

## LEGEND OF THE FIVE RINGS (L5R) : STRATEGIC RULES FORMAT :

### **Overview:**

In Strategic L5R, a war game element is added to the standard CCG play as players take the roles of Shireikan (generals) and Daimyo (leaders) guiding their armies in the struggle to increase the territories and influence of their Clan. Daimyo move their armies across a War Map of Rokugan and the Shireikan fight the battles on the Battlefield. You work, and win, as a Clan.

### **Roles:**

Everyone has a different, yet vitally important role to play in Strategic L5R in order to ensure victory for your Clan. These roles are

- Shogun – The Shogun is the game master. He or she takes the Daimyos' orders and acts as a referee, settling any dispute. The Shogun is usually the event organizer. The Shogun's rulings are final.
- Daimyo – The Daimyo is the leader of the Clan. They make the decisions about where to move their armies and they negotiate with other Daimyo to make alliances. The Daimyo is not allowed on the Battlefield where the games are being played, he or she remains in the War Room. Each Clan has 1 Daimyo.
- Shireikan – The Shireikan are the generals controlling the armies and will be playing the CCG in order to determine the outcome of the battles on the Battlefield. Shireikan are not allowed in the War Room. Each Clan has an equal number of armies. The recommended number is three or more.

### **Setup:**

The War Map is divided into provinces, three for each Clan, and three for unaligned. At the beginning of the game, each Clan controls its home provinces, indicated by their corresponding color. The players from each Clan decide among themselves who will be their Daimyo. The Daimyo will have time to examine the War Map and initiate negotiations before submitting their orders for the first turn. Daimyo begin the game with one Dynasty and one Fate card.

Daimyo will also set up a Shireikan roster. This is a specific order that once set does not change, and determines when your Shireikan enter fights. For example, if you have six Shireikan and set up their order as Bob, Cindy, Heather, Maxime, Jose, and Frank, then the first Shireikan to fight would be Bob, then Cindy, then Heather, and so on. In this way, all players on your team take turns and get to play. This also allows for each clan to have a different number of Shireikan, as long as they have the same amount of armies.

## **Turns:**

The game is divided into 15 turns, with each turn lasting 15 minutes. After the final turn, games will be given an additional 15 minutes to resolve.

Before the end of each turn, each Daimyo submits their Turn Orders for their armies for next turn to the Shogun. Once submitted to the Shogun, a Turn Order may not be changed. There will then be a 5-minute window (in between turns) where the Shogun will process the Turn Orders.

These orders will indicate clearly if they are going to spend any Koku, play zero to two cards (no more than two cards may be played a turn), which armies are moving and where, as well as all spaces they are moving through (e.g. Lion 1: 20, 19 or Crane 3: SC1, 35). Armies may move up to two provinces per turn. Each army has kobunes and may travel over water spaces as if they were standard land spaces. An army may not move across mountains or walls unless there is a pass. Armies may ford rivers freely. Armies involved in battle that have movement orders submitted Retreat from battlefield, inflicting Honor and Glory losses on their Clan. If there is any conflict with a Daimyo's movement orders, they may choose in which order their armies move.

An army could try and Block your movement, even after your first step, so be wary of moving through enemy provinces! These orders will be submitted on numbered cards. The lower the number, the faster your orders resolve. In the case of a tie, roll a die. The high roll determines who acts first. This order determines who acts first in any timing conflict throughout the turn.

A province may not hold more than four armies at a time. If a fifth army attempts to move into the province, its movement stops at its last legal move. An army that wishes to remain where it is may either submit a movement order naming the province it is already in or submit no movement order at all. An army that does not have a movement order submitted by the end of turn deadline or that submits an illegal or unclear movement order, stays in its current province next turn.

## **Blocking:**

An army not in battle may attempt to Block another army from leaving a province they are in together. Daimyo are responsible for making the decision about whether their armies will attempt to Block and are responsible for identifying such Blocking opportunities when the other army attempts to leave.

When the attempted Block is declared, the Daimyo of the blocked army may allow it to succeed automatically or may attempt to evade. If the target army is attempting to evade, the blocker rolls a d10 and successfully Blocks on a roll of 7 or greater.

If the Block is unsuccessful, the evading army completes its move. If the Block is successful, the blocked army remains in the province it was attempting to move from and neither army may move again that turn. An army involved in battle may not Block.

## **Battle:**

### *Engage*

At the beginning of any turn a battle may occur in a province containing armies of different Clans. Only one battle at a time occurs in a given province with all involved armies fighting the same battle.

A maximum of four armies may be involved in each battle. Once a battle has four armies, no more armies may join, even if one of the four armies leaves the battle.

### *Combat*

If a battle occurs in a province, the Shireikan involved commence a regular game of L5R to determine the outcome. If the game is multiplayer, seating is determined randomly. A battle continues until it is resolved by a player's victory, across multiple turns if necessary. A battle ends if the only players remaining are from the same Clan. There is no time limit on a game.

All defeated players are eliminated from the game are removed from the War Map, waiting their opportunity to Reform.

Players who have the same Daimyo are considered the same player for purposes of illegal targeting. For example, if a card reads "Open: Target another player. You and that player each draw a card", you could not target a player who has the same Daimyo as you. However, their cards are not considered your cards, so you could not target their Personality with a card that reads "Battle: Target your Personality".

New armies may join a battle already in progress at the beginning of a turn if they enter an embattled province. The current player finishes his turn and then the game is frozen. All newly arrived armies are seated randomly to the left of the player who just finished his turn. **Simultaneously, each new player has two quick production turns, during which they only have a Straighten, Events, Dynasty and End Phase. During these production turns other players, and their cards, may not be targeted. These players start with their Bamboo Harvester in play.** Play then proceeds normally again starting with the rightmost of the new players.

### Suing for Peace

A battle end at any time before there is a victory but only if all Daimyo involved Sue for Peace, alerting the Shogun. The battle ends without resolution.

### The Karo

During the combats, Shireikan who are not currently engaged in battle take on the role of Karo, messengers gathering vital information from the Battlefield and relaying it to their Daimyo. As with a normal game, the Karo is not allowed to give play advice on the game at hand. However they can, and should, be asking lots of questions. Are you winning or losing? How confident are you with this? How much longer do you think the game will last? Can you hold out until the next turn for reinforcements? Do you need to retreat? These are the types of data points a Karo should be gathering to report back to the Daimyo, so a decision can be made for each game. The Daimyo and Karo may confer over the best course of action.

### Breach of Etiquette

Violations of the Floor Rules may invoke a Breach of Etiquette, incurring an Honor loss for the Clan, as deemed appropriate by the Shogun. Breaches of Etiquette include, but are not limited to; Stalling, Karos advising games in progress, cheating, illegal decks, Daimyo and Shireikan physically being in game areas they are not allowed to be in, and more. If you feel another player is committing a Breach of Etiquette, inform a judge or the Shogun.

## **Reforming:**

A destroyed army may return to the game on the next turn, in a Castle controlled by its Clan. When the Turn Order is submitted, submit a Reform Order for that army. It may not move that turn, while its soldiers regroup.

## **Province Control:**

A key aspect of the game is province control. Conquering and controlling provinces will gain you Koku and, when the game ends, Victory Points. At the end of a turn, if your Clan is the only army present in a province, you take control of it, removing any Castles belonging to another Clan from the province and add a marker to the province, indicating that the Castle is now yours. If the province is another clan's Home Province, you must have two armies, instead of one, there to capture it. You do not need to keep a Shireikan at the Castle to maintain control, though an undefended Castle is easier to take...

## **Koku:**

At the beginning of each turn, including the first turn, all Daimyo collect Koku. The amount of Koku is located on each province of the War Map. Daimyo gain Koku equal to the Koku they control on the War Map. The amount of Koku a Daimyo has is public knowledge. Koku may be traded in when you submit Turn Orders for any of the following benefits

- Draw a Fate card – 6 Koku
- Draw a Dynasty card – 4 Koku
- Increase one army's movement by one (once per turn per army) – 3 Koku
- Kharmic – Discard a Fate or Dynasty card and draw a new one – 2 Koku

Cards, unless specified otherwise, are submitted with Turn Orders.

## **Alliances:**

Players are permitted and even encouraged to negotiate agreements or treaties with other Clans for specific strategic goals. These may take any form the negotiators desire, and may include the transferring of resources—such as Koku or cards—between players. Such agreements are often open to interpretation and cannot be consistently and fairly adjudicated and enforced under the rules. All players are advised to enter such agreements with caution.

## **Honor and Glory:**

A Clan may gain or lose Honor and Glory for its actions in court or on the battlefield. All Clans start with five Honor and Glory. A Clan may have a negative Honor and/or Glory total.

Shireikan eliminates a player as the Attacker (even if it is in a Multiplayer game and doesn't directly result in victory)	+1 Glory to the Attacker
Shireikan wins a Military victory	+1 Glory
Shireikan eliminates a player by dishonor (e.g. directly causes an honor loss which puts dishonor player	+1 Honor to the

an opponent to –20 honor or below which results in the player being eliminated)	
Shireikan wins a Dishonor victory	+1 Honor
Shireikan wins an Honor or Enlightenment victory	+1 Honor, +1 Honor per opponent left in the game
A Shireikan prays at a Shrine, ending the turn alone on a Shrine province	+1 Honor
Shireikan is eliminated from a game	-1 Glory
Shireikan Retreats (the penalties for Retreating are in addition to the penalties for being eliminated)	-1 Honor
Breach of Etiquette	-2 Honor

### **Victory Points:**

The Clan with the most Victory Points at the end of the game is the winner. Victory points are calculated as follows:

- 1 Victory Point for each Honor
- 1 Victory Point for each Glory
- 1 Victory Point for each point of Koku on the War Map you control

### **Glossary:**

-Battlefield: The room where the Shireikan fight their battles. Daimyo are not allowed on the Battlefield.

-Block: Daimyo may try and Block other Daimyo's movements. See Blocking.

-Breach of Etiquette: A rules infraction resulting in an Honor loss.

-Castle: A marker on the War Map indicating who controls the province.

-Clan: A Clan is comprised of all team members of one faction.

-Daimyo: The Daimyo is the leader of the Clan. They make the decisions about where to move their armies and they negotiate with other Daimyo to make alliances. The Daimyo is not allowed on the Battlefield where the games are being played, he or she remains in the War Room. Each Clan has 1 Daimyo.

-Home Provinces: The provinces controlled by a Clan when the game begins.

-Karo: The Karo is the messenger, relaying orders from the Daimyo to the Shireikan, and vice versa. The Karo is the only person allowed in both the War Room and on the Battlefield.

-Koku: Koku can be collected and spent for various benefits.

-Provinces: Spaces on the War Map.

-Reform: When an army is destroyed, it Reforms in one of its Clan's Castles when your following turn begins. An army may not move on the turn it Reforms.

-Retreat: A Shireikan who is ordered to Retreat leaves his game immediately and is treated as having been eliminated from the game.

-Shireikan: The Shireikan are the generals controlling the armies and will be playing the CCG in order to determine the outcome of the battles on the Battlefield. Shireikan are not allowed in the War Room, unless they are acting as the Karo.

-Shogun: The Shogun is the game master. They take the Daimyos' orders and acts as a referee, settling any dispute. The Shogun's rulings are final.

-Turn Orders: A Daimyos' submission detailing the following turn's moves.

-War Map: The map in the War Room where pieces are moved around.

-War Room: The room where the War Map is stored.

### **Appendix A – Turn Sequence:**

#### Pre-turn sequence

- The Shogun reveals and resolves Turn Orders, first resolving purchases, then resolving cards, then resolving movement
- Turn sequence
- Daimyo collect Koku
- Battles commence, continue, and possibly resolve
- Daimyo discuss strategies with their Karo, alliances with other Daimyo, etc
- Turn Orders are submitted for the next turn

### **Appendix B – Tips :**

- Try not to get tied up in prolonged battles. While you are fighting someone else could be sweeping through your other provinces.
- Coordinate with you teammates. This is a group effort, and it is easy for a coordinated force to pick off lone armies.
- Be patient. This is an unusual format and there will be times when things bog down, your patience with the Shogun and other players is much appreciated.
- The order in which you act matters. There is value in being the first to act, the last to act, and in between. By acting first, you may try and Block an enemy army, or be the fourth army to a battle. By acting last, you may be able to move into a province after another clan leaves, taking control of the Castle without a fight.

- There is value in fighting. Much of the game's Honor and Glory comes from fighting, and winning, battles. Make sure not to shy away from fights.
- There is value in alliances. Making alliances with other Daimyo can lead to many mutually beneficial situations. Just remember that alliances aren't binding...
- Breaches of Etiquette are real. They will be enforced and can be quite painful. Do not risk a Breach of Etiquette.