

Warriors of Japan Errata
February 22, 2016

6.1: 4th bullet of the rules section should read:

Each Samurai may only move once per movement phase.

6.1: last bullet of the rules section should read:

A border may only be used once per movement impulse to move across. After it has been crossed, no Samurai force, friendly or enemy, may cross that border for all remaining movement impulses.

Two special rules about Kyo:

8.0 You never place a control marker on Kyo. You control it if and only if you have friendly Samurai in the Kyo space during Phase 6 of the sequence of play.

9.0 You can never recruit in Kyo. No Samurai in the Kyo space can receive any new soldiers during phase 5 if they are in Kyo.

Note:

The example on page 12 doesn't count the road regarding retreat limits but you can retreat 4 Samurai across a road connection.