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CONTENTS

Okko: Era of the Asagiri.....p.4	Movement.....p.17
- Object of the Game	- Terrain Types
- The Comic Book	- Walls
- Introduction	- Stairways
	- Movement Points
	- Restrictions
	- Movement and Control Zones
Game Contents.....p.6	Combat.....p.21
- The Game Board	- Attacker and Defender
- The Characters	- Resolution of Combat
- The Inspiration Dice	- Combat and Inspiration Dice
- The Profile Cards	- Combat and Skills
- The Stats	- Supporting Characters
- The Skills	- Attacking From Behind
- The Equipment Cards	
Gathering Your Band.....p.8	Shooting.....p.25
- Value of the Band	- Shooter and Target
- Equipment Cards	- Field of Vision
- The Civilians	- Line of Sight
- Alignment	- Firing Range
- Restrictions	- Resolution of the Shot
Starting a Game.....p.10	Retreat.....p.28
Game Turn.....p.11	Vigilant/Shaken.....p.29
Inspiration Dice.....p.12	- Being Shaken
Skills.....p.15	- Becoming Vigilant Again
Control Zone.....p.16	- Testing Willpower





1

Profile cards: these cards detail the stats and skills of the characters. When characters are shaken, their cards are flipped so the red side is visible.

2

Equipment cards: the equipment cards represent items you can give to your characters.

3

Game board: the game board is made up of four map tiles laid out in a square shape.

4

Characters: members of each band are represented by cutouts. The colored side shows which way the character is facing.

5

Six-sided dice: these dice are used in combat resolution.

6

Inspiration dice: they are rolled at the beginning of every phase. They are used when a character activates his skills.

7

Reserve dice: each character can keep an inspiration die in reserve on their profile card for later use.





OKKO, ERA OF THE ASAGIRI

Object of the Game

Okko, Era of the Asagiri, is a two player skirmish game played on a game board using characters, cards and dice.

The game is inspired by the comic book of the same name and allows you, for as long as a game lasts, to lead a band of Demon Hunters or of Evil Creatures.

Gather your band, enlist Mercenaries, choose your equipment and be a skilled tactician, for when the fighting's done, there will be only one winner.



The Comic Book

The action in the Okko comic books takes place in the Empire of Pajan.

Pajan is a vast island, with incredibly diverse terrain, and surrounded by a multitude of archipelagos. It is named after the imperial family which has been ruling for a millennium, and whose authority has been brought into question for the last few decades by three important families who never stop fighting amongst themselves.

These power struggles have destabilized the Empire. Since they began, famines and other catastrophes have followed. This period of chaos is commonly known as the Era of the Asagiri (the Era of Mist). The Okko series takes place in the middle of this tempestuous period, in the year 1108 of the official calendar.

Okko is a fallen samurai with a dark past. This charismatic character is joined in his quest by Noburo, a fearsome warrior of shady origins, the monk Noshin, an alcoholic wise man, and by Tikku, a young apprentice, who is the story's narrator. This band of Demon Hunters wanders throughout the Empire of Pajan, seeking out Evil Creatures and fighting against all sorts of occult events.

Introduction

This book will detail the rules for the *Okko, Era of the Asagiri* game.

First, you will be introduced to the materials required to play and learn how to gather a band.

Most of this book details the rules on how to use the various skills, movement, combat and shooting, which are unavoidable elements in a skirmish battle game. To help you, you will find many illustrated examples as you read this book.

Finally, you will learn that individual games of *Okko* can be different from one another thanks to the use of the scenario book and the ten original scenarios contained therein.

"So many things had happened...

*My oath to serve an unknown ronin,
the Sake swilling monk, the storm
and also Noburo who never dies...*

*My life had changed in a time as short as the beating of a butterfly's wings...
And it was only the beginning..."*



OKKO, ERA OF THE ASAGIRI



CONTENTS

Here is a description of the materials you will use in the course of the game.

The Game Board

In Okko, the game board is created using modular tiles. All that is required is that four of them be assembled for a game to start. Those tiles are made up of squares, some of which contain various symbols which are used to identify the various terrain types (see *Movement* chapter, p.17).



The Characters

Your band is composed of characters, which are represented by cutouts. Each cutout has a front which is used to clearly identify which way the character is facing.



Front



Back

The Inspiration Dice

The inspiration dice aren't ordinary dice. Their sides show the five elements used in the game: 1 side for Fire, 1 side for Water, 1 side for Air, 1 side for Earth and 2 sides for Torii.

A band has four inspiration dice, which the player rolls at the beginning of his playing phase. Inspiration dice are used to increase the characters' stats and make use of certain skills (see the *Inspiration Dice* chapter, p.12).



Water



Earth



Torii



Air

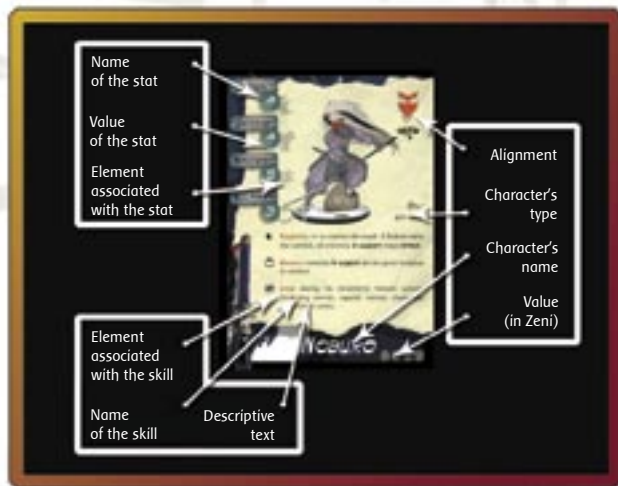


Fire



The Profile Cards

Each character has a profile card. The blue side shows the character in his/her **vigilant** state. This is the state in which they begin the game and in which they, generally, perform better. The red side shows the character when he/she is **shaken**, meaning the character is wounded, panicking or stressed (see *Vigilant/Shaken* chapter, p.29).



The Stats

Each character has **four abilities** (referred to as stats from here on for brevity reasons), each associated with an element.



Attack value



Movement value



Defense value



Willpower value

The Skills

Each character has a number of skills which they can use during the game. Most of these skills are associated with an element. To activate them, a player must use a corresponding inspiration die (see *Skills* chapter, p.15).

The Equipment Cards

The equipment cards represent items which you can give your characters, such as special weapons or magical items (see the *Gathering Your Band* chapter, p.8).





GATHERING YOUR BAND

IN OKKO,
THE PLAYERS THEMSELVES GATHER
THE BANDS THEY WANT TO USE. THE GATHERING OF
A PLAYER'S BAND IS AN IMPORTANT PART OF THE GAME
AND THE SELECTION OF CHARACTERS IS OFTEN GUIDED
BY HOW WELL THEY COMPLEMENT ONE ANOTHER.
AS IN THE COMIC BOOK, YOU WILL LEARN THAT EVERY
CHARACTER HAS A PLACE IN THE ADVENTURE...
AS LONG AS YOU CAN MAKE THEM WORK
WELL AS A TEAM.



When the players gather their bands, they must obey the following rules:

Value of the band

Each character has a value, given in Zeni, on his profile card. The Zeni is the currency used in the Okko universe. To gather their band, each player has a budget of 16 Zeni. This budget is also a way of making even and balanced bands.

When first learning the game, however, a budget of 12 Zeni is strongly advised.

Equipment cards

Equipment cards represent items you can give to your characters in order to improve their efficiency.

Each piece of equipment has a value in Zeni, indicated on the card. Equipment cards 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.

The special rules regarding a piece of equipment are written on its card. Some equipment cards are permanent while others may only be used once in the game. An equipment card which may only be used once must be flipped face down after use.

Characters may not trade equipment between each other once the game has begun.

Civilians

Unskilled warriors, they nevertheless have a place in the game as they bring an extra inspiration die to a band, and have very useful skills to help their companions.

If a civilian is disabled, meaning if he ever gets removed from play, the inspiration die he brought to the team is lost for good.

Civilians follow the same rules as the other characters.



Alignments

Each character has an alignment, indicated on his profile card by a colored mask.



Demon Hunters
(Red)



Evil Creatures
(Black)



Mercenaries
(Grey)

Restrictions



You cannot go over budget – either the one which you have agreed upon with your opponent, or the one given in the scenario.



You cannot have both Evil Creatures and Demon Hunters in your band (in other words, you can't have characters with a red mask and characters with a black mask on their profile cards together in the same band).



Mercenaries may be hired by either Demon Hunter bands or Evil Creature bands.



Some characters are **unique** (this status will be indicated on their profile card). You may only have one "copy" of a unique character in your band, but it is possible to have the same character in an opposing band (if you're playing against someone who also owns the game, for example).



Characters who aren't unique may be recruited more than once.



Each band may only recruit a single civilian.



Each character may only have one equipment card. If the character is disabled, the equipment is lost with its owner.

IT IS SUGGESTED THAT PLAYERS
PICK AN ALIGNMENT WHEN GATHERING THEIR BAND,
BUT NOTHING'S STOPPING THEM FROM GATHERING
A BAND MOSTLY MADE UP OF MERCENARIES.
FOR THAT MATTER, NOTHING'S STOPPING
TWO BANDS WITH THE SAME ALIGNMENT
FROM FACING OFF AGAINST
ONE ANOTHER EITHER...





To start a game of Okko, follow these steps:

1. Players compose their bands while staying within the budget limit.

2. Players build their game board.

In Okko, the game board is made up of four floor tiles set up to form a square.

3. Players decide who starts.

Each player rolls a six-sided die. Whoever rolls the highest becomes Player A, the other player is Player B.

4. Players deploy their bands.

Player A picks a side of the board and deploys his characters in his deployment zone. Player B does the same in the opposite deployment zone.



5. The game begins.

Player A opens the game by playing first.

6. End of 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.



IN A GAME OF OKKO, THE PLAYERS EACH PLAY IN TURN. BUT UNLIKE CHESS, WHERE THE MOVING OF THE PIECES IS ALTERNATED, IN THIS GAME, THE PLAYERS MAY MOVE ALL OF THEIR CHARACTERS AT ONCE.



A game is made up of playing phases. In each turn, there is a phase for Player A, then a phase for Player B.

Breakdown of a game turn:

Player A's phase

The player rolls his inspiration dice.

He activates his characters one by one in the order of his choice and uses his inspiration dice.

He chooses which dice he puts in reserve from his unused inspiration dice and announces the end of his phase.

Player B's phase

The player rolls his inspiration dice.

He activates his characters one by one in the order of his choice and uses his inspiration dice.

He chooses which dice he puts in reserve from his unused inspiration dice and announces the end of his phase.

Characters can only be activated once each phase.

When you are done using a character, and that you activate a second, you can no longer go back to do anything with the first one. The order in which you will activate your characters is therefore very important.

Each activated character can make 1 action and then 1 movement, or 1 movement and then 1 action.

When a character is activated, he is neither required to move, nor required to take an action. On the other hand, he cannot interrupt his movement to take an action, and then resume his movement.

When activated, a character can take one of the following four actions:

- **Attack**
- **Test his willpower to return to a vigilant state**
- **Shoot**
- **Use a skill with Action in its description**

When activated, a character can use inspiration dice to increase his stats and use his skills.

During the opponent's phase, a character can neither move nor take action. However, if involved in an opponent's action, he can use the inspiration dice he has placed in reserve to increase one of his stats or use a skill (see *Inspiration Dice* chapter, p.12).

GAME TURN



INSPIRATION DICE



MONKS SAY THAT THE UNIVERSE IS GOVERNED BY THE ELEMENTS (FIRE, EARTH, AIR AND WATER) AND THAT THESE ELEMENTS GUIDE ALL THINGS ON EARTH. IN OKKO, THESE ELEMENTS ARE DRAWN ON DICE CALLED INSPIRATION DICE.

A band has four inspiration dice, no matter how many people are in it. A civilian grants an extra inspiration die to a band, but if he is disabled, the inspiration die is lost **for good**. The player chooses which of his dice is lost.

At the beginning of his playing phase, the player rolls his inspiration dice.

Elements rolled on the inspiration dice allow a player to increase the stats of his characters and to activate certain skills.

The inspiration dice are used to increase stats.



1 Fire die adds +1 to the Attack value of a character when he attacks.



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



1 Water die adds +1 to the Willpower value when a character tests his willpower.

During a single phase, a character cannot use more than one inspiration die per stat. The use of an inspiration die is temporary and the bonus disappears as soon as it is used.



Master Kanatta would be in a good position to attack.

With the first Fire die, he can add +1 to his Attack stat.

The second Fire die cannot be used to increase his Attack stat a second time, but could be used to activate the skill *Perfect cut*.

The inspiration dice are used to activate skills.

To activate a skill associated with an element, an inspiration die with the appropriate element simply has to be used (see *Skills* chapter, p.15).



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 inspiration dice which were unused can be distributed between the band's characters. They are then said to have been put in reserve.

To put an inspiration die in reserve, the player places the die, with the symbol rolled facing up, on the character's profile card. Only one inspiration die can be put in reserve per profile card. A reserved die can only be used by the character whose profile card the die has been placed on.

An inspiration die in reserve can be used to increase a stat or to use a skill.

An inspiration die in reserve can be kept as such over multiple turns.

A character can use a reserved inspiration die during the opponent's playing phase in order to defend himself.

At the beginning of his playing phase, a player can take back any or all inspiration dice put in reserve, in order to re-roll them.

An inspiration die in reserve is lost for the playing phase if the profile card, on which it was reserved, is turned over. In other words, if the character was vigilant and becomes shaken, or if he was shaken and becomes vigilant again.



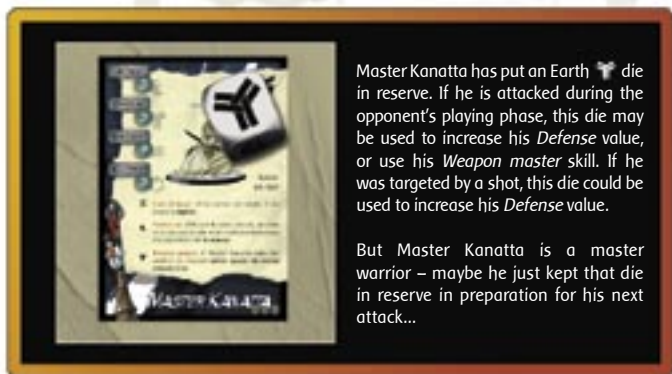
INSPIRATION DICE



INSPIRATION DICE



THE ADVANTAGE OF PUTTING A DIE IN RESERVE IS TWO-FOLD. IT ALLOWS YOU TO KEEP AN INSPIRATION DIE FOR YOUR NEXT PLAYING PHASE, WITHOUT HAVING TO RE-ROLL IT. IT ALSO ALLOWS YOU TO PREPARE YOUR CHARACTER'S DEFENSE, BECAUSE IF YOUR CHARACTER IS ATTACKED, HE MAY BE ABLE TO GET SOME USE OUT OF THE DIE TO INCREASE HIS DEFENSE STAT, OR TO USE A SKILL WHICH MAY HELP HIM DEFEND HIMSELF.



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.



Using skills

The skills are detailed on the profile cards.

Some equipment cards grant extra skills – their use is identical to skills already on the profile cards.

There are two types of skills:

Skills which aren't associated with an element.

These are mandatory and automatic skills. They do not require inspiration dice to be used.

Skills which are associated with an element.

These are temporary skills. They require an inspiration die to be used. **A character can use many skills, but can only use each skill once per playing phase.**



The elements are with him, Master Kanatta leaps into combat!

Thanks to the inspiration dice, he uses his Honor code and Perfect cut skills.

He cannot use the remaining Torii to benefit a second time from Honor code, but by putting that die in reserve at the end of his playing phase, he would be able to use that skill if he was attacked.

The effects of a skill are explained on the characters' profile cards.

Some skills contradict the game's rules. If that is the case, the skill's rules supersede that of the manual's.

Some skills' descriptions contain the word Action. These skills must be used instead of an action (see *Game turn* chapter, p.11).

Most skills are very useful when the characters are acting or attacking, but some skills do happen to be at their most useful during your opponent's playing phase or when characters are defending.



THE SKILLS REPRESENT THE CHARACTERS' POWERS AND SPECIAL ABILITIES. HOWEVER, IN THE CHAOS OF COMBAT, CHARACTERS DON'T ALWAYS HAVE THE PRESENCE OF MIND THEY NEED. TO REPRESENT THIS UNCERTAINTY, MOST OF THE SKILLS ARE ASSOCIATED WITH AN ELEMENT WHICH YOU WILL HAVE TO GET BY ROLLING THE INSPIRATION DICE. MAY THE KAMI SMILE ON YOU!



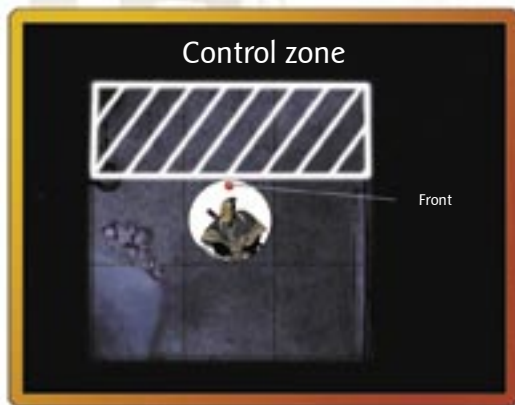


CONTROL ZONE

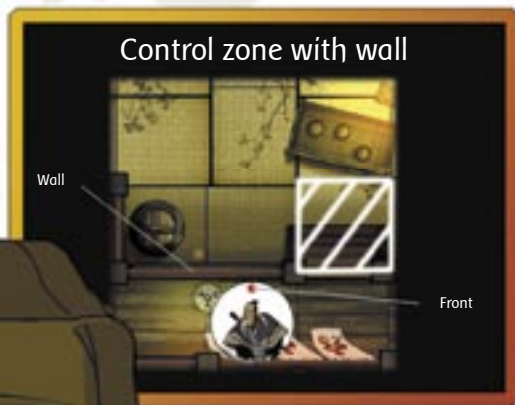
THE FACING OF A CHARACTER
ALLOWS US TO KNOW WHAT HE SEES,
BUT ALSO DETERMINE WHICH SQUARES
HE "CONTROLS". WE SAY THAT
THESE SQUARES ARE HIS
"CONTROL ZONE".



The control zone is an imaginary area made up of the three squares in front of a character (meaning the three squares he is facing).



Walls block control zones.



YOU WILL LEARN
IN THE PAGES TO FOLLOW THAT ENEMIES'
CONTROL ZONES ARE A REAL THREAT TO YOUR
CHARACTERS. NOT ONLY DO THEY HINDER YOUR
CHARACTERS' MOVEMENTS AND ACTIONS, BUT THEY
CAN QUICKLY TURN INTO SPIDER WEBS FROM WHICH
YOUR CHARACTERS WILL HAVE TROUBLE
BREAKING FREE.



你

All characters can move when they are activated.
This movement is not an action.

Terrain types

Clear terrain (corridor, grassy area...):

- They are not identified by any symbol.
- They do not hinder movement.
- They do not block line of sight.
- They give no cover against shooting.

Hindering terrain (furniture, flora, ruins...):



- They are identified by an orange symbol.
- They hinder movement.
- They do not block line of sight.
- They give a cover against shooting.

Aquatic terrain (small river, shallow pond...):



- They are identified by a blue symbol.
- They hinder movement.
- They do not block line of sight.
- They do not give any cover against shooting.

Blocking terrain (monument, big boulder...):



- They are identified by a red symbol.
- They block movement.
- They block line of sight.



When a terrain type is identified by a symbol, it is applied only to that square. For example, a tree may not take an entire square, or sometimes, it might even take more than one square. But for the purposes of this game, we consider that only the square with the symbol is occupied by the tree, and the tree occupies that entire square. In the same way, we consider that a character takes up all the space on the square he occupies.

Walls

Walls are identified by red lines and are always drawn between two squares.



- They block movement.
- They block line of sight.

MOVEMENT



MOVEMENT



Stairs

Stairs and trapdoors are considered to be clear terrain. During adventures, they allow characters to change floors.



Movement points

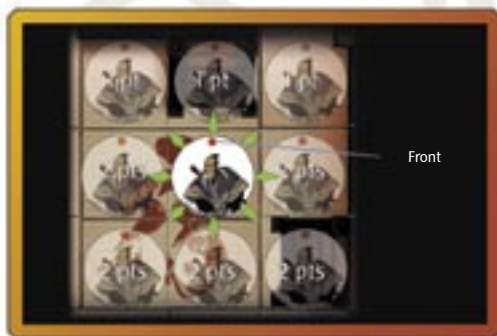
Each character has a Movement value. This is how many points a character may spend to move. A character may use an Air  die to add 1 Movement point.



Moving forward or diagonally into one of the three squares of one's own control zone: 1 Movement point.



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



Front

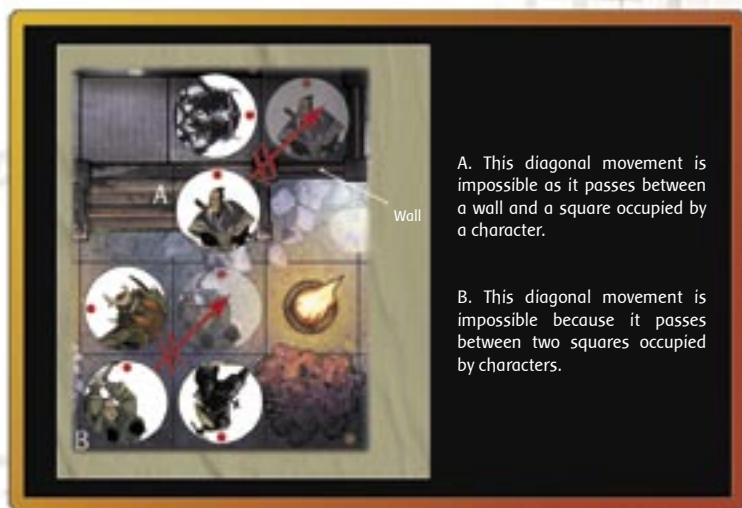


MOVEMENT

- Stay in place and make a quarter-turn: 1 **Movement** point.
- Enter a hindering terrain square: 1 extra **Movement** point.
- Enter an aquatic terrain square: 1 extra **Movement** point.

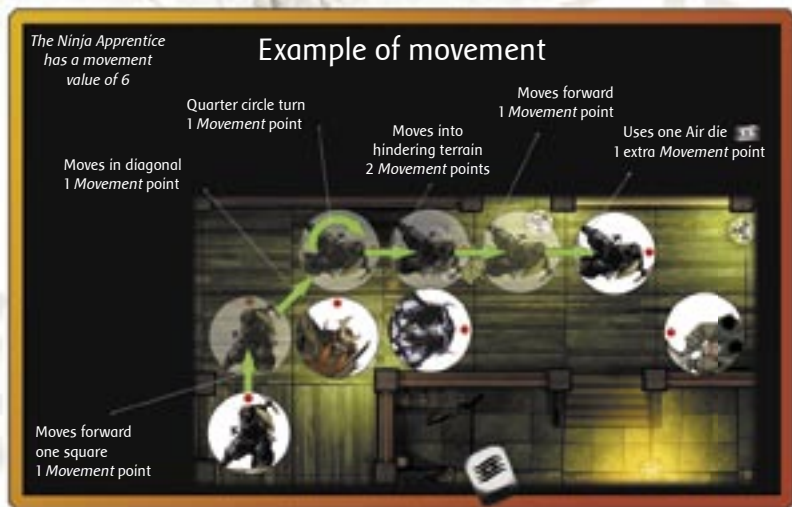
Restrictions

- A character may not enter a square of blocking terrain.
- A character cannot enter a square occupied by another character (not even just to cross it).
- A character cannot move through a wall.
- A character cannot move off the game board (unless specified in the adventure). The game board is considered to be surrounded by a wall and that once the game has started, it is impossible for characters to leave that area.
- A character cannot enter a square if he doesn't have enough movement points remaining to do so.
- A character cannot move diagonally between two squares occupied by characters or blocking terrain.





MOVEMENT



Movement and control zones

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

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.



Attacking is an action and it can only be done if the character has not taken another action during his activation.

Attacker and defender

The character initiating combat is called the attacker.

The character being attacked is called the defender.

The attacker will use his *Attack*  value, while the defender will use his *Defense*  value.



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



A character is never forced to attack, but he must always defend if he is 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 combat die (a six-sided die).
6. The attacker adds together his *Attack* value, the result of his combat roll and any possible bonuses he may have.
7. The defender adds together his *Defense* value, the result of his combat die and any possible bonuses he may have.
8. The two totals are compared. 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.





COMBAT

- If the combat is won with a difference of 4 points or more, 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.

The Oni Bushi crosses the bridge in a single jump and leaps on Okko.

He decides to use his Fire die to increase his Attack value.

Okko has a Torii in reserve, and decides to use it to activate his *Veteran hunter* skill.

The combat dice are rolled. Each calculates his total. Okko wins the combat by 1 point, and the Oni Bushi is thus forced to retreat.

If Okko hadn't used his *Veteran hunter* skill, the combat would've ended in a draw.

Combat and Inspiration Dice

When a character attacks, he can use a Fire die to add +1 to his Attack value. In the same way, a character who is attacked can use an Earth die in reserve to add +1 to his Defense value. He can also keep it in reserve if he thinks he may need it later, of course.

Combat and Skills

Some characters can use their skills in combat.

See the various profile cards to learn in which conditions they can be used, and what effects they may have.

Supporting Characters

It sometimes happens that characters will indirectly take part 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. We call this being "in support".

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

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.

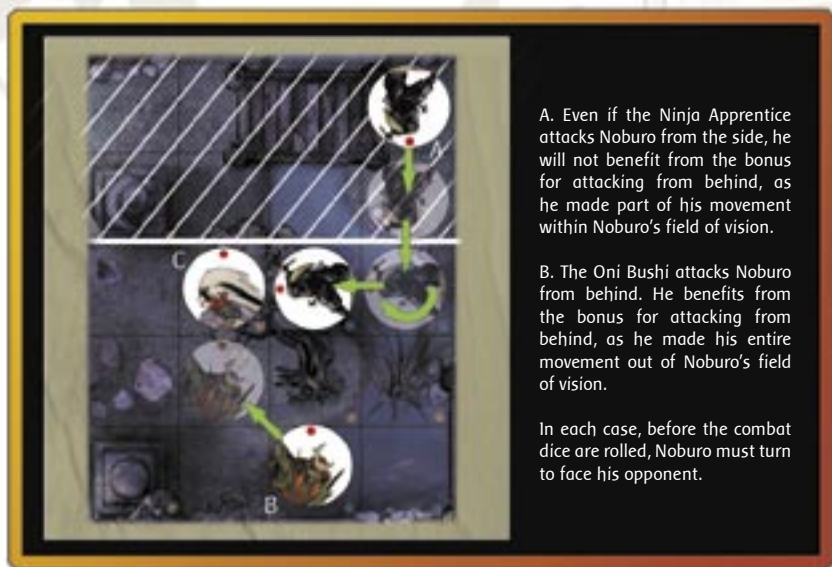
A character can both attack, and provide support in another fight, in the same phase.



Supporting characters are not affected by the result of combat.

Attacking from behind

Each character has a facing. By drawing an imaginary line in front of him, his field of vision can be determined.



If the attacker makes all of his movement behind this imaginary line, the defender is surprised. The attacker adds +1 to his combat die result as a bonus for attacking from behind.





COMBAT

Even if the attacker makes only part of his movement beyond this imaginary line, we consider that the defender has seen him approach (or can feel his presence). The attacker therefore does not benefit from the bonus of attacking from behind, even if he ends his movement behind the defender.

When the defender is attacked from the sides or from behind, players check to see if it's an attack from behind. **Regardless of whether it is or isn't, the defender turns so that the attacker faces him**, meaning the attacker is now in his control zone. The facing turn is free.



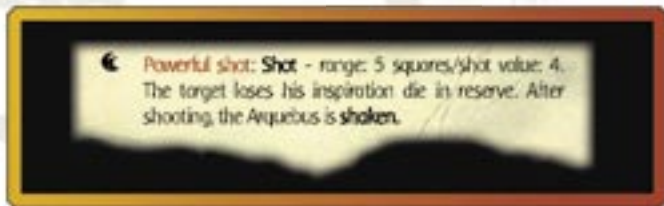


Shooting is an action, and is only possible if the character has not undertaken another action during his activation.

Shooter and Target

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

To shoot, a character must use a ranged attack skill, indicated by the shot descriptor. The range and value of the shot will be included in that skill's description. The target will use his *Defense*  value.



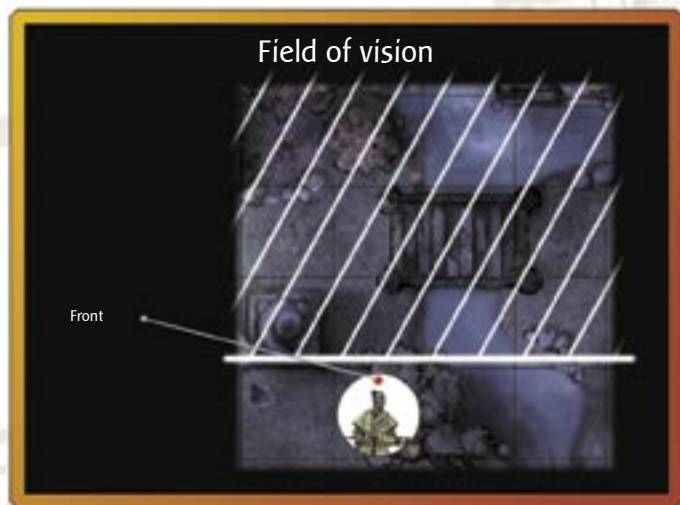
For the ranged attack to be valid:

-  The shooter must not be in an enemy's control zone.
-  The target must be in the shooter's field of vision.
-  The line of sight must not be blocked.
-  The target must not be out of range.

Field of Vision

Each character has a facing. By drawing an imaginary line in front of him, his field of vision can be determined.

To shoot, the target must be in the shooter's field of vision.



SHOOTING



Line of Sight

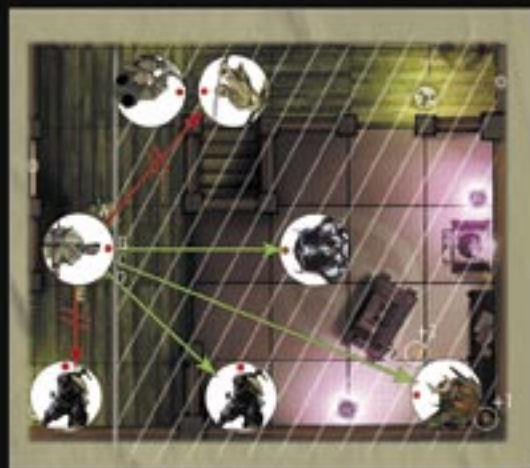
The line of sight is an imaginary line between the center of the shooter's square and the center of the target's square.

Line of sight is blocked by walls, blocking terrain squares and squares containing characters other than the target. A line of sight which goes diagonally between two occupied squares or blocking terrain squares is considered blocked.

Each hindering terrain square crossed by the line of sight adds +1 to the target's die roll. If the shooter is in a square of hindering terrain, this one is ignored, as we consider the shooter to be firing over it. If the target is in a square of hindering terrain, it is taken into account, as we consider that the target character is taking advantage of any cover he may have.

A line of sight which goes diagonally between two hindering terrain squares also adds +1 to the target's die roll.

To shoot, the line of sight must not be blocked.



The Arquebus has a range of five squares.

A. Shooting here is impossible because the line of sight diagonally crosses a wall and a square occupied by someone.

B. Shooting is possible.

C. Shooting is possible, but the target has a +2 bonus to his die roll, as the line of sight crosses two squares of hindering terrain (the desk's square and the bookshelf square in which the target stands).

D. Shooting is possible. The end of the wall does not block the line of sight.

E. Shooting is impossible, because the target is not in the Arquebus's field of vision.

Range of a shot

The range of a ranged attack is expressed in squares. For example, *Shuriken*, which have a range of four squares, cannot reach an enemy more than four squares away.

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 shooting character declares which inspiration dice and skills he is using to shoot at the target.
3. The target declares which inspiration dice and skills he is using to defend against the ranged attack.
4. The shooting character rolls a six-sided die, adds his shooting value and any bonuses he may currently have.
5. The target rolls a six-sided die, adds his defense value and any bonuses he may currently have.
6. The two results are compared:



If the shooter wins by a margin of 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 a margin of 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 a margin of 4 or more points, the target is **disabled** and is removed from the game.



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



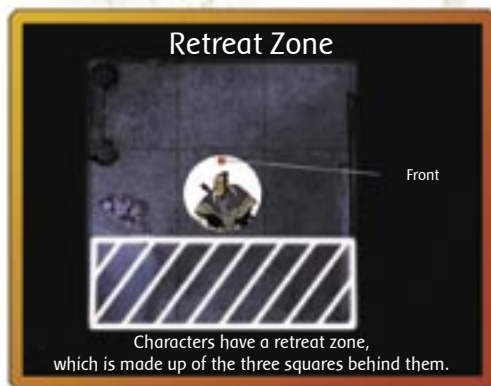
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SHOOTING



RETREAT

Sometimes, after a combat or a ranged attack, a character is forced to retreat. Retreating is a **mandatory** movement. A character who is forced to retreat must retreat into his retreat zone. He selects a square from the three possible retreat squares, **and does not change his facing**.



- A character who is forced to retreat, but is unable to do so automatically becomes shaken.
- A character who is forced to retreat into aquatic or hindering terrain automatically becomes shaken.
- A character who is in aquatic or hindering terrain, and who is forced to retreat into clear terrain does not become shaken.
- A character who is forced to retreat into an enemy's control zone automatically becomes shaken.



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

IN A GAME OF OKKO, THE STRESS AND FATIGUE OF COMBAT IS MANAGED BY THE PROFILE CARDS. WHEN A CHARACTER IS AT FULL HEALTH, IT IS SAID THAT HE IS VIGILANT. ON THE OTHER HAND, IF THE CHARACTER IS WEAKENED OR PANICKED, IT IS SAID THAT HE IS SHAKEN, AND HIS PROFILE CARD IS FLIPPED RED SIDE UP. THIS DOESN'T ALWAYS MEAN THAT HE IS WOUNDED. MAYBE HE HAS BEEN SURPRISED, SCARED OR OTHERWISE HINDERED BY THE ENEMY. MAYBE HE HAS LOST HIS WEAPON...OR SLIPPED ON A ROCK! WHATEVER THE CASE MAY BE, THIS IS WHEN HE IS AT HIS MOST VULNERABLE. TO BECOME VIGILANT AGAIN, HE WILL HAVE TO USE HIS WILLPOWER.



Each profile card has two distinctive sides:

 A blue side, showing the character in a vigilant state, meaning that the character is "OK".

 And a red side, which shows the character when shaken, meaning that the character is panicking or weakened.

Unless the scenario states otherwise, characters always begin the game vigilant, and their profile cards should therefore be blue side up.



Becoming 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.

Becoming Vigilant Again

Testing your willpower to become vigilant again is an action.

A shaken character who wants to become vigilant again must succeed at a Willpower test (see Testing *willpower* paragraph on p.30).

If the test is successful, the card is turned over, blue side up. If he had an inspiration die in reserve, the die is lost.

If the test fails, the character stays shaken.

In both cases, the character has taken his action and cannot do anything more during his activation.

A character who is shaken cannot become vigilant again while he is in an enemy's control zone, as he is being threatened and the character is thus unable to recover his nerve.



VIGILANT/SHAKEN



Testing Willpower

A character testing his willpower rolls a six-sided die and must roll lower than or equal to his *Willpower* stat. He can, of course, use an appropriate skill or use a Water ☵ die to add +1 to his willpower value.



Windreaper tests her willpower to attack a fearsome Oni.

Her willpower has a value of 4.
She rolls a die and gets a 3.
The test is successful.

With no sign of weakness, she raises her tetsubo towards the evil creature...

If Windreaper had rolled higher than her *Willpower* value, the test would've failed.

Testing your willpower to return to a vigilant state is an action.

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





OKKO

ERA OF THE ASSAULT



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"The Era of the Asagiri is like an open wound - it's not about to close anytime soon..."



Credits:

Rules: Laurent Pouchain.

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Hub's comic book *Okko* is available in English from Archaia Studio Press.

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