Variant Rules: Siege L5R

Siege L5R is a variant of the CCG in which three or more players (**Rokugani players**) cooperate, using their normal decks, to take on a specially created **Siege deck**, played by an additional opponent (**Siege player**). In *Siege: Clan War*, the Siege deck represents the threat of Yogo Junzo's army and the Dark Kami, Fu Leng; and the Siege player is known as the Yogo Junzo player.

These rules have some differences from the first Siege set, Heart of Darkness, to reflect the special nature of the Clans' historical attack on the forces of evil. All rules operate as standard constructed L5R with the following exceptions:
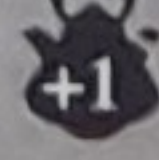
1. Siege play requires one Siege player and three or more Rokugani players. Each Rokugani player must bring a legal, constructed deck to the game. The Siege player brings a pre-constructed Siege deck that ignores the normal deck construction rules. In *Siege: Clan War*, the Yogo Junzo (Siege) player and Stronghold have the Yogo Junzo's Army alignment, as do the key Personalities in the Siege deck.

2. In *Siege: Clan War*, the Fu Leng Personality card is not shuffled into the Dynasty deck and starts outside the game.

3. Siege L5R has a special card type, **Territory cards**. Unlike Heart of Darkness, in *Siege: Clan War*, the Territory cards are defended by the Siege player, and the Rokugani players are attacking them.

   - Territory cards are neither Dynasty nor Fate and do not go in decks. At the start of the game, they are arranged in front of the Siege player, with Scorpion Clan Coup closest to the Rokugani players, then Beiden Pass, Isawa Palace, and The Crane Lands in a row behind that, Otosan Uchi behind that row, and The Throne Room closest to the Siege player.

   - Territory cards are two-sided, and start play turned to their non-Conquered (**Intact**) side, which has a Province Strength stat. Only the first Territory (Scorpion Clan Coup) may be conquered unless a Territory card allows otherwise.

   - Intact Territory cards can be destroyed in battle, but not through card effects. When destroyed, they are turned to their **Conquered** side instead of leaving play.

   - Territories (except The Scorpion Clan Coup) cannot be Conquered until text on other Territories takes effect allowing them to be conquered.

   - Text on all Territory cards affects play as normal. They belong to no player, but specify which player(s) can use their traits and abilities. They cannot bow or leave play, and cannot be turned over from card effects that are not on a Territory card.

   - Intact Territory cards can be affected by things that affect Provinces, Province Strength and Provinces' associated battlefields. During battle, intact Territories' abilities can only be used if the battle is at that Territory (this does not affect traits which grant a player an ability). Territories do not hold cards.

4. *Siege: Clan War* uses another special card type, **Clock cards**, which are neither Dynasty nor Fate. This deck and its cards may not be targeted or affected by cards that are not in the *Siege: Clan War* set. In Siege: Heart of Darkness, this deck was made up of the hours of the Rokugani day. In *Siege: Clan War*, this deck is made up of the 12 Black Scrolls. This deck forms part of the Siege player's play deck.

   - Before the game starts, remove The 12th Black Scroll card from the Clock deck, shuffle the other eleven cards, and place The 12th Black Scroll at the bottom of the deck. The 12th Black Scroll can only be opened by the Rulebook or the Throne Room.

   - At the start of each of their turns, before straightening or turning over cards, the Rokugani players open a Black Scroll, turning over the top card of the Clock deck and placing it on top of the Clock discard pile next to the Clock deck. Also note that the Throne Room Territory has text relevant to the opening of a Black Scroll.

   - A Black Scroll is in play only while it is on top of the Clock discard pile. The order of cards in this discard pile may not be changed. Black Scrolls in the discard pile are referred to as "opened."

There are a number of traits or effects on each Black Scroll, each preceded by a number and dash. Each trait or effect on a Black Scroll card can also be referred to as "Tier" plus a number, with the topmost being Tier 1, then Tier 2 and Tier 3. Later Tiers may refer to earlier Tiers.

On Black Scrolls, traits and effects do not apply if their number is greater than the **Threat Level**, which is the number of Black Scrolls in the Clock discard pile (including the card just revealed). For example, if the top card has a 1– trait, a 6– trait and a 10– trait and there are a total of seven Black Scroll cards in the discard, only the first two traits apply.

Instantaneous effects on Black Scroll traits are triggered, once, after revealing them. Ongoing and continuous effects of the current Black Scroll traits last for as long as the card is on top of its discard pile.

The terms "once," "first" or "last" on Black Scroll cards refer to the current turn.

Black Scroll and Territory cards are not considered Most Recent Printings (MRP) of cards with those titles, nor do they count as those cards for deck construction and Uniqueness purposes.

5. Siege format cards use a special icon, called **Rank**, in their text: 🛡. If there is a positive or negative number in the helmet, add it or subtract it, as appropriate, to the number of Rokugani players to get the final result. If there is just a number, with no plus or minus sign, then that number is multiplied by the number of Rokugani players. If the Rank designates a number of things, the player may choose a number of things less than the Rank.

- **Example 1:** "Battle: Fear 🛡+1" is a Fear 5 effect if there are 4 Rokugani players.

- **Example 2:** The Scorpion Clan Coup territory has a Province Strength of 🛡5. If there are 3 Rokugani players in the game, then the Province Strength is 15.

- **Example 3:** "Move 🛡2 of your target Personalities home," if there are 5 Rokugani players, can be used to target one, two, three or (technically) none of your Personalities.

6. The Rokugani players are working as a team. They make all decisions together and may freely share information. During action rounds, either in the Action Phase or the Attack Phase, they collectively take actions as a team. They decide one player who will take a single action. Then the Siege player may take an action. Then, again, the Rokugani players collectively nominate one player, either the same as before or a different player, to take an action. This back and forth continues until both sides pass consecutively. Any time the Rokugani must make a decision, such as declaring an attack, they work together and make that decision as a team. This procedure is the same in action rounds during the Siege player's turns when the Rokugani players have the chance to act.

7. The Rokugani players are considered the same player. When an effect refers to another player, it only refers to the Siege player. So for example, when Lobbying, a Rokugani player needs to only have more Honor than the Siege player. Here are some additional rules governing this:

- On the Rokugani turn, each Rokugani player is considered "the active player."

- When checking the Rule of Presence, each Rokugani player has Presence if any Rokugani player has a unit at the current battlefield.

- A Rokugani player may target any other Rokugani player's appropriate face-up card with an action that targets "your card," a card "you own" or a card "you control" (and similar wordings). Note that this only applies to targeting, not other effects, and that some Siege cards may describe exceptions to this rule.

- All abilities normally granted to players, such as **Cycle** and **Lobby**, are granted to each player individually. So, for example, each player may Lobby even if another Rokugani player has already Lobbied that turn, but do remember that when you Lobby, you take the Imperial Favor away from the player who currently controls it.

8. Rokugani players may target defending enemy cards with actions as if those cards were attacking. For example, a Rokugani player's Block Supply Lines action may target a Yogo Junzo player's defending Personality.

9. The Siege player does not gain Honor, and does not lose Honor from his or her own cards or from the rulebook.

- When the Siege player would lose Honor from a Rokugani player's card, instead the Rokugani players gain a number of **Political** tokens equal to the amount

that would have been lost. These tokens are used for various purposes as shown on the Territory cards. One Rokugani player should keep track of all of the Political Tokens gained by the team.

⊛ Likewise, when a Rokugani player would gain Honor from any source, the Rokugani players gain an equal number of Political tokens instead.

10. When the Rokugani player attacks, battlefields are created at all intact Territories. All battlefields and Territories are considered adjacent to each other.

11. Unlike in *Heart of Darkness*, the Yogo Junzo Siege player's own Provinces cannot be attacked or destroyed, and battlefields are not created there during an attack. The Siege player may declare an attack on an individual Rokugani player, possibly destroying his or her Provinces and eliminating the player, as normal.

12. The rulebook's game victory conditions do not apply, nor do victory or loss conditions from cards not printed in the Siege expansion being played. Rulebook loss conditions, such as ending your turn at -20 or lower Honor, apply to the Rokugani players but not the Siege player. By the text of the relevant cards, the Rokugani players lose at the end of the turn the 12th Black Scroll is opened, and the Siege player loses immediately if the Rokugani conquer the Throne Room.

13. In *Siege: Clan War*, the Brotherhood of Shinsei and Toturi's Army are Clan Alignments with their own Strongholds.

14. The Ten Legions are Unaligned Personalities that can be created in exchange for Political tokens. Their stats are determined by their proxy cards, which start play outside the game. Likewise, the Throne Room Terrain is defined by its proxy card, which enters the game when called for.

Optional Rules

Storyline Variant

In the Clan War, the 12 Black Scrolls were opened in a specific order. To recreate this, instead of shuffling the Black Scrolls at game setup, all players may agree to place them in numerical order, as printed on the bottom right of the card, with 1 (The Wasting Disease) on top and 12 on bottom.

Tainted Humans

Decks using Shadowlands Personalities to fight the Dark Lord will find that he will take control of them with little effort. However, if a player brings a deck with Human Shadowlands Personalities in it, the following variant can be used to give them a fighting chance, reflecting the contributions of Tainted warriors such as the Damned or Akodo Godaigo in the fight against Fu Leng.

⊛ Replace the trait of the Throne Room beginning "If a Personality ever has more Corruption tokens..." with "If a Personality ever has more Corruption tokens than printed Chi plus attachments, remove their Corruption tokens and give them Corrupted • Shadowlands until they leave play."

⊛ Replace the Dynasty action on the Yogo Junzo Stronghold with "**Dynasty:** You may Recruit a Shadowlands Holding ignoring costs, refilling the Province face-up. You may target and take control of ⚔1 target Corrupted Personalities and/or Nonhuman Shadowlands Personalities whose combined unit Gold Cost is ⚔3. Straighten their units."

Adjusting Difficulty

If all players agree, they may increase or decrease the value of ⚔ by any amount to adjust the balance of the game. For example, to make the game easier for the Rokugani, decrease Rank to equal the number of Rokugani players minus one. To make it harder, increase Rank to equal the number of Rokugani players plus one.

A Thousand Years of Darkness

This is another way to make the game harder for the Rokugani. Under this option, effects on Black Scrolls only resolve if the Yogo Junzo player allows it for that particular turn. Corruption tokens are still given out as normal from the Throne Room.