NINJA PRACTICE

NINJA ALL-STARS DEMO

With the coming of the Moonlight Tournament, the ninja of the Void Shrine hone their skills against one another in hopes of being selected for a team. The challenge is set, three ninja must eliminate the other team of three ninja.

Welcome to Ninja All-Stars, the fast paced player versus player (PVP) miniatures game where players pit their team of chibi-style anime ninja and ronin against their opponents, in hopes of winning the Moonlight Tournament.

While ninja are capable of creating a variety of combos, in-game effects, and awesomely powerful ninja-KO-action, for the sake of this demo we will just be going over the basics of game play. Grab a friend, grab some ninja, and let's start Ninja Practice!

SETUP

First, each player takes one Kaiken, Kunoichi, and Yajiri model from the models included in this demo kit. The other models in the kit will not be used for the purposes of this demo. However, their rules are printed on the Shrine Card so you can check them out!

Next, determine who is Player 1 and who is Player 2. Player 1 takes all three black dice and Player 2 takes all three white dice. Player 1 can place any one of their ninja on a dot marked with the player's number. Place the model so that it is centered over the dot. Each dot represents a space.

When placing your ninja, pay attention to the ninja star icon on the model's base. This determines which direction the model is looking, and is called its facing.

Player 2 then places one of their ninja in any of the three spaces on their side of the play surface with the player's number.

Alternate placing models until both players have placed all three of their models on the gameplay area.

Once all ninja have been placed, put a 🥷 Stealth token next to each one. Any ninja worth his hood knows it is best to strike from shadows, and yours are no exception. As long as a ninja has a Stealth token it benefits from Stealth.

GAME CONCEPTS

FACING

There is a mark on each model's base that shows which direction is forward for them. The three spaces directly away from the space the model is facing is their back. All other spaces are their front.

INFLUENCE ZONE

The spaces adjacent to a model are its influence zone. These spaces represent the area close enough to the model for them to affect.

When placing your ninja, the house in the center of the play area prevents you from seeing any ninja on the other side of it. This is important for your Yajiri, since it prevents you from being able to shoot at ninja on the other side. This ability to see is referred to as Line of Sight, and is required to target other ninja with attacks and abilities.

LINE OF SIGHT (LOS)

To determine if a model has LoS to another model, draw a straight, imaginary line from any point on the model's base to any point on the base of the intended target. Then look at each space that the line passes closest to. If no models, lanterns, or the house occupy these spaces, the model has LoS to its target. Models always have LoS to themselves.

Models in Stealth cannot be attacked or targeted by abilities. If a game effect affects an area of the game board that includes the model's space, it will affect the model normally. Line of sight cannot be drawn to a model in Stealth, and LoS can be freely drawn through the space it occupies.

When a model in Stealth makes an attack, it gets +1AT. This bonus does not apply to ranged attacks. After any attack is made, the attacking model must remove its Stealth token.

When a model in Stealth takes an action or takes an affinity check other than dodging, it loses Stealth. In addition, if a model moves within one space of the 🏯 Lantern it is illuminated and loses its Stealth token.

PLAY!

PLAYER 1 – MOVEMENT

Player 1 activates the first ninja. During its activation your ninja may move and then take one action, such as attacking.

Start by moving your Kaiken up to five spaces, so that player 2's Kaiken is within your Kaiken's influence zone. If you can get behind the enemy ninja, all the better!

GAME CONCEPTS

MOVEMENT

During its activation, a model can move up to the Movement (MV) value shown on its profile in spaces. Each space is a dot on the play area and your model should be centered over that dot. Whenever a model moves a space, it may move onto any of the eight spaces that are adjacent to the space it is currently on that does not have another model on it. Once a model has finished moving, the player must turn the model so that its facing is toward an adjacent space.

NINJAS AND ROOFTOPS

It is a well known ninja fact that if there is a roof, a ninja should be on top of it. The full rules for Ninja All-Stars has complete rules for interacting with the terrain on the play surface. For the sake of simplicity in this demo, if you wish to place one of your ninja atop the roof of the house, it costs 2 MV from an adjacent space.

PLAYER 1 – ACTION

Now that your Kaiken has crept up on their opponent it is time to strike! Making an attack uses the ninja's action.

Player 1's Kaiken, the attacker, rolls one black die for its Attack (**AT**) value of 1. If the Kaiken did not get too close to a lantern and lose its Stealth token, it may add one die to the roll. If the Kaiken is attacking from behind, it may add one more die to the roll for a Back Strike.

Player 2's Kaiken, the defender, rolls two white dice, for its Defense (**DF**) value of 2.

The results of the two dice rolls are then compared, and the result of the combat is determined as explained in the Attack game concepts box below.

After resolving the attack, Player 1's Kaiken removes its Stealth token and places an !X!Activation!X! token next to the model. This token shows that ninja has already activated this round and cannot activate again until the next round. With the move and action of Player 1's Kaiken resolved, it is time for Player 2 to activate a ninja.

GAME CONCEPTS

ATTACK

A model may use its action to attack another model. The model may attack any enemy model within one space of itself and in its front influence zone. The activated model that initiates the attack is the attacker. The target of the attack is the defender. The attacker rolls a number of Ninja All-Stars dice equal to its Attack attribute. The defender rolls a number of dice equal to its Defense attribute.

The results of the two rolls are compared, and dice are eliminated based on the following elemental pairs:

SPIRIT	⊗	VOID
EARTH	⊗	AIR
WATER	⊗	FIRE

When two dice eliminate each other, remove them from the pool of rolled dice. Dice that the attacker rolled can only eliminate dice that the defender rolled and vice versa. All possible eliminations must be made. After all eliminations have been made, the player with the most dice remaining chooses a single die from the remaining dice to determine the result of the attack. The player may only choose a die from the dice they rolled. When both players have the same number of dice remaining, the attacker chooses the result from their dice.

The result of the attack is determined by the element of the die chosen. Look at the Elemental Damage chart above your ninjas' profiles on the playmat, and resolve the effects described based on the die chosen.

INJURED
When a model is Injured, remove the model from the play area.

STUNNED
A Stunned model cannot assist. When a model gets three Stun tokens, it is immediately Injured. At the beginning of a model's activation, remove all Stun tokens on it. During that activation, the model may either move or take an action, it may not do both.

BACK STRIKE
When an attacker is in any of the spaces that are in the defender's back influence zone, the attacker gains +1 Attack.

PLAYER 2
An opposing ninja has appeared out of nowhere and struck! Time to retaliate with bow fire. Player 2, activate your Yajiri and move it, if necessary, in order to get a clear shot on Player 1's Kaiken as per the Line of Sight rules above. In addition, check the Ranged part of your Yajiri's profile. Player 1's Kaiken must be within that amount of spaces to be in range. Once you can see your target, and have them in range, attack with your ranged attack.

Player 2's Yajiri, the attacker, rolls one white die for its Attack (AT) value of 1, +2AT for making a ranged attack, for a total of three dice.

Player 1's Kaiken, the defender, rolls two black dice, for its Defense (DF) value of 2.

Eliminate dice, and determine results as above, however remember only Earth and Void results count for a Ranged Attack.

After resolving the attack, Place an Activation token on Player 2's Yajiri. The Yajiri does not need to remove its Stealth token, because its ranged attack is listed as Stealthy.

GAME CONCEPTS

RANGED ATTACK
Ranged attacks work exactly like normal attacks, except that the only elemental results that cause any effect are Earth and Void. Other elemental results may be chosen (usually when the defender wins), but have no effect, unless the model has an ability which says otherwise. A model that is in an enemy model's influence zone cannot make ranged attacks. Ranged attacks cannot benefit from assists or back strikes.

THE REST OF THE ROUND
Player 1 and Player 2 alternate activating any of the ninja that do not have an Activation token. Move and attack with your ninja to try and injure all the opposing ninja and remove them from the play area. Once all ninja on both sides have activated, the round ends.

ADDITIONAL ROUNDS

Before the next round, remove all activation tokens from the play area then determine which player goes first in the next round by playing Janken (Rock, Paper, Scissors). Then, alternate activating ninja as was done in the first round. Continue playing rounds until until all of one player's ninja have been Injured. The last ninja standing have proven themselves to be the best warriors and will be awarded a spot on the team at the Moonlight Tournament!

GAME CONCEPTS

Below are some additional game concepts you can use for further playthroughs using the models in this set.

AFFINITY TEST

When the game requires a model to make an affinity test, the model's player rolls three dice. If at least one dice shows the icon for the element the model has as an affinity for, the affinity test is successful.

When a model is required to make an opposed affinity test both players make an affinity test. The player who rolls the most elemental icons matching their Affinity wins the opposed affinity test. If there is a tie, the players roll again.

ASSISTS

Friendly models may assist the attacker and defender in a fight, granting them additional dice. A model cannot assist if it is Stunned, or if it is in the influence zone of an enemy model other than the attacker or defender.

The attacker gains +1 Attack for each additional friendly model that is in the defender's influence zone.

The defender gains +1 Defense for each additional friendly model that is in the attacker's influence zone.

DODGING

Attempting to leave a space that is in at least one enemy model's influence zone is called dodging. When a model attempts to dodge, it must make an affinity test. If the affinity test is successful, the model may move into the new space normally. If the model fails the affinity test, it gets a Stun token,

cannot move out of the space, and its activation immediately ends.

A model must attempt to dodge to be able to leave a space that is in an enemy model's influence zone, even if it wishes to move to another space in the same model's influence zone.

SHURIKEN

Every model has access to small, lightweight thrown weapons such as shuriken or kunai. These allow every model to make a ranged attack with a range of three spaces. When using these weapons, the attacker may only roll one die to attack, regardless the model's Attack attribute, and may not claim any bonuses.

SEARCH

A model may use its action to search for enemy models in Stealth. The model must make an affinity test. If the test is successful, all enemy models in the model's influence zone must remove their Stealth token.

BECOME A NINJA

This demo includes several special edition Void Shrine cards. If this is your first time playing the demo, please take one of the cards to celebrate your first step on the path to becoming a ninja. Feel free to run the demo again using the full stats of the ninja as listed on the Shrine Card.

For even more ninja action, check out the full version of Ninja All-Stars!