



The centuries-old authority of the Ashikaga Shogunate has collapsed, casting feudal Japan into a brutal civil war.

Clan has turned upon clan as Daimyo, local liege lords, struggle with each other to accumulate power and prestige. Blood will be spilled, and great warriors will fall in the battle for Japan.

Each player controls a skilled warrior, in the *Sengoku* time period. They may be pledged to the service of a Daimyo as a samurai, or travelling the land as a sword for hire.

READ THIS FIRST

Use the *Two Player Learn To Play* book to get playing Senjutsu as quickly as possible, using pre-made character decks for the Student and Master characters.

Then use this rulebook for the rules for two, three, and four player games. If playing solo, read the solo section in the *Path Of The Ronin solo and co-operative book*.

In this rulebook, notes are written in italics. Notes might direct you to other parts of the rulebook that are relevant when resolving specific rules, give helpful tips, examples, or provide clarifications on edge case rules interactions.

For experienced players, a lot of the fun of the game comes from building your own ability card decks and trying out different combinations of cards.

Once you have a couple of games under your belt, read the *Deck Construction* section on page 17.

CONTENTS

Component List	2
Setup	4
Battlefield Setup	4
Player Setup	4
Gameplay Overview	6
Winning The Game.....	6
Turn Structure In Detail.....	6
Resolving Ability Cards	8
Movement.....	8
Attacking	10
Blocking.....	11
Kamae Positions	12
Other Ability Card Icons	13
Instant Cards	13
Other Ability Card Keywords	15
Terrain	16
Turn Timing Sequence	16
Revealing Cards:.....	16
Attack Timing Sequence:.....	16
Deck Construction	17
Basic Ability Cards and Signature Ability Cards.....	17
Deck Construction Guidelines:.....	17
Restricted Schools	17
Multiplayer Rules	18
Card Anatomy	18
FAQ	19
Icon Reference Sheet	20

COMPONENTS LIST

CHARACTERS:



X1 WARRIOR, X1 STUDENT, X1 RONIN, X1 MASTER, X2 NOBLE WOMAN



X10* SOLO OPPONENT STANDEES AND X6 COLOUR HEX BASES
 *(X2 SAMURAI BOSS, X3 KATANA, X2 YARI, X2 YUMI, X1 MATCHLOCK ASHIGARU)

CARDS, TOKENS:



ADVANTAGE TRACKER, X15 FOCUS TOKENS, X3 TRAP TOKENS



X243 ABILITY CARDS X53 STATUS & BLEEDING / WOUND CARDS X4 REFERENCE CARDS



X4 CHARACTER CARDS

X4 KAMAE TREE CARDS

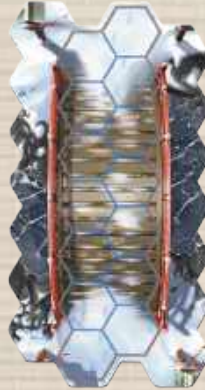
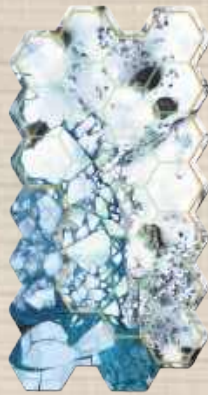
X16 CORE CARDS

COMPONENTS LIST

BOOKS, BATTLEFIELDS:



X1 'PATH OF THE RONIN'
SOLO AND CO-OP BOOK



X1 REVERSIBLE BATTLEFIELD BOARD FROZEN LAKE / ICY BRIDGE
X1 REVERSIBLE BATTLEFIELD BOARD SNOWY BATTLEFIELD / BURNING VILLAGE

TERRAIN:



X2 BURNING CARTS, X2 BAMBOO, X3 ROCKS, X1 SHRINE



X6 KAMAE RINGS AND TOKENS



X1 CHERRY TREE



X1 TORII GATE

SETUP

BATTLEFIELD SETUP

1. Choose a battlefield board. Place the chosen board in the centre of the playing area to form the battlefield.

If playing for the first time, choose the snowy battlefield board. You can combine multiple battlefield boards to create larger battlefields.

2. Choose terrain to put on the battlefield. Then, beginning with a randomly chosen player, and proceeding clockwise, players take turns placing a piece of terrain on the battlefield. Terrain cannot be placed within two hexes of any other previously placed terrain.

Repeat this process until all terrain is placed.

If playing for the first time we recommend just using the rocks. We recommend choosing terrain that in total occupies three or four hexes of the battlefield.

3. Place the advantage tracker next to the battlefield.

4. Place the focus tokens, wound cards and bleeding wound cards, and the deck of status effect cards into a common supply within reach of all players.

PLAYER SETUP


Each player does this.

Choose a character and take the corresponding character card, Kamae tree card, ability card deck, miniature, Kamae ring, and advantage token of the same colour.

5. Take your core ability card into your hand.

6. Take your core weapon card into your hand.


Your core weapon card is chosen before the game, from the options on the bottom of your character card. See Deck Construction on page 17.


7. You can search your ability card deck and add a number of prepared cards  to your hand up to your hand limit (You cannot prepare more than one card with the same name).

8. Shuffle your remaining ability cards into a face-down deck, placing the deck in front of you.

Place your character card and Kamae tree card to the left of this deck.

Leave a space for your discard pile to the right of your ability card deck.


9. Place the Kamae ring on the  space of your character's Kamae tree card.

10. Check the advantage number  on your character card. Place the Kamae token of the character with the highest advantage number on the top space of the advantage tracker.

Place the Kamae token of the character with the next highest advantage number in the space below that.

Repeat this process until all Kamae tokens have been placed on the advantage tracker.


11. The player whose character is at the bottom of the advantage tracker places their character's miniature on an empty hex, facing in the direction of their choosing.

Each character has a  on their miniature base that indicates their front facing. Card effects are resolved relative to a character's facing.

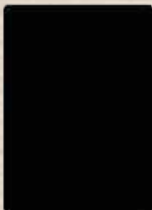
12. The player next lowest on the advantage tracker then places their character, facing a direction of their choosing, onto a space that is not within four hexes of any character that has already been placed.

If this is not possible, place them as far away from already placed characters as possible.

Repeat this process until all players have placed their character miniature.

13. Draw cards from your ability card deck into your hand until you reach your character's hand limit , found on your character card.

Core ability cards and core weapon cards do not count towards your hand limit. They cannot be discarded for any reason and always return to your hand in the discard step.



*YOUR HAND SHOULD BE HIDDEN FROM YOUR OPPONENT

GAMEPLAY OVERVIEW

Gameplay is divided into a series of turns.

Each turn, resolve the following steps.

1. Draw

Draw an ability card.

2. Choose

Choose and play a card in your hand face-down on the table.

3. Reveal

Simultaneously reveal played card.



4. Resolve

In initiative order, from highest to lowest, resolve played cards.

5. Discard

Discard played cards.

WINNING THE GAME

A character is **defeated** if either they gain wounds equal to or above their wound limit , or have a number of stun cards in their hand equal to or above their hand size .

Defeated characters are immediately removed from the battlefield and take no further part in the game. Play continues until every character except one is defeated.

The player controlling the last undefeated character wins the game.

TURN STRUCTURE IN DETAIL

Draw

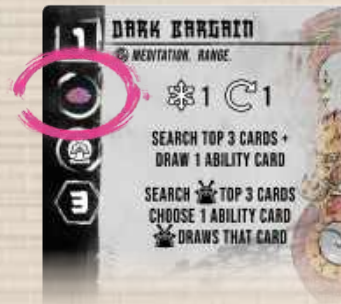
Each player draws a card from their ability card deck.

If your ability card deck is empty, any time you would draw a card, instead gain a wound, placing a wound card from the supply by your character card.

The game ends quickly once a player runs out of cards.

Choose

Each player chooses an ability card in their hand and plays it face-down on the table.



To choose a card with a focus cost, you must have enough focus tokens in your pool to pay for it. If you do not have enough focus tokens, you cannot choose that ability card.



To choose a card with a mandatory Kamae position, your character must be in that Kamae position. If your character is not in that Kamae, you cannot choose that card.

See Kamae Positions on page 12.

Reveal

Players simultaneously reveal their played ability cards.

If you played a card with a focus cost, spend a number of focus tokens from your pool equal to the cost, returning spent tokens to the general supply.

If your chosen card has an alternative initiative speed, declare whether you are playing it in its alternative speed.

If the alternative initiative has a Kamae position, you must be in that position to choose its alternative speed.



Alternative initiative speeds from a Kamae position are mandatory.

Alternative initiative speeds with a focus cost are optional.

See *Kamae positions* on page 12.


If multiple players played a card with an optional initiative, players declare in order, starting with the player at the bottom of the advantage tracker, and proceeding in ascending order.

Beginning with the player at the bottom of the advantage tracker, and proceeding in ascending order, players declare whether they are playing an instant replacement ability card



If you choose to play an instant replacement ability card, place it face-up on the table, and discard the card you originally played.

Instant replacement cards must be a different type than the card originally chosen (Attack / Defence / Meditation).

Instant replacement cards cannot replace a core  ability card.

If the card you originally played had a focus cost, regain that number of focus tokens. If the instant replacement card has a focus cost, spend the focus tokens indicated.





To choose an instant replacement card with a focus cost, after regaining any focus spent on the card you originally played, you must have enough focus tokens in your focus pool to pay for it.

Next, starting with the player at the bottom of the advantage tracker, and proceeding in ascending order, any player who played a variable initiative ability card chooses their initiative this turn. They can choose either number shown on the card or any number between them.

Resolve


Players resolve ability cards in initiative order, from highest to lowest.

Ability card effects are resolved from top to bottom of the card, one effect at a time.


If two or more players played ability cards with the same initiative, resolve the tied cards in order based on their type: defence , then attack , then meditation , then finally, core .

If two or more players played cards with the same initiative and type, the tied character highest on the advantage tracker chooses the order they are resolved in.

Discard

If the ability card you played was a core card  return it to your hand. Otherwise, put your played ability card face-up into your discard pile.

Resolve any effects marked 'end of turn'.

Check your current hand size against the hand size limit  shown on your character card.

If you have more non-core cards in your hand than your hand size, choose and discard non-core ability cards face-up into your discard pile until this is no longer the case.

Core cards do not count towards your hand limit.


Proceed to the next turn.

RESOLVING ABILITY CARDS

MOVEMENT

There are two kinds of movement in the game; rotations and steps.

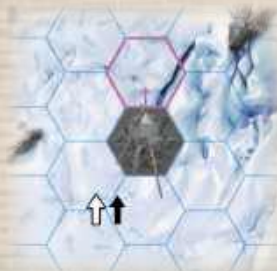
Rotate X  

Rotations are represented by **curved** arrows. When resolving a rotation, turn your character to face the centre of the adjacent hex to the left or right of the one they are currently facing, as indicated by the triangle  on their miniature base.

Step X  

Steps are represented by **straight** arrows, pointing in directions relative to your character's facing. Steps allow you to move your character from hex to hex.

Steps that allow you to move in more than a single direction relative to your facing have multiple arrows as their icon.



1. Move your character into the adjacent hex that they are facing.



2. Move your character into the adjacent hex that they are facing, or into the adjacent hex to the left of the one they are facing, or into the adjacent hex to the right of the one they are facing.



3. Move your character into any adjacent hex.



If you are resolving a step effect of two or more, you must choose the same direction for each step, relative to your character's facing.

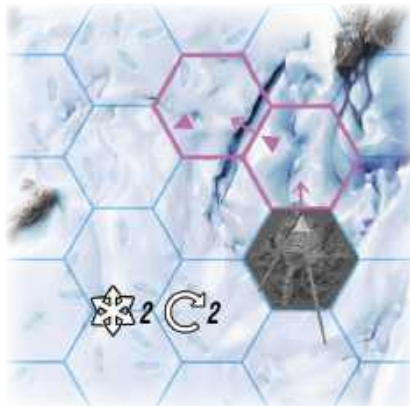
If a card has multiple separate step effects, you can move in one direction with one effect and in a different direction with another.




Sequencing of Movement

If a move effect includes the word 'then', each move must be performed in the order shown.

If an ability card has both steps and rotations on the same line, you can perform these in any order and in any combination.

For example, with  2  2 you can move once, rotate, and then step again, and then rotate again. In this example that the character is allowed to move in different cardinal directions with the same step effect because for both movements they are going in the same direction relative to their facing, i.e. straight forward.



Optional Movement    

Optional movement effects are shown in white. You can choose not to take optional move actions. If an optional move allows you to step or rotate multiple times, you can step or rotate up to the number of times indicated. You do not need to resolve the movement in full.


You cannot use optional movement to move into a hex containing terrain or an enemy character, or move off the battlefield.

Mandatory Movement



Mandatory movement effects are shown in black. You must take mandatory move actions in full.

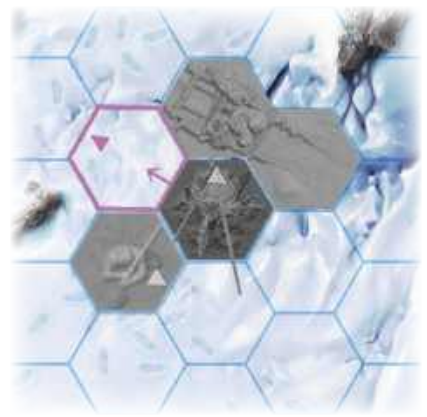
If your Kamae position allows for a mandatory move action, you must resolve it.

If you are resolving a mandatory rotation in which you are rotating multiple times, you must choose the same direction for each rotation.

For example, with a  2 you cannot rotate once to the left and once to the right in order to maintain your current direction of facing!

You cannot use mandatory movement to deliberately move your character into a hex occupied by terrain, another character, or off the battlefield. If there is a way of resolving mandatory movement so that you do not do this, you must choose this way.

For example, when the Ronin resolves a mandatory  1  1 the only combination of moves which avoids stepping into terrain or another character is to resolve the rotation first, turning to the left, and then the step next, moving diagonally to the left. So, the Ronin must do this.



It is possible that mandatory movement would force a character to move into a hex occupied by terrain, another character, or off the battlefield. In this case, do the following:

Moving into Another Character

If your character would move into a hex occupied by another character, instead discard one ability card face-up from your hand. Then, you and the player controlling that character both add a stun from the supply to your respective hands.

Then, if you would have moved into a character as a result of mandatory movement on your own ability card, do not resolve the rest of your ability card.

Or, if you would have moved into another character as a result of an effect on an opponent's ability card, your ability card is resolved this turn as normal.

See the stun card section on page 13.

Moving off the Battlefield

If your character would move off the edge of the battlefield, instead add a stun from the supply to your hand.

If you would have moved off the battlefield as a result of mandatory movement on your own ability card, do not resolve the rest of your ability card. If you would have moved as a result of an effect on an opponent's ability card, your ability card is resolved this turn as normal.

Moving Into Terrain

If your character would move into a hex containing terrain, immediately resolve the collision effect of that terrain type, and then move that character back to the hex they were in immediately before entering the terrain.

If you would have moved into terrain as a result of mandatory movement on your own ability card, do not resolve the rest of your ability card. If you would have moved into terrain as a result of an effect on an opponent's ability card, your ability card is resolved this turn as normal.

See the terrain section on page 16 for collision effects.

ATTACKING

Attacks target characters in hexes relative to the attacking character's position and facing, as shown by a grid.



When resolving an attack, each character in a hex containing one or more of the following icons is **targeted**.



An attack is successful if at least one **targeted** character did not block the attack.

See *blocking* on page 11 and *countering* on page 11.

If an attack is successful, for each character that did not block it, resolve the effects shown based on their position in the grid.

The possible effects from a successful attack are:

Place a wound card from the supply by your character card.

Some attacks deal multiple wounds .

If the number of wounds on your character equals or exceeds your wound limit the character is defeated.

Place a bleeding wound card from the supply by your character card. It counts as a wound.

In addition, at the start of the draw step of each turn, if you have at least one Bleeding Wound, place the top card of your ability card deck into your discard pile face-down.

You are allowed to look at your own face-down discarded cards but **not** those of other players.

If you have no cards in your ability deck, ignore this effect.

Your character is immediately defeated.

Resolve the asterisk effect against the targeted character as shown on the card below the grid. A detailed list of these effects can be found on page 14.

For example, the Ronin's Feral Sweep attack would target any character in the orange highlighted hexes. As both the Student and the Master are in these hexes, and have not blocked the attack, the attack is considered successful, and each of them takes a wound.



Commit to Hit

When resolving an attack ability card, if you can resolve it such that the attack would target another character, you must.

If the ability card allows you to move before the attack, and you can move such that the following attack would target another character, you must make that movement.


If the ability card includes a line with an optional focus cost [page 13] that you are able to pay to target a character, you must pay the cost if not paying the cost would leave you not able to target the character.



This rule applies even if the target character would block the attack (see **Blocking**).

BLOCKING


Blocks protect from attacks coming from specific hexes, relative to the defending character's position and facing, as shown by a grid.



You can only block effects from Attack cards .

You cannot block effects from Meditation  or Defence  cards.

When a blocking effect is resolved, attacks which have the same initiative speed are unsuccessful against your character if one or more of the following is true.

1. The attack comes from characters in a hex containing a block icon .

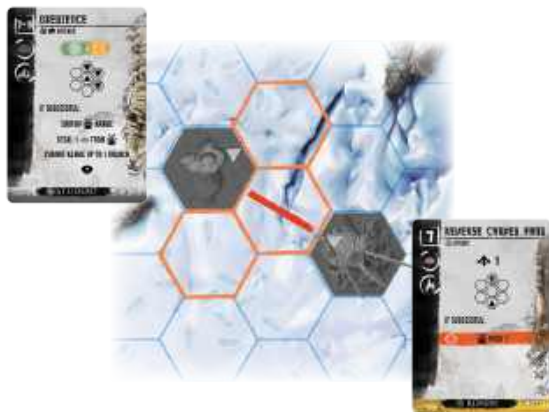
2. When finding the shortest path from the attacking character to the blocking character, the path goes through either a hex containing a block icon or terrain.

If there are multiple paths tied for being the shortest, all tied paths must go through a hex with a block icon or terrain for this condition to be met.


Blocking effects do not protect you from attacks that are resolved at higher or lower initiatives.

For this reason, most blocking cards have variable initiatives, allowing you to choose when you want to resolve them.

For example, the Student resolved a block at initiative seven and the Ronin resolved an attack at initiative seven. The three spaces with block icons are highlighted in orange. The Ronin is not in them, so the first blocking criteria is not met. But, the shortest path from the Ronin to the Student is shown in red. Because this path runs through a hex containing a block icon, the second criteria is met, and the attack is blocked.



Countering

If a blocking effect is followed by a countering icon  and an attack that would otherwise have been successful was blocked, check the initiative speed of the blocked attack.

If it matches one of the initiative speeds shown in the countering icon, you may discard a card and the character who made the attack takes a wound, placing a wound card from the supply by their character card.

KAMAE POSITIONS

Your character's Kamae position is tracked by the ring on your Kamae tree card.

The Kamae tree represents your character's familiarity and preference for martial stances.



Some ability cards cannot be played during the *Choose* step unless your character is in a specific Kamae position. This is shown by a short colour stripe and matching Kamae icon at the top of the ability card.



Effects during the Resolve step that cause you to change Kamae positions do not affect the resolution of these cards.

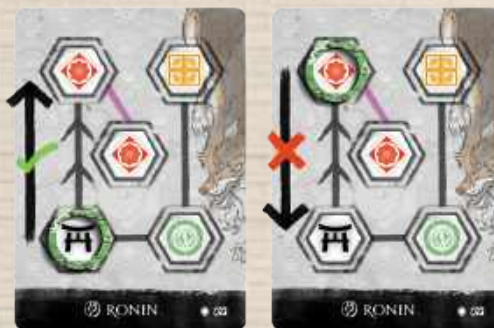
As long as you were in the correct Kamae position during the Choose step, you can play these cards, and once played, resolve them as normal, regardless of your current Kamae position.

Some lines on ability cards require your character to be in a specific Kamae position to resolve them. These lines are shown in a colour background matching a Kamae position.



Changing Kamae Positions

Some ability cards instruct you to change Kamae Up to X. To resolve these effects, up to X times, slide your Kamae ring from a position on your Kamae tree along a branch to an adjacent position. You cannot slide the token along any branches in the opposite direction to the arrows indicated.



If, during this movement your Kamae ring travels along a pink line, gain a focus token.

You can also gain focus directly from playing ability cards.


Characters can only ever have a maximum of three focus tokens at any time.

Any additional focus gained beyond this limit is lost immediately.

Switching Kamae Positions

Some ability cards instruct you to switch to a particular Kamae. To resolve these effects, move your Kamae ring directly to the specified Kamae position.

You do not follow any branches when switching Kamae.

If an effect instructs you to switch to any Kamae, you cannot choose the starting  position.

Ability Card Effects And Kamae

Ability card effects gained from being in a Kamae position are mandatory.

OTHER ABILITY CARD ICONS

Hobble

Place a hobble card from the supply next to the targeted character's card. Each active hobble card reduces the initiative of ability cards you play by one (to a minimum of one).

Active hobble cards rotate ninety degrees clockwise at the end of each turn. When they would rotate back to being upright, they are instead returned to the supply.

Defence cards with a variable initiative have both speeds reduced by one. e.g. [121] Calm Defence [7-3] becomes [6-2].

Hobbles do not affect the initiative of any card you played in the turn that you gained the hobble.

Stun

The player controlling a stunned character adds a stun card from the supply to their hand. Then, if they have stun cards in their hand equal to or greater than their hand size, they are defeated. Stun cards cannot be discarded and count towards your hand limit.

During the Choose step of the turn, players can play a stun card in place of an ability card.

Stuns played in this way do not count as ability cards and are considered initiative speed zero.

At the end of the Reveal step, return the stun card to the supply.

Optional Focus Cost

When you would resolve a line with an optional focus cost, you can spend the focus indicated, returning spent tokens to the general supply. If you do, resolve the line as normal. If you do not, instead skip the line and do not resolve it.

Note, when playing an attack card, the commit to hit rule on page 10 can force you to spend a focus if able.

Poison

Give the Crippling Poison [002] card to the owner of the target character. They resolve the instructions shown on the card.

INSTANT CARDS

There are three types of Instant Ability Card: Instant Additional, Instant Replacement and Instant.

During your turn you may play a **single** Instant Ability Card, as long as you have not played a core card.

Instant Additional Cards

Instant additional ability cards cannot be selected during the Choose step of the turn.

If an instant additional card has a condition listed, it can be played from your hand during the resolve step, immediately after the condition shown on it is met.

If an instant additional card with a condition is played, immediately resolve it in its entirety. Once you have done this, if you were midway through resolving another ability card, continue resolving that card as normal.

The most common conditions are 'play if attack successful' and 'play if block successful.'

If an instant additional card does not have a condition listed, it can be played during the resolve step after fully resolving the ability card you selected during the Choose step.

Instant Replacement Cards

Instant Replacement cards can be played as a normal ability card or used to replace an already chosen card.

See the reveal step on page 7.

Instant Cards


Instant Cards interact with the game outside of the normal sequence of play.

Each card explains when it can be played.

Targeted

If this icon follows an attack, it means every character that attack was successful against.

If this icon follows a blocking effect, it means every character whose attack was blocked as a result of that effect.

If the icon is on a card with a range, it means **one character** in range and line of sight. If there are multiple  effects on a ranged card, they must all target the same character.

If the icon does not follow any of the above, it means any one other character.

Effects with this icon cannot target your own character.

Comparative Initiative Attacks

Some Attack Effects do not use a positional grid but instead instruct you to target an opponent with lower initiative speed. If no opponent reveals a card with a lower initiative speed, then your attack is considered unsuccessful, and the attack effect is ignored.

If any opponent reveals an Ability Card with a lower initiative speed, your attack is considered successful. Resolve your attack's effect. You may choose any one opponent with a lower initiative speed as the target, as long as they are in range and line of sight.

If your targeted opponent has revealed a card with a variable initiative speed, compare the speed of your attack against the **LOWEST** initiative speed in their variable range to determine whether it is successful.

Split Initiative


Resolve everything above the dividing line at the initiative indicated in the top left of the card, and resolve everything below the dividing line at the initiative speed shown in the centre of the line.



Advantage

Move your Kamae token to the top of the advantage track. Slide all other advantage tokens down one space on the advantage tracker.

Range

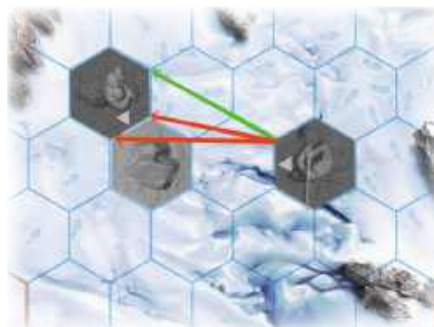
Ability cards with a range icon can only target  characters within X hexes and **line of sight** of the character playing the card.

Ranged effects do not use an attack grid so cannot be blocked by the targeted character.

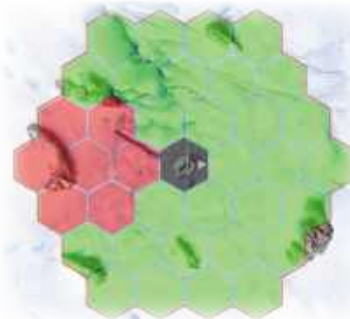
Line of Sight

To have line of sight, you must be able to draw an uninterrupted line from either of the two front corners of your hex to any corner of the targeted hex.

A line is considered interrupted if it crosses or touches any part of your own hex or a hex containing terrain.



An example of a character's uninterrupted Line of Sight. Green indicates hexes the character can see, red indicates where the character cannot see.



OTHER ABILITY CARD KEYWORDS

Successful

If an attacking effect is followed by a line with the keyword 'If Successful,' resolve this line if at least one targeted character did not block the attack.

If a blocking effect is followed by an 'If Successful' line, resolve this line immediately after at least one attack that would otherwise have been successful was blocked.

Discard X

The targeted character must choose and discard X cards face-up into their discard pile.

If the character does not have enough cards in their hand to satisfy the Discard effect, they discard as many cards as they can.

Push X

Move the targeted character X hexes directly away from the attacker.

If this movement takes the targeted character into a hex occupied by terrain, another character, or off the battlefield, resolve it as though they took a mandatory movement into that space.

If there are multiple hexes the targeted character could be pushed to that are tied for being the furthest away from the attacker, the player who took the push action chooses which of the tied hexes the targeted character is moved into.

You can use this effect to deliberately push your target into terrain, off the battlefield, or into another character, even if there was also an empty hex you could have moved them into.

If you do, see page 9 for how to resolve it.

Pull X

Move the targeted character X hexes directly towards the attacker.

If this movement takes the targeted character into a hex occupied by terrain, another character, or off the battlefield, resolve it as though they took a mandatory movement into that space.

If there are multiple hexes the targeted character could be pulled to that are tied for being the closest to the attacker, the player who took the pull action chooses which of the tied hexes the targeted character is moved into.

You can use this effect to deliberately push your target into terrain, off the battlefield, or into another character, even if there was also an empty hex you could have moved them into. If you do, see page 9 for how to resolve it.

Rotate X

The attacker can rotate the targeted character X times in the same direction.

Search

Unless otherwise specified, search effects allow you to look through your ability card deck.

Shuffle your Ability Card Deck after resolving any search effect.

After resolving any search effect which involved looking through some or all of an ability card deck, shuffle that deck.

Some search effects instead allow you to look through discard piles, or the decks of other players, or impose additional restrictions on the number of cards in your deck you can look at (For example, search top three cards).

Swap Positions

Swap hexes with the targeted character.


Both characters stay facing the same direction they were originally facing.

TERRAIN

See *Moving Into Terrain* on page 9 for how and when collision effects are resolved.



Obstacle




Collision Effect: Gain a .

Bamboo





Collision Effect: Gain a  and a . Then remove the Bamboo from the battlefield.

Special Effect: If an attack deals at least a wound  to a hex containing Bamboo, remove the Bamboo from the battlefield.


Burning Carts



Collision Effect: Gain a  and a .

Torii Gate



Collision Effect: Gain a .

Special Effect: Any hex between the two pillars of the Torii gate does not count as containing Torii Gate terrain. Characters may move underneath the Torii gate with no penalty.

Only resolve the collision effect if a character enters a hex containing a pillar.

TURN TIMING SEQUENCE

1. Resolve any effects that trigger 'At Start of Turn'.
2. Resolve any effects that trigger before you draw a card (Pre-draw effects).
3. Draw a card.
4. Trigger effects that occur after drawing a card, but before you choose which card to play.
5. Choose and play a card face-down.
6. Simultaneously reveal cards with opponent(s).

REVEALING CARDS:

1. Turn all played cards face-up.
2. Pay any mandatory focus cost.
3. Pay any optional focus costs.
4. Play any Instant Replacements (claiming focus refund for the replaced card if applicable).
5. Choose variable initiative speeds.
6. Compare character's initiative speeds.
7. Resolve card effects.

ATTACK TIMING SEQUENCE:

1. Check if the Attack effect's targeted hex(es) covers a character.
2. Pay for any additional effects that apply to the Attack effect.
3. Check if Attack is blocked.
4. If blocked, end Attack and move to Block Timing.
5. If Attack is not blocked, continue.
6. Apply Attack effect to targeted characters.
7. Resolve 'If Attack Successful' Instant Additional effects.
8. Resolve 'If Successful' effects on the attack ability card.
9. Resolve the rest of the initial Attack ability card.
10. Play non-conditional Instant Additional cards.

DECK CONSTRUCTION

After playing your first few games using the *Learn To Play guide* you may want to explore all of the options available to you when constructing your own ability card deck.

Why construct your own deck?

Constructing your own ability card deck allows you to explore new and varied strategies with each character. Do you want to try and stun your opponent into submission or force them to bleed out?

Where to start?

Creating your own deck can be quite intimidating for new players. We recommend using the decks from the *Learn to Play guide* as a starting point and adding additional cards to make them into decks of forty cards. After you are comfortable doing this you can dive into a fully customised deck.

Constructing your Deck

First take the character card, Kamae Tree and core ability card of your chosen character.

Then choose a single core weapon card from the options listed on your character card.

'Core Cards' do not count towards the forty card deck limit.

BASIC ABILITY CARDS AND SIGNATURE ABILITY CARDS

Basic ability cards have a white side panel and can be used by any character.

Signature ability cards have a black sidebar and the name of a character at the bottom of the card. You may only include signature ability cards belonging to your character.



DECK CONSTRUCTION GUIDELINES:

Wood:  

You can include up to **three** copies of each Wood rank ability card.

Steel:  

You can include up to **two** copies of each Steel rank ability card.

Gold:  

You can include up to **one** copy of each Gold rank ability card. Your deck cannot include more than **eight** Gold rank ability cards in total.

Jade:  

You can include up to **one** Jade rank ability card.

RESTRICTED SCHOOLS

Restricted Schools group powerful basic ability cards together for the purposes of deck construction to ensure a healthy and varied number of building options.

Choosing to use one of the *Restricted Schools* prevents you from adding the cards from other schools into your deck.

Restricted Schools are changed and updated regularly to maintain balance and the current version can always be found on our website here:

www.stoneswordgames.com



MULTIPLAYER RULES

When playing with **three** or more players there are some additional rules to consider.

Tied Initiative Speed and Advantage

If more than two players have played cards with the same initiative speed and card type, the tied character highest on the advantage tracker chooses where in the order they would like their card resolved. Then the next highest chooses and so on, until all tied players have decided.

For example, Suey (Red), Steve (Green) and George (Blue) have all revealed *Firm Mind*. As Suey is at the top of the advantage tracker, they choose to resolve their card last.

Steve is second on the tracker and chooses to resolve first.

Finally, George must resolve his card second as this is the only option available to him.



Blocking

When playing multiplayer games players can block hexes occupied by other characters.

If an attack would be resolved against another character that is covered by a block icon from your defence card, the attack is not successful against that character and is considered to have been successfully blocked.

This happens regardless of whether the character was a teammate or opponent.

CARD ANATOMY



- 1 Name.
- 2 Keywords.
- 3 Initiative Speed.
- 4 Mandatory Focus Cost.
- 5 Card Type Icons.
- 6 Range Icon.
- 7 Instant Icons.
- 8 Kamae requirement.
- 9 Dividing Line.
- 10 Card Rank.
- 11 Serial Number.
- 12 Positional Grid.
- 13 Kamae Effect.
- 14 Optional Focus Cost.

Your character card details your character's

- 1 Name.
- 2 Icon.
- 3 Starting advantage.
- 4 Hand Limit.
- 5 Wound Limit.
- 6 Core Weapon options.



FAQ

If an Ability Card with a split initiative has an “if successful” clause, does the first half of the card need to be successful in order to resolve the second half?

No. The second half of the card resolves as normal regardless of success.

If an Ability Card has an “-OR-” effect and one of the options is Kamae specific, do I have to choose that option if I am currently in that Kamae?

Yes.

If I play a Defence Ability Card with a Counter and “If Successful” clause, does the counter need to be successful?

No. Only the block needs to be successful.

During the Choose phase, can I choose a card where the only movement could cause a collision with my opponent?

Yes. It is only when resolving movements that your character must try to avoid a collision.

If I play a Crippling Poison as my active card for the turn, what is my character's initiative?

Your character's initiative is treated as zero.

What does “Cancel Active” mean (For example [028]The Terror and [098]War Cry)?

“Active” refers to any Ability Card or Ability Card Effect that has not yet been resolved during a turn.

Active movement includes both rotations and hex-to-hex moves.

Which battlefield hexes do the Torii Gate and Cherry Tree terrain pieces occupy?



An expanded FAQ is maintained on the Stone Sword Games website (www.stoneswordgames.com).

Designers:

Paul D Allen & James Faulkner.

Head Of Development:

Dan Knight.

Artists:

Raben White, Imad Awan.

Graphic Design:

Raben White, Paul D Allen.

Sculptors:

Francesco Orrù, Ana Roman, John Vasiliadis, Raben White, Shiloh Ragins, Luigi Terzi, Alfonso Gonso.

Cultural Consultants:

Miho & Kevin Tortissier, Taimizu & The Royal Armouries.

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ICON REFERENCE SHEET

 Initiative Speed


 Uses Matching Initiative Speed

 Focus Cost


 No Focus Cost

 Range


 Instant


 Instant Additional


 Instant Replacement

 Optional Step

 Mandatory Step

 Optional Rotate

 Mandatory Rotate

 Focus

Kamae Types:



Aggression



Balance



Determination



Neutral

Card Ranks:



Jade



Steel



Gold



Wood

Ability Card Types:



Attack



Defence



Meditation



Core

Grid Icons:



Player



Targeted Character



One Wound



Two Wounds



Bleeding Wound



Block



Poison



Asterisk Effect



Hobble



Stun



Advantage



Execution



Counter

Character Icons:



The Student



The Master



The Ronin



The Warrior