Event Deck (Reskinned Dragon Card Deck) new card layout by Alessandro Crespi (2025-10) Caesar@BGG
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2

AMBUSH

Play before your opponent's close combat roll or bonus close combat roll.

Target: your defending unit.

The target unit will battle first in the close combat with 1 additional die.

If the opponent's unit is not eliminated or retreats, it may then battle as originally ordered. Your unit may not battle back.

1

ASHIGARU ATTACK

Play alongside your Command card.

Target: all ordered Ashigaru Spearman units ▼ (units with a triangle symbol).

Target units roll 1 additional die in close combat, for the entire turn.

1

BOOSTING MORALE

Play alongside your Command card.

Target: you.

Before ordering units, roll dice equal to the number of Command cards you hold, including the Command card just played.

Collect 2 Tokens for each Token symbol rolled -or- when your command tent is deployed on the battlefield collect 3 Tokens for each Token symbol rolled.

1

BRAVE LEADER

Play after your opponent's close combat roll.

Target: 1 unit with a Leader.

Target unit with leader may ignore all flags rolled against it in this combat.

1

BRAVE LEADER

Play after your opponent's close combat roll.

Target: 1 unit with a Leader.

Target unit with leader may ignore all flags rolled against it in this combat.

1

BRAVERY

Play before your opponent's close combat roll.

Target: 1 unit.

Target unit may ignore all flags rolled against it in this combat.

2

BRILLIANT COMMANDER

Play alongside your Command card.

Target: you.

Before ordering units, draw 1 Command card immediately and add it to your hand. The number of Command cards you will now hold will be increased by one.

1

COWARDS

Play before your combat roll.

Target: 1 enemy unit.

Target may not ignore flags rolled against it for any reason, not even by the play of an Event card.

1

DECOY

Play after your close combat roll.

Target: your close combat unit.

Target ignores the result of the close combat roll and rerolls all the dice again. Unit must take the results of the second close combat dice roll.

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2 DEMORALIZE

Play alongside your Command card.

Target: your opponent.

Before ordering units, roll 1 die for each of your opponent's unit on the battlefield with a ● symbol.
● - 1 block lost in ● unit.
▼ - 1 block lost in ▼ unit.
■ - 1 block lost in ■ unit.
侍 - 2 Tokens lost.

Opponent selects which blocks to lose. Units eliminated by removing last block count for victory banners.

0 DESPERATE CHARGE

Play before your close combat roll.

Target: 1 single block unit.

Target rolls 2 additional dice in this close combat.

2 DISINFORMATION

Play after your opponent has selected a Command card.

Target: opponent's selected Command card.

Before the actions of the Command card selected is played, randomly select one Command card from the remaining cards in opponent's hand. Your opponent will play this Command card this turn.

Return the Command card originally selected to opponent's hand.

1 DISTRACTION

Play before your opponent's close combat roll.

Target: 1 attacking enemy unit.

Target rolls a maximum of 2 dice in this close combat. Nothing will increase this number, not even the play of an Event card.

1 EFFICIENT COMMAND

Play alongside your Command card.

Target: your units.

Order 1 additional unit when you play a section Command card that orders 1, 2 or 3 units.
Order 2 additional units when your command tent is deployed on the battlefield.
These 1 or 2 additional ordered units may be in any section of the battlefield.

1 EMPTY FORT STRATEGY

Play in reaction to opponent's unit gaining ground.

Target: 1 enemy unit.

Target unit may not gain ground or do a bonus close combat.
In addition, opponent must lose 2 Tokens.

1 FIRE ARROWS

Play alongside your Command card.

Target: all ordered bow units.

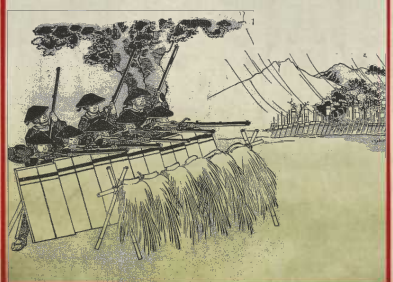
Target units roll 1 additional die in ranged combat for the entire turn.

1 FIRE BY RANK

Play alongside your Command card.

Target: all ordered arquebus units.

Target units roll 1 additional die in ranged combat. All swords rolled are rerolled one time for additional hit and/or flag results.



1 FLYING COLUMN

Play during your movement.

Target: 1 ordered cavalry unit.

Target unit may move 2 additional hexes more than its normal movement and may still battle.

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1

HASTY ADVANCE

Play during your movement.

Target: 1 ordered unit.

Target unit may move 1 additional hex more than its normal movement and still battle. Target may move through units (friend or foe) and terrain as long as the terrain is not impassible.

1

ICHIBAN YARI

Play before your close combat roll.

Target: 1 ordered unit with leader.

Target will receive 2 Tokens for each enemy block eliminated in addition to each Token collected normally.

2

INFANTRY ASSAULT

Play alongside your Command card.

Target: all ordered infantry units.

Target units may move 1 additional hex more than their normal ordered movement and still battle.

3

INTIMIDATION

Play alongside your Command card.

Target: opponent units.

Before ordering units, roll 3 dice or roll 4 dice when your command tent is deployed on the battlefield.
For each unit symbol rolled (● ▼ ■) your opponent must retreat one unit, of his choice, with this symbol.
Flags, swords and token symbols rolled have no effects.
Tokens are lost when these units retreat.

3

MISCOMMUNICATION

Play after your opponent's Combat card is played.

Target: your opponent.

The number of units ordered by your opponent this turn is reduced to 1.

1

MOMENTUM

Play after successful close combat.

Target: 1 ordered unit.

After a successful close combat, in which the enemy unit is either eliminated or retreats from its hex, the target unit may gain ground and make a bonus close combat (Leader not required for infantry).
If the target unit has already made a bonus close combat, it may gain ground a second time and make a second bonus close combat.

3

PANIC

Play alongside your Command card.

Target: all enemy units.

Target units may not ignore flags rolled against them in combat this turn.

2

PARANOIA

Play in reaction to your opponent's leader movement.

Target: 1 ordered enemy leader.

Targeted leader's movement is cancelled and leader is placed back in its starting hex.
If targeted leader is with a unit, that unit is also returned to the starting hex and may not battle this turn.

1

PERSONAL CHALLENGE

Play before a close combat when both units have a leader.

Target: both leaders.

Prior to the close combat, players roll dice equal to Command cards held, including card just played. Player that played the Event card adds 2 dice. Player with the most tokens adds 1 die. Player's leader with greater status (status level: commander, mounted, foot) adds 1 die. The most swords rolled eliminates enemy leader. No victory banner is gained, but 1 Command card is lost, selected at random. Tokens are also collected on the roll. If tied, no leader is eliminated.

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1

PHYSICIAN

Play alongside your Command card.

Target: 1 weakened unit.

Before ordering units, target recovers 1 block or all lost blocks when command tent is in the same section of the battlefield.

1

REVENGE

Play before your battling back close combat roll.

Target: 1 unit that is battling back in a close combat.

Target unit will battle back with the same number of dice that the opponent's unit just rolled against the target unit.

1

RIVER DIVERSION

Play alongside your Command card.

Target: all enemy units on or next to a terrain hex with water.

Before ordering units, roll one die against each targeted unit. A symbol rolled will score one hit on the unit. Flags, Swords, Tokens and other unit symbols rolled have no effect.

2

SHARPSHOOTER

Play alongside your Command card.

Target: 1 enemy Leader.

Before ordering units, roll 1 die against target. A sword symbol rolled will eliminate the leader block. If leader is eliminated, your opponent will not have to lose a Command card.

3

STAUNCH DEFENSE

Play after your opponent's Command card is played.

Target: all your units.

Target units may ignore all flags rolled against them in combat for the entire turn.

2

STRIKE FEAR

Play before your combat roll.

Target: 1 unit.

Each flag rolled on the enmy target unit in this close combat will count as 2 flags rolled.

2

TACTICAL MIMICRY

Play alongside your Command card.

Target: discarded Event card.

Before ordering units, select 1 Event card that has been discarded. The card may also be played this turn by spending its token cost or taken into your hand and held for later.

1

TACTICAL WISDOM

Play alongside your Command card.

Target: your Command card.

Before ordering units, change the section as listed on the Command card you just played to a section of your choice.

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1

TACTICAL WISDOM

Play alongside your Command card.

Target: your Command card.

Before ordering units, change the section as listed on the Command card you just played to a section of your choice.

1

TOUSEI GUSOKU

Play after one opponent's unit's ranged combat roll(s).

Target: 1 unit being targeted.

Unit ignores all hits from ranged combat. When targeted twice by the same unit on a "Hold and Shoot" Command card, play card after second ranged attack. The targeted unit will ignore all hits from both attacks.

4

TURNCOAT

Play alongside your Command card.

Target: 1 enemy unit without a leader.

Before you order units, you and opponent each roll 3 dice. Add 1 die for the player with the most Victory banners. Add 2 dice for the player with the most Tokens. The player that rolls the most Token symbols decide if the unit defects. If tied, unit does not defect. If unit defects to other side, replace the unit with an opposition unit.

3

WISE ADVISOR

Play at the end of your turn.

Target: you.

After discarding the Command card you just played this turn, instead of drawing a new Command card, search through the Command card discard pile and take one card and add it to your hand. You may search the pile prior to playing this card.

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