

# Disciple:

A Journey

## Official Rulebook

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# Introduction

Disciple: A Journey is a tabletop deckbuilding game with a mixture of adventure and roleplaying. You start by picking a style of martial arts to learn. You will have a beginning deck and skills deck. As you play through the many events in the game, you will build on your beginning deck with new skills in hopes to reach the end of your journey and defeat the final boss. Are you ready, Disciple?!

## Playstyles

### Solo:

This style allows a player, also called a Disciple, to play by themselves. A Disciple will select their beginning martial arts school and follow the adventure drawn from the event deck until the Disciple is defeated or they defeat the final boss and are victorious. See [Solo Playstyle](#).

### Co-Op:

This style allows two Disciples to play together. Each Disciple will select a beginning martial arts school and the corresponding event deck. Then together they will follow the adventure drawn from the event deck until all Disciples are defeated, or they have defeated all final bosses and are victorious. See [Co-Op Playstyle](#).

### Versus:

This style allows two Disciples to compete against each other. Each will start with a full skills deck and will take turns using skills to attempt to defeat their opponent. It ends when one Disciple is defeated and the other is victorious. See [Versus Gameplay](#).

### Campaign:

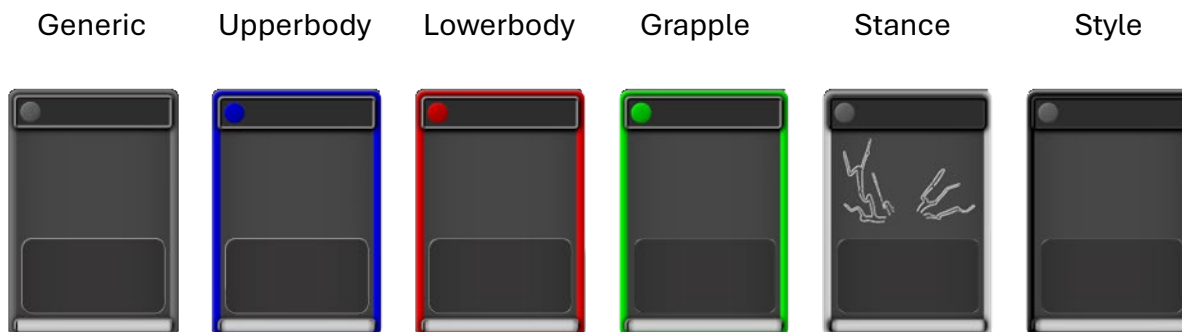
This style allows for many Disciples to play together, led by one Campaign Leader (CL). The CL will create an adventure by combining event cards from all styles selected by participating Disciples. The CL is responsible for enemy attacks and action events, while Disciples can respond in a more role-playing style. See [Campaign Gameplay](#).

# What's in a Card

This next section will label and describe all the parts of the different cards used in Disciple. There are Skill cards, Style cards, and Event cards, which include Enemies. The event deck. will also be covered in this section.

## Skill Cards:

Skill cards have 6 different types. These are played by paying their energy cost. Energy comes in 4 colors: gray, blue, red and green. Any color can be used for gray costs, but only matching colors can be used for the other color costs. The type as shown below, from left to right are:



Most skill cards will be played and discarded as soon as their effects resolve. Some Generic cards called 'States' will stay in play until replaced by another 'State' card. You can only have one Stance card in play at a time. If you have a stance card in play, and play another Stance, the first Stance will be discarded and the new Stance put into play in its place. The same applied to Style cards, a new style will replace an old Style.

If Card text changes these rules, then it takes precedence over the rulebook\*\*

Style Cards also have 4 Rarities, as shown below from left to right:



The Rarity of a card comes with its own rules for Skills Deck construction. Common cards can not have more than 4 copies, Uncommon no more than 3, Rare no more than 2, and Legendaries can only have 1 copy. Also, a deck cannot have more than 10 of each rarity, regardless of the type (i.e. 10 Upperbody Legendaries, or 5 Generic and 5 Grapple).

Skills cards have other parts to be aware of, as shown below:

1. Cost: Color and amount of Energy of that color needed to pay to play this card.
2. Title: Name of the Card.
3. Type: The border shows you the type of the card.

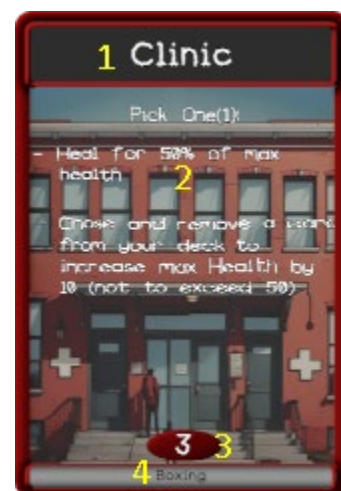


4. Effects: The effects of the card when played.
5. Rarity: The border of the Title and Description show the rarity of the case
6. Description: Tells you what style, and category the card belongs to

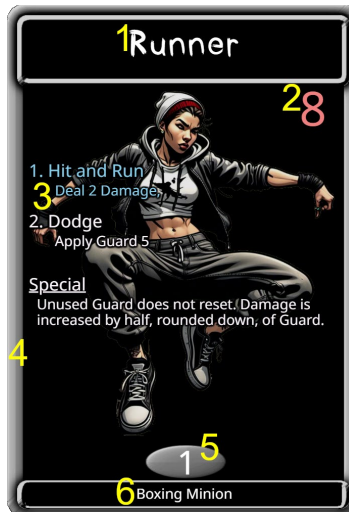
### Event cards:

Event cards include enemies, healing stations, and others. Non-enemy and enemy cards have similar parts, but also Enemies have unique elements.

1. Title: Name of the Event card
2. Effects: The effects of the Event, often a choice of options.
3. Group: The Group number this Event belongs to.
4. Style: The style this card belongs to.



1. Name: Name of the enemy.
2. Vitality: Lowered by Damage, If it lowers to 0 or less, you lose.
3. Attacks: Enemies attacks and Special effects. The Color of the words indicates the type of action.  
Blue: Upperbody  
Red: Lowerbody  
Green: Grapple  
White: None



4. Group: Group number this enemy belongs to.
5. Type: Border color indicates enemy type; light gray for Minions, dark gray for Minibosses, black for Bosses.
6. Description: Tells the style the card belongs to and the type of enemy on the card.

### Style Cards:

Style cards contain several pieces of information about the style you are currently playing. They are double sided, with a list of Keywords on the back. If using more than one style, keep both style cards to reference Energy allotment.

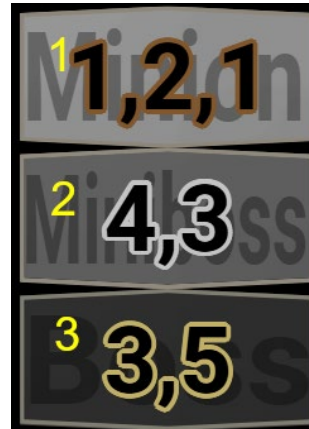
1. Style: The name of the style represented on the card
2. Energy Allotment: The type and number of common Energy cards a Disciple of this style starts with in play.
3. Starting Deck: The list of cards to be added to the Starting Deck when playing Solo, Co-Op, or Campaign.



### Attack Patterns:

Attack Patterns tell you how the Enemy attacks during their turn. Draw the top card of the Attack Patterns pile at the beginning of the Enemy's turn. Draw only one card unless otherwise directed by cards or keywords. If an Enemy attacks multiple times in one turn, draw the next card at the time of the subsequent attacks. At the end of the Enemy's turn, the drawn cards go back on the pile and the pile is shuffled.

1. Minion Attack Pattern
2. Miniboss Attack Pattern
3. Boss Attack Pattern



# What's in a Deck:

To keep the gameplay fun and fair, there are rules for building a Skills Deck. All default decks already adhere to the rules for ease of use, but the rules must be observed when adding expansions or during Versus.

## Skills Deck Rules:

Except for Versus and Campaign, Skills Decks may only consist of cards from a single martial arts style.

Decks must have at least 60 cards in them.

Decks must follow the Rarity rules:

Decks may only have up to 10 unique skills of each rarity.

Decks may only have up to 4 copies of any common card.

Decks may only have up to 3 copies of any uncommon card.

Decks may only have up to 2 copies of any epic card.

Decks may only have up to 1 copy of any legendary card.

# Keywords:

The following is a list of keywords and terms used in the game Disciple: A Journey and their meanings and applications.

## Card Types:

Upperbody: A card with a blue border.

LowerBody: A card with a red border.

Grapple: A Card with a green border.

Generic: A Card with a gray border.

Punch: An Upperbody card with 'Punch' in the description box.

Elbow: An Upperbody card with 'Elbow' in the description box.

Kick: A LowerBody card with 'Kick' in the description box.

Knee: A LowerBody card with 'Knee' in the description box.

Choke hold: A Grapple card with 'Choke' in the description box.

Joint Lock: A Grapple card with 'Joint' in the description box.

Pressure Point: A Grapple card with 'Point' in the description box.

Stance: A card with a white border and 'Stance' in the description box. Stances remain in play until removed by another Stance or the Rocked debuff is received. Only one Stance can be in play at a time.

Guard: A Stance card with 'Guard' in the description box.

Control: A Stance card with 'Control' in the description box

Mount: A Stance card with 'Mount' in the description box

Style: A card with a black border and 'Style' in the description box. Styles in play until removed by another Style. Only one Style can be in play at a time.

State: A Generic card with 'State' in the description box. States remain in play unless replaced by another State.

Common: A card with a gray Title and Description border.

Uncommon: A card with a silver Title and Description border.

Epic: A card with a gold Title and Description border.

Legendary: A card with a black Title and Description border.

## **Bufs:**

Power: When Power is applied it is followed by a number. It adds that number to the next damage dealt this turn. It does not count as a separate attack.

Guard: When Guard is applied it is followed by a number. Guard lowers damage, including damage done by Submit, taken by 1 for each count of Guard. It fades at the beginning of the next turn. Example: Disciple applies Guard 5 and ends turn. Enemy attacks for 3 damage. Disciple's Guard stops the 3 damage is now at Guard 2. Enemy ends turn. Disciple loses all Guard at beginning of new turn.

**Clinch:** When Clinch is applied if the next attack is upperbody it applies Rocked on hit, if it is lowerbody it applies half the damage dealt as Submit, and if It is a Grapple, it deals the full amount of applied submit as damage and applies Clinch, if it has no type, apply Weakened.

**Feint:** When Feint is applied the opponent's Guard is ignored by the next damage dealt. This is different than Expose in that the Guard will still apply to any damage not dealt right after Feint is applied. Example: Enemy applies Guard 5, Disciple applies Feint and deals 3 Damage. Enemy's Health lowers by 3. Disciple deals 2 Damage. Enemies Guard stops it.

**Combo:** The cards listed after Combo cost 1 less to play if played right after the card containing Combo

**Flow:** This is triggered if the card was listed in a Combo on the card played just before. If Flow triggered, you would resolve the actions after the colon, up to an empty line.

**Lock It In(x):** The cards listed after Lock It In are the condition and must be in play for Lock It In to trigger. When Lock it In is triggered, the attack card becomes a state card, and remains active. The card remains active until the Opponent causes damage equal to Lock it In limit (x), or the condition for Lock it In is no longer met. The player who triggered Lock It In does not take damage until Lock It In limit is reached.

**Focus:** This card resolves when it is played and at the start of turn every turn it is active.

**Evolve:** If more than one of the listed card(s) is active, choose one. The chosen card is discarded and the played card's cost is reduced by the cost of the chosen card.

#### **Debuffs:**

**Exposed:** When Expose is applied the opponent loses all Guard.

**Rocked:** When Rocked is applied the opponent must discard any Stance card they may have in play. If the amount of Rocked applied in one turn exceeds the enemy limitations, the enemy is knocked out and you win. Minions have a limitation of 2, Minibosses have a limitation of 3, and Bosses have a limitation of 4.

**Submit:** When Submit is applied the opponent's vitality is lowered by half of the submit applied, rounded up. If the amount of submit applied at one time is greater

than the opponent's current vitality (after being lowered by the submit), they tap and you win.

**Weakened:** Opponent must discard a card from their hand at random. During Solo, when Weakened is applied by the Disciple, the Enemy draws two attack cards and the Disciple may choose which card the Enemy may use.

**Stun:** Opponent taps 1 energy card. During solo, when Stun is applied by the Disciple, the Enemy skips the first attack in their next Attack pattern.

### **Utility Terms:**

**Player:** The living person who is playing the game. You.

**Disciple:** The player. You again.

**Enemy:** The Minions, Minibosses and Final Boss in the event deck and Boss Mat.

**Opponent:** The one fighting the currently active fighter. The Disciple is the Enemy's opponent, the Enemy is the Disciple's opponent.

**Apply:** Set the buff or Debuff to active, whether it be on the current fighter or on their opponent is implied in the text of the card and the description of the debuff. When in doubt, do what feels right.

**Damage:** Lowers health of opponent.

**Attack:** An action that generally deals damage. The distinction is in how Damage is applied. If the text reads "Attacks deal 2x Damage" that means the amount of Damage is doubled. If text reads "Attacks two times" that means there is one attack, and then a second.

**Deals:** Implies Attack. "Deals 2 Damage twice" is two attacks. "Deals 2 Damage. Deals 4 Damage" is also two attacks. "Deals 2x Damage" is one attack with double damage.

**Skills:** Skills are any card that can be played by the Disciple.

**Energy:** Is the currency used to play cards. Come in blue, red, green and gray. Any color can be used to pay gray costs. Gray can only pay gray costs. All other color costs can only be paid by the matching energy. To accrue Energy, tap an Energy card to gather the amount listed on the card. Energy gathered fades at End of Turn if not used.

**Vitality:** Vitality is your health, once it hits 0 or less, you lose. Disciples start with 25 Vitality in Solo and Co-Op, 50 in Versus, and whatever amount is decided on in Campaign. Vitality does not automatically replenish at the end of combat.

**Counter:** A Counter card will have the keyword 'Counter:' followed by an action that triggers the counter. After the keyword and trigger there will be action text that describes the response once the counter is triggered. If playing Solo, Co-Op, or Campaign, place the counter face up in front of the player who played the counter. During Versus playstyle, counters are played face down to keep the trigger secret from the opponent. Counters are discarded either when triggered and resolved, or at the next Beginning of Turn for the player who played the counter.

## Solo Playstyle

This playstyle is the default playstyle. It is the style in which the game was originally conceived and developed. The Disciple chooses a martial arts style to learn and then by flipping through the event deck goes on a deckbuilding adventure full of minions, bosses and opportunities to become stronger in their chosen martial arts style. Begin your journey!

## Solo Setup

The first thing to do is setup the Event and Skills Deck. Begin this by separating the Event cards, Skills cards, Attack Patterns, and Style card.

### **Event Deck:**

Separate Event cards according to their Group number.

Place the Boss face down.

Take all the Group 4 cards and shuffle them.

Place the shuffled Group 4 cards face down on top of the Boss Card.

This is the beginning of your Event Deck.

Take all the Group 3 cards and remove the Group 3 Miniboss.

Place Group 3 Miniboss face down on top of the Event Deck.

Shuffle remaining Group 3 Cards.

Place the shuffled Group 3 cards on top of the Event Deck

If you would like the option to learn a second Martial arts Style

Place the Group 2.5 Card face down on top of the Event Deck

Take all the Group 2 cards and remove the Group 2 Miniboss.

Place Group 2 Miniboss face down on the Event Deck.

Shuffle remaining Group 2 Cards.

Place the shuffled Group 2 cards face down on the Event Deck.

Take all of Group 1 cards and remove the Group 1 Miniboss.

Place Group 1 Miniboss face down on the Event Deck.

Shuffle remaining Group 1 Cards.

Place the shuffled Group 1 cards face down on the Event Deck.

Event Deck is Complete.

Place the Event Deck in front of you with enough space to play cards.

#### Attack Patterns:

Shuffle the attack patterns and place them face down to the right of the Event Deck. Leave enough space to play and Event card between the decks.

#### Starting Deck:

Search for and gather the cards listed under Starting Deck on the style Card, making choices listed as you gather the cards.

Shuffle the cards together and place face down to your right. This is your Draw Deck. Leave a spot below the deck for a Discard Pile.

Shuffle the remaining skills and place face down to your left. This is your Skills Deck which you will draw from to build your deck as you play.

### Complete Setup:

Place the Style Card in front of you to remind yourself of the default Energy and Keywords.

Place your starting Energy Cards in front of you below your Style Card.

Flip over the top card of the Event Deck and place it face up between the Event Deck and the Attack Pattern pile.

## Solo Gameplay:

Alright Disciple, now that you are all set up, let's begin your journey!

If the active Event card is a non-enemy card:

Follow the instructions on the card.

If new cards are added, or old cards are removed from the Draw Deck, shuffle the Draw Deck.

Then flip over the top of the card on the top of the Event Deck, placing it face up on the old Active Event, making it the new Active Event card.

Continue this until the Active Event is an Enemy.

If the Active Event is an Enemy, get ready for a fight!

When playing Solo, Disciples always go first.

### Beginning of Turn:

During the first turn:

Draw five cards from the Draw Pile to collect your first hand of skills.

Except for the first turn, at the beginning of your turn:

All Guard Fades.

Discard non triggered Counters.

Resolve any "at Beginning of Turn" actions.

If you have no cards in the Draw Pile and need to draw cards, shuffle your Discard Pile and place the newly shuffled deck face down in the Draw Pile area. Draw the needed cards.

## **Action Phase:**

During the Action Phase:

You may play a card from your hand by paying the Energy Cost. To pay the Energy Cost you must tap any untapped Energy to gather Energy until you have an amount equal to or greater than the cost of the card. Once the card is played you gathered amount of Energy is lowered by the cost of the card.

When playing cards, be sure to apply any buffs and debuffs that have been made active.

If dealing damage, be sure to account for any Guard the opponent may have.

If playing an Energy Card, put it along side you other Energy Cards, untapped, and it remains there until the end of Combat.

Card effects resolve in the following hierarchy; Stances, Styles, States, Buffs, Debuffs, Skills.

Once a card is played, and it's actions resolved, and it is not a Stance, Style or State card, place it face up in the discard pile.

If the card has and "until End of Turn" effect, you may leave it in play for tracking purposes.

If you have no cards in the Draw Pile and need to draw cards, shuffle your Discard Pile and place the newly shuffled deck face down in the Draw Pile area. Draw the needed cards.

You may continue to play cards until you have no more cards in your hand, have no untapped Energy cards, have not enough energy to afford any cards in your hand, or simply decide you do not want to play anymore cards.

## **End of Turn:**

During the End of turn Phase:

You may no longer play any skill cards.

All cards “End of Turn” effects fade, and the cards should be discarded.

Untap your Energy Cards.

Draw 3 cards from the Draw Pile stopping if your hand reaches 8 cards.

If you have no cards in the Draw Pile and need to draw cards, shuffle your Discard Pile and place the newly shuffled deck face down in the Draw Pile area. Draw the needed cards.

Any unused Buff, such as Combo, or Clinch, fades.

After you complete your turn, it is your opponent’s turn.

### **Beginning of Enemy’s Turn:**

During the Enemy’s Beginning of Turn:

Any Enemy’s Guard fades.

Draw an Attack Pattern from the top of the Attack Pattern pile.

If the Disciple has applied Weakened to the Enemy, draw a second Attack Pattern, and choose which Pattern the Enemy will attack with this turn. Repeat this if the Disciple applied more than one Weakened.

If the Disciple has applied Stun to the Enemy, ignore the first Action in the Attack Pattern. Repeat this if the Disciple applied more than one Stun.

### **Action Phase:**

During Enemy’s Action Phase:

If there are any Actions left in the Attack Pattern, resolve those Actions one by one.

Be sure to consider any Guard the Disciple may have.

### **End of Turn:**

During the Enemy’s End of Turn:

Any unused buffs such as Combo, or Clinch, fade unless otherwise specified.

You and the Enemy will continue to take turns until one of you is Defeated.

If you are Defeated:

Pat yourself on the back for making it this far.

Dust yourself off.

Try Again. From the beginning.

If you Defeat the Enemy:

Draw three cards from your Skills Deck, pick up to one card to keep and add it to your Draw Deck. If the enemy was a Miniboss, draw five cards and pick up to two. You may choose not to pick any cards.

Place the unpicked cards at the bottom of your Skills Deck in any order.

Shuffle together your hand, your Discard Pile, any cards still in play, your Draw Deck, and any Energy Cards played this combat, and place the newly shuffled deck to your right. Untap your default Energy Cards.

Flip over the top card of the Event Deck and follow the next Active Event.

The Journey Continues!

If you come across the Event in group 2.5 that allows you to learn a second Martial Arts style, the following steps are how to combine the skills deck:

Remove the cards listed in the Starting Deck of the new Style Card from the new Martial Arts Skills Deck and shuffle them into your Draw Deck.

Take your current Skills Deck and without looking at the face of the cards count the total of skills remaining.

Shuffle the deck, and without looking at the face of the cards, remove half of the skills from the top of the deck.

Place these to the side, out of play.

Take the Skills Deck of your second Martial Arts style and shuffle the deck.

Without looking at the face of the cards, remove the same number of cards from the top as you did from your current skills deck.

Take this new pile of skills and shuffle them into your current Skills Deck.

Place the combined Skills Deck face down on the Skills Deck space of the Skills Deck to your left.

Pick three (3) of the six (6) energy colors in the combined energy allotments of the two Martial Styles you've learned. This is your new Energy Allotment. Replace current default Energy with new Allotment.

Congratulations you are now a Disciple of two schools. Now you may flip over the card on top of the Event deck for a new Active Event. The journey continues!

Any difference to the rules in the rulebook that are stated on the cards take priority.  
\*\*\*

## Co-Op Playstyle:

The Co-Op or cooperative playstyle allows players to take on a single adventure together by combining Event Decks and tackling multiple events at the same time. While the setup and Enemy interaction is a little different than Solo, the player's turn is the same as Solo

### Co-Op Setup:

Decide the order of players, from first to last. This will be the order you take your turns, and the order in which you resolve non-Enemy Events.

To set up the Event Deck remove the non-enemy event cards from all but the first player's Event Deck.

If no one plans in learning a second style, you may remove the 2.5 event card from the first player's Event Deck as well.

Players then set up their individual Decks according to the Solo playstyle rules.

### Co-Op Gameplay:

The first player will flip over the top card of the Event Deck and place it between their Event Deck and Attack Pattern pile.

These following two steps repeat until the first player draws an Enemy.

Resolve all Non-Enemy Events in the chosen player order.

All players resolve all non-enemy Events but each player may make their own choice when resolving the Event.

If cards are added or removed from Draw Decks, shuffle the Draw Decks.

Once the non-enemy Event is resolved for all players, the first player flips the top card of their Event decks again, making it the new active Event.

If the first player flips an Enemy Card, all other player flip the top of their Event Deck and place the card face up between the Event Deck and the Attack Pattern pile. All players will begin combat with all Enemies shown.

The Player's turns in Co-Op are the same as in Solo, except you follow the order decided during setup.

All players will take their turn, and then all enemies will take their turn.

Enemies target the Player who last dealt damage, applied Submit, or applied Rocked. If that player is defeated before the enemy's turn, the enemy then targets the first player in the chosen order.

Counters may be triggered regardless of Enemy Target, unless trigger specifically states "when attacked", or "when taking damage."

Fight continues until all Enemies or all Players are defeated.

If all Players are defeated

Pat yourselves on the backs for making it this far.

Dust yourselves off.

Try again. From the Beginning.

If all Enemies are defeated.

If any players were defeated during the fight, they are resurrected to half of the vitality they had at the start of the fight.

Each player pulls three cards from the Skills Deck and may select one card to add to their Draw Deck. If the Enemy was a Miniboss, draw five and chose up to 2. All unchosen cards are then placed at the bottom of the Skills Deck.

Players then shuffle together their hand, their Discard Pile, any cards still in play, their Draw Deck and Even Cards played during the Combat and place the newly shuffled deck on the Draw Deck.

The First Player then flips the top card of their Event Deck.

The Journey continues!

If you come across the Event in group 2.5 that allows you to learn a second Martial Arts style, the following steps are how to combine the skills deck:

Remove the cards listed in the Starting Deck of the new Style Card from the new Martial Arts Skills Deck and shuffle them into your Draw Deck.

Take your current Skills Deck and without looking at the face of the cards count the total of skills remaining.

Shuffle the deck, and without looking at the face of the cards, remove half of the skills from the top of the deck.

Place these to the side, out of play.

Take the Skills Deck of your second Martial Arts style and shuffle the deck.

Without looking at the face of the cards, remove the same number of cards from the top as you did from your current skills deck.

Take this new pile of skills and shuffle them into your current Skills Deck.

Place the combined Skills Deck face down on the Skills Deck space of the Skills Deck to your left.

At this point you may replace up to three of your energy with the Energy from the new Style Cards Energy Allotment. (You should have the cubes from the purchase of the second Martial Arts Style.)

Congratulations you are now a Disciple of two schools. Now you may flip over the card on top of the Event deck for a new Active Event.

All Minibosses and Bosses should be fought together. If a Miniboss or Final Boss is reached before the other players, then ignore that Active Event until all Minibosses of the same level, or all Bosses are reached. \*\*\*

Any difference to the rules in the rulebook that are stated on the cards take priority.

\*\*\*

Any player disputes are settled by coinflip, dice roll, or high card cost draw. \*\*\*

# Versus Playstyle:

Versus allows two players to compete against each other with customized Skills Decks. It is the most unique of the playstyles in that it does not include an Event Deck, final boss, or the usual deckbuilding from Skills Deck to Draw Deck.

## Versus Setup:

When playing Versus, players will compile their own custom deck of skills according to the Skills Deck rules with the following addendums:

Decks may consist of cards from up to 2 martial arts styles.

There is no limit to the number of unique common cards allowed.

If a player builds a Skills Deck with 2 martial arts, they then must decide what their energy allotment will be according to the combined allotment of the 2 original styles. Example: A player combines Boxing (\*\*\*) and Karate (\*\*\*). They may choose from any combination of the original allotments to create a new allotment. However, since red and green only appear once in the original allotments, they cannot appear more than once in the new allotment. (\*\*\*) is acceptable, while (\*\*) is not.

Players start with 50 Vitality.

## Versus Gameplay:

In Versus gameplay to decide who goes first, players pull a random skill from their deck, most rare wins. If rarity is the same, highest cost wins. If costs are the same, then all types beat Generic, Upperbody beats Lowerbody, Lowerbody beat Grapple, and Grapple beat Upperbody. If types are the same, both players draw another card.

Player turns are the same as Solo Gameplay.

If a Player's Vitality reaches 0, that player is Defeated.

If a Player has no more cards to Draw at the end of their turn, that player is Defeated.

Any difference to the rules in the rulebook that are stated on the cards take priority.

\*\*\*

Any player disputes are settled by coinflip, dice roll, or high card draw. \*\*\*

# Campaign Gameplay:

Campaign gameplay allows players to play as a group with a Campaign Leader (CL) controlling the narrative and events. The following are more guidelines than hard set rules. Parties and CL may adjust rules to fit gameplay and narrative.

## Campaign Setup:

Players would follow the same setup as Solo gameplay for their Player Mats.

The CL will be provided the Event Decks from each player. This ensures a balance of Enemies and Events for any size of Player group.

The CL will keep his Attack Pattern dice rolls behind a curtain, but must honor any applied Weaken or Stun debuffs by announcing the value of the rolls, or skipping the proper amount of attacks from an Enemy.

Player Order is decided by the CL, it is set and will be used throughout the campaign.

## Campaign Gameplay:

CL guides the Player group through an adventure using the provided events and Enemies.

Unless specified through narrative, non-Enemy Events apply to all players.

CL decided the amount of Enemies that commit to a fight, and who each Enemy targets on their turn. Enemy attack patterns are still decided by Attack Pattern draw.

A fight is complete if all enemies are defeated, or all players are defeated.

When a fight is over:

Any players not defeated during the fight may draw 5 skills from their skill decks and choose 2 to add to their draw deck, placing the remaining skills on the bottom of their skill deck.

Any defeated players arise to half of their beginning Health total, and full Mind and Body. They may draw 3 cards from the top of the Skills Deck and add 1 to their Draw Deck, placing the remaining cards on the bottom of their skills deck.

If all players are defeated, the campaign ends.

The CL controls, through the narrative, when each player or the group may learn a second martial arts style. Follow the rules set forth in Solo Gameplay for learning a second martial arts style.

Any difference to the rules in the rulebook that are stated on the cards take priority.

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CL holds final decision on any disputes between players. \*\*\*