



As Honor Demands

In every part of the Emerald Empire, noble samurai are pushed closer to destruction by the rapidly changing fortunes of the Great Clans. Though the natural order has been disturbed, there are still clans and samurai who choose to hold fast to their ideals—but will those ideals ultimately lead them safely through the storm or condemn them to devastation?

As with the other Dynasty Packs of the Dominion cycle for Legend of the Five Rings: The Card Game, As Honor Demands puts the focus squarely on your provinces, with the new eminent and rally keywords and an assortment of dynasty events that are played from your provinces. Beyond these themes shared across the entire cycle, this pack in particular offers a host of ways for players to increase their honor, unlocking new paths to victory for the Great Clans.

KEY SELLING POINTS

- The fifth Dynasty Pack in the Dominion cycle for Legend of the Five Rings: The Card Game.
- A new stronghold for the Crane Clan gives you the chance to rush for an honorable victory.
- Offers plenty of options to put your provinces front and center, including dynasty events and the rally keyword.
- New options for each of the seven Great Clans expand every players' deckbuilding opportunities.

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60 cards

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