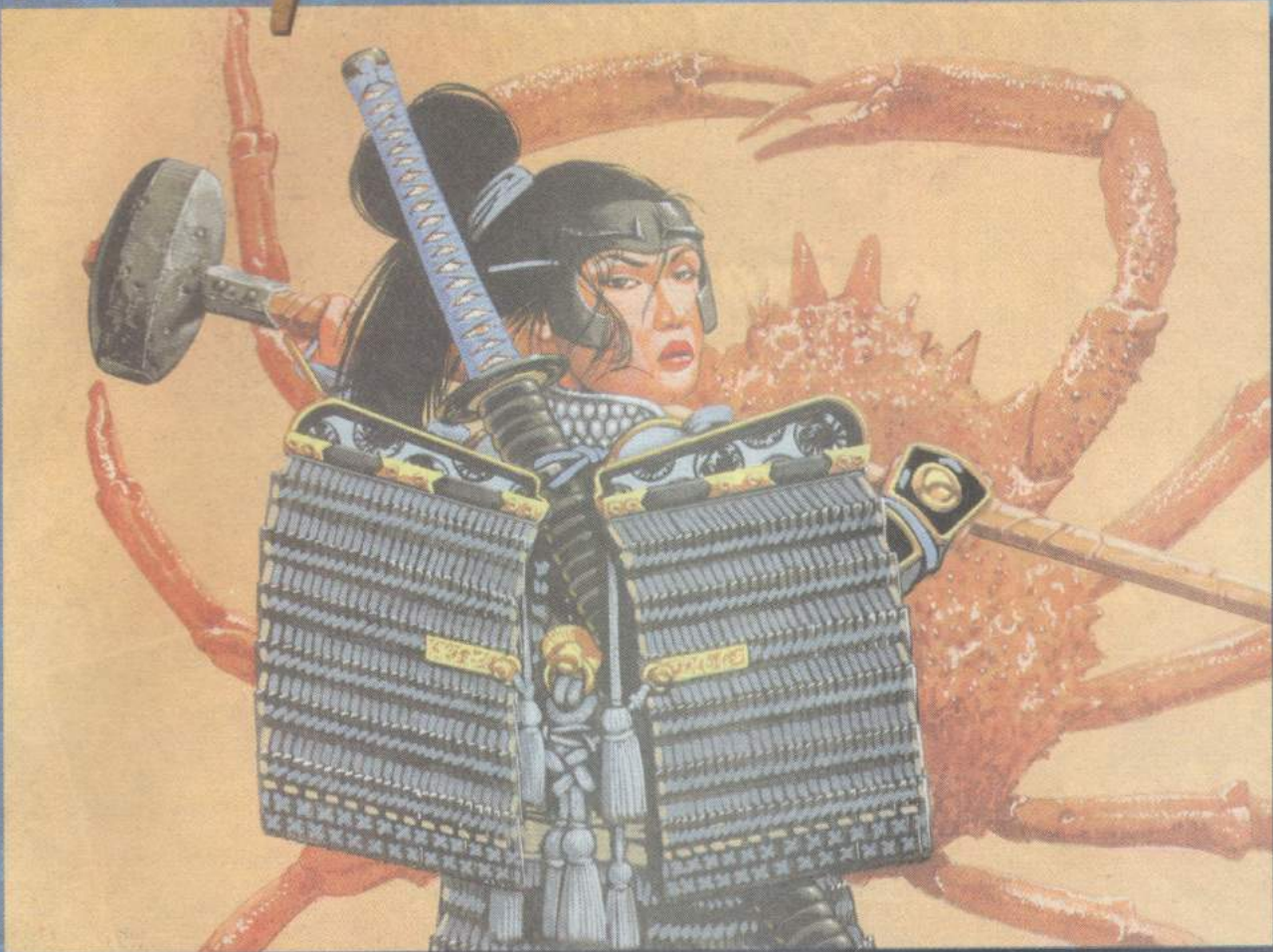


# Imperial Herald



Vol. 2 No. 2

Pg 3	Editorial	Pg 18	Personality to Character
Pg 4	Walking the Way	Pg 19	Summer Events
Pg 7	Strongholds of the Empire	Pg 20	Skirmishes League Rules
Pg 8	The Oracle of the Void	Pg 23	Sanctioned Tourney Schedule
Pg 10	<i>Firelight</i> fiction by Rob Vaux	Pg 24	National Rankings
Pg 13	The L5R Robot	Pg 29	Artists Market
Pg 16	Taka's Treasures	Pg 30	Optional Rules: <i>Surrounded</i>



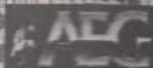
# Legend of the Five Rings

Role-playing  
in the world  
where honor  
is a force  
more powerful  
than steel.



## Available June 1997

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# Secrets on the Wind

by Ryan Dancey & John Zinser

Welcome back to the Emerald Empire. This issue of the *Imperial Herald* represents the continued growth of the Emerald Empire and our dedication to the fans of L5R and future Emerald Empire products. Taka would never let us skimp on the portions of cards and promos to his best customers, so this month you have the biggest bonanza of Imperial Assembly goodies yet – and as we are fond of saying, the best is yet to come. This month's poster was done by L5R artist Randy Gallegos and depicts Toturi and his crew doing a little recon. Just who they are watching I am not sure, but you can bet that Yogo Junzo is not far off.

This issue also has 10 (that's right, 10) cards enclosed. The first two (Hida Sukune & Time of the Void) are your Imperial Assembly cards only available to members; there's one for this issue and one for last. The other two (Exile & A Time for Legends) are insert cards which are appearing in *The Gamer* and *Lotus Noir* magazines. The last six are some of the stronghold cards from the Emerald Edition and Anvil of Despair deck boxes. Taka had enough this time to give them away for free, and he has other things for you to spend your Koku on.

Finally you will find your new Imperial Assembly card. These cards were donated by the fine folks at Yaquinto Printing who print and provide all the L5R game cards. (Thanks, Katie.) This card is much more than a simple membership card – you can use it at participating Stronghold of the Empire stores to get discounts and special offers throughout the year. If your local store is not a Stronghold urge them to sign up. Qualifying is easy and the benefits are great.

Look for the Obsidian Edition of L5R to release in late June or early July. We have upscaled the look and size of the Obsidian Edition deck boxes. Each Obsidian Edition deck will also come with 20 clan color-coded glass tokens, a double-sized rule book, a clan overview sheet (which lets you know which sets you can find your favorite clan characters in) and a Forbidden Knowledge booster pack. We have updated about 20 pieces of art for Obsidian, and as usual we will try to make some of these cards available for purchase with Koku. With the release of the Obsidian Edition, Emerald will be leaving store shelves soon. If you are still putting together your sets the time to get them done is soon.

As a final note this month, we would like to thank all of you for continuing to spread the word about *Legend of the Five Rings* and the Emerald Empire. Every day new players discover the exciting world of Rokugan. As the *Imperial Herald* grows in page count we are going to need your help to fill the pages with new and interesting information about the card games, RPG and other products we have coming in the future. If you are interested in writing, send a SASE to Imperial Herald Writers Guidelines at 4045 Guasti Rd. #212, Ontario, CA 91761.

May the blessing of Shinsei be upon you and your clan.  
John and Ryan

## The *Imperial Herald*

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# Walking the Way™

## More Winning Decks

Decks designed by D.J. Trindle, Colin Edwards, Allan Seyberth, & Justin Berman

*This issue, we bring you more decks to trounce your opponents with... and one really bad pun to boot.*

### Je ne Seikua

A Monk deck by D.J. Trindle (and Dave Williams, even though he'd rather not admit to being a party to it)

Deck thesis: Who says you need a 30-card Fate deck? Dump your Fate hand by turn 2 or 3, use the Stronghold ability to put the Ring of the Void into play, and play five Fate cards every turn for the rest of the game!

A variant of this deck, discussion of which has popped up on the net recently, has a Fate deck made

up of the Ring of Void and every Lesser Oni you can get your hands on.

### Exploding Crane Deck

A Crane deck by Allan Seyberth

The infamous "Exploding Crane Deck," reproduced to the right, was Allan Seyberth's ticket to winning the L5R tournament at Ghengis Con. Congratulations to Allan, the self-proclaimed Lion Clan Corrupted Prophet, on his victory.

#### D.J. Trindle's "Je ne Seikua" Deck Dynasty Deck (55 Cards)

##### Regions

Secluded Ravine  
Temple of Osano-Wo

##### Events

Inheritance

##### Holdings

3x Ancestral Shrines of  
Otosan Uchi  
3x Sanctified Temple  
1x Prayer Shrines  
1x Small Farm

1x Merchant Caravan

3x Jade Works  
1x Unscaleable Walls  
1x Copper Mine  
1x Gold Mine  
3x Temple of Bishamon

##### Personalities

3x Norio  
3x Taro  
3x Togashi Jodome  
3x Hitoshi  
3x Suana  
3x Koichi  
3x Kitsu Toju  
3x Kuni Yori  
3x Hida Tsuru

1x The Hooded Ronin  
1x Isawa Tsuke (Inexp.)  
and, of course,  
1x Seikua

#### Fate Deck (65 Cards)

##### Items

3x Bo Stick  
1x Robes of Shinsei  
1x Armor of the Golden  
Samurai  
1x Star of Laramun  
1x Mempo of the Void

##### Followers

3x Phoenix

3x Ashigaru  
3x Light Infantry  
1x Kenku Teacher

##### Actions

3x Strength of My  
Ancestors  
3x Oath of Fealty  
3x Ambush  
3x Iaijutsu Challenge  
3x Meditation  
3x Wisdom the Wind  
brings  
3x Breach of Etiquette  
3x Test of Honor  
3x Lies, Lies, Lies

3x Geisha Assassin  
3x Gift of the Wind  
3x Careful Planning  
1x Fu Leng's Steeds  
1x His Most Favored  
1x Delicate Calculations  
3x Along the Coast At  
Midnight  
1x Ring of Air  
1x Ring of Void



**Allan Seyberth's  
"Exploding Crane" Deck**

Dynasty Deck

Bon Festival  
Daidoji Semb x2  
Daidoji Uji x2  
Daidoji Uji (Exp.)  
Doji Kuwanan x2  
Doji Yosai x3  
Emperor's Peace  
Imperial Gift

Inheritance  
Kakita Shijin  
Ki-Rin

Mamoru  
Market Place x3  
Merchant Caravan x2  
Oracle of Fire  
Peasant Revolt  
Pitch and Fire  
Port x3  
Plague  
Sanctified Temple

Temple of Bishamon

Fate Deck

Battlefield of Shallow  
Graves x3  
Block Supply Lines x3  
Focus x3  
Golden Obi of the Sun  
Goddess  
Iaijutsu Challenge x2  
Iaijutsu Duel x3  
Refugees x3

Ring of Earth  
Ring of the Void  
Strength of Purity x3  
Superior Tactics x3  
Test of Honor  
To Do What We Must x3

**Lion Speed Deck with a Twist**

A Lion deck by Justin Berman

This LSD with a Twist designed by Justin has gone 7-3 so far. Recently it took 1st place in the lower bracket of a sword tournament in Pontoon Beach, FL.

In Justin's own words now...

"The deck is your basic LSD, but with a twist. The standard Charges and Strength of Purities are in the fate deck. These allow the versatile Matsu Gohei and Matsu Agetoki to perform quickly. Matsu Chokoku is there in the event of a first-round Breach of Etiquette. Toku helps get the Favor, and Morito Tokei is there to cast the Black Scroll. Kitsu is especially powerful with the Focus cards as Tactician bait, and is relatively immune from ranged attacks with the addition of Spearmen. The

Forced Marches assist in the taking of multiple Provinces. If all goes as planned, your opponent will be down on provinces quickly. If the game goes longer, A Terrible Oath can be placed on Morito Tokei, resulting in his and Toku's destruction. This will give a permanent 2F/-1C to all your personalities in play.

"Inheritance, of course, gets you money. Imperial Gift gives you honor and a weapon, or alternatively a Focus or Merchant Caravan. There Is No Hope eliminates the Iris Festival – a must when A Terrible Oath is cast – and Chrysanthemum Festivals. Doom of the Phoenix destroys troublesome spells.

The deck is somewhat vulnerable to honor loss as-is, but Justin suggests swapping one Superior Tactics and one Refugees for Lies, Lies, Lies, or Defend Your Honor if it proves to be a problem.

**Justin Berman's "Lion  
Speed Deck with a Twist"**

Dynasty Deck

Inheritance  
Imperial Gift  
The Return of Fu Leng  
Doom of the Phoenix  
There is No Hope  
Copper Mines \*3  
Jade Works \*2  
Small Farm

Merchant Caravan \*3  
Sanctified Temple \*2  
Oracle of Water (EE)  
Master of the Tea  
Ceremony  
Matsu Gohei \*3  
Matsu Chokoku \*3  
Ikoma Kaoku \*3  
Matsu Agetoki \*3  
Kitsu Motso  
Ikoma Tsanuri  
Tokei \*2

Morito Tokei

Fate Deck

Strength of Purity \*3  
Charge \*3  
Forced March \*2  
Superior Tactics \*3  
Refugees \*3  
Sneak Attack \*2  
Deadly Ground \*2  
Rallying Cry \*3  
Focus \*3

Defend Your Honor  
Ambush  
His Most Favored  
Kolai Master  
Ring of the Void  
A Terrible Oath  
Spearmen \*2  
Matsu House Guard  
Ancestral Armor of the  
Lion Clan  
Ancestral Sword of the  
Lion Clan



**Peale Chuang's "There Is No Hope" Deck**

Dynasty Deck

Events

Desperate Measures

Inheritance

There is No Hope

Holdings

Black Market x3

Corrupted Silver Mines x3

Festering Pit of Fu Leng

Small Farms x2

Corrupted Iron Mines x3

Dark Oracle of Water

Merchant Caravan

Personalities

Hida Yakamo x2

Hida Yakamo (Exp.)

Kyoso no Oni x2

Moto Tsume x3

Oni no Akuma

Yogo Asani

Isawa Tadaka (exp.)

Kuni Yori (exp.)

Monstrous War Machine

Ogre Bushi

Oni no Ogon

Fate Deck

Rings

Ring of the Void

Ring of Earth

Actions

Ambush

Darkness Feeds

Evil Portents x3

Final Breath

Refugees x2

Test of Honor

Treacherous Terrain x2

Avoid Fate

Egg of Pan Ku

Feign Death

Kolat Master

Superior Tactics x3

Followers

Goblin Chuckers

Plague Zombie

Goblin Mob

Zombie Troops x3

Spells

Contemplate the Void x3

Summon Undead

Champion

**There Is No Hope**

A Junzo deck by Peale Chuang

Another tournament winner, Peale's *There Is No Hope* deck won the L5R tournament held at CyberCon.

**The Doom of the Crane**

A Crab deck by Colin Edwards

This deck is 15-1 in tournament play. It won two tournaments, and placed second in the third.

"This deck was designed in response to the observation that the tournament scene was being dominated by highly defensive run-for-honor decks. This is a deck designed to beat those decks.

"The strength of this deck is in the events; they will do the bulk of the work for you. Try never to engage your opponent directly in a battle; pick off the undefended Provinces first with Traversable Terrain. When you do have to fight, use Sneak Attack, Deadly Ground, and Crushing Attack to seal a victory.

"This deck is quite vulnerable to dedicated dishonor decks, and that is its greatest weakness. It can pretty much roll over anything else."

**Colin Edwards' "The Doom of the Crane" Deck**

Dynasty Deck

Doom of the Crane

Inheritance

As the Shadow Falls

The Return of Fu Leng

Duty to the Empire

Desperate Measures

There Is No Hope

Iron Mines x3

Corrupted Iron Mines x3

Jade Works x3

Small Farm x2

Festering Pit of Fu Leng

Hida Unari x3

Hida Amoro x3

Hida Yakamo x3

Hida Yakamo (exp.)

Ogre Bushi x3

Fate Deck

Ancestral Sword of the

Crab Clan

Porcelain Mask of Fu Leng

Ambush x2

Kolat Master x2

Sneak Attack x3

Breach of Etiquette

Imperial Honor Guard x2

Confusion at Court x2

Traversable Terrain x3

Superior Tactics x2

Deadly Ground x3

Crushing Attack x2

Forced March x3

Frenzy x3



# Strongholds of the Empire

*Retailers who have pledged their loyalty to the Emerald Throne of Rokugan*

The following retailers have enlisted in FRP's *Stronghold of the Empire* program. They are guaranteed to stock the *Legend of the Five Rings* CCG line, so keep this list handy!

This list is sorted by state, then city. Foreign retailers have their country or province indicated in the state field.

Paperback Paradise, 2242 W. Charter Oak Rd, Phoenix, AZ, 85029, (602) 944-5835

Game Depot, The, 708 S. Forest Ave, Tempe, AZ, 85281, (602) 966-4727

Mission Games, 33128-A First Ave, Mission, BC, V2V 1G4, (604) 820-3224

Game Towne, 2933 Roosevelt Street, Carlsbad, CA, 92008, (619) 270-1555

Odyssey Games, 648 Parker Road, Fairfield, CA, 94533, (707) 437-3833

Dean of C.C.C., The, 5280 N. Jackson, Fresno, CA, 93740, (209) 278-6918

Match Play, 560 Showers Drive, Suite 4, Mountain View, CA, 94040, (415) 947-0398

Slam Pit, The, 6325 1/2 Laurel Canyon Blvd., North Hollywood, CA, 91606, (818) 763-4748

Collector's Corner, 9372 Madison Avenue, Suite 3A, Orangevale, CA, 95662, (916) 987-1979

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Dwarf Mountain Games, 5450 Clairemont Mesa Blvd., San Diego, CA, 92117

Game Empire, 7510 Hazard Center Drive, Suite 417, San Diego, CA, 92108, (619) 574-6740

The Dragon Hobby Games, 835 Front Street, Santa Cruz, CA, 95076, (408) 429-9095

Ace Computers & Games, 453 Stoney Point Road, Santa Rosa, CA, 95401, (707) 575-5797

A Hidden Fortress, 1960-9 Sequoia Avenue, Simi Valley, CA, 93063, (805) 526-6457

Attactix, 15107 E. Hampton, Aurora, CO, 80014, (303) 699-3349

Compleat Games & Hobbies, 326 N. Tejon, Colorado Springs, CO, 80907, (719) 473-1116

Marshak's House of Fantasy, 1240 W. Elizabeth, Fort Collins, CO, 80521, (970) 224-3599

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Gamesters, 8392 SW 40th Street, Miami, FL, 33155, (305) 226-4267

War Room, The, 2055 Beaver Ruin Road, Norcross, GA, 30071,

Brain Snacks, 6208A Main Street, Downers Grove, IL, 60516-1908,

Games Plus, 20 W. Busse Ave., Mt. Prospect, IL, 60056-3216, (847) 577-9656

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Village Bookstore, The, 4087 Pontoon Road, Pontoon Beach, IL, 62040,

Divine Collectibles, 1316 Central Avenue, Louisville, KY, 40208, (502) 634-5507

Card & Comic Co., The, 48 N. Pleasant Street, Amherst, MA, 01002,

3 Trolls Games & Puzzles, 7 Summer Street, Chelmsford, MA, 08124-0795, (800) 342-6373

Mike's Comics & Cards, 25 Vinal Square, N. Chelmsford, MA, 01863,

Mint Card Co., The, 7452 B&A Boulevard, Glen Burnie, MD, 21061, (410) 766-8071

All About Games, 171 High Street Suite 8, Belfast, ME, 04915, (207) 338-9984

Gaming Circles, Unit B-5 Cadillac Lane, Greenhills Shopping Center, San Juan, Metro Manila, Philippines, +011 (632) 363-4599

Rider's Hobby Shop, 1609 E. Michigan Ave., Lansing, MI, 48912,

Gamer's Inn, The, 3516 Rochester Road, Troy, MI, 48083,

A to Z Comics, 1400 West 40 Highway, Blue Springs, MO, 64015, (816) 224-0505

Heroes Aren't Hard to Find, 1306 The Plaza, Charlotte, NC, 28205, (704) 375-7463

Hobbie Quest, 112-P S. Berkeley Blvd, Goldsboro, NC, 27530, (800) 858-7256

Storyteller's Comics, 266 Dubuque Street, #3, Manchester, NH, 03102-3705, (603) 644-1230

Jester's Playhouse, The, 219 S. Main Street, Unit B, CMCH, NJ, 08210, (609) 463-8644

Tall Tales Comics & Novelties, 1410 Wyoming Blvd. NE Suite D, Albuquerque, NM, 87112, (505) 296-6178

Wargames West on Central, 3422 Central Avenue SE, Albuquerque, NM, 87106, (505) 265-6100

Asgaard Games, 4180 W. Desert Inn Road #B2, Las Vegas, NV, 89102, (702) 368-1881

Strategy Game Corner, The, 770 E. Jericho Turnpike, Huntington Station, NY, 11746, (516) 271-5995

*continued on page 30*



# The Oracle of the Void™

## Legend of the Five Rings Frequently Asked Questions

Find the complete version at <http://www.zzz.iipo.gtegsc.com/jwa/15r>

FAQ Created by D. J. Trindle • Maintained by Jeff Alexander • Send submissions to [jwa@frpg.com](mailto:jwa@frpg.com)

### Notes on the FAQ

Below are printed only the most recent additions and changes to the L5R FAQ – we simply don't have room to print the whole thing.

Special thanks go out to Jeff Alexander, maintainer of the FAQ. *Arigato gozaimasu!*

### New Additions to v3.4

Q: Will there be more L5R expansions after Time of the Void? I don't want to get involved in a game which is going to die in a few months.

A: Yes, yes, a thousand times yes! Only the Clan War storyline will end at GenCon. L5R will go on, with further expansions covering other stories and segments of Rokugan's vast history.

Q: I've got a card that lets me make several consecutive ranged attacks. How does that work? Do I have to pick targets for all of them up front? Do my opponents get actions between them?

A: Making consecutive ranged attacks works much like taking several Battle actions in a row (even though it technically isn't). Each shot is targeted and resolved one-at-a-time, but your opponents don't get actions between them.

Q: My opponent's Personality just killed one of mine in a duel. Shouldn't he bow now?

A: Only if the action he used to issue the challenge says so. Issuing a challenge doesn't necessarily bow the challenger, nor do fighting or winning a duel.

These are the rules governing duels, unless a card says otherwise:

*The challenge may be refused. If it is, nothing happens.* If it's accepted, the loser dies, and nothing at all happens to the winner.

Q: If someone focuses with the First Shout against me in a duel, I have to focus again. What if I can't?

A: The answer is on the First Shout card! You only have to focus if you can. Sometimes, you can only focus with some of the cards in your hand. When this happens, you pick randomly from just those.

Q: Do I have to play all my Shouts on one Personality as either focuses or

Battle Actions, or can I play some one way and some the other?  
A: You can mix them.

Q: Can I use the Monk Stronghold to play the Ring of the Void from my Fate deck if my hand is completely empty?

A: Yes. You can also use it in conjunction with cards that let you play a Ring by satisfying some other conditions. The idea behind the Brotherhood is that they can play a Ring from their Fate Deck as though it were in their hand, and this overrides phrasing that refers to a Ring being "in your hand" or being played "from your hand".

Q: Do Kihos played by Monks count towards the Ring of Air? The rulebook says Kihos are spell effects, but the Ring says you must produce three spell effects by using Shugenja.

A: Kihos count even when Monks use them. The Ring of Air will be reworded in future printings to avoid this conflict.

Q: Why aren't there any Personalities with the "Brotherhood of Shinsei" trait? I can't purchase anyone cheaply or for honor!

A: Personalities with the "Monk" trait are aligned with the Brotherhood, and work just like native Personalities do for any other Clan. There is no separate "Brotherhood of Shinsei" trait.

Q: So if I play Oath of Fealty in a Brotherhood deck, all my non-monks gain the Monk trait?

A: Exactly. And to answer your next question, yes, this means they can start doing monkly things like using Kihos.

Q: But what about the opposite case: I play an Oath on some Monks in a non-Brotherhood deck. Do they LOSE the Monk trait? That doesn't seem right. "Monk" is a profession, like "Shugenja".

A: With the release of *Crimson & Jade*, "Monk" works like a Clan Affiliation, so it will be stripped by swearing the Oath. Think of them as forsaking their ascetic ways to embrace their new Clan's philosophies.

Q: So I guess "Yoritomo's Alliance" and "Mantis Clan" are equivalent too?

A: Correct. Notice this works both ways. It's legal to do something like attach a "Mantis Clan only" card to a "Fox Clan • Yoritomo's Alliance" Personality, for example.

Q: About this new "Foo Rule" on p. 30... Does this really mean there aren't any more Fu Leng cards? They're all titled "Something Something Something of Fu Leng", but we're supposed to ignore everything after the "of" now.

A: Consider this official errata to the rulebook: the new rule that you ignore words in the second half of a "Foo of Bar" phrase only applies



when that phrase appears in the boldface traits area of a card. If it's in the title, every word counts, just like before. (This is fixed in the Obsidian rulebook.)

Q: The rulebook says token Followers also count as cards for purposes of being transferred or bowed, figuring honor at the end of battle, and being affected by other cards. Are there some obscure situations where they only count as tokens?

A: No. Token Followers – and only token Followers – always count as both tokens and cards.

Q: What happens if more than one Event comes up in a turn? Do I get to pick the order they happen in?

A: No, you don't. You turn over Dynasty cards one at a time, from left to right. Each Event is resolved as soon as it's revealed, before you even turn over the next card.

Q: When do Dynasty cards normally get replaced?

A: You refill a Province with your next Dynasty card as soon as it becomes empty, no matter what emptied it. If it's empty due to revealing an Event, refill it after resolving the Event [p. 15].

#### Overlaying Experienced Personalities (3 questions)

Q: What if the original is bowed?

A: Overlaying isn't an "action", so you can still do it.

Q: Can Otaku Kamoko attach any of the Unicorn Clan Ancestors? She says she can't have infantry Followers, and none of the Ancestors have the Cavalry trait. But the rulebook says Ancestors don't act like real Followers most of the time. What's the answer?

A: Kamoko cannot attach them. Although Ancestors do break a lot of the Follower rules, attachment restrictions aren't one of them. Ancestors may not change the Cavalry status of their unit, but they are not Cavalry themselves, and Kamoko will not attach infantry.

Q: What if I put Mounts on her first?

A: It won't help. Mounts affect Followers, so they won't affect Ancestors.

Q: I've used some actions to give my army Force bonuses in battle. How long do they keep these pluses?

A: All card effects last until the end of the turn unless they say otherwise [p. 30]. This includes bonuses from Terrains.

Q: You mean if, say, I'm defending, and I play Dispersive Terrain to give every Personality in my army +2F, and then I play Counterattack and attack my opponent back on that same turn, I still have +2F on everyone?

A: Exactly. Dispersive Terrain doesn't say the bonus wears off at the end of the battle, so it lasts for the rest of the turn.

Q: And the Matsu Gohei that attacked me originally ("Gains a 2F bonus when attacking.") which my opponent played Charge on ("Add a 3F bonus to one attacking Lion Personality") still has +5F in his defense?

A: Only +3F actually. Gohei's built-in bonus is only active "when attacking". It continually checks whether Gohei is attacking and automatically turns itself on or off, depending. Charge, on the other hand, can only be played on someone who is attacking "right that moment", but like Dispersive Terrain, it then lasts the whole turn.

Q: What if I have a dishonored Personality and I do something to increase his Personal Honor?

A: It still counts as 0, because the Personality is still dishonored and you

always apply the "dishonored means Personal Honor = 0" rule last. If you restore the Personality to honorable status, you'll see your increase.

Q: Just oooooone more question on this fellow... The Experienced Togashi Mitsu has no fancy bowing restrictions, unlike the original. What if I overlay him? Those seem to be traits, and you don't copy traits when you overlay.

A: Those "traits" are part of the original ability to gain fire tokens, and they all come with it (if you'll notice, it's all one sentence). An overlaid Experienced Mitsu will bow and stay bowed just like the old one if he has *any* fire tokens, whether they're +1/+1 tokens from the old ability or 0/0 tokens from the new one.

Q: What if the spell always affects one thing, like, say, the player casting it? Can I use the Ring of Air to make it affect someone else?

A: Go back and read p. 22 of the C&F rulebook. If you never have a choice as to what gets affected, then the spell doesn't have a target and you can't change what it will affect.

Q: Can I lobby for the Imperial Favor on the same turn that I use it?

A: Sure. You can even use it twice in one turn if you start with it from the turn before: use it once, lobby for it to get it back, then use it again. The only thing you can't do in one turn is lobby twice.

Q: Can I lobby for the Favor if I don't have the highest honor, or if my Family Honor is below zero?

A: Yes, and yes. If you haven't already lobbied this turn, and you can bow a Personality with a *Personal* Honor above zero (and you don't already have the Favor, of course), you are allowed to lobby.

Q: Kakita Ichiro can lobby "even if you have already lobbied for the Favor once this turn". Does "once" mean "exactly once" or "at least once"?

A: "Exactly once." Ichiro can only give you a second lobby attempt. And the order is important. You can't use Ichiro first and then someone else second.

Q: The Experienced Hooded Ronin lets me bring out the Seven Thunders for free. Who are the Seven Thunders?

A: Story-wise, the Seven Thunders are the spiritual descendants of the original seven Clan founders who imprisoned Fu Leng the first time he manifested. Game-wise, there aren't any...yet.

Q: A friend with very good connections says the \_\_\_\_\_ Clan Thunder is going to be \_\_\_\_\_.

A: Don't believe him.

#### Changed in v3.4

Q: Can I ignore the special requirements on the Second and Third Shout by playing them face-down as regular focuses?

A: No. You can play them face-down as regular focuses if you want, but you still can't focus them out of order. These cards *can* be used freely for their focus values for other effects, like a Tactician's Force bonus.

Q: Can I overlay a Unique version of a Personality with a Unique, Experienced version?

A: Yes. In fact, that's the only way you can put the Experienced one into play if the original is already out. You can't play it separately because of the Uniqueness Rule.

*continued on page 12*





# Firelight

by Rob Vaux

The broken man lay by the firelight, watching the shadows dance on the wall. A great sword lay by his side, one which his twisted arm could no longer lift. A suit of armor sat near the entrance, one which his shattered frame could no longer carry. He looked at them both with scar-dimmed eyes, the fire revealing the anger and bitterness in their depths. A sound at the mouth of the cave broke his contemplation. His head turned slowly, his breath hissing with effort.

"Yakamo?" The question was devoid of apprehension.

"It is me, father," Hida Yakamo spoke as he approached the fire and knelt beside the old man. His armor was polished and gleaming, whole where the old man's was broken. The metallic claw at the end of his hand creaked slightly as he flexed it back and forth.

"What of our forces in the Imperial city?" he old man asked, leaning forward.

"Scattered, but largely intact. Some sort of skirmish has broken out between the Lion defenders, which has allowed us to begin regrouping in some sort of peace."

"Your sister?"

"O-Ushi is holding the army together, but I hesitate to leave her in command for long. With the Hirumas pushing for blood, we may lose everything in a suicidal assault on the palace."

The old man's eyes squeezed shut as some imagined pain creased his forehead.

"And what of the palace, Yakamo? What of that... creature which attacked me?"

Yakamo's face broke into a cruel grin.

"I'm sorry, father. I made no arrangements to enter and ask. There are kinsmen, however, who are not so

discerning as I. They have entered Ootosan Uchi and sworn eternal fealty to the Emperor."

"Who?"

"Amaro... Yori... a few others. They claim to be the voice of the Clan now that you and I have been killed."

The old man sighed, shifting his bulk back towards the fire. He sat there silently, lost in thought. Yakamo shifted uncomfortably where he knelt. Finally, after several minutes, he spoke again.

"Yokuni was here."

The old man shifted, the surprise apparent on his face.

"When?"

"While you slept. He brought us something..."

Yakamo unwrapped the object, which had been hidden behind the old man's armor. At first glance, it appeared to be a gauntlet, forged from a dull green metal. As Yakamo brought it out into the firelight, it began to glow softly, illuminating the frozen fingers like candles.

"The Jade Hand!" The old man whispered.

"You must cast off old fetters to forge new ones," Yokuni told me. At least, I believe that is what he told me."

The claw creaked slightly as he brought it up to the light, comparing the two appendages like a merchant pricing wares.

"This claw... the 'gift' that Yori gave to me. It was from the oni, wasn't it?"

The old man nodded solemnly.

"The creature which bears your name required a link to you. We gave it your hand, and in return..." he



gestured at the samurai's limb.

"I can sense the oni sometimes," Yakamo replied. "Where it is, what it is doing. It whispers things in my dreams, things I can never quite recall when I awake. It unsettles me, father."

In a flash, the samurai grabbed his metallic limb and gave it a mighty pull. The steel screamed like a wounded animal as it wrenched free, and Yakamo threw it to the cave floor with obvious disgust. The claw flopped and twitched like a thing alive. At the wrist stump, where metal met flesh, a strange black tentacle writhed back and forth, sand sticking to its clammy sides. The appendage continued to thrash for several more minutes, its motions becoming slower and more jerky before finally coming to a stop.

Yakamo drew himself to his full height, and placed the Jade Hand in the spot the claw had once occupied. With a brilliant flash, it connected to his severed forearm, stone tendrils fusing with muscles and veins. The hand glowed more brightly, and as the old man watched, Yakamo seem to fill with strength and power. The Hand moved as fluidly as flesh, its digits forever unfrozen by contact with the samurai. Yakamo flexed its fingers and turned to the old man.

"I am ready to atone for our family's sins."

"Excellent," the old man replied. "Find Toturi. Offer him a truce in exchange for our assistance in the battle, and tell him that we must set our differences aside. Have your sister contact the Unicorn and see if any of them will join us. The time for divisiveness is over."

Yakamo nodded. "I will send for a regiment to bring you to our field headquarters, father."

"Do not concern yourself. I am not going with you, Yakamo."

The samurai started.

"You are right, Yakamo," the old man continued. "Our Clan has committed sins that demand correcting. When

you leave, I will prepare the ritual and undergo *seppuku* in penance."

"Here? Alone?"

"It is proper that I do so. As daimyo, the Crab's shame rests on my shoulders. My blood will erase that shame and restore honor to our forces."

Yakamo's eyes narrowed as he stared at the old man.

"If I lived as long as the stars themselves," he said at last. "I never thought I would see my father succumb to such cowardice."

The old man hissed through broken teeth.

"You dare to accuse me..."

"I dare to accuse you of turning your back on our failings! We left that thing there, sitting on the Throne. Our actions helped place it there! Did I mention that Yori was seen within the palace gates? Did I mention that Amaro – your nephew, father – leads a legion of the Emperor's troops even as the flesh rots from his bones? That thrice-damned oni you have given my name has publicly proclaimed the Crab's support for the Emperor, that our army in the field is comprised of traitors. Our Clan swims in this evil, an evil we ourselves released. And now you would abandon us to fulfill your own selfish honor."

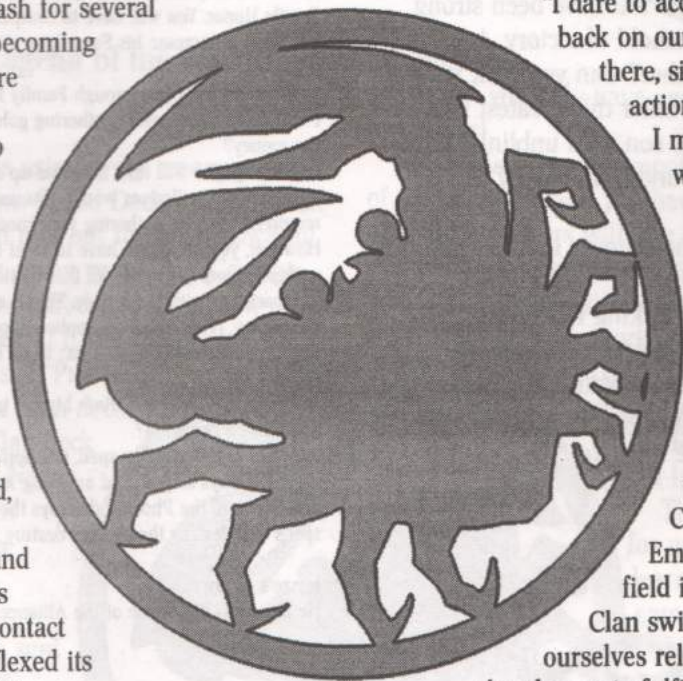
The old man was becoming angry. "Bushido demands that I atone for my mistake!"

"To the Shadowlands with bushido! Bushido is a puzzle box that the creature on the throne has twisted to its own ends! The Lion champion has already fallen to it. I cannot allow you to do the same. Commit *seppuku* here, now, in this dank little hole, and you give it victory, father!"

The old man's faced cracked open, his voice no more than a whisper.

"But the cost! Sukune..."

"Sukune was a sacrifice on the altar of our vanity! His death means nothing if we do not learn from it!"





Don't throw yourself on the pyre as you threw him."

Yakamo fell silent, glaring at his father from across the fire.

"You are the daimyo of the Crab Clan, the Great Bear, the Defender of the Empire! You plotted a thousand different ways to seize the city. Every possible outcome, every conceivable turn, every hill and knoll on that battlefield, you understand like the back of your hand. There is no one in all of Rokugan who knows the plains of Otosan Uchi as well as you." He leaned in close, the Jade Hand clenching into a fist.

"Whatever this creature is, it cannot face us in open battle – not if you are with us. You have been strong enough to lead us to the threshold of victory. Are you strong enough to lead us further? Can you look your dishonor in the face, and shoulder this greatest burden?"

The old man stared at his son with unblinking eyes, burning a hole in the air around him. Finally, he nodded.

"*Hai*. For the Clan and the Empire, I will... live with my shame."

"Good. Then the time for talking has ended."

Yakamo rose and hoisted his tetsubo over his shoulder. The Jade Hand gleamed with a brightness all its own, the firelight dimming from its very presence.

"We have made a terrible mistake. The time has come to correct it."



## FAQ continued from page 9

Q: Do I get honor for overlaying a Personality with her Experienced version? I'm paying the full price, which is zero.

A: No. You're not hiring someone new.

Q: My opponent has a samurai with a Medium Infantry attached, which has a minimum honor of 1. What happens if I dishonor that samurai, so that her Personal Honor drops to 0? Does the Infantry get destroyed?

A: No. Once any sort of card or token has been legally attached to a Personality, nothing will make it "fall off". If you want to get rid of it, you'll have to destroy it directly.

Q: I'm targeting a 1F Personality with an effect that makes him lose 2F until the end of the turn. Does he have a 0F or a -1F?

A: 0F. The only thing in the game that goes into negative numbers is Family Honor. You will have to compensate for the leftover -1F penalty if you want to increase his Force later this turn, though.

Q: What if I have just enough Family Honor to bring a Personality out, but I lose some honor while gathering gold for her? Can I still hire her with the money?

A: No way. She will turn her nose up at your filthy lucre (though the Emperor's tax collectors won't). You must meet all minimum honor requirements after gathering your money for a card. However, you no longer have to meet those requirements when you START gathering your payment. All that matters is how you stand when you approach her with the money. This is a REVERSAL – approach her with the money. (This rule only applies to purchasing cards, by the way. Anything else you try to do has to be legal before you can start it)

Q: When is Hoseki, the Ninja Mystic, treated as a ninja, and when is she treated as a shugenja?

A: When she "casts" her spell, she performs a ninja action instead, but the spell is always a spell, and anything it does to "this shugenja" will affect her. Doom of the Phoenix destroys the spell, Black Scrolls corrupt her, spells that destroy their caster destroy her, and so on.

### Junzo's Army

He also can't make use of the Alliance event.

### Errata

#### Crimson & Jade

Peasant Levies, Tokiuiji: These cards should have the **Ashigaru** trait.

Mounts: This card should have the **Cavalry** and **Creature** traits.

Oni no Genso: This card should have the **Nonhuman** trait.

Genzo: Should not refer to himself as "Norio".

Also, the following three Personalities have lost the **Unaligned** trait and acquired the **Yoritomo's Alliance** trait:

Kemmei

Moshi Wakiza

Tsuruchi



# The L5R Robot



## Solitaire Rules for Legend of the Five Rings

By Ryan S. Dancey

Sure, you've built decks using every acronym you can think of. Your LSD (Lion Speed Deck) is a textbook attacking machine. You can pull out the most powerful Shugenja without blinking, using your CPD (Corrupt Phoenix Deck). When you're bored, you can throw down Hida Yakamo from your CCOD (Crab Clan Oni Deck) faster than you can say "Province Destruction". Your Scorpion Clan deck stains honor, your Crane Clan deck Explodes on cue, and your Naga deck is housed in a Unicorn Stronghold. You're a charter member of the Imperial Assembly. You've read the messages on the list server, sent snide comments to *InQuest*, convinced your local store to carry singles, won your local Sword Tournament, and you've debated Colin, Zen Nick, Allan, and Jeff on-line. You've got at least one of each Clan T-Shirt, and you've squidded an "Enough Talk/Let's Play L5R" Shirt from your local dealer. You've got your order in early for the special leather-bound edition of the RPG. You have a complete collection of cards and multiples of all the good rares. Every deck you build includes

Inheritance.

In fact you only have one problem. You've got no opponents!

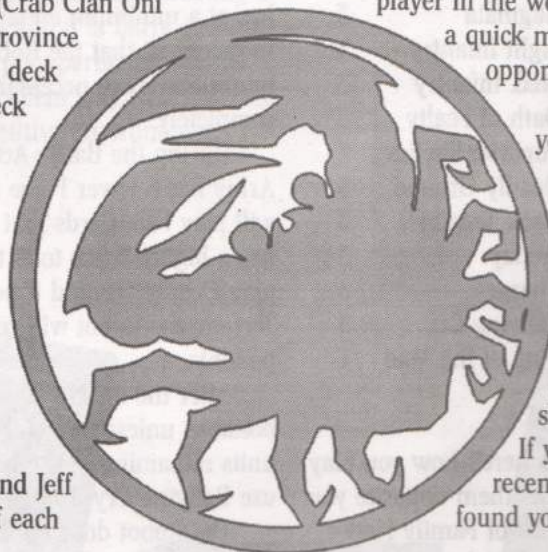
The reasons are unimportant. Maybe it's the middle of the afternoon and you haven't been able to infect any of your co-workers with the L5R virus. Perhaps everyone in the neighborhood has gone down to the theater to watch *Star Wars* again. No matter what, even the best player in the world sometimes gets the jones for a quick match when there are no credible opponents around. What *will* you do?

You'll play L5R solitaire, and you'll love every minute of it!

These rules also work great for new players who are still learning the ins and outs of the game. They are not designed to present you with an unbeatable opponent, but instead a fairly good "robot" to play against that should present a strong challenge. If you and your local players have recently picked up L5R, you may have found yourselves in a situation where

every game seems to become a race to see who can get the most Honor, or a long buildup to one huge battle, where the winner of the battle usually wins the game. The motto

"Speed Kills" is very appropriate for the Robot, and the lessons you're going to learn from it should carry over



*When you have no one to play L5R with, play against an automated Crab deck.*



into your regular Face to Face play as well.

Before we begin, a quick caveat. The Robot is not perfect, and it does not anticipate every possible card effect that could be used against it. If you happen to create a situation where the Robot has to make a decision that has not been outlined for it, just use your best judgment.

### What You'll Need

Because the Robot is designed to play in a Crab Stronghold, you'll need to get a Crab starter deck. You'll also need a stack of Basic Set (Imperial, Emerald or Obsidian Edition) cards to build the Robot from. Most of those cards are Commons, but a few are uncommon and one (Inheritance) is rare. Since the Robot is designed to teach and entertain, don't worry about using a copy of Occupied Terrain as a "proxy" for the Inheritance if you need to.

Here's the deck:

#### Dynasty Cards

Hida Amoro	3
Hida Sukune	3
Ginawa	3
Heichi Chokei	3
Mirumoto Daini	3
Blacksmiths	3
Iron Mines	3
Small Farms	3
Jade Works	3
Glimpse the Unicorn	1
Inheritance	1
Unexpected Allies	1

#### Fate Cards

Naginata	3
Light Infantry	3
Med. Infantry	3
Oath of Fealty	3
Superior Tactics	3
Deadly Ground	3
Cont. Terrain	3
Frenzy	3
Charge	3
Rallying Cry	3
Ring of the Void	1

OK: you've built the Robot, now here's how you play it. Shuffle the cards normally, and set them opposite you on the table. You'll need to keep track of Family Honor for both you and the Robot. You also need to draw the Robot's 5 Fate Cards, and you'll be playing Fate Cards for the Robot. Don't worry about cheating; just pretend that you've played the Robot so many times that you nearly always know what cards it has in hand anyway.

During the Robot's turn, the Robot must play all fate cards from the Fate Hand that can be legally played during the Action Phase. The Robot will not play Oath

of Fealty if there are no valid recipients. The Robot will attach Followers to the unit with the highest Force to which they could be legally attached.

Each turn the Robot must attack. In a multiplayer game, the Robot selects targets in this order of preference:

1. The player with the highest Honor
2. The player who most recently attacked the robot.
3. The player with the most force in play.
4. The Crane
5. The Crab
6. Other Clans

Use a coin flip to break ties.

Once the Defender is selected, the Robot will always attack one Province. The Province attacked will be that holding the personality with the highest Force, or the most expensive holding if no Province holds a Personality. Flip a coin to resolve ties. The Robot attacks with all unbowed Personalities, provided that the Robot has at a minimum enough Force to destroy a Province. In the event that the Robot does not control the minimum Force necessary, it will forego its attack completely.

During the Battle Action Segment, if the Robot's Army has a lower Force total than the opposing army, it will play Fate Cards that add Force. If the Robot's Army has a higher Force total than the opposing army, it will play Deadly Ground if possible. If the opponent plays a Terrain, the Robot will remove it with Superior Tactics, if possible.

After the attack, the Robot will use Rallying Cry if possible, unless the total Force value of all opposing units remaining in the game is less than 5. It will not use Rallying Cry if none of the Robot's units survived.

The Robot does not defend. The Robot will bow its Stronghold for a Province strength increase if an attacking army has sufficient force to destroy a Province, and the +3 bonus thus provided would be sufficient to protect the Province.

During the Dynasty Phase, the Robot will bring cards into play in the following order of preference:

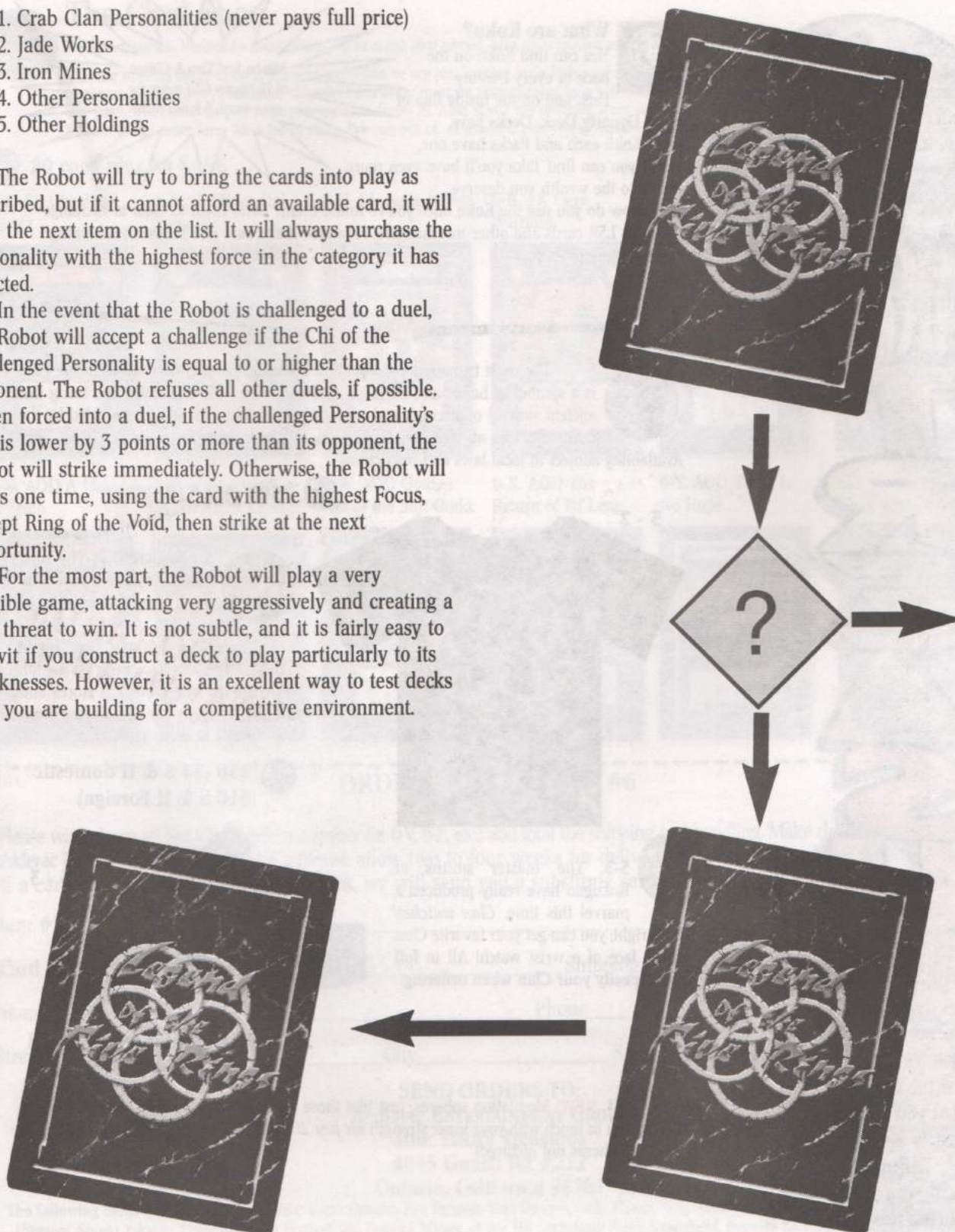


1. Crab Clan Personalities (never pays full price)
2. Jade Works
3. Iron Mines
4. Other Personalities
5. Other Holdings

The Robot will try to bring the cards into play as described, but if it cannot afford an available card, it will take the next item on the list. It will always purchase the personality with the highest force in the category it has selected.

In the event that the Robot is challenged to a duel, the Robot will accept a challenge if the Chi of the challenged Personality is equal to or higher than the opponent. The Robot refuses all other duels, if possible. When forced into a duel, if the challenged Personality's Chi is lower by 3 points or more than its opponent, the Robot will strike immediately. Otherwise, the Robot will focus one time, using the card with the highest Focus, except Ring of the Void, then strike at the next opportunity.

For the most part, the Robot will play a very credible game, attacking very aggressively and creating a real threat to win. It is not subtle, and it is fairly easy to outwit if you construct a deck to play particularly to its weaknesses. However, it is an excellent way to test decks that you are building for a competitive environment.





# TAKA'S TREASURES™



## What are Koku?

You can find Koku on the back of every Destiny Pack and on the inside flap of

every Dynasty Deck. Decks have three Koku each and Packs have one, and if you can find Taka you'll have even more access to the wealth you deserve.

So, how do you use the Koku once you've found them? Send them to Taka to exchange them for L5R cards and other merchandise! However, make sure you follow the shipping and handling procedures.



Mis-backed Taro & Chime of Harmony C&J cards are now worth 3 koku each!

5 - 1



5 - 1. The most treasured possession of a family, the ancestral sword of the Clan is a symbol of honor and heritage. And now with your Koku, you can bring this ancient symbol of strength and pride into your own Household. Provided by the master smiths at Weapons Emporium, available here for a limited time only.

Availability subject to local laws and restrictions.



2500 plus \$10 S&H

5 - 2



5 - 2. Here it is. The shirt that everyone wants. The most sought after shirt at the '96 Gen-Con Game Fair. More than anything else, this is what L5R players have been asking for.

It's currently unavailable at stores and the only way to get it is here - from me. Specify Size (L, XL, XXL).



250 (\$4 S & H domestic \$10 S & H Foreign)



5-3. The master smiths of Rokugan have really produced a marvel this time. *Clan watches!*

That's right, you can get your favorite Clan on the face of a wrist watch! All in full color. Specify your Clan when ordering.



5 - 3



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5-4. **NEW!** Meditation spheres, just like those used by Phoenix Clan shugenja. Get in touch with your inner strength for just 200 koku - for a limited time only! (Spheres not pictured)



200 plus \$2 S&H





## The Card Shop

*All selections are limited by availability – first come, first served. Also, only request one of each card per order, please!*

If you're missing cards to complete your collection or are just looking for a little something to give you that extra edge against your opponent, then peruse this month's selection of cards. Each order must be accompanied by a **self-addressed stamped envelope**, the order form, and any protective materials you want your cards to travel in. Also, if you are ordering from another edition of the Herald, please look at the bottom of the order form for a list of cards I've run out of. All artwork © 1996, 1997 by respective artists and used by permission.



### 20 each plus an SASE

6-O. SL Obsidian Mirror



6-P. SL Minor Oni Servant



6-Q. SL Twist of Fate



6-R. FK Ogre Warriors



6-S. FK Armor of Earth



6-T. FK Mempo of the Void



6-U. AOD A Moment of Truth



6-V. AOD Arrival of the Emerald Champ.



6-W. AOD Golden Obi of the Sun Godd.



6-X. AOD The Return of Fu Leng



6-Y. AOD There Is No Hope



6-Z. **Special** – All 11 Black Scrolls 100K!



### ORDER FORM – Herald #6

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Please write down all items ordered by number (ie. 6-V, 6-Z, etc.) and total the shipping and handling. Make checks payable to the Alderac Entertainment Group or AEG. Please allow two to four weeks for delivery. All items are subject to availability. If a card you have ordered is not in stock, we will send you a substitute card. Please include alternate suggestions.

Item #'s \_\_\_\_\_

(Card Request) Alternate Choices: \_\_\_\_\_ Shipping & Handling Total \$ \_\_\_\_\_

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The following cards are no longer available: Earth Dragon, Fire Dragon, Void Dragon, Hida Kisada, Doji Hoturi, Togashi Yokuni, Matsuo Tsuko, Shiba Ujimitsu, Shinjo Yokatsu, Crysanthemum Festival, Iris Festival, Master of the Tea Ceremony, Ninja Stronghold, Bayushi Kachiko, Naga Abomination, Thunder Dragon, Shosuro Hametsu, Mantis Bushi.



# PERSONALITY TO CHARACTER:

## Converting CCG Personalities into RPG Characters



by John Wick

With the release of the L5R Role-Playing Game, players of the CCG have been asking me "How do I convert my favorite Personality into RPG stats?" While there's no real mathematical formula for it, turning your

favorite Personality into a Character is really quite simple. Here are the guidelines I use when I transport my favorite Personalities into my RPG game.

### Don't Get Too Literal

First off, realize that rules from both the CCG and the RPG are meant to be representative. What that means is that if Kachiko gives you a Seduction token in the CCG, she doesn't necessarily give you a -1 Void token in the RPG.

We decided to give Kachiko her "Seduction token" ability to represent her ability to hurt anyone she can get close to. She's such a player in Rokugan's politics, that she can remove anyone from the picture if she really put her mind to it. The -1 Chi token can represent poisoning (both physical and mental poisoning), political maneuvering, evil manipulative advice ("Trust me, Hitomi..."), or anything else the GM

can wrap his imagination around.

Likewise, her Experienced version is capable of bowing any Personality with the Shadowlands Trait. This represents the fact that she's locked in the Imperial Palace, close to Fu Leng. She passes that knowledge on to Akiyoshi or Aramoro to give the outside world news of his plans, thus making any Shadowlands Personality less effective.

### Honor

A Personality's Personal Honor is the easiest to translate into the RPG. Personal Honor translates directly into the character's Honor Rank. Just slap five Honor Points on him, and he's set.

### Glory

Glory is a little more tricky. The Champions are the easiest. Any Clan Champion is considered a Clan daimyo, thus has an 9 Glory Rank. From there, things can get a little more complicated.

A good guide for finding a character's Glory is Gold Cost. In the CCG, gold represents your daimyo's influence in the Empire, and the more expensive a Personality is, the more influence you need to expend to get them on your side.

### Force and Chi

A Personality's Force represents his ability to command and - to a lesser extent - his physical strength. A Personality's Chi represents his "inner strength" or willpower. You can use a Personality's Force and Chi as a guide as well.

If a Personality has a high Force, he will certainly have a high Battle Skill, but his physical Traits will also tend to be higher than average. Likewise, if a Personality has a high Chi, his Iaijutsu and Kenjutsu



Skills will be high, but his mental Traits will tend to be higher than average as well.

### **Cavalry**

As a general rule, assume that any Personality with the Cavalry Trait has the Horsemanship Skill at Rank 4.

### **Tactician**

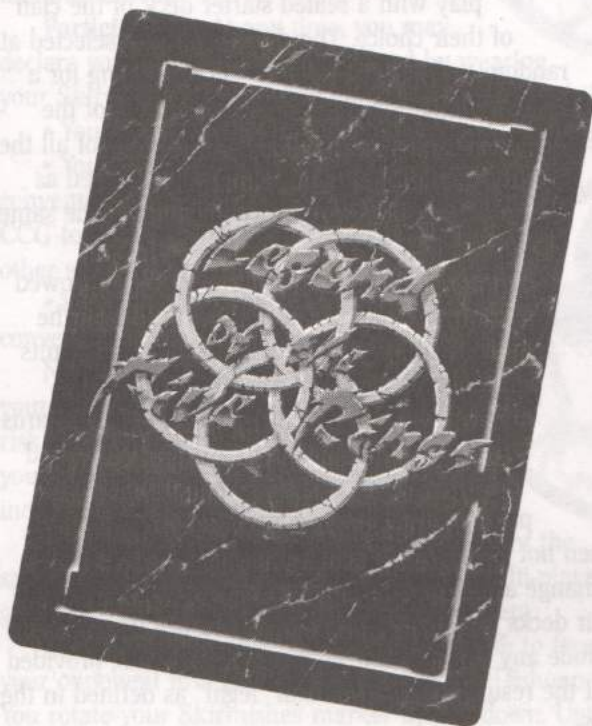
The same goes for the Tactician Trait. These Personalities will certainly have high Battle Skills.

### **Double Chi**

Personalities with Double Chi will certainly be expert duelists, but how do you represent that? A high Iaijutsu Skill would be appropriate, but so would a high Void Rank.

### **It's Your Game**

A last bit of advice. Remember, this is your game, your campaign. If you want Toshimoko to have an 8 Iaijutsu, go right ahead. Just make certain your characters aren't overshadowed by the NPCs. It's no fun playing second fiddle, after all.



## ***Emerald Empire Summer Events***

This summer, the Clan War of Rokugan comes to a shattering conclusion...

...but first, the members of the Imperial Assembly will determine important plot elements for the past and the future!

All events will be constructed-deck, one-on-one, double-elimination tournaments. All twelve currently available Clans and Factions (Brotherhood of Shinsei, Crane, Crab, Dragon, Lion, Naga, Phoenix, Scorpion, Toturi's Army, Unicorn, Yogo Junzo's Army & Yoritomo's Alliance) will be allowed to participate in every event.

### **DRAGON•CON**

June 26-29

#### The Secret of the Sword

One of the Ancestral Swords of the Clans has unknown powers. The Clan represented by the winner of this event will see their Sword enhanced in a future expansion with new and mysterious powers.

### **ORIGINS**

July 17-20

#### The Dark Lord's Favor

Yogo Junzo's forces rampage across Rokugan, under the banner of the last Hantei Emperor. For this unique event the Imperial Favor will be replaced by the Dark Lord's favor – special rules will be in effect for this event only. A special prize, The Dark Lord's Favor will be bestowed on the winner!

#### Winning Kachiko's Favor

The mistress of darkness, the Scorpion Clan Seductress weaves a web of politics and intrigue across the Emerald Empire. The Clan represented by the winner of this event will gain Lady Bayushi's favor – a dangerous but potentially rewarding situation for any samurai!

### **GENCON**

August 7-10

#### The Day of Thunder

The Seven Thunders, led by the descendant of Shinsei have assembled to face the Dark One, Fu Leng as their ancestors did so long ago. Between them and their destiny stand the stalwart legions of the Lion who find their oath to serve the Emperor more powerful than their own sense of preservation. Also opposing them is a vast Shadowlands army led by Yogo Junzo and the oni carrying the name of Hida Yakamo. The Clan represented by the player who wins this event, the ultimate Clan War tournament, will determine which of the Seven Thunders destroys the Dark One forever. However, should the forces of the Shadowlands be triumphant, Fu Leng will cast down the Clans and the world will experience an eternity of darkness!



# L5R Skirmishes League Rules

Version 2.0 • by Ryan Dancey

These rules are designed to allow many people to enjoy the thrill of organized tournament play of the L5R Collectible Card Game in a convention environment while minimizing the impact on the organization of the convention itself, and without requiring the players to dedicate large uninterrupted blocks of time to the event.

These rules are based in part on the concepts developed for the *Over the Edge* Omni League. Those rules were developed by Jonathan Tweet for Atlas Games, publishers of the *Over the Edge* CCG.

**Concept:** It is not always feasible, or even convenient for participants to schedule several hours a day for tournament competition during a convention. In addition, a large tournament can tie up a considerable volume of programming space and time, as well as drain the resources of a convention staff.

*Skirmishes* is designed to circumvent those problems, while still providing a structured play environment for competitive participants.

The basic idea behind *Skirmishes* is simple. You start with a preset amount of cards and an identifying marker that you wear to show that you are participating in the *Skirmishes* contest.

While you are wearing your identifying marker, any other participant similarly marked can challenge you to a Skirmish. Multiple Participants can elect to play a multi-player game, if they so desire.

Before play, the participants examine all the cards controlled by their opponents, and select a card from each to be used as the Card At Risk. In a multi-player game, each Participant will have more than one Card At Risk – one for each of his or her opponents.

**Winning:** The winner of the game collects all the

Cards At Risk from his or her opponents and assumes ownership of them. The winner of a multi-player game receives all of the Cards At Risk.

Each time a Card At Risk is won during Skirmishes, the winner signs the face of the card (not the back – the card back cannot be marked in any way, or the card will be deemed ineligible for play).

NOTE: Cards with lots of signatures are obviously hot items in the *Skirmishes* environment. It's usually worth tracking them down and Challenging for them!

At the end of the event, the participant with the most signed cards is declared the winner!

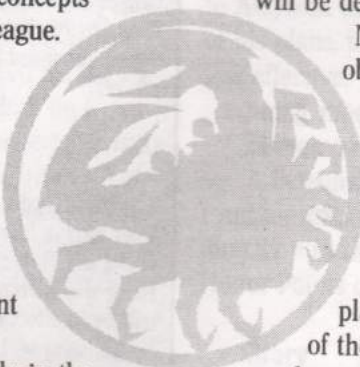
**The Cards:** Each Participant Begins play with a sealed starter deck of the clan of their choice. The deck should be selected at random – don't open several decks looking for a particularly strong mix of cards. At the option of the Skirmishes organizer, or by mutual agreement of all the participants, booster packs can be supplied as well, provided that each player gets the same type of packs.

No sales, gifts, or trades are allowed between Skirmishes participants. The only exchange of cards allowed results from losses as described below.

Each participant will divide the cards they control into two groups: Decks and Reserves. All cards not in the decks of a participant are considered to be in Reserves.

When not playing a match a participant is free to exchange as many cards as he or she desires between their decks and their Reserves. Players are free to include any card in their decks that they wish, provided that the resulting decks are still "legal" as defined in the rules.

**The Decks:** Each Participant will represent a single





Clan, as defined by their Stronghold. Strongholds cannot be used as Cards At Risk. Once the Stronghold is selected, the player cannot switch Clan allegiance during the event.

Each Participant must use a minimum of 25 cards in both the Dynasty and the Fate decks. If a Participant has lost enough cards to make the construction of a legal Fate or Dynasty Deck impossible, that participant is disqualified from tournament play and cannot continue to participate.

All other deck construction rules are in effect, including the three card maximum, and the single card limits on Rings, Events, Unique Cards, and Experienced Cards.

Cards in Reserve must be kept separate at all times, but available to challengers to be selected as Cards At Risk.

Failure to provide ALL cards controlled by a participant to a Challenger for selection of the Card At Risk will result in the immediate disqualification of the participant from the tournament.

**Participation:** At any time, you may declare your eligibility be Challenged by wearing your Skirmishes marker. You cannot be Challenged if:

- You are already playing a Skirmishes game.
- You are participating in a scheduled convention event, such as an RPG session, CCG tournament round, seminar, panel or other such activity.
- You are not on the premises of the convention.

**NOTE:** At any time, you can remove your Skirmishes marker, and thus the risk of being challenged. For as long as you do not display your marker, you are ineligible to be challenged.

If two or more participants challenge you at the same time, and you do not wish to play a multi-player game, you may select which challenge to accept.

If you are challenged and you do not wish to face your opponent in a game, you may become Dishonored. You rotate your Skirmishes marker upside down. Until your Honor is restored you cannot challenge another

Skirmishes participant. To have your Honor Restored you must be challenged by another player, and you must win the challenge. You do not select a Card At Risk for this challenge, though your opponent does. Instead, if you win, rotate your Skirmishes marker right-side up. You cannot gain any cards from winning a challenge to Restore Your Honor. Once your Honor is Restored you may rotate your Skirmishes badge to its normal orientation, and resume challenging normally.

If you elect to refuse a challenge and do not wish to become Dishonored you will be disqualified from Skirmishes.

If you are unable to complete a game for any reason, you forfeit your Card At Risk to your opponent.

If it is determined in mid-game that the Decks you are using are illegal, you immediately forfeit the game, and your Card At Risk. The event Judge should feel free to take more drastic action, including disqualification if you are caught with an illegal deck a second time.

**Organizing:** Putting together a Skirmishes event is simplicity itself. You basically need to gather some sealed Starter Decks, and some badges or other indicia to use as the Skirmishes marker.

Feel free to make as many copies of these rules as you wish. Then, let other L5R players in your local community know when and where the event will be held, and get ready for the challenges to start flying!

**NOTE:** Vendors always appreciate it when a troupe of Skirmishes players appear in the Dealer's Room and clear them out of Starter Decks! Buying decks from retailers at the con is a great way to foster good will, help promote the product, and let the retailers know that there is a larger market for L5R in the local community!

If you are going to be playing Skirmishes at a Convention and you are not a member of that Convention's staff, it would be a polite gesture to let then know that you'll be running a Skirmishes event and explain how the system works.



If you can get access to a table in a central area of the convention, you can set up a skirmishes headquarters where people can check in (receive decks, rules, and markers), and where players can congregate to make Challenges easier.

You should appoint someone (or nominate yourself) to be the Official Tournament Judge. The judge should never participate in the event directly, and should wear a special badge or indicia so that the skirmishes players will be able to recognize the authority of the Judge. Judges settle disputes between players, answer rules questions, and enforce the terms of the event. The decision of a Judge is always final and is not subject to appeal.

Because there are no time constraints on a Skirmishes event, it's always a good idea to post signs (in approved location, of course!) explaining that new players can join any time. Also, if you've been able to get access to a table, you may want to set up a "teaching area" so new players can learn the game before they put on their Skirmishes marker and start challenging the local L5R masters!

Also, be sure that you set something interesting aside as the tournament prize, and never promise a prize you cannot be sure you can deliver! Prizes don't need to be expensive – often, a unique and interesting prize will be more valuable to the winner than an expensive but uninteresting item.

**Tournament Rules:** The standard L5R Tournament rules are in effect for all *Skirmishes* games.

Even though Skirmishes begins with a sealed deck, the sealed deck rules are not in effect. You cannot use a card that would not normally be able to join your clan, and you must remove duplicate Event, Ring, or Unique cards from your deck before play.

**Disqualification:** You will be removed from the tournament and forfeit any challenge you are currently playing (Your opponent will gain ownership of your Card at Risk) under the following conditions:

- You are unable to construct a Fate and /or Dynasty

Deck with at least 25 cards.

- You refuse to provide all of your available cards to your opponent to be selected as the Card At Risk.

- You refuse a legal challenge and elect not to Become Dishonored.

- You continue to dispute a final ruling made by the event judge or organizer after the ruling has been made, and you have been warned once that further dispute will result in your disqualification.

- You attempt to look at your opponent's face down cards or hand, or any face down card in your own provinces, or any card on the top of a deck, without the use of an appropriate game mechanic.

- You add cards to your deck from any outside source. The only cards which are legal for

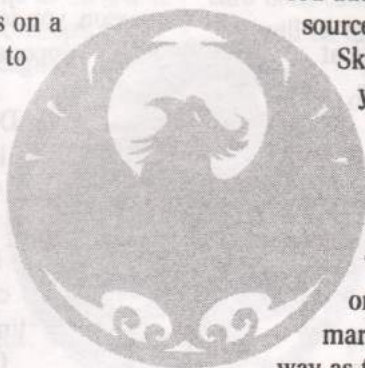
Skirmishes are those you are provided when you enter, and those you win from other opponents.

- You mark any card, or play with any card that is marked in such a way as to be visually or tactually identifiable. This does not include the mark you place on Cards At Risk that you win, unless that mark somehow alters the card in such a way as to make it a "marked card" as that term is commonly understood.

- You engage in any dishonorable activity, such as unsportsmanlike conduct, threatening opponents, or creating in any way a hostile environment for other participants.

- At the sole discretion of the event organizer, it is determined that you have conspired with other players to throw a game to increase the amount of cards won by yourself or other players.

- You knowingly misplay a card or action.



### *Fascinating Fact*

At a recent convention, 400 Koku were sold for the princely sum of \$17.





# Legend of the Five Rings

## Sanctioned Tournament Schedule

### **\*\*Saturday, June 21\*\***

MicroCon '97 in Albuquerque, NM For info call Robert Cushman (505) 332-1855

Gaming Circles in the Philippines (632) 363-4599

MicroCon at Games Plus in Woodinville, WA (425) 485-7295

Phoenix Rising at St. Catharine's, ON (905) 688-0119

Adams Family in Portland, OR (503) 294-1767

Neutral Ground in New York, NY (212) 633-1288

Gamemasters in Memphis, TN (901) 752-3904

Other Realms in Kapolei, HI (808) 536-8236

### **\*\*Sunday June 22\*\***

ACE Computers 7 Games in Santa Rosa, CA (707) 575-5797

Mike's Comics & Cards in N. Chelmsford, MA (508) 251-0741

Major League Sportscards & Comics in Lansing, MI (517) 321-0068

### **\*\*Saturday, June 28\*\***

All About Games in Belfast, ME (207) 338-9984

A Place to Play in San Jose, CA (408) 267-6227

Gray Matter in Washington - Call Bruce Johnson at (212) 633-1288 for information

Great Escape Games in Sacramento, CA (916) 927-0810

### **\*\*Sunday, June 29\*\***

Blue Planet Collectibles in San Francisco, CA (415) 752-6381

Game Empire in San Diego, CA (619) 574-6740

### **\*\*Saturday, July 5\*\***

The Slam Pit in North Hollywood, CA (818) 763-4748

### **\*\*Saturday, July 12\*\***

The Dragon Hobby Games in Santa Cruz, CA (408) 429-9095

Brookhurst Hobbies in Garden Grove, CA (714) 636-3580 This is a Yoritomo's Alliance Clan War... all players must use the Alliance Stronghold.

The Strategy Game Corner in Huntington Station, NY (516) 271-5995

### **\*\*Sunday, July 13\*\***

Match Play Games in Mountain View, CA (415) 947-0398

### **\*\*Saturday, July 19\*\***

Gaming Circles in the Philippines (632) 363-4599

Gamemasters in Memphis, TN (901) 752-3904

### **\*\*Saturday, July 26\*\***

Adams Family in Portland, OR (503) 294-1767

A Place to Play in San Jose, CA (408) 267-6227

### **\*\*Sunday, July 27\*\***

Game Empire in San Diego, CA (619) 574-6740

Mission Games in Mission, BC (604) 820-3224

### **\*\*Saturday, Aug. 2\*\***

The Slam Pit in North Hollywood, CA (818) 763-4748

### **\*\*Saturday, Aug. 9\*\***

The Strategy Game Corner in Huntington Station, NY (516) 271-5995

### **\*\*Saturday, Aug. 16\*\***

Adams Family in Portland, OR (503) 294-1767

Gamemasters in Memphis, TN (901) 752-3904

Gaming Circles in the Philippines (632) 363-4599

### **\*\*Saturday, Aug. 30\*\***

A Place to Play in San Jose, CA (408) 267-6227

### **\*\*Saturday, Sept. 6\*\***

The Slam Pit in North Hollywood, CA (818) 763-4748

### **\*\*Saturday, Sept. 13\*\***

Gaming Circles in the Philippines (632) 363-4599

The Strategy Game Corner in Huntington Station, NY (516) 271-5995

### **\*\*Saturday, Oct. 11\*\***

Gaming Circles in the Philippines (632) 363-4599

### **\*\*Saturday, Nov. 8\*\***

Gaming Circles in the Philippines (632) 363-4599

### **\*\*Saturday, Dec. 20\*\***

Gaming Circles in the Philippines (632) 363-4599



# National Rankings

Collated and compiled by  
Dave Williams and  
Marcelo A. Figueroa

If you have any questions about the  
rankings, send email to:  
l5rankings@frpg.com

*Now, '96 points are listed separately from total points. Also, these days points won are based on a player's final position in the tournament, not on each round. Don't panic – nothing has really changed, but now it's easier for us to tally the results. Lastly, the Top Ten lists will make a return in the next issue.*

Last Name	First Name	Affiliation	'96 Points	Total					
Alexander	Jeff	Phoenix	800	1825	Bradley	John	Lion		525
Allen	Daniel	Dragon	1300	2000	Brand	Melinda	Unicorn	450	450
Allen	David	Crane	1350	1350	Browner	Chris	Unicorn	300	300
Anderson	Miles	Dragon	500	500	Brayfield	Doug	Scorpion		575
Anderson	Ralph N.	Dragon	750	750	Breitfus	Caj	Ronin	1850	1850
Ang	Paul	Phoenix	250	250	Brito	Robert	Lion	650	650
Anglin	Jack	Dragon		225	Brooker	Travis	Crab	450	450
Arlington	Dave	Lion		25	Brown	Douglas	Ronin	800	800
Artz	Bruce	Phoenix		375	Brown	Jason	Phoenix	3200	5775
Asef	Alex	Crab	2050	2050	Brown	Russel	Scorpion		550
Athelain	Roland	Scorpion	200	300	Brown	Tom	Lion	200	200
Atteberry	James	Unicorn	150	150	Brown	Travis	Phoenix		400
Bachelor	Dean A.	Lion	300	400	Brozovich	Robin	Lion		225
Bagley	Phil	Unicorn	300	475	Bruns	Dan	Crab	2400	2400
Baker	John D.	Unicorn	800	800	Bryant	Chris	Scorpion	775	775
Baker III	John D.	Unicorn	800	800	Bui	Truc	Unicorn	200	200
Baldwin	Mike	Monk		25	Burdick, Jr.	Bart D.	Unicorn	900	1300
Banda	Paul	Naga	900	925	Burgess	Eric R.	Crane	150	150
Barents	Owen	Unicorn	450	450	Burghardt	Chris	Unicorn	150	150
Barker	Wayne	Dragon	150	150	Burrows	Peter	Scorpion	700	700
Bateman	Craig	Toturi's Army	900	1500	Burson	Robert	Junzo's Army	1050	1050
Bates	Jason	Scorpion	1050	1050	Burton	James	Crab	2250	2250
Beacham	P. J.	Scorpion	1400	1400	Bush	Hal	Naga	3400	3925
Bender	Kevin	Unicorn		100	Butcher	Boyd	Unicorn	450	450
Bender	Michael	Crab		225	Cabrera	Rommel Y.	Lion		875
Bergstrom	Eric	Ronin	300	300	Callaway	Pete	Unicorn	500	500
Berman	Justin	Phoenix	300	900	Carlson	Chris	Naga	50	50
Bertram	Lance	Unicorn	750	825	Carpenter	Ken	Phoenix	6750	7050
Besaw	David	Ronin	150	150	Carson	Robert	Crab	3100	3900
Betts	Everett	Junzo's Army		1000	Carter	Steven	Crane		350
Beyer	Brian	Crab	300	1150	Cartozian	Aaron	Scorpion	50	50
BhandarKar	Naveen	Crab	50	50	Cascone	Nicholas	Lion	2475	4175
Biller	Ryan	Crab	450	450	Castillo	Xavier	Ronin	250	250
Birkelbach	Philip	Crane	900	900	Catinari	Michael	Phoenix	150	1600
Bjornseth	Lisa	Unicorn	750	750	Ceccardi	Peter	Phoenix	900	1825
Black	Thomas	Crane	300	500	Celli	Antonio	Scorpion	325	400
Bloom	Tracy	Lion	325	800	Cetorelli	Daniel	Lion	1500	1500
Bloyd	Jeremy	Ronin	600	600	Chacon	Dave	Phoenix	925	925
Bogus	Dimitrios	Unicorn		300	Chafe	Frank L.	Lion	1400	2900
Bonahoom	Tobie	Phoenix		725	Chamberland	Paul R.	Dragon	150	150
Box	Monte	Crab	450	475	Champlin	Jeremy	Lion		500
					Chase	Mike	Junzo's Army	100	100



Christensen	Doyle	Phoenix	1675	2025	Duong	Felix	Crab	2250	3375
Chu	Toshi	Scorpion		575	Duskin	Kirk	Unicorn		25
Chuang	Peale	Unicorn		225	Dyker	Bruce	Dragon	150	150
Chung	Abraham	Ronin	450	450	Eastman	Stuart	Lion	1250	1250
Clark	Andrew	Phoenix	1300	1500	Eckel	Jim	Phoenix	200	800
Clemente	Brian	Phoenix		200	Edge	Brad	Crane	50	50
Clemente	Robert	Unicorn	550	550	Edge	Ellen	Unicorn	150	150
Clements	Ira-Shaine	Naga	650	675	Edmonds	Matt	Lion	150	150
Clingan	Ted	Crab	450	450	Edward	Harry A.	Dragon	450	450
Clough	Sean E.	Ronin		775	Edwards	Colin	Phoenix	1500	3475
Cochran	Michael	Phoenix	600	1600	Edwards	David	Lion		175
Coelho	Marco	Toturi's Army	400	400	Edwards	Mark	Dragon	1500	1875
Colbert	Kevin J.	Unicorn	1625	1700	Elson	J. T.	Naga		25
Coleman	Alshin	Ronin		3100	Embley	Tyler	Ronin	2350	2350
Coleman	Joseph	Crab		325	Enoksen	Kurtis	Mantis	4750	5675
Coleman	MC	Crane		325	Escarcega	Bernie	Lion	150	150
Collier	Steve	Crane		375	Evans	Jon	Unicorn	375	375
Cook	James	Phoenix	200	200	Exline	Mike	Dragon	200	200
Cook	William	Dragon	13975	13975	Fahrenkopf	Michael	Lion	900	900
Coolidge	Ray	Crab	1350	1550	Fair	Jason	Unicorn	2400	2725
Coombs	Shana E.	Toturi's Army		200	Faleafa	Motau	Phoenix	50	50
Cooper	Tom	Lion	9900	11100	Faleafa	Sam	Phoenix	650	650
Cornelius	Jeff	Dragon	300	300	Faulkner	Dennis W.	Lion	1625	4325
Corriden	Ross	Crane		625	Fehr	Chris	Ronin	600	925
Cudworth	Ron	Ronin		25	Feldman	Jonah	Ronin		775
Cushman	Robert	Phoenix	2100	2100	Ferguson	Joel	Phoenix		25
Czechowski	Ed	Unicorn	1550	1575	Fernandez	Fred P.	Dragon	5600	11375
Czechowski	Kathleen	Dragon	800	800	Fiala	John C.	Dragon		1025
D'Amico	Gabe	Phoenix	300	300	Fikes	Edward	Dragon	400	400
Daley	Daniel N.	Naga	1650	1650	First	Matthew	Toturi's Army		1075
Damour	Paul	Unicorn	225	225	Fisk	David	Crab	1050	1050
Daniels	Robert E.	Unicorn		200	Flood	Paul	Ronin		325
Daugherty	Ray	Unicorn		150	Florence Jr.	John L.	Lion	500	500
Davies	Lucifer	Unicorn	500	500	Flores	Philip	Phoenix		175
Davies	Stephen	Dragon	50	50	Floyd	Kevin	Crab	275	300
Davis	Scott	Phoenix	1350	1925	Fong	Andrew	Ronin		1825
DeGlopper	Peter	Dragon		500	Ford	Alan	Scorpion	1250	1250
Deich	Michael	Phoenix	50	50	Forest	Dewayne	Dragon	3550	3550
Delaney	Tom	Phoenix	1100	1100	Foronda	Justin	Crane		125
Deling	Mark	Unicorn		25	Fortenberry	Gary	Phoenix	3200	3200
DeMartine	Patrick	Naga		975	Foster	Andy	Lion	150	150
Dendinger	Daniel	Crane		100	Foster	David	Crab	300	300
Deutsch	Donald	Lion		550	Foster	Doug	Crab		375
Devlin	Eric	Unicorn		350	Foster-Keddie	James	Ronin	300	300
DiMeo	Pasquale	Ronin	1700	1700	Fox	Corey	Ronin	300	300
Doberstein	Chad	Phoenix		350	Fox	Jesse	Unicorn	150	150
Dokka	Gerald	Unicorn		600	Fraigun	Ron	Unicorn	436	436
Doner	Terry	Phoenix	3250	7125	Frame	Russell	Crane	950	950
Dorrough	Mark	Dragon		350	Fraser	Jack	Dragon	50	425
Dorsey	Eric	Crab	1150	1475	Freidin	Stanislav	Phoenix	450	650
Dotter	Mike	Ronin	450	650	Fretze	William	Lion		225
Douglas	Les	Phoenix	5300	5300	Frey	John W.	Lion	325	325
Dovico	Mark	Lion	2650	3200	Fukumoto	Jason	Crab	1600	1600
Dovico	Mickie	Unicorn	225	225	Furnish	Jeff	Unicorn		900
Dowd	Kenneth	Ronin		75	Gaines	Michael	Phoenix	500	500
Dracula	Jack	Scorpion	1400	1400	Gallagher	Aaron	Lion	150	150
Drake	Alex	Crane	200	200	Garcia	Paul	Phoenix	800	800
Dreeszen	Derk	Dragon	1450	1450	Garcia	Tim	Crab	150	150
Dreyfus	Stephane	Naga		100	Garland	Charles	Naga		250
Duann	Tom	Crab	4450	4450	Garrett	Morgan	Ronin	1345	1545
Dube	Gregory	Crab		200	Garrison	Mason	Toturi's Army	900	900
Dubuque	Chris	Scorpion	700	700	Geardi	Paul	Crane	1300	1300
Duckworth	Paul	Unicorn		375	Glenn	Will	Crab	1700	1700
Duenez	Richie	Scorpion	450	450	Glover	Bryan	Dragon	175	175



Goins Jr.	Ronald Lee	Crab		175	Kassabian	Matt	Naga	1100	1100
Gollihar	Jesse	Dragon	2450	2450	Kaufman	Wayne	Ronin	1000	1000
Gomez	Matt	Unicorn	1500	1500	Kay	Erik	Ronin	900	900
Gomez	Tony	Unicorn	1050	1050	Kearney	Talbert	Crane	50	50
Gonzalez	Joquin	Toturi's Army	300	300	Kessel	Justin	Ronin	925	1725
Goodman	Beverly	Phoenix	150	150	Kiang	James	Dragon	450	450
Goodyear	Brendon T.	Lion	800	1400	Kibrick	Keenan	Unicorn	150	150
Goss	James	Scorpion	450	450	Kim	Donny	Unicorn	1175	1175
Graesser	Justin	Ronin	2000	3050	Kimes	Dean W.	Unicorn	1050	1050
Granato	John	Lion	600	600	Kirby	Eric	Ronin	2200	3125
Granich	Jamie	Dragon		600	Kirby	Gary	Unicorn		200
Green	Anthony	Ronin	9075	11875	Kirk	Robert D.	Ronin	1850	1850
Grendell	Dan	Naga	300	300	Klabis	Jeremiah	Crab		100
Grey	Erik J.	Lion	1000	1000	Kletzing	Jim	Junzo's Army		175
Griffin	Nicholas	Naga	800	1400	Kling	Michelle	Dragon	450	450
Grogan	Jeoffrey A.	Phoenix		100	Knowles	John	Phoenix	150	150
Gross	Bob	Lion	900	900	Knox	Kevin	Lion	900	900
Grover	Ed	Dragon	200	200	Koehly	Jeff	Ronin	300	300
Groves	Jason	Crane		200	Koenings	Dirk	Ronin	450	450
Hafezi	Nema	Mantis		350	Kolacinski	Mike	Lion		75
Hafezi	Sena	Crane	375	1850	Kolacinski	Russell	Ronin		75
Hahn	Teya	Crab	1500	1500	Kosler	Kenneth	Crab	600	600
Hall	Robert	Unicorn	800	800	Kothencz	Adam	Dragon	100	425
Hammond	Justin	Crane		250	Kravitz	Michael	Ronin	1000	5125
Harrington	Randy	Ronin	900	1400	Kreder	Karl	Crab	300	550
Hasselbacher	Matthew	Crab		725	Krieger III	Billie	Dragon	300	300
Hatfield	Tyson	Unicorn	2050	2050	Kruger	Mike	Crab	1425	2425
Hawkus	Clifford	Ronin		1275	Kugler	Tad	Crab	350	350
Hay	John C.	Crane	50	50	Kuper	Aaron	Lion	125	875
Hederman	Rea S.	Naga	1850	1850	Kushnerick	Ed	Ronin		25
Helmbold	David	Ronin		100	Lahti	Dylan	Dragon	150	525
Helvensteijn	Robert	Ronin		875	Lai	Simon	Crane		100
Hess	Lane	Ronin	450	450	Lam	Dieu	Dragon	500	500
Hew	Ronald	Unicorn	225	225	Lambert	Michael	Scorpion		225
Hidalgo	Quentin	Dragon	300	300	Land	Richard	Dragon		125
Hixon	Michael	Ronin	775	775	Larramendi	Frank	Crane	100	100
Hodge	Allen	Dragon	4100	4100	Larsen	Erik	Crab	1550	1550
Holley	Tom	Unicorn	450	450	Laska	John	Dragon	125	125
Hood	Garth	Dragon	300	300	Lauver III	William	Naga	150	525
Horde	Heiji	Ronin	525	625	Lazar	Jonathan	Crab		200
Horton	Jesse	Ronin	1000	1000	Le Bouef	Jason	Unicorn	50	50
Horvath	Stephen G.	Dragon	925	1575	Lecocq	Jean-Michel	Dragon		1150
Houle	Jonathan	Mantis		700	Lee	Jonathin	Phoenix		875
Howard	Josh	Lion	2400	3000	Letsch	Dennis Alan	Crane	350	350
Howlett	Lawrence A.	Dragon	450	450	Lewis	Charles	Ronin	50	50
Hoyt	Ben	Phoenix	425	425	Lewis	Phil	Scorpion	650	650
Hoyt	Timothy	Lion	3900	3900	Lindholm	Jesse	Ronin	300	300
Hubbard	Tom	Lion	3025	3025	Lo	Ernest	Ronin		75
Hudson	Akonl	Dragon	525	525	Lomison	Marc	Ronin		100
Huggins, Jr.	Samuel	Ronin	50	50	Lord	Jeffrey	Ronin		375
Ingram	Bill	Lion	300	300	Lucero	Eric	Dragon		500
Jackson	Jerry	Ronin		100	Luikart	Todd Stephen	Dragon		25
Jaeger	Lyle	Ronin	450	450	Lujan	Daniel Ray	Crab	5100	5100
James	Bronson D.	Naga	525	975	Luna	Henry	Naga	300	400
Janssen	Brian	Unicorn	250	250	Macy	David	Crane	300	300
Jerome	Mark	Toturi's Army	1900	4725	Malec	Dale	Ronin	775	775
Johnson	Eric	Lion	450	450	Maners	Michael	Crane	3100	4775
Johnson	Ivan	Crab	200	200	Mans	Wade	Crab	50	50
Johnson	Ryan	Toturi's Army	900	1100	Marga	Tom	Ronin	50	50
Jones	Kevin	Dragon		25	Martell	Max	Crane	150	150
Jones	Tom	Scorpion	900	900	Maruyama	Lawrence	Ronin	550	550
Joyce Jr.	George E.	Phoenix	300	300	Masterson	Kevin	Scorpion	300	675
Jukes	David	Phoenix	1235	1260	Mathews	John F.	Lion	50	925
Kampschroer	Michael	Ronin		75	Matteson	Brad	Crab	12050	23125
Kane	Richard	Unicorn	300	300	Maxham	Bradley	Lion	150	150



Maxwell	Duane	Dragon	825	825	Peck	Benjamin	Crab	12000	17775
Mazorra	Joel	Lion		225	Peck	Charles H.	Crane	8725	10250
Mc Clean	Jason	Dragon	1150	1150	Perdomo	Willy	Dragon	100	175
Mc Cormick	Steve	Ronin	150	150	Peters	Bear	Unicorn		475
Mc Goey	Arthur	Crane	900	900	Peterson	Scott	Dragon	625	625
Mc Manama	Sean	Naga	2450	2875	Peterson	Teresa	Ronin	750	750
McAllister	David	Crane	400	400	Petty	Ken	Ronin	600	600
McCauley	Troy	Phoenix	1150	2150	Phillips	Leon	Toturi's Army	1400	2300
McNeill	Dylan	Scorpion		25	Piecuch	Phillip	Unicorn		725
McVey	Michael	Ronin	450	550	Pitcher	Steve	Phoenix		525
Meany	Gerilyn	Scorpion	450	450	Pitts	Zachary	Crane		500
Medeiros	Jonah	Scorpion	50	50	Pollock	Jessemay Ann	Lion	1650	1675
Meroney	Brett	Scorpion		550	Powlishta	Jeff	Unicorn	900	900
Mifsud	Gino S.	Ronin	50	50	Preston	Garry	Ronin		175
Milburn	Jeff	Crane	600	600	Proctor	Bob	Lion	150	150
Miller	Mike	Scorpion	200	450	Protis	Robert	Lion	1700	1700
Milobar	Stephen	Scorpion		500	Raley	Michael	Crane	1600	1600
Mo	Andrew	Crane		200	Ramias	Jason	Crane		425
Modreski	Brian	Phoenix	1550	1550	Ramroop	Anderson	Crane	1300	1300
Molinar	Valentino	Monk	4100	5375	Rast	Andrew	Crane	750	750
Monson	Gordon	Unicorn	300	300	Ratcliffe	Jeremy	Unicorn	500	500
Montano	Ralph	Ronin	400	600	Rathja	Eric	Lion		1700
Monteith	Robert H.	Dragon	75	75	Rattner	Paul	Scorpion		1000
Montenegro	Brighton	Lion	800	2025	Ray	Ronald L.	Unicorn	1800	1800
Montoya	John	Unicorn	250	250	Reddy	Venk	Lion	6600	8975
Moore	Ian	Crab		25	Reese	Bryan	Unicorn	1025	1025
Morales	Marcelo	Lion	1050	1050	Reinhart	Rick	Crane		1300
Moreno	Carlos	Ronin		250	Reinlieb	Andrew	Phoenix		750
Morris	Andy	Ronin	1500	1800	Rentas	Carlos	Crab	1725	2800
Morrow	J. Todd	Scorpion	750	750	Rentas	John A.	Lion	3075	3525
Mundy	Steve	Unicorn		125	Reyes	Eric	Crane	5925	5925
Murdock	John A.	Dragon		25	Richardson	John	Phoenix	250	250
Murphy	Fransz	Lion	500	500	Rivera	William	Lion	800	800
Murphy	Jim	Crane	300	300	Robbins	Clifford	Dragon	150	250
Murray	Reg	Unicorn	650	850	Robert	Jason	Monk	1300	1300
Myatt	Howard	Ronin	1850	1850	Robert	Nelson	Scorpion		400
Myer	Chris	Dragon	3200	3200	Roberts	Jeremy	Naga	150	1675
Nachtman	Christopher	Ronin		100	Roberts	Phil	Phoenix	900	900
Nakamura	Stewart	Crane	300	300	Robertson	Howard	Ronin	150	500
Nanongkhal	Victor	Ronin	3850	3850	Rodriguez	Nelson	Crab	50	50
Nash	Buddy	Ronin		650	Rodriguez	Christian	Scorpion	650	850
Neidenbach	Nic A.	Scorpion	700	700	Rogers	Gabe	Unicorn	1700	1850
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Niisato	David	Crane		1500	Romig	Kurt	Ronin	150	150
Norse	Robert	Ronin	300	300	Rooney	Scott	Lion	300	300
Nowak	James	Junzo's Army	6675	10000	Rose	Scott	Unicorn	100	325
O' Dell	Adam	Unicorn		700	Rosehill	Dave	Crab	75	575
O' Farrell	Dan	Unicorn	650	650	Ross	Bruce	Crane	300	300
O' Byrne	Chad	Ronin	450	875	Ross	Ian	Dragon	475	475
Oei	Lawrence	Unicorn	450	450	Rowe	Joshua E.	Naga	850	1175
Oldaker	Matt	Crane	1050	1050	Rubel	Neil	Phoenix		25
Orlando	Scott	Unicorn	7850	15325	Ruland	Peter S.	Naga	800	800
Osborne	Jonathan	Lion	685	860	Salsman	David	Crab	6500	10500
Ostrand	Adam	Crane	300	300	Sanchez	Rufino	Lion	250	250
Outzen	Steve	Scorpion	6500	8000	Sandoval	James	Ronin	1600	1600
Oversby	Charles	Crane	600	600	Santellano	Ben	Ronin	425	425
Padron	Raul	Crane	100	100	Satterlee	Christy	Crane	50	50
Pafumi	Ryan	Crab		500	Sauer	Steven	Unicorn	2550	3050
Pagle	Alex	Scorpion	5100	6300	Savage	Brandy	Ronin	1675	1850
Pagliaroni	Scott	Unicorn	350	350	Savage	R. Hyrum	Crab		75
Parco	Justin	Phoenix	975	975	Schafer	Joe	Unicorn	1200	1200
Parks	Al	Scorpion	50	50	Schick	Travis	Unicorn	900	900
Parrish	Scott	Dragon		225	Schultz	Russell	Dragon	1100	1100
Patterson	Jeremy	Crane	300	300	Schumm	Damian	Phoenix		525
Paun	Owen	Scorpion	650	650	Scott	Dan	Scorpion		175



Scott	Matthew Ken	Lion	125	125	Tsakakoshi	Marc	Crane	3875	4050
Self	Bryan	Lion		1050	Turner	Christopher	Dragon	450	450
Sellers	Josh	Dragon	3850	3850	Tyler	Jim	Dragon	800	800
Settle	Bryan M.	Ronin	600	600	Udewitz	Jon	Scorpion	600	600
Seyberth	Allan	Lion	4150	4150	Vail	Troy E.	Lion	6100	6350
Seymour	Marcus	Dragon		425	Van Nortwick	Mark	Ronin		75
Sherlock	Jason A.	Ronin	125	125	Van Winkle	Jason	Unicorn	1400	1775
Sherman III	Earl	Ronin		550	Vega	Niguel	Scorpion	50	50
Sherwood-Lewis	Mindy	Naga	100	100	Vincenzi	Wayne	Dragon	300	300
Shinabery	Tom	Ronin	300	325	Waechtler	Craig	Lion	1550	10250
Shlasinger	Zev	Phoenix	700	1100	Wagner	Jon	Unicorn	300	300
Sideras	Glen E.	Crab	300	300	Walker	Scott M.	Lion	900	900
Silva	Sean	Dragon	5525	8375	Walls	James	Dragon	300	300
Silverman	Ephraim (Rami)	Dragon		25	Walts	John	Scorpion	1274	1274
Skovronsky	Tom	Ronin	300	300	Wang	Bling	Ronin		100
Slaten	Brandon	Lion	900	900	Watkins	Jim	Crab		175
Sloman	Randy	Ronin	500	500	Watkins	Mark	Dragon		100
Smith	Marshall & Sonya	Dragon		500	Way	Charles	Dragon	900	900
Smith	Nicholas	Unicorn		875	Webb	Eric	Ronin	150	150
Smith	Nick	Unicorn	150	150	Weiss	Aaron	Unicorn	300	300
Smith	Nick	Unicorn	800	800	Welshans	Brian	Ronin		25
Smith	Steve	Naga		225	Wesley	Brian	Lion	150	150
Soesbee	Valerie J.	Crane	1000	1000	Whaley	Kevin	Naga		100
Sommer	Justice	Naga	9900	14400	Wheeler	James K.	Dragon	675	675
Soper	Brad	Crab	550	550	Wheeler	Zeb	Crab	125	125
Sord	Stan	Unicorn	4750	4750	Whitmill	Art	Unicorn	900	900
Sord	Tye	Unicorn	1200	1200	Whitney	Erik	Scorpion		2450
Spagnuolo	Eric	Scorpion	1100	1100	Whitney	Fred	Ronin	225	225
Sparks	Steven	Dragon		25	Wilhelm	Calvin	Ronin	50	50
St. Croix	David	Crab	1575	2200	Wilson	Glenn	Unicorn	300	300
Stark	Jason	Ronin	1200	2125	Winans	Craig	Phoenix	2550	2550
Steinbacher	John	Junzo's Army		400	Wise	Dennis	Unicorn		100
Steinhardt	Jane	Ronin		25	Wishon	Gregory	Scorpion	300	500
Sterling	Jack	Naga		200	Witchell	David	Ronin		75
Stolt	Jeff	Naga	750	1325	Wolff	William	Lion		100
Stone	Corey	Naga		200	Wong	Alex	Ronin	200	1250
Stueve	Andrew N.	Ronin	5175	5400	Wong	Stephen	Crab	1250	1650
Sullivan	Sean	Crab	150	4150	Wood	David	Toturi's Army	3150	3150
Sulser	Donavin	Lion	400	400	Wood	Jared	Lion	450	450
Summers	Robert	Crane		350	Woodward	Keith E.	Dragon		175
Sundseth	Douglas	Ronin	500	500	Woodworth	Andrew	Scorpion	800	800
Surette	David	Toturi's Army		975	Woros	Robert	Unicorn	1150	1150
Swarner	Stephen	Toturi's Army	7300	7500	Wray	Nathan	Dragon	1400	2550
Swearinger	Steven	Scorpion	1050	1050	Wright	Shannon L.	Naga		25
Szymczak Jr.	Bernard	Phoenix		500	Wu	Yu Chao	Phoenix		750
Tabuchi	Patrick	Phoenix	150	150	Wyatt	Darrell	Dragon	750	1100
Taira	William	Ronin	50	250	Yaple	Eric	Crane	450	450
Tallon	Tim	Ronin	200	200	Yeager	David	Dragon	50	50
Tauscher	Ryan	Naga	1475	1750	Yoon	Edwin	Scorpion		425
Teasdale	Jeremy	Ronin	1575	1575	Young	Adam	Phoenix		225
The Bard	Pendar	Unicorn	350	350	Zander	Kevin	Unicorn	2350	2350
Thomas	Charles	Lion	6950	7250	Zane	Alexander	Lion	3900	3900
Thomas	Robert	Scorpion	400	400	Zinda	Michael W.	Dragon	150	325
Thompson	Ian	Ronin		75	Zinkevich	Dennis	Lion	1550	1550
Thompson	Michael	Naga	1000	1000					
Thompson	Sean	Crane	246	246					
Thornton	Mike	Lion		625					
Tiepelman	Mark	Unicorn	450	775					
Titus	Lance	Crab		25					
Toback II	Keith	Crane	225	225					
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continued from page 7

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For more information on the *Stronghold of the Empire* program, please contact Five Rings Publishing.

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Director of Marketing  
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# Surrounded

## A multiplayer variant for Legend of the Five Rings

*Surrounded* is a variant of *Legend of the Five Rings* developed by Dale E. Buonocore. In it, one solo player tries to hold off a team of two allied Clans. In *Surrounded*, all the normal rules apply with the following exceptions:

- The Solo player starts with 5 provinces

- The Allies:

1. Start with 3 Provinces each
2. Can't win individually by honor
3. Go first
4. Share a combined turn wherein they undertake each phase of their turn simultaneously, and in this regard function as if they were one player
5. Can attack and defend together (no honor gain for doing so), and defend each other's provinces
6. Can combine their rings to fulfill conditions for an enlightenment Victory

In addition:

A. A combined total of 80 honor is needed for an Allied honor victory, with an eliminated ally's finishing honor counted in

B. The first player to have 40 honor at the beginning of his turn is granted a +5 honor bonus.

"We have also devised a related 4-player variant wherein teammates sit together across from the opposing team and essentially function as Allies in terms of exceptions #4, #5, & #6 above," says Dale. "It should be re-emphasized here that in all other respects, normal rules and procedures apply, with any ambiguities or uncertainties to be dealt with in an honorable manner by all players as they arise."



## The Imperial Assembly

The Imperial Assembly is an organization of *Legend of the Five Rings* players who have an important voice in the Saga of Rokugan. Through contests and tournaments, these players' decisions will have a direct influence on the outcome of the *L5R* storyline at GenCon '97.

An annual membership includes four issues of *The Imperial Herald*, at least four cards only available to Assembly Members, and Clan letters updating you on changes in the Empire. Members also get to see how their tournament performance stacks up in the *Herald's* national rankings.

If you would like to join the Imperial Assembly, send a check, money order, or credit card number (Visa or MasterCard only) for \$15 (\$25 for overseas and Canadian subscriptions) to the address below.

*We are temporarily out of T-shirts for Assembly members, but more will be made available in the near future.*

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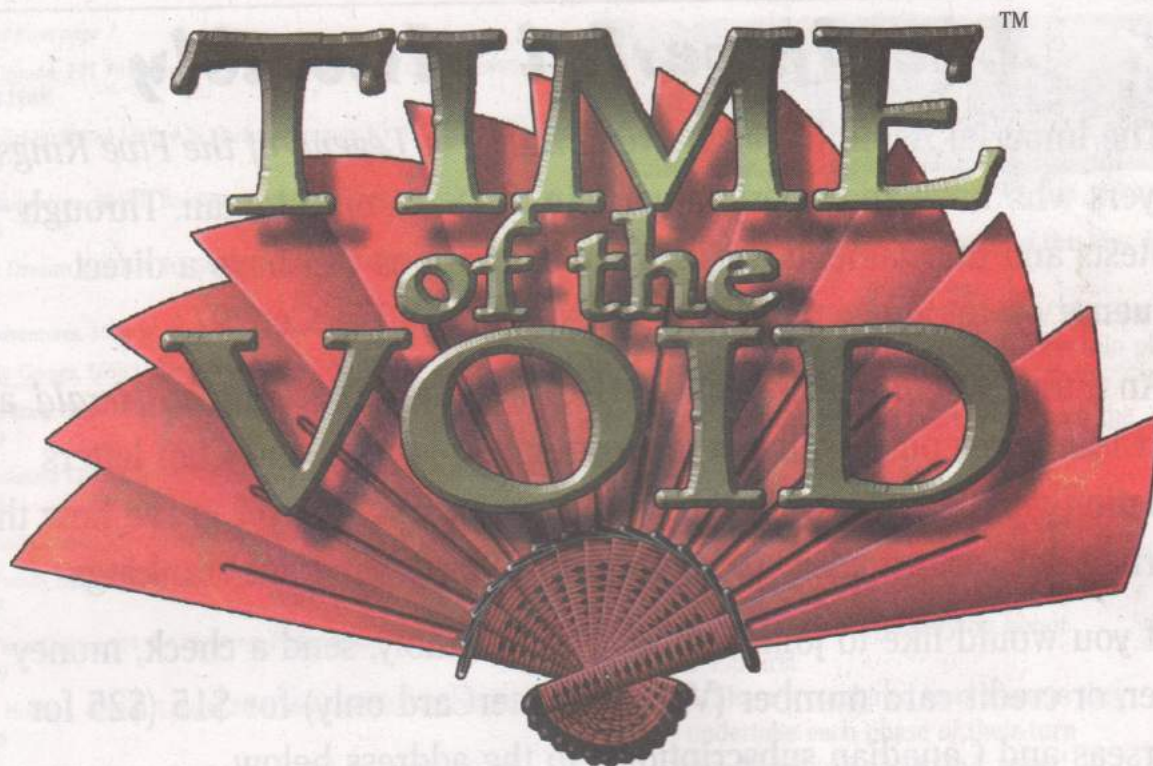
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