



VILLAGE HIDDEN IN THE LEAF

AT START: Starting spice: 12 · Place 6 forces on the polar sink.

REVIVAL: 1 free revival

ADVANTAGES

SHINOBI ELITE (VULNERABLE TO KARAMA)*: Each of your Leaders comes with a prefilled Weapon/Defense slot. If you leave a Weapon/Defense slot empty in battle, your leader will provide the Weapon/Defense on their disk.

<> Sakura: Projectile Defense

<> Shino: Poison Weapon

<> Shikamaru: Poison Defense

<> Sasuke: Projectile Weapon

<> Kakashi: Special - You may copy any weapons or defenses your opponent played

SUBSTITUTION JUTSU*: Once per Battle, after battle plans are revealed, you may discard any Treachery Card played in the battle to swap which Leader is on your Battle Plan. You may only swap in Leaders who are in your reserves or who are present on this territory. You may swap in/out a Cheap Hero card.

NINJA WAY*: After winning a battle, you may chose whether or not Worthless Cards and Cheap Heroes are discarded.

HIDDEN VILLAGE (OPTIONAL/ADVANCED)*: At Start draw 3 Stronghold Cards, then pick one to be the location of your hidden village. Place it facedown in front of your shield wall, you may reveal it at any time.

If your Hidden Village is revealed, you are considered to control that territory so long as no other player is present on it. Once per turn, during any phase, you may tap your Stronghold card to immediately initiate a battle there with you as the aggressor.

ALLIANCE

During battle, after battle plans are revealed, you may allow your Ally to discard a played Treachery Card to swap one of your Leaders for one of their own.

FACTION SPECIAL KARAMA

Search the Treachery Deck discard pile for one battle card, then reveal it and add it to your hand.

KARAMA EFFECTS

SHINOBI ELITE (VULNERABLE TO KARAMA): Your Leader does not get to bring their Weapon/Defense into play for this battle.

SUBSTITUTION JUTSU : You cannot swap your Leader in this battle.

NINJA WAY: You must discard your Worthless Cards and Cheap Heroes after this battle.

HIDDEN VILLAGE (OPTIONAL/ADVANCED): You cannot tap your Stronghold card to initiate a battle this phase.

TROOPS



TROOP ×20
Troop

LEADERS

