

IVORY EDITION



Basic Rulebook





IVORY EDITION

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IVORY EDITION

Welcome to the world of **Legend of the Five Rings!**

These Basic rules are designed to introduce you to this strategic collectible card game. In them, you'll learn to identify and read the most frequently played card types. You'll also watch a series of example turns taken by a player with a Crab Clan deck, and follow along with your own deck, playing against a friend who has a separate deck if you can.



What is Legend of the Five Rings (L5R)?

- **A Collectible Card Game:** Where players each build a customized deck representing one of the Nine Great Clans of the Empire of Rokugan, and fight head-to-head for dominance, using strategies of war, intrigues of honor, and the powers of the five mystic elements!
- **A Story:** Told through the text on cards, and through fiction on www.l5r.com, the epic tale of the Great Clans in conflict has been going on for over 18 years. In the Ivory Edition arc, the struggle



Step By Step

If you see words or numbers on the cards that haven't been explained so far, don't worry! By the end of the teaching game, you will know the basic rules. The other things on these cards are explained in the *Advanced Rules* booklet, available in Ivory Edition starter decks or online at rules.l5r.com.

between the Empire and its colonies in the ravaged Ivory Kingdoms continues!



A Community: Whether meeting friends at local stores, discussing story and strategy on internet forums, or crossing continents and oceans to compete at national and



world events, L5R has a fan community like no other game. Players' choices in official events influence the course of the story. Many tournament winners even get their name on the cards!

Getting Set Up

Each player has two decks—black-backed Dynasty cards and green-backed Fate cards—plus a special Stronghold card with two sides, one for going first (black border) and one for going second (white border). Which side is used depends on whether you go first or second, which we'll determine soon. For now, put either side face-up.



The Impregnable Fortress of the Crab



7
4
3

Your Crab Clan Personalities have +1F while opposed.

Even the most diplomatic of Crab estates are best be described using the term "fortress".

FROM ILLU. ALANNA LEMMER

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Stronghold When Starting

The Impregnable Fortress of the Crab



9
4
3

Your Crab Clan Personalities have +1F while opposed.

The Crab have stood watch over the Empire's southern border for more than one thousand years.

FROM ILLU. CHRIS CHENOWETH

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Stronghold When Going Second



To get ready to play, find your Stronghold card and place it in front of you. The examples in this rulebook will take the perspective of a Crab Clan player, but you can try to reach the same goals using your Clan deck.

Next, separate the rest of your cards into Dynasty and Fate cards. Turn the decks face-up and look at the Dynasty cards first. For the basic game, we'll be playing with only two kinds of Dynasty cards: Personalities (with your Clan insignia, or mon, in the upper left hand side) and Holdings (with a three-circles insignia in the same place.) If you're using an Ivory Edition starter deck, you may find other card types in there; remove them until you're ready to move on to the **Advanced Rules**.



Do the same with your Fate deck, keeping only Strategies (red background), Followers (tan background), and Items (dark blue background). If you have a Dragon Clan deck, your Stronghold lets you start with one Ring in play; take it out of the deck and put it beside your Stronghold.

Place your Dynasty deck below your Stronghold, about where your left hand is. Take the top four cards of your Dynasty deck and, without looking at them or turning them over, deal them out to the right of the deck. These four cards represent your **Provinces**—areas that hold Dynasty cards.

Your Fate deck goes to the right of the fourth Province. The Fate deck provides cards that you **draw** into your **hand** of



The Clans



Crab



Crane



Dragon



Lion



Mantis



Phoenix



Scorpion



Spider



Unicorn

Card Symbols



Holding



Strategy



Item



Ring



Follower



cards, representing secret resources and strategies. In your first couple of turns you won't need to use your Fate deck or cards. Just draw 5 Fate cards, face-down, and set them aside for now.

Your opponent should take the same steps, setting up facing you on the table.





Achievement 1

Build Your Domain

The learning game will take you through several achievement goals that introduce the elements of L5R. The first thing to learn is how to produce Gold, building your game economy so you can buy leaders and troops for war.

Your goal for this Achievement: Be able to produce 10 Gold.

Right now, the Crab Clan player can only produce 4 Gold. The middle of the numbers on your Stronghold in the gold coin shows the Stronghold's **Gold Production**: 4. You and he both need to bring Holding cards into play to produce more Gold.



Who Goes First?

Look at the bottom of the three numbers on your Stronghold. That is your starting **Family Honor**, representing how well-regarded your Clan is in court. The player with the higher starting Honor goes first. If you're playing solo, your "opponent" will be a Lion Clan player with 7 Honor (let's call him "Bob"). Normally, who goes first would be chosen randomly in case of a tie, but even if you also have 7 Honor we'll let Bob go first. His first turns won't matter to your game, anyway.

Because you are going second, turn your Stronghold over to the white bordered side with two Clan mons in the Title Bar, one on the left, one on the right.



- Stronghold -



**CLAN
MON**

**Province
Strength**

**Gold
Production**

**Starting
Family
Honor**

**CARD
TITLE**

**The Impregnable Fortress
of the Crab**

9

4

3

TEXT BOX

Your Crab Clan Personalities
have +1F while opposed.

*The Crab have stood watch over the Empire's
southern border for more than one thousand years.*

IVORY ILLUS CHRIS OSTROWSKI

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Your Turn 1

For your first turn, we'll go through the phases of the turn.

Action Phase

First comes the Action Phase. This starts with you turning up all the face-down Dynasty cards in your Provinces.





Like the Crab Clan player, you will probably see a mixture of Holdings and Personalities. While the Personalities won't help you toward your first Achievement, the Holdings that produce Gold will. If only there were some way to get rid of all the Personalities and have another shot at the Holdings?

Fortunately, there is a way to do this. You have a number of abilities as a player. The first action, Cycle, is one you can only use during the Action Phase of your first turn—right now. It lets you replace cards you don't need.

Cycle

Limited: If it is your first turn, choose one or more face-up cards in your



Provinces. Put them on the bottom of your deck in any order. (*Refill the empty Provinces face-down.*) Then, turn all cards in your Provinces face-up.

The boldface word “Limited” with a colon (:) at the beginning of the text lets you know that this is an **ability**, also known as an action. Limited actions may be taken in the Action Phase when it is your turn. Actions are sometimes given to players by the rules—like Cycle—and sometimes appear on cards in play.

All **abilities may only be used once per turn**. Once you have Cycled, you may not use it again this turn.

Now, announce that you’re taking the Cycle action, and do what it says to do.



Going from left to right, put each Personality on the bottom of your deck. Any time a Province becomes empty, refill it immediately with the top card of the Dynasty deck, face-down. Then, turn the face-down cards face-up. Hopefully this has put more Holdings into your Provinces. The Crab player sees two more Holdings and a copy of the Personality, Ogre Bushi.

After Cycling





With no more Limited actions you can take, the Action Phase ends.

The next phase is the Dynasty Phase. Now, you are going to use your Stronghold to bring Holdings into play.

Dynasty Phase

Right now, the cards face-up in your Provinces are not in play. You can't use their abilities or any other text on them. However, the Holdings have text that allows you to produce Gold. You need to bring these Holdings into play. You have another player ability relevant to this phase: "Recruit." It lets you bring Holdings into play from your Provinces. This ability has something new on it: a cost.



- Holding -



Iron Mine



2

MINE

GOLD COST

f: Produce 2 Gold, or 3 Gold if you are a Crab Clan player.

Kuni Renyu will return to the mainland soon, and with him will arrive a torrent of turmoil and change.



IVORY ILLUS CHARLES URRACH

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Recruit

Repeatable Dynasty, : Bring into play a face-up Personality or Holding from your Province with Gold Cost equal to the amount you paid. (*Holdings enter play bowed.*)

After the word “Dynasty”—which means a different kind of ability that can only be taken in your Dynasty Phase—there’s a small gold coin icon with a star in it, showing a Gold payment cost. The star means that you choose how much to pay, but the amount should at least equal the Gold Cost number on the Holding you’re bringing into play.

The Gold Cost on Holdings is found in the gold coin icon in the middle of the



card. But how do you produce Gold to pay for them?

Bowing & Producing Gold

Fortunately, your Stronghold card produces Gold to get you started. To produce Gold with your Stronghold, **bow** the Stronghold: turn the card 90 degrees to the right.



Bow to Produce Gold



This gives you the amount of Gold shown on the Stronghold's Gold Production coin (4 for the Crab player). This can pay for your Recruit action provided the Holding you are bringing in has a Gold Cost less than your production.

The Crab player chooses the Iron Mine and brings it into his play area, spending 2 out of the 4 Gold he produced. Holdings always enter play in the **bowed** state.

He then refills the Iron Mine's Province with the top card of the Dynasty deck, face-down.

After the Crab player has paid 2 Gold for the Iron Mine, there is 2 Gold left over.

You can use leftover Gold to pay for other cards in the same phase. At the



end of each phase, any unspent gold is grabbed by the Imperial tax collectors—it is not available to pay for cards in future turns or phases.

The Crab player decides to Recruit the second Iron Mine, and it enters play bowed, refilling the Province as before. (You can Recruit any number of times in a turn, because the action is Repeatable.)

Now, can you use the Holdings' Gold production right away? Not yet. The Gold production of almost all Holdings has another kind of cost on it: a bowing cost.

The bowing cost icon (♣) means that for the Iron Mine to produce Gold, you have to bow it. You cannot do this if the card is already bowed. So, you will have to



wait until it **straightens** (returns to the unbowed state) to use the Iron Mine.

When you have finished Recruiting, you have the option to discard any face-up cards in your Provinces. You should do this, for example, if you see any Personalities who are too big and expensive to be of use to you (say, costing 8 Gold or more). The Crab player uses this option to discard the Ogre Bushi card.

Discard

Repeatable Dynasty: Discard a face-up card from one of your Provinces. (*Refill it face-down.*)

The Dynasty discard pile is located on the left of the Dynasty deck. Cards go in it face-up and are out of play. As always,



you refill the Province face-down as soon as it becomes empty.

Then, end your Dynasty Phase. Just before the Dynasty Phase ends, draw a Fate card and add it to your hand.





Although it's not yet time to look at your Fate hand, you should add the top card of your Fate deck to the cards in your Fate hand anyway.

Congratulations! You have made it through your first turn. It's customary in L5R to tell the other player you are done by saying "The table is yours."

Our Crab Clan player has reached the achievement of being able to produce 10 Gold! He had a lucky draw of two Iron Mines, which each produce 3, added to the Stronghold, which produces 4. More likely, your deck will take another turn to reach this achievement. If you see some Holdings next turn, you should be able to bring one or two of them out while also looking toward the next achievement: bringing Personalities out.



Cards vs Rules

The cards in this game will sometimes have text on them that seems to break the rules. For example, the card “Famous Bazaar” tells you to refill the Province you Recruit it from with a face-up card, but the rules say Provinces are refilled face-down.

When the cards go against the rules, follow the instructions on the cards, not the rules.

Your Turn 2

Just after the start of the turn, straighten all your bowed cards. The Crab player straightens his Stronghold and Holdings.

Again, reveal your face-down cards in Provinces at the start of your Dynasty



Phase. The Crab has Counting House already showing, and now reveals two Personalities and the Holding, Famous Bazaar.

Building up your economy to gain the first achievement may take a turn or two longer. Once you have done this, it is time to focus on a new goal.

Achievement 2

Build An Army With A Total Force Higher Than Your Opponent's Province Strength

The main way to win Legend of the Five Rings is to destroy all your opponent's Provinces by attacking them with your Personalities. The next goal starts you building an army and thinking about the battle to come! As an example of a



- Personality -

4 **Hiruma Moritoki** 3

FORCE **CHI**

HONOR REQUIREMENT **GOLD COST** **PERSONAL HONOR**

0 6 2

CRAB CLAN • SAMURAI • SCHOLAR • SCOUT

*"Brawn will only get you so far.
Wits will take you to the finish."*

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Note

Games with a Crane or Phoenix Clan player should use the **Basic Honor** rules, on p. 64, with a different **Achievement 2**—Crane and Phoenix do better seeking to defend and gain Honor than attack.

Personality, look at the face-up Hiruma Moritoki in the Crab's Province. For the next goal, the numbers to look at are:

- ☉ The Personality's Gold Cost (Moritoki costs 6 Gold);
- ☉ And his or her Force, the number in the white area at the top left of the card, representing military power (Moritoki has 4 Force.)



Now look at the topmost of the three numbers on the Stronghold card (see p. 15). This is the player's **Province Strength**, representing the resistance of his or her lands to attack. The Crab's opponent is the Lion, with a Province Strength of 7. So, to beat the opponent's Province Strength and reach Achievement 2, the Crab will need to assemble an 8 Force army. If you are playing solo, take 8 Force as your goal, too.

You have nothing to do in your Action Phase, so you move on to Dynasty. In this phase, you should bring one of your Personalities into play if you can, using the Recruit action and paying his Gold cost. Unlike Holdings, Personalities enter play unbowed.



The Crab player will Recruit Hiruma Moritoki. He has a Gold Cost of 6, so both Iron Mines bow to pay for him.

Next, he bows the Stronghold, which produces 4 Gold. This will Recruit Counting house for 2 Gold, then Famous Bazaar (refilling the Province face-up, revealing Hiruma Koru), for 2.





The Crab draws his seventh Fate card, and passes play to his opponent. With Moritoki's 4 Force on the board, the Crab is halfway to his goal of building an 8 Force army!

Your Turn 3

Now, straighten all your bowed cards and reveal all the new cards in your Provinces.

Assuming you have a Personality now in play, your Fate hand becomes relevant. Both players should pick up their Fate hand and look at the cards in it (keeping them hidden from the other player).

Let's take a look at the different types of Fate cards available for play.



Fate Cards

There may be three kinds of cards in your Fate hand. One kind, with a reddish background and the  symbol in the upper left, is a Strategy. These are one-shot cards you discard for a variety of effects. Most of them are useful when you get into a battle.

Another kind, more important now, is the Follower. It has a yellowish back-



- Strategy -



ground color and the  symbol in the upper left. Followers represent troops and advisors under the command of a Personality. Unlike a Strategy, a Follower enters play attached to a Personality, and so it is known as an **attachment**.

A third kind, the Item, has a dark blue background and the  symbol. Items are also attachments, but they add a Force modifier directly to the Personality, rather than separately. Some Items have the Weapon key-



- Follower -



word; Personalities can only have one Weapon attached at any time.

Using Attachments

Two numbers on the Follower and Item cards are important.

One is the Force number, in the upper left hand corner. Bringing Followers and Items into play will help you reach your second achievement in terms of Force.



- Item -



The other is the Gold Cost number, in the gold coin in the center. Like Personalities, attachments require Gold payment to enter play.

You bring attachments into play only by attaching them to Personalities; they cannot be in play without a Personality. An attached card is placed partly under the Personality, with space on the top to show its Force number, and space on the left to show whether it has any special text or abilities.

In the game, a **unit** refers to a Personality plus all the cards attached to him—for example, Hiruma Moritoki and any of his Followers make up a unit. If a Personality is destroyed, all cards attached to him are also destroyed; if something destroys a unit, destroy all cards in it.



The next player ability is called Equip, and it will let you bring attachments into play. Like the Dynasty action “Recruit,” Equip asks you to make a Gold payment as part of its costs, corresponding to the Gold Cost number on the card you’re playing.

The Crab player sees two Followers in his hand, each with 2 Force. Together with Moritoki’s 4 Force these can help him get to 8 Force total and meet the second achievement.

Equip

Repeatable Open, *: Attach an attachment card, with Gold Cost equal to the amount you paid, from your hand to your target Personality.



Equip is an Open action. Like a Limited action, an Open action can only be taken during the Action Phase. Unlike a Limited action, which can only be taken during your own Action Phase, you can take Open actions during any player's Action Phase, yours and your opponent's.

The Crab uses the Equip action to attach the Naga Remnants follower from his hand to Hiruma Moritoki. For this, he pays 2 Gold, bowing his Counting House to do so. He then bows one Iron Mine for a 3 Gold payment to attach Spearmen to Moritoki. Moritoki and his Followers now total 8 Force—more than the Lion's 7 Province Strength. The Crab reaches the second achievement!



Taking Actions From Cards In Play

The Crab has no more Equipping to do. However, player abilities like Equip and Cycle are not the only source of actions. You can also take actions from your cards in play, following one extra rule:

You cannot take actions from bowed cards.

Remember, like player abilities, you can only take each action on each card once per turn. Right now, you have no abilities on cards that let you take Open and Limited actions.



Action Sequencing

If both players can take actions in an Action Phase, who goes first?

The player whose turn it is has the first chance to take a Limited or Open action. Then the other player can take an Open action, then the player whose turn it is can take another Limited or Open action, and so on.

If you do not want to take an action, you may pass. If one player passes but the other plays an action, the first player can again take another action, or pass again.

When both players pass one after the other, the Action Phase is over. This procedure is known as an **action round**.



Keywords

A card's keywords, if any, appear in an area below the art but above any other text on the card (see below). Keywords with a special effect from the rules that you need to know are in boldface; keywords that don't have a special rule are not boldfaced.



While you are learning the game, if there are any terms or keywords in card text that haven't been explained to you so far, just ignore them.

With no more actions to take, the Action Phase ends.



Achievement 3

Destroy A Province

The most common way to win the L5R card game is to destroy all your opponent's Provinces. With that in mind, for our third and final achievement, *your Personalities must attack, win a battle, and destroy a Province.* (The Crane and Phoenix Clan can consider this achievement reached if they save their Province from being destroyed by an attacking player.)

Attack Phase: Overview

On your turn, after the Action Phase ends and before the Dynasty Phase begins, you may declare an **attack** on



**Attacking
Army**

**Attacker's
Home**

**Defending
Army**

**Defender's
Home**

Battlefield

**Province
Under Attack**



The Field of Battle

the other player. If you do, this will start an Attack Phase.

In an attack, the player declaring it is the **Attacker** and the other player is the **Defender**; each player is the **leader** of his or her own side. The



Attacker assigns any number of his or her unbowed Personalities to a **battlefield**: an area associated with one of the Defender's Provinces. The Defender then assigns any number of his or her unbowed Personalities to defend at the battlefield. Then, a **battle** will take place at that battlefield.

One or more units at the same battlefield, controlled by the same player, form an **army**. Cards in play that are not at a battlefield are in their controller's **home**.

After taking Battle actions, the two sides will compare their total Force; the side with higher Force wins the battle and destroys all cards in the losing army (if there is one). Also, if the Attacker wins and has **more** Force than the Defender's Force plus the Defender's Province



Strength, the Province is destroyed. In case of a tie, both armies are destroyed. Destroy all four of your opponent's Provinces and you win the game!

Attack Phase: Declare And Assign

The Crab player decides to declare an attack this turn, after the Action Phase is done, so an Attack Phase begins.

He only has one Personality to assign—Hiruma Moritoki, with his two Followers—and assigns him to attack the Lion's Province next to the Dynasty deck.

The Lion player by now has brought out three Personalities. He can assign nobody to defend—but with 8 Force and



no opposing army, Moritoki's unit will overcome the Province Strength of 7 and destroy the Province.

Another option is to assign all three Lion Personalities in play to defend against Moritoki. This will give a strong defense, but it's risky—battles are winner-takes-all!

The Lion player chooses to send only one low-cost Personality, Ikoma Shika, to defend.

Now that Personalities oppose each other on different sides of one battlefield, the text on the Crab Stronghold comes into play. This says your Crab Clan Personalities have +1F (short for +1 Force) while opposed (by one or more Personalities). Now that Shika is opposing



Battlefield





Moritoki, he gains a +1 Force bonus, so that his Force is actually 5 instead of 4. This bonus will stay until he is no longer opposed. If he becomes opposed again, the bonus goes back on.

Battle

The battle begins. At the end of the battle, the total Force on each side will be counted up. Right now, the Lion army has 2 Force. The Crab army has 5 (Moritoki) +2 +2 (the two Followers) = 9 Force. The margin of victory is 7 Force, which is not greater than the Province Strength, so the Province would not be destroyed. But the Crab would win the battle, and Ikoma Shika would be destroyed. The Lion is hoping to sacrifice Shika to save the Province.



In this battle, to keep things simple, neither player sees the need to use any Battle actions.

First, the Lion player passes, and see what the Crab does.

The Crab Clan player decides there's nothing he wants to do to increase his Force. He also passes.

Both players have passed, one after the other, so the action round is over and the battle is about to end.

Battle Resolution

Before the battle ends, both sides add up the Force of the Personalities and Followers in their army, **not counting bowed Personalities and Followers.**



The side with the higher Force, in this case the Crab army, wins. The Lion army loses and suffers the consequences. As explained earlier, the Province stays around, so the Crab has not yet met the third achievement fully. He has won the battle, but not destroyed the Province.

Then, destroy all the cards in the losing army—Personalities and attachments. Ikoma Shika is destroyed. If she had any Followers, they would go to the Fate discard pile, which like the Dynasty discard pile, is just “outside” its deck—to the right of the Fate deck.

Before the battle ends, one last thing happens. The attacking Personality is still at the battlefield, so he (Moritoki) returns to the Crab Clan home. After



an attacking unit returns home, all its cards bow.

The Crab player's Attack Phase is now over. In his Dynasty Phase, he bows his Stronghold and the Iron Mine to produce 7 Gold, which he uses to buy Kaiu Gorobei and the Holding, Akodo Dojo. Finally, he draws a Fate card and yields the table to the Lion.

Opponent's Turn 3

It's now time for the Crab Clan—and those of you playing along at home—to go into a full-blown battle, as the Lion Clan attacks your Provinces!

The Lion declares an attack and assigns both his units to the Province in which Hiruma Koru sits. The Crab assigns



Battlefield





his unit let by Kaiu Gorobei to defend; Moritoki's unit cannot assign to defend because Moritoki is bowed.

Once the armies oppose each other, a number of cards in play become relevant. As in the last battle, the Crab Stronghold gives its opposed Crab Clan Personalities +1 Force, so Gorobei's Force increases to 4.

The Lion army has 3 Force from Ichimoko, 4 Force from Daiken, 2 Force from the Light Infantry, 2 Force from the Kikage Zumi Initiates, and 1 Force from the Ashigaru Spearmen. This adds up to 12, which is 8 more than Gorobei's Force—the Lion would need 10 more to take the Province.

The battle begins. If you are following with your deck, play out the attack



between you and your opponent, or if playing solo, imagine that the Lion Clan player is attacking with the same units and taking the same actions as the player in the example. Can you beat the Lion army?

Actions On Strategies

Strategy cards are played from the hand to take an action on them, and then discarded into the Fate discard pile. Actions on Strategy cards work the same way as actions from cards in play.

Battle Actions

Battle actions follow these two rules, in addition to the usual rules about taking actions:



- You have to have at least one Personality at the battlefield to take actions in that battle.
- You cannot take actions from a Personality or attachment not at the current battlefield (Holdings or Strongholds outside the Battlefield are OK), and you cannot target Personalities or attachments with your actions if they are not at the current battlefield.

The Defender has the first opportunity to take a Battle action. The Crab player chooses to use the action printed on Kaiu Gorobei. This lets him discard a Fate card from his hand to bow an enemy card with equal or lower Force than its Focus Value.



Focus Value is the number in the black circle at the bottom of a Fate card (see p. 36). The Crab discards his Allied Efforts, with its 3 Focus Value. The target is the 3 Force Ikoma Ichimoko, who bows. Lion now leads by only 9-4.

Now it is the Lion's turn. He shows the Strategy card, Incapacitated, from his hand and announces its Battle action.

This action has no cost (there is no Bow or Gold icon in its text.) The Lion targets a defending Personality—Gorobei is the only possible target. The action's effect then moves Gorobei from the battlefield to the Crab player's home. He is not currently beating the Crab's Province Strength of 9, with 9-0 on the battlefield.



The Crab player passes; he has no presence at the battlefield and no way to play actions there otherwise. The Lion player plays another Strategy from his hand, Marshal Your Strength, targeting Akodo Daiken to give him a Force bonus based on his Personal Honor. (see p. 31)

Personal Honor is the number to the right of the Gold Cost on a Personality. It represents their reputation for noble deeds. The Strategy says that the bonus equals his Personal Honor minus one if he is not opposed, so Daiken gains +2 Force, enough to increase his army's Force to 11 and threaten to destroy the Province.

The Crab player, out of tricks for now, passes. The Lion also passes and the battle is over. Resolution now happens.



The Lion win 11-0 and destroy the Province. The card in the Province, Hiruma Koru, goes to the discard pile. The Province's slot for Dynasty cards is not refilled, but goes away. Move the cards (or deck) on either side of the destroyed Province together to show the shrinking of the Defender's lands.

The Lion army now returns home. Because he has the Conqueror keyword, Daiken does not bow, and his Followers

Fate Deck & Province Shifts



**Province destroyed,
Card discarded**



do not either. Ichimoko and her Follower both bow going home from battle. The Attack Phase is over, and the Lion has reached his third achievement, destroying a Crab Province!

Adding Cards to Your Deck

As you collect more L5R cards from booster packs, you can use them to change your deck. As your L5R collection continues to grow, you will add and remove cards from your deck, customizing it to your playing preferences. You may have no more than three copies of each card (by title) and only one copy of each card with the Unique keyword in your deck. Both your Dynasty and Fate decks must always have at least 40 cards each.



The Crab is down by one Province—but both his Personalities are itching to strike back! We will leave the example game here.

What Next?

If you're playing along with your own decks, you can continue the game, looking up unfamiliar terms and situations in the Advanced Rules as they occur. Or, you can move along in the Basic rulebook to learn the Honor and Dueling rules, and then learn the Advanced Rules (included in Ivory Edition starters, or online at rules.l5r.com). Remember, you end the game and win when you destroy your opponent's last Province.



In the rest of the Basic Rulebook, you will learn about Honor and dueling.

Honor Rules

In Rokugan, as the proverb goes, “Honor is a force more powerful than steel.” A lord with an honorable reputation finds many political advantages in the society of the Empire; a dishonorable leader finds doors barred at every turn. Still, some choose to make use of dark advantages that are, for now, worth the cost to their reputation...

In setting up the game, you used the Starting Family Honor on each Stronghold only to decide who went first in the game. With L5R's Honor rules, your Family Honor is a stat that can rise or



fall during the game. Each player should use pencil and paper, dice, or some other method to keep track of their own Family Honor, starting at the value on the Stronghold. For example, the Crab Clan player starts at 3 Honor.

Whenever a card, rule or action indicates that you gain Honor, increase your current Family Honor by that amount. Similarly, if a card, rule or action states that you lose Honor, decrease your current Family Honor by that amount.

Gaining Honor: Proclaim

Once during your own turn, after you Recruit a Personality with your own Clan Alignment, you may gain an amount of Honor equal to the Personality's Personal Honor. This is known as Proclaim.



Proclaim

Once during your own turn, after you announce a Recruit action or an action with Recruit as an effect, you may choose to Proclaim the Personality being recruited. If he has your Clan Alignment, add his Personal Honor to your Family Honor after he enters play.

Example: *The Crab Clan player uses Proclaim on the Crab Clan Personality Hiruma Moritoki, paying 6 Gold as usual. Moritoki enters play, and the Crab Clan player gains 2 Honor corresponding to Moritoki's Personal Honor. He crosses out "3" on his Honor tally and writes down "5."*



Gaining Honor: Battles

You also gain Honor by destroying enemy cards as a result of winning a battle. For each card you destroy this way, you gain 2 Honor. In a tie, both players gain Honor this way. You gain no Honor for destroying Provinces.

Example: *A Crab army destroys a defending Lion army consisting of two Personalities, one with a Follower and one without. The Crab player gains 6 Honor—2 for each Personality and 2 for the Follower.*

You do not gain any Honor for destroying cards with actions (for example, by shooting them with a Ranged Attack.)



Honor Requirements & Losses

The Honor Requirement is the number in the square banner to the left of each Personality's Gold Cost (see p. 31).

If this banner has only a "-", the Personality will enter play regardless of a player's Family Honor.

If this banner has a number, the player's current Family Honor must be equal to or greater than this Honor Requirement number, or you cannot bring the Personality into play.

Losing & Winning By Honor

A player wins after beginning his or her own turn with a Family Honor of 40 or



more, and loses after ending his or her own turn with a Family Honor of -20 or less.

Dueling Rules

A duel is a confrontation between two Personalities. The Crane and Dragon Clans excel at dueling, and their decks contain a number of cards that start duels. When a card says that one Personality “challenges” another, this starts a duel between the two, who must be controlled by different players.

If the card says a challenged Personality may refuse, his controller can now choose to not enter a duel, and take the other consequences. Otherwise, the duel begins.



Chi

Personalities have the Chi stat, located at the top right of the card (see p. 31). This represents their inner strength and power. Chi is used in dueling and other effects.

Weapons have a Chi modifier that may add directly to a Personality's Chi in the same way that they add to Force.

Duels

Follow these steps in a duel:

1. The challenged player has the first option to focus or strike. To focus, you either choose a card from your hand, or take the top card of your



Fate deck without looking at it, and put it face-down in a special focused cards area in front of you. If one player focused, the other player then chooses to focus or strike. The players continue to take turns focusing until one of them chooses to strike. A player who has focused four times may not focus any more in that duel and must strike. A player may look at the cards he or she has already focused at any time.

2. Once a strike has been called, turn all focused cards face-up. Any traits on focused cards that say “As a Focus Effect” happen. The player whose turn it is chooses the order. Ignore any other text on focused cards.



3. The duel now resolves. Each player totals the Focus Values of his or her focused cards, and adds his or her Personality's Chi to this total. The higher total wins the duel, and the lower total loses. Apply the consequences for the loser and/or winner, as stated on the card that created the duel. If the two totals are equal, the duel is a tie; both players lose and take the loser's consequences. If the duel is a tie but one of the Personalities is a Duelist and the other is not, the Duelist Personality wins the duel instead.
4. Discard all focused cards.





Legend of the Five Rings™

