

The Otoro Estate

7
4
0

You do not lose Honor from Ninja cards you own.

Ninja Open: Look at all face-down cards in one player's provinces.

Ninja Battle: Choose your performing unbowed Ninja Personality: Ranged 4 Attack. You may move your Ninja home. *Scorpion holdings are rarely obvious to others.*

EE ILLUS NOAH BRADLEY TM & © 2011 AEG 419 • 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

Bayushi Hurunayi

2 2

0 4 1

SCORPION CLAN • COURTIER • NINJA SOUL OF BAYUSHI MURAIKAN

Open: Remove Ninja from Hurunayi.

"Ninja? Do not be foolish. I have found no evidence that they exist, let alone were involved in this theft." – Kitsuki Kinaro

EE ILLUS ANTHONY GRABSKI TM & © 2011 AEG 147 • 428

Bayushi Hurunayi

2 2

0 4 1

SCORPION CLAN • COURTIER • NINJA SOUL OF BAYUSHI MURAIKAN

Open: Remove Ninja from Hurunayi.

"Ninja? Do not be foolish. I have found no evidence that they exist, let alone were involved in this theft." – Kitsuki Kinaro

EE ILLUS ANTHONY GRABSKI TM & © 2011 AEG 147 • 428

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EE ILLUS ANTHONY GRABSKI TM & © 2011 AEG 147 • 428

Bayushi Irezu

0 1

2 1

SCORPION CLAN • BITTER LIES • MARTYR SOUL OF BAYUSHI KWANCHAI

Reaction: Before your Scorpion Clan Personality enters a duel, bow Irezu: He enters the duel instead.

Battle: If Irezu is at home, target your Scorpion Clan Personality: Move him home. Move Irezu to the current battlefield.

"Ahahahaha! Hello!"

EE ILLUS JORGE MATAR TM & © 2011 AEG 148 • 428

Bayushi Irezu

0 1

2 1

SCORPION CLAN • BITTER LIES • MARTYR SOUL OF BAYUSHI KWANCHAI

Reaction: Before your Scorpion Clan Personality enters a duel, bow Irezu: He enters the duel instead.

Battle: If Irezu is at home, target your Scorpion Clan Personality: Move him home. Move Irezu to the current battlefield.

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EE ILLUS JORGE MATAR TM & © 2011 AEG 148 • 428

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Reaction: Before your Scorpion Clan Personality enters a duel, bow Irezu: He enters the duel instead.

Battle: If Irezu is at home, target your Scorpion Clan Personality: Move him home. Move Irezu to the current battlefield.

"Ahahahaha! Hello!"

EE ILLUS JORGE MATAR TM & © 2011 AEG 148 • 428

3 **Bayushi Mitsuo** 4

7 1

SCORPION CLAN • NINJA • SAMURAI
SOUL OF BAYUSHI MUHITO

Reaction: After the resolution of a Battle action that moved Mitsuo: Take an additional Battle action.

"What became of my uncle Muhito, Crane? I know you know something, and I will find out what it is, no matter the cost."

EE ILLUS MICHAEL PHILLIPPI TM & © 2011 AEG 151 • 428

3 **Bayushi Mitsuo** 4

7 1

SCORPION CLAN • NINJA • SAMURAI
SOUL OF BAYUSHI MUHITO

Reaction: After the resolution of a Battle action that moved Mitsuo: Take an additional Battle action.

"What became of my uncle Muhito, Crane? I know you know something, and I will find out what it is, no matter the cost."

EE ILLUS MICHAEL PHILLIPPI TM & © 2011 AEG 151 • 428

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"What became of my uncle Muhito, Crane? I know you know something, and I will find out what it is, no matter the cost."

EE ILLUS MICHAEL PHILLIPPI TM & © 2011 AEG 151 • 428

8 **Bayushi Nitoshi** 5

13 1

SCORPION CLAN • CLAN CHAMPION • COURTIER • NINJA
SAMURAI • SOCIOPATH • LOYAL • UNIQUE • SHOJU'S SOUL

Political Limited: Target a Personality and destroy a different one of your Personalities: Nitoshi kills his own and blames another. Dishonor the target. His controller loses 3 Honor.

Political Battle: Target a dishonorable Personality or a card without attachments in a unit: Destroy it.

"Soon, old crimes shall be avenged."

EE ILLUS DREW BAKER TM & © 2011 AEG 152 • 428

4 **Bayushi Yasashiku** 4

8 2

SCORPION CLAN • SAMURAI • CAVALRY
TACTICIAN • SOUL OF BAYUSHI HIMARU

"He trained with the Unicorn, gained their trust and became their brother. He loves them as his family, but will betray them in an instant if it is required of him. It is glorious, to be a Scorpion." — Shosuro Kameyoi

EE ILLUS GONG STUDIOS TM & © 2011 AEG 155 • 428

4 **Bayushi Yasashiku** 4

8 2

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TACTICIAN • SOUL OF BAYUSHI HIMARU

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EE ILLUS GONG STUDIOS TM & © 2011 AEG 155 • 428

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EE ILLUS GONG STUDIOS TM & © 2011 AEG 155 • 428

5 **Shosuro Konishi** 3

9 0

SCORPION CLAN • NINJA

Battle: Ranged 5 Attack.

Before being taught the subtle arts, some Scorpion shinobi are taught acrobatics, exotic weaponry, and other esoteric skills. The hope is that the foolish will die in the performance of their duties, so that only the sensible remain to learn the true secrets of the clan.

EE ILLUS JASON ENGLE TM & © 2011 AEG 157 • 428

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EE ILLUS JASON ENGLE TM & © 2011 AEG 157 • 428

3 **Genmyo** 2

4 1

RONIN • ACTOR • SOUL OF KYOGEN

Open: Target your Personality: Genmyo copies one of his keywords.

"Who am I? I am anyone. I am everyone. I am Rokugan."

EE ILLUS IES TM & © 2011 AEG 179 • 428

3 **Genmyo** 2

4 1

RONIN • ACTOR • SOUL OF KYOGEN

Open: Target your Personality: Genmyo copies one of his keywords.

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EE ILLUS IES TM & © 2011 AEG 179 • 428

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Open: Target your Personality: Genmyo copies one of his keywords.

"Who am I? I am anyone. I am everyone. I am Rokugan."

EE ILLUS IES TM & © 2011 AEG 179 • 428

Akodo's Grave

2

Bow this card: Produce 2 Gold.

Battle: Bow and destroy this card and target a Terrain: Destroy it.

"I do not understand why you would not accept the Championship, Kano."

"All I have done is for the good of the Lion, Dairuko-sama. You will rule, and I will serve you with all my skill."

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

Akodo's Grave

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Bow this card: Produce 2 Gold.

Battle: Bow and destroy this card and target a Terrain: Destroy it.

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

Geisha House

2

GEISHA HOUSE

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

"They are such inviting places, where samurai can set aside their duties and complain about their lot in life. We must never destroy that pleasant illusion." — Bayushi Nitoshi

EE ILLUS CHARLES URRACH TM & © 2011 AEG 35 • 428

Geisha House

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EE ILLUS CHARLES URRACH TM & © 2011 AEG 35 • 428

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EE ILLUS CHARLES URRACH TM & © 2011 AEG 35 • 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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 — Chronicle of the Blossoming World, Part I

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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 AREKADY ROYTMAN TM & © 2011 AEG 44 ♦ 428

Prosperous Village

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

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EE ILLUS AREKADY ROYTMAN TM & © 2011 AEG 44 ♦ 428

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EE ILLUS AREKADY ROYTMAN TM & © 2011 AEG 44 ♦ 428

Public Records

2

SINGULAR

Bow this card: Produce 2 Gold.

Limited: Bow this card: Look at the top three cards of your Fate deck. Put them back in any order.

"The world will never lack for stories. Even something as mundane as a barley harvest can generate a winter's worth of tales, if the teller knows his craft." — Matsu Kasei

EE ILLUS GONG STUDIOS TM & © 2011 AEG 45 ♦ 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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Temples of Gisei Toshi

2

TEMPLE • UNIQUE

Bow this card: Produce 2 Gold.

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

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

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

Traveling Peddler

2

SINGULAR

Bow this card: Produce 2 Gold.

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

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

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

Bayushi's Guidance

KAMI • EXPERIENCED • UNIQUE

After a player's turn begins, if he is Scorpion Clan: Each other player loses 1 Honor.

Open: If you are a Scorpion Clan player, discard this card and target one or more face-up Personalities in provinces: Put each one at the bottom of its owner's deck in any order. Refill the provinces face-up.

Nitoshi, the Poison Mask, strikes in the night against the Empire's enemies.

EE ILLUS CONCEPTOPOLIS TM & © 2011 AEG 2 • 428

Alter History

UNIQUE

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

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

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

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

Plains of Otosan Uchi

IMPERIAL • UNIQUE

This province holds two Dynasty cards; do not reveal the second card in the Events Phase this card enters play. You decide each time which card slot is revealed, resolved, or refilled first.

Before this province is destroyed: Lose 10 Honor.

Once the seat of power for an Empire, it became overgrown and neglected over the course of years.

EE ILLUS PIA GUERRA TM & © 2011 AEG 204 • 428

1 **Apprentice Shinobi** **0**

0 **2**

NINJA

After the resolution of a Ninja action: Give this card +1F.

"Do nothing but observe, and survive to report. Your skills are insufficient for anything more, and your death serves no purpose." — Shosuro Aruru

2

EE ILLUS JOHN MOHARITY TM & © 2011 AEG 207 • 428

1 **Apprentice Shinobi** **0**

0 **2**

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EE ILLUS JOHN MOHARITY TM & © 2011 AEG 207 • 428

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0 2

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2

EE ILLUS JOHN MORAIRTY TM & © 2011 AEG 207 • 428

0 **Ikiryō** 0

0 3

SHADOWLANDS • NONHUMAN • SPIRIT

Battle: Destroy this card: Ranged Attack, which may target a Personality with attached Followers, with strength equal to the Chi of the Personality to whom this card was last attached. Lose Honor equal to that Personality's Chi and dishonor him.

"I have failed, scion... and I shall make sure you will not follow my mistakes."

3

EE ILLUS PAUL (PROF.) HERBERT TM & © 2011 AEG 213 • 428

0 **Ikiryō** 0

0 3

SHADOWLANDS • NONHUMAN • SPIRIT

Battle: Destroy this card: Ranged Attack, which may target a Personality with attached Followers, with strength equal to the Chi of the Personality to whom this card was last attached. Lose Honor equal to that Personality's Chi and dishonor him.

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"I have failed, scion... and I shall make sure you will not follow my mistakes."

3

EE ILLUS PAUL (PROF.) HERBERT TM & © 2011 AEG 213 • 428

3 **Village Guardian** 0

0 4

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

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

1

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

3 **Village Guardian** 0

0 4

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

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

1

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

3 **Village Guardian** 0

0 4

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

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

1

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

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

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Aramoro s Promise

0
NINJA

Limited: Choose your performing Saboteur or Ninja Personality: Discard a Dynasty card in a province. Lose 2 Honor.

"We swore to fight in the shadows to protect the Empire. We continue to do so, even when the Throne accepts the darkness into our midst."

2

EE ILLUS JORGE MATAR TM & © 2011 AEG 270 ♦ 428

Aramoro s Promise

0
NINJA

Limited: Choose your performing Saboteur or Ninja Personality: Discard a Dynasty card in a province. Lose 2 Honor.

"We swore to fight in the shadows to protect the Empire. We continue to do so, even when the Throne accepts the darkness into our midst."

2

EE ILLUS JORGE MATAR TM & © 2011 AEG 270 ♦ 428

Aramoro s Promise

0
NINJA

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"We swore to fight in the shadows to protect the Empire. We continue to do so, even when the Throne accepts the darkness into our midst."

2

EE ILLUS JORGE MATAR TM & © 2011 AEG 270 ♦ 428

Back to the Front

0

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

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

3

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

Back to the Front

0

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

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

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

Back to the Front

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

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

3

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

Knife in the Darkness

0
NINJA

Battle: Choose your performing Ninja Personality and target an enemy Personality: Move both Personalities home; this movement will not be negated. Bow them.

"If a village must be burned so that your victim's death is not discovered, then so be it." – Shosuro Aruru

3

EE ILLUS MALCOLM MCCLINTON TM & © 2011 AEG 316 ♦ 428

Knife in the Darkness

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3

EE ILLUS MALCOLM MCCLINTON TM & © 2011 AEG 316 ♦ 428

Ninja Tricks

1
NINJA

Reaction: After an action on a Strategy is announced, bow your performing Ninja Personality at the current battlefield: Negate the action's effects. Lose 2 Honor.

"Smoke bombs and wild chases in the dark are the stuff of kabuki plays. No one seriously expects to get things done that way." – Shosuro Makiko

1

EE ILLUS STU BARNES TM & © 2011 AEG 323 • 428

Ninja Tricks

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1

EE ILLUS STU BARNES TM & © 2011 AEG 323 • 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).

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3

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

One Koku

0

Reaction: When paying a Gold cost: Produce one Gold.

This card is worth one koku.

"The Yasuki daimyo is as slippery as a live fish and metaphorically as smelly as an old one. He has a mind only for money and the power it brings. A dangerous opponent, and one I plan to keep an eye on." – Doji Dainagon

1

EE ILLUS ALBERT TAVIRA TM & © 2011 AEG 326 • 428

One Koku

0

Reaction: When paying a Gold cost: Produce one Gold.

This card is worth one koku.

"The Yasuki daimyo is as slippery as a live fish and metaphorically as smelly as an old one. He has a mind only for money and the power it brings. A dangerous opponent, and one I plan to keep an eye on." – Doji Dainagon

1

EE ILLUS ALBERT TAVIRA TM & © 2011 AEG 326 • 428

One Koku

0

Reaction: When paying a Gold cost: Produce one Gold.

This card is worth one koku.

"The Yasuki daimyo is as slippery as a live fish and metaphorically as smelly as an old one. He has a mind only for money and the power it brings. A dangerous opponent, and one I plan to keep an eye on." – Doji Dainagon

1

EE ILLUS ALBERT TAVIRA TM & © 2011 AEG 326 • 428

Sneak Attack

0

Reaction: After engaging: The Attacker has the first opportunity to take a Battle action or pass in this battle.

Landing the final blow may be more important than the first, but done correctly, one blow may be both first and final.

3

EE ILLUS BRET TM & © 2011 AEG 345 ♦ 428

Sneak Attack

0

Reaction: After engaging: The Attacker has the first opportunity to take a Battle action or pass in this battle.

Landing the final blow may be more important than the first, but done correctly, one blow may be both first and final.

3

EE ILLUS BRET TM & © 2011 AEG 345 ♦ 428

Sneak Attack

0

Reaction: After engaging: The Attacker has the first opportunity to take a Battle action or pass in this battle.

Landing the final blow may be more important than the first, but done correctly, one blow may be both first and final.

3

EE ILLUS BRET TM & © 2011 AEG 345 ♦ 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 their 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 their spirits were pure.

3

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

The Loyalty of the Scorpion

0

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

Reaction: After an action targets your Scorpion Clan Personality, destroy your performing Scorpion Clan Personality: Negate either the bowing, movement, or destruction of the target from the action's effects.

Absolute devotion is absolute harmony.

2

EE ILLUS GONG STUDIOS TM & © 2011 AEG 370 ♦ 428

The Loyalty of the Scorpion

0

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

Reaction: After an action targets your Scorpion Clan Personality, destroy your performing Scorpion Clan Personality: Negate either the bowing, movement, or destruction of the target from the action's effects.

Absolute devotion is absolute harmony.

2

EE ILLUS GONG STUDIOS TM & © 2011 AEG 370 ♦ 428

The Loyalty of the Scorpion

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Absolute devotion is absolute harmony.

2

EE ILLUS GONG STUDIOS TM & © 2011 AEG 370 ♦ 428

Unseen Assailant

0

NINJA

Battle: Bow your performing Ninja: Ranged 3 Attack. If the Ranged Attack targeted a Personality, you may compare it against his Chi.

"Wrong my family and I will not take vengeance tomorrow. I will wait years, until you have forgotten me, and then your death will simply be a mystery." – Shosuro Konishi

2

EE ILLUS JOACHIM GMSER TM & © 2011 AEG 384 ♦ 428

Unseen Assailant

0
NINJA

Battle: Bow your performing Ninja: Ranged 3 Attack. If the Ranged Attack targeted a Personality, you may compare it against his Chi.

"Wrong my family and I will not take vengeance tomorrow. I will wait years, until you have forgotten me, and then your death will simply be a mystery." – Shosuro Konishi

2

EE ILLUS JOACHIM GMOSEK TM & © 2011 AEG 384 ♦ 428

Unseen Assailant

0
NINJA

Battle: Bow your performing Ninja: Ranged 3 Attack. If the Ranged Attack targeted a Personality, you may compare it against his Chi.

"Wrong my family and I will not take vengeance tomorrow. I will wait years, until you have forgotten me, and then your death will simply be a mystery." – Shosuro Konishi

2

EE ILLUS JOACHIM GMOSEK TM & © 2011 AEG 384 ♦ 428

Starting Setup

1. Show Strongholds, the player with the highest Family Honor goes first.
2. Each player starts with a **Bowde**. Keep it in play.
3. Players not going first start with a bowed **Bamboo** **Harvesters** in play.
4. Shuffle **Province** 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 Regiments 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. **Attackers 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 Force value of the discarded card.

Imperial 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 attached unit 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.