

Tournament Pack Changes

Byes and odd numbers: If possible the tournament organiser should have a stand in, either a helper or themselves to ensure even numbers. If however there is an odd number then the bottom placed player should receive a bye and a Game Score of 8 for that round.

For tournament play all Factions have access to the following theme:

Ordered for Battle

Theme

Description

After recruiting the Warband to the correct Rice Cost, choose another 15 Rice of cards as Reserves. These are not added to the main list but kept separate. The Warband with and without Reserves must be legal.

Before deployment you may either:

- Remove one card (Plus any Enhancement cards attached to it) from your main list and add cards from the reserve to make the warband legal and the correct Rice Cost.
- Add one card from reserves to the main list and then remove cards from the main list to make a legal warband at the correct Rice Cost.

VIM: These are models that a player must kill, capture or defend depending on if it is theirs or the Opponent's. There are three types of VIM: Hidden, Open and Nominated and they will appear after the VIM in brackets, for example: **Type:** VIM (Hidden). In VIM Scenarios, if a model nominated as the VIM leaves play and returns, it is no longer considered the VIM and opponents can score as if the VIM was destroyed. Players should nominate VIMs before Deployment as detailed above. Remember replaced models are not considered to have left play. If the Scenario requires more than one VIM this will also appear in brackets after the Type for example: **Type:** VIM (Hidden and Open). **If a warband contains no legal model to be VIM then it is considered to have had its VIM killed for VP scores.**

Hidden: Each player secretly nominates one of their Faction's non-insignificant, **Non-animal** models as the VIM. **That Model loses the Flank trait and Disguised state and cannot gain them.** This is not revealed to your Opponent until the End Phase of the last Turn of the game. Players don't declare when the VIM is killed but note in which Turn each of their models were killed.

Open: Each player nominates one of their Faction's non-insignificant, **Non-animal** models as the VIM. **That Model loses the Flank trait and Disguised state and cannot gain them.**

Nominated: Each player nominates one of their Opponent's non-insignificant, non-animal Faction models as the VIM. **A Player cannot choose a Model with the Flank trait or one that may begin the game with the Disguised state and chosen models cannot gain the Flank trait or Disguised state.**

Victory Conditions

Each Scenario has three Victory Points (VP's) available to the players. At the end of the game the player who has scored the highest number of VP's is the winner. If both players have scored an equal number of VP's then the game is a draw. Only 3 VPs can be scored in any scenario so both players VP scores combined will always be three or less. When and how VP's are scored is explained under each individual Scenario's Victory Conditions section.

Scenarios

Ryodo

Add **Reset (3,5)**

Reikan

Victory Conditions:

- 1 VP To a player whose VIM is still in play at the end of the game.
- 1 VP For killing your Opponent's VIM.
- 1 VP for the first player whose VIM is within 4" of the Opponent's Baseline Deployment edge during the End Phase while their Opponent's VIM is not within 4" of their Baseline Deployment edge.

If both VIMs are killed before this point is scored, then 1 VP if you are the first to have any Non-Insignificant, Non-animal model within 4" of the Opponent's Baseline Deployment edge during the End Phase while your opponent has no Non-Insignificant, Non-animal models within 4" of your Baseline Deployment edge.

Messenger

Victory Conditions:

- 1 VP To a player whose VIM is still in play at the end of the game.
- 1 VP For killing your Opponent's VIM.
- 1 VP If your VIM is in the Opponent's Deployment Zone and you reveal it is the VIM, before your Opponent has done so.

If both VIMs are killed before this point is scored then 1 VP if you are the first to move any Non-Insignificant, Non-animal model into the Opponent's Deployment Zone before.

Special Rules: At the end of a VIM model's own action it may reveal itself.

The Envoy

Victory Conditions:

- 1 VP To the player whose VIM received the fewest total wounds during the game. Any wounds recovered or healed still count towards the total wounds received. If both VIMs received an equal number of wounds neither player scores this VP.
- 1 VP in the End Phase to the player who has inflicted any wounds through a Melee attack to their Opponent's VIM while their VIM has suffered no wounds. If both VIMs are damaged in the same turn, neither player scores this point.
- 1 VP To the player whose VIM is closest to the Opponent's Deployment Zone at the end of the game.