

## J. EQUIPMENT

<input checked="" type="checkbox"/>	<b>Ninjato</b> +1 COMBAT	C
<input type="checkbox"/>	<b>Shuriken</b> REROLL 1 DICE	C
<input type="checkbox"/>	<b>Crossbow</b> +2 COMBAT	C
<input type="checkbox"/>	<b>Blowgun</b> +/-1 TO ANY ROLL	C
<input type="checkbox"/>	<b>Smoke Bomb</b> CANCEL ALERTED/STARTLED	C
<input type="checkbox"/>	<b>Sai</b> +2 COMBAT	U
<input type="checkbox"/>	<b>Shuko Claws</b> REROLL 1 DICE	U
<input type="checkbox"/>	<b>Manriki Chain</b> CANCEL ALERTED/STARTLED	U
<input type="checkbox"/>	<b>Shoge Hook</b> +/-2 TO ANY ROLL	R
<input type="checkbox"/>	<b>Iron Fan</b> CANCEL 1 DAMAGE	R
<input type="checkbox"/>	<b>Bow</b> +2 COMBAT	R
<input type="checkbox"/>	<b>Poison Dart</b> +/-3 TO ANY ROLL	E
<input type="checkbox"/>	<b>Kusari Gama</b> -2 BODYGUARDS	E
<input type="checkbox"/>	<b>Blinding Powder</b> REROLL 1 DICE	E
<input type="checkbox"/>	<b>Chain Mail</b> CANCEL 1 DAMAGE	L
<input type="checkbox"/>	<b>Kunai Blade</b> INSTANT STEALTH KILL	L
<input type="checkbox"/>	<b>Chained Kama</b> -4 BODYGUARDS	L

INFLUENCE	<b>Charm</b> +1✓+2○+3○ CHARM VS VIGILANCE
	<b>Poison</b> ○ ERASE OCCUPANT
	<b>Bribe</b> ○ DROP HOARD (≤V6)
TRAP	<b>Snare</b> ○ SILENT KILL
	<b>Lure</b> ○ LURE NEAREST
	<b>Decoy</b> ○ ENGAGE GUARD

## QUICK PLAY

### PHASE 1

1. CHOOSE ENTRY
2. ROOM SHAPE/ADDITIONAL DOORS/OCCUPANTS
3. DETERMINE VIGILANCE
4. USE INFLUENCE/TRAP
5. CHECK ROOM COUNT/INNER SANCTUM

## YOU WILL NEED:

1 PENCIL, 1 ERASER, 1 PEN, 4 D6 DICE  
PLAYTIME: 10-20 MINUTES PER CONTRACT

## HOW TO PLAY:

### PHASE 1: Reconnaissance

Infiltrate the stronghold in disguise. Gather information. Forge your path.

1. **Entry:** Choose an Entry/Exit Point (◀▶).
2. **Room Shape:** Roll 2D6. Consult A. Room Shape on the Contract sheet. Draw the required shape on free grid blocks in whatever orientation you see fit.
3. **Additional Doors:** Roll 2D6. Consult B. Additional Doors on the Contract sheet. Add a number of Doors and Closets as required. 2 or more Doors may not be on the same wall (this does not apply to Closets). Closets can be used to HIDE in during Phase 3.
4. **Occupants:** Roll 2D6. Consult C. Occupants on the Contract sheet. Add a Guard (write a G), Courtesan (write a C) or Hoard (write a H).
5. **Determine Vigilance:** Roll 2D6. This is the VIGILANCE level of the Guard or Courtesan. Write this number next to the G or C.

Use INFLUENCE or TRAPS to aid in fulfilling your contract.

**INFLUENCE:** On encountering a Guard, you **MUST** prevent them from becoming suspicious by using Charm, Poison or Bribe. On encountering a Courtesan, you **MAY** prevent them from becoming suspicious by using Charm, Poison or Bribe. (see below). You do not need to use INFLUENCE when encountering a Guard or Courtesan.

**TRAPS:** These can only be deployed in rooms with no Guard or Courtesan.

Now return to step 2 and repeat for the number of rooms as specified by G. Room Count on the Contract sheet. This number includes the INNER SANCTUM.

The INNER SANCTUM contains the F. Target and is always a 3x3 grid. It is placed after a number of rooms as specified by H. Inner Sanctum on the Contract sheet, and never on an Entry/Exit Point (◀▶). You may not enter this room during Phase 1. Place a T (followed by the Target's VIGILANCE and HP) in the centre block, surrounded by the number of Bodyguards as specified by F. Target on the Contract sheet. Each Bodyguard has 1 VIGILANCE and 1HP (write B1 for each Bodyguard).

**INFLUENCE** Use on any qualifying Guard or Courtesan.

### CHARM

Roll 2D6. This value is your CHARM level. If it is equal to or higher than the total VIGILANCE of any Guards or Courtesans, you have succeeded.

✓ If Charmed successfully, Courtesans will assist you by leaving a Hoard for later collection (erase the C and write a H).

✗ If unsuccessful, Courtesans will alert a guard to your presence (erase the C and write a G).

✓ If Charmed successfully, Guards will allow you to pass.

✗ If unsuccessful, Guards gain +1 VIGILANCE.

### POISON

Exhaust this item to administer a delayed action toxin. Erase either G or C.

### BRIBE

Exhaust this item to buy the temporary loyalty of a Guard or Courtesan. Erase either G or C and replace it with a H. Note: BRIBE can only be used on Guards or Courtesans of total VIGILANCE 6 or lower.

## PHASE 2

1. ADD ITEMS FROM INVENTORY TO EQUIPMENT

## PHASE 3

1. CHOOSE ENTRY/PLACE ASSASSIN DICE
2. STEALTH STEALTH KILL COMBAT SEARCH
3. RESOLVE RESULTS
4. MOVE 1 ROOM

## CLOSING THE CONTRACT

1. STEALTH
2. RESOLVE RESULTS
3. REACH EXIT
4. COLLECT PAYMENT

## UNSPENT GOLD

○

△

○

△

## RETIREMENT GOLD

○

## UNSPENT XP

△

PLACE Contract HERE

**TRAP** Deploy only in a room with no Guard or Courtesan.

### SNARE

If an opponent enters a room with a Snare, they are immediately eliminated.

### LURE

At the start of Phase 3, one of the nearest Guards or Courtesans in an adjacent room is drawn to a room containing a Lure.

### DECOY

At the start of Phase 3, one of the nearest Guards in an adjacent room is drawn to a room containing a Decoy and is immediately engaged with it, ignoring all else.

Phase 1 can be ended at any time.



If at any time E. Noise reaches the same value as V, you have been detected and your mission is over.

## PHASE 2: Planning

Suit up.

Select from purchased items in K. Inventory and add them to J. Equipment. You may purchase as many items as you can afford. The number of items that can be carried in J. Equipment is determined by L. Assassin Level. This level can be increased by spending XP earned from completed Contracts. Unticked items must be purchased with Gold earned from completed Contracts.

NOTE: NINJATO IS A MANDATORY ITEM.

## PHASE 3: Execution

The time for action has come. Earn your fee or die trying.

1. Enter through any Entry/Exit Point (◀▶) contained in a room. Place a dice representing your ASSASSIN in the room with 6 pips face up - these are your Hit Points (HP). If ever you are reduced to 1HP and take more damage, you are killed.
2. If the room contains Guards (G) or Courtesans (C), you **MUST** attempt STEALTH (see below). If successful, you may sneak past to the next room OR risk a STEALTH KILL. If STEALTH or STEALTH KILL are failed, the Guards are ALERTED or the Courtesans are STARTLED (see below).
3. If the room contains a Hoard (H), you may attempt a SEARCH (see below).

If you reach the INNER SANCTUM, advance to CLOSING THE CONTRACT.

### STEALTH

Roll your first dice from a pool of 3.

✓ If your total matches the total opponent's VIGILANCE, you have succeeded.

✗ If your total is higher than their total VIGILANCE, you have failed.

If your total is lower than their total VIGILANCE, you may roll your second dice and add the result to your total, and so on with your third dice.

Equipment may be used at any time.

Any shortfall in matching the opponent's total VIGILANCE can be filled by adding that number of points to E. Noise on the Contract sheet.

### STEALTH KILL

After a successfully performing STEALTH, you may attempt to immediately defeat them with a STEALTH KILL by rolling 2D6 equal to or higher than the opponent's total VIGILANCE. Equipment may be used to boost your result only BEFORE you roll.

STEALTH requires 3 DICE.  
Everything else requires 2.

**ALERTED** - add 1 point to E. Noise

An ALERTED Guard engages immediately when you are in the same room, disregarding STEALTH. You may choose to use Equipment only BEFORE starting combat.

**COMBAT:** roll 2D6 to determine your COMBAT level. Compare this level to the Guard's VIGILANCE level. The higher total wins the Turn, the lower loses 1HP. Equal totals are rerolled. NOTE: All Guards/Courtesans have 1HP.

You may EVADE by removing 1HP and moving into an adjacent room. Any engaged Guard will follow you but if that room contains a Closet, you may HIDE and then perform STEALTH followed by an attempted STEALTH KILL.

**STARTLED** - add 1 point to E. Noise

A STARTLED Courtesan moves 1 room towards the INNER SANCTUM. If that room contains Guards, those Guards becomes ALERTED. If that room contains Courtesans, those Courtesans too becomes STARTLED. If you enter a room that contains STARTLED Courtesans, you may attempt STEALTH followed by an attempted STEALTH KILL before engaging any Guards. Any Courtesans that reach the INNER SANCTUM cause the Bodyguards to become ALERTED, and add 1 point each to the VIGILANCE total of the room.

### SEARCH

Roll 2D6. Consult D. Hoard on the Contract sheet. You may choose 1 item of that tier (Common, Uncommon etc.) to add to your current J. Equipment, discarding an equipped item if you would be over the item limit, or add it to K. Inventory for free. Erase (H) when the search is complete.

## CLOSING THE CONTRACT

On reaching the INNER SANCTUM, perform STEALTH against the total VIGILANCE of the room.

If successful, you may attempt a STEALTH KILL. If this is successful, remove 1HP from everyone in the room including the Target (T). Strike from the shadows by attempting STEALTH and STEALTH KILL to eliminate the Target. If ALERTED, the Target engages COMBAT. Reach an Entry/Exit Point (◀▶) to close the contract.

If unsuccessful, all Bodyguards become ALERTED. Engage COMBAT against the total VIGILANCE of the room. Erase one B1 after each successful turn, and use the new total VIGILANCE for the next COMBAT turn. If you survive, engage the Target. Reach an Entry/Exit Point (◀▶) to close the contract.

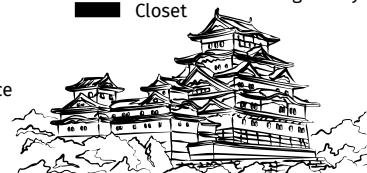
Claim rewards as specified in I. Payment. Add earned Gold and XP to K. Inventory and L. Assassin Level as you see fit. Permanent additions can be added with a pen. Make a note of unspent Gold and XP in the boxes above. All items and levels are carried forward to future contracts.

## KEY

- T Target
- B Bodyguard
- G Guard
- C Courtesan
- H Hoard
- S Snare
- L Lure
- D Decoy
- V Vigilance

- Item Uses
- Gold
- △ XP
- Door
- Closet

- ITEM TIERS
- C Common
- U Uncommon
- R Rare
- E Epic
- L Legendary



## K. INVENTORY

<input checked="" type="checkbox"/>	<b>Ninjato</b> +1 COMBAT	C
<input checked="" type="checkbox"/>	<b>Shuriken</b> REROLL 1 DICE	C
<input checked="" type="checkbox"/>	<b>Crossbow</b> +2 COMBAT	C
<input checked="" type="checkbox"/>	<b>Blowgun</b> +/-1 TO ANY ROLL	C
<input checked="" type="checkbox"/>	<b>Smoke Bomb</b> CANCEL ALERTED/STARTLED	C
<input type="checkbox"/>	<b>Sai</b> +2 COMBAT	U
<input type="checkbox"/>	<b>Shuko Claws</b> REROLL 1 DICE	U
<input type="checkbox"/>	<b>Manriki Chain</b> CANCEL ALERTED/STARTLED	U
<input type="checkbox"/>	<b>Shoge Hook</b> +/-2 TO ANY ROLL	R
<input type="checkbox"/>	<b>Iron Fan</b> CANCEL 1 DAMAGE	R
<input type="checkbox"/>	<b>Bow</b> +2 COMBAT	R
<input type="checkbox"/>	<b>Poison Dart</b> +/-3 TO ANY ROLL	E
<input type="checkbox"/>	<b>Kusari Gama</b> -2 BODYGUARDS	E
<input type="checkbox"/>	<b>Blinding Powder</b> REROLL 1 DICE	E
<input type="checkbox"/>	<b>Chain Mail</b> CANCEL 1 DAMAGE	L
<input type="checkbox"/>	<b>Kunai Blade</b> INSTANT STEALTH KILL	L
<input type="checkbox"/>	<b>Chained Kama</b> -4 BODYGUARDS	L

## L. ASSASSIN LEVEL

<input checked="" type="checkbox"/>	<b>1<sup>ST</sup> DAN</b> Carry 4 items	
<input type="checkbox"/>	<b>2<sup>ND</sup> DAN</b> Carry 5 items	△
<input type="checkbox"/>	<b>3<sup>RD</sup> DAN</b> Add 1 ○ to any item OR +1 Charm	△△
<input type="checkbox"/>	<b>4<sup>TH</sup> DAN</b> Carry 6 items	△△△
<input type="checkbox"/>	<b>5<sup>TH</sup> DAN</b> Add 1 ○ to any item OR +1 Charm	△△△△
<input type="checkbox"/>	<b>6<sup>TH</sup> DAN</b> Carry 7 items	△△△△△

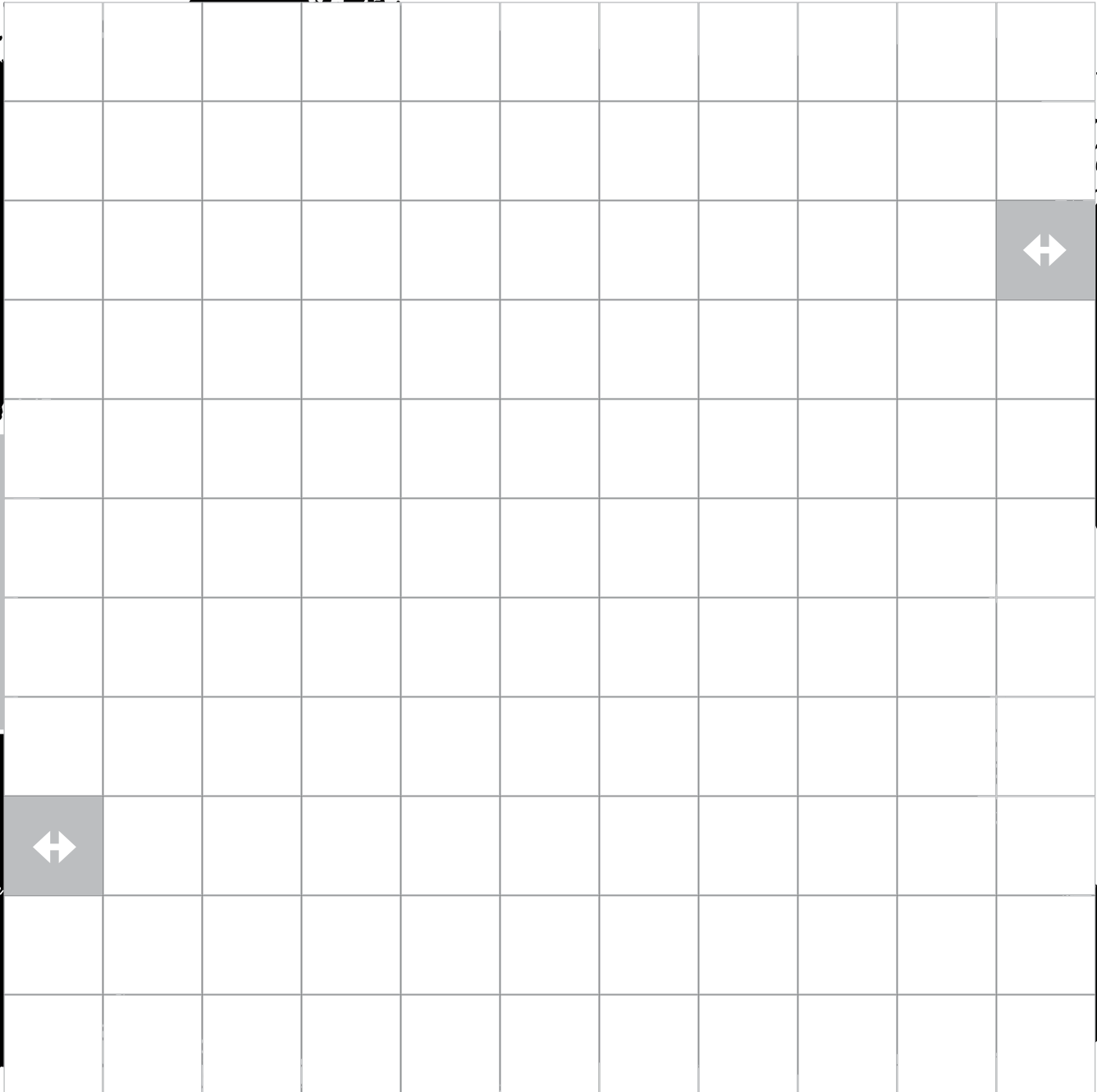
Infiltrate. Assassinate. Escape.

# BLADE IN THE DARK

Contract One

DIFFICULTY: Easy

PHASE 1 ONLY



## A. ROOM SHAPE

2-4	■ ■ ■
5-7	■ ■ ■
8-10	■ ■ ■
11-12	■ ■ ■

## F. TARGET

**Nakamura** A wealthy merchant who has been neglecting to pay his suppliers.

VIGILANCE 4 HP 3

BODYGUARDS 2

## B. ADDITIONAL DOORS C. OCCUPANTS

2-4	1 DOOR
5-7	2 DOORS
8-10	2 DOORS*
11-12	3 DOORS*

\*1 may be a Closet

2-3	HOARD
4-6	GUARD
7-9	COURTESAN
10-12	-

## G. ROOM COUNT

7 (including INNER SANCTUM)

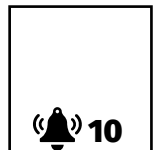
## H. INNER SANCTUM

After 4th room is placed.

## D. HOARD

2-4	RARE
5-7	REFILL 1○
8-10	UNCOMMON
11-12	1 GOLD

## E. NOISE



## I. PAYMENT

TARGET ELIMINATED:	1 GOLD	<input type="checkbox"/>
UNDETECTED BONUS:	1 GOLD	<input type="checkbox"/>
SNARE A GUARD:	1 GOLD	<input type="checkbox"/>
CONTRACT CLOSED:	1 XP	<input type="checkbox"/>



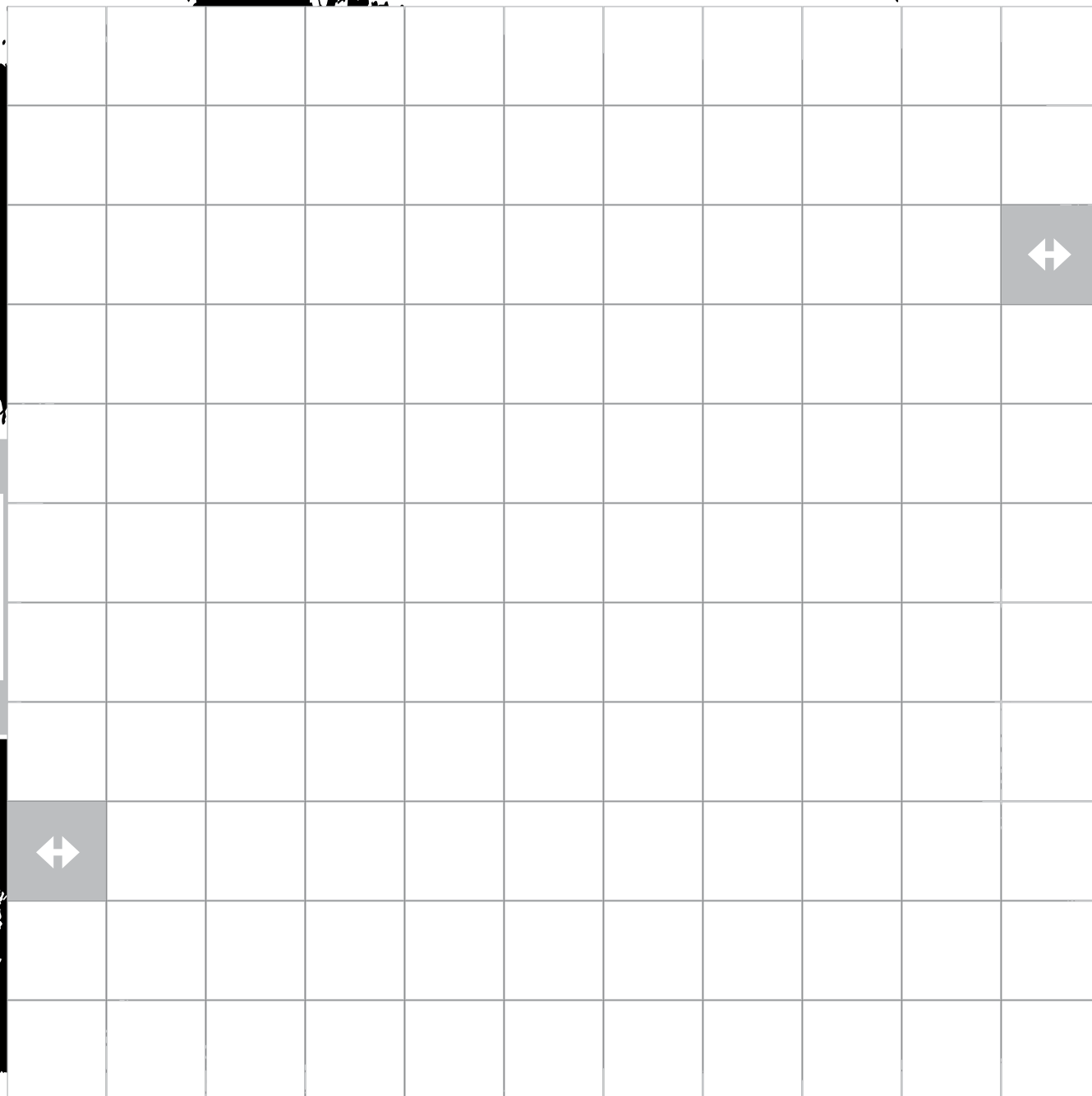
Infiltrate. Assassinate. Escape.

# BLADE IN THE DARK

Contract Two

DIFFICULTY: Easy

PHASE 1 ONLY



## A. ROOM SHAPE

2-4	■ ■ ■
5-7	■ ■ ■ ■ ■ ■
8-10	■ ■ ■ ■ ■ ■ ■ ■ ■
11-12	■ ■ ■ ■ ■ ■ ■ ■ ■

## F. TARGET

**Tanaka** A money lender who took revenge on the wrong person.  
VIGILANCE 5 HP 4  
BODYGUARDS 2

## B. ADDITIONAL DOORS C. OCCUPANTS

2-4	1 DOOR
5-7	2 DOORS
8-10	2 DOORS*
11-12	3 DOORS*

\*1 may be a Closet

2-3	HOARD
4-7	GUARD
8-10	COURTESAN
11-12	-

## G. ROOM COUNT

8 (including INNER SANCTUM)

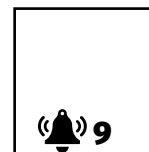
## H. INNER SANCTUM

After 5th room is placed.

## D. HOARD

2-4	RARE
5-7	REFILL 1○
8-10	UNCOMMON
11-12	1 GOLD

## E. NOISE



## I. PAYMENT

TARGET ELIMINATED: 2 GOLD ☐  
UNDETECTED BONUS: 1 GOLD ☐  
LURE AN OPPONENT: 1 GOLD ☐  
CONTRACT CLOSED: 2 XP ☐



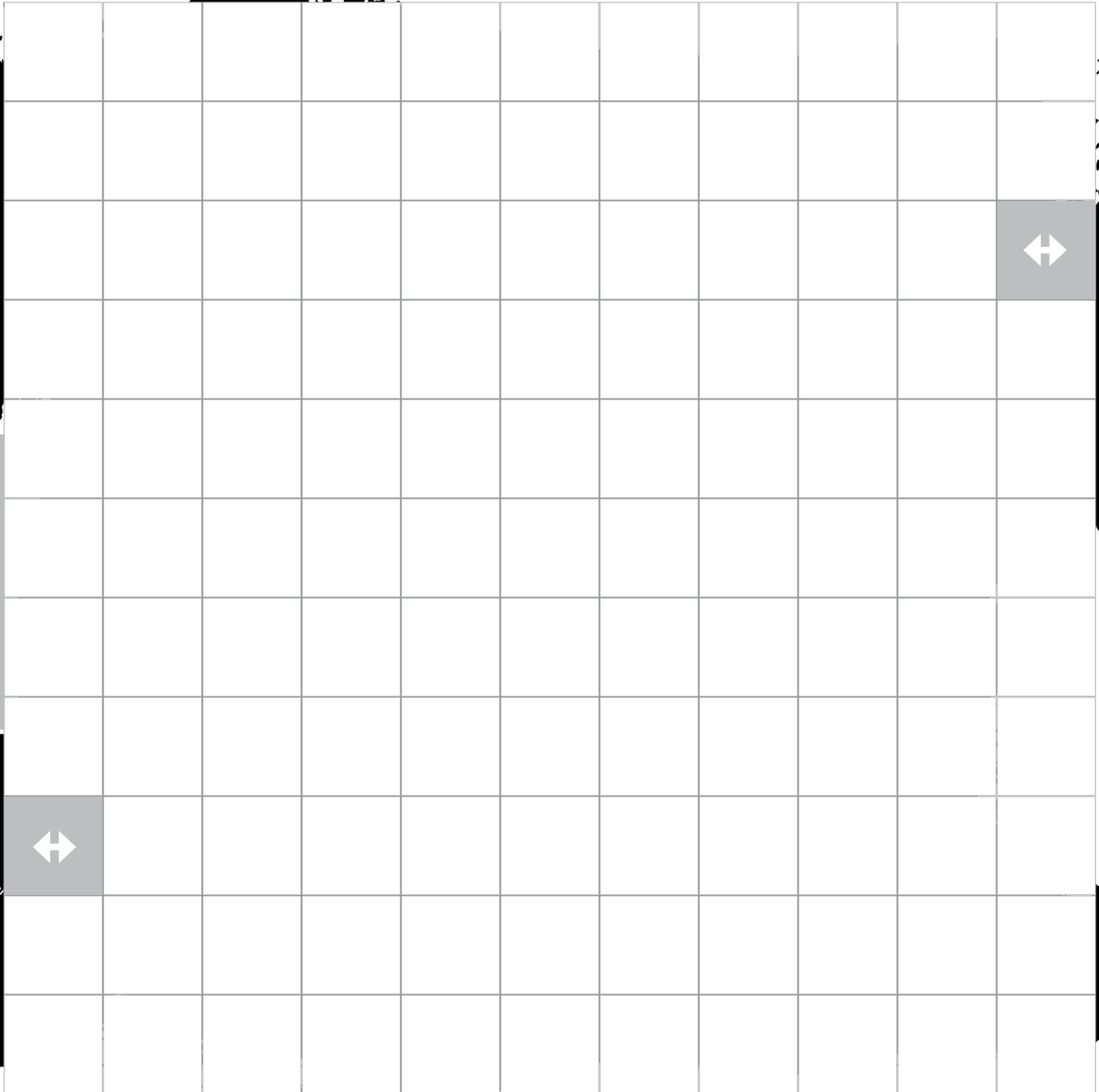
Infiltrate. Assassinate. Escape.

# BLADE IN THE DARK

Contract Three

DIFFICULTY: Medium

PHASE 1 ONLY



## A. ROOM SHAPE

2-4	
5-7	
8-10	
11-12	

## F. TARGET

Ito A politician and philanderer who has wronged his wife for the last time.

VIGILANCE 5 HP 4

BODYGUARDS 3

## B. ADDITIONAL DOORS C. OCCUPANTS

2-4	1 DOOR
5-7	2 DOORS
8-10	2 DOORS*
11-12	3 DOORS*

\*1 may be a Closet

2-3	HOARD
4-7	GUARD
8-10	COURTESAN
11-12	2 COURTESANS

## G. ROOM COUNT

9 (including INNER SANCTUM)

## H. INNER SANCTUM

After 6th room is placed.

## D. HOARD

2-4	EPIC
5-7	REFILL 1○
8-10	RARE
11-12	1 GOLD

## E. NOISE



## I. PAYMENT

TARGET ELIMINATED:	3 GOLD	<input type="checkbox"/>
UNDETECTED BONUS:	1 GOLD	<input type="checkbox"/>
DECOY A GUARD:	1 GOLD	<input type="checkbox"/>
CONTRACT CLOSED:	3 XP	<input type="checkbox"/>



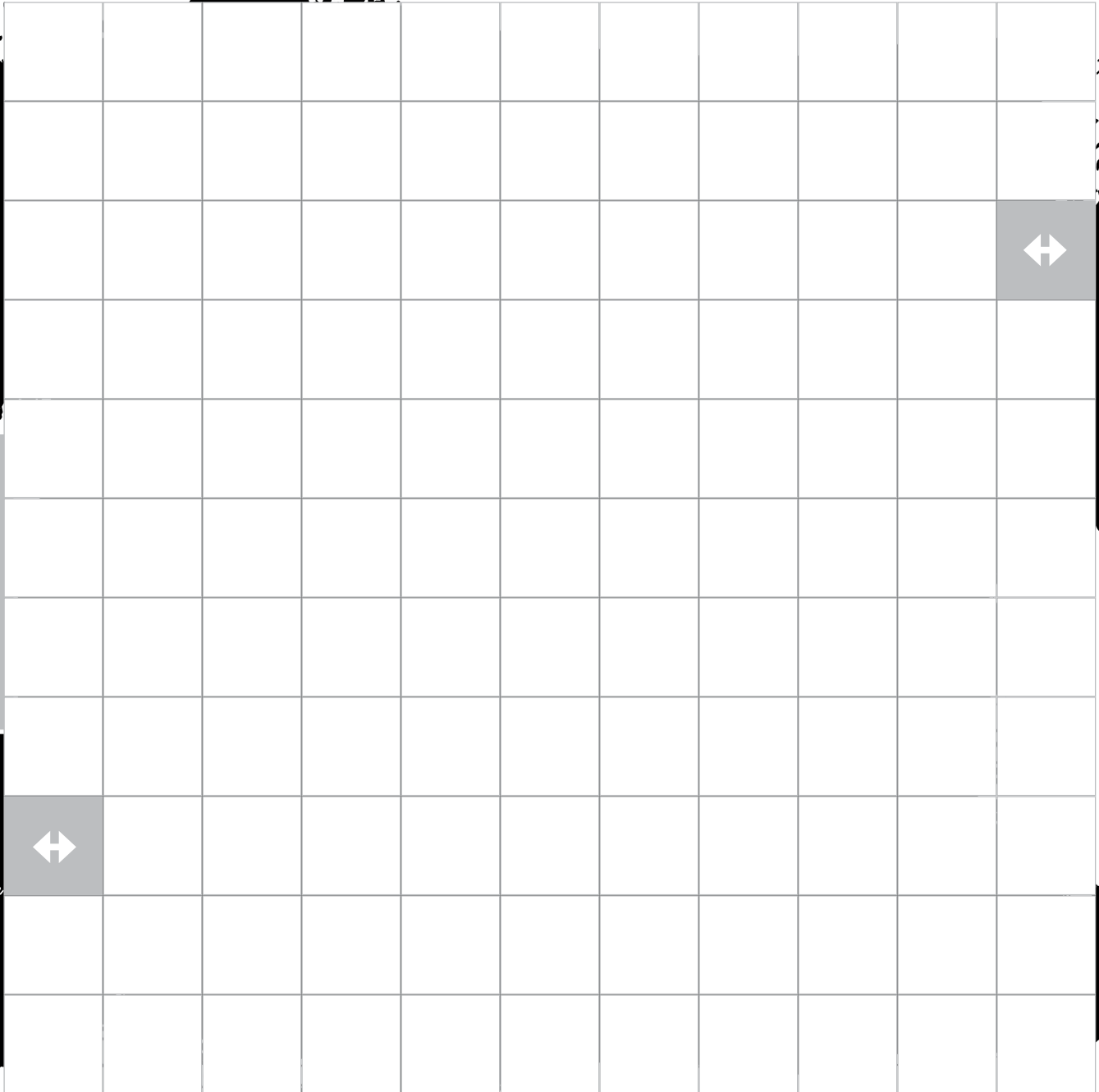


Infiltrate. Assassinate. Escape.

# BLADE IN THE DARK

Contract Four  
DIFFICULTY: Medium

PHASE 1 ONLY



## A. ROOM SHAPE

2-4	
5-7	
8-10	
11-12	

## F. TARGET

**Miyazaki** A daimyo whose ambition threatens to throw the region into war.  
VIGILANCE 5 HP 5  
BODYGUARDS 4

## B. ADDITIONAL DOORS C. OCCUPANTS

2-4	1 DOOR
5-7	2 DOORS
8-10	2 DOORS*
11-12	3 DOORS*

\*1 may be a Closet

2-3	HOARD
4-7	GUARD
8-10	COURTESAN
11-12	2 COURTESANS

## G. ROOM COUNT

**10** (including INNER SANCTUM) After 6th room is placed.

## H. INNER SANCTUM

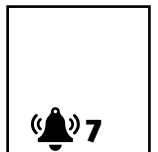
## D. HOARD

2-4	EPIC
5-7	REFILL 1○
8-10	RARE
11-12	1 GOLD

## I. PAYMENT

TARGET ELIMINATED: 4 GOLD ☐  
UNDETECTED BONUS: 1 GOLD ☐  
LURE AN OPPONENT: 1 GOLD ☐  
CONTRACT CLOSED: 4 XP ☐

## E. NOISE



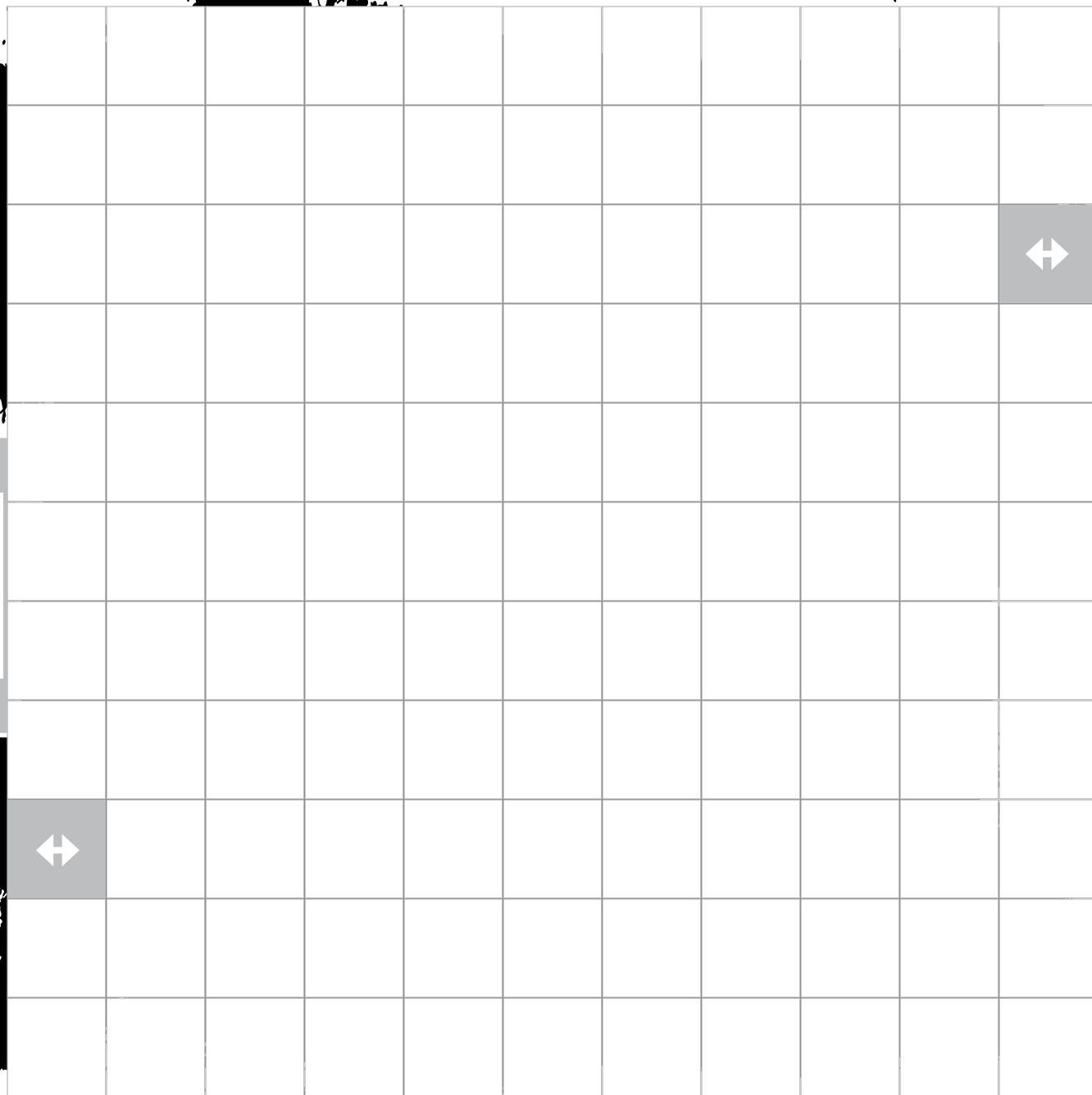
Infiltrate. Assassinate. Escape.

# BLADE IN THE DARK

Contract Five

DIFFICULTY: Hard

PHASE 1 ONLY



## A. ROOM SHAPE

2-4	■■■
5-7	■
8-10	■■
11-12	■■

## F. TARGET

**Sato** A bloodthirsty warlord with powerful political enemies and a fondness for inflicting torture.  
VIGILANCE 7 HP 6  
BODYGUARDS 3

## B. ADDITIONAL DOORS C. OCCUPANTS

2-4	1 DOOR
5-7	2 DOORS
8-10	2 DOORS*
11-12	3 DOORS*

\*1 may be a Closet

2-3	HOARD
4-6	GUARD
7-9	2 GUARDS
10-12	COURTESAN

## G. ROOM COUNT

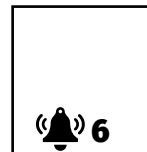
**11** (including INNER SANCTUM) After 8th room is placed.

## H. INNER SANCTUM

## D. HOARD

2-4	LEGENDARY
5-7	REFILL 1○
8-10	1 GOLD
11-12	2 GOLD

## E. NOISE



## I. PAYMENT

TARGET ELIMINATED: 5 GOLD ☐  
UNDETECTED BONUS: 1 GOLD ☐  
FIND LEGENDARY ITEM: 1 GOLD ☐  
CONTRACT CLOSED: 5 XP ☐



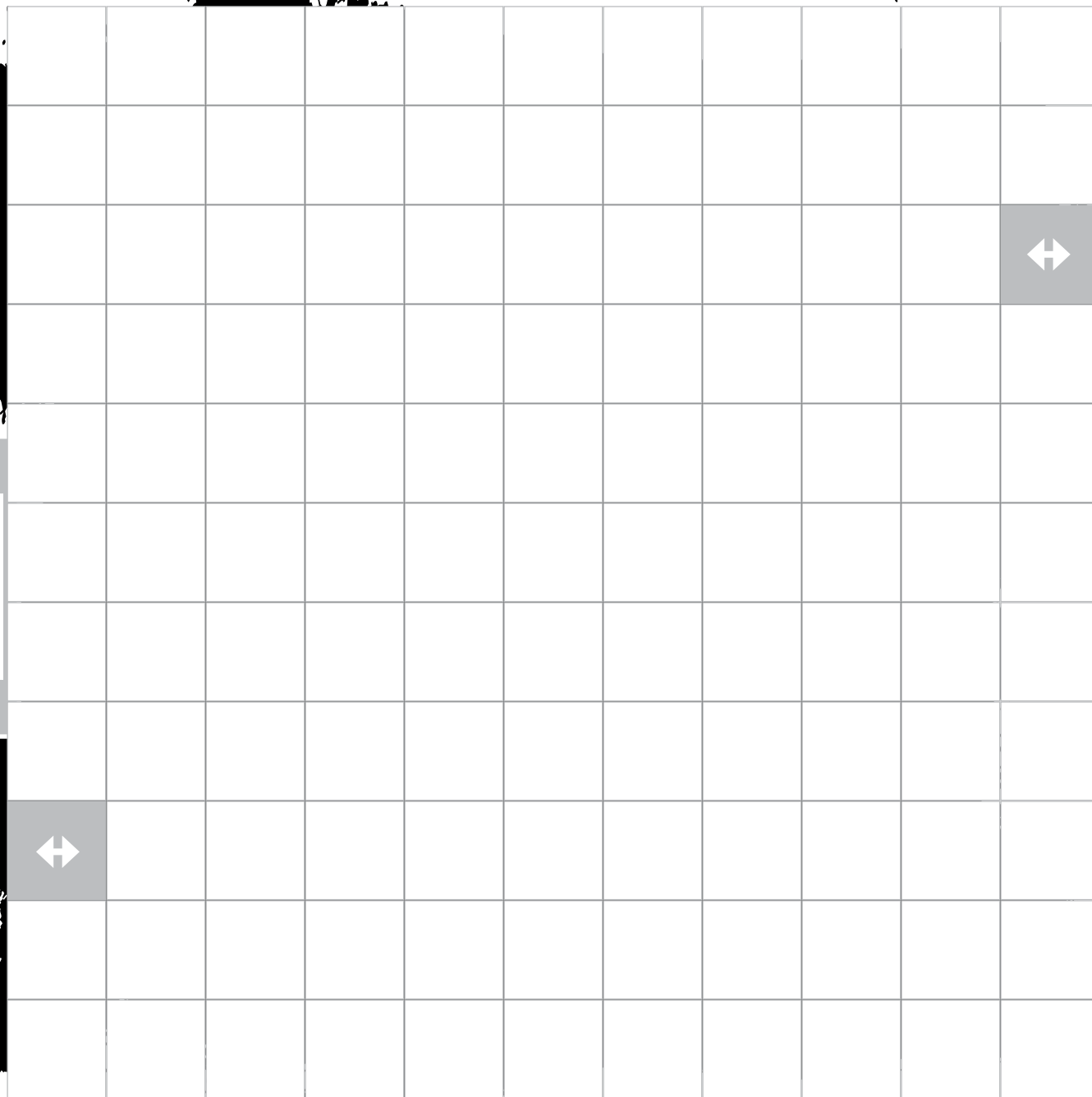
Infiltrate. Assassinate. Escape.

# BLADE IN THE DARK

Contract Six

DIFFICULTY: Hard

PHASE 1 ONLY



## A. ROOM SHAPE

2-4	■■■
5-7	■
8-10	■■
11-12	■■

## F. TARGET

**Emperor Fujita** Somebody wants to put a new man in charge. Fujita is old but cunning.  
VIGILANCE 8 HP 3  
BODYGUARDS 3

## B. ADDITIONAL DOORS C. OCCUPANTS

2-4	1 DOOR
5-7	2 DOORS
8-10	2 DOORS*
11-12	3 DOORS*

\*1 may be a Closet

2-3	GUARD
4-6	2 COURTESANS
7-9	2 GUARDS
10-12	COURTESAN

## G. ROOM COUNT

**12 (including INNER SANCTUM)**

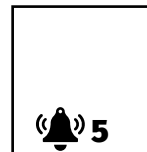
## H. INNER SANCTUM

After 10th room is placed.

## D. HOARD

2-4	LEGENDARY
5-7	REFILL 1○
8-10	1 GOLD
11-12	2 GOLD

## E. NOISE



## I. PAYMENT

TARGET ELIMINATED: 6 GOLD ☐  
UNDETECTED BONUS: 1 GOLD ☐  
FIND LEGENDARY ITEM: 1 GOLD ☐  
CONTRACT CLOSED: RETIRE  
COUNT GOLD

