

Journey's End Keep

7
5
4

Battle: Choose your performing unbowed Personality and target a Personality with as many or fewer Followers attached: Move him home; this will not be negated or delayed.

Here the Unicorn welcome their brothers to the Colonies after weeks of traveling. The celebrations they hold are legendary.

EE ILLUS NOAH BRADLEY TM & © 2011 AEG 425 • 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

4 **Iuchi Shunshi** 3

3 11 3

UNICORN CLAN • SHUGENJA • UNIQUE • DOOMSEEKER
SOUL OF IUCHI KARASU EXPERIENCED 2

Open: Target a Personality without attachments: He may not be assigned, and will not move, to battlefields.

He is the latest to uphold an ancient tradition. He does not know if his unique abilities will be needed, and he will fight for the Unicorn until then.

EE ILLUS CARLOS NCT TM & © 2011 AEG 187 • 428

6 **Moto Naleesh** 5

10 13 4

UNICORN CLAN • CLAN CHAMPION • NAGA
SAMURAI • CAVALRY • COMMANDER • KAMI
PARAGON • TACTICIAN • LOYAL • UNIQUE

Naleesh's unit straightens during each player's Straighten Phase.

Battle: Target an enemy unit: Naleesh overruns it. Bow it. Destroy all cards in it without attachments and without Cavalry.

The Living Goddess leads her Clan with grace and cunning.

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1 **Moto Taha** 3

3 6 2

UNICORN CLAN • SAMURAI • CAVALRY
TACTICIAN • SOUL OF MOTO MUNORU

"The Unicorn will be the Right Hand of the Iweko dynasty. We must fight and prove our worth to the Imperial Dynasty."

EE ILLUS CONCEPTOPOLIS TM & © 2011 AEG 192 • 428

1 **Moto Taha** 3

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EE ILLUS CONCEPTOPOLIS TM & © 2011 AEG 192 • 428

4 **Moto Tetsuo** 2

2 8 2

UNICORN CLAN • SAMURAI • WHITE GUARD
SOUL OF MOTO SHANYU

Battle: If you control any Cavalry units at the current battlefield: Move Tetsuo there. If he moved, Ranged 4 Attack.

"The notion that the Lady Shinjo reborn should become a Mirumoto is a blasphemy. The Dragon should suffer for her audacity in even suggesting such a thing!"

EE ILLUS DREW BAKER TM & © 2011 AEG 193 • 428

4 Moto Tetsuo 2



2 8 2

UNICORN CLAN • SAMURAI • WHITE GUARD
SOUL OF MOTO SHANYU

Battle: If you control any Cavalry units at the current battlefield: Move Tetsuo there. If he moved, Ranged 4 Attack.

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EE ILLUS DREW BAKER TM & © 2011 AEG 193 • 428

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UNICORN CLAN • SAMURAI • WHITE GUARD
SOUL OF MOTO SHANYU

Battle: If you control any Cavalry units at the current battlefield: Move Tetsuo there. If he moved, Ranged 4 Attack.

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EE ILLUS DREW BAKER TM & © 2011 AEG 193 • 428

3 Shinjo Baeshuko 2



6 5 2

UNICORN CLAN • SAMURAI • CAVALRY
SOUL OF SHINJO HUANG

"She rides into the front lines with a sense of abandon that would suit a Hida berserker. Her recklessness hides a deep pain that she will not share with anyone. What could it be?" – Iuchi Shunshi

EE ILLUS MILLVOJ CERAN TM & © 2011 AEG 194 • 428

3 Shinjo Baeshuko 2



6 5 2

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SOUL OF SHINJO HUANG

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EE ILLUS MILLVOJ CERAN TM & © 2011 AEG 194 • 428

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EE ILLUS MILLVOJ CERAN TM & © 2011 AEG 194 • 428

4 Shinjo Horibe 3



0 8 2

UNICORN CLAN • SAMURAI • CAVALRY
COMMANDER • SOUL OF SHINJO HWARANG

Battle: If Horibe is opposed, target a Personality: Bow or straighten him.

"Our duty is to secure the land route to the Colonies, and we will not falter. Be proud, brothers! We are the guardians of the Empire!"

EE ILLUS EDWIN DAVID TM & © 2011 AEG 196 • 428

4 Shinjo Horibe 3



0 8 2

UNICORN CLAN • SAMURAI • CAVALRY
COMMANDER • SOUL OF SHINJO HWARANG

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EE ILLUS EDWIN DAVID TM & © 2011 AEG 196 • 428

3 Shinjo Itao 3



0 7 3

UNICORN CLAN • SAMURAI • CAVALRY
SOUL OF SHINJO GOSHI

Reaction: After Itao enters play, target a Follower in your hand: Attach it to Itao, paying all costs.

"Life on the sea, freedom? The idea is laughable. Freedom is the wind and the plains, feeling the ground race beneath your steed's hooves. The sea is nothing but churning and sickness."

EE ILLUS MALCOLM MCCLINTON TM & © 2011 AEG 197 • 428

3 Shinjo Itao 3

0 7 3

UNICORN CLAN • SAMURAI • CAVALRY
SOUL OF SHINJO GOSHI

Reaction: After Itao enters play, target a Follower in your hand; Attach it to Itao, paying all costs.

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EE ILLUS MALCOLM MCCLINTON TM & © 2011 AEG 197 • 428

4 Shinjo Kichang 4

0 10 3

UNICORN CLAN • SAMURAI • CAVALRY • COMMANDER
TACTICIAN • EXPERIENCED • UNIQUE

Reaction: After your target Personality enters play: Create a 1F Cavalry Follower and attach it to him.

"He is old, but he will not leave my side. His wisdom has proven invaluable countless times." – Moto Naleesh

EE ILLUS LEONARDO BORAZZO TM & © 2011 AEG 198 • 428

3 Shinjo Taeken 3

3 6 2

UNICORN CLAN • SAMURAI • CAVALRY
COMMANDER • SOUL OF SHINJO TAE-HYUN

"My father stood proud before the Empire and claimed the mantle of the Topaz Champion in Tsuma. I can do no less for my clan!"

EE ILLUS JASON JUTA TM & © 2011 AEG 199 • 428

3 Shinjo Taeken 3

3 6 2

UNICORN CLAN • SAMURAI • CAVALRY
COMMANDER • SOUL OF SHINJO TAE-HYUN

"My father stood proud before the Empire and claimed the mantle of the Topaz Champion in Tsuma. I can do no less for my clan!"

EE ILLUS JASON JUTA TM & © 2011 AEG 199 • 428

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COMMANDER • SOUL OF SHINJO TAE-HYUN

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EE ILLUS JASON JUTA TM & © 2011 AEG 199 • 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

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"Bushido is our shield." – Shiba Sansuke

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 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

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

Silk Works

5

Bow this card: Produce 4 Gold.

"Soon the Second City rose up in that ruined wilderness, a city that reflected the light of our glorious Child of Heaven onto another kingdom. Though the Spider were the first, soon many other clans sent representatives to the city to aid in its establishment – and to help gather in the wealth that could be found in the surrounding lands." – Chronicle of the Blossoming World, Part II

EE ILLUS DIANA VICK TM & © 2011 AEG 49 • 428

Silk Works

5

Bow this card: Produce 4 Gold.

"Soon the Second City rose up in that ruined wilderness, a city that reflected the light of our glorious Child of Heaven onto another kingdom. Though the Spider were the first, soon many other clans sent representatives to the city to aid in its establishment – and to help gather in the wealth that could be found in the surrounding lands." – Chronicle of the Blossoming World, Part II

EE ILLUS DIANA VICK TM & © 2011 AEG 49 • 428

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EE ILLUS DIANA VICK TM & © 2011 AEG 49 • 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

Stables

2

STABLES

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

"Our horses are like kin to us. They bear our burdens and risk their lives in battle just as we do for our lords, though they generally are better-natured about it." – Moto Nalacsh

EE ILLUS CHARLES URRICH TM & © 2011 AEG 52 • 428

Stables

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STABLES

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

"Our horses are like kin to us. They bear our burdens and risk their lives in battle just as we do for our lords, though they generally are better-natured about it." – Moto Naleesh

EE ILLUS CHARLES URIBACH TM & © 2011 AEG 52 ♦ 428

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

"Our horses are like kin to us. They bear our burdens and risk their lives in battle just as we do for our lords, though they generally are better-natured about it." – Moto Naleesh

EE ILLUS CHARLES URIBACH TM & © 2011 AEG 52 ♦ 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

Shinjo's Guidance

KAMI • EXPERIENCED • UNIQUE

Unicorn Clan Personalities have +1F while they have an attachment.

Limited: Discard this card: Search your discard pile, then Dynasty deck, for Moto Naleesh and put her into one of your provinces, face-up, discarding the card that was there.

"They say I am Shinjo reborn. Why do I not feel different?" – Moto Naleesh

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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

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

5 **Khol Regulars** **0**

1 **8**

CAVALRY

Battle: Ranged 4 Attack.

Reaction: If this card is at the current battlefield, after a Ranged Attack is targeted: Give it +2 strength.

"They are undyingly loyal to the Khan, but to the clan first. As it should be." – Moto Naleesh

2

EE ILLUS BRANDON LEACH TM & © 2011 AEG 216 ♦ 428

5 **Khol Regulars** **0**

1 **8**

CAVALRY

Battle: Ranged 4 Attack.

Reaction: If this card is at the current battlefield, after a Ranged Attack is targeted: Give it +2 strength.

"They are undyingly loyal to the Khan, but to the clan first. As it should be." – Moto Naleesh

2

EE ILLUS BRANDON LEACH TM & © 2011 AEG 216 ♦ 428

5  **Khol Regulars** 0



1 8 

CAVALRY

Battle: Ranged 4 Attack.

Reaction: If this card is at the current battlefield, after a Ranged Attack is targeted: Give it +2 strength.

"They are undyingly loyal to the Khan, but to the clan first. As it should be." – Moto Naleesh

2

EE ILLUS BRANDON LEACH TM & © 2011 AEG 216 • 428

3  **Moto House Guard** 0



1 5 

CAVALRY • UNIQUE

Will only attach to a Unicorn Clan Personality.

Battle: If any enemy units are at the current battlefield: Move this Personality there. If he is now there, Ranged 4 Attack.

"Our Champion leads us, and the Khan marshals our armies. We protect both."

4

EE ILLUS PATRICK MCEVOY TM & © 2011 AEG 218 • 428

3  **Outriders** 0



0 3 

CAVALRY

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

3

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

3  **Outriders** 0



0 3 

CAVALRY

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

3

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

3  **Outriders** 0



0 3 

CAVALRY

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

3

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

4  **Shinjo s Children** 0



2 5 

CAVALRY

"Ride, brothers! Ride for battle and glory! Ride for freedom and the wind! Ride for the Lady Shinjo!"

2

EE ILLUS BRANDON LEACH TM & © 2011 AEG 220 • 428

4  **Shinjo s Children** 0



2 5 

CAVALRY

"Ride, brothers! Ride for battle and glory! Ride for freedom and the wind! Ride for the Lady Shinjo!"

2

EE ILLUS BRANDON LEACH TM & © 2011 AEG 220 • 428

4  **Shinjo s Children** 0



2 5 

CAVALRY

"Ride, brothers! Ride for battle and glory! Ride for freedom and the wind! Ride for the Lady Shinjo!"

2

EE ILLUS BRANDON LEACH TM & © 2011 AEG 220 • 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 your 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

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 247 • 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 PRETCHARD TM & © 2011 AEG 293 • 428

Fall Back!

0

Battle: Choose your performing Personality: Move him home. If he moved, straighten his unit, and you may straighten one of your other units (at any location).

"This is not the ideal place to engage the enemy. Fall back one quarter mile to the base of the hill. There we can hold them indefinitely!"

4

EE ILLUS CHRIS PRETCHARD TM & © 2011 AEG 293 • 428

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

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"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

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

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

EE ILLUS BRITT MARTIN TM & © 2011 AEG 336 ♦ 428

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

EE ILLUS BRITT MARTIN TM & © 2011 AEG 336 ♦ 428

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

EE ILLUS BRITT MARTIN TM & © 2011 AEG 336 • 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

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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

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The Compassion of the Unicorn

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/Open: Choose your performing unbowed Unicorn Clan Personality and target another unit: Straighten it. Gain 1 Honor, or 2 Honor if you do not control the target.

A samurai remains such even when his saya is filled.

3

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The Compassion of the Unicorn

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/Open: Choose your performing unbowed Unicorn Clan Personality and target another unit: Straighten it. Gain 1 Honor, or 2 Honor if you do not control the target.

A samurai remains such even when his saya is filled.

3

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The Compassion of the Unicorn

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A samurai remains such even when his saya is filled.

3

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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

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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

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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

EE ILLUS CAIO CACAU TM & © 2011 AEG 372 ♦ 428

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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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.