

Senjin

Senjin is a 2-player combinatorial abstract strategy game with a goal of occupying the opponent's Bakufu (幕府) bases, while maintaining forces. A balance of offense and defense is necessary to achieve the goal. Players can upgrade the offense or defense capabilities of a piece after a move to strategically attack and defend.

Game Pieces:



Sword/Shield Token - 2 flippable Sword/Shield tokens each.

These tokens have a Sword on one side, a Shield on the other side, and can be placed onto your own pieces on the game board to change the movement and capture attribute of each piece. The Sword side enhances the movement/attacking ability of a piece by one space maximum range. The Shield side makes a piece impenetrable, but also immovable.



Sho - Leader and Defender (Shogun) - 4 Sho pieces each player

Move 1-2 spaces normally, 1-3 spaces with Sword.



Shi - Warrior (Bushi) - 11 Shi pieces each player-

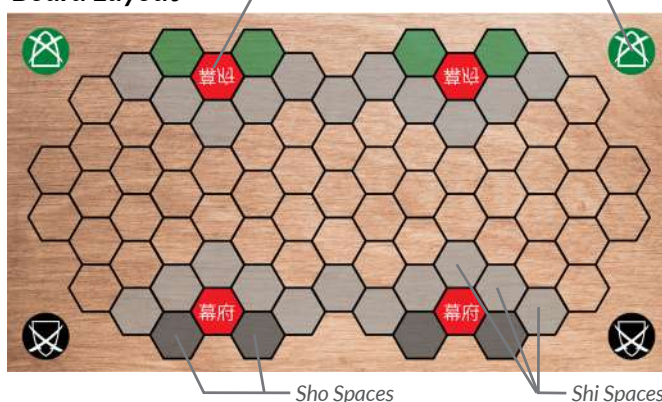
Move 1 space normally, 1-2 spaces with Sword.

Board and Setup:

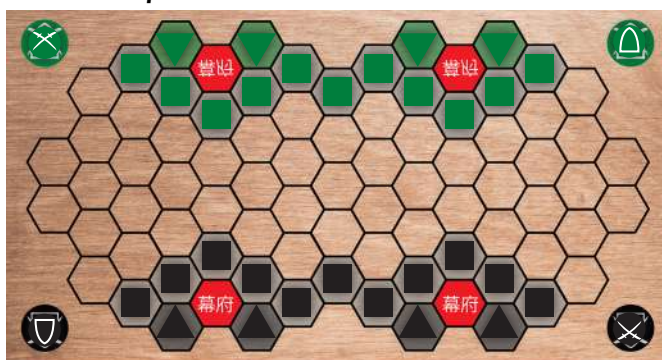
Bakufu (幕府) are the 4 red spaces (2 per player) on each side of the board. Bakufu are the bases around which each army is organized. The main goal is to occupy both of your opponent's Bakufu.

The board is set up with the Sho guarding the Bakufu in their colored spaces and Shi arranged in front on the grey spaces ready to attack and defend. The game starts with 1 Sword side up token and 1 Shield side up token for each player in their colored off-board locations.

Board Layout



Initial Setup



Win Conditions: (Achieving any of these wins the game)

- **Occupy both** opponent Bakufu at the same time
- **Capture either:** All 4 opponent Sho **OR** All 11 opponent Shi
- **Force opponent to be incapable of moving** a piece on their turn

Gameplay:

Opponent pieces are captured by moving onto their space and are removed from the board. It is possible to capture more than one piece in one action on multiple-space moves.

If a player's piece with Sword token on it is captured, then the Sword token returns to the player off of the board, and the player must wait one turn to re-deploy onto the board.

Each Turn consists of two actions, with the exception of the initial turn of the game:

1st action: Move a piece

2nd action: 3 Options. . .

Place a Sword/Shield Token onto the piece just moved in 1st action	OR	Flip a Sword/Shield Token in place (stays on the same piece, but switches side)	OR	Move another different piece
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The initial turn of the game, the first player makes only one action, choosing one of these three options: Move a piece, Place a Sword or Shield Token on any piece, or Flip a Sword/Shield token in place off the board.

Movement Rules and Restrictions:

It is not required to move a piece the maximum amount of spaces a piece is capable of moving on an action. Players can choose to move fewer spaces.

Cannot move the same piece twice on one turn.

Cannot jump or move through your own pieces.

Cannot move into, jump, or move through your own Bakufu.

Cannot capture, jump, or move through a piece with a Shield token on it.

Can only place one token on each piece (cannot place a Shield token on top of a piece that moved with a Sword token on it)

Cannot "pass" an action.