

SENTINELS EXPANSION



JADE SENTINELS 11

Once there was a pact between humans and Sentinels: whenever the Oni appeared, the pandas would also return. Even though people feared the Sentinels as much as the Oni, the Sentinels never broke their vow. Today they no longer protect people, but life itself.

The Sentinels move in a flash across the board with the help of their portals, hunt the Oni and can even cloak themselves.



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This expansion can only be played with the basic game TSUKUYUMI - FULL MOON DOWN.

From the deep Jade forest come the Sentinels - guardians, who have protected the earth from the Oni since ancient times. Whenever the Oni show up, so do these panda warriors.

The Sentinels expansion brings the new faction of Sentinels into play, who win the game immediately when there are no more Oni on the field. The Sentinels are changing the game a lot and the players have to develop completely new strategies to adapt to this faction.

Take on the role of the Sentinels and liberate the world from the evil of the Oni!



3-5



12+



180 MIN

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WARNING! CHOKING HAZARD: Small Parts. Not suitable for children under 3 years of age.



SENTINELS - THE ETERNAL GUARDIANS

Raise your weapons and face the enemy. They have returned and so have we. What was once the ocean is now our battlefield, the fight is our fate and victory is our destiny.

NOTE! This faction changes the way that other factions play the game. All players should be made aware that the Sentinels do not conquer areas BUT get victory points by destroying the Oni. The Jade Sentinels win the game immediately when there are no more Oni on the board.

Notes on the Sentinels

Portals and Movement

Only *Sentinel* units may use portals. If you gain control over the movement of units of other factions (for example through an event card), these units may not use portals.

If a *Sentinel* moves to a portal or between two portals, this movement is always free.

Portals may also be used if the sentinels move due to a counter-attack or an event card.

★ Faction Effect and Portal Movement

Portals may not be moved over **BLOCKADES** and may not enter any of the 7 areas of the moon. Otherwise they are not restricted in their movements.

Portals are **markers** and not units. A Portal cannot use another portal or itself as a Portal for the movement.

★ Faction Effect and Cloaking

Cloaking markers used in the white phase cannot be reactivated in the same round, but may be reactivated in the course of refreshing the markers in the following round.

Cloaking

The positions of the *Sentinel* units are replaced by markers before the battle card is played. The attacker knows in advance if and how many *Sentinel* units can be attacked and may choose a counterattack.

Note that cloaking markers count as markers. Other factions or event cards can influence markers. If markers may be moved, the cloaking markers of the *Sentinels* can also be moved. If a *Sentinel* cloaking marker is removed (e.g. by the *Lords of the Lost Sea* faction effect) or its effect is suppressed (e.g. by the *Cybersamurai's Rocket Attack*), the cloaking marker is immediately replaced by the unit and the cloaking marker is turned to its inactive side.

Placing New Portals

If new portals are bought for 1 **Production point**, it may be placed in any area of the game as long as this has at least 1 area distance from the moon. It must therefore not be placed on the moon or in an area bordering the moon. Remember that homezones do not count as areas. No portal can be placed there.

Placement of New Units

New *Sentinel* units must be placed in an area with a portal. Adjacent to an area with a portal is **NOT** allowed. If there is no portal left in the game, a new portal must first be placed before new units can be placed. Portals that have only been placed in this action may also be used for placing new units.



Kakurenbo

Kakurenbo has two *Cloaking markers*. After *Kakurenbo* has cloaked/uncloaked himself for the first time, he has another active *Cloak marker*. So he can cloak a second time in the same round. You always refresh both markers with the

★ Faction Effect action.

Explanations to the cards

Ritual Combat

If several Oni are killed in a fight, you receive 1 victory point for each Oni killed.

Surprise Attack

Note that you may only move a single *Sentinel* unit and you do not need any movement action to perform the associated movement. But as always, you cannot move after you have played the card. If a single *Sentinel* enters an area with more of your units, these units are not allowed to participate in this battle.

Additional Notes

The *Sentinels* are a **GAME CHANGING** faction and cannot be used in 2-player games. They do not have **Alternative Goals** or **Faction Events**.