

# SENJUTSU

## BATTLE FOR JAPAN

### TWO PLAYER LEARN TO PLAY

Let's play a *Senjutsu* two player duel. One player plays as the Student character, the other plays as the Master character.

Each character is represented by a miniature on a hexagonal base, featuring a raised triangle that indicates the character's *front facing* / where that character is facing.

Each character possesses a Kamae Tree, character card, core ability card, core weapon card, advantage token and Kamae ring.

Take these components and then construct each character's ability card deck, as detailed to the right. Other characters and their cards will not be used in this guide.




## REVEALING CARDS

*Senjutsu* is played over a series of turns with each character using cards from their own ability card deck. This deck contains ability cards that initiate your character's attacks, defences, movements, and mental preparations.

Each turn, choose a card from your hand and play it face-down. Your opponent does the same.

Cards are turned over simultaneously, then resolved in order of their initiative speed, starting with the fastest card (highest number value in the top left of the card).

## VICTORY

You win the game by inflicting sufficient wounds to your opponent, equal-to or above their wound limit .

STUDENT			MASTER		
CARD VALUE	CARD NAME	CARD NUMBER	CARD VALUE	CARD NAME	CARD NUMBER
	x 1 STUDENT CORE	(038)		x 1 MASTER CORE	(008)
	x 1 KATANA SWING	(070)		x 1 TACHI CUT	(075)
	x 1 LIGHTNING TAIL	(040)		x 1 DRAGON REFLECTION	(009)
	x 1 REFLECTION POOL	(042)		x 1 DARK INSIGHT	(012)
	x 1 STALKING TIGER PAW	(043)		x 1 EYE OF THE DRAGON	(013)
	x 2 INSIGHTFUL BLOW	(044)		x 2 DARK BARGAIN	(014)
	x 2 OBEDIENCE	(045)		x 2 DRAGON TAIL	(015)
	x 2 ROCK STRIKE	(046)		x 1 SIXTH SENSE	(016)
	x 2 TURNING SLASH	(047)		x 1 TAINTED WISDOM	(017)
	x 3 CLEAVING WATERFALL	(048)		x 3 IDLE STRIKE	(018)
	x 2 MOUNTAIN SWITCH	(049)		x 3 MASTERFUL CUT	(019)
	x 2 TRANQUIL MIND	(050)		x 3 REPOSITION	(020)
	x 1 CALM COMPOSURE	(084)		x 1 SPLITTING STRIKE	(096)
	x 1 EVASIVE STEP	(090)		x 1 TAUNT	(097)
	x 2 CIRCLING DEFENCE	(099)		x 1 FIRM MIND	(102)
	x 1 DIAGONAL SLASH	(100)		x 2 RIVER BLOCK	(111)
	x 2 HORIZONTAL CUT	(105)		x 2 ROLLING SLASH	(112)
	x 1 SWIFT BLOCK	(115)		x 1 TRAINED MIND	(117)
	x 1 TRAINED MIND	(117)		x 2 WIND BLOCK	(120)
	x 1 CALM DEFENCE	(121)		x 2 QUICK STAB	(128)
	x 1 DEEP MEDITATION	(122)			
	x 1 FIELD BANDAGES	(124)			

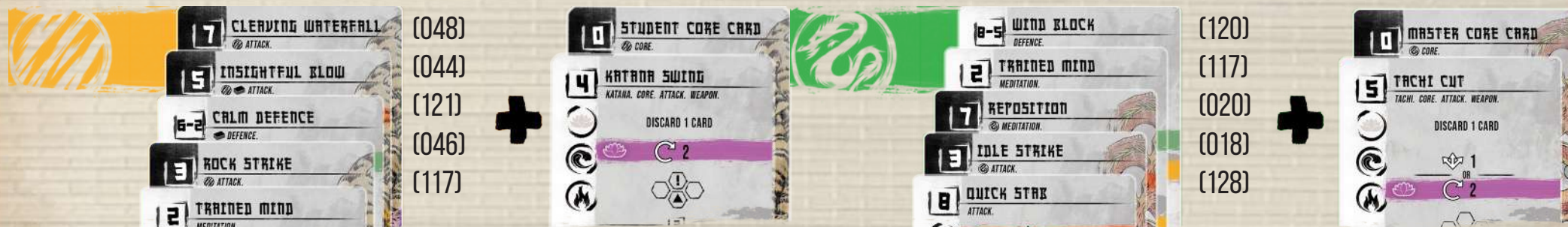
# SETUP

## SETTING UP YOUR FIRST DUEL

- 1 Set up the snowy battlefield board and advantage tracker as shown, including your character's advantage token.
- 2 Place the wound cards, status effect cards and focus tokens in reach.
- 3 Place the Student miniature on the indicated hex, facing the center of the board.
- 4 Place the Master miniature on the indicated hex, facing the center of board.
- 5 Set up your player area as shown. Place your character's Kamae ring on the neutral Kamae position 𠄎.



Take the following five cards from your character's ability card deck, add your character's core ability card and core weapon card to form your opening hand.



Remove the following four cards from your character's ability card deck, place them to one side then shuffle both ability card decks. Place the removed cards face-down onto your shuffled ability card deck in the order above, so that the top card will be the first card to be drawn.



When both players are ready, start the game with the first turn.

# PLAYING THE GAME *TURN 1*

## PLAYING THE GAME

You are going to play through the first 4 ability cards of each character open-handed to quickly learn the core rules of the game.

Text preceded by 'Student:' or 'Master:' is to be completed by that player. All other text applies to both players.

Don't be afraid to repeat steps and talk through them to get an understanding of the rules.

## TURN 1

1. First, draw the top ability card from your ability card deck to your hand.
2. Then, choose an ability card for your character to use this turn.
3. Student: Choose *Trained Mind* (117) and place it face-down.
4. Master: Choose your *Core Ability Card* (008) and place it face-down.
5. Reveal the chosen ability cards. Compare the initiative speeds of the revealed ability cards.

**6** Initiative speed is the number in the top-left of an ability card.  
The higher this number, the faster the card.

The Student's *Trained Mind* has a speed of two, beating the speed zero Master's *Core Ability Card*.

*Trained Mind* is resolved first.

Ability card effects are always resolved from the top to bottom of the card, one effect at a time.

Effects on the same line are resolved in any order you choose unless there is a 'Then' present between the effects. In which case you resolve the effects in order of left to right.

## TURN SEQUENCE:


Each turn of Senjutsu uses the following sequence:

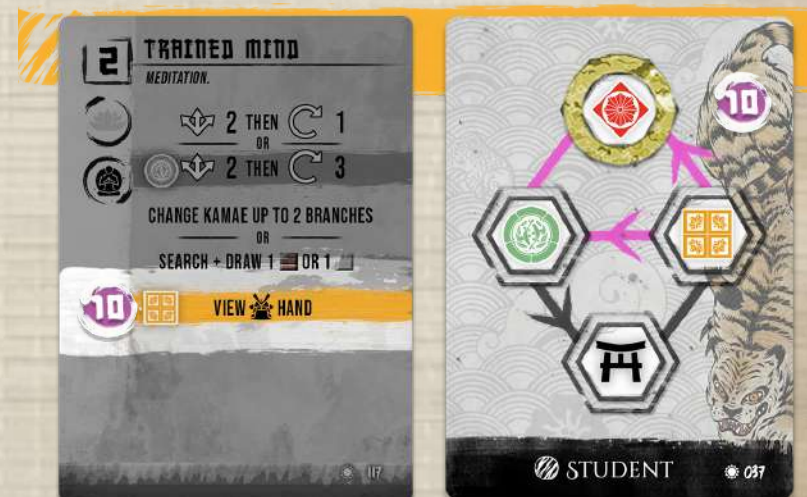
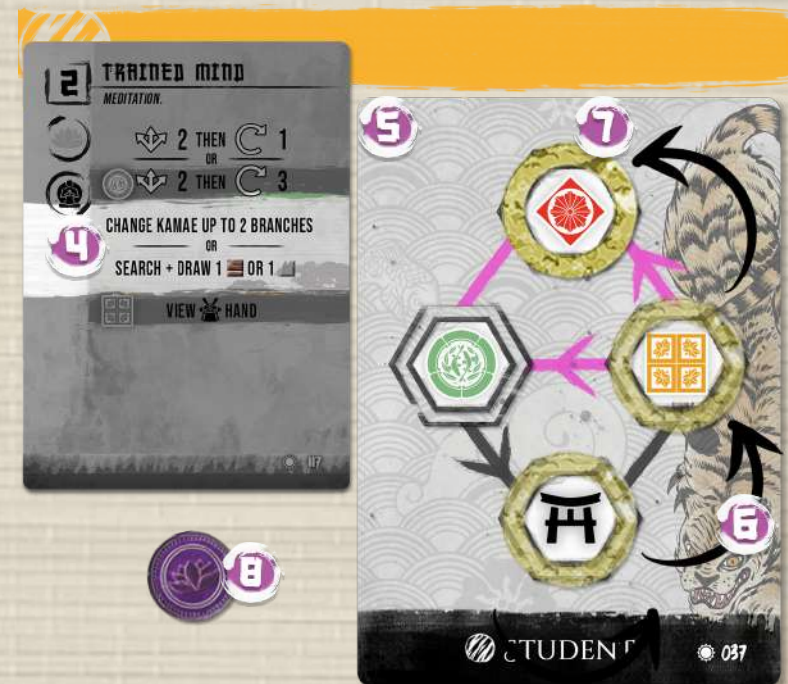
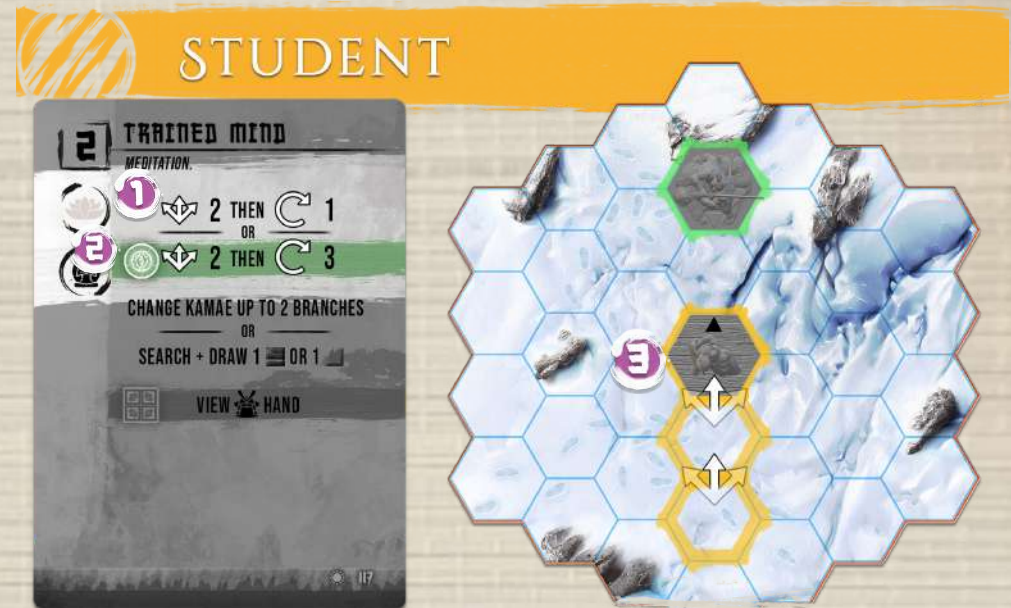
- 1) Draw
- 2) Choose
- 3) Reveal
- 4) Resolve
- 5) Discard



# PLAYING THE GAME TURN 1

## STUDENT - TRAINED MIND

- 1 *Trained Mind* gives you two battlefield hexes of movement in any of the front three directions then one rotate. These movement effects are optional, as marked by the white movement effect icons.
- 2 Move the Student two hexes directly forward. Do not rotate the Student.
- 3 There is an 'OR' move effect unlocked by being in the Kamae position . The Student is not in the  position so ignore the effect in the green bar.
- 4 Now there is a choice between, 'Change Kamae up to 2 branches' OR 'Search + Draw 1  OR 1 .
- 7 For the second branch movement, the Student's Kamae ring can move back to the neutral position   or the Kamae positions  or . Move the ring to the  position. As your Kamae ring has moved along a pink branch to the new position, you immediately gain 1 focus.
- 8 Take a focus token and place it next to your character card. Focus is a resource that can be spent to unlock ability card effects.
- 9 Moving to the Kamae  has unlocked a movement effect on *Horizontal Cut*, the ability card you drew this turn.
- 10 We have finished changing Kamae, so must now resolve any remaining effects on your ability card. As we are not in the Kamae  the effect highlighted to the right is ignored and your turn ends.



# PLAYING THE GAME TURN 1

## MASTER - MASTER CORE CARD

Now resolve the Master's *core card*.

- 11 First we resolve "Discard 1 Card".\*  
Discard the ability card *Reposition* face-down to your player area.
- 12 Your *core card* gives you one hex of movement in any direction and up to two rotates.

*\*Discarding Cards: If the opponent has seen the card being discarded, it is discarded face-up. In all other cases, it is discarded face-down.*

*Your opponent cannot look at face-down cards in your discard pile. Any player may view face-up cards in ANY discard pile at any time.*

- 13 Move the Master one hex directly forwards. Do not rotate.
- 14 Next you have three 'OR' options. You are going to "Change Kamae up to 1 branch".
- 15 The Master's Position 卍 leads directly along a branch to the 卍 position. Move the Kamae ring along the pink branch to the new position.
- 16 As your Kamae ring has moved along a pink branch to the new position, you immediately gain 1 focus.

## END OF TURN 1

Discard all ability cards played this turn to their owner's respective discard piles.

Core cards are never discarded, return the Master's *core card* to the Master player's hand.

Play proceeds to the next turn.



# PLAYING THE GAME TURN 2

## TURN 2

First draw the top ability card from your ability card deck into your hand.

Then choose an ability card for your character to use this turn.

Student: Choose *Calm Defence* (121) and place it face-down.

Master: Choose *Tachi Cut* (075) and place it face-down.

Reveal the chosen ability cards.


### MASTER - TACHI CUT

- 1 You have revealed *Tachi Cut*, your core weapon card. It resolves at initiative speed five.


### STUDENT - CALM DEFENCE

- 2 *Calm Defence* has a **variable** initiative speed. This means you can choose a speed equal to either number shown (6, 2) or any number between (5, 4, 3).





*Calm Defence* is a defence card. To block the Master's *Tachi Cut* attack, choose initiative speed five to match the speed of *Tachi Cut*.

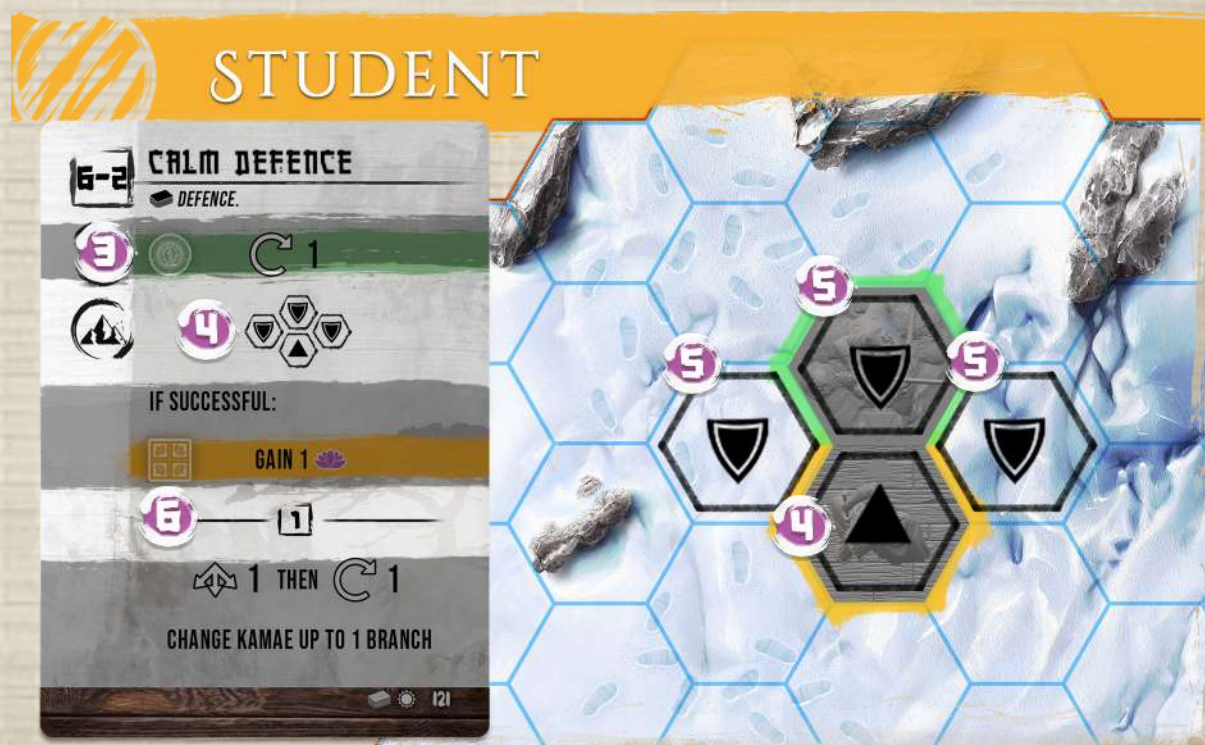
- 3 The Student cannot use the optional rotate as it requires them to be in the  position.

- 4 Your card's positional grid contains a black triangle representing your character's battlefield position. The triangle points in the same direction as your character's front facing.

- 5 The block icon  appears in the front three hexes relative to the triangle. This means these hexes in front of the character have a block effect applied to them, while resolving initiative speed five cards.

- 6 *Calm Defence* is a split ability card, containing a second section of effects at initiative speed one. As we are still resolving initiative speed five card effects, we move to resolving the Master's card.

Matching Initiative Speeds - If revealed ability cards tie for initiative speed but are different types, cards are resolved in this order: DEFENCE , ATTACK , MEDITATION  then CORE .



# PLAYING THE GAME TURN 2

## MASTER - TACHI CUT [CONTINUED]


The Student blocks the Master's attack this turn! The Master must still try and fulfil his attack ability card's attack effect due to the 'Commit To Hit'\* golden rule.


\*Commit To Hit Golden Rule: If you have chosen an attack ability card as your card for the turn, you must attempt to fulfil the attack ability card's attack effect.

- 7 First discard a card. Discard the *Masterful Cut* ability card.
- 8 Then there is the choice of an optional movement to any of the front three hexes OR an optional *Rotate 2* if a focus is paid. To attack the Student you are going to move to his front-right hex.
- 9 The **!** Wound icon on *Tachi Cut's* positional grid means that this attack effect inflicts a wound on any character in that hex when the effect is resolved.
- 10 Using their *Calm Defence* card the Student has applied a block effect to the hex the Master is occupying, so the attack is blocked and the wound attack effect is ignored.



## STUDENT - CALM DEFENCE [CONTINUED]

- 11 Although the Student successfully blocked the attack, he cannot use the effect following *If Successful* on *Calm Defence* as it requires the Student to be in the  position.
- 12 *Calm Defence's* second section now is resolved at initiative speed one.
- 13 Move the Student directly backward one hex and rotate him right one facing.

Change the Student's Kamae position by 1 branch by moving the Student's Kamae ring to the  position, gaining 1 focus by moving along a pink branch.

## END OF TURN 2

Discard all ability cards played this turn to their owner's respective discard piles.

Core cards are never discarded, return the Master's *core weapon card* to the Master player's hand.

Play proceeds to the next turn.



# PLAYING THE GAME TURN 3

## TURN 3

First draw the top ability card from your ability card deck into your hand.

Then choose an ability card for your character to use this turn.

Student: Choose *Lightning Tail* (040) and place it face-down.

Master: Choose *Wind Block* (121) and place it face-down.

Reveal the chosen ability cards.



## STUDENT - LIGHTNING TAIL


1 You're playing *Lightning Tail*, an initiative speed nine card. The Master's fast *Wind Block* won't be able to block it at the matching initiative speed.

2 As you have revealed an ability card with a focus cost, that cost is paid now by discarding 2 focus to the token pool.



## MASTER - WIND BLOCK > DRAGON TAIL

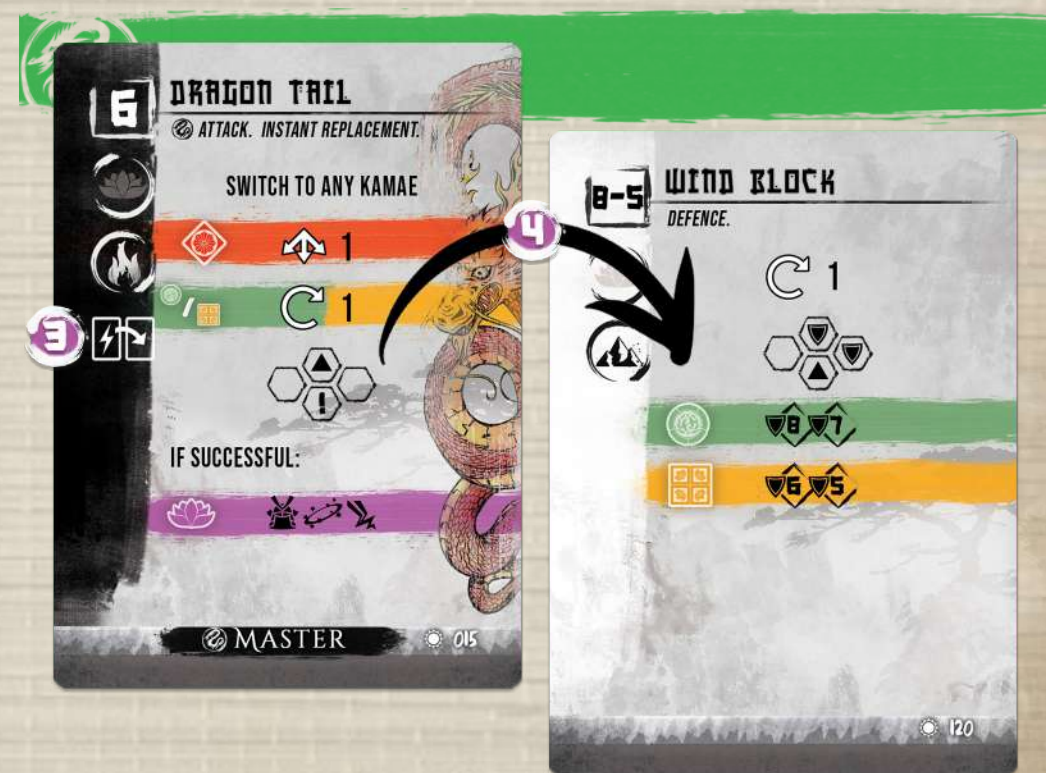
*Wind Block* has a fast block effect, but it is not fast enough to block the Student's *Lightning Tail*. We are going to use an *instant replacement* card, *Dragon Tail*, to try to attack and wound the Student instead.

3 *Instant replacement* cards feature this icon  in their left side bar.

They can be used to immediately replace an ability card as long as the replaced ability card is not of the same type. For example *Wind Block* is a defence card and *Dragon Tail* is an attack card.


4 Discard *Wind Block* and replace it with *Dragon Tail*.

As *Dragon Tail* is slower than *Lightning Tail* (Speed six against speed nine), we resolve *Lightning Tail* first.



# PLAYING THE GAME TURN 3

## STUDENT - LIGHTNING TAIL [CONTINUED]

Being in the  position and having paid two focus, the Student satisfies the conditions needed to play the card.


- 5** First complete the mandatory movement effect, move the Student forward-left by one hex.


*Solid black movement effect icons are mandatory, meaning you must execute those movements to the best of your character's ability.*


- 6** Check the attack effect's positional grid, you could wound the Master from this position, but you can get into a better position by using the next line of optional movement effects.

*Here the Student takes a wound from the Master's Dragon Tail card, but will be behind their opponent, generally a fantastic position for your character.*

- 7** Move the Student forward-left by one hex, and then use the optional rotate effect to directly face the Master's hex.

- 8** Carry out the attack effect, the Master's hex is covered by the  icon on the positional grid and he is not blocking, so the Master takes the first wound. Put a wound into the Master's player area.

- 9** Finally, *switch* to the  position.

- 10** This is a *switch*, not a branch movement, so the Kamae ring is placed straight on the  position. It is not considered to have used branches for the purposes of gaining focus or branch direction arrows.

## STUDENT



# PLAYING THE GAME TURN 3

## MASTER - (DRAGON TAIL) [CONTINUED]

- 1 *Dragon Tail* allows us to switch to any Kamae. To gain the optional rotate effect, the Master needs to be in the or position so do not change Kamae.
- 2 Next rotate left one so that the Student is directly behind the Master's front facing.
- 3 The attack effect resolves, with a wound effect applying to the hex directly behind the Master on the positional grid. Put a wound into the Student's player area.
- 4 This attack effect was successful, as it did inflict a wound on the opponent so the Master benefits from the line of effects following *If successful*: As this line is shaded by a focus cost, we must pay that now to resolve it.

The line starts with the this icon , representing a character that is not you. Any effects following this icon are resolved against the character affected by the successful attack or block effect.

- 5 Give the Student a stun and a hobble status effect.

## STUDENT [CONTINUED]

You have just received a stun and a hobble. Read the text on these cards out loud.

- 6 The stun card goes into your hand and takes up one space of your hand limit.

The hobble card goes into your player area. While it is in your player area, the initiative speed of all your cards is reduced by one. At the end of each turn rotate the hobble card until it has returned to its original orientation, then discard it from the player area.

## END OF TURN 3

Discard all ability cards played this turn to their owner's respective discard piles.

- 7 Student: Rotate the hobble status effect card.

Student: Being over your hand limit of five, you must discard a card to bring the total number of cards in your hand down to match this limit. This cannot be the stun or your *core card* or *core weapon* card. Discard the ability card *Rock Strike*.

Play proceeds to the next turn.

## MASTER



## STUDENT



## STUDENT



# PLAYING THE GAME TURN 4

## CONTINUING THE GAME

Turn four has a lot of options for both characters.

- 8 As the Student, playing an attack card here could catch the Master at an opportune time. Or use the opportunity to draw some new cards or change Kamae using your *core* ability card. It is unlikely the Master would draw another *Dragon Tail* card. Another option is to play the stun card instead of an ability card, removing it from your hand.
- 9 The Master must work on either building distance from the Student or use *Sixth Sense* to rapidly turn to face the Student.

### 8 STUDENT

#### TURN 4 OPTIONS



The Student's options include:

- INSIGHTFUL BLOW** (ATTACK): If successful, discard 1 card.
- STUN** (STUN, STATUS EFFECT): Counts towards hand size, cannot be discarded from hand, and you may play it as an ability card. If you have as many stun cards in your hand as your character's hand limit, you are defeated.
- STUDENT CORE CARD** (CORE): Discard 1 card, draw up to 2 cards, or search + draw 1, or change kamae up to 1 branch.

### 9 MASTER

#### TURN 4 OPTIONS



The Master's options include:

- SIXTH SENSE** (DEFENSE): If successful, change kamae up to 2 branches or search + draw 1 or 1.
- TRAINED MIND** (MENTATION): Change kamae up to 2 branches or search + draw 1 or 1.
- MASTER CORE CARD** (CORE): Discard 1 card, draw up to 2 cards, or discard 1 then search + draw 1, or change kamae up to 1 branch.

## RESET THE GAME:

Alternatively you can reset the game and begin the duel again.




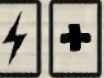






- 1) Separate *core* ability and *core* weapon cards from your ability card deck.
- 2) Return all wounds, stuns, hobbles and focus to the shared pool.
- 3) Move your Kamae ring to the  position.
- 4) Take all remaining ability cards from your deck, including discarded cards from the previous duel. Shuffle them together.
- 5) Draw five cards from this shuffled deck and add your *core* cards to form your opening hand. Placing the remaining ability card deck face-down in your player area.
- 6) Place your character's miniature back in the original battlefield hex.

We recommend players learn the basics of Senjutsu using this Learn To Play guide before playing using the main rulebook.





Additional rules regarding card effects, terrain, additional special rules and deckbuilding can be found in the main rulebook.

Solo Rules can be found in the Path Of The Ronin book.

# ICON REFERENCE SHEET

-  Initiative Speed
-  Uses Matching Initiative Speed
-  Focus Cost
-  No Focus Cost
-  Range
-  Instant
-  Instant Additional
-  Instant Replacement
-  Optional Step
-  Mandatory Step
-  Optional Rotate
-  Mandatory Rotate
-  Focus
-  Starting Advantage
-  Hand Limit
-  Wound Limit

## ABILITY CARD TYPES

-  Defence
  -  Attack
  -  Meditation
  -  Core
- Resolve tied initiative cards in this order.*
- ↓

## CARD RANKS





-  Jade
-  Gold
-  Steel
-  Wood

## GRID ICONS



-  Player
-  One Wound
-  Bleeding Wound
-  Poison
-  Hobble
-  Advantage
-  Targeted Character
-  Two Wounds
-  Block
-  Stun
-  Execution
-  Counter
-  Asterisk Effect

## CHARACTER ICONS

-  The Student
-  The Master
-  The Ronin
-  The Warrior

## KAMAE TYPES



Aggression



Balance



Determination



Neutral