

# COILS OF MADNESS

## — New Rules and Notes on Specific Cards —

Legend of the Five Rings CCG is making the transition to a new, more accessible kind of game rules in the next base set, Ivory Edition. *Coils of Madness* is the first set with Ivory "bugged" cards. So, many new terms, as well as a new way of writing the cards, makes their debut in this set. Below are explanations of the new terms and guidelines for how to play these cards under Emperor Edition rules.

Unless noted, these rules changes apply only to cards released in *Coils of Madness* and later sets.


### Major Changes


1. Actions now follow this format: [Keywords] Designator, required costs: Effects block. Both the action being taken and the action as printed on the card are "actions"; "ability" is no longer used, but things that affect "abilities" still affect actions on cards under Emperor Edition rules.

2. The "Reaction" designator has been replaced with two new designators.

- "Engage" means that the action is played in the same way as a Reaction to the trigger "After engaging."
- "Interrupt" means that the action is played in the same way as a Reaction to the trigger "Before an action's effects resolve." When an Interrupt refers to an "action" it refers only to the action that triggered it.

**Example:** "Interrupt: Negate the destruction of cards in this unit from another player's action" will only negate the destruction caused by the other player's action that is being "interrupted."

3. Required costs are now given in a graphic format, and there are only two kinds of required costs: "Bow this card" (the icon ) and "Pay X amount of Gold"

(the icon  with a number inside it). This latter cost means that the Gold Cost icon on a Strategy card is no longer needed.

4. Everything else in the effects block (except targeting) is an effect; failing to meet it does not stop the action. However, if an effect would have provided some information but fails (for example, needing the Focus value of the top card of an empty deck; or the Force of a target card that couldn't be targeted) any subsequent effects in the action that require that information also fail.

5. Required targeting has moved back to the effects block. A target that does not say "may target" is required. Under Emperor Edition rules, required targeting is still carried out in the targeting step, before costs are paid. (This will be changing in Ivory Edition.)

6. Some effects are phrased conditionally, for example, "he may bow one of his Rings to draw a card." This means that the player may bow one of his Rings; if he does so, he draws a card. The bowing in this example is not a cost, but if it fails, the effect "draw a card" does not happen.

7. There are a number of new keywords condensing common phrases that often modify actions, that come with reminder text in *Coils of Madness*.

- **Absent** actions may be taken even if you control no units at the current battlefield (that is, without Presence).
- **Home** actions may be taken even if the card they are on is at home (rather than at the current battlefield).
- **Repeatable** actions may be taken any number of times per turn.
- **Tireless** actions may be taken even if the card they are on is bowed.

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8. There are two more new keywords reflecting new game effects that come with reminder text in *Coils of Madness*.

- **Expendable.** After your Expendable card is destroyed, draw a card.
- **Kharmic.** Players now have the following ability relevant to Kharmic cards: **"Repeatable Limited, [Symbol] :** Discard a Kharmic card from your hand, or from your Province if it is face-up. **If you did, draw a card if you discarded from your hand, otherwise refill the Province face-up."**

9. Effects with a bow cost (♣) but no designator, including payment reductions, are triggered optionally when you produce Gold.

## Minor Changes

10. Starting with *Coils of Madness*, Followers will no longer be printed with an Honor Requirement, and in Emperor Edition rules such followers have an Honor Requirement of zero.

11. "Equip" now refers both to the rulebook Limited Equip action (if mentioned in a trait) and to the following sequence of effects (if mentioned in an action): Target your Personality, target an attachment in your hand, and attach it to him, paying all costs. "Equip" used this way means your Personality does not perform the action, but the targeting is required and is carried out during the targeting step of the action. These effects may be further modified by the text of the action.

Recruitment Station has the action: **Battle/Open, [Symbol], [Symbol] :** Equip a Follower, paying 2 less Gold. This means that you target your performing Personality and a Follower in your hand, pay the Follower's cost minus two Gold and attach it to the Personality.

12. Triggered traits now use a comma instead of a colon to designate the end of their trigger.

13. As an aid to recognizing keywords that will have rules relevance in Ivory Edition, they are printed in boldface within a card's keyword area; all other keywords are printed in non-bolded text.

14. "Base" as a term has been replaced with "printed."

15. "Attack" and "defend" when applied to Personalities or units means to assign to, enter play at, or move to a battlefield on respectively the attacking or defending side.

16. "Join" means to come under a player's control, whether by entering play or changing controller.

17. The concept of negation and prevention is more general. Any of the following wordings means that the effect in question is prevented, or the choice in question cannot be taken, for the normal duration of the effect: cannot, may not, will not, negate, it has no effects. The scope of prevention depends on how it is worded; for example, "he will not straighten" refers to all effects that straighten that Personality, while "the action's effects will not straighten him" refers only to one effect.

18. If an action "does not resolve" then its effects do not even start, so they are not considered prevented, negated, etc.

19. "Duel of (stat)" means a duel in which both Personalities use that stat as their duel stat.

20. The symbol for Emperor Edition legality has been redesigned and moved to the lower right of the card.

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