

GENJI WAR

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History: As the age of peace and tranquility come to a close, two greater clans of Japan each propose a different candidate for the Chrysanthemum Throne. Old grudges reawaken and soon the Genji and Heike march to war.

Setup: Place a red Genji samurai on each space marked with an "R", and a white Heike samurai on each space marked with a "W". White always takes the first turn.

Turns: On your turn choose one of your samurai to either march or slash. A samurai may move exactly one space during a march, or exactly two spaces in one direction during a slash. To slash, an opposing samurai must be adjacent to your piece. That samurai is slain and removed from play after being moved over during a slash. Several other rules effect how a samurai must act. After moving a samurai, it becomes your opponent's turn to move a samurai. Play alternates in this fashion until a victor emerges.

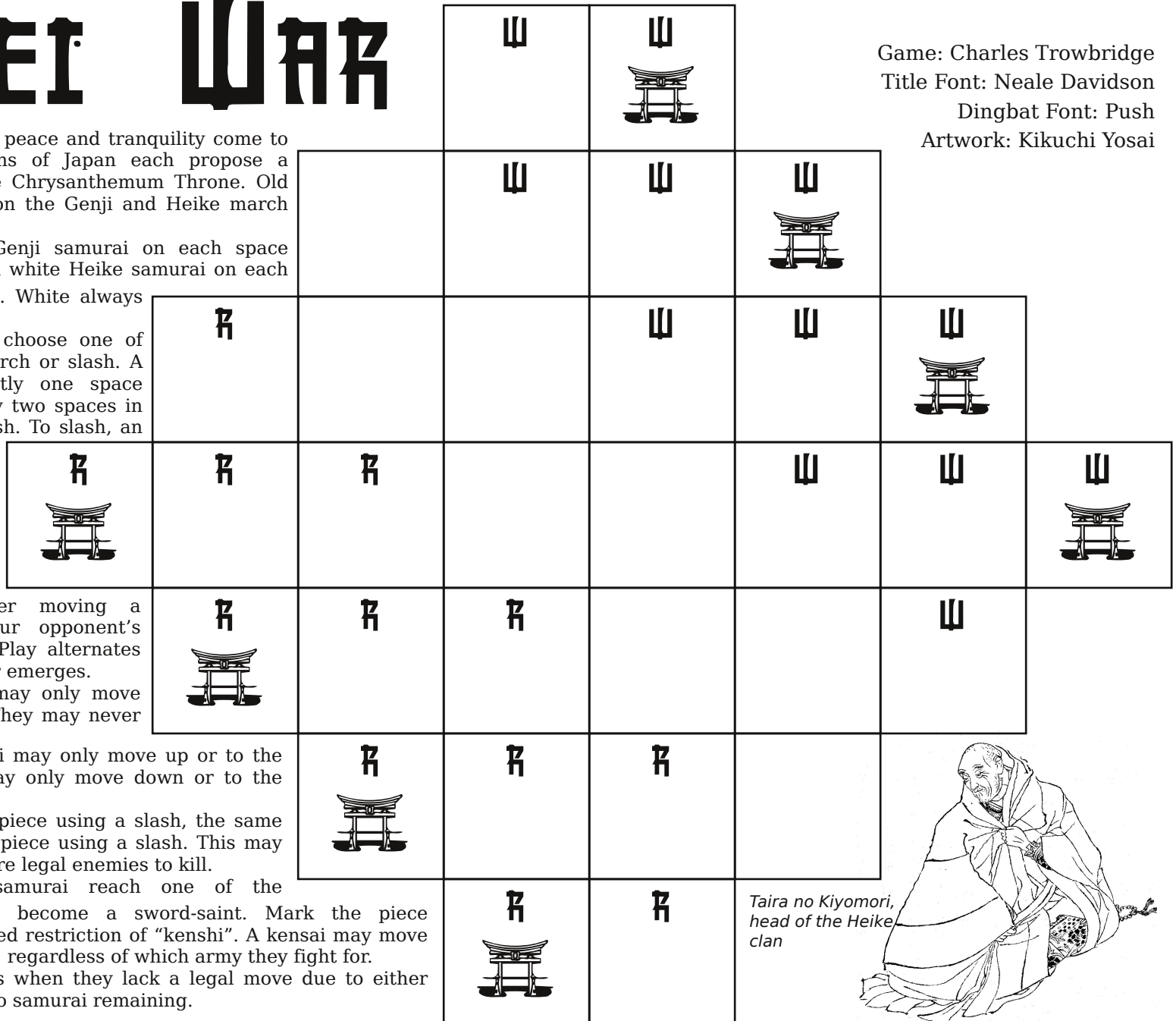
Four Winds: Pieces may only move in orthogonal directions. They may never move diagonally.

Kenshi: A red samurai may only move up or to the right. A white samurai may only move down or to the left.

Iaido: After slaying a piece using a slash, the same samurai may slay another piece using a slash. This may continue as long as there are legal enemies to kill.

Kensai: Should a samurai reach one of the opponent's temples, they become a sword-saint. Mark the piece appropriately. They are freed restriction of "kenshi". A kensai may move in any orthogonal direction, regardless of which army they fight for.

Victory: A player loses when they lack a legal move due to either the board state or having no samurai remaining.



Taira no Kiyomori,
 head of the Heike
 clan