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.

Each character possesses a Kamae Tree, a 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.

Gameplay Overview:

Senjutsu is played over a series of turns with each character using their own Ability Card Deck. This deck contains Ability Cards that initiate your character's attacks, defences, movements, and mental preparations.

Each turn, choose an Ability Card from your hand and play it face-down. Your opponent does the same.

These Ability Cards are turned over simultaneously, then resolved in order of Initiative Speed, starting with the fastest card (highest number value).

Victory:

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
	x1 STUDENT CORE	(038)		x1 MASTER CORE	(008)
	x1 KATANA SWING	(070)		x1 TACHI CUT	(075)
	x1 LIGHTNING TAIL	(040)		x1 DRAGON REFLECTION	(009)
	x1 REFLECTION POOL	(042)		x1 DARK INSIGHT	(012)
	x1 STALKING TIGER PAW	(043)		x1 EYE OF THE DRAGON	(013)
	x2 INSIGHTFUL BLOW	(044)		x2 DARK BARGAIN	(014)
	x2 OBEDIENCE	(045)		x2 DRAGON TAIL	(015)
	x2 ROCK STRIKE	(046)		x1 SIXTH SENSE	(016)
	x2 TURNING SLASH	(047)		x1 TAINTED WISDOM	(017)
	x3 CLEAVING WATERFALL	(048)		x3 IDLE STRIKE	(018)
	x2 MOUNTAIN SWITCH	(049)		x3 MASTERFUL CUT	(019)
	x2 TRANQUIL MIND	(050)		x3 REPOSITION	(020)
	x1 CALM COMPOSURE	(084)		x1 SPLITTING STRIKE	(096)
	x1 EVASIVE STEP	(090)		x1 TAUNT	(097)
	x2 CIRCLING DEFENCE	(099)		x1 FIRM MIND	(102)
	x1 DIAGONAL SLASH	(100)		x2 RIVER BLOCK	(111)
	x2 HORIZONTAL CUT	(105)		x2 ROLLING SLASH	(112)
	x1 SWIFT BLOCK	(115)		x1 TRAINED MIND	(117)
	x1 TRAINED MIND	(117)		x2 WIND BLOCK	(120)
	x1 CALM DEFENCE	(121)		x2 QUICK STAB	(128)
	x1 DEEP MEDITATION	(122)			
	x1 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 Tokens.

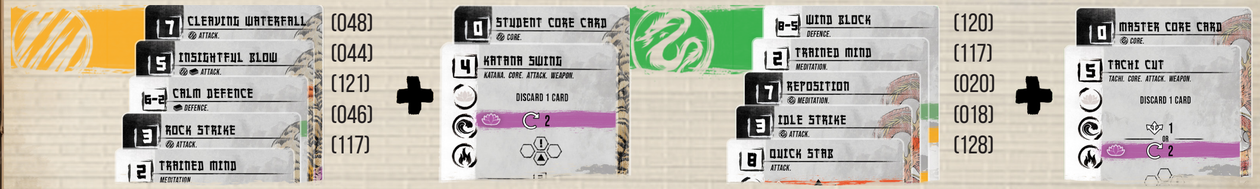
2. Place the Wound cards, Status Effect cards and Focus tokens within reach.

3. Place the Student miniature on the indicated hex, facing the Master.

4. Place the Master miniature on the indicated hex, facing the Student.

5. Set up your player area as shown. Place your character's Kamae Ring on the Neutral Kamae Position ⛩.

Take the following 5 cards from your character's Ability Card Deck and add them your character's Core Ability Card and Core Weapon Card to form your opening hand.



Take the following 4 cards from your character's Ability Card Deck then shuffle both Ability Card Decks.
Place the removed cards face-down onto your shuffled Ability Card deck so that the top card will be the first card to be drawn.

(105) - TOP CARD,
(040) - SECOND CARD,
(045) - THIRD CARD,
(046) - BOTTOM CARD

(019) – TOP CARD,
(112) – SECOND CARD,
(015) - THIRD CARD,
(016) – BOTTOM CARD

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.

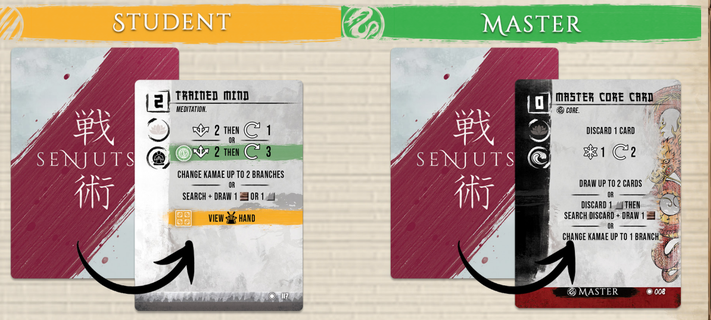
Don't be afraid to repeat steps and talk through them to get an understanding of the rules.

Turn Sequence:

Each turn of Senjutsu uses the following sequence:
1) Draw
2) Choose
3) Reveal
4) Resolve
5) Discard

Turn 1:

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 Trained Mind (117) and place it face-down.
Master: Choose your Core Ability Card (008) and place it face-down.

Finally reveal the chosen Ability Cards.

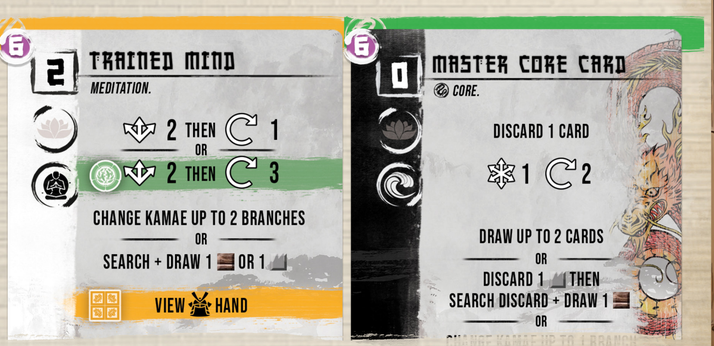
Compare the Initiative Speeds of the Ability Cards.

6 Initiative Speed is the number in the top-left corner of an Ability Card. The higher the number, the faster the card.

The Student's Trained Mind has a speed of 2, beating the speed 0 of the Master's Core Ability Card.

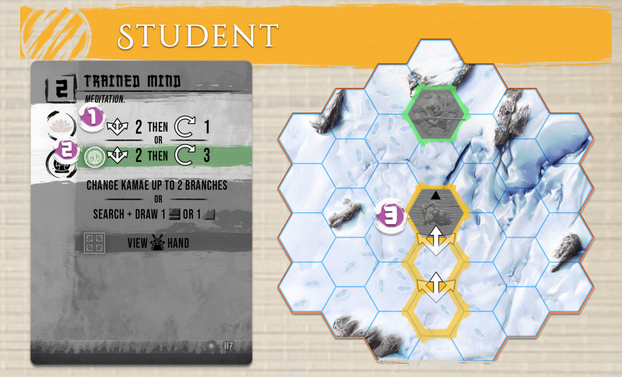
Trained Mind is resolved first.

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.
In which case you resolve the effects in order of left to right.



Playing the Game: Turn 1 Continued

Turn 1: Student - Trained Mind



1 Trained Mind gives you 2 battlefield hexes of movement in any of the front 3 directions then 1 rotate. These movement effects are optional, marked by the white movement effect icons.

2 Move the Student 2 hexes directly forward. Do not rotate the Student.

3 There is an 'OR' Move effect unlocked by being in the Balance Kamae position. The Student is not in the position so the effect in the green bar is ignored.

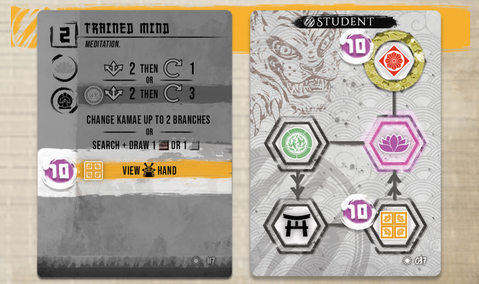
4 Now there is a choice between, 'Change Kamae up to 2 branches' OR 'Search + Draw 1 OR 1 you are going to change Kamae. Refer to the Student's Kamae Tree.

5 You are going to move the Student's Kamae Ring 2 branches to a new position. A branch is the interconnecting line between Kamae Icons. Arrows on the branch dictate if the branch only permits movement in 1 direction.

6 Our first choice is made for you with the branch arrows, move the ring to the Determination Kamae position .

7 For its second movement, the Student's Determination Kamae can lead back to the Neutral Position or the Focus Position . Move the ring to the position . Immediately gain 1 Focus, 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.

8 A Kamae Ring can never finish its movement on a position, so you must now move the ring to a Kamae Position. Arrows on the branch indicate that you cannot return to the along the branch used to get to the Position. You must either move to Aggression Kamae or the Balance Kamae .



9 Move to the Aggression Kamae , unlocking a movement effect for Horizontal Cut, the Ability Card drawn this turn. Moving the Kamae Ring to leave a position never counts toward total branch movements.

10 Now that we have finished changing Kamae we finish resolving the Ability Card. Since we are not in the Determination Kamae the effect here is ignored.

Playing the Game: Turn 1 Continued

Turn 1 Master: (Master Core Card)

Now resolve the Master's Core Card.

11 First "Discard 1 Card".* Discard the Ability Card 'Reposition' face-down to your player area.

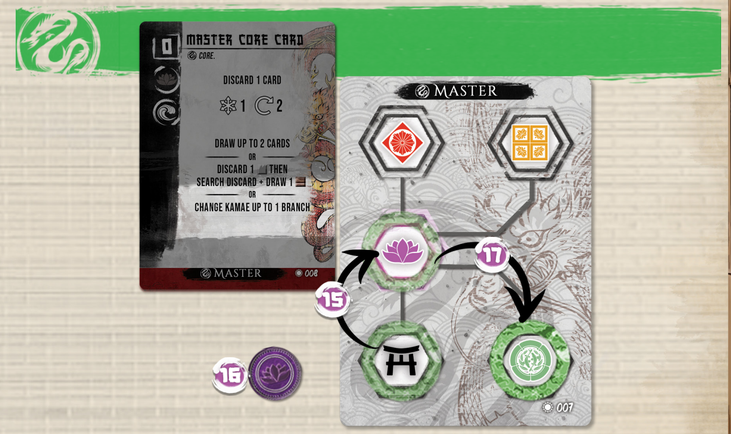
12 Your Core Card gives you 1 movement in any direction and up to 2 rotates.

**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 1 hex directly forwards. Do not rotate.

14 Next you have 3 'OR' options. You are going to "Change Kamae up to 1 branch".



15 The Master's Position leads directly along a branch to a space, move the Kamae ring along the branch to the space.

16 Gain 1 Focus. Kamae changes cannot finish on a position, move the Kamae Ring to the position.

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 player's hand.

Play proceeds to the next turn.

Playing the Game: Turn 2

Turn 2:

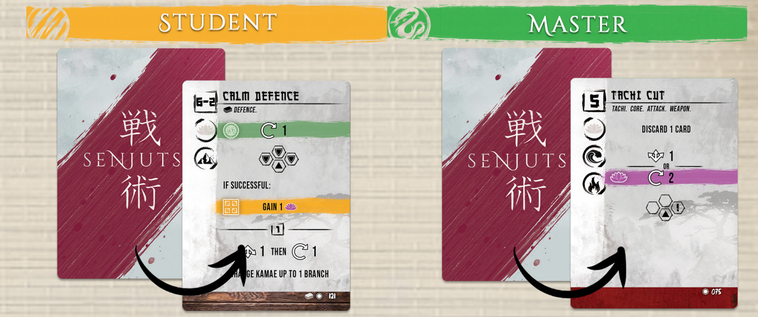
Matching Initiative Speeds: If revealed Ability Cards tie for Initiative Speed but are different types, cards are resolved in this order: DEFENCE , ATTACK , MEDITATION then CORE .

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.

Finally reveal the chosen Ability Cards.



Turn 2 Master: (Tachi Cut)

1 You have revealed Tachi Cut, your Core Weapon Card. It resolves at Initiative Speed 5.

Turn 2 Student: (Calm Defence)

2 Calm Defence has a variable Initiative Speed. You can choose a speed equal to either number shown (6, 2) or any number between (5, 4, 3).

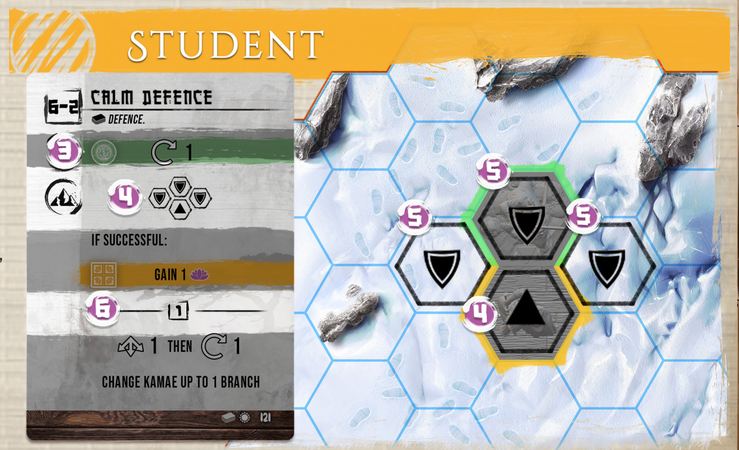
Calm Defence is a defence card. To block the Master's Tachi Cut attack, choose Initiative Speed 5 to match Tachi Cut.

3 The Student cannot use the optional Rotate as it requires the Kamae.

4 The card's positional grid contains a black triangle representing the character's battlefield position. The triangle points in the direction of their front facing.

5 The Block Icon appears in the front 3 hexes relative to the triangle, meaning that the 3 battlefield hexes in front of the character have the Block Effect applied to them, whilst resolving all Initiative Speed 5 Ability Cards.

6 Calm Defence is a split Ability Card, containing a second section of effects at Initiative Speed 1. As you are still resolving Initiative Speed 5 card effects, move to the Master's card.



Playing the Game: Turn 2 Continued

Turn 2 Master: (Tachi Cut) [cont]

The Student blocks the Master's attack this turn! The Master must still try and fulfil the Attack Ability Card's Attack Effect due to the 'Commit To Hit'* golden rule.

7 First discard a card. Discard the Ability Card Masterful Cut.

8 Then there is the choice of an optional movement to any of the front 3 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 symbol on Tachi Cut's positional grid means that this attack effect inflicts a Wound on any character in that battlefield 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 Wound Attack effect is ignored.

Turn 2 Student: (Calm Defence) [cont]

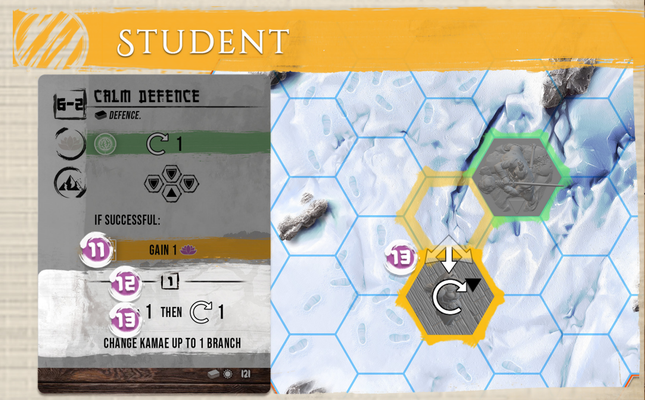
*Commit To Hit Golden Rule: If you have chosen an Attack Ability Card as your card for the turn, you must attempt to fulfil the Attack Ability Card's Attack Effect.

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 .

12 Calm Defence's second section now is resolved at Initiative Speed 1.

13 Move the Student directly backward 1 hex and rotate him right 1 facing.

Change the Student's Kamae position by 1 branch by moving the Student's Kamae Ring to the Focus position. Since Kamae Rings cannot stop here, continue to the Balance Kamae position, gaining 1 Focus for moving through the Focus point.



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 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.

Finally reveal the chosen Ability Cards.

Turn 3 Student: (Lightning Tail)

1. You're playing Lightning Tail, an Initiative Speed 9 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.

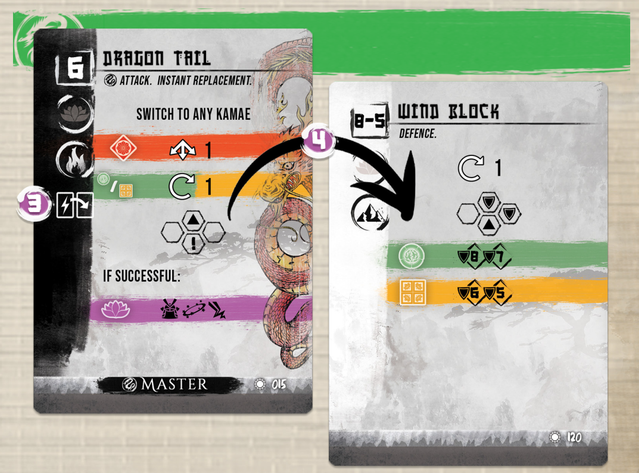
Turn 3 Master: (Wind Block) > (Dragon Tail)

Wind Block is a fast Block, but it won't be 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 symbol in their 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.

Dragon Tail is slower than Lightning Tail (6 against 9) so resolve Lightning Tail first.



Playing the Game: Turn 3 Continued

Turn 3 Student: (Lightning Tail) [cont]

Being in the and having paid 2 Focus, the Student satisfies the conditions needed to play the card.

5. First complete the mandatory movement effect, move the Student forward-left by 1 hex.

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

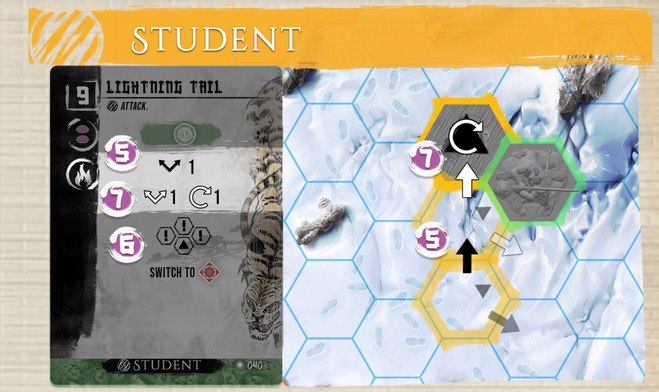
6. Check the attack effect's positional grid, you could wound the Master from this position, but you can get into a better position by using the next line of optional movement effects. The Student will take a Wound from the Master from their Dragon Tail Ability Card, but being behind your opponent is generally a fantastic position for your character to act from.

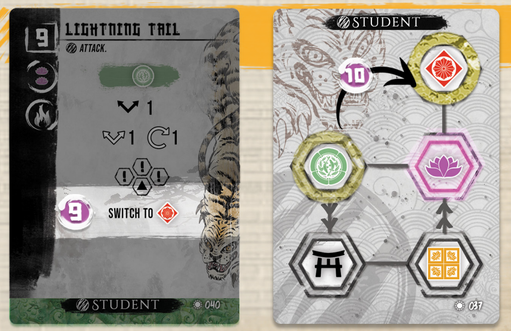
7. Move the Student forward-left by 1 hex, and then use the optional Rotate to directly face the Master.

8. Carry out the attack effect, the Master's battlefield position is covered by the ! Wound symbol on the positional grid and he is not Blocking, so the Master takes the first Wound. Put a Wound Card 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 onto the and is not considered to have used branches for the purposes of collecting Focus or checking whether there are any branch direction arrows.





Playing the Game: Turn 3 Continued

Turn 3 Master: (Dragon Tail) [cont]

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 1 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 Card onto the Student's Character Card.

4 This attack effect was successful, as it did inflict a Wound on the opponent so the Master benefits from the effect following 'If successful:'. This effect requires 1 Focus to be paid, pay that Focus now. The effect starts with the this symbol . This symbol represents a character that is not you. These effects trigger following an 'If successful' condition and resolve against the character affected by the successful attack or block effect.

5 Give the Student a Stun card and a Hobble card.

Turn 3 Student: [cont]

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 1 space on 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 1. Rotate the Hobble Card at the end of each turn until it has returned to its original orientation and is discarded from play.

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 5, discard a card to bring the total number of cards in your hand down to match this limit. This cannot be the Stun or either of your Core Ability Cards. Discard the Ability Card 'Rock Strike'.

Play proceeds to the next turn.

Playing the Game: Turn 4

Continuing the Game

Turn 4 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 the Core Ability Card. It is unlikely the Master would draw another Dragon Tail.

Another option is to play the Stun card face-down instead of an Ability Card. This removes it from the hand.

9 The Master must work on either building distance from the Student or use 'Sixth Sense' to rapidly turn to face the Student.

Resetting The Game:

Alternatively reset the game and begin the duel again.

1) Separate Core Ability Cards and Core Weapon Cards from the Ability Card Deck.

2) Return all Wounds, Stuns, Hobbles and Focus to the shared pool.

3) Move Kamae Rings to .

4) Take all remaining Ability Cards from your deck, including discarded cards from the previous duel. Shuffle them together.

5) Draw 5 cards from this shuffled deck and add your Core cards to form your opening hand.

5) Place the remaining Ability Cards face-down as a deck 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 Solo Rulebook.

Icon Reference Sheet

Card Icons:

- INITIATIVE VALUE
- USES MATCHING INITIATIVE VALUE
- FOCUS COST
- NO FOCUS COST
- RANGE
- INSTANT
- INSTANT ADDITIONAL
- INSTANT REPLACEMENT
- OPTIONAL STEP
- MANDATORY STEP
- OPTIONAL ROTATE
- MANDATORY ROTATE
- FOCUS

Card Types:

- DEFENCE
- ATTACK
- MEDITATION
- CORE

Positional Grid Icons:

- PLAYER
- TARGETED CHARACTER
- SINGLE WOUND
- TWO WOUNDS
- BLEEDING WOUND
- BLOCK
- POISON
- STUN
- HOBBLE
- EXECUTION
- ADVANTAGE
- COUNTER

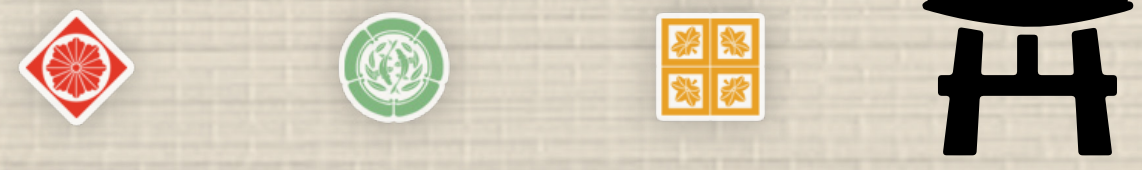
Card Ranks:

- JADE
- GOLD
- STEEL
- WOOD

Character Icons:

- STUDENT
- MASTER
- RONIN
- WARRIOR

Kamae:



AGGRESSION BALANCE DETERMINATION NEUTRAL