

Companion Card

Panther



The night by your side...

2 Bonus Attack Dice

One Use Only, discard after use.

Companion Card

Jester



You heard the one about...

The capering, and jests of this joker distract your opponent. You automatically win the Set this turn.

One Use Only, discard after use.

Companion Card

Apothecary



Drink this, and call me in the morning...

Heal D6 Energy Pool Dice.

One Use Only, discard after use.

Companion Card

Sensei



Do or do not, there is no try

Reveal the next 3 cards in your Action Deck, choose one and shuffle the remaining cards back in your deck.

One Use Only, discard after use.

Warrior Card

White Ninja

Energy Pool 18



3 Weapon Pool Points

2 Equipment Pool Points

2 Bonus Dice*

Use only with Agility or Combat Skill Action Cards Only

Companion Card

Kunoichi (Female Ninja)



The night by your side...

1 Bonus Attack Dice*

1 Bonus Block Dice*

May be combined for 2 Bonus Dice on any Agility/Action Card.

One Use Only, discard after use.

Companion Card

Apothecary



Drink this, and call me in the morning...

Heal D6 Energy Pool Dice.

One Use Only, discard after use.

Companion Card

Apprentice



That's Impossible...

Reveal 1 Card from your Action Deck, and add an additional Action Card to any Sequence box that has already has an Action Card attached to it.

One Use Only, discard after use.

Warrior Card

Black Ninja

Energy Pool 18



3 Weapon Pool Points

2 Equipment Pool Points

2 Bonus Dice*

Use only with Agility or Combat Skill Action Cards Only

Weapon Card

Fighting Claws

Healing Potion

Equipment Card

Shash

Equipment Card

Flash Powder

Equipment Card

Equipment Card

Light Armor



A deadly weapon, used in pairs and a favorite of snowy Duelists.

2 Bonus Attack Dice

2 Weapon Pool Points

Roll a D6, on a score of 4,5 or 6, the potion heals 2 Energy Pool Dice.

On a score of 1 on a D6 the potion injures the Warrior, reduce his Energy Dice Pool by 1.

1 Equipment Pool Point

One use only, discard after use.

Roll a D6, on a score of 6 the Shash distracts your opponent. Then use effect below.

1 Bonus Block Dice

Play this card in Set Phase, and automatically win set for this turn.

1 Equipment Pool Point.

One Use Only, Discard after use

2 Bonus Block Dice

1 Equipment Pool Point.

Weapon Card

Bo Staff

Poison

Equipment Card

Healing Potion

Equipment Card

Vambraces

Equipment Card

Equipment Card

Head Band



A defensive weapon, used with great effect in the hands of a master warrior.

1 Bonus Attack Dice

1 Bonus Block Dice

2 Weapon Pool Points

Roll a D6, on a score of 5 or 6, the Poison effects on weapon the Warrior is using. If he hits with any of his attacks this turn his opponent counts as Poisoned.

1 Equipment Pool Point

One use only, discard after use.

Roll a D6, on a score of 4,5 or 6, the potion heals 2 Energy Pool Dice.

On a score of 1 on a D6 the potion injures the Warrior, reduce his Energy Dice Pool by 1.

1 Equipment Pool Point

One use only, discard after use.

1 Bonus Block Dice

1 Equipment Pool Point.

1 Bonus Attack Dice

1 Equipment Pool Point.

Action Card

Agility Skill - Sprint



Weapon Card

Tanto

Weapon Card

Kunai - Throwing Knife

Weapon Card

Nunchaku

Weapon Card

Ninjaken

3 Bonus Move Dice

Use with Move Sequence

1 Bonus Block Dice

1 Weapon Pool Points

8 Bonus Attack Dice Range 4 Hexes

Throwing Weapon
One use only Discard after use -
1 Weapon Pool Points

The nunchaku provides the obvious advantage of an increase in the reach of one's strike. The nunchaku adds the benefit of striking from unexpected angles.

1 Bonus Attack Dice*

1 Weapon Pool Points

* In the first Attack Sequence this weapon is used. You may add a Bonus Attack Dice.

A short version of the Katana, designed for Ninja's to use.

1 Bonus Attack Dice*

1 Weapon Pool Points

* The Ninjaken can be used in pairs. If so the Ninjaken takes up 2 Weapon Pool Points and you can add the following effect.

1 Bonus Block Dice

Action Card

Agility Skill - Dodge



Weapon Card

Wakizashi

Weapon Card

Shuriken Star

Weapon Card

Sai



1 Bonus Block Dice

Use with Block Sequence

2 Bonus Block Dice

1 Weapon Pool Points
Only be used with a Katana

6 Bonus Attack Dice Range 6 Hexes

Throwing Weapon
Assassins & Ninja Warriors Only
1 Weapon Pool Points

The Sai is primarily used as a striking weapon or for short jabs into the solar plexus. The sai also has many defensive uses in blocking other weapons.

1 Bonus Attack Dice 1 Bonus Block Dice

Use in pairs - 2 Weapon Pool Points

* The Kama is used in pairs, and at the beginning of the Attack sequence you swap the Bonus Block Dice for 1 Bonus Attack Dice. At the cost of -1 Block Dice.

Fitted with scythe like blades the Kama is a weapon for Martial artists.

1 Bonus Attack Dice* 1 Bonus Block Dice*

2 Weapon Pool Points

Action Card

Strength Skill - Breaker



2 Bonus Attack Dice

Use in Attack Sequence

Action Card

Stamina Skill - Second Wind



1 Energy Pool Dice

Use in Move Phase

Action Card

Agility Skill - Leap



2 Bonus Move Dice

Use with Move Sequence

Action Card

Agility Skill - Cat Reflexes



2 Bonus Block Dice

Use with Block Sequence

Action Card

Agility Skill - Dodge

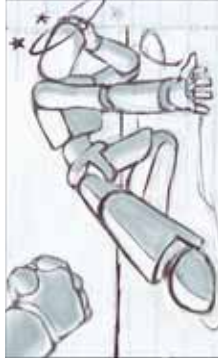


1 Bonus Block Dice

Use with Block Sequence

Action Card

Strength Skill - Hard Blow

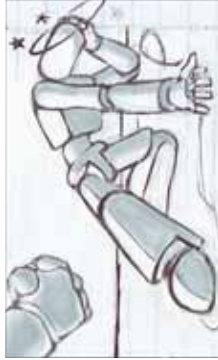


3 Bonus Attack Dice

Use in Attack Sequence

Action Card

Stamina Skill - Iron Will



2 Energy Pool Dice

Use in Move Phase

Action Card

Agility Skill - Its all in the Reflexes



Automatically win Set

Use in Set Phase

Action Card

Agility Skill - Jump back



Move out your Opponents Combat Zone
before he can launch an attack on you. Can
be used out of Set sequence at the end of
the Move Sequence.

Use with Move Sequence

Action Card

Agility Skill - Step-A-Side



2 Bonus Block Dice

Use with Block Sequence

Action Card

Combat Skill - Flying Kick



2 Bonus Attack Dice

Use in Attack Sequence

Action Card

Combat Skill - Parry



1 Bonus Block Dice

Use in Block Sequence

Action Card

Combat Skill - Head Butt



1 Bonus Attack Dice

Use in Attack Sequence

Action Card

Combat Skill - Combat Master



1 Bonus Attack Dice
1 Bonus Block Dice

Use in Attack & Block Sequence

Action Card

Combat Skill - Counter



2 Bonus Dice

This Card gives you either 2 Bonus Attack or 2 Bonus Block Dice depending on if you place it in the Attack or Block Sequence

Action Card

Combat Skill - Shoulder Throw



Throw your Opponent.

Distance = Attack Dice Used/Halved
Damage = Attack Dice Used +1 Bonus Dice Per Hex Thrown

Automatically Win Set Next Turn.

Use in Attack Sequence

Action Card

Combat Skill - Parry



1 Bonus Block Dice

Use in Block Sequence

Action Card

Combat Skill - Feint



1 Bonus Block Dice

Use in Block Sequence

Action Card

Combat Skill - Killer Cut



3 Bonus Attack Dice

Use in Attack Sequence

Action Card

Combat Skill - Feint



1 Bonus Block Dice

Use in Block Sequence

Action Card

Knowledge Skill - Chi Healer

Action Card

Stealth Skill - Shadow Strike

Action Card

Stealth Skill - Shadow Blend

Action Card

Stealth Skill - Finishing Blow

Action Card

Power Skill - Finishing Blow

Action Card

Combat Skill - Chi Attack

Remaining still for one turn, you channel your Chi Energy into healing your wounds.

If you do not move your Warrior during the Move Sequence, and roll a D6 on a 4, 5 or 6 heal 2 Energy/Pool Dice.

Use in Move Sequence

2 Bonus Attack Dice

Use in Attack Sequence

Move out of your Opponents Combat Zone.

Use in Move Sequence

Move all your Block Dice into your Attack Dice Sequence and add +2 Bonus Attack Dice for your Warrior to execute his finishing blow.

Use in Attack Sequence

1 Bonus Attack Dice

Roll a D6 on 5 or 6 your Opponent is Paralyzed, follow the special conditions in the rulebook.

Use in Attack Sequence

Action Card

Knowledge Skill - Intuition

Action Card

Stealth Skill - Ambush Master

Action Card

Stealth Skill - You are the Night

Action Card

Stealth Skill - Infiltrate

Action Card

Power Skill - Heroic Pose

Your Intuition tells you something is a foot, and you see your actions before you.

Take 2 bonus Action Cards from your Deck and add them to your hand...

Use in Ready Phase

Play this card if you win the Set.

Blending with the shadows you confuse your Opponent, becoming the night itself! All Attack Dice Damage is Halved.

Use in Block Sequence

2 Bonus Attack Dice

Use in Attack Sequence



Automatically win the Set

Use in Ready Phase



Rip off your shirt, flex your muscles, and stand heroically. All Attack Damage is halved for this turn only

Use in Block Sequence