

SENJUTSU

BATTLE FOR JAPAN

"ONE STRIKE"

Back in its earliest form, when Paul first started to put ideas together for Senjutsu, the initial plan was that the game would be a one hit one kill style game where you would only need to land a single strike to kill your opponent. In honour of the games origins, this scenario will return to those ideas,

PLAYER COUNT:

This challenge is for 2 players in 1v1 format.

CHALLENGE GOAL:

Win with each of the 4 core characters.

SETUP:

This scenario is played on the snowy battlefield map.

Each character is deployed in one of the 'X' hexes on the battlefield.

SCENARIO RULES:

Each character's wound limit is considered to be 1.

DECK CONSTRUCTION:

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

WINNING CONDITION:

In order to be declared the overall winner a player **MUST** be the first to win one game with **EACH** of the 4 core characters (Student, Ronin Warrior and Master).

