



*Legend of the Five Rings*

Gold Edition

RULEBOOK

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Experienced players: go to page 2 for the changes in this rules revision!

## What's New in This Rulebook

These are the changes to this rulebook since the last printing:

- General clarification and reorganization, including the addition of italicized sections to call out non-vital rules and clarifications.
- Movement of the second Cardinal Rule to the “How to Win” section, addition of a new second Cardinal Rule, and simplification of the third Cardinal Rule (page 5).
- Introduction of Wind cards (page 12).
- Change to Ancestors: they are now a separate card type from Followers (page 14).
- Standardization of minimum deck size to 40/40 (page 20).
- Addition of the “**Soul of**” Personality trait to deck construction rules (page 21).
- Description of interaction with discard piles (page 22).
- More extensive description of Provinces (page 22).
- Change to who goes first (page 24).
- Standardization of the “One-Time Events” rule (page 28).
- Clarification of the timing for playing Sensei cards (page 28).
- Restriction of Kiho-casting to Personalities only, and other Kiho clarifications (page 30).
- Replacement of the term “Clan” with “Faction” (page 34).
- Instatement of “Ratling” as a Faction (page 34).
- Replacement of “Shadowlands Horde” with “Shadowlands” as a Faction (page 34).
- Redefinition of targeting to make it easier to determine when a given effect targets (page 45).
- Change to attaching as targeting: being unbowed is no longer a separate requirement for attaching cards; it merely falls under existing targeting rules (page 46).



- Redefinition and simplification of Reaction timing (page 48).
- Formal naming and slight changes to the Rules of Presence and Relevance (page 53).
- Replacement of Terrain timing text with traits: Terrains now have either the **Delayed** trait or the **Immediate** trait, depending on when they resolve (page 55).
- Miscellaneous minor battle rules changes (page 58).
- Clarification to who may bow in a given Ritual (page 63).
- Significant changes to Imperial Favor use. Lobbying is simpler, and uses for the Imperial Favor come only from card effects (page 64).
- Change to the **Double Chi** trait: it no longer has an optional effect, and it causes Focus values to add twice instead of doubling (page 65).
- Updates to the “Optional Rules” section (page 69).
- Addition, clarification, or redefinition of many glossary terms (starting on page 70).



## Using These Rules with Older Cards

With this edition's improvement upon many existing **Legend of the Five Rings™** rules and card-text templates, the sections below should help you determine how to play cards that have old wordings.

### Political Actions

For cards printed prior to the *Gold Edition™* set, an action that changes a Family Honor loss or gain in any way, including canceling, preventing, or redirecting it, is Political. To determine what cards come from *Gold Edition* or later sets, see page 80. This does not apply to actions that cancel or negate other actions or Events completely. (Creating a loss or gain is not necessarily Political, nor is an action Political just because it interacts with the Imperial Favor.) For cards printed starting with the *Gold Edition* set, Political actions are only those that have the **Political** trait.

### Terrains

All Terrains printed prior to the *Gold Edition* set are **Delayed** unless they say they take effect when played, in which case they're **Immediate**.

## Welcome to the Legend of the Five Rings

**Legend of the Five Rings** basics are simple. Though these rules may seem overwhelming, most involve special-case explanations, timing details, and examples. Get a *Storms over Matsu Palace™* or *Siege of Sleeping Mountain™* learn-to-play set to learn the game, then refer to these main rules to resolve complications as you play.

The **Legend of the Five Rings** story is an ongoing tale created as new sets of cards emerge. You are a leader in the Empire of Rokugan, born into one of its clans or factions. In your quest to rule the Empire, you will develop your resources, recruit Personalities, and likely purchase Followers, Weapons, and Spells for your Personalities. Your Family Honor reflects your reputation throughout the land. You start with four Provinces, ancestral lands controlled by members of your faction or family. For more information on factions and families, see page 34.

### Cardinal Rules

- If any card or Stronghold explicitly contradicts these rules, the card or Stronghold takes precedence.
- Play all cards and Strongholds by the wording of their most recent printing (see page 80).
- If a rule creates conflicting effects simultaneously, the player whose turn it is decides their order.

### Overview of Card Types

The following pages include diagrams of all of the card types. Refer to them as you read the rest of the rules. Detailed descriptions of every type begin on page 28.



## Stronghold



- A.** Name    **B.** Province Strength (minimum 0)
- C.** Gold Production (minimum 0)
- D.** Starting Family Honor (minimum -19)
- E.** Family traits, abilities, and flavor text

Your Stronghold comes in your deck box, but it is not considered a card.  
It represents your family's ancestral home.

## Sensei



- A.** Name    **B.** Province Strength bonus/penalty
- C.** Gold Production bonus/penalty    **D.** Starting Family Honor bonus/penalty
- E.** Extra family traits and abilities, and flavor text    **F.** Focus value

A Sensei modifies your Stronghold. It represents the person  
who was your teacher on your path to adulthood.

## Event



**A.** Name

**B.** Effect and flavor text

These Empire-shaking occurrences can disrupt another player's strategy or create special conditions.  
But be careful; Events can be as dangerous to you as to other players!

## Personality



**A.** Force   **B.** Name   **C.** Chi

**D.** Minimum Family Honor requirement to recruit   **E.** Gold cost

**F.** Personal Honor   **G.** Traits, abilities, and flavor text

Personalities defend your lands and battle your enemies.  
Each Faction's Personality cards have a unique color.

## Holding



- A. Honor Production   B. Name   C. Gold Production  
D. Gold cost   E. Traits, abilities, and flavor text

Holdings—your primary financial resource—generally represent your faction's economic enterprises. They may also produce Honor or grant special abilities.

## Region



- A. Name  
B. Traits, abilities, and flavor text

Regions give your Provinces special traits and abilities.

## Wind



**A.** Name

**B.** Traits, abilities, and flavor text

A Wind allows you to discard the Imperial Favor to gain a benefit.

## Action



**A.** Name    **B.** Gold cost

**C.** Traits, abilities, and flavor text

**D.** Focus value

Actions grant bonuses or abilities.  
They can advance your cause or hinder your opponents!



## Ancestor



- A. Force   B. Name   C. Chi  
D. Minimum Personal Honor requirement for the attaching Personality  
E. Gold cost   F. Traits, abilities, and flavor text  
G. Focus value

Some of the Empire's people can call upon their ancestors to help them during battle and in their daily lives.

## Elemental Ring



- A. Name   B. Gold cost  
C. Play condition and Benefits  
D. Focus value

The Rings of Air, Earth, Fire, the Void, and Water are special cards that represent the five elements that make up all things. By understanding a ring, you gain power over its element.

## Follower



- A. Force    B. Name    C. Chi  
D. Minimum Personal Honor requirement for the attaching Personality  
E. Gold cost    F. Traits, abilities, and flavor text  
G. Focus value

When a Personality leads Followers into combat, the unit can overcome larger opposing Provinces and armies.

## Item



- A. Force bonus    B. Name    C. Chi bonus  
D. Gold cost    E. Traits, abilities, and flavor text  
F. Focus value

Giving an Item of power, such as Armor or a Weapon, to one of your Personalities can have far-reaching effects—making the Personality a better Samurai or Shugenja, or allowing the Personality to take special actions.

## Kiho



A. Name    B. Gold cost  
C. Traits, abilities, and flavor text    D. Focus value

The Kiho is an Action card, but its effects are Spell effects. It represents a monk's or shugenja's ability to gather chi and unleash it in a controlled way.

## Spell



A. Name    B. Gold cost  
C. Traits, abilities, and flavor text    D. Focus value

Only the mysterious Shugenja can possess and use Spells.  
Each Spell creates a special and powerful action.

## How to Win

The **Legend of the Five Rings** game has several paths to victory. For one, you can eliminate all your opponents for a **Military Victory**. A player loses and is removed from the game along with all cards he or she owns if all of his or her Provinces are destroyed or if he or she ever has under -19 Family Honor. Any ongoing effects the player's cards created continue unchanged.

You can also win by starting your turn with 40 or more Family Honor. You gain control of the Empire through popular acclaim—an **Honor Victory**.

Finally, you can master the elements, as represented by the philosophy of the Five Rings, by having all five Elemental Rings in play. You become a legendary master and win the game—an **Enlightenment Victory**.

## Setup

Each player prepares two decks of at least forty cards each: one deck of Dynasty (black-backed) cards, one of Fate (green-backed) cards. Together, these decks make up your **play deck**. The cards you use can come from any Faction deck or expansion pack. In fact, you will find that building a deck is one of the most rewarding parts of the game.

While you can have as many cards in each deck as you want, you cannot have more than three copies of any single card, except for these cards, of which you can have only one each:

- any Event
- any Elemental Ring
- any card marked Unique

*Unique cards include all Experienced cards and Ancestors.*

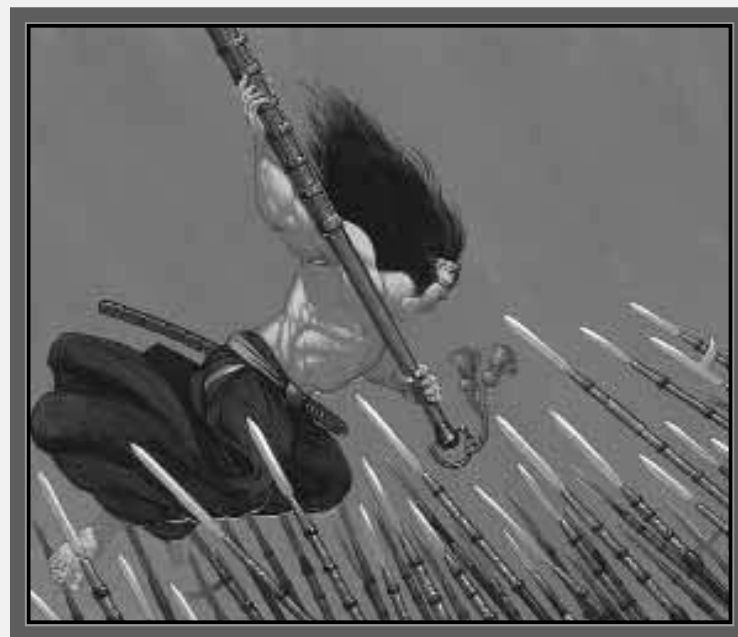
Sometimes an Experienced card has a number after the **Experienced** trait. If more than one card with the same title is Unique, you may still place one of each in your deck if they are of different Experience levels. (**Inexperienced** is a different level, too, and so is a Unique card with no **Experienced** or **Inexperienced** trait at all.)

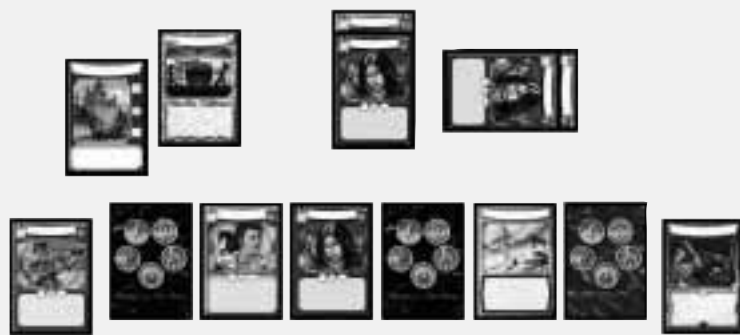
## "Soul of..." Personalities

Many basic Personalities in the *Gold Edition* set have the "Soul of..." trait, which is preceded by another Personality's name from an earlier expansion. The Personalities count together against the per-deck card limit. If either Personality has multiple Experience levels, the "Soul of..." character counts only as the earlier Personality at the same level. "Soul of..." characters don't count as their named Personalities for any game-play purposes except deck construction.

**Example:** Hida Tenshu has the Soul of Hida Amoro trait. A deck containing one Hida Tenshu and two Hida Amoros is legal. A deck containing two of each is not.

*Some cards and rules let you remove cards from your deck right before the game begins. Your deck needs to be legal before you take any cards out. It can be illegal afterward.*





### Preparing the Field

Shuffle your decks separately and allow another player to cut them.

Place your **Dynasty deck** face down to your left. To the far left of your Dynasty deck, and empty for the moment, is your Dynasty **discard pile**. All of your discarded and destroyed Dynasty cards will go into this pile, face-up, as the game progresses. Place destroyed cards in this pile sideways, as you may need to distinguish them from your discarded cards later. You may examine any player's discard piles at any time.

Next come your **Provinces**, invisible areas in the middle of the table and to the right of your Dynasty deck. You begin the game with four Provinces. When a Province is destroyed, completely remove its space from the layout in front of you: destroy all cards attached to it, discard all unplayed cards in it, and move together the Provinces that were to either side of it, which become adjacent.

Each Province holds one Dynasty card at all times. (Cards attached to a Province are no longer "in" the Province—slide any attached card forward to make the title visible.) Any time a Province holds no Dynasty cards, refill that Province immediately with the next card from your Dynasty deck, face down. A Province that you can't refill still exists; mark it with a token of some sort to remind you and your opponents that it is still there. You cannot look at anyone's face-down

Dynasty cards, not even your own. They are a mystery to you as well as to your opponents.

Place your **Fate deck** face down to the right of your Provinces. You draw Fate cards into, and play them from, your **hand**. You may ask any player's current and maximum hand size at any time. To the far right of your Fate deck will go your Fate discard pile. Except for holding Fate cards, it behaves just like your Dynasty discard pile.

The area of the table above your Provinces and decks is your **home**, where your cards enter play.

Gather a number of counters, such as beads, to use as **tokens**, which may be "created" during play. You also need a distinctive item to represent the **Imperial Favor**.

Finally, place your **Stronghold** and **Wind** above your Dynasty deck.

### Your Stronghold

Your Stronghold represents the family castle, shadowy hideout, or ancient holy temple from which you advance your Faction's interests (see page 6). You begin the game with your Stronghold in play and unbowed. It cannot be destroyed. Although represented by a card for reference, your Stronghold is not considered a card for game purposes (nor is it a Holding, even though it produces Gold like one).

Your Stronghold has three numbers, and text describing its traits and abilities. The numbers indicate, from top to bottom, your Provinces' starting **Strength**, the **Gold** the Stronghold can produce when bowed, and your starting **Family Honor**. More than one player may play the same Stronghold in a game.

*Provinces are not destroyed if their Strength becomes 0.*

Each player records the starting Family Honor listed on his or her Stronghold. This represents the goodwill and history of your family at the start of the game. Keep your current Family Honor visible to the other players at all times.

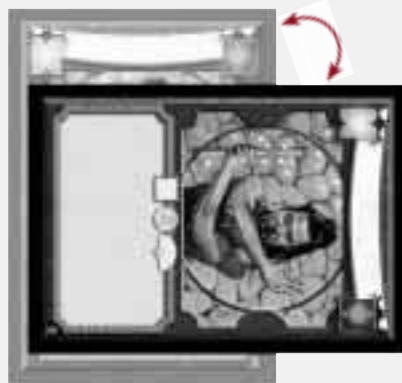
*Your Stronghold's starting Family Honor does not affect your Family Honor after the game begins. Changes to starting Family Honor during the game do not change your current Family Honor.*

## Determining Who Starts

Each player lets another player cut his or her Fate deck to a random card and temporarily adds its Focus value to his or her starting Family Honor. The player with the highest total goes first, with play then proceeding clockwise. If there is a tie for highest total, the tied players continue randomly cutting and adding the new Focus values to their running total until they resolve the tie.

Once the starting player is determined, each player shuffles his or her Fate deck, fills his or her Provinces with one Dynasty card each, and draws five Fate cards to make his or her hand.

## Bowing



To **bow** a card or Stronghold, turn it sideways. To **straighten** a bowed card, turn it back. Some cards and Strongholds can create effects without bowing. A card cannot bow for more than one purpose at a time.

**Example:** Allen has an unbowed Retired General. When his turn comes to play an action, Allen bows the Retired General to use the Retired General's ability to raise a Personality's Force.

Once a card or Stronghold bows, it cannot take another action until it straightens, not even an action that does not bow the card. Bowing does not turn off continuous effects of a card, such as traits, Force and Chi bonuses, or effects that are not actions (see page 47 for the definition of "action").

If a Personality has a bowed card attached, you can still use the Personality as usual. If the Personality is bowed, though, that unit cannot be assigned to attack or defend—but unbowed cards attached to him or her can still use their own abilities.

A card that is or becomes bowed during battle cannot fight as effectively (see page 55 for how bowing affects your army's total Force).

## Bringing Cards into Play

Before using a card, you must bring it into play, observing all restrictions, choosing all targets (see "Targeting and Redirection" on page 45), and then paying all costs (see "Costs and Effects" on page 38). Cards in decks, in (but not attached to) Provinces, in discard piles, and in hands are not "in play," do not affect play, and cannot normally be targeted or affected by other cards.

The player who brings a card into play **controls** it unless an effect or rule transfers control to another player. If you gain control of another player's card, it goes to your home, even if this means removing it from any battle or duel in which it was participating. (This rule overrides any card text that prevents the card from leaving the battle or being sent home.)

A Personality and all attached cards, if any, is called a **unit**. The controller of the Personality controls all of the cards and tokens in the unit.

*When you gain control of another player's unit, the unit always moves into your home, even if this means leaving a battle or duel.*

When you bring into play a card with the trait "Lose X Honor," you lose X Family Honor. You likewise gain honor when playing a card that reads "Gain X Honor."

Losses and gains that are not parts of a card's action apply only when the card enters play. Losses and gains that *are* part of an action only apply when you take that action.

**The conditions for playing or attaching a card matter only while a player plays or attaches it.** Once a card is in play, you do not destroy or discard it if you later fail to meet its original play requirements.

**Example:** Rachel attaches Light Infantry, with an Honor requirement of 1, to Hida Rohiteki. Later, Rohiteki's Personal Honor becomes 0. Though Rohiteki cannot now attach another Light Infantry, the one she already has stays attached.

You cannot voluntarily discard cards or tokens.

You may sometimes move attached cards from one Personality or Province to another. Cards being moved are subject to the same restrictions as when they

attach; you cannot move a card to something that could not attach it. Moving a card does not trigger entering-play effects.

You cannot bring a Unique card into play if a Unique card with the same name is already in play (although you might be able to **overlay** it atop another—see “**Experienced Traits**” on page 35). You *may* play a Unique card if another copy of it was in play earlier but is not currently. A card that “counts as [a Personality] for uniqueness” counts against *all* Unique versions of the Personality named, regardless of Experience level. Non-Unique cards do not impact the deck construction or play limits of Unique cards in any way, nor do Unique cards impact non-Unique cards in these ways.

**Example:** Jim builds a Phoenix Clan deck. He includes three copies of Shiba Tsukune (who is not Unique), one Experienced Shiba Tsukune, and one Experienced 2 Shiba Tsukune. He also includes Shiryō no Tadaka, who counts as Isawa Tadaka for uniqueness. Jim cannot include any Unique versions of Isawa Tadaka in his deck at all, no matter what Experience level they are, though he may still have up to three of the non-Unique Isawa Tadaka.



## Sequence of Play: A Quick First Glance

This section covers a turn's phases in very broad strokes. Much more detailed descriptions appear later.

### 1. Straighten Phase

Straighten all of your cards and your Stronghold.

### 2. Events Phase

Turn over the Dynasty cards in your Provinces from left to right. Resolve any Events as soon as they appear. After you reveal all of the cards, bring all of the Regions into play that you can.

### 3. Action Phase

Starting with you and going clockwise, each player either takes one action or passes. You may take Limited and Open actions, including attaching cards to your Personalities from your hand, moving cards you have already attached, and lobbying for the Imperial Favor. Everyone else can take Open actions only. This phase ends when everyone passes consecutively.

### 4. Attack Phase (Optional)

If you wish, attack one other player of your choice. That player and you may both call for allies. All involved players assign troops however they wish, to either attack or defend that player's Provinces. Each Province has its own Action and Resolution Segments, wherein whichever army has less Force at the end is destroyed—along with the Province, if the attacking army have sufficient Force.

### 5. Dynasty Phase

Buy face-up Personalities and Holdings, bringing them into play from your Provinces, then discard any unwanted face-up Dynasty cards remaining.

### 6. End Phase

Draw a Fate card and formally end your turn.

## Card Types in Detail

Different card types have special rules for play, as described below in roughly the order you may use or encounter them.

### Wind

The Four Winds are all potential candidates to assume the position of Emperor now that Toturi the First's reign has ended. Your Wind card selection reflects which candidate your Faction supports politically and determines what favors you may call upon from the Imperial Court in return. (See "Lobbying for the Imperial Favor" on page 64.)

You reveal your Wind to the other players at the same time you reveal your Stronghold. Winds are neither Dynasty nor Fate cards and do not go in either deck.

### Sensei

A Sensei card represents the person who was your teacher on your path to adulthood. Only a player of a Faction listed on a Sensei can play the Sensei.

A Sensei changes your Stronghold. Abilities on a Sensei are considered printed on your Stronghold. A Sensei's numbers directly affect your Stronghold's corresponding numbers, though they cannot drop your Province Strength or Gold Production under 0 or your starting Family Honor under -19.

Each player may start the game with one Sensei in play, chosen from his or her Fate deck simultaneously and secretly after everyone has revealed their Strongholds and before determining who goes first.

### Events

An Event resolves when revealed in its player's Events Phase. An Event revealed at any other time does not resolve immediately. It instead resolves during the player's next Events Phase at the time it would have if it were just revealed, provided it is still in the Province.

Events are special, once-in-a-generation occurrences. Accordingly, each Event can only resolve once per game. If you reveal an Event that has already resolved, discard your Event with no effect.

### Holdings

You buy Holdings during your Dynasty Phase. **All Holdings except Fortifications enter play bowed.**

A Fortification is a defensive structure permanently associated with a particular Province. You attach it to the Province from which it entered play. You can attach only one copy of each Fortification to each of your Provinces.

### Personalities

You also buy Personalities during your Dynasty Phase. You can bring into play any Personality from any Faction, as long as your Family Honor meets or exceeds the Personality's Honor requirement. You can recruit a Personality with an Honor Requirement of "-" even if your Family Honor is below 0.

If you bring into play a Personality with your Faction's trait, you may either lower his or her Gold cost by 2 or add his or her Personal Honor to your Family Honor. A player using a Shadowlands Stronghold does not have these options; such a player must always buy Personalities without this discount and with no Honor gain.

**If a Personality's Chi drops to 0, destroy the Personality.**

### Regions

After you resolve your Events during your Events Phase, if any Regions are face up in your Provinces, they enter play from left to right attached to their respective Provinces. Each Province can have only one Region. You *must* bring a Region into play if you legally can and if it has no cost; otherwise, you may either discard it at the end of your Dynasty Phase as with any other face-up Dynasty card or leave it there for the next turn.

### Ancestors, Followers, Items, and Spells

You must attach these cards to your Personalities before you can use them. This attachment happens during your Action Phase.

Ancestors represent the personal influence of long-dead heroes from Rokugan's past on the lucky few they choose. You may attach an Ancestor normally, during your Action Phase, or as a Reaction when bringing a Personality into play during your Dynasty Phase. In either case, you must also bow the



Personality as a cost. Ancestors have an Honor requirement that works exactly like that on Followers (see below). They also have a Faction restriction. You can attach an Ancestor only to a Personality with the same alignment as the Ancestor. An Ancestor is destroyed if his or her Personality ever loses the appropriate Faction alignment but otherwise cannot be destroyed while the Personality lives. Ancestors cannot be moved or stolen.

You can attach a Follower only to a Personality whose Personal Honor meets or exceeds the Follower's Honor requirement. Followers typically increase the total Force of their unit without adding directly to the Personality's own Force. They may also have special abilities of their own.

*Your Family Honor does not affect whether or not you may play Followers. Followers only care about the Personal Honor of the Personality you wish to lead them.*

You may attach Items to any Personality, although each Personality can have only one Weapon and one Armor. Items may add Force or Chi bonuses to the Personality, allow him or her to take additional actions, or both.

You can attach Spells only to Shugenja Personalities. A Shugenja cannot attach more Spells than his or her Chi number. Spells allow a Shugenja to create powerful magical effects.

### **Actions**

You play Action cards from your hand. After you play one, put it in your discard pile. You take actions at various times during your and other players' turns, depending on the text of the actions.

### **Kihos**

A Kiho is actually an Action *card*, though it produces a Spell *effect*. For example, an ability that lets you search for or destroy a card treats Kihos as though they're Actions, yet a Shugenja who gains additional Chi while casting a Spell or who can change a Spell's target also works with Kihos. Like Actions, you play Kihos from your hand and then discard them. Like Spells, you must bow a Personality to cast a Kiho, though this is typically either a Shugenja or a Monk. Followers cannot cast Kihos.

### **Elemental Rings**

You must meet the condition described on a Ring to play it. While in play, a Ring creates or makes available to you its "**Benefit Elemental**" effect. If you have all five Elemental Rings in play, you immediately win the game.



### **Bonuses and Penalties**

*Any time a number on a card changes from one value to another, higher value, that number is receiving a "bonus." Likewise, any time a number decreases, it's receiving a "penalty."*

No values in the game except Family Honor and Honor requirements can drop under 0. Don't disregard excess penalties, though. They work against bonuses acquired later. If a value has any minimum or maximum values (including the minimum of 0 just mentioned), apply that limit last, after adding all current bonuses and penalties together.



Example: A Personality with 1 Force suffers a -3F penalty. Her Force becomes 0, not -2. If she later receives a +1F bonus, her Force will still be 0:  $1 - 3 + 1$ , then a minimum of 0.

*All adjustments that use a “+” or “-” sign or a word like “extra,” “further,” “bonus,” or “penalty” are cumulative.*

It is possible to set a card's value directly to a particular number. Do not apply any bonuses or penalties already in effect to this new number—in essence, they're already part of it. *Do* apply any later changes as you normally would.



Example: A Personality with 2 Chi attaches an Item that gives him +2C, for a total of 4. A player then plays a card that sets his Chi to 3. Now, if his Item is destroyed, his Chi will drop to 1.

Items add their Force and Chi directly to their Personality's stats. Followers add their Force and Chi directly to the Personality only when their own stats have “+” signs. Otherwise, they add their values to their unit's total instead.

Any reference to a value on a card refers to that stat's current total value unless it references the “base” or “printed” value.

*If something refers to a value that isn't specified or is missing, such as the Focus value of a Follower token or the Gold cost of an Event, consider that value to be 0. Effects that try to change a value that a card does not normally possess fail—the value will always be 0.*

## Abilities and Traits

An **ability** is text preceded by “**Limited**,” “**Battle**,” “**Open**,” or “**Reaction**.” Everything else in a card's text box is a **trait**, including Faction alignments, honorific titles, “Samurai,” “Shugenja,” situational Force and Chi bonuses, and other game effects. When a card gains a trait or ability, consider it printed on the card.

An ability of a card with the **Shugenja** trait is also known as an **innate ability**. (Abilities on other types of cards are just “abilities.”) Although they're on Shugenja, innate abilities do not create Spell effects.

Traits are always active, even when a card is bowed or not in play.

Many cards end with *italicized flavor text* telling the story of Rokugan. Flavor text has no impact whatsoever on the game. Some cards also have an italicized reminder in parentheses, like “(You can do this even if there are no attacking units),” within a trait or ability. This is a reminder of a general rule and not an actual part of what the card does.

## The Keyword Rule

Some effects, like “destroy a Terrain” or “bow a Forest card,” refer to any card that matches a certain word. In general terms, a card is a “Keyword card” (or just a “Keyword”) if it meets one of these conditions:

- It has the word “Keyword” in its title.
- It has the word “Keyword” in its boldface traits area.
- It is an Action card and “Keyword” precedes one of its actions.

These rules do not apply to Sensei or Wind cards or to Strongholds.

The singular, plural, and possessive forms of a word (e.g. “Forest,” “Forests,” and “Forest's”) are all equivalent. This is not true for other related words (for example, “Imperial” isn't the same as “Emperor”) or words in foreign languages. Faction alignments, hyphenated words, and restrictions like “Followers this Personality attaches must be Ninja” count as single words and cannot be broken up. When something references a reserved game term (like “army,” “bowed,” “dead,” “Defender,” “Sensei,” or “Stronghold”), it does not apply to cards with those traits; it applies only to things that meet the term's definition.

**Example 1:** A Personality with the traits “Scorpion Clan Spy • Ninja” is a **Scorpion Clan** card, a **Spy**, and a **Ninja**, but not a **Clan**.

**Example 2:** A Personality with the Toturi’s Army trait is not an “army” and is not “in an army” unless truly at a battle.

### Action Traits

When a player takes an action, the action carries with it all of the traits preceding the action type itself, as well as those of the card on which the action is printed. Actions that are not printed on a card do not inherit traits from any card.

**Example 3:** The Personality from Example 1 has the ability “Open Elemental: Bow this Personality to draw a card.” Using that ability is taking an Elemental action as well as a Scorpion Clan action, a Spy action, and a Ninja action. If the Personality lobbies for the Imperial Favor, that action doesn’t acquire any of these traits.

### Implied Traits

Sometimes a card possesses traits that are not printed but are automatically present because of other traits. Below is a complete list. It is possible for one implied trait to imply another.

- All Ancestors and Experienced cards are **Unique**.
- All Mujina and all cards printed with the **Ratling** trait are **Creatures**.
- All Creatures, all Oni, all Goblins, and all cards printed with the **Naga** trait are **Nonhuman**.
- All Skeleton, Skeletal, Zombie, and Necromancer cards are **Undead**.
- All Oni and Undead cards are **Shadowlands** cards.

A Personality or Follower is “Human” if it is not Nonhuman.

### Faction Alignments

Eight Great Clans—Crab, Crane, Dragon, Lion, Phoenix, Scorpion, Unicorn, and Yoritomo’s Alliance (see below)—and several other groups with similar interests make up the populace of Rokugan and its surrounding regions. Fifteen such categories are considered “Factions” in the **Legend of the Five Rings** trading card game: the eight Great Clans, the Brotherhood of Shinsei (see below), the

Naga, the Ninja, Ratlings, the Shadowlands (see below), Spirits, and Toturi’s Army. **Cards that refer to Factions or Faction alignments refer only to those in this list.**

The Brotherhood of Shinsei uses **Monk** as its identifying trait. The **Mantis Clan** and **Yoritomo’s Alliance** traits are interchangeable. The Shadowlands Faction does not have a trait that signifies alignment; therefore, a Shadowlands player (one playing the Sepulcher of Bone, The Shadowlands Horde, The Spawning Ground, or Yogo Junzo’s Army) cannot get Gold discounts or Honor bonuses for bringing Personalities into play.

A Personality may be aligned with more than one Faction or none at all. A Personality is “Unaligned” if (and *only* if) it has the **Unaligned** trait, even if it also has Faction traits.

Sometimes your Personalities will **swear fealty** and gain your Faction’s trait. A Personality with the *printed* **Monk**, **Naga**, **Ninja**, **Ratling**, or **Spirit** trait cannot lose that trait by swearing fealty, *even if the effect specifically removes existing alignments*. If a Human Personality swears fealty to a Naga or Ratling player, the Personality gains the **Naga** or **Ratling** trait but remains Human, since this new trait is not printed.

*Families and other characters typically comprise a Faction. The Crab Clan’s Hida family, for example, includes Hida Hio, Hida Rohiteki, and so on. The family name comes first. Some characters do not belong to families, including cards with single names (like Seikua) that are not family names for any other characters, and cards with occupation, Faction, or creature words as their first word (like Ninja Spy or Ogre Bushi). A single family can have Personalities in more than one Faction or none at all.*

### Experienced Traits

The **Legend of the Five Rings** storyline progresses over time, and cards in new sets reflect this. The **Experienced** series of traits represents changes that some Personalities undergo during the story. Some non-Personality cards may also be Experienced; these follow the same rules as Personalities.

This is the progression from early to latest versions of a Personality: **Inexperienced**, non-Experienced, **Experienced**, **Experienced 2**, **Experienced 3**, and so on. Most Personalities are non-Experienced: they do not have an **Experienced** trait. Some characters have many versions. A Personality with any of the **Experienced** or **Experienced #** traits is an “Experienced Personality.”

If you have a Personality, bowed or unbowed, in play and a more-experienced version face up in a Province, you can **overlay** the later version atop the earlier one during your Dynasty Phase. The later version keeps the earlier one’s attached cards, tokens, bowed or unbowed status, and all changes currently in effect, and permanently gains all of its abilities. The later version’s printed stats and traits override those on the earlier version.



Overlaying doesn’t count as bringing a card into play; ignore all of the card’s play restrictions and effects triggered by the card “entering play” or “joining a player.” You *must* still follow the uniqueness rule, however; you cannot overlay if that would result in two Unique cards with the same name in play. If the later version is only one level above the earlier one, overlaying doesn’t cost anything. If they’re more than one level removed from each other and the later version

has a higher Gold cost, you must pay the difference. Overlaying is not mandatory. You may bring an Experienced Personality into play normally even if you could overlay it, as long as doing so doesn’t violate any other rules. You cannot “underlay” less-experienced cards beneath later ones.

When you have an overlaid Personality, none of the cards in the stack except for the top one count as being “in play” or affect play in any way, with *one* exception: if an overlaid Personality is destroyed in the resolution of a battle, the winner gains honor for every card in the stack. If an overlaid Personality leaves play, remove all cards but the top one from the game. Keep them handy for reference, though, since the top card still has the bottom cards’ abilities.

Some cards have the **Experienced [Name]** trait, to represent a character’s name change; each of these cards is considered the Experienced version of the card named. For example, Akodo Ginawa has the trait “**Experienced 4 Ginawa**,” so he can overlay Ginawa.

**Example:** Allen and Cindy each have two copies of the non-Experienced Kakita Kaiten in play. Allen has the Experienced Kakita Kaiten face-up in a Province. He brings the Experienced Kaiten into play, laying him over a Kaiten in play. The Experienced Kaiten has the earlier card’s Jade Bow, Medium Infantry, and duel Reaction, as well as the +1F/+1C bonus and Unicorn Clan alignment from an Oath of Fealty played earlier, plus the Battle action on the Experienced Kaiten. If Cindy’s copy of the Experienced Kaiten shows up, she cannot bring him into play, though she can still bring out a non-Experienced version. If Cindy destroys Allen’s Experienced Kaiten in battle, she gains 4 Honor (2 for each card) and can bring her Experienced Kaiten into play during her Dynasty Phase.

### Copying

Some cards can copy other cards’ statistics or abilities. When copying a stat, set the copying card’s stat to exactly the current value being copied (see “Bonuses and Penalties” on page 31). This happens instantaneously. If the copied stat changes later, the stat on the card that copied it does *not* change likewise.

A copied ability is considered printed on the copying card. If a copied ability is lost, remove any tokens it created from the game and end any effect it produced whose duration depends on its own card (like “while this card remains bowed”). All other effects created by copied abilities have normal durations.

*No card may copy any aspect of itself.*

**Example:** Shosuro Turaki can copy another Personality's Force, Chi, or one ability until the start of her controller's next turn. Allen's Experienced 2 Hoshi Wayan (3F/4C) has a Crystal Katana (+2C), so Wayan is 3F/6C. Bob's Shosuro Turaki (1F/1C) has a Naginata (+1F/+2C), so she is 2F/3C. Turaki can copy:

- Wayan's Force, becoming 3F;
- Wayan's Chi, becoming 6C;
- Wayan's ability to gain a Tattoo token, or
- Wayan's ability to destroy one of his Tattoo tokens to increase a Force bonus he receives.

If Turaki copies Wayan's Chi and then Wayan loses his Crystal Katana, Turaki's Chi does not also drop by 2. Regardless of what she copies, if Turaki loses her own Naginata afterward, she loses 1F and 2C from her new stats. If she copies and then uses Wayan's ability to gain a Tattoo token, that token goes away at the start of Bob's next turn, when Turaki's ability to make them is lost.

### Self-Referential Cards

If a card's text refers to its card by name, it refers only to that one card, not to any other cards with that name in play. If another card copies an ability that refers to its card's name, the title in the copy changes to match the title of the card gaining the copied ability.

### Costs and Effects

You can bow a Gold-producing card (a card that says it "produces" Gold) at any time to pay a Gold cost. You cannot produce Gold unless you are paying a cost.



You can bow multiple cards consecutively to produce larger Gold amounts, but **you cannot pay two or more Gold costs at a time with one Gold-producing card**. For example, the Diamond Mine, which produces 5 Gold, cannot pay for a 4-Gold-cost Item and a 1-Gold-cost Follower. You can bring only one card into play at a time; the Emperor taxes any excess Gold, and you lose it.

*You may deliberately pay more Gold than you need when you play a card, even if the card has a Gold cost of 0.*

Many costs appear in action text. You pay an action's costs, then its effects happen. For sets starting with the *Fire & Shadow* set, only something described as a cost or something followed by "to" or "for" is a cost. For the action below, "Bow one of your Personalities" and "discard a card from your hand" are costs, and "Bow another player's Personality" and "Lose 1 Honor" are effects.

**Limited:** Bow one of your Personalities and discard a card from your hand to bow another player's Personality. Lose 1 Honor.

An action with multiple targets creates one effect per target. For example, if an action creates multiple ranged attacks, each attack is one effect of the action.

**If an effect does not say how long it lasts, it wears off when the current turn ends.** Swearing fealty is permanent. Dishonor is permanent. Effects from tokens last as long as the tokens last, which is normally permanent. Effects that last until a certain card straightens also end if that card leaves play.

"Permanent" is just a shorthand way of saying "until the end of the game." It does not mean that the change can never be undone.

**Effects on a card do not end prematurely if the card is destroyed, discarded, or even sent back into its owner's hand or deck.** They last as long as they would have, had the card remained in play.

A duration that spans multiple turns (like "three turns from now") counts the current player's turns only.



## Tokens

Many cards allow you to place tokens. Some tokens are described as “#F/#C,” where “#” is a change to the Force or Chi of the card with the token. For example, a card with a 1F/2C token gains +1 Force and +2 Chi, and a card with a -3F token has -3 Force and no Chi penalty. Other tokens, like “Fire” and “Storage” tokens, simply have a name and do not grant any bonuses by themselves.

Some effects create Follower tokens. **Follower tokens are considered cards as well as tokens in every way.** No other type of token counts as a card.

If a card leaves play in any way, remove its tokens (including Follower tokens) from the game. Tokens never go into the discard pile. Even if the card returns to play, it does not regain any tokens it had.

*The cost of an action that creates tokens is a separate number from the token's gold cost itself, which is typically 0.*



## Card List

### Actions

Accessible Terrain  
Ambush  
Another Time  
The Arrow Knows the Way  
Arrowroot Tattoo  
Arrows from the Woods  
Avoid Fate  
Be Prepared to Dig Two Graves  
Bend like a Reed  
Blackened Sky  
Block Supply Lines  
Brash Hero  
Burning Your Essence  
Call to Arms  
Careful Planning  
Charge  
The Code of Bushido  
Come One at a Time  
Confusion at Court  
Contentious Terrain  
Corrupted Ground  
Costly Alliance  
Counterattack  
Crane Tattoo  
Dead Eyes  
Deadly Ground  
Death-Seeker Technique  
Deeds, Not Words  
Defend Your Honor  
Delicate Calculations  
Dispersive Terrain  
Diversionary Tactics  
Dragon Tattoo  
Duty to the Clan  
The Emperor's Left Hand  
The Emperor's Right Hand  
Encircled Terrain  
Enough Talk!  
Entrapping Terrain  
The Face of Fear  
False Alliance  
Familiar Surroundings  
Fight to the Setting Sun  
Fires of Retribution  
Flattery  
Focus  
For the Empire  
Frenzy  
Geisha Assassin  
He's Mine!  
High Morale  
Higher Ground  
Hitomi Technique  
Honorable Seppuku  
Hummingbird Tattoo  
I Believed in You  
Iaijutsu Art  
Iaijutsu Challenge  
Iaijutsu Duel  
Imperial Edicts  
In Search of the Future  
Inner Fire  
Investigation  
Judgment of Toshiken  
Kakita Technique  
Karmic Strike  
Kolai Assassin  
Kolai Master  
Let Your Spirit Guide You  
Lies, Lies, Lies  
Low Morale  
Magic Mud  
Marries a Barbarian  
Meditation  
Mountain Tattoo  
Mushin  
Narrow Ground  
Nemesis  
Night Battle  
Ninja Thief  
Oath of Fealty  
One Life, One Action  
Outflank  
Overconfidence  
Poisoned  
Poisoned Weapon  
Political Dissent  
Rallying Cry  
Refugees  
Remorseful Seppuku  
Resist Magic  
Salt the Earth  
A Samurai Never Stands Alone  
A Samurai's Fury  
Shadowlands Sickness  
Shame

Shiba Technique  
Shinjo Technique  
Shosuro Technique  
Single Combat  
Slander  
Sneak Attack  
Stand against the Waves  
Stand Firm  
A Stout Heart  
Street to Street  
Strength of Purity  
Strike at the Tail  
Strike of Flowing Water  
Superior Strategist  
Superior Tactics  
Surrender  
Suspended Terrain  
Swamp Marsh  
Take the Initiative  
A Test of Courage  
Test of Might  
Those Who Stand Alone  
Tides of Battle  
To Do What We Must  
To the Last Man  
Treacherous Terrain  
The Turtle's Shell  
Uncertainty  
Untrustworthy  
Way of Death  
Way of Deception  
When Darkness Draws Near  
White Shore Plain

### Elemental Rings

Ring of Air  
Ring of Earth  
Ring of Fire  
Ring of the Void  
Ring of Water

### Events

Alliance  
Celestial Alignment  
The Celestial Pattern  
Chrysanthemum Festival  
Corruption of the Harmonies  
Dealing with Shadows  
An Empty Victory  
Famine  
Glimpse of the Unicorn

**Events (cont.)**

Hurricane  
Imperial Ambassadorship  
Imperial Funeral  
Imperial Gift  
In Time of War  
Kamoko's Constellation  
New Year's Celebration  
Occult Murders  
Peasant Revolt  
The Price of War  
Proposal of Peace  
Regions of Rokugan  
Retirement  
Rise of the Phoenix  
The Rising Sun  
Setsuban Festival  
Solar Eclipse  
Strength of the Earth  
Suspensions  
Test of Stone  
Test of the Emerald Champion  
Test of the Jade Champion  
Unexpected Allies

**Followers**

Ambush Strategist  
Archers  
Armored Steeds  
Asahina Archers  
Ashigaru Archers  
Ashigaru Spearmen  
Battering Ram Crew  
Battle Maidens  
Bayushi House Guard  
The Damned  
Doji House Guard  
Elite Pikemen  
Elite Spearmen  
Firestorm Legion  
Goblin Madcaps  
Goblin Mob  
Goblin Sneaks  
Heavy Cavalry  
Heavy Infantry  
Hida House Guard  
Horsebowmen  
Ikiryo  
Imperial Honor Guard  
Lesser Mujina  
Lesser Oni

Light Cavalry  
Light Infantry  
Light Mounted Infantry  
Lion's Pride  
Mantis Bushi  
Matsu House Guard  
Medium Cavalry  
Medium Infantry  
Mirumoto House Guard  
Moto Fanatics  
Ogre Warriors  
Personal Champion  
Ratling Bushi  
Ratling Pack  
Ratling Scout  
Samurai Warriors  
Scout  
Shiba House Guard  
Shield Wall  
Shinjo House Guard  
Skeletal Troops  
Spearmen  
Spirit Guide  
Zokujin  
Zombie Troops

**Holdings**

Ancestral Shrines of  
Otosan Uchi  
Armory  
Bandit Hideout  
Barbican  
Barricades  
Blacksmiths  
Bridged Pass  
Bushi Dojo  
Cleansing Bell  
Copper Mine  
Corrupted Iron Mine  
Corrupted Silver Mine  
Diamond Mine  
Dragon Dancers  
Dragon's Teeth  
Earthworks  
The Edge of Shinomen Forest  
Famous Poet  
Fantastic Gardens  
Festering Pit of Fu Leng  
Forest  
Forgotten Tomb  
Fortress of the Dragonfly

Gambling House  
Garrison  
Geisha House  
Go Master  
Gold Mine  
Goldsmith  
Hawks and Falcons  
Heartbeat Drummers  
The Hiruma Dojo  
Historian  
Iron Mine  
Izaku Library  
Jade Works  
Kabuki Theater Troupe  
The Kaiu Forge  
Large Farm  
Marketplace  
Master of the Tea Ceremony  
Moat  
Oracle of Earth  
Oracle of Fire  
Oracle of the Void  
Oracle of Water  
Oracle of Wind  
Pearl Divers  
Pitch and Fire  
Poorly Placed Garden  
Port  
Provision Storehouse  
Retired General  
Retired Wasp General  
Sacrificial Altar  
Sanctified Temple  
Shokansuru  
Shrine of the Dragon Champion  
Silk Farm  
Silk Works  
Silver Mine  
Small Farm  
Stables  
Storehouses  
Temple of Bishamon  
Trade Route  
Trading Grounds  
Traveling Caravan  
Trenches  
Tunnel System  
Unscalable Walls  
Wall of Bones  
Watchtower  
Yamaso no Oni

**Items**

The Armor of Sun Tao  
Blackened Claws  
Blade of Kaiu  
Candle of the Void  
Celestial Sword of the Crab  
Celestial Sword of the Crane  
Celestial Sword of the Dragon  
Celestial Sword of the Lion  
Celestial Sword of the Phoenix  
Celestial Sword of the Scorpion  
Celestial Sword of the Unicorn  
Chime of Harmony  
Crystal Katana  
Dai Tsuchi  
Dragon's Claw Katana  
Drum of Water  
Fan of Command  
Golden Obi of the Sun Goddess  
Hammer of Earth  
The Imperial Standard  
Jade Bow  
Mantle of Fire  
Mantle of the Jade Champion  
Naginata  
No-Dachi  
Ono  
Personal Standard  
Poison Dartgun  
Porcelain Mask of Fu Leng  
Riding Yari  
Ryokan's Sword  
Tapestry of Air  
Tessen  
Wakizashi  
Warhorses  
Yakamo's Claw

**Kihos**  
Chasing Osano-Wo  
Double Chi  
The Endless Well  
Facing Your Devils  
Finding the Harmony  
Fist of the Earth  
Flee the Darkness  
Gift of the Wind  
A Glimpse of the Soul's Shadow  
Hitsu-do  
Kaede's Tears  
Kaze-do

Master of the Rolling River  
Mizu-do  
Purity of Spirit  
Ryoshun's Last Words  
Strength of My Ancestors  
Touching the Soul  
The Wind's Truth  
The Wrath of Osano-Wo

**Personalities: Brotherhood**

Hoshi Wayan Exp. 2  
Ukuro

**Personalities: Crab**

Hida Hio  
Hida Kuon  
Hida Kuroda  
Hida Mitaki  
Hida Okyo  
Hida Rohiteki  
Hida Rohiteki Exp.  
Hida Tenshu  
Hida Yasuhiro  
Kaiu Ebutaro  
Kuni Utagu  
Kuni Utagu Exp.  
Yasuki Wukau

**Personalities: Crane**

Asahina Kimita  
Asahina Sekawa  
Daidoji Hachi  
Daidoji Rekai  
Daidoji Rekai Exp. 2  
Doji Akiyo  
Doji Irabe  
Doji Kurohito  
Kakita Kaiten  
Kakita Kaiten Exp.  
Kakita Kyruko  
Kakita Namte  
Kakita Taneki

**Personalities: Dragon**

Hitomi Vedau  
Hoshi Eisai Exp.  
Mirumoto Kamoru  
Mirumoto Machuo  
Mirumoto Ukira  
Mirumoto Uso  
Mirumoto Uso Exp.  
Tamori Chosai

Tamori Shaitung  
Togashi Daije  
Togashi Genshuo  
Togashi Hoshi Exp. 2

**Personalities: Lion**

Akodo Ginawa Exp. 4  
Akodo Ijiasu  
Akodo Tadenori  
Ikoma Sume  
Ikoma Tsai  
Kitsu Dejiko  
Matsu Domotai  
Matsu Hataki  
Matsu Hataki Exp.  
Matsu Ketsui  
Matsu Nimuro  
Matsu Otemi

**Personality: Naga**  
Ghedai

**Personalities: Phoenix**

Asako Ryoma  
Isawa Nakamuro  
Isawa Nikaite  
Isawa Paiche  
Isawa Riake  
Isawa Taeruko  
Shiba Aikune  
Shiba Arkhai  
Shiba Kai  
Shiba Ningen  
Shiba Ningen Exp.  
Shiba Tsukune  
Shiba Tsukune Exp. 3

**Personalities: Ratling**

Kan'ok'ticheck  
Nir'um'tuk  
Ratling Conjurer  
Ruanteck  
Te'tik'kir  
Yoee'trr  
Zin'tch

**Personalities: Scorpion**

Bayushi Ereji  
Bayushi Jangi  
Bayushi Jekkua  
Bayushi Nobua  
Bayushi Paneki  
Bayushi Tjeki

**Personalities: Scorpion (cont.)**

Bayushi Yojiro  
 Bayushi Yojiro Exp.  
 Bayushi Yojiro Exp. 2  
 Shosuro Aroru  
 Shosuro Turaki  
 Shosuro Yudoka  
 Soshi Angai

**Personalities: Unicorn**

Iuchi Shem-Zhe  
 Moto Hideyo  
 Moto Kadu-kai  
 Moto Kuezhe  
 Moto Vordu  
 Shinjo Maku  
 Shinjo Osema  
 Shinjo Shono  
 Shinjo Shono Exp.  
 Utaku Xiang Chi  
 Utaku Xiang Chi Exp.  
 Utaku Yu-Pan

**Personalities: Unaligned**

Gakochun  
 Goblin Warmonger  
 Goblin Wizard  
 Ki-Rin  
 Kitsune Ryukan  
 Kumo  
 Kyoso no Oni  
 Kyoso no Oni Exp.  
 Lady Kitsune  
 Motai  
 Ninja Spy  
 Noekam  
 Ogre Bushi  
 Shahai  
 Slidge  
 Thuk-Kigi Exp.  
 Tsuburu no Oni  
 Voitagei  
 Yuki no Onna

**Regions**

Akui Cliffs  
 Big Stink  
 Black Finger River  
 Borderland

Campsite  
 Crossroads  
 Farmlands  
 Fields of the Dead  
 Fields of the Morning Sun  
 Flatlands  
 Forests of Shinomen  
 Great Crater  
 Inaccessible Region  
 The Iuchi Plains  
 Last Stand Plain  
 Lookout Mountain  
 Mountain of the Seven Thunders  
 Mountain Pass  
 Plain of Fast Troubles  
 Plains above Evil  
 Plains of Otsan Uchi  
 River Region  
 Road of Dust  
 The Ruined Keep of Fu Leng  
 Secluded Ravine  
 Shadowlands Marsh  
 Sorrow's Path  
 Streets of Otsan Uchi  
 Swamplands  
 Temples of the New Tao  
 Training Grounds  
 Umi Amaterasu  
 War-Stained Fields  
 Wetlands

**Spells**

Asahina's Breath  
 Biting Steel  
 Blood of Midnight  
 Blood Rite  
 Bloodstained Forest  
 Earthquake  
 Energy Transference  
 Eyes Shall Not See  
 The Fire from Within  
 Fires of Purity  
 The Fires That Cleanse  
 Fist of Osano-Wo  
 The Fury of Osano-Wo  
 Hiruma's Last Breath  
 Look into the Void  
 Purity of the Seven Thunders

Secrets on the Wind  
 Soshi's Curse  
 The Soul of Shiba  
 Stifling Wind  
 Tomb of Jade  
 Torrential Rain  
 Touch of Death  
 Walking the Way  
 Winds of Change

**Strongholds: Crab**

The Citadel of the Hiruma  
 The Great Walls of Kaiu

**Strongholds: Crane**

The Iron Fortress of the Daidoji  
 Kosaten Shiro

**Strongholds: Dragon**

Iron Mountain  
 Kyuden Hitomi

**Strongholds: Lion**

The Ancient Halls of the Lion  
 The Noble Halls of the Akodo

**Strongholds: Phoenix**

Eternal Halls of the Shiba  
 Towers of the Asako

**Strongholds: Scorpion**

The Shadow Stronghold  
 of the Bayushi  
 The Towers of the Yogo

**Strongholds: Shadowlands**

The Shadowlands Horde  
 The Spawning Ground

**Strongholds: Unicorn**

Northern Provinces of the Moto  
 The Utaku Palaces

**Winds**

Akodo Kaneka  
 Hantei Naseru  
 Toturi Sekai  
 Toturi Tsudao

## Canceling Actions and Negating Effects

If an action is canceled, it does not count as having been taken (or even attempted), although no costs are refunded. A canceled Action card goes to the discard pile.

If one or more effects are negated, any other effects caused by the same card or action still occur. A card or action is still considered to have been played even if all its effects are negated.

*If an action is canceled after it has already produced some effects, do not undo those effects.*

If part of the cost of using an action or bringing a card into play is prevented, the player trying to take the action or play the card may either use further resources to complete the payment or allow the attempt to fail. If it fails, the player returns the card to where it came from and does not receive a refund for any remaining costs, Gold and otherwise, that he or she already paid. The player cannot spend that Gold on another card instead. If the action of attaching a card is canceled, the same thing happens: the player returns the card being attached to where he or she played it from and does not receive a refund for any costs paid for it.

## Targeting and Redirection

Some actions are **targeted**, meaning some aspect of them is aimed at a particular recipient. Targeted actions can sometimes have their aim directed elsewhere or be prohibited from directing their aim at certain cards. To determine whether an action or other effect is targeted, apply these rules to it, in order:

1. If an effect says it targets, it targets.
2. An effect that applies only to its own card does not target.
3. An effect that applies to all of a particular group, such as "all Shadowlands cards" or "each Monk Personality in the attacking army," does not target.
4. All other effects target.





An action's player doesn't necessarily make the action's targeting decisions. An action's costs or effects can make it targeted. Kihos, for example, target their casters. Deciding which among several different actions to use or play is not a targeting decision.

You cannot announce a targeted action if a legal target does not exist. You must choose all targets when you announce an action, before you begin paying any costs.

You may target only cards in play.

*An effect that targets a face-down card may target any such card, including one not in play.*

**You cannot target your own bowed Personalities with your actions**, except actions that straighten cards. (You *may* target other players' bowed Personalities and your own bowed cards of other types. You may also target your own bowed Personalities with effects that aren't actions, such as an Event that gives a permanent bonus to one of your Samurai or an Oni that requires you to destroy one of your Personalities when it enters play.)

*An effect that targets a unit also targets the Personality leading it, and vice-versa.*

You can **redirect** an action only to something else it could have targeted originally. Should you redirect an action, treat it as though it had been aimed at its new target all along. You cannot redirect untargeted actions or actions that give no choice for their target (such as a card that targets "your Stronghold"). You cannot redirect costs, either.

## Actions

During the game, you (and some of your cards) can take actions. **Action cards are the only cards from your hand that you play for immediate effect.** You must bring all other types of Fate cards into play before you can use their actions, and you use their actions as separate actions from bringing them into play. There are four types of actions: Limited actions, Open actions, Battle actions, and Reactions (see below).

Each action must completely resolve before any player may play another action (other than a Reaction). You cannot, for example, take an Open action to raise the Chi of a Personality as he or she enters a duel.

### Limited Actions

You can use Limited actions (those with the "**Limited**" indicator) only during your own Action Phase.

### Open Actions

You can use Open actions (those with the "**Open**" indicator) during any player's Action Phase and any Battle Action Segment. Open actions do not become Battle actions when played during battle. Not every Open action is legal in every battle—see "Battle Action Segment" on page 53 for the rules on what actions you can use during the Battle Action Segment, and under what conditions.

### Battle Actions

You can use these actions (those with the "**Battle**" indicator) only during a Battle Action Segment, though it can be on any player's turn. Not every Battle action is legal in every battle—see "Battle Action Segment" on page 53 for the

rules on what actions you can use during the Battle Action Segment, and under what conditions.

### Reactions

Reactions (actions with the “**Reaction**” indicator) can interrupt other actions. They are not restricted to being taken in certain phases like other actions; instead, a Reaction has a trigger event to which it reacts, and you take it upon such an occurrence. You must take a Reaction as soon as its trigger occurs.

*Players may react to Reactions.*

All players may react to the same trigger in turn until everybody passes consecutively. You may react as many times as you like to any trigger, but remember that you can’t take your second Reaction until everyone else has had a chance to take one, and that sometimes a Reaction changes the trigger in such a way that further Reactions aren’t legal. Also, each *printed* instance of a Reaction can be used only once per trigger.

If more than one player wishes to take Reactions at the same time, first consider the exact wording of the Reactions. A Reaction taken “before” its trigger, for example, is always playable before one taken “after” its trigger. If the Reactions have the same wording for when they’re taken, the chance to take the first Reaction goes to the player to the left of the one who caused the trigger. For things like the beginning of a phase, treat the **active player**—the one whose turn it is—as the one who caused the trigger.

Taking a Reaction does not take up an “action” for determining players’ order of acting during the Action Phase or Battle Action Segment.

*If a Reaction changes an action’s target so that the target no longer meets the action’s targeting requirements, the action does not affect the target.*



## Sequence of Play in Detail

This section covers a turn’s phases, summarized in “Sequence of Play: A Quick First Glance” on page 27. They also appear on the back of this rulebook for easy reference.

### 1. Straighten Phase

Straighten your Stronghold and all of your cards in play.

### 2. Events Phase

Do the following for each of your Provinces, going from left to right:

- If there is a face-down card in the Province, turn it face-up.
- If the card in the Province is an Event, it immediately resolves if it has not resolved previously this game. Then, whether it resolves or not, discard it and replace it with your Dynasty deck’s top card, face down.

After doing these things for all of your Provinces, bring all face-up Regions into play that are in your Provinces and that can legally attach to them. (Again, refill empty Provinces with face-down Dynasty cards.)

### 3. Action Phase

Starting with the active player and going clockwise, each player must either take a single action or pass. The active player may take **Limited** and **Open** actions; all other players may take Open actions only (and all players may play some Reactions—see “Reactions” on page 48). Players may take these actions both as Action cards from their hands or on cards in play. The following things are other Limited actions the active player may take:

- **Attach** an Ancestor, Follower, Item, or Spell to one of his or her Personalities. This targets the Personality, so the Personality must be unbowed.
- **Move** attached cards between two or more of his or her unbowed Personalities, bowing the Personalities. This targets every card bowed and moved.
- Once per turn, **lobby** for the Imperial Favor (see page 64).

The Action Phase continues until all players pass consecutively. A player who passes *may* take an action later that phase if the opportunity reaches him or her again, but he or she *cannot* “go back” and take one last action if the phase ends before that point, because everyone else passed.



#### 4. Attack Phase (Optional)

This phase has five segments:

1. Declaration Segment
2. Infantry Maneuvers Segment
3. Cavalry Maneuvers Segment
4. Battle Action Segment
5. Resolution Segment

You are not required to attack. You can attack only once per turn, and you can attack only one opponent per attack. You can only attack a player's Provinces; you cannot attack a Stronghold or Personalities directly.

A section on **Terrains** follows the “Battle Action Segment” section, and a section about things that happen after a battle follows the “Resolution Segment” section. For an example Attack Phase, see page 66.

##### 4.1. Declaration Segment

Declare which player you are attacking. That player is now the **Defender**. You are now the **Attacker**.

The Attacker and then the Defender may now invite other players to assist them in the upcoming battle, as **attacking** or **defending allies**. They may invite as many or as few of the other players as they wish, including players already invited by the other side.

During the Maneuvers Segments, a player invited to ally may assign any number of his or her own units to the army of the inviting player. A player need not ally if asked. A player may ally only if invited and cannot ally with both the Attacker and the Defender in the same Attack Phase. When first invited, players need not state their intentions to send units; they may remain silent or even lie about their intentions.

A player who allies gains 2 Honor when he or she first assigns at least one unit during a Maneuvers Segment. A player may gain this Honor only once per Attack Phase. A player cannot gain this Honor by moving a unit into an army once battles begin.

##### 4.2. Infantry Maneuvers Segment

There are two basic types of units: **Infantry** and **Cavalry**. Personalities and Followers are Infantry unless they have the **Cavalry** trait. A Personality and his or her attached Followers must all have the **Cavalry** trait for the unit to be Cavalry. Infantry units *must* either assign during this segment or not assign at all. Each Cavalry unit may also assign in this segment, or it can wait for the Cavalry Maneuvers Segment. Players cannot assign units led by bowed Personalities. Once a unit is assigned to a battle, it cannot voluntarily go home or move to another battle.

The Attacker declares which, if any, units attack and assigns them simultaneously to the Defender's Provinces in any combination.

Once the Attacker assigns units, other players may become attacking allies, if the Attacker invited them to do so during the Declaration Segment. Starting with the player to the Attacker's left and going clockwise, each invited player has one chance to likewise assign one or more of his or her units to the Defender's Provinces, simultaneously and in any combination, regardless of where the Attacker and other allies have already assigned their units.

**Example:** Allen attacks Bob; both invite Cindy and David to ally. Allen assigns two Infantry units to Province 1 and one to Province 2. Cindy joins the attack, assigning an Infantry unit to attack Province 3. She gains 2 Honor.

Next, the Defender declares which units defend and which Province each unit defends. Again, the Defender can assign units to his or her own Provinces in any combination, including no units at all and regardless of where players have assigned attacking units.

Once the Defender assigns units, other players may become defending allies, if the Defender invited them to do so during the Declaration Segment. Starting with the player to the Defender's left and going clockwise, each invited player has one chance to likewise assign one or more units to the Defender's Provinces.

**Example:** Bob assigns an Infantry unit to defend Province 1. David joins the defense, assigning one Infantry unit to defend Province 1 and one Infantry unit to defend Province 2. He gains 2 Honor.

#### 4.3. Cavalry Maneuvers Segment

This segment immediately follows the Infantry Maneuvers Segment and follows the same process, except that players can assign only Cavalry units to attack or defend. This is the last chance for an invited player to ally and the last chance for any player to "assign" units; any units joining a battle after this point "move" into the battle instead.

**Example:** Allen assigns a Cavalry unit to attack Province 4. Cindy also assigns a Cavalry unit to attack Province 4. She already gained Honor for allying (see the previous page's example), so she does not gain it again.

#### 4.4. Battle Action Segment

Once players assign all of the chosen units to battle, the battles begin. One battle occurs at each of the Defender's Provinces, whether the Province has units assigned to it or not. (Card effects might allow units to enter unitless battles.) The last two segments of the Action Phase (**Battle Action** and **Resolution**) resolve separately for each battle; the Attacker determines the order in which battles are handled as the Attack Phase progresses.

Once the Attacker has chosen a battle to resolve, the Battle Action Segment begins. Starting with the Defender and going clockwise, each player must either take one Open action, take one Battle action, or pass (see "Actions" on page 47). The Battle Action Segment continues until all players pass consecutively.

Actions have extra restrictions during the Battle Action Segment. Even if an action is of an appropriate type to be played during the Attack Phase, it must satisfy *all* of the relevant restrictions below, or it is not legal. The exact same rules apply equally to both Battle and Open actions during the Attack Phase.

- A player can take an action only if he or she is involved in the current battle. This is called the **Rule of Presence**. To satisfy this condition, the player must either:
  - currently have at least one unit in the battle,
  - gain a unit in the battle as a result of the action (for example, use Superior Tactics to move a unit from another Province into the current, empty one), or
  - be reacting to one of his or her units leaving the battle (including leaving play from the battle).
- A player can take only actions associated with the current battle. This is called the **Rule of Relevance**. In particular, the action needs to satisfy at least one of the following conditions:
  - It comes from a card or token at the battle.
  - It moves or creates a card or token in the battle.
  - It targets or directly affects a card or token in the battle, the Province under attack, or the battle itself.

- It is reacting to a card or token leaving the battle (including leaving play from the battle).
- A player can take an action that refers to an “**opposing**” card or “this battle,” or that includes an implicating phrase such as “another attacking card” or “the Province this card is defending,” only if the card on which the action is printed is in the current battle. This includes **Fear** and **ranged attacks** (see page 63). Players can take actions without such a phrase no matter where their cards are located, provided they meet all other restrictions.
- You cannot play a **Terrain** if a Terrain is already in play.
- A player can take a Battle action on a Fortification or Region only during a battle at its own Province.

**Example 1:** Stifling Wind, a Spell, reads: “Elemental Battle: Bow this Shugenja to bow an opposing Follower.” The caster must be at the current battle to take this action.

**Example 2:** Biting Steel, a Spell, reads: “Open: Bow this Shugenja to give +3F/+3C to a Dragon Clan Personality or +2F/+2C to a non-Dragon Clan Personality.” The Spell does not say “opposing Personality,” so its caster can cast it from outside of a battle. If the caster does so, however, he or she must cast it on someone in the battle, to satisfy the Rule of Relevance. If the caster wants to cast it on someone outside of the battle, he or she must be in the battle to do so.

*Units may move into Provinces whose battles have already resolved.*

*A player can move units into another player’s army only if (1) the first player has not had any units in the army of the second player’s opponent at any time during this Attack Phase and (2) the second player invited the first to ally.*

## Terrains

Terrains are a special type of Action card that reflect the ground over which the armies fight and the many tactics they employ to use it to their advantage. As such, only one Terrain can be in play for a battle at a time.

Terrains stay in play until destroyed, which can happen because of a card effect, because they get “replaced,” or because the battle ends. Playing a Terrain is not a targeted action.

Terrains fall into two different categories: Immediate and Delayed. **Immediate** Terrains take effect when played, just like any other Action card, and an Immediate Terrain’s effects end when it is destroyed. **Delayed** Terrains, on the other hand, **do not take effect until the Battle Action Segment ends** (though they do still immediately prevent players from playing other Terrains) and their effects have normal durations (typically, until the turn ends). Since the battle doesn’t end until all players pass, players cannot take Open or Battle actions after a Delayed Terrain resolves.

## 4.5. Resolution Segment

The Attacker and the Defender add up the Force totals of all of their units to determine the winner of the battle. The Force of a unit is the Force of its Personality plus the total Force of all of its Followers.

A unit partially or completely bowed cannot fight as well. Its total Force might be lower based on the following rules:

- A bowed Follower does not add its Force to its unit.
- No cards add to the Force of a unit when the unit’s Personality is bowed. The unit’s total Force is 0.
- Bowing does not affect Follower bonuses with a “+” sign, Item bonuses of any kind, or Chi.

*These rules hold true any time at which you need to know a unit’s or army’s Force total, not just during battle resolution.*



*Being bowed does not change a card's own Force. It alters only unit and army Force totals.*

**If the Defender's Force total exceeds the Attacker's:**

Destroy all attacking units. The Defender gains 2 Honor for each card just destroyed in the opposing army. Every card counts, including Follower tokens (but no other type of token, since only Follower tokens count as cards), "non-military" cards like Spells, and less-experienced cards under Experienced Personalities. Cards destroyed earlier in the battle do not count for this gain.

**If the Attacker's Force total equals the Defender's:**

If both sides have units left in the battle, destroy all units in the battle, even if the Force totals are both 0. (Do not destroy an unopposed army with a Force total of 0.) Each player gains 1 Honor for each card just destroyed in the opposing army.

**If the Attacker's Force total exceeds the Defender's:**

Destroy all defending units. The Attacker gains 2 Honor for each card just destroyed in the opposing army.



If the attacking army's Force total *exceeds* (not equals) the defending Force total plus the Province's Strength, destroy the Province and all cards attached to it at the same time as the defending army. Discard cards in a Province when it is destroyed and slide the neighboring Provinces together to close the gap. The Attacker does not gain Honor for destroying Provinces or the cards attached to or held in them.

Honor gained from a battle is a single Honor gain, regardless of the number of cards destroyed. The gain always goes to the Attacker or Defender (or both, in a tie), no matter how much of the army consists of his or her own units and how much of it consists of allies' units.

The battle has now resolved. All surviving attacking and allied units (including defending allies) return to their controllers' homes, bowed. The Defender's units do not bow; they remain in their Provinces until the Attack Phase ends.



*If this is the very last battle of the Attack Phase, any attacking and allied units that moved into other Provinces and are still there go home bowed now as well.*

#### **After the Battle**

The battle has now resolved, or perhaps a card's effect ended it without resolution. Either way, destroy any Terrain still in play for the battle (even "undestroyable" Terrains). Players may now take Reactions to the resolution or end of battle, such as Rallying Cry.

If other battles have not yet resolved, the Attacker chooses one of them and another Battle Action Segment and Resolution Segment occur. Otherwise, the Attack Phase is over.

#### **Other Battle Rules**

*Some effects allow players to act before the Defender, including "before the Defender's first action," "before any other actions," and "immediately after a battle begins." The player to the Attacker's left has the first chance to take one of these, then other players may take them, going clockwise. Effects like these, which grant other, extra actions at this time (as opposed to producing immediate effects themselves), are not cumulative unless the extra actions they allow are of a different nature (like taking a general action versus only playing a Terrain).*

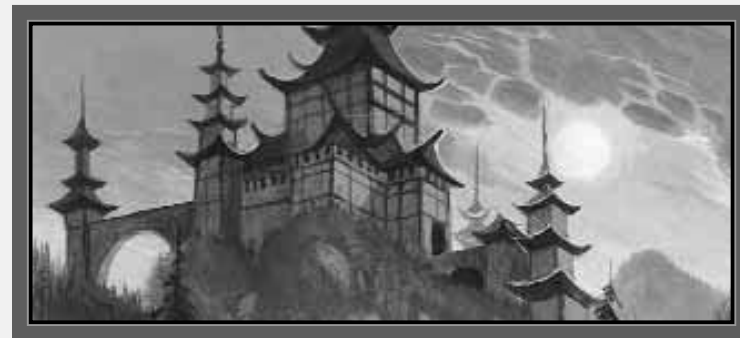
*If, during the Resolution Segment, one side has no units left in the battle, the battle is not a "victory" over an opposing army. This is true even if the defending army is the one absent and the Attacker has sufficient Force to destroy the Province. There is no winner or loser, and the player with units gains no victory bonuses. Battle resolution is the only time the phrase "destroying an army" is satisfied.*

*A reference to "an opponent" in relation to a battle means "a player with units in the opposing army." A reference to "your opponent" or "the opponent" in this context means either "the Attacker" or "the Defender," as appropriate, regardless of whether or not the player has units present.*

#### **5. Dynasty Phase**

You may bring face-up Holdings and Personalities into play from your Provinces during this phase. You must satisfy each card's requirements and pay its costs. After you bring into play all of the cards you want, you can discard any or all face-up cards still in your Provinces, signaling the end of your Dynasty Phase.

Once you bring a card into play or discard one from a Province, immediately fill the Province with a face-down card from the top of your Dynasty deck. If you have no cards left in your Dynasty deck, place a marker in the Province to remind yourself and the other players that the Province has not been destroyed. If you somehow get cards in your Dynasty deck again, refill empty Provinces from left to right. You incur no penalty when you run out of cards—except, of course, that you can't bring any more into play! No player may take Limited, Open, or Battle actions during the Dynasty Phase.



#### **6. End Phase**

Draw the top card from your Fate deck and add it to your hand, unless the deck is depleted. If this puts you above your **maximum hand size** of eight cards, discard cards of your choice to bring you back down to your maximum hand size. To signal the end of your turn, it is honorable to bow to the next player and say, "The table is yours."

## Special Situations

Many cards involve special effects. These include the following:

### Dishonoring Personalities

Some effects **dishonor** Personalities. Rotate such a Personality 180 degrees to indicate his or her shame. Dishonored Personalities have a 0 Personal Honor at all times; apply this change last, after all other modifications. Furthermore, Dishonored Personalities cannot bring Honor to their family, including through

battles or duels. A Dishonored Personality still creates Honor losses for his or her player normally.

If one or more Dishonored Personalities are involved in anything that would raise their controller's Family Honor, including a battle or duel victory (but excluding modifying a gain created by other cards), they regain Honorable status instead of raising Family Honor. Other players involved in the situation with a Dishonored Personality are unaffected by the association and earn Honor normally. Special rules apply to the destruction of Dishonored Personalities (see below).



**Example:** An Honorable and a Dishonored Personality defend their Province during battle. The Defender wins the battle. The Defender does not gain Honor for destroyed cards, but the Dishonored Personality becomes Honorable.

### Destroying and Discarding

Destroyed and discarded cards leave play and go to their current controller's appropriate discard piles. A card that is "**removed from the game**" or "**discarded from play**" is completely removed and set far away in its own separate pile. All cards attached to a card that leaves play in any way leave play

in the same fashion; remove all tokens on them (including Follower tokens) from the game.

If an Honorable (non-Dishonored) Personality is destroyed, he or she becomes **Honorable Dead**. Destroyed Dishonored Personalities become **Dishonorable Dead**. Some effects that deal with dead Personalities require that you know the distinction, so you need to keep track by storing them differently in your discard pile: store Honorable Dead sideways, like with any other destroyed card; store Dishonorable Dead face down. Personalities discarded rather than destroyed are neither Honorable nor Dishonorable Dead.

*Cards in your discard pile are never considered bowed. Destroyed cards are stored sideways only to differentiate them from discarded ones.*

When a Dishonored Personality is destroyed, his or her controller suffers an Honor loss equal to the Personality's printed Personal Honor. If a Dishonored Personality is destroyed at the same time he or she is involved in an Honor gain (for example, when in an army at a tied battle), the gain restores him or her to Honorable status before he or she dies.

Sometimes Personalities may destroy themselves by committing **seppuku**. If this happens, the Personality dies honorably, with no Honor loss, and becomes Honorable Dead regardless of whether or not he or she was Dishonored.

### Challenging and Dueling

When you play a card that creates a **challenge**, choose one of your Personalities and another player's Personality to challenge. The challenged Personality normally may refuse the challenge with no penalty. **Two of your own Personalities can never become involved in a duel with each other.** If, and immediately after, the challenged Personality accepts, the two Personalities enter a **duel**.

Each player announces his or her Personality's current Chi. Starting with the challenged Personality, each Personality must either **focus** or **strike**. To have your Personality focus, place a card from your hand, called a **Focus card**, face down. This card immediately grants your Personality a secret Chi bonus equal to its Focus value until the duel ends. Focus cards create no effects except the temporary Chi bonus. Play Reactions taken "instead of" or "as" Focus cards face up.



The Personalities take turns focusing until one strikes. A player whose Personality cannot focus—perhaps because the player's hand is empty or because the Personality cannot focus due to his or her own text—*must* strike.

To have your Personality strike, announce that your Personality strikes. Then resolve the duel by revealing all Focus cards and comparing the duelists' final Chi totals. The Personality with the higher Chi wins the duel. In case of a tie, both Personalities lose. In a standard duel, the winner destroys the loser and is unaffected.

*Cards that create special effects when revealed as Focus cards don't resolve until someone strikes, even if they are focused or turned face up during the duel.*

*If a duel ends without resolution, no one wins or loses and none of the duel's results occur. A duel ends without resolution if either duelist dies prior to resolution.*

Sometimes a duel compares a stat other than Chi. During such a duel, focusing—and bonuses that add “as Focus cards”—add to the stat compared in the duel. Effects that make no mention of adding as Focus cards always raise or lower Chi.

### Casting Spells

Only Shugenja Personalities can attach and cast Spells. A Shugenja can attach a number of Spells up to his or her Chi. A Shugenja must bow to use a Spell unless the Spell clearly indicates otherwise.



*If a Shugenja with attached Spells loses the **Shugenja** trait, the Spells stay attached but the Personality cannot use them until he or she regains the trait.*

*If a non-Shugenja can use Spells, treat all references to “this Shugenja” on his or her Spells as “this Personality.”*

For a **Ritual Spell**, a group of your Shugenja can bow together to weave the elements into powerful Spell effects. When performing a Ritual, the Shugenja with the Spell—the **primary Shugenja**—must participate in the Ritual. Any of your other Shugenja can bow to add any bonuses for casting the Spell. The primary Shugenja is the only Shugenja considered to be casting the Spell; he or she is the only one entitled to Spell-related bonuses and the only one targetable by Spell-related Reactions. All Shugenja bowing to perform a Ritual during a Battle Action Segment must be at the same location, whether it be at a battle or in your home.

Some Followers are Shugenja as well. Any card with the **Shugenja** trait can satisfy any card or rules reference to Shugenja, unless the reference specifically calls for a Shugenja Personality. For example, Shugenja Followers may bow to participate in Rituals but cannot cast Spells (because only Personalities can attach Spells).

### Making Ranged Attacks

Some cards have the ability to make **ranged attacks** as Battle actions. A card making a ranged attack must bow to do so, and suffer any consequences of bowing. For example, a Follower bowing for a ranged attack no longer contributes its Force to its unit's total.

A ranged attack must target a single card **opposing** the card or cards making the ranged attack: either a Follower or a Personality with no Followers. Ranged attacks cannot target Provinces, or types of cards other than Followers and Personalities. A ranged attack destroys its target card if its strength (which may be 0) is greater than or equal to its target's Force. Excess strength yields no extra benefit. If the strength is less than the target's Force, nothing happens.

Two or more cards in the same unit can **combine** ranged attacks as a single Battle action, adding their strengths together. They must all be able to make a ranged attack at that time and at the intended target, and each card may add only one attack to the total. A combined ranged attack acquires the traits of all of the ranged attacks comprising it.

*You cannot combine a ranged attack on an Item with one on the Personality carrying it if the Personality has to bow to make the ranged attack.*

**Example:** Allen bows his Archers for their Ranged 3 Attack, which destroys Bob's 2F Light Cavalry. On his turn, Bob bows one of his Samurai for a Ranged 3 Attack and the Samurai's attached Spearmen for a Ranged 2 Attack, to create a Ranged 5 Attack that destroys one of Allen's Samurai, who has 4 Force and no Followers. Neither of Bob's ranged attacks could have destroyed the Samurai by themselves.

### Creating Fear

Some cards can create **Fear** as a Battle action. Each Fear action can be taken once per battle and does not bow the card with the Fear ability. To create Fear, target another unit in the same battle as the card with the Fear ability. Each Follower in the target unit with Force less than or equal to the Fear strength (which may be 0) bows. Multiple cards cannot combine Fear effects. Fear does not affect **Undead** cards.

### Lobbying for the Imperial Favor

The Imperial Favor represents the efforts of the Emperor or the Imperial Court to exert influence on behalf of current court favorites. Once per turn, as a Political Limited action, you can **lobby** for the Imperial Favor. You can lobby only if you have more Family Honor than each other player (though you don't have to have more than 0) and if you do not already have the Imperial Favor. To lobby, target and bow one of your Personalities with over 0 Personal Honor and announce that you are lobbying. The Imperial Favor is now yours, and you can use it for effects that require you to discard it. Take the object you are using to represent the Imperial Favor (see page 23) and place it in front of you to remind everyone that you now have it.



## Special Traits

Many cards have one or more of these special traits:

### Double Chi

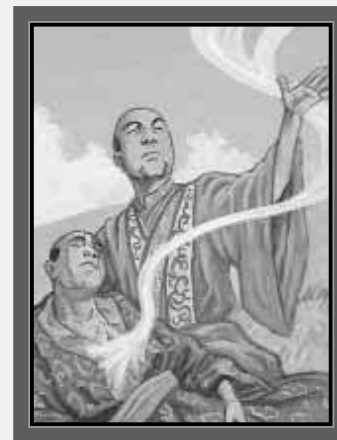
Some Personalities have tremendous strength of mind and spirit. Such a Personality has the **Double Chi** trait, which causes the Personality's Focus cards played during a duel to add their Focus values twice (even in a duel that does not involve Chi).

### Samurai

If one of your Personalities with the **Samurai** trait causes you to lose Honor by taking an action, getting targeted by an action, or making a decision, you can order the Samurai to commit **seppuku** in shame (see page 61) to lower the Honor loss to 1 point. This is not a Reaction; a bowed Samurai may commit seppuku.

### Tactician

Some Personalities are masters of warfare, able to guide themselves and their troops to victory against the steepest opposition. Such Personalities have the **Tactician** trait. Their controller may, as a Battle action once per battle per Tactician, target the Tactician and discard a card from his or her hand to raise the Tactician's Force by the card's Focus value until the turn ends. This is not "focusing," and it does not bow the Tactician.



### **Allen, Bob, and Cindy Go to War: A Sample Attack Phase**

When his Attack Phase begins, Allen declares an attack against Cindy. Both Allen and Cindy invite Bob to ally with them. During the Infantry Maneuvers Segment, Allen assigns his Ogre Bushi to attack Cindy's leftmost Province. Bob passes, waiting to decide whether or not to ally after seeing Cindy's defense. Cindy assigns her Hitomi Vedau, who has a Naginata, and her Hida Mitaki's unit, which includes Archers, to defend her leftmost Province. During the Cavalry Maneuvers Segment, Bob assigns his Cavalry unit of Shinjo Maku leading some Horsebowmen and Medium Cavalry to ally with Allen in the attack on the same Province. Bob gains 2 Honor for allying.

The Battle Action Segment begins with the Defender, Cindy. The current Force totals are 12 for the attacking army and 8 for the defending army. Cindy discards a card from her hand to have Vedau use his ability and gain +2F/+2C, to try to even up the sides. Vedau is now a 6F/7C Personality.

Allen is next. He bows one of his Shugenja to cast Biting Steel on the Ogre Bushi. The +2F/+2C makes the Ogre a frightening 8F/6C.

The attacking army has a Force total of 14 now, and the defending army has 10 Force. Bob plays Deadly Ground, an Immediate Terrain, in an attempt to end the battle. Deadly Ground prevents most actions from being played while it is in play.

It is Cindy's turn. Fortunately, she has the only type of card Deadly Ground allows her to play: one that destroys Deadly Ground. She plays the card, called Superior Tactics, to destroy Deadly Ground.

It is Allen's turn. Allen, happy with the current situation, passes.

Bob, though also happy with the situation, would rather not face the imminent attack from Mitaki's Archers. He bows his Horsebowmen for a Ranged 3 Attack that destroys the Archers.

Cindy plays a Delayed Terrain, Dispersive Terrain, which will grant each defending Personality +2F when the Battle Action Segment ends. This will result in a 14-14 tie, if things remain as they now stand.

Allen, who has played all of his useful cards, passes and hopes that Bob has another trick up his sleeve.

Bob does. He plays Iaijutsu Duel to have his Maku issue an unrefusable challenge to Mitaki. Mitaki has 2 Chi, and Maku has 3; if Mitaki strikes, Mitaki will lose the duel. Cindy focuses a 4-Focus-value card from her hand face down. Bob also focuses a card. Cindy decides to save the remaining cards in her hand so she can play them later, and she has Mitaki strike, hoping Mitaki's 6 total Chi is enough to beat Maku's total Chi. Both players reveal their Focus cards, and Cindy discovers that Bob also focused a 4, giving Maku a duel-winning 7 Chi. Mitaki dies under Maku's blade, and Bob gains 5 Honor as instructed on Iaijutsu Duel.



Cindy now trails 8-14 (assuming Dispersive Terrain will resolve), but with a grin she plays Block Supply Lines on the Ogre Bushi, sending the Ogre home bowed. Without any units left in the battle, Allen can do nothing for the rest of the battle unless he has an action that would bring one of his units into the battle or that he can play with no units in the battle.

With his Cavalry unit facing Vedau alone on Dispersive Terrain, Bob lags 6-8. Fortunately, Bob still has cards to play. His first is Charge, giving Maku +2F.

Cindy, out of cards to play, passes, as does Allen. Bob plays another card, Diversionary Tactics, destroying Cindy's Dispersive Terrain and depriving Vedau of his upcoming +2F bonus. Cindy and Allen pass again, as does Bob, who is also out of cards now.

They add up the totals. On the attacking side, Maku has 6 Force (4, plus 2 for Charge), and his 2F Medium Cavalry gives his unit and the attacking army a total of 8. (Allen has no unit left in the battle, so he adds no Force.) Cindy's remaining defender, Vedau, has a Naginata and his self-given +2/+2 bonus, but the defensive total comes to only 6 (3 + 1 + 2), so the attacking army wins.

The attacking army destroys the defending army, and the Attacker (Allen) gains 2 Honor for each card destroyed, even though he didn't have any cards in the battle at the end. Kagetora and his Naginata are two cards, so that's 4 Honor for Allen. Fortunately for Cindy, the attacking army did not have more Force than her defending army plus her Province's Strength (Cindy has a Province Strength of 7). Since the attacking army started out with more Force than the Province's Strength, Cindy plays her Ring of Earth now. Maku's unit bows as it begins its long journey home.



## Optional Rules

Many standards of play include one or more of these optional rules. Refer to the DCI™ website for official tournament rules and information:

[www.wizards.com/DCI](http://www.wizards.com/DCI)

### Alternate Starting Method

Player add no Focus values to their starting Family Honor. The player with the highest Family Honor automatically goes first. Resolve ties as with the standard rules.

### Historic Imperial Favor Usage

Any player with the Imperial Favor may discard it to take any of these actions:

- **Political Limited:** Draw a card.
- **Political Open:** Restore a Dishonored or Dishonorable Dead Personality to Honorable status.
- **Political Battle:** Send any unit home from the current battle, bowed. You may do this in a battle in which you have no units.
- **Political Reaction:** Before a player loses Honor, negate that loss.

If this rule is in effect, no players may use any of the four Winds.

### "Four Winds"/"Gold" Storyline Simulation Rules

To play a game that simulates the conditions existing following the death of Emperor Toturi the First, follow these restrictions: Use only cards and Strongholds printed with the Rokugani symbol for "gold" in the lower corner. Promotional cards with that same "kanji" are also legal. For the most part, this limits you to cards that appear in *Gold Edition* and later expansions. In the case of cards reprinted from earlier sets, you may use either old or new copies, but remember that the Most Recent Printing rule as described on page 80 is always in effect. "Soul of..." Personalities are *not* reprints and do not grant Gold eligibility to the earlier Personality cards they name.

## Glossary

**ability** Text on a card or Stronghold or from the rulebook prefaced by “Limited,” “Battle,” “Open,” or “Reaction.” Synonymous with “action.”

**active player** The player whose turn it is.

**army** One or more units either attacking or defending a Province. All units on one side are one army, regardless of who controls them.

**assign** Move to attack or defend a Province during a Maneuvers Segment.

**bow** Turn a card sideways to indicate that it cannot take another action or be assigned to battle.

**caster** The Shugenja or Monk bowing to take the action on a Spell or Kiho. For Rituals, only the “primary” Monk or Shugenja is the caster.

**Cavalry** A unit in which the Personality and all attached Followers have the “Cavalry” trait. A player can assign a Cavalry unit to battle during the Cavalry Maneuvers Segment. If any Follower or the Personality does not have the “Cavalry” trait, the unit is Infantry.

**challenge** Invite another Personality to duel. A duel does not begin unless and until the challenged Personality accepts the challenge. A player cannot have his or her own Personalities challenge each other.

**Chi** A Personality’s inner strength. This value determines how well a Personality can duel and is the maximum number of Spells a Shugenja can have attached. A Personality dies if his or her Chi drops to 0.

**commit** *See* assign

**controller** The only player who may use a card’s abilities or assign it to battle. A card’s controller is the player who brought it into play, unless a card or rule states otherwise. A Personality’s controller controls all cards in that unit.

**Creature** An animal-like character. Cards printed with the “Mujina” or “Ratling” trait are Creatures. All Creatures are Nonhuman.

**discard from play** *See* remove from the game. This does not apply to cards that are only “discarded.”

**dishonor** Invert to signify shame.

**Double Chi** A trait causing cards focused by its Personality in a duel to add their Focus values twice to the duel’s statistic.

**Elemental effect** An effect closely tied to the five elements that make up the world. There are no special rules for creating Elemental effects.

**Elemental Rings** Cards that represent the five elements that make up all things: Air, Earth, Fire, the Void, and Water.

**Enlightenment Victory** Winning the game by having all five Elemental Rings in play.

**face** Battle or duel. This usually only appears in the phrase “face in a battle or duel.”

**face down** The orientation of all cards in a player’s Fate and Dynasty decks, as well as unrevealed Dynasty cards in players’ Provinces and cards in players’ hands. Some effects allow you to play cards face down as well.

**Faction** A group of families and other characters united by a common cause or leader. A Faction’s alignment trait might not contain the word “Clan,” and a trait with the word “Clan” might not be a Faction. *See also* Minor Clan.



**Family Honor** Your running Honor total influenced by actions in the game. Family Honor represents the esteem in which the people of Rokugan hold your family. If you ever have under -19 Family Honor, you lose the game. If you begin your turn with 40 or more Family Honor, you gain the throne through popular acclaim and win the game by an “Honor Victory.”

**Fear** An ability of some cards to panic opponents in battle. Fear bows all Followers with Force less than or equal to the Fear strength in one other target unit in the same battle. A card with a Fear ability can use it once per battle and does not bow to use it. Undead cards are immune to Fear.

**fealty** Loyalty to a Faction. An action that gives one or more Personalities your Faction’s trait, regardless of your Faction, is called “swearing fealty.” Swearing fealty is a permanent change. Monks, Naga, Ninja, and Ratlings who swear fealty to other Factions keep their “Monk,” “Naga,” “Ninja,” and “Ratling” traits even if the card that causes them to swear fealty specifies that they lose former Faction alignments.

**fief** *See* home

**focus** Concentrate and use chi to manifest actions in the physical world. Personalities focus during duels.

**Force total** For a *unit*: The sum of the Force values of the Personality and all of his or her Followers. A bowed Follower does not add its Force, and a bowed Personality stops all the cards in the unit from adding Force, giving the unit a Force total of 0.

For an *army*: The sum of the Force totals for its units.

**Fortification** A Holding attached to the Province from which it came into play. Typically, a Fortification makes a Province harder to destroy. You cannot attach more than one copy of each Fortification to each Province. Fortifications are exceptions to the rule that Holdings enter play bowed.

**Gold-producing Holding** A Holding that can “produce” Gold. A Holding that can only lower cards’ Gold costs, “pay the entire Gold cost” of a card, or “put a card into play without Gold cost” is not a Gold-producing Holding.

**hand** Cards drawn from a Fate deck but not yet played. Such cards are considered face down.

**home** The area of the table above a player’s Provinces, containing the player’s Stronghold, Holdings, and unassigned units. Also known as the “fief.”

**Honor Victory** Winning the game by having 40 or more Family Honor when your turn begins.

**Human** A Personality or Follower who is not Nonhuman. Many traits implicitly make a card Nonhuman, including “Creature,” “Naga,” and “Oni.”

**immune** Unaffected by a given effect. Cards “immune to X” cannot be directly targeted by “X” effects, and “X” effects that strike them without targeting do not affect them. For example, Fear effects do not bow Followers immune to Fear, and Fear cannot target an entire unit immune to Fear.

**Infantry** The default maneuverability for Personalities and Followers. A unit is Infantry unless the Personality and all attached Followers have the “Cavalry” trait.

**innate ability** An ability on a Shugenja card. Abilities on other cards are not “innate.” Innate abilities do not create Spell effects.

**in turn** In the order in which players would normally play, usually decided by seating position and the standard clockwise progression of the game.

**join** Fall under control of. A Personality who will not join a player of a given Faction will not enter play from that player’s Provinces, and such a player cannot take control of the Personality from another player.

**Kiho** An Action card that creates Spell effects.

**Maho** A Spell effect based on evil practices forbidden by the Emperor. There are no special rules for creating Maho effects.

**Military Victory** Winning the game by destroying all other players’ Provinces and/or lowering their Family Honor totals below -19.

**Minor Clan** A trait that includes the word “Clan” but isn’t one of the Great Clans, such as “Boar Clan” and “Hare Clan.” Minor Clans do not count as Factions.

**Mujina** Trickster animals that have plagued the Empire for years. Mujina are Creatures.



**Naga** A race of snake-people from Rokugan's forests. They are not beholden to the Empire or to what they see as its petty squabbles. Implacable enemies of the Shadowlands, they are not without honor, although it is a different sort than that of the Empire's humans. Cards printed with the "Naga" trait are Nonhuman.

**non-Experienced** Without an "Experienced" or "Inexperienced" trait.

**numeral** A number written using digits. The entire number, including any "+" or "-" sign, is one numeral.

**Oni** Terrible monsters from the Shadowlands that have little use for concepts like honor. All Oni are Nonhuman and Shadowlands.

**opposing** For a *card* or *unit*: In the opposite army from the card or unit.

For a *player*: "An opposing player" is any player who controls opposing cards. "The opposing player" is either the Attacker or Defender, depending on whether you are on the Defender's side or on the Attacker's side, respectively.

**owner** The player whose deck a card was in when the game began, regardless of who currently controls it. Any player who "creates" cards and tokens during the game owns them.

**permanent** For the rest of the game. This does not mean the effect can't be reversed.

**Personal Honor** A Personality's intrinsic honor, different than Family Honor.

**play deck** A player's Dynasty deck and Fate deck combined.

**Political action** An action that influences Rokugani politics. There are no special rules for taking Political actions.

**primary Shugenja** The Shugenja to which a Ritual Spell being cast is attached. The primary Shugenja is the Ritual's only caster, regardless of how many other Shugenja also bow to participate in the Ritual.

**Province** An area on the table representing a family's ancestral territory. The goodwill and favors from your Provinces' people give you the opportunities represented by your Dynasty cards.

**Province Strength** The amount of damage a Province can survive in an attack. If an attacking army's extra Force in a battle exceeds the strength of the Province it is attacking, the Province is destroyed with all cards in it and attached to it. A Faction's Stronghold lists the starting Strength of all of its Provinces.

**Ranged X Attack** In a battle, an attack for which you bow a card with a ranged attack to destroy an opposing Follower, or Personality with no attached Followers, with Force less than or equal to X.

**Ratling** A race of rodent-people from the area of the Shadowlands. Though not renowned for prowess in battle, Ratlings fight for a low price. Cards printed with the "Ratling" trait are Creatures.

**Region** A card attached to and defining the Province from which it entered play. Regions reflect aspects of their Provinces' lands and grant special abilities. Each Province can have only one Region.

**remove from the game** Discard from play completely. A card "removed from the game" does not go to its controller's discard pile; its owner sets it aside in a separate pile.

**requirement** With respect to bringing Personalities or Followers into play, shorthand for “Honor requirement.”

**restriction** An effect governing whether or not a player may bring a card into play.

**Retainer** A Holding that represents a special resident of your fief. Retainers are not Personalities. They enter play bowed, like most Holdings.

**Ritual** A type of Spell whose effects more than one Shugenja can increase, by bowing.

**seppuku** Ritual suicide that absolves a person of any past misdeeds. A Personality who commits seppuku always dies honorably and becomes Honorable Dead.

**Shadowlands card** A card with the “Shadowlands” trait. Shadowlands characters live apart from the Empire, recognizing no law or code of ethics.

**Shugenja** A magician/priest. Mastery of magic requires years of study and a strong Chi. Only a Personality with this trait can have Spells attached.

**“Soul of...”** A Personality card functionally identical to another card already in print but that represents a different Personality in the storyline. “Soul of...” cards count together with their older cards against any deck-construction card limits.

**Spirit** Immaterial being. A Spirit is not Nonhuman (nor does it have any other unprinted trait) unless the card says so.

**straighten** Turn a card upright to indicate that it is ready to take an action.

**Stronghold** The card representing your family’s ancestral home. It is not considered a card or a Holding. It lists your starting Family Honor and your Provinces’ Strength. Your Stronghold can bow to produce Gold or create effects.

**Tactician** A renowned master of the battlefield. For each of his or her Tactician Personalities, the controller may, as a Battle action, target the Tactician once per battle and discard a card from his or her hand to give the Tactician a Force bonus equal to the discard’s Focus value.

**Terrain** A Battle action that determines the kind of land on which a battle is fought. You cannot play a Terrain if there is already one in play. Immediate Terrains resolve when played. Delayed Terrains resolve when the Battle Action

Segment ends.

**turn** The sequence of events from the time a player becomes the current player to the instant the player yields the table to the next player. A reference to a duration of one or more turns counts only the current player’s turns.

**Unaligned** Not affiliated with any of the Factions that have a significant presence in the courts of Rokugan. This does not apply to a Personality with no Faction alignments at all. Any Personality with the “Unaligned” trait is an Unaligned Personality, no matter what other traits he or she has.

**Undead** A card with “Necromancer,” “Skeletal,” “Skeleton,” “Undead,” or “Zombie” in the title or bold-faced trait text. If a card is Undead, it is considered to have the “Shadowlands” trait as well. Fear does not affect Undead cards. Undead cards are not necessarily Nonhuman.

**unit** A Personality and all of the Personality’s attached cards.





## Rokugani Terms

*While exploring Rokugan and its surrounding areas, you may encounter terms unfamiliar to you. This section should help you understand the world in which you now have a stake.*

**Amaterasu** The original creator-goddess and Sun, now dead and replaced by the new Sun, Yakamo.

**ashigaru** Farmer.

**battle maiden** One of an all-female group of cavalry samurai, of the Unicorn Clan.

**bushi** A person who follows the code of bushido, wherein honor holds more importance than life itself.

**Celestial Dragon** One of several godlike creatures also called Elemental Dragons for the elements from which they draw their power.

**chi** See page 70

**Council of Five** The ruling body of the Phoenix Clan, composed of its top five elemental shugenja.

**daimyo** Clan leader.

**Four Winds** The four children of Emperor Toturi the First, the catalysts of change, and potential heirs completing for the throne: Akodo Kaneka (the Bastard), Hantei Naseru (the Anvil), Toturi Sekai (the Wolf), and Toturi Tsudao (the Sword).

**gempukku** Coming-of-age ritual.

**Hantei** Family name of the line of Emperors preceding Toturi.

**heimin** The middle class: farmers, monks, craftspeople, and merchants.

**Hitomi** The Moon; formerly the leader of the Dragon Clan. Hitomi became the Moon when she destroyed the old Moon, Onnotangu, in a duel.

**Imperial Assembly** A convention of Rokugan's leaders.

**jigoku** The land of the dead.

**Kaiu Wall** Great wall between Crab lands and the Shadowlands.

**kami** The spirits of nature and the elements, worshipped by the shugenja. If this term appears capitalized, it refers to the eight brother and sister gods who originally founded the Great Clans, and their evil brother, Fu Leng.

**kitsune** Fox spirit. Also a Fox Clan family name.

**maho** Blood magic.

**mempo** Samurai faceplate.

**mon** Faction emblem.

**Mujina** See page 73

**Naga** See page 74

**Nezumi** Another name for Ratlings (see page 75). Ratlings call themselves Nezumi.

**oni** See page 74

**ronin** A samurai who has no master.

**samurai** A member of the ruling warrior class, in turn ruled by the code of bushido.

**sensei** Teacher and mentor.

**seppuku** See page 76

**Toturi** The most recent Emperor of Rokugan, originally from the Lion Clan.

## Save Your Koku!



Keep the Koku on your Faction decks and expansion packs, then look for the *Imperial Herald*™ magazine (see page 81), in which we tell you where to mail your Koku to get free cards and other products!

The *Herald* also contains information about tournament play, upcoming sets, “malicious” office gossip, and more of the **Legend of the Five Rings** storyline. A list of all of the cards available for Koku is on our website:

[www.wizards.com/L5R](http://www.wizards.com/L5R)

## Legend of the Five Rings List Server

If you have Internet access, you can keep up on the latest developments by joining the **Legend of the Five Rings** list, a forum in which you can discuss your deck, the story, gaming groups, and other game aspects with players and officials. If you have questions about rules or tournaments, you can get official answers here. To sign up, send the message "subscribe l5rinfo [FirstName] [LastName]" to <listserv@wizards.oracle.com>. For example:

From: jdoe@network.com

To: listserv@oracle.wizards.com

Subject: [not needed]

subscribe l5rinfo John Doe

The list manager will send you a confirmation message, and then you will start receiving messages. To unsubscribe, use the same process, except replace "subscribe" with "signoff".

## Errata and Clarifications

The **most recent printing** of a card or Stronghold overrules all previous printings, which are considered to read identically to the current printing. Starting with the *Gold Edition* set, you can tell the set to which a card belongs by the abbreviation before the illustrator credit. The *Gold Edition* code is "GE." This rulebook overrules all previous rulebooks. Complete errata and clarifications are under "FAQ" at:

www.wizards.com/L5R



## Become Part of the Imperial Assembly!

You can join the Imperial Assembly™ fan club, the official player's association of the **Legend of the Five Rings** trading card game! Your quarterly subscription to the *Imperial Herald* magazine will include information on future sets, frequently asked questions, errata, clarifications, house rules, and tournaments. You will also learn storyline secrets and, each year, receive four cards available only to Assembly members. Either complete and send a copy of the form below with your check, money order, or credit card number, or call Customer Service at 1-800-324-6496 (have your American Express, Discover, MasterCard, or Visa ready).

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### **Crab Clan**

These are masters of warfare who consider victory more important than honor.



### **Crane Clan**

With quiet dignity and poise, the Crane Clan is rebuilding its once-mighty economic and political power.



### **Dragon Clan**

Hidden in the dark northern mountains, the mystical Dragons are mysterious and elusive.



### **Lion Clan**

A proud and honorable clan, their flowing manes warn enemies of their ferocity in battle.



### **Phoenix Clan**

The masters of the elemental magics now must rebuild after paying a devastating price to save the Empire.



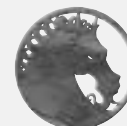
### **Scorpion Clan**

Restored to their place, then banished again, the Scorpion have left behind their ninja brethren to prepare for their return.



### **Shadowlands Horde**

Although beaten back at the Day of Thunder, many of these dark creatures still plague Rokugan.



### **Unicorn Clan**

The most powerful cavalry in the Empire now chases the lawless across Rokugan, bringing justice to the people.

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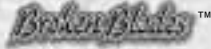
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## Turn Sequence

1. **Straighten Phase:** Straighten your bowed cards and Stronghold.
2. **Events Phase:** Reveal face-down cards in your Provinces from left to right, resolving any Events when they turn up. Then attach all free, legal Regions.
3. **Action Phase:** Do any of the following in any order:
  - Take Limited actions.
  - Take Open actions. (The other players may do this as well, in turn.)
  - Attach Ancestors, Followers, Items, and Spells to Personalities.
  - Once per turn, lobby for the Imperial Favor.
4. **Attack Phase (Optional)**
  - a. Declare an attack against a player. The Attacker and Defender invite allies.
  - b. The Attacker, then attacking allies, assigns attacking Infantry.
  - c. The Defender, then defending allies, assigns defending Infantry.
  - d. The Attacker, then attacking allies, assigns attacking Cavalry.
  - e. The Defender, then defending allies, assigns defending Cavalry.
  - f. For each battle:
    - i. The Defender takes an Open or Battle action.
    - ii. The player to the Defender's left takes an Open or Battle action. Play goes clockwise until everyone has had a chance to take an action.
    - iii. Repeat i and ii until all players pass consecutively.
    - iv. Resolve the battle and go to the next one.
5. **Dynasty Phase:** Bring into play any face-up Dynasty cards you want from your Provinces. Discard as many face-up Dynasty cards from your Provinces as you like. Refill empty Provinces.
6. **End Phase:** Draw a card and tell the next player, "The table is yours."



Released: July, 2002  
Featured Clans: Crab, Scorpion, Unicorn  
Total of 156 New Cards  
50 Common, 50 Uncommon, 50 Rare, 6 Fixed  
Deck Display SKU 12580 • Booster Display SKU 12590

This rulesheet only lists changes to the game's basic rules since *Gold Edition*™. Full rules to the *Legend of the Five Rings*™ card game can be found in *Gold Edition* Clan Decks, or online at:

<http://5r.alderac.com/csg/rulebook.html>

Rules changes in this rulesheet take priority over those in rulebooks printed since *Gold Edition*.

## Cardinal Rules [p. 5]

There is now a fourth Cardinal Rule: After searching either of your decks for a card, reshuffle it.

## Overview of Card Types: Wind [p. 7]

The last line of the caption is wrong. Winds are cards.

## Bowing [p. 24, paragraph 2]

A clarifying sentence has been added: (Exception: An action that straightens the card is still usable).

## Card Types in Detail [p. 28]

Two card types have received minor clarifications. The updated paragraphs appear below.

## Wind [p. 28, paragraph 2]

You may select at most one Wind. You reveal your Wind (or lack thereof) to the other players at the same time you reveal your Stronghold. Winds are cards, but are neither Dynasty nor Fate cards and do not go into either deck.

## Personalities [p. 29, paragraph 2]

If you bring into play a Personality with your Faction's trait, you may either lower his or her Gold cost by 2 or add the Personality's Personal Honor to your Family Honor just before the Personality enters play. A player using a Shadowlands Faction Stronghold does not have these options; such a player must always buy Personalities without this discount and with no Honor gain.

## Bonuses and Penalties [p. 31]

This guideline has been expanded: Any time the current number on a card changes from one value to a higher value, that number is receiving a "bonus" – unless the reason for the increase is that a penalty expired or an existing penalty or bonus changed. Likewise, if a number decreases, it's receiving a "penalty."

## Implied Traits [p. 34]

There are additional items in this list.

- The **Courtier** and **Diplomat** traits count as each other in all ways.
- The **Naval** and **Sailor** traits count as each other in all ways.

## Experienced Traits [pp. 35-37]

Although unusual, non-Personality cards may also be Experienced. All the same rules for deck construction and overlying apply. Experienced Fate cards are overlaid during your Action Phase, not your Dynasty Phase.

## Faction Alignments [p. 35, paragraph 2]

One new sentence appears.

The **Monkey Clan** and **Toturi's Army** traits are fully interchangeable except in Four Winds Storyline Simulation games (see p. 69).

## Costs and Effects [p. 39]

Add the following definition to the end of this section: Some actions are performed by cards in play, while others are performed directly by a player. To determine who performs an action, follow the first rule below that applies:

1. Actions on a Personality or Follower are performed by that card.
2. Actions on an Item, Spell, or Ancestor are performed by its Personality.
3. Actions which involve one or more Personalities or Followers in their cost, such as requiring them to bow or become dishonored, or which require targeting your own Personalities or Followers who meet certain conditions, such as being a Shugenja or a Tactician or having a Chi above 2, are performed by those cards.
4. Actions which issue a challenge are performed by the challenger.
5. All other actions are performed by their player.

## Targeting and Redirection [p. 45]

Two of the four targeting rules have changed slightly. Here are all four, in order:

1. If the card's own text specifies whether it targets, obey the card.

2. An effect that applies only to its own card does not target itself.

3. Cards with global effects, such as those that apply to all cards fitting a certain description (like "all Shadowlands cards") or alter general gameplay (like "ducks are based on Force for the rest of the turn"), do not target.

4. All other effects target.

## 4. Attack Phase (Optional) [p. 50]

There are three major changes in the description of this phase.

### 4.4. Battle Action Segment [pp 53-54]

The Rule of Presence and Rule of Relevance apply only to **Battle** and **Open** actions. The third main rule, dealing with actions referring to "opposing" cards and the like, applies to all action types.

### 4.4. Battle Action Segment [p. 55]

Delayed Terrains resolve immediately before the Battle Action Segment ends, not simultaneous with the end.

### Other Battle Rules [p. 58]

Add this paragraph: An action which refers to "this battle" always refers to the battle currently being resolved. In addition, if the card it appears on is of a type which can be in battles (such as a Personality), the card must be in the current battle for the action to be legal.

## Special Traits [p. 65]

These two new traits have been added to the game since *Gold Edition*:

## Yu

The most capable practitioners of bushido are able to defeat their opponents even if it means their own death. This is represented in LSR by the Yu trait on some cards, which is always followed by a number.

If one or more cards with the Yu trait are in an army losing to another army during the resolution of a battle, each may destroy a Follower or a Personality with no Followers in the winning army with a Force less than or equal to the card's Yu value. Multiple cards may also combine their Yu values to destroy one larger card, but one card may not split its Yu value to destroy multiple cards. Destroying cards in this way does not alter the outcome of the battle and does not earn the loser any Honor. Using the Yu trait is not an action and is not a card effect – it is a normal part of battle resolution. The Attacker or Defender makes all decisions for all cards with the Yu trait in his or her army, and can use the traits in any order.

When giving a bonus to the Yu value of a card that does not have the trait, permanently give the card "Yu 0" first, then add the bonus.

*Example: It's the end of a battle where Sarah is attacking Jim. Sarah has three units: a 5F oge, a 3F samurai, and a 2F shugenja with a 1F Follower. Jim has two samurai with Yu values of 3 and 2. Jim's army is losing this battle, so during resolution, he can: 1) Use his Yu 3 samurai to destroy Sarah's samurai and his Yu 2 samurai to destroy her shugenja's Follower. 2) Have his samurai work together to destroy Sarah's oge. Jim can also, of course, use his Yu values in less efficient ways, or only use some of them, or not use any at all.*

*One thing Jim can't do is use just one samurai to destroy Sarah's shugenja directly. He must use one to destroy the shugenja's Follower first, then destroy the shugenja with the other.*

## Naval Invasion

If every Personality and Follower in only one army has the Naval trait, then immediately after that battle is chosen for resolution, the Naval army's leader may elect to make the battle a naval invasion. If so:

- If the attacking army is the Naval one, the Attacker gets the first option of playing a Battle or Open action (or passing), and play then proceeds in turn order from the Attacker, not from the Defender.
- Players with units in the Naval army may not play Terrains until after one of the other players passes or takes a Battle or Open action.
- No player may take actions (including Reactions) or bring cards into play between the start of the Battle Action Segment and the first Battle or Open action opportunity, except for Reactions to that action.

A naval invasion may not be declared by an empty army but may be declared against one. A naval invasion may not be declared if both armies are Naval.

## Optional Rules [p. 69]

One new optional rule has been introduced.

### Honorable Imperial Favor Lobbying

Players may use the more advanced lobbying rules found in earlier rulebooks.

## Glossary [pp. 70-77]

There is one new definition.

**Your:** Controlled by you, and in play. Cards not in play do not have a controller.

## Legend of the Five Rings Electronic Mailing List [p. 80]

The method of signing onto the L5R mailing list has changed. If you have Internet access, you can keep up on the latest developments by joining the *Legend of the Five Rings* mailing list, a forum in which you can discuss your deck, the story, gaming groups, and other game aspects with players and officials. If you have questions about rules or tournaments, you can get official answers there. To receive information about the list and instructions on signing up, visit:

[http://www.alderac.com/mailling\\_lists.html](http://www.alderac.com/mailling_lists.html)  
or send a totally blank email message to:  
[majordomo@alderac.com](mailto:majordomo@alderac.com)

## Errata and Clarifications

The most recent English printing of a card, Stronghold, or rulebook overrules all other printings, which are considered to read identically to said printing. Starting with *Gold Edition*, you can tell the set to which a card belongs by the abbreviation before the illustrator credit. The code for Broken Blades is "BB".

## Gold Edition

The **Armor of Sun Tao's** last sentence should read: "The Terrain destroys any Terrain in play for this battle and cannot be destroyed." The **Armor** must be in the current battle for its ability to be used. [errata]

**Asahina Kimita** should have the Common rarity symbol. [errata]

**Bayushi Kankatsu's** ability is correct as printed. It is truly not Political.

**Counterattack** is now played after the *entire* Attack Phase, not immediately after the last battle of one. It will always be played after Reactions to the end of one battle, such as Rallying Cry. [MRP]

**Dragon Tattoo's** action now places "one to three", not "up to three". Fire tokens on the Personality. It cannot be used to gain zero tokens. [MRP]

**For the Empire:** The +1 Personal Honor bonus if the Samurai wins the duel is permanent. [errata]

**Hiruma Masagoro** has a Gold cost of 5, not 4. [MRP]

**Imperial Funeral** should read: "Starting with you and going clockwise, each player may bow any number of his or her Personalities and gain 1 Honor for each Personality he or she bows. Each player loses 3 Honor for each of his or her unbowed Personalities who does not or cannot bow, and those Personalities become Dishonored." [errata]

**Iswa Riaké** should refer to herself in her text, not "Natsumi". [errata]

**Yakamo's Claw** is correct as printed. It is truly *not* a Weapon.

## A Perfect Cut

**Fire and Air:** The second ability does not require bowing the Shugenja. [MRP]

**Nagamaki** should be a Weapon. [errata]

**Yasuki Palaces** are now only a Crab Clan Stronghold. [MRP]

## An Oni's Fury

**Slaughter the Scout:** There are two versions of this card. Both are played according to this wording:

**Reaction:** Bow one of your Personalities after a target unit moves into the Personality's battle to destroy the moving unit." [errata]

**Taking the Wall:** There are two versions of this card. They are both played as written.

**Written in Blood** should be a Kiho. [errata]

## Dark Allies

**Bayushi Toru** should have the Uncommon rarity symbol. [errata]

The following cards were incorrectly printed without the *Gold Edition* symbol. They are legal in the Four Winds Storyline format: [errata]

Clear Water Village  
Construction Crew  
Deep Earth Sanctum  
Honor's Lesson Dojo  
Shackled Oni  
Shrine of Reverse Fortunes  
Trusted Advisor

## Other Sets

**Emperor's Under-Hand:** The second-last sentence should read, "You may discard the Emperor's Under-Hand to discard one of those cards." [errata]

**Enlightenment** is legal in Four Winds Storyline Simulation games.

**Evil Feeds Upon Itself** should not have the *Gold Edition* symbol. It is not legal in the Four Winds Storyline format. [errata]

**Inkyo:** Chi should be "+2"; Honor Requirement should be 1, and Personal Honor should be "-".

## Credits

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Head of R&D ..... David Williams  
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## Broken Blades Card List

#	Type	Clan	Name
15	Action		At Your Command
2	Action		Banzai Charge
3	Action		Berserker Rage
14	Action		Blood in the Shikumen
6	Action		Corruption's Price
7	Action		Cut Them Off
5	Action		Deep in Meditation
8	Action		Dirty Fighting
9	Action		Draw Them Out
12	Action		Field of Amaterasu
30	Action		Honor is My Blade
26	Action		I Give You My Sword
13	Action		Iaijutsu Technique
20	Action		Isa's Vajra
35	Action		Make Your Choice
16	Action		Moth Tattoo
10	Action		"No More Games, Yasuki!"
17	Action		Open Warfare
1	Action		Overwhelmed
19	Action		Petition Forgiveness
21	Action		Quest for Guidance
11	Action		Relentless Assault
22	Action		Rising Sun Tattoo
29	Action		Run Him Down
25	Action		Scroll Cache
24	Action		Slaying Fields
25	Action		Solitary Engagement
18	Action		Stand Aside
27	Action		Ten Thousand As One
28	Action		Three-Pronged Assault
32	Action		Twisted Forest
51	Action		We Will Have Revenge
4	Action		White Stag Burns
34	Ancestor	Crab	Shiroyo no Yohi
35	Ancestor	Phoenix	Shiroyo no Luna
36	Ancestor	Scorpion	Shiroyo no Sekka
37	Ancestor	Unicorn	Shiroyo no Gaberis
83	Event		Boundless Sight
78	Event		Concursion
79	Event		Dangerous Extremes
77	Event		The Dark Daughter's Curses
80	Event		Enshuro
81	Event		Harsh Winter
82	Event		Perfect Silence
84	Event		The Shogun's Fealty
76	Event		A Time for Action
85	Event		Time of Loyalty
86	Event		Traveling Merchants
39	Follower		Falcon Messengers
47	Follower		Gunsu
46	Follower		Hound of the Lost
38	Follower		Iron Defenders
41	Follower		Kinsada's Fist
42	Follower		Lobbytes
43	Follower		Maho-Rijin
45	Follower		Ogre Hug
40	Follower		Ravenous Podlings
44	Follower		Sailors for Hire
48	Follower		Seductive Kansen
49	Follower		Veneran Bushi
87	Holding		Blessed Dojo
94	Holding		Daidoji Merchants
88	Holding		Dark Oracle of Air
89	Holding		Devout Acolyte
90	Holding		Entrenchment
96	Holding		Hida Advisor
92	Holding		Jade Vein
95	Holding		Kinsada's Shrine
95	Holding		Lesser Shrine
98	Holding		Mystic Dojo
91	Holding		Padlock
97	Holding		Pirate Wharf
99	Holding		Rice Paddy
100	Holding		Shrine of Stone
101	Holding		Toturi's Shrine
102	Holding		Trade Hub
52	Item		Armor of the Mountain
53	Item		Badge of Purity
51	Item		Brilliant Armor
50	Item		Chukandomo
58	Item		My Father's Weapon
54	Item		Sacred Gong
55	Item		Sungun
56	Item		The Steel Throne
57	Item		Tonfa
62	Kiho		Blessed Ward
59	Kiho		Lady Moon's Curse
60	Kiho		Palm Strike
61	Kiho		Private Angury
63	Kiho		Will of Air
64	Kiho		Will of Earth
65	Kiho		Will of Fire
66	Kiho		Will of Water
105	Personality	Brotherhood	Kachung
105	Personality	Crab	Hida Kaon
106	Personality	Crab	Hida Retha
104	Personality	Crab	Hida Takakiro
107	Personality	Crab	Hiruma Ruyichi
108	Personality	Crab	Yasuki Jiro-Kuen
109	Personality	Crane	Asahina Sekawa
110	Personality	Crane	Daidoji Hoto
112	Personality	Crane	Doji Akiko
111	Personality	Crane	Doji Jotaro
113	Personality	Crane	Kone
115	Personality	Dragon	Hitomi Echiko
114	Personality	Dragon	Hitomi Hoga
116	Personality	Dragon	Mimoto Shokan
118	Personality	Dragon	Tamori Shaitung
117	Personality	Dragon	Tamori Shukuen
119	Personality	Lion	Akodo Fumio
122	Personality	Lion	Akodo Hakaseki
120	Personality	Lion	Akodo Yohi
121	Personality	Lion	Ikoma Otomi
123	Personality	Lion	Matsu Makiko
124	Personality	Mantis	Modi Iakso
125	Personality	Mantis	Tsuruchi Heishiro
126	Personality	Mantis	Tsuruchi Yutaka
128	Personality	Mantis	Yoritomo Kamiko
127	Personality	Mantis	Yoritomo Soetsuko
129	Personality	Phoenix	Agasha Chieh
130	Personality	Phoenix	Asako Bairei
151	Personality	Phoenix	Iswa Ikumi
152	Personality	Phoenix	Iswa Yoriko
153	Personality	Phoenix	Shiba Hayato
154	Personality	Scorpion	Bayushi Katari
155	Personality	Scorpion	Bayushi Yaro
136	Personality	Scorpion	Shosuro Yudoka
137	Personality	Scorpion	Yogo Hattsumi
138	Personality	Scorpion	Yogo Tjeki
142	Personality	Shadowlands	Garen
143	Personality	Shadowlands	The Importantist Vu
139	Personality	Shadowlands	Kasu
140	Personality	Shadowlands	Muchitoku
141	Personality	Shadowlands	Shadow Dragon
144	Personality	Unaligned	Jolai
145	Personality	Unicorn	Ida Sahanobu
149	Personality	Unicorn	Iuchi Hart
146	Personality	Unicorn	Moto Kubilai
148	Personality	Unicorn	Shinjo Inoue
147	Personality	Unicorn	Shinjo Noriyori
150	Region		City of Gold
151	Region		Port Town
152	Region		Sea of Shadow
67	Spell		Ancient Promise
68	Spell		Burning Blade
69	Spell		Choke the Soul
75	Spell		Consumption
72	Spell		Open the Waves
70	Spell		Path of the Dragon Star
71	Spell		Plumb the Darkness
73	Spell		Righteous Protection
74	Spell		The Wolf's Proposal
157	Stronghold	Crab	Razor's Edge Dojo
154	Stronghold	Crab	Yasuki Palaces
155	Stronghold	Scorpion	The Shadowed Tower of the Shosuro
156	Stronghold	Unicorn	Shiro Shinjo



## The Towers of the Yogo



6

4

2

Each of your Scorpion Clan Personalities gains the ability "Battle: Bow this Personality to bow an opposing Follower or opposing Personality without Followers."

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## Block Supply Lines



0

**Battle:** Send an attacking unit home from this battle, bowed.  
*Cut off by both land and sea, the Crab find their supplies failing as the war rages on.*

3

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## Charge



0

**Battle:** Give an attacking Lion Clan Personality +3F, or give an attacking non-Lion Clan Personality +2F.  
*"Follow me into destiny!" cries Toturi Tsudao, and the samurai of the imperial army follow her as if her words were lightning and they were the thunder.*

1

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## Charge



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**Battle:** Give an attacking Lion Clan Personality +3F, or give an attacking non-Lion Clan Personality +2F.  
*"Follow me into destiny!" cries Toturi Tsudao, and the samurai of the imperial army follow her as if her words were lightning and they were the thunder.*

1

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## Diversionsary Tactics



0

**Battle:** Destroy a Terrain.  
*"If your enemies have occupied the terrain of their choice, do not engage them. Retreat, and entice them to follow."*  
—Master Suana

1

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## Diversionsary Tactics



0

**Battle:** Destroy a Terrain.  
*"If your enemies have occupied the terrain of their choice, do not engage them. Retreat, and entice them to follow."*  
—Master Suana

1

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## Encircled Terrain



0

**Delayed Terrain**  
**Battle:** The Attacker and Defender each target one of their own units in this battle. Send all other units in this battle home without bowing.  
*(Delayed Terrains do not resolve until after all players have passed for the battle.)*

1

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## Encircled Terrain



0

**Delayed Terrain**  
**Battle:** The Attacker and Defender each target one of their own units in this battle. Send all other units in this battle home without bowing.  
*(Delayed Terrains do not resolve until after all players have passed for the battle.)*

1

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## Kolat Assassin



10

**Limited:** Destroy a Personality with under 5 Chi. Lose 4 Honor.  
**Limited:** Destroy a Retainer. Lose 4 Honor.  
*They all had drunk the same tea, but only Matsui was overcome.*

3

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*Legend of the Five Rings.*



*Legend of the Five Rings.*



*Legend of the Five Rings.*



*Legend of the Five Rings.*



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*Legend of the Five Rings.*



*Legend of the Five Rings.*



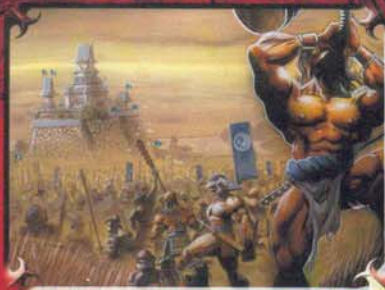
*Legend of the Five Rings.*



*Legend of the Five Rings.*



## Rallying Cry



0

**Reaction:** Play this card after a Resolution Segment. Your units in the battle do not become bowed by the combat.

*"The horn sounds the call to regroup, and I know that we will succeed. This will not be our only glorious victory today."*

3

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金

## Slander



0

**Political Reaction:** Play this card after a Personality enters play. Negate all Honor gains for the Personality entering play.

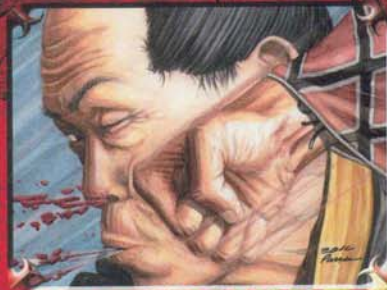
*"Ah, these lovers. You would think that there were no war." -Bayushi Sunetra*

3

LJR Exp. Monika Livingston™ & © 1996-2002 AG

金

## Test of Might



0

**Battle:** One of your Personalities in this battle issues an unrefusable challenge to an opposing Personality. Compare Force versus Force instead of Chi versus Chi. The winner's controller gains 3 Honor. Bow the loser.

*"Stand again, and it will be your last step." -Kaelung*

2

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## Ashigaru Archers



1 2 -

You may draw an extra card during your next End Phase after playing this card.

**Battle:** Bow Ashigaru Archers for a Ranged 2 Attack.

*Peasants with too much spirit for farming can find another life in the armies of their daimyos.*

1

LJR Exp. Jeff Grubb™ & © 1996-2002 AG

金

## Ashigaru Archers



1 2 -

You may draw an extra card during your next End Phase after playing this card.

**Battle:** Bow Ashigaru Archers for a Ranged 2 Attack.

*Peasants with too much spirit for farming can find another life in the armies of their daimyos.*

1

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金

## Heavy Infantry



0 8 -

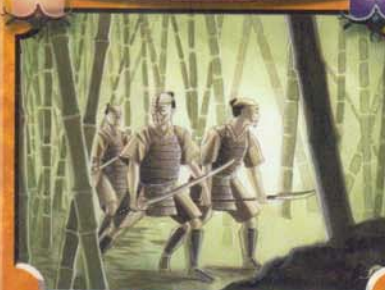
*With courage, the watchful eye of a noble daimyo, and battlefield promotions, one or two of them may become taisa.*

2

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金

## Light Infantry



1 2 -

*"The minions of the Dark Lord move on our borders. Therefore, we patrol Shinomen Forest, fighting where the Crab could not even walk without bruising their shoulders."*

*-Bayushi Jun, gunso*

1

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金

## Light Infantry



1 2 -

*"The minions of the Dark Lord move on our borders. Therefore, we patrol Shinomen Forest, fighting where the Crab could not even walk without bruising their shoulders."*

*-Bayushi Jun, gunso*

1

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金

## Medium Infantry



1 5 -

*"We hold the high ground and the ridge. The samurai will hold the pass. We keep the enemy off the samurai's flanks, and victory is ours."*

2

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金





*Legend of the Five Rings.*



*Legend of the Five Rings.*



*Legend of the Five Rings.*



*Legend of the Five Rings.*



*Legend of the Five Rings.*



*Legend of the Five Rings.*



*Legend of the Five Rings.*



*Legend of the Five Rings.*



*Legend of the Five Rings.*



2 Spearsmen +0



1 3 -

**Battle:** Bow Spearsmen for a Ranged 2 Attack.  
*"Even peasants can be taught to throw a spear. In sufficient numbers, they might even be considered dangerous." -Kakita Tenshiko*

2 金

LSR Exp. William O'Connor TM & C. 1996-2002 AGO

2 Spearsmen +0



1 3 -

**Battle:** Bow Spearsmen for a Ranged 2 Attack.  
*"Even peasants can be taught to throw a spear. In sufficient numbers, they might even be considered dangerous." -Kakita Tenshiko*

2 金

LSR Exp. William O'Connor TM & C. 1996-2002 AGO

+3 Dai Tsuchi +0



6\*

**Weapon**  
 Only a Personality with over 2 Force will attach the Dai Tsuchi. A Crab Personality can attach the Dai Tsuchi for 2 less Gold. The Dai Tsuchi gains +3C while this Personality faces an Ogre or Oni in a battle or duel.  
*"We honor the spirit of our swords by using other weapons to destroy such filth." -Hida Kuon*

1 金

LSR Exp. C. 1998 Thomas Gianni TM & C. 1998-2002 AGO

+3 Dai Tsuchi +0



6\*

**Weapon**  
 Only a Personality with over 2 Force will attach the Dai Tsuchi. A Crab Personality can attach the Dai Tsuchi for 2 less Gold. The Dai Tsuchi gains +3C while this Personality faces an Ogre or Oni in a battle or duel.  
*"We honor the spirit of our swords by using other weapons to destroy such filth." -Hida Kuon*

1 金

LSR Exp. C. 1998 Thomas Gianni TM & C. 1998-2002 AGO

+0 Jade Bow +0




5

**Weapon**  
**Battle:** Bow this Personality for a Ranged 4 Attack.  
*"The sword is the soul. The sword is all. So is there honor in killing from afar? Perhaps, but only if the bow has its own honor, its own spirit that lends grace to the shot." -Kakita's The Sword*

2 金

LSR Exp. William O'Connor TM & C. 1995-2002 AGO

Kaze-do



0

**Kiho Elemental Battle:** Bow one of your Monks or Shugenja to send home, without bowing, an opposing unit led by a Personality with Force lower than the caster's Chi.  
*"Strength is found in more than just arms." -Hoshi Wayan*

3 金

LSR Exp. Mark Evans TM & C. 1997-2002 AGO

Remember the Mountain



0

**Kiho Elemental Battle:** Bow one of your Shugenja or Monks to send a bowed or unbowed Personality in your army home from the current battle. Straighten all cards in the Personality's unit.  
*"The Tamori used the last of their power to raise a great wall of earth around the Ki-Rin's Shrine. Let us pray Aikune cannot break it." -Mirumoto Temoru*

4 金

LSR Exp. Ellen Thomas Manning TM & C. 2002 AGO





*Legend of the Five Rings.*



*Legend of the Five Rings.*



*Legend of the Five Rings.*



*Legend of the Five Rings.*



*Legend of the Five Rings.*



*Legend of the Five Rings.*



*Legend of the Five Rings.*



*Legend of the Five Rings.*



*Legend of the Five Rings.*





You are the Scorpion Clan...and the Emperor was slain in a raid while traveling to your lands. There are those in the Imperial Court who place the responsibility upon your shoulders. Subtlety, secrets, intrigue, and masks within masks. You are the Scorpion...and you will uncover the truth, no matter who it kills.

金

## Toturi Sezarū



**Political Limited:** Discard the Imperial Favor to draw an extra card during your next End Phase.

*"I am not a woman who knows only war, an architect of others' despair, or the son of a geisha - I am a priest of the kami. But do not depend on sweet words. My deeds will speak louder."*

LJR EXP: RYAN PARRISH.™ & © 1997-2002 AEG

金

## In Time of War



For the rest of the game, no player's Family Honor may rise over 5 points from what it was when the turn began.

*"Kaneka is not recognized by all. Tsudao is eldest, but she has few allies in the Empire. Sezarū commands respect, but many fear his nature. Naseru can forge alliances, but he is the youngest. Who shall sit, then, upon the Steel Throne?" -Dōji Tanitsu*

LJR EXP: RYAN PARRISH.™ & © 1997-2002 AEG

金

## Armory

3



4

Bow the Armory to produce 3 Gold when paying for non-Unique Armor or a non-Unique Weapon.  
**Open:** Bow the Armory to give a +2F bonus to a Follower.

*"Yes, I am aware that Seung has many finely crafted weapons on display in his shop. I am more interested in the items he does not display..." -Yoritomo Ekiken*

LJR EXP: TERRY DENNING.™ & © 1997-2002 AEG

金

## Geisha House

2\*



2

Bow the Geisha House to produce 2 Gold.  
If you are a Scorpion Clan player, bow the Geisha House to produce 3 Gold.

*"Samurai, please enter. Take off your helmet... yes, relax. You have earned it."*

LJR EXP: PAUL CARREK.™ & © 1999-2002 AEG

金

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LJR EXP: PAUL CARREK.™ & © 1999-2002 AEG

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LJR EXP: PAUL CARREK.™ & © 1999-2002 AEG

金

## Jade Works

3\*



3

Bow the Jade Works to produce 3 Gold.  
Bow the Jade Works to produce 5 Gold when paying for a Jade card. (A "Jade card" is a card with the word "Jade" in its title or boldface traits area.)

*Few sources of jade have been found since the Battle at Oblivion's Gate. The Crab demand that more be found, for they cannot penetrate the Shadowlands without it.*

LJR EXP: JOSEPH PULLIES.™ & © 1995-2002 AEG

金

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金





*Legend of the Five Rings*



*Legend of the Five Rings*



*Legend of the Five Rings*



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金

2

# Sanctified Temple

2



4

Bow the Sanctified Temple to produce 2 Gold.  
**Limited:** Bow the Sanctified Temple and pay 2 Gold to gain 2 Honor.  
"Serenity comes easily in times of peace. In times of war, the soul shows its true balance."  
-Toturi Tsudao

LEJ Exp. PA Guerra, TM & © 1993-2002, LLC.

金

# Small Farm

1



0

Bow the Small Farm to produce 1 Gold.  
"Capture their stores to feed our troops and burn the farms, but leave the Asahina's peasants alone. Let their masters choose which dogs will be fed and which will starve."  
-Hida Kagore

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金

# The Hiruma Dojo

3



4

Bow the Hiruma Dojo to produce 3 Gold.  
**Reaction:** When paying for a Samurai, bow the Hiruma Dojo to lower the Samurai's Gold cost by 4.  
"Say what you like about the katana; if the bushi wielding the sword is weak, the second one will have his head."  
-Hiruma Tatsuya

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金

3

# Bayushi Churai

4



7 1

**Scorpion Clan Samurai • Soul of Bayushi Dozan**  
**Battle:** Destroy a Follower in this unit to send this unit home from the battle, bowed. Churai can take this action even if bowed.

"Do you still believe you have won? Look around and see what you have lost in your 'victory'. Then look closer and see what I have taken with me."

LEJ Exp. Joseph Phillips, TM & © 2002, LLC.

金

3

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4



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金

# Bayushi Kwanchai

0

1



2 1

**Scorpion Clan Martyr • Soul of Bayushi Tengen**  
**Reaction:** When any bowed or unbowed Scorpion Clan Personality enters a duel, Kwanchai bows to replace the Personality in the duel.  
**Battle:** Once per battle, if Kwanchai is home, send a bowed or unbowed Scorpion Clan Personality into your army home without bowing and move Kwanchai into your army.

LEJ Exp. Michael Phillips, TM & © 2002, LLC. 308 • 341

金

0

# Bayushi Kwanchai

1



2 1

**Scorpion Clan Martyr • Soul of Bayushi Tengen**  
**Reaction:** When any bowed or unbowed Scorpion Clan Personality enters a duel, Kwanchai bows to replace the Personality in the duel.  
**Battle:** Once per battle, if Kwanchai is home, send a bowed or unbowed Scorpion Clan Personality into your army home without bowing and move Kwanchai into your army.

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金

4

# Bayushi Paneki

4



8 0

**Scorpion Clan Defender of the Empire • Samurai**  
Paneki has +3 Personal Honor for attaching Followers.  
"Yojiro-sama, I would not give you false counsel. There will be a time to visit Ryoko Owari, but something is amiss there and we have yet to find its source. I pray you: give me a month to set it right."

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金





*Legend of the Five Rings.*



*Legend of the Five Rings.*



*Legend of the Five Rings.*



*Legend of the Five Rings.*



*Legend of the Five Rings.*



*Legend of the Five Rings.*



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*Legend of the Five Rings.*



4 Bayushi Paneki 4



— 8 0

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source. I pray you: give me a month to set it right."

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3 Bayushi Shixiang 3



— 7 1

Scorpion Clan Samurai  
Shixiang's Items may not be destroyed  
or moved by other players' cards.  
"He carries the name of his Unicorn grandfather.  
Those who mock his heritage take their life in their  
hands." — Bayushi Sunetra

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3 Bayushi Shixiang 3



— 7 1

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Those who mock his heritage take their life in their  
hands." — Bayushi Sunetra

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3 Bayushi Tai 4



— 8 1

Scorpion Clan Spy • Samurai  
Limited: Once per turn, target a Province. If the Province  
holds any face-down Dynasty cards, turn them face-up.  
Then, if the Province holds any Personality cards, reduce  
the Province's Strength by their Personal Honor.  
Bow Tai at the end of the turn.  
"I have been watching her, Paneki-sama. I think you  
shall find this interesting..."

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3 Bayushi Tai 4



— 8 1

Scorpion Clan Spy • Samurai  
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2 Soshi Angai 5



2 7 1

Scorpion Clan Infiltrator • Shugenja  
"He and I both believed that the other would be  
tricked into giving us what we wanted..."

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2 Soshi Angai 5



2 7 1

Scorpion Clan Infiltrator • Shugenja  
"He and I both believed that the other would be  
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*Legend of the Five Rings*



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*Legend of the Five Rings*



*Legend of the Five Rings*



*Legend of the Five Rings*



## Kosaten Shiro



5  
4  
6

Gold- and Honor-producing Holdings cost 1 less Gold for you, to a minimum of 1, but cannot have their costs changed in any other way.

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金

## Block Supply Lines



0

**Battle:** Send an attacking unit home from this battle, bowed.  
*Cut off by both land and sea, the Crab find their supplies failing as the war rages on.*

3

LEJ Exp. Edn. Res. 77 & © 1991-2002 AG

金

## Contentious Terrain



0

**Delayed Terrain**  
**Battle:** Each Personality in your army gains +1F until the battle ends.  
*(Delayed Terrains do not resolve until after all players have passed for the battle.)*

1

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金

## Diversions Tactics



0

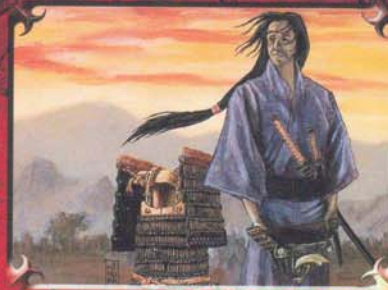
**Battle:** Destroy a Terrain.  
*"If your enemies have occupied the terrain of their choice, do not engage them. Retreat, and entice them to follow."  
-Master Suana*

1

LEJ Exp. Edn. Res. 77 & © 1996-2002 AG

金

## Duty to the Clan



0

**Reaction:** Play this card after a battle Resolution Segment in which one of your Personalities of your Faction was destroyed. Permanently lower the Gold cost of one of your Faction's Personalities that is face up in one of your Provinces to 0.  
*"For the glory of the clan, may I die as bravely as my brother."*

3

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金

## Entrapping Terrain



0

**Delayed Terrain**  
**Battle:** This battle ends without resolution. All units go home without bowing.  
*(Delayed Terrains do not resolve until after all players have passed for the battle.)*  
*"Maneuver them toward the marshes, and let them pit their strength against the mud."*

1

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金

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0

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**Battle:** This battle ends without resolution. All units go home without bowing.  
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*"Maneuver them toward the marshes, and let them pit their strength against the mud."*

1

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金

## High Morale



0

**Open:** Straighten all Followers of a Personality who has over 2 Personal Honor.  
*"There's no end to them today!" cried Mitaki.  
"The Fortunes are with you then, brother. You are behind by six!" said Koatsu.*

3

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金

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0

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*"There's no end to them today!" cried Mitaki.  
"The Fortunes are with you then, brother. You are behind by six!" said Koatsu.*

3

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### laijutsu Challenge



0

**Limited:** One of your Personalities challenges a Personality. If the challenged Personality's controller refuses the challenge, he or she loses 7 Honor and this card dishonors the Personality. The winner's controller gains 5 Honor. *(The loser dies.)*  
In the Court of Otosan Uchi, more than diplomacy is conducted in the Assembly.

2

LEJ Exp. Tony Moxley "© & © 1996-2002 AGO"

金

### laijutsu Duel



0

**Battle:** A Personality in your army issues an unrefusable challenge to an opposing Personality. You need not control either Personality. The winner's controller gains 5 Honor. *(The loser dies.)*

2

LEJ Exp. Tony Moxley "© & © 1996-2002 AGO"

金

### laijutsu Duel



0

**Battle:** A Personality in your army issues an unrefusable challenge to an opposing Personality. You need not control either Personality. The winner's controller gains 5 Honor. *(The loser dies.)*

2

LEJ Exp. Tony Moxley "© & © 1996-2002 AGO"

金

### Archers



1 4 -

**Battle:** Bow Archers for a Ranged 3 Attack. Their arrows have burrowed in paper and straw for eight years. Now they find targets of flesh and bone.

2

LEJ Exp. Scott Miller "© & © 2000-2002 AGO"

金

### Elite Spearmen



2 4 -

**Battle:** Ranged 2 Attack, once per battle. This does not bow Elite Spearmen. The rain of spears is followed by the storm of swords.

3

LEJ Exp. Joshua Ginder "© & © 1996-2002 AGO"

金

### Elite Spearmen



2 4 -

**Battle:** Ranged 2 Attack, once per battle. This does not bow Elite Spearmen. The rain of spears is followed by the storm of swords.

3

LEJ Exp. Joshua Ginder "© & © 1996-2002 AGO"

金

### Light Infantry



1 2 -

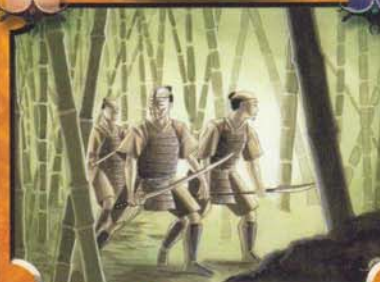
"The minions of the Dark Lord move on our borders. Therefore, we patrol Shinomen Forest, fighting where the Crab could not even walk without bruising their shoulders."  
-Bayushi Jun, gunso

1

LEJ Exp. Mark A. W. Jackson "© & © 1996-2002 AGO"

金

### Light Infantry



1 2 -

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-Bayushi Jun, gunso

1

LEJ Exp. Mark A. W. Jackson "© & © 1996-2002 AGO"

金

### Medium Infantry



1 5 -

"We hold the high ground and the ridge. The samurai will hold the pass. We keep the enemy off the samurai's flanks, and victory is ours."

2

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**3** Medium Infantry **+0**



**1** **5** **—**

"We hold the high ground and the ridge. The samurai will hold the pass. We keep the enemy off the samurai's flanks, and victory is ours."

**2**

LSR Exp. Matt A. W. LANCHESTER.™ & © 1999-2002 AG.

**+2** Dragon's Claw Katana **+2**



**7\***

**Weapon**

The Dragon's Claw Katana costs 2 less Gold for a Crane Clan player. This Personality gains +1 Personal Honor while the Dragon's Claw Katana is attached.

The finest swords have histories as detailed as the Great Clans' sagas. Such swords share their spirit and power with their rightful owners... if the swords deem them worthy.

**3**

LSR Exp. K.C. LANCHESTER.™ & © 1999-2002 AG.

**+1** Naginata **+2**



**3**

**Weapon**

"I prefer my katana, but it cannot reach my enemies who sit astride great horses." —Matsu Kenseiko

**1**

LSR Exp. Todd DENNING.™ & © 1999-2002 AG.

**+0** Wakizashi **+1**



**0**

**Weapon**

A Personality who has one Weapon can attach the Wakizashi. This Personality can have two Weapons.

It is as important to samurai as their katanas. One carries their souls, the other their honor.

**2**

LSR Exp. Sean MERRILL.™ & © 1999-2002 AG.

**+** Hitsu-do



**0**

**Kiho Elemental Battle:** Target an opposing Personality with Chi less than or equal to one of your Monk's or Shugenja's Chi. Bow and destroy the Monk or Shugenja to destroy one of the Personality's Followers, or, if the Personality has no Followers, to destroy the Personality.

The Way of Shinsei seems gentle only to those who assume that the sword makes the warrior.

**4**

LSR Exp. JOSEPH GOMER.™ & © 1998-2002 AG.

**Purity of Spirit**



**0**

**Kiho Battle:** Bow one of your Monks or Shugenja to bow an opposing Personality with lower Chi. The caster need not bow if the opposing Personality has the Shadowlands trait.

"Another thousand years of meditation cannot give the Dragon the knowledge the Isawa had before the Kami ever arrived." —Isawa Taeruko

**4**

LSR Exp. DENNIS CULLEN.™ & © 1998-2002 AG.

**Strength of My Ancestors**



**0**

**Kiho Open:** Bow one of your Monks or Shugenja to give one of your Personalities +2F/+2C.

To those who went before, reverence.  
From those who went before, guidance.

**1**

LSR Exp. ANDREW HARTWICK.™ & © 1997-2002 AG.





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You are the Crane Clan...and for too long you have allowed the traitors of the Yasuki to shelter behind the Crab, who are too stupid even to know when they are being used. That will come to an end. Honor, poise, perfect skill, and the sword. You are the Crane...and you have no equal.

金

## Toturi Sezaru



**Political Limited:** Discard the Imperial Favor to draw an extra card during your next End Phase.

*"I am not a woman who knows only war, an architect of others' despair, or the son of a geisha - I am a priest of the kami. But do not depend on sweet words. My deeds will speak louder."*

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金

## Glimpse of the Unicorn



Draw an extra card during your End Phase this turn.

*Three hundred years ago, a sandalwood fan convinced the Court that the Unicorn Clan was indeed Shinjo's people returned from their quest.*

LSR EXP. RULES: BRADLEY WILLIAMS © & © 1999-2002 AEG

金

## Jade Works

3\*



3

Bow the Jade Works to produce 3 Gold.  
Bow the Jade Works to produce 5 Gold when paying for a Jade card. (A "Jade card" is a card with the word "Jade" in its title or boldface traits area.)  
Few sources of jade have been found since the Battle at Oblivion's Gate. The Crab demand that more be found, for they cannot penetrate the Shadowlands without it.

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金

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金

## Kabuki Theater Troupe

1

2



4

Bow the Kabuki Theater Troupe to produce 2 Gold.  
**Limited:** Bow the Kabuki Theater Troupe to gain 1 Honor.  
*"In the future this will make a splendid play, no matter which of us attains the throne." Sezaru smiled coldly. "I think of the survival of the Empire as something more than material for a play, Naseru."*

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金

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1

2



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金

## Marketplace

2\*



2

Bow the Marketplace to produce 2 Gold.  
If you are a Crane Clan player, bow the Marketplace to produce 3 Gold.  
*The markets of the Crane did not close for the funeral of Yasuki Taka.*

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金

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2\*



2

Bow the Marketplace to produce 2 Gold.  
If you are a Crane Clan player, bow the Marketplace to produce 3 Gold.  
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*Legend of the Five Rings.*



# Marketplace

2\*



2

Bow the Marketplace to produce 2 Gold.  
If you are a Crane Clan player,  
bow the Marketplace to produce 3 Gold.  
*The markets of the Crane did not close  
for the funeral of Yasuki Taka.*

LSR EXP: WILLIAM O'CONNOR.™ & © 1995-2002 AGI.

金

# Port

2\*



4

Bow the Port to produce 2 Gold,  
plus 1 Gold for each Marketplace in play.

*"No one foresaw that the destruction of Beiden Pass  
would make the ports of the East this vital.  
No one foresaw the difficulties the Mantis  
would face, taking advantage of this position  
after Yoritomo's death." -Akodo Iijasu*

LSR EXP: KEVIN WATTS.™ & © 1995-2002 AGI.

金

# Provision Storehouse

1



**Battle:** Bow and destroy the Provision Storehouse  
to give each of your Followers in the current  
battle +1F until the battle ends.

*"Tell the peasants that we stockpile to ward off  
famine. They will be grateful for the attention  
and will let us know whenever the Dragon  
stray toward our lands." -Shiba Aikune*

LSR EXP: BOB ALEXANDER.™ & © 2000-2002 AGI.

金

# Silk Works

4



5

Bow the Silk Works to produce 4 Gold.  
*The strong fibers of silk will be pierced but not cut  
by arrows or barbs. Such a wound is more easily  
treated and at little risk of infection. It is not  
for fashion that samurai wear shirts of silk - it is  
for protection.*

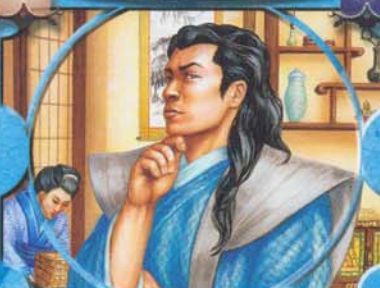
LSR EXP: DAVID VICK.™ & © 1998-2002 AGI.

金

# Asahina Handen

1

3



6 8 3

**Crane Clan Shugenja • Unique**  
**Reaction:** Bow Handen and one of your  
Gold-producing Holdings when you are  
paying a Gold cost to produce 5 Gold.

*"The industrious man makes note of  
all opportunities."*

LSR EXP: JAMES W. APRIL.™ & © 2002 AGI.

金

# Asahina Kimita

0

4



0 6 2

**Crane Clan Shugenja • Soul of Asahina Tomo**

*"Here, I will show you: the whitecaps of the sea tumble  
up and up into the mountains, rolling thunder down  
onto our fields. What you call sky heaves and shifts  
and slides. Look again: the fisher's boat skims up its  
skin, dropping nets into the sea of changes."*

LSR EXP: BOB ALEXANDER.™ & © 2002 AGI.

金

# Asahina Kimita

0

4



0 6 2

**Crane Clan Shugenja • Soul of Asahina Tomo**

*"Here, I will show you: the whitecaps of the sea tumble  
up and up into the mountains, rolling thunder down  
onto our fields. What you call sky heaves and shifts  
and slides. Look again: the fisher's boat skims up its  
skin, dropping nets into the sea of changes."*

LSR EXP: BOB ALEXANDER.™ & © 2002 AGI.

金

# Daidoji Enai

3

3



- 7 2

**Crane Clan Samurai**

Enai gains +1F/+1C while facing one  
or more Crab Clan Personalities  
in a battle or duel.

*"War or no, I do not care.  
Next time, Kuoshi, we end this."*

LSR EXP: JAMES W. APRIL.™ & © 2002 AGI.

金

# Daidoji Enai

3

3



- 7 2

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*Legend of the Five Rings*



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2 Daidoji Gudeta 2



6 8 3

**Crane Clan Samurai**  
**Battle:** Bow Gudeta for a Ranged 4 Attack.  
*"That Crane is swifter than the wind itself. I swear I would be dead from his arrows a dozen times if the Fortunes were not beside me. If not for this foolish war, I would be proud to call him an ally." - Hida Yasuhiro*

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0 Doji Nagori 4



0 4 1

**Crane Clan Storyteller • Soul of Doji Shizue**  
**Political Reaction:** When another player gains or loses Honor, bow Nagori to increase the gain or loss by 1. Gain 1 Honor.  
*"Seven centuries gone, a tattered crane cut off its wings and crawled inside a tortoise shell. It waded its stumps through the holes, warning that they were pincers."*

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3 Doji Yasuyo 4



5 8 3

**Crane Clan Samurai • Soul of Doji Kuwanan**  
*Her brother, Nagori, would understand; a request from Lady Doji could not be ignored. As she opened the shoji, Yasuyo turned to allow herself one last look at what she was leaving behind. Then she stepped into the night with Naishi in its saya and the burden that was hers alone.*

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2 Yasuki Hachi 4



8 5 3

**Crane Clan Gunso • Samurai • Counts as Daidoji Hachi for deck construction.**  
**Reaction:** Once per turn, when Hachi wins a duel, straighten your Stronghold.  
*When Oguri died, the Yasuki daimyoship passed to Kamoru, his son and heir. When Kamoru died the following Spring, lineages had to be traced back seven centuries to discover the new daimyo of the Yasuki.*

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