

**Eternal Victory Dojo**

7  
3  
7

Dojo

Your deck may include four copies each of one or two non-Unique Strategies with Battle abilities.

**Reaction:** After your Tactical action resolves: Draw a card after the next End Phase begins.

*"The Lion train for war even during decades of peace. I find them both great and terrible." — Asahina Michiru*

EE ILLUS NOAH BRADLEY TM & © 2011 AEG 404 • 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.

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**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

**Akodo Dairuko**

6 5

10 10 5

LION CLAN • CLAN CHAMPION • SAMURAI PARAGON • TACTICIAN • LOYAL • UNIQUE

**Reaction:** Even if Dairuko is bowed, before the resolution of a battle at her battlefield: Dairuko rallies her troops. That battle's resolution will not bow cards in your army.

**Battle:** Melee 8 Attack.

*"A Lion's duty is always foremost, but duty changes over time."*

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**Akodo Kano**

2 4

8 6 3

LION CLAN • SAMURAI • TACTICIAN • UNIQUE MASTER TACTICIAN • SOUL OF KITSU MOTSO

**Limited:** Give Kano a Master token.

**Battle:** Bow Kano and destroy a Master token on him: Take two additional Battle actions.

*"Duty is not always as it seems. There are many ways to serve."*

EE ILLUS RANDY ELLIOT TM & © 2011 AEG 103 • 428

**Akodo Makotai**

3 3

3 8 2

LION CLAN • SAMURAI • COMMANDER TACTICIAN • SOUL OF AKODO MIROTAI

**Tactical Limited:** Create a 2F Follower and attach it to Makotai.

*"It is the destiny of the Lion to lead. This is not hubris, but simple truth. All could benefit from our leadership."*

EE ILLUS DREW BAKER TM & © 2011 AEG 105 • 428

**Akodo Makotai**

3 3

3 8 2

LION CLAN • SAMURAI • COMMANDER TACTICIAN • SOUL OF AKODO MIROTAI

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EE ILLUS DREW BAKER TM & © 2011 AEG 105 • 428

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EE ILLUS DREW BAKER TM & © 2011 AEG 105 • 428

**Akodo Suoh**

2 2

6 5 2

LION CLAN • SAMURAI • TACTICIAN SOUL OF AKODO SHUNORI

*"To understand war, you must understand your enemy. To understand your enemy, you must understand yourself. To understand yourself, you must understand the world."*

EE ILLUS MOLLY DENMARK TM & © 2011 AEG 106 • 428

2 Akodo Suoh 2



6 5 2

LION CLAN • SAMURAI • TACTICIAN  
SOUL OF AKODO SHUNORI

*"To understand war, you must understand your enemy. To understand your enemy, you must understand yourself. To understand yourself, you must understand the world."*

EE ILLUS MOLLY DENMARK TM & © 2011 AEG 106 • 428

2 Akodo Suoh 2



6 5 2

LION CLAN • SAMURAI • TACTICIAN  
SOUL OF AKODO SHUNORI

*"To understand war, you must understand your enemy. To understand your enemy, you must understand yourself. To understand yourself, you must understand the world."*

EE ILLUS MOLLY DENMARK TM & © 2011 AEG 106 • 428

3 Ikoma Natsu 2



8 5 2

LION CLAN • SAMURAI • CAVALRY  
SOUL OF IKOMA OTEMI

Natsu will not be controlled by a Unicorn Clan player.

*"I have studied my namesake and learned much about our former enemy. If the Unicorn ever march on Rokugan again, I will be ready."*

EE ILLUS MARK EVANS TM & © 2011 AEG 107 • 428

3 Ikoma Natsu 2



8 5 2

LION CLAN • SAMURAI • CAVALRY  
SOUL OF IKOMA OTEMI

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EE ILLUS MARK EVANS TM & © 2011 AEG 107 • 428

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1 Matsu Hachiro 3



6 4 3

LION CLAN • SAMURAI • SOUL OF MATSU GOHEI

Hachiro has +2F while attacking.

*Completely devoid of ambition, his only desire was to wreak havoc in the name of the Lion. His only fear was lasting peace.*

EE ILLUS WILLIAM O'CONNOR TM & © 2011 AEG 114 • 428

1 Matsu Hachiro 3



6 4 3

LION CLAN • SAMURAI • SOUL OF MATSU GOHEI

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EE ILLUS WILLIAM O'CONNOR TM & © 2011 AEG 114 • 428

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LION CLAN • SAMURAI • SOUL OF MATSU GOHEI

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EE ILLUS WILLIAM O'CONNOR TM & © 2011 AEG 114 • 428

5 Matsu Hana 3



6 9 4

LION CLAN • SAMURAI • PARAGON • UNIQUE  
SOUL OF MATSU FUMIYO EXPERIENCED

**Fear Battle:** Target an enemy unit: Bow each card in it with equal or lower Force than Hana. Gain 1 Honor for each card this bowed.

*"Strength of mind, body and spirit. If you are missing even one, you will not stand."*

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4 **Matsu Yuuto** 4

5 8 2

LION CLAN • SAMURAI • CAVALRY  
SOUL OF MATSU AGETOKI

Ranged Attacks may not target cards in this unit.

*"He took a name that means 'gentle' when he became an adult. I assume it was an attempt at irony." – Kitsu Tamasine*

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4 **Ikoma Shinju** 3

2 7 2

LION CLAN • SAMURAI • SCOUT

**Battle:** Target a Terrain and an enemy card without attachments: Destroy both targets.

*"When possible, choose the terrain on which to fight. When not possible, destroy the terrain your opponent has chosen."*

EE ILLUS HECTOR HERRERA TM & © 2011 AEG 109 • 428

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EE ILLUS HECTOR HERRERA TM & © 2011 AEG 109 • 428

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EE ILLUS HECTOR HERRERA TM & © 2011 AEG 109 • 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 Sansuke*

EE ILLUS IES TM & © 2011 AEG 29 • 428

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**Copper Mine**

2

MINE

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

*"Concern for money is said to be beneath a samurai's notice, but no general can ignore the importance of logistics. I want complete reports on the profits of our mines and where that koku goes." – Akodo Dairuko*

EE ILLUS CHARLES URRACH TM & © 2011 AEG 30 • 428

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EE ILLUS CHARLES URRACH TM & © 2011 AEG 30 ♦ 428

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EE ILLUS CHARLES URRACH TM & © 2011 AEG 30 ♦ 428

**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

**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

**Large Farm**

1

FARM

Bow this card: Produce 2 Gold.

*"Many were shocked by the Empress's 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's 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

**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*

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**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

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**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

**Venerable Master**



**2**

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

**Venerable Master**



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**Akodo's Guidance**



**KAMI • EXPERIENCED • UNIQUE**

Lion Clan players may target defending enemy units with the rulebook Favor Political Battle action.

**Battle:** If you are a Lion Clan player, discard this card and choose your performing Personality: Melee 4 Attack.

*The Steel Lion is new to the Championship, but her swordsmanship and tactical prowess are reminiscent of Akodo One-Eye.*

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**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

**Ikoma House Guard**



**3** **0**

**2** **4**

**SCOUT • UNIQUE**

Will only attach to a Lion Clan Personality.

**Battle:** Melee Attack with strength equal to this Personality's Personal Honor plus two. If this Melee Attack destroyed a card, gain 1 Honor.

*Since the first days, the Ikoma have stood guard.*

EE ILLUS PATRICK MCEVOY TM & © 2011 AEG 214 • 428

**Outriders**



**3** **0**

**0** **3**

**CAVALRY**

*"The Colonies can only be reached by land under the protection of the Unicorn, or by sea on the ships of the Mantis. Both paths are treacherous, Empress, but both can be relied upon."* — The Imperial Herald

EE ILLUS JASON JUTA TM & © 2011 AEG 219 • 428

3 **Outriders** 0

0 3 CAVALRY

*"The Colonies can only be reached by land under the protection of the Unicorn, or by sea on the ships of the Mantis. Both paths are treacherous, Empress, but both can be relied upon." – The Imperial Herald*

EE ILLUS JASON JUTA TM & © 2011 AEG 219 • 428

3 **Outriders** 0

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**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

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**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

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**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

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**At Any Cost**

0 DARK VIRTUE • WILL

**Battle:** If you control any units at the current battlefield, choose your performing dead Samurai: Bring him into play at the current battlefield, paying all costs.

*"I refuse to die! I will not die! I will stoop to any evil to cling on to this life!"*

1

EE ILLUS CHRIS PRETCHARD TM & © 2011 AEG 271 • 428

**At Any Cost**

0 DARK VIRTUE • WILL

**Battle:** If you control any units at the current battlefield, choose your performing dead Samurai: Bring him into play at the current battlefield, paying all costs.

*"I refuse to die! I will not die! I will stoop to any evil to cling on to this life!"*

1

EE ILLUS CHRIS PRETCHARD TM & © 2011 AEG 271 • 428

**At Any Cost**

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**Battle:** If you control any units at the current battlefield, choose your performing dead Samurai: Bring him into play at the current battlefield, paying all costs.

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1

EE ILLUS CHRIS PRETCHARD TM & © 2011 AEG 271 • 428

**Banish All Doubt**

0 TACTICAL

**Limited:** Choose your performing unbowed Tactician: Look at the top four cards of your Fate deck. Put one of them in your hand and put the other three on the bottom of your deck in any order.

*The Lion Clan Champion's recent ascension – and her brother's refusal of the position – has shaken her Clan. Gossips whisper that they may never recover under her rule.*

3

EE ILLUS EDWIN DAVID TM & © 2011 AEG 275 • 428

**Banish All Doubt**

**0**

TACTICAL

**Limited:** Choose your performing unbowed Tactician: Look at the top four cards of your Fate deck. Put one of them in your hand and put the other three on the bottom of your deck in any order.

*The Lion Clan Champion's recent ascension – and her brother's refusal of the position – has shaken her Clan. Gossips whisper that they may never recover under her rule.*

**3**

EE ILLUS EDWIN DAVID TM & © 2011 AEG 275 • 428

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**0**

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**Limited:** Choose your performing unbowed Tactician: Look at the top four cards of your Fate deck. Put one of them in your hand and put the other three on the bottom of your deck in any order.

*The Lion Clan Champion's recent ascension – and her brother's refusal of the position – has shaken her Clan. Gossips whisper that they may never recover under her rule.*

**3**

EE ILLUS EDWIN DAVID TM & © 2011 AEG 275 • 428

**Dangerous Indulgence**

**0**

**Battle:** Choose your performing unbowed Tactician and target a Personality with equal or lower Chi: Bow or straighten him.

*"I love Ryoko Owari..."*

**2**

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**Dangerous Indulgence**

**0**

**Battle:** Choose your performing unbowed Tactician and target a Personality with equal or lower Chi: Bow or straighten him.

*"I love Ryoko Owari..."*

**2**

EE ILLUS STEFANO BALDO TM & © 2011 AEG 286 • 428

**Dangerous Indulgence**

**0**

**Battle:** Choose your performing unbowed Tactician and target a Personality with equal or lower Chi: Bow or straighten him.

*"I love Ryoko Owari..."*

**2**

EE ILLUS STEFANO BALDO TM & © 2011 AEG 286 • 428

**Extended Maneuvers**

**0**

TERRAIN

Before this battle resolves: You may choose and straighten a Samurai Personality at the current battlefield, and you may choose and bow a non-Samurai Personality there.

**Battle:** If there are no Terrains at the current battlefield: Put this card into play there.

*Weeks in the field purchase years of life.*

**1**

EE ILLUS TED GALADAY TM & © 2011 AEG 291 • 428

**Extended Maneuvers**

**0**

TERRAIN

Before this battle resolves: You may choose and straighten a Samurai Personality at the current battlefield, and you may choose and bow a non-Samurai Personality there.

**Battle:** If there are no Terrains at the current battlefield: Put this card into play there.

*Weeks in the field purchase years of life.*

**1**

EE ILLUS TED GALADAY TM & © 2011 AEG 291 • 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

**Hard Pressed**

**0**  
TERRAIN

Before this battle's resolution: Move a unit home from the current battlefield. You may bow it.

**Battle:** If there are no Terrains at the current battlefield: Put this card into play there.

*"A true vassal of the Scorpion must be prepared to face any foe at any time. Only through victory can your loyalty be assured." – Shosuro Aruru*

**1**

EE ILLUS PAUL (PROF.) HERBERT TM & © 2011 AEG 304 • 428

**Hard Pressed**

**0**  
TERRAIN

Before this battle's resolution: Move a unit home from the current battlefield. You may bow it.

**Battle:** If there are no Terrains at the current battlefield: Put this card into play there.

*"A true vassal of the Scorpion must be prepared to face any foe at any time. Only through victory can your loyalty be assured." – Shosuro Aruru*

**1**

EE ILLUS PAUL (PROF.) HERBERT TM & © 2011 AEG 304 • 428

**Heart of Rokugan**

**0**  
TERRAIN

Before this battle resolves: Give each of your Human Personalities and Followers at the current battlefield +1F, and give each Nonhuman Personality and Follower there –1F.

**Battle:** If there are no Terrains at the current battlefield: Put this card into play there.

*"Not today, demon! Not today or any other!"*

**1**

EE ILLUS WEN JUINN TM & © 2011 AEG 306 • 428

**Heart of Rokugan**

**0**  
TERRAIN

Before this battle resolves: Give each of your Human Personalities and Followers at the current battlefield +1F, and give each Nonhuman Personality and Follower there –1F.

**Battle:** If there are no Terrains at the current battlefield: Put this card into play there.

*"Not today, demon! Not today or any other!"*

**1**

EE ILLUS WEN JUINN TM & © 2011 AEG 306 • 428

**In the Heart of Battle**

**0**  
BUSHIDO VIRTUE • DUTY

**Battle/Open:** Choose your performing Samurai: Straighten him and give him +3F. Destroy him before this turn ends.

*"For my family."*

**3**

EE ILLUS JARRIEAU WIMBERLY TM & © 2011 AEG 311 • 428

**In the Heart of Battle**

**0**  
BUSHIDO VIRTUE • DUTY

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*"For my family."*

**3**

EE ILLUS JARRIEAU WIMBERLY TM & © 2011 AEG 311 • 428

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*"For my family."*

**3**

EE ILLUS JARRIEAU WIMBERLY TM & © 2011 AEG 311 • 428

**Rumors Travel**

**0**  
POLITICAL

**Limited:** Until your next turn begins, before each time a player gains 1 or more Honor, reduce the gain by 1 if it is not during a battle or Attack Phase.

**Battle:** If any enemy units are at the current battlefield, choose your performing Personality: Move him there. Straighten him if he moved.

*"Did you hear what has happened?"*

**3**

EE ILLUS RICHARD GARCIA TM & © 2011 AEG 318 • 428

**Rumors Travel**

**0**  
POLITICAL

**Limited:** Until your next turn begins, before each time a player gains 1 or more Honor, reduce the gain by 1 if it is not during a battle or Attack Phase.

**Battle:** If any enemy units are at the current battlefield, choose your performing Personality: Move him there. Straighten him if he moved.

*"Did you hear what has happened?"*

**3**

EE ILLUS RICHARD GARCIA TM & © 2011 AEG 318 • 428

**Rumors Travel**

**0**

**POLITICAL**

**Limited:** Until your next turn begins, before each time a player gains 1 or more Honor, reduce the gain by 1 if it is not during a battle or Attack Phase.

**Battle:** If any enemy units are at the current battlefield, choose your performing Personality: Move him there. Straighten him if he moved.

*"Did you hear what has happened?"*

**3**

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**Rumors Travel**

**0**

**POLITICAL**

**Limited:** Until your next turn begins, before each time a player gains 1 or more Honor, reduce the gain by 1 if it is not during a battle or Attack Phase.

**Battle:** If any enemy units are at the current battlefield, choose your performing Personality: Move him there. Straighten him if he moved.

*"Did you hear what has happened?"*

**3**

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**Soul s Sacrice**

**0**

**Battle:** Choose your performing unbowed Samurai with 3 or higher Personal Honor and target an enemy Personality: Move him home. Permanently give your Samurai **Shadowlands** and **Undead**.

*"If I had more, I would give it. As it is, I have only this meager life..."*

**2**

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**Soul s Sacrice**

**0**

**Battle:** Choose your performing unbowed Samurai with 3 or higher Personal Honor and target an enemy Personality: Move him home. Permanently give your Samurai **Shadowlands** and **Undead**.

*"If I had more, I would give it. As it is, I have only this meager life..."*

**2**

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**2**

EE ILLUS THOMAS DENMARK TM & © 2011 AEG 348 • 428

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*"If I had more, I would give it. As it is, I have only this meager life..."*

**2**

EE ILLUS THOMAS DENMARK TM & © 2011 AEG 348 • 428

**Well Prepared**

**0**

**Battle:** If you control a Terrain, target a card in a unit: Bow or straighten the target.

*"Two and a half decades of peace can make a man weak and complacent. I will not have such things. We will have active drills twice per week. There will be no further breaches of the Second City." – Akodo Tsudoken*

**3**

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**Well Prepared**

**0**

**Battle:** If you control a Terrain, target a card in a unit: Bow or straighten the target.

*"Two and a half decades of peace can make a man weak and complacent. I will not have such things. We will have active drills twice per week. There will be no further breaches of the Second City." – Akodo Tsudoken*

**3**

EE ILLUS MIKE RAABE TM & © 2011 AEG 389 • 428

**Well Prepared**

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**3**

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## White Shore Plain



0  
TERRAIN

While at the current battlefield, each of your Tacticians has the ability, "**Tactical Reaction:** Before this battle's resolution: Give this Tactician a Force bonus equal to his Chi."  
**Battle:** If there are no Terrains at the current battlefield: Put this card into play there.  
*It is a place heavy with destiny.*

3

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## White Shore Plain



0  
TERRAIN

While at the current battlefield, each of your Tacticians has the ability, "**Tactical Reaction:** Before this battle's resolution: Give this Tactician a Force bonus equal to his Chi."  
**Battle:** If there are no Terrains at the current battlefield: Put this card into play there.  
*It is a place heavy with destiny.*

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.