



Action cards: Generals



Maeda Toshimasu
 Cost: 6 VP: 0
 Attack: 6



Honda Tadakatsu
 Cost: 6 VP: 0
 Attack: 5
 +1 action



Sanada Yukimura
 Cost: 6 VP: 0
 Attack: 5
 +1 card



Ishida Mitsunari
 Cost: 6 VP: 0
 Attack: 2
 +1 card
 +2 money
 +1 buy



Naoe Kanetsugu
 Cost: 6 VP: 0
 Attack: 3
 +1 card
 +1 action
 +1 buy



Akechi Mitsuhide
 Cost: 6 VP: 0
 Attack: 2
 +2 card
 +1 action
 +1 buy




Kuroda Yoshitaka
 Cost: 6 VP: 0
 Attack: 3
 +2 cards
 +1 action



Katakura Kojuro
 Cost: 6 VP: 0
 Attack: 4
 +1 card
 +1 action

Action cards: Troops




Fake fortress
 Cost: 2
 Attack: 2
 [Deployable]
 +1 action
 If this card takes part in any battle, it's discarded at the end of that battle.

(x8 cards)




Spear troopers
 Cost: 3
 Attack: 2
 [Deployable]
 +1 action

(x12 cards)




Light archers
 Cost: 4
 Attack: 1
 [Deployable]
 +2 actions

(x12 cards)



Cavallery
 Cost: 5
 Attack: 2
 [Deployable]
 +2 actions

(x12 cards)



Gunner mercenaries
 Cost: 6
 Attack: 3
 [Deployable]
 +2 actions

(x12 cards)



Land destroyer
 Cost: 7
 Attack: 5
 [Deployable]
 +1 action
 When this card takes part in battle, discard one opponent troop card that is not a Land destroyer. After the battle, discard this card.

(x6 cards)

Action cards: Strategy



Loyal servant's warning

Cost: 2

Choose one of the following:

- **+1 card**
- Trash one card from your hand, and return this card to the card pool.

(x8 cards)



Trap

Cost: 3

Discard one deployed card.

(x8 cards)



Take-back

Cost: 3

Choose a General from either your discard pile or your deck and add it to your hand. Afterwards, shuffle your deck.

(x8 cards)



Travelling monk

Cost: 3

Choose one of the following:

- **+2 actions**
- In the battle phase, you may declare battle *together* with 1 other player. If you do, you may only attack 1 player. Battle rewards:
Att. (both attackers gain cards): win 1-6: village; win 7-11: town; win 12+: country
Def: win 1+: you may gain any VP card.

(x8 cards)

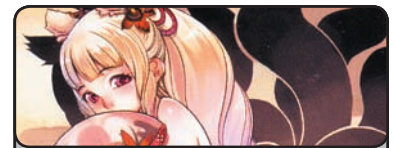


Skilled ninjas

Cost: 4

Choose 1 player who reveals the top 2 cards of his deck. After, he may reveal any General or Ninja from his hand. If none of the cards were General or Ninja, of the two cards revealed from the deck, you trash one and return one to that player's deck. All revealed Ninjas are discarded.

(x8 cards)



A beauty to topple kingdoms

Cost: 3

VP: -4

When you buy or gain this card, you may place it on *any* player's discard pile, provided that player has ever gained a Land.

(x8 cards)

Action cards: Politics



Temple tax

Cost: 2

VP: -2

This card cannot be discarded by "market".

+2 actions

(x8 cards)



Moat

Cost: 3

Your hand refill this turn and next turn is increased by 1.

[During your Redraw phase]

If you played this card this turn, it is not discarded. (This does not count as a deployed card.)

(x8 cards)



Temple town

Cost: 4

VP: ?

Trash a "copper" or "silver" from your hand. If you trashed a copper, gain a silver. If you trashed a silver, gain a gold. Add the gained card to your hand.

[At the end of the game]

If there are no silver or gold left in the card pool, this card is **-3 VP**.

(x8 cards)



Soil renovation

Cost: 5

VP: ?

[At the end of the game]

This card is worth as many VPs as you have Lands and Cities in your possession.

(x8 cards)



Harbour town

Cost: 5

+2 cards

+1 buy

[During your buy phase]

All cards have their cost lowered by 1, to a minimum of 1. This effect does not stack (with itself or with Toll ban)

(x8 cards)



Fortress town

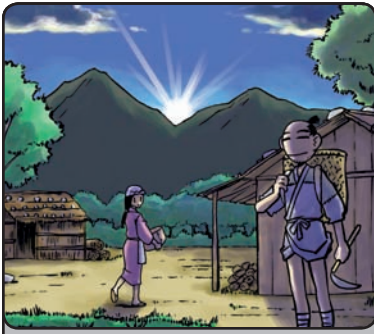
Cost: 6

+3 cards

+1 buy

(x8 cards)

Victory point cards



Village

Cost: 1

VP: 1

(x30 cards)



Town

Cost: 6

VP: 5

(x12 cards)



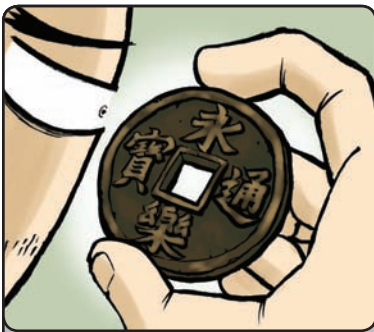
Land

Cost: 10

VP: 10

(x10 cards)

Treasure cards

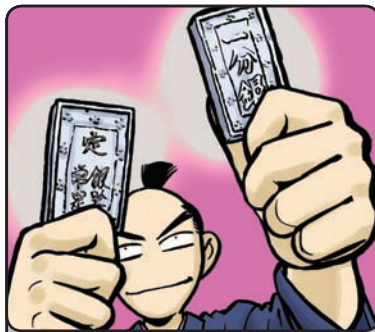


Copper

Cost: 1

+1 money

(x40 cards)



Silver

Cost: 3

+2 money

(x20 cards)



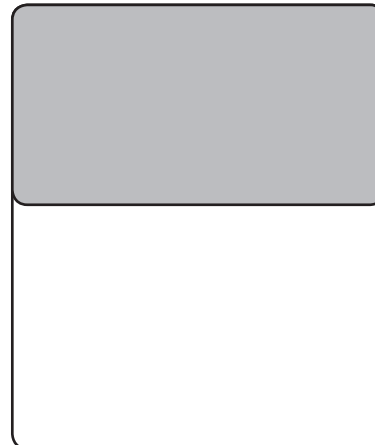
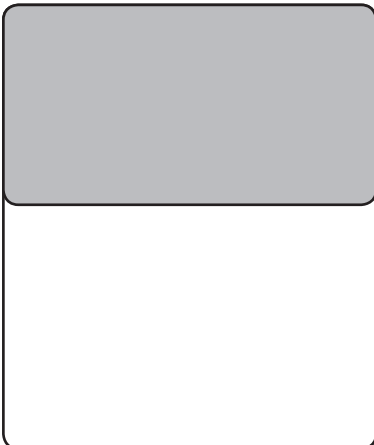
Gold

Cost: 5

+3 money

(x10 cards)

Promo cards



Depravity Lord

Cost: 5

VP: -3

[Action card: Strategy]

Gain 2 "Beauty to topple kingdoms"
and return this card to the card
pool.

This card cannot be trashed. If it's
ever subject of a trash effect, it's
returned to the card pool.