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Printed in the Republic of Texas by Yaquinto Printing.

A Humble Appology...and the Curse of the Floating C's.

Prior to printing the rulebook, we received copies of the game cards and were alarmed to find a few errors in the artist names. The most heinous being a 'c' that seemed to jump out of Matt Busch's name and make its way into Doug Shuler's on more than one account. We also misplaced a 't' in Randy Elliott's name at least once. We appologize, Gentlemen, for these and any other errors we may not have caught yet. We will endeavor to correct this in the future.

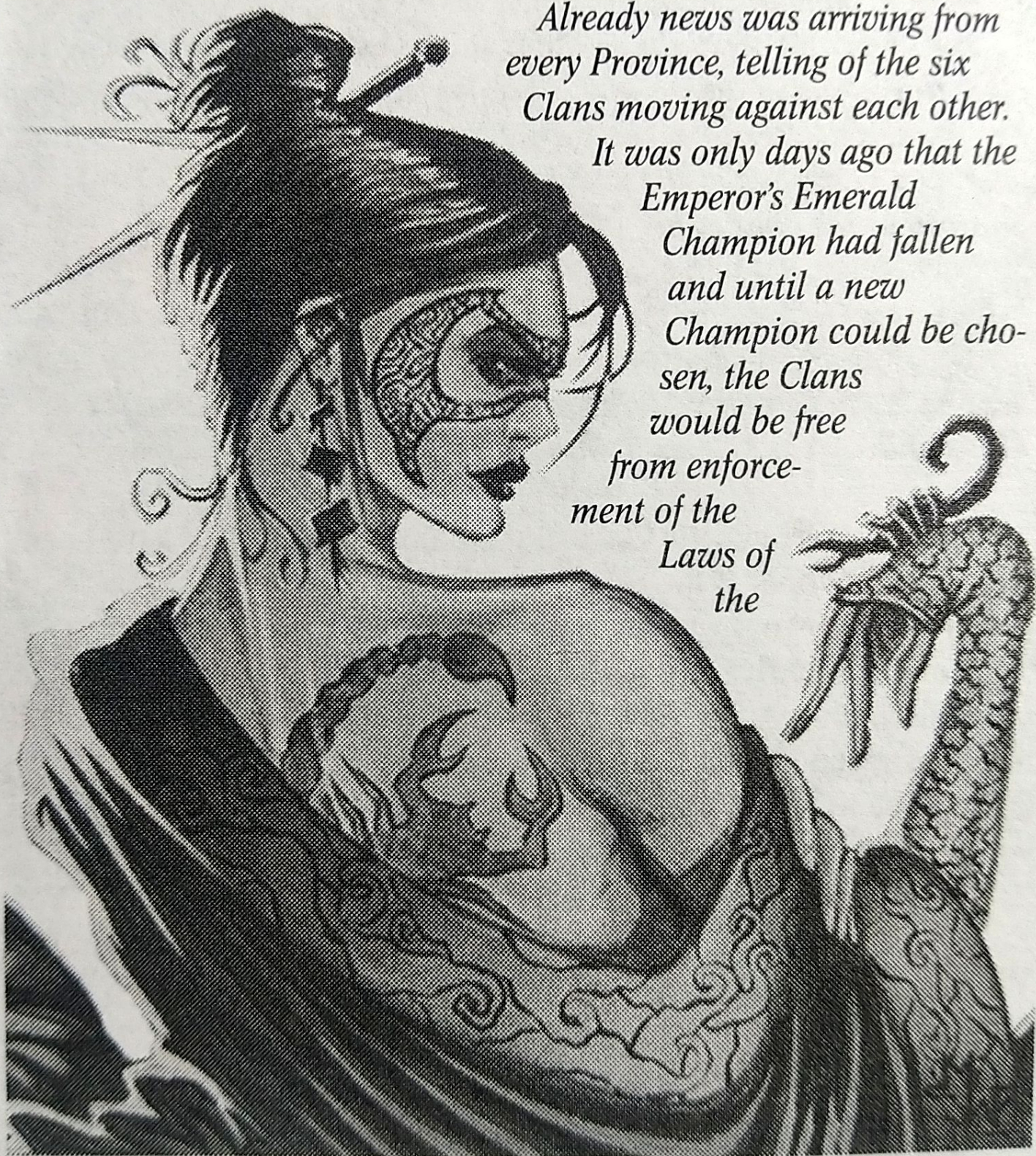
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KACHIKO WATCHED as the Emperor slid deeper into the sickness that had befallen him. The scents of incense were thick in the room from the holy men that prayed to the Gods of Fortune, but she knew it would take more than prayer to save the dying Lord. Wise men from across the Empire - the shugenja - pored over their ancient scrolls of wisdom, but so far, none of their spells could break the Great Lord's fever.

Already news was arriving from every Province, telling of the six Clans moving against each other.

It was only days ago that the Emperor's Emerald Champion had fallen and until a new Champion could be chosen, the Clans would be free from enforcement of the Laws of the



Land. While some Clans would cling to the Provinces they already controlled, others would be acting quickly to snatch up the Provinces that were vulnerable to attack.

The thunder of samurai riding into battle was commonplace. Fields were aflame with the ravages of war, and word of the ninja moving among the shadows was in the air. It was a time of distant thunder, and distant thunder always warns of present danger.

The Emperor's coughing resumed in earnest and Kachiko leaned in close to whisper in his ear and touch his trembling hand. It would not be very much longer that the plague would claim his life. So often the wise men marvelled at the Lady's courage, being so close to the Emperor at the hour of his greatest weakness.

Kachiko looked at the wise men and smiled so delicately. "They believe you are dying of the plague, but we know differently, don't we my Lord?" The Emperor could do nothing but tremble under her tender touch, knowing that dark forces were moving against the six Clans and he was helpless to hinder it.

For five millennia, the Clans of the Empire of Rokugan have been stalwart supporters of the Dynasty of the Hantei Emperors. The Empire has grown strong and mighty under this wise leadership.

Many races thrive within Rokugan, including the mysterious Naga of the deep forests, the Ogres of the mountains and many small goblinoid races who inhabit the edges of the Empire, the Shadowlands. Beyond the Imperial borders there are lands still unexplored, filled with barbaric races with strange and incomprehensible lifestyles.

Rokugan has a strong culture, based on the philosophy of the Five Rings, a belief that the forces of the five Elements—Earth, Air, Fire, Water and the Void—are the basis for all life, thought and action. Many scholars spend their entire lives trying to understand the complex interactions between the Elements.

Now, rumors fly from the capitol bearing terrible news. A plague

has decimated the Imperial Family. Bodies litter the streets. The greatest healers of the Empire have failed to save the lives of those who have been infected, though they have finally stopped the spread of the illness. Many of their number fill the burial pits as well.

The Emperor lingers at the edge of the Void, struggling to survive long enough to name his successor. He seeks one who will unify the Empire through martial power, through general acclaim, or through enlightenment of the spirit.

The populace fears civil war and the chaos which will follow. Each Clan works behind the scenes to see one of their own named to the Emerald Throne, but internal factions have proved to be an insurmountable distraction. The ancient rivalries between the forces of light and darkness divide brother from sister, Clan from Clan.

It is a time for strong leaders. It is a time for elemental magic, biting steel and deeds of honor. It is a time for Legends!



THE BASICS OF LEGEND OF THE FIVE RINGS

These rules may seem a bit overwhelming at first. Don't worry. The fundamentals of *Legend of the Five Rings* are very simple and easy to grasp. Most of these rules are special case explanations, timing details, and examples. You will first be given the "quick-start rules". These were designed to get you playing Legend of the Five Rings as quickly as possible. If a dispute arises over a rule, or you need an explanation of how a card is used in play, you can look it up in the main rules.

Legend of the Five Rings is an ongoing story, and as such, you will see the people, places and things in the Empire change as the story progresses. With each new expansion and printing of the basic set, personalities will change their powers and allegiances, clans will rise

and fall, a horror will return, a savior will emerge, and in 1997 the Legend will end.

You are a powerful Lord in the Empire of Rokugan. As you struggle for the Emerald Throne, you will need to develop your Fief and your ancestral lands. You will need to recruit famous Personalities from the Empire to join your service. Through careful use of your resources, you will be able to purchase followers for your armies, weapons for your personalities, and spells for your Shugenja. You also have a small measure of Family Honor based on your Clan affiliation. The Family Honor total is how the common people of the Empire view your attempt to become the Emperor. In addition to these assets, you have four Provinces, the ancestral lands controlled by members of your family and Clan which provide your connection to the history of the Empire.

You were born into one of the great Clans of the Empire. Each Clan has strengths and weaknesses, and more than one player may be affiliated with the same Clan. Each Clan associates themselves with an animal whose characteristics reflect their philosophy toward warfare, politics and sorcery. There are lesser clans who vie for the Emerald Throne, but as the struggle begins none are powerful enough to catch the notice of the dying Emperor.

The six clans are:

Crane – With quiet dignity and poise, the Crane Clan controls the political movements within Rokugan.

Crab – Masters of warfare who consider victory more important than honor.

Dragon – Mysterious and secretive, these warrior-wizards are known for their shaved heads and tattooed bodies.

Lion – Proud and honorable, their flowing manes warn enemies of their ferocity in battle.

Phoenix – The masters of the elemental magics. Their powerful sor-

cery compensates for weakness in battle.

Unicorn – Strong in magic and resources, with the most powerful cavalry in the Empire.

The Cardinal Rules:

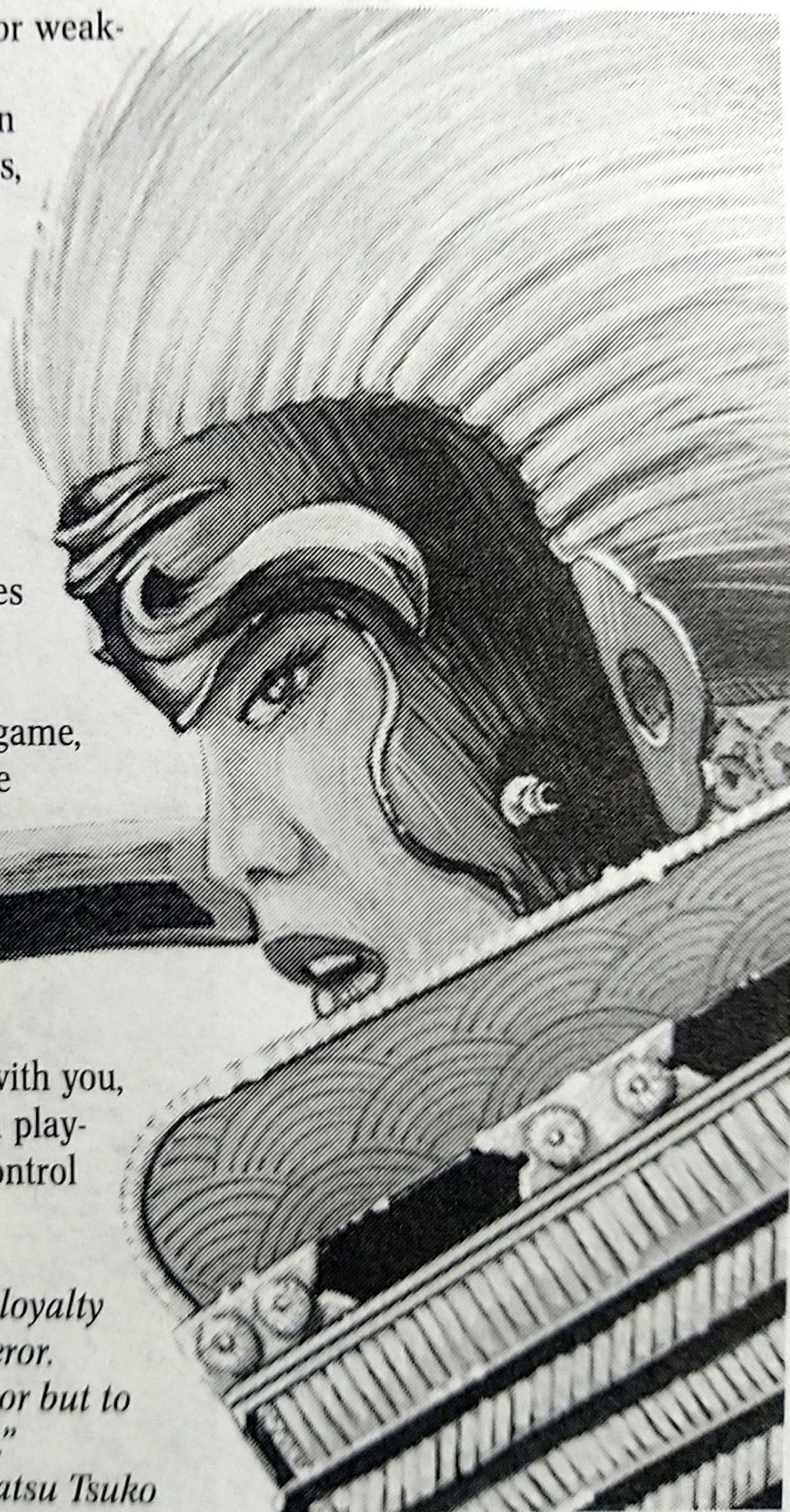
1. If any card contradicts these rules, that card takes precedence.

2. If you are removed from the game, all of your cards are

removed with you, regardless of which player may currently control them.

*"There is no loyalty
but to the Emperor.
There is no honor but to
die in his name."*

-Matsu Tsuko





Personality Card

A. Force

B. Name

C. Chi

D. Min. Family Honor
required to recruit

E. Cost in Gold

F. Personal Honor

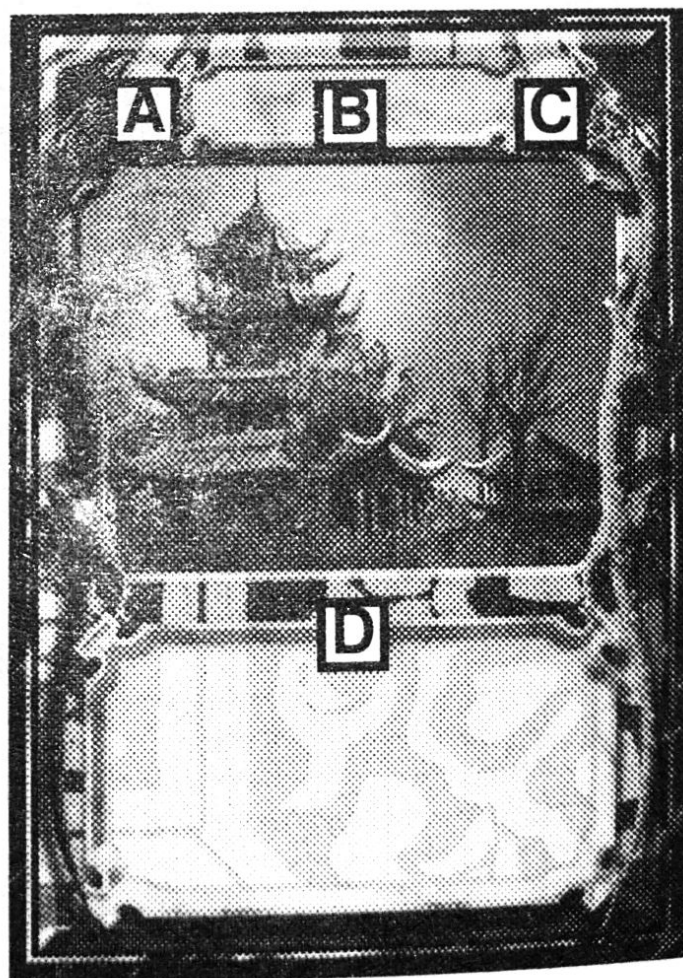
Holding Card

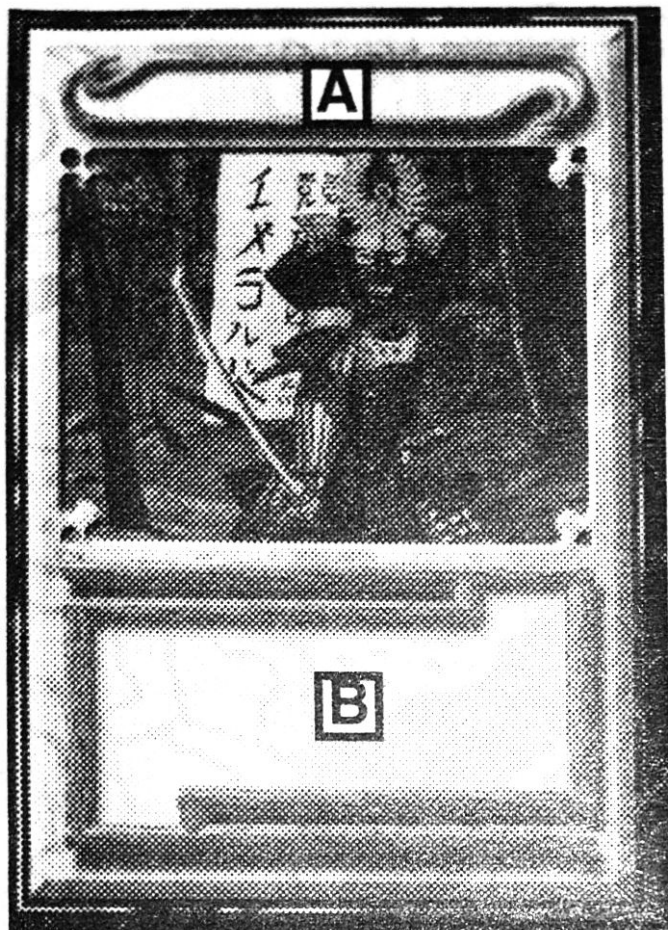
A. Honor Produced

B. Name

C. Gold Produced

D. Cost in Gold





Event Card

A. Name

B. Effect

Follower Card

A. Force

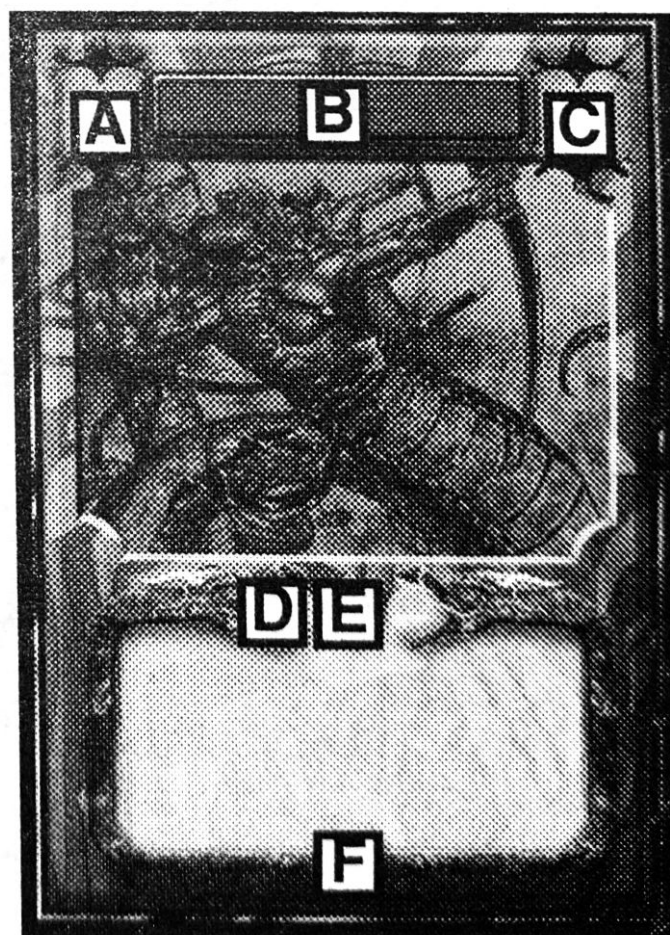
B. Name

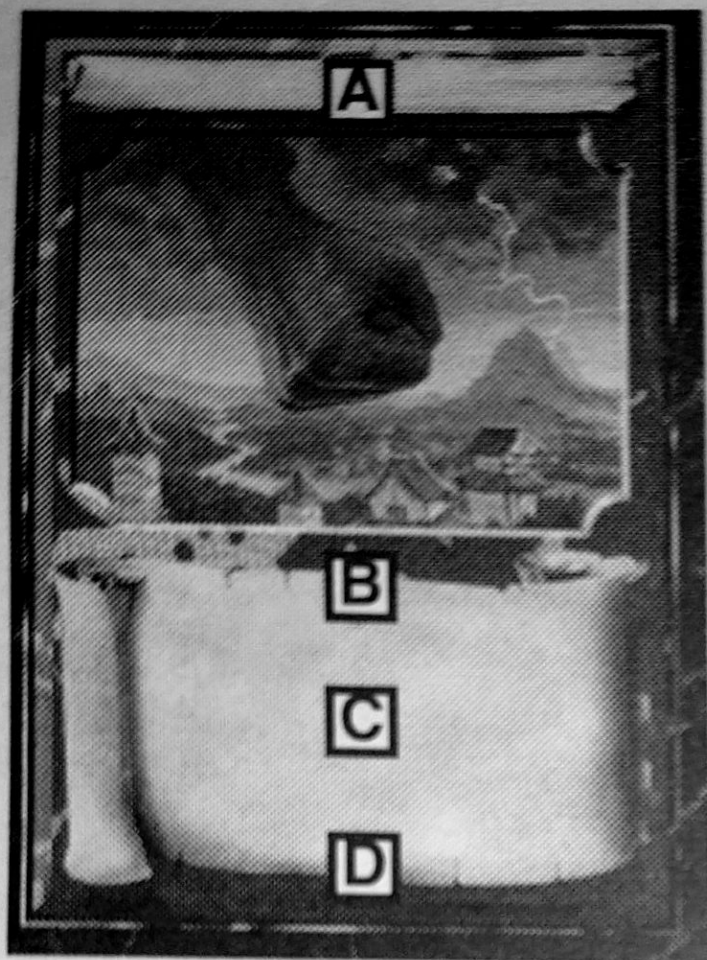
C. Chi

D. Min. Personal Honor
of target Personality

E. Cost in Gold

F. Focus Value





Spell Card

A. Name

B. Cost in Gold

C. Effect

D. Focus Value

Item Card

A. Force Bonus

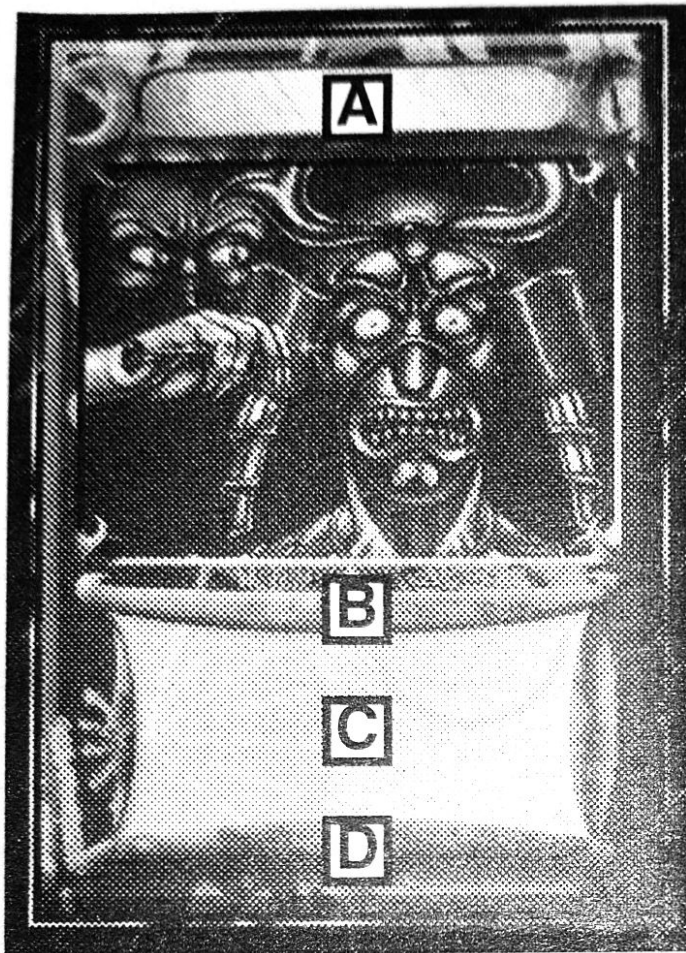
B. Name

C. Chi Bonus

D. Cost in Gold

E. Focus Value





Action Card

A. Name

B. Cost in Gold

C. Effect

D. Focus Value

Stronghold

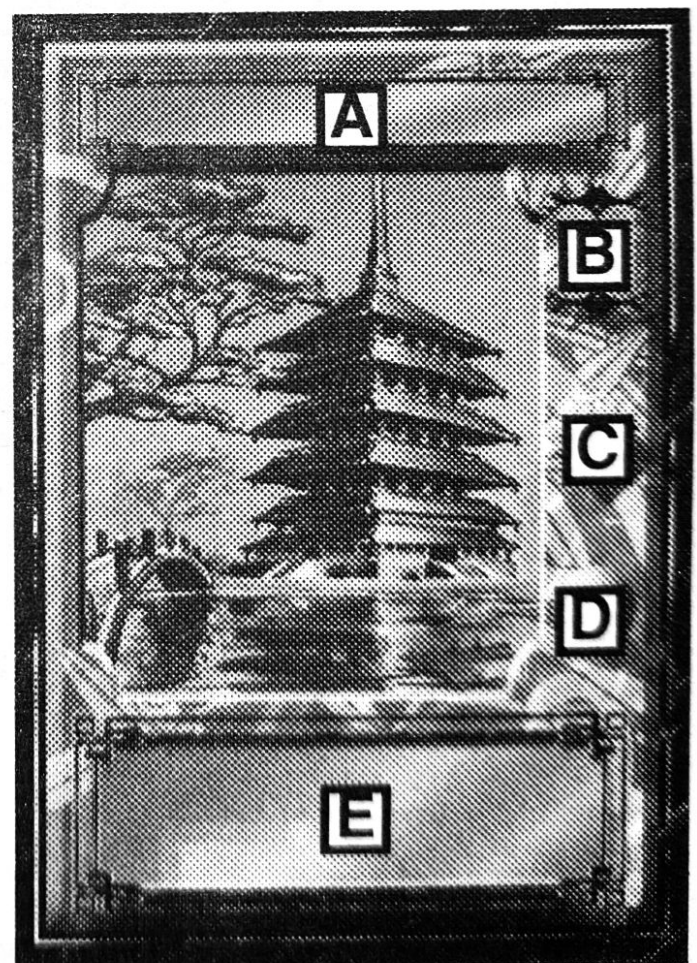
A. Name

B. Province Strength

C. Gold Production

D. Beginning Family Honor

E. Family Ability

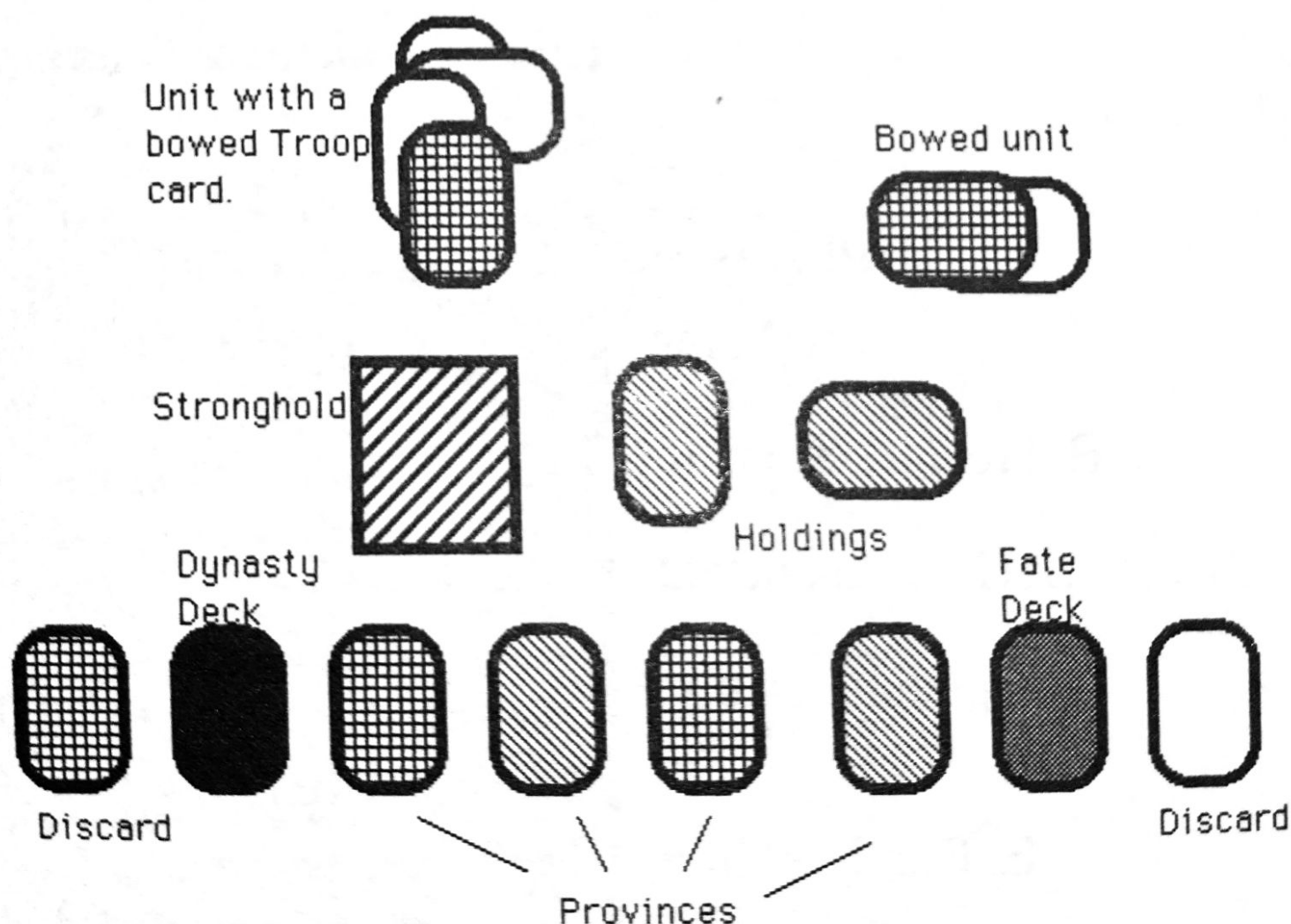


THE QUICKSTART RULES

• Beginning Play:

Open your Clan deck and sort the cards into two piles: Dynasty cards (with the black backs) and Fate cards (with the green backs). Shuffle each deck separately. The ancestral stronghold of the Clan you have selected is represented by the back of your Clan deck box, which begins the game in play. You will need counters or a pencil and paper to keep track of your family's Honor total, and some coins or other items to act as tokens which may be created during play. You will also need a marker to represent the Imperial Favor.

You begin the game with four Dynasty cards face down in the four "Ancestral Provinces" that you control, and five Fate cards in your hand. Your beginning Family Honor is listed on your Stronghold, and will go up and down during the game.



- **Winning the Game**

The Emperor will name you as his heir if:

- You are the only player still in the game,
- You begin your turn with a Family Honor total of 40 points or more, or
- You have all five of the elemental ring cards in play at the same time.

Your house is removed from contention for the throne if:

- All of your provinces are destroyed, or
- Your Family Honor total ever drops to -20 or below.

- **Your Turn**

During your turn, you will complete each of the following phases in order:

1. **Straighten Phase** – Straighten all your bowed cards.
2. **Events Phase** – Turn all Dynasty cards in your Provinces face-up. Any Events revealed are resolved and then replaced by new face-down Dynasty cards.
3. **Action Phase** – Play Limited or Open Actions out of your hand or from cards in play. Other players may play Open Actions. You may **attach** Followers and items to your Personalities, and spells to your Shugenja. Finally, you may **lobby** for the Imperial Favor.
4. **Attack Phase** – Attack Provinces belonging to one of your opponents, if you wish. This phase is explained in more detail below.
5. **Dynasty Phase** – Bring Dynasty cards into play from your provinces. Holdings enter play bowed. You may discard unwanted Dynasty cards. Fill any empty Province with a face-down Dynasty card.
6. **End Phase** – Draw a Fate card, ending your turn. Play passes to the player on your left.

- **Putting Cards Into Play**

To put a card into play, you must pay any costs involved. Many

cards have a gold cost which you must meet or exceed by bowing holdings and/or your stronghold. Any excess gold produced to bring a card into play is lost.

Face-up cards in your Provinces are not considered to be "in play." Cards not in play have no effect on cards in play.

Personalities will not work for you unless you have a minimum Family Honor; Followers will not work for a Personality whose Personal Honor is too low. These minimum Honor amounts appear on the cards. (See pp. 10-11.) You may not bring a unique card into play if that card is already in play somewhere. If you are bringing a Personality from your Clan into play, you may either pay 2 less gold or add their personal honor to your Family Honor. Followers, items, and spells must all be attached to a target Personality when they are brought into play, and then add to the Personality's values or provide new abilities for the Personality.

- **Actions:**

Actions may be generated by action cards out of your Fate Hand or by cards in play. Action cards are the only cards which can be played directly out of your hand. There are four types of actions:

Limited actions can only be played during your own action phase.

Battle actions can be played in any battle where you have a unit.

Open actions can be played during any action phase and any battle with your units.

Reaction cards will tell you when they can be played.

In any action phase, beginning with the current player and going around the table clockwise, each player can play and completely resolve one action or else pass. This continues until everyone passes. In the Battle Action phase, the defender plays first.

- **The Attack Phase:**

In this phase, you are sending your **units** (Personalities with their

attached **Follower** and **item** cards) to destroy an opponent's Provinces.

1. **Announce** which player you will attack this turn.

2. Both attacker and defender may **invite allies**; players assisting either side gain 2 Family Honor.

3. **Assign** your **infantry** units to attack a province or provinces.

4. The **Defender assigns infantry** units to defend provinces.

5. Steps 3 & 4 are repeated for **cavalry** units. To qualify as cavalry, the Personality and all attached Followers must have the **Cavalry** trait.

Now, resolve the battle at each Province separately:

7. Take turns playing **battle actions** and open actions; the Defender gets to go first. If a terrain card has already been played, you may not play another one. Terrain effects resolve after all other actions have been played.

8. **Compare the total force** of all the units in each army.

- Bowed cards count for zero force, and bowed Personalities reduce their entire unit to zero.

- The army with the smaller force is destroyed, and the winner gains 2 Honor for each card destroyed. If tied, both armies are destroyed and each side gains 1 Honor per card destroyed.

- If the attacking army has a total force larger than the defending army plus the strength of the province, the province is destroyed as well.

Repeat steps 7 & 8 for each Province.

- **The Imperial Favor**

Lobbying for the Imperial Favor is a Limited Action; you bow one of your Personalities and declare that you are lobbying. If no one holds the Favor, and you have the highest Family Honor, you get the Favor. Otherwise, you must **lobby** against the other Families to gain the Favor. All players will compare their Family Honor, plus the Personal Honor of any personalities they wish to bow, plus the Focus Value of any Fate Cards they wish to discard. If you succeed, you get

the Favor; otherwise it stays where it is. No one begins the game with the Favor. You may discard the Favor for one of four actions:

1. *Limited* – Draw a Fate card.
2. *Open* – Restore a Personality to Honorable status.
3. *Battle* – Remove one unit from a battle, bowed.
4. *Reaction* – prevent one instance of Family Honor Loss.

• **Destroying Personalities**

If a Personality is destroyed, all cards attached to it are also destroyed. Unless the personality has been dishonored by a card effect, the personality is called Honorable Dead. A personality dies if its Chi is ever reduced to zero.

• **Challenges and Duels**

If a card calls for a challenge, the personality challenged may refuse – and accept the consequences – or a duel results. In a duel, beginning with the challenged personality, each player may either **Focus** or **Strike**. To Focus, place a Fate card from your hand face down on the table, which will add its Focus Value to your personality's Chi when a strike is declared. Your opponent may then focus or strike. When someone strikes, the personality with the higher Chi wins, and kills his opponent. Both are destroyed if a tie occurs.

This ends the Quickstart rules. Get your cards and an opponent or two and try out a game, referring to the pertinent sections in the main rules should questions arise.



How To Win

Legend of the Five Rings has several paths to victory.

The first way to win is to be the only player left in the game, having eliminated all your opponents. A player is removed from the game

if all of the player's Provinces are destroyed, or if the player's Family Honor ever reaches -20.

You can also win by starting your turn with 40 or more points of Family Honor. By doing so, you gain the Imperial Throne through popular acclaim.

Finally, you can win through the act of gaining mastery of all Five Elements, as represented by the Philosophy of the Five Rings. There are certain cards in the game which allow you to master the Five Elements. If you succeed in playing all five rings, you are recognized as a Legendary Master and win the game.

GAME SETUP

Each player prepares two decks of 30 or more cards: one deck of Dynasty Cards, one of Fate Cards. **You may not include more than one copy of any single Event, Elemental Ring, or any card marked Unique.** You cannot include more than three copies of any other card. You are free to include as many cards in each deck as you wish, and you are not limited to the cards packaged in any particular Clan box. In fact, preparing a new deck to use against your friends can be the most interesting part of *Legend of the Five Rings*.

"It is said that one who knows the enemy and knows himself will not be endangered in a hundred engagements." – Sun Tzu, The Art of War

Shuffle your decks separately, and give your opponents the opportunity to cut the decks.

The **Dynasty Deck** is placed to your left. It contains Events which will pop up throughout the game, Personalities to recruit to your cause, and Holdings to provide gold, Honor, and other abilities. Discarded Dynasty Cards are placed to the left of the Dynasty Deck, face up. The **Provinces** you control are invisible areas of the table

located to the right of the Dynasty Deck. Place four Dynasty Cards in a horizontal line to the right of the Dynasty Deck, face down. You never look at face-down Dynasty cards until it is time to turn them face-up. Each card fills a Province. Your **Fate Deck**, which contains Followers for your Personalities, spell scrolls for your Shugenja, weapons, armor, and the like, is placed to your right, in line with the Provinces and the Dynasty Deck.

Draw five cards from the Fate Deck, forming your **Fate Hand**. These five cards are not revealed to the other players.

On the back of your deck box is your **Stronghold**, which determines which Clan you were born into. Strongholds are not unique: more than one player may be from the same Clan. Place your Stronghold above your provinces. This area of the table is known as your **Fief**, and is the area where your other cards will be put into play.

Each player records the amount of **Family Honor** provided by the Stronghold. (See page 13.) This Honor is provided by the Stronghold one time only, at the beginning of the game, and represents the goodwill and history of the family as imparted to the player when the game begins. Any player can ask what your current Family Honor total is at any time.

You will want to have a handful of coins, beads or other small items which can be used as tokens which may be created during play. A distinctive item should be available to represent the **Imperial Favor**.

DETERMINING WHO STARTS

Each player draws the top card from his Fate Deck and plays it face up on the table. The player who drew the card with the highest **Focus** begins the game as the first player. In the case of a tie, all players who tied draw another Fate Card and compare Focus again. Repeat this process until one player is victorious. After the first player, play continues clockwise.

A SHORT DISCUSSION OF SOME IMPORTANT GAME MECHANICS

• BOWING CARDS

When a card is **bowed**, you tilt the card 90 degrees to indicate that the card has been used. The reverse of bowing is **straightening**, meaning the card is returned to its normal upright position. A card which is not bowed is **unbowed**. Some cards may have effects which manifest without requiring them to bow.

Example:

Allen has an unbowed Retired General in play. During a battle, Allen's Samurai is currently being beaten. When his turn to play a battle action comes, he bows the Retired General, which adds Force to his Personality.

Once a card is bowed, it cannot be used for any other Action until it can straighten. It cannot be assigned to attack, defend, or use any special ability.

If a bowed card is attached to a Personality, that Personality may be used as normal; it gains no benefits from the bowed card until the bowed card can be straightened.

If a Personality is bowed, its entire unit is incapable of attacking or defending during the Attack Phase, although other cards in the unit may use any special abilities they may possess.

• BOWING CARDS FOR HONOR AND GOLD:

If you play a card that reads "Lose X Honor", you immediately subtract the amount X from your current Family Honor. Likewise, if you play a card that reads "Gain X Honor", your Family Honor immediately increases by the indicated amount.

Many holdings are capable of producing either honor or gold, or some combination of both when they are bowed. To use this ability, the player bows the card and announces which resource is being produced. On holdings, gold dragons indicate which direction to bow for Gold, while red dragons indicate which direction to bow for honor. Green dragons indicate a holding which produces neither commodity, but simply produces an effect. If a holding can produce both, there will be both colors of dragons on the card (red on the left, gold on the right). As soon as you bow a card which produces honor, add the honor produced to your Family Honor total.

You may bow any gold-producing card or your Stronghold at any time to produce gold to pay a gold cost. As soon as a gold-producing card is bowed, the gold produced must be immediately spent to pay the gold cost required to bring a card into play, or to meet the gold cost for an action. Multiple cards can be bowed to generate enough gold to meet a gold cost of a single card. **You cannot pay two or more gold costs with the gold produced by one card.** For instance, the *Diamond Mine*, which bows to produce 5 Gold, may *not* pay for two Followers each costing 2 Gold and an item which costs 1. Only one card may be brought into play; any excess gold production is taxed by the Emperor and lost.

• **ATTACHING AND MOVING CARDS**

When you **attach** a card to a Personality, place the new card beneath the Personality. This card is considered under the command or in the possession of the Personality to which it is attached. Newly attached cards are not bowed when they enter play, and are ready for use as soon as they are attached. Followers, items, and spells all must be attached to a target Personality when they are brought into play. The grouping of Followers and Personality is referred to as a **unit**.

No Personality may have more than one weapon and one armor card attached to him or her. Some cards, when attached to a

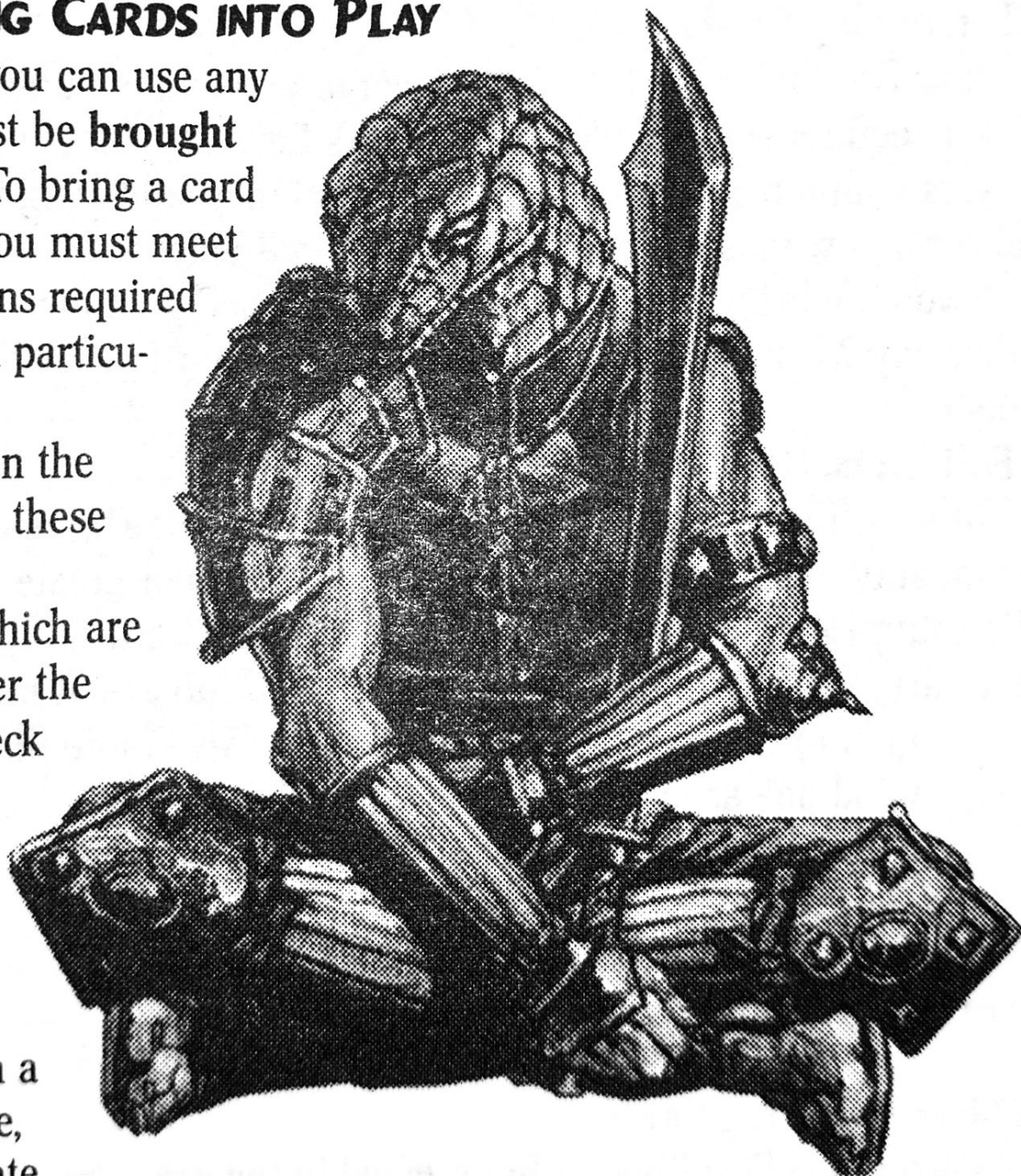
Personality, modify the Force and/or Chi of that Personality. A "+X" indicates a modification directly to the leader, while an "X" indicates an increase to the unit as a whole.

To *move* Follower, item or spell cards among Personalities, you must bow all of the exchanging Personalities. Once all cards are bowed, any number of cards may be exchanged between them. You cannot transfer cards to a Personality which is already bowed. The Personality you wish to transfer other cards to must be able to use them – a Shugenja could not give a spell card to a non-Shugenja.

• **BRINGING CARDS INTO PLAY**

Before you can use any card, it must be **brought into play**. To bring a card into play, you must meet all conditions required to play that particular card as described on the card and in these rules.

Cards which are still in either the Dynasty Deck or the Fate Deck, in (but not attached to) a Province, in a Discard Pile, or in the Fate



Hand are not considered in play, and have no effect on the game.

The player who brings a card into play is the controlling player unless a card effect specifically transfers control to another player.

Special Rules for Bringing Cards into Play:

- **Events**

Events manifest instantly when they are revealed in the Events Phase. Unless the Event specifically states otherwise, the Event is then discarded.

- **Personality Cards**

Your Family Honor Total must meet or exceed the minimum Honor requirement as noted in the card's Required Family Honor area. Players with a negative Family Honor total may still bring into play those cards with a "-" minimum honor requirement.

If you are bringing a Personality from your Clan into play, you may either pay 2 less gold or add their personal honor to your Family Honor.

- **Followers, Items & Spells**

You must control an unbowed Personality to attach the card. The Personality must have a Personal Honor equal to or greater than the minimum Honor requirement listed on the Fate Card. Only Shugenja may carry spell cards, and they are limited to carrying a number of spells equal to their Chi. No Personality may have more than one weapon and one armor item card.

- **Action Cards**

Action cards are the only cards from the Fate Deck which can produce effects without being attached to a Personality.

- **Elemental Ring Cards**

Each of the Five Rings is represented in the game by an Action

Card which allows you to achieve special effects through your mastery of the Elemental Philosophy.

The cost to bring a Ring Card into play is listed on the card following the "**Reaction:**" indicator. This is the condition which must be met to bring the card into play. As soon as the condition has been met, the Ring card can be added to your Fief and its effects become available to you.

While in play, the Ring card will manifest an effect noted on the card following the "**Benefit Elemental:**" indicator. This is the benefit you derive for having mastered that part of the Elemental Philosophy.

• **Unique Cards**

If a card is Unique, only one of that card may be in play anywhere in the game at any time. Two cards with the same name cannot be in play simultaneously if either is labeled Unique; you may not bring a Unique card into play if the same card is already in play. If a Unique card was in play, but has been discarded, another card of the same type may be brought into play.

• **TOKENS**

Many cards in Legend of the Five Rings allow you to place tokens on specific cards. These tokens are described as #F/#C where # are the values that are added or subtracted to the Force or Chi of the Personality that is bearing the token.

Thus, a 1F/2C token would add 1 to the Force of the Personality and 2 to his Chi. A -3F token would subtract 3 points from the Force value of the card bearing the token, and would have no effect on that card's Chi.

A card can have many different kinds of tokens on it at once. Some of the cards that create tokens will specify limits to the number of tokens that can be placed. You cannot voluntarily switch tokens between cards or destroy tokens without a special card effect which

allows you to do so.

Whenever a card is destroyed, any tokens on that card are removed from play. Even if that card is returned to play at a later time, the tokens are still lost.

SEQUENCE OF PLAY

Each player follows this sequence during his or her turn.

1. **Straighten Phase**
2. **Events Phase**
3. **Action Phase**
4. **Attack Phase**
5. **Dynasty Phase**
6. **End Phase**

1. Straighten Phase

Unless a card is allowed to remain bowed due to special effects or conditions, it must straighten during the Straighten Phase.

Some cards carry the notation that they "May remain bowed". These cards do not have to straighten if the controlling player wishes them to remain bowed.

2. Events Phase

Starting with the Province closest to the Dynasty Deck, each face down card in the Provinces is turned face up, one Province at a time.

If an Event is revealed, the effects described on the card immediately occur and are resolved. The Event is then discarded, and the empty Province is filled with a new card from the Dynasty Deck, which is placed face down in the vacant slot. This new card will not be revealed until your next turn.

3. Action Phase

During the Action Phase, you can use cards from your Fate Hand

to improve your position in the struggle for the Imperial Throne.

Beginning with the current player, and continuing clockwise, each player may either play one action or pass. Actions may continue to be played *until all players pass consecutively*, at which point the Action Phase is over.

Players other than the current player may only perform Open actions during this phase. The current player, however, may conduct any of the following:

1. A **Limited** or **Open** action played from your Fate Hand or from a card in play.
2. Attach a **Follower** card or **item** card to a Personality.
3. Attach a **spell** card to a Personality who is a Shugenja.
You cannot attach Followers, items, or spells to Personalities you do not control, or to a bowed Personality.
4. **Move** an attached card from one Personality to another.
5. Once per turn, you may **Lobby** for the Imperial Favor.

All of these actions count as the current player's action; you must wait until the other players play open actions or pass before you may do another.

4. Attack Phase

You are never required to attack. You may only attack once each turn, and you may only attack one opponent.

The Attack Phase is divided into five Segments:

1. **Declaration**
2. **Infantry Maneuvers**
3. **Cavalry Maneuvers**
4. **Battle Actions**
5. **Resolution**

4.1 Declaration Segment

You must declare your attack against another player, signaling the beginning of a battle between his forces and yours. You are the Attacker, and the player you are attacking is the Defender.

Attacks are directed against the Defender's Provinces, which will reflect your forces' efforts to crush the enemy's power base. No Dynasty cards may occupy a destroyed Province. You may attack as many of that Defender's Provinces as you want. You may not directly attack another player's Personalities.

During the Declaration Segment, you and your opponent may ask other players for their assistance as Offensive or Defensive Allies. You are not required to lend assistance if asked, and both players may ask the same player for assistance. A player may *not* join as an ally unless invited to do so.

There are two basic types of units: **Infantry** and **Cavalry**. All personalities and Followers are assumed to be Infantry, unless they bear the **Cavalry** trait in their description. A Personality and all attached Followers must all have the Cavalry trait for the unit to be considered Cavalry.

Multiple Combatants

It is possible for other players to join Attacks or Defenses if they have been asked by either the Attacker or Defender. Allies may commit as many units as they wish. Players who join the Attack or Defense gain 2 Family Honor as soon as they commit at least one unit. A player cannot ally with both the Attack and the Defense in the same turn. You may only gain this honor once per attack phase.

4.2 Infantry Maneuvers Segment

The Attacker indicates which units will perform an Infantry Attack and declares which Province each unit is attacking. Multiple units can attack or defend the same Province.

Any players wishing to announce themselves as offensive allies will assign one or more Infantry units to attack, and declare which Province each unit is attacking. Cavalry units may assign now if they wish.

Example:

Allen is attacking Bob; both invite allies. Allen commits two Infantry units to attack Province 1, and a second Infantry unit to attack Province 2.

Cindy elects to join the attack, and commits one Infantry unit to attack Bob's Province 3. Her Family Honor increases by 2.

Once all Infantry Attacks have been declared, the Defender brings Infantry units into the battle to defend the Provinces. The Defender must indicate which Province will be defended by each unit, and may assign units to Provinces whether they are being attacked or not.

Any player wishing to ally with the Defender then follows the same procedure, assigning one or more units to defend Provinces belonging to the Defender.

Example:

Bob uses one Infantry Unit to defend Province 1.

David elects to join the defense, and commits one Infantry Unit to defend Province 2. David also commits a second Infantry Unit to defend Province 1. David adds 2 points to his Family Honor total.

4.3 Cavalry Maneuvers Segment

The Cavalry Maneuvers Segment immediately follows the Infantry Maneuvers Segment, and is conducted in exactly the same way. Only Cavalry units may be assigned to attack or defend in this Segment.

Example:

Allen, noticing that Province 4 was left undefended, declares that his single Cavalry Unit will attack the undefended Province.

Cindy also sends a Cavalry unit to Province 4; as she has already received her 2 Honor alliance award, she does not receive it again.

End of Committal

Once all units have been committed to the combat, the battles begin. The **battle** at each attacked Province is resolved individually, and the Attacker determines the order in which the battles will be resolved. The last two segments (**Action** and **Resolution**) are resolved separately for each battle. If the attacker wishes, the "battle" for an unattacked Province may be resolved as well. The Attacker need not, in fact, commit any units at all to attack Provinces; an attack with zero units is still a valid attack. Once a unit is committed to a battle for a particular Province, that unit cannot move to a different battle.

4.4 Battle Action Segment

Beginning with the Defender, each player may perform an Open action or a Battle action, or pass. These actions may be generated by a card from the Fate Hand or a card in play. Play proceeds clockwise from the Defender, and continues until every player passes consecutively.

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 battle, such as *Superior Tactics*.

Terrain cards are special kinds of Battle Actions which affect the entire battle. Once a Terrain Card has been played in a particular battle, no other Terrain card may be played for that battle. The effects of any Terrain card are resolved as the final part of the Battle Action Segment, after all the players have passed. No further Actions can be played after the Terrain effects are resolved.

Any card in play may use a battle action or open action that affects cards in a battle unless the card text refers to an "opposing" card. In this case, the card creating the effect must be participating in the battle.

Example:

The *Negotiator* card has the ability "Bow to send home one opposing unit that is attacking your house." He must be defending at the battle in order to use this action, risking his life in the attempt to save his family.

The spell *Heart of the Inferno* allows a Shugenja to bow in order to "cast a fiery bolt at an army that destroys all Personalities and Followers of Force 2 or less". Because it does not refer to *opposing* cards, a Shugenja who is not assigned as a defender or attacker could use this spell in support of his army.

4.5 Resolution Segment

The Attacker determines the **Force Total** of his attacking units by adding the Force ability of each unit. The Defender then determines the Force Total of his defending units by adding the Force ability of the units. If any cards are bowed prior to the Resolution Segment,

they do not add to the Force Totals. If a Personality is bowed prior to the Resolution Segment, the Force for that unit is zero, even if the unit has unbowed Followers or items.

If the Defender's Force Total is greater than the Attacker's Force Total:

All Attacking units are destroyed. The Defender gains 2 Honor for each card destroyed. No Honor is gained for cards destroyed earlier in the battle.

If the Attacker's Force Total is equal to the Defender's Force Total:

All Attacking and Defending units are destroyed. The Defender and the Attacker gain 1 Honor for each opposing card destroyed. No Honor is gained for cards destroyed earlier in the battle.

If the Attacker's Force Total is greater than the Defender's Force Total:

All of the Defender's units defending the Province, if any, are destroyed. The Attacker gains 2 Honor for each card destroyed. No Honor is gained for cards destroyed earlier in the battle.

If the Attacking army's Force Total is **greater than** the Defending army's Force Total plus the Province's Strength, the Province is destroyed. Any cards in a Province when it is destroyed are discarded. A destroyed Province may no longer hold cards; mark it with a token, or slide your Fate and Dynasty Decks toward each other to close up the gap. You do not gain Honor from destroying Provinces, but only from destroying opposing armies.

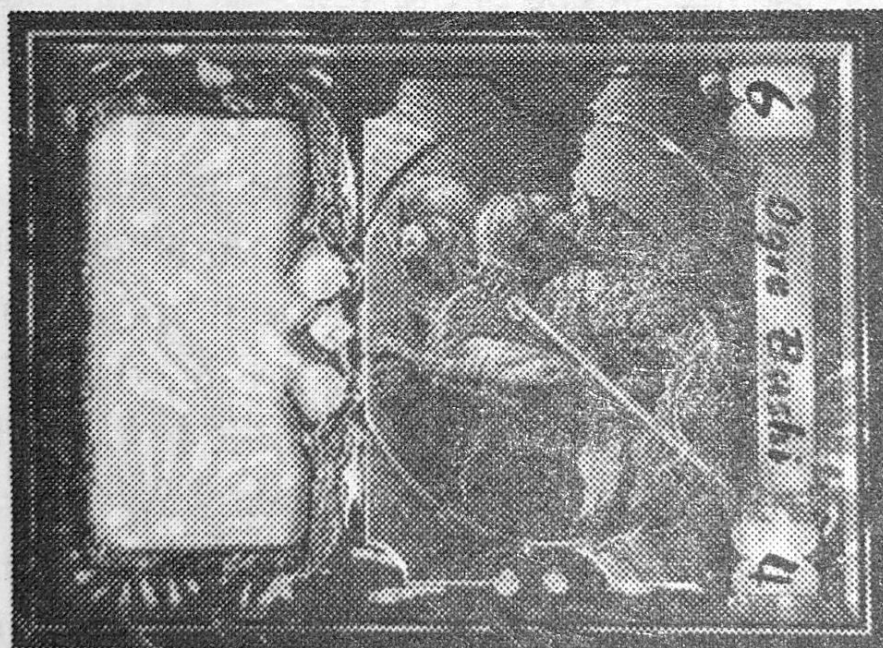
This process continues for each Province under attack. At the conclusion of the battle, all surviving Attacking and allying units are bowed and return to the Fief of their controlling players. Cards are not bowed because of their involvement in battle until this point.

ALLEN, BOB AND CINDY GO TO WAR: A SAMPLE COMBAT

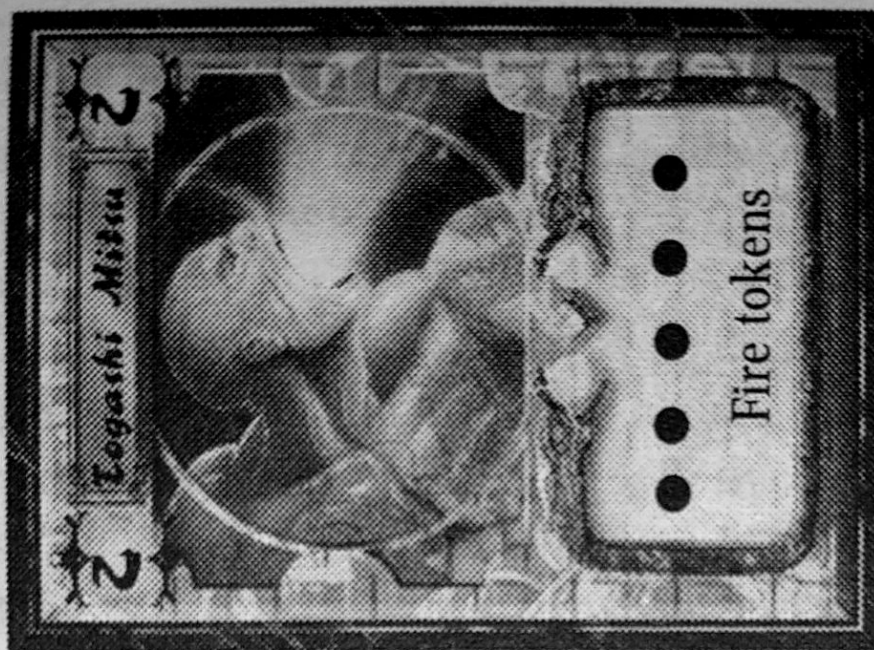
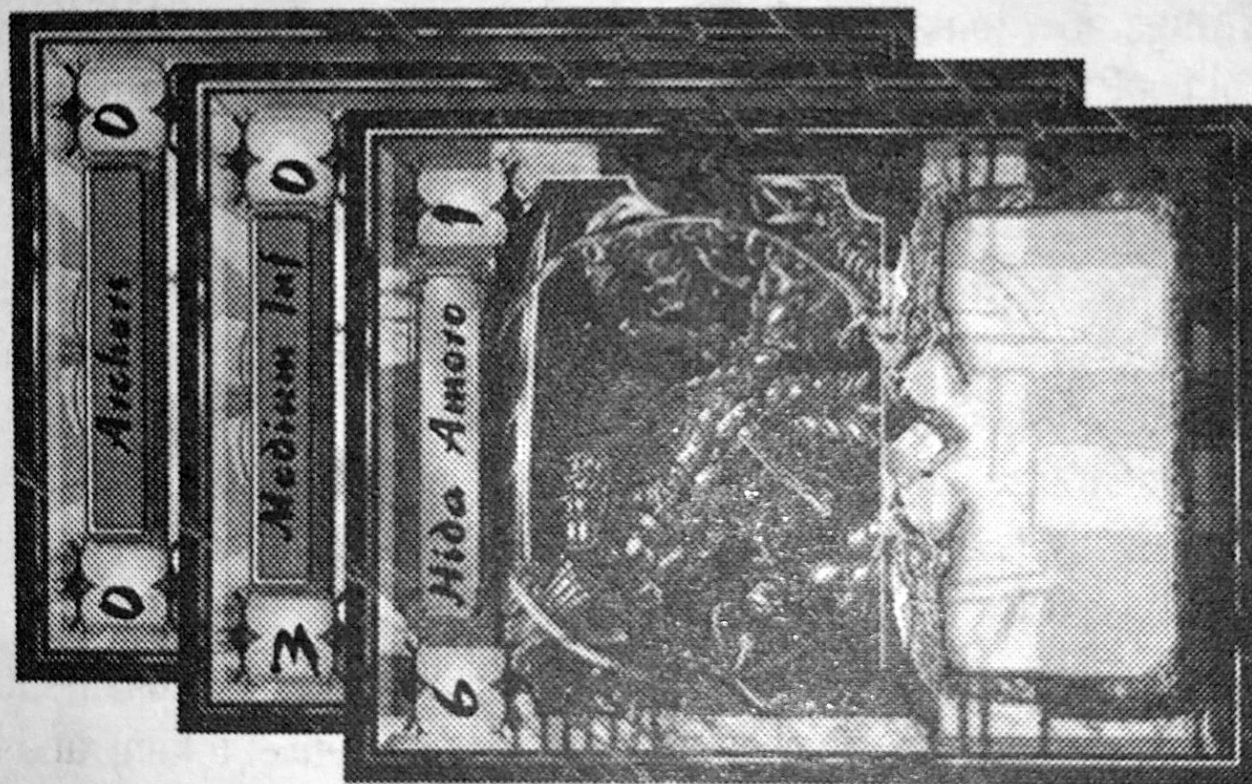
It is Allen's turn, and at the beginning of his attack phase, he announces that he will be attacking Cindy this turn. Both Allen and Cindy invite Bob to ally with them. During the infantry assignment phase, Allen sends his Ogre Bushi to attack Cindy's Province 1. Bob passes, knowing that his cavalry unit can assign after seeing Cindy's defense. Cindy assigns both her Tattooed Man and her Crab Berserker's unit to defend Province 1. During the cavalry phase, Bob sends his the unit led by Shinjo Hanari to aid Allen, and decides to attack Province 1 as well. Bob gains 2 Honor for allying (and would have, regardless of which province he attacked). With the assignment phase over, the battle action phase begins with Cindy (the Defender).

Cindy decides to have her Tattooed Man breathe fire (so as to avoid having him be killed by the ranged attacks in the attacking army). Cindy adds five 1F/1C fire tokens to the Tattooed Man, making him a total of 7F/7C. Allen is next, and Allen bows one of his Shugenja to cast Biting Steel on his Ogre Bushi. The 2F/2C bonus makes the Ogre a frightening 8F/6C. Counting the totals for the battle, Bob realizes that the total force of the attackers is 18 now, compared to the 16 of the defenders. Bob plays the Deadly Ground terrain card in an attempt to end the battle. Deadly Ground is the one exception to the rule that terrains do not take effect until after the battle actions phase, and its effect is that no actions can be played while it is in play. It is then Cindy's turn to play a battle action, and she is fortunate to have the only type of card she's allowed to play, a card that removes Deadly Ground: Superior Tactics. Cindy plays Superior Tactics on the Tattooed Man, and with Deadly Ground discarded, it is Allen's turn. Allen is happy with the current situation in the battle, so he passes.

Bob is also happy with the current situation, but decides that he'd rather not face the imminent attack from the Berserker's Archers, so he bows the Wyrms Riders to produce a Ranged 2 Attack, enough to



EXAMPLE OF
ATTACKING UNITS
(ATTACKING UNIT, BOTTOM; ALLIED UNIT, TOP)



COMBAT

DEFENDING UNITS

kill the Archers. Since the bowed Wyrms Riders will have force zero when the resolution phase comes, the "current score" is a 16-16 tie. Cindy sees an advantage, so she plays a new terrain: Dispersive Terrain (which will add +2F to all defending personalities). This will result in a 20-16 defender victory as it stands. Allen has used all of his good cards, so he passes and hopes that Bob has another trick up his sleeve. Bob does. Bob plays Iaijutsu Duel, announcing a duel between his cavalry leader (Shinjo Hanari) and the Crab Berserker (Hida Amoro). Even though Cindy has a Shugenja with Energy Transference ready, she can't use it until after the duel is completely resolved, by which time it will be too late. The Berserker dies under the blade of Hanari, and Bob gains 5 Honor as stated on the Iaijutsu Duel card.

Things now look grim for Cindy who trails 16-9, but with a grin, she plays Block Supply lines on the Ogre Bushi, who is returned to Allen's Fief bowed. Without any units in the battle, Allen is skipped for the rest of the battle unless he has an action available that would bring a new unit into the battle, which he doesn't. With only his cavalry unit facing a "fired-up" Tattooed Man on dispersive ground, Bob is staring at a 9-8 deficit in total force. Fortunately for him, Bob has one last play: Charge. Hanari gains 2F, and the attacker's total is back up to a 10. Cindy is out of cards to play, so she passes, as do the victorious Allen and Bob. The totals are added up:

On the attacking side, Shinjo has a Force of 8 (four, plus one for Naginata, plus two for charge, plus one for his Sensei token), and his Medium Cavalry of Force 2 gives his unit and the attacking army a total of nine. The bowed Wyrms Riders add zero force to the unit, and thus the army. Allen has no unit left in the battle and thus adds no force. Cindy's sole remaining defender is the Tattooed Man with five fire counters and the advantage of Dispersive Terrain. The defensive army total is only eight (2+5+2), so the attackers have won.

The defending army is destroyed, and the Attacker (Allen) gains 2

Honor for each card destroyed (even though he didn't actually have any troops in the battle at the end). Since the Tattooed Man was the only remaining defending card in the battle, Allen gains 2 Honor. Fortunately for Cindy, the Attacking army was not bigger than her defending army plus her province's strength (Crab Provinces are Strength 7). Since the attacking army was large enough to destroy the province, Cindy is able to put her Ring of Earth into play as a reaction to this battle. Shinjo Hanari is bowed at the end of the combat resolution phase as he begins his long walk home to the fief.

5. The Dynasty Phase

Any face-up Dynasty Card in a Province can be brought into play during the Dynasty Phase. In order to do so, you must satisfy the card's Honor minimum, gold cost, and any particular requirements listed on the card. Once a card is brought into play from a Province, it is immediately replaced by a face-down card drawn from the Dynasty Deck.

After all the desired cards are brought into play, the player can elect to discard any or all face-up cards still in Provinces, signaling the end of the Dynasty Phase. Discarded cards are immediately replaced with face-down cards from the Dynasty Deck.

If you have no cards left in your Dynasty Deck, use a marker of some sort to remind yourself and your opponents that the Province has not been destroyed. No other ill effects befall you when you run out of cards (except, of course, that you cannot bring into play any more Personalities or Holdings!).

Any Fortification brought into play is attached to and protects the Province from which it was put into play. No more than one of each type of Fortification can be attached to a Province.

Holdings enter play bowed. Personalities are brought into play unbowed, and are immediately ready to aid a defense.

NOTE: If you recruit a Personality aligned with your Clan, you may either pay 2 less gold, or add their personal honor to your Family Honor.

6. The End of Turn

Draw a card from the Fate Deck and add it to your Fate Hand, unless your Fate Deck has been depleted.

You may have a maximum of 8 cards in your Fate Hand. If you have 9 or more cards at this point, you must discard enough cards to reduce the size of your Fate Hand to 8. You are free to select which cards to discard.

It is considered honorable to bow to the next player and say "The Table is yours."

ACTIONS

At various points in the game, you will have the opportunity to use **Actions**. Action cards are the only cards which may be played directly from your Fate Hand; Followers, items, and spells must all be attached to Personalities before producing effects.

Each action must be completely resolved before another action can be played. You may not, for instance, raise the Chi of a Personality who is on his way into a duel.

• BATTLE ACTIONS

These Actions are only usable during the Battle Action Segment of the Attack Phase. Battle actions cannot affect cards not involved in that battle.

A **Terrain Action** is a special type of **Battle Action**. A Terrain card is played like a normal Battle Action, except that it cannot be put into play in a battle if there is already another Terrain in play for that battle. The effects of a Terrain are resolved at the end of the Battle Action Phase.

- **LIMITED ACTIONS**

Limited actions can only be used during your Action Phase.

- **OPEN ACTIONS**

Open actions can be used by any player during any Action Phase, and during any Battle Action Segment.

- **REACTIONS**

Reactions are a special kind of action that have the unique ability to interrupt other actions before they are completed. They are not restricted to being played in an action phase like other actions; instead, a Reaction has a specific effect which it “reacts” to, and comes into play following such an effect. It must be played immediately in response to a declared action, and cannot be played after the effects of the action are resolved or another action has been declared.

To play a Reaction that will interrupt another action, you must announce that you are doing so immediately after the player using that action has announced it. After playing any action, give all your opponents an opportunity to play a Reaction before continuing.

If a Reaction redirects, nullifies or alters the attributes of the target of the interrupted action so that the target no longer meets the targeting requirements of the interrupted action, the interrupted action will have no effect on the targeted card. Playing a Reaction is not considered to be an “action” for determining the order of playing actions during an action phase.

Example:

Bob attempts to play an *Assassin* card to kill one of Allen's Personalities. Allen has an *Investigation* card in his hand, which he pays for and plays as a Reaction to the *Assassin*. The *Investigation* prevents the effects of the

Assassin; furthermore, the *Investigation* causes Bob to lose 5 Honor in addition to the 4 Honor lost by trying to play the *Assassin*.

Bob's action has been resolved and it becomes Cindy's turn to play an action.

THE IMPERIAL FAVOR

The Imperial Favor represents the direct efforts of the dying Emperor to determine who will be his successor.

Controlling the Imperial Favor allows you to perform several special actions, as described below:

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.

In order to use any of these actions, you must give up the Imperial Favor, placing it in the middle of the table. By calling upon the Emperor directly, you lose his Favor.

During your Action Phase, as a Limited action, you may lobby the Emperor to take control of the Imperial Favor. You may only take this action once per turn. To lobby for the Favor, you must bow a Personality you control, and announce that you are lobbying the Emperor. If no player controls the Imperial Favor, and you have the highest Family Honor Total, you automatically gain the Imperial Favor. No other player may interfere.

If you do not have the highest Family Honor, or if another player

controls the Imperial Favor, you must take further measures. At the same time, any other player may also use the same actions to lobby the Emperor for or against you. The other players do not need to bow a Personality to lobby for or against you.

If the Favor is held by another player, your opponents may add their lobbying efforts either to the person who currently controls the Favor, or to you. If it is uncontrolled, your opponents may add their lobbying efforts either to the person who has the highest Family Honor, or to you.

There are two ways to temporarily increase Family Honor while lobbying for the Favor. These gains go away after the ownership of the Favor is determined.

First, you may bow any Personality you control to add that Personality's Personal Honor to your Family Honor Total during the lobbying effort: this allows the Personality to speak to the Emperor on your behalf.

Second, you may also discard a card from your Fate Hand, and add the Focus value to your Family Honor Total for the duration of the lobbying: this represents a gift made by your family to the Emperor.

Your opponents may also bow their Personalities and discard Fate cards, either to boost your Family Honor or that of your antagonist.

If you have the highest total when no one wishes to bow or discard, then you take the Imperial Favor. Otherwise, it remains where it was (either in the possession of the player that had it or unheld). No other player may end up taking the Favor during your turn.

SPECIAL CARD ACTIONS

• DISHONOR

Under certain circumstances, a Personality may become **Dishonored**. Dishonored Personalities are turned 180 degrees to indicate the shame they have brought to the family.

Dishonored Personalities are treated as though they have a Personal Honor of zero. Dishonored Personalities cannot bring your family Honor in any way, including battles or duels, even if you are victorious. Other players involved in the same battle are unaffected by association with the Dishonored Personality and they will earn Honor normally. Dishonored cards may still bring Honor loss to the player if they are involved in an action which produces an Honor loss.

If a Dishonored Personality is destroyed, it has died Dishonorably, and does not count as **Honorable Dead**. Furthermore, when such a card dies, it causes the owning player to lose an amount of Honor equal to its original Personal Honor as marked on the card.

Removing the Stain of Dishonor:

If you use the Personality in any action, including a battle or a duel, which would have otherwise added to your Family Honor, the Personality is reprieved, and regains its Personal Honor.

Example:

An Honorable and a Dishonored Personality are used to defend during combat. The Defense is victorious. The Honor to be gained from victory is lost, as it was earned by a Dishonored Personality, but the Dishonored Personality is restored to honorable status.

• **DESTROYED CARDS**

Destroyed cards are removed from play and placed in the appropriate discard pile. If a Personality is destroyed, the entire unit is likewise destroyed. If a card with tokens is placed in the discard pile, all its tokens are removed from play.

If the Chi of a Personality drops to zero or below for any reason,

that Personality is destroyed.

If a Personality is destroyed while not Dishonored, the card is considered Honorable Dead. Dishonored Personalities which are destroyed are Dishonorable Dead.

There are cards which look for the presence of Honorable and Dishonorable Dead cards in your discard pile, so you will need some way of determining who died well. We recommend putting the Honorable Dead into your discard pile bowed, and your Dishonorable Dead face-down.

• CHALLENGES & DUELS

Some cards permit a challenge to take place between two Personalities. When you play a card which creates a challenge, select a Personality you control, and a Personality controlled by another player. The other player may decide to refuse the challenge (unless the card states otherwise), suffering whatever effects are described on the card which created the challenge. If the challenge is accepted, a duel ensues.

Note that once the challenge has been thrown down, it is too late to use any actions to increase or decrease Personalities' stats. Like any other action, the challenge must be completely resolved before any other actions can be taken. You may not, for instance, use the spell *Biting Steel* on a Personality who is on his way into a duel.

Both Personalities announce their Chi. This is the value in the upper right corner of the Personality card, plus any effects already in play, plus the bonuses to Chi added by any attached cards with "+X" bonuses.

Starting with the challenged Personality, each Personality must either Focus or Strike. To focus, place one card from your Fate Hand face down on the table (a "focus card"). To strike, announce that you are striking: the duel is then resolved. Both Personalities can focus one after the other until one elects to strike. If a player runs out of

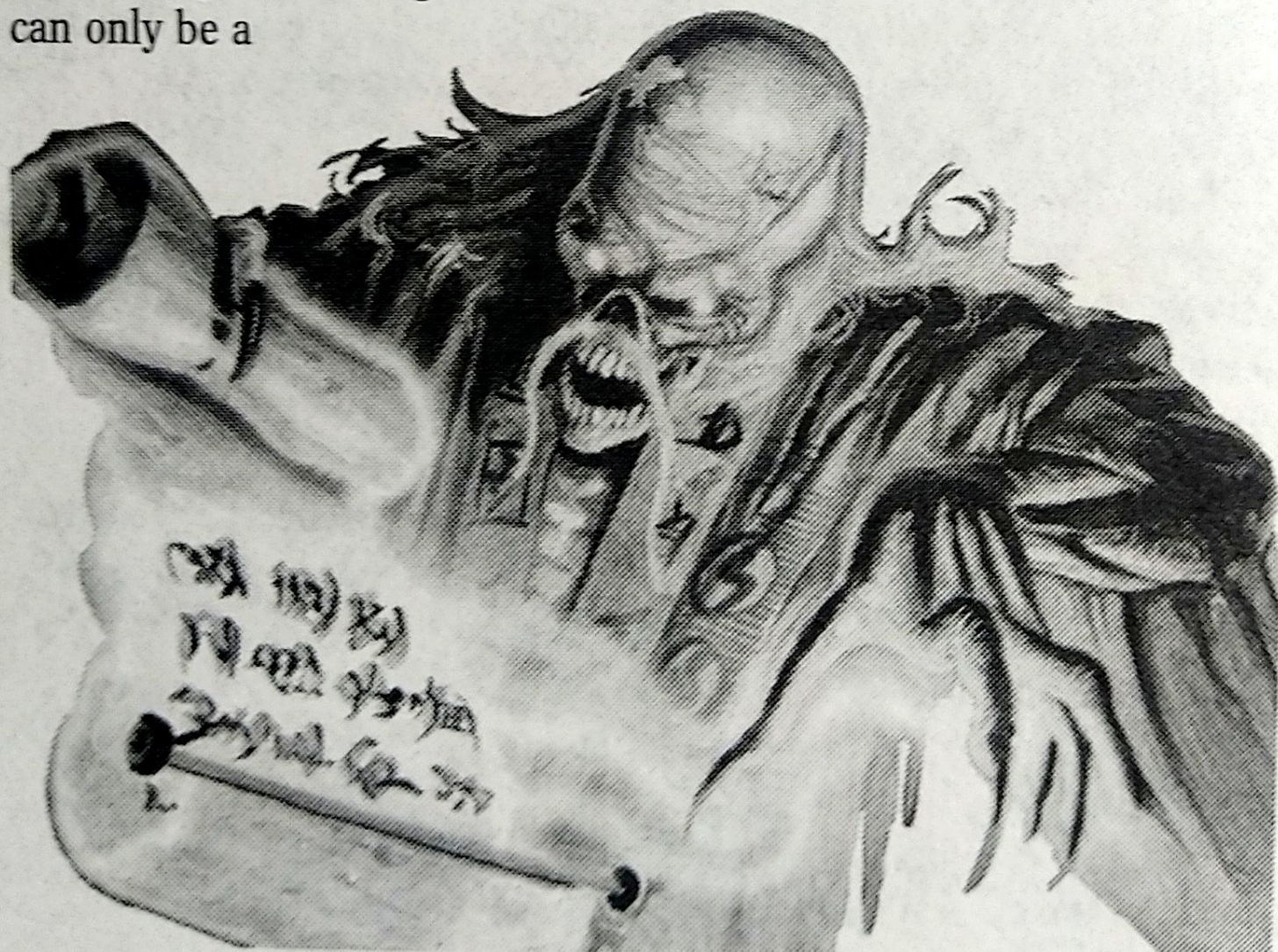
Fate Cards, that Personality must strike. No effects are generated by the focus cards.

To resolve the duel, each player adds up the Focus Value from all the focus cards they played, and adds that number to their Personality's Chi. The Personality with the higher total wins the duel. In the case of a tie, both Personalities suffer the fate designated for the loser. Unless otherwise noted on the card, the loser of a duel is always destroyed.

• **RANGED ATTACKS**

Some cards have the special ability to perform a **Ranged Attack** as a battle action. The Ranged Attack strength will be listed on the card. A Personality or Follower making a Ranged Attack must bow, and will therefore not contribute its Force to its unit's Force Total.

The target of a Ranged Attack can only be a



Personality or Follower involved in the same Battle as the unit using the Ranged Attack. The attack cannot be directed against a Province or a holding. A Personality cannot be the target of a Ranged Attack if it has any attached Followers. A card capable of a Ranged Attack cannot split the attack between multiple targets.

Two or more cards in the same unit may combine Ranged Attacks. A Follower with a Ranged Attack attached to a Personality without the Ranged Attack ability may still make a Ranged Attack.

If the target is a Personality, the target is destroyed if the strength of the attack is greater than the Force of the target. If the target is a Follower, the target is destroyed if the Force of the attack is greater than the Force Bonus of the target. Only one card can be the target of a single Ranged Attack. You must wait until your next battle action to destroy a second target with a Ranged Attack.

Example:

Allen bows his archers to produce a Ranged 3 Attack to destroy Bob's (Force 2) Light Cavalry.

Bob bows his spearmen for a Ranged 2 Attack and his Samurai which produces a Ranged 3 Attack in order to destroy Allen's Samurai who is Force 4 and has no followers. Neither of Bob's two Ranged Attacks could have destroyed the Samurai by themselves, so both were necessary.



SPECIAL CARD TRAITS

• CAVALRY

If a Personality and all attached Follower cards all have the Cavalry attribute, then the unit is allowed to commit during the Cavalry portion of the Attack Phase. If any Follower or the Personality does not have the Cavalry attribute, the unit is considered Infantry.

• DOUBLE CHI

Some of the Heroes of the Empire have a strength of mind and spirit that goes beyond that of mere mortals. Such a Personality has a **Double Chi** ability, which doubles the value of any focus card played during a duel.

• ELEMENTAL EFFECT

Some cards draw their power from the Five Elements, and their effects are designated "Elemental Effects". There are some cards which provide protection from or modifications to Elemental Effects: these cards refer only to the Elemental Effect itself, not other actions taken by the Personality, Follower or item. Thus, a card which is immune to Elemental Effects could still be challenged and defeated in a duel by a card capable of a Elemental Ranged 5 Attack.

• FEAR

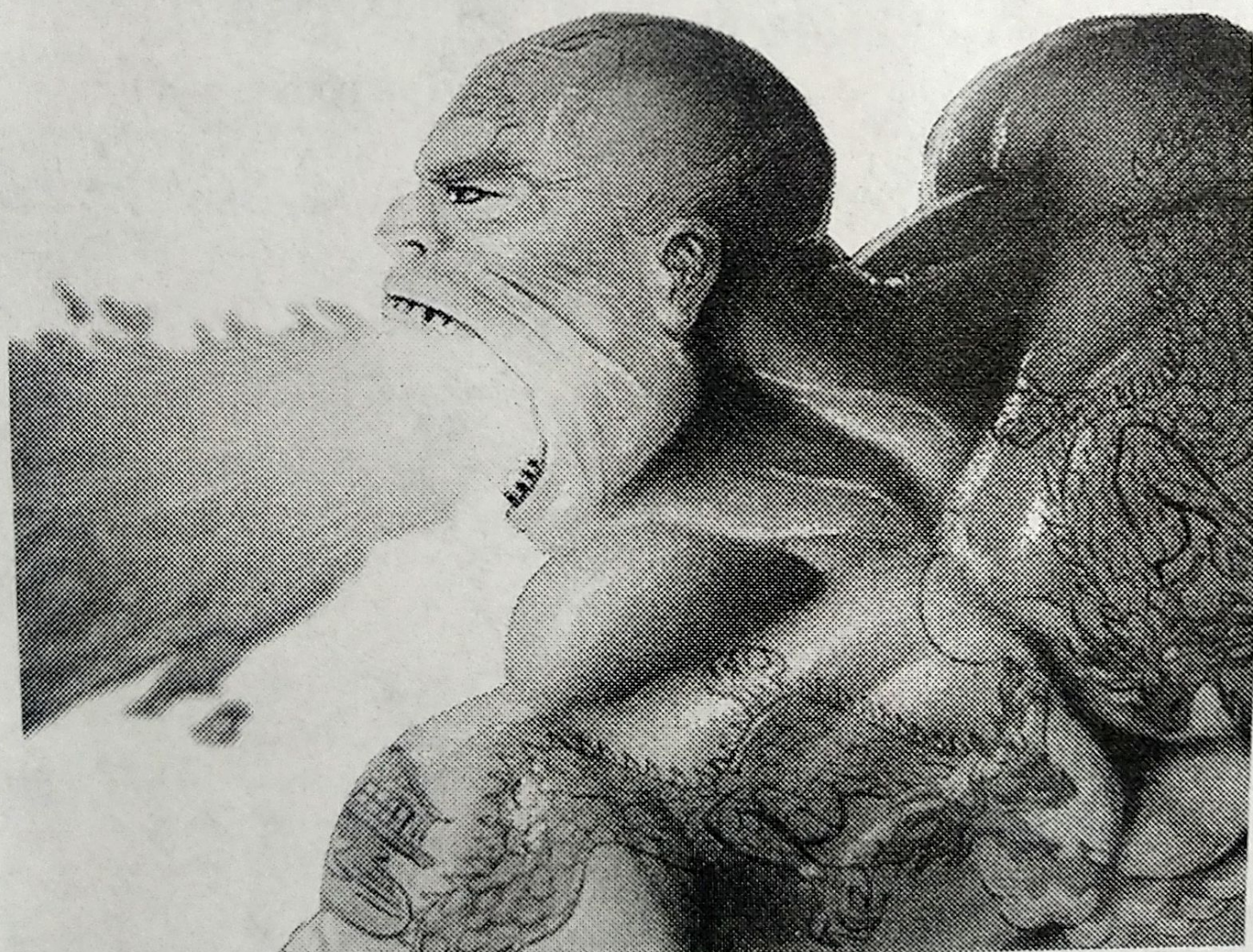
Some cards are able to exert a mystical **Fear** effect when engaged in combat. Using Fear is a battle action. Target a unit in the same battle. All Followers in the target unit who do not have a Force higher than the Fear value become bowed. Activating Fear does not bow the card. A card may only use the Fear ability once per battle. Fear is not cumulative.

• **SAMURAI**

If one of your Personalities with the **Samurai** attribute takes an action which results in you losing Family Honor, you may order the offending Personality to commit *seppuku* in shame. The Personality is destroyed and is considered Honorable Dead, and the Family Honor loss you would have received is reduced to 1 point.

• **TACTICS**

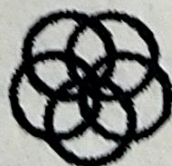
Personalities with the **Tactics** attribute are allowed to play a Fate card as a Battle Action, adding the Focus Value of the card to their Force Total during the Resolution Segment of the Combat Phase. This is not considered "focusing," and can only be done once per battle.



OPTIONAL RULES

These rules are optional. Unless all players agree before the game begins to include some or all of these rules, they will not be in effect.

- If you touch another player's deck or cards without prior permission, you lose 1 Honor.
- At the end of your turn, if you fail to bow and yield the table as described in the End of Turn Phase, you lose 1 Honor.
- If you lose the Imperial Favor in a lobbying effort, you lose 1 Honor.
- In a two player game, you can allow the other player to go first. If they accept, you gain 1 Honor.
- If you forget to perform an action which should happen automatically during your turn, such as straightening a card, you must go back and do it, but you lose 1 Honor.
- If you request your opponent to let you replay a portion of a turn (and your opponent allows it), you lose 3 Honor.



GLOSSARY

Army

All the units involved in either the attack or defense of a single Province.

Attach

To put a Follower, item, spell, or Fortification into play from a Province or your Fate Hand. Some Followers cannot be attached to Personalities unless that Personality has a certain minimum Personal Honor.

Battle

The combat between attacking and defending armies over a single Province.

Bow

The act of turning a card to indicate that it is in use and cannot perform another action

Cavalry

If a Personality and all attached Follower cards all have the Cavalry Attribute, then the unit is allowed to commit during the Cavalry portion of the Combat Phase. If any Follower or the Personality does not have the Cavalry attribute, the unit is considered Infantry.

Chi

The inner strength of a **Personality**. A Personality is killed if his Chi drops to zero or below. This value is used for duels between personalities, and is also an upper limit on the number of spells a Shugenja may carry.

Clan

A group of Families linked by common ancestry. Families in the same Clan share common characteristics.

Committal

The process of bringing units into the attack. Only units led by an unbowed Personality may be committed to an attack or defense.

Destroyed

Sent to the discard pile from play. A destroyed Personality has all of its attached cards discarded as well. When a Province is destroyed, it no longer exists: it does not fill with a Dynasty card, nor can it be attacked again. Move your Fate and Dynasty Decks closer together so that you do not accidentally fill the space with a Dynasty card. Any cards in, or attached to, a Province when it is destroyed are also destroyed. If all of your Provinces are destroyed, you are out of the game.

Discarded

When a card is discarded, it is placed in the discard pile, face up, to the left or right of the appropriate Deck.

Dishonor

A Dishonored personality is turned 180 degrees to signify his shame. If a Dishonored personality does anything that will raise the Family Honor, the personality is restored to Honorable status, but the Family gains nothing.

Double Chi

This personality gains double the Focus values played in a duel.

Dynasty Deck

Deck of cards containing holdings, Personalities and Events.

Elemental

Some cards draw their power from the five elements. Card effects that are derived from the five elements are labeled Elemental. Note that only card *effects* are considered elemental, and not the cards themselves.

Family

A player and their Provinces and Fief. Each player is the head of

a Family; each Family belongs to one of the ancient Clans.

Family Honor

The running total of Honor maintained by the player, and influenced by actions in the game. Family Honor represents the esteem in which your family is held by the people of Rokugan; if it ever drops below -20, you are out of the game. If you begin a turn with a Family Honor of 40 or more, you gain the throne through popular acclaim and win the game. Many Personalities will not work for a Family whose honor is too low.

Fate Deck

Deck of cards containing weapons, items, spells, Followers, and actions.

Fate Hand

The cards drawn from the **Fate Deck**.

Fear

A trait which some Personalities and Followers have. Bow all troops in the target unit with Force less than the Fear value. Fear is usable once per battle. Although you must activate the effect, you *don't* bow the card producing the Fear.

Fief

The area of the table where the Stronghold and holdings are kept.

Five Rings

These cards represent your understanding of the five elements that make up all things. By showing your understanding of the ring, you gain power over that element.

Focus

The capability to concentrate and use **Chi** to manifest actions in the physical world. It is primarily used in duels between Personalities.

Force Total

A unit's Force Total is the sum of the Force Totals of the

Personality plus all of the attached cards (Followers and items), including all bonuses the Personality has received. The Force Total of an army is the sum of the Force Totals for its units. A unit has a Force Total of zero if the Personality is bowed, and bowed Followers do not add their Force Rating to the unit's total.

Fortification

A holding attached to the Province from which it was brought into play. Typically, Fortifications make the Province more difficult to destroy.

Human

All cards are assumed to be human unless they state that they are Creatures or Nonhuman.

Infantry

The default combat trait for Personalities and Followers. A unit is considered Infantry unless the Personality and all attached Followers are Cavalry.

Innate Ability

An effect which a **Shugenja** can produce without the need for an attached spell card.

In Turn

In the order the players would normally play, usually decided by seating position and the standard clockwise progression of the game.

Mujina

Trickster spirits from the Shadowlands which have plagued the Empire's denizens for years.

Nonhuman

Any Personality or Follower which is not human.

Oni

Oni are evil otherworldly spirits. Most Oni come from the Shadowlands, and have little use for concepts such as honor.

Paying Gold

Bowing holdings to produce Gold to meet the Resource cost of a card, action, or ability.

Personal Honor

The intrinsic Honor carried by certain **Personality** cards. This is separate from Family Honor.

Provinces

Invisible areas on the table representing the territories that your family has developed through the ages. The goodwill and favors owed give you the opportunities that the Dynasty Cards represent. If all your Provinces are destroyed, you are no longer a claimant to the Emerald Throne. If a Province is ever empty, refill it with a face down card from your Dynasty Deck.

Ranged "X" Attack

In a battle, bow this card to destroy an opposing troop (or leader with no attached troops) with a force less than or equal to X. You may combine ranged attacks to target a single card, but a single ranged attack may not be divided between more than one opponent.

Retainer

A special kind of holding which represents residents of your Fief with special abilities. They are not Personalities.

Round

An entire sequence of turns, beginning when the first player becomes the current player, and ending when the last player yields to the first player.

Shadowlands

Those cards designated "Shadowlands" live apart from the Empire, recognizing no law or code of ethics.

Shugenja

Magicians. Magic is a skill almost unknown in the Empire, and mastery of the arcane arts requires years of careful study (and a

very strong Chi). Only a Personality with this trait may have spells attached. Some Shugenja have innate abilities that they may do without need for a special spell scroll; these abilities, if any, are explained in the particular card's text. Innate abilities are considered magical effects.

Straighten

The act of turning a card to indicate that it is no longer bowed, and is ready to perform an action.

Strength

The amount of damage a **Province** can survive in a single attack. If an attacking army's excess **Force Total** in a battle is greater than the Province's Strength, that province is destroyed, as are all cards in it and attached to it. A family's Stronghold will list the starting Strength of all that family's Provinces; some cards (such as Fortifications) can increase that Strength.

Strongholds

The Stronghold is on the back of the box your Clan Deck came in. It provides you with a certain amount of Family Honor at the beginning of the game, and indicates the strength of your Provinces. Your Stronghold can bow to produce gold or special effects. It is not a holding.

Tactics

A trait which some Personalities have. As a Battle action, you may discard a Fate card to raise this Personality's Force by the Focus Value. You can do this once per battle.

Turn

The entire sequence of events from the time a player becomes the current player to the instant the player yields to the next player.

Unit

A **Personality** and all attached cards.

Legend of the Five Rings was a vast project. It was many individuals working together to build a world and a game that could capture the flavor of the world. It began with **David Seay** and **John Zinser** discussing the prospects of a game based on feudal Japan and the *Book of the Five Rings* by Miyamoto Musashi. The concept was then handed to **Dave Williams** and **Matt Wilson** and **Ryan Dancey**. Dave was the Lead Designer, number cruncher and rules balancer. Matt was the Art Director, working with card layout and design and art assignment. They worked together on many of the basic concepts of the game, transforming it from the original concept of a duelling game to a game with heroes and armies and ancestral lands.

Others were brought in to the project, including **Matt Staroscik** and **John Wick**. Matt brought his knowledge of the Japanese language and culture and John brought his library of history and folklore. They worked together with to make the Empire of Rokugan a living, breathing place with history and majesty.

When production began, **Ron Franco** and **Dragonlight Designs** did the digital rendering while the two Matts did all the scanning and color correcting of the cards. Dave Williams was the head of playtesting, and John Zinser continued contributing one idea a week to the card list. Matt Staroscik and John Wick worked together to bring family and character names to the personalities of the game as it transformed right before the design team's eyes. Finally, **D.J. Trindle** - with the invaluable help of **Rob Vaux** and **Wayne Wallace** - was brought in to edit the cards and write the final draft of the rules. Finally, the game was sent off to Yaquinto Printing in the Great Lone Star State of Texas.

Along with a vast list of artists and playtesters, it took over one hundred people to bring you *Legend of the Five Rings*. Without even one of them, it would not have been the same game.

COMING ATTRACTIONS

The Legend of the Five Rings™ is a tightly woven saga of the struggle for the Emerald Empire. Each release in the series details a chapter in the history of Rokugan and brings us closer to an ultimate resolution in 1997. Here are just a few of the events that will shape the destiny of the Emerald Empire.

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THE EMPIRE OF ROKUGAN



MAP BY HIDA MATYU, IMPERIAL CARTOGRAPHER TO
THE HANTEI EMPERORS

HOW TO PRONOUNCE NAMES IN LEGEND OF THE FIVE RINGS

While *L5R* is not set in Japan, most of the characters' names are Japanese to bring the game more Asian flavor. They may look intimidating, but Japanese is actually very easy to pronounce (which is one of the reasons we chose to work with it). It'll only take a few minutes to learn the basics.

Spoken Japanese is divided up cleanly into syllables. Unlike English, these syllabic boundaries are unambiguous, as they derive from the letters of the Japanese alphabet. This is in direct contrast to English, where letters change the sounds and of letters nearby. Naturally, there are exceptions, but they are few and regular. There are no "special cases" like the English "I before E" rule. Each syllable ends in a vowel with one exception - the letter "n." "N" is the only free-standing consonant in the Japanese syllabary and consequently is the only consonant that can end a word.

To give you a feel for it, here are a few words broken up into Japanese syllables:

Ninja	ni-n-ja
Bakemono	ba-ke-mo-no
katana	ka-ta-na
Tsuburu	tsu-bu-ru
Nippon	ni-(short pause)-po-n

No syllable is given any extra emphasis in Japanese. Pronounce them all evenly.

Consonants and vowels are pronounced as indicated below.

Vowels

- A *Ah* as in *father*
I I is never pronounced as in *sight* but rather as in *machine*.
U U is never pronounced as in *ugly* but rather as the vowel sound in *boot*.
E Always pronounced as in *red*.
O Always pronounced as in *roleplaying*.

In practice, the U is rarely sounded out unless it is at the beginning or end of a word. When in the middle it is usually skipped, letting the consonants on either side run into each other. When at the end of a word, preceded by an S, it is also dropped. For example:

Hatsuki is pronounced as *hatski*

Desu is pronounced as *dess*

Ikiru is pronounced as *ee-kee-roo*, though, not *ee-keer*

There are some common vowel combinations. To pronounce them, attempt to enunciate each vowel in the combination, but run them together a bit.

- | | |
|----|--|
| ai | "ah ee," which ends up sounding like the I in <i>alive</i> |
| au | "ah ooh," just like <i>out</i> |
| ei | "eh ee," as in <i>day</i> |
| ou | "oh ooh," just like <i>float</i> |

Long vowels are indicated by a macron (a dash over the vowel) and are simply voiced for twice the length. Draw the sound out, as in the difference between *foil* (short) and *torch* (long).

Consonants

The consonant sounds in Japanese (k, s, t, n, h, m, y, r, w, g, z, d, b,

p, ch) are pronounced just as they are in English with a few exceptions.

- The Japanese R is a strange combination of the English R, L, and a touch of D. Use the tip of the tongue to pronounce it. In any case, an English-style R is intelligible.
- A Z is pronounced with just a hint of D just before it; start saying it with the tongue in the D position. There is no English counterpart. The effect can be quite subtle and an English Z is again good enough.
- A doubled consonant indicates something of a “stop,” or pause, such as in *batch*.
- The ts-consonant sound is as in *hats*. Never break it into a “t, then s” sound. For example “Chatsubo” is pronounced as cha-tsu-bo, *not* chat-su-bo.
- The last item to consider is the consonant-y compound. “Myu” would be pronounced as in *music*, and the other combinations follow the same pattern.

Once you’ve practiced some with the names in *L5R*, go rent a Japanese movie or some anime that’s not dubbed into English so you can hear the language firsthand. With a little practice, you’ll sound great. *Gambatte!*



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The Dispatch will also contain information about tournament play, upcoming expansions, malicious office gossip, and more of the *Legend of the Five Rings* storyline.



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