Guard Phases as before. (See page 6)

The Escape begins with all players turning over the top Movement Card from their draw deck and placing it face-up in front of them. The First Player then draws the second card and making a choice of movement for their Ninja.

BUKI CARDS AND TOKENS

The Player versus Player game is a cut-throat race game. There are no Lanterns to worry about as it is morning; but there are of course Guards and other hazards such as 'Rivers, Lakes & Ponds', and 'Trees & Bushes.'

If a Ninja passes through or lands on a square containing a Buki Cube, the player lifts the cube and immediately takes the top Buki Card from the Buki deck.

This Buki Card can then be used immediately or kept until another Movement turn.

LINE OF SIGHT

When using Buki or Weapons a Ninja must always have a clean 'line of sight' to their intended target. They cannot be fired over or through buildings or trees.



TREES & BUSHES

Trees and Bushes provide perfect cover for a Ninja. If a Ninja is in cover at the end of a Movement Phase they will not trigger a Guard to be added.



LINE OF SIGHT - TREES AND BUSHES:

A Ninja CANNOT be targeted by an opponent's weapons while they are on a Tree tile or a Bushes tile as they are considered to be in cover.

However, a Ninja in cover on a Tree Tile or a Bushes Tile, CAN target other Ninja outside that tile, provided they have 'clean line of sight' to the target beyond the cover.

(Normal range restrictions for the weapon being used will apply)

KNOCK-BACK

When a Ninja uses a Buki (weapon) that knocks-back an opponent, the attacking player can choose to move the targeted Ninja one tile in any direction with the following restrictions:

- A targeted Ninja cannot be knocked onto a tile occupied by another Ninja.
- A targeted Ninja cannot be knocked from a ground level tile onto a roof-top tile.



Example: The Blue Ninja is attacking the Orange Ninja using a Spear Buki Card. The Orange Ninja is currently on a ground level (Road) tile. The Orange Ninja cannot be knocked onto either of the two adjacent roof-top tiles or onto the tile occupied by the Orange Ninja. The Blue player may choose to move the Orange Ninja onto any of the 5 remaining adjacent tiles.

RIVERS, LAKES & PONDS

In the Imperial Gardens there are a number of areas of water.

The ornamental ponds and streams, although often shallow, will present a problem to any Ninja in a hurry to escape the palace grounds.

If a Ninja enters a water area their movement is reduced to one tile at a time from their chosen Movement Card until they move clear of the water.



Examples:

The Movement Card below would normally allow the blue Ninja to move 2 tiles forward and 1 tile either left or right. However, as the Ninja has stepped into water their movement stops as soon as they move onto the first water tile. So the Ninja moves just one tile forward on this turn.

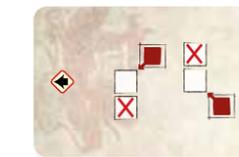


Again, the Ninja will only move 1 tile in the direction indicted by their chosen Movement card.

The player will be restricted to moving just 1 tile per turn until their Ninja moves out of the water and back onto dry land.

IMPORTANT:

If a Ninja's first step takes them out of the water, the player may continue with the full movement as shown on their chosen Movement card.



TREES & ZIP WIRES

Ninja may use a Zip Wire out of a Tree Tile but cannot use a Zip Wire to enter a Tree Tile. They can go from Tree top to Rooftop or ground level (including Bushes tiles), but not from Rooftop or Tree top into a Tree tile.



The Ninja can use a Zip Wire to slide down 2 spaces onto the Street tile (1) or onto the Bushes tile (2) but cannot slide into the Tree tile. (3)

GUARD PHASE

The following actions are taken in the order shown below:

1. Patrolling Guards move.
2. Add a new Guard to the board for each Ninja standing on a road tile or not in cover. (see page 8)
3. Rotate Movement Card/ Interchange draw decks.
4. Pass the First Player Token to the next player clockwise.

The next Movement Phase will then continue as before.

WINNING THE PLAYER V PLAYER GAME

The first Player to move their Ninja off the end of the tiles and into the Blue Forest at the end of Playing Board 1 is declared the Winner.

WANA TOKENS (Traps)

During the Dawn Escape Ninja can use their Wana (trap) Tokens to slow down their rival Ninja and ensure that only they, will get the reward and glory for ridding Aomori of the evil Shogun.

SETTING A TRAP

A Player can set a trap by placing the Wana Token face down on any Tile adjacent to their Ninja's current location.

If an opposing player's Ninja moves onto or through a space covered by a Wana Token. They must turn over the Token and apply its effects immediately. The Wana Token is then Discarded.



TRIP WIRE

Targeted Player loses one Buki Card. The player who set the trap chooses 1 card at random. If the targeted player has no Buki cards the trap has no effect.



CALTROPS

Targeted tile may not be moved onto or through until the end of the current Movement Round.



HORNETS NEST

Step on this and the resulting commotion is bound to draw the attention of the Guards. Move two Guards on same Playing Board two tiles closer to the location of the nest.



BUKI CARD EFFECTS

All Buki weapons can be used to remove 1 Guard or Patrolling Guard without penalty.



Throwing Star (Weapon)

Range 2-3

Knock an opponent's Ninja one tile in any direction.

See Knock-back - Page 12.



Nunchaku (Weapon)

Range 1

Knock an opponent's Ninja one tile in any direction.

See Knock-back - Page 12.



Spear (Weapon)

Range 2-3

Knock an opponent's Ninja one tile in any direction.

See Knock-back - Page 12.



Tonfa (Weapon)

Range 1

Swap your places with an opponent's Ninja when on an adjacent tile.

Important: Both Ninja must be on the same level, i.e. both on a rooftop, or both at ground level to use a Tonfa.

A Ninja on the road **cannot** use a Tonfa to swap places with a Ninja on a rooftop or vice versa.



Arrow / Fire Arrow (Weapon)

Range 3-4

Arrow - Knock an opponent's Ninja one tile in any direction.

See Knock-back - page 12. or

Fire Arrow - Set fire to a tile for 1 Movement round. (Place a Fire Token on the targeted Tile)

Ninja cannot move onto or through a Fire Tile. (Unless they have a Water Flask - see below)



Water Flask

Range 1

Extinguish 1 Fire Tile. Remove Fire Token. Ninja may move onto or through the extinguished tile as normal.



Grappling Chain

Range 3

Swap your places with opponent's Ninja.

Important: A Grappling Chain can be used to swap positions with ninja on the same or on different levels.

A Ninja on the road **can** use a Grappling Chain to swap places with a Ninja on a rooftop or on a tree.



Bird Whistle

Range NA

Move one Guard or Patrolling Guard currently on the same or an adjacent playing board, two tiles in any direction.

Note: Guards cannot be moved into water.



Hollow Reed

Range NA

Move through Water Tiles without the usual movement penalty.

Note: A Ninja using a Hollow Reed to cross water is considered to be in cover and cannot be targeted by other Ninja.



Zip Wire

Ninja moves 2 tiles without touching the tile in between.

A Zip Wire can be used to slide from Roof-top to Roof-top, from Roof-top to Ground (including Bushes), from Tree-top to Roof-top and from Tree-top to Ground. (Including Bushes).

A Zip Wire cannot be used to slide into a Tree. **That would hurt!**

SUPER SPEEDY NINJAS

Once players have mastered Ninja Squad, they can try playing the 'Cooperative Game' using the Super Speedy Ninja Rules. Using a simple timing device (eg. on a smart phone) this will add a new level of pressure' to the Ninja Squad's mission to reach the Shogun.

To Play Super Speedy Ninjas - Follow the rules of the normal Midnight Raid game but before beginning to play, set a timer to the times listed below.

2 player game – Timer set to 1.30 minutes **3 player game** – Timer set to 2.00 minutes

4 player game – Timer set to 2.30 minutes

- Once set up is complete, the timing Device is started and the First Player begins the Movement Phase in the normal way.
- As soon as a player has moved their Ninja, lifted any Senjutsu/Lantern cubes or Guard Meeples collected on their turn and have placed their unused Movement Card onto the Discard pile, they announce "Go". This is the signal for the Next player to begin their turn.

Play continues as normal, with each player taking turns to draw cards and move their Ninja until either:

- All players have taken 6 Movement Turns;** (having each played 6 cards and discarded 6 cards). The Guard Phase will begin as normal; or
- The Ninja run out of time;** The Movement Phase ends as soon as the timer sounds - The Guard Phase begins immediately, regardless of how many movement turns the players have taken.

Once the Guard Phase has ended, the timer is re-set and the next Movement Phase begins.

House Rules: If players feel they have mastered the set times above, they can decide to reduce the times to make the game even more challenging.



CARD EFFECTS QUICK GUIDE

WANA TOKEN EFFECTS

Full details page 14.



TRIP WIRE

Targeted Player loses one Buki Card.



CALTROPS

Tile may not be moved onto or through for 1 Movement Round.



HORNETS NEST

Move two Guards two tiles closer to the Ninja that triggered the trap.



FIRE TILE

Tile may not be moved onto or through for 1 Round.



Throwing Star Token

Remove 1 Guard or Knock an opponent's Ninja one tile back. Range 2-3

SENJUTSU CARD EFFECTS

Full details page 9.

Blow Dart



Put a Guard to sleep for 1 Movement Round. Range 1-2

Throwing Star



Remove 1 Guard without penalty. Range 2-3

Perfect Hiding Place



Move the Alarm Tracker 1 space back.

Ninja Dash



Play 1 additional Movement Card.

Pocket Rocket



Move the Alarm Tracker 2 spaces back on the Alarm Track.

Team Ninja!



Move any Ninja 1 tile in any direction.

ALARM CARD EFFECTS

Full details page 9.

Scaredy Cat!



Move the Alarm Tracker 1 space forward.

Roof Top Slip!



Move the Alarm Tracker 2 spaces forward.

Careless Footstep!



Discard 1 Movement Card

Samurai Master!



Discard 2 Movement Cards.

Giggling Geisha!



Move 1 space backwards.

Sleeping Sentry!



Nothing Happens.

BUKI CARD EFFECTS

All Buki weapons can be used to remove 1 Guard or Patrolling Guard without penalty. Full details pages 14 - 15



Throwing Star

Knock an opponent's Ninja one tile in any direction. (Weapon) Range 2-3



Tonfa

Swap your places with an opponent's Ninja when on an adjacent tile. (Weapon) Range 1



Grappling Chain

Swap places with an opponent's Ninja. Range 3



Zip Wire

Ninja moves 2 tiles without touching the tile in between.



Nunchaku

Knock an opponent's Ninja one tile in any direction. (Weapon) Range 1



Arrow / Fire Arrow

Arrow - Knock an opponent's Ninja one tile in any direction. or Fire Arrow - Set fire to a tile for 1 Movement round. (Weapon) Range 3-4



Bird Whistle

Move one Guard or Patrolling Guard currently on the same or an adjacent playing board, two tiles in any direction.



Spear

Knock an opponent's Ninja one tile in any direction. (Weapon) Range 2-3



Water Flask

Extinguish 1 Fire on an adjacent Tile. Range 1



Hollow Reed

Move through Water Tiles without the usual movement penalty.



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