

**The Aerie**

6  
4  
6

**Iaijutsu Battle:** Even if this card is bowed, choose your performing unbowed Samurai and target another player's Personality: Your Samurai duels the Personality. Bow and dishonor the duel's loser. The winner's controller gains 1 Honor.

*"It is said the masters of the Doji Magistrates can see to the Mantis Islands." — Kakita Mitohime*

EE ILLUS NOAH BRADLEY TM & © 2011 AEG 399 • 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

**Doji Atsumichi**

3 4

4 8 4

CRANE CLAN • SAMURAI • CAVALRY SOUL OF DOJI TADANORI

**Battle:** Target a Personality with lower Personal Honor: Bow or straighten him.

*"The Empire is full of samurai who have been trained for a war that may never come in their lifetime. It is fortunate we have the Colonies to draw their attention and give them the challenge they crave."*

EE ILLUS ALBERT TAVIRA TM & © 2011 AEG 78 • 428

**Doji Atsumichi**

3 4

4 8 4

CRANE CLAN • SAMURAI • CAVALRY SOUL OF DOJI TADANORI

**Battle:** Target a Personality with lower Personal Honor: Bow or straighten him.

*"The Empire is full of samurai who have been trained for a war that may never come in their lifetime. It is fortunate we have the Colonies to draw their attention and give them the challenge they crave."*

EE ILLUS ALBERT TAVIRA TM & © 2011 AEG 78 • 428

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EE ILLUS ALBERT TAVIRA TM & © 2011 AEG 78 • 428

**Doji Genshin**

3 5

6 7 4

CRANE CLAN • SAMURAI DUELIST • MAGISTRATE

*"They think I will not be able to discover who is guilty. They think I will not be able to find them. They think I can be frightened or bought off. They think they can best me in a duel."*

EE ILLUS GEMMA TIGELAERS TM & © 2011 AEG 79 • 428

**Doji Genshin**

3 5

6 7 4

CRANE CLAN • SAMURAI DUELIST • MAGISTRATE

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EE ILLUS GEMMA TIGELAERS TM & © 2011 AEG 79 • 428

**Doji Genshin**

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EE ILLUS GEMMA TIGELAERS TM & © 2011 AEG 79 • 428

5 Doji Makoto 6



10 10 5

CRANE CLAN • CLAN CHAMPION • COURTIER  
SAMURAI • DUELIST • LOYAL • UNIQUE

**Political Open:** Makoto uses his mastery of politics. Take the Imperial Favor.

**Iaijutsu Battle:** Target an enemy Personality: Makoto duels him. Destroy the duel's loser.

*"I am lord of the Crane.  
I will allow no one to harm my clan."*

EE ILLUS DREW BAKER TM & © 2011 AEG 80 • 428

2 Doji Tatsuki 4



10 6 4

CRANE CLAN • SAMURAI • COURTIER  
SOUL OF DOJI AYANO

*"The students of Doji Ayano fill the courts like pests. Elegant, brilliant pests. I would damn her for it, but truthfully I find intelligent opponents far less tedious than stupid ones." – Bayushi Nitoshi*

EE ILLUS EDWIN DAVID TM & © 2011 AEG 82 • 428

2 Doji Tatsuki 4



10 6 4

CRANE CLAN • SAMURAI • COURTIER  
SOUL OF DOJI AYANO

*"The students of Doji Ayano fill the courts like pests. Elegant, brilliant pests. I would damn her for it, but truthfully I find intelligent opponents far less tedious than stupid ones." – Bayushi Nitoshi*

EE ILLUS EDWIN DAVID TM & © 2011 AEG 82 • 428

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3 Kakita Genshi 3



6 7 3

CRANE CLAN • SAMURAI • ARTISAN • DUELIST  
MASTER OF CEREMONIES • SOUL OF KAKITA YOSUGA

**Iaijutsu Limited:** Target another player's Personality: His controller may dishonor him. If he did not choose to dishonor him, gain 1 Honor and choose one of the Personality's abilities; it may not be used until your next turn begins.

*"No, I do not think so."*

EE ILLUS CONCEPTOPOLIS TM & © 2011 AEG 83 • 428

3 Kakita Genshi 3



6 7 3

CRANE CLAN • SAMURAI • ARTISAN • DUELIST  
MASTER OF CEREMONIES • SOUL OF KAKITA YOSUGA

**Iaijutsu Limited:** Target another player's Personality: His controller may dishonor him. If he did not choose to dishonor him, gain 1 Honor and choose one of the Personality's abilities; it may not be used until your next turn begins.

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EE ILLUS CONCEPTOPOLIS TM & © 2011 AEG 83 • 428

3 Kakita Genshi 3



6 7 3

CRANE CLAN • SAMURAI • ARTISAN • DUELIST  
MASTER OF CEREMONIES • SOUL OF KAKITA YOSUGA

**Iaijutsu Limited:** Target another player's Personality: His controller may dishonor him. If he did not choose to dishonor him, gain 1 Honor and choose one of the Personality's abilities; it may not be used until your next turn begins.

*"No, I do not think so."*

EE ILLUS CONCEPTOPOLIS TM & © 2011 AEG 83 • 428

4 Kakita Kazan 4



5 9 4

CRANE CLAN • SAMURAI • COMMANDER • DUELIST  
MAGISTRATE • SOUL OF KAKITA IDZUKI

**Battle:** Target an enemy dishonorable Personality: Bow him. His controller loses 2 Honor. Gain 2 Honor.

*"You are a shame on your lord and your family. These are my words, and I will prove them with my sword if necessary."*

EE ILLUS PETER MOHRBACHER TM & © 2011 AEG 84 • 428

4 Kakita Kazan 4



5 9 4

CRANE CLAN • SAMURAI • COMMANDER • DUELIST  
MAGISTRATE • SOUL OF KAKITA IDZUKI

**Battle:** Target an enemy dishonorable Personality: Bow him. His controller loses 2 Honor. Gain 2 Honor.

*"You are a shame on your lord and your family. These are my words, and I will prove them with my sword if necessary."*

EE ILLUS PETER MOHRBACHER TM & © 2011 AEG 84 • 428

0 **Kakita Seishi** 2

2 2 2

CRANE CLAN • ARTISAN • SOUL OF KAKITA ARITEKO

**Open:** Bow Seishi and target a dishonorable Personality: Rehonor him.

*"Her songs are a wonder and a delight. She moves the hearts and uplifts the souls of all who hear her." – Isawa Kimi*

EE ILLUS ALAYNA LEMMER TM & © 2011 AEG 85 ♦ 428

0 **Kakita Seishi** 2

2 2 2

CRANE CLAN • ARTISAN • SOUL OF KAKITA ARITEKO

**Open:** Bow Seishi and target a dishonorable Personality: Rehonor him.

*"Her songs are a wonder and a delight. She moves the hearts and uplifts the souls of all who hear her." – Isawa Kimi*

EE ILLUS ALAYNA LEMMER TM & © 2011 AEG 85 ♦ 428

2 **Kakita Tadanobu** 4

9 8 3

CRANE CLAN • SAMURAI • DUELIST  
UNIQUE • SOUL OF KAKITA SOICHI

**Political Reaction:** After the resolution of an action that created a duel that Tadanobu won, discard the Imperial Favor: Draw two cards.

*"In the moment of the duel, you think of the duel, and only the duel. After you win, you can think about how much your lord will benefit from your victory."*

EE ILLUS DAN SCOTT TM & © 2011 AEG 86 ♦ 428

**Falling Rain Dojo**

2

DOJO • SINGULAR

Bow this card: Produce 2 Gold.

**Reaction:** Before Focus Effects resolve, if your Duelist has a lower duel stat than the Personality facing him: Give your Duelist +1 to his duel stat until the duel ends.

*"Do not tolerate lies. Not in others, not in yourself. Fill yourself with truth, and your strength will overflow." – Doji Hakuseki*

EE ILLUS GONG STUDIOS TM & © 2011 AEG 32 ♦ 428

**Falling Rain Dojo**

2

DOJO • SINGULAR

Bow this card: Produce 2 Gold.

**Reaction:** Before Focus Effects resolve, if your Duelist has a lower duel stat than the Personality facing him: Give your Duelist +1 to his duel stat until the duel ends.

*"Do not tolerate lies. Not in others, not in yourself. Fill yourself with truth, and your strength will overflow." – Doji Hakuseki*

EE ILLUS GONG STUDIOS TM & © 2011 AEG 32 ♦ 428

**Large Farm**

1

FARM

Bow this card: Produce 2 Gold.

*"Many were shocked by the Empress' command to the Spider, but Daigotsu's followers obeyed without complaint. In time, her divinely-inspired wisdom was shown to be correct, as the Spider Clan's efforts made the resources of the colonized lands available for rebuilding the Empire." – Chronicle of the Blossoming World, Part I*

EE ILLUS MARK A.W. JACKSON TM & © 2011 AEG 40 ♦ 428

**Large Farm**

1

FARM

Bow this card: Produce 2 Gold.

*"Many were shocked by the Empress' command to the Spider, but Daigotsu's followers obeyed without complaint. In time, her divinely-inspired wisdom was shown to be correct, as the Spider Clan's efforts made the resources of the colonized lands available for rebuilding the Empire." – Chronicle of the Blossoming World, Part I*

EE ILLUS MARK A.W. JACKSON TM & © 2011 AEG 40 ♦ 428

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EE ILLUS MARK A.W. JACKSON TM & © 2011 AEG 40 ♦ 428

**Marketplace**

2

MARKET

Bow this card: Produce 2 Gold, or 3 Gold if you are a Crane Clan player.

*"Of course trade makes the Crane wealthy, but you can't define my clan by just that. That would be like thinking that a cherry tree's worth lay in its bark, and never seeing it blossom." – Doji Makoto*

EE ILLUS CHARLES URRICH TM & © 2011 AEG 42 ♦ 428

**Marketplace**



**2**

**MARKET**

Bow this card: Produce 2 Gold, or 3 Gold if you are a Crane Clan player.

*"Of course trade makes the Crane wealthy, but you can't define my clan by just that. That would be like thinking that a cherry tree's worth lay in its bark, and never seeing it blossom." — Doji Makoto*

EE ILLUS CHARLES URIBACH TM & © 2011 AEG 42 ♦ 428

**Marketplace**



**2**

**MARKET**

Bow this card: Produce 2 Gold, or 3 Gold if you are a Crane Clan player.

*"Of course trade makes the Crane wealthy, but you can't define my clan by just that. That would be like thinking that a cherry tree's worth lay in its bark, and never seeing it blossom." — Doji Makoto*

EE ILLUS CHARLES URIBACH TM & © 2011 AEG 42 ♦ 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**

**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

**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

**Well-Tended Farm**



**1**

**FARM**

Bow this card: Produce 1 Gold.

**Limited:** Bow this card: Gain 1 Honor.

*"Being concerned with money is considered crass, but no one listens to a poor man. When push comes to shove, wealth creates its own respectability." — Yasuki Jekku*

EE ILLUS TONY MOSELEY TM & © 2011 AEG 56 ♦ 428

**Well-Tended Farm**



**1**

**FARM**

Bow this card: Produce 1 Gold.

**Limited:** Bow this card: Gain 1 Honor.

*"Being concerned with money is considered crass, but no one listens to a poor man. When push comes to shove, wealth creates its own respectability." — Yasuki Jekku*

EE ILLUS TONY MOSELEY TM & © 2011 AEG 56 ♦ 428

**Well-Tended Farm**



**1**

**FARM**

Bow this card: Produce 1 Gold.

**Limited:** Bow this card: Gain 1 Honor.

*"Being concerned with money is considered crass, but no one listens to a poor man. When push comes to shove, wealth creates its own respectability." — Yasuki Jekku*

EE ILLUS TONY MOSELEY TM & © 2011 AEG 56 ♦ 428

**Doji's Guidance**

**KAMI • EXPERIENCED • UNIQUE**

Crane Clan players may take the rulebook Favor Political Battle action even if they control no units at the current battlefield.

**Open:** If you are a Crane Clan player, discard this card: Put a non-Unique Strategy with a Political ability in your discard pile into your hand.

*Makoto, the Smiling Blade, is graceful, calm and focused in court and battle.*

EE ILLUS CONCEPTPOLIS TM & © 2011 AEG 4 • 428

**Boastful Proclamation**

**UNIQUE**

If any other player controls a Personality, then at the start of your next turn, if this province still exists, permanently give it +3 strength and gain 3 Honor. Until your next turn begins, after battle resolution destroys this province, give each Personality in the attacking army a +1F token and the Attacker may draw a card.

*"You will die waiting for us to surrender, dogs!"*

EE ILLUS ERICH SCHREINER TM & © 2011 AEG 13 • 428

**Delayed Arrival**

**UNIQUE**

Choose a Personality in play. He may not be assigned to attack you until your next turn begins.

*"I see the festivities began without me. Just as well, I suppose. You would need a short practice to have any chance against me."*

EE ILLUS JASON JUTA TM & © 2011 AEG 16 • 428

**Delayed Arrival**

**UNIQUE**

Choose a Personality in play. He may not be assigned to attack you until your next turn begins.

*"I see the festivities began without me. Just as well, I suppose. You would need a short practice to have any chance against me."*

EE ILLUS JASON JUTA TM & © 2011 AEG 16 • 428

**Delayed Arrival**

**UNIQUE**

Choose a Personality in play. He may not be assigned to attack you until your next turn begins.

*"I see the festivities began without me. Just as well, I suppose. You would need a short practice to have any chance against me."*

EE ILLUS JASON JUTA TM & © 2011 AEG 16 • 428

**Imperial Gift**

**IMPERIAL • UNIQUE**

Gain 2 Honor and search your Fate deck for an Item, show it, and put it into your hand.

*"I bear a gift for you, commander, to commemorate your service and glorious victory for the Empress."*

EE ILLUS MIKE RAABE TM & © 2011 AEG 19 • 428

**Naoharu's Gift**

**WINTER • UNIQUE**

Show a card in your hand to another player. You offer it as a gift. He may put it in his hand; if he does, you gain Honor equal to its base Focus Value. If you showed a card and he did not put it in his hand, discard the card and draw two cards.

*"Naoharu is long since gone, but his lessons endure for a new generation to learn." — Doji Shunyu*

EE ILLUS RANDY LIU TM & © 2011 AEG 21 • 428

**3 Asahina House Guard 0**

**2 4**

**AIR • UNIQUE**

Will only attach to a Crane Clan Personality.

**Battle/Open:** Target your bowed Personality: Straighten him. Gain 1 Honor.

*The family is widely known for their pacifism. Many have set their beliefs aside since the Destroyer War, intent on protecting their loved ones with all of their talents.*

EE ILLUS PATRICK MCEVOY TM & © 2011 AEG 208 • 428

**+0 Chrysanthemum Blossom +0**

**1**

**IMPERIAL**

**Reaction:** After this Personality is assigned: Give him a +1F token. Gain 1 Honor.

*The blossoms are signs of favor from the throne and the courts. Those bearing these treasures find that the Empire is eager to laud their accomplishments on the battlefield.*

EE ILLUS HEATHER KREITER TM & © 2011 AEG 211 • 428

**+0** **Chrysanthemum Blossom** **+0**



**1**

**IMPERIAL**

**Reaction:** After this Personality is assigned: Give him a +1F token. Gain 1 Honor.

*The blossoms are signs of favor from the throne and the courts. Those bearing these treasures find that the Empire is eager to laud their accomplishments on the battlefield.*

**4**

EE ILLUS HEATHER KREITER TM & © 2011 AEG 231 • 428

**Ring of Earth**



**EARTH • UNIQUE**

After the resolution of a battle that you won, if there were ever any enemy units at that battlefield and none of your Personalities were destroyed during the battle: You may put this card into play from your hand.

**Battle:** Even if you control no units at the current battlefield, bow this card or discard it from your hand: Give a province +3 or -3 strength.

*Stability.*

**4**

EE ILLUS STEVE ARGYLE TM & © 2011 AEG 242 • 428

**Ring of Fire**



**FIRE • UNIQUE**

After the resolution of a battle at a province, if you destroyed one or more provinces or enemy cards in that resolution: You may put this card into play from your hand.

**Battle:** Bow this card or discard it from your hand, destroy your performing Personality, and target an enemy Personality with equal or lower Chi: Destroy him.

*Vitality.*

**4**

EE ILLUS STEVE ARGYLE TM & © 2011 AEG 243 • 428

**Awed Witness**



**0**

**IJUTSU**

**Battle:** Choose your performing unbowed Personality and target an enemy Personality: Your Personality duels the target. Bow the duel's loser. The duel's winner's controller may create a 2F/2C/2PH **Samurai** Personality with that player's Clan alignment on his side of the current battlefield.

*"His skill... amazing!"*

**3**

EE ILLUS STORN COOK TM & © 2011 AEG 272 • 428

**Awed Witness**



**0**

**IJUTSU**

**Battle:** Choose your performing unbowed Personality and target an enemy Personality: Your Personality duels the target. Bow the duel's loser. The duel's winner's controller may create a 2F/2C/2PH **Samurai** Personality with that player's Clan alignment on his side of the current battlefield.

*"His skill... amazing!"*

**3**

EE ILLUS STORN COOK TM & © 2011 AEG 272 • 428

**Awed Witness**



**0**

**IJUTSU**

**Battle:** Choose your performing unbowed Personality and target an enemy Personality: Your Personality duels the target. Bow the duel's loser. The duel's winner's controller may create a 2F/2C/2PH **Samurai** Personality with that player's Clan alignment on his side of the current battlefield.

*"His skill... amazing!"*

**3**

EE ILLUS STORN COOK TM & © 2011 AEG 272 • 428

**Besieged**



**0**

**SIEGE • UNIQUE**

**Open:** Destroy a performing Personality you own and control: Increase or decrease the strength of all players' provinces by an amount equal to the Personality's base Chi.

*The Crab Clan's work is never done.*

**4**

EE ILLUS PAUL (PROF.) HERBERT TM & © 2011 AEG 277 • 428

**Block Supply Lines**



**0**

**Battle:** Target an attacking Personality: Move him home. If he moved, bow his unit.

*War is a difficult practice. So many men moving around, and with so much equipment. To feed an army requires a second army of peasants and merchants. Stop the second army, and the first will starve.*

**3**

EE ILLUS DAVID DITRICK TM & © 2011 AEG 279 • 428

**Block Supply Lines**



**0**

**Battle:** Target an attacking Personality: Move him home. If he moved, bow his unit.

*War is a difficult practice. So many men moving around, and with so much equipment. To feed an army requires a second army of peasants and merchants. Stop the second army, and the first will starve.*

**3**

EE ILLUS DAVID DITRICK TM & © 2011 AEG 279 • 428

**Block Supply Lines**

**0**

**Battle:** Target an attacking Personality: Move him home. If he moved, bow his unit.

*War is a difficult practice. So many men moving around, and with so much equipment. To feed an army requires a second army of peasants and merchants. Stop the second army, and the first will starve.*

**3**

EE ILLUS DAVID DIETRICK TM & © 2011 AEG 297 ♦ 428

**Final Confrontation**

**0**

IJUTSU • POLITICAL

As a Focus Effect: After this duel ends, if your Personality won it, take the Imperial Favor.

**Battle:** Choose your performing unbowed Duelist and target one or two Personalities whose total Chi is lower than or equal to your Duelist's Chi: Bow them.

*Disputes are still resolved by steel.*

**3**

EE ILLUS SAM KENNEDY TM & © 2011 AEG 297 ♦ 428

**Final Confrontation**

**0**

IJUTSU • POLITICAL

As a Focus Effect: After this duel ends, if your Personality won it, take the Imperial Favor.

**Battle:** Choose your performing unbowed Duelist and target one or two Personalities whose total Chi is lower than or equal to your Duelist's Chi: Bow them.

*Disputes are still resolved by steel.*

**3**

EE ILLUS SAM KENNEDY TM & © 2011 AEG 297 ♦ 428

**Final Confrontation**

**0**

IJUTSU • POLITICAL

As a Focus Effect: After this duel ends, if your Personality won it, take the Imperial Favor.

**Battle:** Choose your performing unbowed Duelist and target one or two Personalities whose total Chi is lower than or equal to your Duelist's Chi: Bow them.

*Disputes are still resolved by steel.*

**3**

EE ILLUS SAM KENNEDY TM & © 2011 AEG 297 ♦ 428

**Flooded Pass**

**0**

TERRAIN

This province has +2 strength for each unit in the attacking army.

**Battle:** Even if you control no units at the current battlefield, if there are no Terrains there: Put this card into play there.

*"Who knew inconvenience could be so beautiful?" – Shinjo Itao*

**1**

EE ILLUS NATHANIEL ARCHES TM & © 2011 AEG 298 ♦ 428

**Flooded Pass**

**0**

TERRAIN

This province has +2 strength for each unit in the attacking army.

**Battle:** Even if you control no units at the current battlefield, if there are no Terrains there: Put this card into play there.

*"Who knew inconvenience could be so beautiful?" – Shinjo Itao*

**1**

EE ILLUS NATHANIEL ARCHES TM & © 2011 AEG 298 ♦ 428

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**0**

TERRAIN

This province has +2 strength for each unit in the attacking army.

**Battle:** Even if you control no units at the current battlefield, if there are no Terrains there: Put this card into play there.

*"Who knew inconvenience could be so beautiful?" – Shinjo Itao*

**1**

EE ILLUS NATHANIEL ARCHES TM & © 2011 AEG 298 ♦ 428

**My Enemy's Mercy**

**0**

BUSHIDO VIRTUE • COMPASSION

**Battle:** Choose your performing unbowed Samurai and target an enemy Personality with equal or lower Personal Honor: The enemy leader chooses to either bow him or move him home. Gain 2 Honor.

*"It is noble to heal a wounded man, whether he be friend or enemy. One must never forget we are all servants of the same Empress." – Isawa Shunsuko*

**3**

EE ILLUS HEATHER KREITER TM & © 2011 AEG 320 ♦ 428

**My Enemy's Mercy**

**0**

BUSHIDO VIRTUE • COMPASSION

**Battle:** Choose your performing unbowed Samurai and target an enemy Personality with equal or lower Personal Honor: The enemy leader chooses to either bow him or move him home. Gain 2 Honor.

*"It is noble to heal a wounded man, whether he be friend or enemy. One must never forget we are all servants of the same Empress." – Isawa Shunsuko*

**3**

EE ILLUS HEATHER KREITER TM & © 2011 AEG 320 ♦ 428

**My Enemy's Mercy**

**0**

BUSHIDO VIRTUE • COMPASSION

**Battle:** Choose your performing unbowed Samurai and target an enemy Personality with equal or lower Personal Honor. The enemy leader chooses to either bow him or move him home. Gain 2 Honor.

*"It is noble to heal a wounded man, whether he be friend or enemy. One must never forget we are all servants of the same Empress." – Isawa Shunusuko*

**3**

EE ILLUS HEATHER KREITER TM & © 2011 AEG 320 • 428

**Relentless Conviction**

**0**

UNIQUE

**Battle:** Target a dishonorable Personality: Destroy him.

*"Face me, wretches! Face me, and I will show you the wisdom of the Empress who sent us here to dominate this cursed land!" – Daigotsu Ishibashi*

**3**

EE ILLUS ERICH SCHREINER TM & © 2011 AEG 333 • 428

**Sanctioned Duel**

**0**

IJUTSU

**Limited:** Choose your performing unbowed Personality and target another player's Personality: Your Personality challenges the target. He may refuse; if he does, dishonor him and gain 2 Honor. Destroy the duel's loser.

*"Today I will uphold my clan's honor. Can the same be said for you?" – Kakita Mitohime*

**3**

EE ILLUS CAIO CACAU TM & © 2011 AEG 340 • 428

**Sanctioned Duel**

**0**

IJUTSU

**Limited:** Choose your performing unbowed Personality and target another player's Personality: Your Personality challenges the target. He may refuse; if he does, dishonor him and gain 2 Honor. Destroy the duel's loser.

*"Today I will uphold my clan's honor. Can the same be said for you?" – Kakita Mitohime*

**3**

EE ILLUS CAIO CACAU TM & © 2011 AEG 340 • 428

**Sanctioned Duel**

**0**

IJUTSU

**Limited:** Choose your performing unbowed Personality and target another player's Personality: Your Personality challenges the target. He may refuse; if he does, dishonor him and gain 2 Honor. Destroy the duel's loser.

*"Today I will uphold my clan's honor. Can the same be said for you?" – Kakita Mitohime*

**3**

EE ILLUS CAIO CACAU TM & © 2011 AEG 340 • 428

**Steel on Steel**

**0**

IJUTSU

**Battle:** Choose your performing unbowed Personality and target an enemy Personality: Your performer duels the target. Destroy the duel's loser.

*Throughout the years, there remained one simple way to resolve any difference, no matter how serious.*

**3**

EE ILLUS THOMAS DENMARK TM & © 2011 AEG 351 • 428

**Steel on Steel**

**0**

IJUTSU

**Battle:** Choose your performing unbowed Personality and target an enemy Personality: Your performer duels the target. Destroy the duel's loser.

*Throughout the years, there remained one simple way to resolve any difference, no matter how serious.*

**3**

EE ILLUS THOMAS DENMARK TM & © 2011 AEG 351 • 428

**Steel on Steel**

**0**

IJUTSU

**Battle:** Choose your performing unbowed Personality and target an enemy Personality: Your performer duels the target. Destroy the duel's loser.

*Throughout the years, there remained one simple way to resolve any difference, no matter how serious.*

**3**

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**Superior Opponent**

**0**

FEAR • IJUTSU

As a Focus Effect: You may destroy an attachment at the current battlefield if your Personality in this duel is there.

**Battle:** Choose your performing unbowed Duelist and target an enemy unit: Bow each Follower and Personality in it with equal or lower Force than your Duelist's Chi.

**4**

EE ILLUS BRENT CHUMLEY TM & © 2011 AEG 356 • 428

### Superior Opponent

**0**

FEAR • IAIJUTSU

As a Focus Effect: You may destroy an attachment at the current battlefield if your Personality in this duel is there.

**Battle:** Choose your performing unbowed Duelist and target an enemy unit: Bow each Follower and Personality in it with equal or lower Force than your Duelist's Chi.

**4**

EE ILLUS BRENT CHUMLEY TM & © 2011 AEG 350 • 428

### Superior Opponent

**0**

FEAR • IAIJUTSU

As a Focus Effect: You may destroy an attachment at the current battlefield if your Personality in this duel is there.

**Battle:** Choose your performing unbowed Duelist and target an enemy unit: Bow each Follower and Personality in it with equal or lower Force than your Duelist's Chi.

**4**

EE ILLUS BRENT CHUMLEY TM & © 2011 AEG 350 • 428

### The Courtesy of the Crane

**0**

POLITICAL

As a Focus Effect: After this duel ends, if you won it, give all your provinces +2 strength.

**Open:** Choose your performing unbowed Crane Clan Personality: Choose another player. He may draw a card. Draw two cards.

*The open hand holds no weapon.*

**4**

EE ILLUS GONG STUDIOS TM & © 2011 AEG 361 • 428

### The Courtesy of the Crane

**0**

POLITICAL

As a Focus Effect: After this duel ends, if you won it, give all your provinces +2 strength.

**Open:** Choose your performing unbowed Crane Clan Personality: Choose another player. He may draw a card. Draw two cards.

*The open hand holds no weapon.*

**4**

EE ILLUS GONG STUDIOS TM & © 2011 AEG 361 • 428

### The Courtesy of the Crane

**0**

POLITICAL

As a Focus Effect: After this duel ends, if you won it, give all your provinces +2 strength.

**Open:** Choose your performing unbowed Crane Clan Personality: Choose another player. He may draw a card. Draw two cards.

*The open hand holds no weapon.*

**4**

EE ILLUS GONG STUDIOS TM & © 2011 AEG 361 • 428

### The Fires of War

**0**

UNIQUE

**Battle/Open:** You may use each ability on your Stronghold a second time this turn.

*"In the long years since the Destroyer War, only one war between the clans marred the Empire: that of the Phoenix and Scorpion. The War of the Twins was unfortunate, and cost many lives. May we never see its like again." – The Miya Histories*

**4**

EE ILLUS CHRIS PITCHARD TM & © 2011 AEG 364 • 428

### Treachery and Deceit

**0**

**Battle:** Target a Personality whose unit's total Force is 7 or higher: Move him home.

*"The task before us is no less than when our mothers undertook it," Kisada said. "If we are to succeed, we must put deceit behind us."*

*Nitoshi nodded. "To you and you alone, my friend, I shall never lie."*

**4**

EE ILLUS THOMAS DENMARK TM & © 2011 AEG 380 • 428

### Treachery and Deceit

**0**

**Battle:** Target a Personality whose unit's total Force is 7 or higher: Move him home.

*"The task before us is no less than when our mothers undertook it," Kisada said. "If we are to succeed, we must put deceit behind us."*

*Nitoshi nodded. "To you and you alone, my friend, I shall never lie."*

**4**

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### Wall of Honor

**0**

**Battle:** Move your performing opposed Personality home: Increase or decrease the strength of the current battlefield's province by an amount equal to the number of units on the enemy side there. Gain 2 Honor.

*"Seal it up," Kisada commanded. "For the love of the Heavens, Nitoshi, you must seal it up in stone and steel."*

**3**

EE ILLUS FARES MAISE TM & © 2011 AEG 388 • 428

## Wall of Honor



0

**Battle:** Move your performing opposed Personality home: Increase or decrease the strength of the current battlefield's province by an amount equal to the number of units on the enemy side there. Gain 2 Honor.

*"Seal it up," Kisada commanded. "For the love of the Heavens, Nitoshi, you must seal it up in stone and steel."*

3

EE ILLUS FARES MAESE TM & © 2011 AEG 388 • 428

## Wall of Honor



0

**Battle:** Move your performing opposed Personality home: Increase or decrease the strength of the current battlefield's province by an amount equal to the number of units on the enemy side there. Gain 2 Honor.

*"Seal it up," Kisada commanded. "For the love of the Heavens, Nitoshi, you must seal it up in stone and steel."*

3

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## 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.