



**Combination**  
General Katana



**EVENT**  
Play an additional attack this turn. If you make more than one attack this turn, this attack may be Hidden.

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**Dodge**  
General Katana



**DODGE**  
YOU NIMBLY AVOID YOUR OPPONENT. YOU lose your next attack this turn.

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**Do It Yourself**  
General Katana



**EVENT**  
Use this card on your turn after your opponent plays an Event that will do damage to you. You take no damage from that Event; your opponent takes the damage from that Event instead.

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**Extra Shot**  
General Katana



**EVENT**  
Play an additional attack this turn. If you make more than one attack this turn, your opponent cannot play a new defense for this attack unless that defense is from an Exertion.

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**Intimidate**  
General Katana



**EVENT**  
Your opponent may not play an attack next turn unless that attack comes from an Exertion.

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**Master's Block**  
General Katana



**BLOCK**  
After playing this block you may still attack normally to any area.

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**Power Blow**  
General Katana



**EVENT**  
Play this card in conjunction with an attack. You do not need to make an Exertion to make this attack a Power Blow.

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**Run-Away Train**  
General Katana



**EVENT**  
Remove all Pedestrians and Bystanders from play. Your opponent must also discard all Pedestrians and Bystanders from his hand.

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**Taunt**  
General Katana



**EVENT**  
Your opponent may not play a defense next turn unless that defense comes from an Exertion.

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