

Released September, 2008 Featured Clans: Dragon, Lion, Mantis Total of 166 New Cards 50 Common. 50 Uncommon, 60 Rare, 6 Fixed Booster Display 14710 • Deck Display 14700

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Card Clarifications

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Steffan Muntsinger, Brandon Bryant, Eugene Tanaka, Doruk Ozavdin, Nick Reed, Jean-Baptiste Laroche

Rulebook: The Reaction related to the Naval keyword in the rulebook has received minor, technical errata. It

Reaction: If you are the Attacker and your current army has more Naval cards than the opposing army, once per battle after engaging, target your Naval Personality: You have the first opportunity to take a Battle action, which must be performed by the targeted Personality or one of his Naval Followers.

The main effect of these errata is to make the Reaction immune to interference by Misdirection, because the targeting is now in the constraints block. It also means that the Naval Personality is performing the Reaction.

Shosuro Adeiko (Samurai Edition) has received errata to her ability as follows:

Reaction: After a battle resolution or another player's trait or action resolves, if its effects destroyed one of your Personalities at Adeiko's location (including Adeiko): Give a target Personality a -3F/-1C token, and an additional IC token if he is dishonorable.

Shosuro Nikai (Ultimate Clan Pack, Scorpion) has

received technical errata to his ability in order to work in the way intended by his wording; a bowed Personality can now assign to his "ambush."

Ninja Limited: Create a battlefield (not at any province). Assign Nikai to attack there. Assign another player's target unit to defend there, even if its Personality is bowed, and straighten it. Fight a battle there. No other units may move there. After the battle ends, lose 3 Honor."

Test of the Emerald Champion (Samurai Edition) has received technical errata in order to work in the way intended, and understood by most players; if you control no units when you resolve it, you do not gain the additional province.

Target one of your Personalities. Each other player, in turn order, may target one of his Personalities; your Personality challenges each of them immediately after they are targeted. Each duel's winner gains 3 Honor, destroy the loser. If you lost none of these duels, or if there were no duels, remove your Personality from the game; if you removed him, gain a province to the left of your leftmost province.

The version of Sasada printed in Samurai Edition: Banzail is a misprint, not a Most Recent Printing (MRP); she still has the "Even if bowed" clause in her ability from the last MRP.

Notes on cards from The Heaven's Will:

Imperial Benefice: If you do not get an attachment, you still put all the cards you looked at on the bottom of your deck.

Bronze Memorial: Cannot produce Gold to pay for the Personality you are discarding.

Bayushi Irishi, Reprimand: These effects depend on the choice being made, not on the effects of the choice actually happening.

Hida Kaoru exp, Shelter for Refugees: The "(paying all custs)" reminder texts on effects that put a card into play will no longer appear on cards. Players are expected to know the default Samurai Edition rule: Gold and other costs must be paid whenever you put a card into play.

Great Fails Castle: Effectively, its player has an additional Equip ability that is Battle/Open: but specifies that a Weapon must be attached

Broken Reef Keep, Daidoji Awao: If a personality has Tactician, performs a Tactical action, loses Tactician and then regains it, he is still not allowed to perform another Tactical action that turn

		Card List			
ě	R	Type	Clan	Name	
1	U	Event		Claiming The Throne	
2	U	Event		Decree of Peace	
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4	U ·	Event		Fortuneis Favor	
5	ĸ	Event		Offered Gift	
6 7	R	Holding		Bronze Memorial	
	U	Holding		Estate Halls	
8	C	Holding		Small Estate	
g	€	Holding		Sword Saint Shrine	
10	R	Personality	Crab	Hida Kaoru	
11	R	Personality	Crab	Hida Ubogin	
12	C	Personality	Crab	Hiruma Moshiro	
1.3	U	Personality	Crab	Htruma Taberou	
14	R	Personality	Crab	Kaiu Seison	
15	С	Personality	Crab	Kuni Tanin	
16	U	Personality	Crab	Yasuki Tahai	
17	Ũ.	Personality	Crane	Daidoji Awao	
18	В.	Personality	Crane	Daidoji Barashi	
19	U·	Personality .	Cranc	Doji Hiromi	
20	R	Personality	Crane	Kakita Hideo	
21	-C	Personality	Crane	Kakita Hideshi	
22	R	Personality	Crane	Kakita Idzuki	
23	· C	Personality	Crane	Kakita Toma	
24	٠F	Personality	Dragon	Kitsuki Rai	
25	C	Personality	Dragon	Kitsuki Taji	
26	· K	Personality	Dragon	Mirumete Akio	
27 -	U	Personality	Dragon	Tamori Akeno	
28	U	Personality	Dragon	Togashi Chiko	
29	С	Personality	Dragon	Togashi Dai	
30	ĸ	Personality	Dragon	Togashi Miyoko	
31	R	Personality	₹lon .	Akodo Hijikata	
32	F	Personality.	Lien	Akada Shinichi	
33	U	Personality	Lion	Akodo Tadatoshi	
34	.С	Personality	Lion	Ikoma Okita	
35	. U	Personality	Lion	Kitsu Yutaro	
36	R	Personality	Lion	Matsu Hatsuyo	
37	C	Personality	Lion	Matsu Mikura	
38	R	Personality	Mantis	Kitsune Hisano	
59	Ü	Personality	Mantis	Moshi Amarante	
40	Ĉ	Personality	Mantis	Mushi Mareo	
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