

Halls of the Forgotten

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Reaction: After another player's Battle action targets your Berserker: Delay its effects on him until after this battle ends.

"It is much like a tomb, cold and quiet. It only comes alive in times of war, which its denizens not only embrace, but celebrate. Were they turned upon the Empire, it would tremble." – Akodo Dairuko

EE ILLUS NOAH BRADLEY TM & © 2011 AEG 393 • 428

Border Keep

0

UNIQUE

Bow this card: Produce 2 Gold.

Limited: If it is your first turn: Put one or more cards in your provinces at the bottom of your deck, refilling the provinces face-up.

Limited: Once per game: Put one or more cards in your provinces at the bottom of your deck, refilling the provinces face-up.

EE ILLUS JASON JUTA TM & © 2011 AEG 28 • 428

Bamboo Harvesters

0

FOREST • UNIQUE

This card will not straighten before your second turn.

Bow this card: Produce 2 Gold.

"It is not a glamorous holding, but it has made me a wealthy man. Rebuilding an Empire takes a lot of bamboo, after all." – Yasuki Dokansuto

EE ILLUS VERONICA V. JONES TM & © 2011 AEG 27 • 428

Hida Bushotsu

7

2

8

0

CRAB CLAN • BERSERKER

"I would give my life for my brothers-in-arms, and they for me. But they fear me, too, for when the red rage is upon me, I cannot still my blade. I crave war, and perhaps one day it can drive the demon from my soul."

EE ILLUS SERGIO CAMARENA TM & © 2011 AEG 57 • 428

Hida Bushotsu

7

2

8

0

CRAB CLAN • BERSERKER

"I would give my life for my brothers-in-arms, and they for me. But they fear me, too, for when the red rage is upon me, I cannot still my blade. I crave war, and perhaps one day it can drive the demon from my soul."

EE ILLUS SERGIO CAMARENA TM & © 2011 AEG 57 • 428

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EE ILLUS SERGIO CAMARENA TM & © 2011 AEG 57 • 428

Hida Horu

8

3

9

1

CRAB CLAN • BERSERKER • SOUL OF HIDA HEBI

Horu does not contribute Force to his army during battle resolution while there are two or more units in his army.

"They called my father a serpent, and yet he is legendary. They say worse of me and my Scorpion allies, so imagine the glory for which I will be remembered!"

EE ILLUS JOHN DONAHUE TM & © 2011 AEG 58 • 428

Hida Horu

8

3

9

1

CRAB CLAN • BERSERKER • SOUL OF HIDA HEBI

Horu does not contribute Force to his army during battle resolution while there are two or more units in his army.

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EE ILLUS JOHN DONAHUE TM & © 2011 AEG 58 • 428

Hida Horu

8

3

9

1

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"They called my father a serpent, and yet he is legendary. They say worse of me and my Scorpion allies, so imagine the glory for which I will be remembered!"

EE ILLUS JOHN DONAHUE TM & © 2011 AEG 58 • 428

7 **Hida Kisada** 5

0 12 3

CRAB CLAN • CLAN CHAMPION • SAMURAI • KENSAI SIEGE • TACTICIAN • LOYAL • UNIQUE • LITTLE BEAR

Reaction: When another player's Battle action would target Kisada: He outmaneuvers it. Choose another Personality you control at Kisada's location. The action targets the Personality instead, if legal.

Battle: Target an enemy card with lower Force: Destroy it.

"Grant me wisdom, great-grandfather. Show me the path."

EE ILLUS DREW BAKER TM & © 2011 AEG 59 • 428

6 **Hida Komatsu** 2

0 8 1

CRAB CLAN • BERSERKER • HERO • UNIQUE SOUL OF HIDA RIKYU EXPERIENCED

Battle: Target an enemy Follower or Personality with lower Force and no attachments: Bow it.

Battle: Target an enemy attachment: Destroy it.

"They tell me these things were Naga once. They just look like blood and bone to me. They just look like prey."

EE ILLUS MIGUEL COBRERA TM & © 2011 AEG 60 • 428

3 **Hida Takeuchi** 2

0 6 1

CRAB CLAN • SAMURAI • SOUL OF HIDA KOSEDO

Reaction: After the resolution of an action that attached a Follower from your hand to Takeuchi: Draw a card.

"The Shadowlands are too quiet. I need battle. I need blood. Send me to the Colonies, my lord."

EE ILLUS MICHAEL PHILIPPI TM & © 2011 AEG 61 • 428

3 **Hida Takeuchi** 2

0 6 1

CRAB CLAN • SAMURAI • SOUL OF HIDA KOSEDO

Reaction: After the resolution of an action that attached a Follower from your hand to Takeuchi: Draw a card.

"The Shadowlands are too quiet. I need battle. I need blood. Send me to the Colonies, my lord."

EE ILLUS MICHAEL PHILIPPI TM & © 2011 AEG 61 • 428

3 **Hida Takeuchi** 2

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CRAB CLAN • SAMURAI • SOUL OF HIDA KOSEDO

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EE ILLUS MICHAEL PHILIPPI TM & © 2011 AEG 61 • 428

5 **Hida Watari** 2

0 8 1

CRAB CLAN • SAMURAI • CAVALRY • VETERAN UNIQUE • WYRM RIDER • SOUL OF HIDA TOBASHI

While Watari has exactly one Follower, that Follower has **Cavalry**.

Fear Battle: Target an enemy unit: Bow all Followers with 3 or lower Force in it.

"Every man dreams of exceeding his father's deeds. For me that is likely impossible."

EE ILLUS BRENT CHUMLEY TM & © 2011 AEG 62 • 428

3 **Kaiu Esumi** 3

0 7 2

CRAB CLAN • SAMURAI • SIEGE • TACTICIAN

Battle: Ranged 4 Attack. If this targeted a card, give the current battlefield's province +2 or -2 strength.

"Some men are great leaders because of their innate brilliance. Others, because of a terrible cruelty." - Kaiu Kawachi

EE ILLUS LUIS NCT TM & © 2011 AEG 64 • 428

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0 7 2

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EE ILLUS LUIS NCT TM & © 2011 AEG 64 • 428

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EE ILLUS LUIS NCT TM & © 2011 AEG 64 • 428

5 **Kaiu Kawachi** 4

3 8 3

CRAB CLAN • SAMURAI • SIEGE • TACTICIAN

"Other families wage war, but the Kaiu literally make war. Our every endeavor furthers the cause of the Crab military. We are the architects of destruction, the artisans of death."

EE ILLUS LEE SMITH TM & © 2011 AEG 66 • 428

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EE ILLUS LEE SMITH TM & © 2011 AEG 66 • 428

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EE ILLUS LEE SMITH TM & © 2011 AEG 66 • 428

Akodo's Grave

2

Bow this card: Produce 2 Gold.
Battle: Bow and destroy this card and target a Terrain: Destroy it.
*"I do not understand why you would not accept the Championship, Kano."
 "All I have done is for the good of the Lion, Dairuko-sama. You will rule, and I will serve you with all my skill."*

EE ILLUS JOACHIM GMSER TM & © 2011 AEG 26 • 428

Akodo's Grave

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Battle: Bow and destroy this card and target a Terrain: Destroy it.
*"I do not understand why you would not accept the Championship, Kano."
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EE ILLUS JOACHIM GMSER TM & © 2011 AEG 26 • 428

Chugo Seido

2

TEMPLE • SINGULAR

Bow this card: Produce 2 Gold.
Reaction: When another player's action would target one of your Personalities, destroy this card: Choose one of your Samurai at the same location. The action targets him instead, if legal.
"Bushido is our shield." – Shiba Sansesuke

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Family Library

2

Bow this card: Produce 2 Gold.
Limited: Target a discarded (*not dead*) Personality in your discard pile and a face-up card in one of your provinces, and destroy this card: Discard the face-up card, refilling the province face-up with the Personality.
"A man who is learned in the Tao can bring forth treasures old and new." – Makito

EE ILLUS MALCOLM MCCLINTON TM & © 2011 AEG 33 • 428

Iron Mine

2

MINE

Bow this card: Produce 2 Gold, or 3 Gold if you are a Crab Clan player.
"Iron for weapons, iron for armor, iron for engineering works. They say honor is the strength of a samurai, but iron forms its sinews." – Hida Kisada

EE ILLUS CHARLES URRACH TM & © 2011 AEG 38 • 428

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Bow this card: Produce 2 Gold, or 3 Gold if you are a Crab Clan player.
"Iron for weapons, iron for armor, iron for engineering works. They say honor is the strength of a samurai, but iron forms its sinews." – Hida Kisada

EE ILLUS CHARLES URRACH TM & © 2011 AEG 38 • 428

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EE ILLUS CHARLES URBACH TM & © 2011 AEG 38 • 428

Prosperous Village

6

Enters play paying 1 less Gold for each Personality you control.

Bow this card: Produce 5 Gold.

"Prosperity brings men and women of destiny, which in turn only enhances a village's prosperous nature." – Yung

EE ILLUS ARKADY ROYTMAN TM & © 2011 AEG 44 • 428

Prosperous Village

6

Enters play paying 1 less Gold for each Personality you control.

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EE ILLUS ARKADY ROYTMAN TM & © 2011 AEG 44 • 428

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Bow this card: Produce 5 Gold.

"Prosperity brings men and women of destiny, which in turn only enhances a village's prosperous nature." – Yung

EE ILLUS ARKADY ROYTMAN TM & © 2011 AEG 44 • 428

Small Farm

0

FARM

Bow this card: Produce 1 Gold.

"Even the peasants of the Empire benefited from the Colonies, as Mantis ships brought wood and fiber to be used for tools and homes. Every morning the pious farmers of Rokugan offered their thanks for their far-seeing Empress." – Chronicle of the Blossoming World, Part III

EE ILLUS JOSEPH PHILLIPS TM & © 2011 AEG 51 • 428

Small Farm

0

FARM

Bow this card: Produce 1 Gold.

"Even the peasants of the Empire benefited from the Colonies, as Mantis ships brought wood and fiber to be used for tools and homes. Every morning the pious farmers of Rokugan offered their thanks for their far-seeing Empress." – Chronicle of the Blossoming World, Part III

EE ILLUS JOSEPH PHILLIPS TM & © 2011 AEG 51 • 428

Small Farm

0

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Bow this card: Produce 1 Gold.

"Even the peasants of the Empire benefited from the Colonies, as Mantis ships brought wood and fiber to be used for tools and homes. Every morning the pious farmers of Rokugan offered their thanks for their far-seeing Empress." – Chronicle of the Blossoming World, Part III

EE ILLUS JOSEPH PHILLIPS TM & © 2011 AEG 51 • 428

Temples of Gisei Toshi

2

TEMPLE • UNIQUE

Bow this card: Produce 2 Gold.

Limited: Bow this card: Name "Follower", "Item", or "Spell". Look at the top four cards of your Fate deck. You may show one of those cards that is of the type you named, then put it in your hand.

"We have treasures that we never speak of." – Isawa Tamaki

EE ILLUS CHRISTOPHER APPEL TM & © 2011 AEG 53 • 428

Traveling Peddler

2

SINGULAR

Bow this card: Produce 2 Gold.

Limited: Bow this card and pay 3 Gold: Draw a card.

"They are poor, only one step above a beggar. They travel everywhere, and no samurai ever gives them a second thought. They are perfect, really." – Yasuki Jinn-Kuen

EE ILLUS ERICH SCHREINER TM & © 2011 AEG 54 • 428

Venerable Master

2

RETAINER

Bow this card: Produce 2 Gold.

Open: Bow and destroy this card, and pay 2 Gold: Create a 3F/3C/3PH **Samurai** Personality with your Clan alignment.

"A generation of warriors has grown up never knowing war. How long can this last? How long should it last?" – Kuronada

EE ILLUS ED COX TM & © 2011 AEG 55 • 428

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RETAINER

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EE ILLUS ED COX TM & © 2011 AEG 55 • 428

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EE ILLUS ED COX TM & © 2011 AEG 55 • 428

Hida's Guidance

KAMI • EXPERIENCED • UNIQUE

Before the first straightening each battle of a Personality whose enemy leader is a Crab Clan player: Negate that straightening.

Battle: If you are a Crab Clan player, discard this card and target a Personality: Bow him. Bow his unit if he is attacking.

The Little Bear carries his great-grandfather's spirit.

EE ILLUS CONCEPTOPOLIS TM & © 2011 AEG 59 • 428

Alter History

UNIQUE

After the next time this game you destroy a province as the Attacker, the Defender loses 5 Honor. If this loss brings him below his starting Family Honor, then until the game ends, he may ignore Honor Requirements when bringing Personalities into play.

"Ambitious men might succumb to temptation. Our duty is to record without bias. We alone can do so." – Miya Shoin

EE ILLUS PATRICK MCEVOY TM & © 2011 AEG 11 • 428

Glory of the Shogun

SHOGUN • UNIQUE

Until the game ends, equipping is a **Battle/Open** action (for all players), and after the first time each turn each player attaches a card with a base Gold Cost of 5 or more from his hand, that player may draw a card.

"In times when the Emperor cannot defend the Empire, the Shogun must do so in his place." – Sun Tao

EE ILLUS MIGUEL COIMBRA TM & © 2011 AEG 18 • 428

Wisdom Gained

UNIQUE

Starting with you, each player may search his discard pile and Fate deck for a Ring, show it, and put it in his hand.

"In twenty years of relative peace and exploration, we have learned so much. We must be ever vigilant to ensure that wisdom is not forsaken for war." – Shiba Tsukimi

EE ILLUS RAYMOND GAUSTADSES TM & © 2011 AEG 25 • 428

3 **Kaiu House Guard** **0**

0 **4**

SIEGE • UNIQUE

Will only attach to a Crab Clan Personality.

Battle: Target an enemy card without attachments whose unit has lower total Force than this unit: Destroy the target. Gain 1 Honor.

"You don't believe the efficacy of our machines? Let me show you."

4

EE ILLUS PATRICK MCEVOY TM & © 2011 AEG 215 • 428

4 **Stalking Tiger** **0**

0 **7**

NONHUMAN • CAT

Battle: Melee 6 Attack.

The Ivory Kingdoms have been witness to countless tragedies, but the predators have never left.

2

EE ILLUS JASON JUTA TM & © 2011 AEG 222 • 428

4  **Stalking Tiger** 0



0 7 

NONHUMAN • CAT

Battle: Melee 6 Attack.

The Ivory Kingdoms have been witness to countless tragedies, but the predators have never left.

2

EE ILLUS JASON JUTA TM & © 2011 AEG 222 • 428

4  **Stalking Tiger** 0



0 7 

NONHUMAN • CAT

Battle: Melee 6 Attack.

The Ivory Kingdoms have been witness to countless tragedies, but the predators have never left.

2

EE ILLUS JASON JUTA TM & © 2011 AEG 222 • 428

3  **Veteran Skirmishers** 0



0 2 

"In the year 1173, at the end of the Destroyer War, the Empress bade the Spider to depart the Empire and bring order to the ruined Ivory Kingdoms, that the people of Rokugan might once again know peace and prosperity." – The Miya Histories

3

EE ILLUS MALCOLM MCCLINTON TM & © 2011 AEG 227 • 428

3  **Veteran Skirmishers** 0




0 2 

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3

EE ILLUS MALCOLM MCCLINTON TM & © 2011 AEG 227 • 428

3  **Village Guardian** 0



0 4 

Reaction: After this card enters play from your hand: Draw one card for each player who has had a province destroyed this game.

"Calm yourself, man! Get the others and form a bucket line. The fire must be put out quickly, and have the women check the adjacent buildings for any sign of embers. We dare not risk the harvest this close to tax season. Now move!"

1

EE ILLUS ANTHONY GRAESKI TM & © 2011 AEG 228 • 428

3  **Village Guardian** 0



0 4 

Reaction: After this card enters play from your hand: Draw one card for each player who has had a province destroyed this game.

"Calm yourself, man! Get the others and form a bucket line. The fire must be put out quickly, and have the women check the adjacent buildings for any sign of embers. We dare not risk the harvest this close to tax season. Now move!"

1

EE ILLUS ANTHONY GRAESKI TM & © 2011 AEG 228 • 428

3  **Village Guardian** 0



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Reaction: After this card enters play from your hand: Draw one card for each player who has had a province destroyed this game.

"Calm yourself, man! Get the others and form a bucket line. The fire must be put out quickly, and have the women check the adjacent buildings for any sign of embers. We dare not risk the harvest this close to tax season. Now move!"

1

EE ILLUS ANTHONY GRAESKI TM & © 2011 AEG 228 • 428

 **Ring of Air**



AIR • UNIQUE

After you resolve your third or later Spell or Kiho action in one turn from cards with different titles: You may put this card into play from your hand.

Battle/Open: Bow this card or discard it from your hand, and choose your performing Personality: Straighten his unit.

Agility

4

EE ILLUS STEVE ARGYLE TM & © 2011 AEG 241 • 428

Ring of the Void

VOID • UNIQUE

After you resolve your fourth or later non-Kiho action from Strategies in one phase: You may put this card into play from your hand.

Open: Bow this card or discard it from your hand: If any player has more cards in his hand than you do, or if this card is in play, draw a card.

Harmony.

4

EE ILLUS STEVE ARGYLE TM & © 2011 AEG 244 • 428

Ring of Water

WATER • UNIQUE

After you resolve your fourth or later Battle action in one battle from cards with different titles: You may put this card into play from your hand.

Battle: Bow this card or discard it from your hand, and choose your performing Personality: Move him home or to a battlefield with one or more enemy units. If he moved, straighten his unit.

Fluidity.

4

EE ILLUS STEVE ARGYLE TM & © 2011 AEG 245 • 428

Back to the Front

0

Battle: Choose your performing Personality: Move him to a battlefield he assigned to this turn. If he moved, straighten his unit.

"The overland route from the Empire to the Colonies covers a vast expanse of wasteland, one often frequented by bandits and other villains. The Unicorn never falter in their duty, however." – The Miya Histories

3

EE ILLUS RAYMOND GAUSTADNES TM & © 2011 AEG 273 • 428

Back to the Front

0

Battle: Choose your performing Personality: Move him to a battlefield he assigned to this turn. If he moved, straighten his unit.

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3

EE ILLUS RAYMOND GAUSTADNES TM & © 2011 AEG 273 • 428

Back to the Front

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Battle: Choose your performing Personality: Move him to a battlefield he assigned to this turn. If he moved, straighten his unit.

"The overland route from the Empire to the Colonies covers a vast expanse of wasteland, one often frequented by bandits and other villains. The Unicorn never falter in their duty, however." – The Miya Histories

3

EE ILLUS RAYMOND GAUSTADNES TM & © 2011 AEG 273 • 428

Fall Back!

0

Battle: Choose your performing Personality: Move him home. If he moved, straighten his unit, and you may straighten one of your other units (at any location).

"This is not the ideal place to engage the enemy. Fall back one quarter mile to the base of the hill. There we can hold them indefinitely!"

4

EE ILLUS CHRIS PRETCHARD TM & © 2011 AEG 293 • 428

Fall Back!

0

Battle: Choose your performing Personality: Move him home. If he moved, straighten his unit, and you may straighten one of your other units (at any location).

"This is not the ideal place to engage the enemy. Fall back one quarter mile to the base of the hill. There we can hold them indefinitely!"

4

EE ILLUS CHRIS PRETCHARD TM & © 2011 AEG 293 • 428

Fall Back!

0

Battle: Choose your performing Personality: Move him home. If he moved, straighten his unit, and you may straighten one of your other units (at any location).

"This is not the ideal place to engage the enemy. Fall back one quarter mile to the base of the hill. There we can hold them indefinitely!"

4

EE ILLUS CHRIS PRETCHARD TM & © 2011 AEG 293 • 428

Feign Death

0

Reaction: After the resolution of an action or a battle that destroyed a performing Personality you own: Bring him into play (in your home), ignoring costs and Honor Requirement. Bow him. Dishonor him. Lose 2 Honor.

"They will not stop until they find the body. Produce one for them." – Bayushi Nitoshi

2

EE ILLUS FRANZ VOHWINKEL TM & © 2011 AEG 295 • 428

Feign Death

0

Reaction: After the resolution of an action or a battle that destroyed a performing Personality you own: Bring him into play (*in your home*), ignoring costs and Honor Requirement. Bow him. Dishonor him. Lose 2 Honor.

"They will not stop until they find the body. Produce one for them." – Bayushi Nitoshi

2

EE ILLUS FRANZ VOHWINKEL TM & © 2011 AEG 295 • 428

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Reaction: After the resolution of an action or a battle that destroyed a performing Personality you own: Bring him into play (*in your home*), ignoring costs and Honor Requirement. Bow him. Dishonor him. Lose 2 Honor.

"They will not stop until they find the body. Produce one for them." – Bayushi Nitoshi

2

EE ILLUS FRANZ VOHWINKEL TM & © 2011 AEG 295 • 428

Incapacitated

0

Battle: Target a defending Personality: Move him home.

"There are enemies too dangerous to kill, and allies too dangerous to be risked. Sometimes they are even the same. We have our ways of dealing with such matters." – The Pragmatism of Tsuruchi

2

EE ILLUS CHRIS PFECHARD TM & © 2011 AEG 312 • 428

Incapacitated

0

Battle: Target a defending Personality: Move him home.

"There are enemies too dangerous to kill, and allies too dangerous to be risked. Sometimes they are even the same. We have our ways of dealing with such matters." – The Pragmatism of Tsuruchi

2

EE ILLUS CHRIS PFECHARD TM & © 2011 AEG 312 • 428

Incapacitated

0

Battle: Target a defending Personality: Move him home.

"There are enemies too dangerous to kill, and allies too dangerous to be risked. Sometimes they are even the same. We have our ways of dealing with such matters." – The Pragmatism of Tsuruchi

2

EE ILLUS CHRIS PFECHARD TM & © 2011 AEG 312 • 428

Preserving Honor

0

Battle: Target an enemy Personality at the current battlefield: His controller chooses either to bow him, or to choose another location and move him there. If the bowing or movement is negated, remove the Personality from the game.

"Moto-san, Matsu-san, bear me!" Shiba Sansesuke cried out. "You cannot duel without first gaining your lord's permission! Would you shame your families by dying in a common brawl?"

1

EE ILLUS IES TM & © 2011 AEG 312 • 428

Preserving Honor

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1

EE ILLUS IES TM & © 2011 AEG 312 • 428

Retribution

0

Reaction: After the end of an Attack Phase in which you were the Defender: Declare an additional Attack Phase against that phase's Attacker, in which neither player may invite allies and you may only assign one Personality. Give the Personality and each Follower in his unit +1F after he assigns.

"Landing the first blow is inconsequential. Landing the final blow is crucial."

4

EE ILLUS BRITT MARTIN TM & © 2011 AEG 316 • 428

Retribution

0

Reaction: After the end of an Attack Phase in which you were the Defender: Declare an additional Attack Phase against that phase's Attacker, in which neither player may invite allies and you may only assign one Personality. Give the Personality and each Follower in his unit +1F after he assigns.

"Landing the first blow is inconsequential. Landing the final blow is crucial."

4

EE ILLUS BRITT MARTIN TM & © 2011 AEG 336 • 428

Retribution

0

Reaction: After the end of an Attack Phase in which you were the Defender: Declare an additional Attack Phase against that phase's Attacker, in which neither player may invite allies and you may only assign one Personality. Give the Personality and each Follower in his unit +1F after he assigns.

"Landing the first blow is inconsequential. Landing the final blow is crucial."

4

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Solid Defense

0

Political Reaction: Before the resolution of another player's action, discard the Imperial Favor unless you control a Personality with 5 or higher Force: Negate any Honor losses from the action's effects.

Battle: Target a Personality without attachments: Move him home.

To protect one's home is its own reward.

3

EE ILLUS ED COX TM & © 2011 AEG 347 • 428

Solid Defense

0

Political Reaction: Before the resolution of another player's action, discard the Imperial Favor unless you control a Personality with 5 or higher Force: Negate any Honor losses from the action's effects.

Battle: Target a Personality without attachments: Move him home.

To protect one's home is its own reward.

3

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Solid Defense

0

Political Reaction: Before the resolution of another player's action, discard the Imperial Favor unless you control a Personality with 5 or higher Force: Negate any Honor losses from the action's effects.

Battle: Target a Personality without attachments: Move him home.

To protect one's home is its own reward.

3

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The Duty of the Crab

0

As a Focus Effect: You may choose (*now*) to delay the effects of losing this duel until after the next Dynasty Phase begins.

Battle: If you control any units at the current battlefield, choose your performing Crab Clan Personality who is face-up in your provinces or discarded (*not dead*): Bring him into play there, paying all costs.

A soul of strength knows no fear.

2

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The Duty of the Crab

0

As a Focus Effect: You may choose (*now*) to delay the effects of losing this duel until after the next Dynasty Phase begins.

Battle: If you control any units at the current battlefield, choose your performing Crab Clan Personality who is face-up in your provinces or discarded (*not dead*): Bring him into play there, paying all costs.

A soul of strength knows no fear.

2

EE ILLUS CARLOS NCT TM & © 2011 AEG 362 • 428

The Duty of the Crab

0

As a Focus Effect: You may choose (*now*) to delay the effects of losing this duel until after the next Dynasty Phase begins.

Battle: If you control any units at the current battlefield, choose your performing Crab Clan Personality who is face-up in your provinces or discarded (*not dead*): Bring him into play there, paying all costs.

A soul of strength knows no fear.

2

EE ILLUS CARLOS NCT TM & © 2011 AEG 362 • 428

The Height of Courage

0

Reaction: Before the resolution of another player's action, choose your performing Personality: Negate his movement from the action's effects.

Battle: Choose your performing Personality: Give him and each of his Followers +1F.

A samurai does not fear enemies or death. When his end comes, it comes in glory and valor. It comes as a legend.

2

EE ILLUS TROY GRAHAM TM & © 2011 AEG 365 • 428

The Height of Courage

0

Reaction: Before the resolution of another player's action, choose your performing Personality: Negate his movement from the action's effects.

Battle: Choose your performing Personality: Give him and each of his Followers +1F.

A samurai does not fear enemies or death. When his end comes, it comes in glory and valor. It comes as a legend.

2

EE ILLUS TROY GRAHAM TM & © 2011 AEG 365 • 428

The Height of Courage

0

Reaction: Before the resolution of another player's action, choose your performing Personality: Negate his movement from the action's effects.

Battle: Choose your performing Personality: Give him and each of his Followers +1F.

A samurai does not fear enemies or death. When his end comes, it comes in glory and valor. It comes as a legend.

2

EE ILLUS TROY GRAHAM TM & © 2011 AEG 365 • 428

Starting Setup

1. Show Strongholds, the player with the highest Family Honor goes first.
2. Each player starts with a **Border Keep** in play.
3. Players not going first also start with a bowed **Bamboo Harvesters** in play.
4. Shuffle Dynasty and Fate decks separately.
5. Each player draws six Fate cards.

Victory Conditions

Military: Opponent has no provinces.

Honor: Begin your turn at 40 or more Honor.

Dishonor: Opponent ends his turn after being reduced to -20 Honor or less.

Enlightenment: Begin your turn with all 5 Rings in play which last entered play by their own text.

Turn Sequence

1. **Straighten Phase:** Straighten all your cards.
2. **Events Phase:** Turn cards in provinces face-up. Resolve Events and attach Regions to provinces.
3. **Action Phase:** The active player may take Limited and Open actions. Other players may take Open actions.
4. **Attack Phase (optional):**
 - 4a. **Maneuvers Segment:** You, then the Defender, assign infantry units, then assign cavalry units in the same order. Then, fight a battle at each battlefield, each battle having:
 - 4b. **Combat Segment:** Take Battle actions in turn, Defender first.
 - 4c. **Resolution Segment:** Count Force totals and determine who wins the battle.
5. **Dynasty Phase:** Bring Holdings and Personalities into play.
6. **End Phase:** Draw a card. If necessary, discard down to eight cards.

Battle Player Abilities

All players have abilities granted by the rulebook:

Equip
Battle: Any number of times per turn, choose your performing unbowed opposed Shugenja and target a Spell in your hand: Attach it to him, paying all costs. You may take an additional action to use a Battle ability on that Spell.

Tactical Advantage
Tactical Battle: Any number of times per turn, discard a card and choose your performing Tactician: Give him a Force bonus equal to the Focus Value of the discarded card.

Imperial Favor
Favor Political Battle: Discard the Imperial Favor and target an attacking enemy Personality: Move him home.

Naval Invasion
Reaction: After engaging, once per battle, if you are the Attacker and your current army has more Naval cards than the side opposing it, choose your performing Naval Personality: You have the first opportunity to take a Battle action, which he must perform.

Conquest
Reaction: After a battle resolution ends, choose your performing attacking Conqueror Personality at that battlefield: Straighten his unit. It will not bow from the battle's resolution.

Other Player Abilities

All players have abilities granted by the rulebook:

Equip
Limited: Any number of times per turn, choose your performing Personality and target an attachment in your hand: Attach it to the Personality, paying all costs.

Lobby
Political Limited: If you have higher Family Honor than each other player, bow your performing Personality with 1 Personal Honor or higher: Take the Imperial Favor.

Imperial Favor
Favor Political Limited: Discard the Imperial Favor and a card: Draw a card.

Order Seppuku
Open: Any number of times per turn, target your dishonorable Courtier, Samurai, or Shugenja Personality: He commits seppuku.

Proclaim
Reaction: After you bring a Personality in your province with your Clan alignment into play without Clan discount, if it is your turn: Gain Honor equal to his base Personal Honor.

Imperial Favor

(These are player abilities granted by the rulebook. You can gain control of the Imperial Favor using the Lobby rulebook action.)

Favor Political Limited: Discard the Imperial Favor and a card: Draw a card.

Favor Political Battle: Discard the Imperial Favor and target an attacking enemy Personality: Move him home.