

Game State:
Scorpion Player
End of Turn 2



Actions Available To Players In The Action Phase

Once there are Personalities in play, the Limited Equip action that all players may take in the Action Phase (player ability) becomes relevant. Below is a short summary of what it does:

Equip: You can equip your Personalities with Followers or Spells from your hand, paying their Gold Cost.

Learning the Game 6

PHOENIX CLAN TURN 3; SCORPION CLAN TURN 3 (THROUGH ACTION PHASE)

The Phoenix player straightens her bowed Stronghold and Holdings. During her Events Phase she reveals the three new cards in her Provinces: 'Rice Paddy', 'Daidoji Kenshi' and another copy of 'Shiba Jikaro'.

The Phoenix player uses Isawa Tamaki's Limited ability to look at the top card of her Fate deck. It is a Follower, 'Native Guide'. At this point she doesn't need a big expensive Follower, so she chooses to put it on the bottom of the deck, as the ability allows.

The Phoenix player now decides to equip a Follower, which takes another Limited action. She bows her 'Remote Village' to produce 3 Gold and attaches an 'Akodo Regulars' follower from her hand onto 'Isawa Tamaki'.

The Phoenix passes and the Action Phase ends. Looking at her Personalities, she thinks it unwise to attack into the Scorpion's three

Personalities, and moves on to her Dynasty Phase. She uses her 'Border Keep', 'Silver Mine' and Stronghold to produce 8 Gold, paying for 'Shiba Tsukimi' with Clan discount. (Her Stronghold only produces 3 Gold for Shiba Tsukimi because Tsukimi is neither a Shugenja nor a Spell.)

The Phoenix decides to leave the 'Large Farm' unbowed. She may need that Gold to pay for Spells to defend herself if the Scorpion attacks. She decides to discard the 'Rice Paddy' from her province, refilling it face down, and draws a card in the End Phase: another Follower, 'Clearing Crew'. She now has eight cards in hand. This is her maximum hand size, so she does not have to discard. She passes the table to her opponent.

The Scorpion Clan player straightens his Holdings and Stronghold. His Events Phase reveals, in provinces, the Personalities 'Bayushi Nitoshi' and



You can have multiple copies of the same card in play; in the case of Personalities, they represent people similar to the named Personality.



'Hida Bushotsu', and the Holdings 'Bushido Dojo' and 'Geisha House'.

In his Action Phase the Scorpion wants to attach Followers using the Equip player ability. As his first Limited action, he chooses 'Bayushi Kasumi' as the performer, and pays 4 Gold by bowing his Stronghold to bring the 'Wave Man' follower into play from his hand, attaching it to Kasumi. The Follower can only attach to a Samurai, but Kasumi is a Samurai, so she can attach it.

The Scorpion takes another Equip action (unlike other actions, it says it may be taken any number of times per turn.) This time he attaches the 'Hired Legion' to 'Yogo Haruto', paying 4 Gold by bowing his 'Large Farm' and 'Bamboo Harvesters'. The 'Hired Legion' is a despicable mercenary band that cares more for coin than honor, just the way Haruto likes it.

Now, the Scorpion plays the Strategy 'Prepared for Death', a Limited action, and gives Haruto +2 Force. As the reminder text in italics says, this Force bonus, like all effects without a specific duration, will last until the turn ends. The Scorpion discards the Strategy face up to his Fate discard pile, to the right of his Fate deck.

The Action Phase ends as the Scorpion player passes.



Attacks & Battles

When a player declares an attack after the Action Phase ends, an Attack Phase happens. The phase has several segments in order.

A. Declaration Segment

The player declaring the attack is the Attacker, and the other player is the Defender. Create battlefields associated with each of the Defender's provinces. Battlefields are imaginary locations in

Attack Phase Overview

The Attacker, then Defender, assign units to battlefields. A battle is fought at each battlefield. In each battle, starting with the Defender, the players take turns taking Battle actions until both players pass one after the other.

Then, resolution happens for that battle. The total Force of unbowed Personalities and Followers on each side is counted up. The higher total wins and destroys all cards on the losing side of the battlefield. If the Attacker wins and his or her total Force minus the loser's total Force is *greater than* the province's strength, the province is destroyed.

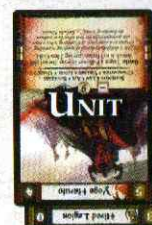
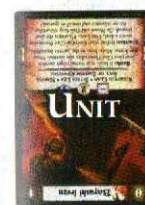
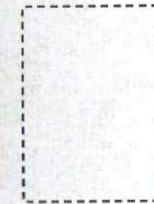
Attacking units return home bowed after the battle.



BATTLEFIELD

ATTACKING ARMY

Armies, Provinces & Battlefields



DEFENDING ARMY

C. Fight Battles

The Attacker chooses a battlefield, and a battle is fought there. When that battle is over, the Attacker chooses a new battlefield and another battle is fought there. This repeats until all battlefields have been fought at.

Exactly one battle happens at each battlefield, even ones with no units.

Battles

Battles have a Combat Segment, then a Resolution Segment.

a battle, with two *sides*—attacking and defending. One or more units on the same side make up an army.

B. Maneuvers Segment

In Maneuvers, the Attacker first simultaneously *assigns* any number of his or her units from home to the attacking side at battlefields. The Attacker may assign units to one battlefield or different battlefields, and may keep some or all of them home.

Then the Defender assigns units from home to the defending side at battlefields, in the same way.

Assigning a unit places it at that battlefield. A unit led by a bowed Personality may not be assigned.



Combat Segment

The Combat Segment is a round of Battle actions, starting with the Defender. Both players take turns either passing or taking a Battle action. If both players pass, one after the other, the Combat Segment ends. A player can pass multiple times while his or her opponent continues to take actions.

When Can I Take A Battle Action?

Battle actions follow these additional rules:

Rule of Presence

To legally take any Battle action, you must control one or more units at the current battlefield.

Rules of Location

- To legally perform a Battle action (see p. 26), the performing card must be at the current battlefield. This includes both taking a Battle action from a card in a unit, and choosing a card in a unit to perform an action (for example, when using a Strategy.)
- To be legally targeted by a Battle action, any cards in a unit must be at the current battlefield.

EXCEPTION: Battle actions that say they move a unit or Personality to the current battlefield (such as Bayushi Irezu's or Natsumi's) are legal to take if

Presence and Location

Example 1: The Phoenix player attacks with one unit, total Force 8, and the Scorpion player chooses not to defend with his two units. The Scorpion cannot use 'Treachery and Deceit' to send home the Phoenix unit, because he does not control a unit at the battlefield.

Example 2: The Scorpion player has a unit at the battlefield facing two Phoenix units but has left 'Shosuro Konishi' at home. He cannot use Konishi's Battle ability to shoot an enemy card because Konishi, the performing card, is not at the current battlefield.

Example 3: The Phoenix player has the Personality 'Natsumi' at home. Two Scorpion units are attacking with no Phoenix defenders at the battlefield. The Phoenix can use Natsumi's Battle ability to move it in to the battlefield, because the action will give the Phoenix Presence there, and it will put the performing card, Natsumi, at the battlefield to satisfy Location.

the rules of Presence and Location would be satisfied with the unit or Personality there.

No Second Battle

There is one additional rule restricting effects during a battle. A Personality who has already been in an attacking army during a battle resolution in the current Attack Phase will not move to a battlefield.

Once both players have passed consecutively, the Combat Segment ends.

Player Battle Abilities

Shugenja keep many spell scrolls close by and can cast one in the middle of a fight without warning, throwing its magic with devastating effect. There is a player Battle ability that lets you equip Spells to your Shugenja in battle. This ability is particularly powerful because it also lets you take an additional Battle action from the Spell immediately after you equip it, before your opponent has a chance to take his or her next Battle action. However, to use it, your Shugenja must be unbowed, and opposed by one or more enemy units.

Battle: Any number of times per turn, choose your performing unbowed opposed Shugenja and target a Spell in your hand: Attach it to him, paying all costs. You may take an additional action to use a Battle ability on that Spell.

Ranged Attacks

A Ranged Attack is a kind of effect in Battle actions. It represents a military attack that destroys at a distance, such as archers' arrows or a magical fiery bolt. "Ranged X Attack", where X is the Ranged Attack's strength, is shorthand for "Target a Follower or a Personality without Followers in the current enemy army. If its Force is equal to or less than X, destroy it."

Example: A Ranged 4 Attack is created. The enemy army has a 3 Force Personality with a 5 Force Follower, a 4 Force Personality with a 2 Force Follower, and a 2 Force Personality. The Ranged Attack can target the two Followers, or the Personality without a Follower. However, it will only destroy the 2 Force Follower and the 2 Force Personality; the 5 Force Personality has a Force higher than the Ranged Attack's strength of 4.

Resolution Segment

After both players pass consecutively, the Resolution Segment begins. The Attacker and Defender total their armies' Force at the battlefield. An army's Force is the total of the Force of all unbowed Personalities and Followers in it. A side with no units has zero Force.

The side with the higher Force wins.

If the Attacker wins, he or she destroys all units in the defending army. If the attacking army's Force was greater than the defending army's Force plus the Province Strength of the battlefield's province, the Attacker also destroys the province.

When a province is destroyed, discard any cards in it. Push together the other provinces and the two decks to show the shrinking of their owner's lands.

If the Defender wins, he or she destroys all units in the attacking army.

If two armies have equal Force, the battle is a tie. If the battle is tied and there are one or more units



on each side of the battlefield, the Attacker and Defender each destroy all units in the enemy army. If the battle is tied on zero Force and either or both sides have no units, the battle has no outcome.

The battle's resolution ends. In its aftermath, a number of things happen.

All attacking units at that battlefield bow, then return home, as effects of battle resolution. Defending units return home at the end of the Attack Phase. They do not bow.

The battle itself then ends.

Once the last battle has ended, the Attack Phase ends. Battlefields cease to exist. Any units still at battlefields bow if they were attacking, and return home.

Learning the Game 7

SCORPION CLAN TURN 3: ATTACK PHASE

Thinking of attacking, the Scorpion adds up the Force of his army. 'Yogo Haruto' has 7 Force (his base 5 Force plus 2 Force from Prepared for Death), with a 3 Force Follower; 'Bayushi Kasumi' has 4 Force with a 2 Force Follower; 'Bayushi Irezu' has 0 Force but, like all the other Scorpion Clan Personalities, has a powerful bowing ability granted by a trait on the Towers of the Yogo. (Because the ability is given to the Personalities by a trait on the Stronghold, it can be used even if the Stronghold is bowed.) This adds up to 16 Force for the Scorpion side.

The Phoenix has 4 Force on 'Isawa Tamaki' plus the 2 Force Follower, 'Akodo Regulars'; 2 Force on 'Isawa Nairuko'; and 6 Force on Shiba Tsukimi, for a total of 14. Still, feeling confident in his hand of Battle actions, the Scorpion declares an attack.

The Maneuvers Segment begins and the Scorpion assigns first. If he wins the battle by enough Force, the Province will be destroyed and its card discarded, so he assigns all three of his Personalities to the battlefield at the province with 'Shiba Jikaro' in it, hoping to deny the Phoenix this useful Personality.

The Phoenix thinks her chances are also good, so she assigns her unbowed Personalities to defend at the same battlefield. (It is usually a good idea to assign with as many units as possible in the same place, unless you don't think you can win the battle, or have enough Force to take multiple Provinces.) See the diagram on p. 50.

The Maneuvers Segment ends and the Combat Segment begins. The Scorpion chooses the battlefield where all the units are to have the first battle, and the Phoenix has the first Battle action. She uses the 'Treachery and Deceit' Strategy in her hand—a taste of the Scorpion's own tactics used against him! She targets the villainous 'Yogo Haruto', whose unit Force is 10, adding his 7 Force and his Follower's 3, and the action's effect sends him (and his Follower) home.

The Phoenix has dealt with her most feared unit; now the Scorpion deals with his. Using a typical stratagem of weakness to confound strength, the Scorpion reminds the Phoenix that little 'Bayushi Irezu', as a Scorpion Clan Person-

Game State: Scorpion Player End of Combat Maneuvers Turn 3



ality, has an extra ability granted to him by the 'The Towers of the Yogo' Stronghold, and uses Irezu's ability now. He bows Irezu and targets an enemy Personality without Followers, in this case 'Shiba Tsukimi' who also bows.

Now, even though 'Shiba Tsukimi' has an ability that straightens cards in units, she cannot use it as she is bowed. So the Phoenix once again digs into her bag of tricks and plays the Strategy card 'Crushing Strength' to destroy an enemy attachment, in this case killing the 'Wave Man' following Kasumi.

With little to lose, Kasumi uses her Towers of the Yogo-granted ability, and bows to bow Isawa Nairuko. (This is possible even though Irezu used his copy of the ability, because the Towers' trait grants each Scorpion Clan Personality a different copy of the ability, each of which can be used once per turn.) It's a good move because Kasumi has the Elite keyword, meaning she contributes her 4 Force to battle resolution even while she's bowed. Unfortunately, the higher-Force Isawa Tamaki has a Follower, so can't be touched, but Nairuko is the next best thing, and while bowed she can't Battle Equip Spells.

The Phoenix counts Force on her unbowed cards: the Akodo Regulars have 2, Tamaki has 4. This will beat the Scorpion's 4 Force from the bowed Elite Kasumi. The Phoenix, though, wants to take no chances, so she looks into her hand and uses the Battle Equip action with the unbowed, opposed Tamaki as performer. She equips the Spell, 'Servitors of Stone', paying no Gold because of its zero Gold Cost. She then uses the immedi-

ate additional Battle action on the Spell, bowing it to target Shiba Tsukimi and straighten her. Battle resolution will now show 12 Force on the Phoenix side versus the Scorpion's 4.

The Scorpion can't stand Tsukimi and her straightening Battle ability, which can undo his bowing tricks. He plays 'Incapacitated' targeting her—foreshadowing her blinding in the story?—and sending her home. From home, she can't use her ability.

As the Phoenix is now winning, 6 to 4, she decides to pass, waiting to see what treachery the Scorpion has in store before revealing her next move. Passing now does not stop her from taking actions later.

Now is the time for the Scorpion to play a card he had been holding back all this time. He plays the Strategy 'Back to the Front' from his hand, choosing Yogo Haruto to perform it, and moving him to the current battlefield, where he did assign this turn. Under the Exception to the Rule of Presence, he can choose Haruto as a performer even though he's not at the current battlefield, because the action says it moves him there. The effect, "If he moved, straighten his (Haruto's) unit," happens next but has no effect, as all cards in his unit are unbowed anyway.

The 10 Force in Haruto's unit tips the battle decisively, with the Phoenix losing 6 Force to 14. If the battle ended now, the Scorpion player would destroy the Phoenix army and the province as well, because 14 Force is greater than the Phoenix army's Force (6) plus the Province Strength visible on the Stronghold (5). This pleases the villainous Haruto.



The Phoenix tries to make the best of a bad situation. She digs into her scroll satchel and equips another Spell to Tamaki—as with the Limited Equip ability, the Battle Equip can be used any number of times per turn. The Spell is ‘Cleansing the Path’ and attaches for free, like ‘Servitors of Stone.’ She takes its Battle action immediately, destroying the Spell as a cost—it goes to the Fate discard pile. The magic unleashes a fiery bolt, sending a Ranged 4 Attack to Kasumi, who can be targeted by a Ranged Attack because she no longer has any Followers. The Ranged Attack strength of 4 equals Kasumi’s Force and destroys her. The Scorpion player is still winning, 10 to 6, but he is no longer destroying the province.

The Scorpion bows Haruto, using his ability granted by the Towers of the Yogo, to bow the Akodo Regulars. This puzzles the Phoenix; Haruto is worth 7 Force unbowed, so why would the Scorpion lose 7 Force to bow a 2 Force Follower? She passes, confident that she is now winning at 4 Force to 3.

The Scorpion player now looks as if he’s realized his mistake, and makes an apparently desperate move to replenish his resources. He bows his Hired Legion to draw a Fate card into his hand, a ‘Crushing Strength’.

As the Phoenix player is now winning 4 Force to 0, it would seem that the Scorpion player has only compounded his fatal blunder. While she never trusts a Scorpion, she passes for now.

The Scorpion player smiles at his cunning ruse, and now he deploys his trap, playing the Strategy, ‘Fall Back!’ This sends home the worthless, bowed 0 Force ‘Bayushi Irezu’ and

straightens him. “Aww boss—I wanted to fight!” The Scorpion also gets to straighten all cards in another unit at the battlefield, and straightens Yogo Haruto as well as the Hired Legion—bowing them was not such a mistake! Haruto’s 7 Force once again contributes to his army’s total, as does his 3 Force Follower, and the Scorpion is now winning, 10 Force to 4.

The Phoenix looks ahead, thinks a little, and bows her ‘Large Farm’ Holding to produce 2 Gold, paying for the spell Scouring Flood in her hand, attaching it to Tamaki. Scouring Flood gives her an extra 2 Force. She chooses not to take the additional Battle action at this time, waiting for the Scorpion player to make his move before she makes hers.

The Scorpion player still is winning by 4 Force, so he decides to bide his time and passes, confident that she will not be able to get out of the trap that he set.

The Phoenix now plays her last surprise—the Strategy ‘One Shout’ which gives the Spell- and Follower-bearing Tamaki +4F. The battle is tied at 10 once more. If nothing else happens, all cards on both sides will be destroyed!

Luckily the ‘Hired Legion’ drew the Scorpion player a pretty good card, ‘Crushing Strength’. The Scorpion player now plays the ‘Crushing Strength’ for its first ability on Haruto, giving him +3 Force, bringing his total to 13 to the Phoenix’s 10.

Unfortunately the Phoenix player has no way to overcome this and will be losing this battle, but she still has one trick up her sleeve. The Scouring Flood Spell on Tamaki can send



Game State: Scorpion Player End of Resolution Segment Turn 3



home one of the Phoenix player's own defenders, getting them to safety. Now Isawa Tamaki has to make a choice. She can get herself out of harm's way, dooming poor Nairuko, and the province, to the ravages of the merciless Haruto, whose 13 unit Force will easily crush the 0 Force of the bowed Nairuko and the province. Or she can cast the spell targeting Nairuko, moving Nairuko to safety and saving the province, sacrificing her 10 Force unit. While she is certain that an honorless scum like Haruto would save himself, she cares more about the lives of others than her own. The Phoenix player bows the Scouring Flood and targets Nairuko, moving her home. Tamaki now stands alone to face the stronger Haruto.

This turn of events infuriates the Scorpion. He was prepared to crush the Phoenix army, and possibly the province, but thanks to Tamaki's bravery, he is only destroying a single unit. Still he will take his victory knowing that the Phoenix's resources have been depleted. The Phoenix player now only has two cards in her hand and does not have any cards attached to her Personalities. The Scorpion player passes, as does the Phoenix.

The battle resolution now happens. The Scorpion win, 13 Force to 10. This is enough Force to destroy the army, but not enough Force to also destroy the province (the Scorpion would need 16 Force to do that). Tamaki's bravery has saved the Phoenix lands. All units on the losing side are destroyed. The Scorpion passes quickly through the uninteresting battles at the other three provinces.

You now know enough to finish out the Scorpion's Dynasty and End Phases, and play out the rest of the game. The Scorpion are poised to pounce on their victory by bringing out their formidable Clan Champion, 'Bayushi Nitoshi', to stand side by side with his villainous lieutenant Haruto. With the Phoenix player left with only two cards in hand, the Scorpion is confident in his ability to achieve victory. What he doesn't know is that the

Strategy Note

The *Honor and Treachery* game works best if both players attack relentlessly. Even though the Defender has an advantage going first in a battle, the Attacker will have just attached Followers in the Action Phase, giving what possibly is a stronger advantage. Destroying provinces forces your opponent to respond in kind, or remain at a disadvantage, getting fewer Personalities from fewer provinces. An extra benefit comes when you discard an enemy Personality from a destroyed province before he even enters play!

If you find yourself getting into stalemates where each side is afraid to attack because the other side has too many units, you're probably not attacking early enough. In the full card game, there are also alternate victory conditions—Honor, Dishonor, and Enlightenment—that often encourage one side to attack, because the other side can win just sitting at home.

two last cards in the Phoenix's hand are 'Clearing Crew' and 'Contemplate the Void'. After she attaches the Clearing Crew to Shiba Tsukimi and has Isawa Nairuko cast Contemplate the Void, she will have lots of cards in her hand and will be ready to fight once again. Can the Phoenix follow through and turn Tamaki's noble sacrifice into victory?

When you have finished the learning game, shuffle each Fate and Dynasty deck and see if things are different the next time around, with different Fate and Dynasty draws! Or try a different strategy while keeping the learning game cards in their original order...

As the Phoenix player, can you use the advantage of going first to launch a quicker attack? Try the learning game again, but this time use Border Keep to discard Remote Village instead of Natsumi, and bring out Isawa Tamaki on turn 1 with your Stronghold. Then, give her the powerful Akodo Regulars and attack on turn 2! The Scorpion will either have to bring out a Personality and send him to defend, or be unable to play Battle actions against your attack, due to the Rule of Presence. Can your swift and straightforward attack show the Scorpion that honor is a force more powerful than treachery?

As the Scorpion player, can you learn from the practice game? Maybe the Scorpion should have played Prepared for Death on Bayushi Kasumi instead. At the very least this would have made her immune to the Phoenix's Ranged 4 Attack. What would happen if you chose to keep Shosuro

Konishi instead of discarding him on turn 1? The tides of battle can hinge on every decision you make!

Winning The Game

Although the full L5R game has multiple ways to win, the *Honor and Treachery* game has just one victory condition:

- **Military Victory:** Your opponent loses immediately when his or her final province is destroyed.

Additional Terms

This section collects rules associated with specific game terms.

ACTIVE PLAYER: The player whose turn it is.

ADDITIONAL: Some effects give you the chance to take an "additional" action. The additional action must have a designator appropriate to the current phase (Battle, Limited). You take the additional action immediately, once any action that gave you this chance has ended.

CLAN ALIGNMENT: A keyword ending in "Clan" that refers to one of the nine major Clans: Crab, Crane, Dragon, Lion, Mantis, Phoenix, Scorpion, Spider, and Unicorn.

CONTRIBUTE: A Personality or Follower contributes Force when its Force is added into its army's total Force—for example, in a battle resolution.

CONTROL: You gain control of a card when you bring it into play; only cards in play are said to be “controlled.”

DISCARD: To put a card in its Dynasty or Fate discard pile. “Discard a card” by itself means “discard a Fate card from your hand.”

DRAW: To put the top card of your Fate deck into your hand.

ELITE: Cards with the Elite keyword contribute Force to their army even while bowed.

ENEMY: Referring to the player on the opposing side to you during a battle (the “enemy leader”), and to cards in units he or she controls. Cards not in units, such as Holdings or Regions, are not “enemy cards.”

HOME: The location in front of a player's provinces where cards normally enter play, as opposed to battlefields.

LOOK: To inspect a face-down card (for example, a card in a deck) without showing it to anyone else or changing its position.

Merge: To change the position of a unit from one location to another. Effects that move a unit to a battlefield always move it into its controller's side there.

OPPOSED: A card, side, or army is opposed at a battlefield if there are one or more units in the enemy army.

OPPOSING: “Opposing” refers to cards at the same battlefield, on different sides.

PERFORM: Personalities and Followers perform actions from their own abilities, and Shugenja Personalities also perform actions from any Spells they have attached. Also, some Strategy cards may ask you to choose a Personality or Follower to perform their actions. See **Actions**, p. 25.

REVEAL: To turn a face-down card face-up.

SHUGENJA: A person trained in the magic of Rokugan. Only Shugenja Personalities can attach Spell cards.

STALWART: If a card has the Stalwart keyword, negate its first bowing each turn from other players' cards.

UNIT: See p. 13.





HONOR AND TREACHERY

Beyond Honor and Treachery

The full L5R card game expands enormously on the battles you have fought with this learning set, adding rules for:

- Open actions, which can be taken in the Action Phase even if you're not the active player; and lightning-fast Reactions, which can be taken immediately after certain things in the game happen.
- **Gaining and losing Family Honor points:** High Honor can lead you to glorious victory ... if you can fend off your enemies in time! And low Honor can drag you down to shameful defeat, with a little help from your opponent's political tricks.
- **Additional Dynasty card options:** Regions, Events, and the powerful Celestials who watch over the world of Rokugan.
- **Additional Fate card options:** Items, and the mystical Rings of the game's title. By playing all five Rings you can win by Enlightenment, leaving behind the struggles and illusions of the world!
- Cards that create exciting duels between Personalities using the Focus Values of the cards in your hand and deck.
- Naval invasions, tactical advantages, cavalry, conquest, loyalty, dishonor, the much-contested Imperial Favor, and much more!