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Game: **OKKO: ERA of the ASAGIRI**

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Page 1: **Rules summary front**

Page 2: **Rules summary back**

Page 3: ***Era of the Karasu* summary**

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

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## SETUP

Either choose a scenario or:

**Compose bands** with a budget of 16 Zeni per player.

**Build the game board** with 4 tiles forming a square.

**Each player rolls a d6:** the highest roller is Player A, the other, Player B.

**Deploy bands:** player A picks a side of the board and deploys his characters in the first row of squares. Player B does the same on his side. **Player A starts.**

## GATHERING YOUR BAND

Each character has a value in **Zeni** on his profile card. Each character has an alignment: **Demon Hunters** (red), **Evil Creatures** (black) or **Mercenaries** (grey).

You cannot have both Evil Creatures and Demon Hunters in your band. Mercenaries may be hired by either of these bands.

Some characters are **unique**. You may only have 1 of a unique character in your band, but it is possible to have the same character in an opposing band. Characters who aren't unique may be recruited more than once. Each band may only recruit a single **civilian**.

**A civilian grants an extra inspiration dice**, but if he is disabled a chosen die is permanently lost. Civilians follow the same rules as the other characters.

### Equipment cards

Each **equipment card** has a value in Zeni. They are included in the total budget of the band. Unless stated otherwise, an equipment card may be given to any character at the beginning of the game.

If the character is disabled, it is lost. Some cards are permanent while others may only be used once per game (flip face down after use).

Each character may only have 1 equipment card. Characters may not trade equipment between each other once the game has begun.

## ORDER OF PLAY

Each **turn** consists of a Player A phase followed by a Player B phase. In each phase:

1. Player rolls his **inspiration dice**.
2. **Activate characters** one by one in order of choice and use inspiration dice.
3. Choose which dice to put **in reserve** from unused inspiration dice
4. **Announce end of phase.**

Characters can only be activated once per phase. Each activated character may make 1 action and then 1 movement, or 1 movement and then 1 action.

An activated character may make 1 of these actions:

**Attack**

**Shoot**

**Test willpower to return to vigilant state**

**Use a skill with Action in its description**

A character may not move or take an action during the opponent's phase, but if involved in an opponent's action, he can use inspiration dice *in reserve* to increase one of his stats or use a skill.

## INSPIRATION DICE

**A band always has 4 inspiration dice.**

**The inspiration dice can be used to increase stats:**



**1 Fire die** adds +1 to a character's **Attack** value when he attacks.



**1 Earth die** in reserve on a profile card adds +1 to a character's **Defense** value when the character is attacked, or the target of a ranged attack during the opponent's playing phase.



**1 Water die** adds +1 to a character's **Willpower** value when he tests his willpower.



**1 Air die** adds +1 **Movement** point when the character moves.

During a single phase, a character cannot use more than 1 inspiration die per stat. An inspiration die bonus disappears as soon as it is used.

**The inspiration dice can be used to activate skills:**

To activate a skill associated with an element, an inspiration die with the appropriate element is used. **Used inspiration dice are set aside.** The player will roll them again at the beginning of his next playing phase.

**Inspiration dice can be put in reserve:**

At the end of a playing phase, the dice which were unused can be distributed between the band's characters.

To put an inspiration die *in reserve*, the player places the die (symbol rolled faceup) on the character's profile card. Only 1 inspiration die can be put in reserve per profile card. A reserved die can only be used by that character.

An inspiration die in reserve can be used to increase a stat or to use a skill, and can be kept as such over multiple turns. A character can use a reserved inspiration die during the opponent's phase in order to defend himself. At the beginning of his phase, a player can take back any or all inspiration dice put in reserve.

An inspiration die *in reserve* is lost for the playing if the profile card on which it was reserved is **turned over**.

Inspiration die results which have neither been used, nor put in reserve, are lost. The player will re-roll them at the beginning of his next playing phase.

## SKILLS

**Skills not associated with an element** are automatic and do not require inspiration dice to be used. **Skills associated with an element** are temporary and require an inspiration die to be used. A character can only use each skill once per playing phase.

Skill effects are detailed on the characters' profile cards; these take precedence over the manual if there is a contradiction. Skills that contain the word **Action** must be used instead of an action.

## MOVEMENT

All characters can move when they are activated (this movement is not an action). Their **Movement value** is how many movement points (MPs) they may spend to move.

Moving forward or diagonally into one of the 3 squares of one's own control zone, or stay in place and make a quarter-turn: 1 MP.

Moving into any other adjacent square (sideways or backwards): 2 MP.

Enter a hindering or aquatic terrain square: +1 MP.

A character may not enter a square of blocking terrain or one occupied by another character; move through a wall or off the game board (unless specified in the adventure); or enter a square if he doesn't have the MPs to do so.

A character cannot move diagonally between 2 squares occupied by characters or blocking terrain.

### Movement and control zones

A character who enters an enemy's **control zone** must stop – his movement is over for this phase and he can neither turn nor continue moving. He is free to attack or use an Action skill if he hasn't already taken an action.

A **shaken** character who begins his movement in an enemy's control zone can turn, but not move.

A **vigilant** character who begins his movement in an enemy's control zone can move normally, but becomes shaken at the end of his movement.

### Terrain types

**Clear terrain (eg. corridor, grassy area, stairs):** No symbol. Does not hinder movement, does not block LOS, and gives no cover against shooting.



**Hindering terrain (eg. furniture, flora, ruins):** Hinders movement, does not block LOS, and gives cover against shooting.



**Aquatic terrain (eg. small river, shallow pond):** Hinders movement, does not block LOS, and gives no cover against shooting.



**Blocking terrain (eg. monument, big boulder):** Blocks movement and LOS.

**Walls:** Red lines drawn between 2 squares. Blocks movement and LOS.

## COMBAT

Attacking is an action and is only possible if the character has not taken another action during his activation.

The character initiating combat is the **attacker** and uses his **Attack value**; the character being attacked is the **defender** and uses his **Defense value**.

A character can only attack an enemy who is in his **control zone**.

He is never forced to attack, but he must always defend if attacked.

### Combat resolution

1. The active player declares which character attacks which enemy.
2. The attacker announces the **inspiration dice and skills** he will use for the attack.
3. The defender announces the **inspiration dice and skills** he will use to defend himself.
4. The defender turns (if necessary), so that the attacker is now in his control zone.
5. The attacker and defender each roll a **d6 combat die**.
6. The attacker adds together his **Attack value**, the result of his combat roll and any bonuses.
7. The defender adds together his **Defense value**, the result of his combat die and any bonuses.
8. Whoever has the highest total wins the combat.

If the combat is won with a difference of 1 or 2 points, the losing character **retreats**.

If the combat is won with a difference of 3 points, the losing character becomes **shaken** and **retreats**. If the character had a die in reserve, it is lost.

If the combat is won with a difference of 4+ points, the losing character is **disabled** and removed from the game. If the character had a die in reserve, it is lost.

In case of a draw, the characters remain in contact.

A defending character is also active – by winning a combat he could disable his opponent, make him retreat, or even put him in the shaken state.

### Supporting characters

Characters may be **in support** in combat. They are not the ones attacking or being attacked, but as they have the enemy character in their control zone, they will influence the result of combat.

During a combat, **each friendly supporting character gives a +1 bonus to the combat die result**.

Supporting characters are not affected by the result of combat.

A character can benefit from support(s) in attack just as he can in defense.

A character can support in multiple fights in a single phase.

A character can both attack, and provide support in another fight, in the same phase.

### Attacking from behind

If the attacker makes *all* of his movement behind a line in front of and perpendicular to the defender's facing, the defender is **surprised**. The attacker adds **+1 to his combat die result as a bonus for attacking from behind**.

Regardless of whether a defender is attacked from behind or not, he gets a free turn so that the attacker now faces him (ie, the attacker is now in his control zone).

## SHOOTING

**Shooting** is an action, and is only possible if the character has not taken another action during his activation.

The character making the ranged attack is the **shooter**. The person he is aiming at is the **target**.

To shoot, a character must use a ranged attack skill, indicated by the **Shot** descriptor. Range and value of the shot is as described. The target uses his Defense value.

The shooter must not be in an enemy's control zone, the target must be in the shooter's **field of vision** (all squares on the other side of a line in front of and perpendicular to his facing) and in range, and **LOS** must not be blocked.

### Line of Sight (LOS)

The LOS is an imaginary line between the center of the shooter's square and the center of the target's square.

LOS is blocked by walls, blocking terrain squares and squares containing characters other than the target.

A LOS going diagonally between two occupied squares or blocking terrain squares is considered blocked.

Each **hindering terrain** square crossed by the LOS adds +1 to the target's die roll (ignore a square of hindering terrain the shooter is occupying). A LOS going diagonally between 2 hindering terrain squares also adds +1 to the target's die roll.

### Range

The range of a ranged attack is expressed in squares. To shoot, the target must be in the weapon's range.

### Shooting resolution

1. The player announces which character is shooting at whom.
2. The shooter announces which **inspiration dice and skills** he is using to shoot at the target.
3. The target announces which **inspiration dice and skills** he will use to defend against the ranged attack.
4. The shooting character **rolls a d6 and adds his Shooting value** and any bonuses.
5. The target **rolls a d6 and adds his Defense value** and any bonuses.
6. If the shooter wins by 1 or 2 points, the target turns around (if necessary) to have the shooter in his field of vision, then **retreats**.

If the shooter wins by 3 points, the target turns around (if necessary) to have the shooter in his field of vision, then becomes **shaken** and **retreats**. If the target had a die in reserve, the die is lost.

If the shooter wins by 4+ points, the target is **disabled** and removed from the game.

In any other case, the shot has no effect and the target does not turn around.

## RETREAT

**Retreating** is a mandatory movement. A character forced to retreat must retreat into his retreat zone. He selects a square from the 3 possible retreat squares behind him, and does not change his facing.

A character who is forced to retreat, but is unable to do so automatically becomes **shaken**.

If forced to retreat into aquatic or hindering terrain he automatically becomes shaken. If he is in aquatic or hindering terrain and is forced to retreat into clear terrain, he does not become shaken.

A character who is forced to retreat into an enemy's control zone automatically becomes shaken.

A shaken character who becomes shaken again because of a difficult or impossible retreat is **disabled**.

### Vigilant/Shaken

#### Each profile card has two sides:

A blue side, showing the character in a **vigilant** state.

A red side, showing the character when **shaken**.

A vigilant character who becomes shaken turns his profile card over, red side up. If he had an inspiration die in reserve, it is lost.

A character who is shaken, and for some reason becomes shaken again is disabled and removed from the game.

A shaken character who wants to become vigilant again must succeed at a Willpower test. **This is an action**. If the test is successful, the card is turned blue side up. If he had an inspiration die in reserve, the die is lost. If the test fails, the character stays shaken. In any case, the character has taken his action and cannot do anything more during his activation.

A character who is shaken cannot become vigilant again if he is in an enemy's control zone.

### Testing Willpower

A character testing his willpower rolls a d6 and must roll lower than or equal to his Willpower stat. He may use an appropriate skill or use a Water die to add +1 to his willpower value.

Testing your willpower to return to a vigilant state is an action. Testing your willpower in other circumstances (eg, to attack a fearsome foe or to resist magic), is not an action.

## WINNING THE GAME

The game ends as soon as a band has lost 12 **Zeni** (add the value of the characters to that of their equipment). The band who inflicted the losses wins the game.

If you are playing with a budget of 12 Zeni, the game ends as soon as a band has lost 8 Zeni.

## THE KAMI

### RECRUITING A SORCERER

A band may only recruit a single sorcerer.

### SKILLS

#### Sorcerer Skill

The sorcerer cannot re-roll inspiration dice which were used this phase, or put in reserve. Once rolled, the new results replace the previous ones and are used normally.

#### Summoning Skill

The sorcerer cannot use this skill if he is in an enemy's control zone, or if his band already contains a Kami.

The inspiration die result determines the Kami summoned:



Summons the Kami of **Fire**.



Summons the Kami of **Earth**.



Summons the Kami of **Water**.



Summons the Kami of **Air**.



The prayer has **no effect**.

If summoned by a Demon Hunter sorcerer, it appears in its celestial form (black background).

If summoned by an Evil Creature sorcerer, it appears in its celestial form (grey background).

If the summoned Kami is already controlled by the enemy band, it leaves that band and joins that of the sorcerer who just summoned it.

When a Kami is summoned, put the token on a square adjacent to the sorcerer (that is not hindering terrain or occupied) with a facing of his choice. The Kami is considered already activated. Add the Kami's profile card to the appropriate band.

If the summoning sorcerer is disabled, the Kami is unactivated.

### ACTIVATING A KAMI

Kami fight, move and are activated normally. Their facing is indicated by a red dot.

Their profile cards do not have a shaken side. One side is the Kami in its celestial form, the other in its corrupted form.

If a Kami is shaken or disabled, it disappears. It can be summoned again. Its loss grants no Zeni to the opponent.

A Kami cannot use inspiration dice to increase its characteristics, or hold any in reserve.

#### Skills

All Kami have the Influence skill and a major skill tied to their element (shaken enemies who fail the skill resistance test are disabled).

After a Kami uses its major skill its token is removed from the board and its profile card leaves the band.

It can be summoned again.

#### Resistance Tests

To resist the Kami, characters must test their Attack, Defense, Movement or Willpower.

To succeed, roll a result equal to or less than the characteristic on a 6-sided die.

The character can use a skill or inspiration die to add +1 to his characteristic.

### DOOR TOKENS

Door tokens may be used either to make the floor tiles more modular, by placing an open door token on a wall between two tiles, or to close openings. A closed door acts like a wall.

A character who wants to open a door must face it at the *beginning* of its activation. It can open the door, removing the door token, and then be activated normally.

A door, once opened, cannot be closed.

### PLAYING WITHOUT A SCENARIO

Each player rolls a 6-sided die. The highest roller is Player A and the other is Player B.

#### 1. Compose the Bands

Place the character profile cards and the equipment cards faceup on the table.

Player A chooses one, then Player B, and so on in alternate order, until both bands reach a total of 18 Zeni. Band composition rules remain unchanged.

Then each player adds a free equipment card to his band.

#### 2. Construct the Board

Player A chooses and places a map tile, then Player B, and so on in alternate order, until a square game board is made.

#### 3. Choose the Scenario Card

Player A draws a scenario card and reads it aloud. The effects are applied to both bands.

#### 4. Deploy the Bands

Player A chooses a side of the board as a deployment zone and his opponent has the opposite side.

Starting with Player A, players deploy their characters in order on the first row of squares on their board edge.

#### 5. Play

Player A begins the game.

The game lasts 6 turns. Each character disabled earns the opponent its value in Zeni (the value of any equipment is included). Some cards change the victory conditions. At the end of the game, players count the Zeni earned to determine the winner.

### PLAYING A CAMPAIGN

After an adventure, equipment cards used are lost. Each character chooses an action:

**Heal** If disabled or shaken, check the Heal table.

**Pray** If vigilant, consult the Honors table.

**Seek** If vigilant, search the board. Draw 3 equipment cards and keep one. If the character cannot use any of the 3, draw 3 cards again. If the character already had equipment, choose which equipment card (between the new one and the old one) he will keep.

#### Heal

Roll a 6-sided die to determine the state the character will be in at the start of the next adventure:

	1	1-4	5-6
<i>Disabled</i>	Dead*	Shaken	Vigilant
<i>Shaken</i>	Shaken	Vigilant	Vigilant

\***Dead**: the character is replaced by one or more characters of equivalent value (equipment included). If the character was Unique, it cannot be recruited for the remainder of the campaign.

#### Honors

Roll an inspiration die:



**Experienced**: the character can re-roll its combat die but must keep the second die.



**Determined**: the character stays vigilant if it was supposed to become shaken after an attack.



**Skillful**: the character adds +3 to its Movement value.



**Courageous**: the character does not need to roll a die, it automatically succeeds its Willpower test.



The prayer remains **unanswered**.

An honor is represented by the appropriate token next to the character's profile card.

An honor is lost if it is used or the character is disabled. A character may only have one honor at a time. If a character already has an honor, it chooses which of the two it keeps.