
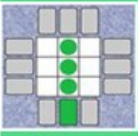


Scenario “Green Roots”



(Ghost Stories White Moon)

maledizioni degli abitanti uccisi: risolverle / rispetto alla pila e vicinanza al fantasma verde o Wu Feng

applicare l'abilità “Radici Maligne”
Green Roots
X ogni fantasma verde e ogni Wu Feng
NON hanno effetto:

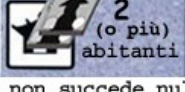



effetto del fantasma:
su Taoista \ i presenti



svenimento = prossimo movimento è SOLO rialzarsi (con “Danza venti gemelli” si può muovere di 1 spazio)

su abitante \ i presenti




2 (o più) abitanti / 1 abitante (almeno 1)

non succede nulla di malefico

Wu Feng
abilità in ingresso (aggiuntiva)
tutti i taoisti svengono
- 1 Qi ai taoisti nella fila dinanzi a lui

variante:
togliere dal mazzo i Wu Feng che richiedano esorcismi con 1 o più verdi



X ogni morto su questi slot si elimina 1 gettone verde dal gioco

La board nella 1a pagina è quella che ho trattato io integrandola con le regole in italiano x giuocarla senza consultare regolamenti.

La board in 2a pagina è quella originale proposta dagli autori e scaricabile su internet..
In fondo (ultima pagina) seguono le regole originali in lingua inglese.

il presente pdf è da intendersi come un aiuto ai giocatori di lingua italiana ed è una rielaborazione grafica senza fini di lucro e non intende ledere alcun diritto di proprietà (i copyrights appartengono ai loro legittimi proprietari\autori)

Green Roots



A control panel for the game 'Green Roots'. It features a 4x4 grid of squares, with some squares containing green dots. Below the grid are four icons: a black silhouette of a figure, a black silhouette of a figure, a black silhouette of a figure with 'OK' next to it, and a black silhouette of a figure with '1@' next to it. At the top left are three icons: a green square with the character '鬼', a black silhouette of a figure with a top hat, and a red circle with a slash over a black silhouette of a figure. At the bottom right is a skull icon.



Green Roots

The land of the village sheltering the ashes of the Lord of the Nine Hells is thirsty of blood. As the night falls, the ground shakes with anger and the Roots of Evil silently spread their crawling vengeance to the surface...

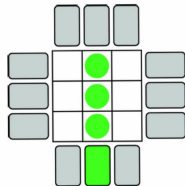
In this scenario, the green Ghosts and Wu-Feng are not affected by Artifacts!

Set-up

Use the Cemetery tile specific to this scenario. The rest of the set-up is identical to the normal rules as explained in the White Moon expansion.

Rules

In addition to its normal abilities, when a green Ghost enters play, the roots of evil spread. They affect the Taoists and the lone Villagers on the 3 Village tiles in front of him:



- If a Taoist is present on one of the 3 tiles, his figure is **laid down** on the tile (see Curse of the Hua family).



- If a **laid down** Taoist is present on one of the 3 tiles, he immediately loses 1 Qi.



- If a Villager is completely alone on a tile (no taoists or other villagers on that tile), that lone villager is immediately killed and his or her penalty applied.



Cemetery

When a dead Villager is placed in spaces #09, #10 or #11, a green Tao token is removed from the game (return it to the game box).



Green Ghosts and Artifacts

In this scenario, the green Ghosts and Wu-Feng are not affected by Artifacts! *The Divine Sword, the Avenging Claw, the Shield of Time and the Armor of the Just* have no effect on them.



Wu-Feng

In addition to their normal abilities, the incarnations of Wu-Feng have the same ability as green Ghosts, no matter what their color might be or their original abilities.

Clarifications:

- If multiple Villagers are killed when a green Ghost enters play, their penalties are applied starting with the Villager closest to the green Ghost.
- The Wu-Feng «Root master» lies all the Taoists down (left stone special ability) then deploys his roots, inflicting 1 Qi to all Taoists on the 3 tiles in front of him.

Variant

When selecting Wu-Feng incarnations, first set aside those incarnations which are Green (in whole or in part). Then randomly select enough other Incarnations to give you the necessary number of Incarnations for your level of play. Add these to the Ghost pile as per the usual rules of play.

Score

When calculating your score, add 3 points for the use of this cemetery.