

Rulebook

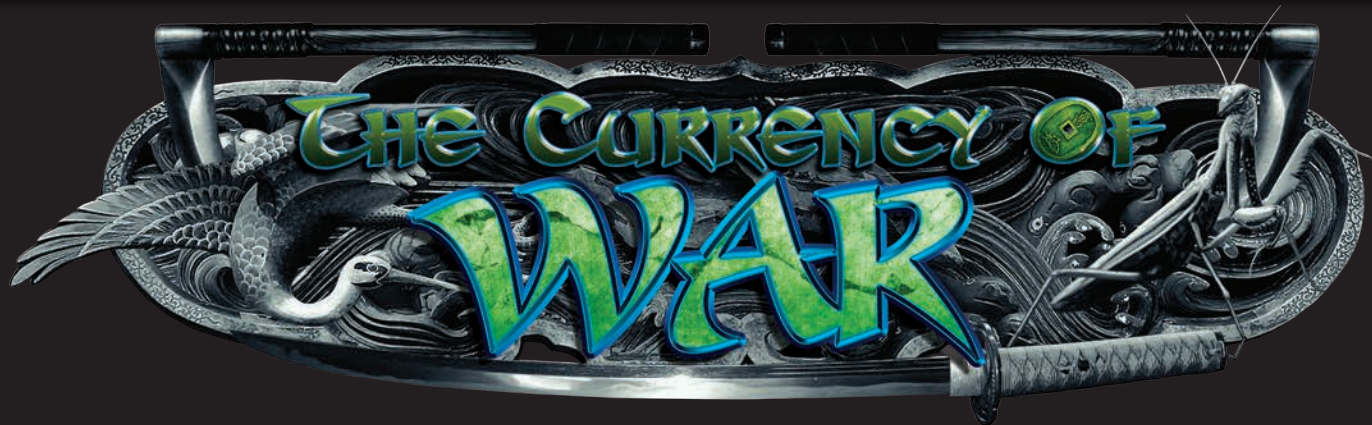


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What is Legend of the Five Rings (L5R)?

- **A Collectible Card Game:** Players each build a customized deck representing one of the nine Great Clans of the Empire of Rokugan, and fight head-to-head for dominance, using strategies of war, intrigues of honor, and the powers of the five mystic elements!
- **A Story:** Told through the text on cards, through fiction on www.l5r.com, and through an upcoming novel, the epic tale of the Great Clans in conflict has been going on since 1995. Unlike any other game, the course of the fictional story is influenced by player choices and tournament victories in the real world.
- **A Community:** Whether meeting friends at local stores, discussing story and strategy on internet forums, or crossing continents and oceans to compete at national and world events, L5R has a fan community like no other game. Players' choices in official events influence the course of the story. Some tournament winners even get their name on the cards!

Welcome to the world of Legend of the Five Rings! This Learn to Play set is designed to teach you the basics of this strategic collectible card game. Step by step, you'll play through a game between two pre-arranged decks representing the elegant but deadly Crane Clan and the rough-and-ready Mantis Clan.

Make sure to also visit www.l5r.com to learn about the other Clans of the game, watch tutorial videos, and much more!

Setting Up

Each player has two decks – black-backed Dynasty cards and green-backed Fate cards – plus a Stronghold card with two sides, one for going first (black border) and one for going second (white border).



**Stronghold
When Starting**



**Stronghold When
Going Second**

After you remove the packaging, **don't shuffle the decks!** They need to be in their original order if you are playing the learning game. If the cards get out of order, you can sort each deck back to the way it was, using the numbers on the bottom right of each card. Each deck starts with card number

1 on top and goes downward in numerical order.

You will also find some booster packs, and player aid cards (one for each player). Set these aside for now. Your two-sided Stronghold card is on top of your Dynasty deck (card number 0). This card does not go in the decks. You begin with it in play, face-up in front of you, to the left. Which side is used depends on whether you go first or second, which we'll determine soon. For now, put either side face-up.

Step By Step

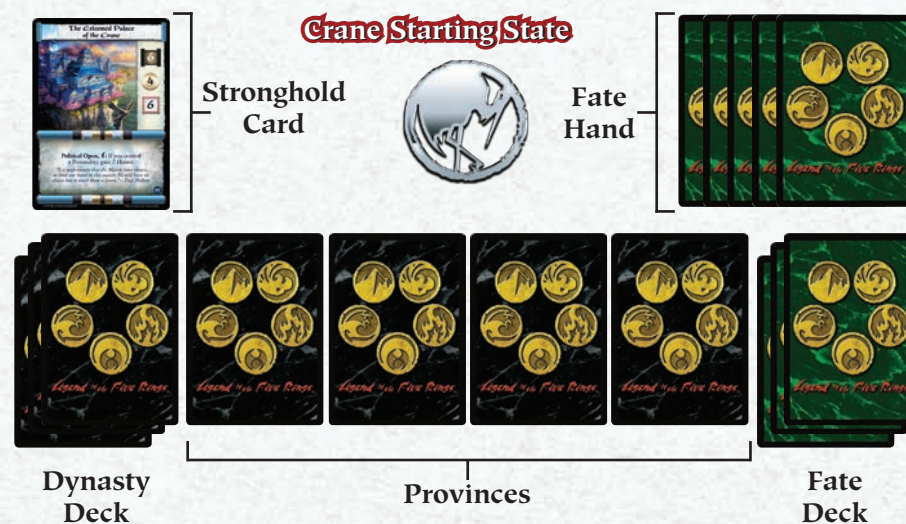
We recommend that you start by playing through the teaching game, either with a friend or taking both sides yourself. If you see words or numbers on the cards that haven't been explained so far, don't worry! By the end of the teaching game, you will know most of the basic rules. We will explain the other terms found on *The Currency of War* cards afterwards. In particular, things that refer to Honor or Focus Effects should be ignored in the Basic Game, and are explained in the Advanced Game.

A two-sided player aid card is below the Stronghold, listing the phases of the turn on one side, and the steps in a battle on the other. Take it out and put it in front of you with the phases side up.

Place your Dynasty deck below your Stronghold, about where your left hand is. Take the top four cards of your Dynasty deck and, without looking at them or turning them over, deal them out in a line to the right of the deck. They are now in your **Provinces** – invisible areas that hold Dynasty cards.

Place your Fate deck to the right of the fourth Province. The Fate deck provides cards that you **draw** into your **hand** of cards, representing secret resources and strategies. In your first couple of turns you won't need to use your Fate deck or cards. Just draw 5 Fate cards, face-down, and set them aside for now.

The other player should take the same steps, setting up facing you on the table.



Achievement 1: Build Your Domain

The learning game will take you through several achievement goals that introduce the various elements of L5R. The first thing to learn is how to produce Gold, building your game economy so you can buy leaders and troops for war.

Your goal for this Achievement: Be able to produce 10 Gold.

Right now, as the Crane Clan player, you can only produce 4 Gold. The middle of the three numbers on your Stronghold in the gold coin shows your Stronghold's **Gold Production** of 4. The Mantis Clan player also has 4 Gold Production. You are both going to need to bring Holding cards into play to produce more Gold.

Who goes first? Look at the bottom of the three numbers on your Stronghold. That is your starting **Family Honor**, representing how well-regarded your Clan is in court. The player with the higher starting Honor goes first. This is the Crane with 6 Honor to the Mantis' 2.

Now that you know this, flip the Crane's Stronghold to the “going first” side with one Crane Clan icon (known as the clan's *mon*) on top and the black border, and flip the Mantis' to the “going second” side with two Mantis *mon* on top, and the white border. They will stay that way all game.



Starting Family Honor



Gold Production

Crane Player: Turn 1

The Crane player, taking the first turn, goes through the phases of the turn.

Action Phase

First comes the Action Phase. This starts with the Crane player turning up all the face-down Dynasty cards in his or her Provinces.

If the decks are properly ordered, this should reveal these cards.



Holding Symbol

Clan Symbol

Family Library is a Holding card—you can tell this by the symbol in the upper left. Holdings help you build your economy.

The other three cards are Crane Clan Personalities, with the Crane Clan *mon* in the upper left. These will not help you produce Gold.

If only you had a way to replace them with more cards from the top of your deck!

Fortunately, there is a way to do this. Look at the “Action Phase: Player Abilities” listing on the back of the rulebook. The first action, Cycle, is one you can only use during the Action Phase of your first turn—right now. It lets you replace cards you don't need.

“**Limited:** If it is your first turn, choose one or more face-up cards in your Provinces. Put them on the bottom of your deck in any order. Then, turn all cards in your Provinces face-up.”

The boldface word “Limited” with a colon (:) at the beginning of the text lets you know that this is an **ability**, also known as an action. Limited actions may be taken in the Action Phase when it is your turn. Some actions are given to players by the rules—like Cycle—and others appear on cards in play.

Each ability may only be used once per turn. Once you have Cycled, you may not do it again.

Now, announce that you're taking the Cycle action, and do what it says. Going from left to right, put each Personality on the bottom of your deck. **As a rule, any time a Province becomes empty, refill it immediately with the top card of the Dynasty deck, face-down.** Then, turn the three face-down cards face-up.

Now, your Provinces should look like this:



The Great Clans

In the world of Rokugan, there are nine Great Clans, each with a different style and role to play in the Empire. The Crane Clan are masters of art and politics, while the Mantis Clan are brash newcomers with a strong navy. Both are known as major economic powers. In the game, as you will see, the Crane defend themselves from attack with deadly duels. Meanwhile, the Mantis are more aggressive, relying on the element of surprise and on their powerful archery. Other clans in the game are the burly Crab, mysterious Dragon, noble Lion, miracle-working Phoenix, wily Scorpion, sinister Spider, and exotic Unicorn.

You now have two more Holdings to work with: Farmer's Market and Marketplace. This is a much better situation.

With no more Limited actions you can take, the Action Phase ends.

The next phase is the Dynasty Phase. Now, you are going to use your Stronghold to bring Holdings into play.

Dynasty Phase

Right now, the cards face-up in your Provinces are not in play. You can't use their abilities or any other text on them. You need to bring the Holdings into play so you can use them to build your economy.

Look at the "Player Abilities - Dynasty Phase" listing on the rulebook back. The first ability on it is Recruit and lets you bring Holdings into play from your Provinces. This ability has something new on it: a cost.

Cost of Actions

After the word "Dynasty" – a different kind of action that can only be taken in your Dynasty Phase – there is a small gold coin icon with a star in it, showing a Gold payment cost. The star means that you choose how much to pay, but it should at least equal the Gold Cost number on the Holding you're bringing into play.

Repeatable Dynasty, *: Bring into play a face-up Personality or Holding from your Province with Gold Cost equal to the amount you paid. (Holdings enter play bowed.)

The Gold Cost on Holdings is found in the gold coin icon in the middle of the card.



Here, each of your Holdings will cost you 2 Gold to play. But how do you produce Gold to pay for them?

Bowing And Producing Gold

Your Stronghold card produces Gold to get you started. To produce Gold with your Stronghold, **bow** it: turn the card 90 degrees to the right.

This gives you 4 Gold, as shown on the Stronghold's Gold Production coin. This can pay for your Recruit action and bring any of the three face-up Holdings into play. Of these, the Marketplace is most worthwhile (it produces 3 because you are a Crane Clan player).




You bring the Marketplace into your play area, spending 2 out of the 4 Gold you have produced. Holdings always enter play in the bowed state.

Now refill the Marketplace's Province with the top card of the Dynasty deck, face-down.



After you have paid 2 Gold for the Marketplace, there is 2 Gold left over. You can use leftover Gold to pay for other things in the same phase. At the end of each phase, any unspent gold is taken by the Imperial tax collectors – it is not available to pay for things in future turns or phases.

Now, can you use the Marketplace's Gold production right away? Not yet. Its Gold production has another kind of cost on it: a bowing cost.

The bowing cost icon  means that for the Marketplace to produce Gold, you have to bow it. You cannot do this if the card is already bowed. So, you will have to wait until it **straightens** (returns to the unbowed state) to use it.



Bowing Cost

Before you end your Dynasty Phase, you should use your 2 Gold left over from the Marketplace purchase. Both the remaining Holdings cost 2 Gold and produce 2 Gold, but have different additional effects. Farmer's Market is slightly more useful at this stage in the game, so you spend the 2 Gold to Recruit it. You can recruit again because it's a Repeatable action, meaning you can take it any number of times per turn.



Farmer's Market Enters Play



You are out of Gold, and now you end your Dynasty Phase. Just before the Dynasty Phase ends, draw a Fate card and add it to your hand. It's not yet time to use your Fate hand, though.

Congratulations! You have made it through your first turn as the Crane Clan player. It's customary in L5R to tell the other player you are done by saying "The table is yours."

However, you haven't yet reached the achievement of being able to produce 10 Gold. Your Stronghold produces 4; your Marketplace produces 3; and your Farmer's Market produces 2, for a total of only 9.

Let's see if the Mantis Clan player can do better.



Mantis Player: Turn 1

Now we shift perspective to the Mantis player. You turn over your cards in Provinces at the start of your Dynasty Phase, revealing two Personalities and two Holdings.



You also want to develop your Gold production, so you use the Cycle ability to put your two Personalities on the bottom of your Dynasty deck, refilling each Province from the top of the deck, then turning them face-up.

Unfortunately, this only got you two more Personalities, Yoritomo Yakuwa and Tsuruchi Taito. You end your Action Phase, and proceed to your Dynasty Phase.

You bow your Stronghold for 4 Gold to Recruit the Kobune Port, then use Recruit again with the remaining 2 Gold to bring the other Holding, Frontline Encampment, into play – both bowed. Don't forget to refill the empty Provinces.



You now have cards in play that can produce a total of 9 Gold – the Stronghold for 4 and the Holdings 3 and 2. However, your Stronghold has a special trait that lets it produce 2 Gold once per game, so your actual potential Gold production is 11. This means you’ve reached your first achievement!

You are now done with the Dynasty Phase. You draw a Fate card and add it to your Fate hand, then tell your opponent, “The table is yours.”

Crane Player: Turn 2

At the start of each of your turns, before you reveal cards in your Provinces, all your bowed cards straighten. (You didn’t need to know this rule last turn because you started with only an unbowed Stronghold.) So, your Stronghold and your two Holdings straighten.

Straightening Cards



You then reveal the two face-down cards in your Provinces; Daidoji Taenaru and Small Library. If you bring another Holding into play, you can reach the achievement of producing 10 or more Gold.

It is not the first turn, so there is no opportunity to Cycle. You move on to the Dynasty Phase.

You notice that Small Library says that after it enters play from a Province, you refill the Province face-up. It would make sense to buy it first, so you can see what your further options are, which you do by bowing your Stronghold to produce 4 Gold. The card that replaces it is revealed to be another Holding, Counting House.

Cards Vs. Rules

The cards in this game will sometimes have text on them that seems to break the rules. For example, the card “Small Library” says you refill its Province face-up after it enters play, but the rules say Provinces are refilled with a face-down card.

When the cards go against the rules, follow the instructions on the cards, not the rules.

You now bow your Marketplace and Farmer’s Market to produce a total of 5 and bring the two Holdings, Counting House and Family Library, into play bowed for only 4 Gold. You cannot use the 1 Gold left on anything, so it is lost.



Don’t forget to draw another Fate card from the top of your deck and add it to your Fate hand on the side, which should now have seven cards.

Now that both players have built up their economy, it is time to focus on a new achievement.

Achievement 2: Win A Battle With Your Personalities

The main way to win in Legend of the Five Rings is to destroy all your opponent’s Provinces in battle by attacking them with your Personalities. So let’s start building an army and thinking about the battle to come!

As an example of a Personality, look at Daidoji Taenaru, now face-up in a Crane’s Province. The numbers on the card relevant to winning a battle are:

- The Personality’s Gold Cost (Taenaru costs 8 Gold);
- And his or her Force, the number in the light-colored area at the top left of the card, representing military power (Taenaru has 3 Force.) Battles are won by the side with the higher Force at the end.



Force Gold Cost

Mantis Player: Turn 2

Straighten your Stronghold and Holdings. Then turn up the face-down cards in your Provinces; Small Library and Yoritomo Raiden.

You have nothing to do in your Action Phase, so you move on to Dynasty. You still want even more Gold, but you also want to start moving toward your goal of building an army that can win a battle.

Wanting to see what card the Small Library gives you, just as the Crane player did, you Recruit that Holding, paying 4 Gold with your Stronghold. The Library refills its Province face-up and the luck of the Mantis is with you ... it's another Small Library! You want to buy this one too, so you bow the Frontline Encampment for 2 Gold, and take the other 2 from the special trait on your Stronghold that says "Once per game, produce 2 Gold." Although this production can happen only once in the game, this is a great use for it, as you are investing in more Gold that can help build your army next turn.

The second Small Library enters play, and once more you refill the Province face-up, seeing another Holding, Farmer's Market. But instead, you use the Recruit action to buy your first Personality, Yoritomo Yakuwa. He has a Gold Cost of 3, so you can bow your Kobune Port to pay for him. Unlike Holdings, Personalities enter play unbowed.



But there's one more Dynasty ability you can use to do something useful.

Dynasty Discard

You see you have two more Personalities face-up, but their total Gold cost (the coin in the middle, like Holdings) is 14. Your Gold production will be 15 next turn, but you think you will have other

things to spend your money on. So for now, you would rather have a better chance of getting cheaper Personalities and more Holdings next turn than keep both of these expensive Personalities around.

The Dynasty **Discard** player ability lets you discard any number of face-up cards from your Provinces in the Dynasty phase, refilling them face-down as usual. This helps you get to more efficient resources in your deck. You choose to discard one of the 7 Gold Cost Personalities, Yoritomo Raiden.



The Dynasty discard pile is located on the left of the Dynasty deck. Cards go in it face-up and are out of play. Once Raiden goes there, you refill the empty Province face-down.

Draw your seventh Fate card into your hand, and pass play to the Crane player. With a Personality on the board, you are on the way to your goal of winning a battle!

Crane Player: Turn 3

Straightening all your bowed cards, you reveal in your Provinces the new cards Kakita Mitohime and Second City Harbor. Seeing the Mantis start to build an army, you will want to do the same to defend the Crane Provinces.

You move on to Dynasty, with a total of 16 Gold production to work with. Bowing Farmer's Market produces 2 Gold to Recruit another Holding, Second City Harbor. Bowing your Stronghold, Counting House and Family Library produces 8 Gold to Recruit

Daidoji Taenaru. Bowing your Small Library and Marketplace produces 6 Gold to Recruit Kakita Mitohime.



Farmer's Market increases your maximum hand size by 1. This applies at all times, so after you draw a Fate card, you don't need to discard a card even though you have nine cards in hand.

Mantis Player: Turn 3

As the Mantis player, you straighten all your bowed cards. After turning over the face-down cards in your Provinces, they contain: Farmer's Market, Yoritomo Teihiko, Tsuruchi Taito, and Tsuruchi Satou.

Now look at the topmost of the three numbers on each Stronghold card. This is the player's **Province Strength**, representing the resistance of his or her lands to attack. The Crane's Province Strength is 6, and the Mantis' is 7.



Province Strength

With Personalities now in play, the Fate hand becomes relevant. Both players should pick up their Fate hand and look at the cards in it (keeping them hidden from the other player).

Keywords

You may have noticed descriptive keywords at the top of the text box on cards, like Marketplace's "Market" or the Mantis Stronghold's "Port." Some keywords also have effects in the rules, and these keywords are noted in boldface, and use reminder text. Non-boldface keywords may be referred to by other effects (for example, a card that can only target a Samurai will not work on Yoritomo Raiden, who does not have the Samurai keyword).

We can see that Mitohime has an advantage in duels from her "Duelist" keyword. But more relevant right now is her "Destined" keyword, which means you draw a card into your Fate hand after you Recruit her. Do that now; you should have eight cards in your hand.

Ending your Dynasty Phase, you draw a Fate card, bringing your hand total to 9.

Ordinarily, if a player has nine or more cards in hand at the end of his or her turn, they must discard Fate cards (to a Fate discard pile, located at the right of the Fate deck) until they are at their *maximum hand size* of eight. (You can have more than eight cards at other times in the turn; hand size is only checked at the end of the turn.)

However, you have a Holding with a special trait;

Fate Cards

There are different kinds of cards in your Fate hand. One kind, with a reddish background and the in the upper left, is a Strategy. These are one-shot cards you discard for a variety of effects. In this learning game, they mostly become useful when you get into a battle.

Another kind, more important now, is the Follower. It has a yellowish background color and the symbol in the upper left. Followers represent troops and advisors under the command of a Personality. Unlike a Strategy, a Follower enters play attached to a Personality, and so it is known as an **attachment**.



Strategy



Follower



Reminder Text

Keywords

Using Followers

Two numbers on the Follower card are important.

One is the Force number, in the upper left hand corner. Like Personalities, Followers have a Force that counts in battle. Bringing Followers into play will help you win battles.

The other is the Gold Cost number, in the gold coin in the center. Like Personalities, Followers require Gold payment to enter play.

You bring Followers into play only by attaching them to Personalities; they cannot be in play without a Personality. Put an attached Follower partly under the Personality, with space on the top to show its Force number, and space on the left to show whether it has any special text or abilities.

The player action below Cycle is called **Equip**, and it will let you bring Followers into play. Like Recruit, Equip asks you to pay Gold as part of its costs, equal to the Gold Cost number on the Follower you're playing.

As the Mantis player, you see that you have the Follower Medium Infantry in your hand, with 3 Force. If you attach it to Yakuwa, with his 3 Force, you will have a total of 6 Force on the table.

Equip is an Open action. Like a Limited action, an Open action can only be taken during the Action Phase. Unlike a Limited action, which can only be taken on your own turn, you can take Open actions during the other player's Action Phase as well.

If both players can take actions in an Action Phase, who goes first? The player whose turn it is (right now, the Mantis player) has the first chance to take a Limited or Open action. Then the other player can take an Open action, then the player whose turn it is can take another Limited or Open action, and so on. If you do not want to take an action, you pass. When both players pass one after the other, the Action Phase is over. This procedure is known as an **action round**, and it's used at other times in the game, too. This



Repeatable Open, * : Attach a Follower, with Gold Cost equal to the amount you paid, from your hand to your target Personality.

means you can pass, but if your opponent then takes an action, you can take another action after that.

You, the Mantis, go first, using the Equip action to attach the Medium Infantry follower from you hand to Yakuwa. For this, you pay 3 Gold, bowing your Kobune Port to produce this.

The Crane now may take an Open action. And in hand, the Crane has another kind of attachment, Items (see p. 12). However, these Items cost Gold to Equip and the Crane has no unbowed Gold production to spare. Crane passes, you pass and the Action Phase ends.

Units In Play



Attack Phase: Overview

On your turn, after the Action Phase ends and before the Dynasty Phase begins, you may declare an **attack** on the other player, creating an Attack Phase.

In an attack, the player declaring it is the **Attacker** and the other player is the **Defender**. The Attacker assigns any number of his or her unbowed Personalities to a **battlefield**: an area associated



The Field of Battle

with one of the Defender's Provinces. The Defender then assigns any number of his or her unbowed Personalities to defend at the battlefield.

One or more Personalities at the same battlefield, controlled by the same player, form an **army**. Cards in play that are not at a battlefield are in their controller's **home**.

After taking Battle actions, the two sides compare Force; the higher side wins and destroys all cards in the losing army. Also, if the Attacker wins and has more Force than the Defender's Force plus the Defender's Province Strength, the Province is destroyed. Destroy all four of your opponent's Provinces and you win the game!

Attack Phase: Declare And Assign

As the Mantis player, you decide to declare an attack this turn, so an Attack Phase begins after the Action Phase is done.

This attack is kind of a gamble. Right now the only Mantis unit has a total of 6 Force, so even if the Crane doesn't defend, that is not enough to destroy the Crane Province with its Strength of 6. But the Mantis has one card in particular, hidden away in the hand, that can help.

Actions On Strategies

Strategy cards are played from the hand to take an action on them, and then discarded into the Fate discard pile. Look at the Mantis' card *Destiny Has No Secrets*. It has an action on it that begins with the text "**Battle:**". Logically enough, this means it can only be played during a battle.

This particular Strategy's action gives a +2 bonus to your Personality's Force (abbreviated "F") and Chi ("abbreviated "C"), but you have to show the other cards in your hand to the other player. With +2 Force, Yakuwa and the Medium Infantry total 8, enough Force to threaten the Crane Province.

You, the Mantis player, assign Yakuwa to attack. You want to deny the Crane player of Personalities, assigning Yakuwa to attack the Province with a face-up Personality in it. If the Province is destroyed, that Personality will be discarded.

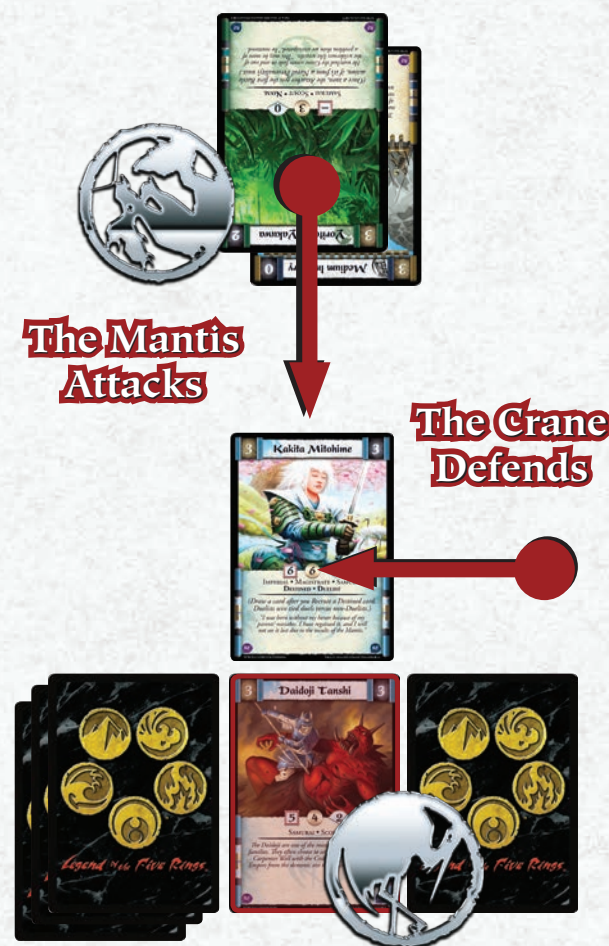
The Crane now has a decision to make. Currently, the Mantis unit is not strong enough to destroy the Province. So, the Crane could just not assign anyone to defend, keeping those Personalities safe at home.

But what if the Mantis has some Strategy in hand that boosts the attacking unit's Force (as indeed you do)? The Crane has several Strategies with Battle actions that are useful in defending. But in L5R, any action taken during a battle has to follow two rules. The first is the **Rule of Presence**.

Rule of Presence: To take an action during a battle, you have to have one or more Personalities present at the battlefield.

So, to defend effectively, the Crane needs to assign one or both Personalities to the battle. This, of course, might be exactly what the Mantis wants the Crane to do, because Personalities are at much greater risk of being destroyed in a battle than at home. Is the Mantis bluffing about being able to destroy the Province?

On balance, the Crane decides to take a limited risk, and assigns Kakita Mitohime to defend, keeping Daidoji Tansen at home.



Battle

The battle begins. At the end of the battle, the total Force on each side will be counted up. Right now, the Mantis army has a total of 6 Force, and the Crane army has 3 Force. The margin of victory is 3 Force, which is not greater than the Province Strength, so the Province would not be destroyed. But the Mantis would win the battle, and Kakita Mitohime would be destroyed. The Crane player hopes that even if Yakuwa gains some Force, it will not be enough to reach the 10 Force needed to overcome both Mitohime's Force and the Crane Province Strength.

Combat Segment

Remember how Open and Limited actions in the Action Phase followed an action round? There is now a similar round of Battle actions, known as the **Combat Segment**, with the defender having the first chance to take a Battle action. The Combat Segment also ends when both players pass, one right after the other.

The Crane has Presence, with Mitohime there, so he can take the first Battle action. In the Crane's hand is a Strategy, Block Supply Lines, that can move the attacking Mantis Personality back home away from the battlefield, and bow his unit in doing so – that is, bow both Yakuwa and the Medium Infantry. The Crane plays this Strategy, applies the effects to Yakuwa's unit, and discards the card.



Mantis Home, Bowed

You, the Mantis, have no Presence at the battlefield any more, so can't use any more of your Battle Strategies. You pass.

The Crane still has Presence, but can't hit the Mantis Personalities at home with any actions, because of a second rule about actions taken during a battle.

What this means is that units outside the battlefield (like Yakuwa's) cannot normally influence the battle, but they are also safe from being targeted by things that might harm them. So the Crane, happy to have saved a Province, pass as well.

Both players have passed, one after the other, so the action round is over and the battle is about to end.

Battle Resolution

Before the battle ends, both sides add up the Force of the Personalities and Followers in their army, **not counting bowed Personalities and bowed Followers**.

The side with the higher Force, in this case the Crane army, wins: 3 Force to zero. If you, the Mantis, had any units left at the battlefield they would be destroyed. The Crane has to be content with defending the Province and winning the battle, reaching the second objective first.

At the end of the battle, the battlefield ceases to exist and the Defender's units go back home. Your Attack Phase is now over.

In your Dynasty Phase, you can produce a total of 12 Gold from your unbowed Stronghold and Holdings. This is exactly enough to bring into play the Personalities, Tsuruchi Taito and Yoritomo Teihiko. You draw a Fate card and pass play to the Crane.

Achievement 3: Destroy A Province (Mantis) Or Destroy A Personality (Crane)

The third achievement is different for the two players. This reflects the fact that the best general approach for the Mantis is to attack, and the Crane, to defend. The Advanced Rules will explain why. So, the next thing for the Mantis to do is actually to destroy a Province in the course of winning a battle, while the Crane's next goal is to destroy a Mantis Personality in a battle, reducing the enemy's ability to attack.

Crane Player: Turn 4

You, the Crane, turn over another Small Library and the Personalities Daidoji Kinta and Daidoji Tametaka. Producing a total of 18 Gold, you have a great amount of wealth. Although you could buy all three Personalities from your Provinces, you choose to use some of your money instead to Equip some attachments in the Action Phase. This will make your Personalities better able to resist the Mantis' coming attack.

In your hand are some Item cards, with dark blue backgrounds and the icon at the top left. Like Followers, Items are attachments that you must Equip to Personalities in order to use. But there are a few important differences between Items and Followers.

Items do not have a Force of their own, but give their Personality a Force Modifier, shown at the upper left. This modifier adds to the Personality's Force whether or not the Item is bowed. However, if the Personality is bowed, the modifier doesn't count in battle resolution.

Items also have a Chi modifier, at the upper right of the card, which can increase their Personality's Chi. This gives them an edge in duels.

Your first action in the Action Phase is to produce 2 Gold to Equip the Item, Singing Blade, to Kakita Mitohime (from now on, we'll let you figure out how Gold is being produced each time). The Mantis passes, having no unbowed Gold to Equip anything, so you produce 2 more Gold to equip the Item, A Samurai's Soul, to Taenaru. The Mantis passes again, you do as well, and your Action Phase is over.

Having no wish to attack, you pass on to the Dynasty Phase, and Recruit Daidoji Kinta and Daidoji Tametaka, leaving Tanshi face-up in the Province for later.

You draw a card and it is now the Mantis' turn.

Mantis Player: Turn 4

You straighten your cards, including the bowed unit, and reveal in your Provinces another copy of Yoritomo Raiden, and Yoritomo Teihiko.

In the Action Phase, you pay 3 Gold to Equip the Item, Akodo Kaiken, to your Teihiko in play. The Crane has no Gold to Equip, so passes, and it is your action again.

Taking Actions From Cards In Play

Although you have no more Equipping to do, this is not the only source of actions. You can also take Limited, Open, and Battle actions from your cards in play, following two rules:

You cannot take actions from bowed cards.

Like player actions, you can only take each action on each card once per turn.

Text without “**Limited:**”, “**Open:**”, “**Battle:**” or “**Dynasty:**” is known as a trait rather than an action, and is not subject to these rules.

Look at the Mantis Stronghold. It lets you take a Limited action and draw a Fate card by paying 3 Gold.

Force Modifier **Chi Modifier**



Item

Because you haven't produced Gold with your Stronghold yet, it is unbowed and you can take its action. So, you produce 3 Gold bowing one of your Holdings, and draw a Strategy, Back to the Front. Unfortunately, you can't keep spending Gold to draw cards, because of the once-per-turn rule. The Crane player passes again, you do too, and it is now time to go on the attack!

It is still worthwhile to try to take out the Province where Daidoji Tanshi is, so you attack the same Province as last turn, assigning all your Mantis Personalities: Yakuwa, Teihiko and Taito.

The Crane now gets serious, and assigns all the Crane Personalities in play to defend. The Crane army now actually has more




Stronghold Action



Force than the Mantis army. But the outcome of the battle is more complex than that. In addition to all the actions that can be taken from Personalities and Items in play, each player has a hand full of secret Strategy cards.

The battle begins. Ordinarily, the Crane would get the first chance to take a Battle action. But you may have noticed that some of the Mantis Personalities have the **Naval** keyword. This lets them take the first Battle action when attacking, as long as it's from a card in a Naval Personality's unit – that is, a Naval Personality or one of their attachments. You can't use Naval with a Strategy action, and you can't use it more than once before the Defender has a chance to act.

In this case, the Mantis has a particularly deadly Naval Personality, Tsuruchi Taito. He has a built-in ability that has “bow this card” as a cost (shown by the “bow” icon, , which we have also seen on Holdings). If he bows, the effect of the ability is a Ranged Attack. The number 3 in “Ranged 3 Attack” is the strength of the attack.

As the card explains, a Ranged Attack targets an enemy Follower or a Personality without Followers, and destroys it if its Force is equal or less than the attack's strength. None of the Cranes have Followers, but three of them have more than 3 Force, thanks to the Force modifiers of Items. The only Personality that can be destroyed by Taito's Ranged 3 Attack is Daidoji Kinta, with 2 Force. A case of “you or me,” perhaps, as Kinta also has a Ranged Attack that could kill Taito if he had a chance to use it!

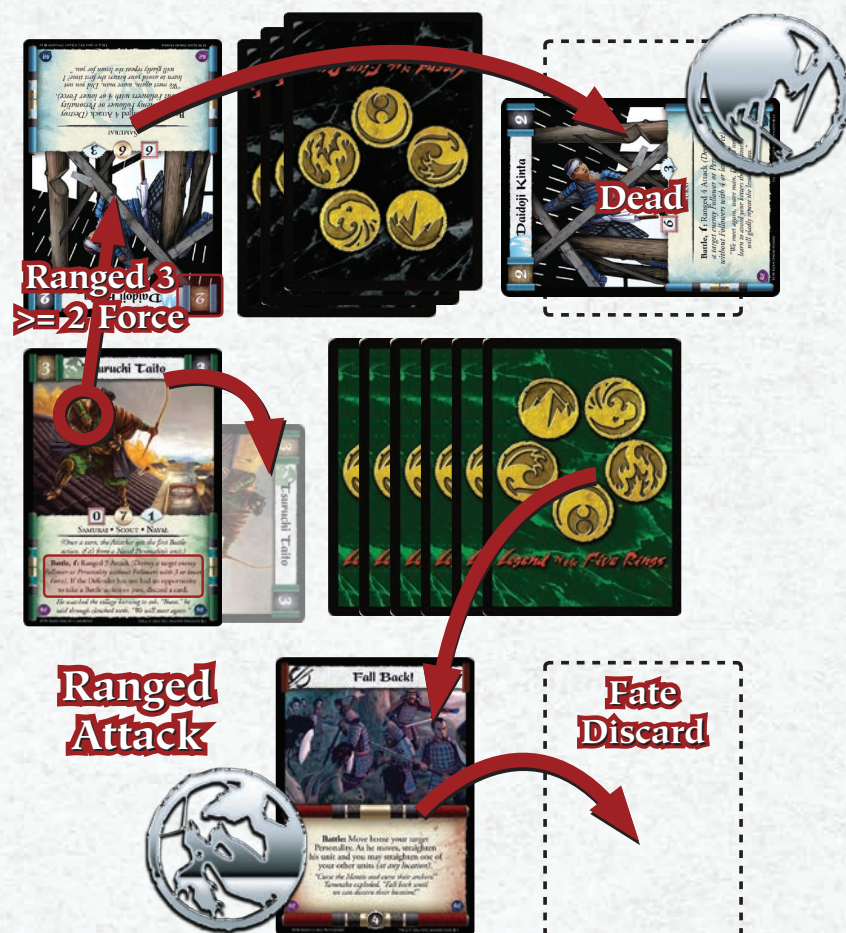
Taito bows to pay the cost of his ability, shoots Kinta, and he is destroyed, going to the Dynasty discard pile. Personalities who have been destroyed, rather than just discarded from Provinces, have a special status of “dead” in the discard pile; put them in there sideways, or make a separate pile for them. This is important for cards like Family Library, which distinguish between discarded and dead Personalities.

Taito's Ranged Attack action also makes you discard a Fate card from your hand if the Defender has not yet had a chance to take an action. This is the case, so you choose the Strategy “Fall Back” to discard – there will be no retreat from this battle for the Mantis!

It is now the Crane's action. Thinking about the achievement to destroy a Mantis Personality, the Crane has just lost a very easy way to do that with the death of Kinta. The next best thing, however, is to keep the Crane's advantage in Force, hoping to destroy the Mantis army with superior Force at the battle's resolution. Right now, the Crane is leading in Force, having lost 2, but the Mantis has bowed the 3 Force Tsuruchi Taito, and he will not count if still bowed at resolution. So Crane is ahead 13 Force to 11.

To widen this lead, the Crane plays a Strategy that starts a **duel**: Startling Lessons. If all goes according to plan, the Crane will win the duel and gain an even stronger lead in Force.

When a Personality challenges another, as with the card Startling Lesson, this begins a duel between the two Personalities. Reading the card, the Crane first targets one of their own unbowed Personalities; the natural choice is Kakita Mitohime, with an Item that



Challenges and Duels

The Crane are a Clan renowned for single combat, so in their deck are a number of Strategies that challenge the enemy to a **duel**.

Duels create a confrontation between Personalities that is resolved based on their Chi statistic. However, players can discard Fate cards to make the outcome more uncertain; this is known as **focusing**.

gets stronger for winning duels, and the **Duelist** keyword, which lets her win duels that end in a tie. Then the Crane targets the Mantis Personality she will duel. Here, the choice is Yoritomo Teihiko. Because the duel says that its loser will take a penalty to Force, Teihiko, with the highest Force thanks to his Item, is a good choice.

Now imagine these two samurai facing each other at arm's length on the battlefield, gathering inner strength and probing their enemy's weak points, in a tense duel that will be resolved by a single strike. Counting the modifiers from their weapons, Mitohime is ahead in the duel, with 4 Chi to Teihiko's 3.

As the Personality who was challenged to the duel, Teihiko has the first option to act. The Mantis player can either strike, resolving the duel on the basis of who has the higher Chi score, or focus a Fate card in hopes of improving the situation.

Each Fate card has a white number in a black circle at the bottom; its Focus Value. When you focus in a duel, you play, face-down, a Fate card either from your hand or from the top of your deck, ignoring anything on it except for its Focus Value. (Some cards have special Focus Effects but these are dealt with in the Advanced Game). You can focus up to four times in a single duel before having to strike.



Playing a card from your hand gives you more control over what Focus Value it has, but means it will not be available to you in the game afterwards; focused cards are discarded after the duel.

Playing from the top of your deck doesn't reduce your Fate hand, but you have to choose to do this blindly, without seeing what the Focus Value is beforehand. However, you can peek at the card after you have focused it, keeping it face-down.

Finally, instead of focusing, you can choose to strike. When you strike, focusing ends and all focused cards are turned face-up. The duel is resolved by adding the Personalities' Chi to the total Focus Value of any cards focused. The winner and loser take the consequences of winning and losing, which can be found on the card that created the duel, and possibly on other cards involved in the duel – for example, the Singing Blade's +1F token. If the scores are tied, both Personalities normally lose, and take the consequences of losing.

Let's see how this plays out. Currently losing the duel on Chi, you, the Mantis player, choose to focus, playing Back to the Front face-down from your hand. This will add 3 to Teihiko's 3 Chi, so that if the Crane strikes now, you will win the duel, with a score of 6 to 4.

The Crane player focuses a card from hand, face-down.

You don't want to lose any more cards from your hand, so you start focusing from the Fate deck, taking a card from the top of the deck and putting it face-down next to the first card. Looking secretly at what you drew, you try to conceal your disappointment; it's the Follower, Sons of Gusai, with only 1 Focus Value.

The Crane player also focuses from the top of the deck.

You know that the Crane deck is built for dueling and has on average higher Focus Values than yours. With heavy heart, you decide to call a strike.



The focused cards are now turned over; remember, only their Focus values and not their actions are used here. You see that the Crane's first focused card was Singing Blade, with 4 Focus Value, and their second was The Eternal Chase, with 2. Crane wins handily, by a score of 10 (4 + 4 + 2) to 7 (3 + 3 + 1). Discard all the focused cards, each to its owner's Fate discard pile, after the duel ends.

The consequences of Startling Lessons are printed on its card. First, because she is a Duelist and won, Mitohime gains a +1 Force token. This is a small object that stays on a card until the card leaves play and adds a bonus to its Force; you can use coins or dice, for example. The Singing Blade attached to Mitohime also says that it gains a +1 Force token after each time its Personality wins a duel, so a second token goes on it, adding to its Force modifier so that it's now a +2/+1 Item. Counting her Singing Blade, Mitohime now has 6 Force.

Startling Lessons also has a consequence for the duel's loser. Teihiko takes a -3 Force penalty. This is not marked with a token, because it is a temporary effect that lasts only until the end of the turn; you might informally keep the discarded Startling Lessons card next to Teihiko until the turn ends to remind you of this. His printed Force is 4, with +1 from his Item but -3 from losing the duel, for a total of only 2.

Crane has widened the gap in Force, and is now winning by 15 Force to the Mantis' 8!

It is now the Mantis' Battle action again. You play a Strategy, A Warrior's Brutality, to try to give Teihiko some of his Force back. He is opposed (that is, you couldn't play this if there were no Crane defenders), and you target him and give him +3 Force, bringing him back to 5F. The Crane lead shrinks to 15-11.



Duel Outcome

How Long Do Effects Last?

Some effects are marked officially by changes to the physical cards, such as bowing, moving home, gaining tokens, or being destroyed. These changes have an indefinite duration, they last until another effect undoes them. For example, a bowed card straightens at the start of its player's turn due to the rules on straightening cards.

Other effects, like the Force penalty from this duel, have to be remembered or marked informally, and last only until the end of the turn. This learning set has special reminder text to help you keep this difference in mind.

The Crane decides to use an action from one of his Personalities, Daidoji Tametaka. Targeting Teihiko again, Tametaka gives him -4F, down to only 1F. Then his action gives Tametaka the option to move one of his Personalities home. The Crane sees his 15-7 lead as nearly invincible, so chooses to send Tametaka home where he will be safe, removing his 4 Force from the equation; 11-7.

“Was this overconfidence?” you may wonder; but it is now the Mantis turn again. Before the Crane has a chance to use Daidoji Taenaru's Battle ability, you play the Strategy Incapacitated and send the defending Taenaru home. This removes 5 Force from the Crane side, and gives you the lead, 7 Force to 6.

Crane Total Force = 6 **Crane Home**



Mantis Total Force = 7

The Crane needs to get back in the lead, playing the Strategy Allied Efforts and targeting the Medium Infantry to give it -3 Force, down to 0. Crane now leads by 6-4.

You now play the Strategy, Breaking the Rhythm, for its Battle action. “Negating” an effect means it no longer applies, and this action says you can choose to negate either all current Force bonuses, or all current Force penalties, on one Personality. If you negate the total of -7F worth of Force penalties on Teihiko, that would certainly be the best use of this card. Therefore, you target Teihiko; his Force penalties from Tametaka and Startling Lessons disappear, he keeps his +3 Force bonus, and the battle is now decisively in your favor, 11 Force to 6.

The Crane has run out of ways to tip the Force balance back, and may now be regretting sending Tametaka home. At this point, if Mitohime stays and the Mantis doesn’t have anything new, she will die in the battle’s resolution, because her Force is less than the Mantis army’s, but she will save the Province, because the Mantis army’s Force of 11 is not greater than her Force (6) plus the Crane’s Province Strength (6).

Instead, the Crane chooses to rescue their star duelist, Mitohime, and save her for another battle. Playing the Strategy Planned Departure, the Crane targets Mitohime, moves her home, and then as a final gesture of defiance targets Teihiko and gives him -2F. This does not save the Province – the Mantis army still has 9 Force, beating the Crane Province Strength of 6.

9 > 6, Crane Province destroyed



Now, the Crane’s Province containing Daidoji Tanshi is destroyed. Tanshi’s card goes to the discard pile – discarded, not dead – but the Province is not refilled. Instead, slide the Crane’s Dynasty deck over to show three Provinces instead of four.

Move the cards (or deck) on either side of the destroyed Province together to show the shrinking of the Defender’s lands.

Dynasty Deck Shifts



Province destroyed, Card discarded

Unlike the last battle, the Mantis have attacking units remaining at the battlefield after resolution. When this happens, all attacking units go home, and all cards in those units bow; they are not ready to defend until something straightens their Personalities, because only unbowed Personalities can assign.

We will leave the example game here, with the Mantis ready to Recruit from the Provinces, after which turn 5 will begin. Just one reminder for the Crane player: now that you have fewer Provinces than your opponent, you can start to use the ability on Counting House to draw Fate Cards as a Limited action.



To Mantis Home

What Next?

You have now learned the basics of the game – how to bring out Holdings, Personalities and Followers, and how to attack and fight a battle. You can continue learning to play L5R in any or all of the fol-



lowing ways. For the next three options, the Mantis wins by destroying all four Crane Provinces. The Crane cannot declare attacks, but wins if the Mantis have not reached their goal by the start of turn 11.

Play Through

Continue the training game, using the cards in the order they appear.

Start Again

Put the cards in the decks back in order, and play the game again, making your own choices this time. You don't need to play to the training goals in these games, but the goals do represent good guide-

lines for playing the game – build Gold early, and attack when your army is big enough to destroy the opponent's Provinces.

Shuffle Up

Shuffle the Dynasty and Fate decks separately, for a new set of cards and a whole new game.

Advance!

Once you are comfortable playing with the cards and the Basic Rules, read the Advanced Rules and add the vital element of Honor, Focus Effects, and more to the game!

Additional Basic Rules

Some cards in the decks deal with new rules that were not explained in the first few turns we described. Here is an overview of the important concepts on the other cards.

Personal Honor

Personal Honor, or PH for short, is the number on Personalities to the right of the Gold Cost. It represents the Personality's reputation for noble character. Some cards, like "Strength of my Father," check a Personality's Personal Honor.

Required Targeting

If a card asks you to target something that does not exist, the card's remaining effects do not happen. Importantly, Ranged Attacks require you to target the enemy card they are shooting. This means that Tsuruchi Jinrai cannot use the rest of his action, reducing Gold Costs, unless he has a target to shoot. However, it is fine if that target is too big for his Ranged Attack to kill. He won't kill it, but he will get the Gold Cost reduction afterwards.

Penalties And Reductions

As we've seen, some cards reduce a card's Force, giving it a penalty. A card can never have a negative Force; its minimum Force is zero. However, the card remembers all Force bonuses and penalties it has received, so if it gets a Force bonus later on in the turn, the full Force penalty will work against the bonus.

***Example:** The Crane player uses Allied Efforts to give Tsuruchi Satou, with 2 Force, a -3 Force penalty. His Force goes down to zero – not negative 1. The Mantis then gives him a +2F bonus with Destiny Has No Secrets. First, you add up the penalty from Allied Efforts which is still affecting him, and the +2F bonus. -3 and +2 means he has -1 to his printed Force from both these effects. So, instead of going up to 2 Force from the bonus, he goes up to only 1.*

Force And Bowed Cards

Bowed cards do not contribute Force to their army at resolution, but they keep their Force for all other purposes. For example, even if the 4 Force Daidoji Tametaka is bowed, a Ranged 2 Attack still cannot destroy him.

Empty Provinces And Decks

Your Provinces still exist when the deck is empty and you cannot refill them; use markers to show their presence. Nothing special happens when either of your decks runs out of cards; you just have nothing left.

Tied Battles

If a battle ends with equal Force on both sides, and each side has one or more Personalities in the army, all cards on both sides are destroyed in resolution. However, if an army has zero Force (for example, if all its cards are bowed) and there are no units opposing it, nothing happens.



Advanced Game Rules

Now that you have mastered the basics of economy, armies, battles and duels, it is time to learn some more rules relevant to the cards in the two decks.

Family Honor

In the Basic Game, you saw the Starting Family Honor on each Stronghold, but used it only to decide who went first in the game. In the Advanced Game, your Family Honor can rise and fall during the game. Each player should use pencil and paper, dice, or some other method to keep track of their own Family Honor, starting at the value on the Stronghold – 2 for the Mantis player and 6 for the Crane.

Gaining Honor: Proclaim

Once on each of your turns, after you Recruit a Personality with your Clan Alignment from your Province, you may gain Honor equal to his Personal Honor. This is known as *Proclaiming* the Personality.

Example: *The Crane Clan player uses Proclaim on the Crane Clan Personality Kakita Mitohime, paying 6 Gold. Mitohime enters play, and the Crane player gains 3 Honor corresponding to Mitohime's Personal Honor. He crosses out "6" on his Honor tally and writes down "9." He then brings Daidoji Kinta into play, but cannot gain Honor the same way because you can only Proclaim once per turn.*

Gaining Honor: Battles

You can also gain Honor by destroying enemy cards in the resolution of a battle, even in a tie. For each card you destroy this way, you gain 2 Honor.

Example: *A Mantis army destroys a defending Crane army consisting of two Personalities, one with an Item and one without. The Mantis player gains 6 Honor – 2 for each Personality and 2 for the Item.*

You do not gain any Honor for destroying cards with actions (for example, by shooting them with a Ranged Attack.)

Winning By Honor

You win the game by starting your turn with a Family Honor of 40 or more.

With this rule from the full game, you do not need to limit the Crane from attacking or have the Crane win automatically on turn 11, as in the Basic Game. Instead, the Crane can play a defensive game, gaining Honor slowly but surely from Proclaiming, and from Honor-gaining actions on Holdings and their Stronghold. But the Mantis might also win by honor if they wipe out enough Crane cards in a big battle, and the Crane may seize the opportunity to take out a Mantis Province, slowing down the enemy's production!

Honor Requirements

Personalities have a number in the square banner to the left of their Gold Cost called the Honor Requirement. This stat is not relevant to the cards included in *The Currency of War*, but is important in the wider game.

Focus Effects

Some cards have special effects in their text box that only activate when they are focused in a duel. These effects start with "As a Focus Effect ..." They take effect after focused cards are revealed but before the duel's resolution.

If there is more than one Focus Effect among the focused cards in a duel, the player whose turn it is decides the order they resolve.



Example: *It is the Mantis player's turn. While attacking, his Personality is challenged to a duel by a defending Crane. Among the focused cards are two Focus Effects. The Crane has focused Discretionary Valor, which lets him or her bow the other Personality in the duel, but the Mantis has focused Another Time, whose Focus Effect discards all remaining focused cards and ends the duel without resolution (and therefore, no loser or winner). The Mantis chooses (as the active player) what order they resolve in, and chooses to resolve Another Time first, so that Discretionary Valor will be discarded and not resolve.*



Combining Ranged Attacks

If a unit has more than one card capable of a Ranged Attack (for example, Tsuruchi Satou and Ashigaru Archers) they may combine the strength of their Ranged Attack actions. Combining can only be done by two or more cards in the same unit.

To do this, you pay the cost of each action and take them simultaneously, creating a single Ranged Attack with strength equal to the total strengths of the combining Ranged Attacks. Then apply all the other effects, if any, of the actions you combined.

Example: Tsuruchi Satou has “Battle,  : Ranged 4 Attack” and he has attached Ashigaru Archers with “Battle,  : Ranged 2 Attack”. As a single Battle action, his player bows him and the Archers, since bowing is a cost of both Battle actions. He then produces a Ranged 6 Attack.

Fear effects can combine in the same manner, using the strength of other Fear effects from cards in the same unit.

Notes On Specific Cards

Breaking the Rhythm

If you choose to negate Force bonuses with this card’s Battle action, it will undo all Force bonuses from actions, traits and tokens, until the turn ends. However, the extra Force an Item gives its Personality is a modifier, not a bonus, and it is immune to this effect.

Contested Market

The effect reduces the Gold Production (GP) of the targeted Holding for the rest of the turn, meaning it produces two less Gold when it bows.

The Esteemed Palace of the Crane

Crane will never go second playing against the Mantis, but the “Lobby Bonus” on its going-second side refers to gaining the Imperial Favor, part of the full game rules.

Steal an Advantage

The “Battle/Engage” is also relevant only in the full game rules, which include a special round of Engage actions before Battle actions happen.

Adding Cards To Your Deck

As you collect more L5R cards, you can use them to change your deck. Included in The Currency of War are booster packs. Each player can open these and add any cards he likes to his deck, although some of these cards may need the full rules to interpret. As your L5R collection continues to grow, you can continue to add and remove cards from your deck, customizing it to your playing preferences.

Learning The Full Game

The full rules of L5R beyond this learning set cover all the richness of the world of Rokugan, including:

- Seven more Clans to play: magical Phoenix, devious Scorpion and more!
- Multiple battles each Attack Phase.
- Political power using the Imperial Favor.
- Mystical Shugenja and their powerful Spells.
- Interrupt actions that enhance your own tactics or undermine other players’.
- Personalities being dishonored from vile deeds or cruel slander.
- Winning by achieving the Five Elemental Rings of mystical knowledge.
- Visit www.l5r.com for more information on the full rules of the game.



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Player Abilities

Action Phase

Cycle

Limited: If it is your first turn, choose one or more face-up cards in your Provinces. Put them on the bottom of your deck in any order. Then, turn all cards in your Provinces face-up.

Equip

Repeatable Limited, *: Attach a Follower, with Gold Cost equal to the amount you paid, from your hand to your target Personality.

Dynasty Phase

Recruit

Repeatable Dynasty, *: Bring into play a face-up Personality or Holding from your Province with Gold Cost equal to the amount you paid. (*Holdings enter play bowed.*)

Discard

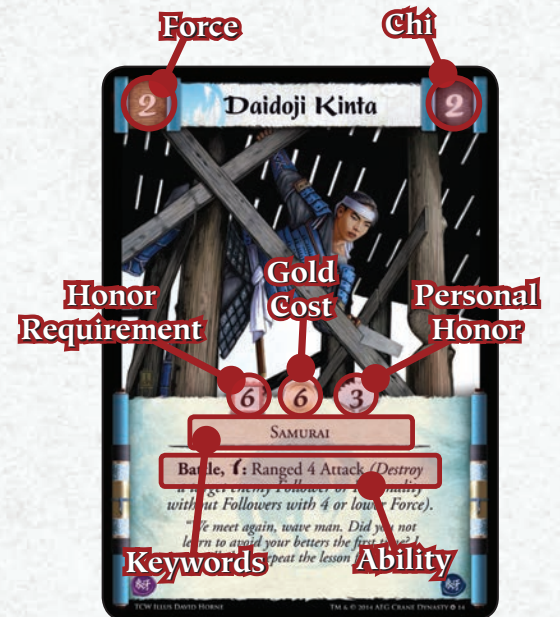
Repeatable Dynasty: Discard a face-up card from one of your Provinces. (*Refill it face-down.*)



Stronghold



Holding



Personality



Focus Value, **Follower**



Gold Cost, **Item**, **Focus Value**



Focus Value, **Strategy**

