

# SENJUTSU

## BATTLE FOR JAPAN

### GENERAL FAQ

**When changing Kamae up to 2 branches, can I move back and forth through a Focus Point on the branch to end up where I started, having gained 2 Focus?**

As long as the Kamae changes do not disregard any one way (SEE BELOW) moves on the character's Kamae Card, then yes this is allowed.



For example, the Student can do this between Balance to Aggression, however he cannot move from Determination to Balance and back to Determination as the pathway out of Determination is one way. [SEE BELOW].



**If there are two move icons on a card, can those be in different directions? For example, if a card has a mandatory ↘ followed by an optional ↗ I go and ↙ then ↗ or do they still have to be in the same direction?**

If they are two distinct Movement Effects, spaced between multiple lines on the Ability Card, you may choose a different direction for the second Movement Effect.

**A collision is when a character is 'forced' to move to another Battlefield Hex that is already occupied. If I have mandatory move - for example ↘, and another character is standing adjacent to my character's Front Facing. Can I bump into him, or I must try to avoid the collision?**


You must always try to avoid a collision where possible. In this example, you may choose to move your character ↙ or ↗ See page 16 of rulebook.

**Terrain adds a Block Effect to the Battlefield Hex it occupies. Does this apply to Battlefield Hexes you can stand on- such as Corpses, cut-down Bamboo and Rowing Boats?**

Terrain Hexes that can be entered by characters / AI Opponents do not receive this Block Effect from the presence of Terrain.

NOTE: This will be included in the Errata. "Boat", "Caltrops" and "Corpses" does not add a blocking effect to the Battlefield Hex it occupies.


***As far as I understand you must declare your Block's Initiative before Instant Cards are placed 'into play'. If my opponent declares they will Block at 7 and I play an Instant Replacement Ability Card that attacks at Initiative 6 he can't block me anymore?***


Instant Replacement Cards (  ) are played before an Ability Card's Variable Initiative is chosen - see Revealing Cards see page 24 of the rulebook.


Your opponent would choose their Defence Card's Initiative AFTER you replace your card with an Attack Instant Replacement Card.

It may be the case that your character's new Attack Ability Card activates at an Initiative not covered by the opponent's Defence Card.

***Do I have to play Instant Additional Cards before conditions are successful? Do I have to assume I will be successful before ability cards resolve? or that rule only applies to Instant Replacement Instants?***


Instant Replacement Ability Cards (  ) are placed 'in play' before the Ability Card that is being replaced is resolved.

Most Instant Additional Ability Cards (  ) require a success to be placed 'in play'. The 'success' required is detailed on the Instant Additional Ability Card, the conditions for this success are checked before you place the card into play.


***If I receive a (  ) before I resolve my card, does this also change my initiative?***

No, initiatives are locked in when cards are revealed.

***Can I target myself with (  ) effects?***

No, (  ) specifically means a character that is not you.

***If there are multiple (  ) effects on a card, can I target different characters With them?***

Unless the (  ) effect is on an attack with a hex grid (in which case any successfully hit by the attack suffers the effects), only one target can be affected by a card.

***If I make another character collide with another character/terrain, do they discard a card and skip their turn?***

No, this only applies if you cause yourself to collide with another character through an effect on a card you have played.

***Can I play a card that would force me to collide with someone given the game state at the start of the turn?***

Yes.

***Some of the pre-constructed signature decks don't have exactly 30 cards, is this correct?***

No, this is an oversight. Feel free to use them as-is, or add/remove cards to make them 30.

***If I play a Stun/Crippling Poison as my active card for the turn, what is my initiative?***

Your initiative is treated as [0].

***If I play a Counter, does it have to target the character that attacked me?***

No.



***If I play a card that requires me to be in RED/GREEN/YELLOW/BLUE to play it and I am affected by a card that changes my Kamae/resets me to [ 卍 ] before my card resolves, can I still resolve my card?***

Yes, play restrictions are checked when cards are revealed.

***If I play a card whose initiative depends on my kamae, and I am affected by a card that changes my Kamae/resets me to [ 卍 ] before my card resolves, does this change my place in the initiative order?***

No, kamae-dependent initiatives are locked-in when cards are revealed.

***If I play a card that is affected by [ 龍 ] and I am no longer in [ 龍 ] when it comes to my turn, can I still resolve it?***

If the card has [ 龍 ] as a requirement to play (cf. Lunar Sniper Trap [166]), then yes you can, this is checked at the point of revealing.

If the initiative is variable based on whether you are in [ 龍 ] or not (cf. Kama Slash [175]), then your initiative is locked in on reveal, like a kamae.

If there are effects on your card that trigger if you are concealed [ 龍 ] (cf. Chain Hook [171]), these effects DO NOT trigger.

### ***When is Focus paid?***

Optional focus is paid at the point where you want to use the effect.

Mandatory Focus costs are paid when the Ability Card is revealed. You must have enough Focus Tokens in your Focus Pool to be able to pay for the card.

If an Ability Card with a mandatory Focus Cost is replaced by an Instant Replacement, the paid Focus Cost is refunded see page 13 of rulebook.

***Does my [ 龍 ] card's Initiative have to match the [ 火 ] card's Initiative in order to be successful?***

Yes, The Block Effects section on pg18 explains this. "This Block Effect applies to the hex at the Initiative Speed you choose..." then it details the three ways a Block Effect can negate an Attack Effect. Then on the opposite page: "A Battlefield hex is 'blocked' only at the Initiative Speed chosen by the defender. At every other Initiative Speed during the turn, the hex targeted by the defender's Block Effect is not blocked."







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## ABILITY CARD FAQ

***'Dragon Reflection' (Master Jade Card 009) states that pick a Jade Ability Card from your opponent's Discard and play it as an Instant Replacement card? What if "Honesty" (091) is in play?***

Honesty prevents Instant Replacement cards from being played. You will not be able to take the Jade card from the opponent's Discard as it cannot be played.

***If I was to play my character's Core Card, which allows a movement of 1 space combined with 2 rotations, could I rotate once, move a space, and then rotate again?***

Correct, bearing in mind both rotations must in the same direction (clockwise or counter-clockwise).

***How does the card "Iron Will (106)" work?***

Normally if your Ability Card Deck is empty but you need to draw a card, you would take a Wound. If Iron Will is active, you do not need to do this.


***Can [▲▲] cards like "Mountain Switch (049)" and "Smoke Bomb (172)" be blocked?***

No, only [🔥] cards with hex grids can be blocked by [▲▲] cards.

***Regarding Stuns when I am playing as the Ashigaru and Hachiko.***

***If I draw two cards at the start of the turn and one card is a Stun, the other card is an Ability Card, do I have to discard the Ability Card?***

***Is the Stun returned to the Stun Card pile or placed 'in play' for Hachiko?***

You must pick the Stun  for Hachiko as his card selection for the turn. This Stun is placed into the Player Area for Hachiko. As this counts as Hachiko's choice of card, the other drawn Ability Card is discarded.

If you draw two Stuns, both Stuns must be placed 'in play' for Hachiko, overriding the normal process of picking one card. Hachiko is then immediately defeated (having taken two Stuns).

***The Master's "Dark Bargain (014)" - can I search my deck even if I'm out of range of my target?***

No, any non-movement effects on ranged cards can only be triggered if you are in range of your target.

***Where's my 6th copy of "Fend (123)"?***

Hachiko ate it.

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## SOLO CARD FAQ

***In Solo, do the AI Opponents change stance?  
(Defensive vs Aggressive)***

Only if indicated by the specific scenario / Battle Challenge.

***If the AI Opponent has no Ability Cards left to draw,  
what do I do?***

This situation occurs if the AI Opponent has been forced to discard the Ability Card that contains 'Reset Deck'.

The AI opponent reshuffles their discard and continues as normal. They do not receive wounds like human players do.

***How are AIs affected by Bleeds?***

*They discard from the top of their deck as normal. They do not receive wounds for decking out.*

***If an AI Opponent has a Movement Effect with  
multiple steps, do they still have to follow the rule  
saying they must move in the same Movement  
direction and Rotation direction every time?***

Yes.



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## CAMPAIGN FAQ

***In Ashigaru Attack, 'Fend' (123) gains the prepared symbol. Do I start with 1 or 2 Fend in my hand?***

You may only start with up-to one copy of each Prepared card se page 20 of the rulebook. You do not need to start with Fend in your hand.

In the Campaign Book Scenarios, Ability Cards may gain or lose 'Prepared' (☞). This information is indicated in the Deck Setup and applies to that scenario only.

***In Bandit Tavern, what Battlefield Hexes do I use as the playable area of the Battlefield?***

Use the Red Outline Hexes for the playable area of the Battlefield. The Trap Tokens are used to extend the Battlefield and count as ordinary Battlefield Hexes, part of the playable area.

***In Fortress Siege, how do the Ashigaru share the solo cards (014), (015), (027) and (029)?***

- KATANA ASHIGARU 1: ☞ (002), (014), (015), (027), (029)  
PREFERRED BEHAVIOUR: RIGHT / STANCE: DEFENSIVE
- KATANA ASHIGARU 2: ☞ (005), (014), (015), (027), (029)  
PREFERRED BEHAVIOUR: RIGHT / STANCE: DEFENSIVE  
THE KATANA ASHIGARU HAVE A WOUND LIMIT OF 3.

Change these cards for the Katana Ashigaru 2 to the following solo cards (005), (019), (024), (028) and (034).

