

SENJUTSU RULEBOOK

The centuries-old authority of the Ashikaga Shogunate has collapsed, casting feudal Japan into a brutal civil war.

Clan has turned upon clan as Daimyo, local liege lords, struggle with each other to accumulate power and prestige. Blood will be spilled, and great warriors will fall in the battle for Japan.

In Senjutsu, players control a skilled warrior. They may be pledged to the service of a Daimyo as a samurai, or travelling the land as a sword for hire.

READ THIS FIRST

Use the *Two Player Learn To Play* book to get playing Senjutsu as quickly as possible, using pre-made character decks for the **Student** and **Master** characters.

Use this rulebook for two or more player games.

For solo rules, see pages 20-23 and the *Path Of The Ronin* book.

Notes are written in *italics* in this rulebook.

Notes direct you to other parts of the rulebook that are relevant when resolving specific rules, or give helpful tips, examples, and provide clarifications on edge case rules interactions.

For experienced players, a lot of the fun of Senjutsu comes from building your own ability card decks and trying different combinations of cards.

Once you have a couple of games under your belt, read the *Deck Construction* section on page 17.

CONTENTS

Component List	2
Setup	4
Battlefield Setup	4
Player Setup	4
Gameplay Overview	6
Winning The Game	6
Turn Structure In Detail	6
Resolving Ability Cards	8
Move Effects	8
Attacks	10
Blocks	11
Kamae Positions	12
Other Ability Card Icons	13
Instant Cards	13
Advantage, Split Initiative, Targeted Character	14
Ranged Effects, Ranged Attack Effects, Line Of Sight	14
Other Ability Card Keywords	15
Terrain	16
Turn Timing Sequence	16
Revealing Cards	16
Attack Timing Sequence	16
Block Timing Sequence	16
End Turn Timing Sequence	16
Deck Construction	17
Basic Ability Cards and Signature Ability Cards	17
Card Limits	17
Restricted Schools	17
Multiplayer Rules	18
Card Anatomy	18
FAQ	19
Solo Rules	20
Resolving Solo Cards	22
Reference Sheet	24

COMPONENT LIST

CHARACTERS



1 WARRIOR



1 STUDENT



1 RONIN



1 MASTER



2 NOBLEWOMAN



10* SOLO OPPONENT STANDEES AND 6 COLOUR HEX BASES
 *(2 SAMURAI BOSS, 3 KATANA, 2 YARI, 2 YUMI AND 1 MATCHLOCK ASHIGARU)

TERRAIN



2 BURNING CARTS



2 BAMBOO



3 ROCKS



1 SHRINE



1 CHERRY TREE



1 TORII GATE

TOKENS



6 KAMAE RINGS
AND ADVANTAGE TOKENS



1 ADVANTAGE TRACK



18 FOCUS TOKENS 3 TRAP TOKENS



6 STANCE TOKENS

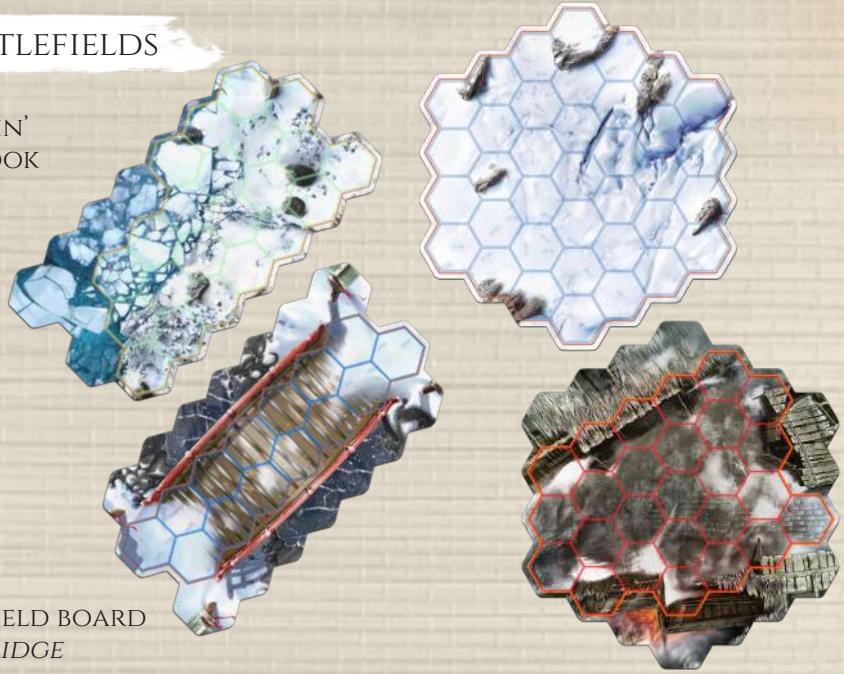


6 APPROACH TOKENS

COMPONENT LIST

BOOKS + BATTLEFIELDS

1 'PATH OF THE RONIN'
SOLO AND CO-OP BOOK



1 REVERSIBLE BATTLEFIELD BOARD
FROZEN LAKE / ICY BRIDGE

1 REVERSIBLE BATTLEFIELD BOARD
SNOWY BATTLEFIELD / BURNING VILLAGE

CARDS



183 ABILITY CARDS
77 SOLO ABILITY CARDS



31 STATUS CARDS
20 BLEEDING/WOUND CARDS



4 REFERENCE CARDS



4 CHARACTER CARDS
10 SOLO CHARACTER CARDS



4 KAMAE TREE CARDS



4 CORE ABILITY CARDS
18 CORE WEAPON CARDS

SETUP

BATTLEFIELD SETUP

1. Choose a battlefield board. Place the board in the centre of the playing area. This is the battlefield.

If playing for the first time, choose the snowy battlefield board. Multiple battlefield boards can be combined to create large battlefields.

2. Choose terrain to put on the battlefield. Beginning with a randomly chosen player and proceeding clockwise, take turns placing terrain on the battlefield.

Terrain cannot be placed within 2 hexes of any other previously placed terrain.

When playing for the first time, just use rocks. In general, terrain should occupy 3 to 4 battlefield hexes.

Repeat this process until all terrain is placed.

3. Place the advantage track next to the battlefield.

4. Place the focus tokens, wound / bleeding wound cards, and the deck of status effect cards into a common supply within reach of all players.

PLAYER SETUP


Repeat these steps for each player.

Choose a character and take their character card, Kamae tree card, ability card deck, miniature, Kamae ring, and an advantage token of the same colour.

5. Take the character's core ability card into your hand.

6. Take the character's core weapon card into your hand.


Core weapon cards are chosen before the game, from the options on the bottom of your character card.


7. Search your ability card deck and add a number of prepared cards  to your hand, up to your hand limit. You cannot prepare more than 1 **copy** of each card.

8. Shuffle your remaining ability cards into a face-down deck, placing it in front of you.

Place your character and Kamae tree card to the left of this deck.

Leave a space for your discard pile to the right of your ability card deck.


9. Place your Kamae ring on the  space of your character's Kamae tree card.

10. Check the advantage numbers  of all played characters, found on their character cards.

Place the advantage token belonging to the character with the highest number on the top space of the advantage track.

Place the advantage token of the character with the next highest number in the space below that. Repeat this process until all advantage tokens are on the track.


11. The player whose character is lowest on the advantage track places their character's miniature on an empty hex, facing a direction of their choosing.

Each character has a  on their miniature base that indicates their front facing. Most card effects are resolved relative to a character's facing.

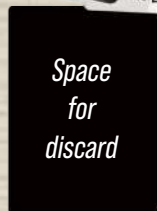
12. Place the character next highest on the advantage track on an empty hex, more than 3 hexes away from characters already placed, and facing a direction of their player's choosing.

If this is not possible, place this character as many hexes away from already placed characters as you can.

Repeat step 12 until all players have placed their character's miniature on to an empty battlefield hex.

13. Draw cards from your ability card deck to hand until you reach your character's hand limit , found on their character card.

*Core ability cards and core weapon cards **never** count towards your hand limit.*



*YOUR HAND SHOULD BE HIDDEN FROM YOUR OPPONENT

GAMEPLAY OVERVIEW

You're going to play ability cards face-down against your opponent, reveal these cards and resolve the effects in initiative speed order, found in the top-left corner of the card.

The aim is to defeat your opponent's character.

Gameplay is divided into a series of turns.

Each turn, resolve the following steps.

1. Draw

Draw an ability card.

2. Choose

Choose and play a card in your hand face-down on the table.

3. Reveal

Simultaneously reveal played cards.



4. Resolve

In initiative order, from highest to lowest, resolve played cards.

5. Discard

Discard played cards. Check hand limits.

WINNING THE GAME

A character is **defeated** if either they gain wounds equal to or above their wound limit , or have a number of stun cards in their hand equal to or above their hand size .

Defeated characters are immediately removed from the battlefield and take no further part in the game.

Play continues until all characters except one are defeated.

The player controlling the last undefeated character wins.

TURN STRUCTURE IN DETAIL

Draw

Draw a single card from your ability card deck.

If your deck is empty, any time you would draw a card, instead gain a wound. Place a wound card by your character card.

Choose

Choose an ability card from your hand. Play the card by placing it face-down on the table.

To choose a card with a focus cost, you must have enough focus tokens to pay for it. If you do not have enough focus, you cannot choose that ability card.



To choose a card with a mandatory Kamae position, your character must be in that Kamae position. If your character is not in that Kamae, you cannot choose that card.

Kamae positions are explained in detail on page 12.



Reveal

Players simultaneously reveal their played ability cards.

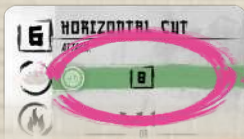
If you played a card with a focus cost, spend that number of focus now. Return spent tokens to the general supply.

Revealing An Ability Card With An Alternative Initiative Speed

Some ability cards have an alternative initiative speed, contained in a square box, as the first line of its card effects.

If your card has an alternative initiative speed, declare whether you are playing it in its alternative speed now.

If the alternative initiative is shown in a Kamae position coloured strip (see right), you must be in that Kamae position to use it.



If you are in that Kamae position, the alternative initiative speed is **mandatory** and you **must** use that speed.

Alternative initiative speeds with a focus cost are **optional**, you can choose not to use it when the card is revealed.

If **both** played cards have optional initiatives, players declare whether they are using that initiative in **advantage track order**, starting with the character at the bottom of the track.


Revealing Instant Replacement Ability Cards

Instant replacement cards replace the card you just revealed and are played straight out of your hand. They are useful for correcting any strategic mistakes or dealing with an unexpected move by the opposing player.

These cards are marked by   on their left bar.

Beginning with the character at the bottom of the advantage track, players declare if they are playing an instant replacement ability card.

If you choose to play an instant replacement card, place it face-up now and discard the card that was originally played.

Instant replacement cards must be a different type than the card being replaced (*Attack / Defence / Meditation*). Also, instant replacement cards cannot replace core  cards.

If the original card had a focus cost, regain spent focus tokens.

If the instant replacement card has a focus cost, spend that number of focus now.

Revealing An Ability Card With A Variable Initiative Speed

Defence cards may have a variable initiative speed, shown as a range of speeds in a square box.





E.g. *Calm Defence's* 6-2 (right).



Starting with the character lowest on the advantage track and proceeding in ascending order, players who played a **variable initiative speed card** choose their initiative speed.

Choose either number shown, or any number between them. E.g. for *Calm Defence*, choose 6, 5, 4, 3, or 2.


Resolve

Resolve ability cards in initiative speed order, from highest to lowest. Ability cards with the same initiative speed are resolved in order based on their type. First resolve defence , then attack , then meditation , then finally, core .

If both players played cards with the **same initiative speed and type**, the character highest on the advantage track chooses the order cards are resolved in.


Ability cards are resolved from top to bottom, with players completing a line of card effects at a time until reaching the bottom of the card, fully resolving the card.

Discard

After resolving cards, return core ability cards to hand . **Core cards cannot be discarded for any reason.**

Put played ability cards **face-up** into their player's discard pile.

You are always allowed to look through your discard pile and **face-up** cards in the discard piles of other players. You are not allowed to view **face-down** cards in other player's discards (but can view the **face-down** cards in your own discard pile).

Now resolve any effects marked 'end of the turn' (E.g. *Hobbles*). Check your hand size against your character's hand limit .



If you have more **non-core** cards in your hand than your hand limit, choose and discard non-core ability cards **face-down** to your discard pile until you are at your hand limit.


Proceed to the next turn.

RESOLVING ABILITY CARDS

MOVE EFFECTS

There are 2 kinds of move effect; rotations and steps.

Rotate X  

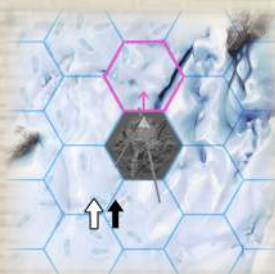
Rotations are represented by **curved** arrows. When resolving a rotation of 1, turn your character to face the centre of the adjacent hex to the left or right of the hex they are currently facing. Their mini's base triangle  indicates current facing.

Step X  

Steps are represented by **straight** arrows, pointing in directions relative to your character's facing.

Steps move your character from hex to hex, by the number of hexes following the icon as a numeric value.

Steps that allow you to move in more than a single direction, relative to your facing, feature icons with multiple arrows.



1. Move your character to the hex that they are facing.



2. Move your character to the hex that they are facing, or to the hex to the left or right of the hex they are facing.



3. Move your character to any adjacent hex.





When resolving a step effect of 2 or more, you must choose the same direction for each step, relative to your character's facing [see example on right].

If a card has step effects on different lines, or separated by a then, you can move different directions with these effects.

Sequencing Of Movement

If the card has both step and rotate effects on the same line, resolve the effects in any order and combination of rotations and steps.

However, if the line of effects includes 'then', each move must be performed in order of [first effect] **then** [second effect].

Optional Moves    

Optional move effects have white icons with a black outline. You can choose whether or not to use optional move effects.

If an optional move allows you to step or rotate multiple times, you can step or rotate **up to** the number of times indicated. *You do not need to resolve the optional move effect in full.*


Optional move effects cannot be used to deliberately cause a collision [see right].

Mandatory Moves    

Mandatory move effects have solid black icons. Mandatory move effects must be resolved in full and cannot be skipped.

If the card contains a mandatory move effect in a Kamae stripe matching your character's Kamae position you must resolve it.

You must choose the same direction for each rotation when resolving a mandatory rotate effect with multiple rotations.

For example, you cannot use a  2 rotate to rotate once to the left and once to the right to keep your current facing.

Mandatory move effects cannot be used to deliberately cause a collision [see right].

If the mandatory move effect has an option that avoids causing a collision, you must choose that option.

Collisions

It is possible that mandatory movement or an ability card effect would force your character to move into a hex occupied by terrain, another character, or off the battlefield.

This is a **collision**.

The character being forced to move **remains in their original hex** and resolves as below instead.

If your character would move into a hex occupied by another character...

Discard 1 ability card face-up from your hand. Both you and the other character's player add a single stun to hand.

See page 13 for the stun card section.

If your character would move off the battlefield...

Add 1 stun from the supply to your hand.

If your character would move into a hex containing terrain...

Immediately resolve the collision effect of that terrain type.

See page 16 for collision effects.

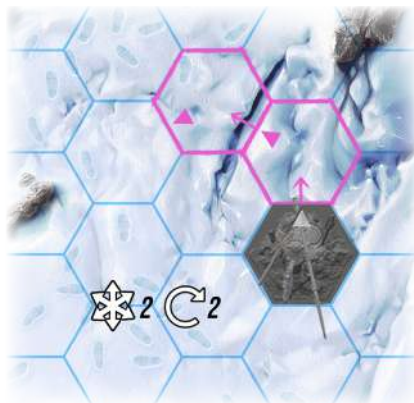
In **all cases**, do not resolve the rest of your ability card if the collision was caused by an effect on your played ability card.

If the collision was the result of an opponent's ability card effect, resolve your ability card as normal.

Choosing the same direction with step 2 example

With the move effect $\star 2 \curvearrowright 2$, you can step once, rotate, and then step again, and then rotate again.

The Ronin can move in different cardinal directions using the step effect because for both steps they are moving in the same direction relative to their facing, i.e. straight forwards.

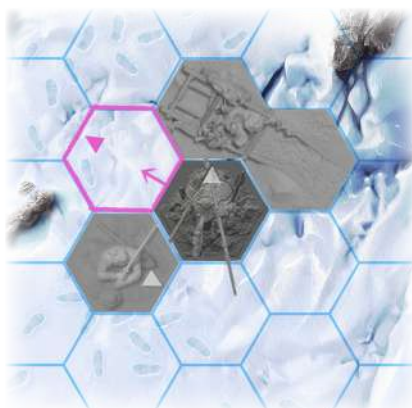


Mandatory move effects and avoiding collisions example

When the Ronin resolves a mandatory move of $\uparrow 1 \curvearrowright 1$, there is only 1 combination of move effects that avoids causing a collision (by stepping into terrain or another character).

First rotate, to face the left hex, then step 1 hex, so the Ronin moves to the hex diagonally left of their original position.

The Ronin must move this way, as it is the only combination that avoids a collision taking place.



ATTACKS

Most attacks target characters in hexes relative to the attacking character's position and facing. Effected hexes are shown via a grid on the attack ability card.



Ranged attacks are an exception to attacks using a grid, see page 14 for further information.

When resolving an attack, each character in a hex containing any of the following icons is **targeted**.



An attack is successful if at least 1 targeted character did not block the attack. See page 11 for blocking and countering.

If an attack is successful, for each character that did not block it, resolve the effects shown based on their position in the grid.

The possible effects from a successful attack are:

! Place a wound card from the supply by your character card.

!! Some attacks deal multiple wounds, 2 in this case.



Place a **bleeding** wound card from the supply by your character card. It counts as a wound.

In addition, at the start of the draw step of each turn, if you have at least 1 bleeding wound, place the top card of your ability card deck into your discard pile **face-down**.

Ignore this effect, if your deck is empty.



Your character is immediately defeated, regardless of wounds taken so far.



Resolve the ability card's asterisk effect against any targeted characters.

See page 15 for a list of effects that may follow an asterisk.

The Ronin's Feral Sweep attack targets any character in the orange highlighted hexes.

As the Student and the Master are in these hexes, and have not blocked the attack, the attack is considered successful, and each of them takes a wound.



THE COMMIT TO HIT RULE

Commit To Hit is a unique golden rule in Senjutsu. It is intended to simulate the fast pace of duelling, where fighters often cannot adjust their weapon's motion after going to attack.

If you play an attack ability card, you are **intending** to hit your opponent's character. This is regardless of whether, after checking cards, it is clear you are going to miss.


When resolving an attack ability card, if you can resolve the card such that the attack effect will target a character, you **must** resolve it in that way.

This includes using any move effects on the card before the attack effect that makes it possible to target a character.

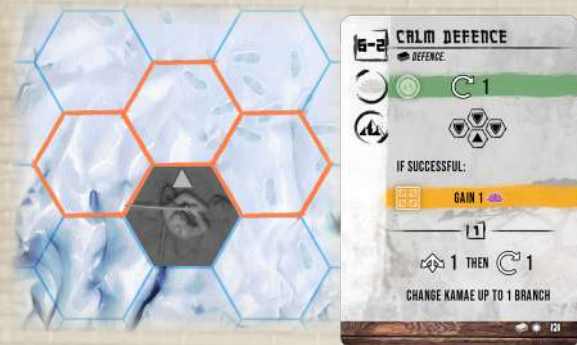
This includes using any optional focus cost effects that if paid, makes it possible to target the character. *You must pay that cost and use the effect.*

The *Commit To Hit* rule applies even if the target character has played a defence card that will block the attack (See page 11).

BLOCKS

Block effects protect your character from attacks that have targeted them by adding a block  to specific hexes relative to your character's position and facing.

This block only exists for 1 initiative speed value of the turn, which must match the initiative speed of the attack to be able to effect it.





Like attack effects, blocks effects show the battlefield hexes that will be effected via a grid on the defence card.

Blocks only stop effects received from **attack** cards. You cannot use them to prevent effects from **meditation** or **defence** cards.

RESOLVING BLOCKS

Attack effects that have the same initiative speed as your block do not affect your character if at least 1 of the following conditions is true.

1. There is a block  in the same hex occupied by the attacking character or...
2. The shortest path of hexes from the attacking character to your character passes through a hex containing a block .

Terrain adds a block to the hex it occupies at all initiative speeds. Always factor any terrain into condition 2.

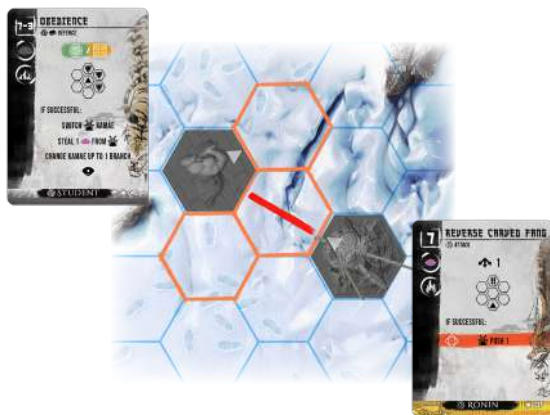
If there is a tie for the shortest path, all tied paths must go through a hex containing a block for condition 2 to be true.

Block effects do not protect your character from attack effects resolved at higher or lower initiative speeds. For this reason, most defence cards have **variable initiative speeds**, where you to choose the initiative speed to resolve the card at.


Below, the Student resolved a block at initiative 7 and the Ronin resolved an attack at initiative 7.

The 3 hexes with block icons are highlighted in orange. The Ronin is not in them, so condition 1 is not met.

The shortest path from the Ronin to the Student is shown in red. Because this path runs through a hex containing a block, condition 2 is met and the attack is blocked.



COUNTERS

If a block effect is followed by a counter icon  and an attack that would otherwise have been successful was blocked, check the initiative speed of the blocked attack.

If the blocked attack matches any initiative speed shown in a counter icon, you **may** discard a non-core **attack** ability card to immediately deal one wound to the attacking character.

Shikomizue Parry is able to counter any successfully blocked attack made at initiative speed 4.

Discard a non-core attack ability card to deal a wound to the opponent using this counter effect.



KAMAE POSITIONS

Your character's Kamae position is tracked by the ring on your Kamae tree card.

The Kamae tree represents your character's familiarity and preference for martial stances. It has different icons (Kamae positions) that are linked by lines called **branches**.



Some ability cards cannot be played during the *Choose* step unless your character is in a specific Kamae position.

This requirement is shown by a short colour stripe and Kamae icon at the top of the ability card.



Effects during the *Resolve* step that subsequently change your Kamae position do not affect the resolution of these cards.

If you were in the correct Kamae position during the *Choose* step, you can play these cards. Once played, resolve them as normal, regardless of your current Kamae position.

Some effects on ability cards require your character to be in a specific Kamae position in order to resolve them. These lines are shown in a colour background matching a Kamae position.

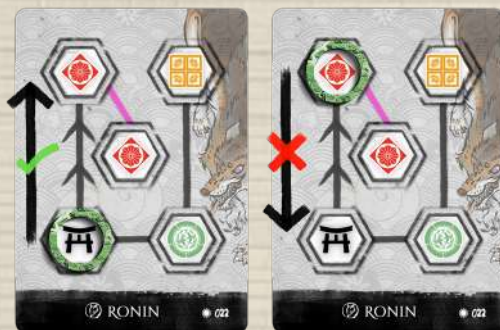


Changing Kamae Positions

Some ability cards instruct you to *Change Kamae Up to X*.

To resolve this effect slide your Kamae ring from a position on your Kamae tree along a branch to an adjacent position, up to the amount of times provided by the number.

Rings must slide along any branches in the direction indicated by the branch's arrows.



If, during this movement your Kamae ring travels along a pink branch, gain a focus token  immediately.

Focus can also be gained from played ability cards.


Characters can only ever have a maximum of **3 focus tokens**, at any time. Focus gained beyond this limit is lost immediately.

Switching Kamae Positions

Some ability cards instruct you to **switch** to a particular Kamae.

To resolve a Kamae switch effects, move your Kamae ring directly to the specified Kamae position.

You do not follow any branches when switching Kamae, so you will not gain focus from following any pink lines.

If an effect instructs you to switch to any Kamae, you cannot choose the starting  position.

Ability Card Effects And Kamae

Ability card effects gained from being in a Kamae position are mandatory.

OTHER ABILITY CARD ICONS

Hobble



Place a hobble status card from the supply next to the targeted character's card. Each active hobble reduces the initiative speed of ability cards you play by 1, to a minimum of 1.

Active hobble cards rotate 90 degrees clockwise at the end of each turn. When the card would rotate to being upright again, it is discarded to the supply instead.

Defence cards with a **variable initiative speed** reduce both initiative speed values by 1. *Calm Defence [6-2] becomes [5-1].*

Hobbles do not affect the initiative of any card you played in the turn that you gained the hobble.

Stun



The player controlling a stunned character adds a stun card from the supply to their hand. If they have stun cards in their hand equal to or greater than their hand size, they are defeated.

Stun cards cannot be discarded and count towards your hand limit. Instead, during the *Choose* step of the turn, players can play a stun card instead of an ability card.

Stuns played in this way do not count as ability cards and are considered initiative speed 0. At the end of the *Reveal* step, discard this stun card to the general supply.

Optional Focus Cost

When you come to resolve an effect with an optional focus cost, spend the indicated focus to resolve the line as normal.

If you do not want to resolve the effect, do not pay the focus cost, skip the line and do not resolve the effect.

When playing an attack card, the Commit To Hit rule may force you to spend a focus (See page 10).

Poison



Give the *Crippling Poison (002)* card to the targeted character's player. They resolve the instructions on the card.

INSTANT CARDS

There are 3 types of instant ability card;

Instant Additional, Instant Replacement and Instant.

During your turn you may play 1 instant ability card, as long as you have not played any core cards.

See pages 6 + 7 for the Turn Structure and when to play instant ability cards.

Instant Additional Cards

If the instant additional card has a condition listed, it can be played from your hand during the *Resolve* step, immediately after the condition shown on it is met.

The most common conditions are 'play if attack successful' and 'play if block successful.'

If an instant additional card with a condition is played, immediately resolve it in its entirety. Once you have done this, if you were midway through resolving another ability card, continue resolving that card as normal.

If the instant additional card does not have a condition listed, it can be played during the *Resolve* step after fully resolving the ability card you selected during the *Choose* step.

Instant additional ability cards are not selected during the *Choose* step of the turn.

Instant Replacement Cards

Instant replacement cards can be played as a normal ability card or used to replace an ability card that has been chosen and then revealed in the *Reveal* step.

Instant Cards

Instant cards interact with the game outside of the normal sequence of play.

Each card explains when it can be played.

Advantage

Move your Kamae token to the top of the advantage track.
Slide all other tokens down 1 space on the advantage track.

Split Initiative

Resolve everything above the dividing line at the initiative speed indicated in the top left of the card. Resolve everything below the dividing line at the speed shown in the centre of the line.



Targeted Character


The targeted character icon typically precedes an effect (e.g., *Discard 1*) and applies to characters as specified below.

Icon follows an attack effect with an attack grid:

Applies to every character that the attack was successful against (i.e. it *wasn't blocked*).

Icon follows a block effect: Applies to every character whose attack was blocked as a result of that block effect.

Icon follows a ranged effect or ranged attack effect:

Applies to **1 character** that satisfies the *Ranged Effects* conditions below. Multiple  effects on a ranged card must target the same character.

If the icon does not follow any of the above, it means any other single character on the battlefield. Effects with this icon cannot target your own character.

Ranged Effects

Range icon effects can only be resolved against characters that satisfy the following conditions.

- 1) They are within X hexes of your character's occupied hex, where X is the number shown on the icon. (Do not count your occupied hex when measuring this distance.)
- 2) You can draw line of sight to their occupied hex (See right).
- 3) Their played card has a **lower** initiative speed card (Ignore this condition if the effect is not associated with an attack or block effect. E.g. [097] Taunt.).

If your opponent has revealed a card with a variable initiative speed, compare the speed of your attack against the **lowest** possible initiative speed of their card to determine if condition 3 is satisfied.

If the relevant conditions are satisfied, apply the effect to a single character who satisfies them (*the targeted character*).

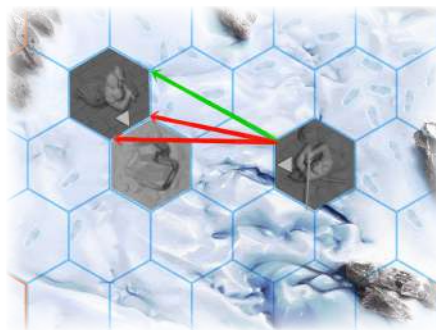
Ranged attack effects work in the exact same way, and apply the attack effects to the targeted character. **Ranged attack effects do not use an attack grid and cannot be blocked.** If the conditions are met, the attack is successful.

Ranged attack effects that cannot satisfy all relevant conditions are unsuccessful. Ignore the effect.

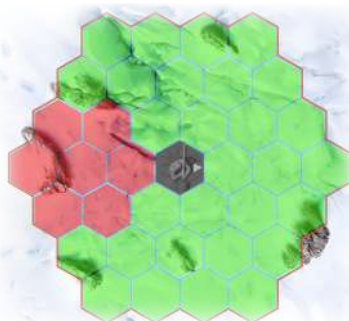
Line Of Sight

To have line of sight to a hex, you must be able to draw an **uninterrupted** line from **either** of the 2 front corners of your character's occupied hex to **any** corner of their occupied hex.

A line is interrupted if it crosses or touches any part of your character's own hex or any hex occupied by terrain.



Below shows a character's uninterrupted line of sight. Green hexes are in line of sight. Red hexes are not.



OTHER ABILITY CARD KEYWORDS

Discard X

The target character's player must choose and discard a number cards equivalent to X.

These cards are discarded face-down to their discard pile.

If you do not have enough cards in hand to satisfy the effect, discard as many cards as you can.

If Successful

If an attack effect is followed by **If Successful**, resolve the accompanying effect if any **targeted** character or terrain did not block the attack effect (*See page 10 for defining targeted*).

If a block effect is followed by **If Successful**, resolve the accompanying effect immediately after at least 1 attack effect that would otherwise have been successful was blocked.

Push X / Pull X

Move the target character a number of hexes, equivalent to X, directly away from (**Push**) or towards (**Pull**) your character.

If this move takes the target character into a hex occupied by terrain, another character, or off the battlefield, resolve the collision as though they took a mandatory move into that space.

If there are multiple hexes the target character could be moved to, and these hexes are tied for being the furthest away from (**Push**) or closest to (**Pull**) your character, choose which tied hex to move the target character to.

This effect can be used to deliberately **push** / **pull** your target into terrain, off the battlefield, or into another character, even if there was also an empty hex you could have moved them to.

See page 9 for how to resolve collisions.

Rotate X

You must rotate the targeted character a number of times, equivalent to X, in the same direction.

Search

Unless otherwise specified, search effects allow you to look through your ability card deck.

Some search effects instead allow you to look through discard piles, or the decks of other players, or impose additional restrictions on the number of cards in your deck you can look at (For example, search top 3 cards).

After resolving any search effects, shuffle the deck or selection of cards you looked through unless the effect states otherwise.

Swap Positions

Swap your character's occupied hex with the targeted character's hex, moving both characters to the new position.

Swapped characters maintain their current facing.




TERRAIN

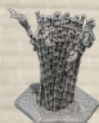
See page 9's or how and when Terrain collisions are resolved.



Obstacle (Rocks, Cherry Tree, Shrine)




Collision Effect: Gain a .

Bamboo





Collision Effect: Gain a  and a . Then, remove the bamboo from the battlefield.

Special Effect: If an attack deals at least a wound  to a hex containing bamboo, remove the bamboo from the battlefield.


Burning Carts



Collision Effect: Gain a  and a .

Torii Gate



Collision Effect: Gain a .

Special Effect: A hex between the pillars of the *Torii Gate* does not count as containing terrain.

Characters may freely move underneath the Torii Gate with no penalty. Only resolve a collision effect if a character enters a hex containing a pillar.

TURN TIMING SEQUENCE

1. Resolve any effects that trigger 'At Start of Turn'.
2. Resolve any effects that trigger before you draw a card (Pre-draw effects).
3. Draw a card.
4. Trigger effects that occur after drawing a card, but before you choose which card to play.
5. Choose and play a card face-down.
6. Simultaneously reveal your card alongside opponent(s).

REVEALING CARDS

1. Turn all played cards face-up.
2. Pay any mandatory focus costs.
3. Pay any optional focus costs.
4. Play any instant replacements + claim any focus refund due.
5. Choose variable initiative speeds.
6. Compare character's initiative speeds.
7. Resolve card effects.

ATTACK TIMING SEQUENCE

1. Check if the attack effect's target hex(es) covers a character.
2. Pay for any additional effects that apply to the attack effect.
3. Check if the attack is blocked.
4. If blocked, end attack and move to block timing.
5. If the attack is not blocked, continue.
6. Apply attack effect to target characters.
7. Resolve 'If Attack Successful' instant additional effects.
8. Resolve 'If Successful' effects on the attack ability card.
9. Resolve the rest of the initial attack ability card.
10. Play and resolve non-conditional instant additional cards.

BLOCK TIMING SEQUENCE

1. Check and pay for any additional effects that apply to the block from the played defence card. Check whether a counter applies.
2. If counter applies, resolve the counter if you wish.
3. Resolve 'If Block Successful' *instant additional* effects.
4. Resolve 'If Successful' effects.
5. Resolve the rest of the initial defence ability card.
6. Play and resolve non-conditional *instant additional* cards.

END TURN TIMING SEQUENCE

1. Resolve any end of turn effects.
2. Discard played cards.
3. Tidy unneeded tokens in your pool and the general supply.

DECK CONSTRUCTION

After playing your first few games using the *Learn To Play guide* you may want to explore all of the options available to you by constructing your own ability card deck.

Why Construct Your Own deck?

Constructing your own ability card deck allows you to explore new and varied strategies with each character.

Where To Start?

Creating your own deck can be quite intimidating for new players. We recommend using the decks from the *Learn to Play guide* as a starting point and adding additional cards to make them into decks of 40 cards.

After you are comfortable doing this, you can dive into constructing a fully customised deck.

Constructing Your Deck

First take the character card, Kamae Tree and core ability card of your chosen character.

Then choose a single core weapon card from the options listed on your character card.

These cards do not count towards the 40 card deck limit.

BASIC ABILITY CARDS AND SIGNATURE ABILITY CARDS

Basic ability cards have a white side panel and can be included in any character's ability card deck.

Signature ability cards have a black sidebar and the name of a character at the bottom of the card. You may only include signature ability cards belonging to your character.



CARD LIMITS

Wood



You can include up to **3** copies of each wood rank ability card.

Steel



You can include up to **2** copies of each steel rank ability card.

Gold



You can include up to **1** copy of each gold rank ability card.

Your deck cannot include more than **8** gold rank ability cards.

Jade



You can include up to **1** jade rank ability card.

RESTRICTED SCHOOLS

Restricted schools group powerful basic ability cards together for the purposes of deck construction to ensure a healthy and varied number of building options.

Choosing to use a **restricted school** prevents you from adding the cards from other schools into your deck.

Restricted schools are updated regularly to maintain balance.

The current version can be found on BoardGameGeek or by scanning the QR code below.



MULTIPLAYER RULES

3 or more player games have some additional rules to consider.

Tied Initiative Speed And Advantage

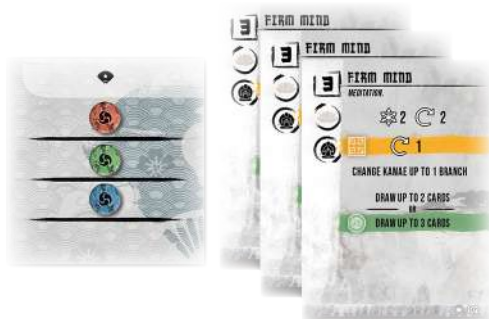
If 3+ players play cards with the same initiative speed and card type, the tied player whose character is highest on the advantage track chooses where in the tied order to resolve their card.

Then the next highest chooses and so on, until all tied players have decided or have been left with no choice.

For example, Suey (Red), Steve (Green) and George (Blue) have all revealed Firm Mind. As Suey is at the top of the advantage track, they choose to resolve their card last.

Steve is second on the track and chooses to resolve first.

Finally, George must resolve his card second as this is the only option available to him.



Blocking

When playing multiplayer games players can block hexes occupied by other characters.

If an attack would be resolved against another character that is covered by a block icon from your defence card, the attack is not successful against that character and is considered to have been successfully blocked.

This happens whether or not the character is a teammate or opponent.

CARD ANATOMY



- 1 Name
- 2 Keywords
- 3 Initiative speed
- 4 Mandatory focus cost
- 5 Card type icons
- 6 Range icon
- 7 Instant icons
- 8 Kamae requirement
- 9 Dividing line
- 10 Card rank
- 11 Serial number
- 12 Positional grid
- 13 Kamae effect
- 14 Optional focus cost

Your character card details your character's...



FAQ

If an ability card with a split initiative has an “if successful” clause in its first half, does the first half of the card need to be successful in order to resolve the second half?

No. The second half of the card resolves as normal, regardless of success of the first half.

*If an ability card has an **OR** effect and a Kamae specific option, do I have to choose that option if I am currently in that Kamae?*

Yes.

If I play a defence ability card with a counter and “If Successful” clause, does the counter need to be successful?

No. Only the block needs to be successful.

During the Choose phase, can I choose a card where the only movement could cause a collision with my opponent?

Yes. It's only when resolving the move effect does your character need to try to avoid a collision.

If I play a Crippling Poison as my active card for the turn, what is my character's initiative?

Your character's initiative speed is treated as 0.

What does “Cancel Active” mean?

(For example [028] The Terror and [098] War Cry.)

“Active” refers to any ability card or ability card effect that has not yet been resolved during a turn.

Active movement includes both rotations and hex-to-hex movement effects.

Which battlefield hexes do the Torii Gate and Cherry Tree terrain pieces occupy?



An expanded FAQ is maintained on the Stone Sword Games website (www.stoneswordgames.com).

Designed by

James Faulkner & Paul D Allen (*First Edition*).

Head Of Development

Dan Knight.

Artists

Raben White, Imad Awan.

Graphic Design

Raben White, Paul D Allen (*First Edition*).

Sculptors

Francesco Orrù, Ana Roman, John Vasiliadis, Raben White, Shiloh Ragins, Luigi Terzi, Alfonso Gonso.

Cultural Consultants

Miho & Kevin Tortissier, Taimizu & The Royal Armouries.

Special thanks to the Community Stars, playtesters, Haiku composers and backers.

Copyright © 2026 Stone Sword Games Ltd.

Published by

Stone Sword Games Ltd, D5 Lancaster House, 10 Sherwood Rise, Nottingham, NG7 6JE, UK.

Senjutsu 1.5 Edition Rulebook. January 2026.

No part of this product may be reproduced without specific permissions.

SOLO RULES

Solo play pits you against AI opponents instead of human players. These opponents use their own rules and ability cards.

You can set up one or more opponents in a standalone duel, or play through each scenario in the *Path Of The Ronin* narrative campaign. Each scenario provides a battlefield, terrain, special rules, deck construction rules and the opponents you must defeat.



SOLO SETUP

For a standalone Solo duel, construct your ability card deck as normal and follow the standard setup rules.

After placing your character on the battlefield, complete the opponent setup described below.

1. For each opponent you wish to duel, gather the cards listed on the back of their opponent card, shuffle them, and place these cards face down as a deck.

2. To increase difficulty, include that opponent's nightmare card.

Opponents represented by standees (Ashigaru + Samurai bosses) use randomly selected nightmare cards from the available generic solo ability cards. Unlike the solo Student, Master, Ronin and Warrior who use their own bespoke nightmare solo ability cards.

3. For each opponent, place their corresponding opponent card beside the battlefield, arranging the cards in a single row.

4. If an opponent is represented by a standee (Ashigaru + Samurai bosses), attach the standee to a coloured hex base.

5. Place all opponent standees or miniatures on empty hexes, facing your character and at least four hexes away.

6. Choose a wound limit for each opponent.

Higher wound limits make the duel more challenging as opponents get more difficult to defeat. For your first few games, a total wound limit of 5-8 across all opponents is recommended.

Place wound cards above each opponent card to represent their remaining wounds. Each time an opponent takes a wound, remove one wound card. An opponent is defeated when they have no wounds left.

7. Choose a stance for each opponent. For opponents in an offensive stance, place their stance token offensive (🗡️) side up on their opponent card. For opponents in a defensive stance, place the token defensive (🛡️) side up.

Opponents in an offensive stance prioritize landing successful attacks over not taking wounds, while opponents in a defensive stance prioritize not taking wounds.

8. Finally, mark each opponent's approach on their opponent card using a token. For standees, match the token colour to the colour of the standee's base.

SOLO GAMEPLAY

The turn structure and win conditions in a solo duel are the same as in multiplayer duels, unless otherwise specified in the rules of a narrative duel (See *Path Of The Ronin*).

The steps below explain how to resolve a turn for opponents.

Draw

Opponents skip this step.

Choose

Opponents skip this step.

Reveal

Each opponent reveals the top card of their ability card deck.

If an opponent has no cards in their deck, reshuffle their discard pile to form a new deck before revealing.

Resolve

Resolve all revealed cards in initiative speed order, from highest to lowest.

In the event of a tied initiative speed, advantage order is always the player character **first**, followed by opponents in order from left to right as they appear in the opponent card row.

Discard

For each opponent, place the revealed card face-up into a discard pile beside their ability card deck.

You are able to look through the **face-up** cards of an opponent's discard pile at any time.

ADJUSTING PLAYER CARDS

Stun

When you stun an opponent, shuffle a stun card from the supply into their ability card deck.

If an opponent reveals a stun card during the Reveal step, place it above their character card. That opponent skips the Resolve and Discard steps for that turn.

If the number of stun cards above an opponent's character card ever equals their remaining wounds, that opponent is defeated.

Bleeding Wounds

Opponents treat their bleeding wounds as wounds.

View Hand

Look at the top two cards of an opponent's deck, then shuffle them and place them back on top.

If the opponent has fewer than two cards in their ability card deck, first reshuffle their discard pile to form a new deck.


Focus

Opponents do not use focus. Ignore any effects that would cause them to gain or lose focus.

Draw / Discard cards

Opponents do not have a hand of cards. Ignore draw and discard effects.

Opponent Counters

If an opponent's block effect is followed by a counter icon  and an attack that would otherwise have been successful was blocked, check the initiative speed of the blocked attack.



If the blocked attack matches any initiative speed shown in a counter icon, your character takes a wound immediately.

RESOLVING SOLO CARDS

Solo ability cards featuring attack effects have two parts, separated by an OR and dividing line; — OR —.

The top part of a solo ability card features an attack effect and can also include a movement effect. The bottom part features a movement effect but no attack.

When resolving a solo ability card that features an OR, the opponent will choose the top part if using it allows them to attack your character.

When checking whether an attack is possible, include any movement effects that occur before the attack.

If the opponent cannot resolve the top part in a way that allows them to attack your character, resolve the bottom part instead.

Following the *Commit To Hit* rule, opponents choose the top part even if the attack will be blocked.

Preferred Range

Each opponent has a preferred range on their opponent card. When resolving movement effects, opponents move to maintain this preferred range, or distance of hexes, from your character.

Opponents with a preferred range of 1 will try to stay adjacent to your character.

Approach

Each opponent has an approach, tracked on their card. When resolving movement effects, opponents should move to approach your character from this angle, relative to your character's facing.

If an opponent's card instructs you to change their approach, move the token to the next position on their card, indicated by the black arrows.

Stance

Offensive stance (🗡️) opponents attack you even if that results in them taking wounds, while **defensive stance** (🛡️) opponents prioritise moving out of the way of your attacks, even ignoring the *Commit To Hit* rule to do so.

OPPONENT MOVEMENT

When moving an opponent, follow the priorities (*See right*), to determine which hex and facing to move them to.

After considering a priority, if exactly **one** position (*hex and facing*) meets the requirements, move the opponent there.

When more than one position satisfies a priority, compare **only those** positions against the next priority until one remains.

Ignore any priorities that leave no positions for the opponent.

If multiple valid positions remain after the final priority, choose the position that is most disadvantageous to you.

If there are **no** positions the opponent can move to that satisfy any priority, the opponent does not move.

Opponent Collisions

If an opponent would move into a hex occupied by another opponent, immediately discard their current ability card. Add a stun to both of the opponent's decks.

'Facing your character' Key Term

When attempting to fulfill the 'facing your character' priority, the opponent may not always be able to directly face the hex your character occupies. Instead, consider the two facings that get closest (*See pink lines below*).





If the opponent's approach is *from the left* (as shown above), face the opponent to the right of your character's occupied hex, from the perspective of the opponent's current position.

If the opponent's approach is *from the right*, face the opponent to the left of your character's occupied hex. If their approach is *from the front*, face them towards the hex your character is facing directly into.

Priorities for the top segment of attack cards.

The opponent will move to the battlefield position where they are...

Priority	Defensive Stance 	Offensive Stance 
1	Unable to be attacked by your character. <i>Ignore if you did not play an attack card or you have already resolved your ability card this turn.</i>	Able to successfully attack your character. <i>If you have a block effect, discount positions from which the character's attack would be blocked.</i>
2	Avoiding attacking other opponents too.	Using their attack to deal the most wounds possible.
3	Able to successfully attack your character. <i>If you have a block effect, discount positions from which the character's attack would be blocked.</i>	Closer to your character's rear.
4	Using their attack to deal the most wounds possible.	Avoiding attacking other opponents too.
5	Closer to their preferred range from you.	Unable to be attacked by your character. <i>Ignore if you did not play an attack card or you have already resolved your ability card this turn.</i>
6	Closer to your character's rear.	Closer to their preferred range from you.
7	Occupying a hex relative to your character, indicated by their approach.	
8	Facing your character (<i>If not possible then rotating to face towards your character's position as much as possible</i>).	

Priorities for non-attack cards / attack card bottom segments.

The opponent moves to the battlefield position where they are...

Priority	Melee Opponent*	Ranged Opponent*
1	Facing your character.	In line of sight of your character.
2	At their preferred range from you.	
If the opponent's current position meets the priorities above, stop here, do not move the opponent.		
3	Facing more towards your character.	Closer to a hex they have line of sight from.
4	Closer to their preferred range from you.	
5	Closer to your character's rear.	Facing more towards your character.
6	Occupying a hex relative to your character, indicated by their approach.	Closer to your character's rear.

*Opponent cards state if an opponent is melee or ranged.

SOLO DEFENCE CARDS

Solo defence ability cards have a split initiative.

The top effect includes a block and has a variable initiative. The bottom effect Includes move effects. Always resolve both the top and bottom effects.

If your attack effect targets the opponent within their defence card's range of variable initiative speeds, the opponent resolves the top effect at that speed.

If multiple attacks fall within this range, resolve the defence card at the speed that blocks the most wounds. If there is a tie, use the highest of the tied speeds.

If no attacks (*that would affect the opponent*) fall within the range of variable initiatives, resolve the top part of the defence card at the highest possible speed.

Reset Deck

If a solo ability card instructs you to *reset deck*, shuffle that card, and all other cards belonging to that opponent, back into their solo ability card deck.

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

KAMAE TYPES



Aggression



Balance



Determination



Neutral

CARD RANKS



Jade



Steel



Gold



Wood

ABILITY CARD TYPES



RESOLVE TIED INITIATIVE
CARDS IN THIS ORDER.



Defence



Attack

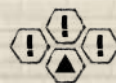


Meditation



Core

GRID ICONS



Player



Targeted Character



1 Wound



2 Wounds



Bleeding Wound



Block



Poison



Asterisk Effect



Hobble



Stun



Advantage



Execution



Counter

CHARACTER ICONS



The Student



The Master



The Ronin



The Warrior