


Variant Rules: Siege L5R

Siege L5R is a rules variant of the CCG in which three or more players (**Rokugani players**) cooperate with their normal decks to take on a specially created **Challenge Deck**, played by an additional opponent (**Challenge player**). In *Siege: Heart of Darkness*, the Challenge Deck represents the threat of the Dark Naga.

All rules operate as standard constructed L5R with the following exceptions:

1. In *Siege: Heart of Darkness*, there is a new Clan Alignment for the Challenge deck, Dark Naga. This Clan Alignment is represented like other Clan Alignments by the Naga mon on a card. This Clan Alignment is not valid for other L5R formats unless specifically allowed.
2. In *Siege: Heart of Darkness*, the Dark Naga (Experienced 2) Personality card is not shuffled into the Dynasty deck and starts outside the game.
3. Siege L5R introduces the new card type, Territory cards. The Challenge player does not attack the Rokugani players' Provinces, but instead tries to destroy their Territory cards by attacking.
 - Territory cards are neither Dynasty nor Fate and do not go in decks. At the start of the game, they are arranged in a row between the Rokugani players and the Challenge player, in numerical order as listed on the bottom of the Territories. In *Siege: Heart of Darkness*, this order is Peasant District, Artisan District, Merchant District, Temple District, Military District and Imperial District.
 - Territory cards are two-sided, and start play turned to their **Intact side**, which has a Province Strength stat. During play, only the first Territory (the Peasant District) may be destroyed unless a Territory card says otherwise.
 - When destroyed, they are turned to their **Destroyed side** instead of leaving play.
 - Text on Territory cards affects play as normal. They are owned and controlled collectively by the Rokugani players. They cannot bow or leave play, and cannot be turned over from card effects that are not on a Territory card.



- Intact Territory cards can be affected by things that affect Provinces, including changes to Province Strength. Fortifications cannot be attached to them and they do not hold cards.
4. Siege play introduces another new card type, **Clock cards**, which are neither Dynasty nor Fate. These make up a Clock deck that forms part of the Challenge player's play deck. Before the game starts, remove the *Hour of the Serpent* card from the Clock deck, shuffle the other eleven cards, and place the *Hour of the Serpent* at the bottom of the deck.
 - At the start of each of his turns, before straightening or turning over cards, the Challenge player turns over the top card of the Clock deck and places it on top of the Clock discard pile next to the Clock deck. A Clock card is in play only while it is on top of the Clock discard pile. Effects of the Clock card last for as long as the Clock card is on top of this discard pile; the order of cards in this discard pile may not be changed.
 - There are a number of special traits or abilities on each Clock card, each trait preceded by a boldface number. Traits do not apply and abilities cannot be used if their number is greater than the **Threat Level**, which is the number of Clock cards in the discard pile (including the card just revealed). For example, if the top card has a 1 — trait, a 4 — ability and an 11 — trait and there are seven Clock cards in the discard, only the first trait and the ability apply.
 - Effects that mention a “deck” without specifically mentioning the Clock deck do not affect it.
 - Throughout the game, Rokugani players will employ tactics that will discard Clock cards, delaying the Challenge player's attack, which will hasten the Rokugani players' victory. Whenever the Rokugani players destroy a Challenge player's Province in battle resolution, the top card of the Clock Deck is discarded. Rokugani players may also discard Clock cards as described on the Imperial District. When they are discarded, they have no effect and do not resolve. The last card, *Hour of the Serpent*, may never be discarded in these manners.
 5. Some Siege format cards use a new special icon, called **Rank**, in their text: . If there is a positive or negative number in the helmet, add it or subtract it, as appropriate, to the number

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of Rokugani players to get the final result. If there is just a number, with no plus or minus sign, then that number is multiplied by the number of Rokugani players. For example, "**Battle: Fear** 5" is a Fear 5 effect if there are 4 Rokugani players. For example, the Knot of Serpents Stronghold has a Province Strength of 10. If there are 3 Rokugani players in the game, then the Province Strength is 30.

6. Siege play requires one Challenge player and three or more Rokugani players. Each Rokugani player must bring a legal, constructed deck to the game. The Challenge player brings a pre-constructed Challenge deck that ignores the normal deck construction rules.
7. The Rokugani players are working as a team. They make all decisions together and may freely share information. During action rounds, either in the Action Phase or the Attack Phase, they collectively take actions as a team. They decide one player who will take a single action. Then the Challenge player may take an action. Then again, the Rokugani players collectively decide one player, either the same player as before or a different player, to take an action. This continues back and forth until both sides pass consecutively. Anytime they must make a decision, such as declaring an attack, they work together and make that decision as a team.
8. The Challenge player's turn proceeds in a similar way, with the Rokugani players collectively deciding who takes an Open action at each opportunity and choosing who gets to take a Battle action at each opportunity.
9. The Challenge player does not gain Honor, and does not lose Honor from his or her own cards or from the rulebook.
 - When the Challenge player would lose Honor from a Rokugani player's card, instead the Rokugani players gain a number of **Political** tokens equal to the amount that would have been lost. These tokens are used for discarding Clock Cards (see the Imperial District). One Rokugani player should keep track of all of the Political Tokens gained by the team.
 - Likewise, when a Rokugani player would gain Honor from any source, the Rokugani players gain an equal number of Political tokens instead.
10. When the Challenge player attacks, battlefields are not created at an individual Rokugani player's Provinces, but rather at all intact Territories, using their Province Strength. Territories are destroyed as Provinces would be. Keep in mind that some Territories cannot be destroyed until other Territories allow them to be destroyed.
11. The Challenge player's Provinces can be attacked and destroyed as normal.
12. The rulebook's game victory conditions do not apply, nor do victory or loss conditions from cards not printed in the Siege expansion being played. Rulebook loss conditions, such as ending your turn at -20 or lower Honor, still apply to the Rokugani players, but not the Challenge player. By the Imperial District's text, the Rokugani player loses if the Imperial District is destroyed. The Challenge player loses from the text on the Hour of the Serpent card at the bottom of the Clock deck.
13. The Rokugani players are considered considered the same player. When an effect refers to another player, it only refers to the Challenge player. So for example, when Lobbying, a Rokugani player needs to only have more Honor than the Challenge player. Here are some additional rules governing this:
 - On the Rokugani turn, each Rokugani player is considered "the active player."
 - When checking the Rule of Presence, each Rokugani player has Presence if any Rokugani player has a unit at the current battlefield.
 - A Rokugani player may target any other Rokugani player's appropriate face-up card with an action that targets "your card," a card "you own" or a card "you control" (and similar wordings). Note that this only applies to targeting, not other effects.
 - All abilities normally granted to players, such as **Cycle** and **Lobby**, are granted to each player individually. So, for example, each player may Lobby even if another Rokugani player has already Lobbied that turn, but do remember that when you Lobby, you take the Imperial Favor away from the player who currently controls it.
14. Siege: Heart of Darkness adds a new keyword to the game; **Unstoppable**. Other players may not take Interrupts before your Unstoppable actions resolve.