



Legend of the Five Rings™



EMPEROR
EDITION

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A Saga of Conquest

The whispers among the members of the Imperial Court took on a hushed but eager tone as the Seppun guardsmen parted to permit the older man entrance into the chamber. The man's walk was ever so slightly stooped, and his hair was a mixture of grey and black, but his eyes were bright and steely, and they missed nothing. He took his place on the dais, all eyes upon him. He swept his straw hat from his head, revealing the long, flowing locks of hair and thick, bushy beard that more befitted an Ikoma than a Matsu. The young Otomo courtier before the dais bowed very deeply, then turned to face the assembled attendants. Despite his obvious attempt at composure, he was clearly eager to fulfill his duty. "Honorable guests," he said, a hint of excitement in his voice, "it is my great pleasure to pres-

ent the venerable Turquoise Champion, the great poet and storyteller, Matsu Kasei."

Those in attendance bowed before the Champion, who favored them with a nod of the head. "Today is an important day in the history of our Empire," he said, his tone low and rich. "Twenty five years ago today, the age that the Ikoma and Miya historians have chosen to call the Age of Conquest began. It was on this very day, lo those many years ago, that the assembled forces of the Spider Clan departed our Empire. But that is both the beginning of a story, and the end of one. To truly appreciate the Festival of Departure, we must appreciate the circumstances leading up to it. To truly celebrate, we must first mourn as we remember the Destroyer War, and the many fine brothers, sisters, fathers, and mothers that we lost in glorious battle during that terrible war."

Those among the courtiers old enough to remember those dark days invoked prayers

of protection, while their younger counterparts simply bowed their heads in respect and mourning. "Those were evil days, with a demon-goddess from a distant land leading a vast army of imprisoned souls against the honorable people of Rokugan. The forces of the Empress stood valiantly against them. At first it was the Crab, then the Lion and Unicorn joined, but in time all of the clans loyal to the Empress joined them, standing shoulder to shoulder against a single foe. The battle was horrible, but in the end... there was victory. With the blessings of the Heavens upon the sacred soul of our Empress, could there have been any other outcome? There could not."

"In the end, when the master of Jigoku had been thrown down and another stood in her place, even the Realm of Evil recognized the inevitability of the Divine Empress' reign. In those moments, with wisdom never before seen in the mortal realm, the Empress struck a treaty to ensure the safety

and prosperity of her people throughout the centuries. For the first time since her ascension, the Empress spoke, and mortal beings heard her voice. She welcomed the Spider as a true Great Clan and children of one of the Kami, then said unto them the seven words that have changed everything we know about Rokugan.”

Everyone in the room had heard the story many times, some even being in attendance when the momentous occasion took place. And yet one and all, they were held rapt by the Champion’s story. “The Empress looked upon the sons of Fu Leng, the followers of Daigotsu, who had waged war to protect an Empire they had once sought to destroy. Battered, broken, and hopelessly few in number, she could have ordered their destruction. But doing so would only have allowed another threat to grow in their place, and so instead the Empress commanded them to leave the Empire. ‘Go forth,’ she commanded, ‘and conquer in my name.’”

Smiles and nods were in abundance in those watching. Some even laughed. Kasei seemed to take no notice. "There were some in those days who dared to question the wisdom of the Divine Empress," he said, his voice heavy and solemn. "They wondered at her choice, and insisted that the Spider should have been eradicated. In her divine mercy, the Empress forgave these allegations. She knew then, as we have come to understand in the many years since that day, that accepting the Spider and permitting them to take their place in the great balance of the universe would prevent another evil from rising in their place. For evil is inevitable, and will not be denied. Instead the Empress forced that evil to work toward a noble end, and deployed them to the distant Ivory Kingdoms, once a proud nation of warriors, brought low by the sinister hand of the Destroyer goddess, Kali-ma."

"Since that time, the Empress' wisdom has been proven again and again. The efforts of the Spider have paved the way for our people

to establish the grand Second City in the Colonies, once the Ivory Kingdoms. The resources harvested as that wild land has been brought to heel and properly domesticated have revitalized the Empire, and allowed us to recover from generations of war and strife. Bless the Empress for her wisdom, for her vision, and for her generosity, for in the light of her grand plan, she has imparted new wealth, glory, and honor to all those clans who uphold their oaths of loyalty. Long may the Iweko Dynasty rule, and long may the Empire of Rokugan, favored of the gods, prosper."

* * * * *

Miya Shoin smiled wistfully as he glanced around the streets that adjoined the grounds of the Imperial Palace. "I will miss this beautiful city," he said, his tone sorrowful. "I will miss it very much."

"A man of your distinction could easily ask the Brotherhood for a posting within the city,

my lord," the middle-aged woman walking on his right said.

"No, no, I fear my presence in the city might undermine my son's ascendance to my position," Shoin said. "That would not do at all. A smooth, peaceful transition is the least I can do for him."

Miya Nishio smiled. She was still as radiant as she had been in her youth. "He is a fine man. You have trained him well, and serving him will be an honor. I will miss you, however."

"You are too kind," Shoin said. "I know he is ready, but he seems so young."

Nishio laughed. "He is one year older than you were when you assumed the position of Miya daimyo and Imperial Herald, my lord."

Shoin scowled. "My last act as daimyo could be to excommunicate you, you know. I am sure you would find a new life in the Colonies!"

Nishio seemed to consider it. "It has been quite some time since I experienced adventure," she acknowledged.

"There will be much of it to come," Shoin said, his mood returning to normal. "The new governor in the Colonies, I wonder regarding those motivations and capabilities. I have never known the Empress to make a mistake, but I am unsure if I trust that one."

"Not to mention the ongoing affair with the Naga," Nishio added.

"Yes, precisely," Shoin agreed. "It will be an interesting time, this next little while. Do me a favor, old friend, and see my son through it?"

"You need not even ask, my lord," Nishio said. "I will stand by his side so long as he wishes it."

* * * * *

The Seppun magistrate was intently reviewing a series of scrolls when the shoji screen slid open. Cursing himself for losing track of time, the magistrate instantly rose to his feet and bowed deeply from the waist. He held the gesture until he heard a woman's voice speaking rather sharply. "Rise, please."

The magistrate did so at once, and was surprised at the identity of the newcomer. "I... forgive me, Hakuseki-sama, but I was expecting the Emerald Champion."

"The Champion is presently indisposed," Doji Hakuseki said. "As the First Magistrate, I am the Champion's designated representative in matters of this nature. I will be receiving your reports this morning."

"Of course," he said at once. "What do you wish to hear first, my lady?"

Hakuseki smiled at the man's quickly adaptable demeanor. "How would you gauge the importance of the matters at hand?"

The magistrate turned to the scrolls. "The most important is certainly the ongoing reports from our magistrates in the field concerning the activities of the Naga," he said. "However, I suspect most of that information, while important, is already known to you."

"Potentially, yes," Hakuseki said. "I have a large number of assets in the field investigating the matter already."

The man bowed his head. "In that case, I would gauge the most important as this report from the Unicorn Clan. It concerns the overland escorts who took the Imperial Governor to the Second City, and their alleged sighting of an unknown gaijin presence in the distance during a storm that took place during the caravan."

"What?" Hakuseki said at once.

"As I said, my lady, quite important."

"Tell me everything," she said.



WHAT IS LEGEND OF THE FIVE RINGS?

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

WHAT'S NEW IN EMPEROR EDITION?

The rules of the L5R Collectible Card Game have been updated to make play easier and reflect the changes that have taken place under Empress Iweko's reign. Experienced players will benefit from this quick summary of major changes to the rules:

- Dragon Clan players no longer start with the Imperial Favor in play.
- Death from 0 Chi will not be negated except by effects that specifically negate Chi death.
- All required targeting is now listed in the constraints block of an ability, and Ranged Attacks' targeting is no longer required (they can be made without a target).

- Dueling rules have changed completely; focus pools no longer exist and cards are focused from the hand or top of deck, up to four times per player. See p. 101-103.
- The Duelist keyword works differently; Duelists win tied duels against non-Duelists and may discard a focused card to replace it with another focus before Focus Effects resolve. See p. 130.
- A new rules-relevant keyword, Conqueror, works with a player ability that allows straightening of one attacking Conqueror's unit after battle. See p. 94.
- Melee Attacks work like Ranged Attacks but under a different name. See p. 112.
- The Seppuku-relevant player ability is now an Open action targeting your dishonorable Personality, not a Reaction to honor loss. It may target Samurai, Courtiers and Shugenja.

- A new player ability allows players to equip Spells to Shugenja as a Battle action under certain conditions. See p. 69.
- The Honor gain from bringing Clan-aligned Personalities into play is now a player Reaction ability known as “Proclaim.” It, and the other rules about cost reduction and Honor Requirement for in-Clan personalities, apply at any time—not just in the Dynasty Phase. See p. 85.
- The Exception to the Rules of Presence and Location that lets you move units to the current battlefield now also covers bringing units into play there. See p. 79.
- Overlaying is greatly simplified, so that abilities from the former card are not inherited. See p. 111.

- Dishonor and Enlightenment victories are no longer immediate. See p. 88.
- Keywords on abilities no longer apply to the whole card.
- Events no longer follow special deck construction rules.

OVERVIEW

OF THE GAME

Starting with your Clan Stronghold and one or two Holdings, you have four provinces on the table which act like a “hand” for cards from your Dynasty deck. Early on, you will bring out more Holdings from your provinces to increase your resources, and Personalities to advance your cause.

From your Fate hand, drawn from the Fate deck, you will give your Personalities Followers, Items, and Spells, which help them to attack and defend Provinces in battle.

Strategies, also from your Fate deck, give your Personalities an edge in battle and can be useful at other times in the game.

Throughout the game, you will gain and lose Honor in court and fight battles over provinces. You can win through several means—military attack, proving your honor, dragging down the honor of others, or seeking mystical enlightenment. The different family strongholds of each Clan give dozens of ways to build your deck and seek victory.



Initial Game Setup



**DYNASTY
DECK**



PROVINCES



**FATE
DECK**

TIP: Learning to Play

The **Core Rules** section of this rulebook will get you into the action of playing the game. You should first look over the cards in your starter deck, using the guide to card types found on the next few pages. After explaining how to read the cards, the rulebook shows you how to set up your deck at the start of a game, and explains the sequence each player follows in a turn.

Once you understand these basics, you can start a game with another player, consulting the **Rules Glossary** to understand the terms you find on cards.

The cards that come in your starter deck will let you build a fully legal and playable *Emperor Edition* deck. All the same, you may soon find yourself adding cards to the deck or building a completely new one. Rules on how to build a deck come at the end of the Core Rules.

CORE RULES

- The Cards -

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

Stronghold

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

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

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

- Stronghold -

CARD
TITLE

Yasuki Palaces

CLAN
MON

BASE
PROVINCE
STRENGTH

7

GOLD
PRODUCTION

5

STARTING
FAMILY
HONOR

3

TEXT BOX

EXPERIENCED

This card produces 1 less Gold when paying for a Personality.

Battle: Even if this card is bowed and even if you control no units at the current battlefield, target an attacking Personality and pay 3 Gold: Move him home. If he moved, his controller loses 1 Honor.

BASE PROVINCE STRENGTH: The topmost of three icons at the right of your Stronghold shows your base Province Strength. High Province Strength means your lands can resist attacks more easily.

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

STARTING FAMILY HONOR: The bottom icon on a Stronghold shows its Starting Family Honor. It gives a starting value for your Family Honor score (Honor for short) that may rise and fall during the game. Clans known for noble and pure behavior have a high Family Honor, while clans known for villainy have a Family Honor closer to zero.

TEXT BOX: Like all other L5R cards, the Stronghold has a text box (see **Reading The Cards**, p. 40).

- Holding -



Large Farm



FARM

GOLD COST

Bow this card: Produce 2 Gold.

"Many were shocked by the Empress' command to the Spider, but Daigotsu's followers obeyed without complaint. In time, her divinely-inspired wisdom was shown to be correct, as the Spider Clan's efforts made the resources of the colonized lands available for rebuilding the Empire."
— *Chronicle of the Blossoming World, Part I*

Dynasty Card Types

Holding

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

Personality

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

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

CHI: Chi, or inner strength, is found in the dark colored icon at top right, and is abbreviated as "C." **Special Rule:** If a

- Personality -

0

Kakita Seishi

2

FORCE

CHI

HONOR
REQUIREMENT

GOLD
COST

PERSONAL
HONOR

2

2

2

CRANE CLAN • ARTISAN • SOUL OF KAKITA ARITEKO

Open: Bow Seishi and target a dishonorable Personality: Rehonor him.

*"Her songs are a wonder and a delight.
She moves the hearts and uplifts the souls
of all who hear her." – Isawa Kimi*



Personality's Chi is ever zero, destroy him immediately. This destruction will not be negated.

HONOR REQUIREMENT: Personalities may have an Honor Requirement, shown in the leftmost of the three icons in the middle (the square banner). A dash (–) in this icon means that the Personality has no Honor Requirement.

To bring a Personality into play, you usually need to have Family Honor equal to or greater than his Honor Requirement. Personalities aligned to your Clan can escape this requirement if you pay extra Gold; see “Clan allegiance” under **Dynasty Phase** (p. 84).

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

PERSONAL HONOR: Personal Honor is found in the fan, the rightmost of the three icons. It



Wisdom Gained



UNIQUE

Starting with you, each player searches his discard pile and a Ring, show it, and put it

"In twenty years of relative exploration, we have learned must be ever vigilant to ensure not forsaken for war." – Shi

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Event



Kaiu Village



UNIQUE

Reaction: After your performing Personality enters play from a province, pay 2 Gold: Create a +1F/+1C **Weapon** Item and attach it to him.

Reaction: After your performing Personality enters play from a province, pay 2 Gold: Create a +1F **Armor** Item and attach it to him.

Rebuilding, one stone at a time.

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Region

stands for inner virtue and honor in the eyes of society. Its abbreviation is “PH.”

UNITS: A Personality and any cards attached to him make up a unit. If a Personality leaves play (for example, by being destroyed), all cards in the unit leave play in the same way. When a unit is targeted, moves or is assigned, this also targets, moves or assigns its Personality. See p. 41 for rules on unit keywords.

Event

Events represent important happenings in Rokugan. They appear unpredictably in your provinces and are discarded once resolved.

Region

Regions identify a province with a particular area in Rokugan. They attach to their province during the Events Phase, and have special traits and abilities.



Hida's Guidance



KAMI • EXPERIENCED • UNIQUE

Before the first straightening of the sword, a Personality whose enemy looms large. Clan player: Negate that spirit.

Battle: If you are a Crab Clan player, discard this card and target a unit. Bow him. Bow his unit if he is a Crab.

The Little Bear carries his great-grandfather's sword.

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Celestial



Block Supply Lines



GOLD COST

0

Battle: Target an attacking Personality: Move him home. If he moved, bow his unit.

War is a difficult practice. So many men moving around, and with so much equipment. To feed an army requires a second army of peasants and merchants. Stop the second army, and the first will starve.

FOCUS VALUE

3

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Strategy

Celestial

Celestials represent the favors and blessings of powerful supernatural beings—Clan founders, godlike Fortunes, heavenly Dragons and others. They enter play from your provinces.

Fate Card Types

Strategy

Strategy cards are cards you play from your hand and then discard. A Strategy usually has one or more abilities.

GOLD COST: Strategy cards have a Gold Cost, the coin in the middle. This is often zero, but sometimes a higher number. The Gold Cost is part of the cost of any action on the card.

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

- Ring -

Ring of Earth

EARTH • UNIQUE

After the resolution of a battle that you won, if there were ever any enemy units at that battlefield and none of your Personalities were destroyed during the battle:
You may put this card into play from your hand.

Battle: Even if you control no units at the current battlefield, bow this card or discard it from your hand: Give a province +3 or -3 strength.

Focus VALUE

Stability
4

Ring

The Rings show understanding of the five mystic elements from which Legend of the Five Rings takes its name. You may put a Ring into play when you have fulfilled its condition for entering play. You can also discard them from your hand for a one-shot effect.

Attachments

Followers, Items and Spells are all attachment cards.

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

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

- Follower -

3



Veteran Skirmishers

0

FORCE

CHI

HONOR

REQUIREMENT

**GOLD
COST**

**PERSONAL
HONOR**

0

2

-

"In the year 1173, at the end of the Destroyer War, the Empress bade the Spider to depart the Empire and bring order to the ruined Ivory Kingdoms, that the people of Rokugan might once again know peace and prosperity." – The Miya Histories

FOCUS VALUE

3

FOLLOWERS, ITEMS AND UNITS: 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 add directly to the Personality's Force; they do not contribute Force separately.

Follower

Followers represent troops, creatures, or advisors. They have Force, in the icon at the top left, which helps their unit in battle. They also have an Honor Requirement, the leftmost icon in the middle, which is the minimum Personal Honor a Personality must have to attach that Follower.

Item

Items represent special objects and artifacts. Unlike the separate Force of Followers, Items have a Force modifier in the upper left hand icon that directly raises or lowers their



Item

Spell



Personality's Force. Items likewise have a Chi modifier.

If you need to check an Item's Force or Chi specifically, use the value of its modifier.

Spell

Spells represent magic scrolls used by a Shugenja (a person trained in the magic of Rokugan). Spells have no Force or Chi bonus. They will only attach to a Shugenja. You may not take actions on Spells that have somehow become attached to a non-Shugenja Personality.



Reading the Cards

Stats

Force, Chi, Province Strength and Gold Cost are examples of *stats*, or number values. Stats may gain bonuses or penalties from effects in the game, and effects may also give stats a minimum or maximum value. Minimums and maximums are applied on top of any existing bonuses or penalties.

Most stats have a minimum value of zero. Only Honor Requirement, Family Honor, and modifiers with a + or—sign can have negative values.

Text Box

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

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

For example, the Battle action on the card 'Heavily Engaged' says it can be taken if you control no Personalities. This contradicts the general rule of Presence that you must have a unit in play at the current battlefield to take Battle actions (p. 78). In this conflict, the card wins and the action is legal to take.

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

Keywords

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

Some keywords have meaning in the rules, and others may work with effects on other cards but don't have meaning in the rules. A complete list of rules-relevant keywords appears on p. 130.

***Example: Cavalry** is a special keyword that works with the rules about assigning to battle (see p. 76). On the other hand, **Commander** is a keyword that has no special rule, but effects on other cards may do things for or against Commanders.*

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

A keyword may be made up of multiple words, like Dragon Clan, but it is treated as a single phrase; a Dragon Clan card is not a Dragon card.

References to a unit's keyword—for example, “A Cavalry unit”—mean a unit where the Personality and each Follower in it (if any) all have that keyword. For example, a unit with a Cavalry Personality and a non-Cavalry Follower would not be a Cavalry unit because of the Follower.

Traits

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

Some traits start with a *trigger*, a phrase that ends in a colon (:) and refers to something happening in the game—for example, “Before your turn ends:” or “After this Personality enters play:” A trigger can also involve costs, which must be paid for the effects to occur. After the colon, there will be effects that happen whenever that trigger occurs, such as “Gain 2 Honor.”

In traits and abilities, a card may refer directly to its own title; for example, a card named ‘Bayushi Rentatsu’ may read “Bow Rentatsu.” This refers to the card itself, and not to any other copy of the card with the same name.

Abilities

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

An ability with two designators, such as “**Battle/Open:**”, can be used at either time, and is treated as both types.

Abilities have all the keywords of the card they are on; so, a “**Battle:**” ability on a

Ninja Personality has the keyword Ninja and is a Ninja ability. A few abilities specifically have keywords printed before the designator, such as “**Political Limited:**” Those keywords only describe the ability, not the overall card.

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

Open: Bow this card: Gain 1 Honor.

The text between the designator and the second colon tells you what needs to happen, for you to take the ability’s action. This text is known as the *constraints block*. For more information on taking actions, see **When Can I Take an Action?** (p. 78)

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

Because *Legend of the Five Rings* tells a story, abilities on some cards may have

Rarity Symbols

Rare - ★

Uncommon - ◆

Common - ●

Fixed - ☆

Promo - ▼

Premium—◇

a sentence of descriptive phrasing such as “Kanpeki snaps him like a twig.” Such phrasing is for color only. Phrasing that is relevant to the rules will refer to a term that can be found on other cards, or is defined in these rules.

Flavor Text

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

Border Text

L5R cards also have a line of small text at the bottom, with an abbreviation for the card's set, its number within the set, a symbol showing its rarity, and the artist's name. Some cards may have a line of small text down the right side, showing that the card was designed as a result of a storyline effect and giving credit to the player responsible. This small text along the card's borders does not have an effect on game play.



Setting Up The Game

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

Strongholds

You start with your Stronghold in play.

Going First

The player whose Stronghold has the highest starting Family Honor takes the first turn (see **Turn Sequence**, p. 120). If you are tied, choose at random which of you goes first.

Starting Holdings

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

If you're not going first, you also start the game with one Holding titled 'Bamboo Harvesters' in play and bowed. If you are going first, keep 'Bamboo Harvesters' out of the game.

Bowing and Straightening

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

Paying Gold Costs

Your Stronghold and most Holdings can be bowed to produce Gold. The amount of

Gold produced can be read from a Stronghold's Gold Production stat, or from a Holding's traits and abilities.

Gold produced by a single source must all be spent to pay for one cost. Extra Gold does not carry over to other purchases. However, you can add multiple sources of Gold together to pay a cost.

Example: Your unbowed Crane Clan Stronghold has a Gold Production of 4. You also have a 'Marketplace' Holding and a 'Border Keep' Holding in play and unbowed. The 'Marketplace' bows to produce 3 for you and the 'Border Keep' bows to produce 2.

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

Decks and Discard Piles

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

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

If a Personality in play is destroyed, he is *dead* and not just discarded; either turn him 90 degrees sideways while in the discard pile, or make a separate part of the discard pile for dead Personalities.

Provinces

Next, take the top four cards from the Dynasty deck and lay them face down side

by side, from left to right, between the two decks. These cards mark your *provinces*, or game areas representing your lands, one card to a province.

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

Each province has a separate Province Strength stat, whose base value is the Stronghold's Province Strength. This tells you how strong it is against attack.

The Hand

Draw six cards from the top of your Fate deck and hold them so you can see their faces and your opponent cannot. This is

TIP: Learning to Play

In your first games, the Fate cards won't matter much until you get some Personalities into play, so feel free to put the hand aside for a couple of turns.

your *hand*. These cards are considered face-down, but you may look at them.

Other Equipment

- Both players need to keep track of their current Family Honor. Paper and pencil or a set of dice will do.
- The Imperial Favor represents the good graces of the Empress. An object is required to show who has the Imperial Favor.



The Turn Sequence

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

1. Straighten Phase

As the player whose turn it is, you straighten all your bowed cards, including your Stronghold. Note that 'Bamboo Harvesters' has a trait that says it will not straighten on the first turn.

2. Events Phase

Starting with your leftmost province, turn its card face-up if it is face-down. Then:

- If the card in the province is a Holding or Personality, nothing happens now.

- If it is an Event, take it out of the province. The Event's effects resolve now, before the province is refilled. Once an Event has resolved, discard it. Events only resolve in the Events Phase.
- If it is a Region, it must enter play attached to the province it was revealed in. Move the Region up partway in the province and resolve any of its entering-play effects. When you refill the province with another card, leave the Region's title visible, sticking out from under the card. Regions only enter play in the Events Phase.

Provinces will not attach more than one Region. Regions that fail to attach to their province are discarded immediately after being revealed.

Once a Region is in play, its traits apply to you and you can use its abilities.

- If it is a Celestial, discard any other Celestials you control, then put it into play in your home. Celestials enter play any time they are revealed in a province, not just the Events Phase.

After dealing with your leftmost province, do the same for each of your other provinces, moving from left to right.

3. Action Phase

In the Action Phase, players take turns taking Limited or Open actions. These actions represent various kinds of intrigue and preparation for war.

As the player whose turn it is, you have the first opportunity in the Action Phase to take a Limited or Open action, or pass. The other player then has a chance to take an Open action or pass. If a player passes, he or she can still take an action later on in the phase.

TIP: Learning to Play

If you are in the first turn of your first game, you may skip ahead to section 5 (Dynasty Phase)—nothing usually happens during the Action and Attack Phases if you have no Personalities in play.

If you have any Personalities in play, your goal during the Action Phase should be to prepare for battle. Give your Personalities attachments, take actions to increase your readiness and Honor, or take the Imperial Favor if you have higher Honor than your opponent. If you are thinking about spending Gold in the Action Phase, remember to look at your Provinces first, to see whether there's something you'd rather buy with that Gold in the Dynasty Phase later on.

The Action Phase only ends when both players pass, one right after the other.

Taking actions in turn until both players pass one after the other is called an *action round*.

When Can I Take An Action?

You can normally take actions from abilities on Strategies and Rings in your hand, from abilities on your non-Strategy cards in play, or from abilities granted to you by the rules or card effects. For a list of player abilities see p. 124-127.

Limited actions are taken in the Action Phase only by the active player. Open actions are taken in the Action Phase by any player.

Battle actions can only be taken during a battle's Combat Segment.

Reactions will say at what point in time when they can be taken—for example,

“before your turn ends” or “after another player announces an action.” This reference to a point in time is called the *trigger*.

If more than one Reaction can be triggered at the same time, you decide the order in which they happen using a separate action round. The active player has the first opportunity to take a Reaction to the trigger or pass, followed by the other player, and then the active player has another opportunity. The action round continues until both players pass consecutively on taking Reactions to that trigger.

Normally, the conditions and game changes mentioned in between the two colons (:) of an action are things that need to happen in order for the action to be legally taken. However, things listed after the last colon of an action do not all need to happen for the action to be legally taken.

Example: In the ability “**Limited:** Bow your target Personality: Gain 1 Honor,” bowing the Personality happens between the colons, so you need to actually bow him to take the action—that is, he must be unbowed. The ability “**Limited:** Target your Personality: Bow him and gain 1 Honor” is different. Bowing the Personality is after the last colon, so you can target a Personality who’s already bowed and still gain 1 Honor. Finally, the ability “**Limited:** Bow a Personality and gain 1 Honor” has only one colon and no constraints at all, so you do not even need there to be a Personality in play to gain the Honor; bowing the Personality and gaining the Honor are two independent and separate effects.

A. Check Conditions

Some required conditions may appear in an ability's constraints block, such as "If you control a Shugenja..." There are three other limitations on using abilities:

- Abilities on bowed cards may not normally be used.
- A card must normally be in play, or be a Strategy or Ring played from your hand, to use its abilities. Abilities that break this rule will say or imply that they can be used from an out of play area; for example, "**Reaction:** After this card is destroyed:" implies that the card is in the discard pile, so the action is legal to take.
- Each separate card ability and player ability may normally only be used once per turn. Abilities on two different cards with the same title, though, can be used in the same turn.

B. Announce

To take an action from an ability, announce the card and the ability you're using to your opponent. If it comes from a card in your hand (such as a Strategy or Ring), show that card.

C. Choose Performers

An action may mention a *performing* card in its constraints block: for example, "Bow your performing Samurai with 3 Force or higher." In this step, you must choose all performers mentioned in the ability, in the order mentioned. Performing cards must normally be in play.

Whether or not the ability mentions choosing performers, an action on a Personality or Follower is always performed by that card, and an action on an Item or Spell is always performed by the Personality it's attached to.

For example, if a Personality “may not perform actions,” this means he cannot use his own abilities, or abilities of Items or Spells attached to him, and may not be chosen to perform actions on other cards.

D. Required Targeting

Choose required targets of the action, in the order mentioned in the constraints block. You must be able to choose all legal targets mentioned in order to take the action. Targeting is not required if it uses the word “may”; for example “You may target a Shugenja.”

Note that targeting mentioned in the effects block is also not required. This targeting is done during the action’s resolution, not now.

Normally, cards must be in play to be legal targets.

E. Pay Costs

In this step, you must pay any costs of the action, in the order each cost is mentioned. Anything in the constraints block that tells you to change the game state is a cost of the action; for example, “Bow one of your Samurai:”

The Gold Cost on a Strategy card is a cost of all of its actions and is paid before any others.

To pay a cost, the change must actually, fully happen. For example, if a Personality has a Chi of 4 and a minimum Chi of 1, you can't use him to pay the cost of giving him $-4C$, because he will only actually lose 3 Chi.

Only cards in play can normally pay your costs. Cost payments are not effects.

F. Action Resolution

If all targets are met and costs are paid, apply the action's effects in the order they are mentioned. Once resolution starts, all effects will be applied no matter what happens to the card they came from.

If an action brings a card into play, you must pay the card's costs at that point, or it will not enter play.

Some effects may be prevented from happening before they are applied, or while they are ongoing. For example, a Personality might have the trait "Negate all effects that bow this Personality". If an effect is prevented, the whole action is still legal to take, and the action's other effects still happen.

G. Tidy Up

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

Traits and Effects

Traits can also have effects. A triggered trait is like a Reaction; it has a constraints block before its colon with conditions, triggers, and costs that must happen for the effects after the colon to be activated. There are four main differences between a triggered trait and a Reaction.

- A triggered trait is not optional; you must apply the effects whenever the trigger is met.
- A triggered trait, unlike an action, can be used when its card is bowed.
- A triggered trait, unlike an action, is not restricted to once per turn.
- Triggered traits happen before any Reactions to the same trigger can be taken.

A trait without a trigger on a card, such as “Your Samurai each have +1F,” has a con-

tinuous effect that is “always on” while the card is in play and while all conditions of the trait are met. While out of play, non-triggered traits only affect the card they are on; for example, a Samurai with the trait “All Samurai have +1F” would still give himself, and nobody else, +1F while out of play.

How Long Do Things Last?

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

Other costs or effects involve changes that are *ongoing*. That is, they last until a certain point in the game, and are not physically marked by the game components.

These include changes to stats such as “Give a target attacking Personality +2F,” as well as changes to abilities, traits, keywords and conditions of things in the game, such as giving a card the trait, “Negate this Personality’s bowing.”

All ongoing costs or effects last until the end of the current turn, unless they give a different duration.

Finally, non-triggered traits have *continuous* effects that apply while all conditions on the trait, if any, are met (see previous section).

Actions Available To Players In The Action Phase

There are several Limited and Open actions that all players may take in the Action Phase (*player abilities*). Each of these has its own descriptive term.

Equip

Limited: Any number of times per turn, choose your performing Personality and target an attachment card in your hand: Attach it to him, paying all costs.

There is a second Equip ability that may be used to attach Spells during battle.

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

Lobby

This player ability represents your diplomatic efforts in court, vying to win the favor of the Empress by reminding her of your family's high and noble standing:

Political Limited: If you have higher Family Honor than each other player, bow your performing Personality with 1 Personal Honor or higher: Take the Imperial Favor.

Imperial Favor

The Imperial Favor is controlled by one player at a time, and gives great political advantage to those who call upon it. It starts the game uncontrolled. Discarding (giving up control of) the Favor is a cost of certain actions, including the following two Favor player abilities:

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

(“Discard a card” is short for “Discard a Fate card from your hand.”)

Favor Political Battle: Discard the Imperial Favor and target an attacking enemy Personality: Move him home.

Finally, during the Action Phase a player can order his or her dishonorable Personalities to commit seppuku (ritual suicide; see p. 114), cleansing with their death the shame they have brought upon their Clan. This action is known as “Ordering Seppuku”; note that it is not performed, according to the rules on performing (p. 62):

Open: Any number of times per turn, target a dishonorable Courtier, Samurai, or Shugenja Personality you control: He commits seppuku.

4. Attack Phase (Optional)

The active player may now optionally create (“declare”) an Attack Phase. An Attack Phase has several segments in order.

A. Declaration Segment

The player declaring the attack is the Attacker, and the other player is the

TIP: Learning to Play

At this point, check to see if you have Personalities and Followers in play with total Force greater than your opponent's Province Strength, or Battle Actions that will get your Force to that amount. If you can't get that much Force, there's no point in attacking right now. Concentrate on bringing in more Holdings and Personalities in your Dynasty Phase, and more attachments in your Action Phase.

Defender. Create *battlefields* associated with each of the Defender's provinces. Battlefields are locations in a battle, with two *sides*—attacking and defending. One or more units on the same side make up an army.

B. Infantry Maneuvers Segment

In Infantry Maneuvers, the Attacker first simultaneously *assigns* any number of his or

Attack Phase Overview

The Attacker, then Defender, assign units to battlefields. Then, the Attacker, then Defender, assign Cavalry units to battlefields. A battle is fought at each battlefield, in an order the Attacker chooses. In each battle, there is an action round of Battle actions starting with the Defender. When both players pass one after the other, resolution happens for that battle. The total Force of unbowed Personalities and Followers on each side is counted up. The higher total wins and destroys all cards on the losing side of the battlefield. If the Attacker wins and his or her total Force minus the loser's total Force is greater than the province's strength, the province is destroyed. Attacking units return home bowed after the battle.

her units from home to the attacking side at battlefields. The Attacker may assign units to one battlefield or different battlefields, and may keep some or all of them home.



BATTLEFIELD

After a couple of turns, Roger declares an attack on Bryan's second to rightmost province. He assigns his army, composed of three units, led by 'Bayushi Irezu', 'Bayushi Kahoku' and 'Bayushi Mitsuo' respectively.



ATTACKING ARMY



DEFENDING ARMY



Bryan declares he is defending with two units, respectively led by 'Hida Bushotsu' and 'Kuni Shinoda'. A battle (see p. 76) will be fought at the battlefield associated with that province (see p. 72).

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

Assigning a unit places it at that battlefield, and is different from “moving” between locations. A unit led by a bowed Personality may not be assigned.

C. Cavalry Maneuvers Segment

In Cavalry Maneuvers, the Attacker and then the Defender assign any of their Cavalry units as in the Infantry Maneuvers segment. A unit is Cavalry if its Personality, and all its Followers (if any), have the Cavalry keyword (see **Keywords**, p. 41).

D. Fight Battles

The Attacker chooses a battlefield, and a battle is fought there. When that battle is over, the Attacker chooses a new battlefield and

another battle is fought there. This repeats until all battlefields have been fought at.

Exactly one battle happens at each battlefield, even ones with no units. There is no further opportunity for a battle at a battlefield that has already been fought at, even if some units find their way there.

Battles

Most battles will happen as part of an Attack Phase, but some effects create battles separately. Battles have a Combat Segment, then a Resolution Segment.

Combat Segment

The Combat Segment is an action round of Battle actions, starting with the Defender. For a list of player abilities relevant to battles, see p. 126.

When Can I Take A Battle Action?

Battle actions follow these additional rules:

Rule of Presence

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

Rules of Location

- To legally take a Battle action from a card in a unit, the unit must be at the current battlefield.
- To legally perform a Battle action (see p. 62), the performing card must be at the current battlefield.
- To be legally targeted by a Battle action, any cards in a unit must be at the current battlefield.

Exception: Battle actions that say they move a unit or Personality to the current battlefield, or bring a Personality into play there, are legal to take if the rules of Presence and Location would be satisfied with the unit or Personality there.

Example: *A player has no units defending a battlefield, but has an unbowed Follower in a unit at home with the ability, “**Battle:** Move this card’s unit to the current battlefield. Gain 1 Honor.” The Follower may perform the action even though it is at home and even though the player has no units at the battlefield, because the action says it moves the unit there, where the action would be legal. If an effect from another card prevents the unit’s movement to the battlefield, the action is still legal to take; all the Exception cares about is what the ability itself says.*

No Second Battle

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

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

Resolution Segment

The Attacker and Defender total their armies' Force at the battlefield. An army's Force is the total of the Force of all unbowed Personalities and Followers in it. Remember that Items modify their Personality's Force directly, whether or not they are bowed (see p. 49). A side with no units has zero Force.

The side with the higher Force wins.

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

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

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

If two armies have equal Force, the battle is a tie. If the battle is tied and there are one or more units on both sides of the battlefield, the Attacker and Defender each destroy all units in the enemy army. If the battle is tied on zero Force and either or both sides have no units, the battle has no outcome.

The winner of a battle also gains Honor equal to twice the number of cards in the enemy army that were destroyed by resolution. If the battle was tied, each player gains Honor equal to the number of cards in the enemy army they destroyed.

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

All attacking units at that battlefield bow, then return home, as effects of battle resolution. This return after battle is not movement. Defending units stay at that battlefield, and return home only at the end of the Attack Phase. They do not bow.

Discard any Terrain cards at the battlefield (see p. 117). The battle itself then ends.

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

5. Dynasty Phase

a. Bring Cards Into Play From Provinces

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

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

To bring a Personality into play at any time, your Family Honor must be equal to or higher than his Honor Requirement, and you must pay his Gold Cost. There are three options if the Personality has your Clan alignment, which may combine with each other.

Clan discount: If a Personality has your Clan alignment, at any time you bring him

into play, you may pay 2 less Gold for him to enter play. This is known as buying the Personality “with Clan discount.” It is not applied to Personalities who are created during the game (see **Created Cards**, p. 97).

Clan allegiance: If a Personality has your Clan alignment, at any time you bring him into play, you may pay 2 more Gold for him to enter play and ignore his Honor Requirement. This is known as buying the Personality “with Clan allegiance.”

Clan discount can also combine with Clan allegiance. For example, if your Honor is at 3, and you a 6 Gold Cost Personality from your Clan has an Honor Requirement of 6, too high for your Honor. But you can add 2 gold to invoke Clan allegiance, ignoring Honor Requirement, and subtract 2 Gold for Clan discount. In the end, you pay 6 Gold and can bring him into play.

Proclaim

All players have the following Reaction ability, known as “Proclaim,” allowing them to gain Honor from bringing Personalities into play:

Reaction: After you bring a Personality in your province with your Clan alignment into play without Clan discount, if it is your turn: Gain Honor equal to his base Personal Honor.

Proclaim may be combined with Clan allegiance, paying 2 more Gold than normal to both ignore Honor Requirement and gain Honor.

b. Discard Face-Up Cards

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

TIP: Learning to Play

It's important to learn how to develop your Holdings and Personalities in the Dynasty Phase. In each Dynasty Phase you should have a goal for next turn's Dynasty Phase. Bring out cards, or discard them, to support that goal.

In your first turn's Dynasty Phase, your priority will usually be to buy two Holdings. Even if you can buy a cheap Personality, Holdings are necessary to start building your Gold structure.

In a real game, most players prefer to buy two Holdings on their first turn, or a cheap Personality and a Holding, so that their Gold production will develop more strongly.

Regardless of what your goal is, discard cards ruthlessly from your Provinces when you are done buying things. Leave only those cards that you want to buy and will be able to buy next turn.

6. End Phase

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

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



Winning the Game

There are four ways to win a game of L5R.

- **Military Victory:** Your opponent loses immediately when his or her final province is destroyed.
- **Dishonor Victory:** If a player's Family Honor ever becomes -20 or below, the player loses the game at the beginning of his or her next End Phase, even if he or she returns to -19 or higher Family Honor. This represents being expelled from Rokugani society for offenses against honor.
- **Honor Victory:** You win if you start your turn on 40 Family Honor or higher, gaining victory by securing control of the Imperial Court.

- **Enlightenment Victory:** You win if you start your turn controlling five Rings with five different element keywords (Air, Earth, Fire, Water and Void), each of which last entered play by its own text. You have seen the emptiness behind the so-called “victory” in war and court, and become an enlightened master.

Deck Construction

You can expand and change your starter deck by trading for or buying other cards. Follow these rules to build a legal play deck in Emperor 40/40 format:

- The Dynasty and Fate decks must each have at least 40 cards. Your Stronghold and the Starting Holdings titled Border Keep and Bamboo Harvesters do not count toward this minimum, and copies

of those cards may not be included in the Fate or Dynasty decks.

- Beyond the basic versions of ‘Border Keep’ and ‘Bamboo Harvesters’, there are more experienced versions (see **Experienced**, p. 105). You need to choose which version of each card you are using, along with your Stronghold, when you build your deck.
- All cards in the play deck (including the Stronghold) must be Emperor Edition legal, having the Emperor Edition symbol (帝) in the lower left hand corner of their most recent printing (MRP). Older printings of the cards may be used (see also “**Soul of ...**”, p. 116), but in all L5R formats, cards are considered to have the stats and text of their MRP in English. If you use older cards, you’re responsible for knowing these differences.

TIP: Learning to Play

A good player will usually build decks not much bigger than the 40 card minimum, to improve the chances of seeing the best cards in the deck. In the Dynasty deck, try to include between 13 and 17 Holdings, and only a few Celestials, Events or Regions. Most of the remaining cards should be Personalities aligned to your Clan that you can buy with your Stronghold or your Stronghold and a Holding. Feel free to include a few more expensive Personalities for mid-game muscle. Only include out-of-Clan personalities that are worth the higher amount you'll pay for them.

The majority of your Fate deck should usually be cards that cost no Gold—Strategies and Rings. Too many attachments or Strategies with a Gold cost will clog your hand and interfere with your Dynasty development. You should only run Spells if you have six or more Shugenja Personalities in the deck. The same advice goes for other Fate cards that only work with a specific kind of Dynasty card.

- You can have no more than three copies of any card, by title, in your decks.
- You can have no more than one copy of each Unique card, by title, in your decks.

Note that Experienced cards (p. 105) are an exception to the last two rules. Also, some cards and Strongholds may explicitly override these rules of deck construction.



Rules Glossary

This section collects rules associated with specific game terms that have not been explained in the core rules.

ACTIVE PLAYER: The player whose turn it is.

ALLY: A term used in the multiplayer rules (see **Online Rules**, p. 119).

ARMOR: A keyword found on some Items. A Personality will not attach more than one Armor.

BASE: Refers to a stat, keyword, or other game text as printed on the most recent printing of the card, without modification. If the card is a created card, “base” refers to the text it was created with.

CHALLENGE: A challenge is an effect that creates a duel between two Personalities

(see **Duel**, p. 100). One Personality will be the challenger, and the other will be the challenged; they must be controlled by different players. “A duels B” is shorthand for “A issues an unrefusable challenge to B.”

Some challenges will offer the opportunity to be refused. If the challenged Personality’s player chooses to refuse the duel, then the duel doesn’t happen. There may be consequences of refusing. Otherwise, the challenged player accepts, and the two Personalities enter a duel (see **Duel**, p. 100).

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

COMPARE: See **Ranged Attacks** and **Melee Attacks** (p. 112)

CONQUEROR, CONQUEST: Conqueror is a keyword on Personalities. It is relevant to

the following ability that all players have, known as Conquest:

Reaction: After a battle resolution ends, choose your performing attacking Conqueror Personality at that battlefield: Straighten his unit. It will not bow from the battle's resolution.

CONTRIBUTE: A Personality or Follower contributes Force when its Force is added into its army's total Force. This is part of a battle's resolution, but can also happen when an army's total Force is calculated for other reasons.

CONTROL: You gain control of a card when you bring it into play; only cards in play are said to be "controlled." You will normally keep control of it while it remains in play. There are two exceptions:

- an attachment is always controlled by its Personality's controller;

- a Region is always controlled by its province's owner.

Some effects may change control of a card between players. Immediately after a player successfully takes control of another player's card:

- if the card is a Personality at a battlefield, it goes to the new player's side of the battlefield;
- if the card is an attachment, it is transferred to one of the new player's Personalities at any location who may legally attach it;
- otherwise, it enters the new player's home.

COPY: Some effects may copy a keyword, trait, or stat from one card to another. If a stat is copied, set the copying card's stat to the current value of the copied card's stat (see **Set**, p. 115).

A card will not copy its own text or stats.

COURTIER: Courtier Personalities can be ordered to commit seppuku using an Open action available to all players; see **Seppuku** (p. 114) for details.

CREATED CARDS: Some effects may create cards in addition to the cards included in decks. You may use pieces of paper, face-down spare cards, or other objects to keep track of these. Official proxies for created cards may also be found in L5R booster packs.

If an effect that creates a card gives no value for a stat the card type normally has, that stat's base value is zero. Exception: Created Personalities have a “–” Honor Requirement.

Created attachments and Regions attach to a Personality or province as part of their creation effect. Other cards you create enter play in your home, unless otherwise stated.

When a created card leaves play, remove it from the game.

DEAD, DESTROY: When an effect destroys a Personality, he enters the discard pile in the dead state. Turn the card 90 degrees to the right, or put the card apart from the others in the discard pile, to show this.

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

Exception: If a cost or effect requires you to discard the Imperial Favor, this means that you give up control of the Favor and it becomes uncontrolled.

DISCARDED: The state of a card that is in a discard pile and is not dead.

DISHONOR: Some things can dishonor a Personality, disgracing him in the eyes of Rokugan. Turn the Personality card 180

degrees upside down to show this dishonorable state.

A dishonorable Personality's Personal Honor has a maximum of zero. After a Personality is destroyed while dishonorable, the player who last controlled him loses Honor equal to the Personality's base Personal Honor. A destroyed dishonorable Personality remains dishonorably dead even in the discard pile.

When dishonorable Personalities are involved in gaining one or more points of Honor, the Honor gain does not happen and they are rehonored (restored to honorable status) instead. Specifically, this happens:

- 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.

- Before a player gains Honor from attaching a card to one of his or her dishonorable Personalities.
- Before a player with one or more dishonorable Personalities in his or her army gains Honor from destroying enemy cards in battle resolution. In a tied battle, all dishonorable Personalities in an army are rehonored before being destroyed, and their army's leader gains no Honor.

Do Not, Does Not, Will Not: These phrases in a card effect means that another effect fails to happen.

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

DUEL: A duel is a confrontation that comes from a challenge between two Personalities (see p. 93).

Duel Overview

Players take turns *focusing* up to four times with Fate cards taken from their hand or blindly from the top of the deck. The Personality with the higher Chi (normally) plus total Focus Value of focused cards wins the duel. There may be consequences for the winner and/or loser. Discard the focused cards.

Follow these steps in a duel:

1. The challenged player has the first option to focus or strike; if “A duels B,” then B’s player is the challenged. To focus, you either choose a card from your hand, or take the top card of your Fate deck (without looking), and put it face-down in a special focused cards area in front of you. Focusing is not “playing” the card.

Once a card is in your focused cards area, you may look at it and the other cards

- continued on next page

there. You may not look at another player's face-down focused cards.

If the challenged player focused, the other player then chooses to focus or strike. The players continue to take turns focusing until one of them chooses to strike. A player who has focused four times may not focus any more in that duel (Exception: see **Duelist**, p. 103). Traits and actions used “instead of focusing” count against these four times. A player who can't focus must strike.

2. Once a strike has been called, turn all focused cards face-up. Any traits on focused cards with the special trigger “As a Focus Effect:” resolve. The player whose turn it is chooses the order. Ignore any traits on focused cards that aren't triggered by “As a Focus Effect:”. Abilities on focused cards may not be used.

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3. The duel now resolves. Each player totals the Focus Values of his or her focused cards, and adds his or her Personality's duel stat to this total. The duel stat is Chi unless another stat is given. The higher total wins the duel, and the lower total loses. Further effects may give consequences for the loser or winner.

If the two totals are equal, the duel is a tie; both players lose and take the loser's consequences.

The duel ends when duel resolution ends.

4. Discard all focused cards and end all changes to their Focus Value.

DUELIST: If your Personality in a duel has the Duelist keyword, he has the following advantages:

- If the duel ends in a tie and the other Personality is not a Duelist, the Duelist wins.

- Before Focus Effects resolve, you may discard one of your focused cards and focus one additional card. This happens prior to any Reactions timed to “before Focus Effects resolve.” If two Duelists face each other, the active player does this first.

ELEMENT KEYWORD: One of the five keywords for the mystic elements of Rokugan: Air, Earth, Fire, Water, and Void.

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

ENGAGE: The point in time when a battle begins.

ENTERING-PLAY: An effect that is triggered by its own card entering play.

EXCHANGE: When an effect exchanges two stats, note their current values. Then, simultaneously set each stat to the noted value of the other one.

EXPERIENCED: Some Personality cards have the Experienced keyword, which is sometimes followed by a number representing the Personality's experience level. A Personality with "Experienced" and no number has experience level of one. A Personality without Experienced has experience level zero.

Any number of single Personalities with the same title but different experience levels may be included in a deck.

During the Dynasty Phase, you may bring an Experienced Personality into play normally, or you may overlay him onto one of your Personalities in play with the same title but lower experience level. When you overlay, you do not need to meet Honor Require-

ments or pay costs of entering play, but you do need to meet other requirements and restrictions, including Loyal.

An overlaying card is put on top of its less experienced version without entering play, and the less experienced card is removed from the game. On overlaying, the new card keeps all states, ongoing effects, attachments, and tokens of the old card, and is considered to be the same card.

Some effects on cards may overlay one Personality onto another one who is not a less experienced version, following the above rules.

Experienced cards that are not Personalities follow the Experienced deck construction rules, but do not overlay.

FAIL: When a cost or effect is activated by the game text but does not happen, it fails. This can be because of negation (see

p. 110), other forms of prevention (such as “Will not” wording, see p. 100), or lack of suitable object (for example, “Bow a Shugenja” when no Shugenja are in the game).

Focus, Focus Effect: Terms used in dueling. See **Duel**, p. 100.

“FROM”: Some things check to see if other effects, actions, or targeting come “from” a given source. The source is the card that the effect, action or targeting is printed on, or the rulebook if it is printed there.

There are three exceptions:

- Targeting and destruction by Ranged Attacks and Melee Attacks come from the card that created the Ranged Attack or Melee Attack, not the rulebook.
- A Personality’s destruction for having 0 Chi comes from the effect that last gave the Personality a Chi penalty, or from the rulebook if there was no such effect.

- Effects of traits and abilities given to other cards, copied from other cards, or on created cards, come from the card they are on.

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

HONORABLE: A Personality not in the dishonorable state. "Honorably dead" refers to such a Personality who is dead. See **Dis-honor**, p. 98.

HUMAN: This term refers to a Personality or Follower who does not have the Nonhuman keyword. It is not itself a keyword.

IGNORE: When a cost or requirement is ignored, it is no longer a cost or requirement of whatever you were doing.

INFANTRY: This term refers to a Personality or Follower who does not have the Cavalry keyword. It is not itself a keyword.

KENSAI: A Kensai Personality can attach two Weapons.

LEADER: The Attacker or Defender in a battle. You are the friendly leader; the other player is the enemy leader. This term has greater relevance in multiplayer rules (see **Online Rules**, p. 119).

LOCATION: An area holding cards in play. Each battlefield and each player's home is a separate location.

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

LOYAL: A Personality with the Loyal keyword will not be controlled by a player who does not share a Clan alignment with the Personality.

MAY NOT: This phrase forbids a choice you might make; for example, to target a particular card, assign a unit, or take an action.

Unlike “**Do Not/Will Not**” (p. 100) or **Negate** (p. 110), when something is forbidden with “May Not,” it can’t be chosen in the first place.

MELEE ATTACK: See **Ranged Attacks** (p. 112).

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

NAVAL: The Naval keyword allows you to take the following action available to all players, known as “Naval Invasion”:

Reaction: After engaging, once per battle, if you are the Attacker and your current army has more Naval cards than the side opposing it, choose your performing Naval Personality: You have the first opportunity to take a Battle action, which he must perform.

NEGATE: A negation effect is one that uses a form of the word “negate,” such as “Negate all Force bonuses on him.” While a negation effect lasts, it makes another effect or type of effect fail to happen whenever it would occur. Negation prevents both new effects, and existing ongoing effects, unless it says otherwise.

ON: You can determine whether an ability or effect is “on” a card the same way as whether it is “from” a card. See “**From**”, p .107. However, abilities given to players are “on” the player but are “from” their card or rulebook source.

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

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

OVERLAY: See **Experienced**, p. 105.

OWN: You own all cards that were originally in your play deck and that you brought into play from outside the game, including cards you created. Cards you own can never go into another player's decks or discard piles; they always go to yours instead.

PERFORM: See **Actions**, p. 56.

PERMANENT: A permanent effect refers to an effect whose duration lasts until the end of the game. Permanent effects can still be negated, ended, and changed by other effects.

RANGED ATTACK, MELEE ATTACK: A Ranged Attack represents a military effect that destroys at a distance, such as archers' arrows or a magical fiery bolt. "Ranged X Attack", where X stands for a number, is shorthand for the text "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."

If a Ranged Attack effect ends up being compared against a different stat than Force, compare that stat against the Ranged Attack's strength instead to determine whether the target is destroyed.

The targeting in a Ranged Attack is not required; it happens as effects resolve. This means you do not have to have a valid target for the Ranged Attack to announce a Ranged Attack action (an action with a Ranged Attack as one of its effects).

Melee Attacks are not considered Ranged Attacks but follow the same rules, representing destruction from close-range combat.

RECONNAISSANCE: A special state that a player can have at one or more battlefields. Reconnaissance is granted by effects; for example, "You have Reconnaissance at the current battlefield."

REHONOR: See **Dishonor**, p. 98.

REMOVE FROM THE GAME: When a card is removed from the game, set it aside. It exists outside all areas of the game, and will not come back into the game.

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

SAMURAI: Samurai Personalities can be ordered to commit seppuku using an Open action available to all players; see **Seppuku** (p. 114) for details.

SEARCH: To look through a deck or other area for a card of a specified kind. After you search a deck, you must reshuffle it after you take any card(s) you searched for.

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 the following ability, known as “Ordering Seppuku”:

Open: Any number of times per turn, target a dishonorable Courtier, Samurai, or Shugenja Personality you control: He commits seppuku.

Set: When a stat is set to a particular value, give it a bonus or penalty such that it reaches that value.

Show: To display the face of a face-down card to all other players, then return it to its face-down state.

Shugenja: A person trained in the magic of Rokugan. Only Shugenja Personalities can attach Spell cards. Shugenja Personalities can be ordered to commit seppuku using an Open action available to all players; see **Seppuku** (p. 114) for details.

Singular, Unique: A player will not bring into play or take control of a Singular or Unique card if he or she already controls a Singular or Unique card with the same

title (but see **Experienced**, p. 105). If a player takes control of a unit with a copy of a Singular or Unique attachment he or she already controls, discard the new attachment.

The Unique keyword also restricts deck construction. See **Deck Construction**, p. 89.

“SOUL OF ...”: This is a keyword that includes another, older Personality’s title, showing that the current character is a descendant or disciple of the older character in the present generation. “Soul of” Personalities are equivalent to the older card for deck construction purposes. In a game, you may use the older card as a proxy for the “Soul of” version, but you must inform the other player of any differences in stats or wording between the two.

SWITCH: When an effect switches the locations of two units, each one simultaneously moves to the location of the other. If one

movement is negated, the other one is also negated.

TACTICAL, TACTICIAN: An action with the Tactical keyword may only be performed by a Tactician Personality (see **Performing**, p. 62). Each Tactician may only perform one Tactical action per turn.

All players can take the following Tactical Battle action, known as “Tactical Advantage”. Keep in mind that, due to the above rule, it can only be performed by each individual Tactician once per turn:

Tactical Battle: Any number of times per turn, discard a card and choose your performing Tactician Personality: Give him a Force bonus equal to the Focus Value of the discarded card.

TERRAIN: A Strategy with the Terrain keyword represents the ground on which a battle is fought. Most Terrains have a Battle

ability that puts them into play at the current battlefield if no Terrain is already in play. After a battle ends, discard any Terrain at its battlefield.

TOKEN: A marker in the game. You may use beads, pieces of paper, or other distinct objects as tokens. Tokens may have a keyword (such as Corruption). They may also give a stat bonus or penalty (such as -1C) to whatever they are on. This bonus or penalty is considered to come from the last effect that placed the token on the card or area.

Tokens are not cards. They are removed from the game if the card they are on leaves play.

TRANSFER: To move an attached card or token from one Personality or province to another. You do not need to pay the costs of a transferred card, but you do need to meet any restrictions on attaching.

Online Rules

Visit <http://rules.l5r.com> for errata and comprehensive rules covering rare situations, plus variant rules for 3 or more players, draft, sealed deck and more. Rules questions can be asked and officially answered at the L5R CCG Rules Questions forum (<http://www.alderac.com/forum/>).

UNALIGNED: Refers to a Personality, player, or Stronghold without a Clan alignment. “Unaligned” is not a keyword in its own right.

UNIQUE: See **Singular**, p. 115.

WEAPON: A keyword found on some Items. A Personality can have only one Weapon attached. Exception: See **Kensai**, p. 109.

Turn Sequence

First, read the rules on each of the card types. A turn consists of:

Straighten Phase

Straighten all your bowed cards in play.

Events Phase

Turn up the cards in your provinces, going from left to right. Events resolve and are discarded. Celestials enter play when revealed, discarding your other Celestials. Regions attach to the province (one per province) when revealed. Refill provinces face-down from the Dynasty deck as soon as they become empty.

Action Phase

You can take a Limited or Open action from any of your cards or player abilities, or from Rings and Strategies in your hand. This includes

equipping Spell, Item and Follower cards to Personalities. Each other player going clockwise may take an Open action, then your chance to take a Limited or Open action comes again. This continues until all players pass one after the other.

Attack Phase (optional)

See **Attack Phase Summary**, p. 71 and 122.

Dynasty Phase

Pay Gold for and bring into play face-up Personalities and Holdings in your Provinces, refilling with face-down cards from your Dynasty deck. Holdings enter play bowed. Personalities with your Clan alignment may enter play paying 2 less Gold.

End Phase

Draw a card from your Fate deck, then discard from your hand down to your maximum hand size of eight if it has nine or more cards.

Sequence of Play: Battle

You may declare an attack against another player (the Defender), creating one imaginary battlefield in front of each of the Defender's provinces.

Infantry Maneuvers

You may assign any of your units led by unbowed Personalities to attack at any battlefields. Then, the Defender may assign defending units in the same way.

Cavalry Maneuvers

You may assign any of your Cavalry units (Personality and all Followers Cavalry) to attack. Then the Defender may assign defending Cavalry units.

Battles

You, the Attacker, decide which battlefield to fight at first. Each battle follows this sequence:

- The Defender, then you, may take Battle actions from cards in play or from Rings and Strategies in hand, continuing until both players pass one after the other. A player must con-

trol a unit at the current battlefield to take a Battle action, and any cards (in units) that he targets or chooses as performers must also be at that battlefield, unless the action moves or creates the units there.

- The battle resolves. Add up the Force of all unbowed Personalities and Followers on each side (Items add Force to the Personality whether bowed or unbowed).
- The winning side destroys all cards on the losing side, gaining 2 Honor per card destroyed. (Tied units are all destroyed and the Attacker and Defender each gain 1 Honor per opposing card destroyed).

If the Attacker beat the Defender by an amount of Force greater than the Defender's province's strength, destroy the province. If all the Defender's provinces are gone, he or she loses.

Attacking units return home and bow. They may not move to battlefields again this Attack Phase.

Fight the next battle. When all battles are done, defending units return home.

Player Abilities, Action Phase & General

Equip (Limited)

Limited: Any number of times per turn, choose your performing Personality and target an attachment card in your hand: Attach it to him, paying all costs.

Lobby

Political Limited: If you have higher Family Honor than each other player, bow your performing Personality with 1 Personal Honor or higher: Take the Imperial Favor.

Favor (Limited)

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

Order Seppuku

Open: Any number of times per turn, target a dishonorable Courtier, Samurai, or Shugenja Personality you control: He commits seppuku.

Proclaim

Reaction: After you bring a Personality in your province with your Clan alignment into play without Clan discount, if it is your turn: Gain Honor equal to his base Personal Honor.

Player Abilities Relevant to Battle

Tactical Advantage

Tactical Battle: Any number of times per turn, discard a card and choose your performing Tactician Personality: Give him a Force bonus equal to the Focus Value of the discarded card.

Equip (Battle)

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

Favor (Battle)

Favor Political Battle: Discard the Imperial Favor and target an attacking enemy Personality: Move him home.

Naval Invasion

Reaction: After engaging, once per battle, if you are the Attacker and your current army has more Naval cards than the side opposing it, choose your performing Naval Personality: You have the first opportunity to take a Battle action, which he must perform.

Conquest

Reaction: After a battle resolution ends, choose your performing attacking Conqueror Personality at that battlefield: Straighten his unit. It will not bow from the battle's resolution.

Card Type Icons

EVENTS: Resolve from provinces, then are discarded, in Events Phase.



CELESTIALS: Enter play, discarding all your other Celestials, when revealed.



HOLDINGS: Usually produce Gold, and enter play bowed.



PERSONALITIES: Form basis of units, can attack and defend. Icons show clan affiliation.



CRAB



CRANE



DRAGON



LION



MANTIS



PHOENIX



SCORPION



SPIDER



UNICORN

REGIONS: Attach to province they are in during Events Phase, one per province.



FOLLOWERS: Attach to Personalities, adding Force to unit.



ITEMS: Attach to Personalities, adding Force and Chi to Personality directly.



RINGS: Can be played like Strategies; may enter play from hand when conditions are met.



SPELLS: Attach to Shugenja.



STRATEGIES: Played from hand for one-use effect, then discarded unless they say they enter play.



AIR



EARTH



FIRE



VOID



WATER

Rules-Relevant Keywords

ARMOR: Only one Armor per Personality (p. 93)

CAVALRY: A Cavalry unit (Personality and all Followers are Cavalry) may assign during Cavalry Maneuvers (p. 76).

CLAN ALIGNMENTS: If a Personality has your Clan alignment keyword, you may use Clan discount, Clan allegiance and the Proclaim ability when he enters play (p. 83).

CONQUEROR: May perform Conquest (p. 127).

COURTIER: May be targeted by Order Seppuku (p. 125)

DUELIST: Wins ties in a duel, and may discard a focused card to focus again before Focus Effects resolve. (p. 103)

EXPERIENCED: Affects deck construction; Personalities may overlay a less-experienced version (p. 105).

KENSAI: May attach two Weapons. (p. 108)

LOYAL: May only be brought into play by a player of the Personality's Clan alignment (p. 83)

NAVAL: May perform Naval Invasion (p. 127).

SAMURAI: May be targeted by Order Seppuku (p. 105)

SHUGENJA: May be targeted by Order Seppuku (p. 105); may attach Spells (p. 39) and perform Battle Equip (p. 126)

SINGULAR: Only one copy in play per player (p. 115)

“SOUL OF ...”: Restricts deck construction when using older cards (p. 116)

TACTICIAN: May perform Tactical Advantage (p. 126); may only perform one Tactical action per turn.

TERRAIN: Discarded from play after battle ends (p. 117)

UNIQUE: Only one copy in deck per player (p. 115)

WEAPON: Only one Weapon per Personality (p. 119)

Emperor Checklist

Card #	Name	Clan	Type	Rarity*	
1	Akodo's Guidance		Celestial	F	<input type="checkbox"/>
2	Bayushi's Guidance		Celestial	F	<input type="checkbox"/>
3	Daigotsu's Guidance		Celestial	F	<input type="checkbox"/>
4	Doji's Guidance		Celestial	F	<input type="checkbox"/>
5	Hida's Guidance		Celestial	F	<input type="checkbox"/>
6	Shiba's Guidance		Celestial	F	<input type="checkbox"/>
7	Shinjo's Guidance		Celestial	F	<input type="checkbox"/>
8	Togashi's Guidance		Celestial	F	<input type="checkbox"/>
9	Yoritomo's Guidance		Celestial	F	<input type="checkbox"/>
10	Abandoning the Fortunes		Event	R	<input type="checkbox"/>
11	Alter History		Event	R	<input type="checkbox"/>
12	Benefices of the Emperor		Event	R	<input type="checkbox"/>
13	Boastful Proclamation		Event	U	<input type="checkbox"/>
14	Cherry Blossom Festival		Event	R	<input type="checkbox"/>
15	Cross-Clan Wedding		Event	R	<input type="checkbox"/>
16	Delayed Arrival		Event	C	<input type="checkbox"/>
17	Disgrace		Event	R	<input type="checkbox"/>
18	Glory of the Shogun		Event	R	<input type="checkbox"/>
19	Imperial Gift		Event	R	<input type="checkbox"/>
20	Moon and Sun		Event	R	<input type="checkbox"/>
21	Naoharu's Gift		Event	R	<input type="checkbox"/>
22	Rebuilding the Empire		Event	R	<input type="checkbox"/>
23	Successful Bounty		Event	U	<input type="checkbox"/>
24	Suspicious		Event	R	<input type="checkbox"/>

Card #	Name	Clan	Type	Rarity*	
25	Wisdom Gained		Event	U	<input type="checkbox"/>
26	Akodo's Grave		Holding	C	<input type="checkbox"/>
27	Bamboo Harvesters		Holding	F	<input type="checkbox"/>
28	Border Keep		Holding	F	<input type="checkbox"/>
29	Chugo Seido		Holding	R	<input type="checkbox"/>
30	Copper Mine		Holding	F	<input type="checkbox"/>
31	Deeds and Words		Holding	R	<input type="checkbox"/>
32	Falling Rain Dojo		Holding	U	<input type="checkbox"/>
33	Family Library		Holding	U	<input type="checkbox"/>
34	Fortifications		Holding	C	<input type="checkbox"/>
35	Geisha House		Holding	F	<input type="checkbox"/>
36	Gold Mine		Holding	F	<input type="checkbox"/>
37	Governor's Court		Holding	R	<input type="checkbox"/>
38	Iron Mine		Holding	F	<input type="checkbox"/>
39	Kobune Port		Holding	F	<input type="checkbox"/>
40	Large Farm		Holding	U	<input type="checkbox"/>
41	Luxurious Silk		Holding	R	<input type="checkbox"/>
42	Marketplace		Holding	F	<input type="checkbox"/>
43	Moneylender		Holding	R	<input type="checkbox"/>
44	Prosperous Village		Holding	C	<input type="checkbox"/>
45	Public Records		Holding	C	<input type="checkbox"/>
46	Rugashi Bazaar		Holding	U	<input type="checkbox"/>
47	Shinomen Marsh		Holding	F	<input type="checkbox"/>
48	Shrine to Hachiman		Holding	R	<input type="checkbox"/>
49	Silk Works		Holding	C	<input type="checkbox"/>
50	Silver Mine		Holding	F	<input type="checkbox"/>

Card #	Name	Clan	Type	Rarity*	
51	Small Farm		Holding	C	<input type="checkbox"/>
52	Stables		Holding	F	<input type="checkbox"/>
53	Temples of Gisei Toshi		Holding	R	<input type="checkbox"/>
54	Traveling Peddler		Holding	R	<input type="checkbox"/>
55	Venerable Master		Holding	R	<input type="checkbox"/>
56	Well-Tended Farm		Holding	U	<input type="checkbox"/>
57	Hida Bushotsu	Crab	Personality	C	<input type="checkbox"/>
58	Hida Horu	Crab	Personality	F	<input type="checkbox"/>
59	Hida Kisada	Crab	Personality	F	<input type="checkbox"/>
60	Hida Komatsu	Crab	Personality	R	<input type="checkbox"/>
61	Hida Takeuchi	Crab	Personality	C	<input type="checkbox"/>
62	Hida Watari	Crab	Personality	R	<input type="checkbox"/>
63	Hiruma Nitani	Crab	Personality	U	<input type="checkbox"/>
64	Kaiu Esumi	Crab	Personality	U	<input type="checkbox"/>
65	Kaiu Hideaki	Crab	Personality	R	<input type="checkbox"/>
66	Kaiu Kawachi	Crab	Personality	U	<input type="checkbox"/>
67	Kuni Shinoda	Crab	Personality	C	<input type="checkbox"/>
68	Toritaka Shishido	Crab	Personality	C	<input type="checkbox"/>
69	Yasuki Jekku	Crab	Personality	U	<input type="checkbox"/>
70	Yasuki Tanimura	Crab	Personality	U	<input type="checkbox"/>
71	Yasuki Tono	Crab	Personality	C	<input type="checkbox"/>
72	Asahina Keigo	Crane	Personality	U	<input type="checkbox"/>
73	Asahina Kitiaru	Crane	Personality	R	<input type="checkbox"/>
74	Asahina Michiru	Crane	Personality	U	<input type="checkbox"/>
75	Asahina Yasutora	Crane	Personality	C	<input type="checkbox"/>
76	Daidoji Kenshi	Crane	Personality	C	<input type="checkbox"/>

Card #	Name	Clan	Type	Rarity*	
77	Daidoji Tametaka	Crane	Personality	C	<input type="checkbox"/>
78	Doji Atsumichi	Crane	Personality	U	<input type="checkbox"/>
79	Doji Genshin	Crane	Personality	C	<input type="checkbox"/>
80	Doji Makoto	Crane	Personality	F	<input type="checkbox"/>
81	Doji Shunya	Crane	Personality	U	<input type="checkbox"/>
82	Doji Tatsuki	Crane	Personality	F	<input type="checkbox"/>
83	Kakita Genshi	Crane	Personality	U	<input type="checkbox"/>
84	Kakita Kazan	Crane	Personality	R	<input type="checkbox"/>
85	Kakita Seishi	Crane	Personality	C	<input type="checkbox"/>
86	Kakita Tadanobu	Crane	Personality	R	<input type="checkbox"/>
87	Kitsuki Daisuke	Dragon	Personality	U	<input type="checkbox"/>
88	Kitsuki Kinaro	Dragon	Personality	C	<input type="checkbox"/>
89	Kitsuki Yataku	Dragon	Personality	R	<input type="checkbox"/>
90	Mirumoto Gobashi	Dragon	Personality	C	<input type="checkbox"/>
91	Mirumoto Ichizo	Dragon	Personality	R	<input type="checkbox"/>
92	Mirumoto Katagi	Dragon	Personality	R	<input type="checkbox"/>
93	Mirumoto Reiyu	Dragon	Personality	U	<input type="checkbox"/>
94	Mirumoto Shihei	Dragon	Personality	F	<input type="checkbox"/>
95	Tamori Kusugi	Dragon	Personality	U	<input type="checkbox"/>
96	Tamori Muzu	Dragon	Personality	U	<input type="checkbox"/>
97	Tamori Tomaru	Dragon	Personality	C	<input type="checkbox"/>
98	Togashi Korimi	Dragon	Personality	U	<input type="checkbox"/>
99	Togashi Torazu	Dragon	Personality	F	<input type="checkbox"/>
100	Togashi Tsukagi	Dragon	Personality	C	<input type="checkbox"/>
101	Tsai-tsu	Dragon	Personality	C	<input type="checkbox"/>
102	Akodo Dairuko	Lion	Personality	F	<input type="checkbox"/>

Card #	Name	Clan	Type	Rarity*	
103	Akodo Kano	Lion	Personality	R	<input type="checkbox"/>
104	Akodo Kisho	Lion	Personality	F	<input type="checkbox"/>
105	Akodo Makotai	Lion	Personality	R	<input type="checkbox"/>
106	Akodo Suoh	Lion	Personality	C	<input type="checkbox"/>
107	Ikoma Natsu	Lion	Personality	U	<input type="checkbox"/>
108	Ikoma Shika	Lion	Personality	C	<input type="checkbox"/>
109	Ikoma Shinju	Lion	Personality	U	<input type="checkbox"/>
110	Kitsu Sorano	Lion	Personality	C	<input type="checkbox"/>
111	Kitsu Suki	Lion	Personality	C	<input type="checkbox"/>
112	Kitsu Tamasine	Lion	Personality	U	<input type="checkbox"/>
113	Matsu Arata	Lion	Personality	U	<input type="checkbox"/>
114	Matsu Hachiro	Lion	Personality	C	<input type="checkbox"/>
115	Matsu Hana	Lion	Personality	R	<input type="checkbox"/>
116	Matsu Yuuto	Lion	Personality	U	<input type="checkbox"/>
117	Kitsune Denhei	Mantis	Personality	U	<input type="checkbox"/>
118	Kitsune Gina	Mantis	Personality	U	<input type="checkbox"/>
119	Kitsune Kohaki	Mantis	Personality	C	<input type="checkbox"/>
120	Moshi Madoka	Mantis	Personality	C	<input type="checkbox"/>
121	Moshi Yokohime	Mantis	Personality	U	<input type="checkbox"/>
122	Tsuruchi Isas	Mantis	Personality	C	<input type="checkbox"/>
123	Tsuruchi Kosoko	Mantis	Personality	C	<input type="checkbox"/>
124	Tsuruchi Samuru	Mantis	Personality	R	<input type="checkbox"/>
125	Tsuruchi Tomaru	Mantis	Personality	U	<input type="checkbox"/>
126	Unmei	Mantis	Personality	R	<input type="checkbox"/>
127	Yoritomo Doho	Mantis	Personality	C	<input type="checkbox"/>
128	Yoritomo Hama	Mantis	Personality	R	<input type="checkbox"/>

Card #	Name	Clan	Type	Rarity*	
129	Yoritomo Hiromi	Mantis	Personality	F	<input type="checkbox"/>
130	Yoritomo Nakoshi	Mantis	Personality	F	<input type="checkbox"/>
131	Yoritomo Naoto	Mantis	Personality	U	<input type="checkbox"/>
132	Agasha Ryo	Phoenix	Personality	C	<input type="checkbox"/>
133	Asako Niou	Phoenix	Personality	C	<input type="checkbox"/>
134	Asako Nobunori	Phoenix	Personality	U	<input type="checkbox"/>
135	Asako Rinshi	Phoenix	Personality	C	<input type="checkbox"/>
136	Asako Tsunefusa	Phoenix	Personality	U	<input type="checkbox"/>
137	Asako Ume	Phoenix	Personality	R	<input type="checkbox"/>
138	Asako Yorisada	Phoenix	Personality	U	<input type="checkbox"/>
139	Isawa Kimi	Phoenix	Personality	R	<input type="checkbox"/>
140	Isawa Norimichi	Phoenix	Personality	R	<input type="checkbox"/>
141	Isawa Shunsuko	Phoenix	Personality	C	<input type="checkbox"/>
142	Isawa Tamaki	Phoenix	Personality	F	<input type="checkbox"/>
143	Isawa Tomohiro	Phoenix	Personality	U	<input type="checkbox"/>
144	Shiba Katakun	Phoenix	Personality	C	<input type="checkbox"/>
145	Shiba Sansesuke	Phoenix	Personality	U	<input type="checkbox"/>
146	Shiba Tsukimi	Phoenix	Personality	F	<input type="checkbox"/>
147	Bayushi Hurunayi	Scorpion	Personality	C	<input type="checkbox"/>
148	Bayushi Irezu	Scorpion	Personality	U	<input type="checkbox"/>
149	Bayushi Kahoku	Scorpion	Personality	R	<input type="checkbox"/>
150	Bayushi Manami	Scorpion	Personality	C	<input type="checkbox"/>
151	Bayushi Mitsuo	Scorpion	Personality	F	<input type="checkbox"/>
152	Bayushi Nitoshi	Scorpion	Personality	F	<input type="checkbox"/>
153	Bayushi Rentatsu	Scorpion	Personality	R	<input type="checkbox"/>
154	Bayushi Waru	Scorpion	Personality	U	<input type="checkbox"/>

Card #	Name	Clan	Type	Rarity*	
155	Bayushi Yasashiku	Scorpion	Personality	C	<input type="checkbox"/>
156	Shosuro Kameyoi	Scorpion	Personality	U	<input type="checkbox"/>
157	Shosuro Konishi	Scorpion	Personality	C	<input type="checkbox"/>
158	Shosuro Koshiba	Scorpion	Personality	C	<input type="checkbox"/>
159	Shosuro Rokuta	Scorpion	Personality	U	<input type="checkbox"/>
160	Shosuro Tanzaki	Scorpion	Personality	U	<input type="checkbox"/>
161	Soshi Yorimi	Scorpion	Personality	R	<input type="checkbox"/>
162	Daigotsu Aya	Spider	Personality	R	<input type="checkbox"/>
163	Daigotsu Gyoken	Spider	Personality	F	<input type="checkbox"/>
164	Daigotsu Ishibashi	Spider	Personality	U	<input type="checkbox"/>
165	Daigotsu Kanpeki	Spider	Personality	F	<input type="checkbox"/>
166	Daigotsu Kendo	Spider	Personality	C	<input type="checkbox"/>
167	Daigotsu Matsuda	Spider	Personality	C	<input type="checkbox"/>
168	Daigotsu Misaki	Spider	Personality	U	<input type="checkbox"/>
169	Daigotsu Negishi	Spider	Personality	C	<input type="checkbox"/>
170	Goju Kobashi	Spider	Personality	U	<input type="checkbox"/>
171	Goju Oyoto	Spider	Personality	C	<input type="checkbox"/>
172	Ninube Onchi	Spider	Personality	U	<input type="checkbox"/>
173	Nishimura	Spider	Personality	R	<input type="checkbox"/>
174	Ohaba	Spider	Personality	U	<input type="checkbox"/>
175	Sandayu	Spider	Personality	C	<input type="checkbox"/>
176	Tetsuo	Spider	Personality	R	<input type="checkbox"/>
177	Chuda Niiro		Personality	C	<input type="checkbox"/>
178	Ekichu no Oni		Personality	R	<input type="checkbox"/>
179	Genmyo		Personality	C	<input type="checkbox"/>
180	Nosloc no Oni		Personality	R	<input type="checkbox"/>

Card #	Name	Clan	Type	Rarity*	
181	Otomo Demiyah		Personality	U	<input type="checkbox"/>
182	Qalyar		Personality	C	<input type="checkbox"/>
183	Seppun Washi		Personality	C	<input type="checkbox"/>
184	Suiteiru no Oni		Personality	R	<input type="checkbox"/>
185	Ugulu no Oni		Personality	R	<input type="checkbox"/>
186	Yung		Personality	R	<input type="checkbox"/>
187	Iuchi Shunshi	Unicorn	Personality	R	<input type="checkbox"/>
188	Moto Naleesh	Unicorn	Personality	F	<input type="checkbox"/>
189	Moto Rani	Unicorn	Personality	C	<input type="checkbox"/>
190	Moto Shigeru	Unicorn	Personality	U	<input type="checkbox"/>
191	Moto Shunsuke	Unicorn	Personality	U	<input type="checkbox"/>
192	Moto Taha	Unicorn	Personality	C	<input type="checkbox"/>
193	Moto Tetsuo	Unicorn	Personality	U	<input type="checkbox"/>
194	Shinjo Baeshuko	Unicorn	Personality	C	<input type="checkbox"/>
195	Shinjo Eun-Sahng	Unicorn	Personality	U	<input type="checkbox"/>
196	Shinjo Horibe	Unicorn	Personality	F	<input type="checkbox"/>
197	Shinjo Itao	Unicorn	Personality	C	<input type="checkbox"/>
198	Shinjo Ki-Chang	Unicorn	Personality	R	<input type="checkbox"/>
199	Shinjo Taeken	Unicorn	Personality	C	<input type="checkbox"/>
200	Utaku Ryoko	Unicorn	Personality	U	<input type="checkbox"/>
201	Utaku Tsukiko	Unicorn	Personality	R	<input type="checkbox"/>
202	Blighted Region		Region	R	<input type="checkbox"/>
203	Kaiu Village		Region	R	<input type="checkbox"/>
204	Plains of Otsan Uchi		Region	R	<input type="checkbox"/>
205	Refuge of the Three Sisters		Region	U	<input type="checkbox"/>

Card #	Name	Clan	Type	Rarity*	
206	Ten Thousand Temples		Region	U	<input type="checkbox"/>
207	Apprentice Shinobi		Follower	U	<input type="checkbox"/>
208	Asahina House Guard		Follower	F	<input type="checkbox"/>
209	Asako House Guard		Follower	F	<input type="checkbox"/>
210	Bandit Gang		Follower	C	<input type="checkbox"/>
211	Goju House Guard		Follower	F	<input type="checkbox"/>
212	Hiruma Sniper		Follower	U	<input type="checkbox"/>
213	Ikiryo		Follower	C	<input type="checkbox"/>
214	Ikoma House Guard		Follower	F	<input type="checkbox"/>
215	Kaiu House Guard		Follower	F	<input type="checkbox"/>
216	Khol Regulars		Follower	U	<input type="checkbox"/>
217	Legion of Pain		Follower	R	<input type="checkbox"/>
218	Moto House Guard		Follower	F	<input type="checkbox"/>
219	Outriders		Follower	C	<input type="checkbox"/>
220	Shinjo's Children		Follower	C	<input type="checkbox"/>
221	Soshi House Guard		Follower	F	<input type="checkbox"/>
222	Stalking Tiger		Follower	R	<input type="checkbox"/>
223	Tamori House Guard		Follower	F	<input type="checkbox"/>
224	Tsuruchi House Guard		Follower	F	<input type="checkbox"/>
225	Utaku Elite Guard		Follower	U	<input type="checkbox"/>
226	Veteran Advisor		Follower	R	<input type="checkbox"/>
227	Veteran Skirmishers		Follower	C	<input type="checkbox"/>
228	Village Guardian		Follower	C	<input type="checkbox"/>
229	Armor of the Heavens		Item	R	<input type="checkbox"/>
230	Blade of Perfection		Item	C	<input type="checkbox"/>

Card #	Name	Clan	Type	Rarity*	
231	Chrysanthemum Blossom		Item	C	<input type="checkbox"/>
232	Clan Standard		Item	R	<input type="checkbox"/>
233	Gift Armor		Item	R	<input type="checkbox"/>
234	Kensai's Blade		Item	C	<input type="checkbox"/>
235	Maga-yari		Item	C	<input type="checkbox"/>
236	Modifications		Item	R	<input type="checkbox"/>
237	Reserve Weapon		Item	U	<input type="checkbox"/>
238	Sasumata		Item	R	<input type="checkbox"/>
239	Spiked Tetsubo		Item	C	<input type="checkbox"/>
240	Tsuruchi Daikyu		Item	U	<input type="checkbox"/>
241	Ring of Air		Ring	U	<input type="checkbox"/>
242	Ring of Earth		Ring	U	<input type="checkbox"/>
243	Ring of Fire		Ring	U	<input type="checkbox"/>
244	Ring of the Void		Ring	U	<input type="checkbox"/>
245	Ring of Water		Ring	U	<input type="checkbox"/>
246	Capturing the Soul		Spell	R	<input type="checkbox"/>
247	Chikushudo's Trickery		Spell	R	<input type="checkbox"/>
248	Cleansing the Path		Spell	U	<input type="checkbox"/>
249	Conflagration		Spell	U	<input type="checkbox"/>
250	Consecration		Spell	R	<input type="checkbox"/>
251	Contemplate the Void		Spell	C	<input type="checkbox"/>
252	Hanabi		Spell	R	<input type="checkbox"/>
253	I Give You My Name		Spell	R	<input type="checkbox"/>
254	Obscured Pathways		Spell	U	<input type="checkbox"/>
255	Scouring Flood		Spell	C	<input type="checkbox"/>

Card #	Name	Clan	Type	Rarity*	
256	Seeking the Way		Spell	R	<input type="checkbox"/>
257	Summon Swamp Spirits		Spell	U	<input type="checkbox"/>
258	The Kami's Blessing		Spell	U	<input type="checkbox"/>
259	Thunder's Favor		Spell	U	<input type="checkbox"/>
260	Unnatural Flood		Spell	R	<input type="checkbox"/>
261	Walking the Way		Spell	U	<input type="checkbox"/>
262	Warded Paths		Spell	U	<input type="checkbox"/>
263	A Forefather's Vengeance		Strategy	U	<input type="checkbox"/>
264	A Paragon's Strength		Strategy	R	<input type="checkbox"/>
265	A Pure Stroke		Strategy	C	<input type="checkbox"/>
266	A Stain Cleansed		Strategy	R	<input type="checkbox"/>
267	A Time for Mortal Men		Strategy	C	<input type="checkbox"/>
268	Ambush		Strategy	R	<input type="checkbox"/>
269	Ancestral Protection		Strategy	R	<input type="checkbox"/>
270	Aramoro's Promise		Strategy	U	<input type="checkbox"/>
271	At Any Cost		Strategy	R	<input type="checkbox"/>
272	Awed Witness		Strategy	R	<input type="checkbox"/>
273	Back to the Front		Strategy	C	<input type="checkbox"/>
274	Bad Karma		Strategy	R	<input type="checkbox"/>
275	Banish All Doubt		Strategy	R	<input type="checkbox"/>
276	Bend like a Reed		Strategy	C	<input type="checkbox"/>
277	Besieged		Strategy	R	<input type="checkbox"/>
278	Blind Rage		Strategy	U	<input type="checkbox"/>
279	Block Supply Lines		Strategy	C	<input type="checkbox"/>
280	Breath of the Heavens		Strategy	U	<input type="checkbox"/>
281	Burn the Towers		Strategy	C	<input type="checkbox"/>

Card #	Name	Clan	Type	Rarity*	
282	Caught in the Act		Strategy	R	<input type="checkbox"/>
283	Caught Unawares		Strategy	R	<input type="checkbox"/>
284	Confusion at Court		Strategy	C	<input type="checkbox"/>
285	Control the Field		Strategy	C	<input type="checkbox"/>
286	Dangerous Indulgence		Strategy	R	<input type="checkbox"/>
287	Deadly Orders		Strategy	C	<input type="checkbox"/>
288	Deception Revealed		Strategy	U	<input type="checkbox"/>
289	Duel of Serpents		Strategy	U	<input type="checkbox"/>
290	Encircled Terrain		Strategy	C	<input type="checkbox"/>
291	Extended Maneuvers		Strategy	C	<input type="checkbox"/>
292	Face of Ninube		Strategy	C	<input type="checkbox"/>
293	Fall Back!		Strategy	C	<input type="checkbox"/>
294	Falling Leaf Strike		Strategy	C	<input type="checkbox"/>
295	Feign Death		Strategy	R	<input type="checkbox"/>
296	Fields of Mercy		Strategy	R	<input type="checkbox"/>
297	Final Confrontation		Strategy	U	<input type="checkbox"/>
298	Flooded Pass		Strategy	C	<input type="checkbox"/>
299	Focus		Strategy	R	<input type="checkbox"/>
300	Footsteps of Madness		Strategy	R	<input type="checkbox"/>
301	Fortitude		Strategy	U	<input type="checkbox"/>
302	Gold and Steel		Strategy	U	<input type="checkbox"/>
303	Guided by Honor		Strategy	U	<input type="checkbox"/>
304	Hard Pressed		Strategy	U	<input type="checkbox"/>
305	He's Mine!		Strategy	C	<input type="checkbox"/>
306	Heart of Rokugan		Strategy	C	<input type="checkbox"/>
307	Heavily Engaged		Strategy	C	<input type="checkbox"/>

Card #	Name	Clan	Type	Rarity*	
308	Hidden Defenses		Strategy	C	<input type="checkbox"/>
309	Hundred-Fold Cut		Strategy	U	<input type="checkbox"/>
310	Immovable Object		Strategy	R	<input type="checkbox"/>
311	In the Heart of Battle		Strategy	C	<input type="checkbox"/>
312	Incapacitated		Strategy	C	<input type="checkbox"/>
313	Inexplicable Challenge		Strategy	R	<input type="checkbox"/>
314	Inspired Devotion		Strategy	U	<input type="checkbox"/>
315	Introspection		Strategy	R	<input type="checkbox"/>
316	Knife in the Darkness		Strategy	U	<input type="checkbox"/>
317	Martial Instruction		Strategy	R	<input type="checkbox"/>
318	Meeting the Keepers		Strategy	R	<input type="checkbox"/>
319	Murderous Intent		Strategy	U	<input type="checkbox"/>
320	My Enemy's Mercy		Strategy	R	<input type="checkbox"/>
321	Mysterious Deaths		Strategy	R	<input type="checkbox"/>
322	Nerve Strike		Strategy	U	<input type="checkbox"/>
323	Ninja Tricks		Strategy	U	<input type="checkbox"/>
324	No Hiding Place		Strategy	C	<input type="checkbox"/>
325	Ogre Savagery		Strategy	C	<input type="checkbox"/>
326	One Koku		Strategy	C	<input type="checkbox"/>
327	Opportunistic Advance		Strategy	U	<input type="checkbox"/>
328	Oyo's Second Lesson		Strategy	U	<input type="checkbox"/>
329	Paid Off		Strategy	C	<input type="checkbox"/>
330	Plans Within Plans		Strategy	R	<input type="checkbox"/>
331	Prepared for Death		Strategy	C	<input type="checkbox"/>
332	Preserving Honor		Strategy	R	<input type="checkbox"/>
333	Relentless Conviction		Strategy	R	<input type="checkbox"/>

Card #	Name	Clan	Type	Rarity*	
334	Remember Your Ancestors		Strategy	C	<input type="checkbox"/>
335	Rend the Soul		Strategy	R	<input type="checkbox"/>
336	Retribution		Strategy	U	<input type="checkbox"/>
337	Rhetoric		Strategy	C	<input type="checkbox"/>
338	Rumors Travel		Strategy	R	<input type="checkbox"/>
339	Sacrifice of Pawns		Strategy	R	<input type="checkbox"/>
340	Sanctioned Duel		Strategy	R	<input type="checkbox"/>
341	Selfless Defense		Strategy	C	<input type="checkbox"/>
342	Shadows Walk		Strategy	U	<input type="checkbox"/>
343	Shameful Injury		Strategy	C	<input type="checkbox"/>
344	Snake Tattoo		Strategy	U	<input type="checkbox"/>
345	Sneak Attack		Strategy	R	<input type="checkbox"/>
346	Sniping		Strategy	U	<input type="checkbox"/>
347	Solid Defense		Strategy	R	<input type="checkbox"/>
348	Soul's Sacrifice		Strategy	C	<input type="checkbox"/>
349	Spinning Heel Kick		Strategy	C	<input type="checkbox"/>
350	Stay Put		Strategy	C	<input type="checkbox"/>
351	Steel on Steel		Strategy	C	<input type="checkbox"/>
352	Strategic Strike		Strategy	R	<input type="checkbox"/>
353	Strength in Terror		Strategy	U	<input type="checkbox"/>
354	Strength of Purity		Strategy	C	<input type="checkbox"/>
355	Summoned to Justice		Strategy	U	<input type="checkbox"/>
356	Superior Opponent		Strategy	C	<input type="checkbox"/>
357	Surprise Attack		Strategy	C	<input type="checkbox"/>
358	Tell the Tale		Strategy	C	<input type="checkbox"/>

Card #	Name	Clan	Type	Rarity*	
359	The Compassion of the Unicorn		Strategy	F	<input type="checkbox"/>
360	The Courage of the Mantis		Strategy	F	<input type="checkbox"/>
361	The Courtesy of the Crane		Strategy	F	<input type="checkbox"/>
362	The Duty of the Crab		Strategy	F	<input type="checkbox"/>
363	The Empress' Address		Strategy	R	<input type="checkbox"/>
364	The Fires of War		Strategy	R	<input type="checkbox"/>
365	The Height of Courage		Strategy	C	<input type="checkbox"/>
366	The Honesty of the Phoenix		Strategy	F	<input type="checkbox"/>
367	The Honor of the Lion		Strategy	F	<input type="checkbox"/>
368	The Law's Strength		Strategy	U	<input type="checkbox"/>
369	The Light of Justice		Strategy	U	<input type="checkbox"/>
370	The Loyalty of the Scorpion		Strategy	F	<input type="checkbox"/>
371	The Power of a Word		Strategy	U	<input type="checkbox"/>
372	The Power of One		Strategy	U	<input type="checkbox"/>
373	The Serpent's Deception		Strategy	U	<input type="checkbox"/>
374	The Shadow Court		Strategy	U	<input type="checkbox"/>
375	The Sincerity of the Dragon		Strategy	F	<input type="checkbox"/>
376	The Slow Death		Strategy	R	<input type="checkbox"/>
377	The Strength of the Spider		Strategy	F	<input type="checkbox"/>
378	The Trap is Sprung!		Strategy	R	<input type="checkbox"/>

Card #	Name	Clan	Type	Rarity*	
379	Torch's Flame Flickers		Strategy	C	<input type="checkbox"/>
380	Treachery and Deceit		Strategy	U	<input type="checkbox"/>
381	Twist of Fate		Strategy	R	<input type="checkbox"/>
382	Undetectable Enemy		Strategy	U	<input type="checkbox"/>
383	Unimpeachable Name		Strategy	U	<input type="checkbox"/>
384	Unseen Assailant		Strategy	U	<input type="checkbox"/>
385	Useful Connections		Strategy	R	<input type="checkbox"/>
386	Veiled Menace		Strategy	U	<input type="checkbox"/>
387	Vigilant Eyes		Strategy	C	<input type="checkbox"/>
388	Wall of Honor		Strategy	R	<input type="checkbox"/>
389	Well Prepared		Strategy	C	<input type="checkbox"/>
390	White Shore Plain		Strategy	U	<input type="checkbox"/>
391	Words Have Strength		Strategy	U	<input type="checkbox"/>
392	Carpenter Castle	Crab	Stronghold	F	<input type="checkbox"/>
393	Halls of the Forgotten	Crab	Stronghold	F	<input type="checkbox"/>
394	Kyuden Hida	Crab	Stronghold	F	<input type="checkbox"/>
395	Yasuki Palaces	Crab	Stronghold	F	<input type="checkbox"/>
396	Hidden Falls Dojo	Crane	Stronghold	F	<input type="checkbox"/>
397	Kyuden Otomo	Crane	Stronghold	F	<input type="checkbox"/>
398	Shinden Asahina	Crane	Stronghold	F	<input type="checkbox"/>
399	The Aerie	Crane	Stronghold	F	<input type="checkbox"/>
400	Dragon's Breath Castle	Dragon	Stronghold	F	<input type="checkbox"/>
401	Foothills Keep	Dragon	Stronghold	F	<input type="checkbox"/>
402	Pillars of Virtue	Dragon	Stronghold	F	<input type="checkbox"/>
403	Watchful Eye Dojo	Dragon	Stronghold	F	<input type="checkbox"/>
404	Eternal Victory Dojo	Lion	Stronghold	F	<input type="checkbox"/>

Card #	Name	Clan	Type	Rarity*	
405	Halls of Memory	Lion	Stronghold	F	<input type="checkbox"/>
406	Shamate Keep	Lion	Stronghold	F	<input type="checkbox"/>
407	The Golden Plains	Lion	Stronghold	F	<input type="checkbox"/>
408	Kalani's Landing	Mantis	Stronghold	F	<input type="checkbox"/>
409	Koshin Keep	Mantis	Stronghold	F	<input type="checkbox"/>
410	Kyuden Kitsune	Mantis	Stronghold	F	<input type="checkbox"/>
411	Suitengu's Torch	Mantis	Stronghold	F	<input type="checkbox"/>
412	Library of Rebirth	Phoenix	Stronghold	F	<input type="checkbox"/>
413	Shiro Shiba	Phoenix	Stronghold	F	<input type="checkbox"/>
414	Temple of Purity	Phoenix	Stronghold	F	<input type="checkbox"/>
415	Waystation of the Path	Phoenix	Stronghold	F	<input type="checkbox"/>
416	Law of Darkness Dojo	Scorpion	Stronghold	F	<input type="checkbox"/>
417	Midday Shadow Court	Scorpion	Stronghold	F	<input type="checkbox"/>
418	Shiro Chugo	Scorpion	Stronghold	F	<input type="checkbox"/>
419	The Otoro Estate	Scorpion	Stronghold	F	<input type="checkbox"/>
420	Keep of the Dead	Spider	Stronghold	F	<input type="checkbox"/>
421	Steel Soul Dojo	Spider	Stronghold	F	<input type="checkbox"/>
422	The Shadow's Lair	Spider	Stronghold	F	<input type="checkbox"/>
423	The Spider's Web	Spider	Stronghold	F	<input type="checkbox"/>
424	Palace of the Breaking Dawn		Stronghold	R	<input type="checkbox"/>
425	Journey's End Keep	Unicorn	Stronghold	F	<input type="checkbox"/>
426	Plains of the Maiden	Unicorn	Stronghold	F	<input type="checkbox"/>
427	The Khan's Estate	Unicorn	Stronghold	F	<input type="checkbox"/>
428	The Temple of Death	Unicorn	Stronghold	F	<input type="checkbox"/>

***Rarity:** **F** = Fixed **C** = Common **U** = Uncommon **R** = Rare