FAQ AND ERRATA: 02-18-2016

FREQUENTLY ASKED QUESTIONS:

FAQ.001: During combat, can the player with the most dice left after cancellations choose a die their opponent rolled for resolution?

A: No. The player can only choose a die that is left after cancellations from the dice that they rolled.

FAQ.002: Does the Moon Card "Incredible Luck" allow you to pick one of your opponent's dice for resolution?

A: No. Since you must always choose one of the dice you rolled, and Incredible Luck doesn't specify that it breaks this rule, you still must choose from your own dice.

FAQ.003: If a model moves from a space that is within 1 space of a negative shrine to another space that is within 1 space of the same shrine does it have to take an affinity test to avoid the negative status effect again?

A: Since the model was already within 1 space of the shrine it doesn't have to test again.

FAQ.004: Does Byakko's Vault ability work like Tanchyo's Wings when you use it to move through an enemy model?

A: Byakko must Dodge to leave the space adjacent to the enemy model, but the space the enemy model occupies isn't part of the enemy model's Influence Zone. So if Byakko successfully Dodges then he would pay 1 MV to move onto the occupied space and then 1 MV to move onto a space adjacent to the model he moved through. At that point he would then need to Dodge to leave that space.

FAQ.005: In the Search challenge, once you have turned a crate token face up what happens?

A: If the searching model succeeds at rolling the elemental symbol of the crate, then the objective is removed and the searching model's team scores points. If the searching model's roll is unsuccessful, then the crate stays in place face up, and may be checked again in later activations. Since nothing states that the crate goes back to being face down, it stays face up.

FAQ.006: On the combat result chart, does a specific model inflict Stunned and Injured results?

A: Yes. For the Spirit result, the attacker is injured by the defender. For the Fire, Earth, and Void results all results are caused by the attacker.

FAQ.007: When Water is chosen as the combat result, what happens if there is no unoccupied space to move the attacker's model?

A: The attacker's model is not moved. However, the attacker's model may be turned to face any direction.

FAQ.008: When Water is chosen as the combat result, what happens if there is no unoccupied space in the attacker's front influence zone to place the defender's model?

A: The defender's model is not moved. However, the defender's model may be turned to face any direction.

1

FAQ.009: When a model fails to Dodge out of a space that is in multiple enemy Influence Zones which enemy model Stuns them?

A: *If one player controls all of the Influence Zones on the space then they decide which model Stuns the dodger. If multiple players control the Influence Zones on the space then the dodger decides who Stuns their model.*

ERRATA:

E.001 Rulebook Page 10, 5. Deploy Ninja 1st paragraph - Currently reads: "The player with initiative chooses one player to decide which edge of the game board is their deployment zone. That player will also place the first model, and have the first turn."

Changed to read: *"The player with initiative chooses one player to decide which edge of the game board is their **deployment zone**. The chosen player now has the Initiative and will also place the first model, and have the first turn."*

E.002 Rulebook Page 12, Dodging 4th sentence - Currently reads: "If the model fails the affinity test, it gets a Stun token, cannot move out of the space, and its activation immediately ends. (See Stun, page 77.)

Changed to read: *"If the model fails the affinity test, it is Stunned by the model whose influence zone it was trying to leave a space in, it cannot move out of the space, and its activation immediately ends. (See Stun, page 77.)*

E.003 Rulebook Page 16, Stealth 4th paragraph - Currently reads: "A model in Stealth only has an influence zone during its activation, thus enemy models are not required to dodge to move past it, and it cannot assist friendly models in combat."

Changed to read: *"Models in Stealth cannot assist in combat, enemy models do not have to dodge when leaving a space in their Influence Zone, and enemy models can make ranged attacks while in a space in their Influence Zone."*

E.004 Rulebook Page 43 and Ika Reference Card, Ika Madoushi Foul Weather - Currently reads: "Foul Weather: The madoushi may spend its action to make an affinity test. If the test is successful, LoS cannot be drawn farther than four spaces, and models in Stealth may reroll affinity tests when attempting to leave a model's influence zone. No LoS is required."

Changed to read: *"Foul Weather: The madoushi may spend its action to make an affinity test. If the test is successful, until the end of the round LoS cannot be drawn farther than four spaces, and models in Stealth may reroll affinity tests when attempting to leave a model's influence zone. No LoS is required."*

E.005 Rulebook Page 43 and Ika Reference Card, Ika Madoushi Undertow - Currently reads: "Undertow: When the madoushi activates, it makes an affinity test. If the test is successful, move a friendly model that is within four spaces of the madoushi into the madoushi's influence zone, ignoring other influence zones.

Changed to read: *"Undertow: When the madoushi activates, it may make an affinity test. If the test is successful, move a friendly model that is within four spaces of the madoushi into the madoushi's influence zone, ignoring other influence zones."*

E.006 Rulebook Page 48 and Tanchyo Reference Card, Tanchyo Chunin Wind of Blades - Currently reads: "Wind of Blades: When the chunin attacks, it may Stun itself to make a second attack."

Changed to read: *"Wind of Blades: After the chunin attacks, it may Stun itself to make a second attack."*

E.007 Rulebook Page 49 and Tanchyo Reference Card, Tanchyo Madoushi Wind Walk - Currently reads: "Wind Walk: Instead of moving normally, the madoushi and any friendly model within the madoushi's influence zone may each move five spaces, ignoring other models, influence zones, and terrain. Models must end this movement in the madoushi's influence zone. At the end of the madoushi's turn, the madoushi is Stunned."

Changed to read: "Wind Walk: Instead of moving normally, the madoushi and any friendly models within the madoushi's influence zone may each move up to five spaces, ignoring other models, influence zones, and terrain. Models must end this movement in the madoushi's influence zone. At the end of the madoushi's turn, the madoushi is Stunned."

E.008 Rulebook Page 54 and Ijin Reference Card, Ijin Chunin Tyrant - Currently reads: "Tyrant: Friendly models within four spaces of the chunin get *+1* 🅰🆃 when they make an attack. If a friendly model within the area of this ability attacks an enemy model and doesn't Injure it, the attacking model is Stunned."

Changed to read: "Tyrant: Other friendly models within four spaces of the chunin get +1 🅰🆃 when they make an attack. If a friendly model within the area of this ability attacks an enemy model and doesn't Injure it, the attacking model is Stunned."

E.009 Rulebook Page 54 and Ijin Reference Card. Ijin Madoushi Skull Hex - Currently reads: "Skull Hex: The madoushi may use its action to make an affinity test. If the test is successful, choose an enemy model within six spaces, the chosen model and any enemy model in its influence zone get -1 🅳🅵 , to a minimum of 1, until the end of the round."

Changed to read: "Skull Hex: The madoushi may use its action to make an affinity test. If the test is successful, choose an enemy model within six spaces, the chosen model and any enemy models in its influence zone get -1 🅳🅵 , to a minimum of 1, until the end of the round."

E.010 Rulebook Page 62 and Komuso Reference Card, Komuso Resolute Melody - Currently reads: "Resolute Melody: Friendly models within the Komuso's influence zone get +1 🅳🅵 ."

Changed to read: "Resolute Melody: Other friendly models within the Komuso's influence zone get +1 🅳🅵 ."

E.011 Rulebook Page 73, Samurai sentry attribute box - Currently reads: "Samurai Sentries"

Changed to read: "6 Samurai Sentries"

E.012 Rulebook page 75, Infiltration Challenge Setup section last sentence - Currently reads: "All models start the game in Stealth."

Changed to read: "All non-sentry models start the game in Stealth."

E.013 Rulebook page 76, Search Challenge Setup section last sentence - Currently reads: "All models start the game in Stealth."

Changed to read: "All non-sentry models start the game in Stealth."

E.014 Rulebook page 77 and back cover reference section, Haste - Currently reads: "Haste: A model with Haste may remove one Haste token at the beginning of its activation in order to either move a second time or take a second action at any time during its activation."

Changed to read: "Haste: A model with Haste may remove one Haste token at the beginning of its activation in order to either move a second time or take a second action at any time during its activation."

E.015 Rulebook page 79, Redirection - Currently reads: "Redirection: When a model with Redirection is targeted by a Ranged Attack, it may make an affinity test. If the test is successful, the model may pick any friendly or enemy model within range of the attacker as the new target of the attack."

Changed to read "Redirection: When a model with Redirection is targeted by a Ranged Attack, it may make an affinity test. If the test is successful, the model may pick a friendly or enemy model within range of the attacker as the new target of the attack. The attacker cannot be chosen as the new target of the Ranged Attack."