

## Rules Changes

(from *Emperor to Ivory Edition*)



### General

#### SPLIT GOLD


Gold left over from paying a Gold cost can be used to pay another Gold cost later in the same phase. It can be combined with other payments, but disappears at the end of the phase.

#### SIMPLER TURN SEQUENCE


There are now only three phases in the turn: Action, Attack and Dynasty. Cards are straightened and those in Provinces are turned face-up after the Action Phase begins; Fate cards are drawn, and discarded down to the hand size limit, before the Dynasty Phase ends.

#### ACTION TYPES

In Ivory Edition (IE), the Reaction designator will cease to exist. Two new action designators are added, to do selected things that Reactions used to do: Interrupt and Engage.

 **ENGAGE** actions are taken in an Action Round as a new step in a non-Interrupt action's sequence, starting with the active player. When an Interrupt refers to "the action" it is the action being interrupted. If an Interrupt modifies an action's effects, this only applies to the action being interrupted, not to subsequent actions that turn. Some Interrupts begin with "After an action resolves, ..." but, unlike Reactions,

this is not an indication of when to play the Interrupt, but the trigger for the Interrupt's delayed effect(s).


 **ENGAGE** actions are taken in an action round in the Engage Segment before the Combat Segment begins, starting with the Defender.


Both these action types need to meet Presence and Location, like Battle actions, in order to be taken during a battle.


Additionally, the **DYNASTY** action type has been added; it is an action that only the active player can take in the Dynasty Phase.

#### ACTION-IZATION OF PROCEDURES

Bringing cards into play, resolving Events, and discarding cards from Provinces in the Dynasty Phase are now each actions.

 **RECRUIT** is the Repeatable Dynasty action that lets you bring into play face-up Personalities and Holdings from Provinces during your turn; the Gold cost of the action pays for the Recruited card's Gold Cost.

 **EQUIP** is now a Repeatable Open action, and as before, lets you bring attachments into play from your hand, attaching them to your target Personality; the requirement of its Gold cost is similar to Recruit.

 **DISCARD** lets you discard face-up cards from your Provinces as a Repeatable Dynasty action.

## EVENTS

Events resolve when you use their abilities, which can only be used when the Event is face-up in your Province. The Event card is discarded after the ability resolves, unless it put itself into play. Events may be kept face-up in the Province until they are ready to use.

## PERSONALITIES

There is no more Clan Discount for Personalities. Instead, there is a 2 Gold extra charge for Recruiting Personalities who have a Clan Alignment and it isn't yours. Personalities with your Clan Alignment, and Unaligned Personalities, cost what they say they cost.

PROCLAIM is now a procedure you can optionally take, once per turn, announcing it before you Recruit a Personality with your Clan Alignment during your turn. There is no extra payment; you simply gain Honor equal to his current Personal Honor after he enters play (not his base Personal Honor, a change from Emperor Edition). You can Proclaim an eligible Personality even if Recruited by an action outside of the Dynasty Phase.

HONOR REQUIREMENTS: If you ever lose Honor from a source other than your own cards (including dying dishonorably) you ignore Honor Requirements on your Personalities with your Clan Alignment for the rest of the game. The rule allowing payment of 2 extra Gold to ignore Honor Requirement is gone.

## FOLLOWERS

No longer have Honor Requirements.

## SPELLS

The Battle Equip player ability from Emperor is gone in Ivory.

## STRONGHOLDS AND GAME START

Strongholds now have two sides, one you use if you are going first (one Clan mon, black border) and the other used if you are not going first (two Clan mons, white border). Border Keep and Bamboo Harvesters are no longer used as starting cards.

Starting hand size is back to five cards.

## NEW CARD TYPE: SENSEI

Sensei are cards you start with in play. Like your Stronghold, they are part of deck construction but not part of either deck. They have three modifiers for your Stronghold's three stats, a restriction on what Clans can play them, and text that acts as any other text on a card in play. Unlike previous incarnations of the Sensei card in L5R, these cards do not put their text on your Stronghold, but are cards in their own right.

CARD TYPES, KEYWORDS, AND TERMS NO LONGER IN THE RULES: Celestials, Regions, performing, Singular.

## ACTION PHASE

Replacing Border Keep is this player ability, CYCLE:

LIMITED: If it is your first turn, choose one or more face-up cards in your Provinces. Put them on the bottom of your deck in any order. Then, turn all cards in your Provinces face-up.

## ATTACK PHASE

There is no more Cavalry Maneuvers Segment (see Keywords, Cavalry).

You gain 2 Honor for each enemy card destroyed in battle resolution even if it was a tie.

**COMBINING:** Ranged Attacks, Melee Attacks, and Fear effects from actions on other cards in a unit can be combined with other effects of the same type from actions on cards in the same unit. The combining actions are taken as Interrupts, all their costs and other effects are observed, but the combining effect instead increases the strength of the original effect by its own strength. The resulting combined effect can only target a card all of the effects involved could target. It otherwise has all the characteristics of the original effect.

## VICTORY CONDITIONS

**ENLIGHTENMENT** victory now depends only on getting all five Rings with different element keywords into play (it does not check how they entered play). You win instantly when you meet this condition.

**DISHONOR** victory is checked only at the end of each turn; if the active player, at that point in his or her own turn, has -20 Honor or lower, he or she loses the game. Honor can dip below -20 and be brought back up above that before the end of the turn to avoid this condition.

## KEYWORD CHANGES

The following keywords on actions have rules meaning:

**ABSENT:** The action may be taken even if you have no presence at the current battlefield.

**HOME:** The action may be taken even if the card is home, rather than at the current battlefield.

**REPEATABLE:** The action may be taken any number of times per turn.

**TIRELESS:** The action may be taken even if the card it is on is bowed.

The following keywords have changed from Emperor to Ivory:

**CAVALRY:** No longer allows assignment in a special segment; instead, all players have the ability, “**ABSENT ENGAGE:** Target your unbowed Personality in a Cavalry unit at any location. Move him to the current battlefield.”

**CONQUEROR:** Now simply is a trait that means that the Personality and all cards in his unit do not bow when returning home from attacking. It can apply to more than one Personality in an attack because of this.

**DUELIST:** Wins tied duels against non-Duelists, nothing more.

**FEAR X:** now short for “Target an enemy Follower or Personality without Followers and bow it if its Force is equal to or lower than X.” Fear effects can be combined with each other.

**FORTIFICATION:** a Holding keyword that means the card attaches to the Province it entered play from. Fortifications by default enter play unbowed. A Fortification has to be at the battlefield’s Province to take actions during battle, and is destroyed when its Province is.

**KENSAI:** A Kensai Personality can still attach two Weapons, but only if neither of them is Two-Handed.

NAVAL: Now works through this player ability: “ENGAGE: If you are the Attacker, you have the first opportunity to take a Battle action, which must come from a card in a Naval Personality’s unit. Passing that action does not count toward ending the action round.” (Note: this ability is once per turn.)

TACTICIAN: Works the same but is now an ability granted by the rules to the Tactician Personality rather than a player ability. It cannot be removed or copied.

#### SEPPUKU:

Is the same sequence of effects, but no longer has a Rulebook ability.

## Advanced Rules Changes

Effects are independent of each other, with a few exceptions to allow cards to work as designed:

1. Two effects connected by “to”, for example, “Bow your target unbowed Samurai to move him home,” are linked; in the example, this means the movement does not happen unless you actually and successfully bowed the Samurai. Likewise, “Bow him as he moves” means that if he does not move, he does not bow.

2. When an action’s effects start with “If”, that condition must be met in order to legally take the action in the first place, subject to the Good Faith rule (see Comprehensive Rules).

## ACTION SEQUENCE

The sequence in an action has been simplified to 1. Announce Action 2. Pay Costs 3. Play Interrupts 4. Resolve Effects.

Paying costs now only means one of two things: paying Gold to meet the action’s Gold costs, or bowing the card on which the action appears to meet its bowing cost. Strategy cards no longer have Gold coin icons; the cost is on the action.



Targeting is carried out as directed during effects. If targeting is asked for but cannot be carried out, the action's effects and other targeting stop resolving from that point. An exception is optional targeting ("you may target") which does not stop the action if not chosen.

### CHI DEATH

Is once more an effect from the rulebook, and can be prevented normally by effects that prevent destruction (except that effects that only prevent one instance of destruction will fail against Chi death's continual destruction).

### KEYWORDS

In Ivory Edition, Keywords on abilities also apply to their cards—so, for example, a Strategy with a Political ability is a Political Strategy. Keywords on cards do not apply to their abilities—an ability on a Ninja card is not a Ninja ability unless it says so (Ninja Battle:).

The terms "Recruit" and "Equip" can also be effects of another action; the amount of Gold paid for that action is treated as the Gold paid for Recruiting/Equipping, and the effects of the basic action are then carried out,

with any modifications (for example, "Recruit him from the discard pile" changes where the Recruited card must be).

In battles, there are no more exceptions to the Rules of Presence and Location.

Cards brought into play or created during a battle join your current army by default.

Negation no longer has a special meaning compared to other forms of prevention. By default, negation stops existing but not new ongoing effects, and stops new instant and procedural effects. "Negate an action" means to prevent the action's effects, targeting and any remaining costs.

"Base" as a term is replaced by "printed."

