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

1. 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.

2. Determine who is Player 1 and who is Player 2. Player 1 takes all 3 black dice and Player 2 takes all 3 white dice.

3. Player 1 places all one of their ninja on a dot circled on the player's side. Each dot represents a space. 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.

The house in the center of the play area prevents you from seeing any ninja on the other side of it. This ability to see is referred to as Line of Sight, and is required to target other ninja with attacks and abilities.

4. Player 2 then places one of their ninja in any of the three spaces on their side.

5. Alternate placing models until both players have placed all three of their models.

6. Place a ◉ Stealth token next to each model. As long as a ninja has a Stealth token it benefits from Stealth.

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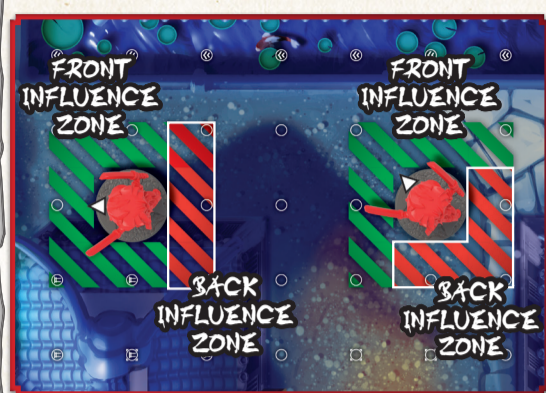
To determine if a model has LoS to another model, draw a straight, imaginary line from any point on the model's base to any point on the base of the intended target. Then look at each space that the line passes closest to. If no models, lanterns, or the house occupy these spaces, the model has LoS to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

Models in Stealth cannot be attacked or targeted by abilities. 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 +1 AT. 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 moves within one space of the Lantern Icon it loses its Stealth token.

SEARCH

A model may use its action to search for enemy models in Stealth. Roll 3 dice. If at least one die results in Void, all enemy models in the model's influence zone must remove their Stealth token.

PLAY!
PLAYER 1 - MOVEMENT

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

Start by moving your Kaiken up to 6 spaces, so that an enemy ninja is within the Kaiken's influence zone.

GAME CONCEPTS
MOVEMENT

During its activation, a model can move up to the Movement (MV) value shown on its profile in spaces. If you wish to place one of your ninja atop the roof of the house, it costs 3 MV. Once a model has finished moving, the player must turn the model so that its facing is toward 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 ninja, the defender, rolls a number of white dice equal to its Defense (DF) value.

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, remove the Kaiken's Stealth token and place an Activation token next to the model. This token shows that ninja has already activated this round and cannot activate again until the next round.

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 by your ninjas' profiles, 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.

BACK STRIKE

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

ASSIST

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 AT for each additional friendly model that is in the defender's influence zone.

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

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, Player 1's Kaiken must be within 5 spaces of your Yajiri 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, +2 AT 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 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. 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.

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!

PLAYER 1

KUNOICHI — 8 / 10 / 1
YAJIRI — 6 / 9 / 2 — Ranged 5; +2 AT, Stealthy
KAIKEN — 6 / 10 / 2

PLAYER 2

YAJIRI — 6 / 9 / 2 — Ranged 5; +2 AT, Stealthy
KAIKEN — 6 / 10 / 2
KUNOICHI — 8 / 10 / 1

COMBAT RESULTS (Player 1)

Air: The attacker may move the defender up to 3 spaces in any direction.
Earth: The defender is Stunned.
Fire: All models in the attacker's influence zone, including the attacker, are Stunned.
Spirit: The attacker is Injured.
Void: The defender is Injured.
Water: The player who picked Water as the result may move the attacker up to 3 spaces in any direction. The defending player then places the defender in the attacker's front influence zone.

COMBAT RESULTS (Player 2)

Air: The attacker may move the defender up to 3 spaces in any direction.
Earth: The defender is stunned.
Fire: All models in the attacker's influence zone, including the attacker, are Stunned.
Spirit: The attacker is Injured.
Void: The defender is Injured.
Water: The player who picked Water as the result may move the attacker up to 3 spaces in any direction. The defending player then places the defender in the attacker's front influence zone.