

DYNASTY INVASION RULES

SEASON CARDS SET



The Dynasty Invasion expansion contains the brand new Ship Season cards Set. This Set can be used in any game by adding it to the Core Season cards, as explained on page 9 of the *Rising Sun* rulebook.

DYNASTY CLANS

This expansion contains 2 brand new Clans for players to use: the Sun and Moon Clans. This allows you to play *Rising Sun* with up to 6 players at the same time. No special adjustments are needed to play with 6 players, just follow the core rules.

While all Clans are unique, the Dynasty Clans contained in this expansion have a particularity that sets them apart. Sailing across the ocean from another land, they forego the allegiance of Japanese Monsters, relying on their own Seven Lucky Gods instead.

LUCKY GODS

If at least one of the Dynasty Clans is in play (and only if they are in play), take the 7 Lucky God cards to use. When setting up the Season cards for each Season, besides all the normal cards, also place all the Lucky God cards corresponding to that Season (3 for Spring, 2 for Summer, and 2 for Autumn).

The Lucky Gods are Monster Season cards that work just like any normal Monster card, with one exception: only the Dynasty Clans (Sun and Moon) may acquire these cards. On the other hand, the Dynasty Clans cannot acquire any of the normal Monster cards.

Each Lucky God is a Monster with its own special ability described on its card, bringing unique strategies to the Dynasty Clan who possesses it.



MOON CLAN



Brutality - The Moon Clan is a shady adversary, imbued with a powerful and mysterious force that makes them much stronger than any other Clan.

All figures belonging to the Moon Clan count as 2 Force, at the very least. If they acquire an Enhancement that adds more Force to a given figure, it adds on top of the base 2 Force. Likewise, if they acquire a Monster (Lucky God) with Force higher than 2, then that number overrides the Moon ability.

EXAMPLE: *If they have the Path of the Lion Enhancement (Your Daimyo has +1 Force), the Moon Daimyo counts as 3 Force.*

If they have the Bishamon Lucky God, he still counts as 4 Force when there's an opposing Monster.

However, unlike other Clans, the Moon Clan is limited in the number of figures they can have in any given place. There may never be more than 2 Moon Clan figures in a single Province. They also cannot have more than 2 figures distributed among all 4 of the Shrine tiles.

SUN CLAN



Enlightenment – Basking in the warm glow of Honor, the Sun Clan defies any opponent to challenge them in a contest of Honor, draining those who prove unworthy.

Whenever the Sun Clan wins a dispute that is tied and needs to be decided by comparing Honor, they gain 1 Coin and 1 VP, while the tied opponent loses 1 Coin and 1 VP (if they have any). This may happen when they win by Honor the following situations:

- Tied in Force in a Province during a Harvest Mandate.
- Tied in Force in a Shrine during a Kami Turn.
- Tied in Force in a Province during War.
- Tied in Coins for a War Advantage during a Battle.
- Tied in VPs at the end of the game.
- When playing with the *Kami Unbound* expansion, the Sun ability may take place when they steal control of a Kami card, but not each time they prevent that control from being stolen by another player.