

★
危険
の
火
花



EXPLORE

THE SPARK
OF DANGER
COUNCIL




NINJA ALL-STARS QUEST RULES

The Rules of the Ninja All-Stars follow that of Forgotten King Vr 1 with the following exceptions. firstly loot can only be obtained from Chests. all 16-bit monsters drop keys. all shrines when neutralised drop princess coins. these quests are to be played over many games with each quest carrying over the loot from the previous game. the final main change is how winning and losing is achieved. Council will try to carry out missions to get a high grade, where heroes try to complete the quest as quickly as possible, each will gain a grade for how well they have done. heroes have a back pack where up to 5 loot/ treasure can be stored. Critical hits are enabled. Heros win Ties in Die Rolls.


Shrines

In these quests Shrines are never destroyed and do not have health. instead they have influence. at the start of the quest, shrines will have 4 Council influence. council will lose influence in one of 2 ways. when the council spawns monsters remove one council influence token (just like a spawn). the second way is to interact with a shrine spending 1 action point to reduce the influence but you will lose 1 heart. when a shrine loses all of its token it becomes neutral.

Neutral shrines can be claimed by heroes and Council by spending 1 AP to place one of their tokens on that shrine. when a shrine has 4 tokens on it, it will be claimed by that faction (heroes place a crystal token) only heroes and Chunin can take this action. council tokens and crystals cancel each other out. no player can spawn unless the spawn is claimed.. the council can "damage" hero owned shrines like heroes can, but only Chunin and Super enemys can do this once per Activation for 1 AP.



-1 

-1 


Hero Only
Not limited

CHUNIN Only

-1AP-


1 Per Activation




+1  **or** 

Hero Only
Not limited


Token Cancellations

 **X** 



CHUNIN and SUPER only
1 Per Activation

Ownership



Spawning with Shrines (heroes)

at the end of a hero turn a hero may do one of the following, activate 2 skull points worth of Hero minions (note other minions will be able to be summoned later) or spawn all available hero minions from the pool (5 normal villagers) when spawning the hero spawn will lose one crystal token.

Hero Minions work like normal Council monsters and gain the elemental affinity of the shrine. they are spawned from.

Elemental Affinity Round Change.

At the Start of every round players roll affinity die (from ninja Allstars) heroes and council will role one die each. Council however will also have another die treated as the result of the clan they are playing in the campaign (this will be labelled in every quest) . all hero Hidden shrine heroes gain the elemental affinity rolled and any hero minions spawned on that round also gain that benefit. similarly all Council monsters spawned will gain those ability's.

When the die are rolled Cancellations occur in the following way.

Any opposing elements are cancelled (same colour first) then if heroes and council have same results every white die cancels one black die. for example the council are playing kitsune which is spirit affinity, heroes roll spirit and council rolls void. the councils Spirit and void in this case would cancel, leaving the heroes spirit as the rounds elements. Hero's in this case would be the only characters benefiting from elemental affinity. A Round is classed as the end of the last council turn after the last hero had an activation.

SPIRIT				VOID
EARTH				AIR
WATER				FIRE

This Mechanic Replaces Elemental Affinity, Hanzo will gain no Benefit from Elemental Affinity. Check the Elemental affinity card to see effects of element.

NINJA ALL-STARS -SET UP / TURNS

Set Up -

Select the Quest -

Begin with the **Spark Of Danger** awarding the hero's 3 Princess Coins and 2 Keys. the next quest available is noted in the Hero's Questbook at the end. At certain points you will gain optional Quests you can do at any time. all loot keys and coins carry over to the next quest, however loot is locked on each character, you may not simply give loot to other hero's from hero's that do not participate in a quest. you may however give loot to them from your back pack. You may not move items to your back pack from a hero unless it is being replaced during power up. you may only have a max of 5 items in your back pack. Potions also Carry over as do hearts, but not Status Conditions.

Loot / Treasure Deck -

The Deck in this campaign will carry over and be modified over the course of the game. Initially randomly select 32 loot cards (8 of each type of slot) , 3 random , neutral treasure cards and one of each Boo Booties. shuffle these together and use this as your loot / treasure deck. at the end of each Quest, Cards will be added to this Deck and discards removed and not reshuffled into the deck. card effects can still allow hero's to draw from the deck. Boo Booties are the exception and will reshuffle in.

On Going campaign Effects activate-

During certain parts of the campaign , elements will change the initial set up of each game. this includes factors such as Drawing loot , increasing monsters strength (stats and relic cards) and receiving items.

Set up hero's / Council as shown in quest and note any special victory conditions-

Hero's may not learn the councils hidden missions, but the council **MUST** know the contents of the Hero Quest book.

1- Round Start -

Roll affinity Die and apply effects on initial spawned monsters. (Heros White and Council Black die)

Activate any Round effects.

2-Turns Flow-

Select 1 Hero and Active (can not be a hero activated this round.)

Upkeep-

Move / Action's

Power Up

Activate 2 Skull points worth of Hero minions-

Upkeep-

Move / Actions

End of turn-

3 -Council turn -

Upkeep-

Activate Super and 4 Skull points worth of monsters Or Spawn

Move/ Actions (not done if you chose to Spawn)

End of turn-

4- If Not all hero's have activated activate a hero who has not activated this round (2)

5- If all hero's have activated this round begin a new round. (1)



Drawing Loot

You may only Draw loot / treasure when you open a treasure chest (pick the chest or smash the chest , kill a Boo Bootie), Draw 2 loot cards (1 when you smash a chest)

Shrines - Princess Coins

When Hero's neutralise a Shrine , they will gain 1 Princess coin. they will not gain this if the council neutralise their own Shrine by spawning. Hero's do not gain coins for neutralising their own shrine.

16 Bit Foes - Keys

Receive a key Every time you slay a 16 bit foe.

Super Foes/ Finishing the Quest- Heart Container

Recover all hearts for hero that slayed that monster or ended the quest.



THE SPARK OF DANGER - COUNCIL

In this Quest the council must Toy with the heroes long enough for them to get to grips with the new game type as well as making it fun to play. Remember as Council you are not trying to wipe out the heroes only complete your objectives.



- 1 x Chunin - Ambush
- 3 x Kaiken - Ambush
- 2x Yajiri - Ambush
- 1 x Madoushi - Ambush
- 2 x Kunoichi - Ambush
- 2 x Elemental Shrine
- 1 x Dark Kitsune

Heros-
Hidden Shrine Infiltrator
Hidden Shrine Master
Hidden Shrine Mystic
Hanzo

Notes -
Part 3 Spawning
-push all heroes 2
spaces away in part 3



Missions -

- Track and Grade Hero's turns - 1 Point
- Kill one hero - 1 Point
- Slay 20 Hero Minions - 1 Point
- Cause 4 status effects on 1 hero - 1 Point
- Neutralise a shrine with Dark Kitsune - 1 Point

Part 1 And 2 -

During these first 2 parts your aim is to accomplish your mission's . remember to apply the rules for each Round and follow the rules of how the shrines work . when the Hero's Interact with Elements A-E place one Hero Minion adjacent to that hero. at the start of part 2 try to block the heroes from accessing F . do not fret when you lose both shrines to the heroes , the dark kitsune can help greatly at neutralising one. Hero's Start with 3 Princess Coins and 2 Keys and take the first turn. Council Minions Start with Spirit Affinity.

Part 3 -

at the start of this part Push all heroes 2 spaces away from the space shown above (council Choice). Dark Kitsune has 4 AP so you can easily attack many enemy's at once, try and play with the heroes and remove all of their Minions first and neutralise a shrine. Remember it is the job of the council to toy with the hero's enough to decrease their hero rank . Rank will be calculated at the end of the Campaign and at several junctions to affect the balance.

At the End of the Quest - ADD Jumbo Shuriken and 2 Random Loot cards to the loot / Treasure Deck
Award the Hero's 1 Princess Coin.

QUEST RANK

HERO COUNCIL

Hero Rank / Council Rank
S/- 29 turns , 5 points
A/- 35 turns , 4 points
B/- 40 turns , 3 points
C/- 45 turns , 2 points
D/- 45+ turns , 1 point

★
危険
の
火花



EXPLORE

THE SPARK
OF DANGER



Many Years ago a vile darkness owned the land of the sun and at power renamed the land , the kingdom of the moon. the sun faded blanketing the world in darkness.



as Dark Oni plagued the land , the light condensed and so the clans formed and together a hero was born.

Training from the age of 8 , in the woods , the mountains , the seas , the caves , Hanzo Hero of all , mastering the elements , with clans united , eliminated the evil that plagued the land and peace grew. under the laws of the six clans the land was equally divided each with fair and absent of foul.

Hanzo and his Comrades instead of leading all clans under one rule , decided to live in peace in a small village bordering the clans of Ijin and Kitsune. for many years their blades dulled in the peace of the New Moon kingdom.

But alas Peace is like a leaf in the wind....

The Moon Was full and Hanzo's hunting party returned late in the evening from a successful hunt they returned to a silent village.

something was wrong, and a dark wind began to blow through the village. Hanzo knew the peace had fallen to the wind.



THE SPARK OF DANGER -1

- Save The Villagers -

use interact on letters A-E to save a villager. When a hero or villager interacts with a token remove it and add a Villager adjacent to that hero/villager.



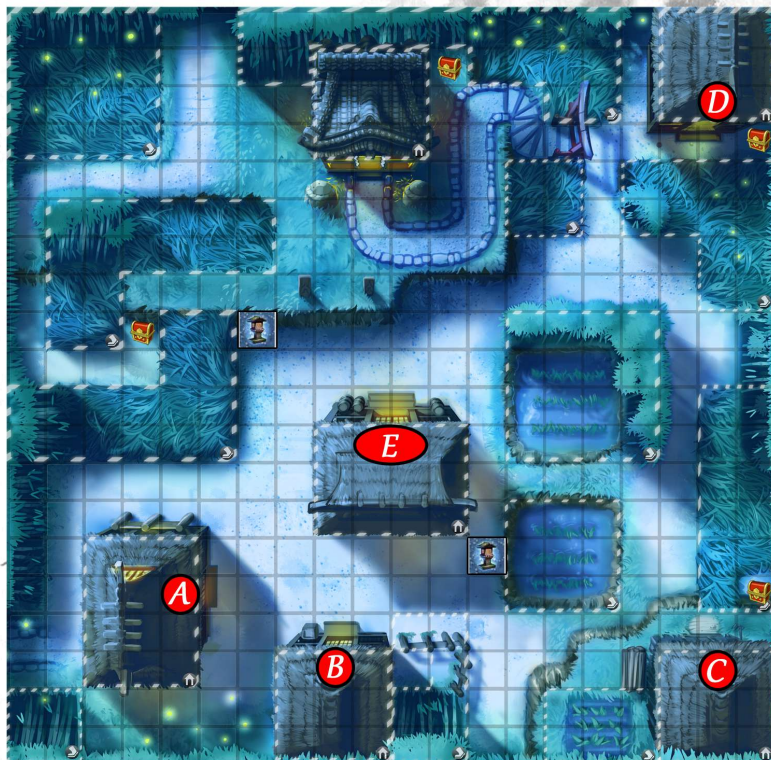
-Special Rules-

1# Shrines -

Shrines do not have health, instead place 4 Wrath tokens onto each shrine card. when the council Spawns monsters remove a token. Heroes can interact with council controlled shrines to remove 1 wrath token with the cost of 1 wound. a Shrine reduced to zero tokens this way will grant the heros one Princess coin. when all tokens are removed the shrine is classed as neutral and can not be used unless it is claimed. To Claim a Shrine a hero can use interact to place a crystal token onto the shrine card. when the shrine has tokens equal to its health it can be claimed by the heroes. Alternatively the council can reclaim a Shrine by using interact with a CHUNIN using the same rules as the Hero's. You can not heal a Shrine.

2# Villagers -

At the End of a heroes activation heroes can activate up to 2 skull points worth of villagers, alternatively the heroes can summon up to 5 villagers from the spawn pool (you gain villagers when you interact with A-E). when spawning remove a crystal token from the spawn.



3# Element Affinity -

At the start of the round roll the affinity die (1 white and black) the result on the white die gives your villagers that ability unless its cancelled by the black die , the council will explain this mechanic.



THE SPARK OF DANGER -2

- Control Both Shrines -

Control Both Shrines using the Special Rules and then Interact with F.

After saving the villagers Hanzo decided that the enemy must be expelled before checking on the village elder. A Ninja in his prime could easily keep them at bay.

Having been skilled at the elements tho rusty Hanzo retained the knowledge to use shrines to summon forth ally's , tho his blade and mind had become blunt with the skills and knowledge . however , he felt that this spark of danger would rekindle the knowledge in time.



THE SPARK OF DANGER -3

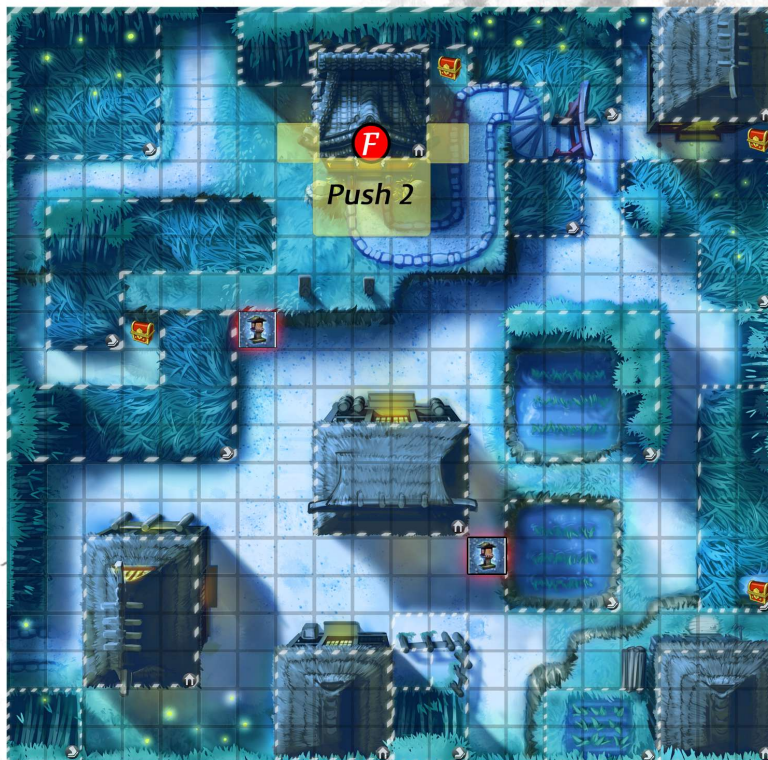
- Defeat The Dark Kitsune-

Deal 5 wounds to Dark Kitsune to end this Quest.

Push any model 2 spaces away from the highlighted area
do not do any damage.

"Naw ha ha , that Hanzo guy was no problem ... neh ?" the Dark Kitsune stopped dead at the sight of Hanzo. doing a quick spin, the air around the Kitsune pushed our hero's back away from the elders house. Hanzo readied his blade in response.

"nehehehe looks like we nibbled on the wrong guy boys!, time for the main course ney!" he Spoke licking his lips. The Dark kitsune and his band of villains poised their blades and began to rush forward.



THE SPARK OF DANGER -EPILOGUE

"Nehy , thats enough playing for now nehy , see you around old man Hanzo, NEHYHEHEHEH!" the Dark Kitsune chuckled as he threw a smoke bomb down at the ground. Hanzo and his comrades winced at the smoke and when cleared the night was silent.

"Elder !!" Hanzo's comrades shouted but Hanzo did not need to look. He had smelt the thick Iron emanating from the elders house, and could not feel the elders presence. He was dead.

Hanzo Gripped his blade hard shaking as a fire of revenge began to burn in his heart. He Glanced at the once peaceful village at his grief stricken comrades and closed his eyes.

with a swift motion he turned due east pointing his blade far off to the distance.

"With the Blood in these veins still warm i promise, Revenge most cold for this Crime , make Haste we Venture to the Kitsune Clan and the head of that Dark Kitsune!!" Hanzo Roared, a Spark of Danger now glinting in his eyes. his comrades steadied themselves and as instructed Made haste for the Kitsune Clan.

in the Shadows of the New Moon Kingdom , the dark Kitsune listened to Hanzo's Proclamation and chuckled manically, things were going according to plan.

You have Unlocked the Following Quest -

-A Fox In The Forrest, Is It's Own Danger -

End Of Quest -



VILLAGE NINJA
HERO MINION

Stealth: Actions targeting a model with stealth reduce their Range by 3, to a minimum of 1.

a Ninja from Hanzo's Hidden village

VILLAGE NINJA
HERO MINION

61

STR
3

ARM
1

WILL
2

DEX
3



STEALTH

1

Back Strike:

STR

if the target of Back strike did not activate during the previous council turn.

Interact:

interact with a campaign element

SPECIAL