

**Alderac Entertainment Group**

**Legend of the Five Rings: Celestial Edition**

**Official Judge's Rulebook**

**Version 1.1**

This is the Legend of the Five Rings Judge's Rulebook. It collects the online Comprehensive Rules into an indexed, printable, portable format for the tournament judge.

This is the most recent version of the Comprehensive Rules as of **February 22, 2010**. This document is superseded by any changes made to the online Comprehensive Rules (<http://rules.l5r.com>) since then. Changes since the last version are indicated by lines along the left margin of the relevant paragraphs.

This rulebook assumes a basic level of knowledge of the game. It is intended as a way to resolve advanced rules questions, not as a learning tool.

**Credits**

Comprehensive Rules: Roger S. G. Sorolla, L5R Rules Editor

Thanks go to the members of the Rules Team who have helped build these Rules, both directly, and through constant discussion of tricky rulings. This document would be much poorer without their help.

L5R Rules Team: Brook Cunningham, Zen Faulkes, Loïc Hervier, Dan Jacobson, Alexander Lewis Jones

Special mention: Former RT member Marty Lund.

**CARDINAL RULES**

**Cardinal Rule 1, Cards vs. rules:** If the text of any card contradicts the Comprehensive Rules, follow the card text. Something that changes one aspect of a rule does not by itself change any other aspects of the rule.

*Example: An effect that lets you make a Ranged Attack against a card in a player's home only changes the rule that the target of a Ranged Attack must be in the current enemy army; it does not change the rule that the target of a Ranged Attack must be a Follower or a Personality without Followers.*

**Cardinal Rule 2, Cards vs. cards:** If different printings contradict each other, follow the most recent English-language printing of the card.

**Cardinal Rule 3, Rules vs. rules:** If the text of any other rules document (such as the rulebook or

rulesheet in starter boxes) contradicts the Comprehensive Rules, follow the most recent online version of the Comprehensive Rules.

**THE PLAYER**

**CLAN ALIGNMENT**

A player's Clan alignment, such as "Scorpion Clan" or "Unicorn Clan," is the same as his or her Stronghold's.

A player using an unaligned Stronghold (one with no Clan alignment) has no Clan alignment. An unaligned player does not have the same Clan alignment as unaligned Personalities.

If a player has no Clan alignment, then all other players and Personalities (even Unaligned ones) are "without" that player's Clan alignment, and do not share a Clan alignment with that player.

Effects that say "You are [an X] Clan player" give the player that Clan alignment.

Legal Clan alignments in Celestial Edition are: Crab Clan, Crane Clan, Dragon Clan, Lion Clan, Mantis Clan, Phoenix Clan, Scorpion Clan, Spider Clan, Unicorn Clan.

Other Clan alignments given by effects only exist in games where those effects apply.

*Example: An unaligned Stronghold gives the Panda Clan alignment to its player. This makes "Panda Clan" a Clan alignment in games where this stronghold is in play, but it is not a Clan alignment in other games.*

**FAMILY HONOR**

Each player's Family Honor, or Honor for short, is a recorded value that may change during the game.

A player's starting Family Honor is taken from his or her Stronghold's Starting Family Honor stat.

Family Honor is a numerical value that follows different rules than card stats. Family Honor may have a negative value. Also, because Family Honor is marked in the game, changes to it do not have a duration; they are instantaneous.

If an Honor gain or loss is reduced or increased by another effect, the reduction or increase is not itself counted as an Honor gain or loss.

Reduction of an Honor gain cannot turn it into a loss, nor can reduction of a loss turn it into a gain; the minimum value of a gain or loss is zero. Losses are expressed in positive numbers even though their ultimate effect is to reduce Honor.

An Honor gain or loss of 0 points is not considered a gain or loss for things that check whether a gain or loss happened. See also Timing, p. 19.

Each separate Honor loss or gain happens all at once.

**EXCEPTION:** Some effects may check for a specific amount of "total Honor" gained or lost during a certain period. These effects keep a running tally of relevant Honor changes. If a multi-point Honor change would take the total above the specific amount, the change is split into two gains or losses. The gain or loss that takes the total to the specific amount is separate from, and comes before, the gain or loss in excess of the specific amount. This splitting happens at the "when" timing point of the Honor gain or loss. It is not a reduction of the gain or loss.

*Example: An action says in part: "From now until the turn ends, after a player gains 5 total Honor from his own card effects, negate his further gains from such effects." During that period, the player gains 1 point of Honor (total gain = 1), then 2 points from a different effect (total gain = 3), then 3 points from a third effect. Because the third effect takes the total over 5, it is split into a gain of 2 points (total gain = 5), and a gain of 1 point. The gain of 1 point is negated.*

References to "points of Family Honor" assume a positive Family Honor value.

*Example: Matsu Misato's Ranged 3 Attack, which gains "+1 strength for every 10 points of Family Honor you have," does not gain any strength when you are at -10 Family Honor.*

### MAXIMUM HAND SIZE

A player starts with a maximum hand size of 8, referring to the number of cards he or she allowed to keep in hand at the end of the End Phase. A player with no maximum hand size has an effectively infinite maximum hand size.

### PLAYER ABILITIES

Players may gain abilities from effects. The following is a list of the abilities players start the game with. Some of these actions are known by a special game term, in parentheses below, which also can refer to the Personality performing it.

*Example: A Personality performing Lobby is "lobbying," as well as performing a Lobby action.*

**(Equip) Limited:** Any number of times per turn, target one of your Personalities: Attach a target attachment card from your hand to him.

**(Lobby) Political Limited:** If you have a higher Family Honor than all other players, bow your target

Personality with Personal Honor of 1 or higher: Take control of the Imperial Favor.

**Political Limited:** Discard the Imperial Favor and a card: Draw a card.

**Political Battle:** Discard the Imperial Favor: Move a target attacking enemy unit home.

**Tactical Battle:** Any number of times per turn, discard a card and target one of your Tactician Personalities: Give him a Force bonus equal to the Focus Value of the discarded card.

(Note that because of the rule about performing Tactical actions, this can only give one Force bonus to each Tactician per turn.)

**Reaction:** After engaging, once per battle, if you are the Attacker and your current army has more Naval cards than the side opposing it, target your Naval Personality: You have the first opportunity to take a Battle action, which must be performed by the targeted Personality.

**Reaction:** Any number of times per turn, before you lose Honor from an action that targeted or was performed by one of your Courtier or Samurai Personalities: He commits seppuku. If the seppuku destroyed him, reduce the Honor loss to one.

Note: In the above ability, the Courtier or Samurai does not perform the seppuku, by the rules on performing.

### PLAYERS WINNING AND LOSING

L5R has a number of different ways to win.

**Honor Victory:** An Honor victory represents overwhelming political acclaim in the Imperial Courts. At the point when a player's turn begins (that is, prior to anything triggered "after the turn begins"), if that player has 40 or more Family Honor, he or she wins through an Honor Victory.

**Military Victory/Loss:** A Military victory represents the destruction of your last adversary's last base of support. A player loses immediately after his or her last Province is destroyed and is then eliminated from the game.

When two players are in a game (including the later stages of a game that started with more players), and one player loses this way, the last remaining player has won a Military Victory. This is a Military Victory even if the last province was destroyed by some other means than battle resolution.

**Dishonor Victory:** A player can lose by Dishonor, representing his or her faction becoming utterly discredited in the eyes of the Imperial Court. A player

loses immediately and is eliminated from the game after his Family Honor reaches -20 or below.

When two players are in a game and one player loses in this way, the one remaining player has won a Dishonor Victory. If two or more players lose through Dishonor from simultaneous Honor losses, the active player chooses who loses first; the last player left wins, even if he or she would lose immediately after.

**Enlightenment Victory:** Enlightenment represents finding insight beyond the material world, reflecting on one's experience in war and peace through the philosophies of the Five Elements. A player wins immediately through an Enlightenment Victory when he or she has in play five Ring cards, each with a different element keyword, and each of which last entered play by its own text (as opposed to other effects that can put a Ring into play).

**Special victory conditions:** Cards in the game may give other conditions of winning or losing. Winning by one of these cards, or because one of them caused the last remaining other player to lose, is designated by the title of that card.

**Player elimination:** If a player loses the game and two or more players remain, all cards from the eliminated player's play deck are removed from the game (regardless of who controls them), all created cards under his control are removed from the game, all his remaining Provinces leave the game (without literally being destroyed), and he leaves the game. An eliminated player's tokens that are still in play after this, as well as his created cards that are controlled by other players, remain in play.

If an attacker is eliminated in the middle of a series of battles, the player to his left determines the order remaining battles will resolve in.

Effects generated by eliminated players' cards or actions persist for their normal duration. For effects that will end during some future turn of the eliminated player, end them after the previous remaining player's turn and before the next remaining player's turn.

## TURN ORDER

Turn order proceeds to the left. If no starting player is specified for a sequence of occurrences in turn order, turn order starts with the active player.

If an effect alters which player goes first in an action round (for example, taking battle actions in a battle), turn order proceeds leftwards from him or her.

## THE CARDS

### THE PLAY DECK

The "play deck" is the set of cards chosen by the player with which to play the game. It actually consists of two decks – one of black-backed Dynasty cards, one of green-backed Fate cards – a Stronghold, and the starting Holdings Border Keep and Bamboo Harvesters. These cards are chosen according to a format.

L5R has a standard competitive format organized around the current base set, Celestial 40/40. The two numbers refer to the minimum number of cards in the Dynasty and Fate decks, respectively.

Unless format rules specifically state otherwise, all play decks must follow these two rules:

- No more than one copy of each Event and Unique card, by card title, may be included in the play deck.
- No more than three copies of any non-Unique, non-Event card, by card title, may be included in a play deck.

**EXCEPTION:** Cards with the same title but different Experienced levels (including non-experienced versions) count as different cards for deck construction.

If a card or card type "does not count against deck construction limits," its presence in a deck does not count towards the minimum deck count required by the format.

In Celestial 40/40 format:

- All cards in a play deck must be Celestial legal – their most recent printing must have the Celestial expansion symbol.
- Older printings of cards that have been reprinted with the Celestial expansion symbol may be used in a deck, but are always played by the stats and text of their most recent printing, following cardinal rule 2.
- The Dynasty and Fate deck each must contain a minimum of 40 cards.

Rules for formats other than Celestial 40/40 are listed online at [http://rules.l5r.com/Alternate\\_Format\\_Rules](http://rules.l5r.com/Alternate_Format_Rules).

## STRONGHOLD

The Stronghold does not go into the Fate or Dynasty decks. The player starts with one Stronghold in play.

**Stronghold Immunity.** Effects and costs will not change the game state of a Stronghold, and actions and traits may not target a Stronghold, unless they specifically mention the word "Stronghold," or come from the Stronghold itself.

*Example 1* An effect that says: "Name a card. Abilities on cards with that title can not be used" does not apply to Strongholds because it changes the game state of the Stronghold.

*Example 2: A Reaction trigger states "After an effect from another player's card bows one of your cards:" This can be used in reaction to another player's Stronghold ability because it does not change the game state of the Stronghold itself. It can also be used in reaction to another player bowing your Stronghold, because the reference itself is not an effect, targeting or cost.*

*Example 3: An effect on a non-Stronghold card says "Destroy your target Temple: Bow a target card." This cannot target or destroy a Stronghold with the Temple keyword, and the bowed "card" also cannot be a Stronghold.*

*Example 4: Your Stronghold has the Port keyword. A trait that says "Produce 1 Gold for each Port you control" would count the Stronghold because it does not target or change the game state of your Stronghold.*

**Clan Alignment.** To the left of the title is a symbol that shows you what Clan the Stronghold belongs to, or no icon if it is unaligned (with no Clan alignment).

**Base Province Strength.** The topmost of three numbers at the right of your Stronghold gives your base Province Strength. When a province is created, either at the beginning of the game or in the course of the game, it has the base Province Strength of its player's stronghold.

**Gold Production.** The middle of your Stronghold's three numbers is its Gold Production. When paying a Gold cost, a player may bow his or her Stronghold as a cost to produce Gold equal to the Stronghold's Gold Production.

**Starting Family Honor:** The bottom number on a Stronghold is Starting Family Honor. The player's Family Honor score (Honor for short) starts at this value.

## **DYNASTY CARD TYPES**

### **HOLDING**

Holdings enter play bowed by default no matter how they enter play.

Gold-producing holdings often have traits written as "Bow this card: Produce X Gold" which is shorthand for, "When paying a Gold cost, bow this card: Produce X Gold."

**Playing Holdings:** When bringing a Holding into play, a player follows this sequence:

- A. The Holding enters a specially created entering-play area.

- B. Any restrictions on its entering play are checked. If these conditions are not met, the Holding returns to where it came from (shuffling the deck if it came directly from a deck search) and the sequence ends.

- C. The player pays the Holding's Gold cost, then pays any other costs of bringing it into play. See Costs, p. 22.

- D. The Holding enters play, bowed.

- E. The entering-play area ceases to exist.

**Starting Holdings:** The holdings a player may start play with, Border Keep and Bamboo Harvesters (see p. \*), follow special rules. These Holdings do not count against deck construction limits. Copies of them may not be included in decks when constructed. However, during play, if something puts either of these holdings into the Dynasty deck, they enter it normally.

## **PERSONALITY**

Personalities have Force, Chi, Honor Requirement, Gold Cost, and Personal Honor as stats.

**Chi Death Rule.** If a Personality's Chi is ever zero, destroy him immediately. This destruction for having zero Chi is continuously applied (see p. 25).

**Honor Requirement.** A dash (–) Honor Requirement means that the Personality has an infinitely low Honor Requirement; lower than any numerical Honor Requirement and equal to any other dash Honor Requirement..

Honor Requirements may be a value lower than zero (for example, when an Honor Requirement of 0 is lowered by some amount).

**Personal Honor.** A Personality's Personal Honor has a maximum value of 5.

**Playing Personalities:** For a Personality to enter play at any time, his or her Gold Cost must be paid. A Personality normally enters play in his or her controller's home.

When bringing a Personality into play, a player follows this sequence:

- A. The personality enters a specially created entering-play area.

- B. The personality's Honor Requirement and other restrictions on its entering play are checked at this point and at no other time; if the Personality is aligned to the player's clan and it is the player's Dynasty Phase, the player may ignore the Personality's Honor Requirement and increase his Gold cost to enter play by 2. If these conditions are not met, the Personality card returns to where it came from (shuffling the deck if it came directly from a deck search) and the sequence ends.

**C.** If requirements and restrictions were met in step B, the player pays the Personality's Gold cost; if the Personality is aligned to the player's clan and it is the player's Dynasty Phase, the player may choose to pay 2 less Gold for the Personality. The player then pays any other costs of bringing the Personality into play. See Costs, p. 22.

**D.** The player may gain Honor from the rule about bringing Clan-aligned Personalities into play for full cost (See Dynasty Phase), then the Personality enters play. This Honor gain is timed "before" the Personality enters play.

**E.** The entering-play area ceases to exist.

## EVENT

An Event only resolves during the Events Phase.

Events usually have a trait, which is treated as a triggered trait, even if there is not an explicit trigger.

An Event that is resolving leaves the province or other area from which it is resolving, a resolution area is created, and it goes there. Once in the resolution area, the Event's trait is triggered. If conditions in the trait's constraints block (if any) are met, and costs in the constraints block are paid, then the effects of the Event resolve in order.

The player for whom an Event resolves – that is, the "you" in the Event's effects – is the player whose province it was revealed in. If the Event resolved from some other area, the Event resolves for its owner.

After the resolution of any of the Event's effects (even if they were prevented), if the Event card is in the resolution area, discard it. Then, if necessary, the province it came from is refilled.

The same Event, by title, can only resolve once for any one player in any game. If it would resolve another time, discard it instead. The game state remembers that an Event with that title has resolved for you even if the Event becomes face-down and out of play (see Tracking rule).

The same Event, by title, can resolve for more than one player.

Events are not optional; if revealed at a time when they would resolve, they must resolve.

If an Event enters play somehow, it enters play in your home.

## REGION

Regions normally enter play from Provinces during the Events Phase. They do not enter play just by being revealed in a Province at any other time.

Regions about to enter play exist briefly in an entering-play area, where their legality of entering play is checked.

A province will not have more than one Region attached. Regions that are about to enter play illegally are discarded instead.

Attaching a Region in the Events Phase is not optional. If revealed, it must attach if legal.

*EXCEPTION:* Attaching a Region that has one or more costs is optional. If the Region's player can't or doesn't want to pay its costs when it would enter play, the Region is discarded instead.

## CELESTIAL

Celestials are a card type introduced in Path of the Destroyer, with graphics of clouds in their frame.

When one or more Celestial cards are revealed in a player's province at any time, he or she must bring the Celestials into play, following this sequence:

**A.** The Celestial cards enter a specially created entering-play area.

**B.** Any restrictions on their entering play are checked. If these conditions are not met for any of these Celestial cards, they return to the province they came from. If these conditions are not met for all of them, steps C and D do not happen.

**C.** The player discards any Celestials he or she controls.

**D.** The Celestial cards enter play from the entering-play area.

**E.** The entering-play area ceases to exist.

## FATE CARD TYPES

All Fate cards have a Focus Value stat.

## STRATEGY

**Gold Cost:** A Strategy's Gold Cost is part of the base costs of each of its abilities. While the number in the coin is a cost of the Strategy card, it is not paid upon playing the Strategy, but at the appropriate point when the action is taken. When Gold costs derived from a Strategy card's Gold Cost stat are paid, this is "paying for" both the action and the Strategy card..

**Playing Strategies:** Strategy cards are normally played from the hand to take an ability on the card. If a Strategy card is in play, abilities on the card may not be used while the Strategy card is in play, unless the card specifically allows this. Note that an ability granted to a player or card as part of the Strategy's ability does not fall under this prohibition.

To play an Strategy for one of its abilities, a player first checks whether it is a legal point in time to use

the ability, and whether the action can otherwise be legally taken (including being able to meet required costs, required targeting, and other restrictions). If these conditions are met, the player then follows this sequence:

- A.** The player puts the Strategy card face-up in a resolution area, which is created for that card.
- B.** The player announces which ability on the card is to be used. The action then proceeds (see p.11).
- C.** After the action ends, the player discards the Strategy card, even if the action did not resolve. Then, the resolution area ceases to exist.

*EXCEPTION:* If the action's own costs or effects put the Strategy card into play, it is not discarded after the action ends

*EXCEPTION:* Terrain Strategy cards follow different rules of play.

## RING

If you are taking an action on a Ring out of play (for example, in your hand), and it has a choice between discarding it or bowing it as a cost, you may only choose the discard cost, not the bow cost -- even if you have an effect that pays the bow cost as a substitute.

## ATTACHMENTS

Followers, Items and Spells are all attachment cards. Attachments have a Gold Cost stat.

**Playing attachments:** Attachment cards enter play by being attached to a Personality, placing the card under the Personality with the title showing.

Attaching a card requires a selection of a Personality to attach to. Attachments may only enter play by being attached to a Personality, and only attachments may attach to a Personality.

To play an attachment card, a player follows this sequence:

- A.** The attachment enters a specially created entering-play area.
- B.** If the Personality being attached to has not already been designated, the player chooses a legal Personality for the attachment.
- C.** The attachment's restrictions on entering play are now checked. If restrictions can not be met, the attachment goes back where it came from; if the attachment came directly from a search of a deck, it is shuffled back into the deck.
- D.** The player pays the attachment's Gold cost and any other costs of bringing it into play. See Costs, p. 22.
- E.** The attachment enters play in the Personality's unit.
- F.** The entering-play area ceases to exist.

An attachment's Gold cost and other costs on the card apply separately to the effect of attaching; they are not costs of the action or trait that allows attaching.

An attachment that finds itself in play without a Personality is immediately and continually discarded, unless an effect allows this state.

Once attached, an attachment remains attached even if changes to it, or to its Personality, mean it would no longer be legal to attach.

When a Personality leaves play, all his attached cards leave play in the same manner as he did. This leaving play is a rulebook effect contingent on the effect that took the Personality out of play, so the attachments are destroyed "for" (as a consequence of; see p. 44) the original effect, but not "by" the original effect (see p. 27).

If the source of an attachment to be attached in an effect is not specified, it must come from the player's hand.

A Personality card is not considered attached to its attachment card. Thus, Followers, Items, Spells, and so on are always "cards without attachments."

**Units:** A Personality and his attached cards make up a unit.

The total Force of a unit is the sum of the Force of the Personality and each Follower in the unit, whether these cards are bowed or unbowed. Items contribute directly to the Personality's Force and are not added separately.

When a unit is targeted, this targets its Personality.

## FOLLOWER

Followers have Force as a stat. Followers do not have a Chi or Personal Honor stat even though, for symmetry, their card has those graphic elements on it.

**Honor Requirement:** As an additional restriction on attaching, the Personal Honor of the Personality attaching a Follower must be equal to or greater than the Honor Requirement of the Follower.

## ITEM

Unlike the separate Force of Followers, Items have a Force modifier stat in the upper left hand icon that directly raises or lowers their Personality's Force. Items likewise have a Chi modifier stat.

If something in the game needs to check an Item's Force or Chi separately from its Personality's stats, use the value of its modifier (minimum zero).

Force and Chi bonuses or penalties to an Item affect the modifier; for example, a +1F Item that suffers -2F now has a -1F modifier.

## SPELL

Spells have no Force or Chi bonus. They will only attach to a Shugenja. Actions on Spells that have somehow become attached to a non-Shugenja Personality may not be taken.

## CARD FEATURES

### STATS

Force, Chi, Province Strength and Gold Cost are examples of stats, or number values. Stats may be associated with a card (such as Force), a province (such as Province Strength), or another game entity (such as an army's or unit's total Force).

**Absent stats:** If a card's type does not have that stat, the card does not have that stat either – the stat is *absent* from the card.

If something in the game needs to know the value of an absent stat, the value is zero.

If a side at a battlefield has no units, its total army Force is treated as an absent stat.

Absent stats do not receive bonuses or penalties.

**Bonuses and penalties:** Any change in a stat's value is a bonus (if increased) or penalty (if decreased), with the following exceptions:

- When a maximum or minimum is applied, any change in the stat due to this is not a penalty or bonus.
- When a bonus, penalty, maximum, or minimum ends or is negated, the resulting stat change is not a penalty or bonus.
- A *fluctuating* bonus or penalty is one that explicitly changes with the game state.

*Example: A card that has +1F for each Samurai in play.*

Changes in the size of a fluctuating bonus or penalty due to changes in the game state are not bonuses or penalties.

*Example: A card that has +1F for each Samurai in play goes from +3F to +2F when a Samurai is destroyed. This is not a Force penalty.*

- Changes in total Force of a unit or army which are not due to changes to the Force of its component cards (for example, a Follower being destroyed or bowed) do not count as Force bonuses or penalties.

- A change of +0 or -0 is not a bonus or penalty.

**Maximums and minimums:** Rules, costs, and effects may create a maximum value of a stat beyond which its value can not rise, or a minimum value of a stat below which its value can not sink.

In the unlikely event that a stat receives a minimum value that is above its existing maximum value, or vice versa, its value will not change at all until the minimum and the maximum cease to contradict each other.

**Calculating stats:** To get a stat's current value at any given time, do steps A through C, below:

**A:** Apply all current bonuses and penalties.

**B:** If the total is below 0, treat it as 0, unless the stat is Family Honor, Honor Requirement, or a modifier with a + or – sign such as an Item's Force and Chi stats.

**C:** If the total is less than a minimum or more than a maximum, treat it as the minimum or maximum.

When a bonus, penalty, minimum or maximum is applied or ends, recalculate the stat.

*Example: A Samurai with 1 base Force attacks a Province with a Region that states "Attacking Personalities at this Province's battlefield have -2F." When he enters the battlefield this gives him a -2F penalty, making his Force 0 (1-2, or -1, which is treated as 0). His controller then plays an action that gives him +3F, making his Force 2 (1-2+3). The Defender plays an action that says "Target a Personality. His maximum Force is 1 until the battle ends." This makes his Force 1 (1-2+3 = 2, but maximum 1). He then is moved away from the battlefield; the Region's -2F effect on him ends, and his Force is recalculated with the +3F bonus and the maximum 1 to still be 1. When the battle ends, the +3F bonus stays (it lasts till the end of the turn) but the maximum from the Defender's action ends, so his force is recalculated as 1+3 = 4.*

The game always checks a stat's current value, unless text refers to a base value (p. 41) or some other value.

**Setting stats to a value:** Various effects set a stat to some particular value, such as effects that set, switch or copy stats. To set a stat to a value, give it the smallest possible appropriate bonus or penalty such that it reaches that value.

*Example: A 0F/3C Personality has a +1C weapon attached. An effect switches the Personality's Force and Chi, meaning that simultaneously his Chi will be modified to match his existing Force, and Force will be modified to match his existing Chi. The*

*Personality's Force gains +4F to go to the existing Chi value of 4, and Chi receives -4C to go to the existing Force value of 0. Because the weapon's bonus is already part of the stat, it is not reapplied, and the Personality is destroyed due to having 0C.*

**Modifying changes:** Some things may increase, reduce, or set limits on changes to stats and values.

*Example: Reducing an Honor gain or increasing a Force penalty.*

Changes to stats and values are calculated in the same way that stats themselves are calculated: all current increases and reductions to the change are applied, the change can never be less than zero, and then the change is either added to the stat or value (if a bonus or gain) or subtracted from the stat or value (if a loss or penalty).

*Example: Reductions to an Honor gain can never convert it into a loss, and increases to a Force penalty are ultimately reflected in Force being reduced.*

**Asterisks:** An asterisk (\*) appearing instead of a stat on a card means that the stat is variable, with a base value of zero and actual value determined according to other circumstances.

### TEXT BOX

A card's text box may contain any, all or none of the following four parts.

### KEYWORDS

A card's keyword is a phrase of one or more words that usually appears at the top of a card's text box, above a dividing line. For example, a Personality can be aligned to the **Phoenix Clan** and be a **Samurai**.

Some keywords have meaning in the rules, while others are only descriptive terms.

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

In keywords, parts of words or phrases are not the same as the whole word or phrase.

*Example: **Dragon Clan** and **Dragon** are different keywords. A **Ninjato** doesn't count as a **Ninja**. A **Monkey Clan** Personality is not a **Monk**.*

**EXCEPTION:** Any keyword containing the word Experienced is referred to by the term "Experienced." See p. 43.

A created card's base keywords are those given to it by the effect that created it. A non-created card's base

keywords are those physically printed on its Most Recent Printing (MRP).

Keywords may be granted to a card by other effects. Such effects follow the normal rules on duration of effects.

A card either has a given keyword or it does not. Effects that grant a keyword to a card that already has it do not give it an extra copy of the keyword, and do not protect that card against a future effect that would remove that keyword.

Multiple keywords created or granted by a trait or ability are separated only by bullets or commas, not by line breaks. *Example: If "**Phoenix Clan**" wraps from one line to another within the text of an ability, it is treated as the two-word keyword "**Phoenix Clan**."*

Some terms embedded in text (that is, appearing in quotation marks that grant a trait or ability) may appear in boldface, but they are not considered part of their card's keywords.

**"Battle," "Limited," "Open" and "Reaction"** (see Abilities, p. 10) appear in boldface, but are action designators, not keywords.

**"Focus Effect:"** is not a keyword or action designator.

**Clan alignments** are keywords that only players or Personalities can have. See The Player.

**Different and same keywords:** Two cards have the "same" keyword if they share one or more eligible keywords.

Two cards have "different" keywords if, when all shared keywords are ignored, each card has an eligible keyword the other does not.

With multiple keywords on cards, two cards can have both the same and different keywords.

*Example: A Personality with **Dragon Clan** and **Scorpion Clan** has both "a different" and "the same" Clan alignment compared to a Personality with the **Dragon Clan** and **Phoenix Clan** keywords.*

*Example: A Personality with **Dragon Clan** and **Scorpion Clan** does not have a different Clan alignment from a Personality with the **Dragon Clan** keyword alone. The two Personalities only have the same Clan alignment.*

When comparing more than two cards with multiple keywords, in order for all of them to be different from each other, each pair must be different from each other.

A card without a certain type of keyword has neither a "different" nor "the same" keyword as another card.

Effects that count the number of "different" keywords on cards simply count the number of eligible keywords on those cards, ignoring duplicates. If there is only one eligible keyword, it is still counted; "different" does not imply there have to be two or more keywords.

## TRAITS

After a card's keywords come its traits: phrases in normal print that describe the card's effects or restrictions. Players and other game entities can also have traits.

Each sentence that ends in a period between the keywords and the card's abilities or flavor text (if any) is a separate trait.

**EXCEPTION:** If a trait uses a pronoun or other language that can only refer back to something named in the previous sentence, the sentences are part of the same trait.

*Example: "Lose 2 Honor. This Personality may not issue challenges." are two separate traits because they make sense independently of each other. However, "After your turn begins: Target another player's Personality. This Personality challenges him." is a single trait because the "him" in the second sentence makes no sense without the previous sentence.*

Effects from traits have all the keywords of the card they are on.

*Example: A Chi loss from a trait on a Maho card is a Maho effect.*

As with keywords, if a single card, player or other thing in the game is given a trait it already has, it does not get an additional copy of that trait or become any more resistant to removal of that trait.

**Triggered traits** include a trigger – a timing reference that ends in a colon (:) such as "Before your turn ends:" or "After this Personality enters play:" This trigger is part of a triggered trait's constraints block, as opposed to its effects block, which comes after the colon.

Triggered traits happen every time that trigger occurs in the game. They only are triggered if the card or stronghold they are on is (a) in play, (b) in the focusing area, (c) in a resolution or entering-play area, or (d) if they say they are triggered from an area not in play.

Triggered traits may include costs and conditions before the colon as well. The rules covering costs and conditions in Abilities also apply to traits. If a player cannot pay a cost or meet the restrictions of a triggered

trait, the trait does not happen and none of its effects resolve.

Triggered traits are not optional – they must happen if the trigger occurs. Likewise, costs of triggered traits are not optional – they must be paid if the player can pay the cost.

**EXCEPTION:** Traits that are triggered when paying a Gold cost, and whose effects produce Gold, are optional; they do not have to be triggered when any given Gold cost is paid.

Targeting in a trait must be carried out if possible, but there are no special implications if the targeting fails, other than the non-availability of any target for further effects that refer back to it.

A triggered trait on a given card or stronghold happens once and only once each time that trigger occurs.

Gold-producing cards follow special rules for their traits that produce Gold. Gold-producing holdings often have traits written as "Bow this card: Produce X Gold" which is short for the triggered trait, "When paying a Gold cost, bow this card: Produce X Gold."

The trigger "Focus Effect:" refers to a particular point in a duel. See p. 37.

The occurrence of a trait's trigger, and the successful meeting of any other conditions or costs, means that the trait resolves and its effects are applied in order, even if the card leaves play during the effects' application.

Usage limits on traits in the general form "once (or twice, etc.) per turn (or phase, game, etc.)" mean that the trait is triggered every time the triggering condition is met, but its effects can only be applied a certain number of times. If the effects are optional, the "once per turn" restriction is only used up if the effects are actually chosen.

If the effects of a triggered trait fail, the trait is still considered to have been activated for purpose of its maximum number of uses.

**Continuous traits** such as "You may not gain Honor" or "Your Samurai Personalities have +1F" do not contain a trigger.

While their card is in play, continuous traits apply their effects. Continuous traits do not have a duration, and do not resolve or have a resolution. They are "always on."

While their card is out of play, continuous traits affect the card they are on, and only that card, unless the trait states otherwise.

**ABILITIES**

An ability is a block of text that creates an action. Abilities are written in a mixture of boldface and normal text, and include one or more of the boldface designators “**Limited:**” “**Open:**” “**Battle:**” or “**Reaction:**” that indicate at what point the action can be taken. Abilities are never required; in particular, Reactions never happen automatically. They must be specifically activated by a player.

The boldface text “**Focus Effect:**” is not an action designator but a special trigger for a trait.

Unlike keywords and traits, abilities that are given to a card or player do “stack” – a card or player can have more than one identical copy of an ability, each of which is used separately.

Each ability or trait on each separate source is a separate ability, even if they are identical or exist on identical cards.

*Example: The “once per turn” limit on using an ability does not prevent a player from using the ability on two identical cards in the same turn.*

**Ability keywords:** An ability has any boldface keywords that appear immediately before its designator.

*Example: “Ninja Battle:” In this case, the ability is a Ninja ability.*

A card has any keywords of its abilities.

*Example: A card with the ability “Ninja Battle:” has the Ninja keyword.*

An ability also has any keywords that are on its card.

*Example: An ability on a Ninja card is a Ninja ability.*

**EXCEPTION:** Keywords that a card only has from one of its abilities are not given to other abilities on the card.

*Example: A Ninja ability on a card does not by itself give Ninja to any other abilities on that card.*

Each word in an ability's own keywords is a separate keyword.

*Example: A “Bushido Virtue” ability is a Bushido ability and a Virtue ability.*

**Designators:** After keywords, an ability must begin with one or more of the boldface designators “**Limited:**” “**Open:**” “**Battle:**” or “**Reaction:**” The designator is not a keyword.

If an ability has more than one designator, such as “**Open/Battle:**”, it may be used as either kind of action, and counts as both kinds of action.

*Example: When searching for a card with a Battle action a player may retrieve one with a Battle/Open action.*

**Constraints block:** An ability may contain a second colon at some point after the designator's colon, creating a constraints block before the effects block. If it does not have this second colon, there is only an effects block.

The constraints block has one or more of these elements:

- **Reaction trigger.** Like triggered traits, Reactions have a trigger that describes a point in time when they can be taken. Unlike triggered traits, Reactions do not occur automatically; players choose whether to activate the ability or not.

*Example: “After the start of a turn:” “Before a Personality is destroyed:” “When producing Gold:”*

- **Conditions.** Some conditions are restrictions, limiting when the action can be taken (such as, “If you control no Courtiers”). Others allow a player to take the action in spite of the game rules or other effects (such as, “Even if this card is bowed” overrides the rule that abilities on bowed cards cannot be used.) Sometimes a condition does both; “If this card is face-up in one of your Provinces” restricts the use of the ability, but also implicitly allows it to be used when the card is out of play, which overrides the basic rules.

- **Costs.** Any text in the constraints block that tells you to do something – bow one of your Personalities, pay gold, lose Honor, and so on – is a cost of the action.

- **Targeting** may appear in the constraints block.

**Effects block:** An ability's effects are described in an effects block. This comes after the action designator's colon if there is no constraints block, and after the second colon if there is a constraints block.

**TAKING ACTIONS FROM ABILITIES**

A player may use an ability to take an action at the timing point indicated by its designator:

- **Limited:** At an opportunity to act in the player's Action Phase.
- **Open:** At an opportunity to act in any player's Action Phase;
- **Battle:** At an opportunity to act in the Combat Segment;
- **Reaction:** At its stated trigger.

The term “ability” refers to the static text on a card or other game entity, while an “action” is a process that starts at a particular point in time. Actions have the keywords and designator of their ability.

**EXCEPTION:** Abilities with two designators, such as “Open/Battle,” count as having both individual designators, but the action they generate has only one designator, according to when the action was taken.

*Example: A Strategy card with an Open/Battle ability can be searched for by effects that look for cards with Open actions as well as by effects that look for cards with Battle actions. However, when it comes time to use the ability, the action it creates only has one designator; Open if used in the Action Phase, or Battle if used in the Combat Segment.*

- Unlike traits, abilities on a bowed card may not be used.
- Like traits, abilities on cards not in play or in a resolution, entering-play or focusing area may not be used.
- Unlike traits, abilities can be used only once per turn, unless a different usage limit is stated.
- Unlike traits, abilities (including Reactions) are always voluntary for their player to use.

When a player takes an action, follow steps A through E in sequence.

#### A. Announce the action

The player says which ability he or she is using, indicating its source.

The only time the conditions in an ability's constraint block are normally checked is when its action is announced. All conditions must be met for an action to be legally announced.

If one or more of an action's effects are known beforehand to fail (for example, bowing an already bowed Personality, or moving him when a current effect would negate the movement), the action is still legal to take.

**Good Faith Rule:** When an action is announced, the player must be able to target all required targets, meet all conditions of the action, and pay all mandatory costs, to the best of his or her knowledge.

If the action involves putting one or more cards into play as a non-optional effect, the player must be able to bring those cards into play legally to meet the Good Faith rule. This includes being able to pay any costs of bringing them into play, and having a Personality who can legally attach any attachments to be brought into play. A player cannot announce an action on the basis of a legal card to play, but then choose an illegal attachment or Personality for the actual play choice.

Aspects of the game state are taken into account in determining legality under the Good Faith Rule, such as effects that reduce costs, prevent costs from being paid, or relax requirements.

A player is not assumed to know the face-down contents of his or her decks, for purposes of the Good Faith Rule.

*Example: An action's effect tells the player to search his or her deck and bring a card from it into play. If there is no legal card to play left in the deck, the player still may take the action in good faith.*

The intent of the Good Faith Rule is to prevent players from abusively attempting actions whose costs and requirements they know they cannot fulfill (for example, in order to exploit a Reaction to announcing the action), while at the same time allowing players to take actions whose costs and requirements they know they can fulfill. It should be interpreted in this spirit, and not as a way to block legal actions because of a technicality.

#### B. Required targeting

At this step, an action's required targets from its constraints and effects block must be targeted, in the order the targets are mentioned.

**EXCEPTION:** Two or more targets are targeted simultaneously if they are grouped together by a number (such as, “target two Holdings.”)

An action's required targets consist of anything that is targeted by the player taking the action in the action's constraints or effects, using the word “target” or “targets,” unless the targeting is explicitly described as optional. Optional targeting is described either by “may target” wording, or by a choice between the targeting and something else, such as “lose 2 Honor or target a Personality you control.”

Targeting of a variable number of things is also optional when you can choose to target zero things.

*Example: “Target up to three Personalities” is optional targeting, because you can choose to target zero Personalities.*

**EXCEPTION:** Targeting that is part of a delayed effect (for example, “before the battle resolves, bow a target Personality”) is not required.

The term “targeted” refers back to a previous instance of targeting and does not constitute actual targeting.

*Example: “Target a Samurai and a Shugenja. The targeted Samurai gains +2F.” This text only targets the Samurai once, because the reference term “targeted” is not actual targeting.*

If required targeting varies according to a currently known condition, the targeting requirement depends on whether the condition is met.

*Example:*In “Target 1 Holding, or 2 Holdings if it is not your turn”, the required targeting would be 1 Holding on your turn, and 2 Holdings on any other players' turns.

If the condition of targeting is not currently known, but only becomes known after the required targeting step, the conditional targeting must be carried out if possible, but is not required.

*Example:* In “Move him home. If he moved, target another Personality,” the targeting of another Personality is not required or carried out in the required targeting step.

Targeting shared by two alternatives in a choice is required.

*Example:* “Target two of your Personalities, or target one of your Personalities and one of your Holdings” requires you to target one of your Personalities. Targeting the second Personality or the Holding is optional.

The main difference between targeting in the constraints block and targeting in effects is that targeting in the constraints block can indicate performing.

Optional targeting, or targeting that is done by another player, happens when it is described – at the targeting step if it is in the constraints block, or as part of effect resolution if it is in the effects block. Targeting that is delayed happens at the time to which it is delayed.

*Example:* “Open: Target your Monk, and you may target your Temple: Give a target Personality +2F, or +4F if you targeted a Temple.” The sequence is: you must target your Monk, then you may target your Temple (optional targeting in constraints), then you must target your Personality, all during the required targeting step.

**Interference with required targeting:** From the point when an action is announced in good faith, to the point when a particular required targeting occurs (including reactions “when X would target”), if anything interferes so that a piece of required targeting can no longer be met, the action fails.

Further targeting does not take place, its costs are ignored, and its effects do not happen. The action is still considered taken and ended, but not resolved, and the ability that created it is considered used. If the action was on a Strategy card, the card is discarded normally.

If any of an action's targeting becomes illegal at any point after the particular targeting has occurred, the action still proceeds.

For more rules on targeting, see Target, p. 48.

### C. Pay costs

At this step, an action's mandatory costs, as well as any optional costs chosen in the constraints block, are paid. See the section on costs, p. 22, for such topics as alternate payments and interference with costs.

### D. Action resolution

If mandatory costs and required targeting have been met, activate the action's effects in order (see Order of Effects, 24). If not, the action's resolution is skipped.

Effects of an action are independent. If any effect fails to occur (for example, bowing an already bowed Personality, moving him to a location he was already in, or being negated), the other effects still happen.

Effects are applied immediately after they are activated, except for delayed effects (p. 26).

An action's resolution happens even if all its effects are negated or otherwise fail. Failure of effects only determines whether an action is successful (see Successful, p. ).

Once the action resolution has begun, effects that influence the action's ability to have been taken in the first place do not influence the activation of the action's effects.

*Example:* If an action's required targeting becomes illegal during resolution, or the ability's card leaves play during resolution, all remaining effects are still activated.

### E. Action ends

An action ends after its last effect is applied, if that effect is not a delayed effect. If an action's last effect is delayed, then the action ends instead after that effect is activated.

The trigger “after action resolution” is the same point in time as “after the action ends.” The difference is that the action ends, but does not have a resolution, if the costs or effects of an action announced in good faith are interfered with.

### FLAVOR TEXT

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

**COLOR TEXT**

Color text is text in the body of a card's traits or abilities that uses terms with no rules definition or implication. This text adds descriptive value, but does not have any implications for keywords or other effects.

*Example: "Matsu Benika trains an animal, creating a IF Creature Follower card." Because "trains an animal" is color text, the follower does not gain the "animal" keyword.*

**REMINDER TEXT**

Italic text in parentheses (*like this*) is reminder text. Reminder text guides the reader to interpret the card correctly according to the rules. Reminder text is not part of card text. Its presence or absence has no implications for the card or rules.

**EMBEDDED TEXT**

Embedded text appears within a trait or ability in quotation marks ("") and usually is part of an effect that grants the embedded text as a trait or ability.

Any features of embedded text are not a part of the text that contains them.

*Example: "Limited: Give a Personality "Ninja Battle: This Personality challenges a target Personality opposing him." The Limited ability is not a Battle or Ninja ability and does not create a challenge.*

**OTHER CARD TEXT**

The small text along the lower edge of the card (expansion, numbering, rarity and artist name) and along the right edge of the card (story credits) normally has no bearing on play.

**CREATED CARDS**

Some effects may create cards in the course of the game. Created cards are not part of the play deck.

Effects that create cards require a player to introduce a distinctive physical element into the game to represent the card. This can be a face-down card, a specially prepared card, a glass bead, a scrap of paper, or some other object. Objects representing created cards with distinct type, stats and text should be distinguishable from each other and from any other objects or cards being used by the same player.

The base stats, traits, abilities, and keywords of a created card are those granted to it by the effect that created it; this granting of card elements does not have a duration. Any unspecified stats of a created card, which a card of that type normally has, have a base value of 0. This normally will include Gold Cost.

**EXCEPTION:** Unspecified Honor requirements on a created Personality are "--" rather than 0.

A created card has no title.

The effect that creates a card may grant it keywords, which will be indicated by boldface type. In the creation effect, bullets (•) -- but not line breaks -- are used to separate the keywords.

*Example: "Create a Lion Clan • Samurai • Tactician Personality card." This still creates a "Lion Clan" card if "Lion" and "Clan" are printed on different lines.*

A created card ceases to exist when it leaves play. A created card that fails to enter play never exists.

If a sequence of effects from the same action or trait first puts a created card out of play, and subsequently refers to any aspect of that card, the state of the created card just before it left play is checked.

**Created card proxies:** Sometimes AEG will print official proxies for created cards. These proxies will usually have the trait "May not be included in decks."

Proxies follow all rules of created cards and are treated the same as created cards represented by other means. Specifically:

- Regardless of any descriptive phrase printed in the title bar, they have no title.
- They may not enter decks by any means, even if they lose the trait "May not be included in decks."
- Reminder traits about the effect that produces that proxy (for example "Farmlands Follower") have no effect on the game.

A proxy can be used to represent cards created by any means, as long as the proxy does not misrepresent the card's type, stats, keywords and game-relevant text.

**NON-CARD PHYSICAL GAME ELEMENTS****TOKENS**

Tokens are objects such as coins, glass beads, or pieces of paper that are used to track certain things in the game.

Tokens can be created with one or more stat bonuses or penalties, a title, or both.

*Example: +1F token, -1F/-1C token, +3F Fire token, Wealth token.*

Tokens may be placed on cards or provinces, as directed by the text that created them. A token conveys its stat modifications to any card or province it is on. A token's base stat modification is the one it was created with.

If a card or province leaves play, all tokens on it are removed from the game. They do not come back if the card re-enters play.

A token's title is not a keyword, but it may refer to it. *Example: "Destroy a Fire token."*

Adding, removing or transferring tokens is an instantaneous game state change (see Effects, p. 25).

The source of tokens' effects (that is, where their effects are "from") is the card or other source that created them.

### THE IMPERIAL FAVOR

The Imperial Favor, or "Favor" for short, is an object needed to play the game. It represents the good graces of the Imperial Court. The favor can be any arbitrarily chosen object that one player can clearly be seen to possess.

*Example: A statuette, a card, or a large glass bead.*

There is only one Imperial Favor per game and only one player may control it at any one time.

The Favor starts play uncontrolled by any player, unless there is only one Dragon Clan player in the game; in that case, the Dragon Clan player starts with control of the Favor.

A player may take control of the Favor, whether it is controlled by another player or by no player, through lobbying or through other effects.

To discard the Favor as a cost means to pass it from your control to the uncontrolled state. However, effects that discard the Favor will make the favor uncontrolled no matter who controls it.

Players have two abilities related to discarding the Imperial Favor, and the "Lobby" ability related to taking control of it. See Player Abilities, p. 2.

The Favor is not a card, though it may be represented by one. The default abilities associated with the Favor are not actually on the Favor, but on the player.

A player who controls the Favor keeps it in his or her home.

Changes to control of the Favor are instantaneous.

### AREAS OF THE GAME

A game of L5R involves a number of areas in which cards can exist.

All cards in any given area are either in play or out of play, and a card's existence in an area determines whether it is in play or out of play.

Some areas are created in the course of play, such as during a duel or an attack. These are known as temporary areas because they are created for a specific purpose and cease to exist after they have served that purpose.

Most of these areas are associated with players, so that each player has his or her own such area, normally containing his or her own cards. Only a few areas are communal, potentially containing cards belonging to more than one player.

The terms "enter" and "leave" refer respectively to all forms of going to and from an area.

*Example: For a unit to "enter" an army, it can do so by movement, assignment, entering play there, or any other effect that causes it to go to the army from another location.*

### FATE AND DYNASTY DECKS (out of play)

The decks are placed with the Dynasty deck on the left, the Fate deck on the right, and the Provinces (see below) in between.

All cards in decks begin face-down. All cards that enter decks turn face-down before doing so.

If a card you own is about to enter another player's deck, it enters your deck instead in the same manner.

If a card is about to enter the wrong deck (Dynasty vs. Fate) it goes into the correct deck instead.

An effect that lets a player "look" at cards in a deck does not by itself allow the player to change their order.

Nothing special happens if either deck contains no cards.

If text allows an ability on a non-Strategy card in a deck to be used, follow the procedure for using an ability on a non-Strategy card in a hand (see "The hand," below.)

### PROVINCES (out of play)

These areas are arranged in a row from left to right between the two decks. A player starts with four provinces, which are created after first shuffling the decks. The provinces are indicated by filling each one

with a face-down Dynasty card from the top of the player's deck, left to right.

Each province normally holds a maximum of one Dynasty card.

When a card leaves a province and the province then holds fewer than its maximum number of cards, effects triggered by the card leaving the Province or entering play resolve first (including effects of Events that resolved from that Province). Then, if the Province still holds fewer than its maximum number of cards, it is refilled with a face-down Dynasty card from the top of the Province's owner's deck, unless something else has refilled it.

Some effects may make it possible for a province to hold more than one Dynasty card. If that happens, effects that happen to "the Dynasty card" in a province happen to a Dynasty card chosen by the province's owner.

**EXCEPTION:** During the Events Phase, multiple Dynasty cards in a province are each revealed, in an order chosen by the active player.

If the Dynasty deck becomes empty or otherwise cannot refill provinces, empty provinces are indicated by markers of some kind. If it then becomes possible again to fill empty provinces, immediately refill the provinces face down, from left to right and from the top of the deck.

Cards in provinces may be face-up or face-down.

If a province is destroyed, any Dynasty cards in it and any Regions attached to it go to the discard pile. This is not considered "discarding" the card. Any remaining provinces, and the two decks, are pushed together to show the reduction of the player's provinces.

If a Fate card would enter a province from play, it is discarded instead.

If a Fate card would enter a province from out of play, it goes to the top of its owner's Fate deck instead.

Cards attached to a Province are not "in," nor can be discarded "from," that Province.

**DISCARD PILES (out of play)**

The Fate and Dynasty decks each have an associated discard pile. The Dynasty discard pile is to its left, and the Fate discard pile is to its deck's right.

Cards enter discard piles face-up.

The order of cards in the discard piles has no consequence for the game.

If a card you own is about to enter another player's discard pile, it enters your corresponding discard pile instead.

"Discard," when referring to cards, has several meanings, all involving the discard pile:

- By itself, referring to a Fate card: To put a card from one's own hand into the discard pile.
- By itself, referring to a Dynasty card: To put a card from one's own Province into the discard pile.
- A card may also be discarded from other areas than one's own hand or Provinces, going to the discard pile, but this must be stated explicitly.

By default, the phrase "discard a card" refers to discarding a Fate card from hand.

**The Dead:** Special rules cover Personality cards in the discard pile. A Personality who is destroyed in play enters the discard pile in the dead state; the card is turned 90° in the pile, or otherwise set apart from other discarded cards there, and remains that way while there. This is not bowing.

A dead Personality who was honorable when last destroyed remains honorable and is known as honorably dead (turned 90° clockwise, or right side up if kept separately).

A dead Personality who was dishonorable when last destroyed remains dishonorable and is known as dishonorably dead (turned 90° counterclockwise, or upside down if kept separately).

Personalities who are not dead in the discard pile, and all other cards in discard piles, are in the discarded state. No distinction between destroyed and discarded non-Personality cards is made while they are in the discard pile.

Rarely, a dishonorable Personality may become discarded. In this case, indicate his or her dishonorable status in the discard pile by keeping the card 180° upside down.

**HAND (out of play)**

Each player starts the game with six face-down Fate cards as a hand, drawn from the top of his or her Fate deck.

Cards become face-down when they enter the hand, and can not become face-up while in the hand.

**EXCEPTION:** See "Using abilities on non-Strategy cards from the hand" below.

A player may rearrange any number of cards in his or her hand that have the same owner at any time, except when this will cause a sequence of effects on the same card to become unverifiable.

*Example: When an action asks the player to show a card in his or her hand, then shuffle it back into the deck, the cards may not be rearranged between the two effects.*

Cards owned by other players may sometimes enter the hand. If these are not distinguishable from the player's own cards (i.e., with distinctive sleeves) they should be kept apart from the player's own cards in hand. Effects calling for random selection of cards from a mixed-ownership hand should be resolved by a method other than another player selecting a card, such as rolling a die.

If a Dynasty card is about to enter the hand, it instead goes to the top of its owner's Dynasty deck.

**Using non-Strategy abilities from the hand.** Sometimes, through card text, an ability is able to be used from the hand even though the card it's on is not a Strategy card.

*Example: A Follower whose ability puts itself into play from the hand.*

When such an ability is used, the action must be legal to take in Good Faith (see Announce the action, p. 11). If it is, then the player turns the card face up in his or her hand, then announces and takes the action. If, when the action ends, the card is still in the hand, it turns face down again.

### **HOME (in play)**

The home is where a player's Stronghold is located and where cards usually enter play. It is represented by the area in front of the Provinces and decks.

A Personality will not move to, enter play in, or otherwise change location to the home of a player who does not control the Personality, unless card text specifically mentions another player's home, or unless the Personality is also changing control to the new player. An effect that moves a Personality or unit to an unspecified "location" will not allow the home of a non-controller player to be chosen.

### **OUTSIDE THE GAME (out of play; communal)**

"Outside the game" is an area set aside where both players, in separate piles, put cards they own that have been removed from the game. Cards removed from the game become face-up when they enter this area.

### **BATTLEFIELD (in play; communal; temporary)**

Battlefields are areas created during an attack (see Attack Phase, p. 31) or by a card effect that creates a battle. Together with each player's home, battlefields are locations during the attack or battle.

Battlefields associated with adjacent provinces are themselves adjacent. Battlefields not associated with a province are not adjacent to any other battlefield.

Even though a subsequent attack or effect may create a battlefield associated with the same province as a battlefield that existed previously, the new battlefield is a different area from the old battlefield.

**Sides** are sub-areas of battlefields that hold the armies belonging to the opposing players. Some non-unit cards (for example, a Terrain) may be in play at a battlefield but not exist in either side or army.

### **FOCUS POOL (out of play; temporary)**

During a duel, each player keeps face-down cards in a separate, individual focus pool area from which the player may focus. This area is separate from the hand, but like the hand, a player may look at his or her own focus pool area at any time. The focus pool area follows the rules regarding the hand (see p. 15), except for the rule defining the starting hand.

Putting cards into a focus pool is not drawing because it does not put cards into the hand.

### **FOCUSING AREA (out of play; temporary)**

During a duel, each player focuses cards in his or her own focusing area. Cards in a focusing area are normally focused face down and then turned face up after a strike is called.

The term "focused card" refers to a card currently in the focusing area. This is not necessarily restricted to cards that entered that area by being focused.

### **RESOLUTION AND ENTERING PLAY AREAS (out of play; temporary)**

When taking an action on a Strategy card, resolving the effects of an Event, or checking conditions and costs of a card entering play, the card in question exists in a special temporary area; face-up but out of play. This is known as the resolution area in the case of a Strategy card or Event, and the entering-play area in the case of a card entering play.

### **UNDER ANOTHER CARD (out of play)**

Some effects may put cards under another card. Each group of cards under a separate card is a separate area. This area is different than the status of overlaid cards (see Overlaying, p. 18).

Cards under another card are face-down unless otherwise specified. The owner of cards under another card can look at them at any time.

If a card leaves play, all cards under it leave play in the same manner.

**GAME KNOWLEDGE**

Each player is normally entitled to know the following things in the game without needing effects to do so:

- The title, stats, and text of any player's face-up cards, including those in discard piles and overlaid cards; and of any cards in the player's own hand or focus pool.
- The game state of all cards and other entities in the game, including current effects, and stat totals relevant to game procedures.
- The details of any game procedures using face-up cards followed by another player (for example, how they are assigning units, or how they are paying a Gold cost from multiple sources).
- Each player's Family Honor and number of cards in hand.

Players are not normally entitled to know, without specific effects, the following things:

- The number of cards currently in a deck, even their own.
- The order or identity of face-down cards in decks or Provinces, even their own.
- The identity of face-down cards in other players' hands or Focus Pools.

The Floor Rules give more specific instructions on what these entitlements mean for the play of the game.

**PHYSICALLY MARKED CARD STATES****IN PLAY AND OUT OF PLAY**

Whether a card is in or out of play is determined by the game area it is in.

**Implications of in and out of play:** Cards that are not in play or in a resolution, entering-play or focusing area have the following limitations:

- They may not be targeted
- Their continuous traits do not produce effects.  
EXCEPTION: Continuous effects on cards out of play affect only the card itself.
- They are not affected by effects.
- Abilities on them may not be used, and triggered traits on them are not triggered.
- They may not be used or changed to pay costs.

The above limitations are overridden when a reference is made to cards in an out-of-play area, or an effect

that would normally put a card in an out-of-play area or that refers to a card in such an area.

*Examples: "Target a discarded card"; "Your Samurai enter play paying 1 less Gold"; "After one of your cards is destroyed"; "All Samurai in and out of play."*

Each of the limitations must be overridden separately, and is overridden only for the specific area or areas mentioned or implied.

*Example: "After your target card is discarded: Put it in your hand" specifically targets a discarded card, and specifically tells you to put it in another out-of-play area (your hand), so both effects work. It does not allow you to use an ability on the card while it is out of play, or to have it produce effects.*

**BOWED AND UNBOWED**

When a card goes from unbowed to bowed, the card "bows". When a card goes from bowed to unbowed, the card "straightens."

Only cards in play can bow or straighten.

Cards normally enter play in the unbowed state.

When a card enters play bowed, it is not considered to bow, because it was not in play as an unbowed card.

**HONORABLE AND DISHONORABLE**

Only Personalities can be honorable or dishonorable. Personalities are normally honorable unless a cost or effect has made them dishonorable.

When a Personality goes from honorable to dishonorable, he or she is "dishonored." When a personality goes from dishonorable to honorable, he or she is "rehonored."

A Personality who is both dishonorable and bowed should have the top of his or her card facing left instead of right, indicating the 90 degree turn of bowing plus the 180 degree turn of dishonorable status.

A face-up Personality out of play can be dishonorable or honorable. Leaving or entering play does not change a Personality's dishonorable or honorable status.

Dishonorable Personalities have a maximum Personal Honor of zero.

After a dishonorable Personality is destroyed, the player who controlled him or her loses Honor equal to the Personality's base Personal Honor.

There are a number of ways to rehonor a dishonorable Personality.

- Before a player gains Honor from an action or trait that targeted, came from, or was performed by one or more of his or her dishonorable Personalities, the Personality is rehonored and the player does not gain the Honor.
- Before a player gains Honor from attaching a card to one of his or her dishonorable Personalities, the Personality is rehonored and the player does not gain the Honor.
- Before a player with one or more dishonorable Personalities in his or her army gains Honor from allying with that army (see Invite Allies, p. 31) or from destroying enemy cards in battle resolution, all such dishonorable Personalities are rehonored and the Honor is not gained. In a tied battle, all dishonorable Personalities in an army are rehonored before being destroyed, and their army's leader gains no Honor.

If, during one of these effects, the rehonoring is negated or otherwise fails, the Honor is still not gained.

## DEAD

"Dead" is a special state that only applies to some Personalities in the discard pile. See Discard Piles.

## LOCATIONS

Cards in play have a location – the home or a battlefield. Areas out of play are not locations.

Cards enter play in their controller's home.

*EXCEPTION:* Terrains enter play at the battlefield where they are played.

Cards that are not in a unit can only be in a player's home while in play.

*EXCEPTION:* Terrains, and Regions attached to a battlefield's associated province, are in play at their battlefield.

When a unit goes from one location to another, it moves.

*EXCEPTION:* The following changes of location are not movement: Assigning to a battlefield, entering a player's home or other area due to change of control, returning home after a battle, and returning home due to a battlefield ceasing to exist.

When a unit "moves home" it moves to its controller's home.

When a unit "moves to attack" it moves into the attacking side of a battlefield. Specifically, moving to attack also includes moving between two battlefields

on the attacking side. "Move to defend" has a parallel meaning involving the defending side.

See the section on the Combat Segment (p. 34) for rules on whether a given unit can move into a battlefield and what army it moves into.

## CARD CONTROL

Cards come in play controlled by the player who brought them into play.

*EXCEPTIONS:* An attached card is controlled by the unit's Personality's controller. A Region or other card attached to a Province is controlled by the player whose province it is.

A card's text (such as, "Lose 3 Honor" or "You may not take Political actions") is to be read from the perspective of its controller while the card is in play. (See also p. 38.)

Only the controller of a card in play may use its abilities or use it to pay costs.

When a non-attachment card changes control, it goes to its new controller's home, or to its new controller's side of the battlefield if it was at a battlefield before changing control. This is not considered movement.

Changing control is instantaneous and does not have a duration.

## CARD OWNERSHIP

A card is owned by the player whose play deck it was originally in, or the player who brought it into play if the card was created or brought in from outside the play deck. A card's ownership can not change.

A card's text is to be read from the perspective of its owner while the card is out of play. (See also p. 38.)

## OVERLAYING

Some effects, most commonly the rule for Experienced Personalities (p. 43), may overlay one card (the overlaying card) on top of another (the underlying card). To reflect the process of the same Personality changing in stats, traits and abilities, special rules are needed.

An underlying card merges with the card that overlays it, creating a card represented by a stack of two or more physical cards, and a number of special situations.

The underlying card is out of play, but does not leave play. For instance, it does not benefit from effects that would give it abilities if it was in play, another player would not gain Honor for destroying it in battle

resolution, and Reactions to its leaving play may not be taken.

Created cards do not cease to exist when overlaid, because they do not leave play.

If the overlaying card is somehow lost, the underlying card reappears without entering play. There has only been a change to the same card. Likewise, an overlaying card is not entering play even if it comes from an out-of-play area. If the overlaying card is put in an out of play area while the underlying card remains, this is not leaving play.

The stack has the overlaying card's title, stats, keywords, traits, and abilities, and any other feature the game needs to check is based on the overlaying card. The stack also inherits the base abilities of all underlying cards, even ones that have been removed. Inheriting is not an ability gain.

For purposes of delayed effects on a particular card, and for effects that track whether a card remains in play, the overlaid card is considered to be the same card as the underlying card.

An inherited ability on the new card is the same copy as on the underlying card, and remembers whether it has been used. However, if the overlaying card has a different title than the underlying one, references in inherited abilities to the card's own title are changed to the new title, similar to what happens when an ability is copied (see Copy).

The underlying card's attachments, tokens, and game state, including ongoing effects, also apply to the new stack. This process does not transfer or attach anything, or begin or end any game state on a card. Specifically, existing minimums, maximums, bonuses and penalties to the underlying card's stats will transfer to the overlaying card.

Ongoing effects generated by the underlying card continue normally, even if they were previously generated by a triggered trait that is lost by overlaying.

A stack of two or more cards may be overlaid again.

When a stack containing overlaying cards leaves play, all underlying cards in it are removed from the game.

Only Personalities can overlay or be overlaid. Effects that change the rules about what card can overlay another do not break this rule unless explicitly stated

*Example: A Personality who "will overlay any Monk" cannot overlay a Monk Follower.*

## FACE UP AND FACE DOWN

A card, in or out of play, is either face up or face down.

## TIMING AND TRIGGERS

Limited, Open, and Battle actions each have a time they are taken in the sequence of play for the Action Phase or Combat Segment. See "Taking Actions from Abilities" (p.10).

**Triggers:** Reactions and triggered traits have an occurrence in the game they respond to, known as a trigger. Triggers are usually written as happening "before" or "after" something else.

Some triggers refer to a time point in the game by what normally happens then, using the indefinite plural. These timings do not require that anything happens at that time point.

*Example: "After Focus Effects resolve in a duel" does not require that any Focus Effects actually resolved.*

Triggers worded using more definite language, which trigger to the actual occurrence rather than the general time point, do require that the appropriate occurrence actually happen.

*Example: "After a Focus Effect resolves in a duel:" requires that a Focus Effect resolved.*

A trigger of "after" one step in a sequence ends will happen prior to the trigger of "before" the next step begins. Both triggers happen between the two steps.

*Example: A triggered trait with the trigger "after your Dynasty Phase ends" comes before a triggered trait with the trigger "before your End Phase begins," and happens in neither phase.*

**"When" triggers:** Timing "when" a trigger occurs comes later than "before" but earlier than "after" the trigger. "When" timing usually only appears in specific cases:

Effects that produce Gold and are triggered by a Gold payment are triggered explicitly or implicitly by "when" the payment occurs.

Effects that alter a player's choice, such as targeting or assignment, are written as "when (the player) would." The timing of such a "when... would" effect occurs later than the player indicates his or her initial choice, but earlier than the point at which the targeting (or other outcome of the choice) actually happens.

*Example: "When another player would assign a unit to attack one of your provinces: You may assign it to a different province." Your choice to assign the unit comes after the player indicates his or her choice of assignment, and your choice then goes on to determine actual assignment.*

When a condition becomes true, any continuous traits and ongoing effects that depend on the condition begin "when" the occurrence happens that made the condition true. When a condition becomes false, any continuous traits and ongoing effects that depend on the condition likewise end at the "when" point. See p. 25, Duration of Effects.

*Example: "This card has +2F while bowed." The Force bonus is gained "when" the card bows and lost "when" the card straightens.*

Delayed or indefinite conditional effects that are triggered by an occurrence with no indication of "before" or "after" happen "when" the occurrence does.

*Example: "The next time he straightens, dishonor him" happens "when" the card straightens.*

**Priority:** Once a triggered action or trait starts, apply all its costs, targeting, and effects in sequence before proceeding, even if another action or triggered trait is under way.

**EXCEPTION:** Delayed effects – including additional action opportunities -- are applied at a later time in the game than they resolve.

**Resolving timing conflicts:** Two Reactions, triggered traits, or other triggered occurrences (such as Honor loss after a dishonorable Personality dies) will never begin at the same time.

Timing conflicts can be caused by multiple triggers that either respond to the same occurrence, or to simultaneous occurrences (such as more than one Personality being destroyed simultaneously in battle resolution).

**Timing sequence:** If two or more reactions, triggered traits, or rules procedures are triggered at the same point in time, follow this sequence from A through C to decide their order.

Also use this sequence to determine the order of multiple choices created by a single piece of text that must logically be done in sequence, such as targeting made by different players when game text does not specify an order. In most cases, these choices will happen at step B and so the active player will decide the order in which choices and/or targeting take place

**EXCEPTION:** Gold production from multiple sources to pay a single cost occurs in an order chosen by the player paying the cost, even if this would violate the relative order of steps B and C below (such as by using a gold-producing Reaction before the rulebook-granted Stronghold gold production). In particular, a Gold producing Reaction that is interfered with at step

C can alternatively be satisfied by a choice to use production that would normally happen at step B.

**A.** Apply any ongoing or continuous effects that negate, prevent, or substitute the occurrence that defines the trigger, making the occurrence not happen in the first place. If more than one of these effects conflict, the active player decides the order in which they happen.

*Example: An ongoing prevention effect says "Units will not move home." This prevention happens at the earliest step, so that no other triggered effects, traits or actions can respond to the unit's movement. If, at the same time, an ongoing substitution effect says "Units that move home are destroyed instead," the active player decides whether to apply the substitution first, destroying the unit that is going to move home, or the prevention first, so that nothing happens to the unit because it is not moving in the first place.*

**B.** Anything that is triggered at this point but is not a Reaction happens now. This includes triggered traits, delayed effects, indefinite conditional effects, triggered rulebook effects (such as losing Honor after a dishonorable Personality is destroyed). If more than one of these things conflict, the active player decides the order in which they happen.

**C.** Reactions may now be taken following an action round procedure. Starting with the active player, each player in turn order has the option to take a Reaction to one of the triggering occurrences or pass. When all players pass consecutively, no more Reactions to any of the triggering occurrences may be taken.

The order of resolution means that triggered effects that come first, due to the above order or the active player's decision, can remove the trigger for triggered effects that come later, making them fail.

In steps A and B, the active player determines the order of conflicting triggered occurrences as they are happening, not beforehand. The active player must do so in such a way that each of those occurrences happens exactly once.

If it is before the first turn or between turns, the player who will take the next turn is considered the active player for resolving timing conflicts.

The reduction of a change to a number to zero (for example, reducing a loss, gain, bonus or penalty) by a non-Reaction effect timed "before" the loss or gain has a special interaction with these timing rules. Such a reduction is not a negation or prevention, so it is not applied at step A. It is instead applied at step B. During step B, even if the reduction has taken the change to zero, other effects may be triggered by the

loss or gain. Once step B is over, if the change is zero, it is not treated as a change of that type for triggering reactions in step C, or for triggers at later timing points.

*Example: Player X, who is not the active player, is about to gain 1 Honor. "Before any player gains Honor: Reduce the gain by 2" is in effect, as is the player's own triggered effect "Before the next time you gain Honor: Increase the gain by 1." Both of these are timed to step B, but their order does not matter, because both of them would be in effect when the last change was applied due to the rules on modifiers to stat changes (p.\*). The Honor gain of 1 is increased by 1 and then reduced by 2, to zero. Because there is no gain any more, no player can take a Reaction timed "before gaining Honor", and no effects "after gaining Honor" are triggered.*

A player may not use the same copy of a Reaction or triggered trait more than once to a single trigger.

Responses to a trigger must be taken as soon as the trigger occurs; the player may not choose to delay them without support from card text.

Responses happening before a period of time starts (such as a turn or battle), or after a period of time ends, do not happen within that period of time.

**"Next/first time"** triggers: Some triggers may occur at the first occurrence of some future event, such as "the next time a Personality bows" or "the first time this turn an attack is declared."

A trigger to the "next time" something happens refers by default to the next time this turn. If a longer or shorter duration of a "next time" effect is intended, it will be stated explicitly.

*Example: "Next time this game" can trigger if something happens on a subsequent turn.*

If such a trigger refers to two events in this way, and joins them with "or," the trigger occurs when either of those events first happens, and does not occur again if the other event subsequently happens.

*Example: A Personality is subject to a trigger "after the next time this turn he assigns to attack or moves to an attacking army." If he assigns to attack, the trigger occurs after that, and does not occur if later in the turn he moves into an attacking army.*

**Triggers and leaving play:** In triggers that involve a card leaving play, references to an in-play state of the card, such as its unit or location, refer to the state of the card before it left play.

*Example: "After this card is destroyed, if it was attached to a Shadowlands Personality: He gains +2F." The "if it was attached to a Shadowlands*

*Personality" checks the state of the personality just before the card is destroyed.*

## CONDITIONS

Cards may have conditions that govern when they may or may not enter play. Likewise, actions may have conditions that govern when they may or may not be taken.

Some conditions refer back to past occurrences, such as, "If he has brought a Shadowlands card into play." Most references to past occurrences will give a backwards-looking time period.

*Example: "If he has brought a Shadowlands card into play since your last End Phase."*

Such references that do not give a time period refer back to things that may have happened in the whole game up until now.

## RESTRICTIONS

When conditions limit the circumstances under which something can be done, they are known as restrictions. Honor Requirements are a type of restriction, as are the Loyal, Unique and Singular rules.

The phrase "ignoring restrictions" should be interpreted in the narrowest possible way.

*Example: An action that says "bring the card into play, ignoring restrictions" means that only the restrictions on entering play are lifted, not other restrictions on the action, or where the card comes into play. .*

**Restrictions on number of occurrences:** Some effects restrict the number of times a type of occurrence can happen in a time period.

*Example: "You will only issue one challenge per turn."*

If such a restricting effect takes place in the middle of the time period covered, previous occurrences of the restricted effect count against the limit.

*Example: When "You will only issue one challenge per turn" resolves, any challenges you issued that turn count against the limit (even if you issued more than one) and any further challenges you issue that turn fail.*

## PERMISSIONS

Some text permits things to happen in violation of the rules, using terms such as "can" or "may." Such permissions override specific restrictions and

prevention effects in the rules; for example, "He may assign even if bowed."

A permission does not break rules that it doesn't specifically refer to.

*Example: "Your target Infantry Personality may assign in Cavalry Maneuvers" does not allow a bowed unit to assign.*

Likewise, a permission does not overcome restrictions or negations from card sources, unless overcoming card effects is specifically mentioned.

*Example: If a card says its Ranged Attack "may target Personalities with attached Followers," this does not overcome another effect that says "This Personality may not be targeted by Ranged Attacks."*

As in English, the difference between "can" and "may" is one of usage, and in most contexts the two terms are equivalent. "Can" most often appears when a rule about effects is allowed to be broken, while "may" refers more often to a rule about choices, such as targeting or assigning.

## COSTS

A cost is usually a change to the state or stats of a card, player or other game entity.

A cost must fully occur, or be "paid," for effects of its action or trait to happen, or for a card with that cost to enter play.

A player may not pay a cost by changing the state of another player's cards.

Targeting may occur in a trait or ability's constraints block, but is not itself a cost.

**Costs and changes:** If a cost involves a change to card state, the change must actually, fully occur at the time of payment for the cost to be paid.

A card already in a cost's end state cannot normally pay the cost.

*Example: A dishonorable Personality cannot be used to pay the cost "Dishonor one of your target Personalities."*

Effects that prevent, negate, or delay the change will also prevent or negate the cost payment.

*Example 1: A player who cannot lose Honor cannot pay the cost "Lose 2 Honor."*

*Example 2: If a cost involves destroying a card, but a Reaction before the card is destroyed negates the destruction, the cost is not paid.*

*Example 3: If, in Example 2, a Reaction after the card was destroyed returns it to play, the cost is paid because the card was actually destroyed.*

If a cost involves a change to a stat, the explicit value of the stat must change by the full stated amount, or the cost can not be paid. Minimum or maximum values can interfere with the payment of such costs.

*Example: The cost "Give Daizu -2C:" cannot be paid if Daizu has 1C, due to Chi's minimum value of 0.*

**Mandatory costs:** Actions, cards entering play, and triggered traits can have mandatory costs.

- The mandatory cost of an action is found in the constraints block (see Abilities, p. 10).
- The mandatory cost of a triggered trait is found before the colon (see Traits, p. 9).
- The mandatory costs of a card entering play are its Gold Cost (if any) and any other costs of entering play listed in its traits.

**EXCEPTION:** The Gold Cost of a Strategy card is a cost of its actions. See Strategy, p. 5.

**EXCEPTION:** If text anywhere describes a game state change "as a cost," that change is a cost of any action or triggered trait it is part of. "As a cost" can also be used in a trait to add a cost of bringing a card into play.

Costs are mandatory by default.

Mandatory costs sometimes present more than one option for payment.

*Example: "Bow your Stronghold or discard the Imperial Favor:"*

At the time costs are paid, the player paying the cost chooses which alternative cost to pay, but must choose one in order for the cost to be paid. He or she may not choose to pay both costs.

**Conditional costs:** Costs are sometimes worded to depend upon the game state.

*Example: "Bow this shugenja unless he has the Fire keyword."*

Conditional costs can be told apart from restrictions on playing an action or card. A restriction uses "if" and comes before the cost. A conditional cost's condition uses "unless" and comes after the cost is described.

*Example: "If he is attacking, bow this Samurai:" means the action can only be taken while attacking. "Bow this Samurai unless he is not attacking:" means that you only have to bow him as a cost if you are attacking.*

**Duration of costs:** Changes to the game state created by costs follow the rules for duration of effects (p. 25) according to the type of effect they resemble.

**Timing of costs:** Costs are paid in the order they are written. Gold costs indicated by a card's gold coin icon are paid before any costs in the card's text.

Additional costs can come from effects outside the card, action or trait being paid for. These additional costs are paid after costs from the card itself. If more than one additional cost applies, the active player decides in what order they should be paid.

Multiple costs indicated by a number, or the word "all," in the same piece of text are applied simultaneously.

*Example: When instructed to "Bow 2 Samurai," or "Bow all Samurai you control," the Samurai are chosen and bowed simultaneously.*

## CHANGES TO COSTS AND PAYMENTS

Some effects may ignore or substitute costs, or interfere with payments.

**Ignoring costs:** An effect that ignores a cost removes the need to pay that particular cost. If the ignored cost was an alternate cost, it is considered paid; the cost need not be paid using the other alternative.

**Substituted costs :** Some effects substitute a different payment for the payment specified by the original cost.

If there are multiple alternate costs (such as "Bow him or pay 3 Gold"), substitution of costs comes after the choice has been made and the particular form of paying the cost is known.

Whether a substitution refers to the cost requirement, or the actual payment of the cost, has consequences for the scope of the substitution.

*Example 1: "Reaction: Before paying a cost by destroying one of your Samurai Personalities: Move him home instead to pay the cost." Once this reaction is taken, the cost changes entirely; if the movement is negated, the cost is not paid, and can't be paid by destroying the Personality.*

*Example 2: "Reaction: Before paying a cost by destroying one of your Samurai Personalities: You may move him home instead to pay the cost." This reaction's effect, unlike Example 1, adds an additional cost payment method; if the movement is negated, the cost can be paid by destroying the Personality.*

*Example 3: "You may move your Samurai Personalities home to pay the cost of destroying*

*them." As in Example 2, the movement is an alternative cost, and is optional. If the movement is negated, the cost is not paid, but you still have the option of destroying your Samurai.*

A substitution that is phrased in the general form "Before you pay a cost by/of [doing X], you may pay the cost by [doing Y]" does not require that you are able to do X in the first place, because it refers to the point when the cost requirement is set.

*Example: "Reaction: Before paying a cost of discarding the Imperial Favor: You may bow this Personality to pay the cost." This action does not require that you have the Imperial Favor in the first place.*

A substitution that is phrased in the general form "Before you [do X] to pay a cost, you may pay the cost by [doing Y] instead" does require that you are able to do X in the first place, because it refers to the actual carrying out of the cost payment.

*Example: "Reaction: Before you discard the Imperial Favor to pay a cost: You may bow this Personality to pay the cost." This action does require that you have the Imperial Favor.*

**Interference with costs and payments:** If any specific payment of a cost is negated, delayed, or made impossible in the process of paying costs, the player paying the cost may use alternate available sources to pay it, or may choose not to pay it.

**EXCEPTION:** If the cost was a change to the state of something in the game, and the change was negated, delayed, prevented, or otherwise made to fail, the same change to the same thing may not then be used as an alternate payment.

*Example: If "Move your Personality home" is a cost, and the movement home is negated by a Reaction, you cannot choose to move him home again to pay the cost.*

If no alternate payment is made, then any costs already paid are not refunded, no further costs are paid, and:

1. if the unpaid cost is for a card entering play (including entering play as part of an action), it goes back to where it came from.
2. if the unpaid cost is for an action, the action fails, and its effects do not happen. The action is still taken and ended, but not resolved, and the ability that created it is used. If the action was on a Strategy card, the card is discarded.

If a cost requiring a target is interfered with (such as a Reaction that prevents the bowing in the cost "Bow your target Samurai:"), a player cannot choose a new target to try to pay the cost, because the targeting step is already completed.

**Variable costs and interference:** Sometimes an action, trait or card has a mandatory cost with a variable value, and this value depends on an element of the game that another player's effect interferes with at some point between announcement and the point when the cost is paid.

When the basis for a cost changes due to a change of targeting, this is treated the same way as interference with the payment of the cost.

*Example: An action's Gold cost depends on the total Gold cost of a target unit. After announcement but before costs are paid, a card is added to the unit or the targeting of the unit is changed.*

## GOLD PRODUCTION

Gold is a resource in the game that is used to pay a Gold cost.

When a Gold cost is paid, Gold may be produced from any number of sources, including bowing one's Stronghold as a cost to produce an amount equal to its Gold Production.

The total value of the Gold production must equal or exceed the modified Gold cost for the cost to be paid. Any excess Gold produced is "taxed by the Emperor" and lost; it does not apply to other payments.

Gold from a single source may not be split to pay multiple costs.

Gold costs that are added by a separate additional effect, as opposed to changes to the amount of a Gold cost, must be paid in a separate payment.

*Example: If an effect makes all Political actions have an additional cost of 2 Gold, and a Political action has a cost of 4 Gold, the 2 and 4 Gold payments may not be combined into 6.*

It is permitted to overpay a Gold cost by any amount, including producing Gold to overpay a Gold cost of zero on (for example) a Strategy card. It is not permitted to pay Gold to bring into play a card with no Gold cost stat (such as a Ring or Region), or for an action with no Gold cost on a non-Strategy card (such as a Personality or Follower).

A Gold cost of zero does not need to be paid by Gold production; it is always considered to have been paid.

## EFFECTS

Actions and traits on cards and in the rules, and aspects of the rules themselves, have effects on cards, areas, players and aspects of the game. This section contains rules covering the interpretation and scope of effects.

**Definition of effects:** An effect is anything, other than a cost, that changes the stats, traits, abilities, restrictions, or capabilities of a card, a player, a game entity (such as Provinces), or the game state.

Each individual change to a card, a player, a game entity (such as Provinces), or the game state is a separate effect.

Restrictions, targeting, and costs are not effects. Aspects of card memory (such as the fact that a card has been in a battle this turn, or has used its ability) are also not effects.

## ORDER OF EFFECTS

Effects occur in the order they are written.

**EXCEPTION 1:** Phrases modifying effects may come after the effect's text, but are applied at the same time as the effect. Such phrases will directly refer to the effect, increasing or reducing its restrictions or scope. Modifying phrases refer to the immediately previous effect text, unless they explicitly refer to another effect or to multiple effects. Modifying phrases that refer to multiple effects refer to all relevant effects in that trait or ability.

*Example: In an effect that creates several duels, the duel consequence "Destroy each duel's loser" is applied immediately after each duel, following the duel sequence.*

**EXCEPTION 2:** Phrases in an ability's effects that refer to an ability itself, such as "This ability may be used once per battle," or "This ability will not be copied," apply to the ability at all times, even when the ability is not being used.

**EXCEPTION 3:** Battles created by effects, and additional phases, segments, and actions granted by effects, are delayed until the action or triggered trait that granted them has ended, and the chance to take Reactions to the end of the action or trait has passed.

*Example: Ambush reads, "Fight a battle there. After it ends, lose 5 Honor." The battle is delayed until the "Lose 5 Honor" effect has been activated, and the action has resolved. The Honor loss itself is a delayed effect timed to the end of the battle, and is only actually applied after the battle ends.*

If multiple effects are caused by a single piece of text, they occur simultaneously, unless otherwise specified by language such as "consecutively."

*Examples: "Bow all Oni"; "Dishonor two Samurai".*

When simultaneous effects caused by a single piece of text create multiple game procedures containing more

than one step, each step of each procedure takes place simultaneously, in parallel.

*Example: When instructed "Bring into play all face-up Personalities in your provinces," the entering-play procedure actually has five steps (see p. 4). So, each Personality simultaneously enters its entering-play area (step A); then, each Personality's restrictions are checked simultaneously (step B); and so forth.*

## DURATION OF EFFECTS

Effects have four types that are relevant to their duration: continuous effects, instantaneous effects, ongoing effects, and procedural effects.

**Continuous effects:** Continuous effects are those found in non-triggered traits, as well as modifier effects that are not triggered (such as stat modifiers on Items or tokens).

*Example: "Your Samurai have +1F."*

Continuous effects from cards upon other cards normally begin when both cards have entered play.

Additionally, if a continuous effect has a condition on it, the effect begins at any point when the condition is met and the relevant cards are in play.

*Example: "Your Samurai have +1F while they are opposed." In this example, the effect on each Samurai begins when that Samurai becomes opposed.*

Continuous effects from cards upon other cards normally end when one (or both) of the two cards leaves play or when the effect's condition is no longer met. In the example, the effect on each Samurai ends when that Samurai is no longer opposed.

If another effect reverses or modifies the continuous effect, the continuous effect does not automatically re-assert itself. Only if the continuous effect ends and begins again, or when the other effect ends, would the continuous effect begin.

*Example: An effect on one of your Holdings in play states "Your Human Personalities are Samurai while they are opposed." If another effect removes the Samurai keyword from one of these opposed Personalities, your card's effect does not give him back Samurai immediately. However, if your Holding leaves play and re-enters play it would re-apply Samurai to all your opposed Human Personalities, including the one who had Samurai removed. Also, if your Samurai was no longer opposed, and then became opposed again, he would regain Samurai.*

**Instantaneous effects:** Instantaneous effects involve a change in the game state that is officially recorded by changing the position, orientation, or count of a physical game element.

Such effects include:

- Changes to any card's physically marked state or game area, such as bowing or becoming dead or dishonored;
- Attaching, transferring, or removing cards or tokens to or from Personalities, Provinces, or other things in the game;
- Changes to Family Honor totals;
- Possession of the Imperial Favor.

Instantaneous effects have no duration. They occur once and are not automatically reversed later.

Some instantaneous effects may be continuously applied based on a condition, often using the word "ever."

*Example: "If he is ever opposed, destroy him."*

Chi death ("If his Chi is ever zero, destroy him") is a continuously applied instantaneous effect. See p. 4.

A continuously applied instantaneous effect occurs at the timing point "when" the condition becomes true (see p. 19). Such effects have special prevention rules; see p. **Error! Bookmark not defined.**

**Ongoing effects:** Ongoing effects may be thought of as "virtual" effects because they are not officially recorded with a physical game element; for example, giving stat bonuses or penalties, granting keywords, or putting a condition on a card such as "may not assign." Unlike continuous effects, ongoing effects start and end at definite times stated by the effect itself and do not end if the card they came from leaves play.

Ongoing effects last until the end of the turn in which they were applied unless otherwise indicated.

*Example: "permanent" or "until" a certain game time are phrases that override the default "end of turn" duration.*

**EXCEPTION 1:** Changes to a card's Focus Value during a duel end just before the duel ends; see p. 37.

**EXCEPTION 2:** Terrains' ongoing effects last only while the Terrain remains in play; see p. 49.

An ongoing effect that is applied "while" some condition is true ends when that condition is no longer true, and takes effect again if the condition becomes true within the stated duration of the effect. Nevertheless, a conditional ongoing effect is a single effect, regardless of how many times it is reapplied. If it is negated or prevented, it remains negated or prevented if the effect is reapplied due to the condition being met anew. See Negating effects, below.

**EXCEPTION:** The condition “while X remains Y” indicates that the effect will not reapply to X if Y becomes true again.

Ongoing effects that affect all things of a certain kind (such as, “Battle: Your Samurai have +1F”) or that meet a condition (such as, “Battle: Your opposed Personalities have +1F”) change the game state. They affect all things in play of that kind throughout their duration, even ones not in play or not meeting the condition at the time the effect took place.

*Example: “Until the end of the game, your Samurai have +1F” gives +1F to your Samurai brought into play on future turns. In contrast, “Your Samurai now in play have +1F until the end of the game” affects only Samurai currently in play.*

**Procedural effects:** For the sake of completeness, a fourth type of effect is the procedural effect: one that establishes or alters an element of the sequence of play, or of a sub-procedure within the game such as an action round, battle, or duel. Examples of procedural effects are: eliminating the next Dynasty Phase; allowing you to take an additional Battle action; creating a battle during an Attack Phase.

Procedural effects are treated as instantaneous.

**EXCEPTION:** If a procedural effect is written with an explicit duration, treat it as an ongoing effect.

*Example: “Until your next turn begins, Dynasty Phases do not happen.”*

**Tracking rule:** “Memory” of the status of individual cards ends when the card enters a deck or a hand, or otherwise becomes both face-down and out of play (such as after a card in the deck or hand is shown; see p. 47). This includes dishonorable status, ongoing effects, and whether or not an ability has been used.

**EXCEPTION:** A card's role in a series of costs and effects from a single action or trait is not “forgotten” from one effect to the other -- for example, if you are asked to draw a card and then show it, you must show the same card. If a card being tracked in this way is in a deck that is then shuffled, the tracked card is set aside during the shuffling; if it then needs to return to the deck, it is shuffled in again.

**EXCEPTION 2:** When a card in a face-down area is shown, and something about it is then checked, the last face-up state of the card is what is actually checked, including all changes to the card once it became face-up. See show.

**EXCEPTION 3:** If an effect does not distinguish between individual copies of a card, its “memory” remains even when the card is both face-down and out of play.

*Example: An effect on “All Samurai you own, in and out of play” works even on cards that are face-down in decks.*

## DELAYED EFFECTS

Some effects state that they will occur at a given time in the future. These are delayed effects.

*Example “After your next turn begins” or “After the next time this game a Samurai assigns to attack.”*

Other effects may likewise postpone another effect until a time in the future, making the effect delayed.

A delayed effect is activated at one time (when it is determined that the effect is going to occur), but is applied at another (when the effect actually changes the game state).

*Example: in “Battle: After your next Attack Phase this game begins, target a unit and bow it” the Battle action resolves fully during that battle, but the targeting and bowing occurs in the player's next Attack Phase.*

The duration of a delayed ongoing effect takes into account the turn, or other time period, in which it was applied – not the time period in which it was initially activated.

*Example: in “After the start of your next turn, give him +2F,” the Force bonus lasts until the end of your next turn.*

If any targeting only appears as part of a delayed effect, the targeting is not mandatory.

A delayed effect that has been activated, but not yet applied, can still be prevented by something that prevents effects in general, such as “effects of that action do not happen.”

However, something that prevents a specific type of effect, such as bowing, will only prevent a delayed effect at the point when it is actually applied.

## INDEFINITE CONDITIONAL EFFECTS

Some effects create other effects whenever a certain condition is met; these are collectively known as indefinite conditional effects. The creating effect is a “parent” effect, and the conditional effects are “child” effects. Parent effects are different from delayed effects, which create definite effect(s) at a set time in the future.

*Example: In “After the next time this turn a Personality is destroyed, gain +1F” the +1F is a delayed effect; but, in “After each time this turn a Personality is destroyed, gain +1F” the +1F is not.*

## CHOICES

Sometimes a choice has to be made in the game. This includes alternate effects (“gain +2F or +1C”), optional effects (“may bow him”), variable effects (“up to three cards”), and assignment.

If an action does not explicitly state which player makes a choice between several options, the choice belongs to the player taking the action. In traits, the choice belongs to the player whose card it is (that is, the controller of the card if it is in play, or its owner if it is not).

A choice involving multiple effects following a “may” must be taken in an all-or-none fashion, unless they are phrased as alternatives to each other using “or.”

*Example: “He may target one of his Shugenja **and** discard a card.” If this choice is taken, the targeting and discard are both either carried out or not carried out; there is no option to target a Shugenja and not discard. Compare with “he may target one of his Shugenja **and may** discard a card,” in which the two choices are separate; either, none, or both options may be taken. Also, in “he may target one of his Shugenja **or** discard a card,” one choice or the other (but not both) may be taken.*

Regardless of these considerations, each of the effects following “may” is activated and applied separately, and can be negated separately.

A choice may be made even if its consequences would be negated, prevented, or otherwise fail due to lack of suitable things to affect.

*Example: If a Personality is already bowed, or will not bow due to an effect, you may still make a choice to bow him. If you do not control any unbowed Personalities, you may also make a choice to “bow an unbowed Personality,” which just fails.*

References to the result of a choice are phrased differently according to whether the choice was only made, or whether a choice made had any effect.

*Example: “You may choose to bow the Personality. If you choose this, gain 2 Honor.” If the bowing is prevented or the Personality is already bowed, you still gain 2 Honor.*

*Example: “You may bow the Personality. If he bowed, gain 2 Honor.” If the bowing is prevented or the Personality is already bowed, you do not gain the Honor.*

If the legality of an action depends on its effects, choices within the action must be made in such a way as to make the action legal.

*Example: If a Battle action on a unit gives the choice*

*of moving to the current battlefield or some other location, and the Battle action is only legal to take if it moves the unit to the current battlefield, its player must choose to move into the current battlefield when the time comes.*

In the case of assignment and targeting, references to the player who assigns or targets refer to the player who made the actual choice, not necessarily the player whose choice it originally was.

**Blind cards rule.** When a rule or card text needs to know what an action does or will do, it only takes into account the current text of the action. It does not consider any continuous, ongoing or triggered effects that change the action's effects or cause them to fail.

*Example 1: “Search your deck for a Strategy card with a challenge as one of its effects.” Even if the condition “Challenges do not happen” is in effect, you may search your deck for such a card because of the blind cards rule.*

*Example 2: Exceptions to the Rule of Location follow the blind cards rule. Because of this, it is still legal to take a Battle action that says it can move a target unit to the current battlefield, even if that movement is prevented by an ongoing negation effect.*

This rule should not be applied to retrospective knowledge of whether an action actually did something.

Also note that under Timing rules, negation and prevention of a trigger by ongoing and continuous effects comes before other triggered traits, effects and Reactions. So, if an effect says “Units will not move from this battlefield,” you still cannot take a Reaction “before moving” to an effect that normally moves a unit from the battlefield.

The blind cards principle should not be over-applied beyond the specific case of a game element needing to check what an action does; specifically, it should not interfere with the Good Faith rule of actions, which does take into account relevant knowledge about the game state.

## SOURCE OF EFFECTS

Targeting, costs, effects and actions come “from,” or are done by, the card where the thing in question is originally physically printed. If it is printed in the rulebook then the effect is not from any card.

*Example: Your event card gives another player an ability. The action from that ability, and its effects, are “from” your card even though they are “on” the other player.*

**EXCEPTION 1:** Targeting and effects of Ranged Attacks come from the card that created the Ranged Attack, not the rulebook.

**EXCEPTION 2:** A Personality's destruction for having 0 Chi (Chi death rule) comes from the cost or effect that last gave the Personality a Chi penalty, or from the rulebook if there was no such effect.

**EXCEPTION 3:** Effects of traits and abilities given to other cards, copied from other cards, or on created cards, come from the card they are currently on.

**EXCEPTION 4:** Duels come from the effect that created their associated challenge, not the rulebook.

If a card effect creates a procedure, effects written in the rulebook that are part of the procedure come from the rulebook.

*Example: An action on a card creates a duel. Discards from the duel are considered to be rulebook effects, rather than action or card effect, because the procedure for resolving the duel is described in the rulebook.*

The possessive form ("his action," "your actions"), when applied to a player's actions, means "actions that player took" – not necessarily actions from the player's cards.

Effects of tokens come from the effect that created them, or from the effect that last transferred them if they have been transferred, not from the tokens themselves.

## EFFECTS IN AND OUT OF PLAY

When an effect is activated, it will only apply to cards that at the time of activation are either in play, or in a temporary focusing, entering-play, or resolution area, unless the effect:

- specifies an out of play area,
- is triggered by a card entering an out of play area (such as, being destroyed or discarded from the hand),
- or uses wording such as "all Samurai in and out of play".
- is a continuous effect. from a card out of play, in which case it affects only that card.

*Examples: A trait that says "This card is a Samurai while your Family Honor is 10 or higher" affects the card itself even while out of play. A trait on a Samurai card that says "All your Samurai are Tacticians" gives Tactician to the Samurai card itself, but not any other cards, while out of play.*

These exceptions only allow the relevant cards to be affected.

Ongoing effects on a card in play persist when the card leaves play, unless something else intervenes (for example, the tracking rule, p. 26).

Effects that were activated on a card in play, and then delayed, also apply to the card at the delayed point in time, even if it is no longer in play.

Use of the terms "your" or "own" does not imply that an effect applies to cards out of play, even though those terms can refer to cards out of play in certain contexts.

## PREVENTION (Including Negation)

Some effects prevent or end changes to the game state caused by other effects or costs, either by explicit wording such as "do not" and "will not", or by negation. The term "occurrences" is used here to include effects, choices, and costs which might be prevented.

Changes to game state are prevented individually. Preventing one effect of an action does not automatically prevent the others, for instance.

The term "cannot" does not imply negation in Celestial Edition.

### *"Does not/Will not" versus Negation:*

These two phrasings are equivalent in the way their form of prevention works, and the rules on prevention below refer to both of them. The main difference between the two is that in the card set, negation effects are sometimes specifically prevented with wording such as "will not be negated," whereas there is no such wording to prevent "does not" effects as a specific category.

"Does not" effects can sometimes still be prevented by more general effects – for example, by a previous effect that states that all of a particular action's effects do not happen.

Changes to a numerical value such as a stat can be partially prevented, when a specific type of limit has been placed on that value, but this is not considered negation.

**Duration and scope of prevention effects:** An effect from an action or triggered trait that prevents a type of occurrence is ongoing and lasts until the end of the turn by default. A continuous effect from a non-triggered trait that prevents a type of occurrence lasts while its source card is in play. Each separate application of prevention during those times is a "child" indefinite conditional effect from its "parent" ongoing or continuous effect. The "child" prevention effect is instantaneous if the prevented effect is instantaneous or procedural, and ongoing (with the same duration as the parent) if the prevented effect is ongoing or continuous.

*Example: In Justly Earned Victory's "Battle: Negate all current Force bonuses and penalties to cards at this battlefield from actions", each current Force bonus and penalty that qualifies is prevented by a separate "child" effect until the end of the turn..*

If the effect's wording prevents a specific future occurrence, instead of a general type of occurrence, then the prevention is a single delayed instantaneous effect.

*Example: In Duty's "Reaction: Before another player's card's effect destroys one of your Personalities, destroy your target honorable Samurai Personality at the same location: Negate the first Personality's destruction", the negation only applies to the destruction that triggers the action.*

Continuous and ongoing effects that came into being before a prevention effect was applied are still affected by it, by default. "

*Example: A Personality receives a Force bonus from an action that lasts until the end of the turn. He then attaches an Item with the trait "Negate all Force bonuses on this Personality." His current bonus is prevented. If the trait read "Negate all new Force bonuses on this Personality", the bonus would not be prevented, because it is not new (it came into effect before the Item was attached).*

**EXCEPTION:** Effect wording may restrict prevention to either "current" or "new" occurrences of continuous and ongoing effects. Current occurrences are those that began before the prevention effect, and new occurrences are those that began after it. The wording "does not/will not gain" or "does not/will not lose" implies prevention of new occurrences only.

If a continuous effect or a current ongoing effect that has been prevented is still in effect when the prevention effect ends (for example, when the duration of an ongoing prevention runs out, or a card with a continuous prevention effect leaves play), the prevented effect re-asserts itself.

*Example: A Personality receives a Force bonus from being in an army with a Follower that has the trait "Personalities in this army have +1F". While in the army, he then attaches an Item with the trait "Negate all Force bonuses on this Personality." His current bonus from the Follower is suppressed and he does not get +1F. If he loses the Item while in the army, the +1F will re-assert itself and he will get it once more.*

If a prevention effect is already being applied and prevents a new ongoing effect, the new ongoing effect never happens; it does not re-assert itself when the prevention effect ends.

*Example 1: A Personality attaches an Item with the trait "This Personality does not receive Force bonuses." He then gets +1F from an action. Even if the Item moves to another person that turn, the +1F will not reappear.*

*Example 2: A Personality receives a Force bonus from being in an army with a Follower that has the trait "Personalities in this army have +1F". While in the army, he then attaches an Item with the trait "This Personality does not receive Force bonuses." His current bonus from the Follower is suppressed and he does not get +1F. If he loses the Item while in the army, the +1F will re-assert itself and he will get it once more.*

Prevention of instantaneous occurrences is never retroactive. Specifically, if "all effects" of an action or trait are prevented partway through the action or trait's resolution, instantaneous effects that have already resolved are not undone.

**EXCEPTION:** Special rules apply to the prevention of Personality destruction from zero Chi (See Chi death rule, p.4). and other continuously applied destruction effects. . Effects that prevent one instance of destruction, such as the trait "Before this card is destroyed: Negate the destruction," will not prevent destruction from such an effect. Only a continuous or ongoing "parent" prevention effect (for example, "This Personality will not be destroyed" as a trait) can overcome the Personality's destruction. If this happens, the destruction merely fails to happen while the prevention is in effect; there is no continuous "loop" of destruction and prevention that can trigger other effects. Once the prevention is no longer in effect, destruction happens as normal.

This rule also applies to the interaction between Chi death or any other continuously applied destruction and effects that substitute some other effect, such as dishonoring, for destruction.

**"Effects do not happen":** If a prevention effect makes all effects of an action "not happen," this also means that any of that action's non-required targeting or cost payments that happen in the action's resolution step, or are delayed to a later point, do not happen.

#### **"MAY NOT"**

"May not" is a wording that prevents a choice, rather than a cost or effect - for example, taking an action, assigning a unit, declaring an attack, bringing a Personality into play, or targeting a certain card. "May not" works to prevent a choice, even if the choice is part of a required procedure.

*Example: An effect says "The Personality may not assign this turn." If a card effect requires the player to assign the Personality, the assignment still fails and does not happen.*

However, if something is required to be chosen, a player is not allowed to choose an option that is currently prevented by "may not" if there is another legal option to choose.

*Example: If the player in the above example controls another Personality not covered by the "may not assign" effect, and a card effect requires him or her to "assign a Personality," the Personality not covered by the effect must be chosen.*

Targeting, however, is independent from any other choices that follow it.

*Example: If an action reads "Target a Personality. He may not assign this turn," you may choose a target who is covered by "may not assign," and then the assignment fails, because the only Personality who could legally assign was the one you targeted.*

Wording such as "may legally [do X]" asks for something that is not restricted by "may not" effects preventing it from doing X, and that otherwise meets all requirements for doing X.

## SUBSTITUTION

"X instead (of Y)" refers to the substitution of an old targeting, effect, choice, cost, or other game element (Y) with a new one (X). The following rules refer to any use of "instead" or "instead of."

**EXCEPTION:** Effects "instead of focusing" in a duel follow special rules, not the rules in this section. See Challenges and Duels, p. 36.

If the old Y is prevented or fails before the substitution is applied, the new X doesn't happen.

*Example: In "you may bow a Personality instead of losing Honor," you cannot use this to bow a Personality if an existing trait says that you do not gain or lose Honor.*

If the new X is prevented or fails, the old Y doesn't happen.

*Example: In "a target enemy unit adds Force to your army instead of the enemy army," if you have no army (i.e. no units) then the new adding Force fails, and your unit does not add Force to the enemy army.*

**EXCEPTION:** In effects that substitute targeting, if the new target has to be a "legal" target, then failure to find a new legal target means the original targeting happens normally.

*Example: In "The action instead targets another of your legal Personalities with the same Clan alignment," if you control no Personality with the same Clan alignment who also satisfies the targeting*

*requirements of the original action, the original targeting happens normally.*

The rules on duration and scope of prevention effects should be followed to determine the scope and duration of substitution effects. However, substitution is not itself prevention or negation.

## START OF GAME

After a game starts, follow steps A through G in sequence.

**A.** All players show their Strongholds at the same time, and start with the Stronghold and an unbowed Border Keep holding in play (without having to pay its cost). Each player begins with his or her Family Honor stat at his or her Stronghold's Starting Honor.

**B.** The starting player is the player with the highest Family Honor. If one or more players are tied in Family Honor, they decide who goes first randomly, such as by rolling dice or flipping a coin.

**C.** Each player who is not going first also starts with a Bamboo Harvesters holding in play and bowed (without having to pay its cost). The player who is going first does not include Bamboo Harvesters in his or her deck.

**D.** All players shuffle both their decks separately. Players should offer their decks to the other players for further shuffling or cutting.

**E.** All players place their decks and create four Provinces, filling each one from left to right with a card from the top of their Dynasty deck.

**F.** All players draw six Fate cards simultaneously.

**G.** Play begins; the starting player becomes the active player and takes a turn sequence, consisting of the Straighten Phase through End Phase. When his or her turn has ended, the next player's turn, in turn order, begins, and he or she becomes the active player. This continues until one player has won the game, at which point the game ends immediately.

When the starting player is determined, he or she is also considered the active player for purposes of things that happen before the first turn begins.

## THE TURN SEQUENCE

### STRAIGHTEN PHASE

The active player simultaneously straightens all his or her cards in play.

### EVENTS PHASE

Starting with the card in his or her leftmost province, the active player goes through steps A through E for each card in each of his or her provinces.

If a province contains more than one card, the active player decides which card is dealt with first. The active player must then deal with any other cards in the province before moving to other provinces.

**A.** The active player turns a card in the province face-up, revealing it. If the card was already face-up, the other steps still happen, but the card is not "revealed" for purposes of triggering effects.

**B.** If the card is a Holding or Personality, nothing happens.

**C.** If the card is an Event, resolve it, following the rules on resolving Events.

**D.** If the card is a Celestial, put it into play, following the rules about Celestial cards

**E.** If the card is a Region, and the Province it is in can attach it, bring it into play attached to the Province, following the rules on bringing Regions into play.

**F.** If all cards in the Province have been dealt with, or if there are no cards in the province, the active player then deals with the cards in the province to its right. If there is no province to its right, the Events Phase ends.

### **ACTION PHASE**

Each player in turn order, starting with the active player, has the opportunity to pass or take a legal action, continuing around the table any number of times until all players pass consecutively. This procedure is known as an action round. It is also used in the Combat Segment and to deal with multiple Reactions to the same trigger (see Timing).

The active player can only take Limited and Open actions at these opportunities. All other players can only take Open actions at these opportunities.

After all players have passed consecutively, the Action Phase ends.

### **ATTACK PHASE (OPTIONAL)**

After the Action Phase the active player may create an Attack Phase if he or she wishes. This attack is optional.

In addition to this normal Attack Phase, some effects create Attack Phases at other times; these attacks are normally not optional. The effect will specify who is the Attacker and Defender, either directly or indirectly (such as by specifying attacking and defending units.)

The Attack Phase consists of the following sequence: Declaration Segment, Infantry Maneuvers Segment, Cavalry Maneuvers Segment, Battles.

### **ATTACK PHASE: DECLARATION SEGMENT**

This segment follows the sequence A through C below.

**A. Declare an attack:** The player creating this Attack Phase declares an attack. He or she becomes the Attacker for this Attack Phase. He or she then chooses another player. The other player is the Defender for this Attack Phase.

From the Attacker's point of view, the Defender is the enemy leader. The Attacker is likewise the enemy leader to the Defender. (See "Enemy," p. 42, and "Leader," p. 44)

**B. Create Battlefields:** A battlefield is created at each of the Defender's provinces (see Battlefield, p. 16).

**C. Invite Allies:** Players other than the Attacker or the Defender are known as third-party players. The Attacker may invite any number of third-party players to ally with him or her. The Defender then may invite any number of third-party players to ally with him or her.

Invited players do not need to do anything at this point. Being invited allows a third-party player to assign or move units to battlefields in the attack (see Maneuvers Segments, below.)

The Attacker and Defender may each choose not to invite anyone to ally.

During any one Attack Phase, a player other than the Attacker who was not invited by the Attacker may not assign his or her units to the attacking side, and his or her units will not move into the attacking side, or be brought into play on the attacking side. This prohibition includes the Defender and third-party players.

Likewise, a player other than the Defender who was not invited by the Defender may not assign his or her units to the attacking side, and his or her units will not move into the attacking side, or be brought into play on the attacking side. This prohibition includes the Attacker and third-party players.

The first time each attack an invited player has one or more of his or her units assign to, move to, or enter play at an attacking or defending side, the invited player becomes an ally of that side's leader. The invited player is now known as an attacking ally or a defending ally. The invited player's units and cards are allied units and cards of the player whose army he joined, and that player is considered to be his allied leader. The other player involved in the attack is the enemy leader from the invited player's point of view.

Once a third-party player's status as an attacking or defending ally is established, he is no longer considered invited by the enemy leader.

Effects that move, assign, or create units controlled by another player on a side at a battlefield can establish the other player's allying status, keeping in mind that he or she must have been invited to ally by the appropriate leader for those effects to work in the first place.

Effects will not move or assign a third-party player's units to an attacking and defending side simultaneously. If this is about to happen, the third-party player must choose one set of movements or assignments to fail.

After the first time each attack an invited player assigns one or more units, he gains 2 Honor. If any of the assigned Personalities are dishonorable, they are all rehonored instead of gaining Honor. Honor is not gained in this way for moving units or bringing them into play.

Invited and ally status does not persist from one Attack Phase to another.

#### **ATTACK PHASE: INFANTRY MANEUVERS SEGMENT**

This segment is so named because it is the only time Infantry units (see p. 44) may assign – although Cavalry units (see p. 42) may also assign at this time.

In the Infantry Maneuvers Segment, subheadings A through D occur in sequence.

**A. Assign Attacking Units:** The Attacker chooses, from his home, any number of his units whose Personality is unbowed. He assigns these units to any battlefields in any arrangement desired.

**B. Assign Attacking Allied Units:** Starting with the first player the Attacker invited on his left and continuing in turn order, each player invited by the Attacker may assign, from his home, any number of his units led by an unbowed Personality to any battlefields, in any arrangement desired.

**C. Assign Defending Units:** The Defender chooses, from his home, any number of his units whose Personality is unbowed. He assigns these units to any battlefields in any arrangement desired.

**D. Assign Defending Allied Units:** Starting with the first player the Defender invited on his left and continuing in turn order, each player invited by the Defender may assign, from his home, any number of his units led by an unbowed Personality to any battlefields, in any arrangement desired.

#### **ATTACK PHASE: CAVALRY MANEUVERS SEGMENT**

This segment is so named because only Cavalry units (see p. 42) can assign during it.

In the Cavalry Maneuvers Segment, subheadings A through D occur in sequence. This is similar to the Infantry Maneuvers Segment's sequence except that only Cavalry units may assign.

**A. Assign Attacking Cavalry Units:** The Attacker chooses, from his home, any number of his Cavalry units whose Personality is unbowed. He assigns these units to any battlefields in any arrangement desired.

**B. Assign Attacking Cavalry Allied Units:** Starting with the first player the Attacker invited on his left and continuing in turn order, each player invited by the Attacker may assign, from his home, any number of his Cavalry units led by an unbowed Personality to any battlefields, in any arrangement desired.

**C. Assign Defending Cavalry Units:** The Defender chooses, from his home, any number of his Cavalry units whose Personality is unbowed. He assigns these units to any battlefields in any arrangement desired.

**D. Assign Defending Cavalry Allied Units:** Starting with the first player the Defender invited on his left and continuing in turn order, each player invited by the Defender may assign, from his home, any number of his Cavalry units led by an unbowed Personality to any battlefields, in any arrangement desired.

#### **ATTACK PHASE: BATTLES**

One by one, a separate battle (see Battles, p. 33) is fought at each of the attack's battlefields. The first battlefield is chosen by the Attacker, and a battle is fought there.

Once a battle ends, the Attacker chooses the next battlefield for a battle to be fought, which must be one at which a battle has not ended yet.

The Attack Phase ends once the Attacker has the opportunity to choose a battlefield, but battles have ended at all battlefields.

#### **DYNASTY PHASE**

The Dynasty Phase is when a player normally brings Holdings and Personalities into play from Provinces. During the Dynasty Phase, steps A and B happen in order.

**A. Bring cards into play:** During the Dynasty Phase, the active player may, one at a time, bring any Holding or Personality face-up in his Provinces into play, in any order desired and as many times possible. (Playing Personalities, p. 4; Playing Holdings, p. 4).

During the Dynasty Phase, when a player **recruits** a Personality aligned to his Clan, that player has options to modify the Gold cost paid for bringing the Personality into play:

- He may increase the Gold cost to play the Personality by 2. If he does so, he may ignore the Personality's Honor Requirement to bring him into play.
- He may reduce the Gold cost to play the Personality by 2. If he does not choose to do so, he may choose to gain Honor equal to the Personality's Personal Honor before he enters play (also known as "buying for Honor"). A player may only gain Honor this way once per turn.

A player may choose either, neither, or both of these options.

*Example: When ignoring a Clan-aligned Personality's Honor Requirement, a player may pay the Personality's normal cost (plus two then minus two) to have him or her enter play without Honor gain, or pay the normal cost plus two to have him or her enter play with Honor gain.*

Paying a Clan discount or ignoring Honor Requirement does not reduce or increase the Gold Cost stat of the Personality for the rest of the turn, because it is a change in payment and not in the Gold Cost stat.

Buying for Honor is an entering-play effect. If anything causes the Personality not to enter play, the Honor gain does not happen.

Buying for Honor does not necessarily mean that the Personality's full Gold cost is paid.

*Example: A Personality may be bought for Honor, but at less than full cost, if another effect reduces his cost further.*

These rules about ignoring the Honor Requirement for Gold, Clan discount, and buying for Honor do not apply to Personalities brought into play outside the player's own Dynasty Phase.

**B. Discard Province cards:** Before the Dynasty Phase ends, a player may discard any face-up cards in his or her Provinces, one at a time. If an effect refills these Provinces face-up, he or she may discard their new cards. After the player discards any cards this way, he or she cannot bring further cards into play from Provinces that phase.

## END PHASE

During the End phase, steps A and B happen in order:

**A. Draw a card:** The active player draws a card from his or her Fate deck. This card draw is not optional. Effects that modify card draw "during" the end phase are applied at this point.

*Example: A card effect that makes you "draw an additional card during the End Phase" makes you draw two cards instead of one at this step. You may not draw the additional card after you have discarded in step B.*

**B. Discard to maximum hand size:** If the player has more Fate cards in hand than his or her maximum hand size, which is normally 8 (see p. 2), the player must discard cards from his or her hand, one by one, until his or her number of cards in hand is no longer greater than the maximum size. A player may not choose to discard more cards than necessary through this procedure.

Subsequent to the end of the End Phase, the player's turn ends. The next player in turn order becomes the active player.

## BATTLES

Battles are L5R's way to represent military conflict. They usually happen in an attack (see Attack Phase, Battles, p. 32) but sometimes happen as separate card effects.

A battle created by a card effect that does not create an Attack Phase is treated as a normal battle, except:

- Such battles are delayed effects that begin once the action or trait that created them has resolved and ended, in a manner similar to additional phases and actions (p. 40).
- Such battles have no Declaration or Maneuvers segments. Assignment and battlefield creation prior to such battles happen through card effects. There is no opportunity to invite allies.
- The rules prohibiting uninvited third-party players from moving into or creating units at battlefields also apply during battles not created by an attack. See p. 31.

When a battle is created in a phase other than the Attack Phase, rules for taking actions during Combat Segments override rules for taking actions in that phase, but it is still that phase (see Additional phase or segment, p.40).

*Example: During a battle created by a card effect during the Action Phase, you may not take Limited actions, because they may not be played during the Combat Segment. You may, however, take Reactions during this battle that look for triggers "during the Action Phase."*

An effect that creates an extra battlefield does not immediately create a battle; the battle at the new battlefield will happen following the normal rules on choosing battlefields.

For each separate battle, steps A through D from "Choose Battlefield" through "Final Steps" happen in sequence. The condition "during (a) battle" includes both the Combat and Resolution Segments, as well as the Final Steps before the battle ends, but not step A (Choose Battlefield).

#### A. CHOOSE BATTLEFIELD

The Attacker chooses a battlefield whose battle has not yet ended, and the next battle will be fought there.

#### B. COMBAT SEGMENT

**Engaging** is the time point at which the battle, and the Combat Segment, both begin. Specifically, things that are triggered "before engaging" do not occur in or during the battle, and things that are triggered "after engaging" occur in and during the battle.

The Combat Segment is an action round. The Defender gets the first opportunity either to take a Battle action or pass. That opportunity then goes to the player to his left, and follows the sequence of play leftwards after that. After all players pass in sequence, the Combat Segment ends and the battle proceeds to the Resolution Segment.

After an effect changes which player gets the first opportunity to act in an action round, play then proceeds to that player's left.

Multiple effects that change who gets the first opportunity to act are not cumulative. If the Attacker gets the first opportunity to act from two separate effects, he or she may not take two Battle actions before the Defender.

During the Combat Segment, the only action types that may be taken are Battle actions and Reactions. Battle actions must follow the additional rules of Presence and Location. Reactions are *not* subject to the rules of Presence and Location.

**The Rule of Presence:** Battle actions may only be taken by a player who controls a unit at the current battlefield.

*EXCEPTION:* A player who controls no units at the current battlefield may take a Battle action whose costs or effects say they are able to move one or more of his units there. The player must then make choices within the action, if possible, such that it does move one or more of his units there, fulfilling Presence.

This Exception does not apply to effects that create a unit, or cause a unit to enter play at the current

battlefield; such effects still require pre-existing Presence.

In this Exception, even if the movement is known beforehand to fail, the action can still be taken, because of the Blind cards rule. (p. 11).

*Example:* A current effect says that "actions will not move units to or from battlefields". It is legal to take the action "Battle: Move your target Personality to the current battlefield. Gain 1 Honor," if you control no units at the current battlefield, because the action only has to say that it moves the Personality there. Your Personality would not actually move, but you would gain Honor from the action.

The phrase "Even if you control no units at the current battlefield" is intended to ignore the rule of Presence, but not necessarily Location.

**Third-Party Players Without Presence:** A third-party player without units at the battle may sometimes be able to take an action there anyway. When this happens, he takes it as if he were an attacking player if only the Attacker invited him, and as if he were a defending player if only the Defender invited him. If both players invited him, he chooses after announcing the action whether he will take it as an attacking player or a defending player, as long as this choice lets him take the action in good faith (see Good Faith Rule, p. 11). This decision, by itself, has no implications for allying.

**The Rule of Location:** This rule has two parts:

A card in a unit must be at the current battlefield to be targeted by a Battle action.

If a Battle action is on a card in a unit (a Personality or attachment in play), the unit must be at the current battlefield in order to take that action.

*EXCEPTION:* As with the Rule of Presence, a Battle action can target or be taken by a card in a unit at another location if its costs or effects say they are able to move that unit to the current battlefield. The player who is taking the action must take choices within the action, if possible, such that they do move that unit there.

Other players than the player of the action are not forced to make such choices, although if another player has the option to move the unit to the current battlefield, the action is legal to play.

When found on a card in a unit, phrases such as "Even if [ the card itself ] is not at the current battlefield" or "Even if [ the card itself ] is home" ignore only the second part of the Rule of Location. They do not necessarily ignore the Rule of Presence or the first part of the Rule of Location.

**Second-Battle Rule:** Before a unit that was in an attacking army at any point during a battle's resolution moves to a battlefield during the same Attack Phase, the unit's movement does not happen.

Unlike the Rules of Presence and Location, the Second-Battle Rule does not restrict the taking of actions, but prevents movement as a cost or effect under certain conditions.

**Special Abilities Available to Players:** All players have two abilities relevant to the Combat Segment: a Tactical Battle ability performed by Tactician Personalities, and a Reaction ability performed by Naval Personalities. See Player Abilities, p. 2.

### C: RESOLUTION SEGMENT

Steps 1 through 3 happen in sequence as part of the Resolution Segment. A battle's "resolution" refers to this Segment. None of these steps happen if the battle has no resolution.

**1. Determine Outcome:** Total the Force of each army (see Total Force, p. 49). Whichever army has the highest total Force wins. : : :

A side with no units has zero Force for purposes of this comparison, and is not affected by things that directly alter the force of an "army".

The calculation and comparison of army force is made only once. Any changes to army force after this point (e.g., units on the winning side being destroyed due to reactions) do not alter the outcome.

The winning army's leader (the Attacker or Defender) is the winner of the battle.

If both armies have the same Force and both armies contain one or more units, the battle is a tie.

Any other result (such as an army with total unit force of zero versus a side with no units) has no defined outcome, in which case, nothing happens in step 2.

**2. Effects of Resolution:** Follow one of the procedures under this heading, in order, depending on the battle's outcome.

#### • If the Attacker wins:

- i. The Attacker simultaneously destroys all cards in the defending army.
- ii. If the attacking army's Force when the outcome was determined was greater than the defending army's Force plus the Province Strength of the current battlefield's province, the Attacker destroys the province.

iii. The Attacker gains Honor from resolution equal to twice the number of cards in the defending army that were destroyed by the effects of resolution.

EXCEPTION: If any dishonorable Personalities are in the winning army, see "Honorable and Dishonorable," p. 4.

#### • If the Defender wins:

- i. The Defender simultaneously destroys all cards in the attacking army.
- ii. The Defender gains Honor from resolution equal to twice the number of cards in the attacking army that were destroyed by the effects of resolution, subject to the above Exception about dishonorable Personalities.

#### • If the battle is a tie:

- i. The Attacker and Defender simultaneously reonor any dishonorable personalities in their own army.
- ii. The Attacker and Defender simultaneously destroy all cards in their respective enemy leader's army.
- iii. If no personalities in the Attacker's army were dishonorable before taking step i above, the Attacker gains Honor equal to the number of cards he or she destroyed this way.
- iv. If no personalities in the Defender's army were dishonorable before taking step i above, the Defender gains Honor equal to the number of cards he or she destroyed this way.

Destruction of Provinces and cards, Honor gains, and rehonoring, as results of the above procedures, are all effects of battle resolution. Such effects come "from" battle resolution and "by winning" the battle.

Card effects that may be applied "in" or "during" battle resolution are not effects of, and do not come "from," resolution or "by winning" the battle.

### 3. Resolution ends.

#### D: FINAL STEPS:

Once a battle's Resolution Segment ends, or once the Combat Segment has ended if something makes battle resolution not happen, follow steps 1 through 3 below in order.

**1. Return home:** Regardless of who wins, loses, or ties in the battle, all attacking and allied units at its battlefield return home simultaneously; then, all units that returned home bow simultaneously.

Both the change in location and bowing are effects of the battle's resolution, even though they happen after it.

Surviving defending units remain at the battlefield, unless the Province was destroyed, in which case they return home simultaneously with any attacking units.

Returning home in this manner is not movement.

**2. Last battle cleanup:** If battles have ended at all existing battlefields except this one, then any units at those battlefields return home simultaneously, and bow simultaneously or do not bow, under the same conditions as for a just-resolved battlefield.

**3. Discard Terrains:** Discard all Terrain cards in play at the battlefield that just resolved. Effects will not negate this.

**4. The battle ends.** This happens even if there was no resolution to the battle.

At this time, if there are no battlefields whose battle has not ended, all battlefields cease to exist.

If a province is destroyed for any reason other than resolution during a battle or attack, its battlefield ceases to exist and any Terrain in play there is discarded. All units still there return home simultaneously. These units bow simultaneously if they were in an attacking army or if they were allied units.

## CHALLENGES AND DUELS

### CHALLENGES

A challenge is an effect that can create a duel: an individual confrontation between two Personalities controlled by different players.

An effect creating a challenge will specify a Personality to issue the challenge, known as the challenger. That Personality's controller is also issuing the challenge, and is also known as the challenger.

An effect creating a challenge will specify a personality to receive the challenge, known as the challenged Personality. That personality's controller is also the challenged player.

A challenge does not happen if its two Personalities are controlled by the same player, or if either card in the duel is not a Personality.

If a Personality involved in a challenge or duel leaves play during it, the challenge or duel ends immediately without resolution. In particular, Focus Effects that have not yet resolved at that point do not resolve at all.

Effects may substitute one Personality for another in a challenge or duel. This does not change the original targeting of the challenge. The new Personality carries out the remaining steps instead of the original one, goes through resolution and takes the consequences of winning or losing.

Once the two Personalities are selected, the challenge begins. At this point, if the effect that created the challenge allows it, the controller of the challenged Personality may choose to refuse the challenge. Challenges are otherwise unrefusable by default.

If the challenged player chooses to refuse, the consequences of refusing, according to the challenge effect and any additional effects, are applied.

If the challenge is not refused, it is accepted, and the challenge ends. The two Personalities in the challenge become the Personalities involved in the duel. At this point, if the two Personalities are somehow controlled by the same player, the duel does not happen.

### DUELS

In a duel, headings A through L occur in sequence. While duels, and consequences of a duel (e.g., destruction), are effects of the cards or actions that create them, effects that occur during duel (e.g., discarding or revealing cards) are rulebook effects. See Source of effects, p. 27.

**A: The duel begins:** This is the same point that both Personalities enter the duel. The two Personalities are now facing each other in the duel.

**B: Focus Pool:** The challenger, then the challenged, each form a focus pool. They simultaneously put the top three cards of their own Fate deck face-down into a focus pool area (see p. 16). At this point each player also creates a focusing area where cards will go as they are focused (see p. 16).

If there are not enough cards to form a full focus pool, it will contain fewer than three cards.

Cards in the focus pool may not be played.

**C: Focusing round:** The challenged player has the first opportunity to focus or strike. (EXCEPTION: See Duelist, p. 42.) If he or she focuses, or does something "instead of" focusing, the other player then has an opportunity to focus or strike. Players continue alternating in this way until one of them strikes.

If the choice is to focus, the player takes a face-down card from his or her focus pool and puts it into his or her own focusing area, face-down. Focusing a card is not considered playing it, and the card's costs, effects and traits that do not concern its use as a focused card are irrelevant. The order in which cards were focused is sometimes relevant, and should be tracked.

If the choice is to strike, the duel goes to the next step (D). A player who cannot focus, or who cannot do something "instead of" focusing, must strike; there is no "Pass" option in a duel.

Once per duel, each player may focus a card from his or her hand instead of focus pool.

Effects used "instead of" focusing take up the player's opportunity to focus or strike. If an effect used "instead of" focusing is prevented or fails, the player loses that opportunity.

Effects used "instead of" focusing satisfy any requirement to focus imposed on the player.

**D: Reveal cards:** Both players reveal (turn face up) all cards in their focusing area. This is considered an effect of the duel (that is, from the duel).

After this point, any cards that enter focusing areas in the duel do so face-up, also as effects of the duel.

**E: Focus Effects resolve:** All Focus Effect traits on focused cards resolve, triggered by the game occurrence "Focus Effects resolve." Multiple Focus Effects resolve in an order chosen by the active player. Focus Effects only resolve if the card is in the focusing area at the time it is chosen to resolve. If a new card enters the focusing area, its Focus Effect must resolve before proceeding to step F.

**F: Duel resolution begins:** If something ends the duel "without resolution," skip steps G through I below.

**G: Total scores:** Each Personality adds his or her duel stat to the total modified Focus Value of all cards in his or her focusing area. This does not add to the Personality's stat itself.

The duel stat is Chi by default. Effects may specify a different stat to be used by one or both Personalities in the duel. A "duel of Force," for example, is a duel in which both Personalities use Force instead of Chi.

**H: Determine outcome:** If one Personality has a higher total score than the other, he or she is the winner of the duel and the other is the loser. If their scores are the same, they tie, there is no winner, and both lose the duel.

If two Personalities tie, each of whom has an effect that makes him or her win tied duels, then both Personalities win the duel.

If an effect directly makes one Personality win the duel, this makes the other Personality lose, unless another effect alters that Personality's outcome. Likewise, if an effect directly makes one Personality lose the duel, this makes the other Personality win,

unless another effect alters that Personality's outcome.

This is the point at which a Personality "wins" or "loses" a duel.

**I: Consequences of duel:** Carry out steps 1 through 3 in order:

1. Apply any consequences of losing or winning that alter who loses or who wins.
2. Apply any consequences of losing or winning the duel from the action or trait that created the duel, in the order written.
3. Apply any consequences of losing or winning the duel from other actions or traits, following the rules on timing (p. 19).

There is no default consequence of winning or losing a duel.

**J: Duel resolution ends.**

**K: Duel cleanup:** Follow these final steps in order:

1. Discard all cards in focusing areas.
2. End any changes to their Focus Value.
3. Each player in the duel simultaneously puts any cards remaining in his or her focus pool at the bottom of his or her Fate deck in any order.
4. Focus pools and focusing areas cease to exist.

**L: The duel ends.**

## WORDING, GRAMMAR AND USAGE

Ambiguous wordings in the cards and rules of L5R should be read according to rules of grammar more precise than ordinary language. These rules should not be used to force an unnatural reading onto a phrase; they are meant to clarify ambiguous usage only.

## NUMBERS OF THINGS

When something checks for the presence of "a [thing]" or "any [things]," the check is met by one of those things even if you have more than one in play.

*Example: "If you have a Samurai in play" is met if you have one, two or any higher number of Samurai in play.*

When something checks for the presence of a number of things that is two or more, the check is met by more than that number of those things.

*Example: If you have four Shugenja in play you meet the condition "If you have two Shugenja in play."*

If the presence of an exact number of things is being checked for, this will be noted by language such as "exactly two" or "only one," or by mentioning two or more specific numbers such as "zero or one."

The phrases "up to" a certain number, or "any number of" something, include zero.

*Example: "Bow up to three of your Personalities" can be satisfied by bowing zero Personalities.*

"All" does not include zero. A cost that refers to affecting "all" of a certain thing requires that one or more of those things is affected. A requirement that refers to "all" of a certain thing requires that there be one or more of those things.

*Example 1: "Bow all Rings you control: Gain 3 Honor" the cost cannot be paid if you control no Rings.*

*Example 2: "If all Samurai you control are Lion Clan" requires that you control one or more Samurai.*

If required targeting calls for all of a certain thing to be targeted, effects that change targeting will not work, because a different legal target cannot be chosen.

Something that allows a "second" use of an ability only allows the second use of the ability. Multiple effects that allow second uses do not allow the ability to be used three or more times.

## CONJUNCTIONS

These rules cover usage of the words "and" and "or."

The phrase "a [keyword 1] and a [keyword 2]" refers to two different cards, each with the relevant keyword.

*Example: "Bow a Samurai and a Courtier" is not fulfilled by bowing a single card with both Samurai and Courtier as keywords.*

Modifiers attached to a phrase in the form of "a [modifier] X or Y" or "a [modifier] X and Y" modify both things in that phrase.

*Example: "A Shadowlands Shugenja or Monk" means "a Shadowlands Shugenja or a Shadowlands Monk." If "a Monk or a Shadowlands Shugenja" is meant, it will be written that way. Likewise, "a Shugenja or Monk without attachments" means "a Shugenja without attachments or a Monk without attachments."*

**EXCEPTION:** Multiple effects preceded with the modifier "may" must be chosen together in an all-or-none fashion, although each resolves separately and can be negated separately. See Choices, p. 27..

Conditions are treated like modifiers; they also carry through to both clauses separated only by a conjunction.

*Example: "If Ono is honorable, gain 2 Honor or give him +2F" means he must be honorable to activate either of those effects.*

Modifiers attached to a phrase that has the form "a [modifier] X and/or a Y" modify only the first thing in the phrase; they do not carry over the "a."

*Example: "A Shadowlands Shugenja or a Monk" does not imply that the Monk has to be Shadowlands.*

Effects that check for a condition phrased as "X or Y" are also satisfied if both X and Y are met.

*Example: "Destroyed during a duel or a battle" would apply even if the duel was during a battle, and "target a Samurai or Shugenja" could target one Personality with both keywords.*

## PRONOUNS

In card and rules wording, the male form of pronouns ("he," "him") may be used to save space, and refers to Personalities and players of any gender.

Any game entities other than Personalities and players are referred to as "it." Some Nonhuman Personalities are also referred to as "it." Players will never be logically referred to as "it."

Pronouns and pronoun-like terms, like "him," "it," "them," or "that Personality," refer to the last possible thing mentioned in the text that the term would logically refer to.

Examples:

1. "Target a Samurai and a Shugenja. Bow him." "Him" would refer to the Shugenja.
2. "Target one of your Personalities: Bow a target Personality opposing him." "him" would refer to your Personality, as a Personality cannot oppose himself.
3. "Target a Personality and an Item. Give him +2F". "Him" refers to the Personality because an Item would be referred to as "it."

Pronouns referring to "each" of a number of players refer separately to each of those players.

*Example: "Target another player. Each of you discards a card from his hand." "His" in this example refers to the other player discarding from his own hand, and you discarding from your own hand.*

## POSSESSIVE CASE

The possessive case – terms such as "your," "his" or "a player's" – is used in a number of different ways.

When referring to the relationship between a player and a card or cards, possessive terms such as “his card” refer to a card in play controlled by the player, or a card out of play owned by the player.

The possessive case referring to a card's player means the player whose card it is, following the above rule.

*Example: “His player” refers to the card's owner if it is not in play, or controller if it is.*

Attached and attaching cards in a unit refer to each other with the possessive case.

*Example: A Follower's Personality is the Personality it is attached to, and a Personality's Followers are those attached to him.*

Possessive case referring to a unit's cards indicates cards in that unit.

*Example: “The unit's Personality” or “the unit's Followers.”*

Possessive case can also refer to a card's stats, traits, or abilities.

*Example: “His Chi,” “its abilities.”*

When referring to actions (as distinct from abilities), the possessive case refers to the player who took the action, regardless of the owner or controller of a card the ability is on.

*Example: If a player is able to take an action from an ability on one of your cards, the effects come from that player's action, but come from your cards and are considered your card effects.*

Possessive case is used in a number of other ways than these specialized meanings, which should be clear to interpret.

*Example: “This Province's battlefield.”*

## REFERENCES

A card's text can refer to itself or other cards in a number of ways.

Most simply, references to “this card” or “this (card type)” refer to the card itself.

Restrictions in a card's traits that don't explicitly refer to anything are understood to refer to the card itself.

*Example: “Will only attach to a Samurai” should be read as “This card will only attach to a Samurai.”*

References to the card's title, or to a shortened form of the title in the case of Personalities (such as “Mareshi”

as short for “Mirumoto Mareshi”), refer to the card itself. Such references by title refer only to that copy of the card, not to any other copy that might exist, unless they use wording such as “a Mirumoto Mareshi” or “a copy of Mirumoto Mareshi.”

**EXCEPTION:** These references change in a copied ability; see Copy, p. 42.

Attachments with continuous traits that refer to “this Personality” refer to the personality it is currently attached to.

Attachments with triggered traits or actions referring to “this Personality” refer to the Personality the card was attached to at the time when the trait was triggered or the action taken. Ongoing effects of such traits or actions do not change their reference if the attachment is later transferred.

*Example: if you use an Item's ability “Limited: This Personality has Tactician until the end of the game” and later transfer the Item to another Personality, the original Personality still keeps Tactician, and the old one does not gain it until you use the ability again.*

Attachments that refer to “this [keyword]” refer to a keyword that must be found on the Personality it is attached to for the effect to be satisfied.

*Example: An item with the cost “Bow this Shugenja” cannot have the cost paid by a non-Shugenja personality.*

“This unit” refers to the card's unit.

“This battle” refers to the current battle.

“This battlefield” refers to the current battlefield.

“This” with no subject may be used as a phrase to refer to or modify a previous occurrence. In context, “this” with no subject refers back to the last occurrence it could logically refer to.

*Example: “Ranged Attack 4. This may target a Personality with Followers. If this destroyed a card, gain 2 Honor.” Both uses of “this” in context refer to the Ranged Attack, because targeting does not destroy a card.*

Other uses of “this” follow normal language, such as “this turn.”

Terms that are specially capitalized in text either refer to special game terms (such as “Action Phase”, “Dynasty deck,” “Clan alignment,” “Attacker”) or one of four possible things:

- Keywords (“Samurai”)
- Card types (“Personality”)
- Action designator types (“Limited”)

- Card titles (“*Tsuruchi Nobumoto*”)

If a term could refer to more than one possible thing from this list, it refers to them all, keeping in mind that plural and other grammar variants of terms in titles are their own words.

*Example: “Bow a Berserker” would be satisfied by bowing a card with the Berserker keyword or card with the title “Berserker” but not a card with the title “Berserkers.”*

**EXCEPTION:** A term that is pluralized in text can refer to both singular and plural forms of the term in a title or keyword.

*Example: “Bow one of your Berserkers” or “Bow two Berserkers” can be satisfied by Berserker and/or Berserkers cards.*

Partial words do not satisfy text that asks for a full title or multi-word keyword.

*Example: Text that asks for a “Battle Maiden” is not satisfied by a card with “Battle” or “Maiden” alone.*

Likewise, text that asks for a single word is not satisfied by a multi-word keyword or title that contains that word. For instance, text that asks for a “Battle ability” is not satisfied by a Reaction ability on a Battle Maiden, nor is text that asks for a Temple satisfied by the keyword or title “Temple Guardian”.

Once a card or other game element is identified by a keyword in a trait or action’s text (such as, “Bow one of your Samurai”) further references to that keyword within that trait or action are meant to only identify the particular game element clearly (such as, “Your Samurai gains +2F”). Specifically, if the Samurai somehow loses the Samurai keyword between the first and second references, the second effect still applies.

References to a game element that mention what happened to it in previous effects or costs of the same action or trait (such as “the discarded card” or “the Samurai you bowed”) should also be treated this way – as a reference to the particular element intended, rather than a requirement that the thing actually happened. When one thing is truly conditional on the other, it will be stated explicitly.

*Example: In “Target two of your Samurai and bow one of them: Give +3F to the one who did not bow and attach a +1F token to the one who bowed,” if the second Samurai pays the cost in some other way than bowing, he still gets the token. However, if the same effect ends “...attach a +1F token to the other Samurai if he bowed,” a Samurai who paid the cost in a different way does not get the token.*

## NUMBERS AND VALUES

The **difference** between two numbers is the absolute difference between the two; it is always positive, and does not care which number is higher.

As a quantity, the phrase “**up to**” (a certain number) indicates a number chosen by the player taking the action or using the trait, between zero and that number, inclusive.

A **variable** value is a numerical value whose amount depends upon a decision or upon the game state.

*Example: “Pay an amount of Gold equal to the number of units you control:” is a variable cost.*

A card with a variable Gold Cost has only an asterisk in its gold coin icon.

## MISCELLANEOUS USAGE

If an action compares one stat to another without specifying one of the stats being compared, the performing card or unit’s own stat is meant.

*Example 1: “Target a Samurai and a Personality opposing him with lower Chi” means “lower Chi than the targeted (performing) Samurai.”*

*Example 2: “Target a unit and a Personality opposing it with lower force” checks your target’s total unit Force against the Force of the opposing Personality.*

## SPECIFIC GAME TERMS

This section presents rules about game terms as a supplement to the previous sections. It is not an exhaustive glossary of game terms.

### ADDITIONAL (PHASE OR SEGMENT)

Some effects grant an “additional” phase or segment within the sequence of play.

Unless the effect explicitly delays the additional phase or segment, it occurs once the action or trait that granted it has ended, and the opportunity to play Reactions to the end of the action or trait has passed, regardless of what phase or segment the sequence of play is currently in.

During the additional phase or segment, the game is in that phase or segment, rather than in the phase or segment during which the effect occurred.

*Example: if a Limited action creates an attack during the Action Phase, the game is in the Attack Phase and not the Action Phase for the duration of the attack.*

After the additional phase or segment finishes, the phase or segment in which it was created resumes.

### ADDITIONAL (ACTION)

Some effects grant an "additional" action of a given type (usually Battle, Open or Limited).

A granted additional action does not count against the normal sequence of actions in the current segment or phase; for example, an additional Battle action is taken without waiting for, or expending, the next normal chance to take a Battle action.

When an action or triggered trait grants an additional action, the timing of the additional action is delayed, such that the action is taken once the action or trait that granted it has ended, and the opportunity to play Reactions to the end of the action or trait has passed. This makes sure that Battle actions can not occur within other Battle actions, and so on.

A granted action opportunity can be used to pass; the choice to pass is made at the point of taking the additional action.

### ADDITIONAL (USE)

Some effects grant an additional time an ability or trait can be used in a period of time (for example, "an additional time per turn").

This additional time also applies to any period of time greater than the one granted.

*Example: An ability that can be used "one additional time this battle" can also be used once during the battle even if it was restricted to once per turn or once per game."*

The term "additional" also means the extra use granted by the effect has to be used after the original ability's first use has been taken.

*Example: A "once per game" effect can be used "one additional time this turn." The player must first take the use with the "once per game" limitation before he can use the additional use.*

### ANOTHER

"Another" usually refers to a card, player or other thing in the game that is different from the card, player, etc., in question.

"Another" should not be taken as a restriction on the keywords or other characteristics of the *source* of an effect, cost or targeting.

*Example: If a Lion Clan Personality, Matsu Ichi, has the text "Target another Lion Clan Personality," the*

*targeting is legal even if Matsu Ichi loses the Lion Clan keyword.*

### ARMOR

**Armor** is a keyword found on Items. A Personality will not attach an Armor if he or she already has one attached. If a Personality is simultaneously attaching more than one Armor, his or her controller chooses which one to attach, and the other fails to attach.

### ARMY

One or more units in a given side at a battlefield. A side with no units is not an army and has no Force total.

### ASSIGN

Assigning is a non-movement way to change the location of one or more units from home to a battlefield. Units led by bowed Personalities normally may not assign, either as part of the normal Attack Phase procedure, or through other effects that assign them.

References to assigning a Personality should be taken to mean assigning the Personality's unit. Likewise, when a player assigns a unit, the unit can also be said to assign.

Some effects may allow a player to assign units he or she doesn't control, or to assign or move a player's units to the army of the player's enemy. Whether a unit assigns to the defending or attacking army depends on who controls the unit, not necessarily who assigns it.

*Example: If the Attacker is allowed to assign one of the Defender's units he or she does not control, he or she must normally still assign it to the defending army.*

The choice of assignment refers to which one of several battlefields a unit is assigned but not the choice to have a unit assign or stay at home.

*Example: If player A "may assign" one of player B's units, player A does not have the option to make player B's unit stay at home instead of assign. In the case of the optional "may assign," player A's options are either to assign the unit to a battlefield, or to let player B have the option to assign it or not.*

For purposes of knowing which player actually assigns a unit, it is the player who chooses where it assigns to.

### BASE

"Base" refers to a stat, keyword, ability, or trait that exists on a card or other entity as printed (following the most recent printing; see p. 1) or initially created, without modifications from effects.

A base value will not change.

### CANNOT

In Celestial Edition, “cannot” or “can not” only appears in rules text where it refers generally to a rules prohibition.

### CAVALRY

The Cavalry keyword shows that a Personality or Followers have greater than average mobility.

A unit is Cavalry if its Personality and all its Followers are Cavalry. Otherwise, it is Infantry.

Cavalry units may assign in Cavalry Maneuvers during an attack. See p. 32.

### CONTRIBUTE

To add a card's or unit's Force to an army total. Effects allowing or denying contribution apply at any time an army exists, unless restricted to battle resolution.

### COPY

Copying is an ongoing effect in which a stat, trait, keyword, or ability is reproduced in another place.

A card will not copy its own text or stats.

Copying, like other ongoing effects, lasts by default until the end of the turn.

**Copying Abilities:** Effects that copy an ability create a new copy of the ability in question, including any changes to the ability in effect. The new ability will be referred to as the copied ability, and the original ability will be referred to as the source.

Because the copied ability is new, it does not count as having been used even if its source ability has.

References to a source card's own title in the source ability become references, in the copied ability, to the title of the copied ability's own card.

*Example: If Bayushi Ni copies the ability "Bow San: Ranged 4 Attack" from Yoritomo San, the ability on him is "Bow Ni: Ranged 4 Attack."*

A copied ability cannot itself copy an ability.

**Copying Stats:** Effects that copy a stat's value set the value of the stat being altered to the source value being copied.

An effect that copies a stat's base value sets the current value of the stat being altered to the base value of the

source stat. It does not change the base value of the stat affected.

If a copying effect alters a stat's value, this is treated like any other bonus or penalty.

### DRAW

To draw a card means to put the top card of one's Fate deck into one's hand.

Effects that happen to put the top card of the deck into a player's hand without saying “draw” are not considered drawing – for example, when a player looks at the top four cards of her deck and chooses to put the one that happened to be on top into her hand.

Effects that draw more than one card at the same time (such as, "Draw 3 cards") occur simultaneously, unless they say otherwise (such as, "Draw 3 cards consecutively").

### DUELIST

Duelist is a keyword indicating special skill in dueling.

If a Duelist is in a duel against a non-Duelist with an equal or higher duel stat than his own when the duel begins, the Duelist has the first opportunity to focus in the duel, and must use this opportunity to focus if possible.

### EACH OTHER

“Each other” before a thing (for example, "each other player") does not mean “every alternating thing,” but refers to all things other than the thing that has been previously referred to.

*Example: “Draw two cards. Each other player draws one card.” means that all players except yourself draw one.*

### ELEMENT KEYWORD

An element keyword (not “elemental”) is a term that covers the following five keywords representing the mystical elements: Air, Earth, Fire, Water, Void.

### ENEMY

In a battle and/or Attack Phase, refers to the enemy leader (see p. 44), any of his or her allies, and any of their units or cards in units.

In a phrase such as "an enemy card," "enemy" does not refer to cards outside of units, but can refer to units and cards in units outside the current battlefield.

A Personality you somehow control in an enemy army is still “enemy” to you.

If you somehow change sides in a battle, your perspective on who is "enemy" and who is "friendly" changes immediately.

### ENTERING-PLAY HONOR LOSS

A card's entering-play Honor loss is the highest amount of Honor loss caused by any one trait on the card that is triggered by it entering play, or zero if there is no such trait on the card.

A fluctuating entering-play Honor loss is not fixed when the card enters play, but changes with the game state. If this amount cannot be clearly determined when an effect that requires it, it is zero.

A conditional entering-play Honor loss is checked against the current game state.

*Example 1: To figure out the entering-play Honor loss from the trait "After P'an-Tzon enters play: Lose Honor equal to the number of Shadowlands Holdings you control" you look at the number of Shadowlands Holdings the current controller has, not the number of such Holdings he or she had when the card originally entered play.*

*Example 2: If you are a Unicorn Clan player, the trait "After Hanzo enters play: Lose 1 Honor, or 3 Honor if you are a Scorpion Clan player" yields an entering-play honor loss of 1, not 3.*

### EXCHANGE

When two stats are exchanged, their current values are noted. Then, each stat is set to the other's current value, simultaneously. Any changes to stat values from an exchange count as bonuses or penalties.

### EXPENSIVE

A card with a higher Gold Cost stat relative to another is more expensive.

### EXPERIENCED (number)

Some cards have the Experienced keyword, representing their progression in the story from a less experienced version.

The Experienced keyword may be accompanied by a number that represents the card's experience level, and/or by a name that is an alternate title for the Personality (such as, "Experienced 3 Ginawa.") These are not separate keywords; they modify the Experienced keyword.

If there is no number, the experience level is 1.

A non-Experienced card's experience level is zero.

Expressions such as "an Experienced personality" refer to a card with the Experienced keyword regardless of what number or name follows it.

References to more and less Experienced versions of a card refer to cards with higher and lower experience levels, respectively.

The alternate title counts in all ways as a second title for the card. For example, both titles are checked for applying the Unique keyword.

Even if they are Unique, Experienced cards with the same title but different experience levels may be included in the same deck.

Likewise, more than three Experienced cards with the same title may be included in the same deck, as long as each Unique one, and each set of up to three non-Unique ones, has a different experience level.

Unique Experienced cards still follow the rules for entering play and changing control that apply to Unique cards (see p. 50). Keep in mind that an Experienced card's alternate title also regulates his or her capacity to enter play and change control.

*Example: A player who controls a Unique version of The Golden Ronin with the keyword "Experienced Matsu Ichi" can not bring the Unique non-Experienced version of Matsu Ichi into play, or take control of another player's Unique version of "Matsu Ichi."*

A player cannot overlay a Unique card onto another card if that player controls a third card in play that is a Unique version of the overlaying card.

These restrictions on playing and controlling Unique Experienced cards also apply to Singular Experienced cards.

Non-Unique, non-Experienced versions of a card do not affect the legality of including Unique Experienced versions of it in a deck, or the legality of playing those Experienced versions.

During the Dynasty Phase, if a Personality is face-up in one of the active player's Provinces, it can overlay a less experienced Personality with the same title controlled by the active player (see Overlying, p. 18):

The overlaying Personality's Honor Requirement need not be met, but other requirements of play (such as the Loyal keyword) must be met before the card can overlay.

Gold costs need not be paid to overlay, unless the overlaying Personality is two or more experience levels above the overlaid Personality, and more expensive than the overlaid Personality. In that case the player must pay the difference between the

overlying and overlaid Personalities' Gold costs as a cost of the more Experienced Personality overlying.

### FAILURE

“Fail” or “failure” is a rules term used when an attempt to change the game state results in no change. Failure can be caused by “do not” effects (see p. 28), negation effects (see p. **Error! Bookmark not defined.**), or circumstance.

*Example 1: If an effect refers to a nonexistent entity (such as an army's Force in a battle where you have no units, or a Region you control when you control no Regions) the effect fails.*

*Example 2: Similarly, effects fail if they try to put a card in a state it is in already (i.e. an effect that bows a card will fail if the card is already bowed; an effect that dishonors a Personality will fail if the card is already dishonorable).*

### FOR

An effect that depends on another effect or occurrence is indicated by “for” wording.

*Example: An Honor loss “for” losing a duel is any Honor loss that is specifically contingent on losing a duel, be it an effect of the duel itself, a Reaction, a triggered trait, or something else.*

“For” wording only refers to a specifically named consequence of the effect, not to a consequence arising from a chain of contingent effects.

*Example: In the case above, if a dishonorable Personality is destroyed for losing a duel, and his controller loses Honor, this is not an Honor loss “for” losing the duel, but an Honor loss for dying.*

### FOR EACH

Proportional effects using the term “for each”, such as “Gain 1 Honor for each Samurai you control,” should be interpreted as a single effect rather than numerous separate effects. In this instance, a player controlling 3 Samurai would gain 3 Honor at once, not 1 Honor three separate times.

If separate honor gains are intended, this is signaled by the term “separately for each.” “Gain 1 honor separately for each Samurai you control” means that you experience three separate but simultaneous Honor gains of 1 point.

Sometimes "for each" refers back to an effect that is proportional to another set of effects created by the same action or trait. In this particular wording, only the actual occurrences created by the first set of effects

count toward the second, not any contingent effects triggered by other cards or rules.

*Example: "Destroy 1 to 3 enemy cards. Gain 1 Honor for each card destroyed." If the destruction of one enemy card triggers the destruction of another (as when a Personality's attachments are destroyed via the rules), the additional card is not counted towards the Honor. Also note that if the destruction of one enemy card is prevented, one less Honor will be gained.*

### GOLD COST

Gold Cost, when referred to as a card's stat, is a stat that initially determines the amount of Gold needed to pay to bring the card into play.

*Example: “Target a card with 7 or more Gold Cost;” “This card has -2 Gold Cost if you are a Crane Clan player”*

Gold cost, when referred to in the context of paying a cost or bringing a card into play, is the temporary amount of Gold required to pay on that occasion, which may be derived from the Gold Cost stat.

*Example: “Bring him into play, reducing his Gold cost by 2”*

The capitalization of “cost” is a guide rather than an absolute distinction between the uses; context determines which use of “cost” is meant.

A Gold cost "on" a card refers to any cost created by the card's text, or the cost of the card itself. This is different from the Gold cost "of" a card which refers only to the cost of the card itself.

### HUMAN

This term refers to a Personality or Follower who is not Nonhuman. It is not itself a keyword.

### INFANTRY

This term refers to a Personality or Follower who is not Cavalry. It is not itself a keyword.

### KENSAI

A Kensai is a person who has achieved mastery of weapon use. Personalities with the Kensai keyword may attach two Weapons.

### L5R

An abbreviation for Legend of the Five Rings.

### LEGAL

A new "legal" target, in the context of substitution of targets (see *Instead*, p. 44) is one that meets any restrictions on the original target, and any restrictions from other sources on the new target.

More generally, something is legal to do if it meets all restrictions on it from the rules and cards. Card or rule text that specifies that something must be "legal" does not imply that it can normally be done illegally.

## LOOK

To look at a card is to inspect a face-down card without showing it to anyone else or changing its position (such as in a deck).

Effects that let you only "look" at certain cards in a deck (such as the top card, bottom card, or top five cards) are not considered to be "searching" the whole deck.

## LOYAL

A Personality with the Loyal keyword will not become controlled by a player who does not share a Clan alignment with that Personality - either by bringing into play or by changing control.

## NAVAL

The Naval keyword is found on those Personalities and Followers who have the skill and equipment to navigate Rokugan's waterways and seas. It is relevant to the player Reaction that is performed by a Naval Personality. See *Player Abilities*.

## NEED NOT

The phrase "need not" indicates that a cost may optionally be ignored during payment.

*Example: The controller of a Personality who "need not bow to perform Kihos" may ignore the cost of bowing that Personality as part of a Kiho he performed.*

## NEXT

If the "next" period of time is referred to while that period is ongoing, the ongoing period of time is not meant.

*Example 1: "After the next battle ends" does not refer to the end of the ongoing battle.*

*Example 2: "After the next time an action resolves" does not refer to any ongoing action.*

## NON-

The prefix "non-" indicates something that does not have a given type, piece of text, or state.

*Example: A "non-Personality" card is any card that is not a Personality.*

EXCEPTION: "Nonhuman" has a special usage.

## NONHUMAN

The Nonhuman keyword indicates a Personality or Follower that is not human. Personalities and Followers without the Nonhuman keyword are referred to as Human, but "Human" is not a keyword.

Cards other than Personalities and Followers are neither Human nor Nonhuman.

## NORMAL

A normal occurrence is one created by the rules rather than card effects or costs.

*Example: A "normal" Attack Phase is one that is created by the sequence of the game.*

## ON

An ability, trait or keyword on a card is one either printed on the card, or granted to it by some effect.

## OPPOSED

Refers to a card, side or army at a battlefield that has one or more units in the side opposing it.

## OPPOSING

Refers to something on the other side of the battlefield from the thing being referred to.

Only cards in units can be opposing cards. Other cards in a battlefield (e.g., Terrains, Regions) never oppose anything.

## PERFORM

A Personality or Follower is performing an action if its controller is the player taking the action (or, if the Personality or Follower is out of play, if its owner is the player taking the action), and any of these things is true:

- The action is from an ability on the Personality or Follower.
- The action is from an ability on an Item or Spell in the Personality's unit.

EXCEPTION: Actions on an Item or Spell that attach the Item or Spell itself to a Personality are performed by the Personality even if the attachment card is not yet in the Personality's unit.

- The Personality or Follower was targeted by targeting in the base wording of the ability's constraints block (between the two colons).

Costs or other restrictions that are added to an action, and involve targeting a Personality, do not mean that the Personality thus targeted is performing the action.

The timing point "when [a card] performs" an action is at the point that the card's performing status is known; that is,

- when the action is announced, if the performing is from the card's own ability or that of an Item or Spell attached to it;
- when the action targets the performer, if the performing is from targeting.
- when the card attaches, if the performing is from a card not yet attached to the Personality.

### PERMANENT(LY)

Having a duration until the end of the game. A permanent cost or effect can still be ended by other effects, such as negation.

### PLAY (VERB)

The verb "play" can refer to: putting into play a card type that normally enters play; using a Strategy card by putting it into the resolution area; bringing a Ring into play; or using an ability on a Ring that is out of play.

### RANGED ATTACK

A Ranged Attack represents an effect that kills at a distance, such as archers' arrows, a magical fiery bolt, or a thrown boulder.

The phrase "Ranged X Attack" (where X is a number known as the strength of the ranged attack) 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."

A ranged attack's strength is treated as a stat with regard to bonuses, penalties, and minimums.

Even if the targeting of a Ranged Attack is changed to a different card type or other game element, its destruction effect can only destroy a Personality or Follower, unless an effect specifically allows destroying something else.

The targeting that forms part of an action's first Ranged Attack or set of simultaneous Ranged Attacks is part of required targeting for that action, unless it is explicitly optional (see p. 11). In other words, that Ranged Attack's target or targets must be legal in order to announce the action, and the required targeting is carried out during the targeting step.

References to a Ranged Attack's targeting refer only to the targeting mentioned in the standard Ranged Attack text, not any targeting that forms part of an action that created the Ranged Attack.

For consecutive Ranged Attacks, or multiple single Ranged Attacks described in sequence in an action's effects, the only required targeting comes from the first of those Ranged Attacks.

Multiple Ranged Attacks created by a single effect can be simultaneous or consecutive. If not specified, they are simultaneous by default. Simultaneous Ranged Attacks are targeted at the same time, then their effects are applied at the same time. Consecutive Ranged Attacks are targeted one at a time, and the effect is applied to each target before the next target is chosen.

Although "Ranged Attack" is not a keyword, other effects may refer to and affect Ranged Attacks. A Ranged Attack action or ability is one that produces a Ranged Attack as one of its effects.

### REDUCE/INCREASE

Effects that "reduce" or "increase" some number only include effects that work by directly changing the number of something.

*Examples: "All Honor gains this turn are reduced by 1;" "Reduce the Force bonus to 1;" "Set his Force to 3" (if his Force was over 3); "He copies the other Personality's Force" (if this lowered his own Force).*

Such effects are considered to be reduction, and not negation, even if they happen to reduce the number in question to zero.

Some effects reduce or increase an indefinite number of numerical changes, such as to a Family Honor value or to a stat. Such effects are indefinite conditional effects that are triggered "before" any numerical change that is eligible to be reduced or increased.

*Examples: In "All Honor gains this turn are reduced by 1," any particular Honor gain is modified by this effect at the timing point "before" the Honor gain occurs.*

### REMAIN

A duration that lasts while something "remains" in a given state ends whenever the thing is no longer in that state.

*Example: "While this Personality remains bowed."*

Contrast this with an effect that applies if or while something "is" in a given state. Such an effect has a normal duration and can turn on and off as the thing fluctuates between states.

**RESOLVE**

The point before an action or trait resolves when its Resolution step begin. The point after it resolves is after when its Resolution step ends.

The point before a battle resolves is before its Resolution Segment begins. The point after it resolves is when that segment ends.

The point before a duel resolves is after one player has called a strike (Step F, Duels) , and the point after a duel resolves is once consequences of the duel (if any) have been applied (Step J).

An Event starts to resolve after it enters the resolution area, and stops resolving after its effects, if any, have been activated.

**RESULT (of a duel)**

An effect that depends on winning or losing a duel.

**RETURN**

The wording "return [card] to [game area]" should only be interpreted as "put [card] into [game area]." It does not require tracking whether the card has ever been in the game area in the first place.

*Example: "Return this Follower to your hand" puts the Follower in your hand even if it was never in your hand (such as if it was discarded directly from the Fate deck and then played from the discard pile).*

**REVEAL**

To turn a face-down card face-up as an instantaneous state change. See Look (p. 45) and Show (p. 47) for comparisons.

*Examples: A card in a province, or a focused card being turned face up during a duel.*

**SEARCH**

To inspect a deck, or all cards in another area, in order to select one or more cards from it.

A player searching an area looks at the faces of all cards in it, keeping them as they were (face-up or face-down). He or she may look at all cards before deciding which ones to select, unless otherwise instructed by text (such as, "Put the first Ring you find into play.").

All effects that search decks for cards also shuffle the deck after the found card (if any) leaves the deck. If the card is not found, the deck is still shuffled immediately after searching. Such shuffling is not an effect, but a mechanical requirement of the search process; for example, it cannot be negated.

If an effect directs a player to search for a card and play it, and it cannot be played, it is discarded instead.

If a player searches for a particular description of card and does not select any, the search effect fails, with special consequences. For the rest of the game, any of his or her further attempts to search for that description of card will fail, even if a card matching that description re-enters the deck or other searched area.

Effects that let you only "look" at certain cards in a deck (such as the top card, bottom card, or top five cards) are not the same as "searching" the deck.

**Searching multiple areas:** If an effect instructs a player to search two different game areas:

- If the first area consists of face-up cards (such as a discard pile), and the player finds and selects what he or she was searching for in that area, the second area is not searched. Once the second area starts to be searched, cards in the face-up area may not be selected any more.
- If the first area consists of face-down cards (such as a deck), the second area may be searched regardless of whether anything was found or selected in the first area.

A deck only needs to be shuffled if it was actually searched.

**SEPPUKU**

An act of ritual suicide. If an effect directs a Personality to commit seppuku, apply the following effects: "Rehonor the Personality, then destroy him; these effects will not be negated."

Additionally, all players have a Reaction ability relevant to seppuku (see Player Abilities, p. 2).

**SHOW**

To momentarily turn a face-down card face-up, then turn it face-down again.

All players are entitled to inspect a shown card before it is turned face-down.

When a card in a face-down area is shown, and something about it (such as Focus Value) is then checked, the last face-up state of the card is what is actually checked.

**SHUGENJA**

A person skilled in the magic of Rokugan. Only Shugenja Personalities may attach Spells and perform actions on Spells. See Spell, p. .7.

**SINGULAR**

A card with the **Singular** keyword will not enter play or become controlled by a player if that player already controls a Singular card with the same title.

If the Singular card is in a unit that would change control to a player who already controls a Singular card with that title, the entire unit fails to change control.

**SUCCESSFUL**

A successful action or other occurrence is one whose effects produced one or more actual changes in the game state.

Changes resulting merely from the occurrence's mechanical requirements, targeting, or costs, are not counted in success.

*Example: An Strategy card being discarded, an Event leaving its Province, or the fact that an ability on a Personality has been used, all do not count toward success.*

Effects that are negated, that do not occur, or that had a one-time effect but failed to affect anything, are not actual changes in the game state.

*Example: "Bow all Shugenja" when no Shugenja are in play is not a successful action.*

Ongoing changes to the general conditions of the game do change the game state even if there is currently nothing they affect.

*Example: "Until the end of the game, all Shugenja have -1F" when no Shugenja are in play is a successful action.*

Effects that prevent a specific kind of occurrence within a specific action do not count toward success if those effects cannot be produced by the action's text, and if nothing happens to make the action itself produce those effects..

*Example: "Reaction: Before another player's action's resolution: Negate its effects that bow Personalities" is not successful if the action has no effects that bow Personalities. It is successful, however, if a substitution effect causes the action to bow instead of destroy a Personality.*

Effects that negate a specific kind of effect within a specific action are still successful if those effects could be produced by the action's text, but fail, are not chosen, or are substituted.

*Example: "Reaction: Before another player's action's resolution: Negate its effects that bow Personalities" is still successful even if another effect in the game*

**SWITCH**

To swap the game area two or more cards are in. This may involve movement if units are switched between two locations.

If the area change of any one card is negated or fails, all other area changes from that switching also fail. This is an exception to the rule that effects are independent.

If more than two cards are being switched, any rearrangement of cards is acceptable as long as it is different from the original arrangement and keeps the same number of relevant cards at the same areas.

*Example: Personalities A and B are at home, C is at battlefield 1 and D is at battlefield 2. If an effect lets you switch all four Personalities, you could for example move C home, A to battlefield 2 and D to battlefield 1, because this would leave you with two Personalities at home and one at each battlefield, just as you started out. You could not move A and B to battlefield 1 and D home, because that would leave you with three Personalities at battlefield 1, one at home and none at battlefield 2, which is different from the original number of Personalities at those locations.*

**TACTICAL**

An action with the Tactical keyword may only be performed by a Tactician Personality (see "Perform," p. 45).

Each Tactician may only perform one Tactical action per turn.

All players have a Tactical Battle ability. (see Player Abilities, p. 2).

**TARGETING**

Targeting is a special procedure that involves designating one or more cards or other game entities (such as a Province or player).

The word "target" must appear as a verb or an adjective for the procedure to be considered targeting - just "choosing" something is not targeting. The term "targeted" refers back to a previous instance of targeting and is not itself targeting.

When targeting is restricted based on its face-up features (such as Force, keyword, title, of card type), a player may not target a card whose face is not revealed to him or her, unless that card has been given such a feature by card or rules effects.

A "change to targeting" is anything that changes the target. Choosing a target is different from, and comes before, the actual targeting. Specifically, if an effect interferes with an action so that another player chooses one of the action's final targets, the player who originally would have chosen the targeting is still the one who targets the final target.

The phrase "target and [verb] X" means to target X, and to carry out the verb on the targeted X. Example: "Target and bow your Samurai" means to target one of your Samurai, and bow that same Samurai. The bowing depends on the targeting.

When multiple targets are chosen simultaneously, the same target cannot be chosen twice. This means that when one target out of multiple, already-chosen targets is being changed, another one of those already-chosen targets cannot legally become the new target.

*Example: If you target a Samurai and a Shugenja simultaneously, another player cannot change your targeting of the Samurai to target that Shugenja, because you have already chosen the Shugenja for the same targeting.*

## TERRAIN

A Battle Strategy card with the Terrain keyword establishes the kind of ground the current battle is being fought on.

If a Terrain is already in play at the current battlefield, no player can play another Terrain there.

If requirements, costs and any required targeting of a Terrain action have been met, the Strategy card enters play at the current battlefield as a rulebook effect, before the Terrain action resolves. A Terrain is not in any side or army; thus, it is never an enemy or opposing card.

The "**Battle:**" ability on a Terrain card may not be used while it is in play.

Unlike other Strategy cards, a Terrain is not discarded after its action ends.

If a Terrain leaves play before a battle's Final Steps, its ongoing effects end, and its delayed effects will no longer be applied.

Discarding a Terrain as part of a battle's Final Steps ends its ongoing effects, unless those effects are delayed to a point in time that has yet to occur, or unless their duration explicitly lasts beyond the battle resolution.

## TOTAL FORCE

A unit's total Force is the sum of the modified Force of all Personalities and Followers in the unit, regardless of whether they are bowed or unbowed.

An army's total Force is the sum of the modified Force of all unbowed Personalities and Followers in the army.

## TRANSFER

To take an attachment card from one Personality and attach it to the unit of another, different Personality. Transferring counts as attaching but not entering play.

A player does not need to pay the card's costs when transferring it, but does need to meet requirements and restrictions of attachment, including restrictions on control of the card.

## TURN

A unit of game time in which a particular player, the active player, takes the lead in playing actions and cards.

When "turn" refers to part of a particular player's turn (for example, in "the end of his Straighten Phase two turns from now") what is meant is "two of the player's turns from now."

## UN-

Like "non-", the prefix "un-" indicates something that does not have a given type, piece of text, or state.

*Example: An "unopposed" card is any card that is not in the opposed state, even one that could not be opposed because it's not at a battlefield.*

EXCEPTION: "Unaligned" and "Undead" have a special meaning and do not follow this rule.

## UNALIGNED

The term "unaligned" refers to a Personality, player, or Stronghold without a Clan alignment. Unaligned Personalities do not have the same Clan alignment as an unaligned player or Stronghold, nor do they have a different Clan alignment from anything.

"Unaligned" is not a keyword.

## UNDEAD

A card with the **Undead** keyword is a dead being that has been reanimated. There are no special rules for Undead cards. "Undead" does not mean "not dead."

**UNIQUE**

A card with the **Unique** keyword will not enter play for, or otherwise become controlled by, a player who controls a Unique card with the same title.

Uniqueness also affects deck construction; see p. 3.

If the Unique card is in a unit that would change control to a player who already controls a Unique card with that title, the entire unit fails to change control.

**UNIT**

A unit is made up of a Personality and all his attached cards. Tokens on a Personality or an attachment are in the unit, but are not part of the unit, because they are not cards.

Effects on a unit are applied to the Personality and all cards in the unit at the same time.

**EXCEPTION:** Effects that move or otherwise transfer a unit from one location to another affect the Personality; the attached cards are not moved separately, but go with him. Attached cards cannot move in isolation, and effects that attempt to move an attached card alone fail.

“Move a unit” and “move a Personality” are the same effect, and likewise with “assign” and “return home.” (See Assign, p. 41).

Targeting a unit is the same as targeting its Personality.

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A unit's total of any Personality stat other than Force (Personal Honor, Chi) is calculated only from its Personality. See also Total Force.

Control of a unit is determined by who controls its Personality, even if cards in the unit have different controllers.

**WEAPON**

**Weapon** is a keyword found on Items. A Personality will not attach an Weapon if he or she already has one attached.

**EXCEPTION:** See “Kensai,” p. 44.

If a Personality is simultaneously attaching more than one Weapon, his or her controller chooses which one to attach, and the other one fails to attach legally.

**WITH**

If “with” refers to being in the same location or other game area as a card, a card can be “with” itself.

*Example: Akasha (Experienced 2) has the Naga keyword and reads, “Your Naga Personalities in an army with both Akasha and Moto Chen have +4F.” Akasha receives the force bonus.*

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