

Cavalry



Stratagem Action (0 AP)

Play this card to perform a Battle action at no cost.

This turn, the selected general may perform more than one Battle action.

Arquebus Regiment



Stratagem Action (0 AP)

Play this card to perform a Battle action at no cost.

You may use a battle value of 4 for this battle.

Surprise Attack



Stratagem Action (0 AP)

Play this card to perform a Battle action at no cost.

The attackers make their battle roll first in this battle.

Ambush



At the start of a battle

Make a battle roll immediately.
After, resolve the battle normally.

Free Market

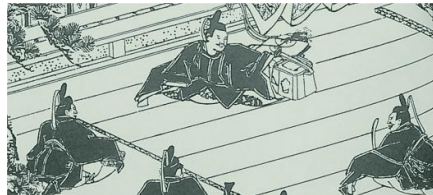


Stratagem Action (0 AP)

Roll one die and add the result to your remaining AP this turn.

Do not add bonuses for your generals' Politics. Your AP total may not exceed the number of areas under your faction's control.

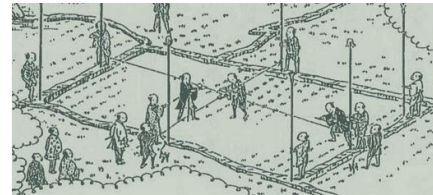
Official Appointment



Stratagem Action (1 AP)

Select a vassal and flip them to their ★★ side.

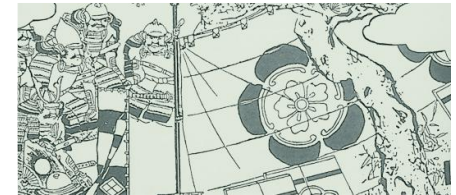
Land Survey



Stratagem Action (0 AP)

During this turn, the stacking limit for areas under your control is increased by 1 army.
Armies exceeding the stacking limit at the end of the turn are eliminated.

Emergency Muster



After an action is selected

Choose one of your generals.
Muster 2 strength in his area.
Stacking and piece count limits apply normally.

Strategist



Stratagem Action (0 AP)

Draw three Stratagem cards; choose one to add to your hand, and discard the others face down.

If the Stratagem deck is exhausted, draw as many as you can.

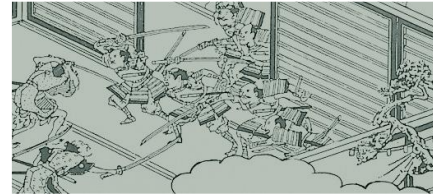
Intrigue



Stratagem Action (1 AP)

Remove 2 strength from any one area.

Incite Revolt



Stratagem Action (2 AP)

Attack any area under enemy control with up to 4 strength from your reserves, with a battle value of 2.

If you eliminate all defending armies, place your remaining attackers in the area.

Assassin



After an action is selected

Choose any general; that general may not use any of his abilities or ratings during his turn.

Stacking limits are not affected.

Private Letter from the Shogun

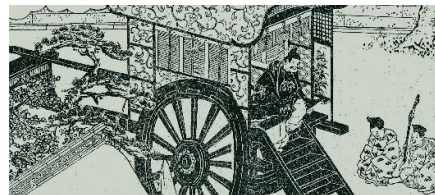


Before the next Action chit is drawn

Select the next chit to be pulled from the cup.

Cannot be played if no chits are left in the cup.

Imperial Mediation



At the end of any turn

After this turn, the round ends.

Shinobi



After any die roll

Reroll one die before resolving the roll.

Exposed



After any Stratagem card is played

Cancel the Stratagem card.