

When playing Sengoku Monster Hunter you can add these two new possible encounters to your games. Written by Steve Danes. Enjoy!

## SHOGI PLAYER

Legend has it that a Shogi Master can sometimes be encountered wandering the desolate areas of the hunting grounds. When this monster marker is revealed, the Shogi player will be placed next to the nearest Hunter figure, for the rest of the turn the Hunter will engage with the Shogi player (even if in close combat). During this time the Hunter or Shogi figure cannot be harmed or interacted with in any way. Any game of Shogi is a chance to enhance tactical and strategic skills that can be applied in many situations.

The player will roll 1d6 for the hunter and 2d6 for the Shogi master to determine the result of the game. If the player scores lower than the combined score for the Shogi Master the Hunter loses the game and the player will gain one Insight (see below), if the player scores equal the game is drawn and the player will gain two Insights. If the player scores more (but not double or more) the Hunter wins the game and the player gains three insights. If the player scores double or more than the Shogi figure - the Hunter has utterly defeated the Shogi Master and the Hunter becomes the new Master. If this occurs the Hunter is lost as a character and the player will not be able to use this Hunter again.

The Insights (player will choose which to select):

- 1) **Command.** Hunter gains one free command action next turn and turn after that.
- 2) **Tactics.** The player will roll 2d6 instead of 1 when taking Monster Reactions Tests (and take the best result) next turn and the turn after.
- 3) **Strategy.** The player will roll 2d6 instead of 1 when taking Monster Marker Reactions Tests (and take the best result) next turn and the turn after.
- 4) **Fortitude.** The Hunter will gain 2 extra Wound capacity immediately, this will last only for the rest of the current scenario.
- 5) **Rewards.** The Hunter will immediately gain 2 Character Points.

Once the game of Shogi has been played the Shogi figure will be removed from play. If the Hunter becomes the new Shogi Master then both figures will be removed from play.



For the Sengoku miniature range and books please visit the [Alternative Armies website](#).

## NORIMONO PALANQUIN

The hunting grounds are lonely places that draw Hunters a long way from home. Some hunters speak with longing and fondness for a Norimono Palanquin and its sturdy bearers who have been known to appear at times of great need and carry a weary Hunter home.

When this Monster Marker is revealed the Norimono Palanquin will be placed next to the nearest Hunter figure that has no monsters within a distance of 6. If monsters are too close to all Hunters in the game the Palanquin will appear as soon as a Hunter becomes available (when there are no monsters within 6). The Palanquin will be moved when the Hunter moves and will stay within a distance of 2 from the Hunter. If a monster moves to within a distance of 6 to the Palanquin later in the game - the Palanquin will disappear and be removed from play for the rest of the game. If the Palanquin is still in play the player will be able to roll 3d6 and take the best results for Shock Tests and the Dark Place tests for Character Recovery and Permanent Harm.

During the game the Hunter can use the Palanquin once to make a rapid and safe move of up to 20, this takes no actions but the move must remain outside of 6 from all monsters. At the end of this move the Hunter will have to disembark from the Palanquin.

Shogi Player (113)	Norimono Palanquin (114)		
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SGF149 NORIMONO PALAQUIN WITH TWO BEARERS



SGF146 SHOGI PLAYER WITH BENCH

