

Koshin Keep

7
4
2

Recon Reaction: After engaging: You have Reconnaissance at the current battlefield. Until this battle ends, your Ranged Attacks that do not destroy their target have the additional effects, “reduce the target’s Force by the Ranged Attack’s strength and you may take an additional Ranged Attack Battle action that may only target the same card”.

“Naming it for the Fortune of Roads was a bit of irony.”

EE ILLUS NOAH BRADLEY TM & © 2011 AEG 409 • 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

2 **Moshi Madoka** 2

0 4 2

MANTIS CLAN • THUNDER • SHUGENJA • SCOUT

“The Dragon of Thunder blessed us years ago. Our clan maintains our devotion to the dragon still. We will not relinquish our commitment, no matter what dissension may strike it.”

EE ILLUS CARLOS CARDENAS TM & © 2011 AEG 120 • 428

2 **Moshi Madoka** 2

0 4 2

MANTIS CLAN • THUNDER • SHUGENJA • SCOUT

“The Dragon of Thunder blessed us years ago. Our clan maintains our devotion to the dragon still. We will not relinquish our commitment, no matter what dissension may strike it.”

EE ILLUS CARLOS CARDENAS TM & © 2011 AEG 120 • 428

2 **Moshi Madoka** 2

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EE ILLUS CARLOS CARDENAS TM & © 2011 AEG 120 • 428

3 **Moshi Yokohime** 3

7 1

MANTIS CLAN • THUNDER • SHUGENJA • NAVAL SOUL OF MOSHI YURIKO

Battle: Target an enemy card without attachments: Bow it.

“Hiromi-sama’s twin sister Harumi forsook all claim to the Championship to take up the duties of a priestess. She will not jeopardize her piety with the distractions of political intrigue, and for that she is worthy of our loyalty.”

EE ILLUS FLORIAN STITZ TM & © 2011 AEG 121 • 428

3 **Moshi Yokohime** 3

7 1

MANTIS CLAN • THUNDER • SHUGENJA • NAVAL SOUL OF MOSHI YURIKO

Battle: Target an enemy card without attachments: Bow it.

“Hiromi-sama’s twin sister Harumi forsook all claim to the Championship to take up the duties of a priestess. She will not jeopardize her piety with the distractions of political intrigue, and for that she is worthy of our loyalty.”

EE ILLUS FLORIAN STITZ TM & © 2011 AEG 121 • 428

3 **Moshi Yokohime** 3

7 1

MANTIS CLAN • THUNDER • SHUGENJA • NAVAL SOUL OF MOSHI YURIKO

Battle: Target an enemy card without attachments: Bow it.

“Hiromi-sama’s twin sister Harumi forsook all claim to the Championship to take up the duties of a priestess. She will not jeopardize her piety with the distractions of political intrigue, and for that she is worthy of our loyalty.”

EE ILLUS FLORIAN STITZ TM & © 2011 AEG 121 • 428

0 Tsuruchi Isas 2

MANTIS CLAN • NAVAL • SKIRMISHER
SOUL OF MUKAMI

Battle: Bow Isas: Ranged 3
Attack. Move Isas home.

"My arrow and its perfect flight is the only thing that never strays. I will never love or trust again. I serve my clan, and that is the only thing that defines me."

EE ILLUS WILLIAM O'CONNOR TM & © 2011 AEG 122 • 428

0 Tsuruchi Isas 2

MANTIS CLAN • NAVAL • SKIRMISHER
SOUL OF MUKAMI

Battle: Bow Isas: Ranged 3
Attack. Move Isas home.

"My arrow and its perfect flight is the only thing that never strays. I will never love or trust again. I serve my clan, and that is the only thing that defines me."

EE ILLUS WILLIAM O'CONNOR TM & © 2011 AEG 122 • 428

0 Tsuruchi Isas 2

MANTIS CLAN • NAVAL • SKIRMISHER
SOUL OF MUKAMI

Battle: Bow Isas: Ranged 3
Attack. Move Isas home.

"My arrow and its perfect flight is the only thing that never strays. I will never love or trust again. I serve my clan, and that is the only thing that defines me."

EE ILLUS WILLIAM O'CONNOR TM & © 2011 AEG 122 • 428

3 Tsuruchi Kosoko 3

MANTIS CLAN • SAMURAI • SOUL OF TSURUCHI SAYA

Battle: Ranged 5 Attack.

"Brilliant, beautiful, and virtuous. She is all that is right and true within our clan. We can become greater if we but become more like her." – Yoritomo Hiromi

EE ILLUS MARIO WIEBSONO TM & © 2011 AEG 123 • 428

3 Tsuruchi Kosoko 3

MANTIS CLAN • SAMURAI • SOUL OF TSURUCHI SAYA

Battle: Ranged 5 Attack.

"Brilliant, beautiful, and virtuous. She is all that is right and true within our clan. We can become greater if we but become more like her." – Yoritomo Hiromi

EE ILLUS MARIO WIEBSONO TM & © 2011 AEG 123 • 428

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Battle: Ranged 5 Attack.

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EE ILLUS MARIO WIEBSONO TM & © 2011 AEG 123 • 428

4 Tsuruchi Samuru 4

MANTIS CLAN • SAMURAI • MAGISTRATE • YOJIMBO
UNIQUE • SOUL OF TSURUCHI MOCHISA EXPERIENCED

Battle: Ranged 6 Attack that you compare against Gold Cost.

"He is the greatest hunter in the realm. He tracked a traitor across the Colonies and mainland Rokugan for seven months. He returned with his head." – Yoritomo Hiromi

EE ILLUS JOHN DONAHUE TM & © 2011 AEG 124 • 428

4 Tsuruchi Tomaru 3

MANTIS CLAN • SAMURAI • SCOUT

Battle: Twice per turn: Ranged 3 Attack.

"I never dreamed to find myself in a land such as this, with wonders such as these. If this is my duty, then truly I have been blessed."

EE ILLUS TROY GRAHAM TM & © 2011 AEG 125 • 428

4 Tsuruchi Tomaru 3

MANTIS CLAN • SAMURAI • SCOUT

Battle: Twice per turn: Ranged 3 Attack.

"I never dreamed to find myself in a land such as this, with wonders such as these. If this is my duty, then truly I have been blessed."

EE ILLUS TROY GRAHAM TM & © 2011 AEG 125 • 428

4 **Tsuruchi Tomaru** 3

0 7 2

MANTIS CLAN • SAMURAI • SCOUT

Battle: Twice per turn: Ranged 3 Attack.

"I never dreamed to find myself in a land such as this, with wonders such as these. If this is my duty, then truly I have been blessed."

EE ILLUS TROY GRAHAM TM & © 2011 AEG 125 • 428

2 **Unmei** 3

0 8 1

MANTIS CLAN • NONHUMAN SHAPESHIFTER • SPIRIT • UNIQUE

Unmei has Earth, Thunder, Courtier, Samurai, Shugenja, Cavalry, Duelist, Magistrate, Naval, Scout, and/or Tactician while you control another Mantis Clan Personality with the same keyword.

While Unmei has Samurai or Shugenja, it has +3F and **"Battle:** Bow Unmei: Ranged 5 Attack."

"Do you require the wisdom of ten lifetimes, child?"

EE ILLUS JIM PAVELEC TM & © 2011 AEG 126 • 428

8 **Yoritomo Hiromi** 5

2 13 3

MANTIS CLAN • CLAN CHAMPION • THUNDER SAMURAI • NAVAL • LOYAL • UNIQUE

Bowing, destruction, and movement from Battle actions Hiromi performs will not be negated or delayed.

Battle: Target an enemy card without attachments, or an enemy unit, with a lower total Gold Cost than Hiromi's unit: Hiromi strikes with the power of Thunder. Destroy the target.

"His brooding rage has given him the name Growing Storm."

EE ILLUS CONCEPTOPOLIS TM & © 2011 AEG 129 • 428

6 **Yoritomo Naoto** 3

0 9 2

MANTIS CLAN • SAMURAI • NAVAL SOUL OF YORITOMO ISOSHI

Battle: Target an enemy unit: Until this battle ends, abilities on cards now in that unit may not be used.

"I ply the seas in the name of my lord. I serve him faithfully in all things. This does not require me to find delight in his every action."

EE ILLUS TIAGO DA SILVA TM & © 2011 AEG 131 • 428

6 **Yoritomo Naoto** 3

0 9 2

MANTIS CLAN • SAMURAI • NAVAL SOUL OF YORITOMO ISOSHI

Battle: Target an enemy unit: Until this battle ends, abilities on cards now in that unit may not be used.

"I ply the seas in the name of my lord. I serve him faithfully in all things. This does not require me to find delight in his every action."

EE ILLUS TIAGO DA SILVA TM & © 2011 AEG 131 • 428

6 **Yoritomo Naoto** 3

0 9 2

MANTIS CLAN • SAMURAI • NAVAL SOUL OF YORITOMO ISOSHI

Battle: Target an enemy unit: Until this battle ends, abilities on cards now in that unit may not be used.

"I ply the seas in the name of my lord. I serve him faithfully in all things. This does not require me to find delight in his every action."

EE ILLUS TIAGO DA SILVA TM & © 2011 AEG 131 • 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

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

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

Kobune Port

2

PORT

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

"Our ships bring strange luxuries that add luster to our Empress' court and enrich her tax coffers. That we turn a tidy profit on the deal is simply an added benefit." — Yoritomo Hiromi

EE ILLUS CHARLES URIBACH TM & © 2011 AEG 39 ♦ 428

Kobune Port

2

PORT

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

"Our ships bring strange luxuries that add luster to our Empress' court and enrich her tax coffers. That we turn a tidy profit on the deal is simply an added benefit." — Yoritomo Hiromi

EE ILLUS CHARLES URIBACH TM & © 2011 AEG 39 ♦ 428

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"Our ships bring strange luxuries that add luster to our Empress' court and enrich her tax coffers. That we turn a tidy profit on the deal is simply an added benefit." — Yoritomo Hiromi

EE ILLUS CHARLES URIBACH TM & © 2011 AEG 39 ♦ 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

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

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 ABRADY ROYTMAN TM & © 2011 AEG 44 ♦ 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 ABRADY ROYTMAN TM & © 2011 AEG 44 ♦ 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

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

Yoritomo's Guidance

KAMI • EXPERIENCED • UNIQUE

After engaging, if the Attacker is a Mantis Clan player: Reduce the current battlefield's province's strength to 5.

Limited: If you are a Mantis Clan player, discard this card and target your discarded Port Holding: Put it into play (bowed), paying all costs but paying 2 less Gold.

The Growing Storm's reign shall shake the Empire.

EE ILLUS CONCEPTOPOLIS TM & © 2011 AEG 9 • 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

Hiruma Sniper

3 0

0 4

SCOUT

Battle: If you have Reconnaissance: Ranged 4 Attack.

"Take the shot if you have it, gunso. If you can do it with one arrow, please do. I despise inefficiency." – Hida Kisada

1

EE ILLUS BRANDON LEACH TM & © 2011 AEG 212 • 428

Hiruma Sniper

3 0

0 4

SCOUT

Battle: If you have Reconnaissance: Ranged 4 Attack.

"Take the shot if you have it, gunso. If you can do it with one arrow, please do. I despise inefficiency." – Hida Kisada

1

EE ILLUS BRANDON LEACH TM & © 2011 AEG 212 • 428

3 Hiruma Sniper 0

0 4

SCOUT

Battle: If you have Reconnaissance:
Ranged 4 Attack.

"Take the shot if you have it, gunso. If you can do it with one arrow, please do. I despise inefficiency." – Hida Kisada

1

EE ILLUS BRANDON LEACH TM & © 2011 AEG 212 ♦ 428

3 Tsuruchi House Guard 0

0 4

SCOUT • UNIQUE

Will only attach to a Mantis Clan Personality.

Battle: Ranged 5 Attack that you may compare against Gold Cost.

"The forests of the Colonies may have their dangers, but we have learned to protect ourselves from the predators."

4

EE ILLUS PATRICK MCEVOY TM & © 2011 AEG 224 ♦ 428

+5 Tsuruchi Daikyu +0

7

WEAPON

Battle: Bow this card: Ranged 5 Attack.

"I can hit the bird from one hundred paces!"

"Only one hundred?"

3

EE ILLUS GONG STUDIOS TM & © 2011 AEG 240 ♦ 428

+5 Tsuruchi Daikyu +0

7

WEAPON

Battle: Bow this card: Ranged 5 Attack.

"I can hit the bird from one hundred paces!"

"Only one hundred?"

3

EE ILLUS GONG STUDIOS TM & © 2011 AEG 240 ♦ 428

+5 Tsuruchi Daikyu +0

7

WEAPON

Battle: Bow this card: Ranged 5 Attack.

"I can hit the bird from one hundred paces!"

"Only one hundred?"

3

EE ILLUS GONG STUDIOS TM & © 2011 AEG 240 ♦ 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

Thunder's Favor

3

THUNDER

Battle: Bow this card: Ranged 4 Attack, or Ranged 6 Attack if this Shugenja is Thunder.

"The magic of the elements can do many things: it can heal, it can teach, it can carry people and ideas over great distances. However, the magic of Thunder can do something I consider far more noteworthy: it can destroy." – Moshi Madoka

2

EE ILLUS JASON ENGLE TM & © 2011 AEG 259 ♦ 428

Thunder's Favor

3

THUNDER

Battle: Bow this card: Ranged 4 Attack, or Ranged 6 Attack if this Shugenja is Thunder.

"The magic of the elements can do many things: it can heal, it can teach, it can carry people and ideas over great distances. However, the magic of Thunder can do something I consider far more noteworthy: it can destroy." – Moshi Madoka

2

EE ILLUS JASON ENGLE TM & © 2011 AEG 259 ♦ 428

Thunder s Favor

3

THUNDER

Battle: Bow this card: Ranged 4 Attack, or Ranged 6 Attack if this Shugenja is Thunder.

"The magic of the elements can do many things: it can heal, it can teach, it can carry people and ideas over great distances. However, the magic of Thunder can do something I consider far more noteworthy: it can destroy." – Moshu Madoka

2

EE ILLUS JASON ENGLE TM & © 2011 AEG 259 • 428

Ambush

0

Limited: Choose your performing unbowed Personality and target another player's Personality: Create a battlefield (*not at any province*). Assign your Personality to attack there. Assign the target to defend there, even if he is bowed. Other Personalities will not move there. Fight a battle there (*after this action's resolution*). After the battle ends, lose 5 Honor.

"The bandits will never miss this golden opportunity. They expect easy prey, and I expect to wake my sleeping blade."

2

EE ILLUS BRIET TM & © 2011 AEG 268 • 428

Ambush

0

Limited: Choose your performing unbowed Personality and target another player's Personality: Create a battlefield (*not at any province*). Assign your Personality to attack there. Assign the target to defend there, even if he is bowed. Other Personalities will not move there. Fight a battle there (*after this action's resolution*). After the battle ends, lose 5 Honor.

"The bandits will never miss this golden opportunity. They expect easy prey, and I expect to wake my sleeping blade."

2

EE ILLUS BRIET TM & © 2011 AEG 268 • 428

Ambush

0

Limited: Choose your performing unbowed Personality and target another player's Personality: Create a battlefield (*not at any province*). Assign your Personality to attack there. Assign the target to defend there, even if he is bowed. Other Personalities will not move there. Fight a battle there (*after this action's resolution*). After the battle ends, lose 5 Honor.

"The bandits will never miss this golden opportunity. They expect easy prey, and I expect to wake my sleeping blade."

2

EE ILLUS BRIET TM & © 2011 AEG 268 • 428

Burn the Towers

0

RECON

Reaction: After engaging, choose your performing unbowed Scout Personality at the current battlefield: You have Reconnaissance there. Give its province -3 strength.

The beauty of the plains is without equal, but the risk of fire during the summer months is one that can never be ignored.

1

EE ILLUS RAYMOND GAUSTAINES TM & © 2011 AEG 281 • 428

Burn the Towers

0

RECON

Reaction: After engaging, choose your performing unbowed Scout Personality at the current battlefield: You have Reconnaissance there. Give its province -3 strength.

The beauty of the plains is without equal, but the risk of fire during the summer months is one that can never be ignored.

1

EE ILLUS RAYMOND GAUSTAINES TM & © 2011 AEG 281 • 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

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

Gold and Steel

0

Battle/Open: Target one to three attachments with a Gold Cost of 0; Destroy them.

Battle: Choose your performing unbowed Personality and target an enemy Personality with an equal or lower Gold Cost; Bow him. You may move him home.

"Honorable samurai cannot be bought, but you would be surprised at how many can be rented for a short time." – Yoritomo Hama

2

EE ILLUS DAVID HORNE TM & © 2011 AEG 302 • 428

Gold and Steel

0

Battle/Open: Target one to three attachments with a Gold Cost of 0; Destroy them.

Battle: Choose your performing unbowed Personality and target an enemy Personality with an equal or lower Gold Cost; Bow him. You may move him home.

"Honorable samurai cannot be bought, but you would be surprised at how many can be rented for a short time." – Yoritomo Hama

2

EE ILLUS DAVID HORNE TM & © 2011 AEG 302 • 428

Gold and Steel

0

Battle/Open: Target one to three attachments with a Gold Cost of 0; Destroy them.

Battle: Choose your performing unbowed Personality and target an enemy Personality with an equal or lower Gold Cost; Bow him. You may move him home.

"Honorable samurai cannot be bought, but you would be surprised at how many can be rented for a short time." – Yoritomo Hama

2

EE ILLUS DAVID HORNE TM & © 2011 AEG 302 • 428

No Hiding Place

0

Reaction: After you announce an action with a Ranged Attack: Give one Ranged Attack from the action -1 strength. That Ranged Attack may target a card in the Defender's home (if otherwise legal).

"Of course I told him to take his offer and begone. I have no patience for such an affront, and I am perfectly safe in this house."

3

EE ILLUS VERONICA V. JONES TM & © 2011 AEG 324 • 428

No Hiding Place

0

Reaction: After you announce an action with a Ranged Attack: Give one Ranged Attack from the action -1 strength. That Ranged Attack may target a card in the Defender's home (if otherwise legal).

"Of course I told him to take his offer and begone. I have no patience for such an affront, and I am perfectly safe in this house."

3

EE ILLUS VERONICA V. JONES TM & © 2011 AEG 324 • 428

No Hiding Place

0

Reaction: After you announce an action with a Ranged Attack: Give one Ranged Attack from the action -1 strength. That Ranged Attack may target a card in the Defender's home (if otherwise legal).

"Of course I told him to take his offer and begone. I have no patience for such an affront, and I am perfectly safe in this house."

3

EE ILLUS VERONICA V. JONES TM & © 2011 AEG 324 • 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 338 • 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 338 • 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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Sniping

0

Reaction: After a Ranged Attack is targeted: Give it a strength bonus equal to its current strength.

Protecting the forests did not always mean protecting them from external threats. Not all their denizens were benign. Not all spirits were pure.

3

EE ILLUS ARKADY ROYTMAN TM & © 2011 AEG 346 ♦ 428

Sniping

0

Reaction: After a Ranged Attack is targeted: Give it a strength bonus equal to its current strength.

Protecting the forests did not always mean protecting them from external threats. Not all their denizens were benign. Not all spirits were pure.

3

EE ILLUS ARKADY ROYTMAN TM & © 2011 AEG 346 ♦ 428

Sniping

0

Reaction: After a Ranged Attack is targeted: Give it a strength bonus equal to its current strength.

Protecting the forests did not always mean protecting them from external threats. Not all their denizens were benign. Not all spirits were pure.

3

EE ILLUS ARKADY ROYTMAN TM & © 2011 AEG 346 ♦ 428

Strategic Strike

0

Battle: Bow your performing Scout Personality: Ranged 6 Attack, which may target a Personality with attached Followers if you have Reconnaissance.

"A well placed arrow can accomplish what an army cannot." – Tsuruchi Isas

2

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Strategic Strike

0

Battle: Bow your performing Scout Personality: Ranged 6 Attack, which may target a Personality with attached Followers if you have Reconnaissance.

"A well placed arrow can accomplish what an army cannot." – Tsuruchi Isas

2

EE ILLUS EDWIN DAVID TM & © 2011 AEG 352 ♦ 428

Strategic Strike

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Battle: Bow your performing Scout Personality: Ranged 6 Attack, which may target a Personality with attached Followers if you have Reconnaissance.

"A well placed arrow can accomplish what an army cannot." – Tsuruchi Isas

2

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The Courage of the Mantis

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 any enemy units are at the current battlefield, choose your performing unbowed Mantis Clan Personality: Move him there. You may take an additional Battle action.

No enemy is so great as to require retreat.

1

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The Courage of the Mantis

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 any enemy units are at the current battlefield, choose your performing unbowed Mantis Clan Personality: Move him there. You may take an additional Battle action.

No enemy is so great as to require retreat.

1

EE ILLUS LUIS NCT TM & © 2011 AEG 360 ♦ 428

The Courage of the Mantis

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 any enemy units are at the current battlefield, choose your performing unbowed Mantis Clan Personality: Move him there. You may take an additional Battle action.

No enemy is so great as to require retreat.

1

EE ILLUS LUIS NCT TM & © 2011 AEG 360 ♦ 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.