



Sen So Basic Play Sheet

Deck

Item symbols

- Inventory Required**
(8 points total)
- Hands Required**
(advanced play)
- Weapon Type**
(advanced play)
T=thrown B=blunt
S=slash P=pierce

- #### Sen So Game Phases
- 1) Pre-Actions
Replace **BLOCK** or **WEAPON**
 - 2) Reveal 1st Action
 - 3) **MOVE**
 - 4) **ATTACK**
 - 5) Scoring
 - 6) Lock 2nd Action (into 1st Action)
 - 7) Select 2nd Action

Sen So Scoring

	Attacker	Defender
Striking Blow	+5	-5
Blocked Blow	+5	0
Glancing Attack	+1 per	0
Give-and-Take	0	0

