

SENUUTSU

BATTLE FOR JAPAN

BETA V7 (10.10) RULES BY

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1-4
PLAYERS



20
MINUTES



14+
AGE

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COMPONENTS:

- 2 X REVERSIBLE BATTLEFIELD TILES
- 1 X RULEBOOK
- 1 X BATTLEFIELD TERRAIN
- 4 X UNIQUE SAMURAI MINIATURES
 - > THE SENSEI
 - > THE STUDENT
 - > THE RONIN
 - > THE WARRIOR
- 4 X SAMURAI CONSOLES
- 4 X KAMAE TREES
- 4 X KAMAE CONSOLE RINGS
- 2 X REFERENCE CARDS
- 110 X ABILITY CARDS
- 52 X SENSEI ABILITY CARDS
- 20 X WOUND CARDS
- 10 X BLEEDING WOUND CARDS
- 10 X STUN CARDS

PREFACE:

THE CENTURIES-OLD AUTHORITY OF THE ASHIKAGA SHOGUNATE HAS COLLAPSED, CASTING FEUDAL JAPAN INTO A BRUTAL CIVIL WAR. CLAN HAS TURNED UPON CLAN AS DAIMYOS, LOCAL LIEGE LORDS, STRUGGLE TO ACCUMULATE POWER AND PRESTIGE.

EACH PLAYER CONTROLS A SAMURAI, A SKILLED WARRIOR PLEDGED TO THE SERVICE OF A DAIMYO AND THEIR CLAN. THEIR DUTY IS TO DEFEAT ANY ENEMY THAT THREATENS THEIR LORD'S AMBITIONS AND TAKE THEIR HEAD FOR HIS PLEASURE.

BLOOD WILL BE SPILT AND GREAT WARRIORS WILL FALL IN THIS BATTLE FOR JAPAN.

GAMEPLAY OVERVIEW:

GAMEPLAY TAKES PLACE IN A SERIES OF ROUNDS, WITHIN WHICH PLAYERS CONTROL A SAMURAI EMBROILED IN THE FIGHTING THAT CONSUMED FEUDAL JAPAN.

EACH ROUND, PLAYERS DRAW ABILITY CARDS FROM THEIR ABILITY CARD DECK INTO THEIR HAND, PLAYING ONE CARD FACEDOWN AGAINST THE OPPONENT'S CHOSEN CARD. ABILITY CARDS REPRESENT A SAMURAI'S ATTACKS, DEFENCES, MOVEMENTS, AND MENTAL PREPARATIONS.

THESE CARDS ARE FLIPPED AND REVEALED SIMULTANEOUSLY, PROVIDING THE SAMURAI WITH THEIR ABILITIES FOR THE ROUND AND AN INITIATIVE SPEED AT WHICH EACH CARD EFFECT IS RESOLVED.

WIN CONDITION:

ONCE A SAMURAI HAS TAKEN THE NUMBER OF WOUNDS EQUAL TO OR BEYOND THEIR WOUND LIMIT, THEY ARE DEFEATED.

THE WINNER IN ANY GAME IS THE LAST REMAINING UNDEFEATED SAMURAI (OR ALLEGIANCE OF SAMURAI).



THE STUDENT

SAMURAI OVERVIEW:

SAMURAI ARE REPRESENTED ON THE BATTLEFIELD BY A CORRESPONDING MINIATURE ON A HEXAGONAL BASE.

A SMALL TRIANGULAR NOTCH ON THIS BASE MARKS THE SAMURAI'S FRONT FACING, WHICH IS IMPORTANT FOR READING AND UNDERSTANDING ABILITY CARDS.

EACH SAMURAI ALSO POSSESSES A UNIQUE SAMURAI CONSOLE, KAMAЕ TREE AND CORE ABILITY CARD.

THE **SAMURAI CONSOLE** DETAILS HOW MANY WOUNDS THE SAMURAI CAN TAKE BEFORE THEY ARE DEFEATED, THEIR STARTING ADVANTAGE STAT AND THE PLAYER'S ABILITY CARD HAND LIMIT.

THE **KAMAЕ TREE** REPRESENTS THE SAMURAI'S FAMILIARITY AND PREFERENCE FOR 'KAMAЕ' OR "MARTIAL STANCES". BEING IN A KAMAЕ MAY UNLOCK POWERFUL BONUSES ON THE ABILITY CARD BEING PLAYED.

A SAMURAI'S CURRENT KAMAЕ IS TRACKED WITH THE **KAMAЕ RING**, THIS COMPONENT BEGINS THE GAME CENTRED ON THE SHINTO GATE - OR NEUTRAL POSITION AND MAY MOVE THROUGH THE BRANCHES (INTERCONNECTING BLACK LINES) TO A NEW KAMAЕ POSITION IF PROMPTED SO BY AN ABILITY CARD.

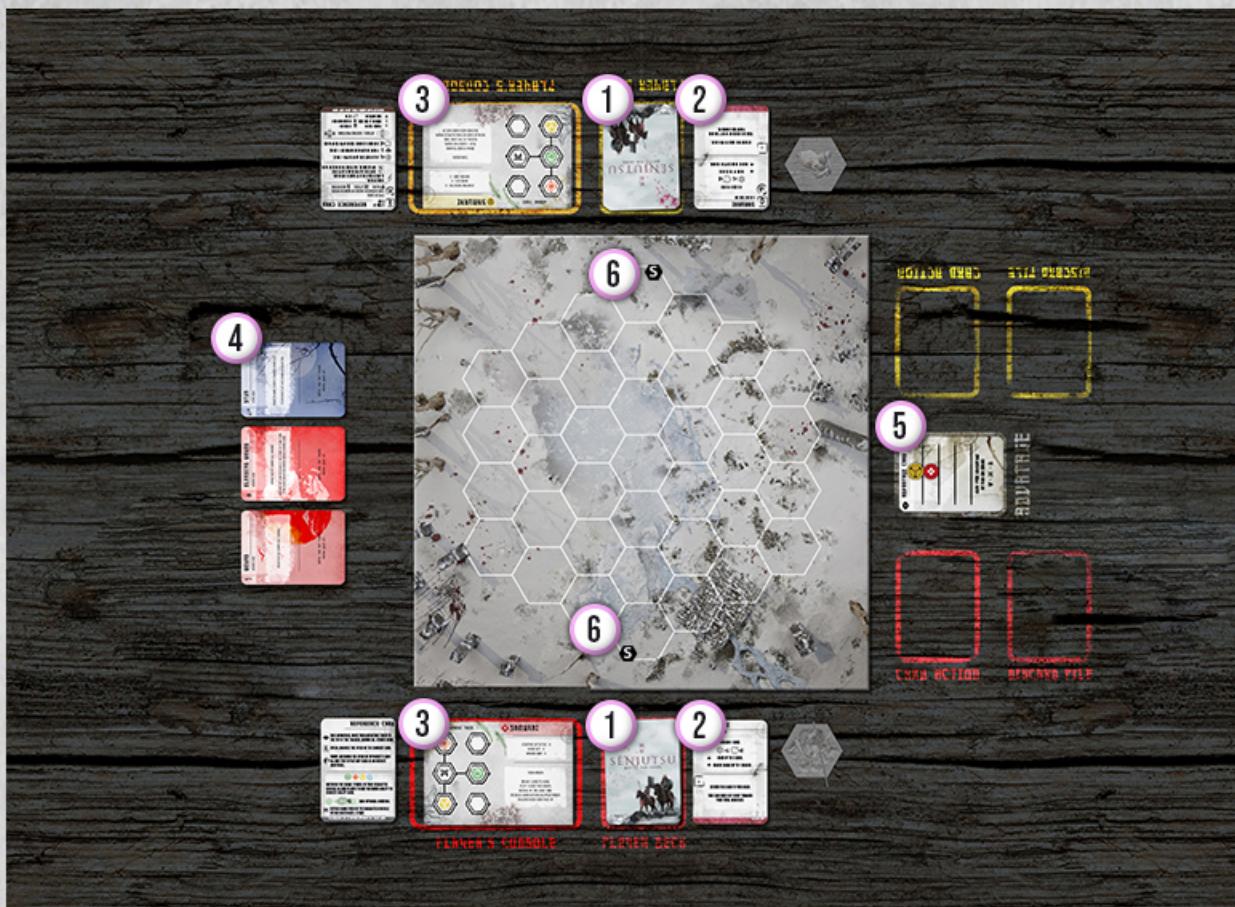
THE **CORE ABILITY CARD** IS A UNIQUE ABILITY CARD THAT NEVER COUNTS TOWARDS THE ABILITY CARD HAND LIMIT AND IS NEVER DISCARDED. IT CAN BE PLAYED INSTEAD OF A REGULAR ABILITY CARD AND PROVIDES SAMURAI WITH SEVERAL OPTIONS AT AN INITIATIVE VALUE OF 0.

ABILITY DECK:

PLAYERS MAY EITHER CONSTRUCT A DECK OF 40 ABILITY CARDS BEFORE THE GAME OR CHOOSE A PRE-CONSTRUCTED DECK.

THE CHOSEN ABILITY CARD DECK REPRESENTS EVERY TECHNIQUE, TRICK AND MOTION THE SAMURAI HAS LEARNED THROUGHOUT THEIR TIME AS A WARRIOR.

SETUP & DIAGRAM:



EACH PLAYER CHOOSES A SAMURAI AND TAKES THE CORRESPONDING MINIATURE, SHUFFLED 40 CARD ABILITY CARD DECK **1**, CORE ABILITY CARD **2** AND SAMURAI CONSOLE **3**.

PLACE THE KAMAE CONSOLE RING ON THE GATEWAY KAMAE POSITION (**4**), THIS IS FOUND ON THE SAMURAI CONSOLE CARD.

PLACE THE WOUND, STUN AND BLEEDING WOUND CARDS **4** WITHIN REACH OF ALL PLAYERS.

SET UP THE ADVANTAGE TRACKER CARD **5** USING THEIR SAMURAI'S ADVANTAGE NUMBER (FOUND ON THE SAMURAI CONSOLE), TO SET THE ORDER OF THE ADVANTAGE TOKENS. THE SAMURAI WITH HIGHEST ADVANTAGE NUMBER PLACES THEIR TOKEN AT THE TOP OF THE ADVANTAGE CARD.

EACH PLAYER PLACES THEIR SAMURAI MINIATURE ONTO OR ADJACENT TO ANY OF THE STARTING POSITION HEXES (**6**) ON THE BATTLEFIELD. PLAYERS MAY NOT SHARE A STARTING POSITION AREA WITH AN OPPONENT.

FINALLY, EACH PLAYER DRAWS THE TOP 5 ABILITY CARDS FROM THEIR DECK INTO THEIR HAND ALONG WITH THEIR CORE ABILITY CARD.

THE MAXIMUM HAND LIMIT IS FOUND ON THE SAMURAI'S CONSOLE.

NOTE: THAT THE CORE ABILITY CARD IS NEVER COUNTED FOR THE PURPOSES OF WORKING OUT ABILITY DECK SIZE OR IN-GAME HAND LIMIT.

READING ABILITY CARDS:



1) INITIATIVE SPEED: THIS NUMBER REPRESENTS THE ORDER IN WHICH AN ABILITY CARD AND ITS ACTIONS WILL ACTIVATE ONCE REVEALED, RELATIVE TO THE INITIATIVE SPEED OF OTHER OPPONENT'S ABILITY CARDS. THE ABILITY CARD ACTION WITH THE HIGHEST INITIATIVE SPEED IS RESOLVED FIRST.

IF THERE ARE TWO INITIATIVE SPEEDS WITHIN A SINGLE BOX LIKE SHOWN, THE CONTROLLING PLAYER CHOOSES AT WHICH INITIATIVE SPEED THE ABILITY CARD'S ACTION WILL ACTIVATE, BY CHOOSING A SINGLE INITIATIVE SPEED AT OR BETWEEN THOSE TWO NUMBERS.

2) CARD TYPE: ABILITY CARDS COME IN THREE CORE TYPES, REPRESENTED BY A SYMBOL ON THE CARD. DEFENCE (🛡), ATTACK (⚔) AND MEDITATION (🧘).

3) ABILITY CARD ACTIONS ALWAYS RESOLVE IN ORDER FROM TOP TO BOTTOM. THIS DIVIDING LINE MARKS WHERE ONE SEGMENT OF AN ABILITY CARD ENDS AND THE OTHER BEGINS. THERE MAY BE A NEW INITIATIVE SPEED PROVIDED WHICH DETERMINES WHEN THE SECOND PART OF THE ABILITY CARD'S ACTIONS ACTIVATE. (=) DENOTES THAT THE SECOND SEGMENT OF THE CARD WILL RESOLVE AT THE SAME INITIATIVE SPEED.

4) INSTANTS: IF THE ABILITY CARD IS AN INSTANT (⚡), IT WILL BE SHOWN HERE EITHER AS A REPLACEMENT (>) OR AN ADDITIONAL INSTANT (+). INSTANTS CAN BE PLAYED FROM A PLAYER'S HAND TO IMMEDIATELY REPLACE THE SAMURAI'S CURRENT ABILITY CARD AND ITS ACTIONS OR TO ADD TO THEM.

5) POSITIONAL ATTACK / DEFENCE GRID: THIS GRID SHOWS THE RELATIVE POSITION OF THE PLAYER'S SAMURAI (6) AND ITS FACING, ALONG WITH THE POSITION OF THE ATTACKING / DEFENDING EFFECT THAT TAKES PLACE ON THE CORRESPONDING BATTLEFIELD HEX. THE SAMURAI'S POSITION IS ALWAYS SHOWN AS AN ARROW (▲) FACING TOWARDS THE TOP EDGE OF THE ABILITY CARD, THIS CORRESPONDS WITH THE 'FRONT FACING' OF THE SAMURAI MINIATURE ON THE BATTLEFIELD.

ATTACK CARDS USE THE POSITIONAL GRID TO INFECT WOUNDS ON THE INDICATED BATTLEFIELD HEXES. SINGLE WOUNDS ARE REPRESENTED BY (!), FOR OTHER EFFECTS (SEE PAGE X).

7) KAMAE EFFECTS: IF A SAMURAI IS IN A KAMAE, FOR EXAMPLE (🥋), THEY WILL RECEIVE ANY CORRESPONDING BONUS ACTIONS OR EFFECTS AS SHOWN ON THE ABILITY CARD.

8) CARD RANK AND NUMBER: USED IN THE DECK BUILDING SEGMENT OF THE GAME (SEE PAGE 12).

READING ABILITY CARDS (CONT'D):

FORCED MOVEMENT: ABILITY CARDS WITH A SOLID BLACK MOVEMENT ICON DESIGNATE FORCED MOVEMENT. YOU MUST FULFILL THIS FORCED MOVEMENT EFFECT WITH YOUR SAMURAI'S MOVE. FOR EXAMPLE (▼ 1) FORCED MOVEMENT OF 1 OF THE 3 FRONT ARC HEXES.

OPTIONAL MOVEMENT: ABILITY CARDS WITH AN OUTLINED MOVEMENT ICON DESIGNATES OPTIONAL MOVEMENT. YOU MAY CHOOSE TO MAKE THIS MOVEMENT WITH YOUR SAMURAI OR IGNORE IT. FOR EXAMPLE (❖ 2) ALLOWS YOU TO MOVE IN ANY DIRECTION UP TO 2 TIMES.

ROTATION: YOUR SAMURAI HAS A FACING, INDICATED BY THE (▲) ON THE MINIATURE'S BASE. THIS CORRESPONDS TO THE GRIDS FOUND ON ABILITY CARDS. ROTATE MOVEMENTS ALLOW YOU TO CHANGE THE FACING OF YOUR SAMURAI BY ROTATING THE MINIATURE 1 SIDE OF A HEXAGON FOR EACH ROTATE EFFECT INDICATED. FOR EXAMPLE (C 2) ALLOWS YOU TO ROTATE UP TO 2 TIMES.

OPPONENT EFFECT: THE PRESENCE OF THE (▼) SYMBOL DENOTES THAT THE LINE'S FOLLOWING EFFECT APPLIES TO AN OPPONENT.

NOTE: STUN AND PUSH BACK EFFECTS ARE ONLY INFILCTED ON AN OPPONENT IF YOUR SAMURAI'S ATTACK HITS AND ARE NOT BLOCKED.

PUSH BACK: ALLOWS YOU TO MOVE THE OPPONENT AWAY FROM YOUR SAMURAI BY THE INDICATED NUMBER OF HEXES.

BLOCKING: BATTLEFIELD HEXES COVERED BY THE (▼) BLOCKING SYMBOL ON AN ABILITY CARD'S GRID ARE CONSIDERED TO BE BLOCKED BY THE ACTING SAMURAI. IF THE OPPONENT MAKES AN ATTACK AT THE SAME INITIATIVE SPEED AS THE BLOCKING EFFECT, THIS ATTACK IS IGNORED.

IF AN ATTACK'S TARGET HEX OR THE ATTACKING SAMURAI ARE EVER COVERED BY A BLOCKING SYMBOL THE ATTACK IS IGNORED. ADDITIONALLY IF A BLOCKING SYMBOL COVERS ANY HEXES DIRECTLY BETWEEN THE TARGETED HEX AND THE ATTACKING SAMURAI, THE ATTACK IS ALSO IGNORED.

NOTE: THE HEX IS CONSIDERED TO BE BLOCKED FOR ONLY THE INITIATIVE SPEED CHOSEN BY THE DEFENDER.

PARRYING: IF THE OPPONENT'S ATTACK IS BLOCKED AND THE INITIATIVE SPEED IS EQUAL TO THE PARRY SYMBOL'S (↙) INDICATED SPEED, YOU MAY IMMEDIATELY PLAY AND RESOLVE AN ATTACK ABILITY CARD AS THOUGH IT WAS AN INSTANT ADDITIONAL CARD.

NOTE: ONLY ATTACK ABILITY CARDS AT A LOWER INITIATIVE SPEED CAN BE PLAYED AFTER A SUCCESSFUL PARRY.



KEY CONCEPTS:

CARD INITIATIVE SPEED:

ALL ABILITY CARDS HAVE INITIATIVE SPEEDS, PROVIDED BY THE ABILITY CARD.



INITIATIVE NUMBERS RANGE FROM 0 TO 9 AND SET THE RELATIVE ORDER OF ACTIVATION FOR THE ABILITY CARDS REVEALED IN THE ACTIVATION PHASE (SEE PAGE 8).

PLAYER ORDER TIED INITIATIVES & ADVANTAGE:

IF THE REVEALED ABILITY CARDS HAVE A TIED INITIATIVE BUT ARE DIFFERENT “TYPES”, RESOLVE THE CARDS IN THIS ORDER: DEFENCE (🛡), ATTACK (⚔) AND MEDITATION (🧘).

IF THE REVEALED ABILITY CARDS HAVE A TIED INITIATIVE VALUE BUT ARE THE SAME “TYPE”, THE SAMURAI WITH THE HIGHEST ADVANTAGE WILL RESOLVE THEIR CARD FIRST.

ADVANTAGE IS TRACKED ON THE ADVANTAGE TRACKER CARD. A SAMURAI’S ADVANTAGE TOKEN IS PLACED ON THE CARD IN SET-UP. THE ADVANTAGE SYMBOL (🥋) FOUND ON SOME ABILITY CARDS THAT MAY CHANGE SAMUARI ADVANTAGE ORDER DURING A GAME.

KAMAE & KAMAE TREE:

KAMAE REPRESENTS THE SAMURAI’S POSTURE AND MENTAL ATTITUDE. EACH SAMURAI HAS A DIFFERENT KAMAE ‘TREE’ (SEE DIAGRAM) WHICH REPRESENTS THE SAMURAI’S CHANGING MENTAL AND PHYSICAL DISPOSITION.

ALL SAMURAI START AT THE KAMAE ‘GATEWAY’ 1 AND EACH AVAILABLE KAMAE IS REPRESENTED BY SYMBOLS ON THE SAMURAI’S KAMAE TREE AND ON CERTAIN ABILITY CARDS.

THE CORE ABILITY CARD AND SOME ABILITY CARDS ALLOW A SAMURAI TO MOVE FROM ONE KAMAE POSITION TO ANOTHER IF IT IS LINKED BY A ‘BRANCH’ 2.

BEING IN A KAMAE POSITION 3 (🛡) WILL UNLOCK CORRESPONDING BONUS EFFECTS FOUND ON ABILITY CARDS AND THE USE OF SOME SIGNATURE ABILITY CARDS.



TIP: EACH KAMAE SUITS A PARTICULAR STYLE OF FIGHTING ON THE BATTLEFIELD, WHETHER THAT’S ADDING MOVEMENT TO A SAMURI OR ENHANCING ATTACKS. MAKE SURE THAT YOUR SAMURI CAN MAKE THE MOST OF THEIR ABILITY CARDS BY KEEPING A CLOSE EYE ON THEIR CURRENT KAMAE POSITION AND THE KAMAE EFFECTS IN YOUR CURRENT HAND OF CARDS.

KEY CONCEPTS (CONT):

WOUND & BLEEDING WOUND CARDS:

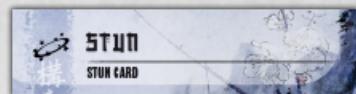


EACH TIME A SAMURAI IS STRUCK BY AN ENEMY ATTACK AND TAKES A WOUND, THAT SAMURAI'S PLAYER MUST TAKE A WOUND CARD AND PLACE IT IN FRONT OF THEM. WOUNDS ARE SYMBOLISED BY (!) ON THE POSITIONAL GRID ON THE ABILITY CARD.

WOUND CARDS ARE COUNTED AGAINST A SAMURAI'S WOUND LIMIT TO JUDGE IF THE SAMURAI IS DEFEATED. MULTIPLE (!) SYMBOLS ON AN ATTACK CARD'S POSITIONAL GRID WILL CAUSE MULTIPLE WOUNDS TO BE INFILCTED ON A SAMURAI IN THAT RELATIVE POSITION. A WOUND CARD IS DRAWN FOR EACH WOUND RECEIVED.

IF THE ATTACKING ABILITY CARD HAS A (淌) SYMBOL, THE PLAYER TAKES A BLEEDING WOUND CARD INSTEAD OF A WOUND CARD. FOR EACH BLEEDING WOUND CARD ON A SAMURAI, THE CONTROLLING PLAYER MUST DISCARD THE TOP ABILITY CARD FROM THEIR DECK EACH DRAW PHASE BEFORE DRAWING THEIR HAND OF ABILITY CARDS.

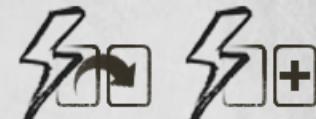
STUN CARDS:



SOME ABILITY CARD ACTIONS CAUSE STUN EFFECTS (眩). EACH TIME A SAMURAI IS 'STUNNED', THE PLAYER MUST DRAW A STUN CARD INTO THEIR HAND. THIS CARD CANNOT BE DISCARDED IN ANY WAY BESIDES PLAYING IT FACEDOWN IN THE ACTIVATION PHASE (AS THOUGH IT IS AN ABILITY CARD).

IF A PLAYER'S HAND LIMIT IS FULLY COMPRISED OF STUN CARDS AT ANY TIME, THEIR SAMURAI IS IMMEDIATELY DEFEATED.

INSTANTS:



INSTANT CARDS (⚡) CAN ONLY BE PLAYED ON A NON-INSTANT ABILITY CARD OF A DIFFERENT 'TYPE'. FOR EXAMPLE AN INSTANT ATTACK CARD CANNOT BE PLAYED ONTO AN ABILITY ATTACK CARD.

INSTANT REPLACEMENT CARDS (取代) CAN BE PLAYED FROM THE HAND ONCE ALL ABILITY CARDS HAVE BEEN REVEALED BUT BEFORE THE PLAYER WITH THE INSTANT REPLACEMENT CARD HAS RESOLVED THEIR SAMURAI'S CURRENT ABILITY CARD.

INSTANT REPLACEMENT CARDS ARE PLACED OVER THE PREVIOUS ABILITY CARD, REPLACING ITS EFFECTS WITH THE EFFECTS LISTED ON THE NEW CARD.

ABILITY CARDS THAT ARE REPLACED WITH INSTANT REPLACEMENT CARDS ARE DISCARDED.

INSTANT ADDITIONAL CARDS (附加) CAN BE PLAYED ONTO AN ABILITY CARD BEFORE IT IS RESOLVED. THESE CARDS ENHANCE OR CHANGE THE EFFECTS OF THE ABILITY CARD THEY ARE ATTACHED TO.

IF THE CARD'S INITIATIVE NUMBER IS THIS SYMBOL (=), THEN ANY EFFECTS ARE RESOLVED IMMEDIATELY AFTER THE EFFECTS OF THE ABILITY CARD IT IS ATTACHED TO.

ROUND ORDER:

1) DRAW:

DRAW A SINGLE ABILITY CARD FROM YOUR ABILITY CARD DECK AND ADD IT TO YOUR HAND.

IF THERE ARE NO MORE ABILITY CARDS LEFT TO DRAW, ADD A WOUND TO YOUR SAMURAI.

NOTE: THIS APPLIES ANYTIME YOU MUST DRAW AN ABILITY CARD AND CANNOT BECAUSE THE DECK IS EMPTY.

2) SELECT:

SELECT A SINGLE ABILITY CARD FROM YOUR HAND AND PLACE IT FACEDOWN NEXT TO THE OPPONENT'S CHOSEN ABILITY CARD. ANY ABILITY CARD PLACED DOWN IN THIS WAY IS 'IN PLAY'.

3) REVEAL:

SIMULTANEOUSLY FLIP ALL FACEDOWN ABILITY CARDS.

4) VARIABLE INITIATIVE VALUES:

IF AN ABILITY CARD WITH A VARIABLE INITIATIVE VALUE HAS BEEN REVEALED, THE CONTROLLING PLAYER MUST DECLARE WHICH INITIATIVE VALUE THE ABILITY CARD'S EFFECTS WILL RESOLVE AT.

IF MULTIPLE ABILITY CARDS WITH VARIABLE INITIATIVE VALUES HAVE BEEN REVEALED, PLAYERS DECLARE THEIR CARD'S INITIATIVE VALUES IN ADVANTAGE ORDER.

5) INSTANTS:

IF ANY PLAYER WISHES TO PLAY AN INSTANT ABILITY CARD, THIS MUST BE PLAYED NOW BEFORE THE ABILITY CARDS ARE RESOLVED. ANY INSTANTS PLACED DOWN ARE IN PLAY.

6) RESOLVE:

THE EFFECTS OF THE ABILITY CARDS RESOLVE IN INITIATIVE VALUE ORDER, HIGHEST VALUE RESOLVING FIRST. NOTE: THE CORE ABILITY CARD IS ALWAYS RESOLVED LAST AT VALUE 0 AND WILL RETURN TO YOUR HAND INSTEAD OF BEING DISCARDED.

7) DISCARD:

DISCARD ALL ABILITY CARDS IN PLAY, INCLUDING ANY ABILITY CARDS THAT WERE REPLACED BY AN INSTANT.

YOU MUST END THE ROUND WITHOUT EXCEEDING YOUR MAXIMUM ABILITY CARD HAND LIMIT OF CARDS, FOUND ON THE SAMURAI CONSOLE.

IF THIS LIMIT IS EXCEEDED, CHOOSE AND DISCARD ABILITY CARDS (FACEDOWN) UNTIL YOUR HAND IS EQUAL TO THE ABILITY CARD HAND LIMIT.

ONCE EVERY PLAYER'S HAND IS UNDER THEIR HAND LIMIT, THE NEXT ROUND BEGINS.

NOTE: HAND LIMITS ARE NOT CHECKED UNTIL THE END OF THE ROUND.

EXAMPLE 2-PLAYER GAMEPLAY:

DRAW PHASE:

BOTH PLAYERS (RONIN AND STUDENT) DRAW A SINGLE ABILITY CARD FROM THEIR ABILITY DECK INTO THEIR HAND.

EACH PLAYER SELECTS AN ABILITY CARD FROM THEIR HAND AND PLACES IT FACE-DOWN IN THE PLAYING AREA. THESE CARDS SHOULD BE PLACED CLOSE TOGETHER FOR THE REVEAL.

ACTIVATION PHASE:

BOTH ABILITY CARDS ARE SIMULTANEOUSLY REVEALED AND FLIPPED FACE-UP.

EACH ABILITY CARD IS RESOLVED IN INITIATIVE ORDER.

THE RONIN'S ABILITY CARD 'SWIFT MIND' IS SPEED 9 **1** AND STUDENT'S 'FIRM MIND' SPEED 5 **2**. THEREFORE THE RONIN RESOLVES THEIR ABILITY CARD FIRST FOLLOWED BY THE STUDENT'S ABILITY CARD.



THE RONIN MOVES LEFT AND FORWARD AND USES THE OPTIONAL ROTATE **3**. THE STUDENT USES THE OPTIONAL ALL DIRECTION MOVEMENT (\star) TO MOVE FORWARD 2 HEXES THEN ROTATES ONCE (C) **4** AND DRAWS 2 CARDS TO THEIR HAND **5**.

AS NEITHER SAMURAI IS IN A KAMAE POSITION ON THE KAMAE TREE THEY DO NOT BENEFIT FROM THE KAMAE BONUSES **6** ON THE ABILITY CARDS THEY HAVE JUST PLAYED.

DISCARD PHASE:

BOTH PLAYERS MUST NOW DISCARD ABILITY CARDS TO MATCH THEIR HAND LIMIT.

THE RONIN PLAYER HAS NOT EXCEEDED THEIR HAND LIMIT AND THEREFORE DOES NOT NEED TO DISCARD ANY CARDS. THE STUDENT PLAYER HAS 7 ABILITY CARDS IN THEIR HAND AND THEIR HAND LIMIT IS 5, THEY MUST DISCARD 2 ABILITY CARDS.

TIED ABILITY CARDS & KAMAE EXAMPLE:

BOTH PLAYERS HAVE REVEALED THEIR CORE ABILITY CARDS WITH SPEED 0 

THE STUDENT IS TOP OF THE ADVANTAGE TRACKER AND SO HAS THE ADVANTAGE  ACTIVATING THEIR ABILITY CARD FIRST.

THEY BOTH DISCARD 1 CARD (AS SHOWN ON THE CORE ABILITY CARD), THE STUDENT DECIDES TO MOVE.

THE RONIN DECIDES TO CHANGE THEIR KAMAE ONE BRANCH FROM THE KAMAE GATEWAY TO THE 'BALANCED' KAMAE  THIS ALLOWS THE RONIN TO ACCESS ANY 'BALANCED'  KAMAE BONUS EFFECTS ON THEIR ABILITY CARDS.



PARRYING EXAMPLE:

THE RONIN DECIDES TO USE A WILD SWING AGAINST THE STUDENT - WHO REVEALS A WILD BLOCK CARD.

THE WILD SWING IS ATTACKING AT SPEED 7 THE STUDENT IS IN THE 'AGGRESSIVE'  KAMAE AND GAINS THE PARRY BONUS WHICH IS SET AT SPEED 7  AND SO IS ACTIVATED.

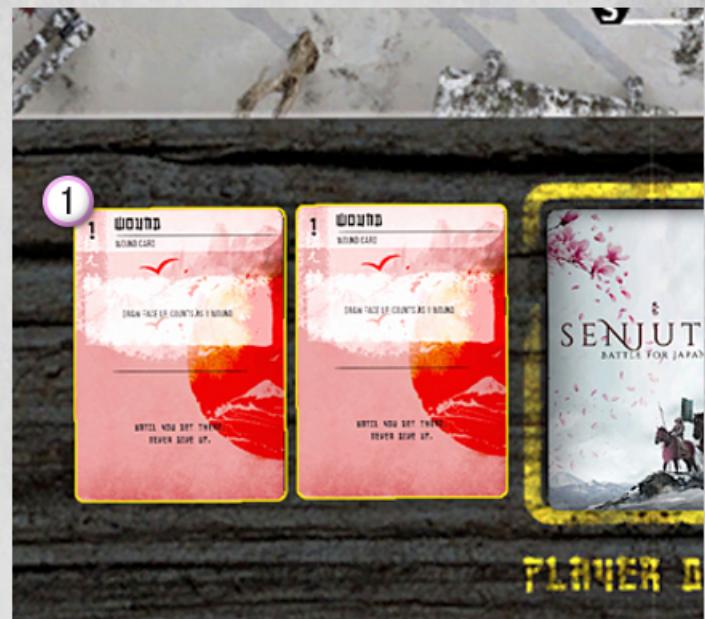
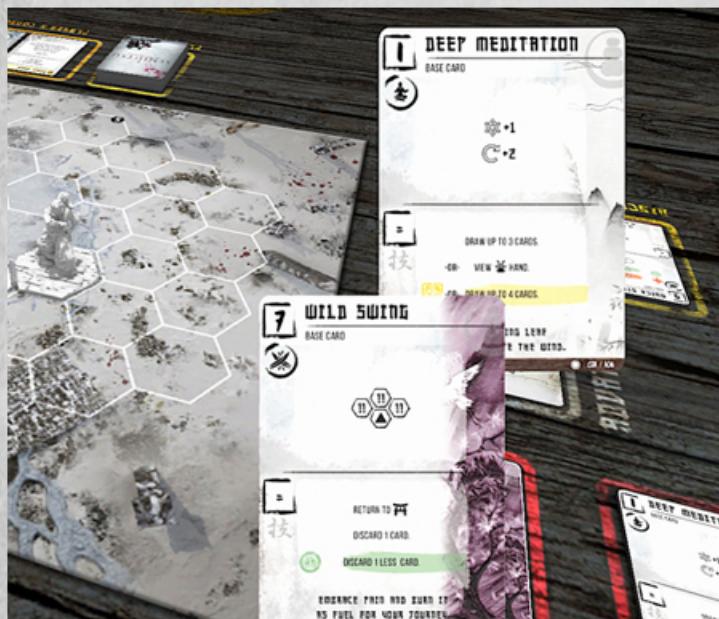
THE PARRY ABILITY ALLOWS THE STUDENT TO PLAY ANY ATTACK CARD FROM THEIR HAND WHICH IS EQUAL TO OR LOWER THAN THE PARRY SPEED, THEY CHOOSE SEVERING CUT (SPEED 5) - AND SO NOT ONLY HAVE THEY BLOCKED AN ATTACK THEY HAVE INFILCTED A BLEEDING WOUND TO THE RONIN.



ATTACKING EXAMPLE:

THE RONIN PLAYS 'WILD SWING' WHICH IS SPEED 7. THE STUDENT HAS PLAYED 'DEEP MEDITATION' WITH A SPEED OF 1.

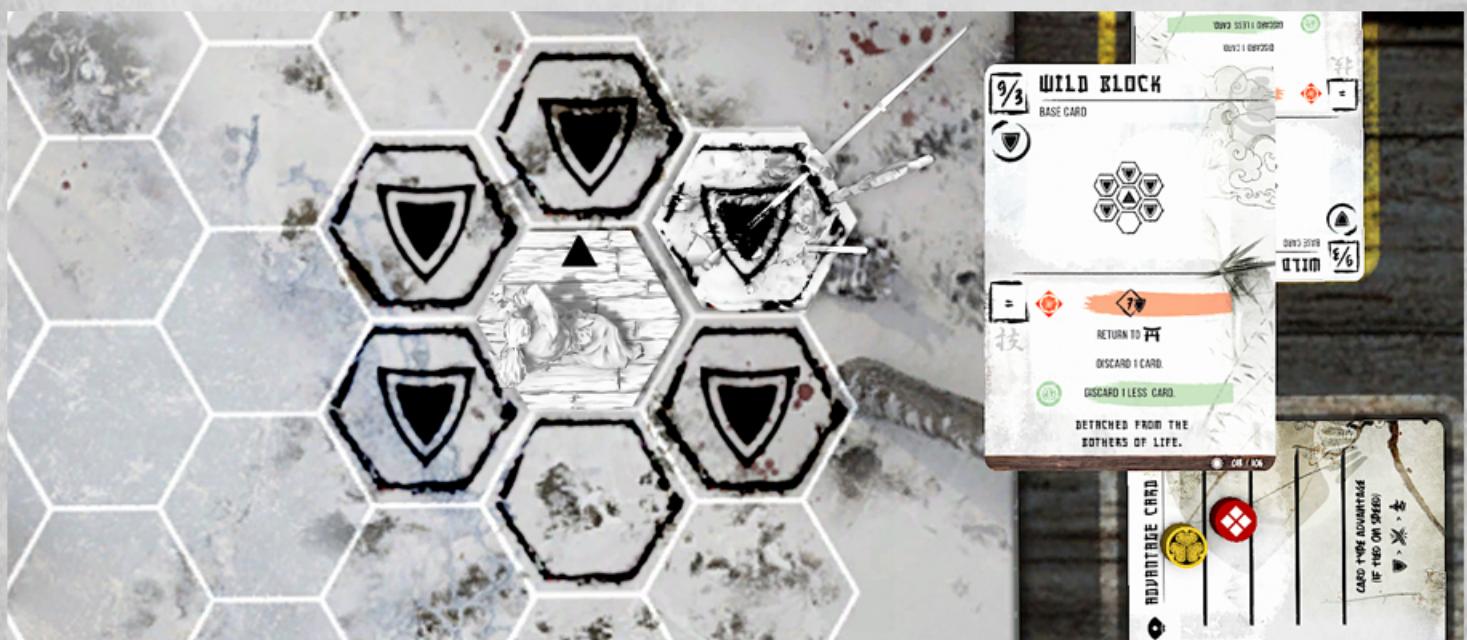
THE RONIN'S WILD SWING ACTIVATES FIRST AND INFILTS TWO WOUNDS (1!) 1 ON THE STUDENT. THE STUDENT'S CONTROLLING PLAYER DRAWS 2 WOUND CARDS AND PLACES THEM FACE-UP NEXT TO THEIR SAMURAI CONSOLE. THE STUDENT THEN RESOLVES THEIR 'DEEP MEDITATION' ABILITY CARD.



DEFENDING EXAMPLE:

THE RONIN NOW PLAYS 'QUICK STAB' WHICH IS SPEED 9. THE STUDENT HAS PLAYED 'WILD BLOCK' WITH A SPEED BOUNDARY OF 9 TO 3.

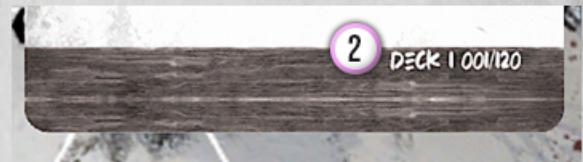
THE STUDENT PLAYER DECIDES TO RESOLVE 'WILD BLOCK' AT SPEED 9. ITS EFFECTS PERSIST FOR THE DURATION OF THAT INITIATIVE SPEED. ALL HEXES WITH THE BLOCK SYMBOL PROTECT THE STUDENT AT SPEED 9.



SOLO PLAY:

CHOOSE ONE OR MORE AI SAMURAI OPPONENTS, MATCHING THEIR MODEL WITH THE CHARACTER CARD 1 AND PLACE THEM ON OR ADJACENT TO THE STARTING HEX.

FLIP THE SOLO AI CHARACTER CARD OVER AND FORM THEIR ABILITY DECK 2, SHUFFLE AND PLACE THIS DECK FACE DOWN BEFORE SETTING THEIR ADVANTAGE TOKEN TO THE INDICATED POSITION ON THE TRACKER.



NOTE: EACH AI OPPONENT HAS A 15 CARD ABILITY DECK COMPRISED OF SPECIFIC SOLO CARDS.
THE BOTTOM OF EACH AI SOLO CARD LISTS THEIR PARENT DECK AND NUMBER.

SAMURAI BEHAVIOUR 3 INDICATES HOW THE AI SAMURAI WILL ACT.

FOR EXAMPLE, YUKI OGIMARU MUST ROTATE TO FACE YOUR SAMURAI FIRST, THEY MUST THEN MOVE TOWARDS YOUR SAMURAI USING THE MOST DIRECT PATH. THEY MUST THEN MOVE TOWARDS YOUR SAMURAI'S REAR FACING HEX VIA THEIR LEFT SIDE WHENEVER POSSIBLE.



ENEMY SAMURAI WILL ALWAYS AVOID COLLISIONS WHEN POSSIBLE.

ONCE THE AI ABILITY DECK RUNS OUT FOLLOW THE INSTRUCTIONS ON THEIR CHARACTER CARD. IF THEY RUN OUT WHILST THEY HAVE A BLEEDING WOUND ADD A NORMAL WOUND TO THEIR ALREADY EXISTING WOUND(S).

FAQ:

WHAT HAPPENS IF MY SAMUARI IS FORCED INTO MOVING INTO ANOTHER SAMURAI?

IF TWO SAMURAI COLLIDE AS A RESULT OF A MOVE, THE ABILITY CARD OF THE PLAYER THAT MOVED FIRST IS IMMEDIATELY CANCELLED AND BOTH PLAYERS RECEIVE A STUN CARD. THE PLAYER THAT MOVED TO CAUSE THE COLLISION MUST ALSO DISCARD 1 CARD.

**WHAT HAPPENS IF MY SAMURAI IS FORCED TO MOVE, BUT A BATTLEFIELD HEX IS UNAVAILABLE?
YOUR SAMURAI REMAINS IN PLACE AND RECEIVES A STUN CARD.**

DECK BUILDING:

A SAMURAI'S ABILITIES CONSIST OF A DECK OF 40 ABILITY CARDS, CHOSEN BEFORE A GAME.
EACH DECK IS CONSTRUCTED FROM A COMBINATION OF ABILITY CARDS, EACH WITH THEIR OWN RANK:

JADE; ONLY 1 JADE RANKED CARD IS ALLOWED IN YOUR ENTIRE DECK.



GOLD; ONLY 1 EXAMPLE OF EACH GOLD RANKED ABILITY CARD IS ALLOWED ONCE IN YOUR DECK.



STEEL; UP TO 2 EXAMPLES OF EACH STEEL RANKED ABILITY CARD ARE ALLOWED IN YOUR DECK.



WOOD; UP TO 3 EXAMPLES OF EACH WOOD RANKED ABILITY CARD ARE ALLOWED IN YOUR DECK.



EXAMPLE OF A CHARACTER SENJUTSU DECK



X1 DRAGON MOON SLASH	X1 EMERGENCY BLOCK	X2 SWIFT MIND	X3 QUICK STAB
	X1 EVASIVE STEP	X2 FIRM MIND	X3 DEEP MEDITATION
	X1 WAR CRY	X2 WILD SWING	X2 POMMEL SMASH
	X1 CALM COMPOSURE	X2 HORIZONTAL CUT	X2 CALM DEFENCE
		X1 LUNGING THRUST	
		X1 DASH DOWN STRIKE	
		X2 SEVERING CUT	
		X2 STONE BLOCK	
		X1 WIND BLOCK	

NOTE: THE CORE ABILITY CARD NEVER COUNTS TOWARDS DECK LIMIT OR HAND LIMIT.

029 / 106

THESE SYMBOLS INDICATE THE CARD IS FROM SEASON 1 AND IS THE 29TH OF 106 CARDS.