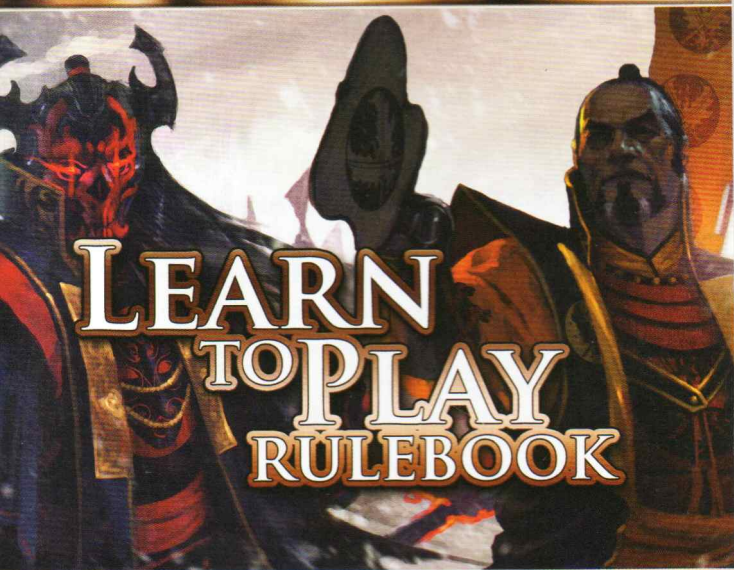


HONOR AND TREACHERY



LEARN TO PLAY RULEBOOK





CEO: John Zinser

Brand Manager: Nicolas Bongiu

Lead Designer: Bryan Reese

Player Design Team: Thomas Kwong, Duncan MacPhail,
Gaël Schmidt-Cléach

Rules Team Lead: Roger S.G. Sorolla

Rules Team: Brook Cunningham, Benjamin Higgins,
Alexander Jones, Jon Palmer

Editing: Nicolas Bongiu, Bryan Reese, Roger S.G. Sorolla

Production Manager: David Lepore

Art Direction: Steve Argyle, Adrian Burton

Graphic Design: Hal Mangold

Cover Artist: David Horne

Interior Illustrators: Sergio Camarena, Conceptopolis, John Donahue,
Shen Fei, Diego Gisbert Llorens, Llyn Hunter, Asier Martinez Lopez,
Régis Moulin, Adam Schumpert, Chris Seaman, Ellyn Sirac, Matt
Zeilingner

Playtesters: Gordon Anderson, Joshua Ayers, Benjamin Blaik, Milton
Bonano, Kevin Donovan, Wayne Duyvestyn, Mike Edwards, James
Freeman-Hargis, Adam Funk, Matt Harrison, Chris Harvey, Philip Hawtlin,
Michael Hill, Sarah Koz, Tony Oshmag, Shane Pheaney, Roger S.G. Sorolla,
David Szeto, Charles Thorp, Ben Wang, Joe Wood, David Wright

Original Concept and Design: Ryan S. Dancey, David Seay, Matt
Staroscik, John Wick, Matt Wilson and John Zinser

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Table of Contents

Learning to Play	6
The Cards	7
Stronghold.....	8
Holding.....	11
Personality.....	11
Strategy.....	13
Follower.....	14
Spell.....	15
Reading the Cards	17
Stats	17
Text Box	17
1. Keywords	18
2. Traits	18
3. Abilities	19
4. Flavor Text	20
Setting Up The Game	20
Strongholds	20
Going First	20
Starting Holdings	20
Bowing and Straightening	21
Decks and Discard Piles	21
Provinces	21
The Hand	22
The Turn Sequence	22
1. Straighten Phase	22
2. Events Phase	23
3. Action Phase	23
4. Attack Phase (Optional)	28
5. Dynasty Phase	28
6. End Phase	32
Attacks & Battles	41
A. Declaration Segment	41
B. Maneuvers Segment	42
C. Fight Battles	43
Winning The Game	61
Additional Terms	61



HONOR AND TREACHERY

Legend of the Five Rings (L5R) is a collectible card game set in the Asian-inspired fantasy Empire of Rokugan. Each player brings a customized deck of cards to the game, which he or she develops through buying and trading for new cards. A deck is based on a Stronghold, which identifies you with one of the Clans of Rokugan and determines what kind of cards will work best in your deck.

In *Honor and Treachery*, the Scorpion Clan Stronghold, "The Towers of the Yogo," faces off against the Phoenix Clan's "Sacred Temple."

The Phoenix Clan is renowned for the honor and learning of its Shugenja, scholarly priests

Phoenix Clan Stronghold

Scorpion Clan Stronghold



who command the forces of elemental magic. On the battlefield they call forth devastating powers using elemental Spell scrolls. Their Samurai warriors serve as bodyguards, or yojimbo, to the Shugenja.

The Scorpion Clan has mastered trickery and secrets, maintaining order in the Empire through a secret network of spies and agents. On the battlefield, Scorpion Clan Samurai use maneuver and deception, aided by stealthy Ninja warriors.

Overview of the Game

Starting with your Clan Stronghold and your starting Holding(s), you have four provinces on the table which act like a "hand" for cards from your Dynasty deck. During the game, you will bring out more Holdings from your provinces to increase your resources, and Personalities to advance your cause.

Your Fate hand is drawn from the Fate deck. From your hand, you will give your Personalities Followers and Spells, which help them to attack and defend Provinces in battle. Strategies, also found in the Fate deck, are one-shot cards that give your Personalities an edge in battle.

Throughout the game, you will fight battles, seeking to destroy enemy armies and provinces while defending your own. You win by destroying all your opponent's provinces.

Learning to Play

This rulebook will get you into the action of playing the game. The decks that come with it are sorted in a fixed order that will help you play the first three turns of a learning game. If you put them out of order while looking at the cards, don't worry. You can re-stack each deck using the small numbers at the bottom of each card, putting the lower numbers on top. As you see each new card show up, use the guide to the cards, found on the next few pages, to understand what it does. There are also reference cards to remind you of things like the turn order and the abilities players can take each turn.

Sections titled **Learning the Game** are found throughout the rulebook. They will walk you through the first three turns of the learning game, while the rules explain the basics of play. It is rec-

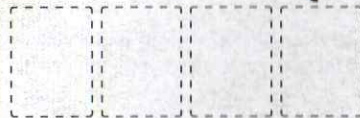
Advanced Rules

This book gives a shortened and simplified version of the Emperor Edition rules. It only covers those rules relevant to cards in the *Honor and Treachery* learning decks. Once you have learned the basics of the game learn the advanced game from local players (local Stronghold stores are listed at www.imperialassembly.com/#loadpage=storefinder) or download the advanced rule book for free at www.rules.l5r.com.

Initial Game Setup



DYNASTY
DECK



PROVINCES



FATE
DECK

ommended you have the decks out and follow the walkthrough as you learn the game.

Once you understand these basics and have played through the learning game, you can shuffle the decks and start a game with another player.

Included in *Honor and Treachery* are the basics to get you started into the world of L5R. Buy Emperor Edition starter decks for a full rulebook and additional cards. All cards in *Honor and Treachery* are legal to play in Emperor Edition tournaments, but if you want to upgrade your decks or try another clan, then Emperor-legal starter decks and booster packs are available from AEG or select local game retailers. For more information, go to <http://www.l5r.com>.

The Cards

The game uses two separate decks, the Dynasty deck of black-backed cards and the Fate deck of green-backed cards. These plus your Stronghold and starting Holdings make up your play deck.



Stronghold

Your Stronghold represents your starting base of operations. It does not go into your decks. You start with it in play.

CARD TITLE: At the top of the Stronghold in a white bar is its title. All L5R cards have a title.

CLAN MON: To the left of the title is an insignia that shows you what Clan you are a player of, or no insignia if you are unaligned.

BASE PROVINCE STRENGTH: The topmost of three icons at the right of your Stronghold shows your

base Province Strength. High Province Strength means your lands can resist attacks more easily.

GOLD PRODUCTION: The middle of your Stronghold's three icons, the coin, shows its Gold Production. This shows how much Gold your stronghold produces to put other cards into play.

STARTING FAMILY HONOR: The bottom icon on a Stronghold shows its Starting Family Honor. In *Honor and Treachery*, this number does not change, but in a standard game of L5R, this number may rise and fall as you prove your honor, or show your dishonor.

TEXT BOX: Like all other L5R cards, the Stronghold has a text box (see **Reading the Cards**, p. 18).

Stronghold



Learning the Game 1

STARTING THE WALKTHROUGH

The Phoenix and Scorpion players should each find their Stronghold and put it on the table in front of them.

The first cards after the Stronghold are starting Holdings: 'Border Keep' for the Phoenix Player, and, for the Scorpion player, the two cards 'Border Keep' and 'Bamboo Harvesters'. Take these Holdings out; they, and the Strongholds, begin the game in play and do not go in their decks.

'Bamboo Harvesters' begins the game bowed (turned 90 degrees to the right; see **Bowing and Straightening**, p. 21), and will

not immediately straighten according to its own trait. A player starts with this Holding in play as a compensation for not going first (see **Going First**, p. 20).

The remaining cards form two decks: the black backed cards form the Dynasty deck, which goes on the player's left, and the green backed cards form the Fate deck, which goes on the player's right.

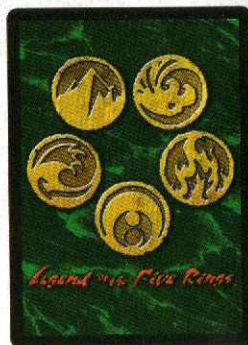
Each player draws six cards from the Fate deck, forming his or her hand.

In between the Dynasty deck and Fate deck, each player deals four cards onto the table face-down, from left to right. These face-down cards are each in a province, an invisible area that holds cards. You may not look at the face-down Dynasty cards in provinces, but you may always look at the Fate cards in your hand, keeping them secret from the other player.

Dynasty Deck



Fate Deck



Dynasty Card Types

Holding

These cards represent resources in your lands. Holdings, like many cards, have a Gold Cost—the number in the round coin icon—that you must pay to bring them into play. Holdings normally enter play bowed.

Personality

A Personality card represents one of the notable characters of Rokugan. The title bar of a Personality will have the insignia of his or her Clan alignment, or no insignia if unaligned. Only

Holding



some of the card's stats are used in the *Honor and Treachery* game, although all of them are important in the full L5R game.

FORCE: A Personality's Force, abbreviated as "F," is found in the lighter colored icon at the top left.

CHI: Chi is found in the dark colored icon at top right. It is not used in the *Honor and Treachery* rules.

HONOR REQUIREMENT: Honor Requirement is the leftmost of the three icons in the middle (the square banner). It is not used in the *Honor and Treachery* rules.

GOLD COST: Personalities have a Gold Cost, the middle of the three icons, which you must pay before you bring them into play.

Personality



PERSONAL HONOR: Personal Honor is found in the fan, the rightmost of the three icons. It is not used in the *Honor and Treachery* rules.

UNITS: A Personality and any cards attached to him make up a unit. If a Personality is destroyed, all cards in the unit are also destroyed. Cards that bow, straighten or destroy a unit affect all cards in the unit.

Fate Card Types

Strategy

Strategies are cards you play from your hand and then discard.

Strategy



GOLD COST: Strategy cards in *Honor and Treachery* have a zero Gold Cost, shown by the coin in the middle. You do not need to pay Gold to play them.

FOCUS VALUE: Like all Fate cards, Strategy cards also have a Focus Value, in the black circle at the bottom of the card.

Attachments

Followers and Spells are attachment cards.

Attachment cards enter play by being attached to a Personality, placing the card under the Personality with the title showing. Attachments may only be attached to a Personality you control.

An attachment's Gold Cost must be paid before it enters play.

Follower

Followers represent troops, creatures, or advisors. They have Force, in the icon at the top left, which



Follower



Spell



helps their unit in battle. In the full game, they have an Honor Requirement, the leftmost icon in the middle, but this is not used in the *Honor and Treachery* rules.

Spell

Spells represent magic scrolls used by a Shugenja (a person trained in the magic of Rokugan). They will only attach to a Shugenja.

All players have a Battle ability that lets them attach Spells to their Shugenja in battle, then immediately use the Spell's Battle abilities. See "Battle Equip" on the appropriate reference card.



Learning the Game 2

LOOKING AT YOUR STARTING HANDS

Each player should now look at the cards in his or her hand and on the table, try to identify their types, and see what stats, traits and abilities they have. If you are playing the example game with the cards in order, these are the cards each player should have in hand. You may want to lay them out on the table so you both can see, for learning purposes.

Phoenix Clan Player

'Akodo Regulars' (Follower), 'Contemplate the Void' (Spell), 'Cleansing the Path' (Spell), 'Crushing Strength' (Strategy), 'One Shout' (Strategy), 'Servitors of Stone' (Spell)



Scorpion Clan Player

'Block Supply Lines' (Strategy), 'Incapacitated' (Strategy), 'Prepared for Death' (Strategy), 'Hired Legion' (Follower), 'Fall Back!' (Strategy), 'Veteran Skirmishers' (Follower)



Reading the Cards

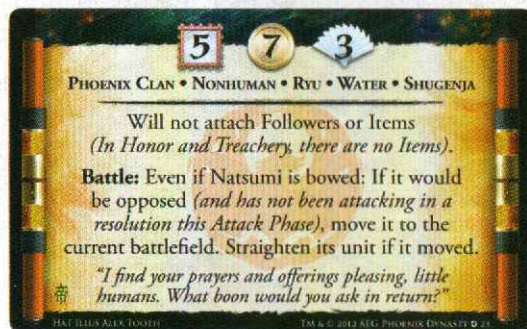
Stats

Force, Chi, Province Strength and Gold Cost are examples of *stats*, or number values. Stats may gain bonuses or penalties from effects in the game.

Text Box

The text box gives information about how the card acts in the game. All cards should be read under the first Cardinal Rule of L5R:

If the text of any card or ability contradicts a more general rule in the rulebook, follow the card or ability's text, not the rulebook.



The text box may contain any, all or none of the following four parts.

1. Keywords

A *keyword* is a phrase of one or more words that appears at the top of a text box, above a dividing line. For example, a Personality can have the keywords Phoenix Clan and Shugenja.

Some keywords have meaning in the rules, and others may work with effects on other cards but don't have meaning in the rules.

Example: *Stalwart* is a special keyword that provides protection against bowing (see p. 63). On the other hand, **Samurai** is a keyword that has no special rule, but effects on other cards may do things for or against Samurai. For example, the Follower, 'Wave Man', says it "will only attach to a Samurai."

Keywords are separated from each other by solid dots (•). If keywords appear on more than one line in a text box, the ones on different lines are separate as well.

A keyword can be made up of multiple words, like "Scorpion Clan".

2. Traits

After a card's keywords come its *traits*: phrases in normal print that describe the card's effects or restrictions.

Some traits start with a *trigger*, a phrase that ends in a colon (:) and refers to something happening in the game—for example, Akodo Shihiro's trait has the trigger "Before (*each time*)

another player's action resolves during a battle at Shihiro's battlefield:"

After the colon, there will be effects that happen whenever that trigger occurs, such as Akodo Shihiro's "Give Shihiro +1F (*until the turn ends*)."

His gain of Force happens automatically before every time an enemy action resolves (but goes away at the end of the turn; see **How Long Do Things Last?**, p. 27)

In traits and abilities, a card may refer directly to its own title; for example, the Personality named 'Isawa Taiken' reads "Bow Taiken:" This refers to the card itself, and not to any other copy of the card with the same name.

3. Abilities

Below any traits, there may be one or more *abilities*: blocks of text that describe actions you can take at certain points in the game. An ability starts with one or more of the boldface terms **Limited:** or **Battle:** This tells you when in the game the action can be taken.

Sometimes, after the boldface term, there is text followed by a second colon (:). For example:

Battle: Bow Taiken: Ranged 4 Attack.

The text between the first colon and the second colon tells you what needs to happen, for you to take the ability's action. This text is known as the *constraints block*. For more information on taking actions, see **When Can I Take an Action?** (p. 25)



The text after the ability's last colon describes the effects the action has when it resolves, and is called the *effects block*.

4. Flavor Text

At the bottom of the text box, in italic type, comes a card's *flavor text*: a short quote about the world of Rokugan. Flavor text has no game effect.

Setting Up The Game

Separate out any Strongholds, and any Holdings titled 'Bamboo Harvesters' or 'Border Keep', from your other cards. These cards do not go in decks. Then, separate the rest of your cards into Fate (green) and Dynasty (black) decks.

Strongholds

You start with your Stronghold in play.

Going First

The player whose Stronghold has the highest starting Family Honor takes the first turn (see **Turn Sequence**, p. 22). In *Honor and Treachery*, this will be the Phoenix.

Starting Holdings

Along with the Stronghold, each player begins the game with one special Holding titled 'Border Keep' in play.

Because the Scorpion player is not going first, he or she also starts the game with one Holding titled 'Bamboo Harvesters' in play and bowed.

Bowing and Straightening

A *bowed* card is turned 90 degrees to the right to show that it has spent its efforts. Costs and effects throughout the game may bow an unbowed card, or *straighten* a bowed card, returning it to the unbowed state.

Decks and Discard Piles

In a normal game, you shuffle your two decks separately, give your opponent a chance to cut or shuffle them, and put them in front of you. The Fate deck goes about where your right hand is; the Dynasty deck about where your left hand is.

The Dynasty cards you discard during the game will go to a face-up discard pile to the left of the Dynasty deck. Fate cards you discard will go to their own face-up discard pile to the right of the Fate deck.

Provinces

Next, take the top four cards from the Dynasty deck and lay them face-down side by side, from left to right, between the two decks. These cards mark your *provinces*, or game areas representing your lands, one card to a province.



If a province is ever without a card, refill it immediately with a face-down card from the top of your Dynasty deck. You may not normally look at any face-down cards, even ones in your own provinces. Provinces that cannot be refilled still exist; use some other way to mark them.

The Stronghold's Province Strength stat tells you how strong each of your provinces is against attack. Each province's strength can be raised and lowered separately by effects in the game (for example, 'Tamori Kusugi' has an ability that raises or lowers a province's strength.)

The Hand

Draw six cards from the top of your Fate deck and hold them so you can see their faces and your opponent cannot. This is your *hand*. These cards are considered face-down, but you may look at them.

The Turn Sequence

The starting player takes the first turn, following each of the steps described below in order. Once he or she has completed a turn, the next player takes a turn, and so on, until the game ends.

1. Straighten Phase

As the player whose turn it is, you straighten all your bowed cards, including your Stronghold.

Learning the Game 3

PHOENIX CLAN PLAYER STRAIGHTEN & EVENTS PHASE, TURN 1

With higher Family Honor than the Scorpion—6 to 1—the Phoenix Clan player goes first.

The Straighten Phase is uneventful, as the Phoenix has no bowed cards in play.

Flipping over cards in her provinces, left to right, the Phoenix reveals: 'Remote Village' (Holding), 'Tamori Kusugi' (Personality), 'Natsumi' (Personality), 'Shiba Jikaro' (Personality).

From their colors, keywords and symbols, you can see that 'Natsumi' and 'Shiba Jikaro' have the Phoenix Clan alignment, while 'Tamori Kusugi' is from the Dragon Clan, an ally of the Phoenix in this fight.

Note that 'Bamboo Harvesters' has a trait that says it will not straighten on the first turn.

2. Events Phase

Starting with your leftmost province, turn its card face-up if it is face-down. Do this for each of your face-down cards in provinces, left to right.

3. Action Phase

In the Action Phase, the active player takes Limited actions. These actions represent various kinds of

Learning the Game 4

ACTION PHASE, TURN 1

The Phoenix Clan player is not happy with the cards in her provinces. She has three Personalities and a Holding showing, but she would rather increase the chances of another Holding, so she can build her Clan's economy. Her Holding in play, 'Border Keep', has a Limited ability. She can use it because it is her turn and it is the Action Phase.

Limited: If it is your first turn: Put one or more cards in your provinces at the bottom of your deck, refilling the provinces face-up.

She meets the condition between the two colons—it is her first turn—so she goes on to apply the effects. She chooses the three Personalities face-up in her provinces to go to the bottom of her Dynasty deck, leaving only Remote Village. She then fills the three empty provinces, left to right, with the next three cards from the top of the Dynasty deck, turning them face-up: 'Silver Mine' (Holding), 'Isawa Tamaki' (Personality) and 'Isawa Nairuko' (Personality).

The ability can only be used once per turn, so she passes. The Action Phase ends.

TIP: Use your 'Border Keep' to support your strategy for the game. If you are playing a fast game, then your goal might be to have in your provinces a Personality your Stronghold can pay for and a Holding your 'Border Keep' can pay for. Remove and refill any card in your provinces that doesn't fit this picture. If you are intent on playing a slower and stronger game, use it to try and get at least two Holdings face-up in your provinces on the first turn (or one Holding costing 5G or more, like 'Silk Works').

intrigue and preparation for war. The Action Phase ends when the active player passes.

When Can I Take An Action?

You can normally take actions from abilities on Strategies and Rings in your hand, from abilities on your non-Strategy cards in play, or from *player abilities* granted to you by the rules or card effects. In *Honor and Treachery*, there are two player abilities: a Limited Equip ability for all attachment types, and a Battle Equip ability for Spells (see reference card).

Limited actions are taken in the Action Phase only by the active player (the player whose turn it is). Battle actions can be taken by both players during a battle's Combat Segment.

There are three more limitations on using abilities:

- Abilities on bowed cards may not normally be used.
- A card must be in play, or be a Strategy played from your hand, to use its abilities.
- Each separate card ability and player ability may normally only be used once per turn.

Anything mentioned in between the two colons (:) of an action is something that needs to happen or be true in order for the action to be legally taken.

"Targeting" a card simply means finding a card in play and picking it as the target.

"Choose your performing Personality," or similar phrases, mean that you have to find a Personality



you control in play who meets the requirements of the action. “Bow this card,” or similar phrases, are costs of the action; you have to carry out that effect for the action to resolve.

Sometimes, the text between the two colons will have a phrase starting “Even if” that relaxes the usual rules when taking that action.

Example: ‘Bayushi Utoro’ has the ability, **“Battle:** Even if Utoro is bowed, discard a card and target a Personality: Straighten him.” The text between the colons tells you that: Utoro can take the action while bowed, which is not usually the case (see above); you must target a Personality (which can be Utoro himself or anyone else at the battle); and that as a cost of the action, you must discard a card from your hand. If these requirements are met, you straighten the target Personality.

If all targets are met and costs are paid, apply the action’s effects from the last section of the ability, in the order they are mentioned. You try to apply all the action’s effects even if some of them cannot happen (for example, straightening a card that is already unbowed.)

Finally, if you took the action from a Strategy card in your hand, discard it.

Performing: In addition to being chosen to perform an action, a Personality or Follower is said to “perform” any action that is on the Personality or Follower card itself (including the action granted by the Towers of the Yogo Stronghold). An action on a Spell is performed by its Shugenja.

Traits

A triggered trait is text with a colon but without a boldface word like “Limited” or “Battle”. There are three main differences between a triggered trait and an ability.

- A triggered trait is not optional; you must apply the effects whenever the trigger is met. (**EXCEPTION:** The “Bow this card:” on Holdings is done when producing Gold and is always optional.)
- A triggered trait, unlike an action, can be used when its card is bowed.
- A triggered trait, unlike an action, is not restricted to once per turn.

In *Honor and Treachery*, these special rules apply in particular to the trait on ‘Akodo Shihiro’ and the second trait on ‘Wave Man’ (“After an Attack Phase ends.”)

Traits without a colon (:) apply at all times while their card is in play. For example, the Follower ‘Seppun Heavy Elite’ says “This Personality has **Elite**.” This trait gives the Elite keyword to the Follower’s Personality as long as it is attached to that Personality.

How Long Do Things Last?

Some costs or effects are *instantaneous*, and marked by physical changes to the game components, such as bowing, moving or destroying cards. These changes do not wear off by themselves.



Other costs or effects involve changes that are *ongoing*. That is, they last until a certain point in the game, and are not physically marked by the game components. In *Honor and Treachery* these include Force bonuses and bonuses to a province's strength.

All ongoing changes to Force and Province Strength from actions and triggered traits last until the end of the current turn, unless they give a different duration.

4. Attack Phase (Optional)

The active player may now optionally declare an attack on the other player, creating an Attack Phase and sending Personalities in an attempt to destroy the other player's provinces. Rules for the Attack Phase and battles can be found on page 41.

5. Dynasty Phase

In the Dynasty Phase, the active player whose turn it is can bring cards in his or her provinces into play and discard, if desired, any face-up cards from those provinces.

a. Bring Cards Into Play From Provinces

During the Dynasty Phase, in any order you like and as many times as possible, you can bring face-up Holdings and Personalities into play from your provinces.



To bring a Holding into play, pay its Gold Cost. Unlike other card types, Holdings always enter play bowed.

To bring a Personality into play, you must pay his Gold Cost.

Paying Gold Costs

Your Stronghold and most Holdings can be bowed to produce Gold. The amount of Gold produced can be read from a Stronghold's Gold Production stat, or from a Holding's traits.

Gold produced by a single source (such as a Holding) must all be spent to pay for one cost. Extra Gold does not carry over to other purchases. However, you can add two or more sources of Gold (such as a Holding and your Stronghold) together to pay a cost.

Example: *Your unbowed Scorpion Clan Stronghold has a Gold Production of 4. You also have a 'Geisha House' and a 'Border Keep' in play and unbowed. The 'Geisha House' bows to produce 3 for you, because you are Scorpion Clan, and the 'Border Keep' bows to produce 2.*

Because the most you can produce from any two of them is 7, if you now wish to buy a card that costs you 8 Gold, you need to bow all three of these cards to produce 9. The extra 1 Gold is lost, and may not be used to pay for anything else.

A Personality's Gold cost can be reduced if the Personality has your Clan alignment.



Clan discount: If a Personality has your Clan alignment, at any time you bring him into play, you may pay 2 less Gold for him to enter play. This is known as buying the Personality “with Clan discount.”

b. Discard Face-Up Cards

Before your Dynasty Phase ends, once you are done bringing cards into play, you may discard face-up cards from your provinces one by one, refilling the province face-down each time before continuing.

6. End Phase

In the End Phase, you draw a Fate card. Then, if your hand is above the maximum hand size of eight, discard cards down until you are at the maximum hand size.

The turn ends when the End Phase does. As an honorable Samurai, it is customary to bow to the other player and say, “The table is yours.” The other player now takes his or her turn.



Learning the Game 5

**PHOENIX CLAN TURN 1: DYNASTY AND
END PHASES; SCORPION CLAN TURN 1;
BOTH PLAYERS TURN 2**

The Phoenix Clan player now has the two Holdings she was hoping to end up with when she used Border Keep's ability. She bows her Stronghold to produce 3 Gold in payment for the 'Remote Village', which has a Gold Cost of 3. It enters play bowed. She then bows her 'Border Keep' to produce 2 Gold, which pays for the 'Silver Mine', and the Mine also enters play bowed. Both empty provinces are refilled with a face-down card from the top of the Dynasty deck after their Holding enters play.

Looking at her Provinces, she sees that she will be able to pay for both of these face-up Personalities next turn, so she chooses not to discard any Personalities. Going to her End Phase, she draws the top Fate card from her deck; it is a Strategy, 'Treachery and Deceit'. She signals to the Scorpion player that the turn is now his.

The Scorpion's 'Bamboo Harvesters' Holding does not straighten in Turn 1's Straighten Phase due to its card text, and the Scorpion has no other bowed Holdings. In the Events Phase, the Scorpion reveals in his Provinces three Holdings ('Diamond Mine', 'Large Farm' and 'Small Farm') and a Personality ('Shosuro Konishi'). He sees the Holdings he wants to play in order to boost his economy, and decides not to use his 'Border Keep', so he passes in the Action Phase. With no Personalities in play there is little point in declaring an attack.



Game State: Scorpion Player End of Turn 1



In the Dynasty phase, the Scorpion brings into play the 'Small Farm', paying no Gold as it has a 0 Gold Cost; and the 'Diamond Mine', paying its 6 Gold cost by bowing the 'Border Keep' for 2 and his Stronghold for 4. Both empty provinces are refilled with a face-down card from the top of the Dynasty deck after their Holding enters play bowed.

At his option to discard from provinces, he leaves the 'Large Farm' in the province; after all, the Small Farm can pay for it exactly, next turn. But on second thought, he considers 'Shosuro Konishi' to be too expensive this early in the game, and discards him face up to the left of his Dynasty deck, refilling the province face down from the top of the Dynasty deck.

In his End Phase he draws a new Fate card: the Strategy, 'Back to the Front'.

(In their second turn, with no Personalities in play, both players choose to pass through their Action Phases without taking actions, and do not declare an attack.)

The Phoenix player's Holdings and Strongholds straighten in the Straighten Phase. She has two face-down cards in Provinces, which she turns face-up in her Events Phase, revealing 'Shiba Tsukimi' and the Holding, 'Large Farm'.

In her Dynasty Phase she uses her Stronghold to produce 5 Gold, paying for 'Isawa Tamaki' with Clan Discount, which reduces her Gold cost of 7 to 5. (Tamaki is a Shugenja, so the Stronghold produces 5, not 3, for her.) The Phoenix then bows her 'Silver Mine' and 'Border Keep', producing 5 Gold to bring into play 'Isawa Nairuko.' Nairuko gets a Clan discount so her effective Gold cost is 4, which is overpaid by 1. The 1 extra Gold is lost, probably

to the Imperial tax collectors. The Phoenix player cannot spend this extra 1 Gold, for example, on her Large Farm. Then, she bows the Border Keep, again overpaying and producing 2 Gold for the 1 Gold Cost Large Farm. All empty Provinces have been refilled face-down from the Dynasty deck as soon as their cards entered play.

The Phoenix decides not to discard her Clan Champion, 'Shiba Tsukimi', as she is gathering enough Gold to be able to pay for her. She draws a Fate card in the End Phase: the Spell, 'Scouring Flood'.

It is now the Scorpion's turn. It is past the first turn, so his 'Bamboo Harvesters' Holding straightens together with his other bowed Holdings and Stronghold. Turning up the three face-down cards in his Provinces from left to right, he reveals 'Bayushi Kasumi', 'Yogo Haruto', and 'Bayushi Irezu'.

Like the Phoenix, the Scorpion passes through the Action Phase and declines to declare an attack. He then bows his 'Small Farm' to produce 1 Gold and bring his 'Large Farm' into play; bows his Stronghold and 'Bamboo Harvesters' to produce a total of 6 Gold for 'Bayushi Kasumi', who costs only 5 at Clan discount; and bows his 'Diamond Mine' and 'Border Keep' to produce a total of 7 Gold for 'Yogo Haruto', who costs 7 Gold with Clan discount. Finally, he applies the Clan discount to 'Bayushi Irezu', and pays zero Gold—free!—for the Bitter Lies Martyr.

The Scorpion's End Phase card draw is a Follower, 'Wave Man'.

Turn 2 is at an end. With Personalities now on the table, the next turn will get more interesting!