BATTLE OF SOULS
PRINT AND PLAY SHEET
Battle of Souls

Battle of Souls is a card game where you an immortal being commanding an army to fight and steal the souls of your enemy. Your goal is to become the King of the realm.

Objective

Players will build their decks and battle. The objective is to be the first player to achieve 16000 soul points (life points). This is done by dealing effect and/or battle damage to the opposing player.

Components

This box contains 209 cards which includes every card in the Samurai & Viking sets, and the rule sheet.

Setup

Each player looks through the cards included in the box and selects a minimum of 40 cards to become their playing deck. There can be no more than 4 copies of each card in a deck with the exception of the Legendary warrior. (There can be only 3 total legendary warriors in a deck). Maximum side deck size is 15 cards. In this box, there are enough cards for two decks and two 11 card side decks.

After the decks have been made, each player shuffles their main decks and hands to opposing player to cut. Then each player draws 5 cards as their starting hand.

If a player starting hand contains less than two warrior cards (black cards), this is called a mulligan. In the event of a mulligan, either player can shuffle their hand back into their deck and draw another 5 cards. A mulligan can be called only twice per player.

NOTE: If a player takes another players mulligan to shuffle their own hand and get a new hand, it still counts as one of their two mulligan shuffles.

Once players are happy with their hands, a dice is rolled to determine who goes first. Then the player that goes first draws their first card. After the first turn is over, play continues clockwise.

Each turn is played in the following phase order.

**Draw Phase, Ready Phase, Main Phase I, Battle Phase, Main Phase II, End Phase**

During draw phase player draws one card from their deck. (Max cards in hand is 7 cards)

During ready phase player switches all rest position fighters to attack position and can play any other ready phase effects.

During main phase I & II, player can deploy fighter cards (max fighters on player field is 5, one deployed per turn unless a special deployment) and play any face up equipment cards or place any equipment or tactics cards face down. (cards placed face down this turn cannot be activated during the same turn. (Max equipment and tactic cards on a player’s field is 6)

During battle phase player can select a fighter to attack with. If the opposing player has no fighters in play then the attack becomes a direct attack. If there is a fighter in player, then the attacking player chooses which fighter they want to attack. Each fighter on the player field can make one attack per turn unless an effect gives access to a second attack during that turn.

SEE COMBAT FOR FURTHER DETAILS

During end phase if the player has more than 7 cards in their hand, they must choose and discard cards until they have 7 cards in hand.

Starting The Game

First player draws a card from their main deck. Goes to Main Phase I, can deploy a warrior class fighter, can play any number of tactic cards face down on the field (up to six total), can activate any number of equipment cards or place continuous equipment cards face up or any equipment card face down (up to 6 total).

On the very first turn, the player skips battle phase and goes to end phase.

(NOTE: The player that takes the first turn is
Unable to conduct a battle phase during their first turn.

**Combat**

When a player declares an attack, they must first target one of the fighters the opposing player controls. If there are no fighters on the opposing player's field then the attack becomes a direct attack to the player’s soul points.

If there is a fighter on the opposing player’s field then battle commences as follows:

If the defending fighter is in attack position (vertical position) then combat damage is done ATK vs ATK. Whichever is highest, that fighter remains on the field, the losing fighters’ controller loses the difference from their soul points. *(EX: Player A attacks with a 1300 ATK fighter to player B’s 1000 ATK fighter. Player B’s fighter dies, and player B loses 300 SP (Soul points), player A gains 300 SP.)*

If the defending fighter is in rest position (horizontal position) then combat damage is done ATK vs RST.

If a rest position fighter is destroyed by combat the controlling player does not lose any SP.

After a fighter has made their attack, if they are still alive after the battle, they are switched to rest position until the ready phase of the player’s next turn.

If a fighter kills another fighter by combat, that fighter gains a kill counter.

**SEE RANKING FOR MORE DETAILS**

During an attack, any face down tactic cards can be activated in response to an attack or chained with the activation of an effect.

**Winning And Losing The Game**

The game is over if a player has 16000 Soul Points

**Ranking**

Fighter cards are deployed using these conditions for normal deployment.

**Warrior class:** They require no pre-requisites and can be deployed once each turn. (additional deployments available by special deployment effects)

**Elite Warrior class:** When a Warrior class has gained three (3) kill counters that warrior can be tribute along with the kill counters for an Elite Warrior from the players hand.

**Warlord class:** When an Elite Warrior class has gained five (5) kill counters, that warrior can be tribute along with the kill counters for a Warlord class from the players hand.

**Legendary Warrior class:** When a Warlord class has gained seven (7) kill counters, and the player also controls a Warrior and Elite warrior then all three fighter types along with the 7 kill counters are tribute for a Legendary Warrior from the players hand.

*(NOTE: A player can only control one Legendary Warrior at a time)*

*(NOTE: Kill counters cannot be moved to other fighters unless by a card effect)*

**Alternate Rules**

If you like the basic game, you can spice up the game by adding these advanced rules. While each box contains enough cards for five players to play; it is possible to play the game with up to 10 or more people in a team or battle royal format, by purchasing additional box sets.

**Credits**

The following people made this game possible.

**Game Concept:** William Brevard & Kevin Loza
**Artwork:** Alicia Roberts & Sophie Southwick
**Play Testers:** Rafeal Luna & Carlos Bravo

**Find Out More**

www.nolimitgamez.com
www.soulsbattle.com
WARRIORS
INOU HANBEI
ATK: 1300
RST: 1200

KENSIN JABUNKI
ATK: 1400
RST: 1400

SAITOU MICHIO
ATK: 1300
RST: 1200

NAKAMURA MIYAKO
ATK: 1200
RST: 1400

KUMIKO
ATK: 1100
RST: 1300

KOJIMA KYOUSUKE
ATK: 1500
RST: 1400

NAKAJIMA KIYOMORI
Once per turn when your opponent activates an equipment or tactic card, you can pay 2000 SP to negate the activation and destroy the card. When this effect is activated Nakajima gets +100 ATK

ATK: 1200
RST: 1400

HANSUKE
When Hanske is normal deployed and you have two warrior class fighters that have 2 kill counters on them; you can add 1 kill counter to each of them.

ATK: 1200
RST: 1500

KOKI
When Koki battles against a warlord or legendary warrior, it gets +1000 ATK. If Koki battles against an elite warrior it gets +300 ATK

ATK: 1500
RST: 1000
**Oktell Palson**

When Oktell is normally deployed to the field, you can special deploy a second warrior class from your hand to the field.

**Stats:**
- ATK: 1400
- RST: 1200

**Klaengr**

When Klaengr is destroyed by battle, you can search your library for any warrior class and put in your hand.

**Stats:**
- ATK: 1000
- RST: 1000

**Magnus**

As long as Magnus is on the field, all other warrior classes on your field are treated as elite warriors.

**Stats:**
- ATK: 1200
- RST: 1500

**Asmundr**

When Asmundr is normally deployed to the field, you can search for an equipment card from your deck and add to your hand.

**Stats:**
- ATK: 1300
- RST: 1500

**Matilda**

You can discard Matilda from your hand to search for a battlefield card from your deck and add to your hand.

**Stats:**
- ATK: 0
- RST: 0

**Eindridi Asgeir**

When Eindridi is normally deployed to the field, you can search your deck for the same named warrior and special deploy it to the field.

**Stats:**
- ATK: 1500
- RST: 1100

**Fenrisulfr (The Demon Wolf)**

- If Tyr is on the field when Fenrisulfr is normally deployed or special deployed, Fenrisulfr gains +200 RST and +100 ATK.
- Fenrisulfr kills another fighter in battle it gains +50 ATK for each kill token on it (Max 3).

**Stats:**
- ATK: 1500
- RST: 1200

**Vidar (The Vengeful God)**

When Vidar is normally deployed to the field, you can special deploy up to two Viking warrior class fighters that were destroyed by battle during this turn to your side of the field. If Vidar is destroyed by battle or card effect and sent to your discard pile, you may deal damage to your opponents' SP equal to half of the ATK of two fighters that were special deployed to your field by Vidar's effect.

**Stats:**
- ATK: 1300
- RST: 1000

**Issun-boshi (The Little Samurai)**

When Issun-boshi is attacked by a fighter that has a higher ATK, then double the original ATK of Issun-boshi until the end of turn. If Issun-boshi is attacked by a legendary warrior the legendary warrior gets -500 ATK until the end of the turn.

**Stats:**
- ATK: 1400
- RST: 1500
HIROIHI

If your warlord or legendary warrior is targeted for attack, you may redirect the attack to Hiroshi.

ATK: 1100
RST: 1400

ASAKURA KAGETOSHI

If this card is destroyed and sent to your discard pile by a tactic card effect, you can search your deck for a warrior card and special deploy it to the field. If another fighter on your side of the field is targeted by a tactic card, you can redirect it to this card instead.

ATK: 1400
RST: 1200

DOMON

When one of your fighters is attacked, you can redirect the attack to this card.

ATK: 1000
RST: 1500

BORGHID

ATK: 1500
RST: 1200

FRODE

ATK: 1200
RST: 1400

OLAF

ATK: 1400
RST: 1200

PALSSON

ATK: 1500
RST: 1300

RURIK

ATK: 1100
RST: 1400

MORD VEGESTRSON

ATK: 1000
RST: 1400
ELITE
WARRIORS
**Gunner Hamundarson**

When Gunnar destroys an opponent’s fighter, place 1 mercenary counter on Gunnar. (Max 3). Gunnar gains +100 ATK for each counter.

**Astrid**

Astrid gains +100 ATK for each Viking fighter in your discard pile.

**Dir Odinson**

When Dir Odinson is normally deployed to the field, deal 100 damage to your opponent’s BP times the number of Viking fighters in your discard pile.

**Raudr Uggason**

When Raudr Uggason is destroyed by battle, you can deploy another warrior class or elite warrior class to the field from your discard pile.

**Vandill**

Vandill can attack twice each turn.

**Gudrún The Maiden**

While Gudrún is on the field, you can sacrifice up to three warrior class cards that you control to give her +200 ATK (600 MAX) for each warrior sacrificed. If the warrior sacrificed is not a Viking warrior, Gudrún gains +100 ATK instead.

**Tyr**

When Tyr is normally deployed to the field, you can search your deck for Finnisslfr and special deploy it to the field. As long as Finnisslfr is on the field, Tyr can not be destroyed by battle.
**MAMORU**

If this card is used as a tribute, it goes back into your hand.

ATK: 1600  RST: 1800

**TORA**

Instead of attacking, Tora may destroy one tactic or equipment card on the field.

ATK: 1700  RST: 1500

**IVER**

When Iver is normal deployed, you may search for a warrior class fighter from your deck and special deploy it to your side of the field.

ATK: 1800  RST: 1500

**ONUND**

If Oktell Palson is deployed to the field and you have Onund in your hand, you can choose Onund as the special deployment target from Oktell's effect.

ATK: 1600  RST: 1500

**HAFR**

When Haf is targeted for attack by any fighter, the attacking fighter gets -200 ATK until the end of the turn.

ATK: 2000  RST: 1800

**STEN**

Sten gets +100 RST for each viking warrior on the field.

ATK: 1900  RST: 1500

**LEIF**

When Leif is normal deployed, you may search your deck for Aric the Bloodyaxe. During your 3rd ready phase after Leif is deployed to the field, if there are at least 3 kill counters on Leif and 2 kill counters on any other fighters you control you can normal deploy Aric from your hand by tributing Leif and removing all 5 counters.

ATK: 1700  RST: 1100

**YNGVARR**

When Yngvarr destroys another fighter in combat, it can attack one more time this turn.

ATK: 1700  RST: 1500
KAMI ICHIHARA

When Kami is on your side of the field you may choose a tactic card from your deck and place face down on the field during your end phase.

ATK: 1800  RST: 1500

KATOU JUNICHIRO

During your battle phase, if Katou destroys another fighter by battle you can pay 1000SP to special deploy a warrior or elite warrior from your discard pile.

ATK: 1700  RST: 1500

CHIBA MAKOTO

When Chiba is normal deployed you may search for a battlefield in your library or graveyard and put it into play. As long as you control a battlefield Chiba gets +200 ATK/RST.

ATK: 1900  RST: 1600

TERU

As long as Teru is on your side of the field, you may reduce all damage that any of your warrior or elite warriors are dealt from combat by 100.

ATK: 2000  RST: 1600

NAKAMURA TAIKI

Once per turn if Nakamura is targeted for attack while in rest position, you may switch him to attack position.

ATK: 1900  RST: 1700

KONISHI MATABEI

If Konishi battles another fighter and wins it gains 2 kill counters instead of 1. If Konishi is destroyed by battle while it has at least 2 kill counters you can transfer those kill counters to another warrior or elite warrior on your side of the field.

ATK: 1600  RST: 1800

KORHI NAOMASA

Korhi gets +100 RST for each elite warrior on your side of the field.

ATK: 2100  RST: 1400

YOSHIKATA YAMURU

You can discard this card to add a battlefield card from your deck to your hand.

ATK: 1800  RST: 1600

UKON

When this card is deployed you can draw a card. If Ukon does damage to your opponents’ SP you may draw a card.

ATK: 1800  RST: 1700
WARLORD
If your opponent controls a warlord fighter this card gets +500 ATK. If your opponent controls a legendary warrior this card gets +500 RST. When you declare an attack against a warrior or elite warrior that is in RST position, you can switch that fighter to ATK position. Double all SP damage done to either player when this card battles another fighter.

ATK: 2500  RST: 1800

When Aric is normal deployed to the field change your opponents’ elite warriors and warlords to rest position. If Aric destroys a rest position fighter deal the difference to your opponent’s SP.

ATK: 2200  RST: 2000

When Jarl is normal deployed to the field, you can special deploy a warrior class from your hand or discard pile. If Jarl is destroyed by battle or card effect and sent to your discard pile, special deploy one elite warrior from your discard pile to your field.

ATK: 2300  RST: 1800

When this warlord is normal deployed, choose one legendary warrior on your opponents’ side of the field and change it to rest position until the end of turn. As long as Orvar is on the field that legendary warrior cannot change position.

ATK: 2100  RST: 1900
When Loki is normal deployed, you can search your deck or discard pile for Loki's Gahme and add it to your hand. As long as Loki is on the field, your equipment and tactic cards can be negated or destroyed by other cards. When Loki deals damage to a player, SP you can select one equipment/tactic card on the opponents' side of the field and take control of it.

atk: 2300
rst: 2200

When Takeda was normal deployed he gets the following effect. When Takeda is targeted for attack or card effect return him to your hand and you can special deploy an elite warrior from your deck in rest position. During your main phase you can special deploy Takeda from your hand. When he is special deployed Takeda can get all of the following effects:
1. He gets +500 ATK/RST 2. He can attack your opponents directly for half his original ATK. 3. Takeda can attack twice per turn.

atk: 2100
rst: 1900

When Takeni is normal deployed search your library for a legendary warrior and add it to your hand. During your second turn after Takeni was deployed, if there are a total of 7 or more kill counters on the entire field and Takeni has at least one kill counter, you can deploy a legendary warrior from your hand using kill counters from any fighter on either side of the field. When you deploy the legendary warrior using this effect you can deploy only with Takeni.

atk: 2200
rst: 1800

When Inaba is normal deployed to the field, you can search your library for one equipment card and one stalwart card from your library, adding them to your hand. Any player can play additional battle cards. If a player destroys a battle card, deal damage to their SP equal to half of Inaba's original ATK value.

atk: 2600
rst: 2000

When this card is normal deployed you may look at the top 3 cards of your deck and return them to the top of your deck in any order. Whenever Manabu destroys an opponents fighter you may draw 1 card from your deck. If that card is a warrior or elite warrior, you can special deploy it in RST position.

atk: 2200
rst: 1900

When Nozomi wins a battle it gets one strike counter (max 3). Each counter may be used as a tribute in place of the fighter card needed for the tribute of a legendary warrior. If Nozomi has 3 counters on her, you may remove the counters and send Nozomi to the discard pile in order to special deploy a legendary warrior from your deck.

atk: 2400
rst: 1800

When this card is normal deployed take a random card from your opponents hand. If it is a fighter you can special deploy it on your side of the field without tribute. When it is special deployed it is treated as a samurai card. If you control a samurai battle card then you can take an additional card at random from your opponents hand.

atk: 2500
rst: 2000

When Viggo is normal deployed, you may special deploy up to three warrior rank fighters from your hand or discard pile to the field. As long as you control Viggo on your side of the field all of your warrior ranked fighters can attack twice during the battle phase.

atk: 2300
rst: 1800

During your battle phase, Ylva gains 1 additional attack for each warrior class fighter you control on the field.

atk: 2600
rst: 2000
LEGENDARY
WARRIOR
HACHIMAN
THE GOD OF WARRIORS

EX-022

If you control Kusanagi-no-Tsurugi, Yata no Kagami, & you have Yasakuni no Magatama in your graveyard; you can special deploy Hachiman from your hand by removing Kusanagi-no-Tsurugi, Yata no Kagami, & Yasakuni no Magatama from the game. This deployment is treated as a normal deploy. When Hachiman is deployed your warrior and elite warriors get +100 ATK. If you control any Samurai warrior or Samurai elite warriors they get +300 ATK. When Hachiman deals damage to your opponent’s SP you can special deploy a warrior class from your graveyard.

ATK: 2900
RST: 2300

AKIO TADAKATSU
LEGENDARY WARRIOR

SA-016

When Akio is normal deployed remove all counters from every fighter on field. Akio gets +100 ATK/RST for each counter removed. If more than 10 counters were removed by his effect, he can attack your opponent’s SP directly. When Akio declares an attack, no other fighter can attack this turn.

ATK: 3100
RST: 2500

YUUKO
ZERO SAMURAI

SA-032

When this card is normal deployed destroy every card on the field, you can pay 4000 SP to make the cards on your side of the field unaffected by this effect. For every warrior card (any class) destroyed by this effect, Yuuko gets +500 ATK/RST. Yuuko cannot attack the same turn that he is deployed to the field.

ATK: 3100
RST: 2600

HALDOR
LEGENDARY WARRIOR

VI-016

When Haldor is normal deployed you may discard up to 2 elite warriors from your hand. Haldor gets an additional attack for each elite warrior that was discarded.

ATK: 3100
RST: 2600

HIROMENN
LEGENDARY WARRIOR

VI-032

When you normal deploy Hiromenn to the field, you can switch up to 2 of your warrior class fighters to rest position. If this effect is activated Hiromenn gains ATK equal to the combined ATK of those two warriors until the end of turn. When Hiromenn declares an attack it gains +100 ATK for each viking warrior you control in RST position.

ATK: 2800
RST: 2600
BATTLEFIELD
HELI: THE WORLD OF DEATH
BATTLEFIELD

EX-012
Art by: Alicia Roberts

Whenever a Viking fighter on any side of the field is killed by battle, the owner of this card can special deploy that fighter to his/her side and place 2 death counters on it. During his/her ready phase remove a death counter from the fighter. If a death counter cannot be removed, destroy the fighter. If Hel is removed from the field then destroy any Viking fighters that were special deployed this way.

JOTUNHEIM: LAND OF GIANTS
BATTLEFIELD

EX-018
Art by: Alicia Roberts

All Viking warrior and elite warriors can attack twice per turn. All warrior phase fighters get +100 ATK for each kill counter they have.

YOMI: THE LAND OF THE DAMNED
BATTLEFIELD

EX-023
Art by: Alicia Roberts

Whenever a warrior or elite warrior on your or your opponent's field is destroyed by battle, card effect and sent to the discard pile you can place that card on top of Yomi instead of sending it to the discard pile (Max 3). During your ready phase, you can pay 1500 SP to special deploy one fighter on top of Yomi to your side of the field. If that fighter is removed from the field for any reason it is removed from the game instead.

TAKAMA-GA-HARA: THE LAND OF THE GODS
BATTLEFIELD

EX-021
Art by: Alicia Roberts

At Samurai fighters get +200 ATK/RST, all other fighters get +100 ATK/RST.

SHIKOKU ISLAND
BATTLEFIELD

SA-015
Art by: Alicia Roberts

As long as this card is on the field your samurai warriors are unaffected by your opponent's tactics cards.

KYUSHU ISLAND
BATTLEFIELD

SA-016
Art by: Alicia Roberts

When a samurai fighter is destroyed by battle, destroy the attacking fighter.

BUSHIDO KEGON FALLS
BATTLEFIELD

SA-017
Art by: Alicia Roberts

When a samurai fighter is sent to the discard pile by battle or card effect, you can special deploy another samurai with equal or less attack from your hand.

HIGH SEAS
BATTLEFIELD

VI-015
Art by: Alicia Roberts

All Viking warrior class get +100 ATK/RST. During your end phase you can special deploy a warrior class Viking from your hand to the field.

COASTAL ASSAULT
BATTLEFIELD

VI-016
Art by: Alicia Roberts

All attacking Viking warrior and elite warriors get +200 ATK.
When a Viking elite warrior or warlord is normal deployed, its controller can destroy one face down equipment or tactics card on the field.
EQUIPMENT
Bokken
You may retrieve an equipment card from your discard pile and add it to your hand.

Bushido
All samurai warriors on your side of the field get +200 ATK until end of turn.
(This is not taken from your opponents' SP)

Onigiri
Increase your soul points by 300SP.

Fjorsvafi
The Soul Stealer
(Continuous effect)∞
As long as Fjorsvafi is on your side of the field, double all damage done to your opponents' SP.

Valkyrie Shield
(Continuous effect)∞
As long as Valkyrie Shield is on the field, you may sacrifice it in place of a warlord or legendary warrior that would be destroyed by battle during your opponents' turn.

Orveigarnautr Shield
Increase the RST of all warrior and elite warriors on your side of the field by 1000 until your 2nd ready phase after activating this card.

Loki's Game
Destroy all equipment, battlefield, and tactic cards on the field.

Sterna Axe
Target Viking warrior or elite warrior can attack twice this turn.

Grasioa Spear
Reduce a target fighter's ATK by 500 until the end of the turn.
**Kusazagi-No-Tsurugi**

(Continuous Effect) When Kusazagi-No-Tsurugi is first activated, destroy a battlefield and deal 200 damage to your opponents' SP. As long as Kusazagi-No-Tsurugi is on your side of the field, fighters you control get +200 ATK during your battle phase and -200 RST during your opponents' battle phase.

**Yata No Kagami**

(Continuous Effect) As long as Yata No Kagami is on your side of the field negate all effects that increase the ATK or RST of your opponents' fighters during your battle phase. You may pay 1000SP during your opponents' battle phase to use this effect during that turn.

When you activate Yasakani No Magatama you may choose to search for a legendary warrior from your deck and add to your hand. If you control a face up equipment card your warrior and elite warrior cards in play gain +500 ATK until the end of the turn. But they cannot switch to Attack position until your 2nd ready phase after the turn this card was activated.

**Tonbokiri**

(Continuous Effect) If Target fighter attacks a fighter that is in rest position with an ATK that is higher then the rest position fighters’ RST amount deal the difference in damage to your opponent’s SP.

**Amenonuhoko**

When Amenonuhoko is activated you may search your deck or discard pile for a battlefield and put it into play. This card is then shuffled back into your deck instead of being sent to the discard pile.

When you declare an attack you may change one of your opponents’ warriors into rest position.

**Tenegashima**

All of your opponents fighters’ ATK is cut in half until the end of the turn.

**Jitte**

The target fighter may attack SP directly this turn.

**Kabura-Ya**

Your opponent skips their next battle phase.
Increase your soul points by 300SP.
(This amount is not taken from your opponent's SP)
TACTICS
HIDDEN ATTACKS
Target Viking warrior or elite warrior gets +250 ATK.

RE-EQUIP
Place an equipment card from your deck face up on your side of the field.

RE-SUPPLY
Place a tactic card from your deck on your field face down.

DOUBLE-DUTY
Double all damage dealt by target fighter until end of turn.

FESTA
When your opponent attacks you directly you can activate this card. When this card is activated, search your deck or discard pile for a warrior class fighter and normal deploy it to the field. (If it has a deployment effect, you may activate it at this time.)
SEPPUKU
When an opponents’ fighter attacks one of your fighters, activate this card. When this card is activated you take no damage from the attacking fighter. At the end of the battle phase destroy both your attacked fighter and the attacking fighter.

MOUNTED DEFENSE
Target fighter gets +500 RST until end of turn.

FLANK ATTACK
When an opponents’ elite warrior or warlord attacks one of your fighters you can target a fighter of the same class as yours on either side of the field. Your fighter gains the ATK of the fighter you selected with this effect until the end of turn.

HOEN
When your opponent declares an attack you can activate this card. All of your opponents’ attacking fighters get −500 ATK until end of turn.

SUKI NO SEKI
(Continuous Effect)
When one of your warriors of elite warriors is destroyed by battle you can deploy a same class fighter from your hand to the field without tribute.

KANABO
Negate the activation of an equipment, tactic, or battlefield card and destroy it.

PUROMOSHON
Choose a target warrior class on your side of the field that has at least 1 kill counter and increase its kill counter count to 3.

REDIRECTION
All battle damage that you would receive from a single attack is done to target opponent instead.

BYRNIES
Target fighter gets +500 RST.
BACK OF CARDS
SUGGESTED DECK BUILDS
### SUGGESTED DECK BUILDS
#### COMBO DECK: BATTLE MASTER

**EQUIPMENT:**
- 1 Tsukikiri
- 1 Amemomihoko
- 1 Teneuashima

**TACTICS:**
- 2 Seppuku
- 2 Mounted Defense
- 1 Shiki No Seki
- 2 Kanaabo
- 1 Redirect

**BATTLEFIELD:**
- 1 Takama-Ga-Hara
- 1 Boshido

**WARLORD:**
- 1 Takaji
- 1 Inaba

**LEGENDARY:**
- 1 Yorick

**WARLORD:**
- 1 Nakajima

**TOTAL:** 41 CARDS

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### SUGGESTED DECK BUILDS
#### COMBO DECK: FIELD COMMANDER

**EQUIPMENT:**
- 1 Amemomihoko
- 1 Fjiroshido
- 2 Bakken
- 1 Yata No Kagami
- 1 Kabura-Ya
- 1 Kinsunagi-No-Tsurugi
- 1 Loki’s Gane

**LEGENDARY:**
- 1 Yorick

**TACTICS:**
- 1 Re-Supply
- 1 Re-Equip
- 1 Kanaabo
- 1 Seppuku
- 1 Shiki No Seki
- 1 Mounted Defense
- 1 Byrnes
- 1 Hoen

**BATTLEFIELD:**
- 1 Yomi
- 1 Jotunheim

**WARLORD:**
- 1 Monabu
- 1 Nakajima

**TOTAL:** 41 CARDS