

Keep of the Dead

7
4
0

You do not lose Honor from Spider Clan and Fate cards you own. You ignore Honor Requirements on your Followers.

Battle: Choose your performing Commander: If any enemy units are at the current battlefield or he assigned there, move him there. Straighten his unit if he moved.

"This land is dead, but we will resurrect it." — Daigotsu Kanpeki

EE ILLUS NOAH BRADLEY TM & © 2011 AEG 420 • 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

Daigotsu Aya

5 4

9 0

SPIDER CLAN • SHADOWLANDS • SAMURAI • PARAGON • UNIQUE
DARK PERFECTION • SOUL OF DAIGOTSU SETSUKO EXPERIENCED

After Aya enters play: Lose 2 Honor and you may put a Dark Virtue from your discard pile into your hand.

Open: Give Aya Cavalry, Duelist, or Tactician.

"My father was an Imperial Guard. One day I shall stand within the Imperial Palace as he did."

EE ILLUS TROY GRAHAM TM & © 2011 AEG 162 • 428

Daigotsu Gyoken

4 3

6 0

SPIDER CLAN • SHADOWLANDS • SAMURAI

After Gyoken enters play: Lose 1 Honor.

"I was born corrupted, but among the Spider there is no limit to how high I can rise. Ultimately we are answerable to the Empress, but in the short term it is only power that matters."

EE ILLUS THOMAS DENMARK TM & © 2011 AEG 163 • 428

Daigotsu Gyoken

4 3

6 0

SPIDER CLAN • SHADOWLANDS • SAMURAI

After Gyoken enters play: Lose 1 Honor.

"I was born corrupted, but among the Spider there is no limit to how high I can rise. Ultimately we are answerable to the Empress, but in the short term it is only power that matters."

EE ILLUS THOMAS DENMARK TM & © 2011 AEG 163 • 428

Daigotsu Gyoken

4 3

6 0

SPIDER CLAN • SHADOWLANDS • SAMURAI

After Gyoken enters play: Lose 1 Honor.

"I was born corrupted, but among the Spider there is no limit to how high I can rise. Ultimately we are answerable to the Empress, but in the short term it is only power that matters."

EE ILLUS THOMAS DENMARK TM & © 2011 AEG 163 • 428

Daigotsu Ishibashi

4 3

7 0

SPIDER CLAN • SAMURAI • GUNSO • PARAGON
DARK RESOLVE • SOUL OF DAIGOTSU SHIRAKI

Fear Battle: Show a Dark Virtue card in your hand: Ranged Attack with strength equal to the card's Focus Value plus one.

"They think us without discipline? Who among them could carve a world from this primal wasteland as we have?"

EE ILLUS DREW BAKER TM & © 2011 AEG 164 • 428

Daigotsu Ishibashi

4 3

7 0

SPIDER CLAN • SAMURAI • GUNSO • PARAGON
DARK RESOLVE • SOUL OF DAIGOTSU SHIRAKI

Fear Battle: Show a Dark Virtue card in your hand: Ranged Attack with strength equal to the card's Focus Value plus one.

"They think us without discipline? Who among them could carve a world from this primal wasteland as we have?"

EE ILLUS DREW BAKER TM & © 2011 AEG 164 • 428

4 **Daigotsu Ishibashi** 3



7 0

SPIDER CLAN • SAMURAI • GUNSO • PARAGON
DARK RESOLVE • SOUL OF DAIGOTSU SHIRAKI

Fear Battle: Show a Dark Virtue card in your hand: Ranged Attack with strength equal to the card's Focus Value plus one.

"They think us without discipline? Who among them could carve a world from this primal wasteland as we have?"

EE ILLUS DREW BAKER TM & © 2011 AEG 164 • 428

9 **Daigotsu Kanpeki** 5



15 0

SPIDER CLAN • CLAN CHAMPION • MONK • SAMURAI
KENSAI • PARAGON • EXPERIENCED • LOYAL • UNIQUE

Reaction: After the resolution of a Battle action from a Strategy, if Kanpeki performed it: Take an additional Battle action.

Battle: Target an enemy Personality with lower Force: Kanpeki snaps him like a twig. Destroy him.

"Bow before me, or fall before me."

EE ILLUS STEVE ARGYLE TM & © 2011 AEG 165 • 428

3 **Daigotsu Kendo** 2



5 0

SPIDER CLAN • SHADOWLANDS • SAMURAI
COMMANDER • CONQUEROR

"Ours is a sacred task, endorsed both by the dark god and the Child of Heaven. Who else can claim as much? Let us carve our name in the very earth of this kingdom, that our memory might endure forever!"

EE ILLUS ASIER MARTINEZ LOPEZ TM & © 2011 AEG 166 • 428

3 **Daigotsu Kendo** 2



5 0

SPIDER CLAN • SHADOWLANDS • SAMURAI
COMMANDER • CONQUEROR

"Ours is a sacred task, endorsed both by the dark god and the Child of Heaven. Who else can claim as much? Let us carve our name in the very earth of this kingdom, that our memory might endure forever!"

EE ILLUS ASIER MARTINEZ LOPEZ TM & © 2011 AEG 166 • 428

3 **Daigotsu Kendo** 2



5 0

SPIDER CLAN • SHADOWLANDS • SAMURAI
COMMANDER • CONQUEROR

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EE ILLUS ASIER MARTINEZ LOPEZ TM & © 2011 AEG 166 • 428

5 **Daigotsu Matsuda** 4



7 0

SPIDER CLAN • SHADOWLANDS • SAMURAI • PARAGON
OBSIDIAN CLAW • SOUL OF DAIGOTSU KURAI

After Matsuda enters play: Lose 1 Honor.

"Do not all samurai inherit their father's weapon? Most receive a blade, but I consider this no different."

EE ILLUS ED COX TM & © 2011 AEG 167 • 428

5 **Daigotsu Matsuda** 4



7 0

SPIDER CLAN • SHADOWLANDS • SAMURAI • PARAGON
OBSIDIAN CLAW • SOUL OF DAIGOTSU KURAI

After Matsuda enters play: Lose 1 Honor.

"Do not all samurai inherit their father's weapon? Most receive a blade, but I consider this no different."

EE ILLUS ED COX TM & © 2011 AEG 167 • 428

5 **Daigotsu Matsuda** 4



7 0

SPIDER CLAN • SHADOWLANDS • SAMURAI • PARAGON
OBSIDIAN CLAW • SOUL OF DAIGOTSU KURAI

After Matsuda enters play: Lose 1 Honor.

"Do not all samurai inherit their father's weapon? Most receive a blade, but I consider this no different."

EE ILLUS ED COX TM & © 2011 AEG 167 • 428

6 **Daigotsu Misaki** 4



10 0

SPIDER CLAN • SHADOWLANDS • SAMURAI
COMMANDER • CONQUEROR

Followers attaching to Misaki enter play paying 2 less Gold.

Battle: Bow Misaki's performing Follower: Melee Attack with strength equal to the Follower's Force.

"Cultists, creatures, and demons! All fall before me like wheat before the scythe!"

EE ILLUS HECTOR HERRERA TM & © 2011 AEG 168 • 428

6 **Daigotsu Misaki** 4



10 0

SPIDER CLAN • SHADOWLANDS • SAMURAI
COMMANDER • CONQUEROR

Followers attaching to Misaki enter play paying 2 less Gold.

Battle: Bow Misaki's performing Follower: Melee Attack with strength equal to the Follower's Force.

"Cultists, creatures, and demons! All fall before me like wheat before the scythe!"

EE ILLUS HECTOR HERRERA TM & © 2011 AEG 168 • 428

6 **Daigotsu Misaki** 4



10 0

SPIDER CLAN • SHADOWLANDS • SAMURAI
COMMANDER • CONQUEROR

Followers attaching to Misaki enter play paying 2 less Gold.

Battle: Bow Misaki's performing Follower: Melee Attack with strength equal to the Follower's Force.

"Cultists, creatures, and demons! All fall before me like wheat before the scythe!"

EE ILLUS HECTOR HERRERA TM & © 2011 AEG 168 • 428

5 **Daigotsu Negishi** 2



7 0

SPIDER CLAN • SHADOWLANDS • SAMURAI
SOUL OF DAIGOTSU ARIMA

After Negishi enters play: Lose 1 Honor.

Battle/Open: Target your Personality: Straighten him.

"These jungles hold horrors such as make the Shadowlands sound like a paradise."

EE ILLUS LEONARDO BORAZZO TM & © 2011 AEG 169 • 428

5 **Daigotsu Negishi** 2



7 0

SPIDER CLAN • SHADOWLANDS • SAMURAI
SOUL OF DAIGOTSU ARIMA

After Negishi enters play: Lose 1 Honor.

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EE ILLUS LEONARDO BORAZZO TM & © 2011 AEG 169 • 428

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SOUL OF DAIGOTSU ARIMA

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Battle/Open: Target your Personality: Straighten him.

"These jungles hold horrors such as make the Shadowlands sound like a paradise."

EE ILLUS LEONARDO BORAZZO TM & © 2011 AEG 169 • 428

4 **Ninube Onchi** 3



8 0

SPIDER CLAN • SHADOWLANDS
NINJA • SHUGENJA • CAVALRY

After Onchi enters play: Lose 2 Honor.

Open: Target a Personality: Remove one of his abilities (until the turn ends).

"The master has commanded this ruin become a Shadow's Lair. Let our work begin."

EE ILLUS CHARLES URRACH TM & © 2011 AEG 172 • 428

4 **Ninube Onchi** 3



8 0

SPIDER CLAN • SHADOWLANDS
NINJA • SHUGENJA • CAVALRY

After Onchi enters play: Lose 2 Honor.

Open: Target a Personality: Remove one of his abilities (until the turn ends).

"The master has commanded this ruin become a Shadow's Lair. Let our work begin."

EE ILLUS CHARLES URRACH TM & © 2011 AEG 172 • 428

4 **Ninube Onchi** 3



8 0

SPIDER CLAN • SHADOWLANDS
NINJA • SHUGENJA • CAVALRY

After Onchi enters play: Lose 2 Honor.

Open: Target a Personality: Remove one of his abilities (until the turn ends).

"The master has commanded this ruin become a Shadow's Lair. Let our work begin."

EE ILLUS CHARLES URRACH TM & © 2011 AEG 172 • 428

Chugo Seido



2

TEMPLE • SINGULAR

Bow this card: Produce 2 Gold.

Reaction: When another player's action would target one of your Personalities, destroy this card: Choose one of your Samurai at the same location. The action targets him instead, if legal.

"Bushido is our shield." – Shiba Sansesuke

EE ILLUS IES TM & © 2011 AEG 29 • 428

Prosperous Village

6

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

Bow this card: Produce 5 Gold.

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

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

Prosperous Village

6

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

Bow this card: Produce 5 Gold.

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

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

Prosperous Village

6

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

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

Shinomen Marsh

2

SWAMP

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

"The Empress' power is unquestioned, and by her decree we have this land. Lesser men would bemoan their lot; we prove our strength by prospering. Someday we shall show it in other ways." – Daigotsu Kanpeki

EE ILLUS CHARLES URRACH TM & © 2011 AEG 47 • 428

Shinomen Marsh

2

SWAMP

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

"The Empress' power is unquestioned, and by her decree we have this land. Lesser men would bemoan their lot; we prove our strength by prospering. Someday we shall show it in other ways." – Daigotsu Kanpeki

EE ILLUS CHARLES URRACH TM & © 2011 AEG 47 • 428

Shinomen Marsh

2

SWAMP

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

"The Empress' power is unquestioned, and by her decree we have this land. Lesser men would bemoan their lot; we prove our strength by prospering. Someday we shall show it in other ways." – Daigotsu Kanpeki

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Shrine to Hachiman

2

TEMPLE

Bow this card: Produce 2 Gold.

Battle/Open: Target an attachment: Straighten it.

"No samurai should go into battle without first purifying his heart with prayer. Only then can he possess the oneness of mind that victory requires." – Asako Nobunori

EE ILLUS OLIVER SPECHT TM & © 2011 AEG 48 • 428

Shrine to Hachiman

2

TEMPLE

Bow this card: Produce 2 Gold.

Battle/Open: Target an attachment: Straighten it.

"No samurai should go into battle without first purifying his heart with prayer. Only then can he possess the oneness of mind that victory requires." – Asako Nobunori

EE ILLUS OLIVER SPECHT TM & © 2011 AEG 48 • 428

Shrine to Hachiman

2

TEMPLE

Bow this card: Produce 2 Gold.

Battle/Open: Target an attachment: Straighten it.

"No samurai should go into battle without first purifying his heart with prayer. Only then can he possess the oneness of mind that victory requires." – Asako Nobunori

EE ILLUS OLIVER SPECHT TM & © 2011 AEG 48 • 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

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

Daigotsu's Guidance

UNIQUE

After a Celestial enters play (including this one): Discard all Kami Celestials in play.

Battle: If you are a Spider Clan player, discard this card and target an enemy unit: Destroy all bowed cards in it. Bow it.

"Father... I wait. I will lead our people to victory."

EE ILLUS CONCEPTOPOLIS TM & © 2011 AEG 3 • 428

Glory of the Shogun

SHOGUN • UNIQUE

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

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

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

Goju House Guard

3 **0** **4**

SHADOWLANDS • NINJA • UNIQUE

Will only attach to a Spider Clan Personality.

Battle: Put this card on the top or bottom of your Fate deck and target an enemy Personality: Put all cards without attachments in his unit on the bottom of their owner's appropriate deck.

"Your lair will remain unknown, master."

EE ILLUS PATRICK MCVEY TM & © 2011 AEG 211 • 428

Legion of Pain

5 **0** **6**

SHADOWLANDS • LOST

After this card enters play: Lose 2 Honor.

Actions performed by Personalities with a Gold Cost of 7 or lower may not target this Personality.

"We serve the Empress as our lord commands, but our appetites remain unsatisfied."

EE ILLUS MALCOLM MCCLINTON TM & © 2011 AEG 217 • 428

5 Legion of Pain 0

0 6

SHADOWLANDS • LOST

After this card enters play: Lose 2 Honor.

Actions performed by Personalities with a Gold Cost of 7 or lower may not target this Personality.

"We serve the Empress as our lord commands, but our appetites remain unsatisfied."

3

EE ILLUS MALCOLM MCCLINTON TM & © 2011 AEG 217 • 428

5 Legion of Pain 0

0 6

SHADOWLANDS • LOST

After this card enters play: Lose 2 Honor.

Actions performed by Personalities with a Gold Cost of 7 or lower may not target this Personality.

"We serve the Empress as our lord commands, but our appetites remain unsatisfied."

3

EE ILLUS MALCOLM MCCLINTON TM & © 2011 AEG 217 • 428

4 Stalking Tiger 0

0 7

NONHUMAN • CAT

Battle: Melee 6 Attack.

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

2

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

4 Stalking Tiger 0

0 7

NONHUMAN • CAT

Battle: Melee 6 Attack.

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

2

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

4 Stalking Tiger 0

0 7

NONHUMAN • CAT

Battle: Melee 6 Attack.

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

2

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

4 Veteran Advisor 0

1 7

Battle: Draw a card.

"We are only ronin warriors and they do not trust us. I've stolen the tactics used in every battle the Lion Clan has fought for the last twenty years. These should prove useful if we ever need new employment, brother."

2

EE ILLUS GLEN OSTERBERGER TM & © 2011 AEG 226 • 428

4 Veteran Advisor 0

1 7

Battle: Draw a card.

"We are only ronin warriors and they do not trust us. I've stolen the tactics used in every battle the Lion Clan has fought for the last twenty years. These should prove useful if we ever need new employment, brother."

2

EE ILLUS GLEN OSTERBERGER TM & © 2011 AEG 226 • 428

4 Veteran Advisor 0

1 7

Battle: Draw a card.

"We are only ronin warriors and they do not trust us. I've stolen the tactics used in every battle the Lion Clan has fought for the last twenty years. These should prove useful if we ever need new employment, brother."

2

EE ILLUS GLEN OSTERBERGER TM & © 2011 AEG 226 • 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 GRABSKI 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 GRABSKI TM & © 2011 AEG 228 • 428

 Ring of Air



AIR • UNIQUE

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

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

Agility

4

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

 Ring of the Void



VOID • UNIQUE

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

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

Harmony

4

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

 Ring of Water



WATER • UNIQUE

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

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

Fluidity

4

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

 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

 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 PRETHARD 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 PRETHARD TM & © 2011 AEG 271 • 428

Deadly Orders

0

Battle: Choose your performing Commander and target your Follower: Give it a Force bonus equal to twice its current Force. After this battle's resolution, destroy the Follower.

"This is an ogye, boys! You have three chances to kill it with your unit. Now attack it before it destroys any tactics you can make!"

2

EE ILLUS IES TM & © 2011 AEG 287 • 428

Deadly Orders

0

Battle: Choose your performing Commander and target your Follower: Give it a Force bonus equal to twice its current Force. After this battle's resolution, destroy the Follower.

"This is an ogye, boys! You have three chances to kill it with your unit. Now attack it before it destroys any tactics you can make!"

2

EE ILLUS IES TM & © 2011 AEG 287 • 428

Deadly Orders

0

Battle: Choose your performing Commander and target your Follower: Give it a Force bonus equal to twice its current Force. After this battle's resolution, destroy the Follower.

"This is an ogye, boys! You have three chances to kill it with your unit. Now attack it before it destroys any tactics you can make!"

2

EE ILLUS IES TM & © 2011 AEG 287 • 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 PRETHARD 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 PRETHARD 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 PRETHARD TM & © 2011 AEG 293 • 428

Feign Death

0

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

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

2

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

Feign Death

0

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

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

2

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

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

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Retribution

0

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

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

4

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Retribution

0

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

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

4

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Retribution

0

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

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

4

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The Power of One

0

Battle/Open: Choose your performing Commander: Straighten his unit.

Battle: Choose your performing unbowed Commander and target one or two enemy units with a combined total Gold Cost equal to or lower than your Commander's unit's total Gold Cost: Bow the targets.

"Never underestimate the danger posed by one truly brilliant officer." – Akodo Dairuko

2

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The Power of One

0

Battle/Open: Choose your performing Commander: Straighten his unit.

Battle: Choose your performing unbowed Commander and target one or two enemy units with a combined total Gold Cost equal to or lower than your Commander's unit's total Gold Cost: Bow the targets.

"Never underestimate the danger posed by one truly brilliant officer." – Akodo Dairuko

2

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The Power of One

0

Battle/Open: Choose your performing Commander: Straighten his unit.

Battle: Choose your performing unbowed Commander and target one or two enemy units with a combined total Gold Cost equal to or lower than your Commander's unit's total Gold Cost: Bow the targets.

"Never underestimate the danger posed by one truly brilliant officer." – Akodo Dairuko

2

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Vigilant Eyes

0

DARK VIRTUE • INSIGHT

Open: Choose your performing unbowed Samurai and target a Personality: Give him a Force penalty equal to your Samurai's Force.

Consumed with the aftermath of the Destroyer War for many years, the Scorpion slowly began to insert themselves more fully in the affairs of the Empire, much to the regret of the other Great Clans.

4

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Vigilant Eyes





DARK VIRTUE • INSIGHT

Open: Choose your performing unbowed Samurai and target a Personality: Give him a Force penalty equal to your Samurai's Force.

Consumed with the aftermath of the Destroyer War for many years, the Scorpion slowly began to insert themselves more fully in the affairs of the Empire, much to the regret of the other Great Clans.



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Vigilant Eyes





DARK VIRTUE • INSIGHT

Open: Choose your performing unbowed Samurai and target a Personality: Give him a Force penalty equal to your Samurai's Force.

Consumed with the aftermath of the Destroyer War for many years, the Scorpion slowly began to insert themselves more fully in the affairs of the Empire, much to the regret of the other Great Clans.



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Starting Setup

- Show Strongholds, the player with the highest Family Honor goes first.
- Each player starts with a **Borde**. **Keiji** in play.
- Players not going first start with a bowed **Bamboo** **carvesters** in play.
- Shuffle **Fortress** and **Fate** decks separately.
 - 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 Regents 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. Movers 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: Attach it to him, paying all costs. You may take additional actions 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 attaching Personality 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.