

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.

PLAYER COUNT:

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 AI and has no wound limit. He cannot be given Stun cards.

SCORING:

🪵 1-5: Wood Rank

🏠 6-15: Steel Rank

🏆 16-29: Gold Rank

🟢 30+: Jade Rank