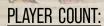


# SENJUTSU

BATTLE FOR JAPAN

# **ENTER THE MASTER**

The Old Dragon has issued a challenge to all comers! Can you take him down or will he send you home defeated.



This challenge can be played solo or 2 player co-op.

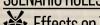
#### **CHALLENGE GOAL:**

Deal as many wounds to The Master as possible before he defeats you. You score 1 point for each wound you can deal. Effects score 5 points.

#### SETUP:

This scenario is played on the snowy battlefield map. Deploy The Master on the green "x". Players deploy on black "x" spaces.

## SCENARIO RULES:



Effects on The Master's cards affect **BOTH** players.

If your team consists of any of the following pairs of characters, you only have one focus pool of 7 and it is shared between both characters:

The Student + The Ronin The Yojimbo + The Onna-Bugeisha The Monk + The Sailor Yasuke + The Wakou The Assassin + The Ninja Kojiro + Musashi The Warrior + The Ashigaru (and Hachiko)



## **DECK CONSTRUCTION:**

Players should construct their decks using the normal deck construction rules on page 25 of the rulebook.

The Master's deck contains the following cards:

Master: 001, 002, 003, 004,

Universal: 008, 028, 031, 033, 035

Nightmare: 991, 992, 993, 994, 998

The Master is an Aggressive Al and has no wound limit. He cannot be given Stun cards.

#### **SCORING:**

1-5: Wood Rank

4 6-15: Steel Rank

**16-29: Gold Rank** 

30+: Jade Rank