

## Turn Sequence

### 1. Straighten Phase

Any cards that have become bowed are straightened.

### 2. Events Phase

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

### 3. Action Phase

Do any or all of the following.

- a. Perform any Limited Actions.
- b. Perform any Open Actions.
- c. Attach Followers, spells and items.
- d. Lobby for the Imperial Favor.

### 4. Attack Phase

- a. Declare an attack against one player.
- b. Attacker (and allies) assigns all attacking infantry.
- c. Defender (and allies) assigns all defending infantry
- d. Attacker (and allies) assigns all attacking cavalry.
- e. Defender (and allies) assigns all defending infantry.
- f. For each battle:
  - i. Defender performs one Open/Battle action.
  - ii. Attacker performs one Open/Battle action.
  - iii. Repeat until both players pass consecutively.
  - i-iii. If there are allies involved, Defender performs first action and play passes to the left.
  - iv. Resolve the Battle and go to the next one.

### 5. Dynasty Phase

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

### 6. End Phase

Draw a Fate Card, and bow to your opponent.

## The Cardinal Rules

1. If any card or Stronghold contradicts these rules, that card of Stronghold 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.

## 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 (a Military Victory),
- You begin your turn with a Family Honor total of 40 points or more (an Honor Victory), or
- You have all five of the elemental rings cards in play at the same time (an Enlightenment Victory).

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. You may also 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.

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 if your Family Honor is too low; Followers will not work for a Personality whose Personal Honor is too low. These minimum Honor amounts appear on the cards. (See pp. 11-12.) You may not bring a unique card into play if a unique version of that card is already in play somewhere; you may not bring an Experienced card into play if an Experienced version of 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 Person-

ality 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 anyone's action phase and during 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 segment, 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.
- 5-6. 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 actinos 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 one Fate Card 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. The Fate cards are then discarded with no further effect.

This is the end of the Quickstart rules. Get your cards and an opponent or two and try out a game. Refer to the main rules if any questions come up.

## 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. This kind of victory is known as a Military Victory. A player loses and 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 Throne through popular acclaim. This is called an Honor Victory; some clans may not win the game this way.

Finally, you can win through the act of gaining mastery of all Five Elements, as represented by the Philosophy of the Five Rings. This is known as an Enlightenment Victory. 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 (black-backed) Cards, one of Fate (green-backed) Cards. You

cannot include more than three copies of any one card in either deck. You cannot include more than one copy of the following cards:

- Any single Event.
- Any Elemental Ring.
- Any card marked Unique.
- Any card marked Experienced.

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.

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

The Dynasty Deck is placed face-down 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 face-down 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 (and as a card inside it) is your Stronghold, which determines which Clan you were born into. Your Stronghold will have three numbers on it, as well as an ability. The numbers indicate the starting Strength of your Provinces (which can fluctuate during the game), the amount of gold it can produce when bowed (which will always be the same amount throughout the game), and your starting Family Honor (which will fluctuate during the game; see below). 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 10). 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. Your Family Honor will go up and down during the course of the game; any player can ask what your current Family Honor total is at any time.

A number of beads were included with your Clan Deck; they 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

Cut your Fate deck, and compare the Focus value of the exposed cards. The player with the highest Focus goes first. Resolve ties with another cut. Replace the cuts and square up your decks; after the first player takes a turn, 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.

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. 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.

### Targeting and Redirection

Whenever an action or effect specifies a target, or when you are required to choose among cards, tokens, players, or Provinces, then you are targeting with that action or effect. You may not target one of your own bowed Personalities, unless the card effect explicitly instructs you to choose a bowed Personality. You may target any Personality controlled by any other player, whether or not that Personality is bowed.

When you do an action that involves targeting, first choose the target of the action, then perform the action.

An action which requires a target is the only type of action that may be redirected (e.g. by the Ring of Air). If the action specifically designates what it is affecting without allowing a choice on the part of the player taking the action, then the action cannot be redirected; for example, a card which specifies "your Fate Deck" or "The Stronghold of the player on your right". It is possible to redirect an action more than once. Should an action be redirected, the new target is considered to be "the target" of that action. No action can be redirected to something it wasn't allowed to target in the first place.

### Bowing Cards for Honor and Gold

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 at a time; any excess gold production is taxed by the Emperor and lost. If you try to put into play a card which you cannot afford, the card goes back into your hand or Province, and any gold produced is lost to the Imperial tax coffers.

### 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 is referred to as a unit.

No Personality may have more than one weapon and one armor 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 Personality, while an "X" indicates an increase to the unit as a whole. Items always give their Force and Chi bonuses directly to the Personality to whom they're attached.

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 was already bowed. No matter whether you are transferring cards this way or with a card effect, the Personality you wish to transfer cards to must be able to attach them - e.g. a Shugenja could not give a spell card to a non-Shugenja, nor could a 0-Personal Honor Personality have Followers with a 1 Honor Requirement attached to him.

Once attached to a Personality, cards and tokens remain there and cannot be removed voluntarily without a card or rules effect that does so.

### 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.

If you bring into play a card that reads "Lose X Honor", you immediately subtract X from your current Family Honor. Likewise, if you bring into play a card that reads "Gain X Honor", your Family Honor immediately increases by the indicated amount. Moving a card with an associated honor loss from one Personality or player to another does not produce the honor loss a second time.

### Special Rules for Bringing Cards Into Play:

#### - Events

Events manifest when they are revealed in the Events Phase, and are then discarded. An Event which is turned face-up at some other time during the turn is resolved during the player's next Events Phase.

#### - Personality Cards

Your Family Honor Total must meet or exceed the minimum honor requirement as noted in the card's Required Family Honor area. Cards with a "-" for their Honor Requirement can be recruited even if your Family Honor is below zero. Once you've legally brought a Personality into play, they are bound to your service, and will stay in play even if your Family Honor dips below their 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.

#### - Regions

Region cards represent different areas in Rokugan that are important in the Clan Wars. During the Events Phase, after resolving all of your face-up events, if a Region card is face-up in one of your Provinces, it comes into play attached to that Province unless there is already a Region attached to that Province or if it may not enter play due to uniqueness. You must bring the Region into play if you are able; otherwise you may discard it during your Dynasty Phase.

#### - Followers, Items & Spells

To bring these cards into play, you must control an unbowed Personality to whom you attach the card. If you're attaching or moving Followers onto a Personality from your Fate Hand or another Personality, the Personality must have a Personal Honor equal to or greater than the minimum Honor requirement listed on the Follower card. Only Shugenja may be given spell cards, and they may only attach a number of spells equal to their Chi. If a Personality's Personal Honor or Chi is somehow reduced, the Followers and spells already attached to him remain attached. No Personality may have more than one weapon and one armor at a time. Items, and those Followers with a "+" in their Force or Chi areas, add their bonuses directly to the Personality to whom they're attached; most other Followers (with just a number in their Force and Chi areas) add their force to the unit as a whole.

If a card doesn't have a stat, it's considered to have a zero in that stat. For instance, Followers have a Personal Honor of zero.

#### - Ancestors

Ancestors are a special type of Follower that represent a guiding spirit from the clan's past, now taking a hand in the conflict. Because these spirits are only seen or felt by the Personality that they have attached themselves to, there are special rules that only apply to ancestor cards:

1. Although ancestors have no gold cost, you must bow the Personality when you are attaching the ancestors. You may attach an ancestor to a Personality as a Reaction to bringing the Personality into play, as well as during your action phase.
2. You may only attach an ancestor to a Personality of its clan.
3. Once attached, ancestors cannot be moved or destroyed while the Personality lives, but are destroyed when the Personality is.
4. Cards which affect Followers do not affect ancestors. Ancestors may not receive Force bonuses or be targeted by Ranged Attacks. A personality with only an ancestor attached is not considered to have a Follower attached. Ancestors do not affect whether a unit is infantry or cavalry.
5. If a Personality swears fealty to another clan, any attached Ancestor is destroyed (ignoring rule 3).

#### - Action Cards



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

#### - Kiho

These cards are a hybrid of an action and a spell, and have the spell scrolls on an action background. Kiho are considered action cards, but their effects are considered spell effects. Kiho represent a shugenja's or monk's ability to gather his chi and unleash it in a controlled way. You must bow a shugenja or monk you control to play the Kiho. Since Kiho effects are considered spell effects, they could as such for the Ring of Air and other cards that can affect spell effects.

#### - 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 master 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. If you get all five Rings into play, you immediately win the game; this is called an Enlightenment Victory.

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 has the Unique trait, only one of that card may be in play anywhere in the game at any time. You may not bring a Unique card into play if there is a Unique card with the same name already in play. If a Unique card was in play, but has been destroyed, another card with the same name may be brought into play. You may only put one copy of any Unique card in your deck.

### Traits and Abilities

Many Personalities have Traits and Abilities, which specify their Clan allegiance (if any), indicate whether they are a samurai or a spell-caster, and occasionally produce interesting game effects. An ability is anything in a Personality card's text box which is prefaced by "Limited:", "Battle:", "Open:", or "Reaction:". A trait is anything else in a Personality's text box, including clan identifiers and titles, whether the Personality is a shugenja or samurai, and occasional bonuses and the life (although the italicized text is not a trait). An ability on a Personality with the shugenja trait is known as an innate ability.

Any card with, say, "Foo" or "Foos" in the title or in the bold-faced section of the trait area is considered to be a "Foo" card, and is affected by things which refer to "Foo" cards. Any action by a "Foo" Card is considered a "Foo" action.

Reserved game terms (including, but not limited to, "Ally", "Attacker", "Clan" and "Stronghold") do not count as traits when they appear in a card's title or trait text.

### Experienced Personalities

The storyline of Legend of the Five Rings was designed to progress over time, and this is reflected in changes made during the expansion sets. The Experienced family of traits represents the changes which some Personalities undergo during the story.

The progression from earliest to latest versions of a Personality is as

follows: Inexperienced, "non-Experienced", Experienced, Experienced 2, Experienced 3, ... Most Personalities are non-Experienced; that is, they don't have one of the Experienced traits. Some pivotal characters, however, have up to four versions, representing the modifications to their influence, skills and outlook during the storyline.

You may have one copy of each Unique version of a Personality in your deck, and up to three copies of each non-Unique version of that Personality.

If you have an earlier version of the Experienced Personality already in play, and a later version is face-up in one of your Provinces, you may lay the later version on top of the earlier version during your Dynasty phase. This has no gold cost, honor requirements are waived, and no effects are triggered by this card entering play. The later version keeps all of the attached cards and tokens, as well as any abilities of the card it is overlaying, but the stats and traits of the Experienced version override the stats and traits of the inexperienced version. If a permanent change (such as Oath of Fealty) has affected the Personality, it also affects the new, Experienced version.

Instead of overlaying a non-Experienced version, you may bring an Experienced Personality into play normally, in which case honor and gold requirements must be met normally. This Personality has no effect on non-experienced versions of this Personality in terms of uniqueness.

When bringing Experienced Personalities into play, Uniqueness restrictions are still observed: if a Unique version of a Personality is in play, the only way another Unique version of that Personality may enter play is by overlaying the first one.

You may not "underlay" an earlier version of a Personality under a later one without the use of a card effect.

When an overlaid, Experienced Personality is destroyed in the Resolution Segment of a battle, the player who destroyed it gains honor for destroying both the original and the Experienced versions of the Personality.

Some cards in the Hidden Emperor arc have the trait "Experienced [Name]". This means that the card is considered to be the experienced version of the card named; e.g. Hitomi has the trait "Experience Mirumoto Hitomi", and so could be overlaid on an earlier Mirumoto Hitomi. This trait appears when a character has had a name change during the story.

## 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. Keep in mind, when applying negative modifiers to cards, that no value in the game drops below zero except for Family Honor.

A card can have many different kinds of tokens on it at once. You cannot voluntarily switch tokens between cards or destroy tokens without a special card effect which allows you to do so (except for Follower tokens; see below). Unless there is text specifically restricting where a token may be placed, any token can be placed on any Personality.

Some card effects create Follower tokens. Any effect which can affect a Follower card can and will also

affect a Follower token: they can be bowed, e.g. for Ranged Attacks or by a Fear effect. They can be transferred from one Personality to another like Follower cards, i.e. by bowing the Personality involved. Follower tokens destroyed in a battle's Resolution Segment give the destroyer honor as if they were Follower cards: 2 honor per Follower token destroyed, or 1 per token in the case of a tie (See p. 37.)

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.

## What is a Clan

Even though there are eight Clans - Crab, Crane, Dragon, Lion, Mantis, Phoenix, Scorpion, and Unicorn - there are other Strongholds which are considered "clans" for purposes of game play. These Strongholds are the Naga, Toturi's Army, the Shadowlands Horde (formerly Yogo Junzo's Army), and The Brotherhood of Shinsei. The new Time of the Void Crab and Phoenix strongholds are considered to be distinct from the old ones, and don't override them; they are still considered Crab Clan and Phoenix Clan. A similar distinction applies to the Scorpion and Lion strongholds in Scorpion Clan Coup and other modified strongholds that have a different title.

Any card with the trait "Toturi's Army" is considered a member of that "clan". Any card with the trait "Naga", or "Naga" in the title, is considered a member of that "clan". Both Mantis Clan Personalities and Yoritomo's Alliance Personalities are considered to be members of the Yoritomo Alliance "clan", and the "Mantis" and "Yoritomo's Alliance" traits are interchangeable. Personalities with the "Monk" trait are considered to be members of the Brotherhood of Shinsei "clan". The Shadowlands Horde "clan" has no members.

## Copying Abilities

A few cards are capable of copying other cards' statistics or abilities. A card can't copy itself. A copied ability is treated as if the copying card had, printed in its text box, the copied text. If a card copies a value from another card (i.e. Force, Chi, or Personal Honor), the current value of the card being copied replaces the current value of the copying card. Copied abilities or stats wear off at the end of the turn, and tokens produced by a copied ability also vanish at the end of the turn. If card A has an ability which refers to itself by name, and card B copies that ability, replace A's name with B's in the copied version of the ability.

## Sequence of Play

### 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 have the trait "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. Any Events which were somehow turned face-up between your last Events Phase and this one also resolve during this phase as if they had just been turned face-up.

If any 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.

After your face-up Events have resolved, if a Region card is face-up in one of your Provinces, it comes into play attached to that Province unless there is already a Region attached to that Province or if it may not enter play due to uniqueness.

### 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, in any order:

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 count as the current player's action; you must wait until the other players play open actions or pass before you may do another. Similarly, you must give all of your opponents, in turn, a chance to play a Reaction to each of your actions before playing a Reaction of your own (see Reactions).

### 4. Attack Phase

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

The Attack Phase is divided into five Segments:

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

#### 4.1 Declaration

You must declare your attack against another player, signaling the beginning of a conflict 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, the Attacker and then the Defender may ask any or all of the 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.

#### Multiple Combatants (Allies)

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. A player cannot ally with both the Attack and the Defense in the same turn. Players are not required to state their intentions about allying until they actually send a unit: it is not illegal to remain silent or lie about your intentions, and is considered good form if you're playing Clan Scorpion! Players who join the Attack or Defense gain 2 Family Honor as soon as they commit at least one unit. You may only gain this honor once per attack phase.

### 4.2 Infantry Maneuvers

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.

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.

Once the Attacker has finished assigning Infantry units, other players have the opportunity to declare themselves as offensive allies. Starting with the player on the Attacker's left, each player has one opportunity to either send units or pass.

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

Once all Infantry Attacks have been declared, the Defender brings Infantry units into the battles 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.

### 4.3 Cavalry Maneuvers

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. This is the last chance for a player to declare an alliance with either side, by assigning a Cavalry unit to attack or defend a Province.

#### End of Commitment

Once all units have been committed to the combat, the battles begin. There is a battle at each of the Defender's Provinces; each 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. The attacker need not, in

fact, commit any units at all to attack Provinces; an attack with zero units is still a valid attack. The Defender, likewise, has the option to not send any units to the defense. Once a unit is committed to a battle for a particular Province, that unit cannot move to a different battle without using a card effect.

#### 4.4 Battle Actions

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 Open or Battle actions. The only exceptions to this rule are cards which specifically allow you to bring your own unit in to the battle, such as Superi- or Tactics. (Note that this rule only applies to Open and Battle actions; if the trigger event for a Reaction occurs, it's legal to play that Reaction no matter where your units are.)

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. Only one Terrain card may be in play at any time during a battle, so if one has already been played during the current battle, it is illegal to play a second one without somehow removing the first one. The effects of a 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.

While the battle at a particular Province is being resolved, all Open and Battle actions must either:

- come from a card or token at that battle;
- move a card or token into the battle; or
- target or affect one of the following: a card in the battle, a token in the battle, or a Province under attack.

If a card's text refers to an "opposing" card, or if it refers to "this battle" or "another [Attacking/Defending] Personality", then the card creating the effect must be participating in the battle.

#### 4.5 Resolution Segment

The Attacker determines the Force Total of his attacking units by adding the Force of each unit. The Defender then determines the Force Total of this defending units by adding the Force 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, during the Resolution Segment, one side has no units remaining in the battle, the battle is not considered a victory over an opposing army. (For instance, Ratling Conscripts would not receive an experience token.) Also, an unopposed army is not destroyed even if it has a Force Total of zero.

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. An army with a Force Total of zero is not destroyed if unopposed by any units.

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. The destruction of the Province happens at the same time as the destruction of the Defending army. You must exceed the Province Strength with your excess Force; merely equaling it does not destroy the Province. Any cards in a Province when it is destroyed are discarded. A destroyed Province may no longer hold cards; slide your Fate and Dynasty Deck toward each other to close up the gap. You do not gain HONOR from destroying Provinces or the cards attached to or contained in them, but only from destroying opposing armies. The honor a player gains from battle is considered a single instance of honor gain, regardless of the number of cards destroyed.

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. (Defending units do not bow, and remain in their respective Provinces until the entire Attack Phase is over.) Cards are not bowed because of their involvement in battle until this point. In between the Resolution Segment of one battle and the Battle Action Segment of the next, all players get a chance, in turn, to produce effects which reach to the end of a battle (for instance, Rallying Cry).

## 5. The Dynasty Phase

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

After all the desired cards are brought into play, you can 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 ill effects befall you when you run out of cards (except, of course, that you cannot ring 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. Fortifications come into play unbowed. No more than one of each type of Fortification can be attached to a Province.

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.

Also Note: No player may produce Limited, Open, or Battle actions during the Dynasty Phase.

## 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. 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, use an Open action to raise the Chi of a Personality who is on his way into a duel.

If two players both want to take an action at the same time, or if a rule puts two players in conflict (like identical Unique Personalities appearing during the Unexpected Allies event) the current player has precedence and then each other player in turn order around the table. During the Battle Action Segment, the defender goes first.

## Battle Actions

These actions are only usable during the Battle Action Segment of the Attack Phase. A Terrain 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 Segment. As with any other Battle action, you may not play a Terrain at a battle in which you have no units, unless that Terrain moves a unit into the battle.

## 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 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 affect another action, you must announce that you are doing so immediately after the player using that action has announced it. After playing any action, including a Reaction, all players have the option to play Reactions in turn, beginning with the opponent on your left. All players may produce Reactions in



turn until everybody passes consecutively.

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.

### The Imperial Favor

The Imperial Favor represents the efforts of the Emperor or the Imperial Court to exert influence on the behalf of current court favourites. Controlling the Imperial Favor allows you to perform one of several special actions, as described below:

Limited: Draw a Fate card and add it to your hand.

Open: Restored any one Dishonored or Dishonorable Dead 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.

Once per turn, as a Limited action, you may lobby to take control of the Imperial Favor. To lobby for the Favor, you must bow a Personality you control, and announce that you are lobbying the Emperor. The Personality whom you bow must have a Personal Honor greater than zero. If no player controls the Imperial Favor, and you have a higher Family Honor total than the other players, 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 in turn. 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 expire 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 Court on your behalf.

Second, you may also discard one 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. You may only make one gift per lobbying effort.

Your opponents may also bow their Personalities and discard Fate cards in turn, either to boost your Family Honor or that of your antagonist. As the lobbying player, you may make the first gift or send the

first speaker, after which each player may make a gift or send a speaker in turn until everybody passes.

If you have a higher total than the other players 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 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 printed on the card.

### Removing the Stain of Dishonor

If one or more dishonored Personalities are involved in any gain of honor to your family, including a battle or a duel, they are restored to honorable status instead and you gain nothing.

### Casting Spells

Only Shugenja Personalities may attach and use spell cards. Shugenja must bow when using a spell, even if the particular spell does not state this explicitly.

If a Shugenja with attached spell cards loses the Shugenja trait, the spells remain attached, but they can't be used until the Personality regains the Shugenja trait. If a non-Shugenja has the ability to use spells, treat all references to "this Shugenja" on the spell as "this Personality".

Followers who are considered to be Shugenja under the "Foo" rule are affected by effects which specify "all Shugenja in play". They aren't affected by "all Shugenja personalities in play" effects.

### Rituals

Rituals are a new spell type in which a group of Shugenja you control work together to weave the elements into more powerful spell effects. When casting a ritual, the Shugenja that has the spell attached must be involved (bowed) in the ritual, and is considered the "primary Shugenja". Only the primary Shugenja is considered to be casting the spell, but all of the other Shugenja that are helping to produce the ritual's effects can add any bonuses they have for casting spells. If the ritual is performed during a battle action segment, then all of the Shugenja that are performing the ritual (bowing) must have been assigned to the battle being resolved. You may only bow your own Shugenja to perform a ritual. These are currently no rituals in The Hidden Emperor

story arc.

### 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.

Any terrain card which is "replaced" in any way is destroyed. Terrain cards which may not be replaced may not be destroyed.

As soon as a Personality is destroyed, it goes into your discard pile. There are not "parting shots" in Legend of the Five Rings, and any effects which would have been produced by a Personality had it survived do not take effect.

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. Cards which have been discarded are neither Honorable nor Dishonorable Dead.

### 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; if he does, nothing happens - although the card creating the duel may overrule either of these conditions. 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 *Bit-ting Steel* on a Personality who is on his way into a duel.

Once the challenge has been issued and accepted, the duel has started. This is the only point at which Reactions referring to a Personality who is "entering a duel" may be produced.

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 items or cards with "+X" bonuses. If a non-Personality has somehow become involved in a duel for which it has no printed stat, it is considered to have a zero in that stat (e.g., the Personal Honor of a Geisha Assassin).

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"). The Focus Value of this card adds to that Personality's Chi (or to the attribute specified by the effect that created the duel; i.e. Force in a Test of Might) until the end of the duel. 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 aside from the Chi bonuses.

To resolve the duel, turn all Focus cards face-up and reveal the final Chi values of the Personalities involved. The Personality with the higher

total Chi 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, while the winner is unaffected.

### 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 an opposing 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 or equal to the Force of the target. If the target is a Follower, the target is destroyed if the Force of the attack is greater than or equal to 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.

### 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.

### 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 trait, which doubled 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 the 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.

## Samurai

If one of your Personalities with the Samurai trait takes an action or is targeted by an action which results in your 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.

## Tactician

Personalities with the Tactician trait are allowed to play a Fate card as a Battle Action, adding the Focus Value of the card to their Force Total until the end of the turn. This is not considered "focusing," and can only be done once per battle.