

COOPERATIVE NINJAS RULES FOR DAWN ESCAPE

Diagram examples

Possible attacks a Guard can make from a rooftop providing they have a ranged weapon Buki Card to play.

In this example if the Guard has a Buki Weapon with range two, they can choose to attack either Ninja. Given the Blue Ninja is most advanced, and the Orange Ninja is also in Water, they may target the Blue Ninja.

However, if the Orange Ninja has less health, it may be better to target them.

Diagram A



A Guard attack example using two Buki cards

At range 3 the Guard attacks the blue Ninja with the Arrow and does one Wound.

The Guard then uses the *Bird Whistle* to move two tiles closer to the Blue Ninja, then attacks again with the *Nunchaku* and does a second Wound.

Diagram B



Objective

Get **ALL** Ninjas to the Blue Forest before **any** are killed by the guards.

If a Ninja collects **Six Wounds** (Lantern Tokens) they have been killed and all Ninjas lose the game.

Help each other!





Note: *Players may help other players by giving them a Senjutsu or Buki cards 'at any time'.*

Set-Up

- Shuffle the Buki Deck, as it will be used by both Ninja and Guards.
- Set aside the Wana Tokens, Fire Tiles, Alarm Card deck and Alarm Tracker.
- Give each player one Ninja Star Token.
- Locate the following four Senjutsu Cards (**2 x Ninja Dash & 2 x Team Ninja**). Shuffle and deal one out to each player.
- Set the rest of the Senjutsu Cards aside.
- Shuffle and deal the four Movement Decks in the normal way.

Individual Ninja Expertise

In this version of Ninja Squad, each Ninja has their own area of expertise which they should use to maximise their advantage against the Guards.

<p>Kaiken Can distract a Guard one tile in any direction. If this is a moving Guard, it will return to its starting tile on the next Guard Phase.</p>	
<p>Yajiri Arrows and Spear hit at range 2,3 & 4.</p>	
<p>Kunoichi Cross Water with no penalty.</p>	
<p>Chunin Can pass their discarded Movement Card to a Ninja that is <i>Hiding a Body</i> or is having to <i>Freeze</i>.</p>	

Ninja Movement Phase

This begins in the normal way, except once each player has taken just **one turn each** (a game round), the **Guard Phase** happens.

- Buki Cubes collected are cashed in for a Buki Card instantly.
- Senjutsu Card/s can be used at any time (one use only).
- Guards Taken Out – Normal rules apply.
- At the end of *six Movement Turns*, Guard meeple/s are added to the board in the normal way for any Ninja that are standing on the ground/water that are not in cover.






Guard Phase

- Draw three Buki Cards for the Guards.
- Patrolling Guards may move, or before moving..
- ...use any or all three of the Buki cards to *maximise wounds to the Ninja** by **any Guard**. Multiple cards can be utilised by one Guard.
- For every Wound caused by a Buki Weapon, that player **must** lift one Lantern Cube.
- If Patrolling Guards have not moved this turn, they must move now.
- Ninja in cover (Trees, Bushes & Rooftops) cannot be targeted by Guards that are on the ground. However, Line of Sight does apply. For example: If a Guard has been dropped *on a roof tile*, they can target a Ninja *on the ground, in water or the same or nearby rooftop*. (See Diagram 'A' below).
- If a Guard is moved into (attacks) a Ninja, it is presumed the Ninja will take out the Guard, **but will receive a Wound**. *The Ninja will not miss a Movement Turn on this occasion*.
- Once the Guard Phase is over any used or unused Buki Cards are placed in a discard pile. Once the Buki Deck is exhausted the discard cards are shuffled and a new Buki Deck created.

* **Players must decide, (no cheating and making it easy for themselves) that if they were the Guards, how could they best hurt the Ninja with the Buki Cards and possible movement. For instance, it may be better to move a Patrolling Guard first, then use a Buki Card; or perhaps use a Buki Card first and move a Patrolling Guard afterwards. You decide!**

Remember, if one Ninja is killed, all the Ninja lose... See example below of making a choice.

Buki Cards variations if drawn by 'Ninja,' or drawn by 'Guards'.

	NINJA	GUARDS
<i>All Weapons</i>	Used in normal way. There is no 'Knock-back' effect.	Used in normal way. They wound the Ninja. There is no Knock-back effect.
	Can be used to restore 1 Wound	Add an extra Guard in front of the Ninja.
	Used to take out a Guard with no penalty	Used to wound a Ninja.
	Used to swap places with a Guard and takes them out with no penalty.	Used to wound a Ninja, but not swap places.
	Used in the normal way. Added bonus takes out a Guard without penalty if landing on them.	The card is discarded from Buki deck and not replaced.
	Used in normal way.	Move any Guard one tile closer to a Water area. A Guard may enter the water to attack a Ninja.
	Can be used to move a Guard two tiles in any direction.	Can be used to move a Guard two tiles closer to a Ninja.

(Keep this table open for reference when playing)