



ONEPIECE

RAID ON ONIGASHIMA

RULES OF THE GAME

7+ / 2 TO 6 PLAYERS / 15 TO 30 MINUTES

ONEPIECE

RAID ON ONIGASHIMA

The Ninja-Pirate-Mink-Samurai alliance has launched the raid on Onigashima Island against the two emperors Kaido and Big Mom. Choose your side between the alliance seeking to free the Land of Wano or the forces of Onigashima.

AIM OF THE GAME

The team that gets the most Victory Points after 6 or 10 turns wins the game.

HOW DO YOU WIN VICTORY POINTS?

You get Victory Points (V) when you win fights. The number depends on which enemy you have beaten.

CHARACTER CARDS

Presentation of Character cards:

HAKE allows a Character to use Defence, Weakness and Attack cards with the same symbol.

TRANSFORMATION

At the start of their turn, the player can decide to transform their Character (if they have this ability). They throw a 6 faced die and compare the result with the score indicated at the top left of the Character card (TRANSFO: ...+). If they are successful, they player takes the appropriate transformed Character card to replace their existing Character card.

CHARACTER ABILITIES

They are to be taken into account to improve Character defence and attack abilities during fights. Some examples of abilities:

- Make your enemy lose several Energies per die. (Each die result which is equal to or above 4 makes your opponent lose 3 Energies, regardless of their Defence.)
- For every 1, 3 or 6, your enemy loses 2 Energies, regardless of their Defence.
- Stop the enemy from using their ability 1.
- Roll several attack dice.
- Reduce the number of attack dice your enemy has for the entire duration of the fight.
- Dodge 2 of your opponent's attack dice for each attack.
- Add +1 to the result of each of your attack dice during the entire fight.
- Your opponent has -1 on their Defence.

NUMBER OF ATTACK DICE to roll during fights



THE DEFENCE

The Character's Defence. Golden rule: the attacker must roll a die result that is equal to or above the defender's Defence to make them lose an Energy. Initially, the attacked character loses one Energy per attack die with a result that is equal to or above their Defence. A Character with a resistance of 4 will thus lose 1 Energy per attack die result that is equal to or above 4. However, you should also take into account both Characters' abilities 1 and 2.

This can make your opponent lose even more Energies during a fight.

ENERGIES

The Energies are your Character's number of Life Points. If this number falls to 0, you lose the fight.

INITIATIVE / VICTORY POINTS

The Initiative: The Character with the highest Initiative attacks first. If both Characters have the same number, roll a die to decide who goes first.

The Victory Points: For your opponent, your Initiative is also the number of Victory points they will win if they win the fight. When a Character has no Energies left, they lose the fight and their opponent collects the Victory points on their card.

WEAKNESSES

Each Character has one or more Weaknesses. They can be exploited by enemies by using Weakness cards.

DAMAGE TOKENS:

After a successful attack, Damage tokens with values of -2, -5, and -10 allow you to keep track of the Energies lost throughout a fight. When a character has no Energies left (they drop to 0 or less), they lose the fight.

ADVANCED HAKIS:

Advanced Hakis offer extra abilities to dodge or counter attacks, and they can be used after an opponent's dice or card attack.

When an Attack card makes a defender lose Energies, they can roll a six-die to try to cancel its effects.

To counter an attack:

The die result you need to get varies depending on the number of Advanced Hakis the Character has:

1 Advanced Haki: roll a 6

2 Advanced Hakis: roll 5 or 6

3 Advanced Hakis: roll 4, 5 or 6





Example: Luffy attacks Kaido and gets a total of 32 with his dice roll. Kaido's total number of Energies is 31 so if he doesn't use a Defence card or an Advanced Haki, he will lose the fight.

- Kaido has 3 Advanced Hakis, so he rolls his six-die and gets a 5, thus dodging the attack and not losing any Energies.

- If the die result had been 1, 2 or 3, his counter wouldn't have been successful and he would have been hit with the full weight of the attack. He would however still have been able to use a Defence card to protect himself.

THE ATTACK CARDS:



- These cards are used during fights to make your opponent lose Energies. They can only be played at the time indicated in the black box in the middle of the card: at the start of the fight, before you roll your dice **OR** after you roll your dice.

- A Character can only use a Haki card (Color of Arms Haki , Color of the Supreme King Haki , Advanced Color of Arms Haki , Advanced Color of the Supreme King Haki ) if the matching symbol is shown on their Character card.

THE DEFENCE CARDS:


- These cards are used during fights to protect the Character who is fighting or the crew. For example they can heal the Character, counter an attack or enable the crew to flee the fight by moving to another island.

- They can only be played at the time indicated in the black box in the middle of the card: at the start or at the end of your turn, or before or after the opponent's attack (Their dice roll).

- A Character can only use a (Normal ) or Advanced ) Color of Observation Haki card if the matching symbol is shown on their Character card.

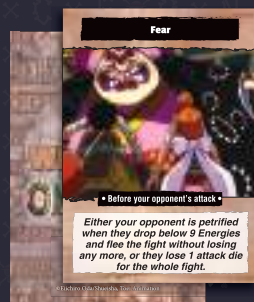
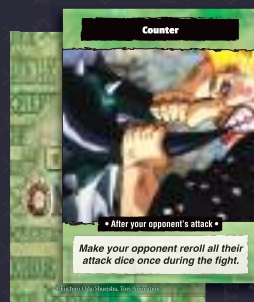
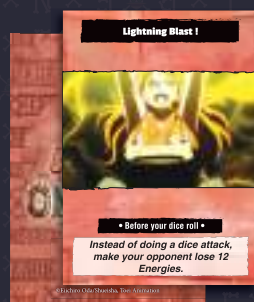
THE WEAKNESS CARDS:

- These cards allow you to exploit your opponent's Weaknesses and gain the advantage in a fight, even if it initially seemed like a losing battle!

- Play these cards at the start of your fight without taking into account the Initiative  of your opponent. They must be played before the other attacks.

- The Character Weaknesses are: Pride, Gluttony, Fear and Sea Prism Stone (for all Demon fruit users).

- **TO NOTE:** A Weakness card can only be used if the opponent is susceptible to the Weakness (if the Weakness appears on their Character card). If it is not on their card it will have no effect on them.



GAME SETUP

Each player starts the game by drawing two Attack, Defence, and Weakness cards.

Each fight won allows the player to draw a new card of their choice from among these.

The fights pit the forces of **Onigashima** (the Animal Kingdom Pirates + Big Mom Pirates + other allies of Kaido) against the **Ninja-Pirate-Mink-Samurai Alliance** (the Straw Hat crew + the Akazaya Nine + the Kid Pirates + the Heart Pirates + other allies of Luffy).

Players choose their side and take all the Character cards of that side.

PLAYING A GAME

- For 2 to 4 players, the game is played over 6 turns (quick game) or 10 turns (long game).
- For 5 to 6 players, the game is played over 12 turns.

2 players

- **Quick game** (6 turns): Draw 9 cards at random, then choose 1 of the Characters to be your Captain.
- **Long game** (10 turns): Same as a short game, but draw 14 cards (13 Characters and 1 Captain).

3 players

It's 2 against 1!

Two players team up and share the Characters on their side against the third player who plays alone.

The two allied players each draw 1 Captain and 4 or 6 other Characters each (depending on whether it is a quick or a long game). They will alternate who does the fights.

The 3rd player will do all the fights. They draw just 1 Captain and 9 or 13 Characters.

4 players

2 against 2! Two players from opposing sides face off.

- **Quick game** (6 turns): Each player draws 4 Character cards at random and selects 1 Character to be their Captain.
- **Long game** (10 turns): Same as a short game, but each player draws 7 cards (6 Character cards and 1 Captain each).

5 players

The game lasts **12 turns**, and it's 3 against 2.

- Each side draws a total of 16 Character cards to share. (**Each player must choose 1 Captain** from among the 16 Characters.)
- On the team of **3 players**, each player will do 4 fights, and on the **team of 2**, each player will do 6 fights during the game.

6 players

Play 12 turns and do 12 fights in total during the game. Each player selects their own Captain. There will be 2 mandatory Captains for the Kaido and Big Mom side and 3 Captains for the Luffy and his allies. There will be 3 players on each side, and each player will take turns, and do 4 fights each during the game.

For each game, there will be **4 Characters left over on each side that will not be used**, whether the game lasts 6, 10, or 12 turns.

TAKING A TURN

The player who most recently watched an episode of ONE PIECE starts the game.

Each turn, choose a single Character to fight, placing their card face down until your opponent selects their Character. Once both face-down Characters are placed in the center of the table, reveal them, and the fight begins. Each fight is one-on-one unless a player uses an Attack card that allows for a multi-character fight.

Each Character can only fight once per game, even if they win their fight.

At the end of the fight, the winning side keeps the defeated Character card to keep count of the Victory points (🏆) earned throughout the game.

END OF THE GAME

After 6, 10, or 12 turns depending on how many players there are, the one who earns the most Victory Points wins the game.

THE FIGHTS

You must make the other Character lose all their Energies to win the fight.

GOLDEN RULES DURING FIGHTS:

1 - You can play up to 3 cards per fight (Attack, Defence, or Weakness cards).

2 - Color of Observation Haki cards (Normal or Advanced) can counter all cards, including Counter cards, and cannot be countered themselves.

3 - During an attack, each result on a D6 die that is **equal to or greater** than the opponent's Defence causes them to lose **1 energy**.

For example, Zoro causes 4 Energies to be lost for each die showing 1, 2, or 4. He has 6 attack dice, and if his dice results are 1, 1, 2, 2, 4, and 6, the opponent will lose 21 Energies; 20 Energies from the dice showing 1, 1, 2, 2 and 4 (due to his second ability, the opponent loses 4 Energies per die), plus 1 energy from the die showing 6 (since it is greater than or equal to the opponent's Defence).

A FIGHT BETWEEN 2 CHARACTERS

At the beginning of their turn, a player can choose to **Transform their Character** (if applicable). They roll a D6 and compare the result with the score indicated at the top left of the card (**TRANSFO: ...+**). If they fail, the Character stays in their current form. If they succeed, the player takes the corresponding transformation card to replace the current one.

Refer to the list on the last page to see which Characters can transform: Their names appear multiple times.

1 - The player with the highest Initiative (🏆) starts the attack. They consider the Weaknesses and abilities 1 and 2 of their Character and their opponent's Character. The player attacking second can start by playing a Weakness or Defence card.

2 - The attacker either takes the number of D6 indicated at the top of their card and rolls them, or they can use an Attack, Defence, or Weakness card to enhance their attack, which can be used as specified in the center of the card.

3 - The attacker rolls the dice. To be successful, the results must be equal to or greater than their opponent's Defence. They take into account their abilities 1 and 2 as well as their opponent's abilities to determine how many Energies the enemy will lose during the attack. The abilities will impact the amount of Energies lost by the defender (see abilities 1 and 2 of both Characters).

4 - The defender accounts for the attack's damage using damage tokens. If they still have Energies remaining, it is then their turn to roll their dice or play their cards to attack their opponent.

5 - Color of Arms Haki, Advanced Color of Arms Haki, Color of the Supreme King Haki and Advanced Color of the Supreme King Haki cards can counter each other during the fight. Be sure to respect the timings indicated in the center of the cards when you use them. For example, a Counter card can be canceled by a Color of Observation Haki card, and a Color of Arms Haki card can be countered by another Color of Arms Haki card of equal or higher value. The fight ends when one of the Characters runs out of Energies. The winner draws a card, choosing from the Attack, Defence, or Weakness card draw decks and keeps the defeated Character Card to count their Victory Points at the end of the game.

Neither Character will be able to fight again for the rest of the game.

Each Character engages in only one fight per game and cannot be used again until the end of the game, even if they won their fight.

FIGHT EXAMPLE

1. Each Character rolls their transformation die.

- Luffy rolls a 6 and takes his Gear Five form with a transformation requirement of 5+.

- Kaido rolls a 5 and takes his Man-Beast form with a transformation requirement of 4+.



VS



2. • Compare the Initiative scores of the two characters:

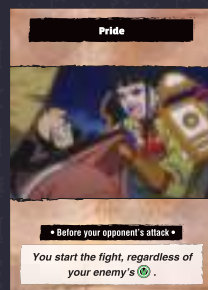
Luffy has 32, Kaido has 31. Luffy has the higher score, so he begins the fight.

- Now, read the abilities of both Characters.

In this example, their first abilities cancel each other out, so nothing happens. However, their second abilities will work and must be taken into account.

3. • Kaido starts the fight by anticipating Luffy's turn and plays the **Weakness card 'Pride'**, which is effective because it is one of Luffy's Weaknesses (as indicated at the bottom of his card).

- Kaido then rolls his 8 attack D6, getting **1, 1, 2, 3, 4, 5, 5 and 6**. Normally, with Luffy's defence being 6, only one die would have inflicted damage. However, **Kaido's second ability** allows him to ignore the defence score and deal 5 damages each for 1, 2, 3, 4, and 6. Therefore, with his roll, Kaido inflicts **30 damages** on Luffy reducing his Energies by 30.



• Luffy is lucky as he has the **3 Advanced Hakis**, which allow him to dodge attacks if he rolls a 4, 5 or 6. He rolls his D6 but unfortunately gets a 3, which has no effect.

• ... But he plays a new card, a Color of Observation Haki card, and ultimately dodges the attack. Therefore, he does not lose any Energies!



4. • On his turn, Luffy attacks Kaido with his 8 D6. He rolls 1, 2, 4, 4, 5, 6, 6 and 6. Luffy's second ability inflicts 5 damages on rolls of 1, 2, 3, 4, and 5, regardless of his opponent's Defence value, which in this case means a total of 25 in damage.

Since Kaido's Defence is 6, Luffy also inflicts an additional 2 in damage because he rolled two 6s.

• Kaido has the 3 Advanced Hakis and decides to try to use them to dodge the attack. He rolls 1 D6 and gets a 4. It's successful for him, so he doesn't lose any Energies!

5 • Neither of the two opponents has lost any Energies yet. It's Kaido's turn!

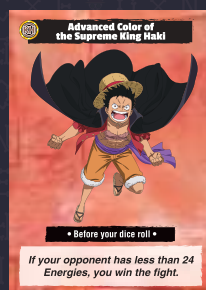
• He rolls his 8 D6 and gets **2, 2, 3, 5, 5, 5, 5, and 6**. He inflicts 5 damages on rolls of **2, 2, 3 and 6**, so here he inflicts a total of **20 damages**.

• Luffy, who has the 3 Advanced Hakis, rolls 1 D6 to attempt to dodge but he only gets a 2, which is insufficient! He has no Defence cards left to play and therefore loses 20 Energies, leaving him with 12.

• The player puts the damage tokens on Luffy's card to keep track of the damage and the number of Energies lost.

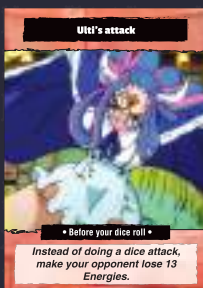
6. • Luffy rolls his 8 D6 and gets **3, 3, 3, 4, 4, 5, 6, and 6**. He inflicts 5 damages for each roll of **3, 4, and 5**, as indicated by his second ability, and **1 damage** for each **die that matches Kaido's Defence**, which is the case for 2 die results in this example.

• Kaido thus loses 32 energies. He attempts to dodge since he still has the 3 Advanced Hakis. But when he rolls 1 D6, he only gets a 1. He fails to dodge and **thus loses 32 Energies**. Damage tokens are placed on his card to keep track of remaining Energies for the rest of the fight.



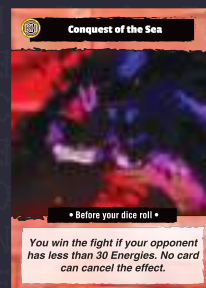
7. • Instead of rolling his attack dice, Kaido plays the **Advanced Color of the Supreme King Haki card**, which instantly wins him the fight if his opponent has less than 23 Energies.

Luffy also has an **Advanced Haki card at 24 energies**, which he plays to counter Kaido. Therefore, the attack has no effect. (See point 5 on page 6 'Advanced Hakis').






















































































8. Luffy plays an Ulti's attack card, to make Kaido lose 13 Energies. However, Kaido dodges it thanks to his 3 Advanced Hakis, as he rolls a 5.

9. Kaido plays his 3rd card, «Conquest of the Sea.» Luffy attempts to dodge it with a die roll thanks to his 3 Advanced Hakis, but he rolls a 3. He is thus hit by the attack and loses the fight.











































































CREW LISTS

NINJA-PIRATE-MINK-SAMOURAI SIDE

CHARACTER / CREW	HAKI				
STRAW HAT CREW					
Monkey D. Luffy (Gear Five)	  	32	8	6	32
Monkey D. Luffy (Gear Four)	  	25	7	6	27
Monkey D. Luffy	  	24	6	6	26
Roronoa Zoro (Black Blade)	  	24	7	6	26
Roronoa Zoro	  	23	6	6	25
Sanji (Diable Jambe)	 	23	7	6	25
Sanji (Soba Mask)	 	23	7	6	25
Sanji	 	22	6	6	24
Jimbei	 	21	7	6	23
Brook		17	6	5	19
TonyTony Chopper (Kung-Fu Point)		16	6	5	18
TonyTony Chopper		10	4	4	12
Nico Robin (Demonio Fleur)		16	6	5	18
Nico Robin		15	5	5	17
Franky (General Franky)		16	7	5	18
Franky		15	6	5	17
Nami		14	6	4	16
Usopp		13	6	4	15
KID PIRATES					
Eustass Kid (Punk Rotten)	  	26	8	6	28
Eustass Kid (Punk Pistols)	  	25	7	6	27
Eustass Kid	  	24	6	6	26
Killer	 	21	7	6	23
Heat		14	5	4	16
Wire		14	5	4	16
AKAZAYA NINE					
Dogstorm (Sulong)	 	21	7	6	23
Cat Viper (Sulong)	 	21	7	6	23
Dogstorm	 	20	6	6	22
Cat Viper	 	20	6	6	22
Denjiro	 	19	6	5	21
Ashura Doji	 	19	6	5	21
Kawamatsu	 	19	6	5	21
Kin'emōn	 	19	6	5	21
Kikunojo	 	19	6	5	21
Raizo	 	19	6	5	21
LUFFY'S OTHER ALLIES					
Yamato (Man-Beast form)	  	26	8	6	28
Yamato (Beast form)	  	26	7	6	28
Yamato	  	25	6	6	27
Marco (Man-Beast form)	 	24	7	6	26
Marco	 	23	6	6	25
Izo	 	19	6	5	21
Carrot		15	5	4	17
Wanda		15	5	4	17
X. Drake (Man-Beast form)	 	16	6	5	18
X. Drake (Beast form)	 	15	6	5	17
X. Drake	 	14	5	4	16
HEART PIRATES					
Trafalgar Law	 	25	8	6	24

THE 2 EMPEROR'S BIG MOM AND KAIDO

CHARACTER / CREW	HAKI				
ANIMAL KINGDOM PIRATES					
Kaido (Man-Beast form)	  	31	8	6	34
Kaido (Beast form)	  	31	7	6	34
Kaido	  	30	6	6	32
King (Beast form)	 	24	7	6	26
King (without mask)	 	23	6	6	25
King	 	23	6	6	25
Queen (Man-Beast form)	 	23	7	6	25
Queen (Beast form)	 	23	7	6	25
Queen	 	22	6	6	24
Jack (Beast form)	 	22	7	6	24
Jack	 	21	6	5	23
Who's-Who (Man-Beast form)	 	18	6	5	20
Who's-Who (Beast form)	 	17	6	5	19
Who's-Who	 	16	5	5	18
Black Maria (Man-Beast form with Wanyudo)	 	16	6	5	18
Black Maria (Man-Beast form)	 	16	6	5	18
Black Maria	 	15	5	5	17
Sasaki (Man-Beast form)	 	16	6	5	18
Sasaki (Beast form)	 	16	6	5	17
Sasaki	 	14	5	5	16
Ulti (Man-Beast form)	 	16	6	5	18
Ulti (Beast form)	 	15	6	5	17
Ulti	 	14	5	5	16
Page One (Man-Beast form)	 	15	6	5	17
Page One (Beast form)	 	14	6	4	16
Page One	 	13	5	4	15
Basil Hawkins	 	13	5	4	15
Haccha		11	4	4	13
KAIDO'S OTHER ALLIES					
Kanjuro	 	19	6	5	21
Kurozumi Orochi (Beast form)		16	5	5	18
Kurozumi Orochi	 	15	5	5	17
Scratchmen Apoo	 	13	5	4	15
BIG MOM PIRATES					
Big Mom	  	30	8	6	32
Charlotte Perospero	 	20	7	6	22

