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Peter (Universal Head)

v1

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Game: **7 RONIN**
Publisher: **Grey Fox Games (2013)**

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Print on card (ensure you are printing at 100% scale) laminate and trim to size.

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SETUP

Choose or determine randomly who is the **attacker** (controlling the ninja) and who is the **defender** (controlling the ronin).

Place the **village board** in the middle of the table.

Place the **time marker** on the lowest space (marked with 1) of the **time track** on the village board.

Each player takes the appropriate **planning board** and **player screen** and hides their board behind their screen.

The attacker takes 40 **ninja markers** (their starting **ninja reserves**) and places them next to their screen on the ninja chieftain tile, visible to the defender. Set the rest of the ninja markers aside as the **general supply** where you place any unused ninja markers.

The defender takes the 7 **ronin tiles** and the 7 **ronin markers** and places them next to their screen, visible to the defender.

Place the 2 **shrine markers** next to the village board.

PLAYING THE GAME

The game is divided into 8 **rounds**, representing 8 days of ninja attacks. Each round is divided into 3 **phases** consisting of a number of steps.

PLANNING PHASE

1. Deploy markers

Each player deploys their markers on their planning board, hidden behind their player screen. Areas on the planning boards correspond to the areas on the village board.

The attacker:

- secretly takes into their hand any number of **ninja markers** from their ninja reserves.
- can deploy ninja markers on a number of different village areas **equal to or less than the threat level of the current round**.
- can deploy on a single village area a number of ninja markers **equal to or less than the deployment limit of that area**. Any deployment limit may increase with the green's special ability.

- **cannot deploy fewer ninja markers than the current minimum attack force value**. If you cannot deploy the minimum, you must deploy all ninja markers at your disposal.

No matter the threat level, the attacker can additionally deploy 1 ninja marker on the **green**.

The defender:

- takes into their hand the **ronin markers** (you must deploy all available markers).
- can deploy **no more than 1 ronin marker on 1 village area**. The exception is Tasuke who can be deployed by herself or accompanying another ronin.
- cannot deploy any marker on the green unless it contains at least 1 ninja marker.

If a player accidentally breaks the rules while deploying their markers, both players hide their planning boards again and redo this step.

2. Reveal planning boards, move markers onto the village board

Players lift their player screens and move all markers from their planning boards onto the corresponding village areas of the village board.

Place the ninja markers on the illustrated spaces near the borders of the areas they are attacking, and place the ronin markers inside the areas they are defending. The attacker returns all unused ninja markers to their ninja reserves.

Contested area: an area containing both ronin and ninja markers. This is a temporary state as either all ninja or all ronin will be eliminated during combat.

Free area: an area neither contested nor occupied. It may contain a ronin marker.

Occupied area: an area containing only ninja markers.

COMBAT PHASE

1. Resolve ronin special abilities

The defender resolves the special abilities of their ronin in any order they choose.

Each special ability can be used once per round, and some abilities can only be used if certain conditions are met. If those conditions are not met, a given ronin's special ability is ignored in the current round. It is also ignored if a shrine marker has been placed on the ronin tile.

In order to use their special abilities, Musashi and Yobu must be on a contested village area. Hayai, Taiko and Yumi must be on free village area.

2. Deal wounds, remove eliminated markers

If any village area contains both a ronin marker and 1 or more ninja markers (and is therefore a contested area), the defender moves all of those ninja markers onto the ronin tile, placing them on the tile's vitality spaces.

From this point on any ninja markers on a ronin tile are considered **wounds** that lower that ronin's vitality.

No ronin tile can contain more wounds than it has vitality spaces. If, at any point of the game, a ronin tile's vitality spaces are all full, the ronin is immediately eliminated.

Once there are no free spaces on a ronin tile to place wounds (ninja markers), that ronin is eliminated. The defender removes all ninja markers from their ronin tile and returns them to the general supply. Then, they flip over the ronin tile and place the ronin marker on top of it. An eliminated ronin cannot return to the game by any means and cannot be healed.

Slide all ninja markers that cannot be moved to ronin tiles and ninja markers attacking village areas without ronin markers toward the center of that village area, indicating that they **occupy** those areas. They stay there until they are removed by a special ability or as a result of combat.

As a result of using some village areas' special abilities, new ninja markers may be moved onto the village board outside of this step. If the attacker places them on an area containing a ronin marker, deal wounds as normal. Their presence may also lead to the attacker occupying a new village area; in this case, the attacker can use the newly occupied area's special ability.

3. Resolve occupied areas' special abilities

The attacker resolves the special abilities of any occupied areas in any order they choose. Each special ability can be used once per round.

END PHASE

1. Clear the village board

The defender takes all ronin markers from the village board and places them next to their player screen.

If the attacker resolved the shrine's special ability in the previous round, the defender also removes the shrine marker from a ronin tile (or tiles if the inn copied this ability).

If the attacker resolved the animal pen's special ability in the current round, the defender is forced to leave 1 chosen ronin marker on the village board (or leave 2 ronin markers if the inn copied this ability). Any ronin left on the board do not take part in the next planning phase (they stay where they are).

The attacker cannot voluntarily remove any ninja markers once they are placed on the village board. They keep occupying various village areas and can only be removed as a result of combat or when the attacker uses the burial grounds' special ability.

2. Resolve the time track, advance the time marker

If it is the end of the 8th round the defender immediately wins the game.

If not, check the time track. In the 4th round and every round thereafter the time track is marked by the **ninja casualties icon** (the skull). The attacker immediately removes 1 ninja marker from their ninja reserves and places it in the general supply. If they have no markers left in the ninja reserves, they do not remove any.

If, after removing this ninja marker, the attacker has no markers on the village board or in the ninja reserves, the defender immediately wins the game.

Finally, the **attacker advances the time marker 1 space up the time track**. The current position of the time marker indicates the new threat level (how many village areas the ninja can attack) and minimum attack force for the coming round.

Then, a new round starts; the game continues this way until one player wins.

VICTORY CONDITIONS

The attacker immediately wins if:

- you have eliminated all ronin and you still have at least 1 ninja marker on the village board or in your ninja reserves.
- at the end of step 3 of the combat phase you occupy at least 5 village areas (or 4 depending on special abilities).

The defender immediately wins if:

- you have eliminated all ninja markers from the village board and from the attacker's ninja reserves. You need not have any ronin left alive.
- it is the end phase of the 8th round and the attacker has not met their victory conditions (no matter how many ninja markers they still have).



RONIN SPECIAL ABILITIES

Each ability can be used once per round and **only in step 1 of the combat phase.**



TASUKE Vitality 3

Tasuke can be deployed, and can stay, on the same area as 1 other ronin. In combat the defender decides how to divide wounds between Tasuke and the other ronin. Wounds can be divided even if they are dealt in other steps of the round.

Tasuke cannot take wounds dealt to another ronin in her area as a result of resolving special abilities that target other ronin. In this case the attacker chooses which ronin takes wounds and they are dealt directly to this ronin.



YOBU Vitality 3

The defender can move up to 2 ninja markers from the area containing Yobu to 1 or 2 adjacent village areas.



YUMI Vitality 3

If Yumi is on a free area, the defender can remove 1 ninja marker directly from the attacker's ninja reserves. If the attacker has no markers in their ninja reserves, ignore this ability.



MUSASHI Vitality 4

The defender immediately removes 1 ninja marker from the area containing Musashi and places it directly into the general supply. This can be from the previous round or freshly deployed this round. Musashi cannot use this ability in any later steps of the round.



HAYAI Vitality 5

If Hayai is on a free area, you can move him to any occupied area.

This movement is not blocked by any markers. Hayai cannot move to an area already containing another ronin (except Tasuke).



TAIKO Vitality 5

If Taiko is on a free area, the defender can remove 1 wound from any ronin tile except Taiko's.

Place the marker into the general supply. Taiko cannot heal his own wounds or wounds that will be dealt later during the round. He cannot heal an eliminated ronin.



KABE Vitality 7

Kabe has no special ability. The shrine's ability has no effect on him.

AREA SPECIAL ABILITIES

All village areas' special abilities benefit only the attacker.

An area must be occupied for its ability to be used. Each ability can be used once per round and only in step 3 of the combat phase.

The attacker chooses the order in which to use these special abilities. The only exception is the green which is not treated as a village area for winning conditions, threat levels, deployment limits, and special abilities.



THE WATCHTOWER

Deployment limit 1

The attacker deals 1 wound to each ronin whose ronin marker is on the 2 village areas adjacent to the watchtower. Take ninja markers for these wounds from the general supply.



GRANARY

Deployment limit 2

The attacker gains 2 new ninja markers (move them from the general supply to the ninja reserves).



THE WELL

Deployment limit 1

The attacker chooses 1 ronin, who is dealt 1 wound. Take the ninja marker for this wound from the general supply.



THE INN

Deployment limit 1

The attacker chooses 1 other occupied village area and resolves its special ability.

Occupying the inn as the only area gives no special benefits. Controlling 1 field area and using the inn to copy the field's ability counts as occupying 3 areas. There is no additional bonus for occupying both field areas and using the inn to copy a field.

If the inn copies the watchtower, it acts as the watchtower, dealing 1 wound to each ronin adjacent to the inn.



THE ANIMAL PEN

Deployment limit 2

The attacker chooses 1 ronin, who is not taken off the board this round, but must stay in the same area for another round.



THE SHRINE

Deployment limit 1

The attacker chooses 1 ronin, whose special ability is cancelled in the next round and cannot be used.

Place 1 shrine marker on the chosen ronin tile to indicate this is in effect. Remove the shrine marker in step 1 of the next round's end phase.



THE BURIAL GROUNDS

Deployment limit 2

The attacker removes up to 2 ninja markers from the village board (from 1 or 2 areas) and places them in their ninja reserves.

This is the only way for the attacker to return ninja markers from the village board, and cannot be used to return ninja markers from the green.



THE FIELDS

Deployment limit 2 / 3

If the attacker occupies 2 different fields, for meeting the victory conditions you are considered to occupy 3 village areas instead of 2.

You can copy this ability using the inn. Controlling 1 field area and using the inn to copy the field's ability counts as occupying 3 areas. There is no additional bonus for occupying both field areas and using the inn to copy a field.



THE PASSAGE

Deployment limit 2

The attacker moves up to 2 ninja markers from their ninja reserves onto 1 chosen area.

If this area contains a ronin, deal wounds as normal. If, after using this ability and resolving the combat, the attacker has started to occupy the area with their newly moved ninja markers, you can use its special ability normally (as you choose the order of area resolution).

If the attacker has no ninja markers in their reserves, this special ability has no benefit.



THE GREEN

The attacker can always deploy exactly 1 ninja marker here each round without regard for the threat level or deployment limit.

For each ninja marker on the green at the beginning of the planning phase, the attacker can secretly choose 1 area and deploy 1 additional ninja marker above its limit. If there are more ninja markers on the green, the attacker decides if they want to increase the limit of 1 area or of several areas.

The defender may not send ronin to the green unless there was at least 1 ninja marker in it at the start of the planning phase. When a ronin there, in step 2 place it on the village board and immediately remove all ninja markers on the green without taking any wounds (return them to the general supply.)

The green is not treated as a village area. It is not counted as one of the 5 areas the attacker needs for victory and it is never considered occupied.

The defender cannot use ronin abilities in the green and the attacker cannot use any area's special ability in order to affect the green or any ronin there.