

Printable Rules

From Legend of the Five Rings Rules

- Abilities and actions
==Abilities and actions== As defined in Card features, abilities are pieces of text on a card, or applying to a player, that may be used to take actions.

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Designators

An ability may be used when its designator indicates:

- At an opportunity to act in the ability's player's Action Phase if it is Limited;
- At an opportunity to act in any player's Action Phase if it is Open;
- At an opportunity to act in the Combat Segment if it is Battle;
- At its specific trigger if it is a Reaction.

An action has the keywords and designator of its ability. The difference is that an ability refers to the static text on a card, while an action is a process that starts at a particular point in time.

EXCEPTION: Abilities with two designators, such as "Open/Battle," count as having both individual designators, but can be used either as one action or the other.

An Open/Battle ability creates an action with only one designator, as appropriate to the phase of the game it is announced. If used as a Battle action, it follows the rules governing legality of Battle actions (see Battles). Such an ability counts as having both its designators.

Using abilities

Each instance of an ability on a given card, granted to a given player, or granted by a different effect to the same card, is a different ability.

Each time an action is taken from an ability, it is a different action.

Each separate ability can only be used once per turn by default. The once per turn default is overridden by phrases specifying a different limit on usage.

Example: "Twice per turn" or "once per game."

Abilities on bowed cards can not be used.

When a player uses an ability and creates an action at the appropriate timing point, follow the sequence in A through E.

Note: *This sequence is not the same thing as playing an Action card, but is part of it (see Using Action Cards).*

A. Announce the action

At this step, the player says which ability he or she is using, indicating its source and, if that source has multiple abilities appropriate for that point in time, which ability is being used.

Good Faith Rule: When an action is announced, the player must be able to target all required targets, meet all conditions of the action, and pay all mandatory costs, to the best of his or her knowledge.

Additionally, if the action puts any cards into play, the player must be able to bring them into play legally to meet the good faith rule, including being able to pay any costs of bringing them into play.

Aspects of the game state should be considered under the good faith rule, such as effects that reduce costs, prevent costs from being paid, or relax requirements.

The intent of the Good Faith Rule is to prevent players from abusively attempting actions whose costs and requirements they know they cannot fulfill (for example, in order to exploit a Reaction to announcing the action),

while at the same time allowing players to take actions whose costs and requirements they know they can fulfill. It should be interpreted in this spirit, and not as a way to block legal actions because of a technicality.

If any required targets do not exist or any costs cannot be paid at this point, or if a required condition is not met, the announcement of the action is a play mistake. In that case, if the action's ability was on an Action card, return that card to the player's hand. The timing point after the action is announced is not reached. The action does not count against the player's chance to take an action, nor is its ability considered used.

Any new game states or effects that interfere after this point with costs, targeting or requirements of an action announced in good faith can lead to the action's effects never happening - see the relevant subsections, below.

Reactions triggered "before an action is taken" happen after the action is announced.

The only time an action's conditions are normally checked is when it is announced.

B. Required targeting

At this step, an action's required targets must be targeted. Optional targeting described in the constraints block is not required, but takes place at this step if it is chosen. Required targets are designated in the order described, including simultaneously if a number of targets are indicated by a number (such as, "target two Holdings.") Targeting in the constraints block happens before targeting described in the effects block.

An action's required targets consist of anything that is targeted by the player taking the action in the action's constraints or effects, unless the targeting is shown to be optional by terms such as "may target," or "lose 2 Honor or target a Personality you control."

This can be shown either by the verb "target" or the adjective "target" before the object of targeting. For example, "target one of your Samurai" is functionally equivalent to "one of your target Samurai" for purposes of targeting.

EXCEPTION: When the adjective "target" is used to refer to a target that has been selected in the sequence of targeting, using a definite article such as "the target Personality" or "that target Holding," it does not imply an additional instance of targeting. [ADDED Oct 3 2007]

EXCEPTION: Targeting that is part of a delayed effect (for example, "before the battle resolves, bow a target Personality") is not required.

Targeting shared by two alternatives in a choice is required.

Example: "Target two of your Personalities, or target one of your Personalities and one of your Holdings" requires you to target one of your Personalities.

If an action specifies a variable number of targets, the minimum number allowed is the required targeting.

Example: "Target one to three Personalities" requires you to target at least one Personality.

If targeting varies according to a known condition, the required targeting depends on whether the condition is met.

Example: "Target 1 Holding, or 2 Holdings if it is not your turn", so the required targeting would be 1 Holding on your turn, and 2 Holdings on any other players' turns.

The main functional difference between targeting in the constraints block and targeting in effects is that targeting in the constraints block can indicate performing.

If the action's required targeting is interfered with between announcing the action and this step, so that it can no longer be met, the action's effects do not resolve and its costs are waived. It is still considered taken, but not resolved, and if it was on an Action card, the card is discarded normally.

If any of an action's targeting becomes illegal at any point after all targeting and reactions to targeting occurs, the effects of the action still occur, subject only to interference with paying costs.

Targeting that is done by another player happens when it is described - usually, as effects resolve. Targeting that is delayed happens at the time it is delayed to.

For more rules on targeting, see Target.

C. Pay costs

At this step, an action's mandatory costs, and optional costs in the constraints block, are paid.

If paying an action's mandatory costs is interfered with between announcing it and this step, no effects of the action resolve; the ability is considered to have been used; and the action is considered to have been taken, but not resolved.

D. Action resolves

If mandatory costs and required targeting have been met, activate the action's effects in order (see Effects, Order of Effects). If not, the action does not resolve.

Effects are usually applied when they are activated, except in the case of delayed effects.

An action resolves even if all its effects are negated or otherwise do not occur. Negation only determines whether an action is successful (see Glossary, Successful).

Once the action has begun to resolve, effects that influence its ability to have been played in the first place do not influence the activation of its own effects.

Example: Required targeting becoming illegal, or the card leaving play.

An action resolving refers specifically to a whole period of time, not just to the end of this period of time. This means that "the next time an action resolves" can not refer to an action in the process of resolving. See "Next". [ADDED August 14 2007]

See also Resolve.

E. Action ends

An action ends after its last effect has been activated, even if some effects have yet to be applied.

The trigger "after the action resolves" is the same point in time as "after the action ends." The difference is that the action ends even if the costs or effects of an action announced in good faith are interfered with.

Triggers "after an action is taken" happen at the same time as triggers after an action ends.

Back to the Comprehensive Rules

- Areas of the game
==Areas of the game==

A game of L5R involves a number of areas in which cards can exist.

All cards in any given area are either in play or out of play, and a card's existence in an area determines whether it is in play or out of play.

Some areas are created in the course of play, such as during a duel or an attack. These are known as temporary areas because they are created for a specific purpose and cease to exist after they have served that purpose.

Most of these areas are associated with players, so that each player has his or her own such area, normally containing his or her own cards. Only a few areas are communal, potentially containing cards belonging to more than one player.

The Fate and Dynasty decks (out of play)

The decks are placed with the Dynasty deck on the left, the Fate deck on the right, and the Provinces (see below) in between.

All cards in decks begin face-down. All cards that enter decks turn face-down before doing so. Before a deck is shuffled, any face-up cards in it turn face-down.

If a card you own is about to enter another player's deck, it enters your deck instead in the same manner.

If a card is about to enter the wrong deck (Dynasty vs. Fate) it goes into the correct deck instead.

A player can not look at face-down cards in his or her decks except through specific costs or effects that allow it.

An effect that lets a player "look" at cards in a deck does not by itself allow the player to change their order.

Nothing special happens if either deck contains no cards.

The provinces (out of play)

These areas are arranged in a row from left to right between the two decks. A player starts with four provinces, created after first shuffling the decks. The provinces are indicated by filling each one with a face-down Dynasty card from the top of the player's deck, left to right.

Each province normally holds a maximum of one Dynasty card.

When a card leaves a province and the province then holds fewer than its maximum number of cards, effects triggered by the card leaving the Province or entering play resolve first (including effects of Events that resolved from that Province). Then, if the Province still holds fewer than its maximum number of cards, it is refilled with a face-down Dynasty card from the top of the Province's owner's deck, unless something else has refilled it.

Some effects may make it possible for a province to hold more than one Dynasty card. If that happens, effects that happen to "the Dynasty card" in a province happen to a Dynasty card chosen by the province's owner.

EXCEPTION: During the Events phase, multiple Dynasty cards in a province are each revealed, in an order chosen by the active player.

If the Dynasty deck becomes empty or otherwise cannot refill provinces, empty provinces do not disappear, but are indicated by markers of some kind. If it then becomes possible again to fill empty provinces, immediately refill the provinces face down, from left to right and from the top of the deck.

Cards in provinces may be face-up or face-down.

A player may not freely look at face-down cards in provinces, even his or her own, unless an effect allows it.

When a province is destroyed, any Dynasty cards in it go to the discard pile. This is not considered "discarding" the card.

If a Fate card would enter a province, it instead goes to the top of its owner's Fate deck.

The discard piles (out of play)

The Fate and Dynasty decks each have an associated discard pile. The Dynasty discard pile is to its left, and the Fate discard pile is to its deck's right.

Cards enter discard piles face-up.

If a card you own is about to enter another player's discard pile, it enters your corresponding discard pile instead.

Special rules cover Personality cards in the discard pile. A Personality who is destroyed in play enters the discard pile as dead; the card is turned 90 degrees in the pile and remains that way while there. This is not bowing.

A dead Personality who was honorable when last destroyed remains that way and is known as honorably dead (turned 90 degrees clockwise)

A dead Personality who was dishonorable when last destroyed remains that way and is known as dishonorably dead (turned 90 degrees counterclockwise).

Personalities who are not dead in the discard pile, and all other cards in discard piles, are in the discarded state.

Rarely, a dishonorable Personality may become discarded. In this case, indicate his or her dishonorable status in the discard pile by keeping him 180 degrees upside down.

The order of cards in the discard piles should be preserved. If multiple cards enter the discard pile at the same time, their owner determines the order they go in.

The hand (out of play)

The hand is a selection of Fate cards available to a player that is normally kept secret from other players.

Each player starts with five face-down Fate cards as a hand, drawn from the top of his or her Fate deck.

Only the player may normally look at his or her hand, and may do this at any time.

Cards become face-down when they enter the hand, and can not become face-up while in the hand.

A player may rearrange any number of cards in his or her hand that have the same owner at any time, except when this will cause a sequence of effects on the same card to become unverifiable.

Example: When an action asks the player to show a card in his or her hand, then shuffle it back into the deck, the cards may not be rearranged between the two effects.

Cards owned by other players may sometimes enter the hand. If these are not distinguishable from the player's own cards (i.e., with distinctive sleeves) they should be kept apart from the player's own cards in hand. Effects calling for random selection of cards from a mixed-ownership hand should be resolved by a method other than another player selecting a card, such as rolling a die.

If a Dynasty card is about to enter the Fate hand, it instead goes to the top of its owner's Dynasty deck.

The home (in play)

The home is the area where a player's Stronghold is located and where cards usually enter play. It is represented by the area in front of the Provinces and decks. It is also a location.

Outside the game (out of play; communal)

"Outside the game" is an area set aside where both players, in separate piles, put cards they own that have been removed from the game. Cards removed from the game become face-up when they enter this area.

Some effects may allow players to bring non-created cards in from outside the game. If this happens, the player must produce an actual copy of that card in a timely fashion.

Battlefields (in play; communal; temporary)

Battlefields are areas created during an attack. Together with each player's home, they are classified as locations during the attack. More information about battlefields is found under the Attack Phase section.

Sides are sub-areas of battlefields that hold the armies, or collections of units, belonging to the opposing players. Some non-unit cards (for example, a Terrain) may be in play at a battlefield but not exist in either side or army.

Focus pool area (out of play; temporary)

During a duel, each player maintains face-down cards in a separate, individual focus pool area from which the player may focus. This area is separate from the hand, but like the hand, a player may look at his or her own focus pool area at any time. The focus pool area follows the rules regarding the hand, except for the rule defining the starting hand.

Focusing area (out of play; temporary)

During a duel, each player focuses cards in his or her own focusing area. Cards in a focusing area are normally focused face down and then turned face up after a strike is called.

Resolution and entering-play areas (out of play; temporary)

When taking an action on an Action card, resolving the effects of an Event, or checking conditions and costs of a card entering play, the card in question exists in a special temporary area; face-up but out of play. This is known as the resolution area in the case of an Action card or Event, and the entering-play area in the case of a card entering play.

Under another card (out of play)

Some effects may put cards under another card. Each group of cards under a separate card is a separate location.

Cards under another card are face-down unless otherwise specified.

The owner of cards under another card can look at them at any time.

If a card leaves play, all cards under it leave play in the same manner.

This location is different than the status of overlaid cards (see Overlaying).

Game knowledge

Any face-up cards, including discard piles, partially obscured Regions and attachments, and overlaid cards, can be inspected by any player at any time.

Players must reveal their Family Honor or number of cards in hand when asked.

Players can not manually count the cards remaining in any deck.

Players can count the total of any numbers on cards or other things in the game that are visible to them, even when not required by the rules. [ADDED August 2 07]

Players can not look at face-down cards in decks or Provinces, even their own, but can look at their own face-down cards in other locations.

Back to the Comprehensive Rules

■ Battles ==Battles==

Battles are L5R's way to represent military conflict. They usually happen in an attack (see Attack Phase) but sometimes happen as separate card effects.

In each separate battle, the headings from "Choose Battlefield" through "After Resolution" happen in sequence.

Battles created without an attack have no declaration or maneuvers phase. Assignment in such battles happens through card effects, and there is no opportunity to invite allies. The rules prohibiting third-party players from taking part in battles if they have not been invited, also apply to battles not created by an attack.

Choose Battlefield

The Attacker chooses a battlefield whose battle has not yet ended, and the attacking and defending sides there engage. Engaging is the time point at which the battle, and the Combat Segment, both begin. Specifically, things that are triggered "before engaging" do not occur in or during the battle, and things that are triggered "after engaging" do occur in and during the battle. "During a battle" includes both the Combat and Resolution Segments (added 5 August 2007).

The phrase "armies engage" only indicates this time point. It does not depend on the presence of armies with one or more unit at the battlefield.

Combat Segment

In the Combat Segment, the Defender gets the first opportunity to either take a Battle Action or Pass. That opportunity then goes to the player to his left, and follows the sequence of play leftwards after that. After all players pass in sequence, the Combat Segment ends and the battle proceeds to the Resolution Segment.

Multiple effects that change who gets the first opportunity to act do not stack; if the attacker gets the first opportunity to act from two separate effects he can not thereby take two Battle actions before the Defender.

During the Combat Segment, the only action types that can be taken are Battle and Reaction Actions. Battle actions must follow the additional rules of Presence and Location. Reactions are *not* subject to rules of Presence and Location.

The Rule of Presence: Battle actions can only be taken by a player who controls a unit at the current battlefield.

EXCEPTION: A player who controls no units at the current battlefield can take an Action if its costs or effects say they can move one or more of his units there. He must then make choices within the action, if possible, such that it does move one or more of his units there, fulfilling Presence. Note, however, that a unit that was in an attacking army during a battle's resolution can not move to another battlefield.

The Blind Cards rule means that even if the movement is known beforehand to fail due to ongoing negation effects, the action can still be taken.

This Exception does not apply to effects that create a unit, or cause a unit to enter play at the current battlefield; such effects still require pre-existing Presence. (Entering play clarification added 15 August 2007.)

The phrase "Even if you control no units at the current battlefield" is intended to waive the rule of Presence, but not necessarily Location.

The Rule of Location: This rule has two parts:

1. Any cards in units must be at the current battlefield to be legally targeted by a Battle action.
2. If a Battle action is on a card in a unit (a Personality or attachment in play), the unit must be at the current battlefield.

EXCEPTION: A Battle Action can target or be taken by a card in a unit at another location if its costs or effects say they can move the unit to the current battlefield. Choices within the action must then be taken, if possible, such that they do move the unit there.

The Blind Cards rule means that even if the movement is known beforehand to fail due to ongoing negation effects, the action can still be taken.

The phrase "Even if [a card] is not at the current battlefield" is intended to waive the rule of Location, but not necessarily Presence.

Third-Party Players Without Presence: A third-party player without units at the battle may sometimes be able to take an action there anyway. When this happens, he takes it as if he were an attacking player if only the Attacker invited him, and as if he were a defending player if only the Defender invited him. If both players invited him, he chooses after announcing the action whether he will take it as an attacking player or a defending player. Such decision, by itself, has no implications for allying.

Special Actions Available to Players: During the Combat Segment, all players have the following two abilities:

- Tactical Force Bonus

Tactical Battle: Any number of times per turn, discard a card and target one of your Tactician Personalities: Give him a Force bonus equal to the Focus Value of the discarded card.

Due to the rules on performing Tactical actions (see Tactician) this action may only target each Tactician once per turn.

- Naval Ability

Reaction: If you are the Attacker and your current army has more Naval cards than the opposing army, once per battle after engaging: You have the first opportunity to take a Battle action, which must be performed by a target Naval Personality or one of his Naval Followers.

In cases where multiple cards perform a Battle action, only one need be Naval.

Resolution Segment

Effects “before a battle resolves” happen after the Combat Segment ends and before the Resolution Segment begins.

Headings A through C happen in sequence as part of the Resolution Segment.

A. Compare the total Force of each army. Whichever army has the most Force wins (see Force total). A side with no units has zero force for purposes of this comparison, and does not count as an army for effects that alter the force of an “army”.

The winning army’s leader (the Attacker or Defender) is the winner of the battle.

If both armies have the same Force and both armies contain one or more units, the battle is a tie.

Any other result (such as an army with total unit force of zero versus a side with no units) has no defined outcome.

B. Follow one of the procedures under this heading, in order, depending on the battle’s outcome.

If the Attacker Wins:

- The Attacker simultaneously destroys all cards in the defending army. This is an effect of battle resolution.
- If the attacking army's Force was greater than the defending army’s Force plus the Province Strength of the province the current battlefield is associated with, the Attacker destroys the province. This is an effect of battle resolution.
- The Attacker gains Honor from resolution equal to twice the number of cards in the defending army that were destroyed by the effects of resolution. Before the Attacker gains 1 or more points of Honor from resolution, if the attacking army contains one or more dishonorable Personalities, these Personalities are all restored to honorable status, and the Honor gain from resolution is negated.

If the Defender Wins:

- The Defender simultaneously destroys all cards in the attacking army.
- The Defender gains Honor from resolution equal to twice the number of cards in the attacking army that were destroyed by the effects of resolution. Before the Defender gains 1 or more points of Honor from resolution, if the defending army contains one or more dishonorable Personalities, these Personalities are all restored to honorable status, and the Honor gain from resolution is negated.

If the Armies Tie:

- The attacker and Defender simultaneously rehonour any dishonorable personalities in their own army, and then destroy all cards in their respective enemy leader's army. The destruction is an effect of battle resolution.
- If no personalities in his army were restored to honor or remained dishonorable during resolution, the Attacker gains Honor from resolution equal to the number of cards he destroyed this way. The Defender then does the same if none of his personalities were restored to honor or remained dishonorable during resolution.

C. Resolution then ends. A unit that was in the current attacking army at any point during a battle’s resolution can not move to another battlefield during the same Attack Phase.

After Resolution

After a battle’s Resolution Segment ends, or after Resolution would end if it is somehow avoided, follow steps A through C in order.

A. Regardless of who wins, loses, or ties in the battle, all surviving attacking and allied units return home, and these units are then bowed by the battle's resolution if they returned home.

Surviving defending units remain at the battlefield, unless the Province was destroyed, in which case they return home at the same time as attacking units would.

Returning home in this manner is not considered "moving."

B. Discard all Terrains in play at the battlefield that just resolved; this cannot be negated.

C. The Resolution Segment, and the battle, end at the same time. The battle is considered resolved, even if the Resolution Segment was somehow avoided.

If no battlefields that haven't resolved a battle remain, then all units still at battlefields return home, are bowed by resolution if they were attacking or allied, and all battlefields cease to exist.

If one or more battlefields that have not resolved or ended a battle remain, repeat the battle procedure starting with Choose Battlefield.

If a province is destroyed for any reason other than resolution during a battle or attack, its battlefield ceases to exist and any Terrain in play there is discarded. All units still there return home. These units bow if they were in an attacking army or if they were allied units.

Back to the Comprehensive Rules

- Card features

==Card features==

Stats

Numerical values possessed by cards, provinces, units, armies, the player, or other things in the game are known as stats. The correspondence of stats to card types is described in Card Types.

Absent stats

If an area of a printed card that normally contains a stat does not have a numerical or "--" value in it, or the card type itself does not possess that stat, the card does not possess that stat either.

EXCEPTION: Followers do not have a Chi or Personal Honor stat even though the relevant area may have a 0 or "-" in it.

If something in the game needs to know the value of a stat on a card without that stat, its value is zero.

If a side at a battlefield has no units, its total army Force is treated as absent stats.

Absent stats can not receive bonuses or penalties.

General rules about stats

Maximum and minimum values, bonuses and penalties: Bonuses and penalties are commonly referred to by a mathematical expression such as +1F or -1 Personal Honor. The terms "gain," "increase" and "give" for bonuses, and "lose," "reduce" or "suffer" for penalties, are also used. Use of terms like "lose" together with a negative number refer to a loss and not a double-negative increase, so "lose -1F" is the same as "suffer -1F."

Rules, costs, and effects may specify a maximum value of a stat beyond which its explicit value can not rise, or a minimum value of a stat below which its explicit value can not sink. In the unlikely event that a stat receives a minimum value that is above its existing maximum value, or vice versa, its value will not change at all until the minimum and the maximum cease to contradict each other.

Any change in a stat's value is considered a bonus (if increased) or penalty (if decreased), with the following exceptions:

- When a maximum or minimum is applied, any change in the stat due to this is not considered a penalty or bonus. [ADDED July 29 07]
- When a bonus, penalty, maximum, or minimum ends or is negated, the resulting stat change is not considered a penalty or bonus.
- A fluctuating bonus or penalty is one that explicitly changes with the game state.

Example: A card that has +1F for each Samurai in play.

Changes in the size of a fluctuating bonus or penalty that are due to changes in the game state, are not considered to be bonuses or penalties.

Example: A card that has +1F for each Samurai in play goes from +3F to +2F when a Samurai is destroyed. This is not a Force penalty.

- Changes in total Force of a unit or army which are not due to changes to the Force of its component cards (for example, a Follower being destroyed or bowed) do not count as Force bonuses or penalties.

A bonus or penalty of +0 or -0 is not a bonus or penalty when you check whether a bonus or penalty was received.

Bonuses and penalties are cumulative with each other.

Giving bonuses and penalties directly to numerals is not done in Samurai Edition.

A card type without a stat cannot receive bonuses or penalties to the stat unless the relevant bonus or penalty specifically grants it that stat. The stat is treated as zero at all times for purposes of anything that checks it.

Example: Gold cost of a Region.

To get a stat's current value at any given time, do steps A through C, below:

A: Apply all current bonuses and penalties.

B: If the total is below 0, treat it as 0. (Does not apply to Family Honor, Honor Requirements, and stats with a + or – sign such as an Item's Force and Chi stats.)

C: If the total is less than a minimum or more than a maximum, treat it as the minimum or maximum.

When a bonus, penalty, minimum or maximum is applied or ends, recalculate the stat.

Example: A Samurai with 1 base Force attacks a Province with a Region that states "Attacking Personalities at this Province's battlefield have -2F." When he enters the battlefield this gives him a -2F penalty, making his Force 0 (1-2, or -1, which is treated as 0). His controller then plays an action that gives him +3F, making his Force 2 (1-2+3). The Defender plays an action that says "Target a Personality. His maximum Force is 1 until the battle ends." This makes his Force 1 (1-2+3 = 2, but maximum 1). He then is moved away from the battlefield; the Region's -2F effect on him ends, and his Force is recalculated with the +3F bonus and the maximum 1 to still be 1. When the battle ends, the +3F bonus stays (it lasts till the end of the turn) but the maximum from the Defender's action ends, so his force is recalculated as 1+3 = 4.

A stat's current value is always checked, unless text refers to a base value (added 26 August 2007).

Sometimes a specific bonus or penalty may have a restriction based on the value of the stat; for example, "This will not reduce Chi below 1." Any time the bonus or penalty is applied, or changes in value, this restriction on value is applied and changes the actual amount of the bonus or penalty that is applied at that time (see also Raise and Lower, Rules Glossary). The restriction does not affect stat changes from other sources. [ADDED Sept 20 2007]

Example: A non-Unique Personality with 3 Personal Honor and 3 Chi assigns opposing the Obsidian Dragon, whose trait reads "Non-Unique Personalities have a Force and Chi penalty equal to their own Personal Honor while they oppose Obsidian Dragon; this will not reduce Chi below 1." Normally the Dragon would give the Personality -3C, but the penalty is reduced to -2C because -3C would reduce Chi below 1. Later in the battle the Personality gains +2C; because the penalty was only -2C when applied, the Personality goes back to 3C. Still later on the Personality gains +2PH, which causes a recalculation of the Dragon's continuous penalty on him, to -5C. However, this would reduce his Chi below 1, so the penalty is cut to -2C. Finally, the now 1C Personality receives -1C from a token; this brings him to 0C, as the restriction on the Dragon's trait does not apply to Chi penalties from other sources.

Setting stats to a value: Various effects will set a stat to some particular value, such as effects that switch or copy stats. To set a stat to a value, give an appropriate bonus or penalty.

Example: A 0F/3C Personality has a +1C weapon attached. An effect switches the Personality's Force and Chi. The Personality's Force gains +4F, and Chi receives -4C. Because the weapon's bonus is already part of the stat, it is not reapplied, and the Personality is destroyed due to having 0C.

("Setting stats to a value" added 23 August 2007; clarified 1 September 2007.)

Asterisks: An asterisk (*) appearing after a stat on a card highlights that traits or actions on the card itself may modify the base value, which is printed on the card. The stat is not variable.

An asterisk (*) appearing instead of a stat on a card means that the stat has no base value, but is determined according to other circumstances. This also means that the stat is variable. If such a value cannot be determined at any given time, its base value is zero.

Specific stats

Force:



The Force of a card represents its physical and military power. Force is abbreviated "F."

The Force stat of an Item is a modifier (see Card types, Item stats) which directly modifies the Personality's Force, even while the Item is bowed. Followers have their own Force (see Card types, Follower stats), which add to the Personality's Force only in calculating total unit or army Force.

The Force of unbowed Personalities and Followers is totaled together in calculating Unit Force and army Force. Rarely, some modifiers may directly affect unit or army Force.

A bowed card in a unit retains its own Force stat; its own Force is not reduced to zero from being bowed.

Chi:



The Chi of a Personality represents the strength and discipline of his or her inner energies. Chi is abbreviated "C."

The Chi stat of an item is a modifier, which means that it adds its bonus to, or subtracts its penalty from, its Personality while attached.

If the Chi of a Personality in play is ever zero, destroy him. This destruction has special rules about its source.

This destruction from zero Chi is continuously applied. If a one-time triggered effect negates the personality's destruction from zero Chi, he is destroyed again immediately after the negation happens. Only a continuous negation effect (*for example, "This Personality cannot be destroyed"*) can overcome the Personality's destruction.

Gold Cost:

The Gold Cost of a card is the amount of wealth or influence that needs to be spent to get it to join or work for you.



It is sometimes necessary to distinguish between Gold Cost as a card's stat, and the Gold cost of bringing a card into play one time. The entering-play cost is based on the Gold Cost stat and any modifiers. References to "paying less gold" or "reducing cost" in the context of entering play are reductions to the entering-play Gold cost, and end when the payment is made.

Focus Value:

The Focus Value on a Fate Card is used for dueling and other purposes. It is generally high on cards that represent special things or specialized strategies, and low on cards that represent more commonly seen or used things.



When a card receives a bonus to its Focus Value during a duel, the bonus ends at the end of the duel.

Honor Requirement:

The Honor Requirement on a Personality or Follower represents the card's standards of honor in its employer. Honor Requirement can be negative.



An Honor Requirement of “-“ on a Personality is treated as an infinitely low value; in other words, a player's Family Honor can never be lower than the Personality's Honor requirement. Likewise, whenever an Honor Requirement of “-“ is compared against any other stat, the other stat is always higher. Two Honor Requirements of “-“ are considered equal to each other.

Personal Honor:

A Personality's Personal Honor represents a combination of integrity and social status.



The Personal Honor of a Dishonorable Personality has a maximum of zero.

In spite of the fan on their cards, and any modifier that may appear inside it, followers have no Personal Honor.

Honor Production and Gold Production:

These stats appear only on Holdings and represent the amount of Honor or Gold produced by the holding's relevant traits or abilities. Special conditions of Gold production only change the value of these stats if the condition applies at the time the value is checked.

Example: A Geisha House with 2 base Gold Production produces 3 Gold if its player is Scorpion Clan; because the player is known to be Scorpion Clan at all times, its modified Gold Production is 3 at all times, while its base Gold Production is 2. A Holding with 2 base Gold Production that produces 3 Gold when paying for a Samurai, however, only has a 3 Gold Production when in the process of paying such a cost.

Card title

The title, text in the curved white bar at the top of a card, is the card's name. A card's title does not give it any traits or keywords, although some of its keywords may duplicate descriptive terms in the title.

Example: A card titled “Keeper of the Temples” would not be considered a Temple card unless it had the Temple keyword in its textbox.

Created cards and tokens do not normally have a title. Two cards without a title do not have the same title, or different titles.

Card titles are referred to in card text through a capitalized term or phrase.

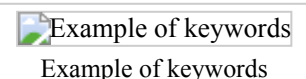
Example: “Search your deck for a Strike at the Center”.

Partial words in a title do not satisfy a requirement for a full title. In the above example, a card called Strike at the Center would not satisfy a requirement that you search your deck for a Strike card, or vice versa.

Card text box

Keywords

A keyword is a phrase of one or more words that helps define the basic identity of a card or action. A card's base keywords are printed at the top of its text box as a list of boldface terms (and, in the case of Action and Spell cards, in its abilities; see below). A card's keywords are separated from each other by bullet symbols, or dots (•); if keywords appear on more than one line, the ones on different lines are separate as well.



In keywords, parts of words or phrases are not the same as the whole word or phrase.

*Example: **Dragon Clan** and **Dragon** are different keywords. A **Ninjato** doesn't count as a **Ninja**. A **Monkey Clan** Personality is not a **Monk**.*

EXCEPTION: Any keyword containing the word Experienced is referred to by the term “Experienced.” See Experienced, Glossary.

Keywords may be granted to a card by other effects. Such effects follow the normal rules on duration of effects.

A created card's base keywords are those given to it by the effect that created it. A non-created card's base keywords are those physically printed on its Most Recent Printing (MRP).

Some keywords have meaning in the rules. Others are descriptive terms that have no special rules meaning.

Rules, traits, and actions will usually refer to keywords as capitalized terms without boldface type (such as, "Target a Samurai:"). However, when the effect grants or removes that keyword, or creates a card with that keyword, it will usually be in boldface to clarify that it is a keyword and not just a trait (such as, "Give that Personality **Samurai**" or "... the **Samurai** keyword.")

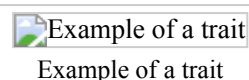
Some terms embedded in the text of traits or actions (that is, appearing in quotation marks and granting a trait or ability) may appear in boldface, but they are not considered part of the card's keywords.

"**Battle**," "**Limited**," "**Open**" and "**Reaction**" (see Abilities) appear in boldface, but are action designators, not keywords. Effects, however, refer to them in a similar way.

A card either has a given keyword or it does not. Effects that grant a keyword to a card that already has it do not give it an extra copy of the keyword. Nor would such an effect protect that card against another effect that would remove that keyword.

Traits

After a card's keywords come its traits. These are one or more sentences that tell you, in detail, the card's additional capabilities or restrictions. Each sentence that ends in a period between the keywords and the card's abilities or flavor text (if any) is a separate trait.



EXCEPTION: If a trait uses a pronoun or other language that can only refer back to something named in the previous sentence, the sentences are part of the same trait.

Example: "Lose 2 Honor. This Personality may not issue challenges." are two separate traits because they make sense independently of each other. However, "After your turn begins: Target another player's Personality. This Personality challenges him." is a single trait because the "him" in the second sentence makes no sense without the previous sentence.

Effects on traits have all the keywords of the card they are on.

Example: A Chi loss from a trait on a Maho card is a Maho effect.

If a single card, player or other thing in the game is given a trait it already has, it does not get an additional copy of that trait or become any more resistant to removal of that trait. This is similar to the rule on keywords.

Triggered traits include a trigger – a timing reference that ends in a colon (:) such as "Before your turn ends:" or "After this Personality enters play:" This trigger is part of a triggered trait's constraints block, as opposed to its effects block, which comes after the colon.

Triggered traits are effects that happen when that trigger occurs in the game. They only happen if the card or stronghold they are on is (a) in play, (b) in the focusing area, (c) in a resolution or entering-play area, or (d) if they explicitly say they happen from an area not in play.

Effects of triggered traits are not optional – they must happen if the trigger occurs.

EXCEPTION: Gold-producing traits on Holdings are always optional to use.

A triggered trait on a given card or stronghold occurs once and only once each time that trigger occurs.

Triggered traits may include costs and restrictions before the colon as well. These are references to doing things rather than timing references.

Example: "Bow this card" or "Give one of your Personalities -2F."

Costs of triggered traits are also not optional – they must be paid if the player can effectively pay the cost (see "Costs").

If a player cannot pay a cost or meet the restrictions of a triggered trait, none of its effects resolve.

For cards that normally enter play (all card types except Actions and Events), a shorthand is used to refer to the common effects of losing or gaining honor from playing the card. The trait “Lose 3 Honor” on such a card is short for “After this card enters play: Lose 3 Honor” and likewise for “Gain 3 Honor.”

Gold-producing cards also follow special rules for their traits that produce Gold. Gold-producing holdings often have traits written as “Bow this card: Produce X Gold” which is shorthand for, “When paying a Gold cost, you may bow this card: Produce X Gold.”

The trigger “Focus Effect:” refers to a particular point in a duel. (See 14.6)

Traits that are triggered when paying a Gold cost, and whose effects produce Gold, do not have to be triggered when any given Gold cost is paid; they are optional.

Effects, targeting and costs of triggered traits follow the rules for effects, targeting and costs.

If a triggered trait has multiple effects, the occurrence of the trigger, together with the successful meeting of any other conditions or costs, means that those effects resolve in order even if the card leaves play during the effects' resolution.

For a comparison of triggered traits and Reactions, see Timing. Triggers on traits follow the same rules as triggers on Reactions, but when a triggered trait has the same trigger as a Reaction, the trait always applies first.

Restrictions in the general form “once (or twice, etc.) per turn (or phase, game, etc.)” have a different meaning in a triggered trait if they come before or after the colon. Such a restriction in the constraints block, before the colon, means that the trait is only triggered once, at the first opportunity in that span of time to be triggered. Such a restriction in the effects block, after the colon, means that the trait is triggered every time the triggering condition is met, but the effect can only be applied once. This matters if the effect is optional; in that case the “once per turn” restriction is only used up if the effect is actually used.

Continuous traits such as “You may not gain Honor” or “Your Samurai Personalities have +1F” do not contain a trigger.

While their card is in play, continuous traits apply their effects.

While their card is out of play, continuous traits affect the card they are on, and only that card, unless the trait states otherwise.

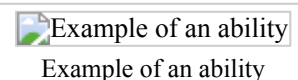
Continuous traits do not have a duration. They are “always on.”

If an effect granted by a continuous trait is negated or undone by another cost or effect, the continuous trait does not immediately apply again.

Example: If a card you have in play says “All your Personalities are Samurai” and an effect removes the Samurai trait from one of your Personalities, the Samurai trait does not immediately re-appear on the Personality.

Abilities

An ability is a block of text that creates an action. Abilities are written in a mixture of boldface and normal text, and include one or more of the boldface designators “**Limited:**” “**Open:**” “**Battle:**” or “**Reaction:**” that indicate at what point the action can be taken.



The boldface text “**Focus Effect:**” is not an action designator but a special trigger for a trait.

Abilities on a bowed card can not be used, whereas traits on a bowed card have no such restriction.

Abilities can be used only once per turn, unless their action or other card text states otherwise.

Each ability on each separate source is a separate ability, even if they are identical abilities or exist on identical cards.

Example: The “once per turn” limit on using an ability does not prevent a player from using the ability on two identical cards in the same turn.

Unlike keywords and traits, abilities that are given to a card or player do “stack” – a card or player can have more than one identical copy of an ability, each of which is used separately.

Unlike traits, abilities (including Reactions) are always voluntary and are never triggered automatically. (Added 26 August 2007)

The difference in usage between “action” and “ability” is that an ability is text on a card, while an action is a process taken at a specific time and governed by the ability’s text. Nonetheless, the two terms should be treated as functionally equivalent.

Ability and action keywords: Sometimes, an ability carries keywords. A keyword describes both the ability and the action it creates.

Any keywords on a card are inherited by its actions.

Example: An action on a Ninja card is a Ninja action.

EXCEPTION: Keywords that an Action or Spell card possesses only because they are on one of its abilities are not given to other abilities on the card.

Example: An ability on an Action card that is Maho does not give Maho to any other abilities on that card.

[CHANGED Jul 17 07]

Sometimes, one or more keywords may come directly before the action designator.

Example: “Ninja Battle:” In this case, the ability is a Ninja ability.

A card that is not an Action card or Spell does not inherit keywords the other way from its abilities.

Example: A Personality who has a Tactical ability is not considered a Tactical card. [CHANGED Jul 17 07]

An Action or Spell card inherits all keywords from all its abilities.

Example: An Action card with a Maho Battle: ability is considered a Maho card. [CHANGED Jul 17 07]

Each word in an action’s keywords is a separate keyword.

Example: A “Bushido Virtue” action is a Bushido action and a Virtue action.

Action designators: An ability must contain one or more of the boldface action designators “Limited:” “Open:” “Battle:” or “Reaction:”

If an ability contains more than one designator, it may be used as either kind of action and counts as both kinds of action.

Example: When searching for a card with a Battle action a player may retrieve one with an Open/Battle action. In Samurai Edition, normally only Open/Battle actions have more than one designator.

Effects may refer to an action designator (such as, “Battle abilities on cards in play may not be used”) but the action designator is not a keyword.

Constraints block: An ability may contain a second colon, at some point after the designator’s colon, which separates the constraints block from the effects block. If it does not have this second colon, there is only an effects block. The constraints block contains one or more of the following elements.

A. Reaction trigger. Like triggered traits, Reactions have a trigger that describes a point in time when they can be taken.

Example: “After the start of a turn:” “Before a Personality is destroyed:” “When producing Gold:”

B. Conditions. Some conditions are restrictions, limiting when the action can be taken (such as, “If you control no Courtiers”). Others allow a player to take the action in spite of the game rules or other effects (such as, “Even if this card is bowed” overrides the rule that abilities on bowed cards cannot be used.) Sometimes a condition does both; “If this card is face-up in one of your Provinces” restricts the use of the ability, but also implicitly allows it to be used when the card is out of play, which overrides the basic rules.

C. Costs. Any text in the constraints block that tells you to do something – bow one of your Personalities, pay gold, lose Honor, and so on – is a cost of the action.

D. Targeting may appear in the constraints block, as well.

Effects block: An ability's effects are described in an effects block; after the action designator's colon if there is no constraints block, and after the second colon if there is a constraints block.

Flavor text

At the bottom of the text box in italic type is the card's flavor text, if any. This text merely adds descriptive value, is not part of card text, and has no bearing on play.

Color text

Color text is text in the body of a card's traits or abilities that uses terms with no rules definition or implication. This text adds descriptive value, but does not have any implications for keywords or other effects.

Example: "Matsu Benika trains an animal, creating a 1F Creature Follower card." Because "trains an animal" is color text, the follower does not gain the "animal" trait.

Reminder text

Italic text in parentheses is reminder text. Reminder text is intended to support a reading of the card that is correct according to the rules, but not immediately obvious upon a casual reading of the card text. Reminder text is not part of card text, and its presence or absence has no implications for the card or for the rules.

Embedded text

Embedded text appears within a trait or ability in quotation marks (") and usually is part of an effect that grants the embedded text as a trait or ability.

Any features of embedded text are not a part of the text that contains them.

Example: "Limited: Give a Personality "Ninja Battle: This Personality challenges a target Personality opposing him." The Limited ability is not a Battle or Ninja ability and does not create a challenge.

Other card features

The small text along the lower edge of the card (expansion, numbering, rarity and artist name) and along the right edge of the card (story credits) normally has no bearing on play.

Created cards

Some effects may create cards in the course of the game. Created cards are not considered to be part of the play deck. They may be represented by face-down cards, markers, custom cards, or other objects. An effect that creates a card will sometimes say it creates just that card type ("a Follower") rather than explicitly saying "a Follower card."

A created card ceases to exist when it leaves play. A created card that cannot enter play ceases to exist.

The base stats, traits, abilities, and keywords of a created card are those granted to it by the effect that created it; such granting of card elements does not have a duration. Any stats of a created card not specified by that effect, but that a card of that type normally has, have a base value of 0.

EXCEPTION: Unspecified Honor requirements on a created Personality are “-“ rather than 0.

A distinction should be drawn between the Gold cost of an action or effect that creates a card, and the Gold cost of the card itself. Only if the card is created with a Gold Cost stat does it have a Gold cost other than zero.

A created card has no title.

The effect that creates a card may grant it keywords, which will be indicated by boldface type. In the creation effect, commas are used to separate the keywords.

Example: "Create a Lion Clan, Samurai, Tactician Personality card."

Back to the Comprehensive Rules

- Card types

==Card types==

Stronghold

A Stronghold represents a player's base of power. It is represented by a stronghold card, or an object incorporating a stronghold card. The Stronghold is part of the player's play deck but is not part of either the Dynasty deck or Fate deck and can not go in them. Whether a Stronghold card has a black or green back is irrelevant.

Effects, targeting and costs applied to "cards" do not apply to a Stronghold unless they specifically mention the word "Stronghold." However, Strongholds count as cards in all other ways.

Example: An effect that says: "Name a card. Abilities on cards with that title can not be used" does not apply to Strongholds because it is a non-Rules effect on the Stronghold.

Example 2: A Reaction trigger states "After an effect from another player's card targets one of your cards:" This can be used in reaction to another player's Stronghold effect because the Stronghold's effects come from a card. It can also be used in reaction to another player targeting your Stronghold, because the reference itself is not an effect, targeting or cost.

Using Strongholds

The Stronghold starts in play in a player's home face-up.

Stronghold stats and characteristics

Clan alignment: The stronghold's Clan alignment, which is also the player's Clan alignment, is determined by the faction mon (circular symbol) in the upper right of the card.

A Stronghold without a mon is an unaligned Stronghold with no Clan alignment. Its player has no Clan alignment. Players, Strongholds, and Personalities with no Clan alignment do not have the "same" or "different" Clan alignment from each other, or from Players, Strongholds, and Personalities that do have a Clan alignment.

Province Strength: The Stronghold's Province Strength stat is found in the light colored lantern beneath the title on the right. It represents the strength of the existing defenses of the player's home lands.

When a province is created, either at the beginning of the game or in the course of the game, it has the base Province Strength of its player's stronghold, with any modifications in effect at that time.

Gold Production: The Stronghold's Gold Production stat is found in the gold coin below the Province Strength lantern. It represents the starting wealth and influence of the player. When paying a Gold cost, a player may bow his Stronghold as a cost to produce Gold equal to the stronghold's Gold Production.

Starting Family Honor: The Stronghold's starting Family Honor stat is found in the square white banner underneath the Gold Production stat. The player's Family Honor score starts at this value, with any modifications in effect at that time.

Events

Events, with bluish white card faces, represent unpredictable occurrences in the world of Rokugan. Events have no stats. They do not normally enter play.

Using Events

Events resolve during the Events Phase. They do not resolve just from being face-up during any other phase.

Events usually have a trait, which is treated as a triggered trait, even if there is not an explicit trigger.

When an Event resolves, it leaves the Province or other area from which it is resolving, a resolution area is created, and it goes there. Once in the resolution area, the Event's trait is triggered by the start of resolution. If conditions in the trait's constraints block (if any) are met, and costs in the constraints block are paid, then the effects of the Event resolve in order. [CLARIFIED Oct 4 2007]

The player for whom an Event resolves – that is, the "you" in the Event's effects - is the player whose Province it was revealed in. If the Event resolved from some other area, the Event resolves for the owner of the Event.

After an Event's effects resolve (even if they were negated), if it is in the resolution area, discard it. Then, if necessary, the province it came from is refilled.

The same event, by title, can only resolve once for any one player in any game. If it would resolve another time, discard it instead. This is not an effect on the card, but an effect on the game state; specifically, the game state remembers that an Event with that title has resolved for you even if the Event becomes face-down and out of play (see Tracking rule).

The same Event, by title, can resolve for more than one player.

Events are not optional; if revealed at a time when they would resolve, they must resolve.

If an Event enters play somehow, it enters play in your home.

Personalities

Personality cards have backgrounds of various colors according to their Clan alignment, and a circular frame within the borders of their illustration. They represent the leading characters of the world of Rokugan.

Personality stats

Personalities have Force, Chi, Honor Requirement, Gold Cost, and Personal Honor.

Using Personalities

Personality cards normally enter play during the Dynasty Phase. For them to enter play at any time, their Gold Cost must be paid.

A Personality normally enters play in his controller's home.

When bringing a Personality into play, a player follows this sequence:

- A.** The personality enters a specially created entering-play area.
- B.** The personality's Honor Requirement and other restrictions on its entering play are checked. At this point, if the Personality is aligned to the player's clan and it is the player's Dynasty Phase, the player may waive the Personality's Honor Requirement and increase his Gold cost to enter play by 2. If these conditions are not met, the Personality card returns to where it came from and it does not enter play.
- C.** If requirements and restrictions are met, the player pays the Personality's Gold cost. At this point, if the Personality is aligned the player's clan and it is the player's Dynasty Phase, the player may choose to pay 2 less Gold for the Personality.
- D.** If requirements, restrictions and costs are met, the Personality enters play.
- E.** The entering-play area ceases to exist.

Note that during the Dynasty Phase, special rules modify the Gold Cost and Honor Requirements of Personalities aligned with a player's Clan.

Personalities are the only kind of card that can have attachments or be dishonored.

Holdings

Holding cards have a blue-gray background, and represent a player's resources.

Holding stats

Holding cards have Gold Cost. A holding may also have Honor Production and Gold Production.

Using Holdings

Holdings normally enter play from Provinces during the Dynasty Phase. For them to enter play at any time, their Gold Cost must be paid. Holdings entering play exist in an entering-play area while their requirements are checked and Gold Cost is paid.

Holdings enter play in the bowed state, regardless of when they enter play.

Regions

Region cards have a light brown background, and represent geographical areas that define a player's Provinces. Region cards have no stats.

Using Regions

Regions normally enter play from Provinces during the Events Phase. They do not enter play just by being revealed in a Province at any other time.

Regions about to enter play exist briefly in an entering-play area, where their legality is checked. Regions that can enter play do so attached to the Province they were revealed in: normally, this is shown by putting the Region partway behind any card in the Province, with its title or text box showing. If an effect lets a Region enter play without being revealed in a Province, it may be attached to any Province unless effects specify otherwise.

A province can not have more than one Region attached. Regions that are about to enter play illegally are discarded instead.

Attaching a Region in the Events Phase is not optional. If revealed, it must attach if legal.

EXCEPTION: Attaching a Region with one or more costs is optional. If the Region's player can't or doesn't want to pay its costs when it would enter play, the Region is discarded instead.

If a province somehow has multiple attached Regions, the order in which they attached should be tracked, for example by stacking the later Regions in front of the earlier ones. If two or more Regions have conflicting effects on the same province (for example, if one says the province can hold one extra card, while the other says the province can hold no cards), the most recently attached region takes precedence over the earlier ones.

Action cards

Action cards have a red background, and represent one-shot strategies, intrigues, and feats.

Action card stats

Action cards have a Gold Cost and a Focus Value.

An Action card's Gold Cost is part of the base costs of each of its abilities. The number in the coin is not a separate cost of playing the Action card.

An Action card also has the keywords of all of its abilities.

However, keywords do not transfer laterally between abilities; so an Action card with a Political ability and a different Ninja ability can be referred to as a Political and a Ninja card, but the actions are not both "Political

Ninja" actions. [CHANGED Jul 17 07]

Using Action cards

Action cards do not normally enter play. Instead, they are played from the hand for one of their abilities, or used as a card to focus in a duel or to discard. Some Action cards may have special effects when the card is used for another purpose, such as focusing in a duel.

To play an Action card in his or her hand for one of its abilities, a player first checks whether it is a legal point in time to use the ability, and whether the action can otherwise be legally taken (including being able to meet required costs, required targeting, and other restrictions). If these conditions are met, the player then follows this sequence:

- A.** The player puts the Action card face-up in a resolution area, which is created for that card.
- B.** The player announces which ability on the card is to be used. The action then proceeds (see Abilities and actions.)
- C.** After the action ends, the player discards the Action card, even if the action did not resolve.

[ADDED: Rules on playing from hand expanded, Sept 12 2007]

EXCEPTION: Terrain Action cards follow different rules of play.

Rings

Rings, with a blue-black background, represent mastery of the insights of one of the five elements.

Each Ring enters play in a specific manner triggered by a game condition, as described in its text box.

Unlike an Action card, taking an action on a Ring with the cost of discarding the Ring is not “playing” it. Only putting the Ring into play counts as playing it.

Ring stats

Rings have a Focus Value.

Attachments

Fate cards that enter play by being attached to Personalities are known as attachments. Although each attachment is its own card type, they follow similar rules when entering play.

Using attachments

Attachments are normally attached in a player's Action Phase using the rulebook Limited action (see Equip) but can be attached through other effects.

A card attached to a Personality is placed underneath the Personality's unit, so that the attachment's title shows above the Personality card or the Personality's latest attachment card.

Attaching a card requires a selection of a Personality to attach to. Attachments may only enter play by being attached to a Personality. A player may only attach attachments to a Personality he controls in play.

To play an attachment card, a player follows this sequence:

- A.** The attachment enters a specially created entering-play area.
- B.** If the Personality being attached to has not already been designated, the player chooses a legal Personality for the attachment. The attachment's restrictions on entering play are then checked. If it can not enter play (including not having a suitable Personality), the attachment returns where it came from.

C. If restrictions are met, the player pays the attachment's Gold cost. If the cost can't be paid, the attachment returns where it came from.

D. If restrictions and costs are met, the attachment enters play.

E. The entering-play area ceases to exist.

An attachment's Gold cost and other costs on the card apply separately to the act of attaching; they are not costs of the action or trait that allows attaching.

When a Personality leaves play, all his attached cards leave play in the same manner as he did. This leaving play is a rulebook effect contingent on the effect that took the Personality out of play, so the attachments are destroyed for" (as a consequence of) the original effect, but not "by" the original effect.

Attachments cannot be in play without being attached to a Personality unless an effect specifically allows this. An attachment that finds itself in play without a Personality (for example, one whose destruction was prevented but its Personality's destruction was not), and without an effect allowing this state, is immediately and continually discarded. [ADDED 26 Jul 07]

Once attached, an attachment remains attached while both the attachment and its Personality remain in play, even if changes to it, or to its Personality, mean it would no longer be legal to attach.

For other rules relating to a Personality and his or her attachments, see Glossary, Unit.

Followers

Followers, with a yellow-brown background, are attachments that represent military units commanded by a Personality and other members of his entourage.

Follower stats

Followers have Force, Honor Requirement, Gold Cost, and Focus Value.

Followers do not have a Chi or Personal Honor even though, for symmetry, their card has those graphic elements on it.

As an additional restriction on attaching, the Personal Honor of the Personality attaching a Follower must be equal to or greater than the Honor Requirement of the Follower.

Followers contribute Force to units in a special way. See Glossary, Unit.

Items

Items, with a gray background, are attachments that represent special objects in a Personality's possession.

Item stats

Items have a Force modifier, a Chi modifier, Gold Cost, and Focus Value. Items add or subtract their Force and Chi modifiers to a Personality's Force and Chi, modifying his stats directly.

If the Force or Chi of an Item needs to be checked, its value is the value of its corresponding modifier if it is positive, or zero if the modifier is zero or negative.

Force and Chi bonuses or penalties to an Item affect the modifier; for example, a +1F Item that suffers -2F now has a -1F modifier.

See also Weapon, Armor.

Spells

Spells, with a blue background (or greenish-black background for Black Scrolls), are attachments that represent magical scrolls cast by a Shugenja.

Spells can only attach to a Shugenja.

Actions on Spells attached to non-Shugenja Personalities can not be taken. [ADDED 16 July 2007 07]

A Spell card has the keywords of all its abilities. References to a "(Keyword) Spell" or more generally to a "(Keyword) card" also refer to a Spell which has that keyword on any of its abilities. Such a Spell is also counted as having the keywords of all its abilities for the purpose of things that count keywords, or check whether keywords are the same or different. [ADDED 17 Jul 2007]

Keywords do not transfer from one Spell ability to another. A Spell with an Earth ability and a different Fire ability counts as an Earth card as well as a Fire card, but the actions are not both "Earth Fire" actions. [ADDED Jul 17 07]

Spell stats

Spells have a Gold cost and a Focus Value.

Back to the Comprehensive Rules

- Cardinal rules

These cardinal rules say which rules, text, and card versions should be followed.

Cardinal Rule 1

Cards vs. rules: If the text of any card contradicts these Comprehensive Rules, follow the card text, not the rules. Something that changes one aspect of a rule does not by itself change any other aspects of the rule.

Example: an effect that lets you make a Ranged Attack against a card in a player's home only changes the rule that the target of a Ranged Attack must be in the current enemy army; it does not change the rule that the target of a Ranged Attack must be a Follower or a Personality without Followers.

Cardinal Rule 2

Cards vs. cards: New versions of cards with a given title may sometimes be printed, and L5R is printed in several languages. If different printings contradict each other, follow the most recent English-language printing of the card.

EXCEPTION: When references to the same or different "printings" of a card are made, these override Cardinal Rule 2. See Glossary, Printing.

Cardinal Rule 3

Rules vs. rules: If the text of any other rules document (such as the rulebook or rulesheet in starter boxes) contradicts these Comprehensive Rules, follow the most recent online version of the Comprehensive Rules.

Back to the Comprehensive Rules

- Challenges and duels

===Challenges and Duels===

Challenges

A challenge is an effect that can create a duel: an individual confrontation between two personalities controlled by different players.

An effect creating a challenge will specify a personality to issue the challenge, known as the challenger. That personality's controller is also said to be issuing the challenge, and to be the challenger.

An effect creating a challenge will specify a personality to receive the challenge, known as the challenged Personality. That personality's controller is said to be the challenged player.

A challenge fails and has no effect if its two Personalities are controlled by the same player, or if either card in the duel is not a Personality.

If a Personality involved in a challenge or duel leaves play during it, the challenge or duel ends immediately without resolution.

Effects may substitute one Personality for another in a challenge or duel. This does not change the original targeting of the challenge. The new Personality carries out the remaining steps instead of the original one, goes through resolution and takes the consequences of winning or losing.

Once the two Personalities are selected, the challenge begins.

After the challenge begins, if the effect that created the challenge allows it, the controller of the challenged personality may choose to refuse the challenge. Challenges are otherwise unrefusable by default.

If the challenged player chooses to refuse, the consequences of refusing, according to the challenge effect and any additional effects, are applied.

If the challenge is not refused, it is accepted and the two personalities enter the duel; they become the personalities involved in the duel.

Duels

In a duel, headings A through J occur in sequence.

A: The challenge ends, then the duel begins at the point when both Personalities enter the duel.

B: The challenger, then the challenged player, each form a focus pool, putting the top three cards of their own Fate deck face-down into a new, special focus pool area separate from their hand, which the player can look at. At this point each player also creates a focusing area where cards will go as they are focused.

If there are not enough cards to form a focus pool, it will contain fewer than three cards.

Cards in the focus pool can not be played.

C: The challenged player has the first choice to focus or strike. (EXCEPTION: See Glossary, Duelist.) If he or she focuses, or does something “instead of” focusing, the other player then has a choice to focus or strike. Players continue alternating in this way until one of them strikes.

- If the choice is to focus, the player takes a face-down card from his or her focus pool and puts it into his or her own focusing area, face-down. Focusing a card is not considered playing it, and the card’s costs, effects and traits that do not concern its being focused are irrelevant. The order in which cards were focused is sometimes relevant, and should be tracked.

Once per duel, each player may focus a card from his or her hand instead of focus pool.

- If the choice is to strike, the duel goes to resolution. A player who cannot focus, or who cannot take some other effect instead of focusing, must strike; there is no “Pass” option in a duel.

Effects used instead of focusing take up the player’s opportunity to focus or strike. If an effect used instead of focusing is negated the player loses that opportunity. Effects used instead of focusing satisfy any requirement to focus imposed on the player.

D: Duel resolution begins after a player strikes.

E: Both players reveal (turn face up) all cards in their focusing area.

After this point, any cards that enter focusing areas in the duel do so face-up. [ADDED 24 Jul 07]

F: Focus Effects resolve. All Focus Effect traits on focused cards are triggered at this time, and resolve in an order chosen by the active player. Focus Effects only resolve if the card is in the focusing area at the time it is chosen to resolve. If a new card enters the focusing area during this process, its Focus Effect must resolve before proceeding.

G: Both Personalities in the duel compute their score for the duel. Each Personality adds the total modified Focus Value of all cards in his focusing area to a score that equals his or her duel stat. This does not add to the Personality's stat itself.

The duel stat is Chi by default. Effects may specify a different stat to be used by one or both Personalities in the duel. A "duel of Force," for example, is a duel in which both Personalities use their Force instead of Chi.

H: If one Personality has a higher score than the other, he is the winner of the duel and the other is the loser. If their scores are the same, they tie, there is no winner, and both lose the duel.

If two Personalities tie, each of whom has an effect that makes him win tied duels, then both Personalities win the duel.

If an effect makes one Personality win the duel, this makes the other player lose, unless another effect alters that player's outcome. Likewise, if an effect makes one Personality automatically lose the duel, this makes the other player win, unless another effect alters that player's outcome.

This is the point at which a Personality "wins" or "loses" a duel.

I: Consequences of duel: After any winner or loser has been determined, carry out steps 1 through 5 in order:

1. Apply any consequences of losing or winning that alter who loses or who wins.
2. Apply any consequences of losing the duel from the action or trait that created the duel.
3. Apply any consequences of losing the duel from other actions or traits.
4. Apply any consequences of winning the duel from the action or trait that created the duel.
5. Apply any consequences of winning the duel from other actions or traits.

Simultaneous consequences resolve in an order determined by the active player. There is no default consequence of winning or losing a duel.

Some effects may use the phrases "for winning a duel" or "for losing a duel." These phrases refer to another effect that was triggered by, or conditional on, winning or losing a duel -- such as, an honor gain "for winning a duel" refers to effects such as "If he wins the duel, gain 2 Honor" or "Reaction: After one of your Personality wins a duel: Gain 2 Honor." See Glossary, For.

J: Discard all focused cards. End any changes to their Focus Value. Each player puts any cards remaining in his or her focus pool at the bottom of his or her Fate deck in any order. Duel resolution, and the duel, now end.

If a duel ends without resolution, the procedures in this step are still carried out before the duel ends. [ADDED Sept 13 2007]

Back to the Comprehensive Rules

■ Comprehensive Rules

== How to use the Comprehensive Rules ==

The L5R Comprehensive Rules are organized into three sections.

1. The Core Comprehensive Rules contain information on card types and states, how to read cards, the turn sequence, and other basic things involved in playing the game.
2. The Rules Glossary contains rules about specific game terms you may encounter, organized alphabetically, as well as indexing links to terms mentioned in the Core Comprehensive Rules.
3. The Specific Card Rulings are an archive of Rules Team decisions about ambiguous or tricky wordings on cards, and official changes to cards by errata or most recent printing (MRP). They are organized alphabetically, by card title.

If you are looking for a rule or ruling on a specific topic, the easiest way to find it is to search the Comprehensive Rules. A "Search" box can be found at the left of every page, under the L5R logo and the "Navigation" box.

If you are looking to print or download the Comprehensive Rules for study or judging purposes, see **Printable Rules**. Then, click on "Printable version," which can be found at the left of every page in the "Toolbox" box.

Warning: The complete print out is about 85 pages with average print settings. If saved to disk as an HTML file, it is about 351 KB in size.

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Samurai Edition Core Comprehensive Rules

These rules form part of the basic rules of L5R from Samurai Edition onward.

1. Cardinal rules
2. The Player
3. Card types
4. Card features
5. Non-card physical game elements
6. Areas of the game
7. Physically marked card states
8. Timing
9. Costs and restrictions
10. Effects
11. Abilities and actions
12. Sequence of play
13. Battles
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Samurai Edition Comprehensive Rules Glossary

This glossary also contains rules about specific game terms that will form part of the basic rules of L5R upon the official release date of Samurai Edition. They will not be in effect before then. They are organized alphabetically by game term.

A | B | C | D | E | F | G | H | I-J | K | L | M | N | O | P-Q | R | S | T | U | V | W | X-Z

Specific Card Rulings and Most Recent Printings

The rulings and MRPs are ordered by card title, in strict alphabetical order (i.e., cards beginning with "The" are found under "T"). Only Samurai legal cards are covered, but all rulings and MRPs are in effect immediately when posted.

A | B | C | D | E | F | G | H | I-J | K | L | M | N | O | P-Q | R | S | T | U | V | W | X-Z

-
- Costs and restrictions
==Costs and restrictions==

Costs

A cost is usually a change to the state or stats of a card, player or other game entity. A cost must fully occur, or be “paid,” for effects of an action or trait to happen, or for a card with a cost to enter play.

A player can not pay a cost by changing the state of another player's cards.

Targeting may occur in a trait or ability's constraints block but is not itself a cost.

Costs are sometimes worded to depend upon the game state.

- Some costs do not apply if a certain condition is met; this is indicated by the wording “[pay cost] unless [condition is met]”

Example: “Bow this shugenja unless he has the Fire keyword.”

- Other costs are conditional, and added if a certain condition is met. These are worded “[pay cost] if [condition is met].”

Example: “Bow this Samurai if he is attacking.”

Conditional costs can be told apart from restrictions on playing an action or card, because the condition (“if” statement) comes after the cost is described.

Example: “If he is attacking, bow this Samurai.” can only be taken while attacking. “Bow this Samurai if he is attacking.” means that you do not have to bow him as a cost unless you are attacking.

Changes to the game state created by costs follow the rules for duration of effects according to the type of effect they resemble.

Mandatory costs

Actions, cards entering play, and triggered traits can have mandatory costs. The mandatory cost of an action is found in the constraints block (see Card Features, Abilities). The mandatory cost of a triggered trait is found before the colon (see Card Features, Traits). The mandatory costs of a card entering play are its Gold Cost (if any) and any other costs for entering play listed in its traits. Costs are mandatory by default.

Mandatory costs sometimes present more than one option for payment.

Example: “Bow your Stronghold or discard the Imperial Favor.”

At the time costs are paid, the player paying the cost chooses which alternative cost to pay, but must choose one in order for the cost to be paid. He or she may not choose to pay both costs.

Multiple mandatory costs must all be paid for the effect to resolve, and are paid in the order they are written.

Multiple costs indicated by a number in the same piece of text are applied simultaneously.

Example: When instructed to “Bow 2 Samurai,” the samurai are chosen and bowed simultaneously.

If multiple costs are demanded by a single piece of text, they are paid simultaneously.

Example: “Bow all Oni”; “Dishonor two Samurai”.

The Gold cost of an Action card, found in the gold coin symbol, is a cost of taking any action that appears on that card.

The Gold cost of any non-Action card type, found in the gold coin symbol, is a cost for it to enter play under any circumstance. Additional costs of entering play may be found as traits on the card.

Example: “Discard the Imperial Favor as an additional cost to play this card.”

Costs must be payable when an action is announced under the Good Faith Rule. If, due to interference from other effects, a mandatory cost cannot be paid at the point when it must be paid:

- No remaining costs need be paid, but costs already paid are not refunded.
- No effects of the action or trait resolve, and the ability or trait is considered to have been “used.”
- If the cost was for a card to enter play, it is discarded.

Optional costs

Actions and traits can also have optional costs.

Optional costs located in the effects block are indicated by the phrase “may ... as a cost” followed by one or more associated effects.

Example: "He may bow his Stronghold as a cost to gain 2 Honor."

Costs in the constraints block are optional if they are preceded by the term "may."

Example: "Bow your Stronghold; you may also pay 4 Gold:"

These costs will usually be referred to in the effects block with associated effects.

Example: "If you paid 4 Gold, gain 2 Honor."

If an optional cost is not paid, only its associated effects do not happen.

Optional costs in the constraints block are paid in any order relative to each other and to mandatory costs. Optional costs in the effects block are paid at the point they appear in the order of effects.

If an action brings a card into play, being able to pay the card's cost is required under the good faith rule. However, the card's Gold is not a cost of the action.

Costs and changes

If a cost involves a change to card state, the change must actually, fully occur at the time of payment for the cost to be paid.

A card already in the cost's end state cannot normally pay the cost.

Example: A Dishonorable Personality cannot be used to pay the cost "Dishonor one of your target Personalities."

Effects that prevent or negate the change will also prevent or negate the cost payment. Likewise, effects that delay the change prevent the cost payment -- L5R actions do not accept credit.

Example 1: A player who cannot lose Honor cannot pay the cost "Lose 2 Honor."

Example 2: If a cost involves destroying a card, but a Reaction before the card is destroyed negates the destruction, the cost is not paid.

Example 3: If, in Example 2, a Reaction after the card was destroyed returns it to play, the cost is paid because the card was actually destroyed.

If a cost involves a change to a stat, the explicit value of the stat must change by the full stated amount or the cost can not be paid. Minimum or maximum values can interfere with the payment of such costs.

Example: The cost "Give Daizu -2C:" cannot be paid if Daizu has 1C, due to the minimum value of 0 that Chi has.

Alterations to costs and payments

If any specific payment of a cost is negated, delayed, or made impossible in the process of paying costs, the player paying the costs may use alternate available sources to pay that cost, or may choose not to.

Some effects may add, waive or substitute costs. These effects influence the costs of an action when it's taken, but do not directly influence the costs as described in the ability.

Added costs: A cost added to an action becomes a cost of that action when it is taken.

Waiving: An effect that waives a cost removes the need to pay that cost, but other costs are not altered.

If the waived cost was an alternate cost, it is considered paid; the cost need not be paid using the other alternative.

Substitution: An effect that pays a cost substitutes itself for the original cost.

Example 1: "You may move your Samurai Personalities home to pay the cost of destroying them." The movement is an alternative cost, and is optional. If the movement is negated, the cost is not paid, but you still have the option of destroying them.

Example 2: "Reaction: Before paying a cost by destroying one of your Samurai Personalities: Move him home instead to pay the cost." Once this reaction is taken, the cost changes entirely; if the movement is negated, the cost is not paid, and can't be paid by destroying the Personality.

Changed costs: A substitution of a cost or a change in the numerical value of a cost, in the context of playing a card or taking an action, applies only to the time the cost is paid.

Example: “Bring the Personality into play paying 2 less Gold” or “bring him into play reducing his Gold cost by 2” do not reduce the Gold Cost stat of the Personality after the payment is made.

Gold production

Gold is a resource in the game that is used to pay a Gold cost.

When a Gold cost is paid, Gold may be produced from any number of sources, including bowing one’s Stronghold as a cost to produce an amount equal to its Gold Production. If one source of production is interfered with, other sources may be used instead.

The total value of the Gold production must equal or exceed the modified Gold cost for the cost to be paid. Any excess Gold produced is “[taxed by the Emperor](#)” (color text) and lost; it does not apply to other payments.

Gold from a single source may not be split to pay multiple costs.

Additional Gold costs that are imposed by separate effects, as opposed to changes to the amount of a Gold cost, must be made as separate payments.

Example: If an effect makes all Political actions have an additional cost of 2 Gold, and a Political action already costs 4 Gold, the 2 and 4 Gold payments may not be combined into 6.

Gold production effects from multiple sources to pay a single cost happen in an order chosen by the player paying the cost. In an exception to the normal timing rules on triggered occurrences, no distinction is made between rulebook effects, triggered traits, and Reactions with a trigger such as “When paying a Gold cost.” These Gold sources can be activated in any order desired when paying a single cost. [CHANGED from simultaneous production, Sept 13 2007]

It is permitted to overpay a Gold cost by any amount, including producing Gold to pay a Gold cost of zero on (for example) an Action card. It is not permitted to pay a Gold cost for a card with no Gold cost at all.

Example: A Samurai Edition Ring or a normal Region has no Gold cost at all.

A Gold cost of zero need not be paid at all and does not count as a cost.

Conditions

Cards may have conditions that govern when they may or may not enter play. Likewise, actions may have conditions that govern when they may or may not be taken. When these conditions limit the circumstances under which the card can enter play or the action can be taken, they are known as restrictions.

All conditions that limit whether a card can enter play, including effects from other cards and from the rules, are restrictions.

Examples: “Can not attach to a Samurai,” honor requirements, the Loyal and Unique keywords, or “Can only enter play if you have lost a Province this game.”

Things that bring a card into play “ignoring restrictions” apply only to conditions placed on the card’s capability to enter play. They do not allow the card to break other rules, such as where it comes into play.

Conditions on a card derive from its own traits, and from effects and rules in the game. Conditions, including restrictions, are checked before costs have to be paid. If a card or action fails to meet restrictions, it fails before reaching the stage of cost payment.

Some conditions refer back to past occurrences, such as, “If he has brought a Shadowlands card into play.” Most references to past occurrences will give a backwards-looking time period.

Example: “If he has brought a Shadowlands card into play since your last End Phase.”

Such references that do not give a duration refer back to things that may have happened in the whole game up until now.

- Effects
==Effects==

Actions and traits on cards and in the rules, and aspects of the rules themselves, have effects on cards, areas, players and aspects of the game. This section contains rules covering the interpretation and scope of effects.

Definition of effects

An effect is anything, other than a cost, that changes the stats, traits, abilities, restrictions, or capabilities of a card, a player, a game entity (such as Provinces), or the game state.

Each individual change to a card, a player, a game entity (such as Provinces), or the game state is a separate effect.

Restrictions, targeting, and costs are not effects. Aspects of card memory (such as the fact that a card has been in a battle this turn, or has used its ability) are also not effects.

Order of effects

Effects occur in the order they are written. All effects are separate, even if they joined by the word "and."

EXCEPTION: Phrases modifying effects may come after the effect's text, but are applied at the same time as the effect. Such phrases will directly refer to the effect, increasing or reducing its restrictions or scope. Modifying phrases refer to the immediately previous effect text, unless they explicitly refer to another effect or to multiple effects. Modifying phrases that refer to multiple effects refer to all relevant effects in that trait or ability.

Example: In an effect that creates a sequence of duels, the duel consequence "Destroy each duel's loser" is applied immediately after each duel, following the duel sequence.

EXCEPTION: Phrases in an ability's effects that refer to an ability itself, such as "This ability may be used once per battle," or "This ability can not be copied," apply to the ability at all times, even when the ability is not being used. See Abilities and Actions.

If multiple effects are caused by a single piece of text they occur simultaneously, unless otherwise specified by language such as "consecutively."

Examples: "Bow all Oni"; "Dishonor two Samurai".

Duration of effects

There are three types of effects: continuous effects, instantaneous effects, and ongoing effects.

Costs that alter the game state, such as bowing a card or giving it a stat penalty, follow the rules for duration of effects according to the type of effect they resemble.

Continuous effects are those found in non-triggered traits, as well as modifier effects that are not triggered (such as stat modifiers on Items or tokens).

Example: "Your Samurai have +1F."

Continuous effects from cards upon other cards normally begin when both cards have entered play.

Additionally, if a continuous effect has a condition on it the effect begins at any point when the condition is met and the relevant cards are in play.

Example: "Your Samurai have +1F while they are opposed." In this example, the effect on each Samurai begins when that Samurai becomes opposed.

Continuous effects from cards upon other cards normally end when one (or both) of the two cards leaves play or when the effect's condition is no longer met. In the example, the effect on each Samurai ends when that Samurai is no longer opposed.

If another effect reverses or modifies the continuous effect, the continuous effect does not automatically re-assert itself. Only if the continuous effect ends and begins again, or when the other effect ends, would the continuous effect begin again.

Example: An effect on one of your Holdings in play states "Your Human Personalities are Samurai while they are

opposed.” If another effect removes the Samurai keyword from one of these opposed Personalities, your card’s effect does not give him back Samurai immediately. However, if your Holding leaves play and re-enters play it would re-apply Samurai to all your opposed Human Personalities, including the one who had Samurai removed. Also, if your Samurai was no longer opposed, and then became opposed again, he would regain Samurai.

Instantaneous effects involve a change in the game state that is officially recorded by changing the position, orientation, or count of a physical game element.

Such effects include:

- Changes to any card’s physically marked state or game area, such as bowing or becoming dead or dishonored;
- Attaching, transferring, or removing cards or tokens to or from Personalities, Provinces, or other things in the game;
- Changes to Family Honor totals;
- Possession of the Imperial Favor.

Instantaneous effects have no duration. They occur once and are not automatically reversed at any later time.

Ongoing effects are those that are not continuous or instantaneous. These may be thought of as “virtual” effects because they are not officially recorded with a physical game element; for example, giving stat bonuses or penalties, granting keywords, or putting a condition on a card such as “can not assign.”

Ongoing effects last until the end of the turn in which they occur unless otherwise indicated.

Example: The term “permanent” or “until” a certain game time.

EXCEPTION: Changes to a card’s Focus Value during a duel end after the duel ends.

An ongoing effect that is applied “while” some condition is true ends when that condition is no longer true, and takes effect again if the condition becomes true within the stated duration of the effect.

EXCEPTION: The condition “while X remains Y” indicates that the effect will not reapply to X if Y becomes true again.

Ongoing effects do not end if the card they came from leaves play.

Ongoing effects that affect all things of a certain kind (such as, “Battle: Your Samurai have +1F”) by default change the game state, and so affect all things in play of that kind throughout their duration, even ones not in play at the time the effect took place. “Until the end of the game, your Samurai have +1F” therefore affects even Samurai brought into play on future turns; compare with “Your Samurai now in play have +1F until the end of the game” which affects only Samurai currently in play.

For more specific rules on the scope and duration of negation effects, see Negating effects below.

Tracking rule

It is impossible to track effects on different face-down cards mixed together. Therefore, all “memory” of the status of individual cards ends when the card enters a deck, a hand, or another area where it’s both face-down and out of play. This includes dishonorable status, ongoing effects, and whether or not an ability has been used.

“Memory” of effects that do not distinguish between individual copies of a card remains even when the card is both face-down and out of play.

Example: An effect on “All Samurai you own, in and out of play” works even on cards that are face-down in decks.

Delayed effects

Some effects state that they will occur at a given time in the future.

Example “After your next turn begins” or “After the next time this game a Samurai assigns to attack.”

Other effects may likewise delay another effect until a time in the future.

A delayed effect is activated at one time, but is actually applied at another.

Such delayed effects are still said to “resolve” when they are first activated, but are actually applied at a future time.

Example: in “Battle: After your next Attack Phase this game begins, target a unit and bow it” the Battle action resolves fully during that battle, but the targeting and bowing occurs in the player’s next Attack Phase.

After a delayed ongoing effect is activated, its duration takes into account the turn, or other time period, in which it was applied – not the time period in which it was initially activated.

Example: in “After the start of your next turn, give him +2F,” the Force bonus lasts until the end of your next turn.

If any targeting only appears as part of a delayed effect, the targeting is not mandatory. See Abilities and actions, Required targeting.

See also: Timing.

Choices

Sometimes a choice has to be made in the game. This includes alternate effects (“gain +2F or +1C”), optional effects (“may bow him”), variable effects (“up to three cards”), and assignment.

If an action does not explicitly state which player makes a choice between several options, the choice belongs to the player taking the action. In traits, the choice belongs to the player whose card it is (that is, the controller of the card if it is in play, or its owner if it is not).

A choice involving multiple effects following a “may” must be taken in an all-or-none fashion, unless they are phrased as alternatives to each other using “or.”

*Example: “He may target one of his Shugenja **and** discard a card.” If this choice is taken, the targeting and discard are both either carried out or not carried out; there is no option to target a Shugenja and not discard. Compare with “he may target one of his Shugenja **and may** discard a card,” in which the two choices are separate; either, none, or both options may be taken. Also, in “he may target one of his Shugenja **or** discard a card,” one choice or the other (but not both) may be taken.*

A choice may be made even if its consequences would be negated or otherwise fail due to lack of suitable things to affect.

Example: If a Personality is already bowed, or can not bow due to an effect, you may still make a choice to bow him. If you do not control any unbowed Personalities, you may also make a choice to “bow an unbowed Personality,” which just fails.

A choice is made at the time it is called for in the sequence of effects.

References to the result of a choice are phrased differently according to whether the choice was only made, or whether a choice made had any effect.

Example: “You may choose to bow the personality. If you choose this, gain 2 Honor.” If the bowing is somehow prevented or the personality is already bowed, you still gain 2 Honor.

Example: “You may bow the personality. If he bowed, gain 2 Honor.” If the bowing never happens you do not gain the Honor.

If the legality of an action depends on its effects, choices within the action must be made in such a way as to make the action legal.

Example: If a Battle action on a unit gives the choice of moving to the current battlefield or some other location, and the Battle action is only legal to take if it moves the unit to the current battlefield (see Battles), its player must choose to move into the current battlefield when the time comes.

In the case of assignment and targeting, effects that refer to the player who assigns or targets refer to the player who made the choice.

Blind cards rule

When a rule or card text needs to know what an action does or will do, it only takes into account the current text of the action. It does not consider any continuous, ongoing or triggered effects that change or negate the action's own

function.

Example 1: "Search your deck for an Action card with a challenge as one of its effects." Even if the condition "Challenges cannot be issued" is in effect, you may search your deck for such a card because of the blind cards rule.

Example 2: Exceptions to the Rule of Location follow the blind cards rule, so that for example, it is still legal to take a Battle action that says it can move a target unit to the current battlefield, even if that movement is blocked by an ongoing negation effect.

This rule should not be applied to retrospective knowledge of whether an action actually did something.

Also note that under Timing rules, negation from ongoing and continuous effects precedes the chance to take a Reaction "before" something happens, and negation from ongoing effects precedes both triggered traits and Reactions. So, if an effect says "Units can not move from this battlefield," you still cannot take a Reaction "before moving" to an effect that normally moves a unit from the battlefield.

The blind cards principle should not be over-applied beyond the specific case of needing to know what an action does; specifically, it should not interfere with the Good Faith rule of actions, which does take into account relevant knowledge about the game state.

Source of effects

When determining whether targeting, costs, effects or actions come "from" or are done "by" a card, look to the card where the thing in question is originally physically printed. If it is printed in the rulebook then the effect is not from any card.

Example: Your event card gives another player an ability. The action from that ability, and its effects, are "from" your cards even though they are "on" the other player.

EXCEPTION 1: Targeting and destruction by Ranged Attacks come from the card that created the Ranged Attack, not the rulebook.

EXCEPTION 2: A Personality's destruction for having 0 Chi comes from the effect that last gave the Personality a Chi penalty, or from the rulebook if there was no such effect.

EXCEPTION 3: Effects of traits and abilities given to other cards, copied from other cards, or on created cards, come from the card they are currently on.

The possessive form ("his action," "your actions"), when applied to a player's actions, means "actions that player took" – not necessarily actions from the player's cards.

Effects of tokens come from the effect that created them, or from the effect that last transferred them if they have been transferred, not from the tokens themselves.

Effects in and out of play

When an effect is activated, it will only apply to cards that at the time of activation are either in play, or in a temporary focusing, entering-play, or resolution area, unless: the effect specifies an out of play area, is triggered by a card entering an out of play area (such as, being destroyed or discarded from the hand), or uses wording such as "all Samurai in and out of play". [CLARIFICATION Sept 25 2007]

Ongoing effects that affect a card in play persist when the card leaves play, unless something else intervenes (for example, the Tracking rule - see above). Effects that were activated regarding a card in play, and then delayed, also apply to the card at the delayed point in time, even if it is no longer in play. [CLARIFICATION Sept 25 2007]

Specifically, use of the term "own" (as in "all Samurai you own") does not imply that an effect applies to cards out of play. Use of the term "your" also does not imply that an effect applies to cards out of play, even though "your" can refer to cards out of play in certain contexts.

EXCEPTION: While their card is out of play, continuous traits (and only continuous traits) affect the card they are on, and only that card.

Examples: A trait that says "This card is a Samurai while your Family Honor is 10 or higher" affects the card even

while out of play. A trait on a Samurai card that says "All your Samurai are Tacticians" gives Tactician to the Samurai card itself, but not any other cards, while out of play.

Negating effects

Some effects negate other effects, either by outright saying the effect is negated, or by global wording such as "can not." The rules on negation also apply to costs and targeting that is negated.

Effects are negated individually; negating one effect of an action does not automatically negate the others, for instance.

If the effects of a triggered trait are negated, the trait is still considered to have been activated for purpose of its maximum number of uses.

If "all effects" of an action or trait are negated partway through the action or trait's resolution, instantaneous effects that have already resolved are not undone, but ongoing effects that have already resolved are negated.

Negating an effect does not suspend its duration. If the negation effect ends before the original effect would have, the original effect still expires at its normal time.

If the wording "do not" is used (such as, "You do not gain Honor"), or if an effect refers to a nonexistent entity (such as an army's Force in a battle where you have no units, or a Region you control when you control no Regions) the effect is not negated, but simply never occurs. Effects described with "do not" override other effects that say they can not be negated.

Similarly, effects that try to put a card in a state it is in already never occur. This is not negation. [Added 26 September 2007]

Example: An effect that bows a card will fail if the card is already bowed. An effect that dishonors a Personality will fail if the card is already dishonorable.

Some effects restrict the number of occurrences of a type of effect in a time period.

Example: "You can only issue one challenge per turn."

If such a restricting effect takes place in the middle of the time period covered, previous occurrences of the restricted effect do count against the limit.

Example: If "You can only issue one challenge per turn" resolves, any challenges you issued that turn count against the limit (even if you issued more than one) and you cannot issue any more that turn.

If a card's entering play is negated, costs do not have to be paid.

Duration of negation effects

The duration and scope of an effect that negates other things depends on both the type of the negating effect and the type of the negated effect (see Duration of effects, above).

Continuous negation effects (such as the non-triggered trait "This card can not gain Force bonuses" on a card in play) negate all relevant instantaneous, ongoing and continuous effects while the negation effect applies. If such an effect ceases to apply, ongoing effects do not reassert themselves, but continuous effects do.

Non-continuous negation effects (such as those given by actions and triggered traits) vary in scope and duration, depending on how they are written:

- If a non-continuous negation effect is written to negate a specific instantaneous effect (such as, "Before this card is destroyed: Negate the destruction.") the effect is itself instantaneous; in this example "Negate the destruction" refers to the specific instance of destruction that the trigger refers to and does not carry over to other instances of destruction.
- If a non-continuous negation effect uses "can not" wording, (such as, "Battle: A target Personality cannot gain Force bonuses,") this is an ongoing effect that follows the normal rules of duration, prevents instantaneous effects from happening, and prevents new ongoing effects from taking place. "Can not" wording does not normally interfere with existing ongoing or continuous effects.

- If a non-continuous negation effect specifies a period of time (such as, “Battle: Until the turn ends, negate all Force penalties on your Samurai”), it has the duration of that period of time, prevents instantaneous effects from happening, prevents new ongoing effects from taking place, also ends existing ongoing effects (which do not reappear when the period of time ends), and suppresses continuous effects until the duration ends.
- Otherwise, (such as a Battle action just saying “Negate all Force penalties on your Samurai”) a non-continuous negation effect should be interpreted as an instantaneous negation that only ends existing ongoing effects, with no effect on continuous effects or new ongoing effects.

Conflicting effects

When effects conflict in their application but not their timing, the later effect takes precedence over the previous effect.

Example: If an effect can not be negated (negating anything that attempts to negate it), and is countered by a later negation effect that itself can not be negated, the later effect succeeds in negating the previous effect. [ADDED July 30 2007]

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- Glossary A
====Ability=====

Text on a card, or granted to a player, that allows an action to be taken. Abilities are used. See Abilities and actions.

Action

A sequence of targeting, costs, and effects that comes from an ability. Actions are taken. See Abilities and actions.

Action card

A card type that is usually played from the hand for an action, then discarded. Action cards are played. See Action cards.

Action Phase

A part of the turn sequence. See Action Phase.

Active player

The player whose turn it is, or the player who is going first if the first turn of the game has not yet started.

Additional

1. Some effects grant an “additional” phase or segment within the sequence of play.

The additional phase or segment occurs immediately, regardless of what phase or segment the sequence of play is currently in.

During the additional phase or segment, the game is considered to be in that phase or segment, rather than in the phase or segment during which the effect occurred. For example, if a Limited action creates an attack during the Action Phase, the game is considered to be in the Attack Phase and not the Action Phase for the duration of the attack.

After the additional phase or segment finishes, the phase or segment in which it was created resumes.

Effects listed after the effect that grants the additional phase or segment may create an exception to the normal rules of timing.

If subsequent effects refer to occurrences associated with the additional phase or segment (for example, battlefields and assigning in an Attack Phase), they modify the phase or segment itself, and they take effect before the additional phase or segment begins. This is an extension of the "phrases modifying effects" exception to the order of effects rules.

Other effects listed after the effect that grants the additional phase (for example, "Lose 5 Honor") apply in normal effect order after the phase ends.

2. Some effects grant an "additional" action of a given type (usually Battle, Open or Limited).

A granted additional action does not count against the normal sequence of actions in the current segment or phase; for example, an additional Battle action is taken immediately without waiting for, or expending, the next normal chance to take a Battle action.

Whenever an effect grants an additional action while another action of the same designator is in progress, the timing of the additional action is delayed until after the current action resolves. This makes sure that Battle actions can not occur within other Battle actions, and so on. ["After" ADDED August 14 2007]

A granted action opportunity can be used to pass.

3. Some effects grant an additional time an ability or trait can be used in a period of time (for example, "an additional time per turn").

All

A cost or requirement that refers to "all" of a certain thing requires that there be one or more of those things in play.

If required targeting calls for all of a certain thing to be targeted, effects that change targeting will not work, because a different legal target cannot be chosen.

Ally

[ADDED Sept 22 2007]

An ally is a third-party player, neither Attacker nor Defender, who has had units on one side or the other in the current Attack Phase. The Attacker's allies, or attacking allies, are allies who have had units on the attacking side, and likewise for the Defender's allies or defending allies.

An ally is also an allying player. Units, Personalities, and other things in the game are also allied if they are controlled by an ally.

Another

"Another" usually refers to a card, player or other thing in the game that is different from the card, player, etc., in question.

"Another" should not be taken as a restriction on the keywords or other characteristics of the *source* of an effect, cost or targeting.

Example: If a Lion Clan Personality, Matsu Ichi, has the text "Target another Lion Clan Personality," the targeting is legal even if Matsu Ichi loses the Lion Clan keyword.

Any

One or more.

EXCEPTION: The specific phrase "any number of," includes zero.

Armor

Armor is a keyword found on Items. A Personality can only have one Armor attached at any time, and cannot attach an Armor if he or she already has one attached.

Army

One or more units in a given side at a battlefield.

A side with no units is not an army. Specifically, its force total is zero, regardless of effects that modify “army” Force.

When “army” is used to refer to a side of a battle that units are being moved to, assigned to, entering play in, or created in, this does not imply that an army must already exist there; the location can have no units to begin with, as an army is being brought into existence there.

Likewise, comparing the number of units in an army to the number of units in another army does not imply that both sides must contain one or more units for the comparison to be valid. This is similar to the rules for absent stats; if anything in the game needs to know the Force, number of units, or other numerical aspect of an “army” with no units, it is always zero.

A unit that enters an army that is enemy from its controller’s point of view, without changing controller, is still controlled by its original player. Such a unit adds Force to the army it is in, and undergoes the consequences of victory or defeat with that army. However, the unit’s controller, and no other player, is still the one who gets to use its card’s abilities and treats it as “his” or “her” unit when using other abilities.

If text refers only to “your army” it means “your army at the current battlefield.”

Assign

To change the location of one or more units from home to a battlefield.

Each of the assigned units becomes part of the attacking or defending army, and is in the attacking or defending side, at its battlefield.

Assignment is not considered to be “moving.”

Units led by bowed Personalities can not normally assign, either as part of the normal Attack Phase procedure, or through other effects that assign them.

If an effect allows a unit to assign at any time other than the Infantry and Cavalry Maneuvers Segments, and more than one player can assign at that time, the order of assignment follows the standard Maneuvers Segment order – Attacker first, then attacking allies, then Defender, then defending allies. This is an EXCEPTION to the timing rule that the order of effects in timing conflict is determined by the active player.

Some effects may allow a player to assign units he or she doesn’t control, or to assign or move a player’s units to the army of the player’s enemy. Assignment to the defending or attacking army depends on who controls the unit, not necessarily who assigns it.

Example: If the Attacker is allowed to assign one of the Defender’s units he or she does not control, he or she must normally still assign it to the defending army.

The choice of assignment refers to which one of several battlefields a unit is assigned to, not the initial selection to have a unit assign or stay at home. Specifically, if player A “may assign” one of player B’s units, player A does not have the option to make player B’s unit stay at home instead of assign. However, player A may choose not to assign player B’s unit, in which case player B gets control over its assignment. If player A “assigns” one of player B’s units, with no “may,” then there is no choice in the matter; player A must assign the unit to a battlefield if legal.

The player who actually assigns a unit is the player who chooses which battlefield it assigns to.

Attach

When a player attaches an attachment card, he or she brings it into play, adding it to a personality's unit. If the source of an attachment card to be attached in an effect is not specified, it must come from the player's hand. Transferring a card from one unit to another is not attaching.

When a player attaches a region, he or she brings it into play, associating it with a Province. Changing a region's province is also considered attaching.

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====Base=====

"Base" refers to a stat or keyword that exists on a card or other entity as printed (following the most recent printing) or initially created, without modifications from effects.

A card's base value can not be changed.

Battle

A process for resolving military conflict. A battle is a process in time, as opposed to a battlefield which is a location. See Battles.

Battle Action

An action with the Battle designator.

Battlefield

A battlefield is a location where units may be arranged in two sides, one containing the units that make up the attacking army and one containing the units that make up the defending army.

A battlefield should not be confused with a "battle" which is a process in time.

Regions attached to a battlefield's associated Province, and Terrains in play for a battle, all are located at the relevant battlefield but are not in any army or side.

Effects that move units to, or create units at, a battlefield normally put the units into the unit's controller's own side and army there.

Battlefields associated with adjacent provinces are themselves adjacent. Battlefields not associated with a province are not adjacent to any other battlefield.

Bow

To change a card from the unbowed to bowed state. See Bowed and unbowed.

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====Can=====

Text that says something "can" happen overrides any rules mentioned in the text that prohibiting that thing from happening; for example, "He can assign even if bowed."

"Can" does not break rules that it doesn't specifically refer to; for example "He can assign in Cavalry Maneuvers" does not allow a bowed unit to assign.

As in English, the difference between "can" and "may" is one of usage, and in most contexts the two terms are equivalent. "Can" most often appears when a rule is allowed to be broken, but also carries the meaning of "may," because breaking the rule is optional. If breaking a rule is mandatory, "can only" is used instead ("can only attach from the discard pile").

Cannot

1. When found in card text, and when referring to a type of cost or effect (such as bowing or taking Force bonuses,) “cannot” (or “can not”) means that a certain type of effect or cost is negated whenever it occurs. See also Negation.

“Cannot” wording does not negate existing ongoing effects or costs while it is applied, only new ongoing effects or costs. For example, a personality’s existing Force bonuses are not affected by attaching an item that says “This Personality can not gain Force bonuses.”

If an effect explicitly says it works on something that “cannot” be affected by it, this overrides only existing negation. For example, even if something says that it straightens a card that can not straighten, a Reaction to the straightening could still negate it.

If a bonus or penalty to a stat, or a stat itself, “cannot” be raised or lowered beyond a certain value, this does not necessarily negate the whole change – only the part that would take the stat beyond that value.

EXCEPTION: In card text, when referring to entering play, attaching, using a trait, or taking an action, “cannot” and “can only” are restrictions on the legality of that thing in the first place, not negation of its effects.

2. When found in *game rules text*, the phrases “cannot” or “can only” apply to the legality of doing something in the first place; they do not imply that doing that thing is merely negated.

Definition CHANGED July 1 2007 to include costs as well as effects.

Card effect

The phrase “card effect” should be understood as “card’s effect” – an effect from a card (including Strongholds), as opposed to the rulebook or other source.

Cavalry

The Cavalry keyword shows that a Personality or Followers have greater than average mobility.

Only Personalities and Followers can have the Cavalry keyword.

A unit is Cavalry if its Personality and all its Followers are Cavalry. Otherwise, it is Infantry.

Cavalry units can assign in Cavalry Maneuvers during an attack. See Sequence of play.

Challenge

An effect that may lead to a duel. See Challenges and Duels.

Challenged

In a challenge, a Personality who is involved in the challenge but who is not the challenger, or the player who controls him. See Challenges and Duels.

Challenger

In a challenge, the designated Personality who is involved in the challenge and who is said to “challenge” or to “issue” the challenge -- not necessarily a Personality controlled by the player whose card the challenge comes from. His controller is also the challenger.

References to the “challenger” should be clear in context; for example “Bow the challenger” refers to the Personality while “the challenger gains 2 Honor” refers to the player. See Challenges and Duels.

Chi

A stat that Personalities have and Items may modify. See Specific stats.

Clan alignment

The term “Clan alignment” refers to the nine major clans in Samurai Edition: Crab, Crane, Dragon, Lion, Mantis, Phoenix, Scorpion, Spider, and Unicorn.

Clan alignment is normally granted to players by the alignment of their Stronghold.

A Personality with a Clan keyword including “Clan” from one of the nine major Clans has that Clan alignment.

Personalities with other keywords including “Clan,” such as “Monkey Clan,” do not have a Clan alignment.

Some card effects may grant Clan alignments on the basis of keywords outside the Clan alignments list. These keywords are only Clan alignments in games where those card effects apply.

Only players and Personalities can have a Clan alignment.

Consecutive

Multiple costs or effects, such as Ranged Attacks, that are targeted and/or resolve one by one. See Ranged Attacks.

Constraints block

1. In an action, text between the two colons (that is, between the designator and the effects block) that can include conditions, costs, some (but not necessarily all) targeting, and triggers.
2. In a triggered trait, text before the first colons that can include conditions, costs, and triggers.

[ADDED Oct 4 2007]

Control

A game state of a card. When a player controls a card, it is in play and in his or her possession. See Control.

A player can also "control" the Imperial Favor, but the Favor is not a card.

Copy (noun)

1. A copy of a card refers to any card with a given title.
2. Copying text creates a copy of the text in question.

Copy (verb)

Copying is an ongoing effect in which a stat, trait, keyword, or ability is reproduced in another place.

A card can not copy its own text or stats.

Copying, like other ongoing effects, lasts by default until the end of the turn.

1. Effects that copy an ability create a new copy of the ability in question, including any changes to the ability in effect (but not changes that are applied to the action). The new ability will be referred to as the copied ability, and the original ability will be referred to as the source.

Because the copied ability is new, it does not count as having been used even if its source ability has.

References to a source card's own title in the source ability become references, in the copied ability, to the title of its own card.

Example: If Bayushi Ichi copies the ability "Bow San: Ranged 4 Attack" from Yoritomo San, the ability on him is "Bow Ichi: Ranged 4 Attack."

A copied ability cannot itself copy an ability.

2. Effects that copy a stat set the value of the stat affected to the value being copied.

An effect that copies a stat's base value sets the current value of the stat affected to the base value of the stat being copied. It does not change the base value of the stat affected.

If the copying changed the stat, this is treated like any other bonus or penalty.

Courtier (keyword)

Courtier is a keyword showing special political and diplomatic skill.

Courtier personalities can commit seppuku through a rulebook **Reaction**. See Glossary, Seppuku.

Created cards

Created cards have all the stats that their card type normally does. Any stat not specified in the effect that created the card has a base value of zero, except for a Personality's Honor Requirement, which is "-". (See Card Features, Created Cards).

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====Dead====

A state of a Personality in the discard pile. See Physically marked card states.

Deck

An area of play. See Areas of the Game, Fate and Dynasty decks.

Decisions

See Effects, Choices.

Delay

Some effects "delay" another effect; for example, "Delay the destruction until before the end of the turn." When this happens, the original effect is modified so that it is now a delayed effect that resolves at the stated time. See Effects, Delayed effects.

If the delayed effect has already happened, the delaying has no effect.

An effect's being delayed has no influence on when an action or its effects are considered to have resolved. An action can be resolved, but still have delayed effects that are waiting to happen.

Destroy

1. When a card in play is destroyed, it leaves play, and enters its appropriate discard pile, or leaves the game if it was a created card. See Areas of the Game, Discard Piles; Areas of the Game, Outside the Game.

2. When a province is eliminated, this is called "destroying" the province. See Battles, Resolution Segment.

3. A card "destroyed with" a Personality is one destroyed by the same effect that destroyed the Personality, or by the rule that a destroyed Personality's attachments are also destroyed.

Difference

The difference between two numbers is the absolute difference between the two; it is always positive, and does not care which number is higher.

Discard

As a verb "discard" means:

1. By itself, referring to a Fate card: To remove a card from one's hand and put it in the discard pile.
2. By itself, referring to a Dynasty card: To remove a card from one's Province and put it in the discard pile.
3. A card may also be discarded from other areas than the hand or Provinces, going to the discard pile, but this must be stated explicitly. See Areas of the Game.

By default, the phrase "discard a card" has meaning 1, referring to discarding a Fate card from hand.

Discarded

The state of a card in the discard pile that is not dead, regardless of how it got in the discard pile.

Dishonor Victory

To win when your only remaining opponent loses by dishonor. See The Player, Dishonor Victory.

Dishonor

1. As a verb: To change a Personality's state from honorable to dishonorable. This should be distinguished from Honor loss and Dishonorable status.
2. As an adjective or noun: A way to lose the game; see The Player, Dishonor Victory.

Dishonorable

A potential state of a Personality, represented by turning his card upside down. This should be distinguished from "dishonored" (past tense of "dishonor"). See Physically marked card states, Honorable and dishonorable.

Do not

A phrase meaning that a certain occurrence (for example, losing honor) simply does not happen under the circumstances given; it is not negation and overrides effects that prevent negation. See Effects, Negating effects. "Does not" is equivalent.

Definition CHANGED July 1 2007 to include costs as well as effects.

Draw

1. To put the top card of one's Fate deck into one's hand.
2. Effects that draw more than one card at the same time (such as, "Draw 3 cards") occur simultaneously, unless they state otherwise (such as, "Draw 3 cards consecutively").
3. Effects that happen to put the top card of the deck into a player's hand without saying "draw" are not considered drawing – for example, when a player looks at the top four cards of her deck and chooses to put the one that happened to be on top into her hand.

Duel

An effect that may be created by a challenge. See Challenges and duels.

Duel stat

The stat used in a duel. See Challenges and duels.

Duelist (keyword)

A keyword indicating special skill in dueling.

If a Duelist is in a duel against a non-Duelist with an equal or higher duel stat than his own when the duel begins, the Duelist has the first opportunity to focus in the duel, but may not use this opportunity to strike.

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■ Glossary E

====Each other====

“Each other” preceding a term (for example, "each other player") does not mean “every alternating one,” but refers to all things other than the thing named.

Element keyword

Any of the following five keywords representing the mystical elements: Air, Earth, Fire, Water, Void.

Enemy

In a battle or attack, if you are the Defender or a defending ally, "enemy" describes with a player who is the Attacker or an attacking ally, and units or armies on the attacking side; if you are the Attacker or an attacking ally, "enemy" describes a player who is the Defender or a defending ally, and units or armies on the defending side. See Sequence of Play, Attack Phase, Battles.

A Personality you somehow control in an enemy army is still “enemy” to you.

If you somehow change sides in a battle (for example, through the card "False Alliance") your perspective on who is "enemy" and who is "friendly" changes immediately.

For "enemy leader" see Leader.

Engage

Refers to the time point when a Combat Segment begins. This is the same point of time that the battle begins.

Enlightenment victory

A way to win by bringing Elemental Rings into play. See The Player, Enlightenment Victory

Entering-play Honor loss

The highest amount of Honor loss caused by any one trait on a card that is triggered by it entering play.

A fluctuating entering-play Honor loss is not fixed when the card enters play, but changes with the game state. If this amount cannot be clearly determined in response to an effect that requires it, it is zero.

A conditional entering-play Honor loss is checked against the current game state.

Example 1: To figure out the entering-play Honor loss from the trait “Lose Honor equal to the number of Shadowlands Holdings you control” you look at the number of Shadowlands Holdings the current controller has, not the number of such Holdings he or she had when the card originally entered play.

Example 2: If you are a Unicorn Clan player, the trait "Lose 1 Honor; or 3 Honor if you are a Scorpion Clan player" yields an entering-play honor loss of 1, not 3.

Equip

An action that attaches a card to a Personality. See Sequence of play, Equip.

Even if

The phrase "Even if" followed by a condition means that something can happen in spite of a rule that says it can't happen while that condition is true. "Even if" only supersedes rulebook rules, not card effects.

*Example: "**Battle:** Even if Hida Kuon is bowed ..." in an ability means that Kuon can use his ability while bowed, superseding the rulebook rules that abilities on bowed cards can't be used. However, if the effect "A target personality cannot use his abilities while bowed" is applied to Kuon, he cannot use his ability, because his "Even if" phrase only supersedes the rulebook rule.*

Exchange

When two stats are exchanged, their current values are noted. Then, each stat is set to the other's current value, simultaneously. Any changes to stat values from an exchange do count as bonuses or penalties (see Card features, General rules about stats).

Expensive

A comparison word referring to Gold Cost. For example, a card with a higher Gold Cost relative to another is more expensive.

Experienced

Some cards have the Experienced keyword, representing their progression in the story from a less experienced version.

The Experienced keyword may be accompanied by a number that represents the card's experience level, and a name that is an alternate title for the Personality (such as, "Experienced 3 Ginawa.") These are not separate keywords; they modify the Experienced keyword.

If there is no number, the experience level is 1.

A non-experienced card's experience level is zero.

Expressions such as "an Experienced personality" refer to a card with the Experienced keyword regardless of what number or name follows it.

References to more and less Experienced versions of a card refer to cards with higher and lower experience levels, respectively.

The alternate title counts in all ways as a second title for the card. For example, both titles are checked for purposes of the Unique trait.

Even if they are Unique, Experienced cards with the same title but different experience levels may be included in the same deck.

Likewise, more than three Experienced cards with the same title may be included in the same deck, as long as each Unique one has a different experience level and there are no more than three non-Unique cards with the same title and experience level.

Unique Experienced cards still follow the rules for entering play that apply to Unique cards (see Glossary, Unique). Keep in mind that an Experienced card's alternate title also regulates his or her capacity to enter play.

Example: A player can include the Unique non-experienced Personality "Matsu Ichi" and the Personality titled "The Golden Ronin," with the keyword Experienced Matsu Ichi, in the same deck. However, he can not bring a version of Ichi into play while any player controls a Unique version of him.

Similar restrictions on bringing into play apply to Singular Experienced cards that the player already controls a Singular version of.

Non-Unique, non-Experienced versions of a card do not affect the legality of including Unique Experienced versions of it in a deck, or the legality of playing those Experienced versions.

During the Dynasty Phase, if an Experienced Personality is face-up in one of the active player's Provinces, it can overlay a less experienced Personality with the same title controlled by the active player.

Overlaying during the Dynasty Phase can happen at any time a card can enter play from a Province.

A Personality's Honor Requirement does not affect overlaying, but other requirements of play (such as the Loyal keyword) must be met before the card can overlay.

You do not have to pay Gold costs unless the overlaying Personality is two or more experience levels above the overlaid Personality, and more expensive than the overlaid Personality. In that case you pay the difference between the overlaying and overlaid Personalities' Gold costs.

A card can only overlay another card in play that has the same title (even if another of its alternate titles is different) and has a lower experience level. This latter card is known as the overlaid card.

A Unique card can not overlay another card if there is a third card in play that is a Unique version of the overlaying card.

See Physically marked card states, Overlaying.

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====Face-down=====

A card state in which only the card back is normally visible. A player can sometimes look at his or her face-down cards (such as in the hand) and sometime can not (such as in the deck or in Provinces). Equivalent to "face down."

See Physically marked card states, Face up and face down.

Face-up

A card state in which only the card front is normally visible. Any player may look at any face-up card. Equivalent to "face up."

See Physically marked card states, Face up and face down.

Fall

"Cannot be lowered" and "Cannot fall" mean the same things.

1. Used in the phrase "cannot fall below" to indicate that an effect negates all penalty or loss below a certain number, but does not negate loss up to and including that number. 2. There is a slight difference between how a "cannot fall" limit works and how a minimum works; specifically, the "cannot fall" limit reduces the actual bonus or gain, whereas the minimum is only applied last when recalculating the stat. In practice, if part or all of a penalty is lost due to a "can not fall" limit, it does not count against any future bonuses to that stat.

Family Honor

A score that is kept by each player reflecting their reputation for noble or vile deeds. "Honor" is a short term for Family Honor.

Family name

Samurai Edition has no special rules for determining family name.

Focus

To put a card into one's focusing area during a duel.

Focus Effect

A special boldface trigger that is activated if its card is face-up in the focusing area at the point in a duel when Focus Effects resolve. "Focus Effect" is not an action designator or a keyword.

Focus pool

A game area containing Fate cards, face down but known to their owner, that are used during a duel.

Forming a focus pool is not drawing because it does not put cards into the hand.

Focused cards

Cards currently in the focusing area. This is not necessarily restricted to cards that were originally focused.

Focusing area

An area that is created during a duel for cards focused. Each player has his or her separate focusing area.

Focus Value

A stat that all Fate cards possess.

Follower

An attachment type representing people or other beings under a Personality's command. See Card types, Followers.

For

1. An effect that depends on another effect or occurrence is indicated by "for" wording. For instance, an Honor loss "for" losing a duel is any Honor loss that is specifically contingent on losing a duel, be it an effect of the duel itself, a Reaction, a triggered trait, or something else.
2. "For" wording only refers to a specifically named consequence of the effect, not to a consequence arising from a chain of contingent effects. In the case above, if a dishonorable Personality is destroyed for losing a duel, and his controller loses Honor, this is not an Honor loss "for" losing the duel, but an Honor loss for dying.

For each

1. Proportional effects using the term "for each", such as "Gain 1 Honor for each Samurai you control," should be interpreted as a single effect rather than numerous separate effects. In this instance, a player controlling 3 Samurai would gain 3 Honor at once, not 1 Honor three separate times.
2. If separate honor gains are intended, this is signaled by the term "separately for each." "Gain 1 honor separately for each Samurai you control" means that you experience three separate but simultaneous Honor gains of 1 point.
3. Sometimes "for each" refers back to an effect that is proportional to another set of effects created by the same action or trait. In this particular wording, only the actual occurrences created by the first set of effects count toward the second, not any contingent effects triggered by other cards or rules.

Example: "Destroy 1 to 3 enemy cards. Gain 1 Honor for each card destroyed." If the destruction of one enemy card triggers the destruction of another (as when a Personality's attachments are destroyed via the rules), the additional card is not counted towards the Honor. Also note that if the destruction of one enemy card is prevented, one less Honor will be gained. [ADDED Jul 17 07]

Force

A stat that Personalities and Followers have and that Items may modify. See Card features, Specific stats.

Force total

A unit's Force total is the sum of the modified Force of all unbowed Personalities and Followers in the unit.

An "army's Force total" is always zero, regardless of modifiers to army Force, if no units are on the side where the army would be. Otherwise, an army's Force total is the sum of the Force of all units in the army.

From

Some things check to see if other effects, actions, or targeting come "from" a given source. The source is the card that the effect, action or targeting is printed on, or the rulebook if it is printed there. There are three exceptions:

- Targeting and destruction by Ranged Attacks come from the card that created the Ranged Attack, not the rulebook.
- A Personality's destruction for having 0 Chi comes from the effect that last gave the Personality a Chi penalty, or from the rulebook if there was no such effect.
- Effects of traits and abilities given to other cards, copied from other cards, or on created cards, come from the card they are currently on.

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■ Glossary G

====Gold=====

A resource in the game that is produced and used to pay costs.

Gold Cost

Gold Cost, when referred to as a card's stat, is a stat that initially determines the amount of Gold needed to pay to bring the card into play.

Example: "Target a card with 7 or more Gold Cost;" "This card has -2 Gold Cost if you are a Crane Clan player"

Gold cost, when referred to in the context of paying a cost or bringing a card into play, is the temporary amount of Gold required to pay on that occasion, which may be initially derived from the Gold Cost stat.

Example: "Bring him into play, reducing his Gold cost by 2"

The capitalization of "cost" is a guide rather than an absolute distinction between the uses; context should be used in clarifying which use of "cost" is meant.

Gold-producing

Refers to a Holding with a trait or ability that produces Gold.

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■ Glossary H

====Hand=====

A game area containing face-down Fate cards. See Areas of the Game, the Hand.

Home

1. The location in front of a player's Provinces where cards normally enter play.
2. When the term "home" appears in reference to movement or location, it normally refers to the unit's controller's home.

Example: "A unit at home" or "move the Personality home."

Holding

A card type. See Card types, Holdings.

Honor

Short for “Family Honor.”

Honorable

Refers to a Personality (and no other type of card) who is not in a dishonorable state.

Honorable dead

Refers to a Personality (and no other type of card) who is in both the honorable and dead states.

Honor Requirement

1. A stat on Personalities that is compared to Family Honor and restricts entering play.
2. A stat on Followers that is compared to a Personality’s Personal Honor and restricts entering play.

Honor victory

Winning by having 40 or more Honor **when** your turn starts. This is checked before the “after the turn begins” point. See The Player, Honor Victory.

Human

This term refers to a Personality or Follower who is not Nonhuman. It is not itself a keyword.

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■ Glossary I-J

====Imperial Favor====

An object in the game, representing the good graces of the Court, that can be taken and discarded to pay costs.

Infantry

This term refers to a Personality or Follower who is not Cavalry. It is not itself a keyword.

Instead

“X instead (of Y)” refers to the substitution of an old targeting, effect, choice, cost, or other game element (Y) with a new one (X). The following rules refer to any use of "instead" or "instead of."

- If the old Y is negated, or fails to happen for a reason other than negation (“do not” wording, absence of relevant game elements), the new X doesn't happen.

Example: In “you may bow a personality instead of losing Honor,” you cannot use this to bow a Personality if the Honor loss has already been negated, or if an existing trait says that you do not gain or lose Honor.

- If the new X is negated, or fails to happen for a reason other than negation (“do not” wording, absence of relevant game elements), the old Y doesn’t happen.

Example: In “target enemy unit adds Force to your army instead of the enemy army,” if you have no army (i.e. no units) then the unit still does not add Force to the enemy army.

EXCEPTION: In effects that substitute targeting, if the new target has to be a "legal" target, then failure to find a new legal target -- one that satisfies the requirements of the original targeting plus any additional requirements on targeting from other sources -- means the original targeting happens normally. [ADDED 24 Sept 2007]

Example: In "The action instead targets another of your legal Personalities with the same Clan alignment at [the original target's] location" (Seat of Power, SE), if there is no Personality at the original target's location with the same Clan alignment who also satisfies the targeting requirements of the original action, the original targeting happens normally.

Effects “instead of focusing” in a duel are still considered focusing for purposes of triggering reactions and conducting the duel.

Such effects can be taken if a player cannot focus due to lack of legal cards to focus. They cannot be taken if focusing is prohibited for any other reason. [ADDED 24 Sept 2007]

The substitution of Y for X is not a negation of X.

Item

An attachment card type. See Card types, Items.

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- Glossary K
- None currently.

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- Glossary L
- ====L5R====

An abbreviation for Legend of the Five Rings.

Leader

The Attacker or Defender in a battle or attack, compared to other allied players.

The friendly leader is yourself if you are the Attacker or Defender, or the player you are allied with if you are an ally.

The enemy leader is the Attacker if your friendly leader is the Defender, or the Defender if your friendly leader is the Attacker.

If you have not yet allied, you have no enemy or friendly leader.

Legacy

A keyword on certain Holdings. A player can search his or her Dynasty deck for a Legacy holding and put it into play without Gold cost:

- At the start of the game, if the player is not going first (see Sequence of Play, Start of Game).
- After the Dynasty phase, if the player has not brought any Holdings into play (see Sequence of Play, Dynasty Phase).

Legal

[ADDED 24 Sept 2007]

A new "legal" target, in the context of substitution of targets (see Instead) is one that meets any restrictions on the original target, and any restrictions from other sources on the new target.

More generally, something is legal to do if it meets all restrictions on it from the rules and cards. Card or rule text that specifies that something must be "legal" does not imply that it can normally be done illegally.

Location

An area where cards in play can exist. Each player's home, and each battlefield, are locations.

Look

Inspect a face-down card without showing it to anyone else or changing its position (such as in a deck).

Effects that let you only "look" at certain cards in a deck (such as the top card, bottom card, or top five cards) are not considered to be "searching" the whole deck.

Lower

"Cannot lower/reduce/fall" all indicate a certain kind of limit on a stat imposed by an effect. See Raise/rise.

Loyal

A Personality with the **Loyal** keyword cannot be controlled by a player who does not share a Clan alignment with that Personality - either by bringing into play or by changing control.

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■ Glossary M

====May=====

The word “may” usually means a choice or option. "May" and "can" are interchangeable in most contexts.

Effects in the same sentence after a “may” must all be applied if the choice is made to apply them, unless separated by the word “or.” For example, “He may bow him and gain 2 Honor” refers to the choice to apply both the bowing and Honor gain effects, but “He may bow him or gain 2 Honor” refers to a choice to either bow or gain 2 Honor.

May remain bowed

This effect means that while the card is bowed, its controller may negate any effect that straightens the card, until the card straightens or leaves play. Its duration is while the card is bowed, rather than the standard duration of effects. See also Glossary, Remain.

Military victory

A way to win the game by having your last opponent’s last Province destroyed. See The Player, Military victory.

Maximum / Minimum

A value past which a stat can not go. See Card features, Stats.

Restrictions on single effects such as “This cannot raise his Force above 3” do not impose a maximum or minimum on other effects.

Move

To change a unit’s location between battlefields or between home and battlefield (in either direction) due to an effect that specifies that it “moves” the unit.

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■ Glossary N

====Naval=====

The Naval trait is found on those Personalities and Followers who have the skill and equipment to navigate Rokugan’s waterways and seas.

Naval has implications for the following special ability available to all players, which is referenced below for convenience. See Battles, Combat Segment.

Naval Ability

Reaction: If you are the Attacker and your current army has more Naval cards than the opposing army, once per battle after engaging: You have the first opportunity to take a Battle action, which must be performed by a target Naval Personality or one of his Naval Followers.

In cases where multiple cards perform an action, only one need be Naval.

Need not

The phrase “need not” indicates optional waiver of a cost.

Example: The controller of a Personality who “need not bow to perform Kihos” may waive the cost of bowing that Personality as part of a Kiho he performed.

Next

- If the "next" period of time is referred to while that period is ongoing, the ongoing period of time is not meant.

Example 1: "After the next battle ends" does not refer to the end of the ongoing battle.

Example 2: "After the next time an action resolves" does not refer to any ongoing action.

[ADDED August 14 2007]

- A delayed effect that will resolve the “next time” something happens refers by default to the next time this turn.
- If a longer or shorter duration of a “next time” effect is intended, it will be stated explicitly.

Example: “Next time this game” will trigger if something happens on a subsequent turn.

Non-

The prefix "non-" indicates something that does not have a given type, piece of text, or state.

Example: A “non-Personality” card is any card that is not a Personality.

EXCEPTION: "Nonhuman" has a special usage.

Nonhuman

The Nonhuman keyword indicates a Personality or Follower that is not human. Personalities and Followers without the Nonhuman keyword are referred to as Human, but "Human" is not a keyword.

Cards other than Personalities and Followers are neither Human nor Nonhuman.

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- Glossary O

====On=====

An ability on a card is one either printed on the card, or granted to it by some effect.

Opposed

Refers to a card, side or army at a battlefield that has one or more units in the side opposing it.

The specific expression “to oppose X in a duel” also means to be the other Personality in a duel against X.

Opposing

Refers to something on the other side of the battlefield from the thing being referred to.

Only cards in units can be opposing cards. Other cards in a battlefield (e.g., Terrains, Regions) never oppose anything.

Overlay

A procedure for merging two cards into one. See Glossary, Experienced and Physically Marked Card States, Overlaying.

Own

Refers to a card that was originally in a player's play deck, or was created or brought from outside the game by that player, who is the card's *owner*.

In Samurai Edition, the term "own" by itself does not carry any implications about a card being affected even while out of play.

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■ Glossary P-Q

====Pay====

To allot Gold that you produced towards fulfilling a Gold cost.

Paying

Effects that reduce or increase a Gold cost using the word “paying”, last only for that payment, not until the end of the turn.

Example: “Bring it into play, paying 2 less Gold.”

Perform

A Personality or Follower is performing an action if its controller is the player taking the action, and any of these things is true:

- The action comes from an ability on the Personality or Follower.
- The action comes from an ability on an Item or Spell in the Personality's unit.
- The Personality or Follower was targeted by targeting in the ability's constraints block (between the two colons).

Costs or other restrictions that are added to an action, and involve targeting a Personality, do not mean that the Personality thus targeted is performing the action. The targeting must come from the base wording of the ability.

Permanent(*ly*)

Having a duration until the end of the game. A permanent effect can still be negated or undone by other effects; “permanent” refers only to the normal duration of the effect.

Personality

A card type.

Personal Honor

A stat on Personalities.

Play

1. As a verb, to put into play a card type that normally enters play, or to utilize an Action card by putting it into the resolution area.

2. As part of "in play" or "out of play," refers to something in an in-play or out-of-play area.

Play deck

The combined cards in the Dynasty and Fate decks, plus the Stronghold card.

Printed

Means the same as “base,” even on cards that do not literally have their base stats printed.

Example: Older copies of cards that have been reprinted, or created cards.

Printing

Things that check an aspect of a “printing” of a card refer to the physical example of the card in the deck, not the most recent English printing. This is an EXCEPTION to Cardinal Rule 2.

Only the official printing is checked; alterations made to a card after it is printed are not valid.

Province

An area that holds Dynasty cards and defines a player’s lands.

Province Strength

1. A stat on a Stronghold from which Provinces’ base strength is calculated at the beginning of the game. 2. A stat of a Province that governs how easily it is destroyed in battle resolution.

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■ Glossary R

====Raise/rise====

The phrase “cannot raise/can not rise” negates all bonus or gain beyond a certain number, but does not negate gain up to and including that number.

Example: "This cannot raise Personal Honor above 5."

There is a slight difference between how a “cannot rise” limit works and how a maximum works; specifically, the “cannot rise” limit reduces the actual bonus or gain, whereas the minimum is only applied last when recalculating the stat. In practice, if part or all of a bonus is lost due to a “cannot rise” limit, it does not count against any future penalties to that stat.

"Cannot lower/reduce/fall" works in a similar way, but as a limit on penalties or losses.

Ranged Attack

A Ranged Attack represents a warlike effect that kills at a distance, such as archers’ arrows, a magical fiery bolt, or a thrown boulder.

In an effect, “Ranged X Attack” (where X is a number known as the strength of the ranged attack) is shorthand for “Target a Follower or a Personality without Followers in the current enemy army. If its Force is equal to or less than X, destroy it.” A ranged attack’s strength is treated as a stat with regard to bonuses, penalties, and minimums.

The source of targeting and effects from a Ranged Attack is the same as the source producing it. Ranged Attacks come from the card effects that create them, not the rulebook.

In an action, the first Ranged Attack, or set of simultaneous Ranged Attacks, made by the player taking the action and mentioned in the effects block constitutes required targeting, unless it is explicitly optional (see Abilities and actions, Required targeting); the legal target or targets must be available to announce the effect, and the required targeting is carried out during the targeting step. References to a Ranged Attack’s targeting refer only to the

targeting mentioned in the standard Ranged Attack text, not any targeting that forms part of an action that created the Ranged Attack.

For consecutive Ranged Attacks, or multiple single Ranged Attacks described in sequence in an action's effects, the only required targeting is for the first of those Ranged Attacks.

Multiple Ranged Attacks created by a single effect can be simultaneous or consecutive. If not specified, they are simultaneous by default. Simultaneous Ranged Attacks are targeted at the same time, then their effects are applied at the same time. Consecutive Ranged Attacks are targeted one at a time, and the effect is applied to each target before the next target is chosen. Some consequences of the simultaneous/consecutive difference are that:

- A simultaneous Ranged Attack will not destroy a Follower in time to allow a second simultaneous Ranged Attack on its Personality. This can be done with consecutive Ranged Attacks.
- Force changes as an indirect result of cards being destroyed by simultaneous Ranged Attacks do not occur before all eligible targets are destroyed.

Although "Ranged Attack" is not a keyword, other effects may refer to and affect Ranged Attacks. A Ranged Attack action is one that produces a Ranged Attack as one of its effects.

A Ranged Attack (as opposed to an action or trait that created the Ranged Attack) resolves after any of its effects are activated, regardless of whether the actual application of those effects is delayed until a later time. [ADDED 22 September 2007]

Redirect(ion)

A term used in previous editions of *Legend of the Five Rings* to describe changing targets. There are no rules for redirection in Samurai Edition.

Region

A card type that attaches to a Province.

Remain

A duration that lasts while something "remains" in a given state ends whenever the thing is no longer in that state. *Example: "While this Personality remains bowed."*

Contrast with an effect that applies if or while something "is" in a given state. Such an effect has a normal duration and can turn on and off as the thing fluctuates between states.

Remove from the game

To put into the outside-the-game area.

Resolve

[ADDED 22 September 2007]

1. An action or trait begins to resolve when its sequence of effect activation begins, assuming costs, targeting and conditions have been met. It stops resolving when its sequence of effect activation has ended, even if the application of some effects has been delayed.

References to an action or trait's "effects [plural] resolving" are equivalent to the action or trait itself resolving.

2. A battle begins to resolve when its Resolution Segment begins and ends resolving when that segment ends.

3. A duel begins to resolve when one player strikes, and stops resolving when the duel itself ends.

4. A Ranged Attack itself (as opposed to an action or trait that created the Ranged Attack) resolves after any of its effects are activated, regardless of whether the actual application of those effects is delayed until a later time.

Restriction

A restriction is a condition that limits when an action, trait or effect can happen, what it can target or affect, or when a card can enter play.

Restrictions usually appear in the constraints block of an action but may also be conditions placed on effects.

Honor Requirements are a type of restriction, as are the Loyal, Unique and Singular rules.

The phrase “ignoring restrictions” should be interpreted in the narrowest possible context.

Example: An action that says “bring the card into play, ignoring restrictions” means that only the restrictions on entering play are lifted, not other restrictions on the action.

Result (of a duel)

An effect that depends on winning or losing a duel. See Glossary, For.

Return

The wording "return [card] to [game area]" should only be interpreted as "put [card] into [game area]." It does not require tracking whether the card has ever been in the game area in the first place.

Example: "Return this Follower to your hand" puts the Follower in your hand even if it was never in your hand (such as if it was discarded directly from the Fate deck and then played from the discard pile). [ADDED 28 July 2007]

Reveal

To turn a face-down card face-up as an instantaneous state change.

Examples: A card in a province, or a focused card being turned face up during a duel.

See Glossary, Look and Glossary, Show for comparisons.

Ring

A card type representing mastery of mystical teachings.

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- Glossary S
====Samurai=====

Samurai is a keyword showing training in the noble warrior arts.

Samurai Personalities can commit seppuku through a rulebook Reaction. See Glossary, Seppuku.

Search

To inspect a deck, or all cards in another area, in order to select one or more cards from it.

A player searching an area looks at the faces of all cards in it, keeping them as they were (face-up or face-down). He or she may look at all cards before deciding which ones to select, unless otherwise instructed by text such as "Put the first Ring you find into play."

All effects that search decks for cards also shuffle the deck after the found card (if any) leaves the deck. If the card is not found, the deck is still shuffled immediately after searching. These rules does not apply to effects that look at cards in a deck without using the term “search.” See Glossary, Look.

If an effect directs a player to search for a card and play it, and it cannot be played, it is discarded instead.

If a player searches for a particular description of card and does not select any, he or she can not search for that description of card for the rest of the game, even if a card matching that description re-enters the deck or other searched area.

Effects that let you only "look" at certain cards in a deck (such as the top card, bottom card, or top five cards) are not considered to be "searching" the deck.

Seppuku

An act of ritual suicide. If an effect directs a Personality to commit seppuku, apply the following effects: "Rehonor the Personality, then destroy him; these effects can not be negated."

Additionally, all players have the following ability.

Reaction: Any number of times per turn, before you lose Honor from an action that targeted or was performed by one of your Courtier or Samurai Personalities: He commits seppuku. If the seppuku destroyed him, reduce the Honor loss to one.

Show

To momentarily turn a face-down card face-up, so that all players can see it; then it is turned face-down again if appropriate.

Share

The default action available to all players to transfer attachments between Personalities in the Action Phase. See Sequence of Play, Share.

Shugenja

A member of the priesthood, skilled in the magic of Rokugan. Only Shugenja Personalities can attach Spells and perform actions on Spells.

Side

A sub-area of a battlefield where either attacking or defending units are located. A side need not contain any units.

Simultaneous

In reference to multiple Ranged Attacks, "simultaneous" means that the Ranged Attacks are all targeted at the same time, and then resolve at the same time.

Singular

A card with the **Singular** keyword can not enter play or become controlled by a player if that player already controls a Singular card with the same title.

Straighten

To change from the bowed to the unbowed state.

Stronghold

A card type that starts in play and determines your Clan alignment, if any.

Successful

A successful action or other occurrence is one whose effects produced one or more actual changes in the game state.

Changes resulting merely from the occurrence's mechanical requirements, targeting, or costs, are not counted in success.

Example: An Action card being discarded, an Event leaving its Province, or the fact that an ability on a Personality has been used, all do not count toward success.

Effects that are negated, that do not occur, or that had a one-time effect but had nothing to affect are not actual changes in the game state.

Example: "Bow all Shugenja" when no Shugenja are in play is not a successful action.

Ongoing changes to the general conditions of the game do change the game state even if there is currently nothing they affect.

Example: "Until the end of the game, all Shugenja have -1F" when no Shugenja are in play is a successful action.

[CHANGED 19 July 2007 to include non-actions]

Switch

To swap the game area two cards are in. When two cards switch game areas, put each one in the other's current area simultaneously. This may involve movement if units are switched between two locations. If one of those two effects is negated or does not occur, the other effect also does not occur.

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- Glossary T
====Tactical=====

An action with the Tactical keyword can only be performed by a Tactician Personality (see Perform). A Tactical action that is not performed by any card can only be taken if one of your unbowed Tacticians is at the current battlefield. Each Tactician can only perform one Tactical action per turn.

All players have the following Tactical Battle ability, which is also described under Battles, Combat Segment:

Tactical Battle: Any number of times per turn, discard a card and target one of your Tactician Personalities: Give him a Force bonus equal to the Focus Value of the discarded card.

Note that because of the rule of performing Tactical actions, this can only give one Force bonus to each Tactician per turn.

Tactician

A Keyword indicating a Personality with a talent for directing battlefield strategy. The keyword allows a Personality to perform Tactical actions, including the player Tactical Battle action; See Battles, Combat Segment.

Target

A special procedure that involves designating one or more cards or other game entity (such as a Province or player). The word "target" must appear as a verb or an adjective for the procedure to be considered targeting -- just "choosing" something is not targeting.

Targeting is most often seen in the context of an action (see Required Targeting). However, sometimes targeting may happen in a trait. In that case, targeting must be carried out if possible, but there are no special implications if the targeting fails, other than the non-availability of any target for further effects that refer back to it. [ADDED Sept 20 2007]

When targeting is restricted based on its face-up features (such as Force, keyword, title, of card type), a player may not target a card whose face is not revealed to him or her, unless that card has been given such a feature by card or rules effects. [ADDED Sept 20 2007]

A "change to targeting" is anything that changes the actual target or the player who chooses targeting. [ADDED Sept 25 2007}

Terrain

An Battle Action card with the **Terrain** keyword establishes the kind of ground the current battle is being fought on.

After any costs and any required targeting of a Terrain Action card are met, the card enters play at the current battlefield as its first effect, before its other effects resolve. A Terrain is not in any side or army.

The "Terrain Battle:" action on a Terrain can not be used while it is in play.

Unlike other action cards, a Terrain is not discarded after its effects resolve.

If a Terrain leaves play, its effects with a duration end. This is not negation of those effects (that is, even effects that can not be negated do not apply any more).

If a Terrain is already in play at the current battlefield, no player can play another Terrain there.

After battle resolution, discard any Terrains in play at the current battlefield.

This

The term "this" can have several meanings depending on context.

On an attachment, "this Personality" refers to the Personality in the attachment's unit. On an attachment, "this" before a keyword (for example, "this Shugenja") refers to the Personality in the attachment's unit if he has that keyword. If he does not, then the reference fails.

Example: a a cost of an ability on an Item that says "Bow this Samurai" can not be paid if attached to a non-Samurai; an effect on the Item that says "Dishonor this Human" would not dishonor a Nonhuman Personality.

"This unit" refers to the card's unit.

"This battle" refers to the current battle.

"This battlefield" refers to the current battlefield.

"This Province" in the context of a battle refers to the Province associated with the battlefield.

"This card" refers to the card itself.

"This" with no subject may be used as a phrase to modify an effect (see Effects).

Example: "Ranged attack 4. This may target a Personality with Followers."

Other uses of "this" follow normal language, such as "this turn."

Token

A physical marker in the game, placed on a card or other game entity. Tokens are not cards and remain in place until they are transferred or removed. They leave play if their card does, and are removed from the game if they leave play.

Effects of tokens, such as bonuses or penalties to stats, come from the card that created the token.

Transfer

To take an attachment card from one Personality and add it to the unit of another, different Personality.

A player does not need to pay the card's costs when transferring it, but does need to meet requirements and restrictions of attachment. Nonetheless, the transferred card is not attaching to the new Personality for purposes of

things that are triggered by attaching, and is not entering play.

Tribe

A Tribe keyword is one that contains the word "Tribe."

Turn

A unit of game time in which a particular player, the active player, takes the lead in playing actions and cards.

When “turn” refers to part of a particular player’s turn (for example, in “the end of his Straighten Phase two turns from now”) what is meant is “two of the player’s turns from now.”

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■ Glossary U

====Un=====

Like “non-”, the prefix “un-” indicates something that does not have a given type, piece of text, or state.

Example: An “unopposed” card is any card that is not in the opposed state, even one that could not be opposed because it’s not at a battlefield.

EXCEPTION: “Unaligned” and “Undead” are keywords with a special meaning that do not follow this rule.

Unaligned

A Personality, player, or Stronghold without a Clan alignment. Unaligned Personalities do not have the same Clan alignment as an Unaligned player or Stronghold, nor do they have a different Clan alignment from anything.

Undead

A card with the **Undead** keyword is a dead being that has been reanimated by evil magic. There are no special rules for Undead cards.

Unique

A card with the **Unique** keyword can not enter play if any player controls a Unique card with the same title.

Uniqueness also affects deck construction; see The Player, Construction of the play deck.

Unit

A unit is made up of a Personality and all his attached cards. Tokens on a Personality or an attachment are in the unit, but are not part of the unit, because they are not cards.

Effects on a unit are applied to the Personality and all cards in the unit at the same time.

EXCEPTION: Effects that move or otherwise transfer a unit from one location to another affect only the Personality; the attached cards go with him. “Move a unit” and “move a Personality” are the same effect, and likewise with “assign” and “return home.”

Targeting a unit is the same as targeting its Personality.

Costs that require a unit to bow, be destroyed or undergo some other change require that each card in the unit actually undergo that change. If any cannot (for example, because they are already in the end state of the change), the cost cannot be paid.

A unit’s Force is the total of the Forces of each unbowed Personality and Follower in the unit, or 0 if all Personalities and Followers in it are bowed.

Control of a unit is determined by who controls its Personality, even if cards in the unit have different controllers.

See Physically marked card states, Control; Card features, Specific stats.

Until

Indicates that an effect lasts to a certain point in time.

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■ Glossary V

====Variable=====

A numerical value whose amount depends upon a decision or upon the game state.

Example: “Pay an amount of Gold equal to the number of units you control.” is a variable cost.

A card with a variable Gold cost has only an asterisk in its gold coin icon.

Conditional costs, such as “Bow this Samurai if he is Dishonored.” are not variable costs.

Version

A copy of a card with the same title but different Experienced level.

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■ Glossary W

====Waive=====

Waiving a cost means that the cost need not be paid for its action or other effect to happen. Any effect that removes a cost altogether, including “need not” wording, is considered to be waiving that cost.

A waived cost is not considered a cost for purposes of things that look for a certain cost. However, waiving a cost does not effect the “base” cost.

When one cost is substituted for another, the original cost is not considered to be waived.

Weapon

Weapon is a keyword found on Items. A Personality can only have one Weapon attached at any time, and cannot attach a Weapon if he or she already has one attached.

While

Indicates a condition that applies if something is true over a given period. “While he is dishonorable, he has +2F” means that for the duration of the effect he gets +2F at any time he is dishonorable. If he becomes honorable, and then dishonorable again, during this period he would get the +2F.

EXCEPTION: “While” together with “remains” has a different meaning; see “remains.”

Example: “While he remains dishonorable” would indicate that he does not get the +2F if he is rehonored and then dishonored again.

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■ Glossary X-Z

====Your=====

When “your” and other possessive forms such as “the player’s” or “his” refer to a card, this means “controlled by that player” if the card is in play, or “owned by that player” if the card is not in play. However, the mere use of “your” to refer to a card does not override restrictions on effects, abilities, and targeting due to the card being out of play.

Example: The trait, "Your Hero Personalities have +1F for each honorably dead Hero Personality in your discard pile." This does not mean that Hero Personalities you own out of play gain the Force bonus, because the effect only applies to Personalities in play by the rules on effects in and out of play.

When “your” and similar words refer to an effect, action, or targeting, they refer to effects, actions and targeting from that player’s cards, or from abilities or traits directly granted to the player. See Glossary, From.

Back to the Comprehensive Rules

- Non-card physical game elements
==Non-card physical game elements==

Tokens

Tokens are objects such as coins, glass beads, or pieces of paper that are used to track certain things in the game.

Tokens can be created with one or more stat bonuses or penalties, a title, or both.

Example: +1F token, -1F/-1C token, +3F Fire token, Wealth token.

Tokens may be placed on cards or provinces, as directed by the text that created them. A token conveys its stat modifications to any card or Province it is on. A token’s base stat modification is the one it was created with.

Tokens are not cards. In Samurai Edition, follower, item or personality tokens cannot be created; cards are created instead. This means that, for example, you do not gain Honor for destroying tokens in the enemy army at resolution, and tokens never count as attachments.

If a card or province leaves play, all tokens on it are removed, and they do not come back if the card re-enters play.

A token’s title is not a keyword, but text may refer to it.

Example: “Destroy a Fire token.”

Adding, removing or transferring tokens is an instantaneous game state change (see Effects).

Tokens are neither bowed nor unbowed.

Effects of tokens come from the card or other source that created them.

The Imperial Favor

The Imperial Favor, or “Favor” for short, is an object needed to play the game. It represents the good graces of the Imperial Court. The favor can be any arbitrarily chosen object that one player can clearly be seen to possess.

Example: A statuette, a coin, or a large glass bead.

There is only one Imperial Favor per game and only one player may control it at any one time.

The Favor starts play uncontrolled by any player.

A player may take control of the Favor, whether it is controlled by another player or by no player, through lobbying or through other effects.

Discarding the Favor is a cost of various actions, including the default Imperial Favor actions available to all players. To discard the Favor as a cost means to pass it from your control to the uncontrolled state. By contrast, effects that discard the Favor will make the favor uncontrolled no matter who controls it.

All players have the following abilities related to discarding the Imperial Favor:

Political Limited: Discard the Imperial Favor and a card: Draw a card.

Political Battle: Discard the Imperial Favor: Move a target attacking enemy unit home.

These abilities follow all normal rules of abilities; in particular, they are usable only once per turn, and the Battle ability follows the normal rules of Presence and Location.

The Favor is not a card, though it may be represented by one, and the default abilities associated with the Favor are not actually on the Favor, but on the player.

A player who controls the Favor keeps it in his or her home.

Changes to control of the Favor are instantaneous.

Back to the Comprehensive Rules

- Physically marked card states
==Physically marked card states==

In play and out of play

Whether a card is in or out of play is determined by the game area it is in.

For a card to enter play, its conditions and requirements of play must first be met, and its costs of entering play must then be paid. See the procedures under Card types.

When a card leaves play and enters the discard pile, it is only considered destroyed if the effect that made it leave play destroyed it. Otherwise, it is considered discarded.

Destroyed personalities are treated differently in the discard pile.

Implications of in and out of play

Cards that are not in play or in a resolution, entering-play or focusing area have the following limitations:

- They cannot be targeted.
- They do not produce effects.

EXCEPTION: Continuous effects on cards out of play affect only the card itself.

- They are not affected by effects.
- Abilities and traits on them cannot be used.

Cards that are not in play also may not be used or changed to pay costs, even ones in a resolution, entering-play or focusing area.

The above limitations are overridden when a reference is made to cards in an out-of-play area, or an effect that would normally put a card in an out-of-play area.

Examples: “Target a discarded card”; “After one of your cards is destroyed”; “All Samurai in and out of play.”

Each of the limitations must be overridden separately.

Example: “Target a discarded card. Return it to your hand” specifically targets a discarded card, and specifically tells you to return it to your hand, so both effects work. It does not allow you to use an ability on the card while it is out of play, or to have it produce effects.

In Samurai Edition a reference to a card you “own” does not automatically override the above considerations.

Bowed and unbowed

Some effects and costs turn a card 90 degrees clockwise to indicate a state of unreadiness. This state is known as “bowed” and cards not in this state are “unbowed.” See also “may remain bowed”, Rules Glossary.

When a card goes from unbowed to bowed, the card “bows”. When a card goes from bowed to unbowed, the card “straightens.” Only cards in play can bow, straighten, or be bowed.

Abilities on a bowed card can not be used, bowed Personalities can not assign, and bowed cards in a unit affect the calculation of total unit Force.

Cards normally enter play in the unbowed state.

When a card enters play bowed, it is not considered to bow, because it was not in play as an unbowed card.

Honorable and dishonorable

A Personality card is sometimes turned 180 degrees upside down to indicate a state of disgrace (or exposure, in the case of Personalities with no concept of honor). This state is known as “dishonorable” and Personalities not in this state are “honorable.” A personality who is both dishonorable and bowed should have the top of his or her card facing left instead of right, indicating the 90 degree turn of bowing plus the 180 degree turn of dishonorable status.

When a personality goes from honorable to dishonorable, he or she is “dishonored.” When a personality goes from dishonorable to honorable, he or she is “rehonored.”

A Personality out of play can be dishonorable if he or she is face-up. Leaving or entering play does not change a Personality’s dishonorable or honorable status.

Personalities are normally honorable unless a cost or effect has made them dishonorable.

Dishonorable Personalities have a maximum Personal Honor of zero. After a dishonorable Personality is destroyed, the player who controlled him or her loses Honor equal to the Personality's base Personal Honor.

There are a number of ways to reonor a dishonorable Personality.

- Before a player gains Honor from an action or trait that targeted, came from, or was performed by one or more of his or her dishonorable Personalities, the Personality is rehonored and the Honor is not gained.
- Before a player gains Honor from attaching a card to one of his or her dishonorable Personalities, the Personality is rehonored and the Honor is not gained.
- Before a player with one or more dishonorable Personalities in his or her army gains Honor from allying with that army (see Invite Allies) or from destroying opposing cards in battle resolution, all such dishonorable Personalities are rehonored and the Honor is not gained. In a tied battle, all dishonorable Personalities in an army are rehonored before being destroyed, and their army’s leader gains no Honor.

If, during one of these effects, the rehonoring is negated (for example, by "can not be rehonored" wording), the Honor is still not gained.

If, during one of these effects, the rehonoring simply does not happen (for example, through "does not reonor" wording that applies to the Honor gain), the Honor is gained normally. [ADDED Oct 11 2007]

Card locations

Cards in play have a location – the home or a battlefield. Areas out of play are not locations. Cards enter play in their controller’s home.

EXCEPTION: Terrains enter play at the battlefield where they are played.

Cards that are not in a unit can only be in a player’s home while in play.

EXCEPTION: Terrains, and Regions attached to a battlefield’s associated province, are in play at their battlefield.

When a unit goes from one location to another, it moves.

EXCEPTION: The following changes of location are not movement: Assigning to a battlefield, entering a player’s home (or other area) due to change of control, returning home after a battle, and returning home due to a battlefield ceasing to exist.

When a unit “moves home” it moves to its controller’s home.

View the section on the Combat Segment for rules on whether a given unit can move into a battlefield and what army it moves into.

Control

Cards in play are controlled by the player who brought them into play.

EXCEPTIONS: An attached card in a unit is controlled by the unit's Personality's controller. A Region or other card attached to a Province is controlled by the player whose province it is.

A card's text (such as, "Lose 3 Honor" or "You can not take Political actions") is to be read from the perspective of its controller while the card is in play. (See also Your.)

Only the controller of a card can use its abilities or use it to pay costs.

When a card changes control, it goes to its new controller's home. This is not considered movement.

EXCEPTION: If a region should change control while being attached to the same Province, it remains in the home of the player whose province it is attached to.

Like all other instantaneous effects, changing control does not have a duration.

Control of a unit is determined by who controls its Personality, even if cards in the unit have different controllers.

Ownership

A card is owned by the player whose play deck it was originally in, or the player who brought it into play if the card was created or brought in from outside the play deck. A card's ownership can not change. A card's text is to be read from the perspective of its owner while the card is out of play. (See also Your.)

Overlaying

Some effects, most commonly the rule for Experienced Personalities, may overlay one card (the overlaying card) on top of another (the underlying card). To reflect the process of the same Personality changing in stats, traits and abilities, special rules are needed.

An underlying card merges with the card that overlays it, creating a new card represented by a stack of two or more physical cards, and a number of special situations.

The underlying card is out of play, but does not leave play. (For instance, it does not benefit from effects that would give it abilities if it was in play, another player would not gain Honor for destroying it in battle resolution, and Reactions to its leaving play can not be taken.)

If the overlaying card is somehow lost, the underlying card reappears but does not enter play. There has only been a change to the same card. Likewise, an overlaying card is not entering play even if it comes from an out-of-play area, and if it is somehow put in an out of play area while the underlying card remains, this is not leaving play.

The stack has the overlaying card's title, stats, keywords, traits, and abilities, and any other feature the game needs to check is based on the overlaying card. The stack also inherits the underlying card's base abilities, including ones that have been removed in the course of play. This is not considered an ability gain. The inherited ability on the new card is the same copy, and remembers whether it has been used. However, in the process of inheriting, if the overlaying card has a different title than the underlying one, references in abilities to the card's own title are changed to the new title, similar to what happens when an ability is copied.

The underlying card's attachments, tokens, and game state, including ongoing effects, also apply to the new stack, but this does not transfer or attach anything, or begin or end any game state on a card. Specifically, existing bonuses and penalties to the underlying card's stats will transfer to the overlaying card.

An stack of two or more cards may be overlaid again.

When a stack containing overlaying cards leaves play, all underlying cards in it are removed from the game. Only Personalities can overlay or be overlaid. Effects that loosen the rules about what card can overlay another do not break this rule unless explicitly stated (for example, a Personality who "can overlay any Monk" cannot overlay a Monk Follower).

Face up and face down

A card, in or out of play, is either face up or face down. Rules for how and when cards normally turn face up or face down depend on which game area they are in.

Back to the Comprehensive Rules

■ Rulings B

====Banish All Shadows====

- Reads, "*Banish All Shadows* 0G 3FV **Kiho Limited:** Bow one of your target Shugenja or Monks: Look at the top four cards of your Fate deck. Put one in your hand. Shuffle the deck." [MRP, Samurai Edition, 25 July 2007]

Battlefield of Shallow Graves

- Reads, "*Battlefield of Shallow Graves* 0G 1FV **Terrain Battle:** Double each of the enemy leader's Honor gains until the battle ends; destroying this Terrain does not end this effect. Before this battle's resolution, reduce the Force of each Personality in the enemy army to half his Force at that time, rounded up." [MRP, Samurai Edition, 25 July 2007]

Bayushi Eisaku

- Reads, "2F/2C –HR 4G 1PH **Scorpion Clan • Samurai • Hero Bitter Lies Swordsman**" [MRP, Samurai Edition, 25 July 2007]

Bayushi Hisato

- Reads, "3F/3C 0HR 7G 2PH **Scorpion Clan • Samurai** Hisato cannot attach Items, except Armor and Weapons. Battle: If Hisato is at a battlefield and has only one Follower or no Followers: Move him to another battlefield." [MRP, Samurai Edition, 25 July 2007]

Bayushi Hisoka

- Reads, "0F/2C –HR 5G 1PH **Scorpion Clan • Courtier • Unique** After Hisoka enters play: Target a card. While Hisoka remains in play, after each time that card bows, its controller loses 2 Honor." [MRP, Samurai Edition, 25 July 2007]

Bayushi Iyona

- Reads, "3F/3C –HR 7G 1PH **Scorpion Clan • Samurai** Iyona has +1F for each other Samurai or Ninja in her army. Battle: Bow a target card opposing Iyona that is dishonorable or has no attachments." [MRP, Samurai Edition, 25 July 2007]

Bayushi Kurumi

- Reads, "0F/3C 0HR 4G 2PH **Scorpion Clan • Courtier** Political Battle: Even if Kurumi is not at the current battlefield, bow her: Target a Personality. His controller may dishonor him. If he did not become dishonorable (or was already dishonorable), give him –3F." [MRP, Samurai Edition, 25 July 2007]

Bayushi Muhito

- Reads, "*Bayushi Muhito* 3F/4C –HR 7G 1PH **Scorpion Clan • Samurai • Ninja. Reaction:** After an action resolves that moved Muhito to or from a battlefield: Take an additional Battle action." [MRP, Samurai Edition, 25 July 2007]
- Cannot react to movement that occurs as a delayed effect (e.g., Encircled Terrain). [ZF, 4 September 2007 (<https://web.archive.org/web/20071013144213/http://www.alderac.com/forum/viewtopic.php?f=59&t=61255>)]

Bayushi Nomen

- Reads, “3F/4C 5HR 5G 2PH Scorpion Clan • Samurai • Courtier Actions performed by Personalities who were dishonorable when the action was announced cannot target Nomen or Personalities in Nomen’s army.” [MRP, Samurai Edition, 25 July 2007]

Bayushi Paneki

- Reads, “7F/5C –HR 11G 3PH Scorpion Clan • Clan Champion • Samurai Hero • Tactician • Experienced 4 • Unique • Loyal After another player’s action resolves that targeted one or more Personalities at Paneki’s location: The player loses 1 Honor. Battle: Target a Personality; if he is a Courtier, he may be at any location. Destroy him if he is Dishonorable. Dishonor him.” [MRP, Samurai Edition, 25 July 2007]

Bayushi Saya

- Reads, “2F/3C –HR 7G 1PH Scorpion Clan • Samurai • Courtier Political Open: Target a Personality. After the next time this turn his controller assigns him or an action resolves that he performed, his controller loses Honor equal to his Personal Honor, then he is dishonored.” [MRP, Samurai Edition, 25 July 2007]
- Multiple copies targeting the same Personality do not cause multiple Honor losses, because the Personality is dishonored by the first effect, and thus has zero Personal Honor. [ZF, 29 August 2007 (<https://web.archive.org/web/20071013144213/http://www.alderac.com/forum/viewtopic.php?f=59&t=61018>)]

Bayushi Tsimaru (Experienced)

- Reads, “*Bayushi Tsimaru* 6F/4C –HR 10G 1PH **Scorpion Clan • Samurai • Experienced • Unique** Other players cannot target Tsimaru with Political actions. **Reaction:** Twice per turn, before a unit moves: Negate the movement.” [MRP, Samurai Edition, 25 July 2007]

Beiden Pass

- Reads, “Mountain • Unique Units cannot move to or from this province’s battlefield.” [MRP, Samurai Edition, 25 July 2007]

Berserkers

- Reads, “2F/0C 0HR 4G –PH 1FV Berserker Battle: Once per battle: Give this card +2F. After the current battle ends, destroy this card if it was at the battlefield in resolution and its side’s total Force was not greater than twice the opposing side’s. [MRP, Samurai Edition, 25 July 2007]

Birth of the Blood Heir

- The limit on challenges applies regardless of whether the challenger is a player or Personality. [ZF, web (<https://web.archive.org/web/20071013144213/http://www.alderac.com/forum/viewtopic.php?t=51975>) , 22 January 2007]
- *Released in Khan's Defiance, January 2007*

Blade of Hubris

- Reads, “*Blade of Hubris* +2F/+1C 2G 4FV **Weapon • Shamesword** Before your End Phase ends: If this Personality assigned this turn, gain 1 Honor and give this card a +1F token; if he did not, lose 1 Honor.” [MRP, Samurai Edition, 25 July 2007]

Block Supply Lines

- Reads, “*Block Supply Lines* 0G 3FV **Battle:** Move a target attacking unit home. If it moved, bow it.” [MRP, Samurai Edition, 25 July 2007]

Border Skirmish

- Reads, "*Border Skirmish* 0G 2FV **Recon Limited**: Target one of your Scouts, and bow him if he is not Lion Clan: Target another player's province. After the next time this game you destroy one or more units there by winning a battle, draw 2 cards and gain 3 Honor." [MRP, Samurai Edition, 25 July 2007]

Boshanai

- Reads, "2F/1C –HR 3G 0PH Shadowlands • Goblin Nonhuman • Lose 4 Honor. After an End Phase begins, if this card was destroyed this turn by a battle resolution or for losing a duel: You may bring it into play from your discard pile, waiving costs." [MRP, Samurai Edition, 25 July 2007]

Brand of Fire and Thunder

- Reads, "*Brand of Fire and Thunder* 0G 2FV **Kiho Fire Limited**: Bow one of your target Monks: Draw a card. **Kiho Fire Reaction**: When a Political action would target one of your Personalities, bow one of your target Monks: You choose the target instead. **Kiho Fire Reaction**: Before an Event resolves, bow one of your target Monks: Negate the Event's effects. Its owner may draw a card." [MRP, Samurai Edition, 25 July 2007]

Brash Hero

- Reads, "*Brash Hero* 0G 1FV **Open**: If it is not your turn: Target one of the active player's Samurai Personalities with a Chi of 2 or less. The target's controller must assign him during any Attack Phases this turn if he can legally do so." [MRP, Samurai Edition, 25 July 2007]

Brilliant Victory

- Reads, "*Brilliant Victory* 0G 2FV **Reaction**: After you destroy one or more provinces or units by winning a battle: Gain 3 Honor." [MRP, Samurai Edition, 25 July 2007]

Brothers in Arms

- Reads, "2F/0C 1HR 3G –PH 3FV Can only attach to a Samurai. Reaction: After this card enters play from your hand: Search your Fate discard pile, then deck, for a Brothers in Arms. Show it. Put it in your hand." [MRP, Samurai Edition, 25 July 2007]

Brothers in Arms (Experienced)

- Reads, "3F/0C 1HR 3G –PH 3FV Experienced • Unique Can only attach to a Samurai. Your Brothers in Arms have the ability, "Battle: Bow this card: Bow a target card opposing it with no attachments." [MRP, Samurai Edition, 25 July 2007]

Burn It Down

- Reads, "*Burn It Down* 0G 4FV **Reaction**: After you announce an action with a Ranged Attack effect: One of the Ranged Attacks may target this battlefield's province instead of an enemy card. If it does, reduce the province's strength by the Ranged Attack's strength when it resolves." [MRP, Samurai Edition, 25 July 2007]
- Rulings C
====Call of Thunder====
- Reads, "*Call of Thunder* The next Unique Personality you bring into play this game permanently gains the traits, 'Can assign even if bowed,' and 'After this card assigns: You may straighten it.'" [MRP, Samurai Edition, 25 July 2007]

Castle Barracks

- Reads, "*Castle Barracks* **Castle** Bow this card: Produce 2 Gold, or 3 Gold when paying for a Follower. **Battle**: If you are a Crab Clan player, or if you are the Defender and have only one province: Target one of your Personalities. Attach a Follower to him from your discard pile, waiving costs if he is defending and opposed." [MRP, Samurai Edition, 25 July 2007]

- A Crab Clan player with more than one Province can use the ability. [ZF, 20 September 2007 (<https://web.archive.org/web/20071013144213/http://www.alderac.com/forum/viewtopic.php?f=59&t=61882>)]

Castle Gate

- Reads, “*Castle Gate* **Castle • Singular** Bow this card: Produce 2 Gold, or 3 Gold when paying for a Unique Samurai. **Battle:** If you are the Defender, and you are a Crab Clan player or have only one province, bow this card: Straighten one of your target Personalities. Move him to the current battlefield.” [MRP, Samurai Edition, 25 July 2007]

Castle of Water

- Reads, “*Castle of Water* 2G 3FV **Water** **Battle:** Even if this unit is not at the current battlefield and even if you control no units there, bow this Spell: Give the current battlefield’s province +3 strength.” [MRP, Samurai Edition, 25 July 2007]

Castle Walls

- Reads, “*Castle Walls* **Castle** If you are the Defender and have only one province, your Personalities and Followers have +2F. Bow this card: Produce 2 Gold, or 3 Gold if another Castle Holding is producing Gold for the same cost.” [MRP, Samurai Edition, 25 July 2007]

Ceremonial Armor

- Reads, “*Ceremonial Armor* +3F/+0C 7G 4FV **Armor** Attaches to a Personality with a Gold Cost of 9 or greater paying 4 less Gold. Ranged Attacks targeting cards in this unit have –2 strength.” [MRP, Samurai Edition, 25 July 2007]

Chuda Hankyu

- Reads, “*Chuda Hankyu* +2F/+0C 3G 3FV **Weapon**. **Battle:** Destroy this card and dishonor this Personality: Lose 3 Honor. Destroy a target Follower, or Personality without Followers, with a Force less than 5 at any location.” [MRP, Samurai Edition, 25 July 2007]

Chuda Hiroe

- Reads, “*Chuda Hiroe* 3F/4C –HR 6G 1PH **Spider Clan • Shugenja • Shadowlands •** Lose 4 Honor.” [MRP, Samurai Edition, 25 July 2007]

Chuda Ikumi

- Reads, “*Chuda Ikumi* 3F/4C –HR 7G 0PH **Spider Clan • Shugenja • Shadowlands •** Lose 4 Honor. **Battle:** Any number of times per turn, destroy one of your cards in this army: Ranged Attack whose strength equals the card’s Force before it was destroyed, and which you may compare against a Personality’s Chi instead of Force.” [MRP, Samurai Edition, 25 July 2007]

Chuda Kyuwa

- Reads, “*Chuda Kyuwa* 4F/4C –HR 7G 0PH **Spider Clan • Shugenja • Shadowlands •** Lose 5 Honor. **Fear Battle:** Bow all Personalities and Followers with Force of 3 or less in a target enemy unit.” [MRP, Samurai Edition, 25 July 2007]

Chuda Rintaro

- Reads, “*Chuda Rintaro* 3F/3C –HR 7G 0PH **Spider Clan • Shugenja • Shadowlands**. **Open:** Target another player’s Personality. After each time he assigns this turn, he suffers –2F/–1C and gains the Shadowlands keyword (until the end of the turn).” [MRP, Samurai Edition, 25 July 2007]

Circle of Steel

- Reads, "*Circle of Steel* 0G 1FV **Terrain Battle:** Your Personalities at this battlefield have +1F/+1C while they have an attachment. After this battle resolves, until your next turn ends, your Personalities who were at this battlefield during resolution can not be targeted by other players' actions while they have an attachment and are not in an army." [MRP, Samurai Edition, 25 July 2007]

City of the Rich Frog

- Reads, "*City of the Rich Frog* **Imperial • City • Unique. Battle:** Once per battle, if your Family Honor is 5 or more points greater than its starting value: Give one of your target Personalities (at the current battlefield) +4F." [MRP, Samurai Edition, 25 July 2007]

Cleansing Spirit

- Reads, "*Cleansing Spirit* 0G 4FV **Kiho Battle:** Target one of your unbowed Shugenja or Monks: Attach a target discarded Item or Follower you own to one of your target Personalities, reducing its Gold Cost by the Personality's Force until it attaches." [MRP, Samurai Edition, 25 July 2007]

Combined Efforts

- Reads, "*Combined Efforts* 0G 3FV **Reaction:** After engaging, if your current army contains any allying units: Target one or two units in your army. The targets, and all allying units in your army, do not bow from this battle's resolution." [MRP, Samurai Edition, 25 July 2007]

Commanding Favor

- Reads, "*Commanding Favor* This card enters play in your home. Discarding this card from your home counts as discarding the Imperial Favor to pay a cost." [MRP, Samurai Edition, 25 July 2007]

Companion Spirit

- Reads, "*Companion Spirit* 4G 1FV **Limited:** If this Shugenja is Human, bow him and destroy this card: Create a Cavalry, Samurai, Spirit Personality whose base Force, Chi, Gold Cost, and Personal Honor are those of this Shugenja, waiving the Samurai's Gold cost. [MRP, Samurai Edition, 25 July 2007]
- Base stats of the Shugenja are used. [ZF, 6 September 2007 (<https://web.archive.org/web/20071013144213/http://www.alderac.com/forum/viewtopic.php?f=59&t=61359>)]

Compassion

- Reads, "*Compassion* 0G 2FV **Bushido Virtue Battle/Open:** Bow one of your target honorable Samurai Personalities: Straighten another target Personality and give him +3F if he is opposed." [MRP, Samurai Edition, 25 July 2007]

Concealed Archers

- Reads, "*Concealed Archers* 0G 3FV **Battle:** You may take an additional action to use a Battle ability with a Ranged Attack effect on one of your target cards in a unit not at the current battlefield. Add one to the strength of each of the ability's Ranged Attacks if the unit's Personality is Naga. Lose 2 honor." [MRP, Samurai Edition, 25 July 2007]

Consumed by Five Fires

- Reads, "*Consumed by Five Fires* 4G 2FV **Fire Battle:** Bow this Spell: Destroy a target unit in the enemy army with fewer cards than this unit. [MRP, Samurai Edition, 25 July 2007]

Contested Ground

- Reads, "*Contested Ground* 0G 1FV **Terrain Battle:** Each player has the ability, “**Battle:** Any number of times per turn, bow one or more of your target cards, in one unit, which have equal or greater total Force than the enemy target: Destroy a target enemy Follower, or Personality without Followers.”” [MRP, Samurai Edition, 25 July 2007]

Control

- Reads, "*Control* 3G 2FV **Dark Virtue Open:** Target one of your unbowed Samurai: Target a Personality. He cannot straighten while your Samurai remains unbowed and in play." [MRP, Samurai Edition, 25 July 2007]

Control the Field

- Reads, "*Control the Field* 0G 3FV **Battle:** Target one of your Personalities at the current battlefield with Tactician, Scout, or 3 or more Chi: Destroy a target Terrain. You may take an additional Battle action to play a Terrain from your hand." [MRP, Samurai Edition, 25 July 2007]

Copper Mine

- Reads, "*Copper Mine* Mine Bow this card: Produce 2 Gold, or 3 Gold if you are a Lion Clan player.” [MRP, Samurai Edition, 25 July 2007]

Cornering Maneuver

- Reads, "*Cornering Maneuver* 0G 1FV **Battle:** If no Terrain is in play: Target an enemy Personality with lower base Force than each of your Personalities at the current battlefield. Search your Fate deck for a Terrain. Show it. You may take an additional Battle action to play it; if you do not, discard it." [MRP, Samurai Edition, 25 July 2007]

Corrupt Adjunct

- Reads, "*Corrupt Adjunct* 4F/0C 0HR 4G –PH 3FV After this card enters play: Dishonor its Personality and permanently give him the Shadowlands keyword. [MRP, Samurai Edition, 25 July 2007]

Corrupt Officials

- Reads, "*Corrupt Officials* **Retainer** Bow this card: Produce 2 Gold. **Open:** Bow this card, and destroy it if the target is Unique: Target a Holding. Its abilities cannot be used until the turn ends.” [MRP, Samurai Edition, 25 July 2007]

Crossroads Fortress

- Reads, "*Crossroads Fortress* 7PS 3G 7FH Reaction: After you assign an attacking unit, discard a card: Draw a card." [MRP, Samurai Edition, 25 July 2007]

Countermove

- Reads, "*Countermove* 0G 2FV **Tactical Battle:** Target one of your Tacticians who is not at the current battlefield: Target one of the enemy leader’s Personalities who is not at the current battlefield. Move both targets to the current battlefield. Straighten their units." [MRP, Samurai Edition, 25 July 2007]

Courage

- Reads, "*Courage* 0G 4FV **Bushido Virtue Battle:** Until this battle ends, other players’ cards’ effects cannot move home your honorable Samurai. **Bushido Virtue Battle:** Until this battle ends, other players’ cards’ effects cannot bow cards in units led by your honorable Samurai." [MRP, Samurai Edition, 25 July 2007]

Courtesy

- Reads, "*Courtesy* 0G 2FV **Bushido Virtue Battle:** Target one of your unbowed honorable Samurai: Move him, and a target Personality opposing him, home. Each Personality's controller gains Honor equal to the Personal Honor of the other Personality." [MRP, Samurai Edition, 25 July 2007]

Crippling Cut

- Reads, "*Crippling Cut* 0G 4FV **Focus Effect:** A Personality who wins this duel cannot perform actions that create a challenge for the rest of the game. **Battle:** Target one of your Personalities: Move home a target Personality opposing him with lower Chi or lower Force." [MRP, Samurai Edition, 25 July 2007]

Cut Them Off

- Reads, "*Cut Them Off* 0G 3FV **Reaction:** After an action resolves that moved any units to a battlefield, target one of your Personalities there: Bow one target unit that moved; if your Personality is not Cavalry, the target unit's Personality must have lower Chi than yours." [MRP, Samurai Edition, 25 July 2007]
- Rulings D
=====Daidoji Akagi=====
- Reads, "1F/3C 0HR 5G 2PH Crane Clan • Samurai • Scout Battle: Bow Akagi: Ranged 2 Attack. Reaction: After you target a Ranged Attack from an action that Akagi performed, even if he is bowed, discard a card: Increase the Ranged Attack's strength by the card's Focus Value." [MRP, Samurai Edition, 25 July 2007]

Daidoji Eitoku

- Reads, "4F/3C 6HR 8G 3PH Crane Clan • Samurai • Scout While Eitoku is defending, enemy units can not assign or move to his battlefield after Infantry Maneuvers." [MRP, Samurai Edition, 25 July 2007]

Daidoji Gunso

- Reads, "1F/0C 1HR 3G –PH 2FV Scout Battle: Give a target card opposing this one –2F. If the target now has 0F, destroy it." [MRP, Samurai Edition, 25 July 2007]

Daidoji Nagiko

- Reads, "4F/4C 0HR 11G 3PH Crane Clan • Samurai • Cavalry • Unique Battle: Target an enemy unit. Move Nagiko to the current battlefield. Ranged 3 Attack that must target a (legal) card in the target unit." [MRP, Samurai Edition, 25 July 2007]

Daigotsu Gyoken

- Reads, "4F/3C –HR 6G 1PH Spider Clan • Samurai Shadowlands • Lose 5 Honor." [MRP, Samurai Edition, 25 July 2007]

Daigotsu Kaikou

- Reads, "5F/2C –HR 7G 0PH Spider Clan • Samurai Shadowlands • Lose 3 Honor. Battle: Target an attachment opposing Kaikou. Transfer it to Kaikou or destroy it." [MRP, Samurai Edition, 25 July 2007]

Daigotsu Masami

- Reads, "3F/2C –HR 7G 0PH Spider Clan • Samurai Shadowlands • Lose 4 Honor. After the first time each turn Masami leaves play, he permanently gains +1F. Limited: If Masami is dead: Discard a card in one of your provinces, refilling it face up with Masami." [MRP, Samurai Edition, 25 July 2007]

Daigotsu Meguro

- Reads, "3F/2C –HR 5G 0PH Spider Clan • Samurai Shadowlands • Lose 5 Honor. Battle: Bow Meguro: Ranged 2 Attack. Battle: Bow Meguro: Give a target Personality opposing Meguro a –2F token." [MRP, Samurai Edition, 25 July 2007]

Daigotsu

- Reads, “7F/6C –HR 12G 1PH Spider Clan • Clan Champion • Shugenja Shadowlands • Duelist • Experienced 2 Unique • Loyal • Lose 20 Honor. Personalities opposing Daigotsu have a Force penalty equal to their Personal Honor. Battle/Open: Even if Daigotsu is bowed: Straighten a target Shadowlands Personality and bow or straighten a target Shadowlands card.” [MRP, Samurai Edition, 25 July 2007]

Daruma

- Reads, "+3F/+0C 4G 4FV Weapon Attaches to a Crab Clan Personality paying 2 less Gold." [MRP, Samurai Edition, 25 July 2007]

Deception's Veil Dojo

- Reads, "7PS 4G 2FH Political Limited: Bow one of your target Courtiers: Target another player's Personality. That player may choose to dishonor him (even if already dishonorable). If he chooses not to, he loses 3 Honor and may ignore Honor Requirements when playing Personalities until the end of the game. [MRP, Samurai Edition, 25 July 2007]

Defining the Essence

- Reads, "0G 1FV **Kiho Battle:** Bow one of your target Shugenja at any location: If you control a Samurai at the current battlefield, destroy a target Terrain. **Kiho Limited:** Target one of your unbowed Shugenja: Draw an additional card during your next End Phase. **Kiho Reaction:** Before an Event resolves, bow one of your target Shugenja: Negate that Event's effects. For the rest of the game, copies of that Event cannot resolve." [MRP, Samurai Edition, 25 July 2007]

Desperate Wager

- Reads, "7G 1FV You can only play one Desperate Wager per turn. **Reaction:** Before your Dynasty Phase begins: Straighten all your Personalities. Declare an additional Attack Phase. After its Declaration Segment, straighten all the Defender's Personalities and Followers; this straightening cannot be negated. You lose the game at the end of this turn." [MRP, Samurai Edition, 25 July 2007]

Determination

- Reads, "*Determination* 0G 4FV **Dark Virtue Reaction:** Before you announce an action, target one of your Samurai: The action cannot have its effects negated or have its targeting changed. After the action destroys any Personality, remove him from the game." [MRP, Samurai Edition, 25 July 2007]

Diplomatic Apprentice

- Reads, "*Diplomatic Apprentice* 0F/0C 1HR 5G –PH 3FV This card has –2 Gold Cost if you are a Crane Clan or Scorpion Clan player. Before this Personality bows to pay the cost of a Political action: You may pay the cost by bowing this card instead." [MRP, Samurai Edition, 25 July 2007]

Dirty Politics

- Reads, "0G 1FV **Political Reaction:** Before another player loses Honor: Negate the loss, then gain Honor equal to the amount you negated. **Political Reaction:** Before another player gains Honor: Negate the gain, then lose Honor equal to the amount you negated." [MRP, Samurai Edition, 25 July 2007]

Doji Ayano

- Reads, “*Doji Ayano* 2F/4C 10HR 6G 4PH **Crane Clan • Samurai • Courtier**” [MRP, Samurai Edition, 25 July 2007]

Doji Domotai

- Reads, “*Doji Domotai* 4F/5C 40HR 10G 5PH **Crane Clan • Clan Champion • Samurai • Duelist • Experienced 3 • Unique • Loyal** Your defending Crane Clan Personalities at Domotai’s location have a Force bonus equal to their Personal Honor. **Battle:** Domotai challenges a target Personality opposing her. Destroy the duel’s loser. The winner gains 3 Honor.” [MRP, Samurai Edition, 25 July 2007]

Doji Hakuseki

- Reads, “*Doji Hakuseki* 3F/3C 6HR 7G 3PH **Crane Clan • Samurai • Magistrate • Duelist. Limited:** Target another player’s Personality. His controller may choose to have you gain 3 Honor. If he does not choose this, the Personality cannot use his abilities until your next turn begins.” [MRP, Samurai Edition, 25 July 2007]

Doji Jotaro

- Reads, “*Doji Jotaro* 2F/4C 8HR 8G 3PH **Crane Clan • Samurai • Courtier • Taisa • First Legion. Political Battle:** Even if Jotaro is not at the current battlefield, bow him: Dishonor a target Human Personality attacking one of your provinces.” [MRP, Samurai Edition, 25 July 2007]

Doji Jun’ai

- Reads, “*Doji Jun’ai* 2F/4C 5HR 9G 4PH **Crane Clan • Samurai • Courtier • Keeper • Water • Cavalry • Tactician • Enlightened • Experienced Keeper of Water • Unique. Elemental Battle:** Move a target Personality and Jun’ai home. Until your next turn begins, neither unit may assign to or move to attack.” [MRP, Samurai Edition, 25 July 2007]

Doji Koin

- Reads, “*Doji Koin* 2F/3C 4HR 7G 2PH **Crane Clan • Courtier • Magistrate. Reaction:** After a card’s effect (not a cost) bows another player’s honorable Personality, bow Koin: Target the Personality. His controller chooses whether Koin dishonors him. If the target is now honorable, gain 2 Honor.” [MRP, Samurai Edition, 25 July 2007]

Doji Seo

- Reads, “*Doji Seo* 2F/4C 5HR 8G 3PH **Crane Clan • Samurai • Duelist** Challenges Seo issues while she is in an army cannot be refused. **Battle:** If Seo is attacking a player with less Family Honor than you: Raise Seo’s Force by her Personal Honor.” [MRP, Samurai Edition, 25 July 2007]

Doji Sesshu

- Reads, “*Doji Sesshu* 3F/4C 4HR 8G 2PH **Crane Clan • Samurai** Sesshu has +2F and +2PH (even if out of play) while your Family Honor is 21 or more.” [MRP, Samurai Edition, 25 July 2007]

Draw Your Blade

- Reads, “*Draw Your Blade* 0G 3FV **Battle:** Bow a target enemy card without attachments. **Battle:** Dishonor one of your target Personalities: Bow a target card opposing him.” [MRP, Samurai Edition, 25 July 2007]

Duty

- Reads, “*Duty* 0G 2FV **Bushido Virtue Reaction:** Before another player’s card’s effect destroys one of your Personalities, destroy one of your target honorable Samurai Personalities at the same location: Negate the first Personality’s destruction.” [MRP, Samurai Edition, 25 July 2007]
- Rulings E
====Eager to Fight====
- Reads, “*G* 3FV **Reaction:** After a Maneuvers Segment ends, pay Gold equal to the number of targets: Target one or more units in your home. Straighten them. Assign them to one or more battlefields where there is an enemy army. They cannot straighten during your next Straighten Phase.” [MRP, Samurai Edition, 25 July 2007]

Earth Becomes Sky

- Reads, "4G 3FV Earth Battle: Bow this Spell: Give a target Personality opposing this unit a –5F/–2C Rock token. Cards in his unit cannot perform actions for the rest of the turn." [MRP, Samurai Edition, 25 July 2007]

Eastern Hub Port

- Reads, "7PS 4G 2FH Equipping is a Battle/Open action for you. After the first Battle action resolves each turn that attached a card to one of your Personalities: You may take an additional Battle action." [MRP, Samurai Edition, 25 July 2007]

Encircled Terrain

- Reads, "*Encircled Terrain* 0G 1FV **Terrain Battle**: Before this battle's resolution, the Attacker and Defender, in the order of your choice, each choose one of his units at the current battlefield. Then, move all other units there home." [MRP, Samurai Edition, 25 July 2007]

Enlistment

- Reads, "Until the end of the game, during each player's End Phase, he may draw an additional card if he has played any Followers from his hand that turn." [MRP, Samurai Edition, 25 July 2007]

Essence of Gaki-do

- Reads, "8G 4FV Battle: Bow this Shugenja, even if he is home; you may target and bow any of your other Shugenja at any location: Create a number of 2F/2C Spirit Personalities at the current battlefield equal to the number of Shugenja bowed. After the battle ends, remove these Personalities from the game." [MRP, Samurai Edition, 25 July 2007]

Essence of Water

- Reads, "5G 2FV Water Battle: As many times per battle as this Shugenja's base Chi: Move a target allying unit opposing this unit home." [MRP, Samurai Edition, 25 July 2007]

Explored Territory

- Reads, "0G 1FV **Terrain Battle**: Before the next time this turn a card's effect (*not cost*) destroys one of your cards at this battlefield, other than this card, negate the destruction and draw a card." [MRP, Samurai Edition, 25 July 2007]

Extended Maneuvers

- Reads, "0G 1FV **Terrain Battle**: Before this battle's resolution, you may target and straighten a Samurai Personality at the current battlefield, and you may target and bow a non-Samurai Personality there." [MRP, Samurai Edition, 25 July 2007]
- Rulings F
====Failure of Duty====
- Reads, "0G 2FV **Political Battle**: Target one of your Courtiers at any location: Target a defending Personality. If he is bowed or at home when this battle's resolution begins, dishonor him, and you may search your Fate deck for a Political Action card, show it, and put it in your hand." [MRP, Samurai Edition, 25 July 2007]

False Alliance

- Reads, "0G 2FV **Battle**: If you are an ally: Lose 4 Honor. You become an ally of the enemy leader instead of the friendly leader. All your units at battlefields enter your new leader's side there (*this is not movement*)." [MRP, Samurai Edition, 25 July 2007]

False Trail

- Reads, "2G 2FV **Focus Effect:** If the last Battle Action card you played this game is in your discard pile, put it into your hand. **Battle:** Target a Personality you do not control in an army, and a battlefield he is not at. Move the Personality to the battlefield." [MRP, Samurai Edition, 25 July 2007]

Family Library

- Reads, "Bow this card: Produce 2 Gold. Limited: Destroy this card: Discard a target face-up card in one of your provinces, refilling it with a target discarded (not dead) Personality from your discard pile." [MRP, Samurai Edition, 25 July 2007]

Fan of Command

- Reads, "+0F/+0C3 G2 FV This Personality has the Tactician keyword. [MRP, Samurai Edition, 25 July 2007]

Farmlands

- Reads, "Farm • Singular Limited: Pay 2 Gold: Create a 1F Follower and attach it to one of your target Personalities." [MRP, Samurai Edition, 25 July 2007]

Few Against Many

- Reads, "0G 2FV **Limited:** Attach a target Follower in your hand to one of your target Personalities, reducing its Gold Cost by the Personality's base Force until it attaches. **Reaction:** Before another player's card's effect destroys one of your Personalities, bow one of his Followers: Negate the Personality's destruction." [MRP, Samurai Edition, 25 July 2007]

First and Final Strike

- Reads, "0G 3FV **Battle:** Target one of your unbowed Personalities: He challenges a target Personality opposing him. Destroy the loser. The winner's controller gains 3 Honor if the winner had less Chi than the loser before the first opportunity to focus or strike." [MRP, Samurai Edition, 25 July 2007]

Flight of Doves

- Reads, "1G 2FV Air Limited: Bow this Shugenja and destroy this Spell: Until the end of the game, abilities on a target Holding produce 1 more Honor whenever they produce Honor. [MRP, Samurai Edition, 25 July 2007]

Focus

- Reads, "0G 5FV" [MRP, Samurai Edition, 25 July 2007]

Forest Cleansing

- Reads, "0G 2FV **Battle/Open:** Target a dishonorable Personality and one of his controller's provinces. Bow the Personality. Reduce the province's strength to 0." [MRP, Samurai Edition, 25 July 2007]

Forest Killer Cavern

- Reads, "Bow this card: Produce 2 Gold plus 1 Gold for each Wealth token on this card. Limited: Dishonor one of your target Personalities: Add a Wealth token to this card. You may target another player's Holding and remove a Wealth token from it." [MRP, Samurai Edition, 25 July 2007]

Fortified Camp

- Reads, “Bow this card: Produce 2 Gold, or 3 Gold if paying for an attachment. Reaction: After another player’s action destroys one of your attachment cards or its Personality: Attach the card to one of your target Personalities.” [MRP, Samurai Edition, 25 July 2007]

Forewarning

- Reads, "0G 1FV **Reaction:** Before an Event resolves: Negate its effects. **Battle:** Target one of your Personalities: Destroy a target Terrain." [MRP, Samurai Edition, 25 July 2007]

Frenzy

- Reads, "0G 1FV **Battle:** Target one of your Personalities: Dishonor him. Lose 2 Honor. Give him +2F, or +3F if he is Crab Clan. Before the turn ends, destroy all his attached Followers." [MRP, Samurai Edition, 25 July 2007]

Fury of the Dark Lord

- Reads, "15G 4FV **Limited:** Destroy each Personality with a base Gold Cost equal to or less than his controller’s Stronghold’s Gold Production plus 2. Remove all Personalities in discard piles from the game." [MRP, Samurai Edition, 25 July 2007]
- Rulings G
====Geisha House====
- Reads, “*Geisha House* **Geisha House** Bow this card: Produce 2 Gold, or 3 Gold if you are a Scorpion Clan player.” [MRP, Samurai Edition, 25 July 2007]

Glory of the Shogun

- Reads, “*Glory of the Shogun* **Shogun** Equipping attachments is a Battle/Open action for all players. After the first time each turn each player attaches a card with a Gold Cost of 5 or greater from his hand, he may draw a card. These effects last until the end of the game.” [MRP, Samurai Edition, 25 July 2007]

Goblin Chuckers

- Reads, "Goblin Chuckers 2F/0C 0HR 2G –PH 2FV **Shadowlands • Goblin Nonhuman •** Lose 2 Honor. **Battle:** Bow this card: Ranged 2 Attack." [MRP, Samurai Edition, 25 July 2007]

Gold Mine

- Reads, “*Gold Mine* **Mine** Bow this card: Produce 2 Gold, or 3 Gold if you are a Dragon Clan player.” [MRP, Samurai Edition, 25 July 2007]

Greater Sacrifice

- Reads, "0G 3FV **Battle:** Destroy one of your target unbowed Samurai Personalities: Destroy a target unit opposing him with total Force less than or equal to your Samurai’s total unit Force, plus his Personal Honor if your Family Honor is higher than its starting value." [MRP, Samurai Edition, 25 July 2007]
- Rulings H
====Hachiwari====
- Reads, "*Hachiwari* +3F/+1C4G 3FV **Weapon. Focus Effect:** After this duel resolves, you may target your Personality in the duel if he is still in play, or any other of your Personalities if he is not. Attach this card to the target, waiving its Gold Cost." [MRP, Samurai Edition, 25 July 2007]

Heavy Infantry

- Reads, "*Heavy Infantry* 5F/0C 0HR 7G –PH 2FV" [MRP, Samurai Edition, 25 July 2007]

Hida Daizu

- Reads, “*Hida Daizu* 4F/4C -HR 8G 1PH **Crab Clan • Samurai** Once per game, after Daizu is destroyed: You may rehonor him and bring him into play (in your home), waiving costs.” [MRP, Samurai Edition, 25 July 2007]

Hida Daizu (Experienced)

- Reads, “*Hida Daizu* 5F/4C 0HR 9G 2PH **Crab Clan • Samurai • Hero Experienced • Unique. Reaction:** Before another player’s action destroys a Crab Clan Personality at Daizu’s location, give Daizu –2C permanently: Negate the destruction.” [MRP, Samurai Edition, 25 July 2007]

Hida Genichi

- Reads, “*Hida Genichi* 4F/3C –HR 8G 1PH **Crab Clan • Samurai • Berserker. Reaction:** After a unit with lower total Force than Genichi’s Force assigns to Genichi’s battlefield: Target and bow that unit.” [MRP, Samurai Edition, 25 July 2007]

Hida Hiyao

- Reads, “*Hida Hiyao* 5F/3C 0HR 8G 2PH **Crab Clan • Samurai • Hero. Battle:** Discard a Heroic Action card: Straighten one or two target Personalities.” [MRP, Samurai Edition, 25 July 2007]

Hida Sozen (Experienced)

- Reads, “*Hida Sozen* 5F/4C 0HR 9G 2PH **Crab Clan • Samurai • Hero • Enlightened • Experienced • Unique** Other players’ actions cannot destroy Sozen.” [MRP, Samurai Edition, 25 July 2007]
- Does not die if another player's action (including tokens generated by actions) causes his Chi to drop to 0. [ZF, 26 June 2007 (<https://web.archive.org/web/20071013144213/http://www.alderac.com/forum/viewtopic.php?f=59&t=58623>)]

Hida Takuji

- Reads, “*Hida Takuji* 6F/1C –HR 8G 1PH **Crab Clan • Berserker. Battle:** If Takuji is opposed: Give him +6F. Destroy him after this battle ends.” [MRP, Samurai Edition, 25 July 2007]

Hired Killer

- Reads, “*Hired Killer* *G 3FV **Limited:** Pay Gold equal to the target’s unit’s total Gold Cost plus 2: Lose 3 Honor. Destroy a target Personality.” [MRP, Samurai Edition, 25 July 2007]
- Cost is set after targeting. Therefore:
 - Cost need not be paid if changes occur after targeting (e.g., Kumade). [ZF, 11 September 2007 (<https://web.archive.org/web/20071013144213/http://www.alderac.com/forum/viewtopic.php?f=59&t=61529>)]
 - Cost *must* be paid if changes to the unit Gold cost occur, or a new unit is selected in the announcement step (e.g., Misdirection, Turn of Fortune) [ZF, 6 September 2007 (<https://web.archive.org/web/20071013144213/http://www.alderac.com/forum/viewtopic.php?f=59&t=61363>)] or in the targeting step by a triggered effect or Reaction with "would target" (e.g., Seat of Power) or "when targeting" (e.g., Shosuro Aroru Experienced) timing. [ZF, 22 September 2007 (<https://web.archive.org/web/20071013144213/http://www.alderac.com/forum/viewtopic.php?f=59&t=61931>)]

Hiruma Aki

- Reads, “*Hiruma Aki* 5F/3C –HR 7G 1PH **Crab Clan • Samurai • Berserker**” [MRP, Samurai Edition, 25 July 2007]

Hiruma Tama

- Reads, “*Hiruma Tama* 2F/2C 0HR 5HR 2G PH **Crab Clan • Samurai • Scout. Recon Open:** Bow Tama: Target a province. During battles at that province’s battlefield this turn, after each time a Battle action from a card in play resolves, bow that card.” [MRP, Samurai Edition, 25 July 2007]

Hitsu-do

- Reads, “*Hitsu-do* 0G 4FV **Kiho Fire Battle:** Bow and destroy one of your target Shugenja or Monks: Target an enemy Follower, or an enemy Personality with no Followers; the Personality, or the Follower’s Personality, must have equal or lower Chi than yours. Destroy the enemy target.” [MRP, Samurai Edition, 25 July 2007]

Honesty

- Reads, “*Honesty* 0G 3FV **Bushido Virtue Open:** Target one of your Samurai: Gain 1 Honor, or gain Honor equal to his base Personal Honor if your Family Honor is 9 or less. **Bushido Virtue Battle/Open:** Target one of your honorable Samurai: After this phase ends, straighten him if he performed no Political actions during it.” [MRP, Samurai Edition, 25 July 2007]

Honor

- Reads, “*Honor* 0G 3FV **Bushido Virtue Political Reaction:** Before paying a cost that requires discarding the Imperial Favor, target one of your unbowed honorable Samurai: This action pays that cost instead. The Samurai cannot perform or be targeted by Political actions (until the turn ends).” [MRP, Samurai Edition, 25 July 2007]

House of the Fallen Blossom

- Reads, “*House of the Fallen Blossom* **Geisha House • Unique** Bow this card: Produce 2 Gold, plus 1 Gold for every full 10 points of Family Honor you have. **Limited:** Bow this card: Target one of your Samurai with a Personal Honor of 2 or higher. Raise his Force, Chi, or Personal Honor to 3.” [MRP, Samurai Edition, 25 July 2007]

Hunger of the Earth

- Reads, “*Hunger of the Earth* 1G3 FV **Earth Battle:** Even if this unit is not at the current battlefield, destroy this Spell and one of your target Samurai Personalities there: Target an enemy card without attachments, or an enemy unit, with a lower total Gold Cost than your Samurai’s unit. Destroy the enemy target. Gain 2 Honor.” [MRP, Samurai Edition, 25 July 2007]
- Rulings I-J
====I Am Ready====
- Reads, “*I Am Ready* Until the end of the game, you have the ability, “**Battle:** Once per battle, target one of your Personalities with an attachment: Bow a target Personality opposing him without attachments.”” [MRP, Samurai Edition, 25 July 2007]

Ikoma Akiyama

- Reads, “*Ikoma Akiyama* 3F/3C 3HR 6G 3PH **Lion Clan • Samurai • Historian • Poet** While attacking, Akiyama has +1F for each honorably dead Personality you own.” [MRP, Samurai Edition, 25 July 2007]

Ikoma Yasuko

- Reads, “*Ikoma Yasuko* 2F/3C 0HR 5G 1PH **Lion Clan • Courtier • Experienced Shosuro Yasuko • Unique. Battle:** Even if Yasuko is home: Target a Personality not at the current battlefield. Move him there. If you do not control him, straighten him. Political Reaction: Before another Lion Clan Personality is destroyed, destroy Yasuko: Negate the Personality’s destruction.” [MRP, Samurai Edition, 25 July 2007]

Imbue Chi

- Reads, "*Imbue Chi* 0G 4FV **Kiho Reaction:** Before battle resolution destroys one of your provinces, if you control no Personalities, target a face-up Shugenja in any of your provinces: Turn all cards in your provinces face-up. Bring into play any number of face-up Personalities in your provinces, waiving costs. **Kiho Limited:** Bow one of your target Shugenja: Draw an additional card during your next End Phase." [MRP, Samurai Edition, 25 July 2007]

Immobile Stance

- Reads, "*Immobile Stance* 0G 4FV **Battle:** Target one of your Personalities: Until the battle ends, he has +5F while opposed. While he is at the current battlefield and the enemy side has more units than yours, cards' effects cannot destroy him. If you would win a battle as Attacker or Defender while he is there, it is a tie instead." [MRP, Samurai Edition, 25 July 2007]

Imperial Summons

- Reads, "*Imperial Summons* 0G 1FV **Political Open:** Bow your Stronghold or discard the Imperial Favor: Bow a target Personality." [MRP, Samurai Edition, 25 July 2007]

Impromptu Duel

- Reads, "*Impromptu Duel* 0G 3FV **Iaijutsu Limited:** Target one of your unbowed Samurai or Duelist Personalities: He challenges another player's target Personality. The other player may refuse; if he does, dishonor his Personality and gain 4 Honor. Destroy the duel's loser. The winner gains 2 Honor." [MRP, Samurai Edition, 25 July 2007]

In Time of War

- Reads, "*In Time of War* Until the end of the game, during each turn, a player's Family Honor cannot rise over its value when that turn began plus 5." [MRP, Samurai Edition, 25 July 2007]

Inner Fire

- Reads, "*Inner Fire* 0G 1FV **Battle:** Straighten one of your target bowed Personalities. You cannot bow him as a cost or target him (*until this turn ends*)."

Insight

- Reads, "*Insight* 0G 3FV **Dark Virtue Battle:** Target one of your Samurai: Look at the top 3 cards of any Fate deck. If any are Action cards or Rings, you may play one of them for an additional Battle Action on it. You may rearrange the order of the remaining cards you looked at." [MRP, Samurai Edition, 25 July 2007]

Inspire Obedience

Is an Action card, not a Spell. [Misprint, Samurai Edition; ADDED August 1 2007]

Iron Mine

- Reads, "*Iron Mine* **Mine.** Bow this card: Produce 2 Gold, or 3 Gold if you are a Crab Clan player." [MRP, Samurai Edition, 25 July 2007]

Isawa Eitoku

- Reads, "*Isawa Eitoku* 4F/3C 2HR 8G 2PH **Phoenix Clan • Shugenja • Earth • Avalanche Guard** While Eitoku has a Spell, he may assign even if bowed, and adds his Force to his unit's Force even if bowed. **Reaction:** Even if Eitoku is bowed, if he is in an army, when paying the costs of an action on a Spell: You may bow the Spell instead to pay the cost of bowing Eitoku." [MRP, Samurai Edition, 25 July 2007]

Isawa Kyoko

- Reads, “*Isawa Kyoko* 1F/2C 10HR 4G 3PH **Phoenix Clan • Shugenja • Air**” [MRP, Samurai Edition, 25 July 2007]

Isawa Ochiai

- Reads, “*Isawa Ochiai* 4F/5C 6HR 9G 4PH **Phoenix Clan • Elemental Master • Shugenja • Fire • Duelist • Experienced • Unique • Loyal** Fire Shugenja at Ochiai’s location need not bow as a cost of Fire actions they perform. **Open:** Target another player’s Personality. After the first time he assigns to attack this turn, Ochiai challenges him. The loser bows and cannot straighten until after his controller’s next Straighten Phase.” [MRP, Samurai Edition, 25 July 2007]

Isawa Oharu

- Reads, “*Isawa Oharu* 1F/2C 4HR 6G 1PH **Phoenix Clan • Shugenja • Air**. **Reaction:** After an action from one of Oharu’s Spells resolves, even if she is bowed: Straighten her. Give her a –1C Exhaustion token.” [MRP, Samurai Edition, 25 July 2007]

Isawa Takesi

- Reads, “*Isawa Takesi* 2F/2C 0HR 5G 1PH **Phoenix Clan • Shugenja • Fire**” [MRP, Samurai Edition, 25 July 2007]

Isawa Umeko

- Reads, “*Isawa Umeko* 1F/3C 5HR 5G 2PH **Phoenix Clan • Shugenja • Air**. **Battle:** Bow Umeko: Ranged Attack with strength equal to her Personal Honor.” [MRP, Samurai Edition, 25 July 2007]

Iuchi Umeka

- Reads, “*Iuchi Umeka* 3F/3C 0HR 8G 2PH **Unicorn Clan • Shugenja • Cavalry**. **Reaction:** When paying the cost of an action on a Spell, even if Umeka is bowed, bow one of your Samurai in her army: This pays the cost of bowing Umeka. After the action’s effects resolve, you may take an additional Battle action that is not on a Spell.” [MRP, Samurai Edition, 25 July 2007]
- Rulings K
====Kabuki Theater Troupe====
- Reads, “Bow this card: Produce 2 Gold. Limited: Bow this card: Gain 1 Honor.” [MRP, Samurai Edition, 25 July 2007]

Kaiu Hisayuki

- Reads, “*Kaiu Hisayuki* 3F/2C –HR 6G 1PH **Crab Clan • Samurai** Increase by 1 all Force bonuses Hisayuki receives from abilities on cards that are not in this unit. These increases last as long as the bonuses do.” [MRP, Samurai Edition, 25 July 2007]

Kaiu Jurobei

- Reads, “4F/3C 5HR 6G 2PH **Crab Clan • Samurai** Jurobei has +3F while defending or while opposing a Shadowlands card. **Battle:** If Jurobei is opposed by any Personality with higher Force, discard a card: Draw a card.” [MRP, Samurai Edition, 25 July 2007]

Kaiu Sadao

- Reads, “3F/2C 0HR 7G 2PH **Crab Clan • Samurai • Scout • Siege** **Reaction:** After Sadao assigns: Raise or lower his battlefield’s province’s strength by the number of units in his army.” [MRP, Samurai Edition, 25 July 2007]

Kakita Hideo

- Reads, “1F/3C 0HR 4G 3PH Crane Clan • Samurai • Duelist” [MRP, Samurai Edition, 25 July 2007]

Katsu

- Reads, “4F/5C –HR 8G 1PH Spider Clan • Shugenja • Khadi Experienced • Unique • Lose 6 Honor. Katsu cannot be controlled by players other than his owner. Limited: If Katsu is dead, bow your Stronghold: Bring him into play, waiving costs.” [MRP, Samurai Edition, 25 July 2007]

Kitsu Katsuko

- Reads, “2F/2C 5HR 6G 3PH Lion Clan • Daimyo • Shugenja Battle/Open: Target a Lion Clan Personality in a discard pile and one of your Samurai. The Lion becomes honorably dead. The Samurai either gains the Tactician keyword or +3F.” [MRP, Samurai Edition, 25 July 2007]

Kitsuki Ryushi

- Reads, “3F/3C 3HR 8G 3PH Dragon Clan • Samurai • Magistrate Reaction: After Ryushi enters play: Create a +1F/+1C Weapon Item and attach it to one of your target Personalities. Political Open: Bow a target dishonorable Personality.” [MRP, Samurai Edition, 25 July 2007]

Kitsuki Taiko

- Reads, “3F/4C 10HR 6G 4PH Dragon Clan • Samurai • Magistrate” [MRP, Samurai Edition, 25 July 2007]

Kitsune Den

- Reads, “Unique Bow this card: Produce 2 Gold. Political Limited: Destroy this card: Rehonor one or more target dishonorable Personalities. Gain Honor equal to the highest base Personal Honor among them.” [MRP, Samurai Edition, 25 July 2007]

Kiyomi

- Reads, “1F/3C 3HR 5G 1PH Imperial • Courtier Political Reaction: After any player takes the Imperial Favor, bow Kiyomi: Gain 1 Honor.” [MRP, Samurai Edition, 25 July 2007]

Knife in the Darkness

- Reads, “0G 3FV **Ninja Battle:** Target one of your Ninja Personalities: Target a Personality opposing him. Move both home; neither movement can be negated. Bow both targets.” [MRP, Samurai Edition, 25 July 2007]

Knowledge

- Reads, “1G 2FV **Dark Virtue Battle:** Target one of your Samurai: Move him and a target Personality opposing him home. Draw a number of cards equal to the opposing Personality’s Personal Honor or two, whichever is less.” [MRP, Samurai Edition, 25 July 2007]

Kobune Port

- Reads, “*Kobune Port* **Port** Bow this card: Produce 2 Gold, or 3 Gold if you are a Mantis Clan player.” [MRP, Samurai Edition, 25 July 2007]

Kobune Scout

- Reads, “2F/0C 0HR 3G –PH 3FV Scout • Cavalry • Naval Can only attach to a Samurai or Bushi. While Kobune Scout is at the current battlefield, other players must discard two cards after each time they play a Terrain. [MRP, Samurai Edition, 25 July 2007]

Kobushi

- Reads, "4F/1C –HR 5G 0PH Shadowlands • Commander Goblin • Nonhuman • Lose 4 Honor. Battle: Destroy one of your target Goblins in Kobushi's army: Ranged 5 Attack." [MRP, Samurai Edition, 25 July 2007]

Kodomo

- Reads, "1F/3C –HR 3G 2PH Ronin • Scout Reaction: When Kodomo performs a Recon action, even if she is bowed: Waive any cost of bowing her." [MRP, Samurai Edition, 25 July 2007]

Kyoso no Oni

- Reads, "*Kyoso no Oni* 5F/5C –HR 7G 0PH **Shadowlands • Oni • Nonhuman • Lose 3 Honor. Cannot attach Followers or Items. After Kyoso enters play: Destroy one of your Holdings. Battle: Bow Kyoso: Ranged 7 Attack.**" [MRP, Samurai Edition, 25 July 2007]

Kyoso no Oni (Experienced 3)

- Reads, "*Kyoso no Oni* 13F/6C –HR 13G 0PH **Shadowlands • Oni • Nonhuman • Enlightened Experienced 3 • Unique • Lose 8 Honor. After the first time each game Kyoso no Oni enters play: Destroy a Personality you control; if this destroyed him, you may target and destroy another Personality with equal or lower Gold Cost than his. Limited: Target a Ring and a Shadowlands Personality. Destroy both targets.**" [MRP, Samurai Edition, 25 July 2007]

Kyuden Asako

- Reads, "6 PS 4G 6FH Reaction: After one of your Temples bows: Straighten one of your target Shugenja or Monks. Open: Bow one of your target Shugenja or Monks: Straighten one of your target Temples. [MRP, Samurai Edition, 25 July 2007]

Kyuden Ashinagabachi

- Reads, "7PS 4G 2FH After each of your Ranged Attacks resolves: If it did not destroy its target, reduce the target's Force by the Ranged Attack's strength." [MRP, Samurai Edition, 25 July 2007]

Kyuden Wasuremono

- Reads, "7PS 4G 2FH Battle: Bow one of your target Samurai or Ninja Personalities: Give a target Personality opposing him Force and Chi penalties equal to one less than your Personality's Chi." [MRP, Samurai Edition, 25 July 2007]
- Rulings L
====Lesser Shrine====
- Reads, "*Lesser Shrine Temple* Bow this card: Produce 2 Gold. Limited: If your Family Honor is 9 or less, bow this card: Gain 2 Honor." [MRP, Samurai Edition, 25 July 2007]

Lies, Lies, Lies...

- Reads, "*Lies, Lies, Lies...* 0G 2FV **Political Limited:** If you have no cards in play or in your discard piles that cause their player an Honor loss or have the Shadowlands, Ninja, or Kolat keywords: Gain 8 Honor; this gain cannot raise your Family Honor above its starting value." [MRP, Samurai Edition, 25 July 2007]

Light Infantry

- Reads, "*Light Infantry* 2F/0C 1HR 2G –PH 2FV" [MRP, Samurai Edition, 25 July 2007]

Lion's Pride

- Reads, "*Lion's Pride* 4F/0C 2HR 5G –PH 4FV Can only attach to a Tactician." [MRP, Samurai Edition, 25 July 2007]
- Rulings M
====Mak'irtch====
- Reads, "*Mak'irtch* 3F/3C -HR 7G 0PH **Ratling. Shugenja. Stained Paw Tribe. Nonhuman. Creature. Limited:** Target a number of Ratlings up to the number of different Tribe keywords on cards in play. Create and attach a 1F **Ratling Nonhuman Creature** Follower card to each target. **Reaction:** After Mak'irtch enters your discard pile: Create a 1F **Ratling Nonhuman Creature** Follower card and attach it to one of your target Ratling Personalities." [MRP, Tomorrow, 12 March 2007]
- The word "Tribe" must appear in a card's trait or title to count towards the number of cards generated. [JA, email, 1 February 2005]
- Cannot put followers on follower cards. [ZF, web
(<https://web.archive.org/web/20071013144213/http://www.alderac.com/forum/viewtopic.php?p=449364>) , 15 February 2006]
- Is no longer legal in Samurai Edition format. [Erratum, 17 July 2007]

Mantis Detachment

- Reads, "2F/0C 0HR 3G –PH 2FV Samurai • Naval Reaction: After a battle resolution at a province that was not destroyed, if this card was in your army during resolution: Permanently give the province –2 strength. Straighten this unit after the Attack Phase ends. [MRP, Samurai Edition, 25 July 2007]

Marketplace

- Reads, "*Marketplace* **Market** Bow this card: Produce 2 Gold, or 3 Gold if you are a Crane Clan player." [MRP, Samurai Edition, 25 July 2007]

Master of the Rolling River

- Reads, "*Master of the Rolling River* 0G 2FV **Kiho Water Battle:** Bow one of your target Shugenja or Monks at any location: Move one of your target units at a battlefield to a different battlefield." [MRP, Samurai Edition, 25 July 2007]

Matsu Aoiko

- Reads, "4F/3C 6HR 7G 3PH Lion Clan • Samurai • Experienced • Unique Battle: Destroy a target Personality opposing Aoiko with less Chi than the number of Lion Clan Samurai in her army. Battle: Once per battle: Move one of your target Lion Clan Samurai to Aoiko's battlefield." [MRP, Samurai Edition, 25 July 2007]

Matsu Benika

- Reads, "3F/3C 7HR 6G 3PH Lion Clan • Samurai • Beastmaster Benika has +1F for each Nonhuman card at her battlefield. Limited: Pay 2 Gold: Target one or two of your Personalities. Create and attach a 1F Nonhuman, Cat Follower to each one." [MRP, Samurai Edition, 25 July 2007]

Matsu Bunka

- Reads, "2F/2C 3HR 5G 3PH Lion Clan • Samurai Reaction: Before resolution of a battle Bunka is in, if you are the Attacker and Bunka is opposed: Gain 3 Honor." [MRP, Samurai Edition, 25 July 2007]

Matsu Robun

- Reads, "2F/2C 4HR 6G 2PH Lion Clan • Samurai • Tactician Battle: Destroy a target attachment opposing Robun." [MRP, Samurai Edition, 25 July 2007]

Matsu Takeko

- Reads, "2F/3C 6HR 5G 3PH Lion Clan • Samurai • Hero" [MRP, Samurai Edition, 25 July 2007]

Matsu Yoshino

- Reads, “*Matsu Yoshino* 4F/4C 12HR 10G 5PH **Lion Clan • Clan Champion • Samurai • Hero • Tactician • Experienced 2 • Unique • Loyal** Your attacking Lion Clan Personalities at Yoshino’s location have a Force bonus equal to their Personal Honor. **Tactical Battle:** Destroy a target Personality with no attachments. You may then target and destroy an attachment.” [MRP, Samurai Edition, 25 July 2007]

Matsu Yufu

- Reads, “2F/3C 6HR 6G 4PH **Lion Clan • Samurai • Tactician** Open: Give one of your target Samurai Personalities the Tactician keyword.” [MRP, Samurai Edition, 25 July 2007]

Menhari-gata

- Reads, “+1F/+0C 4G 2FV This Personality has the Tactician keyword. Tactical Battle: Discard a card: Reduce the Force of a target Personality opposing this card by the discarded card’s Focus Value. —Tangen’s Lies [MRP, Samurai Edition, 25 July 2007]

Michio

- Reads, “4F/3C –HR 8G 0PH **Spider Clan • Monk** Reaction: After a Kiho action resolves, even if Michio is bowed: Bow or straighten a target Personality who performed it.” [MRP, Samurai Edition, 25 July 2007]

Mirumoto Chojiro

- Reads, “3F/4C 0HR 7G 2PH **Dragon Clan • Samurai • Duelist** Reaction: After creating focus pools for a duel Chojiro is in: Switch a card from your focus pool with one from your hand.” [MRP, Samurai Edition, 25 July 2007]

Mirumoto Ichizo

- Reads, “2F/3C 5HR 5G 3PH **Dragon Clan • Samurai • Duelist**” [MRP, Samurai Edition, 25 July 2007]

Mirumoto Mareshi

- Reads, “4F/4C 2HR 8G 2PH **Dragon Clan • Samurai • Hero Naga • Cavalry • Experienced • Unique** Mareshi is Human. Battle: Bow one of your Rings or discard a Ring from your hand: Straighten one of your target units. Move it home or to a battlefield with one or more enemy units.” [MRP, Samurai Edition, 25 July 2007]

Mirumoto Taishuu

- Reads, “3F/4C –HR 7G 1PH **Dragon Clan • Samurai • Courtier Shadowlands • Ambassador to the Lost** While Taishuu is in play, you do not have a maximum hand size.” [MRP, Samurai Edition, 25 July 2007]

Misdirection

- Reads, “*Misdirection* 0G 3FV **Focus Effect:** You may Shuffle up to 3 Personalities from your discard pile into your Dynasty deck. **Political Gozoku Reaction:** Before another player would choose targets for one of his actions’ effects during a battle, target one of your Courtier or Gozoku Personalities: You choose the targets instead.” [MRP, Samurai Edition, 25 July 2007]

Morale Officer

- Reads, “*Morale Officer* 2F/0C 0HR 2G –PH 3FV Can only attach to a Samurai or Bushi. **Limited:** Destroy this card: Destroy a target Region. [MRP, Samurai Edition, 25 July 2007]

Moshi Amika

- Reads, “*Moshi Amika* 1F/3C –HR 6G 1PH **Mantis Clan • Daimyo • Shugenja. Battle:** Bow Amika: Ranged 4 Attack.” [MRP, Samurai Edition, 25 July 2007]

Moshi Euiko

- Reads, “3F/4C 0HR 7G 2PH Mantis Clan • Shugenja • Water • Naval While Euiko has a spell attached, she has the Fire keyword. Reaction: Before targeting a Ranged Attack from one of your actions: Increase its strength by 1.” [MRP, Samurai Edition, 25 July 2007]

Moto Akikazu

- Reads, “3F/4C –HR 8G 0PH **Unicorn Clan • Shugenja • Cavalry** Akikazu has a Force bonus equal to the highest number of dead Personalities in any one discard pile. Limited: Target a discarded Personality in another player’s discard pile. He becomes honorably dead.” [MRP, Samurai Edition, 25 July 2007]

Moto Chagatai (Experienced 5)

- Reads, “*Moto Chagatai* 9F/5C –HR 15G 2PH **Unicorn Clan • Clan Champion • The Khan • Samurai • Cavalry • Tactician • Experienced 5 • Unique • Loyal** Before the first time each phase another player’s card’s effect bows a Unicorn Clan Personality at Chagatai’s location: Negate the bowing. **Battle:** Target one or two Personalities opposing Chagatai. The enemy leader may move one or both home. If one or both still oppose Chagatai, the enemy leader must choose one of the targets (even at home), who is destroyed.” [MRP, Samurai Edition, 25 July 2007]

Moto Suren

- Reads, “*Moto Suren* 4F/2C –HR 9G 1PH **Unicorn Clan • Cavalry. Battle:** If Suren is opposed: Target a Personality at any battlefield. Bow him or destroy one of his attachments.” [MRP, Samurai Edition, 25 July 2007]

Moto Taban

- Reads, “*Moto Taban* 3F/3C 0HR 7G 2PH Unicorn Clan • Samurai • Scout • Cavalry” [MRP, Samurai Edition, 25 July 2007]

Mountain Summit Temple

- Reads, “*Mountain Summit Temple* 7PS 4G 5FH Limited: Bow one of your target Monk Personalities: Put one of your Rings from your hand into play, from play into your hand, or from your discard pile into your hand. [MRP, Samurai Edition, 25 July 2007]

Mountains of the Phoenix

- Reads, “*Mountains of the Phoenix* 0G 1FV **Mountain Terrain Battle:** Before this battle’s resolution, the Attacker and the Defender each choose a unit in their own army; the active player decides who chooses first. Then, destroy the chosen units.” [MRP, Samurai Edition, 25 July 2007]

Mountain’s Shadow Dojo

- Reads, “*Mountain’s Shadow Dojo* 6PS 4G 6FH **Battle:** Even if this Stronghold is bowed, target one of your Crane Clan Samurai at the current battlefield: Ranged 3 Attack. Move him home or to another battlefield.” [Erratum, 3 September 2007; effective 3 October 2007 (<https://web.archive.org/web/20071013144213/http://www.alderac.com/forum/viewtopic.php?f=59&t=61235&sid=3e8520e0103bd2007638f47b4a27ae28>)]
- “Another battlefield” implies that the target Crane Clan Samurai must be at a battlefield already, and refers to a battlefield other than the one the Crane Clan Samurai is at. [ML, 26 July 2007 (<https://web.archive.org/web/20071013144213/http://www.alderac.com/forum/viewtopic.php?f=59&t=59606>)]

- *Prior to erratum taking effect:* If you target a Crane Clan Samurai who is not at the current battlefield, you must choose to move him into the current battlefield to qualify for the Exception to the Rule of Location. See Battles, Combat Segment (https://web.archive.org/web/20071013144213/http://rules.l5r.com/Battles#Combat_Segment) .

Muketsu

- Reads, "*Muketsu* 7F/4C –HR 8G 0PH **Spider Clan • Monk • Shadowlands • Experienced • Unique •** Lose 5 Honor. **Reaction:** Even if Muketsu is bowed, after a Ring bows: Give a target Personality a –2C token." [MRP, Samurai Edition, 25 July 2007]
- Rulings O
====Obsidian Dragon====
- Reads, "*Obsidian Dragon* 6F/4C –HR 10G 0PH **Shugenja • Dragon • Nonhuman • Cavalry • Unique** Cannot attach Items or Followers. Non-Unique Personalities have a Force and Chi penalty equal to their own Personal Honor while they oppose Obsidian Dragon; this will not reduce Chi below 1." [MRP, Samurai Edition, 25 July 2007]
- Imposes a minimum on its own penalty, not to the Chi stat. [CF, ZF, 1 September 2007 (<https://web.archive.org/web/20071013144213/http://www.alderac.com/forum/viewtopic.php?f=59&t=61151>)] Thus:
 - Obsidian Dragon's Chi penalty will be reduced if it plus other current penalties would result in a Personality having less than 1C. This is calculated only once and will not change later.
 - A Personality's Chi can be reduced to 0C by Chi penalties from sources other than Obsidian Dragon.

Ogre Warriors

- Reads, "*Ogre Warriors* 7F/0C 0HR 9G –PH 3FV **Shadowlands • Ogre • Nonhuman** Can attach to Ogre Personalities ignoring restrictions on the Ogre. Ranged Attacks cannot target this card." [MRP, Samurai Edition, 25 July 2007]

Omoni

- Reads, "*Omoni* 5F/3C –HR 7G 0PH **Shadowlands • Sculptor of Flesh • Goblin • Nonhuman • Experienced 2 • Unique •** Lose 5 Honor. **Fear Battle:** Bow all Followers with Force of 4 or less in a target enemy unit. **Battle/Open:** Destroy one of your Goblin Personalities: Bring a target Goblin Personality from your discard pile into play at Omoni's location, waiving its Gold Cost." [MRP, Samurai Edition, 25 July 2007]

Oni-Daikyu

- Reads, "*Oni-Daikyu* +0F/+0C 3G 2FV **Weapon. Battle:** Bow this card: Ranged 3 Attack. Battle: Destroy this card: Destroy a target Follower, or Personality without Followers, opposing this Personality and with greater Force than his." [MRP, Samurai Edition, 25 July 2007]

Outer Walls

- Reads, "*Outer Walls* 0G 3FV **Battle:** Even if you control no units at the current battlefield: Give its Province +3 Strength. **Reaction:** After a Ranged Attack is targeted: Give it -2 Strength." [MRP, Samurai Edition, 25 July 2007]
- Rulings P-Q
====Palm Strike====
- Reads, "0G 3FV **Kiho Battle:** Target one of your unbowed Monks without a Weapon: Bow a target Personality opposing him without a Weapon." [MRP, Samurai Edition, 25 July 2007]

Peasant Vengeance

- Reads, "0G 1FV **Battle:** Bow one of your target Followers: Destroy a target Personality opposing your Follower without attachments." [MRP, Samurai Edition, 25 July 2007]

Pekkle no Oni

- Reads, "0F/1C –HR 3G 3PH Shadowlands • Supai • Oni • Nonhuman After the first time each turn Pekklee enters play: Gain 3 Honor. After Pekklee is destroyed: Lose 10 Honor. Political Limited: Bow Pekklee: Gain 1 Honor." [MRP, Samurai Edition, 25 July 2007]

Perfect Attunement

- Reads, "3G 3FV Void Battle: Bow this Shugenja and destroy this Spell: Destroy a target Personality opposing this Shugenja with Force equal to this Shugenja's Force." [MRP, Samurai Edition, 25 July 2007]

Perfection

- Reads, "1G 3FV **Dark Virtue Limited:** Target one of your Samurai: Give him a +2F/+1C token." [MRP, Samurai Edition, 25 July 2007]

Pokku

- Reads, "4F/2C –HR 5G 0PH Shadowlands • Scout • Goblin Nonhuman • Lose 3 Honor." [MRP, Samurai Edition, 25 July 2007]

Political Interference

- Reads, "0G 3FV **Political Reaction:** After a player announces an action, bow one of your target Courtiers: The player may choose to raise the action's Gold cost by 2 (*this will give a Gold cost to actions that have none*). If he does not choose this, he loses 2 Honor." [MRP, Samurai Edition, 25 July 2007]

Private Trader

- Reads, "Legacy Bow this card: Produce 2 Gold, or 3 Gold when paying a Gold Cost on an Action card." [MRP, Samurai Edition, 25 July 2007]

Proposal of Peace

- Reads, "Until the beginning of your second turn from now, negate all Honor gains for bringing Personalities into play." [MRP, Samurai Edition, 25 July 2007]

Purge the Weak

- Reads, "1G 3FV Maho Reaction: After one of your Limited, Open, or Battle actions resolves, permanently give this Shugenja –1C: Take an additional action with the same designator (Limited, Open, or Battle)." [MRP, Samurai Edition, 25 July 2007]
- Rulings R
====Rapid Deployment=====
- Reads, "0G 3FV **Battle:** Target one of your Samurai Personalities at the current battlefield: Target two of your units not there. Move them there. If you are defending, straighten each of these units that moved." [MRP, Samurai Edition, 25 July 2007]

Raze to the Ground

- Reads, "5G 3FV **Limited:** Your raiders destroy a target Holding controlled by a player with three or more Holdings in play." [MRP, Samurai Edition, 25 July 2007]

Razor of the Dawn Castle

- Reads, "*Razor of the Dawn Castle* 8PS 4G 3FH Before another player's card's effect destroys one of your Samurai: Once per turn, you may delay the destruction until the current turn ends. [MRP, Samurai Edition, 25 July 2007]
- The destruction of a Personality with 0 Chi cannot be delayed. [ZF, 19 September 2007
(<https://web.archive.org/web/20071013144213/http://www.alderac.com/forum/viewtopic.php?>

Refugees

- Reads, "*Refugees* 0G 2FV **Battle**: If you are the Defender, you may take this action even if you control no units at the current battlefield: Move home a target Personality without Followers. Bow him if he moved. His controller may pay 1 Gold as a cost to create a 1F **Ashigaru** Follower card to him and attach it to him." [MRP, Samurai Edition, 25 July 2007]

Reinforce the Gates

- Reads, "*Reinforce the Gates* 0G 2FV **Reaction**: After a player announces a Battle action before the Defender's first normal opportunity to act or pass: Negate the action's effects. **Battle**: Even if you control no units at the current battlefield: Target an unopposed unit there. Move the unit to a target battlefield where it would be opposed." [MRP, Samurai Edition, 25 July 2007]

Resumed Hostilities

- Reads, "0G 2FV **Battle**: Target a Personality opposing one of your Personalities. Remove one of the target's abilities. Draw a card. If you removed an ability, you may take an additional Battle action from a card in your hand." [MRP, Samurai Edition, 25 July 2007]

Retribution

- Reads, "0G 4FV **Reaction**: After the end of an Attack Phase in which you were the Defender: Declare an additional Attack Phase against that phase's Attacker, in which neither player can invite allies and you can only assign one unit. Give the Personality and each Follower in that unit +1F after it assigns." [MRP, Samurai Edition, 25 July 2007]

Rich Coffers

- Reads, "This card straightens during each player's Straighten Phase. Bow this card: Produce 2 Gold." [MRP, Samurai Edition, 25 July 2007]

Righteous Doshin

- Reads, "2F/0C 2HR 3G –PH 3FV While this card is in an army with two Human Personalities who both have a Clan alignment but do not share one, it has +2F, and Ranged Attacks from actions it performs have +2 strength. Battle: Ranged 2 Attack." [MRP, Samurai Edition, 25 July 2007]

Righteous Fury

- Reads, "*Righteous Fury* 0G 4FV **Battle**: Target one of your Magistrates: Target a Personality opposing him. Reduce the Personality's Force to his own Personal Honor. If your Magistrate is Scorpion Clan, raise your Magistrate's Force by the Personality's Personal Honor." [MRP, Samurai Edition, 25 July 2007]

Ring of Air

- Reads, "*Ring of Air* 4FV **Air** After you successfully resolve your third or later Spell or Kiho action in one turn from cards with different titles: You may put this card in play from your hand. **Battle/Open**: Bow this card or discard it from your hand: Straighten a target Personality." [MRP, Samurai Edition, 25 July 2007]

Ring of Earth

- Reads, "*Ring of Earth* 4FV **Earth** After you destroy one or more provinces or enemy units by winning a battle at a province: You may put this card in play from your hand. **Battle/Open**: Bow this card or discard it from your hand: Raise a target province's strength by 4; you may instead lower its strength by 3 if this card is in play." [MRP, Samurai Edition, 25 July 2007]

Ring of Fire

- Reads, "*Ring of Fire* 4FV **Fire. Focus Effect:** You may give this card –2 Focus Value. If you do, and you win this duel, put this card into play. **Battle:** Bow this card or discard it from your hand, and destroy one of your target Personalities: Destroy a target Personality opposing him with lower Chi." [MRP, Samurai Edition, 25 July 2007]

Ring of the Void

- Reads, "*Ring of the Void* 4FV **Void** After you successfully resolve your fourth or later non-Kiho action from Action cards in one phase: You may put this card into play from your hand. **Open:** Bow this card or discard it from your hand: If any player has more cards in his hand than you do, or if you bowed this card, draw a card." [MRP, Samurai Edition, 25 July 2007]

Ring of Water

- Reads, "*Ring of Water* 4FV **Water** After you successfully resolve your fourth or later Battle action from cards with different titles in one battle: You may put this card into play from your hand. **Battle:** Bow this card or discard it from your hand: Move one of your target units home or to a battlefield with one or more enemy units. If the unit moved, straighten it." [MRP, Samurai Edition, 25 July 2007]

Roshungi

- Reads, "*Roshungi* 3F/3C –HR 6G 0PH **Spider Clan • Monk • Shadowlands •** Lose 3 Honor. **Open:** Bow Roshungi: A target Ring loses all abilities (until this turn ends)." [MRP, Samurai Edition, 25 July 2007]

Rosoku's Staff

- Reads, "*Rosoku's Staff* +1F/+1C 4G 4FV **Weapon • Unique. Reaction:** After you put a Ring into play from your hand by its own text, if you now control exactly one Ring, destroy this card: Search your Fate deck and hand for a Ring. Put it into play." [MRP, Samurai Edition, 25 July 2007]

Rout

- Reads, "*Rout* 1G 3FV **Battle:** Move home a target unit. Destroy one of its attachments (if any)." [MRP, Samurai Edition, 25 July 2007]

Ruins of Otosan Uchi

- Reads, "*Ruins of Otosan Uchi* **Unique** This province has +2 strength. **Limited:** Bow your Stronghold and destroy this card: Destroy a target Region." [MRP, Samurai Edition, 25 July 2007]

Ruthless Advance

- Cost is set after targeting. Therefore:
 - Cost need not be paid if changes occur after targeting (e.g., Kumade). [Extension from Hired Killer]
 - Cost *must* be paid if changes to the unit Gold cost occur, or a new unit is selected in the announcement step (e.g., Misdirection, Turn of Fortune) or in the targeting step by a triggered effect or Reaction with "would target" (e.g., Seat of Power) or "when targeting" (e.g., Shosuro Aroru Experienced) timing. [Extension from Hired Killer]
 - Rulings S
====Salute of the Samurai=====
- Reads, "*Salute of the Samurai* 0G 4FV **Reaction:** Before a battle resolves, if you are an ally: If the total Force of your units in that army is greater than the total Force of your allied leader's units there, you gain any Honor for destroying units in this battle's resolution, instead of the allied leader." [MRP, Samurai Edition, 25 July 2007]

Sap the Spirit

- Reads, "*Sap the Spirit* 0G 3FV **Kiho Open:** Target one of your Shugenja or Monks: Units cannot assign in Cavalry Maneuvers this turn. **Kiho Open:** Target one of your Shugenja or Monks: A target Stronghold's abilities cannot be used until your next turn begins." [MRP, Samurai Edition, 25 July 2007]

Seat of Power

- Reads, "*Seat of Power* **Legacy • Singular** Bow this card: Produce 2 Gold. **Reaction:** When an action would target one of your Unique Daimyo or Clan Champion Personalities: The action instead targets another of your legal Personalities with the same Clan alignment at his location." [MRP, Samurai Edition, 25 July 2007]

Secluded Village

- Reads, "*Secluded Village* Village Bow this card: Produce 3 Gold. If you did not go first this game and are paying for a Personality, bow this card: Produce 4 Gold." [MRP, Samurai Edition, 25 July 2007]

Secluded Waystation

- Reads, "*Secluded Waystation* After this card produces Gold, once per turn: Put a Wealth token on it. Bow this card: Produce 2 Gold, plus 1 Gold for each Wealth token on this card." [MRP, Samurai Edition, 25 July 2007]

Seikitsu Mountains

- Reads, "*Seikitsu Mountains* **Mountain • Singular. Battle:** Bow this card: Move home one or more of your target Personalities." [MRP, Samurai Edition, 25 July 2007]

Severed From the Emperor

- Reads, "*Severed From the Emperor* Discard the Imperial Favor if you control it. Until the game ends, you cannot win an Honor Victory, lobby, or control the Imperial Favor, and you have the ability, "**Reaction:** Any number of times per turn, after an action with a base cost of discarding the Favor targets one of your cards: Lose 5 Honor. Negate the action's effects."" [MRP, Samurai Edition, 25 July 2007]

Shiba Arihiro

- Reads, "*Shiba Arihiro* 3F/3C 4HR 7G 3PH **Phoenix Clan • Samurai. Reaction:** Before you destroy one of your Shugenja as a cost: You pay the cost by destroying Arihiro instead. **Reaction:** After a Shugenja bows, if Arihiro is honorably dead: Straighten the Shugenja." [MRP, Samurai Edition, 25 July 2007]

Shiba Fugimori

- Reads, "*Shiba Fugimori* 4F/3C 4HR 8G 2PH **Phoenix Clan • Samurai. Battle:** Target a Shugenja in Fugimori's army and a card opposing Fugimori with no unbowed cards attached. Raise the Shugenja's Force by the opposing card's Force. Bow the opposing card." [MRP, Samurai Edition, 25 July 2007]

Shiba Ikku

- Reads, "*Shiba Ikku* 2F/3C 6HR 8G 3PH **Phoenix Clan • Samurai • Yojimbo • Duelist. Reaction:** Before Focus Effects resolve in a duel Ikku is in: Switch one of your focused cards with a Spell from your hand." [MRP, Samurai Edition, 25 July 2007]

Shiba Miiko

- Reads, "*Shiba Miiko* 2F/3C 5HR 7G 3PH **Phoenix Clan • Samurai • Yojimbo** Your Personalities at Miiko's location have +1F for each of your Shugenja there." [MRP, Samurai Edition, 25 July 2007]

Shiba Ningen (Experienced 2)

- Reads, “*Shiba Ningen* 3F/4C 4HR 8G 4PH **Phoenix Clan • Elemental Master • Shugenja • Void • Experienced 2 • Unique. Limited:** Target another player. Name a card. That player chooses 2 cards from your hand. Show them. If either is the named card, create three 2F/2C/2PH Phoenix Clan, Samurai Personalities. Remove them from the game after your next turn begins.” [MRP, Samurai Edition, 25 July 2007]

Shinbone Warpack

- Despite being on two lines, the keyword "Broken Shinbone Tribe" is all one keyword. [Minor erratum, 4 September 2007]

Shinjo Horsebow

- Reads, "*Shinjo Horsebow* +0F/+0C 2G 2FV **Weapon. Battle:** Bow this card: Ranged 2 Attack. **Battle:** If this Personality is Cavalry, bow him: Ranged 4 Attack." [MRP, Samurai Edition, 25 July 2007]

Shinjo Kadonomaro

- Reads, “*Shinjo Kadonomaro* 4F/2C –HR 8G 1PH **Unicorn Clan • Samurai • Cavalry. Battle:** If Kadonomaro is face-up in one of your provinces and any units are in the current enemy army: Bring him into play at the current battlefield, waiving his costs if you are the Defender. Battle: Straighten a target Region.” [MRP, Samurai Edition, 25 July 2007]

Shinjo Meikoku

- Reads, “*Shinjo Meikoku* 3F/3C 2HR 8G 2PH **Unicorn Clan • Samurai • Cavalry** Meikoku has Tactician while opposed by an Infantry Personality.” [MRP, Samurai Edition, 25 July 2007]

Shinjo Xushen (Experienced)

- Reads, “*Shinjo Xushen* 4F/4C 0HR 8G 2PH **Unicorn Clan • Samurai • Cavalry • Experienced • Unique** Reduce the strength of all Ranged Attacks targeting cards in Xushen’s army by 1, or by 2 if Xushen assigned during Infantry Maneuvers. **Battle:** Ranged 4 Attack.” [MRP, Samurai Edition, 25 July 2007]

Shinjo’s Courage

- Reads, "*Shinjo’s Courage* 2G 2FV This action costs 2 less Gold if you are a Unicorn Clan player. **Battle:** Target one of your unbowed Personalities and a target Follower, or Personality without Followers, opposing him: Reduce the opposing target’s Force by the difference in Personal Honor between the targets’ units’ Personalities. If this reduced its Force to 0, destroy it and gain Honor equal to your Personality’s Personal Honor." [MRP, Samurai Edition, 25 July 2007]

Shinomen Marsh

- Reads, “*Shinomen Marsh Swamp* Bow this card: Produce 2 Gold, or 3 Gold if you are a Spider Clan player.” [MRP, Samurai Edition, 25 July 2007]

Shinsei’s Last Hope

- Reads, “*Shinsei’s Last Hope* **Unique. Reaction:** Before you attach a Follower: Reduce its Honor Requirement to 1. **Reaction:** When paying for a Follower or for an action that creates one, bow this card: Reduce the Follower or action’s Gold Cost by 2 until the Follower attaches; this cannot lower costs below 1.” [MRP, Samurai Edition, 25 July 2007]

Shizuka Toshi

- Reads, "*Shizuka Toshi* 6PS 4G 6FH **Limited:** Bow one of your target Courtiers or Artisans: Target another player’s Personality. That player may choose to dishonor him (even if already dishonorable). If he chooses

not to, gain 3 Honor." [MRP, Samurai Edition, 25 July 2007]

Shosuro Adeiko

- Reads, "*Shosuro Adeiko* 3F/4C –HR 7G 1PH **Scorpion Clan • Samurai • Magistrate** Adeiko has +2F while opposing a Personality with lower Personal Honor. **Reaction:** After effects resolve of a battle resolution, action, or trait that destroyed Adeiko or one of your other Personalities: Give a target Personality a –3F/–1C token, and an additional –1C token if he is dishonorable." [MRP, Samurai Edition, 25 July 2007]
- Reaction triggers at the point after all *immediate* effects of Actions, Events, or Traits are normally resolved, not when any *delayed* effects would be applied. [ML, 12 September 2007 (<https://web.archive.org/web/20071013144213/http://www.alderac.com/forum/viewtopic.php?f=59&t=61533>)]
- Cannot react to destructions occurring as costs. [ZF, 12 September 2007 (<https://web.archive.org/web/20071013144213/http://www.alderac.com/forum/viewtopic.php?f=59&t=61623>)]

Shosuro Uyeda

- Reads, "*Shosuro Uyeda* 1F/2C –HR 5G 1PH **Scorpion Clan • Courtier. Political Limited:** Bow Uyeda: Target a dishonorable Personality. His controller loses 2 Honor." [MRP, Samurai Edition, 25 July 2007]

Shout of Challenge

- Reads, "*Shout of Challenge* 0G 2FV **Shout Heroic Battle:** Target one of your opposed Personalities who has been targeted by a Heroic action this turn: Move one of your target units to the current battlefield. If it moved, straighten the unit and give its Personality +1F." [MRP, Samurai Edition, 25 July 2007]

Shout of Defiance

- Reads, "*Shout of Defiance* 0G 1FV You may have up to 6 copies of this card in your deck. **Shout Heroic Battle:** Target one of your Personalities: He gains +1F, an additional +1F if he is a Hero, and an additional +1F if he is opposed." [MRP, Samurai Edition, 25 July 2007]

Shout of Victory

- Reads, "*Shout of Victory* 0G 4FV **Shout Heroic Battle:** Target one of your Personalities who has been targeted by a Shout action this turn: He gains +3F. Bow a target Personality opposing him with lower Force. Destroy that target if your Personality has performed at least two or more other Shout actions with different titles from each other in this battle." [MRP, Samurai Edition, 25 July 2007]

Shrine of the Sun

- Reads, "*Shrine of the Sun Temple* Bow this card: Produce 2 Gold. **Limited:** Bow and destroy this card: Target an Event in a discard pile or in play owned by another player. End all its ongoing effects. Shuffle it into its owner's deck. That player can resolve the Event an additional time this game." [MRP, Samurai Edition, 25 July 2007]

Shrine to Bishamon

- Reads, "*Shrine to Bishamon Temple • Singular* Bow this card: Produce 2 Gold. **Battle/Open:** Bow one of your target Personalities at any location and this card: Give a target Personality +3F." [MRP, Samurai Edition, 25 July 2007]

Shrine to Fukurokujin

- Reads, "*Shrine to Fukurokujin Temple • Singular* Bow this card: Produce 2 Gold. **Limited:** Bow this card and target one of your Personalities: Draw a card. Show it. If its Focus Value is greater than or equal to the Personality's base Chi, discard it." [MRP, Samurai Edition, 25 July 2007]

Shrine to Osano-Wo

- Reads, “*Shrine to Osano-Wo* **Temple** Bow this card: Produce 2 Gold. **Reaction:** After another player’s action destroys one of your Personalities, destroy this card: Target one of that player’s Personalities with a lower Gold Cost than the destroyed Personality. That player may discard 3 cards. If he does not, destroy the target.” [MRP, Samurai Edition, 25 July 2007]

Shuten Doji’s Fury

- Reads, “*Shuten Doji’s Fury* 0G 2FV **Battle:** Dishonor one of your unbowed target Personalities: Lose 3 Honor. Bow one or more target cards opposing him without attachments, up to his base Personal Honor.” [MRP, Samurai Edition, 25 July 2007]

Silence the Future

- Reads, “*Silence the Future* Until your next turn begins, Personalities and Followers have a maximum Force equal to their base Force.” [MRP, Samurai Edition, 25 July 2007]

Silver Mine

- Reads, “*Silver Mine* **Mine** Bow this card: Produce 2 Gold, or 3 Gold if you are a Phoenix Clan player.” [MRP, Samurai Edition, 25 July 2007]

Sincerity

- Reads, “*Sincerity* 0G 2FV **Bushido Virtue Political Limited:** Bow one of your target Samurai: Target a card in your hand and another player. That player guesses whether the card’s base Focus Value is “high” (3 or more) or “low” (2 or less). Show the card. If the guess is right, the player draws a card; otherwise, gain 3 Honor.” [MRP, Samurai Edition, 25 July 2007]

Skub

- Reads, “*Skub* 5F/1C –HR 6G 0PH **Shadowlands • Goblin • Nonhuman •** Lose 4 Honor.” [MRP, Samurai Edition, 25 July 2007]

Sneak Attack

- Reads, “*Sneak Attack* 0G 3FV **Reaction:** After engaging in a Battle: The Attacker has the first opportunity to take a Battle action or pass during this battle. Play then proceeds in turn order from him.” [MRP, Samurai Edition, 25 July 2007]

Sorrow’s Path

- Reads, “*Sorrow’s Path* **Singular** Before a battle at this province resolves: The Attacker targets one unit, or three cards, in the attacking army. Destroy the targets.” [MRP, Samurai Edition, 25 July 2007]

Spearhead

- Reads, “*Spearhead* 0G 3FV **Reaction:** After a battle ends: Straighten one of your target units that was at that battlefield during that battle’s resolution.” [MRP, Samurai Edition, 25 July 2007]

Stables

- Reads, “*Stables* 2G Bow this card: Produce 2 Gold, or 3 Gold if you are a Unicorn Clan player.” [MRP, Samurai Edition, 25 July 2007]

Stay Your Blade

- Reads, "*Stay Your Blade* 0G 3FV **Battle:** Bow and move home one of your target opposed Samurai Personalities: Draw three cards." [MRP, Samurai Edition, 25 July 2007]
- If the movement is negated (e.g., Bayushi Tsimaru Experienced), you cannot attempt to pay costs by moving the same Personality again [ZF, 13 August 2007
(<https://web.archive.org/web/20071013144213/http://www.alderac.com/forum/viewtopic.php?f=59&t=60461>)] or moving a different Personality [ZF, 13 August 2007
(<https://web.archive.org/web/20071013144213/http://www.alderac.com/forum/viewtopic.php?f=59&t=60468>)].

Stone Breaker

- Reads, "*Stone Breaker* 6F/0C –HR 6G 1PH **Siege • Nonhuman • Unique** Cannot attach Items. Cannot challenge or be challenged. Is not destroyed for having 0 Chi. Has –6F while it has no unbowed Followers. **Battle:** If Stone Breaker is bowed, bow a Follower in its unit: Straighten Stone Breaker." [MRP, Samurai Edition, 25 July 2007]

Strength

- Reads, "*Strength* 0G 2FV **Dark Virtue Battle:** Target one of your opposed Samurai: Give him a +2F token. The current battle's resolution cannot destroy cards in his unit." [MRP, Samurai Edition, 25 July 2007]

Strength of the Forge

- Reads, "*Strength of the Forge* 2G 4FV This Spell's Gold Cost cannot be reduced or waived. **Earth Reaction:** When paying a Gold cost, bow this Shugenja: Produce 2 Gold." [MRP, Samurai Edition, 25 July 2007]

Strike of the Dragon

- Reads, "*Strike of the Dragon* 0G 3FV **Kiho Battle:** Bow one of your Rings and one of your target Monks: Bow one to three target Personalities opposing him, each with Force higher than his own Chi." [MRP, Samurai Edition, 25 July 2007]

Superior Strategist

- Reads, "*Superior Strategist* 0G 3FV **Tactical Battle:** Target one of your Tacticians: Search your Fate deck for an Action card with a Battle ability. You may take an additional Battle action to use one of its Battle abilities; if you do not, discard it." [MRP, Samurai Edition, 25 July 2007]

Supply Outpost

- Reads, "*Supply Outpost* Bow this card: Produce 2 Gold. If this pays for a Personality, you may attach a Follower, Item, or Spell to him from your hand after he enters play, reducing its Gold Cost by 3 until it attaches." [MRP, Samurai Edition, 25 July 2007]
- Multiple copies allow multiple attachments, but not cumulative cost reductions on one attachment. [ZF, 16 September 2007
(<https://web.archive.org/web/20071013144213/http://www.alderac.com/forum/viewtopic.php?f=59&t=61736>)]
- Cannot be combined with Three Man Alliance Plain. [ZF, 25 June 2007
(<https://web.archive.org/web/20071013144213/http://www.alderac.com/forum/viewtopic.php?f=59&t=58625>)], ML, 8 August 2007
(<https://web.archive.org/web/20071013144213/http://www.alderac.com/forum/viewtopic.php?f=59&t=60258>)]

Supply Smugglers

- Reads, "*Supply Smugglers* 1G **Legacy** Bow this card: Produce 1 Gold, or 3 Gold if paying for a Holding." [MRP, Samurai Edition, 25 July 2007]

Sword of Victory

- Reads, "*Sword of Victory* +1F/+1C 3G 3FV **Weapon** After a Personality is destroyed for losing a duel to this Personality, or after battle resolution destroys one or more Personalities while this card is in the winning army: Give this card a +2F token." [MRP, Samurai Edition, 25 July 2007]
- Rulings T
====Tactical Advisors====
- Reads, "2F/0C 0HR 4G –PH 4FV **Battle**: Once per battle, if this unit is opposed, discard a card: The enemy leader discards a card at random. Raise this Personality's Force by the Focus Value of the enemy's discarded card. [MRP, Samurai Edition, 25 July 2007]

Tactical Maneuvers

- Reads, "0G 4FV **Reaction**: After a Maneuvers Segment ends: Target one or more of your Tactician Personalities at battlefields. Move these Tacticians to any battlefields where there are one or more enemy units, in any combination desired." [MRP, Samurai Edition, 25 July 2007]

Tamori Konoye

- Reads, "2F/3C 2HR 6G 2PH **Dragon Clan • Shugenja • Void Limited**: Look at the top 5 cards of your Fate deck. If one of them is a Ring, you may bow Konoye. If she bows, show the Ring, then put it in your hand." [MRP, Samurai Edition, 25 July 2007]

Temple of the Seekers

- Reads, "Temple • Legacy • Singular Bow this card: Produce 2 gold. Open: Target a Ring you control and destroy this card: Search your deck and discard pile for a Ring. Show it. Put it in your hand." [MRP, Samurai Edition, 25 July 2007]

Temple to Shinsei

- Reads, "Temple Bow this card: Produce 2 Gold. Limited: Bow this card and one of your target Monk or Shugenja Personalities: Gain 2 Honor." [MRP, Samurai Edition, 25 July 2007]

Temples of Gisei Toshi

- Reads, "Temple • Unique Bow this card: Produce 2 Gold. Limited: Bow this card: Name "Item", "Follower", or "Spell". Look at the top 4 cards of your Fate deck. You may show one of those cards, then put it in your hand, if it is of the type you named." [MRP, Samurai Edition, 25 July 2007]

Test of the Emerald Champion

- Reads, "Target one of your Personalities. Each other player, in turn order, may target one of his Personalities; your Personality challenges each of them immediately after they are targeted. Each duel's winner gains 3 Honor; destroy the loser. If you lost none of these duels, remove your Personality from the game and gain a province to the left of your leftmost province." [MRP, Samurai Edition, 25 July 2007]

Test of the Jade Champion

- Reads, "Starting on your left, each player may target one of his Shugenja Personalities, then discard a card. If one player has the highest total of his Shugenja's Chi and card's Focus Value, he gains 3 Honor, and the Shugenja permanently gains **Jade Champion** and the trait, "Once per turn, when this Personality performs a Kiho action: Waive any cost of bowing him." [MRP, Samurai Edition, 25 July 2007]

Tetsu Kama Mura

- Reads, "8 PS 4G 5FH Before you draw a card: You may draw it from the bottom of your deck. Limited: Look at the top card of your Fate deck. You may put it at the bottom of your deck. [MRP, Samurai Edition, 25 July 2007]

The Agasha Foundries

- Reads, "6 PS 4G 6FH Equipping Spells that share an element keyword with their Shugenja is an Open action for you. Reaction: Even if this Stronghold is bowed, after a Shugenja bows as a cost of performing an action on a Spell: Straighten him. [MRP, Samurai Edition, 25 July 2007]

The Arrow Knows the Way

- Reads, "0G 3FV **Reaction:** Before you target a Ranged Attack from an action performed by one of your Personalities with a Chi of 3 or higher: The Ranged Attack may target a Personality with attached Followers." [MRP, Samurai Edition, 25 July 2007]

The Bitter Shadow of Shame

- Reads, "4G 3FV **Political Limited:** Bow one of your target Courtier Personalities: Destroy a target non-Unique dishonorable Personality." [MRP, Samurai Edition, 25 July 2007]

The Crab's Strength

- Reads, "0G 3FV **Battle:** Target one of your opposed Crab Clan Personalities: Give him +4F. Until the battle ends, actions taken by enemy players that target him have the additional cost, "Discard a card."" [MRP, Samurai Edition, 25 July 2007]

The Crane's Strength

- Reads, "0G 3FV **Battle:** Target one of your Crane Clan Personalities: Destroy a target Personality or Follower opposing him with no attached Followers and Force less than your Personality's Personal Honor plus two." [MRP, Samurai Edition, 25 July 2007]

The Dragon's Strength

- Reads, "0G 3FV **Battle:** Target one of your opposed Dragon Clan Personalities: Look at the top 5 cards of your Fate deck. If one of those is a Ring, you may show it, put it in your hand, and gain 2 Honor." [MRP, Samurai Edition, 25 July 2007]

The End is Near

- Reads, "15G 4FV Unique The costs of this Spell and its ability cannot be reduced, substituted, or waived. Limited: Bow this Shugenja and four other of your target Shugenja, such that each of the five has an element keyword the others do not, and destroy this Spell: Destroy all Personalities in play. [MRP, Samurai Edition, 25 July 2007]

The Fires that Cleanse

- Reads, "4G 2FV Fire Battle: Bow and destroy this Shugenja: Destroy a target Personality opposing this Shugenja. [MRP, Samurai Edition, 25 July 2007]

The Fortunes Smile

- Reads, "0G 3FV **Focus Effect:** Gain 2 Honor and draw a card. **Battle:** Target one of your Personalities and a Personality opposing him. Give your Personality a Force bonus equal to his or the other target's Personal Honor, whichever is greater. Give the other target a Force penalty of the same amount." [MRP, Samurai Edition, 25 July 2007]

The Hall of Ancestors

- Reads, "7PS 3G 7FH Dead Personalities you own cannot be removed from the game. Battle/Open: One of your target Personalities copies an ability or keyword from a target dead Lion Clan Personality you own

(until the turn ends). [MRP, Samurai Edition, 25 July 2007]

The Kami's Blessing

- Reads, "*The Kami's Blessing* 3G 3FV **Battle/Open:** Bow this Spell: Raise this Shugenja's Force by his Chi. **Battle:** Bow this Spell: Target one or two Samurai in this army. Raise each target's Force by this Shugenja's Chi." [MRP, Samurai Edition, 25 July 2007]

The Lion's Strength

- Reads, "*The Lion's Strength* 0G 3FV **Battle:** Target one of your opposed Lion Clan Personalities: Target a Personality not at the current battlefield. Move him to the current battlefield. Straighten him if you do not control him." [MRP, Samurai Edition, 25 July 2007]

The Mantis's Strength

- Reads, "*The Mantis's Strength* 0G 3FV **Battle:** Target one of your unbowed Mantis Clan Personalities: Ranged Attack with strength equal to his Chi, and +2 strength if he is a Magistrate." [MRP, Samurai Edition, 25 July 2007]

The Maw's Grave

- Reads, "*The Maw's Grave* 7PS 4G –19FH Your Nonhuman Personalities have +1F. You do not gain or lose Honor. You cannot take Political actions. **Open:** Bow this Stronghold: Bring a target dead Shadowlands Nonhuman Personality you own into play, waiving costs. At the end of the turn, remove it from the game." [MRP, Samurai Edition, 25 July 2007]

The Path Not Taken

- Reads, "*The Path Not Taken* 0G 1FV **Kiho Reaction:** After another player discards an Action card from his hand without having used any of its abilities, bow one of your target Monks or Shugenja and Shuffle this card into your deck: Until the end of the game, all your The Path Not Taken cards out of play lose their abilities and gain one ability on the discarded card, with the additional cost, "Bow one of your target Monks or Shugenja." [MRP, Samurai Edition, 25 July 2007]

The Phoenix's Strength

- Reads, "*The Phoenix's Strength* 0G 3FV **Battle:** Target one of your opposed Phoenix Clan Shugenja: Attach a Spell to him (*paying all costs*). You may take an additional Battle action from the Spell." [MRP, Samurai Edition, 25 July 2007]

The Ruined City

- Reads, "*The Ruined City* 8PS 4G 0FH You do not lose Honor from Fate and Spider Clan cards you own. Your Spider Clan Personalities have the ability, "**Battle:** Bow a target unit with zero total Force or with the lowest non-zero total Force among all units at the current battlefield." [MRP, Samurai Edition, 25 July 2007]
- Does not prevent honor loss from death of dishonored Personalities. [Extension from The Spider's Lair.]

The Scorpion's Strength

- Reads, "0G 3FV **Battle:** Target one of your Scorpion Clan Personalities: Bow, then move home, a target dishonorable Personality opposing him. You may target and dishonor a Personality in the enemy army." [MRP, Samurai Edition, 25 July 2007]

The Seventh Tower

- Reads, "*The Seventh Tower* 8PS 4G 3FH **Battle:** Target one of your Personalities and discard a card: Destroy a target unit opposing him with less total Force than your Personality's Force. [MRP, Samurai Edition, 25 July 2007]

The Shogun's Peace

- Reads, "*The Shogun's Peace* **Shogun** Until the end of the game, each player gains the ability, '**Political Reaction:** After an Attack Phase ends in which you were the Defender, bow one of your target Courtiers: Gain 3 Honor.'" [MRP, Samurai Edition, 25 July 2007]

The Spider's Lair

- Reads, "*The Spider's Lair* 8PS 4G 0FH You do not lose Honor from Fate and Spider Clan cards you own. In your Dynasty Phase, one time for each of your provinces destroyed this game, you may refill a Province face-up." [MRP, Samurai Edition, 25 July 2007]
- Does not prevent honor loss from death of dishonored Personalities. (ZF, 31 July 2007) (<https://web.archive.org/web/20071013144213/http://www.alderac.com/forum/viewtopic.php?f=59&t=59900&p=769122>)

The Spider's Strength

- Reads, "*The Spider's Strength* 0G 3FV **Fear Battle:** Target one of your opposed Spider Clan Personalities: Give him a Force bonus equal to the Force of a target bowed Personality at his battlefield. Reduce the bowed Personality's Force to 0." [MRP, Samurai Edition, 25 July 2007]

The Temple of Death

- Reads, "*The Temple of Death* 7PS 5G 4FH **Battle:** Remove a Personality in any discard pile from the game: Bow a target Personality. **Open:** Remove a Personality in any discard pile from the game: Straighten a target Personality." [MRP, Samurai Edition, 25 July 2007]

The Unicorn's Strength

- Reads, "*The Unicorn's Strength* 0G 3FV **Battle:** Target one of your opposed Unicorn Clan Personalities: Target a Personality or Follower opposing him with less Force. Reduce the opposing target's Force to 0." [MRP, Samurai Edition, 25 July 2007]

The Utaku Plains

- Reads, "*The Utaku Plains* 7PS 5G 4FH Your Personalities have +1 PH and a maximum Personal Honor of 5 while in play. **Battle:** Target one of your Personalities: Reduce the Force of a target Personality or Follower opposing him by your Personality's Personal Honor." [MRP, Samurai Edition, 25 July 2007]

Three Man Alliance Plain

- Reads, "*Three Man Alliance Plain* **Plains • Singular. Reaction:** After one of your Personalities enters play, bow this card: Target him. Attach a card to him from your hand (paying all costs). If he attached the card, draw a card." [MRP, Samurai Edition, 25 July 2007]
- Cannot be combined with Supply Outpost. [ZF, 25 June 2007] (<https://web.archive.org/web/20071013144213/http://www.alderac.com/forum/viewtopic.php?f=59&t=58625>) , ML, 8 August 2007 (<https://web.archive.org/web/20071013144213/http://www.alderac.com/forum/viewtopic.php?f=59&t=60258>)]

Three-Stone River

- Reads, "*Three-Stone River* 0G 1FV **Terrain Battle:** Before this battle's resolution, reduce the Force of each Personality at this battlefield to the Force of his highest-Force Follower, or to 1 if he has no Followers." [MRP, Samurai Edition, 25 July 2007]

Tides of Battle

- Reads, "0G 2FV **Reaction:** Before an attack's Declaration Segment ends, if you are not the Attacker or Defender: Both sides' leaders invite you as an ally. You gain no Honor from rulebook effects for assigning allying units this attack." [MRP, Samurai Edition, 25 July 2007]

Togashi Ieshige

- Reads, "4F/4C –HR 8G 1PH Dragon Clan • Samurai Experienced Akodo Ieshige • Unique Before the controller of a unit opposing Ieshige at the current battlefield resolves effects of an action: Ieshige gains +1F. Battle: Once per battle: Destroy a target card opposing Ieshige with a Gold Cost of 7 or less and no attached cards." [MRP, Samurai Edition, 25 July 2007]

Togashi Jomei

- Reads, "3F/2C 0HR 7G 2PH Dragon Clan • Monk If you have resolved a Kiho action this turn that Jomei performed, he can assign even if bowed, has +2F while bowed, and adds his Force to his unit's Force even if bowed." [MRP, Samurai Edition, 25 July 2007]

Togashi Kazuki

- Reads, "4F/4C 0HR 8G 2PH Dragon Clan • Samurai • Monk Kazuki has +1F for each Ring you control. Open: Target another of your Personalities. Set his Force to Kazuki's Force or his Chi to Kazuki's Chi." [MRP, Samurai Edition, 25 July 2007]

Togashi Masujiro

- Reads, "*Togashi Masujiro* 4F/3C 3HR 8G 4PH **Dragon Clan • Monk • Air • Disciple. Reaction:** After one of your Rings bows: Gain 2 Honor." [MRP, Samurai Edition, 25 July 2007]
- Renamed from "Hoshi Masujiro." [ZF, 9 August 2007 (<https://web.archive.org/web/20071013144213/http://www.alderac.com/forum/viewtopic.php?f=59&t=60294>)]

Togashi Miyoko

- Reads, "1F/2C –HR 4G 3PH Dragon Clan • Monk • Defender of the Temples If there is a Temple in play, Miyoko has +3F and cannot assign to attack." [MRP, Samurai Edition, 25 July 2007]

Togashi's Shrine

- Reads, "Temple • Unique This province does not hold Dynasty cards Limited: Bow Togashi's Shrine and discard a card: Search your deck and discard pile for a Ring. Show it. Put it in your hand." [MRP, Samurai Edition, 25 July 2007]

Touch of Death

- Reads, "8G 4FV Maho Limited: Bow this Shugenja and destroy this Spell: Destroy a target bowed Personality with equal or lower Chi. [MRP, Samurai Edition, 25 July 2007]

Traveling Ronin

- Reads, "4F/0C 1HR 7G –PH 2FV Ronin Battle/Open: If this card is in your hand: Attach it to one of your target Personalities (paying all costs). If this card is in play at the end of this turn, you may then choose to put it in your hand. [MRP, Samurai Edition, 25 July 2007]

Triumph of Courage

- A Focus Effect on a card switched into the Focus pool with Triumph of Courage will also resolve. [ZF, 29 May 2007 (<https://web.archive.org/web/20071013144213/http://www.alderac.com/forum/viewtopic.php?f=59&t=57647>) ; ML, 7 August 2007 (<https://web.archive.org/web/20071013144213/http://www.alderac.com/forum/viewtopic.php?f=59&t=60197>)]

Tsi Blade

- Reads, "+2F/+1C 4G 3FV Weapon Reaction: After this Personality assigns, bow this card: Draw a card. [MRP, Samurai Edition, 25 July 2007]

Tsuburu no Oni

- Reads, "2F/2C –HR 4G 0PH Shadowlands • Oni • Nonhuman • Cavalry Lose 5 Honor. Destroy one of your Personalities as an additional cost of bringing Tsuburu into play. Cannot attach Followers or Armor. After a battle's Combat Segment ends, if Tsuburu is at its battlefield and there are no defending units there: Give Tsuburu +6F." [MRP, Samurai Edition, 25 July 2007]

Tsuruchi Kansuke

- Reads, "3F/3C –HR 6G 2PH Mantis Clan • Samurai • Scout Battle: Bow Kansuke: Ranged 3 Attack. If Kansuke or his target is dishonorable, the Attack has +2 strength and you may compare it to the target's base rather than current Force." [MRP, Samurai Edition, 25 July 2007]

Tsuruchi Kaya

- Reads, "3F/3C 0HR 7G 2PH Mantis Clan • Samurai • Imperial • Magistrate Battle: Bow Kaya unless he opposes a dishonorable Personality or your Family Honor is greater than its starting value: Ranged 4 Attack." [MRP, Samurai Edition, 25 July 2007]

Tsuruchi Mitsuzuka

- Reads, "3F/3C –HR 7G 1PH Mantis Clan • Samurai Battle: Bow Mitsuzuka: Ranged 4 Attack. If this did not destroy its target, you may take an additional Battle action." [MRP, Samurai Edition, 25 July 2007]

Tsuruchi Mochisa

- Reads, "3F/4C 0HR 7G 2PH Mantis Clan • Samurai • Magistrate Battle: Ranged 3 Attack that can target a dishonorable Personality ignoring his Followers. This Ranged Attack has +1 strength if the target is a Personality with 0 Personal Honor." [MRP, Samurai Edition, 25 July 2007]

Tsuruchi Nobumoto

- Reads, "2F/4C 0HR 7G 2PH Mantis Clan • Daimyo • Samurai Naval • Experienced • Unique Open: Give Nobumoto the Cavalry keyword. Remove the Naval keyword from him. Battle: Bow Nobumoto: Ranged 4 Attack. You may move this unit home." [MRP, Samurai Edition, 25 July 2007]

Tsuruchi Okame

- Reads, "3F/4C 3HR 9G 2PH Mantis Clan • Samurai • Magistrate Naval • Experienced • Unique Battle: Any number of times per turn, pay 2 Gold: Give Okame +1F. Battle: Bow Okame unless your Family Honor is greater than its starting value: Ranged Attack with strength equal to his Force." [MRP, Samurai Edition, 25 July 2007]

Turn of Fortune

- Reads, "0G 1FV **Kiho Reaction:** When an action would target one of your Samurai, target one of your unbowed Monks or Shugenja: The action targets him instead, if legal. **Kiho Reaction:** When an action

would target one of your target unbowed Monks or Shugenja: The action targets one of your Samurai instead, if legal." [MRP, Samurai Edition, 25 July 2007]

Turn the Tide

- Reads, "5G 1FV **Battle:** If your army has one or more unbowed Samurai and the enemy army has more unbowed Personalities than yours: The enemy leader must repeatedly target and bow a different unbowed Personality in his army until his army no longer has more unbowed Personalities than yours, or until he can no longer do so." [MRP, Samurai Edition, 25 July 2007]
- Rulings U
=====Unfamiliar Ground=====
- Reads, "*Unfamiliar Ground* 0G 1FV **Terrain Battle:** Bow each card with more than 4F now at this battlefield. If this Terrain is destroyed before this battle resolves, straighten all cards it bowed. " [MRP, Samurai Edition, 25 July 2007]

Unfortunate Incident

- Reads, "*Unfortunate Incident* 0G 2FV **Political Limited:** Target another player with higher Family Honor than yours. He has shamed his clan, and loses 5 Honor. Until the end of the game, he may ignore Honor Requirements when bringing Personalities into play." [MRP, Samurai Edition, 25 July 2007]

Unrequited Love

- Reads, "*Unrequited Love* 0G 2FV **Political Open:** Target one of the active player's unbowed Human Personalities. That player may choose to bow the Personality and gain 1 Honor. If he does not choose this, dishonor the Personality, and the player loses Honor equal to the Personality's base Personal Honor." [MRP, Samurai Edition, 25 July 2007]

Unspoken Threats

- Reads, "*Unspoken Threats* 0G 3FV **Political Limited:** Bow one of your target Courtiers: Target another player's Human Personality. While your Courtier remains in play, after each time that Personality assigns or moves to attack one of your Provinces, his controller loses 2 Honor." [MRP, Samurai Edition, 25 July 2007]

Untested Scouts

- Reads, "*Untested Scouts* 2F/0C 1HR 3G –PH 2FV **Scout** Can only attach to a Samurai or Scout. This card has +1F while opposed. **Recon Limited:** Target a province. Until the turn ends, after engaging in a battle at the province's battlefield, you may take one additional Battle action to play a Terrain from your hand." [MRP, Samurai Edition, 25 July 2007]

Unwavering Assault

- Reads, "*Unwavering Assault* 2G 1FV **Battle:** Target a Samurai Personality in your home. Straighten his unit. Move him to the current battlefield." [MRP, Samurai Edition, 25 July 2007]

Utaku Genshi

- Reads, "*Utaku Genshi* 4F/3C 4HR 8G 3PH **Unicorn Clan • Samurai • Cavalry • Battle Maiden.** **Reaction:** After an Attack Phase ends in which another player destroyed any of your provinces, even if Genshi is bowed: Straighten her. Declare an additional Attack Phase. No unit other than her unit can assign or move to attack that phase." [MRP, Samurai Edition, 25 July 2007]

Utaku Kohana

- Reads, "*Utaku Kohana* 2F/2C 7HR 3G 3PH **Unicorn Clan • Samurai Cavalry • Battle Maiden**" [MRP, Samurai Edition, 25 July 2007]

Utaku Meadows

- Reads, “*Utaku Meadows Plains • Singular. Limited:* Pay 3 Gold: Create a 1F Cavalry Follower and attach it to one of your target Personalities.” [MRP, Samurai Edition, 25 July 2007]

Utaku Tama

- Reads, “*Utaku Tama 3F/3C 2HR 8G 3PH Unicorn Clan • Samurai Cavalry • Battle Maiden* Tama has +2F for each of your provinces that has been destroyed this game.” [MRP, Samurai Edition, 25 July 2007]

Utaku Tayoi

- Reads, “*Utaku Tayoi 2F/3C 3HR 6G 3PH Unicorn Clan • Samurai Cavalry • Battle Maiden. Battle:* If Tayoi is at a battlefield: Move her to another battlefield. Gain 1 Honor if Tayoi is attacking, or 2 Honor if she is now opposed.” [MRP, Samurai Edition, 25 July 2007]

Utaku Yu-Pan (Experienced)

- Reads, “*Utaku Yu-Pan 4F/4C 4HR 8G 4PH Unicorn Clan • Samurai • Cavalry Battle Maiden • Experienced • Unique* Your Battle Maidens have +1F while attacking. **Battle:** Any number of times per turn, bow a target Personality with 3 or more Personal Honor in Yu-Pan’s army: Target a unit opposing Yu-Pan. Move it to an adjacent province, or home if there is no adjacent province.” [MRP, Samurai Edition, 25 July 2007]

Utter Defeat

- Reads, “*Utter Defeat 0G 1FV Reaction:* Before a Personality is destroyed by a battle resolution or for losing a duel: He is completely humiliated. Negate the destruction. Dishonor him. While he remains in play, he cannot be rehonored, cannot commit seppuku except from a card’s effect, and his controller loses 1 Honor after each of his Dynasty Phases begins.” [MRP, Samurai Edition, 25 July 2007]
- Rulings V
====Venerable Master=====
- Reads, “*Venerable Master Retainer* Bow this card: Produce 2 Gold. Open: Bow and destroy this card, and pay 2 Gold: Create a 3F/3C/3PH Samurai Personality with your Clan alignment.” [MRP, Samurai Edition, 25 July 2007]
- Rulings W
====Wako=====
- Reads, “*2F/0C 0HR 3G –PH 3FV Pirate • Naval* Cannot enter play if you control no Naval Personalities. **Battle:** Once per battle: Target one of the Defender’s Gold-producing Holdings. Raise this card’s Force to the Holding’s base Gold production stat. Bow the Holding.” [MRP, Samurai Edition, 25 July 2007]

Walking the Way

- Reads, “*4G 3FV Limited:* Bow this Shugenja and destroy this Spell: Search your Fate deck for a card. Put it in your hand.” [MRP, Samurai Edition, 25 July 2007]

Wandering Budoka

- Reads, “*2F/0C 0HR 3G –PH 2FV* This card has a Force bonus equal to twice the number of your provinces that have been destroyed this game. After this card enters play from your hand: Draw a number of cards equal to the number of players who have had a province destroyed this game. [MRP, Samurai Edition, 25 July 2007]

Wandering Scout

- Reads, “*3F/0C 1HR 4G –PH 4FV Scout • Cavalry. Battle:* Even if this card is bowed: Straighten it.” [MRP, Samurai Edition, 25 July 2007]

Wardens

- Reads, "1F/0C 2HR 3G –PH 3FV **Scout** Ranged Attacks targeting cards in this unit have –3 strength. Reaction: If this card is in your hand, after you bring a Personality into play without gaining Honor: Attach this card to him (paying all costs). Gain 2 Honor. Battle: Once per battle: Reduce the Force of a target Personality opposing this card by this Personality's Chi." [MRP, Samurai Edition, 25 July 2007]

Wareta no Oni

- Reads, "12F/4C –HR 8G 0PH **Shadowlands • Oni • Nonhuman** • Lose 6 Honor. Wareta has a Force penalty equal to the number of cards in your hand." [MRP, Samurai Edition, 25 July 2007]

Warrior Challenge

- Reads, "0G 2FV **Battle**: Target one of your unbowed Personalities: He challenges a target Personality opposing him. Destroy the loser. The winner's controller takes the Imperial Favor." [MRP, Samurai Edition, 25 July 2007]

We Stand Ready

- Reads, "0G 2FV **Recon Limited**: Target one of your Scouts, and bow him if he is not Crab Clan: Target a province. After each time one of your Personalities assigns to its battlefield this turn, create a 0F Follower card and attach it to him." [MRP, Samurai Edition, 25 July 2007]

Wedge

- Reads, "0G 2FV **Battle**: Target one of your Personalities. You cannot target cards in his unit with actions until after this battle ends. After this battle's Resolution Segment begins, double his Force and the Force of each Follower in his unit. Destroy him after the battle ends. " [MRP, Samurai Edition, 25 July 2007]

Weigh the Cost

- Reads, "*Weigh the Cost* 0G 3FV **Focus Effect**: Add 1 to the Focus Values of this card and one other of your focused cards. **Battle**: Move one of your target Samurai Personalities home: Bow him. Raise or lower the current battlefield's province's strength by 2. You may target a Personality in the current enemy army and give him –3F." [MRP, Samurai Edition, 25 July 2007]

Well Prepared

- Reads, "0G 3FV **Battle**: If you control a Terrain: Bow or straighten a target card at the current battlefield." [MRP, Samurai Edition, 25 July 2007]

Will

- Reads, "*Will* *G 1FV **Dark Virtue Battle**: If there are any enemy units at the current battlefield, target a dead Samurai Personality you own: Bring him into play there, paying 2 less Gold and ignoring Honor Requirements." [MRP, Samurai Edition, 25 July 2007]

Winter Storm

- Reads, "**Winter** Until the end of the game, after each time an attack is declared, each player targets two of his unbowed Personalities with a Gold Cost equal to or less than his Stronghold's Gold production plus 2. Bow them." [MRP, Samurai Edition, 25 July 2007]

Winter Warfare

- Reads, "**Winter** Until the beginning of your second Events Phase from now, Terrains cannot be played, and actions cannot move units to or from battlefields." [MRP, Samurai Edition, 25 July 2007]

Wisdom Gained

- Reads, "Starting with you, each player may search his Fate deck and discard pile for a Ring, show it, and put it in his hand." [MRP, Samurai Edition, 25 July 2007]

Wisdom of the Keepers

- Reads, "Each player who controls any Rings gains 5 Honor." [MRP, Samurai Edition, 25 July 2007]

Wounded in Battle

- Reads, "0G 2FV **Battle:** Target a Personality who has not been targeted by a Wounded in Battle this turn. Until the battle ends, if he is a Samurai, he does not die from having 0 Chi. Give him -2C." [MRP, Samurai Edition, 25 July 2007]

Wrath of Osano-Wo

- Reads, "0G 3FV **Kiho Air Battle:** Bow one of your target Shugenja or Monks: Ranged Attack with strength equal to his Chi." [MRP, Samurai Edition, 25 July 2007]

Wretched Mercenary

- Reads, "2F/0C 0HR 2G -PH 1FV This card has a minimum Gold Cost of 1. After this card enters play: Dishonor this Personality. Reaction: After this card is destroyed: Put it in your hand before the next End Phase ends." [MRP, Samurai Edition, 25 July 2007]

Writ of Restriction

- Reads, "+0F/+0C 2G 3FV Can only attach to a Courtier. **Open:** Bow this Personality: Target a Personality. Dishonor him after the next time this turn he assigns to attack." [MRP, Samurai Edition, 25 July 2007]
- Rulings X-Z
=====Yobanjin Alliance=====
- Reads, "After the next time this game you destroy a province in battle resolution as the Attacker, gain 8 Honor." [MRP, Samurai Edition, 25 July 2007]

Yobanjin Fortress

- Reads, "Bow this card: Produce 2 Gold. Battle: Bow this card: Create a 1F/1C Yobanjin Personality in your army at the current battlefield. Remove him from the game after two more actions resolve or after the battle ends." [MRP, Samurai Edition, 25 July 2007]

Yogo Rieko

- Reads, "4F/2C -HR 7G 1PH Scorpion Clan • Shugenja • Air Ninja • Kuroiban Battle: Even if Rieko is bowed or not at the current battlefield, pay 2 Gold: Straighten a target Personality." [MRP, Samurai Edition, 25 July 2007]

Yoritomo Eriko

- Reads, "4F/3C 4HR 5G 2PH Mantis Clan • Samurai • Magistrate • Naval" [MRP, Samurai Edition, 25 July 2007]

Yoritomo Okitsugu

- Reads, "3F/3C 0HR 7G 1PH Mantis Clan • Samurai • Scout Battle: Once per battle: Ranged 3 Attack. Recon Limited: Target a province. Your Followers whose units assign to its battlefield have the ability, "Battle: Bow this card: Ranged 3 Attack." while they are there." [MRP, Samurai Edition, 25 July 2007]

Yoritomo Saburo

- Reads, “3F/2C –HR 5G 1PH Mantis Clan • Samurai • Scout • Naval” [MRP, Samurai Edition, 25 July 2007]

Yoritomo Tadame

- Reads, “5F/3C 0HR 8G 2PH Mantis Clan • Samurai • Naval Reaction: When paying a Gold cost during the Combat Segment: Produce 3 Gold.” [MRP, Samurai Edition, 25 July 2007]

Zamalash

- Reads, "*Zamalash* 3F/3C -HR 6G 2PH **Ratling. Naga. Nonhuman. Singular. Reaction:** After a Battle, Limited, or Open action on a Personality with the printed **Ratling** keyword resolves: Zamalash copies the action's ability and takes an additional action to use it." [MRP, Tomorrow, 12 March 2007]
- Samurai Edition rules changes
These are the big differences between the Samurai Edition comprehensive rules and the Lotus Edition rulebook.

Changes introduced in previous expansions

- The new term **Focus Effect** is used for cards that provide special effects during duels.
- The Delayed/Immediate terrain distinction is gone; delayed effects are written as such on Terrains.
- Duels are now unrefusable by default but have no default consequence of losing.
- "Engage" refers to the point at time when a battle begins.
- "Clan alignment" will replace "faction alignment."

Subtractions

- The following have been removed from Samurai Edition rules:
 - Wind cards.
 - Sensei cards.
 - The **Ninjutsu** keyword and associated rulebook abilities.
 - The **Yu** keyword .
 - The **Formation** keyword.
 - The **Soul of...** keyword .
 - The **Fortification** keyword.
 - The **Ritual** keyword.
 - The **Enlightened** keyword.
- Titles no longer give a card a keyword.
- Open actions are no longer playable during battle.
- **Fear** is now an action keyword and has no default effect defined in the rules.
- **Kiho** is now an action keyword and has no special rules, nor is it a card type any more.
- Undead cards are no longer immune to Fear.
- Ranged Attacks can no longer be combined.
- Battle abilities on Regions are not restricted by what Province the Region is attached to.
- Destroying overlaid cards does not gain Honor for each card.
- Tokens are never considered cards.

Changes and additions with major impact on play

- Shadowlands is no longer a Clan.
- Added Spider Clan as a new Clan.
- There are new default actions using the Imperial Favor.
- Unbowed Followers on a bowed Personality now add to a Unit's Force total.
- The **Naval** keyword works differently during battle.
- The Rule of Location replaces the Rule of Relevance for battles.
- Actions can have a dual type, such as "Battle/Open."
- There are new rules for Holdings with the Legacy keyword, that replace the function of A Favor Returned, Gifts and Favors, and similar cards. See also Start of game, item C.
- The player ability for transferring attachments in the Action Phase has its own descriptive term ("Share") and works differently.

- Honor Requirements: If your Family Honor doesn't meet your Clan-aligned Personality's Honor Requirement during the Dynasty Phase, you may ignore the Honor Requirement and bring him into play paying 2 more Gold than normal. Combined with the other Dynasty Phase rules, if you take this option, you may pay his full Gold Cost and not gain any Honor, or pay 2 more than his full Gold Cost and gain Honor.
- An Enlightenment Victory requires the rings to have been last put in play by their own text.

Minor changes and additions

- Dishonor is now considered a separate victory condition.
- No exceptions to the rule that bowed cards cannot use abilities.
- Rule preventing bowed cards from issuing challenges removed.
- The Duelist trait only works against a Personality without the trait.
- In a duel, each player may simply focus once from hand instead of focus pool; the procedure for adding cards from hand is gone.
- New Tracking Rule for out of play cards, similar to the "face down and out of play" card memory rule in Lotus.
- Rules for determining what performs an action have been simplified.
- The player ability for bringing attachments into play in the Action Phase has its own descriptive term ("Equip").
- Cards always enter hands face-down.
- Destruction from having zero Chi is now considered to come "from" the effect that last gave the Personality a Chi penalty (including effects that create tokens).
- A new rule under "search" limits abuse of search effects if the search fails.
- Keywords with more than one word are treated as a single keyword and don't respond to partial references; "Dragon Clan" is not referred to by "Dragon," for example.
- "Unaligned" is now a rules term referring to a lack of Clan alignment, not a term explicitly printed on cards.
- Only Personalities can overlay or be overlaid, though other card types can still be Experienced.
- Events with a given title may resolve only once per game for each player.
- The first opportunity to react to anything now belongs to the active player. This makes the timing rule consistent and easy to remember.
- Strongholds are now considered cards, and produce card effects. No other card can target or affect your stronghold unless it specifically mentions the word "Stronghold."
- It is no longer legal to create a unit in a battlefield where you control no units.

The above list is not intended to be exhaustive, but focuses instead on the main differences between Samurai Edition and Lotus Edition.

Back to the Comprehensive Rules

- Sequence of play
==Sequence of play==

General rules on sequence of play

Triggers "after" the end of a phase or segment happen prior to any triggers "before" the start of next phase or segment. These timings happen between one unit of time and another, although they are still part of the larger unit of time in which they happen.

Triggers "before" the start of a larger unit of time happen prior to triggers "before" the start of a smaller unit of time contained within it. For example, the start of a turn comes before the start of the Straighten Phase.

EXCEPTION: A battle, and its Combat Segment, both start at the same point of time, which is referred to as "engaging."

Triggers "after" a turn ends happen prior to any triggers "before" the next turn begins. If the turn in which such triggers happen needs to be determined for purposes of wording such as "the next turn" or "once per turn", then triggers after the turn ends refer to the turn just ended, and triggers before a turn begins refer to the turn about to begin.

Turns and turn order

A game of L5R is divided into turns. Beginning with the starting player, and continuing in turn order (i.e. proceeding to the left), each player takes a turn.

References to “turn” as a unit of time, such as “two turns from now” refer to the active player’s next turn.

References to a player’s turn otherwise refer to that player’s turn only.

References to “this turn” or “the turn” refer to the current turn.

At any time after the start of the game, turn order starts with the active player and continues clockwise, to each player’s left.

Whenever an effect asks “each player” to do something, the default is to start with the active player and continue once in turn order, skipping any players who are not eligible to do that thing.

The start of a player’s turn comes before the start of his or her Events Phase, and the end of a player’s turn comes after the end of his or her End Phase.

Start of game

When a game of L5R starts, follow steps A through G in sequence.

- A.** All players show their Strongholds, and any other cards that begin the game in play, at the same time. Each player starts his or her Family Honor stat at his Stronghold’s Starting Honor, applying any modifications. This is not an Honor gain.
- B.** The starting player is determined; the player with the highest Family Honor goes first. If one or more players are tied in Family Honor, they resolve who goes first randomly, such as by rolling dice or flipping a coin.
- C.** In turn order, each player who is not going first may search his or her Dynasty deck for a Legacy holding, show it, and put it into play (bowed) without Gold cost. Legacy holdings put into play this way cannot straighten before their controller’s third turn begins.
- D.** All players shuffle both their decks separately. Players should offer their decks to the other players for ruther shuffling or cutting.
- E.** All players position their Stronghold and decks and create four Provinces, filling each province in order from left to right with a card from the top of their Dynasty deck.
- F.** All players draw five Fate cards simultaneously.
- G.** Play begins; the starting player becomes the active player and takes a turn sequence, consisting of the Straighten Phase through End Phase below. After his or her turn ends, the next player’s turn, in turn order, begins. This continues until one player has won the game, at which point the game ends immediately.

When the starting player is determined, he or she is also considered the active player for purposes of things that happen before the first turn begins.

Straighten Phase

The active player simultaneously straightens all his or her cards in play.

Events Phase

Starting with the card in his or her leftmost province, the active player goes through steps A through E for each card in each of his or her provinces.

If a province contains more than one card, the active player decides which card is dealt with first. The active player must then deal with any other cards in the province before moving to other provinces.

- A.** The active player turns a card in the province face-up, revealing it. If the card was already face-up, the other steps still happen, but the card is not "revealed" for purposes of triggering effects.
- B.** If the card is a Holding or Personality, nothing happens.
- C.** If the card is an Event, resolve it, following the rules on resolving Events.
- D.** If the card is a Region, and the Province it is in can attach it, bring it into play attached to the Province, following the rules on bringing Regions into play.
- E.** If all cards in the Province have been dealt with, or if there are no cards in the province, the active player then deals with the cards in the province to its right. If there is no province to its right, the Events Phase ends.

Action Phase

Each player in turn order, starting with the active player, has the opportunity to pass or take a legal action, continuing around the table any number of times until all players pass consecutively.

The active player can only take Limited and Open actions at these opportunities. All other players can only take Open actions at these opportunities.

After all players have passed consecutively, the Action Phase ends.

All players have the following Limited or Open abilities available to them at any time. Each action is known by a special game term, which also can refer to the Personality or Personalities performing it.

Example: A Personality performing Lobby is "lobbying."

Equip

Limited: Any number of times per turn, target one of your Personalities: Attach a target attachment card from your hand to him (paying all costs).

Share

Open: Bow one of your attachments: Transfer it to another of your target Personalities who can legally attach it.

Lobby

Political Limited: If you have a higher Family Honor than all other players, bow one of your target Personalities with Personal Honor of 1 or higher: Take control of the Imperial Favor.

Attack Phase (optional)

After the Action Phase the active player may create an Attack Phase if he or she wishes. This attack is optional.

In addition to this normal Attack Phase, some effects create Attack Phases at other times; these attacks are normally not optional.

The Attack Phase consists of the following sequence: Declaration Segment, Infantry Maneuvers Segment, Cavalry Maneuvers Segment, Battles.

Attack Phase: Declaration Segment

In the Declaration Segment, subheadings A through C occur in sequence.

A. Declare an attack.

The player creating this Attack Phase declares an attack. He or she becomes the Attacker for this Attack Phase. He or she then chooses another player. The other player is the Defender for this Attack Phase.

From the Attacker's point of view, the Defender is the enemy leader, and the Attacker is likewise the enemy leader to the Defender. (See "Enemy," "Leader.")

B. Create Battlefields.

A battlefield is created at each of the Defender's provinces (see Battlefield).

C. Invite Allies.

Players other than the Attacker or the Defender are known as third-party players. The Attacker may invite any number of third-party players to ally with him or her. The Defender then may invite any number of third-party players to ally with him or her.

Invited players do not need to accept or decline.

The Attacker and Defender may each choose not to invite any players.

Being invited by the Attacker or Defender gives a player the option to assign or move units to battlefields (see Maneuvers Segments, below.)

A player other than the Attacker who was not invited by the Attacker can not have his or her units assign to the attacking side, move into the attacking side, or be brought into play on the attacking side during a battle. This prohibition includes the Defender and third-party players.

Likewise, a player other than the Defender who was not invited by the Defender can not have his or her units assign to the defending side, move into the defending side, or be brought into play on the defending side during a battle. This prohibition includes the Attacker and third-party players.

The first time each attack an invited player has one or more of his or her units assign to, move to, or enter play at an attacking or defending side, he becomes an ally of that side's leader. The invited player is now known as an attacking ally or a defending ally. The invited player's units are allied units of the player whose army he joined, and that player is considered to be his allied leader. The other player involved in the attack is considered to be the enemy leader from the invited player's point of view.

Once a third-party player's status as an attacking or defending ally is established, he is no longer considered invited by his new enemy leader.

Effects that move, assign, or create units controlled by another player on a side at a battlefield can establish the other player's allying status, keeping in mind that he or she must currently be invited to ally by the appropriate leader for those effects to work in the first place. [ADDED Jul 23 07]

Effects can not move or assign a third-party player's units to an attacking and defending side simultaneously – if this is about to happen, that player must choose one set of movements or assignments that do not happen.

After the first time each attack an invited player assigns one or more units, he gains 2 Honor.

If any of the assigned Personalities are dishonorable, they are all restored to honorable status instead of gaining Honor.

Honor is not gained in this way for moving units or bringing them into play.

Attack Phase: Infantry Maneuvers Segment

This segment is so named because it is the only time Infantry units can assign – although Cavalry units may also assign at this time. For determination of whether a unit is Infantry or Cavalry, see Infantry, Cavalry.

In the Infantry Maneuvers Segment, subheadings A through D occur in sequence.

A. Assign Attacking Units.

The Attacker chooses, from his home, any number of his units whose Personality is unbowed. He assigns these units to any battlefields in any arrangement desired.

B. Assign Attacking Allied Units.

Starting with the first player the Attacker invited on his left and continuing in turn order, each player invited by the Attacker may assign, from his home, any number of his units led by an unbowed Personality to any battlefields, in any arrangement desired.

C. Assign Defending Units.

The Defender chooses, from his home, any number of his units whose Personality is unbowed. He assigns these units to any battlefields in any arrangement desired.

D. Assign Defending Allied Units.

Starting with the first player the Defender invited on his left and continuing in turn order, each player invited by the Defender may assign, from his home, any number of his units led by an unbowed Personality to any battlefields, in any arrangement desired.

Attack Phase: Cavalry Maneuvers Segment

This segment is so named because only Cavalry units can assign during it.

In the Cavalry Maneuvers Segment, subheadings A through D occur in sequence. These occurrences are similar to the Infantry Maneuvers Segment's sequence except that only Cavalry units may assign.

A. Assign Attacking Cavalry Units.

The Attacker chooses, from his home, any number of his Cavalry units whose Personality is unbowed. He assigns these units to any battlefields in any arrangement desired.

B. Assign Attacking Cavalry Allied Units.

Starting with the first player the Attacker invited on his left and continuing in turn order, each player invited by the Attacker may assign, from his home, any number of his Cavalry units led by an unbowed Personality to any battlefields, in any arrangement desired.

C. Assign Defending Cavalry Units.

The Defender chooses, from his home, any number of his Cavalry units whose Personality is unbowed. He assigns these units to any battlefields in any arrangement desired.

D. Assign Defending Cavalry Allied Units.

Starting with the first player the Defender invited on his left and continuing in turn order, each player invited by the Defender may assign, from his home, any number of his Cavalry units led by an unbowed Personality to any battlefields, in any arrangement desired.

Attack Phase: Battles

One by one, a separate battle (see Battles) occurs at each of the attack's battlefields, in an order chosen by the Attacker. The Attacker chooses the next battlefield separately when each one of the battles is over.

The Attack Phase ends immediately after its last battle ends.

Dynasty Phase

The Dynasty Phase is when a player normally brings Holdings and Personalities into play from Provinces. See also Personalities and Holdings for additional rules relevant to the Dynasty Phase.

During the Dynasty Phase, steps A and B happen in order.

A. Bring cards into play.

During the Dynasty Phase, the active player may, one at a time, pay the Gold Cost of any Holding or Personality face-up in his Provinces to bring it into play, in any order desired and as many times possible.

Honor Requirements on Personalities are checked against a player's Family Honor during the Dynasty Phase.

During the Dynasty Phase, before costs are paid for a Personality aligned to the player's Clan, if the active player's Family Honor is lower than the Personality's Honor Requirement, the Personality's Gold Cost is increased by 2. Losing Honor from paying his costs will not affect this.

During the Dynasty Phase, before costs are paid for a Personality not aligned to the player's Clan, if the active player's Family Honor is lower than the Personality's Honor Requirement, he can not enter play. Losing Honor from paying his costs will not affect this.

Honor requirements of created cards or tokens are not checked during the Dynasty Phase, because no stat exists until the card or token is created.

During the Dynasty Phase, before a player brings into play a Personality aligned to his Clan, the player may choose to either:

- Pay 2 less Gold for him (also known as "buying with Clan discount"), or,
- If he has not already gained Honor this way this turn, gain Honor equal to the Personality's Personal Honor just before he enters play (also known as "buying for Honor"). The Honor gain is for the Personality entering play, and if anything causes the Personality not to enter play, the Honor gain does not happen.

Paying a Clan discount does not reduce the Gold Cost of the Personality for the rest of the turn, as it is a reduction in payment and not in cost.

These options may combine with the Gold cost increase for waiving an in-Clan Personality's Honor Requirement. So, when waiving such a Personality's Honor Requirement, one may pay the Personality's normal cost (plus two then minus two) to have him or her enter play without Honor gain, or the normal cost plus two to have him or her enter play with Honor gain.

A player may choose to do neither, paying full Gold Cost and not gaining honor. This is relevant when a single source produces enough gold to pay full Gold cost but it is not desirable to buy a Personality for Honor.

Honor gain from buying for Honor is an entering-play effect.

Buying for Honor does not necessarily mean that the Personality's full Gold cost is paid.

Example: if another effect reduces his cost further.

These rules about waiving the Honor Requirement for Gold, Clan discount, and buying for Honor do not apply to Personalities brought into play outside the Dynasty Phase.

B. Discard cards. Before the Dynasty Phase ends, a player may discard any face-up cards in his or her Provinces, one at a time. If an effect refills these cards face-up, he may discard them again. After the player discards any cards this way, he or she cannot bring further cards into play from Provinces that phase.

All players have the following ability:

Reaction: After your Dynasty Phase ends, if you have brought no Holdings into play this turn, bow your Stronghold: Search your deck, then your Provinces, for a Legacy Holding. Put it into play without Gold cost.

End Phase

The End Phase is when the player normally draws from the fate deck. During the End phase, steps A and B happen in order:

A. Draw a card.

The active player draws a card from his or her Fate deck. This card draw is not optional. Effects that modify card draw "during" the end phase modify this card draw, and happen at the same time as it does.

B. Discard to maximum hand size.

The active player checks the number of cards in his hand against his or her maximum hand size, which is normally 8. If he has more cards in hand than his maximum hand size, he discards cards from his hand, one by one, until his hand is at the maximum size. A player may not choose to discard more cards than necessary through this procedure.

After the End Phase ends, the player's turn ends. The next player in turn order becomes the active player.

Back to the Comprehensive Rules

- Special wording rules
==Special wording rules==

The cards and rules of L5R should be read according to a number of rules of grammar that are more precise than those used in ordinary language.

Numbers of things

When something checks for the presence of "a [thing]" or "any [things]," the check is met by one of those things even if you have more than one in play.

Example: "If you have a Samurai in play" is met if you have one, two or any higher number of Samurai in play.

When something checks for the presence of a number of things that is two or more, the check is met by more than that number of those things.

Example: If you have four Shugenja in play you meet the condition "If you have two Shugenja in play."

If the presence of an exact number of things is being checked for, this will be noted by language such as "exactly two" or "only one," or by mentioning two or more specific numbers such as "zero or one."

Conjunctions

Conjunctions are connecting words; these rules cover usage of the conjunctions "and" and "or."

The phrase "a [keyword 1] and a [keyword 2]" refers to two different cards, each with the relevant keyword.

Example: "Bow a Samurai and a Courtier" is not fulfilled by bowing a single card with both Samurai and Courtier as keywords.

Modifiers attached to a phrase in the form of "a [modifier] X or Y" or "a [modifier] X and Y" modify both things in that phrase.

Example: "A Shadowlands Shugenja or Monk" means "a Shadowlands Shugenja or a Shadowlands Monk." If "a Monk or a Shadowlands Shugenja" is meant, it will be written that way. Likewise, "a Shugenja or Monk without attachments" means "a Shugenja without attachments or a Monk without attachments."

Conditions are treated like modifiers; they also carry through to both clauses separated only by a conjunction.

Example: "If Ono is honorable, gain 2 Honor or give him +2F" means he must be honorable to activate either of those effects. [ADDED Sept 12 2007]

Modifiers attached to a phrase in the form of "a [modifier] X or a Y" or "a [modifier] X and a Y" modify only the first thing in the phrase; they do not carry over the "a."

Example: "A Shadowlands Shugenja or a Monk" does not imply that the Monk has to be Shadowlands.

Effects that check for a condition phrased as "X or Y" are also satisfied if both X and Y are met.

Example: "Destroyed during a duel or a battle" would apply even if the duel was during a battle, and "target a Samurai or Shugenja" could target one Personality with both keywords.

Pronouns

In card and rules wording, the male form of pronouns ("he," "him") is used to save space, and can refer to Personalities and players of any gender. Any game entities other than Personalities and players are referred to as "it." Some Nonhuman Personalities are also referred to as "it." Players should never be referred to as "it."

Pronouns and pronoun-like terms, like "him," "it," "them," or "that Personality," refer to the last possible thing mentioned in the text that the term would logically refer to.

Examples:

A. *"Target a Samurai and a Shugenja. Bow him."* "Him" would refer to the Shugenja.

B. *"Target one of your Personalities: Bow a target Personality opposing him."* "him" would refer to your Personality, as a Personality cannot oppose himself.

C. *"Target a Personality and an Item. Give him +2F."* "Him" refers to the Personality because an Item would be referred to as "it."

Possessive case

The possessive case – terms such as “your,” “his” or “a player’s” – is used in a number of different ways.

When referring to the relationship between a player and a card or cards, possessive terms refer to a card controlled by the player in play, or a card owned by the player out of play.

The possessive case referring to a card’s player is the reverse of its use referring to cards.

Example: “His player” refers to the card’s owner if it is not in play, or controller if it is.

Attached and attaching cards in a unit refer to each other with the possessive case.

Example: A Follower’s Personality is the Personality it is attached to, and a Personality’s Followers are those attached to him.

Possessive case referring to a unit’s cards indicates cards in that unit.

Example: “The unit’s Personality” or “the unit’s Followers.”

Possessive case can also refer to a card’s stats, traits, or abilities

Example: “His Chi,” “its abilities.”

When referring to actions (as distinct from abilities), the possessive case refers to the player who took the action, regardless of the owner or controller of a card it is on.

Example: If a player is able to take an action from an ability on one of your cards, the effects come from that player’s action, but come from your cards and are considered your card effects.

Possessive case is used in a number of other ways than these specialized meanings, which should be interpreted accordingly.

Example: “This Province’s battlefield.”

Referring to things

A card’s text can refer to itself or other cards in a number of ways.

Most simply, references to “this card” or “this (card type)” refer to the card itself.

Restrictions in a card’s traits that don’t explicitly refer to anything are understood to refer to the card itself.

Example: “Can only attach to a Samurai” should be read as “This card can only attach to a Samurai.”

References to the card’s title, or to a shortened form of the title in the case of Personalities, (such as, “Mareshi” as short for “Mirumoto Mareshi”), refer to the card itself. Such references by title refer only to that copy of the card, not to any other copy that might exist, unless they use wording such as “a Mirumoto Mareshi” or “a copy of Mirumoto Mareshi.” These references change in a copied ability; see Copy.

Attachments that refer to “this Personality” refer to the personality it is attached to.

Attachments that refer to “this [keyword]” refer to a keyword that must be found on the Personality it is attached to for the effect to be satisfied.

Example: An item with the cost “Bow this Shugenja” cannot have the cost paid by a non-Shugenja personality.

Terms that are specially capitalized in text either refer to special game terms (such as “Action Phase”, “Dynasty deck,” “Clan alignment,” “Attacker”) or one of four possible things:

- Keywords (“*Samurai*”)
- Card types (“*Personality*”)
- Action designator types (“*Limited*”)
- Card titles (“*Tsuruchi Nobumoto*”)

If a term could refer to more than one possible thing, it refers to them all, keeping in mind that plural and other grammar variants of terms in titles are their own words.

Example: “Bow a Berserker” would be satisfied by bowing a card with the Berserker keyword or card with the title “Berserker” but not a card with the title “Berserkers.”

EXCEPTION: A term that is pluralized in text can refer to both singular and plural forms of the term in a title or keyword.

Example: “Bow one of your Berserkers” or “Bow two Berserkers” can be satisfied by Berserker and/or Berserkers cards.

Partial words do not satisfy text that asks for a full title or multi-word keyword.

Example: Text that asks for a “Battle Maiden” is not satisfied by a card with “Battle” or “Maiden” alone.

Likewise, text that asks for a single word is not satisfied by a multi-word keyword or title that contains that word. For instance, text that asks for a “Battle ability” is not satisfied by a Reaction ability on a Battle Maiden, nor is text that asks for a Temple satisfied by the keyword or title “Temple Guardian”.

Once a card or other game element is identified by a keyword in a trait or action’s text (such as, “Bow one of your Samurai”) further references to that keyword within that trait or action are meant to only identify the particular game element clearly (such as, “Your Samurai gains +2F”). Specifically, if the Samurai somehow loses the Samurai keyword between the first and second references, the second effect still applies.

Miscellaneous

If an action compares one stat to another without specifying one of the stats being compared, the performing card or unit’s own stat is meant.

Example: “Target a Samurai and a Personality opposing him with lower Chi” means “lower Chi than the target Samurai.” “Target a unit and a Personality opposing it with lower force” checks the total unit Force against the Force of the opposing Personality.

The phrase “can only attach [Keyword] [Card type]” means that cards of that type the Personality attaches must have that keyword.”

Example: An Oni that “will only attach Shadowlands followers” can attach Items, but not non-Shadowlands Followers.

Back to the Comprehensive Rules

- The Player
==The player==

Player keywords, abilities and values

Clan alignment

A player’s Clan alignment, for example “Scorpion Clan” or “Unicorn Clan,” is the same as his or her Stronghold’s.

A player using an unaligned Stronghold (one with no Clan alignment) has no Clan alignment, and specifically does not have the same Clan alignment as Personalities with no Clan alignment.

Effects that say “You are an [X] Clan player.” give the player that Clan alignment.

Legal Clan alignments in Samurai Edition are:

- Crab Clan
- Crane Clan
- Dragon Clan

- Lion Clan
- Mantis Clan
- Phoenix Clan
- Scorpion Clan
- Spider Clan
- Unicorn Clan

Other Clan alignments given by card effects only exist in games where those card effects apply.

Example: Shiro Usagi (The Truest Test) is an unaligned Stronghold that gives the Hare Clan alignment to its player and certain Personalities, but Hare Clan is not a Clan alignment in games where this stronghold is not in play.

Family Honor

A player's Family Honor, or Honor for short, represents the respect and integrity he or she is seen to have in the Imperial Court. It may rise and fall over the course of the game. A player is responsible for keeping an accurate record of his or her Family Honor that the other player can check. Players may also confirm their opponents' Family Honor by keeping their own record.

A player's starting Family Honor is taken from his or her Stronghold's Starting Family Honor stat.

Family Honor is a numerical value that follows different rules than card stats. Family Honor may have a negative value. Also, because Family Honor is marked in the game, changes to it do not have a duration; they are instantaneous.

An Honor gain of 0 points is not considered a gain for things that check whether a gain happened. Likewise, an Honor loss of 0 points is not considered a loss for such things.

References to "points of Family Honor" indicate a positive Family Honor value. (Added 1 October 2007)

Example: House of the Fallen Blossom, which produces "1 Gold for every full 10 points of Family Honor you have," does not produce any gold when you are at -10 Family Honor.

Player Abilities

Players may gain abilities from effects. The following is a reminder list of the abilities players start the game with. For more details, see Equip, Share, Lobby, The Imperial Favor, Tactician, Naval, Seppuku, and Legacy.

Limited: Any number of times per turn, target one of your Personalities: Attach a target attachment card from your hand to him (*paying all costs*).

Political Limited: If you have a higher Family Honor than all other players, bow one of your target Personalities with Personal Honor of 1 or higher: Take control of the Imperial Favor.

Political Limited: Discard the Imperial Favor and a card: Draw a card.

Open: Bow one of your attachments: Transfer it to another of your target Personalities who can legally attach it.

Political Battle: Discard the Imperial Favor: Move a target attacking enemy unit home.

Tactical Battle: Any number of times per turn, discard a card and target one of your Tactician Personalities: Give him a Force bonus equal to the Focus Value of the discarded card.

Reaction: If you are the Attacker and your current army has more Naval cards than the opposing army, once per battle after engaging: You have the first opportunity to take a Battle action, which must be performed by a target Naval Personality or one of his Naval Followers.

Reaction: Any number of times per turn, before you lose Honor from an action that targeted or was performed by one of your Courtier or Samurai Personalities: He commits seppuku. If the seppuku destroyed him, reduce the Honor loss to one.

Reaction: After your Dynasty Phase ends, if you have brought no Holdings into play this turn, bow your Stronghold: Search your deck, then your Provinces, for a Legacy Holding. Put it into play without Gold cost.

Winning and losing the game

L5R has a number of different victory conditions that reflect different paths to mastering the world of Rokugan or eliminating other players from contention.

Honor victory

An Honor victory represents overwhelming political acclaim in the Imperial Courts. At the point when a player's turn begins (that is, before anything triggered "after the turn begins"), if that player has 40 or more Family Honor, he or she wins through an Honor Victory.

Military loss/victory

A Military victory represents the destruction of an adversary's last base of support. A player loses immediately after his or her last Province is destroyed (see Provinces), and is then eliminated from the game.

When two players are in a game (including the later stages of a game that started with more players), and one player loses this way, the last remaining player has won a Military Victory. This is considered a Military Victory even if the last province was destroyed by some other means than battle resolution.

Dishonor loss/victory

A player can lose by Dishonor, representing his or her faction becoming utterly discredited in the eyes of Imperial Courts. A player loses immediately and is eliminated from the game after his Family Honor reaches -20 or below. When two or more players are in a game and one player loses in this way, the one remaining player has won a Dishonor Victory. If two or more players lose through Dishonor from simultaneous Honor losses, the active player chooses who loses first; the last remaining player wins, even if he or she would lose immediately after.

Enlightenment victory

Enlightenment victory represents finding a path of insight beyond the material world, reflecting on one's experience in war and peace through the philosophies of the Five Elements. A player wins immediately through an Enlightenment Victory when he or she has in play five Ring cards, each with a different element keyword, and each of which last entered play by its own text (as opposed to other effects that can put a Ring into play).

Other victory conditions

Cards in the game may give other conditions of winning or losing. Winning by one of these cards, or because one of them caused the last remaining other player to lose, is designated by the title of that card.

Player elimination

If a player loses the game and two or more players remain, all cards from the eliminated player's play deck are removed from the game, all created cards under his control are removed from the game, all his remaining Provinces leave the game (without literally being destroyed), and he leaves the game. An eliminated player's tokens that are still in play after this, as well as his created cards that are controlled by other players, remain in play. If an attacker is eliminated in the middle of a series of battles, the player to his left determines the order remaining battles will resolve in. Effects generated by eliminated players' cards or actions persist for their normal duration. For effects that will end during some future turn of the eliminated player, end them after the previous remaining player's turn and before the next remaining player's turn.

Turn order

Turn order proceeds to the left. If no starting player is specified, it starts with the active player.

Construction of the play deck

The play deck consists of two decks – one of black-backed Dynasty cards, one of green-backed Fate cards – and a stronghold. These decks are constructed according to a format. L5R has a standard competitive format – Samurai 40/40 – and a number of alternate formats. Unless format rules specifically state otherwise, all play decks must be constructed according to the following two general rules:

- No more than one copy of each Event, Ring, and Unique card, by card title, may be included in the play deck.

EXCEPTION: Unique cards with the same title but different Experienced keywords count as different cards for deck construction.

- No more than three copies of any card of the other types, by card title, can be included in a play deck.

If a card or card type “does not count against deck construction limits,” its existence in the deck does not count towards the minimum count required by the format. In practice this means the deck has to contain more cards than the stated minimum. In Samurai 40/40 format:

- All cards in a play deck must be Samurai legal – their most recent printing must have the Samurai expansion symbol.
- Older versions of cards reprinted with the Samurai expansion symbol may be used in a deck, but are always played by the stats and text of their most recent printing, following cardinal rule 2.
- The Dynasty and Fate deck each must contain a minimum of 40 cards.

Alternate formats are listed under the Alternate Format Rules section.

Back to the Comprehensive Rules

- Timing
==Timing==

Actions and triggered traits each have a distinct time they start; two actions or triggered traits will never start at the same time.

Once an action or triggered trait starts, apply all its costs, targeting, and effects in sequence before proceeding, even if another action or triggered trait is under way.

EXCEPTION: Some effects may be delayed (see Delayed effects) and are applied at a later time in the game than they resolve.

Limited, Open, and Battle actions each have a time they are taken in the sequence of play for the Action Phase or Combat Segment.

Reactions and triggered traits have a trigger – an occurrence in the game they respond to. Triggers are usually written as happening “before” or “after” something else. "

Timing "when" a trigger occurs comes later than "before" but prior to "after" the trigger. "When" timing usually only comes up in specific cases:

1. Effects that produce Gold and are triggered by a Gold payment are written as “when.” All Gold production for a single payment is simultaneous.
2. Effects that alter a player’s choice, such as targeting or assignment, are written as “when (the player) would.” The timing of such a "when... would" effect occurs after the player indicates his or her initial choice, but before the targeting (or other outcome of the choice) actually happens.

Example: “When another player would assign a unit to attack one of your provinces: You may assign it to a different province.”

3. Effects of conditional continuous traits, if the triggering occurrence means that their condition becomes true, begin at the "when" point. Effects of such traits that no longer apply because their condition is now false, also end at the "when" point. See Duration of effects.

Example: "This card has +2F while bowed." The Force bonus is gained "when" the card bows and lost "when" the card straightens. (Added 30 July 2007)

4. Delayed effects that are triggered by an occurrence with no indication of "before" or "after" happen at the "when" point.

Example: "The next time he straightens, dishonor him" happens "when" the card straightens.

Timing conflicts for the "when" trigger are resolved as any other timing conflict would be resolved.

Some triggers refer to a time point in the game by what normally happens at that point, using the indefinite plural.

Examples: "After Focus Effects resolve in a duel: "; "After armies engage: ".

These timings do not require that anything happens at that time point. Compare this to triggers worded using more definite language, such as, "After a Focus Effect resolves:" or "After one or more armies engage," which trigger to the actual occurrence rather than the mere time point.

If two or more reactions, triggered traits, or rules procedures are triggered at the same point in time, follow this order from A through E to resolve their order.

A. Apply any ongoing or continuous effects, such as "can not" wording, that negate or otherwise modify the occurrence that defines the trigger. For example, "can not move home" negation happens at this point prior to a unit moving home, so that no other triggered effects, traits or actions can respond to the unit's movement. The active player decides the order in which more than one of these effects apply.

B. If the point in time is a "when" timing, continuous conditional effects that depend on the triggering occurrence take effect now. [ADDED July 30 2007]

C. Apply any triggered rulebook effects that are not part of actions, such as rehonoring Personalities instead of Honor gain. The active player decides the order in which more than one of these effects apply.

EXCEPTION: Assignment that happens at a non-standard point in time follows special rules; see "assign," Glossary.

D. Apply any delayed effects that resolved previously and are timed to the trigger (such as, "After the next time this turn he assigns...") The active player decides the order in which more than one of these effects apply. If different sources each give multiple delayed effects to the same trigger, the active player decides which source's delayed effects apply first, but multiple delayed effects from the same source all happen before delayed effects from the next source happen.

Example: If two delayed effects on the same personality say "After he assigns, dishonor him, and his controller loses 2 Honor;" the effects apply as follows: dishonor him, lose 2 Honor, dishonor him again, lose 2 Honor.

E. Apply any triggered traits on cards. The active player decides the order in which more than one of these effects apply.

F. Reactions may now be taken following an action round procedure. Starting with the active player, each player in turn order has the option to take a Reaction to the trigger or pass. When all players pass consecutively, no more Reactions to that occurrence of the trigger may be taken.

EXCEPTION: Gold production from multiple sources to pay a single cost occurs in an order chosen by the player paying the cost, even if this would violate the order of A through F above (such as by using a gold-producing Reaction before the rulebook-granted Stronghold gold production). [ADDED Sept 13 2007]

The order of resolution means that effects that come first, due to the above order or the active player's decision, can negate, alter or render irrelevant effects that come later.

Triggered traits are not optional to take; a player can delay them until after he or she takes other traits activated by that trigger, but must take them at some point.

A player can not use the same Reaction or triggered trait twice to a single triggering occurrence from the same copy of a card, or from the rules.

If the order of simultaneous triggers to an occurrence needs to be determined, the active player determines their order.

Example: Two personalities destroyed simultaneously in battle resolution, A and B, each have a Reaction or trait that trigger before they are destroyed. The active player decides whether Reactions and traits triggered by A's destruction happen before or after Reactions and traits triggered by B's destruction.

If it is before the first turn or between turns, the player who will take the next turn is considered the active player for resolving timing conflicts.

Responses to a trigger must be taken as soon as the trigger occurs; the player can not choose to delay them without support from card text.

Responses happening after or before a period of time (such as a turn or phase) do not count as part of that period of time.

In all the above examples in which the active player determines the order of occurrences, he or she determines this order as the occurrences are happening, not beforehand, such that each occurrence happens exactly once.

Back to the Comprehensive Rules

- User talk:Chrisf

Testing better organization

- Cardinal rules

- These cardinal rules say which rules, text, and card versions should be followed.

Cardinal Rule 1

Cards vs. rules: If the text of any card contradicts these Comprehensive Rules, follow the card text, not the rules. Something that changes one aspect of a rule does not by itself change any other aspects of the rule.

Example: an effect that lets you make a Ranged Attack against a card in a player's home only changes the rule that the target of a Ranged Attack must be in the current enemy army; it does not change the rule that the target of a Ranged Attack must be a Follower or a Personality without Followers.

Cardinal Rule 2

Cards vs. cards: New versions of cards with a given title may sometimes be printed, and L5R is printed in several languages. If different printings contradict each other, follow the most recent English-language printing of the card.

EXCEPTION: When references to the same or different “printings” of a card are made, these override Cardinal Rule 2. See Glossary, Printing.

Cardinal Rule 3

Rules vs. rules: If the text of any other rules document (such as the rulebook or rulesheet in starter boxes) contradicts these Comprehensive Rules, follow the most recent online version of the Comprehensive Rules.

Back to the Comprehensive Rules

- The Player

==The player==

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- 1 Player keywords, abilities and values
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 - 1.2 Family Honor
 - 1.3 Player Abilities
- 2 Winning and losing the game
 - 2.1 Honor victory

- 2.2 Military loss/victory
- 2.3 Dishonor loss/victory
- 2.4 Enlightenment victory
- 2.5 Other victory conditions
- 2.6 Player elimination
- 3 Turn order
- 4 Construction of the play deck

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Players may gain abilities from effects. The following is a reminder list of the abilities players start the game with. For more details, see Equip, Share, Lobby, The Imperial Favor, Tactician, Naval, Seppuku, and Legacy.

Limited: Any number of times per turn, target one of your Personalities: Attach a target attachment card from your hand to him (*paying all costs*).

Political Limited: If you have a higher Family Honor than all other players, bow one of your target Personalities with Personal Honor of 1 or higher: Take control of the Imperial Favor.

Political Limited: Discard the Imperial Favor and a card: Draw a card.

Open: Bow one of your attachments: Transfer it to another of your target Personalities who can legally attach it.

Political Battle: Discard the Imperial Favor: Move a target attacking enemy unit home.

Tactical Battle: Any number of times per turn, discard a card and target one of your Tactician Personalities: Give him a Force bonus equal to the Focus Value of the discarded card.

Reaction: If you are the Attacker and your current army has more Naval cards than the opposing army, once per battle after engaging: You have the first opportunity to take a Battle action, which must be performed by a target Naval Personality or one of his Naval Followers.

Reaction: Any number of times per turn, before you lose Honor from an action that targeted or was performed by one of your Courtier or Samurai Personalities: He commits seppuku. If the seppuku destroyed him, reduce the Honor loss to one.

Reaction: After your Dynasty Phase ends, if you have brought no Holdings into play this turn, bow your Stronghold: Search your deck, then your Provinces, for a Legacy Holding. Put it into play without Gold cost.

Winning and losing the game

L5R has a number of different victory conditions that reflect different paths to mastering the world of Rokugan or eliminating other players from contention.

Honor victory

An Honor victory represents overwhelming political acclaim in the Imperial Courts. At the point when a player's turn begins (that is, before anything triggered "after the turn begins"), if that player has 40 or more Family Honor, he or she wins through an Honor Victory.

Military loss/victory

A Military victory represents the destruction of an adversary's last base of support. A player loses immediately after his or her last Province is destroyed (see Provinces), and is then eliminated from the game.

When two players are in a game (including the later stages of a game that started with more players), and one player loses this way, the last remaining player has won a Military Victory. This is considered a Military Victory even if the last province was destroyed by some other means than battle resolution.

Dishonor loss/victory

A player can lose by Dishonor, representing his or her faction becoming utterly discredited in the eyes of Imperial Courts. A player loses immediately and is eliminated from the game after his Family Honor reaches -20 or below. When two or more players are in a game and one player loses in this way, the one remaining player has won a Dishonor Victory. If two or more players lose through Dishonor from simultaneous Honor losses, the active player chooses who loses first; the last remaining player wins, even if he or she would lose immediately after.

Enlightenment victory

Enlightenment victory represents finding a path of insight beyond the material world, reflecting on one's experience in war and peace through the philosophies of the Five Elements. A player wins immediately through an Enlightenment Victory when he or she has in play five Ring cards, each with a different element keyword, and each of which last entered play by its own text (as opposed to other effects that can put a Ring into play).

Other victory conditions

Cards in the game may give other conditions of winning or losing. Winning by one of these cards, or because one of them caused the last remaining other player to lose, is designated by the title of that card.

Player elimination

If a player loses the game and two or more players remain, all cards from the eliminated player's play deck are removed from the game, all created cards under his control are removed from the game, all his remaining Provinces leave the game (without literally being destroyed), and he leaves the game. An eliminated player's tokens that are still in play after this, as well as his created cards that are controlled by other players, remain in play. If an attacker is eliminated in the middle of a series of battles, the player to his left determines the order remaining battles will resolve in. Effects generated by eliminated players' cards or actions persist for their normal duration. For effects that will end during some future turn of the eliminated player, end them after the previous remaining player's turn and before the next remaining player's turn.

Turn order

Turn order proceeds to the left. If no starting player is specified, it starts with the active player.

Construction of the play deck

The play deck consists of two decks – one of black-backed Dynasty cards, one of green-backed Fate cards – and a stronghold. These decks are constructed according to a format. L5R has a standard competitive format – Samurai 40/40 – and a number of alternate formats. Unless format rules specifically state otherwise, all play decks must be constructed according to the following two general rules:

- No more than one copy of each Event, Ring, and Unique card, by card title, may be included in the play deck.

EXCEPTION: Unique cards with the same title but different Experienced keywords count as different cards for deck construction.

- No more than three copies of any card of the other types, by card title, can be included in a play deck.

If a card or card type “does not count against deck construction limits,” its existence in the deck does not count towards the minimum count required by the format. In practice this means the deck has to contain more cards than the stated minimum. In Samurai 40/40 format:

- All cards in a play deck must be Samurai legal – their most recent printing must have the Samurai expansion symbol.
- Older versions of cards reprinted with the Samurai expansion symbol may be used in a deck, but are always played by the stats and text of their most recent printing, following cardinal rule 2.
- The Dynasty and Fate deck each must contain a minimum of 40 cards.

Alternate formats are listed under the Alternate Format Rules section.

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Stronghold

A Stronghold represents a player's base of power. It is represented by a stronghold card, or an object incorporating a stronghold card. The Stronghold is part of the player's play deck but is not part of either the Dynasty deck or Fate deck and can not go in them. Whether a Stronghold card has a black or green back is irrelevant.

Effects, targeting and costs applied to "cards" do not apply to a Stronghold unless they specifically mention the word "Stronghold." However, Strongholds count as cards in all other ways.

Example: An effect that says: "Name a card. Abilities on cards with that title can not be used" does not apply to Strongholds because it is a non-Rules effect on the Stronghold.

Example 2: A Reaction trigger states "After an effect from another player's card targets one of your cards:" This can be used in reaction to another player's Stronghold effect because the Stronghold's effects come from a card. It can also be used in reaction to another player targeting your Stronghold, because the reference itself is not an effect, targeting or cost.

Using Strongholds

The Stronghold starts in play in a player's home face-up.

Stronghold stats and characteristics

Clan alignment: The stronghold's Clan alignment, which is also the player's Clan alignment, is determined by the faction mon (circular symbol) in the upper right of the card.

A Stronghold without a mon is an unaligned Stronghold with no Clan alignment. Its player has no Clan alignment. Players, Strongholds, and Personalities with no Clan alignment do not have the "same" or "different" Clan alignment from each other, or from Players, Strongholds, and Personalities that do have a Clan alignment.

Province Strength: The Stronghold's Province Strength stat is found in the light colored lantern beneath the title on the right. It represents the strength of the existing defenses of the player's home lands.

When a province is created, either at the beginning of the game or in the course of the game, it has the base Province Strength of its player's stronghold, with any modifications in effect at that time.

Gold Production: The Stronghold's Gold Production stat is found in the gold coin below the Province Strength lantern. It represents the starting wealth and influence of the player. When paying a Gold cost, a player may bow his Stronghold as a cost to produce Gold equal to the stronghold's Gold Production.

Starting Family Honor: The Stronghold's starting Family Honor stat is found in the square white banner underneath the Gold Production stat. The player's Family Honor score starts at this value, with any modifications in effect at that time.

Events

Events, with bluish white card faces, represent unpredictable occurrences in the world of Rokugan. Events have no stats. They do not normally enter play.

Using Events

Events resolve during the Events Phase. They do not resolve just from being face-up during any other phase.

Events usually have a trait, which is treated as a triggered trait, even if there is not an explicit trigger.

When an Event resolves, it leaves the Province or other area from which it is resolving, a resolution area is created, and it goes there. Once in the resolution area, the Event's trait is triggered by the start of resolution. If conditions in the trait's constraints block (if any) are met, and costs in the constraints block are paid, then the effects of the Event resolve in order. [CLARIFIED Oct 4 2007]

The player for whom an Event resolves – that is, the "you" in the Event's effects - is the player whose Province it was revealed in. If the Event resolved from some other area, the Event resolves for the owner of the Event.

After an Event's effects resolve (even if they were negated), if it is in the resolution area, discard it. Then, if necessary, the province it came from is refilled.

The same event, by title, can only resolve once for any one player in any game. If it would resolve another time, discard it instead. This is not an effect on the card, but an effect on the game state; specifically, the game state remembers that an Event with that title has resolved for you even if the Event becomes face-down and out of play (see Tracking rule).

The same Event, by title, can resolve for more than one player.

Events are not optional; if revealed at a time when they would resolve, they must resolve.

If an Event enters play somehow, it enters play in your home.

Personalities

Personality cards have backgrounds of various colors according to their Clan alignment, and a circular frame within the borders of their illustration. They represent the leading characters of the world of Rokugan.

Personality stats

Personalities have Force, Chi, Honor Requirement, Gold Cost, and Personal Honor.

Using Personalities

Personality cards normally enter play during the Dynasty Phase. For them to enter play at any time, their Gold Cost must be paid.

A Personality normally enters play in his controller's home.

When bringing a Personality into play, a player follows this sequence:

- A. The personality enters a specially created entering-play area.
- B. The personality's Honor Requirement and other restrictions on its entering play are checked. At this point, if the Personality is aligned to the player's clan and it is the player's Dynasty Phase, the player may waive the Personality's Honor Requirement and increase his Gold cost to enter play by 2. If these conditions are not met, the Personality card returns to where it came from and it does not enter play.
- C. If requirements and restrictions are met, the player pays the Personality's Gold cost. At this point, if the Personality is aligned the player's clan and it is the player's Dynasty Phase, the player may choose to pay 2 less Gold for the Personality.
- D. If requirements, restrictions and costs are met, the Personality enters play.
- E. The entering-play area ceases to exist.

Note that during the Dynasty Phase, special rules modify the Gold Cost and Honor Requirements of Personalities aligned with a player's Clan.

Personalities are the only kind of card that can have attachments or be dishonored.

Holdings

Holding cards have a blue-gray background, and represent a player's resources.

Holding stats

Holding cards have Gold Cost. A holding may also have Honor Production and Gold Production.

Using Holdings

Holdings normally enter play from Provinces during the Dynasty Phase. For them to enter play at any time, their Gold Cost must be paid. Holdings entering play exist in an entering-play area while their requirements are checked and Gold Cost is paid.

Holdings enter play in the bowed state, regardless of when they enter play.

Regions

Region cards have a light brown background, and represent geographical areas that define a player's Provinces. Region cards have no stats.

Using Regions

Regions normally enter play from Provinces during the Events Phase. They do not enter play just by being revealed in a Province at any other time.

Regions about to enter play exist briefly in an entering-play area, where their legality is checked. Regions that can enter play do so attached to the Province they were revealed in: normally, this is shown by putting the Region partway behind any card in the Province, with its title or text box showing. If an effect lets a Region enter play without being revealed in a Province, it may be attached to any Province unless effects specify otherwise.

A province can not have more than one Region attached. Regions that are about to enter play illegally are discarded instead.

Attaching a Region in the Events Phase is not optional. If revealed, it must attach if legal.

EXCEPTION: Attaching a Region with one or more costs is optional. If the Region's player can't or doesn't want to pay its costs when it would enter play, the Region is discarded instead.

If a province somehow has multiple attached Regions, the order in which they attached should be tracked, for example by stacking the later Regions in front of the earlier ones. If two or more Regions have conflicting effects on the same province (for example, if one says the province can hold one extra card, while the other says the province can hold no cards), the most recently attached region takes precedence over the earlier ones.

Action cards

Action cards have a red background, and represent one-shot strategies, intrigues, and feats.

Action card stats

Action cards have a Gold Cost and a Focus Value.

An Action card's Gold Cost is part of the base costs of each of its abilities. The number in the coin is not a separate cost of playing the Action card.

An Action card also has the keywords of all of its abilities.

However, keywords do not transfer laterally between abilities; so an Action card with a Political ability and a different Ninja ability can be referred to as a Political and a Ninja card, but the actions are not both "Political Ninja" actions. [CHANGED Jul 17 07]

Using Action cards

Action cards do not normally enter play. Instead, they are played from the hand for one of their abilities, or used as a card to focus in a duel or to discard. Some Action cards may have special effects when the card is used for another purpose, such as focusing in a duel.

To play an Action card in his or her hand for one of its abilities, a player first checks whether it is a legal point in time to use the ability, and whether the action can otherwise be legally taken (including being able to met required costs, required targeting, and other restrictions). If these conditions are met, the player then follows this sequence:

- A. The player puts the Action card face-up in a resolution area, which is created for that card.
- B. The player announces which ability on the card is to be used. The action then proceeds (see Abilities and actions.)
- C. After the action ends, the player discards the Action card, even if the action did not resolve.

[ADDED: Rules on playing from hand expanded, Sept 12 2007]

EXCEPTION: Terrain Action cards follow different rules of play.

Rings

Rings, with a blue-black background, represent mastery of the insights of one of the five elements.

Each Ring enters play in a specific manner triggered by a game condition, as described in its text box.

Unlike an Action card, taking an action on a Ring with the cost of discarding the Ring is not "playing" it. Only putting the Ring into play counts as playing it.

Ring stats

Rings have a Focus Value.

Attachments

Fate cards that enter play by being attached to Personalities are known as attachments. Although each attachment is its own card type, they follow similar rules when entering play.

Using attachments

Attachments are normally attached in a player's Action Phase using the rulebook Limited action (see Equip) but can be attached through other effects.

A card attached to a Personality is placed underneath the Personality's unit, so that the attachment's title shows above the Personality card or the Personality's latest attachment card.

Attaching a card requires a selection of a Personality to attach to. Attachments may only enter play by being attached to a Personality. A player may only attach attachments to a Personality he controls in play.

To play an attachment card, a player follows this sequence:

- A. The attachment enters a specially created entering-play area.
- B. If the Personality being attached to has not already been designated, the player chooses a legal Personality for the attachment. The attachment's restrictions on entering play are then checked. If it can not enter play (including not having a suitable Personality), the attachment returns where it came from.
- C. If restrictions are met, the player pays the attachment's Gold cost. If the cost can't be paid, the attachment returns where it came from.
- D. If restrictions and costs are met, the attachment enters play.
- E. The entering-play area ceases to exist.

An attachment's Gold cost and other costs on the card apply separately to the act of attaching; they are not costs of the action or trait that allows attaching.

When a Personality leaves play, all his attached cards leave play in the same manner as he did. This leaving play is a rulebook effect contingent on the effect that took the Personality out of play, so the attachments are destroyed for" (as a consequence of) the original effect, but not "by" the original effect.

Attachments cannot be in play without being attached to a Personality unless an effect specifically allows this. An attachment that finds itself in play without a Personality (for example, one whose destruction was prevented but its Personality's destruction was not), and without an effect allowing this state, is immediately and continually discarded. [ADDED 26 Jul 07]

Once attached, an attachment remains attached while both the attachment and its Personality remain in play, even if changes to it, or to its Personality, mean it would no longer be legal to attach.

For other rules relating to a Personality and his or her attachments, see Glossary, Unit.

Followers

Followers, with a yellow-brown background, are attachments that represent military units commanded by a Personality and other members of his entourage.

Follower stats

Followers have Force, Honor Requirement, Gold Cost, and Focus Value.

Followers do not have a Chi or Personal Honor even though, for symmetry, their card has those graphic elements on it.

As an additional restriction on attaching, the Personal Honor of the Personality attaching a Follower must be equal to or greater than the Honor Requirement of the Follower.

Followers contribute Force to units in a special way. See Glossary, Unit.

Items

Items, with a gray background, are attachments that represent special objects in a Personality's possession.

Item stats

Items have a Force modifier, a Chi modifier, Gold Cost, and Focus Value. Items add or subtract their Force and Chi modifiers to a Personality's Force and Chi, modifying his stats directly.

If the Force or Chi of an Item needs to be checked, its value is the value of its corresponding modifier if it is positive, or zero if the modifier is zero or negative.

Force and Chi bonuses or penalties to an Item affect the modifier; for example, a +1F Item that suffers -2F now has a -1F modifier.

See also Weapon, Armor.

Spells

Spells, with a blue background (or greenish-black background for Black Scrolls), are attachments that represent magical scrolls cast by a Shugenja.

Spells can only attach to a Shugenja.

Actions on Spells attached to non-Shugenja Personalities can not be taken. [ADDED 16 July 2007 07]

A Spell card has the keywords of all its abilities. References to a "(Keyword) Spell" or more generally to a "(Keyword) card" also refer to a Spell which has that keyword on any of its abilities. Such a Spell is also counted as having the keywords of all its abilities for the purpose of things that count keywords, or check whether keywords are the same or different. [ADDED 17 Jul 2007]

Keywords do not transfer from one Spell ability to another. A Spell with an Earth ability and a different Fire ability counts as an Earth card as well as a Fire card, but the actions are not both "Earth Fire" actions. [ADDED Jul 17 07]

Spell stats

Spells have a Gold cost and a Focus Value.

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