

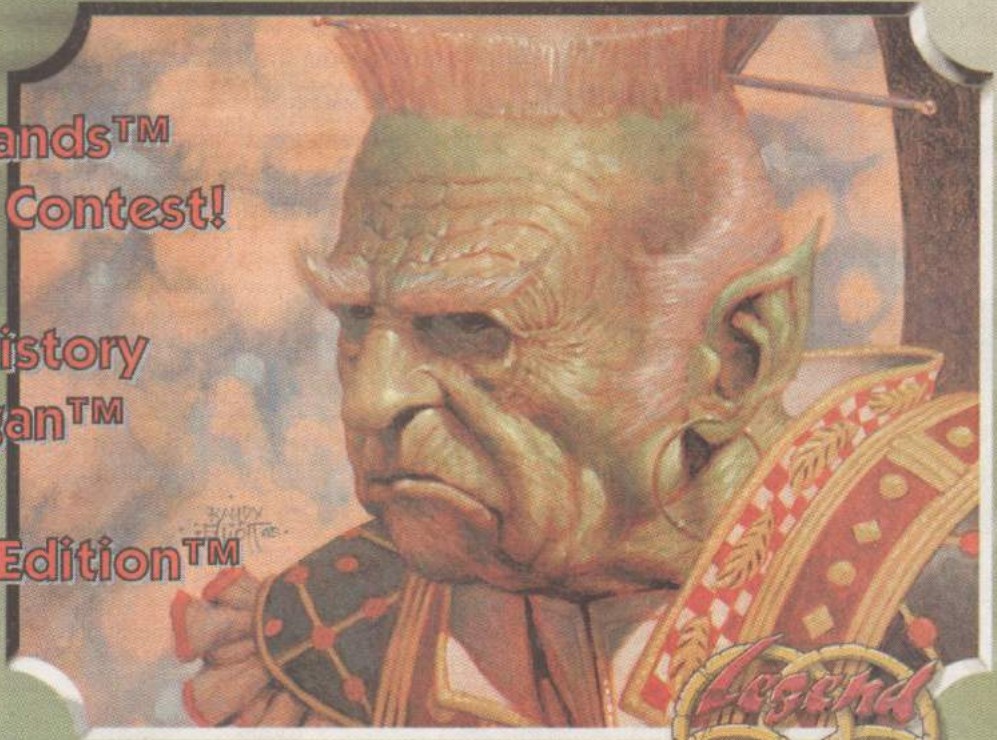
Volume one • Issue one

Imperial— —Herald™

Shadowlands™
Card Set Contest!

A Brief History
of Rokugan™

Imperial Edition™
Card List



Pg 1 Editorial
Pg 2 Twilight of the
Emerald Empire
Pg 4 Walking the Way
Pg 6 Taka's Treasures
(The Koku Marketplace)

Pg 8 The Oracle of the Void
Pg 10 The Art of War
Pg 11 Imperial Edition
Card List
Pg 13 Turn Sequence Cut-Out
Inside Cover--Assembly Contest



Win a Complete Set Of

SHADOWLANDSTM

In the first months of the War of Rokugan, one of the Champions will turn against their own Clan, betraying them to the dark forces of the Shadowlands. Who will it be?

Your votes will decide.

Send us a letter or postcard with your answer: only one vote per person, please. One winner, drawn at random from the voters, will receive a complete set of *Shadowlands*! All submissions will be entered into the drawing but only the votes of assembly members will count towards naming the traitor. Entries must be postmarked by Feb. 1.

Prize will be shipped 2-4 weeks after the release of *Shadowlands*.

Mail your entry to:

Alderac Entertainment Group

ATTN: Herald #1 Contest

4045 Guasti #212

Ontario, CA 91761

Doji Hoturi
Crane



illus. ©Douglas Shuler

Togashi Yokuni
Dragon



illus. ©Matt Wilson

**"One of them must
fall so that we
may rise again."**

-Bayushi Kachiko

Hida Kisada
Crab



illus. ©Matt Wilson

Matsu Tsuko
Lion



illus. ©Brian Snoddy

Shiba Ujimitsu
Phoenix



illus. ©Rob Alexander

Shinjo Yokatsu
Unicorn



illus. ©Mark Tedin



Original artwork,
© Nicola Leonard.

Secrets on the Wind

*Do not fear change, for it is change that offers us challenges
and the opportunity to learn and grow.*
- The Tao of Shinsei

When we first began the final design of *Legend of the Five Rings*, there was one element that we wanted to capture, and that was the element of change. The military philosophies of Japan and China were always very adamant on the attitude one must have toward change: "Adapt, Improve and Overcome" (thank you, Master Eastwood). In addition to the changes in the story of Rokugan, here's what else you can look forward to seeing:

- THE ORACLE OF THE VOID

D.J. Trindle is our resident Master of the Rules (from the Sparrow Clan) and he'll be heading up our Frequently Asked Questions section.

- WALKING THE WAY

Dave Williams is *L5R*'s Lead Designer and Playtester. He'll be giving us a new look at each of the Clans, a very *different* look that will allow you to adapt to all of that change that's coming down the road.

- TAKA'S TREASURES

Taka is the Crab Clan Wily Trader, and if you've got Koku, then he's got the time.

- THE ART OF WAR

A look at how to use multiple elements to create a single devastating effect. In other words: card combos.

This issue also has a special feature: an excerpt from *The History of Rokugan*, a text written by a sailor shipwrecked in the Emerald Empire. It will appear in its full form in the forthcoming *L5R* novel, *Distant Thunder*.

Future issues of *The Herald* will include:

- CLAN WAR UPDATES

We will be keeping you up to date on what's going on in the Empire. Prominent battles and duels will be displayed along with what influence they might be having on future expansion sets.

- ARTIST SPOTLIGHT

Candid interviews with *L5R* artists. Next issue, look for Brian Snoddy and his samurai armor collection.

- ASSEMBLY RANKINGS and TOURNAMENT RULES

After we've had a few more official tournaments, we're going to be posting the official rankings of Assembly Members. Also, look for official tournament rules.

- MORE OF TAKA'S TREASURES

Next issue, we're going to be giving you even more things to trade in your Koku for.

Well, that's about it for me. I'd like to give an extra-special Big Hand to D. J. Trindle for all of his help on our first issue. *The Herald* wouldn't have been the same without him. In fact, it would've been spelled much, much differently.

John Wick

The Imperial Herald

Published by the
**Alderac Entertainment
Group**

Production Manager
John Wick

Revered Sensei
D. J. Trindle

Visual Design & Layout
Matthew D. Wilson

Contributing Writers
**D. J. Trindle
John Wick
David Williams**

Sales & Marketing
John Zinser

Cover Art
Randy Elliott

This month's cover features
the *Venerable Naga Lord*,
soon to be appearing in the
Emerald Edition of *L5R*. He
hails from the Ancestral Lands
of the ancient race of Naga to
bring news to the Emperor,
and the news he brings could
be an early victory to the Clan
that pays him tribute.

Subscriptions
\$15 for one year
4045 Guasti Rd. #212
Ontario, CA 91761

<http://www.isomedia.com/homes/aeg/~aeg.html>

Legend of the Five Rings, the *Imperial Herald*, *Emerald Throne*, *Rokugan*, and all related elements are TM and © Alderac Entertainment Group and Isomedia, 1995.



The History of Rokugan (as it is presented here) was written by a Captain Jeremiah Berek many months after he was saved after a horrible ship wreck off the coast of Rokugan. Excerpts are presented here, but the complete text (and it's conclusion) will appear as interludes in the forthcoming L5R novel, Distant Thunder.

The religion of Rokugan centers on the worship of many, many gods. The most popular of these gods seems to be Osano-Wo, the Son of Thunder. The stories of Osano-Wo are ubiquitous. The tales of animal shape-shifters are also prevalent among the folklore of the Empire, and the tales of Osano-Wo and the animal shape-shifters (all full of tricks and romances) are how each of the Clans traced their lineage, making all Clans sons of Osano-Wo. Among the most powerful warriors of early Rokugan were: Hida of the Crab Clan, Doji of the Crane Clan, Togashi of the Dragon Clan, Akodo of the Lion Clan, Shiba of the Phoenix Clan, and Bayushi of the Scorpion Clan.

These warriors battled for generations. Finally, a single warlord rose from the conflict. His name was Hantei and he established his place in history by taking a small army of peasants against Hida Suburu, one of the greatest generals of

the Shadowlands. Not a single samurai returned.

A second crusade was sent and each of the 4 samurai returned, each with pale skin, black gums and tongues, broken rotten teeth and hollow eyes. They rode through the countryside destroying villages and temples, laughing like madmen. The Emperor sent out his samurai, but none could defeat them.

Just as one dilemma developed, Hantei was offered another. A stranger presented himself in the Emperor's Court. He was dressed in simple robes and carried a large satchel strapped to his back. His head was shaved and his eyes were bright. When the Emperor asked his name, he gave what the Emperor considered an arrogant answer. "Shinsei," he said, which meant 'the new way'.

Shinsei claimed he was from over the mountains, and the Court laughed at him. For if he was truly from over the mountains it meant he was an uncultured barbarian. When he was laughed at, Shinsei said, "A man who laughs at an offer of wisdom is a fool. For who in the world knows what face wisdom wears, and how would he recognize it if he saw it?"

The Emperor asked Shinsei to share his wisdom. The little man explained that he was a disciple of the original Shinsei whose wisdom offered a new path, a path of enlightenment that any might achieve, despite their caste in life.

Twilight of the Emerald Empire

by John Wick

Original artwork, ©Kevin Ward

the age. He routed the Crab army, killed Hida Suburu in single combat and spared the remaining troops. He offered them the opportunity to join his small force, and they agreed.

Hantei led his force across the land until men from every army had joined him. At that time, no family could resist Hantei and he was eventually declared Emperor over all. The First Age of Darkness was over, and the Empire of Rokugan was born.

At the very beginning of his reign, Emperor Hantei was faced with a crisis. From the southwest, the Shadowlands began to stir. The Shadowlands was the burial place of a Dark Lord trapped under the earth, or in a great temple, or some such place. It is from this place that all evil spirits come from, this Shadowlands.

Hantei sent warriors from each Clan to investigate. They were his best warriors, the strongest and most brave. The Emperor called them 'samurai,' and sent them with bows and horses into

The Clans were outraged. The thought that a peasant could achieve what a samurai could achieve was not to be accepted. But the Emperor asked Shinsei if this new wisdom could be used in war, and Shinsei said, "To be great in one thing is to be great in all things."

"Then prove this wisdom to me. Stop the madmen killing my people."

Shinsei became the advisor to the Emperor and his general. He trained the Six Clans in his method of combat and brought them to fight against the madmen that ripped across the Emperor's countryside. The madmen were destroyed and Shinsei turned his focus to the Shadowlands ...

... Hantei turned then to building an Empire. Akodo Tagina stood before the Emperor and swore that as long as Akodo blood ran in the veins of the Lion Clan, they would serve his

family, and if they fell, then so would fall the Lion Clan. The Emperor made the Lion Clan the guardians of the Hantei Dynasty, and they have remained his most favored Clan. But an Emperor must marry after all, and with that in mind, Doji Yosai approached the Emperor with an excellent choice of brides. And that is how a Doji woman has been the mother of every Emperor since the birth of the first Hantei child.

When asked if they would support the Emperor, Togashi Turu of the Dragon Clan presented a clever answer. "There shall be no day that the Dragon Clan shall not rise to protect the Empire." The Emperor smiled and accepted his answer, sending the Dragon Lord back to his mountain home. Shiba Turatsu bowed low to the Emperor. "We are intrigued by this new wisdom, and we would return to our ancestral temples to study it and bring it to the people." The Emperor nodded and the Phoenix went back to their homes. Then stepped forth Bayushi Yujimutso of the Scorpion Clan. "We shall return to our homes as well, Great Lord. But we are curious as to this new wisdom. We shall leave a diplomat here in the court to question this new way."

Finally, the son of Hida Suburu stood before the Emperor. His face was young and his eyes were wide. He drew forth his katana and set it before the Emperor.

and so it happened with the Hantei dynasty. Unwilling to give up his Throne to his young and inexperienced son, the Emperor had grown old and enfeebled. The time was right for a coup. Through political maneuvering by the Scorpion Clan, a border skirmish had developed between the Crane and the Lion. Distracted by their borders, they were too preoccupied to see Scorpion armies moving into position.

The Phoenix armies were no match for the skill of the Scorpion. The Dragon had no counsel in the court to hear of the news in time. The Crab were entangled with the Shadowlands. And the Unicorn were too inexperienced to give any assistance. It was time.

The Scorpion armies took the Imperial Palace in a single day. The Imperial Army was headed by the Emperor's son who failed to hold the castle against the tactics of Bayushi Shoji, the Daimyo of the Scorpion Clan, long regarded to be one of the most cunning generals of the Empire. The Scorpion Clan sent word that the Emperor was dead and Bayushi Shoji declared himself the new Emperor. It seemed as if the day belonged to the Bayushi family. But then, swifter than the wind, the Unicorn Clan arrived. Their armies were too fast for Lord Bayushi, and they caught him off guard. The Lion and Crane joined in on the attack on the Palace, but Lord Bayushi recovered his wits



"So did the Crab protect the Thunder, so shall the Crab protect the Empire." And from that day forth, the vow of young Hida Tampako was observed. It would be the Crab Clan that would watch over the Shadowlands so evil would never again invade the Empire.

It was only two hundred years ago that the armies of a new Clan entered the Emperor's lands. They wore purple and gold, and rode horses that were mightier than any Rokugan had ever seen before. This was the Clan of the Unicorn. They claimed also to be descendants of Osano-Wo (whom they called *Sung Tze*) and they offered to the Emperor their eternal devotion. The Six Clans were suspicious of the Unicorns, but the Emperor saw the need to breed the foreign horses with Rokugan stock and he accepted them and their oath of fealty.

Even an Emperor's blood can run thin after many centuries,

quickly and began repelling the invading armies. But Shoji knew he could not keep them down forever. He sent word to Lord Hida Kisada of the Crab Clan, promising him favor in exchange for his military support. It would take many days, but the Scorpion general knew he could hold off for many weeks in the Imperial Palace. Soon, the armies of the Dragon and Phoenix also joined the battle. Soon, all Seven Clans would be on the field. The peace of a thousand years was over.

Two weeks later, after many attacks and counter-attacks, the battle-weary Lord Bayushi looked over the parapets of the Imperial Palace and saw the banners of the Hida family approaching. Now, all would truly be his. But the Scorpion Lord did not count on the banners to *join* the armies of the Lion and Crane, and when Hida Kisada stood beside Akodo Toturi and Doji Toturi, he knew that his family line was finished. ☸

David Williams

Walking the Way™

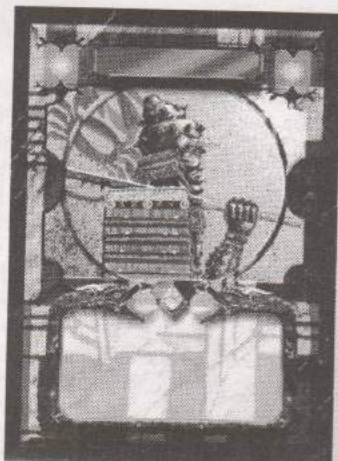
David Williams was the lead designer on the L5R project. He provided many of the mechanics of the game, was the chief playtester and number cruncher, and kept potential game breakers (such as the original Geisha Assassin) out of the world of Rokugan. He is a master deck builder, constructing decks for himself and fine tuning the decks of others into pure poetry. In this column, Dave will be discussing his thoughts on each of the Clans, giving little hints here and there on how he sees the game, and giving you a perspective on a Clan that you may not have considered before.

Welcome, students. You have learned much on your own, but there are things you have not seen because they are beyond your vision. What I will show you is a new way to view the ways of the five elements that you think you know so well.

In this lesson we will look at the Clans. You think you know them – the power of Crab, the politics of Crane, the balance of Dragon, the ferocity of Lion, the wisdom of Phoenix, and the speed of Unicorn. But you need to see beyond these simplest of descriptions and look further, into the possibilities. While each clan has its strength, they are not limited to a single path. There is no limit to the number of paths a man can take but how many he will allow himself to see.

Crab

Yes, this clan has great and powerful warriors and is adept at the quick strike with overwhelming force. However, the Crab has a strong armored shell and this clan's value in defense should not be overlooked. In fact, while their lack of honor makes a military victory the overwhelming favorite for a Crab deck,



Original Artwork, © Brian Snoddy

keep in mind that lack of defense is the biggest weakness in a political deck. When attempting an honor victory, the most common way to lose is having your provinces destroyed – and even the simplest peasant knows that the Crab fortress has never been taken by force of arms. Consider the benefits of not needing to be concerned about losing your provinces because of your very strong defenses. With an equal mix of powerful warriors and honor-producing holdings, you can stay alive and bluff your way to the throne. If you do this, however, you must watch for a clan that is quicker to gain honor than you; you may need to use your warriors for offense instead of defense.

Crane

Yes, the Crane can gain honor more quickly and with greater ease than any of the other Clans, but they are, perhaps, not as fragile as you may think. With *Ports and Trade Routes*, the Crane's financial fortunes are assured to be solid, and this monetary advantage can be used to afford greater and more powerful troops for your samurai. The use of *Fires of Purity* and *Strength of Purity* can give an instant boost to your more honorable samurai. Finally, no house can more easily afford the loss of honor that recruiting the less expensive *Shadowlands* cards brings. With your diplomacy and the judicious use of the *Imperial Favor*, *Tea Ceremony*, or *Orator*, you can keep your honor high, disguising your use of the more powerful dark forces. While the *Imperial Favor* is often used to send an attacking unit home, remember that you can use it as the attacker to remove the unit that keeps you from destroying a province...



Original Artwork, © Julie Baroh



Original Artwork, ©Matthew D. Wilson

Dragon

The mysterious Dragon has perhaps the most paths to choose from. Being the most balanced of the six Clans allows the Dragon to walk in nearly any direction. The strong Chi of the Dragons along with the abilities of *Togashi Yoshi* and the *Justicator* make them nearly without peer in a duel (although the Cranes are quite admirable as well). A firebreathing *Tattooed Man* is deadly in a duel, as

are the *Man-Beast* and the Champion, *Togashi Yokuni*. Duels are a good way to gain a quick Honor victory, since a couple of duel victories can also give you a victory in combat which can add up to quite a few points. Using *Biting Steel* before a duel can give you a quick boost to nearly guarantee victory. An Honor victory is certainly a viable option for the Dragon, as your Provinces become increasingly more difficult to destroy, and you are powerful enough to protect yourself. One final thought for you to consider, grasshopper: *Togashi Yokuni* is the only samurai in the game who will listen to a *Spirit Guide*...

Lion

You have honor. You have might. Remember both. It is a subtle trap to look to only one of the two paths to victory when you are the Lion. Lion Clan is honorable and has the samurai necessary for defense, but it would be foolhardy to ignore the fact that the Lion samurai is born to attack. Also, as powerful as the Lion armies are when charging towards their foes, it is a Daimyo just as blind who does not use the glory of battle to his advantage in the Imperial courts. The dual nature of the Lion can keep your opponents unsure of your motives if you can keep equally focused on battle and honor. If you are attacking every turn, make sure you are gaining a couple of points of honor with *Ancestral Temples* or *Famous Poets*. Your opponent won't be able to throw sacrificial lambs in front of your armies, as that will only speed your way to a political victory. Likewise, if you have a *Counterattack* in your hand, then you should never fear being attacked – lose a province and destroy all of your attacker's.



Original Artwork, ©Anson Maddocks

Phoenix

The Masters of the Elements are often used to give the samurai of Phoenix enough force to stave off attacking armies so that the Phoenix can achieve a political victory. Keep in mind that the powerful elemental forces can be used to attack as well as defend. Because you do not have as much gold in the beginning, and because you must put many cards into play to achieve your aims (Shugenja with spells, and a Samurai whom the spells will make powerful), your family often plays from a position of weakness in the battle for the Empire: it is with careful play of your fate cards that you can surprise your more aggressive opponents. A *Counterattack* can be used to significant effect: you don't need much force to destroy a nearly undefended province. The *Master of Water* is a deadly force on the field of battle because he can move either your units or your opponent's units into positions that suit you better. The *Master of Fire* can be used turn after turn to soften up your opponent's armies for your eventual onslaught. Also, you have some of the more powerful samurai, considering that you are known for your Shugenja. *Tsukune* and *Katsuda* each have a Force of 3, which is very solid for a cheap samurai.



Original Artwork, ©David Bollt

Unicorn

Of course the Cavalry advantage is significant. It will almost always be one of your keys to victory. But most Unicorn Daimyo use this advantage one-dimensionally. They declare their attack, see where the defender is situated, and attack an undefended province. This is certainly a solid tactic, and can be successful, but why not attack one of your opponent's armies? If you can establish a solid advantage, you can roll over a bunch of your opponent's infantry. You gain two things: honor for destroying his cards, and next turn your opponent will have fewer cards to defend with. Don't always assume that destroying an undefended province will yield the greatest advantage.



Original Artwork, ©Mike Raabe



TAKA'S TREASURESTM



What are Koku?

I am Yasuki Taka - the Master Merchant of the Crab Clan. Yes, there is many a Crane who wishes I would teach him the secrets I know, but I save them for my Clan to make the most of their Koku.

What are Koku? Well, I would not expect a gaijin like yourself to understand, but Koku are the coins of our Empire, much like the coins of your own, eh? Here, let me teach one one of my tricks. Be sure to keep it secret.

You can find Koku of your own on the back of every Destiny Pack and on the inside flap of every Dynasty Deck. Decks have three Koku each and Packs have one., and if you can find *me*, you'll have even more access to the wealth you deserve.

So, how do you use the Koku once you've found it? Send it to me! Send all your Koku to me and I will exchange it for the merchandise I have here. If you wish to exchange your Koku for a card, please include a self-addressed stamped envelope and any kind of protective devises you wish your card to travel in. All t-shirt requests must include a \$3 shipping and handling charge. Next issue, I'll have even more, so save your extras.

And remember, the wise words of my teacher, Master Zinsa-san, "There are always new ways of finding Koku." Until next time, *May evil always feed on your neighbor.*

1A



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



2500 plus \$10 S&H

2A



2A. Here it is. The shirt that everyone wants. The most sought after shirt at the '95 Gen-Con Game Fair. More than anything else, this is what *L5R* players have been asking for. It's currently unavailable at stores and the only way to get it is here - from me.



250 plus \$3 S&H



3A. & 3B. Imported all the way from the barbarian kingdoms, come two elegantly adorned protective vessels for your collectible cards. These sturdy card holding boxes hold up to 1000 cards and bear paintings rendered by two of the kingdoms most famous artists; Susan Van Camp and William O'Connor, respectively. Specify 3A or 3B when ordering.



20 plus \$1 S&H



The Card Shop (Based on availability. In other words, first come first serve.)

If you're missing cards to complete your collection or are just looking for a little something to give you that extra edge against your opponent, then peruse this month's selection of cards. Each order must be accompanied by self-addressed stamped envelope. 1 of each per customer, please.



20 plus an SASE

4A. Air Dragon
Imperial Edition



4B. Earth Dragon
Imperial Edition



4C. Water Dragon
Imperial Edition



4D. Fire Dragon
Imperial Edition



4E. Void Dragon
Imperial Edition



4F. Fist of Osano-Wo
Promo Edition



4G. Ring of Air
Promo Edition



4H. Ring of Earth
Promo Edition



4I. Ring of Water
Promo Edition



4J. Ring of Fire
Promo Edition



4K. Ring of the Void
Promo Edition



4L. Samurai Warriors
Promo Edition



ORDER FORM

(cut out or photo copy)

Please write down all items ordered by number (ie. 2A,4G, etc.) and total the shipping and handling.

Item #'s _____ Shipping & Handling Total\$ _____

Name _____ Phone _____

Street _____ City _____ State _____ Zip _____

Make Check Payable To:
ALDERAC ENTERTAINMENT GROUP
att: Taka's Treasures
4045 Guasti Rd #212
Ontario, California 91761

Please allow two weeks for delivery. All items are subject to availability. If an item you have ordered is not in stock you will be contacted about a substitution or your Koku will be returned.

The

Oracle of the Void™

D. J. Trindle

Frequently Asked Questions

If you ever have the pleasure of visiting the offices of AEG, you may encounter a tall, hairy, blond bearded giant who doesn't talk much, but glares at you with wild eyes and a plastic baseball bat. Don't worry, that's just D. J. Trindle. In addition to his tireless duty as Editor of SHADIS Magazine, D. J. was also our editor on L5R and our rules booklet. D. J. has delegated to himself the responsibility of answering the Frequently Asked Questions since he feels it falls upon his shoulders to clarify the rules that he wrote. Poor guy.

*"I hear the talking of the DJ -
Can't understand just what does he say?"
- "Mexican Radio", Wall of Voodoo*

Provinces

Q: If my opponent attacks one of my Provinces, what effect does the card in the Province have on the battle?

A: None. None at all. Cards in Provinces aren't "in play", and cards not in play don't have any effect on cards which are in play.

Q: When I bring out a card from a Province into play, does it stay associated with that Province?

A: No, not unless it's a Fortification, which explicitly tells you to attach it to the Province it came from. Personalities and non-Fortification holdings roam freely about your Fief, defending any of your Provinces, beholden to none.

Q: OK, so let's say I destroy an undefended Province. Do I get 2 Honor for destroying the card that was in it?

A: No. You didn't destroy the card, just the Province it was sitting in. The card's being discarded is a byproduct of the Province going away. Moral: Get yourself a *Famous Poet* or three.

Q: If my opponent attacks my Province with a zero Force, and I defend with a zero Force, is everything destroyed?

A: Sometimes. If there are two actual armies engaged in combat, and they've both been reduced to zero Force (e.g. by becoming bowed), then yes, it's a tie and both sides are destroyed. If, however, there's only one zero-Force army involved - the other side just doesn't show up - then the army survives. Zero to nobody is not a tie: both sides have to show up to a battle in order to kill each other off.

Q: What happens if I use the *Explosives Master* to reduce a Province's Strength to zero or below?

A: It can't go below zero. Nothing special happens to a zero-strength Province except that it's really easy to kill. Hold back a 1F cavalry unit in your next attack and watch your opponent sweat!

What's Legal in a Battle

Q: When can I do an Open or Battle Action?

A: Go get your rulebook and follow along. On pp. 30-31, we have the dissection of the Battle Action Segment. You'll want these pages for this whole segment.

"If a player does not have a unit in the battle, he cannot conduct any actions. The only exceptions are cards which specifically allow him or her to bring a unit into the battle, such as *Superior Tactics*." Remember, also, that card text supersedes the rules, so any effect which says "You can do this even if you don't have any units in

the battle" are also OK.

The upshot is that if you don't send anybody to the attack or defense of a Province, you don't get to play cards there, unless a card says "Play me anyway!" or you're bringing in a unit.

Q: So I can't use a Terrain card either?

A: No. Terrain cards are Battle Actions, too.

Q: Well, how about *Traversable Terrain*?

A: *Traversable Terrain* is kosher. I quote: "**Battle: Terrain.** Defender may move one unit he controls from an unattacked slot into this slot. Terrain effects are resolved at the end of the Battle Action Phase." It's an action which brings in a unit, so you're clear to play it. This does *not* mean that you can then merrily begin playing more Battle Actions in that battle. That last bit says, in effect, "The last thing you get to do before starting to add up Force Totals is move in one of your units." It doesn't say that they move in immediately. For that you need *Superior Tactics* or something similar.

Q: The card *Legendary Victory* says it "double[s] the total Honor award for this victory if you win this battle." Does this double the honor bonuses given by cards like *Famous Poet/Refuse Advantage/Brilliant Victory/Mercy*?

A: Yes.

Q: If I play two *Legendary Victories*, do I get four times the honor?

A: No. Both cards tell you to do the same thing, i.e. add up the total honor at the end and double it.

Rules Clarifications

Q: The *Jade Works* card says "Bow to produce 5 Gold if paying for a Jade card." Does that mean those cards with the jade backs?

A: Nonono! Those are *Fate* cards. And the backs *aren't* jade, they're green. (This is an Official Ruling on the card back colors. Sucker your friends into bar bets!) *Jade* cards have the word "Jade" in the title. In the *Imperial Edition*, the only cards which qualify are the *Jade Works* itself, the *Jade Bow*, and the *Jade Hand*. Sorry.

Q: If one of my Personalities is dishonored or otherwise has his Personal Honor reduced, do I need to check his Followers' Honor Requirements to see if they drop off?

A: No. Once you start working for someone, you're sworn to them, and can't quit of your own free will.

Q: So if I recruit a Personality who requires me to have some amount of Family Honor, and I go below that amount, he keeps working for me, just like his Followers would keep working for him?

A: Right.

Q: Can I use *Biting Steel* on a Personality who is on his way into a duel?

A: No. L5R was expressly set up so that "timing questions" of this sort wouldn't arise more than once. Here's the secret: it's always somebody's turn to do something.

Here's an example. Let's say that during my Action Phase I bow my *Hawks and Falcons* to gain Honor, which is a Limited action. Before I get to do another

Limited or Open action, I have to give you, my opponent, a chance to do Open actions of your own. If you have a Shugenja with *Biting Steel* ready to go, you could bow him now to give that bonus to somebody. However, if you pass, and don't do any Open actions, then I can play an *Iaijutsu Duel* and initiate a challenge on one of your Personalities. You don't get a chance to do anything else: my action has to resolve before it becomes your turn to act again. So: the duel starts up, and as the challenged party, you get to choose first whether you want to focus or strike. Once the duel is over and the body is carted away, my action (the *Iaijutsu Duel*) has resolved, and it's your turn to do an Open action again.

Q: I'm playing Dragon Clan, and I've had a couple of my provinces destroyed, so they're at a province strength of 9. The event *Chrysanthemum Festival* pops up, and everybody adds a province. Does my new province have a strength of 5 or 9?

A: Five. The Dragon ability refers to your "remaining provinces." This new province wasn't around when your other provinces got the bonus to their strength, so it has the unadjusted province strength of 5.

Q: And when the *Festival* goes off, where does the new province get added?

A: On the left. The effect of this ruling is to ensure that the new province is filled with a face-down card, which doesn't turn up until the next Events Phase.

Q: Does (some card) give its bonus permanently?

A: If it doesn't say so, no. Any permanent bonuses will state that they are, in fact, permanent. All of these effects will mention permanence or award a token. Any effect which doesn't state its permanence or award a token will expire at the end of the turn. *Oath of Fealty*, for instance, says its effect is permanent; and the *Bloodsword* gains tokens.

Q: I have a spell card which doesn't specifically say to bow the shugenja it's attached to. Can I use it and then another spell on the same shugenja?

A: No. All spells bow the shugenja who's using them. Most of them say to do so, but we missed a couple. (*Earthquake* and *Wind Born Speed*, for instance.)

Q: What's up with *Hida Yakamo*?

A: The Crab Clan Oni swiped his name. "Hida Yakamo" is the Crab Clan Hero, the guy with the claw where his left hand used to be. The Crab Clan Oni has been misidentified as Yakamo; that's not his real name. He's an Oni - he may not have one. At any rate, for game purposes these are distinct cards.

Q: My opponent just used *Call Upon the Wind* during his turn to turn over one of my Dynasty cards, and it was an event. Does it go off now?

A: No. Events only go off during the Events Phase. It'll occur the same time it would have if it had been left alone; that is, during your next Events Phase.

Q: I've successfully attacked a Province and am going to destroy the army and the Province. If I play *Mercy*, do I still destroy the Province?

A: *Mercy* doesn't say anything about sparing the Province. It's toast.

Q: Can I use *Alliance* on the Unaligned Personalities?

A: No. "Unaligned" isn't a clan. (Neither is Naga. Yet.)

Q: I have a *Goblin Warmonger* (2F/1C) with a *Goblin Mob* attached. My opponent bows his *Bayushi Kachiko* and puts a -1C token on him. Does he die?

A: Yes. Here's why. The rulebook says that a Personality with a zero Chi dies. The token drops him to 0C, so ordinarily he would die right away. The Warmonger, however, can't die while he has followers attached; they die instead and he becomes bowed.

But now he's bowed, and doesn't have any followers attached, and still has that -1C token. He's doomed.

Q: I have a bunch of questions about *Blazing Arrows*...

A: Fire away.

Q: The card reads (in part) "The gold cost of *Blazing Arrows* is 1G per card that can use the Ranged Attack bonus." Does this mean I have to pay for every card that can do a ranged attack, whether or not I intend to use them that way?

A: Yes. That's what it says.

Q: How about my shugenja with the *Fury of Osano-Wo*? Do I have to pay for him too? And do I have to pay 1G for each counter on the spell?

A: Yes and no. He is ranged attack-capable, so you have to pay for him, but he can

only use one of those tokens this turn, so you only have to pay 1G.

Q: What if I don't have any ranged attack cards in my army when I play *Blazing Arrows*, and so don't pay any gold, but then I bring a new ranged attack guy in with (say) *Superior Tactics*? Does he get the *Blazing Arrows* bonus for free?

A: Yes. Point out to your opponent what a brilliant and thrifty general you are.

Q: I just discarded a Follower card. Can I use *Animate the Dead* to attach him to a Personality?

A: No. *Animate the Dead* specifically says "...back into play," and discarded Followers never made it into play in the first place. You only get to animate those cards which are authentically Dead.

Q: I just stole a Personality using the *Kolat Master*. Does the Personality I took gain the trait "Kolai"?

A: Yes. The card text on the *Kolat Master* says "This Personality is a Kolai who is in your pay." That Personality has the trait "Kolai" until the end of the game (or until they leave play).

Rulebook Corrections & Clarifications

Q: The rulebook contradicts itself on Ranged Attacks and Fear, doesn't it?

A: It sure does. Ranged Attacks and Fear both work the same way. You can kill a Force 2 follower with a Ranged 2 Attack, and you can scare him with a Fear 2 effect.

The main rules and the Glossary are the source of the conflict. The Ranged Attack rules (pp. 44-45) should read "...the target is destroyed if the Force of the attack is greater than or equal to the Force [or Force Bonus] of the target." The Glossary entry (p. 53) is OK.

The Fear rules (p. 46) are fine, but the Glossary entry for Fear should read "Bow all troops in the target unit with Force less than or equal to the Fear Value."

Q: Boy, do I not understand the example with *Heart of the Inferno* in the rulebook. My card says "cast a fiery bolt at the opposing Army", while the rulebook says "cast a fiery bolt at an Army". What's going on?

A: Er, well. The example was written at a period in time when the card did, in fact, read that way. The card changed, invalidating the example; the example inexplicably lived on to get into the rulebook. The culprit has confessed and has been brutally beaten; this may delay the next couple of expansions a bit, but we knew that you confused gamers wouldn't be satisfied with anything less.

In short, the shugenja with *Heart of the Inferno* does, indeed, now have to be at the battle. The card says "opposing army," and therefore the card producing the effect has to be in the battle. Next time we print the rulebook, that's getting changed to something innocuous like *Biting Steel*.

Q: How about a preview of that example?

A: Least I could do. Ahem... *Biting Steel* reads "Open: Bow this Shugenja to give a 3F/3C bonus to target Dragon Personality or a 2F/2C bonus to any personality until end of turn." Since *Biting Steel* does not refer to opposing Personalities, armies, units, or any opposing cards at all, the shugenja with this spell may provide his bonus without having been assigned to an attack or defense.

Q: Can't you people add?

A: Yeah, yeah, I know. For the record: on page 36 of the rulebook, the last paragraph should have *Shinjo Hanari* winning by a total of ten to nine, not nine to eight. Sorry.

Card Errors

Into every 300-card set a few errors must fall. Here are the ones we're currently owning up to:

Silver Mine. Text box refers to "Iron Mine." It should read "Silver Mine."

Diamond Mine. Has a crimson dragon, yet produces no honor.

Temple of the Ancestors. Should have crimson dragons instead of green ones.

Egg of Pan Ku. Is an action, not an item.

Water Dragon. Missing text. The Water Dragon should read "Can copy the Innate Ability of any Shugenja in play for one turn."

Blackmail. It's a Limited Action, but doesn't say so on the card. ☹



Many of the philosophies of the combat system in L5R were derived from Sun Tzu's 2,000 year old book, The Art of War. Sun Tzu always emphasized that one of a general's most important virtues was adaptability. The Art of War is dedicated to honing your ability to bring multiple elements together to make a devastating effect. In other words, Master Sun was a card combo monster.

Togashi Mitsu and Shuten Doji

The Tattooed Man and the Hungry Spirit are a wonderful combination because they make each other more powerful. The Tattooed Man can become incredibly strong, but then gains tokens which keep him bowed. Shuten Doji can eat these tokens and become more intimidating while restoring Mitsu's strength.

Legendary Victory, Charge, and Mercy

When you are attacking your opponent and you're behind on force, play Legendary Victory, which will double your honor gain if you win the battle. With a Charge, your forces can regain the advantage (or with ranged attacks, spells, etc...) and by playing Mercy after the victory you rack up the honor. Mercy makes each defeated card worth 3 Honor, which is then doubled by Legendary Victory for a whopping six Honor per card. Defeating only seven cards in a battle with this combo will give an honor victory from a standing start.

Marsh Troll and Frenzy

This is a quick and cheap way to trample a province. The Marsh Troll is inexpensive and adds a lot of force to an army, but eats your own cards at the end of the turn. However, if your samurai Frenzies during the battle (adding +2F to the Marsh Troll's 4F; your samurai has been pumped for six this turn), not only will he win the battle, but the Frenzy ends up killing the Troll before his appetite catches up with your samurai.

Armour of the Golden Samurai and Foxwife

The Foxwife raises the Personal Honor of her Personality to five. The Armour of the Golden



Original Artwork, ©Mike Kimble



Original Artwork, ©Bonnie Hill

Samurai prevents an opponent in a duel from using a focus with a value less than your Personal Honor. Since only one card ("Focus") has a value greater than four, a Personality with both of these cards will win nearly all of his or her duels.

Any Ancestral Sword and Oath of Fealty

The Ancestral Sword gives its Personality a 1F/1C bonus for each Personality from your clan that you have in play. When you have a good number of Personalities who are not from your clan, play Oath of Fealty. The Oath will give each of these Personalities a 1F/1C bonus, and also aligns them to your clan, giving your sword a gigantic bonus!



Original Artwork, ©Robin Wood



Original Artwork, ©K.C. Lancaster

Yotsu Seiki and Apprentice (with Spirit Guide)

The power of Yotsu Seiki's ranged attack can be increased by three by hiring an Apprentice for her. Also, a Spirit Guide will straighten her back up for another blast. Apprentice and Spirit Guide can be even more powerful when given to Agasha Tamori (whose Chi is 5 for casting spells) with the spell scroll Fury of Osano Wo. This four card combo yields two Ranged 10 Attacks each turn.

Yasuki Taka and Imperial Acrobats

There's one man that no Crane deck should be without, and curiously enough, he's a Crab. Yasuki Taka (the Wily Trader) can bow along with any gold-producing holding to straighten any holding in play. Try this out. Bow your Imperial Acrobats for 2 Honor (or 2 Gold and 1 Honor) and then bow Taka and a Small Farm to straighten them back up to bow for 2 more Honor. With a couple of Wily Traders in play, you can be bowing for Honor all day long. Maybe he's got some Doji blood in those Crab veins...



Imperial Edition Card List

Dynasty Cards

Events

<input type="checkbox"/> Alliance	U
<input type="checkbox"/> Bon Festival	U
<input type="checkbox"/> Emperor's Peace	U
<input type="checkbox"/> Evil Feeds Upon Itself	U
<input type="checkbox"/> Glimpse of the Unicorn	U
<input type="checkbox"/> Hurricane	U
<input type="checkbox"/> Occult Murders	U
<input type="checkbox"/> Peasant Revolt	U
<input type="checkbox"/> Plague	U
<input type="checkbox"/> Test of Stone	U
<input type="checkbox"/> Unexpected Allies	U
<input type="checkbox"/> Bloom of the White Orchid	R
<input type="checkbox"/> Celestial Alignment	R
<input type="checkbox"/> Chrysanthemum Festival	R
<input type="checkbox"/> Dead Walk The Earth	R
<input type="checkbox"/> Emergence of the Tortoise	R
<input type="checkbox"/> Imperial Gift	R
<input type="checkbox"/> Imperial Quest	R
<input type="checkbox"/> Inheritance	R
<input type="checkbox"/> Iris Festival	R
<input type="checkbox"/> Proposal of Peace	R
<input type="checkbox"/> Rise of the Phoenix	R
<input type="checkbox"/> Solar Eclipse	R
<input type="checkbox"/> Test of the Emerald Champion	R

Holdings

<input type="checkbox"/> Blacksmith	C
<input type="checkbox"/> Copper Mine	C
<input type="checkbox"/> Famous Poet	C
<input type="checkbox"/> Forest	C
<input type="checkbox"/> Go Master	C
<input type="checkbox"/> Gold Mine	C
<input type="checkbox"/> Hawks and Falcons	C
<input type="checkbox"/> Iron Mine	C
<input type="checkbox"/> Jade Works	C
<input type="checkbox"/> Market Place	C
<input type="checkbox"/> Moat	C
<input type="checkbox"/> Pearl Divers	C
<input type="checkbox"/> Port	C
<input type="checkbox"/> Retired General	C
<input type="checkbox"/> Sanctified Temple	C
<input type="checkbox"/> Silver Mine	C
<input type="checkbox"/> Small Farm	C
<input type="checkbox"/> Stables	C
<input type="checkbox"/> Unscalable Walls	C
<input type="checkbox"/> Barbican	U
<input type="checkbox"/> Dance Troupe	U
<input type="checkbox"/> Diamond Mine	U
<input type="checkbox"/> Fantastic Gardens	U
<input type="checkbox"/> Master Smith	U
<input type="checkbox"/> Sacrificial Altar	U
<input type="checkbox"/> Sake Works	U
<input type="checkbox"/> Temple of the Ancestors	U
<input type="checkbox"/> Trade Route	U
<input type="checkbox"/> Forgotten Tomb	R
<input type="checkbox"/> Fort On A Hill	R
<input type="checkbox"/> Imperial Acrobats	R
<input type="checkbox"/> Master of the Tea Ceremony	R
<input type="checkbox"/> Ninja Stronghold	R
<input type="checkbox"/> Oracle of Earth	R
<input type="checkbox"/> Oracle of Fire	R
<input type="checkbox"/> Oracle of Water	R
<input type="checkbox"/> Oracle of Wind	R
<input type="checkbox"/> School of Wizardry	R

Personalities

<input type="checkbox"/> Hida Sukune	Crab	C
<input type="checkbox"/> Hida Tampako	Crab	C
<input type="checkbox"/> Yasuki Taka	Crab	C
<input type="checkbox"/> Hida Amoro	Crab	U
<input type="checkbox"/> Hida Tsuru	Crab	U
<input type="checkbox"/> Kuni Yori	Crab	U
<input type="checkbox"/> Hida Kisada	Crab	R
<input type="checkbox"/> Hida Yakamo (Hero)	Crab	R
<input type="checkbox"/> Hida Yakamo (Oni)	Crab	R
<input type="checkbox"/> Asahina Tomo	Crane	C
<input type="checkbox"/> Daidoji Uji	Crane	C
<input type="checkbox"/> Doji Yosai	Crane	C

<input type="checkbox"/> Asahina Tamako	Crane	U
<input type="checkbox"/> Kakita Yinobu	Crane	U
<input type="checkbox"/> Kakita Yuri	Crane	U
<input type="checkbox"/> Doji Hoturi	Crane	R
<input type="checkbox"/> Kakita Toshimoko	Crane	R
<input type="checkbox"/> Kakita Yoshi	Crane	R
<input type="checkbox"/> Agasha Tamori	Dragon	C
<input type="checkbox"/> Mirumoto Daini	Dragon	C
<input type="checkbox"/> Mirumoto Hitomi	Dragon	C
<input type="checkbox"/> Mirumoto Sukune	Dragon	U
<input type="checkbox"/> Togashi Mitsui	Dragon	U
<input type="checkbox"/> Togashi Yoshi	Dragon	U
<input type="checkbox"/> Kitsuki Yasu	Dragon	R
<input type="checkbox"/> Togashi Hoshi	Dragon	R
<input type="checkbox"/> Togashi Yokuni	Dragon	R
<input type="checkbox"/> Kitsu Toju	Lion	C
<input type="checkbox"/> Matsu Gohei	Lion	C
<input type="checkbox"/> Matsu Yojo	Lion	C
<input type="checkbox"/> Akodo Kage	Lion	U
<input type="checkbox"/> Matsu Agetoki	Lion	U
<input type="checkbox"/> Matsu Imura	Lion	U
<input type="checkbox"/> Ikoma Ujiaki	Lion	R
<input type="checkbox"/> Matsu Tsuko	Lion	R
<input type="checkbox"/> Isawa Uona	Phoenix	C
<input type="checkbox"/> Shiba Katsuda	Phoenix	C
<input type="checkbox"/> Shiba Tsukune	Phoenix	C
<input type="checkbox"/> Isawa Kaede	Phoenix	U
<input type="checkbox"/> Isawa Tadaka	Phoenix	U
<input type="checkbox"/> Isawa Tomo	Phoenix	U
<input type="checkbox"/> Asako Yasu	Phoenix	R
<input type="checkbox"/> Isawa Tsuke	Phoenix	R
<input type="checkbox"/> Shiba Ujimitsu	Phoenix	R
<input type="checkbox"/> Bayushi Kachiko	Scorpion	R
<input type="checkbox"/> Bayushi Togai	Scorpion	R
<input type="checkbox"/> Horiuchi Shoon	Unicorn	C
<input type="checkbox"/> Otaku Kamoko	Unicorn	C
<input type="checkbox"/> Shinjo Yasamura	Unicorn	C
<input type="checkbox"/> Iuchi Daiyu	Unicorn	U
<input type="checkbox"/> Iuchi Karasu	Unicorn	U
<input type="checkbox"/> Shinjo Hanari	Unicorn	U
<input type="checkbox"/> Ide Tadaji	Unicorn	R
<input type="checkbox"/> Iuchi Takaai	Unicorn	R
<input type="checkbox"/> Shinjo Yokatsu	Unicorn	R
<input type="checkbox"/> Ginawa	Unaligned	C
<input type="checkbox"/> Goblin Warmonger	Unaligned	C
<input type="checkbox"/> Heichi Chokei	Unaligned	C
<input type="checkbox"/> Hisa	Unaligned	C
<input type="checkbox"/> Morito	Unaligned	C
<input type="checkbox"/> Morito Tokei	Unaligned	C
<input type="checkbox"/> Moshi Wakiza	Unaligned	C
<input type="checkbox"/> Naga Shugenja	Unaligned	C
<input type="checkbox"/> Naga Warlord	Unaligned	C
<input type="checkbox"/> Ninja Spy	Unaligned	C
<input type="checkbox"/> Sanzo	Unaligned	C
<input type="checkbox"/> Toku	Unaligned	C
<input type="checkbox"/> Yotsu Seiki	Unaligned	C
<input type="checkbox"/> Alhundo Cornejo	Unaligned	U
<input type="checkbox"/> Kolat Servant	Unaligned	U
<input type="checkbox"/> Kyoso no Oni	Unaligned	U
<input type="checkbox"/> Matsu Hiroru	Unaligned	U
<input type="checkbox"/> Miya Yoto	Unaligned	U
<input type="checkbox"/> Moto Tsume	Unaligned	U
<input type="checkbox"/> Necromancer	Unaligned	U
<input type="checkbox"/> Ninja Shapeshifter	Unaligned	U
<input type="checkbox"/> Ogre Bushi	Unaligned	U
<input type="checkbox"/> Oni no Shikibu	Unaligned	U
<input type="checkbox"/> Oni no Tsuburu	Unaligned	U
<input type="checkbox"/> Shuten Doji	Unaligned	U
<input type="checkbox"/> Air Dragon	Unaligned	R
<input type="checkbox"/> Akodo Toturi	Unaligned	R
<input type="checkbox"/> Demon Bride of Fu Leng	Unaligned	R
<input type="checkbox"/> Dragon of Fire	Unaligned	R
<input type="checkbox"/> Earth Dragon	Unaligned	R
<input type="checkbox"/> Ki-Rin	Unaligned	R
<input type="checkbox"/> Naka Kuro	Unaligned	R
<input type="checkbox"/> Oni no Akuma	Unaligned	R
<input type="checkbox"/> Void Dragon	Unaligned	R
<input type="checkbox"/> Water Dragon	Unaligned	R
<input type="checkbox"/> Yogo Junzo	Unaligned	R

Fate Cards

Actions

<input type="checkbox"/> Block Supply Lines	C
<input type="checkbox"/> Break Morale	C
<input type="checkbox"/> Brilliant Victory	C
<input type="checkbox"/> Careful Planning	C
<input type="checkbox"/> Charge	C
<input type="checkbox"/> Contentious Terrain	C
<input type="checkbox"/> Deadly Ground	C
<input type="checkbox"/> Dispersive Terrain	C
<input type="checkbox"/> Encircled Terrain	C
<input type="checkbox"/> Entrapping Terrain	C
<input type="checkbox"/> Honorable Seppuku	C
<input type="checkbox"/> Iaijutsu Challenge	C
<input type="checkbox"/> Iaijutsu Duel	C
<input type="checkbox"/> Intersecting Highways	C
<input type="checkbox"/> Meditation	C
<input type="checkbox"/> Oath of Fealty	C
<input type="checkbox"/> Occupied Terrain	C
<input type="checkbox"/> Outflank	C
<input type="checkbox"/> Rally Troops	C
<input type="checkbox"/> Rallying Cry	C
<input type="checkbox"/> Remorseful Seppuku	C
<input type="checkbox"/> Superior Tactics	C
<input type="checkbox"/> Traversable Terrain	C
<input type="checkbox"/> Blazing Arrows	U
<input type="checkbox"/> Breach of Etiquette	U
<input type="checkbox"/> Counterattack	U
<input type="checkbox"/> Explosives	U
<input type="checkbox"/> Flight of Dragons	U
<input type="checkbox"/> Frenzy	U
<input type="checkbox"/> Kharmic Strike	U
<input type="checkbox"/> Kolat Assassin	U
<input type="checkbox"/> Kolat Infiltrator	U
<input type="checkbox"/> Legendary Victory	U
<input type="checkbox"/> Marries a Barbarian	U
<input type="checkbox"/> Martyr	U
<input type="checkbox"/> Ninja Thief	U
<input type="checkbox"/> Retreat	U
<input type="checkbox"/> Ring of Air	U
<input type="checkbox"/> Ring of Earth	U
<input type="checkbox"/> Ring of Fire	U
<input type="checkbox"/> Ring of the Void	U
<input type="checkbox"/> Ring of Water	U
<input type="checkbox"/> Shady Dealings	U
<input type="checkbox"/> Shame	U
<input type="checkbox"/> Strength of Purity	U
<input type="checkbox"/> Way of Deception	U
<input type="checkbox"/> Ambush	R
<input type="checkbox"/> Avoid Fate	R
<input type="checkbox"/> Be Prepared To Dig Two Graves	R
<input type="checkbox"/> Blackmail	R
<input type="checkbox"/> Bountiful Harvest	R
<input type="checkbox"/> Debt of Honor	R
<input type="checkbox"/> The Egg of Pan Ku	R
<input type="checkbox"/> Evil Portents	R
<input type="checkbox"/> Feign Death	R
<input type="checkbox"/> Feint	R
<input type="checkbox"/> Focus	R
<input type="checkbox"/> Geisha Assassin	R
<input type="checkbox"/> Investigation	R
<input type="checkbox"/> Kolat Master	R
<input type="checkbox"/> Mercy	R
<input type="checkbox"/> Poisoned Weapon	R
<input type="checkbox"/> Refuse Advantage	R
<input type="checkbox"/> Resist Magic	R
<input type="checkbox"/> Sneak Attack	R
<input type="checkbox"/> Test of Honor	R

Followers

<input type="checkbox"/> Archers	C
<input type="checkbox"/> Goblin Chickers	C
<input type="checkbox"/> Goblin Mob	C
<input type="checkbox"/> Lesser Mujina	C
<input type="checkbox"/> Light Cavalry	C
<input type="checkbox"/> Light Infantry	C
<input type="checkbox"/> Medium Cavalry	C
<input type="checkbox"/> Medium Infantry	C
<input type="checkbox"/> Naga Bushi	C
<input type="checkbox"/> Ratling Pack	C

<input type="checkbox"/> Scout	C
<input type="checkbox"/> Skeletal Troops	C
<input type="checkbox"/> Break Morale	C
<input type="checkbox"/> Spearmen	C
<input type="checkbox"/> Battering Ram Crew	U
<input type="checkbox"/> Greater Mujina	U
<input type="checkbox"/> Heavy Cavalry	U
<input type="checkbox"/> Heavy Infantry	U
<input type="checkbox"/> Marsh Troll	U
<input type="checkbox"/> Naga Bowmen	U
<input type="checkbox"/> Naga Spearmen	U
<input type="checkbox"/> Ninja Genin	U
<input type="checkbox"/> Ratling Bushi	U
<input type="checkbox"/> Wyrn Riders	U
<input type="checkbox"/> Zombie Troops	U
<input type="checkbox"/> Apprentice	R
<input type="checkbox"/> Fire Breather	R
<input type="checkbox"/> Foxwife	R
<input type="checkbox"/> Gaijin Mercenaries	R
<input type="checkbox"/> Hawk Riders	R
<input type="checkbox"/> Personal Champion	R
<input type="checkbox"/> Samurai Cavalry	R
<input type="checkbox"/> Samurai Warriors	R
<input type="checkbox"/> Scribe	R
<input type="checkbox"/> Shadow Samurai	R
<input type="checkbox"/> Spirit Guide	R

Items

<input type="checkbox"/> Bloodsword	C
<input type="checkbox"/> Crystal Katana	C
<input type="checkbox"/> Jade Bow	C
<input type="checkbox"/> Naginata	C
<input type="checkbox"/> Shuriken of Serpents	C
<input type="checkbox"/> The Armour of Sun-Tao	U
<input type="checkbox"/> The Armour of the Golden Samurai	U
<input type="checkbox"/> Climbing Gear	U
<input type="checkbox"/> Dragon Helm	U
<input type="checkbox"/> Mask of the Oni	U
<input type="checkbox"/> The Star of Laramun	U
<input type="checkbox"/> Ancestral sword of Crab Clan	R
<input type="checkbox"/> Ancestral sword of Crane Clan	R
<input type="checkbox"/> Ancestral sword of Dragon Clan	R
<input type="checkbox"/> Ancestral sword of Lion Clan	R
<input type="checkbox"/> Ancestral sword of Phoenix Clan	R
<input type="checkbox"/> Ancestral sword of Unicorn Clan	R
<input type="checkbox"/> The Deafening War Drums of Fu Leng	R
<input type="checkbox"/> Fan of Command	R
<input type="checkbox"/> The Jade Hand	R
<input type="checkbox"/> Night Medallion	R
<input type="checkbox"/> Terrible Standard of Fu Leng	R

Spells

<input type="checkbox"/> Biting Steel	C
<input type="checkbox"/> Call Upon The Wind	C
<input type="checkbox"/> Castle of Water	C
<input type="checkbox"/> Energy Transference	C
<input type="checkbox"/> Fury of Osano-Wo	C
<input type="checkbox"/> Look Into The Void	C
<input type="checkbox"/> Summon Faeries	C
<input type="checkbox"/> Wind Born Speed	C
<input type="checkbox"/> Wings of Fire	C
<input type="checkbox"/> Animate the Dead	U
<input type="checkbox"/> Counterspell	U
<input type="checkbox"/> Earthquake	U
<input type="checkbox"/> Elemental Ward	U
<input type="checkbox"/> Fires of Purity	U
<input type="checkbox"/> Mists of Illusion	U
<input type="checkbox"/> Secrets on the Wind	U
<input type="checkbox"/> Summon Swamp Spirits	U
<input type="checkbox"/> Walking the Way	U
<input type="checkbox"/> Winds of Change	U
<input type="checkbox"/> Cloak of Night	R
<input type="checkbox"/> The Fist of Osano-Wo	R
<input type="checkbox"/> Heart of the Inferno	R
<input type="checkbox"/> Immortal Steel	R
<input type="checkbox"/> Reflective Pool	R
<input type="checkbox"/> Summon Undead Champion	R
<input type="checkbox"/> Torrential Rain	R
<input type="checkbox"/> Touch of Death	R

MAKE YOUR VOICE HEARD!

If you would like to write for *The Imperial Herald*, we are currently accepting articles about deck design, game play strategies, house variants, league rules and just about anything else that influences your *L5R* game. We are also accepting fiction submissions. Please include a self-addressed stamped envelope so we can send you release information and submission guidelines. Send all SASE's to:

ALDERAC ENTERTAINMENT GROUP
4045 Guasti Road #212
Ontario, California 91761

WE CANNOT ACCEPT ANY SUBMISSIONS WITHOUT A SASE!

Attention Members of the Assembly!

The Emperor needs your help. He is in need of Imperial Ambassadors as well as Imperial Testers. His Ambassadors will be sent far and wide to tell other far away lands of the majesty and intrigue to be found within the borders of Rokugan, and the Imperial Testers will make sure that clan wars are always upon level ground.

We need people and teams that are interested in doing demos and running tournaments for Legend of the Five Rings around the country. Demo teams will be sent to stores and to conventions as official representatives from the empire and will teach, demonstrate and discuss Legend of the Five Rings. Also, knowledgeable ambassadors will be able to run sanctioned tournaments at which assembly members can gain ranking points and win prizes.

Also, a limited number of playtest teams (from 3-10 players) are needed to test out future expansions before they go to press. Extensive card gaming experience is preferred. If you are interested in playtesting Legend of the Five Rings, please reply including a brief summary of your (and your team's) gaming and card gaming experience, especially if it includes playtesting of other products.

We are very excited about spreading the word about Legend of the Five Rings. Ambassadors and playtesters will receive special offers, items and prizes for helping us tell others about the game, which creating new opponents to play against.

If this is something you are interested in, please call or write for more information:

Attn: Imperial Ambassadors
ALDERAC ENTERTAINMENT GROUP
4045 Guasti Rd. #212
Ontario, California 91761

You can be a part of the Legend

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

Assembly members will also receive four issues of *The Imperial Herald*, updating them on changes in the Empire, tournament rankings, frequently asked questions, contests, designer notes and special Koku offers.

If you would like to join the Imperial Assembly, make a check, money order, or credit card (Visa or MC only) for \$15 (\$25 for overseas subscriptions) to:

ALDERAC ENTERTAINMENT GROUP

c/o The Imperial Assembly
4045 Guasti Road #212
Ontario, California 91761

Name _____

Address _____

City _____ State _____ Zip _____

Clan Affiliation _____

E-Mail _____

Payment Type

Check _____ Money Order _____

VISA/MC _____

Exp Date _____

TURN SEQUENCE

LEGEND OF THE FIVE RINGS™

1. Straighten Phase

Any cards that have become bowed are straightened.

2. Events Phase

All face-down cards in your Provinces are turned over and all Events are resolved once all cards have been turned face-up.

3. Action Phase (do any or all of the following)

- a. Perform any Limited Actions
- b. Perform any Open Actions
- c. Attach Followers, Spells and Troops
- d. Lobby for Imperial Favor

4. Attack Phase

- a. Declare Attack against one Player
- b. Assign all Attacking Infantry
- c. Defender Assigns all Defending Infantry
- d. Assign all Attacking Cavalry
- e. Defender Assigns all Defending Cavalry
- f. For each Battle:
 - i. Defender performs one Open/Battle Action
 - ii. Attacker performs one Open/Battle Action
 - iii. Repeat until both Players pass consecutively
 - iv. If there are multiple Attackers and Defenders, Defender performs first Action and play passes to the left.
 - v. Resolve the Battle and go to the next one

5. Dynasty Phase

Pay for and bring into play any face-up Dynasty cards in your Provinces. You may discard as many Dynasty cards from your Provinces as you like. Refill any empty Province.

6. End Phase

Draw a Fate Card, and bow to your opponent.

THE IMPERIAL FAVOR

LIMITED: Draw a Fate Card and add it to your hand

OPEN: Restore any one Dishonored Personality to Honorable status.

BATTLE: Return any Unit committed to a battle to the Fief of its controlling player; bow this Unit. You may do this in a battle in which you have no Units.

REACTION: Prevent any one loss of Family Honor.



Legend of the Five Rings and all related materials are ™ & ©, Alderac Entertainment Group and Isomedia, 1995.