



*Legend of the
Five Rings*



Lotus



Edition

RULEBOOK v.1

Credits

LEAD DESIGNER Mark Wootton

DESIGN TEAM Jeff Alexander, Ryan Carter,
Roger Giner-Sorolla, Jared Devlin-Scherer

HEAD OF R&D David Williams

BRAND MANAGEMENT Eric Devlin

ORIGINAL CONCEPT & DESIGN David Seay, Ryan S. Dancey, Matt Wilson,
Matt Staroscik, John Wick and John Zinser

CREATIVE AND MARKETING DIRECTOR Mark Jelfo

PRODUCTION MANAGER Mary Valles

ART DIRECTOR jim pinto

STORY TEAM Shawn Carman, Rich Wulf

RULEBOOK WRITING Jeff Alexander and Eric Devlin with appreciation
to the authors of all previous L5R rulebooks

RULEBOOK DESIGN & LAYOUT Nate Barnes

LOTUS EDITION LAYOUT Nate Barnes, Jose Guardado,
Mark Jelfo, Mario Rivas, Rodney Saenz

COVER ARTIST Michael Komarck

TECHNICAL EDITING D.J. Trindle

PLAYTESTERS: Jason Aken, Mohd Anis, Gary Aw, Mike Blake, Antoine Blanchard, Mauricio Bosshard, Vitor Bosshard, Francisco Chacón, Daniel Chlebowczyk, Patrick Chua, Jeff Clark, Mike Colson, Stéphane Cornier, Francisco Fonseca de Assis, Anderson Rosa Cecilio de Oliveira, David Defranoux, Chris Dreyer, Aris Economopoulos, Leonardo Fantauzzi, Elvis Fay, Brian Fox, Martin Friedrich, Tomasz Gala, Eric George, Panos Georgopoulos, Kyle Graves, Paul Grocott, Chris Heywood, Henri Huhtanen, Michael Iakovides, Samuel Jacquemin, Ophir Klainman, Przemek Kowalczyk, Tomasz Kowalewski, Barry Kunz, Alek-

sander Lados, Alexandre Lavillat, Yann Le Moullec, Tim Lilly, Seng Huat Lim, Tomi Lindberg, Tero Lindberg, Guy "Max" MacDonald, Constant Michael, Rodrigo Molina, Glenn Morris, Galileu Paolo Paiva, Chris "Oldgeorge" Paliogiorgos, Wolfgang Parsch, Decock Pascal, Matthieu Poupart, Alexandre Preau, Thomas Robertson, Paul Ryan, Thomas Scheer, Florain Schemmel, Robert Stephani, Nicholas Tan, Andy Tate, Any Tee, Kari Varpula, Bryan Winston, Alan Wittenberg, Alexander Wood, Aubertin Xavier, Dennis Yau, Thomas Yannick

RULEBOOK ARTISTS: Chris Appel, Drew Baker, April Lee

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Roger Giner-Sorolla, Ryan Carter, Jared Devlin-Scherer

And all our playtesters

This base set is being produced during the tenth year of Legend of the Five Rings. As we enter our second decade we would like to acknowledge the efforts of everyone that helped us to get to where we are right now. Those people include, but are not limited to:

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WHAT'S NEW IN LOTUS EDITION?

These are the big differences between this rulebook and Diamond Edition's:™

- Created a new syntax for writing card mechanics that clarifies elements such as costs, targets, restrictions, and effects.
- Added a rule that most abilities are usable only once per turn by default, including Fear-producing abilities and the default Tactical action.
- Limited gaining Honor from buying aligned Personalities at full price during the Dynasty Phase to one successful gain per turn.
- Removed the rule that each Event may resolve only once per game.
- Changed how focusing works during duels. Added mechanics for the **Duelist** trait.
- Simplified recordkeeping for out-of-play cards. Cards that are out of play and face-down have no memory of past play or effects. Cards cannot be put into other players' discard piles or decks.
- Removed the concept of canceling actions. Expanded the concept of negating effects to cover these cases as well.
- Added rules for the Formation card type.
- Added rules for the **Ninjutsu** trait.
- Moved several common traits of Shadowlands Strongholds off of them and into the basic rules.

Using These Rules With Older Cards

CARDINAL RULE #5

The default limit of one use per turn does not apply to cards prior to *Dawn of the Empire*.

REGIONS & TERRAINS

All non-Unique Regions have the **Singular** keyword.

Terrains that explicitly produce effects when played have the **Immediate** keyword. All other Terrains have the **Delayed** keyword.

TEMPLATING AND RESTRICTIONS

Sometimes an action has special restrictions on whether or how frequently it can be used, such as “Once per battle” or “If you control a Samurai.” Cards in the *Dawn of the Empire*, *Web of Lies*, and *Enemy of My Enemy* expansions placed these restrictions at the beginning of the effects of the action. Sets after *Enemy* write them with the action’s costs and timing instead.

“SOUL OF...” PERSONALITIES

Many Personalities in *Lotus Edition* have the “Soul of...” trait, which is followed by the name of a Personality from an earlier expansion. In Storyline Simulation tournament formats, the newer Personality is treated as the Most Recent Printing of the older one. In the Open format, the old and new cards remain distinct for play purposes, but still count jointly towards per-deck card limits.

Example: Tamori Aoki has the “Soul of Agasha Gennai” trait. In a Lotus Storyline tournament, old Agasha Gennai cards are legal and count in all ways as Tamori Aoki for both deck construction and play. In an Open tournament, both cards are legal and distinct, with different names, traits, and statistics; however, a deck cannot contain a total of more than three copies of them combined.

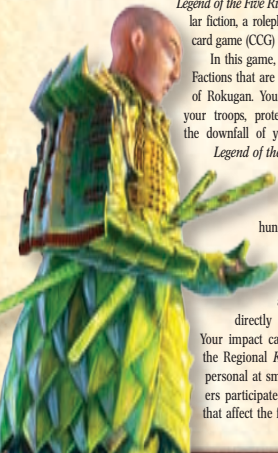
A Personality may name a “Soul of...” card that is of a different Experience level than himself. When this happens, the level inside the “Soul of...” trait only matters for matching identity between sets. The Experience level of the new Personality is determined only by the keywords that appear outside the “Soul of...” trait.

WELCOME TO LEGEND OF THE FIVE RINGS

Welcome to the world of *Legend of the Five Rings*! Set in the mythical land of Rokugan, *Legend of the Five Rings* is an interactive storyline game that deals with honorable samurai, mystical monks, men who can bend the elements to their will, and fabulous monsters from Asian mythology. The story of *Legend of the Five Rings* is told through novels, regular fiction, a roleplaying game, and the collectible card game (CCG) that you just purchased.

In this game, you are the ruler of one of the Factions that are vying for power in the Empire of Rokugan. You array your supplies, marshal your troops, protect your lands, and engineer the downfall of your opponents. You can play *Legend of the Five Rings* at your local store with friends, at small conventions with a dozen other players, or at large events with hundreds of fellow fans.

There are many tournaments throughout the year where what deck you play and how you play it will directly affect the ongoing storyline. Your impact can be large at events such as the Regional *Kotei* Championships, or more personal at smaller events. In addition, players participate throughout the year in votes that affect the future of the game.



Most players have a favorite Faction. There are websites dedicated to different Factions, featuring decks, discussions, and fan-written fiction. Players even offer their own supplemental prizes at tournaments as “bounties” that can only be claimed by a winner who is playing a particular style.

Legend of the Five Rings is flexible. You can spend hours enjoying casual games at your local store or you can play at the highest levels of competition in tournaments. The choice is yours. As *Legend of the Five Rings* allows for such a wide array of play styles, this book is only meant to be an introduction to the rules. Although you can use this book as your only rules source, you can find a comprehensive set of rulings, frequently asked questions, and other material at our website, www.l5r.com.

Welcome to Rokugan, the Emerald Empire. Welcome to *Legend of the Five Rings*.

Overview

The *Legend of the Five Rings* story is an ongoing tale created as new sets of cards are released. In your quest to rule the Empire, you will develop your resources by buying Holdings. With these, you will recruit Personalities, augment their power with Followers, Items, and Spells, and play Action cards, in an endeavor to either eliminate your opponent or elevate yourself more peacefully.

There are several paths to victory. You can achieve a **Military Victory** by eliminating all other players from the game through destroying their Provinces with your armies or encouraging them to lose large amounts of Family Honor. A player is immediately removed from the game if all of his Provinces are destroyed or his Family Honor is ever below -19.

You can also win an **Honor Victory** by starting your turn with 40 or more Family Honor. (Simply reaching 40 Honor does not immediately grant victory.)

Finally, you can master the elements, as represented by the philosophy of the Five Rings. If you ever have one Ring from each element in play simultaneously, you win the game immediately. This **Enlightenment Victory** is the most difficult kind to achieve.

Legend of the Five Rings is primarily played between two players. Rules for multiplayer games are in their own section on page 67.

Sideline notes, like this one, appear throughout this rulebook to cover important but infrequent situations. If you're just learning the game, skip them! You don't need to read these your first time through.

Cardinal Rules

1. If any card contradicts these rules, the card or Stronghold takes precedence.
2. Play all cards and Strongholds by the wording of their most recent English printing (*see page 77*).
3. If two or more different effects try to occur simultaneously, they occur sequentially instead, in an order determined by the active player.
4. After searching any deck for a card, reshuffle that deck.
5. All actions are usable only once per turn.

SPECIAL RULES FOR SHADOWLANDS HORDE PLAYERS

- You do not experience Honor gains or losses. They simply do not occur. This is not negation and applies even to gains and losses that may not be modified.
- You may not win an Honor Victory.
- You may not take Political actions.
- You may not take actions that cause unconditional Honor losses to other players.

Deck Construction

Each player prepares two decks of at least forty cards each: one deck of **Dynasty** (black-backed) cards, one of **Fate** (green-backed) cards. In addition, each player needs one Stronghold, up to one Wind, and up to one Sensei. Together, these things make up the **play deck**. More than one player may play the same Stronghold in a game.

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

- Any Event
- Any Ring
- Any card with the Unique trait (see page 77)

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

In addition to a play deck, each player needs a clear method of tracking his Family Honor. Finally, a single distinctive item is needed to represent the Imperial Favor.

Parts of a Card

Several card types have various numeric **stats**. All cards have a text box. Everything in that box is either a **trait**, an **ability**, or **flavor text**.

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.

A card either has a trait or it doesn't. Giving a trait to a card that already has it doesn't add a second copy or make the trait harder to remove.

STATS

Many cards have one or more numeric stats. Any reference to a value on a card refers to its *current* value unless the “base” or “printed” value is requested.

Force is a measure of military prowess and sheer physical strength. It is used during battles to determine which army is victorious – the army with more total Force at the end of a battle wins and destroys the other.

Chi is a measure of spiritual attunement. It is primarily used during duels, although it also governs the strength of some magical effects.

Gold cost is just that: the amount of Gold that must be paid to play the card. Some cards have additional costs listed in their text. These plus the Gold cost together comprise the total “cost” of playing it.

Focus Value is a stat common to all Fate cards. A card’s Focus Value is central to dueling.

Some cards have a Force or Chi with a “+” or “-” sign in front. Stats with these signs do not add to the unit’s total (see page 39). Instead, they directly modify the Personality who has this card attached, and they do so regardless of whether this card is bowed.

If something refers to a value that isn’t specified or is missing, such as the Focus value of a created Follower card 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 is always 0.

TRAITS

Some traits are simple words, others are restrictions on how the card is played, and still others produce game effects. You normally cannot control whether these effects occur.

Traits apply at all times, no matter where the card is. If a card that is not in play has traits that produces effects, they affect only that card.

ENTERING-PLAY EFFECTS

The **entering-play effects** of a card include anything that its traits (and *only* its traits – not its **Reactions**) cause to happen each time it enters play. Entering-play effects are identifiable by a trigger such as “after this card enters play,” although they can also be written in a shorter notation such as “Lose 3 Honor.”

Entering play includes returning to play, but not changing controllers or changing what the card is attached to.

KEYWORDS

Traits that are in boldface type are also called **keywords**. Many keywords indicate that the card follows special rules: you can find a list starting on page 68. Other keywords exist so other cards can interact with them or for storyline reasons.

Each individual word is its own trait, with the following exceptions: any Faction alignment, “Clan Champion”, “Battle Maiden”, and any phrase ending in “Tribe”.

You cannot use a part of a keyword or hyphenated phrase as a separate keyword. On the other hand, the singular, plural, and possessive forms of a word (e.g. “Forest,” “Forests,” and “Forest’s”) are all equivalent, as are different tenses (like “Corrupt” and “Corrupted”).

- Any card in the game with the **Creature** trait also has the **Nonhuman** trait.
- A Personality or Follower is defined as “Human” if it is not Nonhuman.
- A Personality or Follower is defined as “Infantry” if it is not Cavalry.

FACTION ALIGNMENTS

The eight Great Clans – Crab Clan, Crane Clan, Dragon Clan, Lion Clan, Mantis Clan, Phoenix Clan, Scorpion Clan, and Unicorn Clan – along with the Ratlings and the Shadowlands Horde, are the ten playable Factions in *Lotus Edition*. References to Factions or alignments refer only to those in this list.

For nine of those Factions, their name is their alignment trait. **The Shadowlands Horde** is different. It does not have an alignment trait. The

“Shadowlands” trait is simply a word. There is no way for a Personality to be aligned with the Shadowlands Horde Faction.

A Personality may be aligned with more than one Faction or none at all. A Personality is “Unaligned” if (and *only* if) he has the **Unaligned** trait. It is possible for a Personality to be Unaligned and have Faction traits at the same time.

“Swear fealty” means “permanently gain your Faction’s alignment trait”.

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 one of its individual abilities has the word “Keyword” in its boldface traits area.

The Keyword Rule does not apply when referring to a major card type, like “Sensei”, or to a game term that has a formal definition, like “army,” “Defender,” or “Infantry.” It also does not apply to Sensei cards or to Strongholds.

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 trait “Defender of Otosan Uchi” is not the Defender. That term refers only to the player who is currently being attacked.

Example 3: An action that targets “an Oni” cannot target a card titled “Oni-daikyu” or a card with the Onisu trait.

Individual abilities can have keywords too. When an action is taken, it carries with it all the keywords preceding the ability as well as those of the card on which it is printed. Abilities that are not printed on a card do not inherit keywords from any card.

*Example 4: The Personality from Example 1 above has the ability “**Elemental Open**: Bow this Personality: Draw a card.” Using that ability is an Elemental action and an Open action as well as a Scorpion Clan action, a Spy action, and a Ninja action. If that same Personality lobbies for the Imperial Favor, that action does not acquire any of these keywords.*

ABILITIES

Abilities are distinct from traits. Abilities are always voluntary. Abilities on a card cannot be used unless you control the card or it is an Action card in your hand.

Abilities begin a line with one of the four basic action type keywords (“**Limited**”, “**Open**”, “**Battle**”, or “**Reaction**”), possibly preceded by other keywords and always followed by a colon, all in boldface.

After the ability’s keywords come its special play restrictions, timing, and costs, followed by a second colon. After this second colon, or after the first if the action has no earlier elements, are the action’s targeting requirements, then its effects. All sentences that start with “Target...” or “You may target...” and appear before the first effect are the **initial targeting requirements** of the action.

Actions do not target anything without using either the word “target” or one of the following phrases, which target implicitly:

- Ranged X Attack (where X is a number)
- Fear X (where X is a number)

When one of these phrases is the first effect of an action, its built-in targeting requirement is an initial targeting requirement of that action.



REMINDERS AND FLAVOR TEXT

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 italicized reminder text in parentheses, like “*(The Dishonored Personality has a Personal Honor of 0.)*”, within a trait or ability. This is a reminder of how the card interacts with the rules and not an actual effect.

Card Types

SPECIAL CARDS

STRONGHOLD

Your Stronghold represents the family castle, shadowy hideout, or ancient holy temple from which you advance your Faction's interests. 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** (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 base **Province Strength**, the **Gold Production** of your Stronghold, and your **Starting Family Honor**.

WIND

Your Wind card reflects which aspect of the Imperial Court you side with most strongly. It provides you with additional actions you can take, usually including one you can discard the Imperial Favor to pay for. (See "*Lobbying for the Imperial Favor*" on page 61.) Winds are cards, but they are neither Dynasty nor Fate cards and do not go in either deck.

Abilities on Winds may be used any number of times per turn.

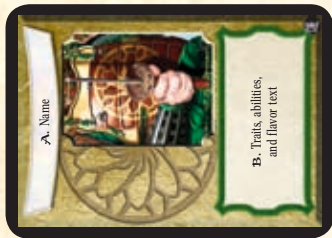
SENSEI

Your Sensei card represents the person who was your teacher on your path to adulthood. It provides you with additional actions you can take, and might modify your Stronghold's numeric statistics; it cannot, however, lower your Province Strength or Gold Production below 0 or your Starting Family Honor below -19. A Sensei can only be played by someone playing a Faction listed on it. Sensei are cards, but they are neither Dynasty nor Fate cards and do not go in either deck.

Stronghold



Wind



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

Card Types Continued

DYNASTY CARDS

HOLDINGS

Holdings form the foundation of your economy. Holdings are your primary method of producing Gold, which is required to pay for many cards and abilities. Many Holdings also have abilities as well. If a Holding has an ability or effect that produces Gold, it will have a number in the top right corner reminding you of the most common amount. Likewise, if a Holding can produce Honor gains, it will have a number in the top left corner.

Holdings enter play bowed.

PERSONALITIES

Personalities are the soldiers, priests, demons, politicians, heroes, and servants populating Rokugan's various lands. A Personality's Honor Requirement is a restriction on whether a player can bring the Personality into play – if the player's Family Honor is below the Personality's Honor Requirement, the Personality cannot be played. Personal Honor represents the Personality's integrity and social status; it affects how much Family Honor a player can gain for playing the Personality and which Followers the player can attach to him.

If a Personality's Chi is ever 0, destroy him.

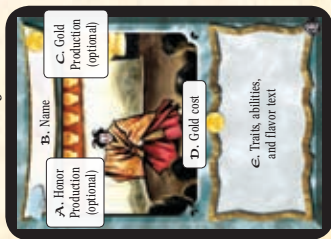
EVENTS

Events are powerful cards that represent sudden, often historic occurrences. They are generally free, but can resolve unexpectedly.

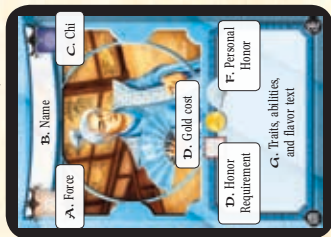
REGIONS

Regions attach to your Provinces and can provide you with special advantages during battles against it or additional actions you can take. Each Province can attach at most one Region.

Holding



Personality



Event



Region



Card Types Continued

FATE CARDS

ACTIONS

You play Action cards from your hand for a single-use effect.

FOLLOWERS, ITEMS, AND SPELLS

These card types are not played from hand for an immediate effect. Instead, they are attached to Personalities.

A **Follower** represents a servant, advisor, or a small (or large!) military squad in direct service to a Personality. Followers typically increase the total Force of their unit without making the Personality himself stronger. They may also have abilities of their own.

- A Follower cannot attach to a Personality whose Personal Honor is below the Follower's Honor Requirement. (Followers do not care about a player's Family Honor at all, just the Personal Honor of their prospective leader.)

An **Item** is a magical or mundane object possessed by a Personality.

- A Personality can attach at most one Weapon and at most one Armor.

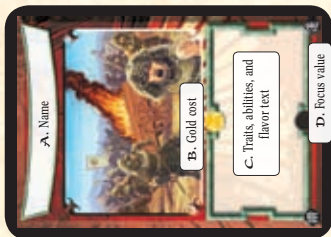
A **Spell** provides new abilities to eligible Personalities through magical means.

- Spells can only attach to, and be cast by, Shugenja Personalities.


RINGS

A Ring represents a deep, mystical understanding of one of the five natural elements that underpin the world. Depending on its text, a Ring may be played from hand for a one-time effect or brought into play under certain conditions and then used for additional abilities.

Action



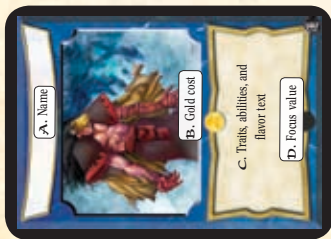
Follower

| | | |
|--|--------------------------|---------------|
| A. Force | B. Name | C. Chi |
|  | | |
| E. Gold cost | | |
| D. Honor Requirement | F. Personal Honor | |
| G. Traits, abilities, and flavor text | | |
| G. Focus value | | |

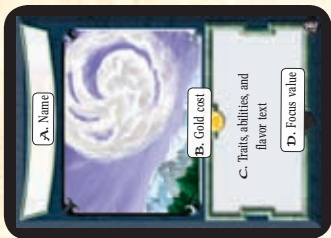
Item

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

Spell



Ring



Play Areas

Starting on your far left, and empty for the moment, is your **Dynasty discard pile**. All your discarded and destroyed Dynasty cards go to the top of this pile, face-up, as the game progresses. Track cards that enter this pile due to being **destroyed** by putting them in the pile sideways. All other cards in this pile are considered **discarded** instead.

Your **Dynasty deck** goes next to its discard pile.

Above your Dynasty deck and discard pile go your Stronghold, Sensei, and Wind.

Arranged in a line directly in front of you are your **Provinces**. Dynasty cards are played and resolved through these Provinces. You begin the game with four of them, and each holds one Dynasty card. Throughout the game, you continually check whether your Provinces contain enough cards. If one ever has fewer cards than it should, immediately fill it face-down with the top card of your Dynasty deck. If you cannot fill a Province, mark it somehow to remind you and your opponent that it is still there.

Provinces can be destroyed, usually by being attacked by a sufficiently large army. When a Province is destroyed, completely remove its space from the layout in front of you: destroy any cards that are attached to it, put all unplayed cards that were still in it into your discard pile, and move the Provinces that were on either side of it together so they become adjacent.

Cards attached to a Province are not “in” it. A Province does not get destroyed by being empty or by having its strength reduced to 0.

Your Fate deck goes face-down to the right of your Provinces. To the far right of your Fate deck goes your Fate discard pile. Other than holding Fate cards, it behaves just like your Dynasty discard pile.

The area of the table above your Provinces and decks is your **home**. Your home is the default location for cards you control.

You draw Fate cards into, and play them from, your **hand**. You have a **maximum hand size** of eight. This limit is checked only at certain times, so it is possible to temporarily exceed it.

All face-up cards, including the contents of all discard piles, can be examined by any player at any time. Discard piles may not be rearranged. Players cannot count cards remaining in any deck or look at face-down cards in any Province, not even their own. Players must reveal their current and maximum hand sizes if asked.

In addition to all these areas, cards can be in a focus pool, focused in a duel, and outside the game.

Card States

Cards in all areas are either **face-up** or **face-down**. Cards in discard piles and outside the game are always-except “outside the game”.

Cards that are not in play cannot be targeted or affected.

Cards in play are either **bowed** or **unbowed**. Cards elsewhere are neither.

Personalities in all areas are either **Honorable** or **Dishonored**.

Cards in discard piles are either **discarded** or **destroyed**. Cards elsewhere are neither.

Any time a card is sent to a deck or discard pile, put it in its owner's.

Any time a card is both face-down and not in play, it returns to its original state in all ways – all effects on it end, it loses all history of its use, etc.

Destroyed and discarded cards leave play and go to their owner's appropriate discard piles. A card that is “**removed from the game**” is completely removed and set far away in its own separate pile.

If a card is destroyed or removed from the game, do likewise to all cards attached to it. If the main card leaves play in any other way, discard all cards attached to it.

Personalities may be destroyed by a special effect called “**committing seppuku**”. This means “Restore the Personality to Honor. Destroy the Personality. These effects cannot be negated.”

The player who brings a card into play **controls** it unless an effect or rule specifies otherwise. If you gain control of a card, put it in your home. This is not considered movement. (Ignore this rule if the card is attached to a Province or if it's in an enemy army and the effect that stole it also tells you to move it to your army.) Cards that are not in play have no controller.

BOWING AND STRAIGHTENING

To **bow** a card or Stronghold, turn it sideways. To **straighten** it, turn it the other direction. Cards and Strongholds become bowed for various reasons over the course of a game. While bowed, a card or Stronghold is less capable of performing actions and contributing towards battles:

- Abilities on a bowed card or Stronghold cannot be used unless their costs or effects will straighten that card or Stronghold.
- A bowed Personality may not assign to battlefields. (An unbowed Personality with bowed cards attached to him may assign, provided nothing else stops him.)
- A bowed Personality may not perform an action that will make him issue a challenge as one of its known effects.

Being bowed does not turn off continuous effects of a card, such as traits and Force and Chi modifiers.

UNITS

A Personality and all attached cards and tokens is called a **unit**. Whoever controls the Personality controls everything in the unit. Targeting a unit and targeting a Personality are equivalent. (This is *not* true for things that *affect* one or the other, or that target other things in the unit.) A Personality and his attached cards bow independently of one another. Only an effect that bows a unit will bow all of them together.

The **total Force of a unit** is the Force of the Personality (*which includes contributions from cards with a "+" or "-" Force; see page 35*) plus the Force

of all unbowed cards attached to him. If the Personality himself is bowed, none of the cards count, and the unit has a total Force of 0.

Being bowed does not change a card's own Force. It only alters what counts towards the unit's total. Effects that work with the Force of an individual card, such as Ranged Attacks, always use that card's actual Force, whether it's bowed or not.

DISHONOR

Some effects **Dishonor** Personalities. Rotate such a Personality 180 degrees to indicate this state. Dishonor represents extreme shame in Rokugan's society. Personalities can be Dishonored while not in play.

A destroyed Personality who is Honorable is **Honorable Dead**. A destroyed Personality who is Dishonored is **Dishonorable Dead**. A discarded Personality is neither.

- After a Dishonored Personality is destroyed, the player who controlled him suffers an Honor loss equal to the Personality's printed Personal Honor.
- Dishonored Personalities have a maximum Personal Honor of 0.
- Each time you would gain at least 1 point of Honor as a direct result of a battle or duel containing Dishonored Personalities you control, restore them to Honorable status instead of gaining that Honor. Similarly, each time you would gain at least 1 point of Honor from a card in a unit led by a Dishonored Personality you control, or as a direct result of an action that targeted or was performed by one or more such Personalities, restore them to Honorable status instead of gaining that Honor.

If such a Personality cannot be restored to Honor, you still do not gain any Family Honor for gains that would have restored him.

Taking Actions and Playing Cards

ACTION TYPES

LIMITED ACTIONS

You can take **Limited** actions only during your own Action Phase.

OPEN ACTIONS

You can take **Open** actions during any player's Action Phase and any Battle Action Segment. **Open** actions do not become **Battle** actions when taken during battle.

BATTLE ACTIONS

You can take **Battle** actions during any Battle Action Segment.

REACTIONS

Reactions are actions that have no set phase or sequence to their play. Instead, **Reactions** can only be taken in response to a particular occurrence, called the **trigger**, which the **Reaction** describes. **Reactions** are the only type of action that can be announced while another card or action (including another **Reaction**!) is being played or resolved. If you are going to take a **Reaction**, you must take it as soon as its trigger occurs.

All players may react to the same trigger in turn order until everybody passes consecutively. You may react as many times as you like to any trigger, but remember that you can't take another **Reaction** until everyone else has first 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. (It's legal to use multiple identical **Reactions** if they all come from different physical cards.)

Taking a **Reaction** does not use up an opportunity to act for determining the order of play during the Action Phase or Battle Action Segment.

TAKING ACTIONS AND PLAYING CARDS

Only one action or card can be played at a time. Taking an action or playing a card involves four steps:

1. Announce the action or card.
2. Select all required initial targets, if any. Decide upon and select any optional initial targets.
3. Pay all costs.
4. Resolve all effects in the order written.

1. ANNOUNCEMENT

State what action you are taking. If you are playing a card, show it.

2. TARGETING

Targets may be picked in any order that satisfies all requirements. Cost targeting is done in this step instead of the “pay costs” step.

Only initial targeting requirements are chosen here. Targets mentioned later in an ability are different. They don’t need to be picked until their individual effect resolves. If not enough targets exist then, pick as many as possible and continue resolving as much of the action as possible.

3. PAYING COSTS

The most common cost in *Legend of the Five Rings* is a Gold cost. You can use any Gold-producing effects and abilities on cards you control, and you can bow your Stronghold, to produce Gold whenever you have a Gold cost to pay. You can use multiple sources consecutively, in any order, to produce larger Gold amounts, but **you cannot pay two or more Gold costs at a time with one Gold source.** Any excess Gold produced is lost.

A cost that requires changing something is only paid if the change fully occurs.

Examples: A bowed card cannot pay a cost of bowing. A Dishonored Personality cannot pay a cost of becoming Dishonored. A Personality who does not have the **Naval** trait cannot pay a cost of losing it. A player whose hand is empty cannot pay a cost of discarding a card from it. A Follower that only has a Force of 0 or 1 cannot pay a cost of reducing its Force by 2 – its Force has a minimum value of 0, and that prevents its total Force from dropping the full required amount.

Costs may be paid in any order.

4. RESOLVING EFFECTS

Effects resolve one at a time in the order written, even if they are separated by the word “and”.

All effects are independent. If some get negated, or they partially or completely fail to resolve, the rest still occur. *There is an exception to this:* If told to do something in a certain way, such as “move a unit home bowed” or “bring a Personality into play Dishonored”, then stopping the main effect stops the other as well.

If an effect involves a choice, the choice is made when that effect resolves.

If you were playing a card from your hand and it is still there, discard it.

More Rules on Effects

If a cost or effect does not say how long it lasts, it lasts until the turn ends.

If an effect modifies a cost, it lasts until the turn ends or the cost is paid, whichever comes first.

Creating a card or token, as well as changing a card or token's play area, location, what it's attached to, who controls it, or what states it's in, is instantaneous. Such effects do not have a duration.

Gains and losses of Family Honor are instantaneous.

Effects currently on a card do not end prematurely if the card leaves play unless it also ends up face-down.

“Permanent” means “until the game ends.” It does not mean that the effect can never be undone.

The conditions for playing or attaching a card matter only while it is being played or attached. Once a card is in play, do not destroy or discard it if its original play restrictions stop being met.

CANCELING ACTIONS AND NEGATING EFFECTS

Negating an effect stops it from occurring. An effect can be negated specifically or by being prohibited from occurring. (Example: The trait “This card cannot bow” negates the effect that “Bow all cards” will have on it.) Effects that have already occurred can’t be negated.

- “Cancel an action” means “negate all the action’s effects”.
- A resolved action is “successful” unless *all* its effects are either negated or produce no changes.

Destroying or otherwise removing a card from play after costs have been paid for an action on it does not negate that action’s effects.

REDIRECTION

Redirecting an action means changing one or more of its effects’ targets before those targets are considered final. **Actions can only be redirected to targets that could have been selected originally.** Untargeted actions cannot be redirected. Costs cannot be redirected either.

Redirecting an Honor loss or gain means changing which player will get it.

TIMING

There will be situations when more than one automatically-triggered effect tries to resolve at the same time, or more than one player wants to play the first Reaction, or even when both these things happen together.

First, check what triggers each conflicting response. If they are not all triggered by the exact same thing, chances are good that these different triggers are not actually simultaneous. If they're not, then the triggered responses occur in the same order as the triggers themselves.

If all the triggers are the same, check the wording on the conflicting responses. Ones that occur "before" the trigger always go before ones that occur "when" the trigger happens, which, in turn, always go before ones that occur "after" it.

If the triggers are the same *and* their timing is the same, then there is a true timing conflict. Resolve it like this:

- All triggered effects occur first, one at a time, in an order determined by the active player.
- The first opportunity to take a **Reaction** goes to the active player.

BONUSES AND PENALTIES

Any time the current total value of a stat changes from one value to a higher value because of a new effect, that stat is receiving a **bonus**. (It's not a bonus if an existing effect ended or changed.) Likewise, if a number decreases this way, it's receiving a **penalty**.

Numbers normally cannot drop below 0 in *Legend of the Five Rings*, except for Family Honor, Honor Requirements, and any stat that has a leading "+" or "-" sign. If a penalty would take a stat below 0, reduce the stat to 0 **and remember how much penalty is left over**. It will offset bonuses acquired later.

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

If a stat has a minimum or maximum value (including the standard minimum of 0 that most stats have), always apply that limit last, after all other modifiers.

It is possible to set a stat directly to a particular number. This works by applying whatever bonus or penalty is required to achieve the new value.

Example: *Hida Daizu* has a *Miya's Map* attached, bringing his Force to 6 (4 + 2). *Dark Lord's Favor* is played on him, reducing his Force to 0. He suffers a -6F penalty and becomes 0F.

TOKENS AND CREATED CARDS

Many cards create 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 modifier. Other tokens, like “Lobby” and “Storage” tokens, simply have a keyword.

Tokens that count as a basic card type are considered cards as well as tokens in every way – in particular, they have a bowed/unbowed status. Other tokens are tokens only and are neither bowed nor unbowed.

Tokens and created cards cannot exist except in play. They cannot be created in out-of-play locations. Any that leave play are removed from the game immediately afterwards.

COPYING

When a 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 copy.

Copying a stat works exactly like setting it to a particular number.

No card may have an aspect of itself copied onto itself.

Abilities that copy abilities may not be copied.

If a copied ability is lost, end any effect it produced whose duration depends on the status of the ability itself or the card it was on (such as “while this card remains bowed” or “until the next time this ability is used”).

PERFORMING

All actions are **performed** by a player. Some are performed by one or more Personalities or Followers as well. 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 or Spell are performed by its Personality.
3. Actions that involve one or more Personalities or Followers in their costs are performed by those cards.
4. Actions that cause a Personality controlled by the player who took the action to issue a challenge are performed by that Personality.
5. All other actions are performed only by their player.



Sequence of Play

BEGINNING THE GAME

Players begin a game of *Legend of the Five Rings* by simultaneously revealing their Strongholds and any Winds and Sensei they are using. Whichever player has the highest Starting Family Honor goes first. If they are tied, flip a coin or roll dice to choose at random from among the tied players.

Shuffle your decks separately and allow your opponent to cut them.

Place your Stronghold, Sensei, and Wind above your Dynasty deck.

Fill each of your initial Provinces with a face-down card off the top of your Dynasty deck.

Draw five cards from your Fate deck into your hand.

Make note of your Family Honor in a way visible to your opponent.

The starting player begins his first turn. Players alternate turns until the game ends.

PHASES OF A TURN

1. STRAIGHTEN PHASE

Straighten all bowed cards and Strongholds you control.

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, resolve it, discard it, refill the Province, then continue to the next Province.
- If the card in the Province is a Region, you must bring it into play attached to that Province if the attachment is legal. If you do not bring the Region into play, discard it. Either way, refill the Province and continue to the next one.

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; the other players may take **Open** actions only. (Remember, **Reactions** are always playable when they say so and are completely separate from this sequence.) In addition to actions on cards and Strongholds, all players may take the following actions:

- **Limited:** Any number of times per turn: Target a Personality you control. Attach a Follower, Item, or Spell to him from your hand, paying all costs.
- **Limited:** Any number of times per turn, target and bow two or more Personalities you control: Target any number of cards attached to them. Move each of those cards to another one of those Personalities.
- **Political Limited:** If you have more Family Honor than each other player, target and bow a Personality you control with a Personal Honor greater than 0: Gain the Imperial Favor. (*This is called "lobbying" – see page 61.*)

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 again, but he *cannot* reverse his decision if all other players pass and the phase ends before he gets another action opportunity.

4. ATTACK PHASE (OPTIONAL)

You are not required to attack. If you do not declare that you are attacking, the Attack Phase does not occur – skip directly to the Dynasty Phase instead.

This phase has five segments:

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

4.1. DECLARATION SEGMENT

Declare that you are attacking another player. You are now the **Attacker** for this attack, and the **leader** of the attacking army. The other player is the **Defender**, and the leader of the defending army. A **battlefield** is created at each of the Defender's Provinces.

4.2. INFANTRY MANEUVERS SEGMENT

The Attacker selects any number of units (possibly zero!) he controls led by unbowed Personalities at his home and assigns them, simultaneously, to attack the Defender's Provinces in any desired arrangement.

Next, the Defender selects any number of units he controls led by unbowed Personalities at his home and assigns them, simultaneously, to defend his Provinces in any desired arrangement.

Assignment doesn't count as movement.

4.3. CAVALRY MANEUVERS SEGMENT

This segment works just like the Infantry Maneuvers Segment, with one difference: Units must also be **Cavalry** in order to assign.

Cavalry units may assign during Infantry Maneuvers if they wish.

After the Cavalry Maneuvers Segment ends, the Attacker selects one battle that has not resolved yet. One battle will be fought at each battlefield, one at a time, whether it had units assigned to it or not. While the first three segments occur only once per Attack Phase, the next two will occur once for each battle.

4.4. BATTLE ACTION SEGMENT

Starting with the Defender and going in turn order, each player must either take one **Open** action, take one **Battle** action, or pass.

Actions have many 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.

- A player can take a **Battle** or **Open** action only if he is involved in the current battle. This is called the **Rule of Presence**. This condition is satisfied if either:
 - The player already controls a unit at the current battlefield, or
 - The **Battle** or **Open** action he wants to use will result in him controlling a unit there, unconditionally (for example, using *Tireless Assault* to move one of his units from his home into an empty army).
- A player can take only **Battle** and **Open** actions that involve the current battle somehow. This is called the **Rule of Relevance**. The action must:
 - Come from, target, affect, play, or create a card or token at the current battlefield or attached to the current Province, or
 - Target or affect the current Province itself, or
 - Move a card or token into the current battlefield or onto to the current Province.
- **Battle** actions on Fortification and Regions can be used only if they are attached to the current Province.
- Actions you take cannot move units you control into an attacking army if they have already been in an attacking army during its battle's resolution during the same attack.

The Battle Action Segment continues until all players pass consecutively. A player who passes *may* take an action later that phase if the opportunity reaches him again, but he *cannot* reverse his decision if all other players pass and the segment ends before he gets another action opportunity.

After all players pass consecutively, resolve any **Delayed Terrain** that is in play, then end the Battle Action Segment.

4.5. RESOLUTION SEGMENT

If there are no defending units at the current battlefield, calculate the attacking army's total Force by adding the total Force of all its units, then compare

it to the current Province's strength. If the army's Force *exceeds* (not equals) the Province strength, destroy the Province and all cards attached to it. **This is not considered winning a battle.**

If both current armies have at least one unit, compare the Force totals of those armies to determine the winner of the battle. These totals are calculated once and once only. Destroying cards or modifying their Forces after these totals are computed has no effect on the battle's outcome.

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

The Defender wins. Destroy all attacking units at the current battlefield. The Defender gains Honor equal to twice the number of cards destroyed in this fashion. Cards destroyed earlier in the battle do *not* count towards this gain.

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

The battle is a tie. Neither player wins or loses. Destroy all units at the current battlefield. The Attacker and Defender each gain Honor equal to the number of cards in the other's army destroyed in this fashion. Cards destroyed earlier in the battle do *not* count towards this gain.

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

The Attacker wins. Destroy all defending units at the current battlefield. The Attacker gains Honor equal to twice the number of cards destroyed in this fashion. Cards destroyed earlier in the battle do *not* count towards this gain.

If the attacking army's Force total *exceeds* (not equals) the defending army's Force total plus the Province's Strength, destroy the Province and all cards attached to it at the same time as the defending army. The Attacker does *not* gain Honor for these destructions.

If one or both armies are empty *and* the attacking army doesn't exceed the Province strength, there is no winner, no loser, no destruction and no Honor gain.

If the Attacker still controls any units at the current battlefield, return them home bowed. (This is not movement.)

If the Defender still controls any units at the current battlefield, leave them as they are.

Destroy any Terrains and Formations in play.

End the Resolution Segment, then the battle.

After the Battle

If there are any battles remaining to be fought, the Attacker selects one and another Battle Action Segment begins. Otherwise, the Attack Phase ends.

If there are still units at battlefields after the last battle ends, return those that the Defender controls home, and return the rest home bowed.

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.

Bringing Personalities from your Faction into play from your Provinces during this phase follows special rules. When paying the Gold cost of such a Personality, you may reduce it by 2. Alternately, after paying for such a Personality, you may choose to gain Honor equal to his Personal Honor immediately before he enters play, but only if you haven't reduced his cost in the manner above and haven't already gained Honor this way this turn. (The Personal Honor of a Personality who "enters play Dishonored" is 0 for this purpose.)

(Remember, a player using a Shadowlands Horde deck does not have these options because "**Shadowlands**" is not a Faction alignment trait! A Shadowlands Horde player must always buy Personalities without this discount and with no Honor gain.)

After you are done bringing cards into play from your Provinces, you may discard any or all face-up cards in them (and refill those Provinces, face-down).

6. END PHASE

Draw a Fate card. If you are above your **maximum hand size**, discard cards of your choice to bring yourself down to your maximum.

Special Keywords and Card Types

DUELIST

When a Personality with this trait is the challenger in a duel, he may take the first opportunity to focus if his Chi (or other appropriate stat, if the duel is not a duel of Chi) is less than or equal to that of the other Personality in the duel. The comparison is done immediately before the first opportunity to focus or strike would occur. A Duelist may not use this opportunity to strike.

ENLIGHTENED

A Personality with the **Enlightened** trait has +1F for each Ring in play.

In addition, all players may take the following action:

Elemental Open: Target and bow an Enlightened Personality you control: Target a Ring. Straighten it.



EXPERIENCED / EXPERIENCED

Sometimes cards are printed with the same titles but different **Experience** levels: **Experienced**, **Experienced 2**, **Experienced 3**, and so on. Each different Experience level, including the basic “non-experienced” one, is treated as a distinct card for purposes of deck construction.

Example: While building a deck, you include three copies of *Tsuruchi Nobumoto* (which is the limit for most cards) plus one Experienced *Tsuruchi Nobumoto* (who is limited to one due to being Unique). If an Experienced 2 *Tsuruchi Nobumoto* is printed in a later expansion, you could then include one or three copies of him as well (depending on whether he was Unique).

Furthermore, if you control a card and have a more-experienced version of it ready to play, you may **overlay** the more-experienced version over the lesser at any time you would normally play the more-experienced one. 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. The later version keeps the earlier one’s attachments (even if illegal), statuses, and all changes currently in effect, and permanently gains all its abilities. The later version’s printed stats and traits override those on the earlier version.

Overlaying does not count as bringing a card into play, so you ignore the new card’s play restrictions and entering-play effects. You *must* still follow the Uniqueness and Singular rules, however.

Overlaying is not mandatory. You may bring an Experienced card into play normally even if you could overlay it, as long as doing so doesn’t violate any other rules. You can’t “underlay” less-experienced cards beneath later ones.

When you have an overlaid card, none of the cards in the stack except the top one count as being in play in any way, with *one* exception: if an overlaid card is destroyed in the resolution of a battle, the opposing player gains

Honor for every card in the stack. If an overlaid card 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, *Kaiu Sugimoto* has the trait "**Experienced Keeper of Earth**," so he can overlay the Personality titled "Keeper of Earth".

FORMATION

Formations are a special type of Action card that represent the capabilities of an organized army.

- When played, a Formation enters play at the current battlefield (see page 64), and remains in play and controlled by its player until it is removed.
- After a Formation enters play but before it resolves, destroy all other Formations controlled by the same player.
- Each Formation has a requirement listed after the phrase, "**Formed by**". You cannot play a Formation unless your army at the current battlefield meets this requirement. Also, unless a Formation is in play *and* its "Formed by" requirement is met, it produces no effects and its abilities cannot be used. Each condition mentioned must be met by a separate thing. For example, "Formed by a Samurai and a Courtier" requires two cards to meet, and is not satisfied by one Personality who is both a Samurai and a Courtier.
- Actions provided by Formations may be used any number of times per turn.
- Formations are played using the following action that all players may take and that is not actually on the Formation card itself:

Battle: Any number of times per turn: Play a Formation from your hand. You may then take an additional legal **Battle** or **Open** action.

A Formation is not destroyed if its "Formed by" requirement stops being met. It simply stops being useful. It will become useful again if its conditions are met once more. A "Formed by" requirement does not need to be met by the exact same set of cards throughout a battle.

FORTIFICATION

Fortifications are a special type of Holding card. These are defensive structures permanently associated with a particular Province. Fortifications do not enter play bowed, as other Holdings do; instead, they can only enter play by attaching to the Province from which they came. A Province can attach any number of different Fortifications, but no more than one copy of each.

KIHO

Kihos are a special type of Action card that represent a single exertion of magical or spiritual energies.

- Effects produced by a Kiho are considered to come from a Spell card instead of from an Action card. Despite this, and despite their distinct border, the Kiho card itself is an Action *card*.
- Kihos require a Personality who meets certain conditions to perform, or "cast", them. Followers cannot cast Kihos.

LOYAL

A card with the **Loyal** trait cannot join you or overlay a card you control unless you are playing a Faction that the card is aligned with.

NAVAL

If every Personality and Follower in only one army at a battlefield has the **Naval** trait, then immediately after that battle is chosen to be fought, the Naval army's leader may elect to make the battle a **naval invasion**. If he does:

- If the attacking army is the Naval one, the Attacker gets the first option of acting in that battle, not the Defender. (This rule does not apply if the Defender is the one making the battle a naval one.)
- The player with the Naval army may not play Terrains or Formations until after the other player has either passed or resolved a **Battle** or **Open** action.
- No player may take actions (including **Reactions**), and no cards may enter play, between the start of the Battle Action Segment and the first **Battle** or **Open** action opportunity, except for **Reactions** to that action.

The decision to make a battle a naval invasion is made separately for each Province based only on the armies at its battlefield when it is chosen to be fought. 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.

NINJUTSU

Personalities with the **Ninjutsu** trait are treated specially at certain times while face-down. While face-down in play or in a Province, a Ninjutsu Personality is a Personality with 2F, 3C, an Honor Requirement of “-”, a Gold Cost of 4, a Personal Honor of 0, and the **Ninja** trait. Such a Personality in play may attach Items, Spells, and Followers regardless of restrictions on those cards and may attach Spells without being a Shugenja. You may freely look at the faces of these face-down Personalities while you control them.

When a face-down Ninjutsu Personality in play would be flipped face-up, check all play restrictions, including Honor Requirement, of the face-up side. If that Personality cannot join you, discard him and everything attached to him instead of flipping him. Otherwise, flip him face-up, then discard all cards illegally attached to him. The Personality retains all existing effects when flipping in either direction. Flipping does not count as entering play.

Personalities may not be face-down in the discard pile.

In addition, all players may take the following actions:

Open: Any number of times per turn, pay the Ninjutsu value of a face-down Ninjutsu Personality you control: Turn the Personality face-up.

Reaction: Any number of times per turn, after an action targets a face-down Ninjutsu Personality you control, pay his Ninjutsu value: Turn the Personality face-up. If he is now an illegal target for the action, negate its effects on him.

RITUAL

A Spell ability with the **Ritual** trait allows or requires multiple Shugenja to cast it. All the casters must be at the same location, and they must include the one with the Spell attached, who is called the **primary caster**. Followers with the Shugenja trait may assist with casting Rituals.

SINGULAR

A card with the **Singular** trait cannot join you or overlay a card you control if you already control a Singular card with the same name.

TACTICIAN / TACTICAL

Some Personalities are masters of warfare, able to guide themselves and their troops to victory against any opposition. Such Personalities have the **Tactician** trait. Only a Tactician may perform **Tactical** actions. A Personality may perform at most one Tactical action per turn.

In addition, all players may take the following action:

Tactical Battle: Any number of times per turn, target a Tactician Personality you control and discard a card: Raise the Tactician's Force by the discard's Focus value.

TERRAIN

Terrains are a special type of Action card that reflect the ground over which the armies fight and the tactics they employ.

- When played, a Terrain enters play at the current battlefield (see page 64) and remains in play and controlled by you until removed.
- A Terrain cannot enter play if there is already a Terrain in play (regardless of who controls it).
- An **Immediate** Terrain's effects end as soon as it leaves play.
- A **Delayed** Terrain does not require picking targets or produce effects when it is played; instead, there is a special step near the end of battle where these things occur – provided the Terrain is still in play (see page 64).

UNIQUE

A card with the **Unique** trait cannot enter play or overlay a card if a Unique card with the same name is already controlled by any player. Also, you may not include more than one copy of each Unique card when building your deck.

YU

The most capable followers of bushido are able to defeat their opponents even if it means their own death. This is represented in L5R by the **Yu** trait, 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 an opposing Follower, or a opposing Personality with no Followers, that has a Force less than or equal to the losing card's Yu value. Multiple cards may also combine their Yu values to destroy one card, but one card may not destroy multiple cards. This occurs after determining final army totals but before destroying the losing side. Destroying cards in this way does not alter the outcome of the battle, and it does not earn the loser any Honor. Using the **Yu** trait is not an action. The Attacker or Defender makes all decisions for all **Yu** values in his 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 ogre, 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 was just determined to be the losing one, so, he can: 1) Use his Yu 3 samurai to destroy Sarah's samurai and his Yu 2 samurai to destroy her shugenja's Follower, or 2) Combine his Yu values to destroy Sarah's ogre.

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.

Cards with the Yu trait don't have to die to use it. All that matters is that they're in an army that was just determined to be smaller than an opposing army.

Special Actions

LOBBYING

The Imperial Favor signifies the good graces of the Emperor or the Imperial Court towards current court favorites. It is represented by a physical object brought to the game by one of the players and mutually agreed upon. It is not a card and not in play. It begins the game uncontrolled.

The Imperial Favor is normally acquired through the following action, which all players can take:

- **Political Limited:** If you have more Family Honor than each other player, target and bow a Personality you control with a Personal Honor greater than 0: Gain the Imperial Favor.

This action is known as "lobbying". Each player may lobby, or take an action that counts as "a lobbying attempt," only once per turn.

SEPPUKU

Samurai and Courtier Personalities you control may perform the following action:

Reaction: Any number of times per turn, before you lose Honor as a direct result of an action or effect that targeted this Personality or from an action he performed: Reduce the loss to 1 point. This Personality commits seppuku.

CHALLENGING AND DUELING

A duel is a test of personal combat, often to the death, between two Personalities. Every duel begins with a challenge. Challenges may normally be refused without penalty. If (and after) a challenge is accepted, a duel begins. Both Personalities enter it. Each player takes the top three cards of his Fate deck into a special reserve called a **focus pool** that only he can see. The controller of the challenged Personality may then add one card to his focus pool from his hand. The other player involved in the duel likewise gets the same option. Cards may not be played from the focus pool.

The challenged Personality either **focuses** or **strikes**. If he focuses, the other Personality then either focuses or strikes. This alternates until a strike occurs. To focus, select a card from your focus pool and place it face-down. To strike, simply announce that you strike. If you can't focus, you *must* strike.

Once someone strikes, resolve the duel by **revealing** all focused cards and comparing their total Focus Values plus the Personality's Chi. The Personality with the higher total wins the duel. In case of a tie, both Personalities lose. The normal result of losing a duel is the destruction of that Personality. There is no normal result for winning a duel.

Both players discard any cards they focused and put any cards still in their focus pools on the bottom of their decks in the order of their choice. Then the duel ends.

Sometimes a duel compares a stat other than Chi. Just use that stat instead of Chi when adding it to the total Focus Value.

Challenges and duels can only occur between two Personalities who are in play and controlled by different players.

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 Personality in the duel leaves play prior to resolution.

RANGED ATTACKS

Some cards have the capacity to make **Ranged Attacks**. A Ranged Attack implicitly targets a Follower, or a Personality with no Followers, **opposing** the card producing it. (If the card producing the Ranged Attack can't be in an army, the Ranged Attack instead must target a Follower, or a Personality with no Followers, in the current enemy army.) A Ranged Attack destroys its target if its strength (which may be 0) is greater than or equal to its target's Force. If the strength is less than the target's Force, nothing happens.

Two or more actions that produce Ranged Attacks can be **combined** and used together as one single action, provided

- each Ranged Attack is produced by a different card in the same unit,
- each individual action is legal to use at that time, and
- each Ranged Attack is able to target the selected target on its own.

The combined effect is a single Ranged Attack with a strength equal to the total strength of the individual attacks comprising it. It also has all their combined keywords and properties.

FEAR

Some cards have the capacity to cause **Fear**. A Fear effect implicitly targets a unit opposing the card producing it. (If the card producing the Fear can't be in an army, the Fear instead must target a unit in the current enemy army.) Fear bows each Follower in the target unit that has a Force less than or equal to the Fear's strength (which may be 0). Fear does not affect **Undead** cards.

Sample Attack: Mary and Todd Go to War

Mary is playing a Unicorn Clan deck, while Todd is playing Crab. Both players still have four Provinces.

It's Mary's turn. Her Action Phase has just ended. It is time for her to decide if she's going to attack Todd this turn. She declares that she is.

After both players check to see if they have any Reactions to Mary's announcement (they don't), play moves on to the Infantry Maneuvers Segment. Mary controls four units, three of whom are fully Cavalry: *Skub*, *Moto Latomu Exp.*, *Utaku Tama*, and *Shinjo Tiyani*. All four of them *could* assign now, but the three Cavalry ones can also assign in the next Segment, where they will have the advantage of seeing where Todd has placed his less-maneuverable units to defend. Mary chooses to assign Skub to Todd's Province #1 and leave the rest at her home for now.

Todd has to assign now. He controls three units: *Kaiu Hisayuki* and two copies of *Hiruma Tamiyo*. Since all of them are Infantry, this is the only time he can assign them during this attack. He assigns Hisayuki to defend Province #1, since he knows it's being attacked. He assigns both Tamiyos to defend Province #2. It is particularly valuable because it has a Region attached, and he doesn't want to give Mary a free shot at destroying it.

The Infantry Maneuvers Segment is finished. The Cavalry Maneuvers Segment begins. Mary assigns Latomu to join Skub attacking Province #1, assigns Tama to attack Province 2, and assigns Tiyani to attack Province 3.

Todd has no legal Cavalry assignments, so he does nothing.

The Cavalry Maneuvers Segment is finished.

As the Attacker, Mary gets to decide which battle to fight first. She chooses the battle at Province #1. Once she has done that, a Battle Action Segment begins. The Defender has the first opportunity to act in each battle. Todd takes advantage of this and plays *Treachery and Deceit* from his hand on Latomu to move him home. But Mary has a surprise! Just before Latomu moves, she plays the Reaction *A Test of Courage* to prevent the movement.

Mary now gets a chance to act (remember, Reactions are “extra” and don’t affect the passage of this opportunity around the table). She is currently ahead in this battle and confident, so she passes. Todd is out of actions he wants to take, so he passes as well. The Battle Action Segment ends for this battle, the Resolution Segment begins, and we count the total Force of both armies. Latomu with a *Crippled Bone Blade* and Skub together form a 13F attacking army versus Hisayuki’s 3F. That destroys him. Since the difference is also greater than the Province strength of 8, it is destroyed as well. Todd clears it from the table and puts the card that was in it in his discard pile. Mary then gains 2 Honor for winning a battle and destroying an army containing 1 card. Latomu and Skub return to Mary’s home, bowed. The Resolution Segment for this battle, and this battle itself, end.

There are three battles yet to be fought. Mary picks the one at Province #3 to do next. There, she has Shinjo Tiyani with a *Gleaming Wakizashi* attached, for a total Force of 5. Todd has the first opportunity to act again. Since he has no units at that battle and no actions that would give him one, he is forced to pass.

Mary realizes that she needs to increase her army’s Force if she wishes to destroy this Province. Fortunately, she is holding two *Frenzy* cards in her hand. She plays one, targeting Tiyani. This Dishonors Tiyani, makes Mary lose 2 Family Honor, and then raises Tiyani’s Force to 7. Todd passes again. Mary plays the second *Frenzy*. The Dishonor effect does nothing to Tiyani since he is already Dishonored, then Mary loses 2 more Family Honor and Tiyani rises to 9F. Todd passes again, as does Mary now.

As both players have passed consecutively, the battle resolves. Mary destroys a second Province. Tiyani and his Item return to Mary’s home, bowed. Mary gains no Honor from this battle because her army didn’t destroy any opposing cards in the resolution of the battle (and even if it had, the gain would have gone towards restoring Tiyani to Honorable status rather than adding to her Family Honor total).

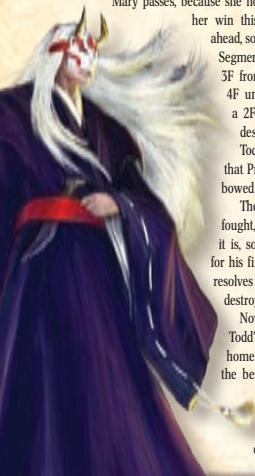
Mary now chooses to fight the battle at Province #2. Mary sees that her army is smaller than Todd’s and gets nervous. As soon as the Battle Action Segment

begins, she plays the Reaction *Sneak Attack* so she can take the first normal action instead of Todd. For that action, she bows one of her Holdings to produce Gold to pay for the action *Tsuruchi Technique* and targets one Tamiyo with a Ranged 3 Attack. Since its strength of 3 beats Tamiyo's Force of 2, it destroys her. For Todd's action, he uses the built-in ability on his other Tamiyo to attach a *Spearman* that is conveniently in his discard pile.

Mary passes, because she holds no more actions that can help her win this battle. Todd's army is currently ahead, so he passes as well. In the Resolution Segment, we count Force: Mary's army has 3F from a lone Tama, and Todd's has a 4F unit made up of a 2F Tamiyo with a 2F Spearman. The attacking army is destroyed, and Todd gains 2 Honor. Todd's surviving Tamiyo stays as-is at that Province rather than returning home bowed because he is the Defender.

The battle at Province 4 has yet to be fought, and the attack cannot end until it is, so Mary selects it now. Todd passes for his first action, as does Mary. The battle resolves with no units there, and nothing is destroyed.

Now that the entire attack is over, Todd's surviving defending unit returns home. On his turn, he will have to weigh the benefits of saving it for Mary's next attack or launching a counteroffensive while so many of her units are bowed and unable to defend.



Optional Rules

Many standards of play include one or more of these optional rules.

LOTUS STORYLINE SIMULATION

To play a game that echoes the events in the Lotus Edition storyline, follow these restrictions: Use only cards and Strongholds printed with the Rokugani symbol for “lotus” in the lower right corner. For the most part, this limits you to cards that appear in *Lotus Edition*, and later expansions, although many cards from the *Dawn of the Empire*, *Enemy of My Enemy*, and *Code of Bushido* sets are so designated. In the case of cards reprinted from earlier sets, you may use either old or new copies, but remember that the second Cardinal Rule (see page 20) is always in effect.

MULTIPLAYER

Legend of the Five Rings can easily be expanded to include games with more than two players. The biggest change is that attacks allow both army leaders to invite **allies**.

- In the Declaration Segment, the Attacker can choose to attack only one other player. That player is the Defender. After declaring the Defender, the Attacker may invite any or all players, other than himself and the Defender, to be attacking allies. The Defender may then invite any or all players, other than himself and the Attacker, to be defending allies. He may invite players that the Attacker invited. If a player is invited by both the Attacker and the Defender, he is considered an ally of both of them until he has a unit in one of their armies. At that point, he stops being an ally of the other.
- During each Maneuvers Segment, after each opportunity that the Attacker or Defender has to assign, each of his allies in turn order has one similar opportunity to assign units he controls. The first time each attack that an ally assigns one or more units this way, that ally gains 2 Honor.

- Throughout the attack, a unit cannot move or assign to an army unless it is controlled by either that army's leader or one of his allies.
- There is no specific rule prohibiting players who are neither leaders nor allies from taking actions to affect battles. However, between the Rule of Presence and the rule just listed, very few actions are legal.
- Only the Attacker and Defender may play Formations.
- At the end of each battle, units controlled by all allies return home bowed like the Attacker's do, even if they are allied with the Defender.

Glossary

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

action: See "ability".

Action (card): A basic card type representing a single act or order.

active player: The player whose turn it is.

army: Any number of units either attacking or defending a Province. All units on one side are one army, regardless of who controls them.

assign: Order to attack or defend a Province during a Maneuvers Segment. Different from moving.

battle: A conflict between armies.

battlefield: A location where a battle occurs. During an attack, there is a battlefield at each of the Defender's Provinces.

bow: Turn a card sideways.

caster: For Kihos and Spells, synonymous with **performer**.

Cavalry: A unit in which the Personality and all attached Followers have the **Cavalry** trait. A player can assign a Cavalry unit to a battle

during the Cavalry Maneuvers Segment (as well as during Infantry Maneuvers). 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.

Chi: Spiritual strength. This value determines how well a Personality can duel and the strength of many magical effects the Personality can produce. A Personality is destroyed if his Chi is 0.

conditional: An effect is conditional if, at the time the action, Event, or trait producing that effect begins resolving, it has not yet been determined whether the effect will occur.

consecutive: Targeted and resolved one at a time. When effects such as Ranged Attacks occur consecutively, you wait until each one resolves before picking a target for the next.

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.

Courtier: A Personality adept at the politics of the Imperial Court.

Creature: An animal-like character. All Creatures are also **Nonhuman**.

dead: Destroyed.

discard: Put into the appropriate discard pile. Discards come from the hand unless specified otherwise. Distinct from "destroy".

Dishonored: Inverted to signify shame. Dishonored Personalities have a maximum Personal Honor of 0, cause their controller an Honor loss if they are destroyed, and prevent him from gaining Honor from activities involving the Dishonored Personality.

draw: Take the top card of your Fate deck into your hand.

duel: A special contest, usually to the death, between two Personalities controlled by different players.

Duelist: A Duelist may focus (but not strike) first when challenging another Personality of equal or greater Chi.

element trait: Collectively refers to the traits “Air”, “Earth”, “Fire”, “Void”, and “Water”. Does not include the “Elemental” trait.

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

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

Event: A basic card type representing an important historic occurrence.

expensive: A card is the “most expensive” of a set of cards if no other cards in the set have a higher current Gold cost.

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.

Family Honor: Family Honor represents the esteem in which the people of Rokugan hold you. It affects which Personalities will join you, and it can win or lose you the game.

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 opposing unit at the same battlefield. Fear does not affect Undead.

fealty: Loyalty to a Faction. “Swearing fealty” is the permanent gain of your Faction’s alignment trait.

focus: Concentrate and build your Chi during a duel to defeat your opponent.

focus pool: A separate set of cards taken from the top of the Fate deck and used exclusively for focusing during duels.

Follower: A basic card type representing the troops and personal servants of main characters.

Force total: For a *unit*: The sum of the Force values of the Personality and all of his attached cards. 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.

Formation: An Action card that depicts a particular arrangement of troops. You may only control one Formation at a time; playing another destroys the first. Formations have a “Formed by” requirement you must meet to play them and to receive their benefits while in play.

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. Unlike other Holdings, Fortifications do not enter play bowed.

Gold-producing Holding: A Holding with an ability or trait that “produces” Gold.

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

Hero: Personalities with the Hero trait represent the ideal of an aspect of Rokugani culture and are admired by both ally and adversary. There are no special rules for Hero cards.

home: The area of the table above a player’s Provinces, containing the player’s Stronghold, Holdings, and unassigned units.

Holding: A basic card type representing an economic or other resource.

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.

Imperial Favor: An object indicating which player, if any, is currently favored by the Imperial Court.

Infantry: The default maneuverability for Personalities and Followers. A card is Infantry unless it has the **Cavalry** trait. 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 the game: All cards owned by all players who have not yet been eliminated, including those in play, in decks, in discard piles, and in hands. Excludes only those which have been “removed from the game”.

Item: A basic card type representing objects wielded by main characters.

join: Come 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. Kihos require Personalities to perform.

leader: The Attacker and Defender are collectively known as leaders. The “enemy leader” is the Attacker if you are the Defender or a defending ally, or the Defender if you are the Attacker or an attacking ally. Whether he has units opposing yours does not matter. The “allied leader” is the opposite of the enemy leader. If you are not a leader yourself and are nobody’s ally, you have no enemy or allied leader.

location: Shorthand for “any player’s home or any battlefield”.



Lost: A designation amongst some Shadowlands personalities indicating that they are followers of Daigotsu. The Lost follow a strict code of behavior and their own ethics. There are no special rules for Lost cards.

Loyal: When a Personality has the **Loyal** trait, he will not join you unless he is aligned with your Faction. You cannot overlay a Loyal Personality over another if you are not playing a Faction that the Loyal Personality is aligned with.

Maho: An effect based on evil practices forbidden by the Emperor. There are no special rules for creating Maho effects.

Military Victory: Winning the game by being the sole player remaining.

move: For a *battle*: Change location while a battle is being fought. Different from assigning, which is done before the battle.

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. There are no special rules for Oni cards.

opposed: A card or unit is opposed if there is a card opposing it.

opposing: For a *card* or *unit*: In the opposite army from that card or unit. Provinces, and cards and tokens attached to them, are not in armies and do not oppose anything.

owner: The player whose deck a card was in when the game began, regardless of whether it is in play or who currently controls it. Cards and tokens created during the game are owned by their creator.

perform: Be involved in creating an action.

permanent(ly): For the rest of the game. This does not mean the effect can never be negated, modified, or overwritten.

Personality: A basic card type representing a major character.

Personal Honor: A Personality's intrinsic honor. Different from Family Honor.

play deck: A player's Dynasty deck and Fate deck together, plus Stronghold, Sensei, and Wind.

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

primary Shugenja: The Shugenja to whom a Ritual Spell being cast is attached.

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 maximum strength attack that a Province can survive. If an attacking army's extra Force in a battle exceeds the Strength of the Province it is attacking, the Province is destroyed, along with all cards in it and attached to it. A player's Stronghold lists the starting Strength of his Provinces.

Ranged # Attack: An effect that destroys a target card if its Force is less than or equal to #. Ranged Attacks implicitly target a Follower, or a Personality with no Followers, opposing the card producing the Ranged Attack.

Ratling: A race of rodent-people from the area of the Shadowlands.

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 Utterly removed from play, never to return. A card "removed from the game" does not go to the discard pile; set it aside in a new, separate pile. Removing a card from the game is not considered destruction.

restriction: A condition governing whether a card may be played or attached.

Region: A basic card type representing a famous or unusual area in a player's lands.

Retainer: A Holding that represents a special resident of your fief. Retainers are not Personalities. There are no special rules for Retainers.

Ring: A basic card type representing mastery of one of the elements that make up all things.

Ritual: A type of Spell that multiple Shugenja may participate in casting.

Sensei: A basic card type representing a personal teacher. Sensei can modify your Stronghold stats in addition to providing you with additional actions.

seppuku: Ritual suicide that absolves a person of any past misdeeds. Means "Restore the Personality to Honor. Destroy the Personality. These effects may not be negated."

show: Reveal something to all players without changing that thing's position, orientation, or any other game status.

Shadowlands: A card with the **Shadowlands** trait. Shadowlands characters live **card** apart from the Empire, recognizing no law or code of ethics. Unlike with other Factions, the **Shadowlands** trait does not signify alignment with the Shadowlands Horde Faction.

Shugenja: A magician/priest. Only a Personality with this trait can attach Spells.

simultaneous: Targeted all at once, then resolved. You must select all targets for (**ranged attacks**) simultaneous ranged attacks before resolving any of them.

“Soul of...”: A Personality card functionally similar 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.

Singular: Limited to one in play by each player.

straighten: Turn a card upright. The opposite of “bow”.

Stronghold: The card representing your family’s ancestral home. It is neither 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.

Tactical: Indicates an action that requires a Tactician to perform.

Tactician : A renowned master of the battlefield. Only Tactician Personalities may perform Tactical actions. A Personality may perform one Tactical action per turn.

Terrain: An Action card 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. Any Personality with the **Unaligned** trait is an Unaligned Personality, no matter what other traits he has. "Unaligned" and "not aligned with any Faction" are *not* equivalent.

unconditional: *See conditional.*

Undead : Indicates a dead being that has been reanimated by evil magic. Undead cards are not affected by Fear.

Unique: Limited to one in play, total, and one copy during deck construction.

unit: A Personality and all his attached cards and tokens.

Wind: A basic card type representing which aspect of the Imperial Court you support most strongly.

variable : Not known until the time it is used or needed. For example, the Gold cost of a card that allows its player to pay any amount of Gold for it is variable, while the Force of a Personality that depends on the number of Followers she has is not.

Yu : "Heroic courage." The strength to fulfill one's duty even in death. Cards with the **Yu** trait may destroy opposing cards during the resolution of a battle that their army has just lost.

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. You can tell the set to which a card belongs by the abbreviation before the illustrator credit. The abbreviation for *Lotus Edition* is "LE."

DAWN OF THE EMPIRE

Hiruma: His second and third abilities may be used any number of times per turn. [errata]

Ikoma: His ability may be used any number of times per turn. [errata]

Kaiu Fortress: Its ability may be used any number of times per turn. [errata]

Kakita: The winner of the duel draws one card, not the same amount as he focused. [errata]

Sculpting Flesh: The created Goblin's Chi may not exceed the caster's Chi. [errata]

Shosuro: Her **Battle** ability may be used any number of times per turn. [errata]

Shrine of Discussion: Gives the target -3F/+1C, not -2F/+2C. [errata]

WEB OF LIES

Make Your Stand: The ability it grants may be used any number of times per turn. [errata]

ENEMY OF MY ENEMY

Doji Akiko: Her abilities may be used any number of times per turn. [errata]

Sentei no Oni: Its ability may be used any number of times per turn. [errata]

CODE OF BUSHIDO

Akodo Bakin: The ability he grants may be used any number of times per turn. [errata]

Akodo Chikafusa: The ability he grants may be used any number of times per turn. [errata]

Akodo Mokichi: The ability she grants may be used any number of times per turn. [errata]

Mirumoto Kiyohira: The ability he grants may be used any number of times per turn. [errata]

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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 and Regions when they turn up.
3. **Action Phase:** Do the following in any order until all players pass consecutively:
 - Take Limited actions.
 - Take Open actions. (Other players may do this as well.)
 - Attach Followers, Items, and Spells to Personalities.
 - Move Followers, Items, and Spells between Personalities.
 - Once per turn, lobby for the Imperial Favor.
 - Pass. (Other players may do this as well.)
4. **Attack Phase (Optional)**
 - a. Declare your attack.
 - b. The Attacker assigns attacking Infantry and Cavalry.
 - c. The Defender assigns defending Infantry and Cavalry.
 - d. The Attacker assigns attacking Cavalry.
 - e. The Defender assigns defending Cavalry.
 - f. For each battle:
 - i. The Attacker picks an unresolved battle to fight.
 - ii. The Defender takes an Open or Battle action, or passes.
 - iii. The Attacker takes an Open or Battle action, or passes.
 - iv. Repeat ii and iii until all players pass consecutively.
 - v. Resolve the battle. If there are more, go back to i.
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. Discard down to your maximum hand size if necessary. Tell the next player, "The table is yours."

