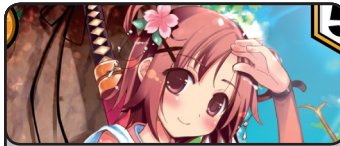



## Action cards: Generals



**Oda Nobunaga**  
**Cost: 8** **VP: 0**  
**Attack: 7**  
**+1 action**



**Toyotomi Hideyoshi**  
**Cost: 8** **VP: 5**  
**Attack: 4**  
**+2 money**  
**+1 buy**



**Tokugawa Ieyasu**  
**Cost: 8** **VP: 7**  
**Attack: 4**



**Takeda Shingen**  
**Cost: 8** **VP: 2**  
**Attack: 6**  
**+1 card**



**Uesugi Kenshin**  
**Cost: 8** **VP: 1**  
**Attack: 6**  
**+1 card**  
**+1 action**



**Mouri Motonari**  
**Cost: 8** **VP: 4**  
**Attack: 3**  
**+2 card**  
**+1 action**  
**+1 money**  
**+1 buy**




**Date Masamune**  
**Cost: 8** **VP: 3**  
**Attack: 4**  
**+2 cards**  
**+1 money**  
**+1 action**



**Shimazu Yoshihisa**  
**Cost: 8** **VP: 0**  
**Attack: 5**  
**+3 cards**

## Action cards: Troops



**Farmer soldiers**  
**Cost: 2** **VP: 1**  
**Attack: 1**  
 Choose between:  
**+1 card or +1 action**

(x12 cards)



**Ninja clan**  
**Cost: 2** **Attack: 1**  
 All players may reveal "Ninja clan" from their hand. Players who don't, draw their top two cards. You decide for each card whether to discard it or not. The non-discarded cards are returned to their respective draw decks, you decide order.

(x8 cards)




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

(x10 cards)




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

(x8 cards)



**The young general**  
**Cost: 4** **Attack: 1**  
 This card allows for battle.  
*At the start of the battle phase:*  
 You may pay 5 money to gain one general card and place it in your territory. If you do, trash this card. (This is neither action nor buy.)

(x6 cards)



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

(x8 cards)



**Light gunners**  
**Cost: 6** **Attack: 3**  
**[Deployable]**  
**+2 actions**

(x6 cards)

# Action cards: Politics



## Fortress

**Cost: 2** **VP: 1**  
**Defence: 2**  
 +1 card  
 +1 action

(x8 cards)



## Technology development

**Cost: 2**  
 Choose between:  
 +1 money  
 or  
 +3 money and trash this card.

(x12 cards)



## Rice field plowing

**Cost: 3**  
 +2 cards

(x8 cards)



## Market

**Cost: 3**  
 Trash one card from your hand.  
 Gain a card costing up to 2 money  
 more than the value of the card you  
 trashed.

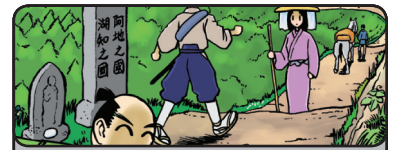
(x8 cards)



## Field survey

**Cost: 4** **VP: -1**  
 Gain a Silver. Put it into your hand.

(x6 cards)



## Toll ban

**Cost: 4**  
 +1 card  
 +1 buy  
 You may gain a Farmer soldier.  
*During your buy phase:*  
 You buy cards for 1 less money than  
 their given price.

(x6 cards)



## Heavy tax

**Cost: 4** **VP: -3**  
 +3 cards  
 This card cannot be trashed.

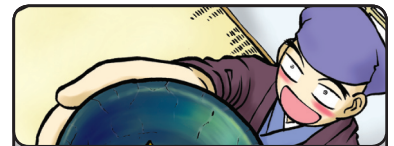
(x6 cards)



## Flood wall

**Cost: 5** **VP: 1**  
 +2 cards  
 +1 money

(x8 cards)



## Quality tea ware

**Cost: 6** **VP: 3**  
 Choose between:  
 +1 card  
 or  
 +5 money and trash this card.

(x8 cards)



## Gold mine

**Cost: 7**  
 Gain a Gold.

(x4 cards)



## Trade harbour

**Cost: 7**  
 +3 cards  
 +1 buy

(x4 cards)

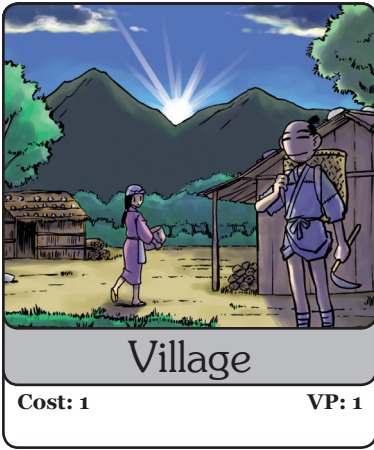


## Magnificent castle

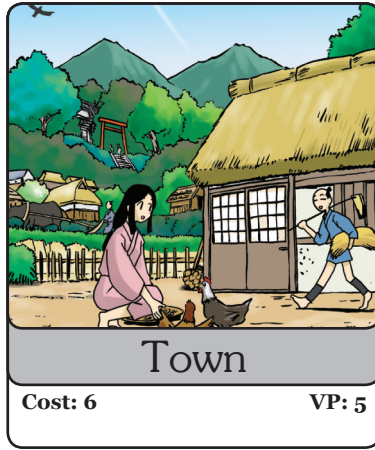
**Cost: 8** **VP: 4**  
**Defence: 3**  
**[Deployable]**  
 1+card  
 +1 action  
 +1 buy

(x6 cards)

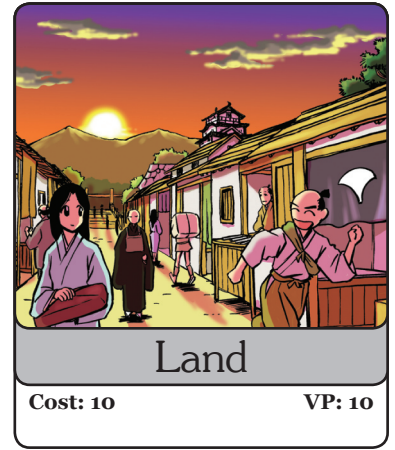
## Victory point cards



(x30 cards)



(x12 cards)

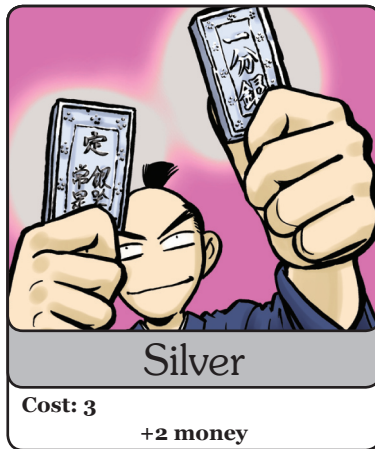


(x8 cards)

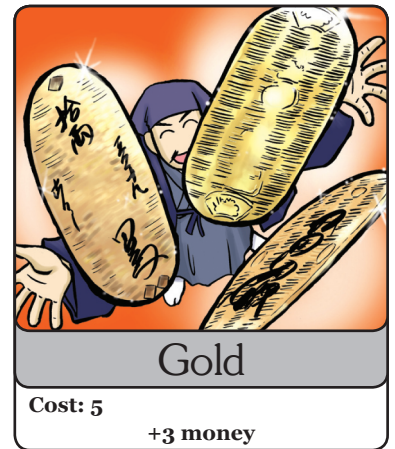
## Treasure cards



(x40 cards)



(x20 cards)



(x10 cards)

## Promo cards

