




Champions of Rokugan

Rulebook





Under the swirling skies of the Empire, where the wind whispers legends of heroes past, the Fallen Lion stood facing his young disciple. The crackle of a campfire broke the silence of the night while the shadows leaped and danced, as if heralding future battles.

"My student, the coming war is no mere feud between the clans or another challenge for the empire; it is a conflict that will test not only our skills, but our very souls. The Shadowlands knows neither honor nor mercy. Its darkness corrupts all it touches. Yet it is there that we must stand, as a rampart to protect those unable to defend themselves."

The student, though young and inexperienced, stood tall with his shoulders back. "But my lord, how can a man hope to triumph over such forces?"

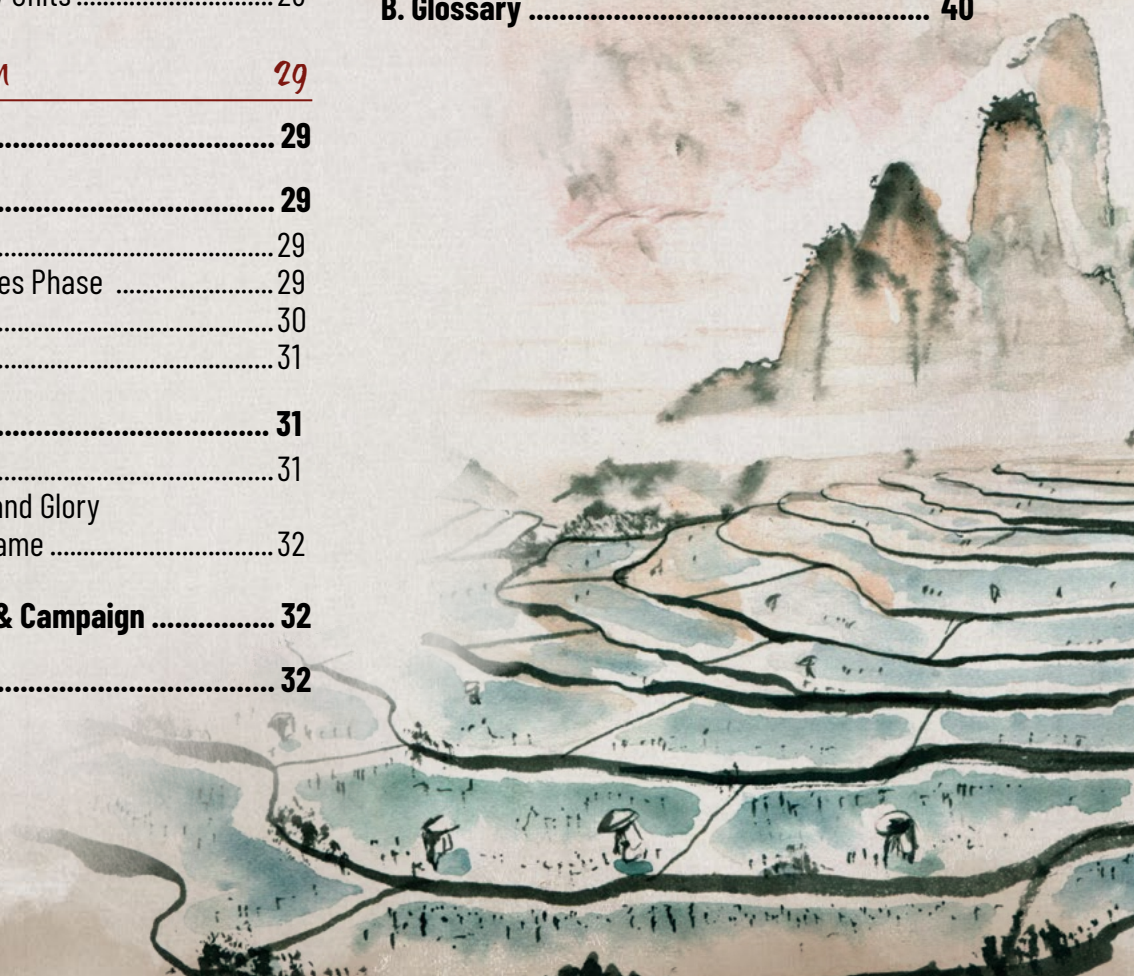
A smile flickered across the master's face. "Humanity cannot triumph alone. It is honor that guides us - our light in the darkness, our resolve when doubt creeps in. Remember this: it is not victory that defines a samurai, but the way he fights for what is right. We are champions, not for our own glory, but for the Empire."

He laid a firm hand on his disciple's shoulder. "You will see terrifying things, endure ordeals that would break even the hardest of hearts. But so long as you remain true to honor, to Rokugan, and to yourself, no shadow can consume you."

As dawn began to break over the horizon, Toturi quietly added:
"Prepare yourself, Toku. The challenges are great, but together we will forge a new legend."

Table of Contents

Chapter 1 - Introduction	5	Chapter 6 - Tests	18	Chapter 9 - Introduction to Rokugan	33
A. Background	5	1. Offensive and Defensive Successes, Wounds	18	A. The Realm of Rokugan	33
B. Game Concept	5	2. Dice Used	18	1. The Five Rings	33
C. Rule Hierarchy	5	3. <i>Out of Combat</i> Skill Tests	19	2. Geography	33
Chapter 2 - Contents	6	4. <i>Combat</i> Skill Tests	19	3. Lands of the Great Clans	33
Chapter 3 - Scenarios	8	5. <i>Secret Technique</i>	20	4. The Emperor and the Imperial Families	33
A. Scenario Types	8	6. <i>Investigation</i> Test	20	5. The Path of Waves	33
B. Scenario Structure	8	Chapter 7 - Actions	22	B. The Shadowlands	34
Chapter 4 - Setup	10	A. Action Points	22	1. The Dark Lord's Domain	34
1. Choosing a Scenario	10	B. List of Actions	22	2. Lord of the Shadowlands	34
2. Choosing Champions	10	C. Details of Non-Combat Actions	22	3. Army of Evil	34
3. Choosing Starting Clan Objectives	10	D. Combat Actions	24	4. A Dark Agenda	34
4. Tracking Board	11	1. List of <i>Combat</i> Steps	24	C. The Great Clans	35
5. Imperial Favor	11	2. <i>Melee Combat</i>	24	D. Nagas	38
Chapter 5 - Characters	12	3. <i>Ranged Combat</i>	26	E. Nezumi	38
A. Clans	12	E. Battle	27	Chapter 10 - Lexicon	39
B. Character Types	12	1. Units	27	A. Keywords	39
C. Character Cards	12	2. <i>Activation</i> of Enemy Units	28	B. Glossary	40
1. Ally Cards	12	Chapter 8 - Game Turn	29		
2. Enemy and Boss Cards	12	A. Imperial Favor	29		
3. Champion and Companion Cards	13	B. Game Phases	29		
D. Important Concepts Related to Characters	14	1. Preparation Phase	29		
1. Honor	14	2. Champions and Allies Phase	29		
2. Glory	14	3. Enemies Phase	30		
3. Clan Objective	15	4. Recovery Phase	31		
4. <i>Destiny</i>	15	C. End of the Game	31		
5. Life Points and Wounds	15	1. Victory Conditions	31		
6. Purity and Corruption	16	2. Calculating Honor and Glory at the End of the Game	32		
7. Ki Points	16	D. Intermission Cards & Campaign	32		
8. Equipment Cards	17	E. Ring Event Cards	32		
9. Companions	17				
10. Solo Play	17				



Introduction

A. Background

The events in *Champions of Rokugan* take place during the Clan Wars. This is a tumultuous period in Rokugan's History, marked by power struggles, political schemes, and armed conflict between the Great Clans. The death of Emperor Hantei 38th leaves the throne vacant and the Empire in a state of civil war. Since the rightful heir is a child, the clans vie for control of the Emerald Throne, manipulating traditions and alliances in pursuit of their own ambitions.

The fortunes of the Scorpion Clan have fallen, stained by the treachery of its leader. The Crab Clan fights fiercely to defend the Empire against the evil forces of the Shadowlands, but its pleas for help often go unanswered. The Crane Clan, masters of court intrigue, seeks to maintain its political influence, bringing the clan into deeper conflict with its ancient rivals, the Lion Clan, whose military traditions spur it to expand its territory amid the turmoil. The Unicorn Clan also mobilizes its mighty cavalry for war, seeking to settle longstanding grievances against the Lion Clan and others.

Meanwhile, the Dragon Clan remains mysteriously aloof, seemingly waiting for something—or someone—before descending from their mountain domain. The pacifistic Phoenix Clan must decide whether to join a side or withdraw to its elemental studies. And on the horizon, a ragtag force of rōnin known as “Toturi’s Army” is rising, while the forces of the minor clans, the serpentine naga, and the ratlike nezumi all begin their march.

The Shadowlands is growing more powerful under the rule of mighty Oni lords and the corrupting influence of the god Fu Leng. Some samurai succumb to this Taint, adding an internal threat to the ones from outside the Empire’s territories.

In this context, the champions of each clan play a central role. Their duty is to defend their values while navigating a world in which honor, glory, and survival intertwine. However, they must never forget that their real enemy lies on the southern border, where the Shadowlands are waiting to strike.

To learn more about the world of *Champions of Rokugan*, please refer to the “Introduction to Rokugan” chapter on page 33.

B. Game Concept

Champions of Rokugan is a coepetitive (cooperative with a secondary ranking system) miniature board game for 1 to 5 players, based on adventures that take place in the world of *The Legend of the Five Rings*.

Players form a group of samurai Champions from the various Great Clans and factions of Rokugan to protect the Emerald Empire from the Shadowlands and the corrupt creatures that inhabit it. Other, more insidious enemies are also trying to sabotage the Emerald Empire from within, for their own gain or simply to see it destroyed. The adventures you will experience will immerse you in investigations and battles on a small or large scale. The whole of Rokugan is under threat!

Bushido is an inherent part of the Champions' lives, and each of them will therefore have an Honor score that represents their behavior in the face of the challenges that arise. In addition to the objectives specific to each adventure, players will be asked to complete the scenarios with a certain amount of Honor by accumulating the Honor scores of all Champions at the end of the game: the Honorable Victory Threshold. Players win or lose together.

Each player will also have a Glory score, which represents their fame within the Emerald Empire and their clan, and will grow through their actions on the game board, as well as through the completion of Clan Objectives (because although the Champions work together, rivalries between clans remain strong, and each will try to advance the cause of their clan as much as the survival of the Emerald Empire).

If the Champions are victorious, the one with the highest Glory score will be *Glorified* and their deeds will be recounted throughout Rokugan. This “*Glorified*” status will only have an impact when you play in a campaign.

C. Rule Hierarchy

In addition to this *Rulebook*, you will find a *Scenario Booklet*. The special rules in the scenarios take precedence over the rules on the cards, which themselves take precedence over the rules in this *Rulebook* and therefore apply in place of the basic rules if they contradict them.

Contents



x6 game boards

The **game boards** represent the locations in the Rokugan universe where the game will take place and where the Characters will act.



x4 game board extensions

The **game board extensions** are added to a game board for certain scenarios.



x24 scenery elements

The **scenery elements** are placed on the game boards to suit the needs of certain scenarios.



x2 Game aids



x1 Rulebook

You have it in your hands.



xXX Champion cards

The **Champion cards** show all of your Champion's characteristics on the front and their story on the back.



x5 Champion dashboards

The **dashboards** hold your Champion cards and prevent the cubes you use from being moved accidentally on or off your dashboard. They also each have a colored symbol in the bottom right corner that matches the colored ring you have chosen.



x44 cubes

The **cubes** are used to indicate your Life Points (LP), Honor, Purity, and Action Points (AP) on your dashboard. They also represent the Ki points you can spend to reroll dice during tests. These cubes are placed on the Champion dashboard.



xXX Clan Power cards

Each Champion has a **Clan Power card**, which influences how they are played. This card is placed on the Champion's dashboard.



xXX Clan Objective cards

Each clan has **Clan Objective cards** representing objectives that you may or may not attempt to achieve. Achieving them will earn you Honor Points, but failing to achieve them at the end of the game will cause you to lose Glory Points.



xXX Ally cards

Ally cards indicate the characteristics of additional Characters who will help you in certain scenarios. Allies have less detailed profiles than Champions.

The backs of these cards have different profiles that serve as Enemy or Boss cards.



xXX miniatures

The **miniatures** represent the different types of Characters in the game: Champions, Allies, Enemies, and Bosses.



x10 base rings

The **base rings** (5 small, 5 large) are available in 5 different colors (one per player) and allow you to instantly identify which Champion belongs to which player.



xXX Enemy cards and xXX Boss cards (including xXX Shadowlands)

Enemy cards and **Boss cards** (more powerful Enemies) indicate the characteristics of the Enemies you face during scenarios. Like Allies, they have less detailed profiles than Champions.

Enemy cards with the Keyword Shadowlands do not have Ally card versions.



X5 Elemental Dice

Elemental Dice are 10-sided dice used only for Tests performed by Champions and Allies. Their sides represent the Five Rings and elements present in the game and its universe, which are used to determine the successes and effects triggered by your dice roll.

Each Element (Air, Earth, Fire, Void, and Water) is represented by a symbol that appears twice on the die.



X9 Enemy Dice

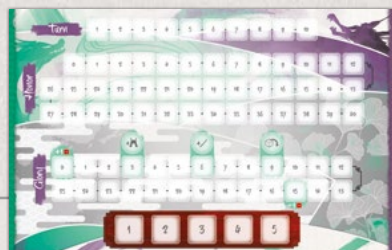
Enemy Dice are 6-sided dice used only for Tests performed by Enemies and Bosses.

There are 3 Enemy Dice in 3 different colors, depending on their power level (white for the weakest, then gray, then black). These dice have katana and helmet symbols to represent potential Wounds inflicted or negated by Enemies.



X1 Imperial Favor token

The **Imperial Favor token** allows the player who has it to choose their place on the *Activation Track* first, to break any ties that are not resolved by the rules, and to play Companions (Champions not controlled by a single player) when they are activated.



X1 tracking board and its 14 tracking tokens

The **tracking board** allows you to see at any time the current turn number, the number of turns allowed by the scenario, the Honor Track representing the cumulative Honor scores of the Champions (Group Honor), the Honorable Victory Threshold, as well as the Glory scores of each Champion and their order on the *Activation Track* for the turn.

The **tracking tokens** are used to indicate this information on the tracking board.

- 1 Maximum Turns token
- 1 Turn Counter token
- 5 Glory Counter tokens
- 5 Champion *Activation* tokens
- 1 Group Honor Counter token
- 1 Honorable Victory Threshold token



X64 Character tokens

Character tokens are used to indicate next to Character miniatures the Wounds sustained, the Corruption sustained by Allies, Enemy *Activations*, and the free and additional Offensive and Defensive Successes that Characters can benefit from.

- 6 +1 Offensive Success tokens (+2 on the reverse)
- 6 +1 Defensive Success tokens (+2 on the reverse)
- 6 Reroll tokens (Enemy Die Transformation on the reverse)
- 20 *Combat* tokens (End of Enemy *Activation* on the reverse)
- 10 1 Wound tokens (2 on the reverse)
- 6 3 Wounds tokens (4 on the reverse)
- 5 1 Corruption tokens (2 on the reverse)
- 5 3 Corruption tokens (4 on the reverse)



X1 Scenario booklet



X15 Equipment cards

Equipment cards represent legendary items that can be awarded to Champions during certain scenarios.



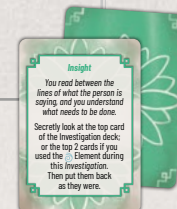
X9 Intermission cards

Intermission cards are used to reward *Glorified* Champions at the end of a scenario during a campaign.



XXX Ring Event cards

Ring Event cards are optional and introduce a variant that will make it easier or more difficult to use one of the Elements each turn.



XXX Investigation cards

Investigation cards are used in scenarios that include *Investigation*. Depending on the results of their *Investigation* Tests, Champions will draw a certain number of cards to advance their *Investigation*.



X76 scenario tokens

Scenario tokens are used to indicate information related to scenarios and their setup on the board.

- 5 Deployment Zone tokens (Oni Summoning Zone on the back)
- 15 Persona tokens (Persona grayed out on the back)
- 5 Item tokens (Item grayed out on the back)
- 8 Flaming Zone tokens (Flammable Zone on the back)
- 3 Direction Indicator tokens (Direction Indicator grayed out on the back)
- 8 red Patrol tokens (lettered on the back)
- 4 blue Patrol tokens (lettered on the back)
- 4 green Patrol tokens (lettered on the back)
- 8 Generic Objective tokens (numbered on the back)
- 6 Reinforcement tokens (numbered on the back)
- 10 Event tokens (numbered on the back)

Scenarios

In *Champions of Rokugan*, you will experience epic adventures. These are presented in the Scenario Booklet, and will allow you to participate in individual stories (scenarios) or stories that are part of larger narrative arcs called campaigns. Each scenario can be played independently of the others, but they are all linked by the story of the Clan Wars and follow this timeline.

We recommend that you take your first steps in Rokugan by playing the *Shinomen Campaign*, which serves as an introduction to all the game mechanics through its five scenarios.

A. Scenario Type

There are several types of scenarios, offering a variety of experiences and challenges:

Adventure

This is the most basic type of scenario, in which Champions face off against Enemies in combat and tactical movement through Skill Tests (dice rolls). A limited number of miniatures are used in this type of game, and the standard rules are used.

Investigation

Some *Adventure* scenarios also include an *Investigation* component. These stories combine investigation and combat. Champions must question Personae in order to progress through the story. Interactions are resolved through Skill Tests (dice rolls), and Personae reveal information based on the results. These scenarios use an additional deck of cards called *Investigation* cards to ensure they run smoothly.

Battle

Some scenarios are real battles and feature more miniatures on the game board, giving the feel of a large-scale battle. These scenarios never include *Investigation*; it's too late for that—it's war!

Some miniatures are grouped into Units in this type of scenario. This type of scenario comes with additional rules and longer games. We recommend that you play a few *Adventure* games before attempting a *Battle* so that you are familiar with the basic rules before adding the additional rules.

Each scenario also offers 3 difficulty levels (easy, normal, hard). You can change the difficulty between scenarios in the same campaign.

To succeed in a scenario, you must always:

- ★ Complete the objective(s) listed in the scenario.
- ★ Reach the required Honorable Victory Threshold (see *End of the Game*, page 31).

B. Scenario Structure

All scenarios in the *Scenario Booklet* are presented in the same way, with an insert at the top containing the following information:

- ★ The scenario type: *Adventure*, *Investigation & Adventure*, or *Battle*.
- ★ The game board to use.
- ★ The list of any mandatory or forbidden Champions.
- ★ The adjustment to the Honorable Victory Threshold depending on the selected difficulty.
- ★ The maximum number of turns in the scenario.
- ★ The average duration of the scenario in minutes.

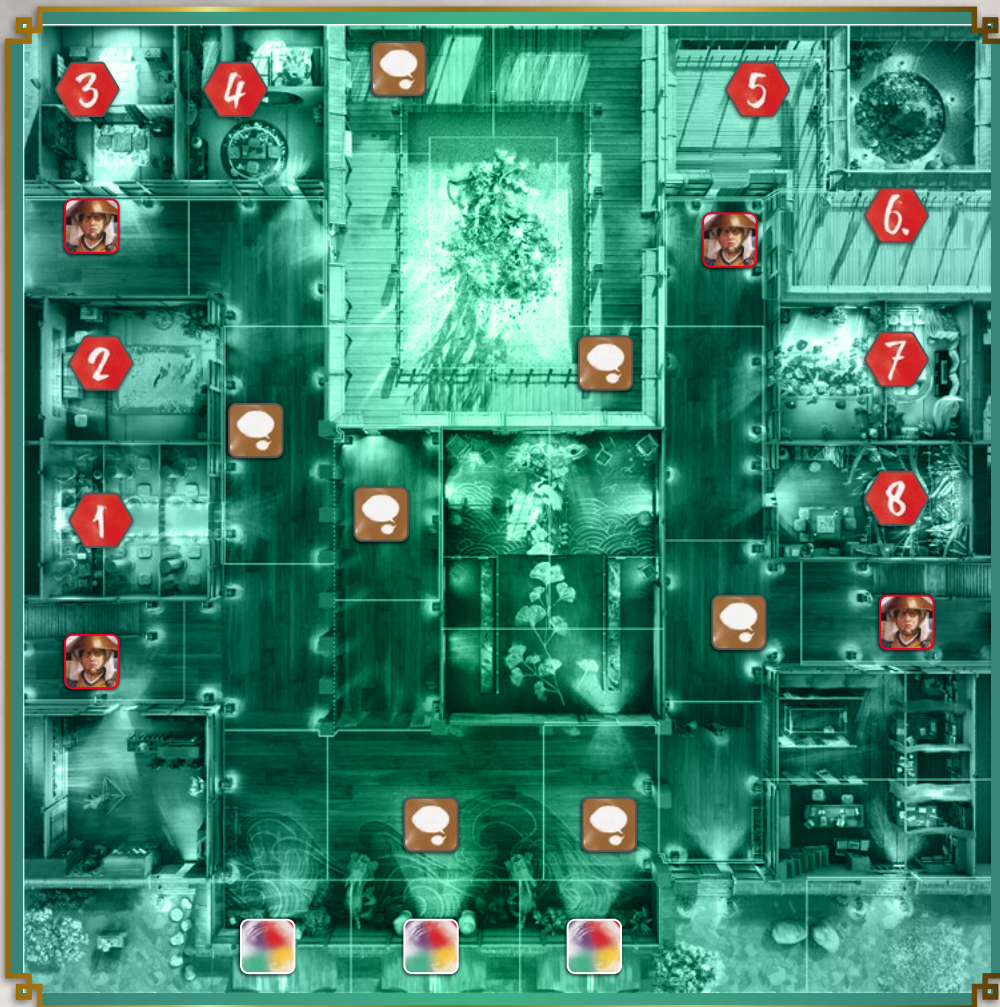
Scenario Type: Investigation / Combat
Mandatory Champions: none
Forbidden Champions: none
Game Board: The Palace

Difficulty:
 Honorable Victory Threshold
 Easy = -3
 Normal = no change
 Hard = +3

Duration of Act 1: 3 rounds
Duration of Act 2: special



Example of an insert



ACTE 1: LEADING THE INVESTIGATION



Champions Setup



Ashigaru Spearman



1 to 8 Suspicious room numbers (1 – 8)



Characters

Each scenario then tells you:

- * The group objective(s) to be achieved, which may vary depending on the difficulty level.
- * A narrative introduction.
- * Specific information about the setup, such as the starting or deployment areas for the characters, the locations of scenery elements, tokens, and other equipment, accompanied by a map.
- * A list of the game components to be set up for the scenario or for each part of the scenario.
- * Any necessary changes or clarifications to the different game phases (additional reinforcements, events, different enemy behaviors, etc.).
- * A conclusion.

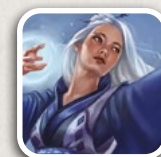
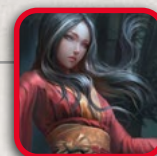
When setting up scenarios, the miniatures to be placed are always represented by the portraits of the Characters in question on their cards. As the miniatures are extremely faithful to these illustrations, this choice saves you time by making it easy to find the corresponding cards and miniatures.



Example of a miniature and its card

Similarly, tokens and portraits always have a colored outline to help you immediately identify their function:

- * **Red** for Enemy portraits;
- * **White** for Ally portraits and deployment zone tokens (for champions and allies);
- * **Dark gray** for scenario tokens (events, reinforcements, objectives, etc.).



Setup

The Scenario Booklet will explain the details of each scenario, but they are all set up in the following steps:

1. CHOOSING A SCENARIO

Each game of *Champions of Rokugan* begins with the selection of a scenario. Once you have chosen a scenario, gather all the materials listed in that scenario and place them on and around the game board as indicated in the "Setup" section of the scenario.

- * Place the game board **1** and any scenery elements and board extensions, as well as tokens **2** and the Enemy and Ally miniatures **3** that are already present when the scenario begins.
- * Place the Enemy cards next to the game board **4**. If the scenario is an *Investigation* scenario, create the *Investigation* deck with the cards listed in the scenario; shuffle it and place it next to the game board **5**.
- * Finally, set up the necessary reserves around the game board **6**:
 - Elemental Dice
 - Enemy Dice
 - *Combat* tokens
 - Wound tokens
 - Corruption tokens (if the scenario includes Allies)
 - Tokens used specifically for the scenario
 - Cubes (you will use some of these for the Champion Selection phase)

2. CHOOSING CHAMPIONS

Each player chooses a Champion, observing any restrictions imposed by the scenario, then takes **7**:

- * A colored base ring to attach to the Champion miniature.
- * The Champion dashboard in the same color as the base ring.
- * The *Activation* token and *Glory Counter* token in the same color.

Unless otherwise specified in the scenario, a player must always play a Champion from a different Clan than the other players.

If there are fewer than 5 players, fill out the group of Champions with Companions.

Companions are minor Characters who accompany Champions (and count as such), so that there are always 5 Champions at the table. We will return to this in the section on Champions.

For each Champion, place the following items on their dashboard:

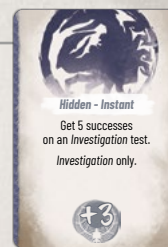
- * The Champion card to be inserted on the left.
- * The Clan Power card to be inserted on the right.
- * One cube in each gauge at the score indicated by the Champion card. The starting Purity score is always 5.
- * As many Ki cubes as indicated on the Champion card, to be placed in the "Available Ki" space.



3. CHOOSING STARTING CLAN OBJECTIVES

For each Champion, take the Clan Objective cards **8** corresponding to their Champion. Remove any cards mentioning *Investigation* if the scenario is not of this type. Shuffle the deck. Then:

- * Draw 3 cards and look at them.
- * Keep at least 1 card. Be careful, each Clan Objective not achieved at the end of the game will cause you to lose Glory.
- * Shuffle the others into the deck.
- * Keep the deck next to your Champion's dashboard.



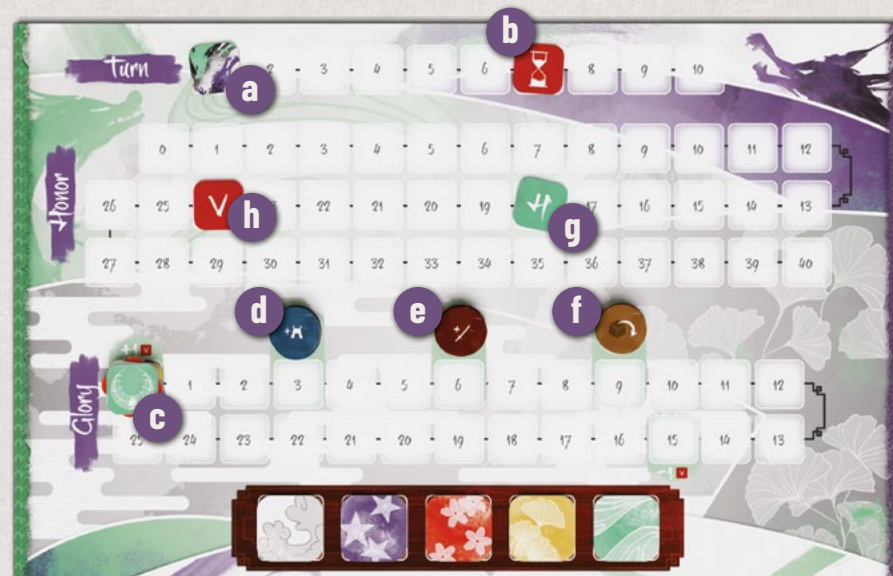
Example of a card related to Investigation



4. TRACKING BOARD

Place this next to the main game board **9** and place the following on it:

- * The Turn Counter token **a** on "1", and the Maximum Turns token **b** on the number specified by the scenario.
- * The Glory Counter token **c** in the color of each Champion on the "0" of the Glory Track.
- * On the Glory Track, place 5 +1 **d** tokens on "3," 5 +1 **e** tokens on "6," and 5 Enemy Die Transformation tokens **f** on "9."
- * On the Honor Track, place the Group Honor Counter **g** on the position equal to the sum of all Champions' Honor.
- * On the Honor Track, place the Honorable Victory Threshold token **h** on the position equal to the sum of the Champions' Honor, plus the *Destiny* score (see *Characters*, page 13) of all Champions and the difficulty level chosen for the scenario.



Example

The players choose the following Champions:
Asahina Takako (Honor 5, Destiny 1), Togashi Mitsu (Honor 3, Destiny 1), Matsu Tsuko (Honor 5, Destiny 1), Isawa Kaede (Honor 5, Destiny 2), Bayushi Aramoro (Honor 0, Destiny 1).

Place the Honorable Victory Threshold token on 24 (18 Honor Points +6 Destiny Points) and the Group Honor counter on 18.

5. IMPERIAL FAVOR

The Champion with the highest Honor score will play first. In case of a tie, the players involved roll 5 Elemental dice, and the first to roll more Fire symbols than the other will be the first player. They then take the Imperial Favor token **10** and choose their position on the Activation Track first during turn 1.



Characters

4. Clans

All Characters belong to a clan that identifies them and, in the case of Champions, has a strong influence on how they are played and on the role that Rokugan society expects them to play (rightly or wrongly).

There are 7 Great Clans. In *Champions of Rokugan*, for simplicity's sake, the *Nagas* are also considered a Clan, as are all Characters with varied motives or members of Minor Clans, who are grouped under the banner Unaligned, and the Shadowlands.

For more details on these clans, see the *Introduction to Rokugan* chapter on page 33.

Here are the symbols you will encounter on Character cards, Clan Objective cards, and Clan Power cards.



Crab



Crane



Dragon



Lion



Naga



Phoenix



Scorpion



Shadowlands



Unaligned



Unicorn

B. Character Types

There are five types of characters: Champions and Companions, Allies, Enemies, and Bosses.

- * Champions represent the players' characters.
- * Companions complete the game table if there are fewer than five players. They function and count as Champions, with a few exceptions.
- * Allies accompany you during certain scenarios and come to help your Champions.
- * Enemies represent the adversity that will stand in your way.
- * Bosses are powerful enemies who are immune to certain effects that would affect normal enemies.

C. Character Cards

1. ALLY CARD



1 Type. Indicates that this is an Ally.

2 Action Points (AP). The number of Action Points available each turn. Actions have varying costs.

3 Life Points (LP). The number of Wounds the Character can sustain before being *Eliminated*.

4 Size. This varies from 1 to 4.

5 Keywords. The list of keywords that this Ally benefits from.

6 Abilities. The special abilities applicable to this Ally.

7 Melee Combat. The number of Elemental Dice this Character rolls during *Melee Combat*.

8 Destiny Points. The number of Reroll tokens this Ally has for the scenario (see page 15).

9 Ranged Combat. If this Ally can do *Ranged Combat*, this is the number of Elemental Dice they can roll.

Unless otherwise specified, the term "Enemy" always includes Bosses.

2. ENEMY AND BOSS CARD



1 Type. Indicates whether this is an Enemy or a Boss.

2 Action Points (AP). The number of Action Points available each turn. Actions have varying costs.

3 Life Points (LP). The number of Wounds the Character can sustain before being *Eliminated*.

4 Size. This varies from 1 to 4.

5 Keywords. The list of keywords that this Enemy benefits from.

6 Abilities. The special abilities applicable to this Enemy.

7 Melee Combat. Number and type of Enemy Dice to roll during *Melee Combat*. Enemies use different dice from other Character categories.

8 Glory. The amount earned by the Champion who eliminates this Enemy or Boss (see *Glory*, page 14).

9 Ranged Combat. If this Enemy can do *Ranged Combat*, this is the number and type of Enemy Dice to roll. Enemies use different dice from other Character categories.

3. CHAMPION & COMPANION CARD



1 Destiny. The relative power of the Champion compared to the average Champion. Each *Destiny* Point increases the Honorable Victory Threshold that must be reached by the group, and decreases the Champion's Glory at the end of the game (see *Destiny*, page 15).

2 Clan. Indicates the Champion's Clan.

3 Keywords. The list of keywords that the Champion benefits from.

4 Life Points (LP). The number of Wounds that the character can sustain before being *Eliminated* (see page 15). When this card is placed on your dashboard, a red line on the left side of the illustration will also indicate when the Champion is considered to have *Weakened* status (see page 15). This number is tracked on the red Life Points gauge **4**.

5 Action Points (AP). The number of Action Points available each game turn. Actions have varying costs (see *Actions*, page 22). This number is tracked on the blue Action Points gauge **5**.

6 Honor. Indicates the Champion's starting Honor score and how it changes during the game. At the end of the game, the combined Honor score of all Champions must equal or exceed the Honorable Victory Threshold in addition to fulfilling the scenario objectives. If not, the scenario will end in defeat (see *Honor*, page 14). This number is tracked on the yellow Character Honor gauge **6**.

7 Ki. The starting Ki score, which the Champion regains at the end of each game turn. Each Ki Point can be spent to reroll as many dice as desired at once during a test (see *Ki*, page 16). This number is represented in the available Ki area on the left **7** and is placed in the area on the right when used.

8 Size. The space occupied within an area. An area cannot contain more than a total of 4 in Size between different miniatures. Sizes range from 1 to 4 (see page 23).

9 Champion Power. A power unique to this Champion.

10 Melee Combat. The number of Elemental Dice this Champion rolls during *Melee Combat* (see *Melee Combat*, page 24).

11 Ranged Combat. The number of Elemental Dice this Champion rolls during *Ranged Combat*. If this symbol is not present, it means that this Champion can never initiate a *Ranged Combat* (see *Ranged Combat*, page 26).

12 Secret Technique. A combination of Elements that allows you to trigger a unique effect specific to that Champion for free when you roll the dice (see *Secret Technique*, page 20).

13 Purity. The Purity score indicates how far the Champion is from the Corruption of the Shadowlands. When it reaches 0, the Character is *Corrupted* (see *Purity and Corruption*, page 16). This number changes on the black Purity gauge.

14 Clan Power. The Clan's unique way of earning Honor.

15 Player Color.

Unless otherwise specified, the term *Champion* always includes *Companions*.

D. Important Concepts Related to Characters

Several concepts are at the heart of the actions and reactions of the Characters, particularly the Champions you play. This is especially true of Honor, which will be essential for your group to succeed cooperatively by reaching the Honorable Victory Threshold, and Glory, which will give everyone the opportunity to advance their Clan within Rokugan, provided the group succeeds in the scenario.

1. HONOR

Honor is an inner and very personal virtue. It reflects the Champion's commitment to living according to a strict moral code. Honor does not depend on the opinions of others, but on consistency with one's own principles and loyalty to one's lord and duty.

It is one of the most important characteristics of a Champion.

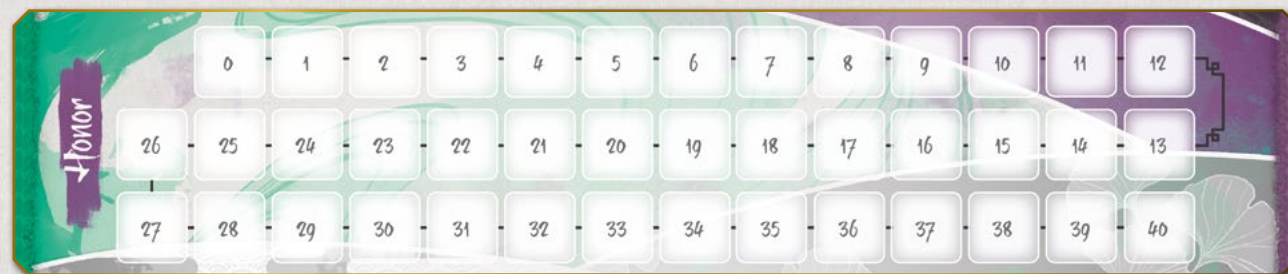
In addition to the scenario objectives, your Honor added to that of the other Champions will help determine victory or defeat in a game (see *End of Game*, page 31). The Honor gauge on the Champion dashboard ranges from -5 to 10. A Champion can never, voluntarily or involuntarily go below -5 Honor or exceed 10 Honor.

If a Champion's Honor is less than "0" at the end of an action, they are *Dishonored*. In this case, they can no longer use the *Investigation* action and no longer count their Defensive Successes (A) (see *Offensive and Defensive Successes*, page 18) during Combat. The Champion becomes *Honorable* again if their Honor score returns to "0" or above at the end of a *Combat* or as soon as they are *Outnumbered*.

The tracking board shows the total Honor of all Champions who have not been *Eliminated*, as well as the Honorable Victory Threshold that must be equaled or exceeded in order to claim victory (see *End of the Game*, page 31).

Champion Honor Gains and Losses

- * +1 Honor Point when they wound an Enemy (limited to once per action).
- * +1 Honor Point when fighting *Outnumbered*.
- * +1 Honor Point for using certain Clan Powers.
- * -1 Honor Point when fighting in *Numerical Superiority*
- * -2 Honor Points when using Deception to transform the result of a Skill Test (limited to once per action).
- * -2 Honor Points during *Disengagement*, i.e., when leaving an area containing at least one Enemy.
- * -1 Honor Point per Purity Point lost at the end of the game.



Group Honor Track



2. GLORY

Glory, unlike Honor, is an entirely public concept that is imposed on the world. It results from the actions of the Champion that leave a lasting impression, such as their exploits or heroic sacrifices. Glory is often linked to recognition and respect from peers or society, particularly from their Clan. It is an important value linked to the public perception of the Champion's actions.

Each Champion has a Glory token placed on the Glory Track of the tracking board in the same color as their dashboard and base ring.

Each player moves their Champion's token on the Glory Track of the tracking board as their score increases their Glory score. When they reach the following values on the Track, they get a Bonus token that can be used once during the game. During *Combat*, these tokens can be used at any time during the Elemental Dice roll:

- * **3 points.** Bonus token of +1 A. ①
- * **6 points.** Bonus token of +1 / . ②
- * **9 points.** Allows you to change the result of an Enemy's dice roll. ③

Glory can never fall below 0 or rise above 25.

If any Champion has 0 Glory at the end of the game, the Honorable Victory Threshold increases by 1 ④. If any Champions have 15 or more Glory, the Honorable Victory Threshold decreases by 1. These bonuses and penalties are per Champion affected, and can therefore decrease or increase by a maximum of 5.

Champion Glory Gains and Losses

- * +X Glory Points for eliminating an Enemy. They gain the value indicated on the Enemy card.
- * +X Glory Points for completing a Clan Objective. They gain the value indicated on the card (see below).
- * +X Glory Points for completing certain actions or objectives during a scenario. Their value is specified in each scenario.
- * +2 Glory Points if *Eliminated*.
- * -X Glory Points for failing to complete their Clan Objectives. At the end of the game, they lose the value indicated on each uncompleted Objective card they possess (see below).
- * -1 Glory Point per Purity Point lost at the end of the game.
- * -1 Glory Point per Champion Destiny Point at the end of the game.

Unless otherwise stated, Champions always start the game with a Glory score of 0.



Glory Track Overview

3. CLAN OBJECTIVES

Clan Objectives, represented by Clan Objective cards, are an important way for Champions to earn Glory outside of the means specific to different scenarios or defeating Enemies.

A Companion does not have a Clan Objective and therefore cannot complete one.

Each of these cards contains the following information:

Types. A card will always be of two types at a time: Revealed or Hidden, and Instant or End.

Condition. This is what the Champion must accomplish to complete the Objective.

Glory. This is the number of Glory Points earned on the Glory Track on the tracking board.



Example of Clan Objective cards

The four types of Clan Objectives have the following effects:

Revealed. Once selected, this Objective must be immediately revealed to all players and remain face up throughout the game.

Hidden. Once selected, this Objective remains face down until the precise moment when you fulfill the conditions for its completion.

Instant. This Objective awards you Glory Points as soon as it is completed. If it was Hidden, it must be revealed face up to the other players so that they are aware of the Objective you have completed. The conditions for some Clan Objectives are fulfilled during the other Champions' turns.

End. This Objective awards you its Glory Points during the final Glory calculation at the end of the game if you fulfill its conditions (see *End of the Game*, page 31).

During setup, each Champion takes their Clan Objective card deck, removes the card marked "Investigation only" if the scenario is not an *Investigation* scenario, shuffles the deck, and draws three cards. They select at least one card and reveal any cards of the Revealed type. Unselected cards are placed in a discard pile, face down.

Similarly, the *Draw Objectives* action (see *Actions*, page 22) also allows a Champion to draw two new Clan Objective cards and select one, with the other going to the discard pile.

Warning! If a Clan Objective is not completed by the end of the game, its Glory value will be deducted from the Champion's Glory Track on the tracking board.

If this Objective has 2 potential values, the lowest value on the card will always be deducted.

You can select as many Clan Objective cards as there are cards in your deck. If you have no more cards available when you want to draw, shuffle your Clan Objective discard pile, to form a new draw deck.

4. DESTINY

Champions of Rokugan offers you the opportunity to play important characters from Rokugan's history. Some of these legendary heroes are more powerful than average, which is reflected in their *Destiny* score.

In exchange for this superior power, each *Destiny* Point a Champion has increases the Honorable Victory Threshold by one point at the start of the game. If the Character is *Eliminated*, their *Destiny* Points are not subtracted from the Honorable Victory Threshold.

At the end of the game, the Champion's Glory score is reduced by the number of *Destiny* Points.

For Allies, each *Destiny* Point grants a Reroll token (and no penalties). A player controlling an Ally can reroll all or some of the Elemental Dice during an Ally's Skill Test by discarding one of their tokens.

Example

Matsu Tsuko has a Destiny score of 1. At the start of the game, the Honorable Victory Threshold increases by one point. She is Eliminated in a clash.

At the end of the game, the Honorable Victory Threshold will remain increased by 1, and she will suffer a loss of one Glory Point.

5. LIFE POINTS AND WOUNDS

Life Points represent the Characters' ability to withstand blows from their opponents. They are represented differently depending on the type of Character.

* Wounds (♠) suffered by Allies, Enemies, and Bosses are represented by Wound tokens placed next to their miniatures or on their cards in the case of Bosses.



Wound tokens

When an Ally is reduced to 0 Life Points, they are *Eliminated*. Their miniature is removed from the game board.

When an Enemy or Boss is reduced to 0 Life Points, they are *Eliminated*. Their miniature is removed from the game board and the Champion who eliminated them earns the Glory Points indicated on their card.



Glory Points indicated on an Enemy card

* Wounds suffered by Champions are represented by a Life Point gauge. A Champion has an initial Life Point score noted on their card, as well as a Life Point threshold marked by a red line on the Champion's illustration, representing the "Weakened" state. When a Champion reaches the "Weakened" threshold, they only roll 4 Elemental Dice for all their Skill Tests, whether in *Combat* or *Out of Combat*.

Characters can never exceed their initial number of Life Points.



Life Points gauge overview on the dashboard

A Character reduced to 0 Life Points is *Eliminated*. They can no longer be healed, and nothing can cancel their elimination.

If an Enemy or Boss is *Eliminated* by a Champion (including Companion), they advance the Champion's token on the Glory Track by the Glory score indicated on their Enemy or Boss card.

Eliminated Champion

When a Champion is *Eliminated*, remove their miniature from the game board. Keep their Champion Dashboard and scores, as these may be used to fulfill Objectives.

Immediately:

- ★ Their starting Honor is removed from the Honorable Victory Threshold (but not their Destiny score).
- ★ Their current Honor is removed from the Group Honor Track.
- ★ They gain 2 Glory Points.

At the end of the game:

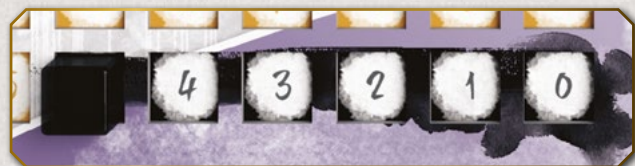
- ★ They lose Honor and Glory based on their Purity (see below) and Destiny scores.
- ★ They resolve their End-type Clan Objective cards, gain Glory for any they can fulfill, then lose Glory for any they cannot fulfill.

Unless specified by the scenario, the *Elimination* of a Champion does not necessarily result in their failure.

A player whose Champion is *Eliminated* may, if they wish, play one of the Companions present on the board for the rest of the game (or until the Companion is *Eliminated*).

6. PURITY AND CORRUPTION

Champions and Allies defend the people of Rokugan against the Corruption of the Shadowlands. Sometimes, Fu Leng's minions spread Corruption during a successful attack or simply by their presence. In these cases, the Champion or Ally loses a number of Purity Points equal to the Corruption value indicated in the Keyword on the Enemy or Boss card, and the Purity gauge on their dashboard is reduced by the same amount (in the case of a Champion) or by recovering Corruption tokens (in the case of an Ally).



Overview of the Purity gauge on the dashboard

It is possible to prevent the loss of Purity when it occurs by spending as many available Ki Points as the potential loss of Purity.

It is also possible for a Champion, at any time during their *Activation*, to spend available Ki Points to raise their Purity gauge by the number of points spent.

If a Champion's Purity reaches "0", there are two possibilities:

- ★ If the Champion has 0 Life Points: the Champion is *Eliminated*.
- ★ If they still have Life Points: the Champion is *Corrupted*. They are now part of the Enemy side and will be played with the rest of them.

The *Corrupted* Champion's miniature remains in place, they are no longer controlled by the player, but their Champion profile is replaced by their Boss card until the end of the game, retaining any Wounds they have suffered.

The *Corrupted* Champion is considered *Eliminated* for the purposes of resolving the scenario but does not earn the 2 Glory Points for being *Eliminated*.

As with *Elimination*, the player whose Champion has been *Corrupted* may control a Companion already on the game board until the end of the game.

At the end of the game, each Purity Point lost also causes the Champion to lose 1 Honor Point and 1 Glory Point. A *Corrupted*

Unless otherwise stated, Champions and Allies always start the game with a Purity score of 5.

Champion cannot be *Glorified* at the end of the game.

An Ally tracks lost Purity Points using Corruption tokens (which have a value of 1 to 4. Like Champions, when they reach "0," they will be *Eliminated* or *Corrupted*, depending on their remaining Life Points. If they are *Corrupted*, their Ally card is replaced by their Enemy card, retaining any Wounds they have suffered.



Corruption tokens

7. KI POINTS

Champions have a Ki score that represents both the number of Ki Points they have available at the start of the game and the number of points they recover to their initial level during each Recovery Phase at the end of the turn.

During a test, a Champion can spend one Ki Point to reroll as many of their Elemental Dice as they wish.

They can do this several times during the same roll, paying the cost each time they want to reroll one or more dice.

A Champion can exceed their initial Ki score (for example, with the *Concentration* action), but only temporarily; during the Recovery Phase, any Ki Points remaining in excess of their initial score will be lost.



Available cube reserve

Used cube reserve

8. EQUIPMENT CARDS

During certain scenarios, Champions can collect sacred items represented by three categories: Weapon, Armor, and Relic. The effects of an Equipment item are described on its card.



There is no limit to the number of Equipment cards a Champion can have, but they can only use one of each type in a scenario.

9. COMPANIONS

When there are fewer than 5 players at the table, use a Companion for each missing player instead of a Champion.

These Companions will always be Minor Clan Bushi, unless you are playing Solo (see *Solo Game*, below).



Companions count as Champions, with the following exceptions:

- * They are played by the player with Imperial Favor for the 3- and 4-player game, or divided between the players if there are only two players.
- * They do not have Clan Objectives and therefore cannot fulfill them.
- * They are never *Glorified* (see *End of the Game*, page 31).

If there are Minor Clan Companions in play, they are assigned to players as follows:

4 players. The Minor Clan Companion is controlled by the player with Imperial Favor.

3 players. Both Minor Clan Companions are played by the player with Imperial Favor.

2 players. Assign one Minor Clan Companion to each player. The third will be controlled by the player with Imperial Favor.

Solo play. All Companions are controlled by the single player.

10. SOLO GAME

It is possible to vary the strategic approach greatly when playing alone. In this case, only one Clan will be played and the following changes will apply:

- * The player selects their Champion, then chooses either the 4 Minor Clan Bushi or the 4 Companions specific to their Clan as Companions, represented by 4 identical Champion cards with the Companion Keyword.
- * Reminder: only your Champion has Clan Objectives and can fulfill them.
- * The player chooses the location of each of the five Champions on the *Activation Track*. Their Champion (and no longer the player themselves) is considered to hold Imperial Favor and retains it throughout the game.
- * To succeed in the scenario, in addition to completing the scenario objectives and reaching or exceeding the Honorable Victory Threshold, your selected Champion must have a Glory score higher than the combined Glory scores of his 4 Companions.



Card and miniature of the Dragon Monk, Companion of the Dragon Clan

Be careful not to sacrifice your Companions too hastily, as each *Eliminated* Champion earns them 2 Glory Points, which could make it difficult for you to match their combined Glory scores at the end of the game!

Tests

Throughout the scenarios, the Characters (Champions, Allies, and Enemies) will be called upon to perform numerous tests. The outcome of their actions is determined by dice rolls, whether in *Combat* or *Out of Combat*, which determine whether an action is successful or unsuccessful.

Out of Combat, the results are simply referred to as successes.

In *Combat*, the results are referred to as Offensive and Defensive Successes.

1. OFFENSIVE AND DEFENSIVE SUCCESSES, WOUNDS

The results of *Combat* are represented by the following symbols:

- * \diagup represent Offensive Successes, i.e., the number of potential Wounds that will be inflicted on the defender.
- * \mathbf{H} represent Defensive Successes, i.e., the number of potential Wounds canceled from the attacker's result.
- * \diagup minus \mathbf{H} indicate the number of Wounds sustained by a Character.
- * \blacklozenge represent Wounds sustained by Characters, both in *Combat* and *Out of Combat*.

In *Combat* $\blacklozenge = \diagup - \mathbf{H}$.

2. DICE USED

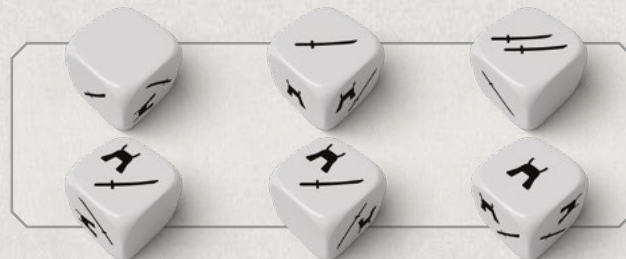
Enemies only perform tests during *Combat*. They use 6-sided Enemy Dice, which only have \diagup and \mathbf{H} symbols on them and come in varying quantities depending on the sides and colors of the dice (white, gray, black). These \diagup and \mathbf{H} are counted and added to any modifiers to determine the Enemy's result.

Enemy Dice are grouped into three categories, ranging from weakest to most powerful:

Weak (white die):



Medium (gray die):



Strong (black die):



When an Enemy fights, you roll 6-sided dice; most of the time 3 dice and never less than 2. These dice are rolled at the same time as the Champion's Elemental Dice. Several modifiers, such as keywords noted on an Enemy's card or a Champion Power, can change the final result of a roll.

Example

A Zombie Peasant is in *Melee Combat* with a Champion. During their attack, the Enemy Dice to be rolled are $\square, \square, \square$. They roll $\diagup, \diagup, \mathbf{H}$. Their final Attack score is therefore 2 \diagup and 1 \mathbf{H} , which will be compared to the Champion's result.

Enemies' *Melee* or *Ranged Combat* abilities are shown at the bottom of their cards. If no bow symbol appears on the right side, the Enemy cannot engage in *Ranged Combat*.



Champions and Allies use Elemental Dice, composed of symbols from the Five Rings of the Legend of the Five Rings. Each of these 5 Elements appears twice on these 10-sided dice:



The tests they perform are called Skill Tests.

Important: Champions and Allies roll 5 dice *Out of Combat*, and 4 to 5 depending on the values and symbols on their card for *Combat*:



Overview of a Champion card

A Champion who does not have a bow symbol with a value can never engage in *Ranged Combat*.

When a Champion is *Weakened*, they roll a maximum of 4 Elemental Dice, both in *Combat* and *Out of Combat*.

The Five Rings

The five elements, also known as the Five Rings, are represented in the sacred spirits of the natural world, as well as in society and the psyche.



Air: the element of subtlety, finesse, and perception. It is linked to diplomacy, precision, and cunning.



Earth: symbol of stability and defense. It represents physical and mental strength, as well as the ability to endure and protect.



Fire: embodies passion, energy, and creative destruction. It represents initiative, enthusiasm, and innovation.



Water: associated with adaptability and the power of flow. It reflects the ability to adapt to circumstances and exploit opportunities.



Void: the spiritual essence and universal harmony. It is the state of awakening and intuition, allowing one to act in perfect resonance with the universe.

3. OUT OF COMBAT TESTS

When a Champion or Ally makes a test, they roll the dice and get a certain number of results for each Element. When resolving their test, they choose one of these Elements (except Void), for which they will have one success per symbol obtained on the top face of the die.

Example

Bayushi Aramoro rolls his 5 Elemental Dice and gets , , , and , for a total of 2 successes. Fortunately for him, there are several ways to modify his final result.

After rolling the dice, a Champion or Ally may use these options, in the following order:

* **Focus.** Use 1 Ki Point by moving it from the “available” slot to the “used” slot. Spending this point allows you to reroll all or some of the Elemental Dice. Focus can be used as long as the Champion has Ki Points. You can therefore spend 1 Ki Point, reroll one or more Elemental Dice, then spend another Ki Point to reroll one or more Elemental Dice again.

An Ally does not have Ki but may have a Destiny score that gives them Reroll tokens that work in the same way.

* **Deception.** By spending 2 Honor Points, you can transform any result of 1 Elemental Die into another Element of your choice, once only. Deception is limited to once per action.

* **Call of the Void.** Remove 1 Elemental Die with a result from the test. Then transform each other result into a result of your choice.

Once these optional steps are complete, you get your final result and number of successes.

Example

Bayushi Aramoro rolled , , , and , for a total of 2 successes. He decides to spend 1 Ki Point to reroll his Element and gets again . He spends a second Ki Point and this time gets by rerolling his . He now has 3 successes. He then uses Call of the Void, discards his first result of , which allows him to convert his remaining results (i.e., 1) into the Element of his choice. He converts it to , giving him 4 successes. Much better than the 2 he started with!

* **Harmony with the Elements.** When you get a result from each of the Air , Earth , Water , Fire , and Void Elements during an *Out of Combat* Elemental Dice roll, you can use *Harmony with the Elements* to get 4 automatic successes without choosing an element on investigation tests (see *Investigation Tests*, page 20) and on certain *Complex Manipulation* tests specific to certain scenarios.

4. COMBAT TESTS

Combat can be initiated by Champions and Allies (during the Champion Phase) and by Enemies (during the Enemy Phase). Thus, during the same game turn, Champions can fight multiple times.

During *Combat*, both the attacker and the defender attack (if the defender can) and defend themselves.

The only actions that take place in *Combat* are *Melee Combat* and *Ranged Combat* (see *Actions*, page 22).

Combat Skill Tests work in much the same way as *Out of Combat Tests*, with the following changes:

* **Offensive and Defensive Elements.** Mimicking and Enemies symbols, Elemental Dice have their Elements split into three categories: Void, Offensive Elements (Water, Fire), and Defensive Elements (Air, Earth). Instead of choosing a single Element as in *Out of Combat*, when resolving your test you must choose one Offensive Element and one Defensive Element.

In Combat



Offensive



Defensive



No Change

* **Additional Effects.** Additional Effects are applied to the results obtained by Champions (not Allies) when you have a combination of 3 identical Offensive or Defensive Elements:

- * 3 : +1 Action Point bonus and 1 Life Point healing.
- * 3 : +1 bonus.
- * 3 : +1 bonus.
- * 3 : +1 Ki Point bonus.

Example

Togashi Mitsu makes a Melee Combat test. He rolls 5 Elemental Dice and gets , , , and . He decides to use Call of the Void to remove one and convert the last one into . He will therefore have 3 Offensive Successes, 1 Defensive Success, and will gain +1 Ki Point as an Additional Effect.

* **Harmony with the Elements.** When you get a result from each Element Air , Earth , Water , Fire , and Void during a *Combat* Elemental Dice roll, you can use *Harmony with the Elements* so that your Enemy does not inflict any on you, and you automatically inflict 1 on them, ignoring all of their . If you have abilities that cause you to gain , they will not apply unless otherwise specified.

Reminder: a Dishonored Character does not count their so this is the only way to defend yourself effectively when you are Dishonored and be Honorable again at the same time.



5. SECRET TECHNIQUE

Each Champion has a *Secret Technique* that is triggered by a specific combination of Elements. This combination is only taken into account once the Elemental Dice have been modified, just before the final result. For most Champions, this Technique only has an effect during a *Combat*.

Using a *Secret Technique* does not remove any Elemental Dice; each die will have its full normal effect.

Combination of Elements required to trigger the Secret Technique



Example

Matsu Tsuko of the Lion Clan performs a Combat Skill Test. She gets the following result: . The Elements allow her to trigger her Secret Technique, and thus gain 1 / to the final result.

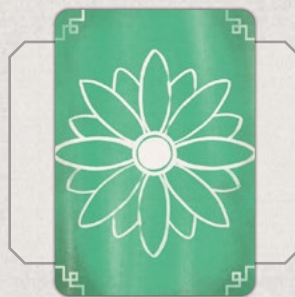
6. INVESTIGATION TESTS

Some *Champions of Rokugan* scenarios are *Investigation* scenarios, which means that you will need information and clues to progress. During these scenarios, your Champions will interact:

- ★ With Interlocutors, who are non-combatant characters represented on the game board by Persona tokens.
- ★ With Enemy Characters for whom the scenario calls for such interaction.



Champions will talk to Personae and Enemies to, for example, locate a suspect, a target, a specific house on the game board, or even a treasure. To do this, you will use the *Investigation* action (see *Actions*, page 22).

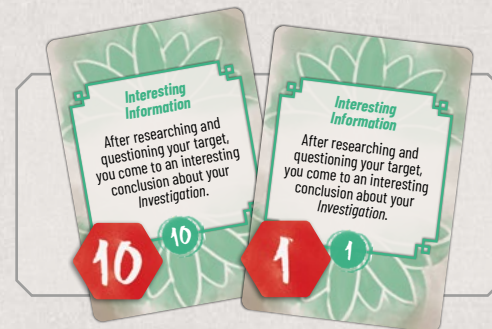


Back of an Investigation card

Place the *Investigation* deck next to the game board and set up a discard pile face down.

An *Investigation* card deck consists of all *Investigation* cards, minus any modifications indicated by the scenario. In this deck, you should only include a certain number of “Interesting Information” cards numbered from 1 to 10:

- ★ Take the cards numbered from 1 to the value required by the scenario and shuffle them.
- ★ Then discard one of these at random, face down, and shuffle



the others into the deck used for the scenario. The discarded card is returned to the game box with the unused cards.

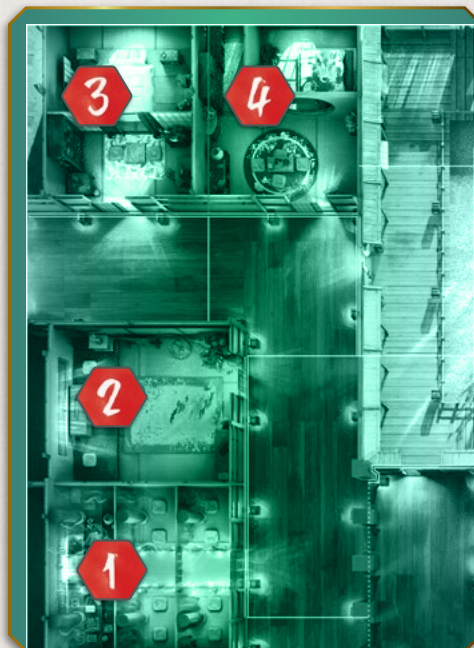
On the game board are tokens numbered from 1 to the same value as the “Interesting Information” cards required by the scenario. When players draw an “Interesting Information” card, they remove the token corresponding to the number on the card.

Under one of them is the *Investigation* objective. When a “Interesting Information” card is revealed, remove the corresponding token until only one token remains. This token will be linked to the card you removed and will therefore be the one you were looking for!

Example

The scenario uses 4 “Interesting Information” cards, so take cards numbered 1 to 4, then discard one face down at random before shuffling them back into the Investigation deck. Cards numbered 1, 3, and 4 remain secret; card 2 has been discarded face down.

There are 4 tokens on the board, numbered 1, 2, 3, and 4. During their Investigation, one of the Champions reveals an “Interesting Information” card numbered 3. The token 3 is removed from the game. Another Champion eliminates 4, and finally a last Champion eliminates 1. Only token 2 remains: this is where the Investigation objective is found.



Successes and Investigation

The result of the (*Out of Combat*) Elemental Dice test determines how the discussion goes:

- * **2 successes or less.** It's a failure! Shuffle the discard pile, take two *Investigation* cards at random without looking at them, and place them on top of the draw pile. Put the discard pile back in place, still face down.
- * **3 successes.** Draw a card and play it in front of all players. Once you have applied its effects, discard it face down.
- * **4 successes or Harmony with the Elements.** Draw two cards, secretly this time. Play at least one of them in front of all players, then place both cards face down in the discard pile.
- * **5 successes.** Draw three cards, secretly. Play at least one of them in front of all players, then place all three cards face down in the discard pile.

As soon as an "Interesting Information" card is drawn, it is applied to remove the corresponding token. Discard the card from the game and do not place it in the discard pile.

If at least one card is played during a discussion with a Character, it is no longer possible to Investigate that Character.

If at least one card is played during a discussion with a Persona :

- * Turn the Persona token to its gray side.
- * They can be questioned again.
- * If they are questioned again, remove the token from the game.

Investigation Cards

Here is the list of potential *Investigation* cards:

<p>Look Out!</p> <p>"Help! Over here!"</p> <p>The 2 Enemies with Guard behavior closest to you change to Assault behavior. They activate immediately and will activate again during the Enemy Phase.</p>	<p>Draw Attention</p> <p>The person starts waving their arms and calls for a guard!</p> <p>The Enemy with Guard behavior closest to you spends 2 Action Points to get closer to this character; 3 if you used the Element during this Investigation.</p>	<p>Talkative</p> <p>"Blah, blah, blah... Didn't I tell you that story? Listen to this..."</p> <p>Draw 2 cards from the Investigation deck; 3 if you used the Element during this Investigation. Choose 1 and place it back on top of the Investigation deck.</p>	<p>Captivating</p> <p>"What you're saying is just incredible... I'd never have thought of it myself!"</p> <p>Gain one Ki Point if you used the Element during this Investigation. Once you've completed your action, you can carry out another Investigation on this character if he is still present without spending any Action Points.</p>	<p>Unpleasant</p> <p>"Excuse me, but I've got better things to do! Leave me alone!"</p> <p>Remove the character token from the game.</p>	<p>Pointless Discussion</p> <p>Your Investigation yielded no results; your target had no information to give you.</p>	<p>Eloquence</p> <p>"As lightning strikes, sublime is he who knows nothing!"</p> <p>Gain 1 Honor Point; 2 if you used the Element during this Investigation.</p>
x2 Look Out!	x2 Draw Attention	x2 Talkative	x2 Captivating	x2 Unpleasant	x8 Pointless Discussion	x2 Eloquence
<p>False Lead</p> <p>"Hmm, interesting. In that case you should go that way... Actually, no, not that way!"</p> <p>Take 3 cards at random from the discard pile and place them back on top of the Investigation deck; 2 if you used the Element during this Investigation.</p>	<p>Interesting Information</p> <p>After researching and questioning your target, you come to an interesting conclusion about your Investigation.</p>	<p>Lies</p> <p>"I'm telling you, he's gone! Why don't you go look over there?"</p> <p>Shuffle a previously drawn Interesting Information card into the deck and cancel its effect.</p>	<p>Outrage</p> <p>The person feels insulted. You should have perhaps chosen your words more carefully.</p> <p>This character becomes an Enemy whose type is specified in the scenario. They adopt the Assassin behavior, and you are their target.</p>	<p>Insight</p> <p>You read between the lines of what the person is saying, and you understand what needs to be done.</p> <p>Secretly look at the top card of the Investigation deck; or the top 2 cards if you used the Element during this Investigation. Then put them back as they were.</p>	<p>Rhetorical Trap</p> <p>The person makes you look like a fool. This one certainly has a sharp mind!</p> <p>You lose 2 Honor Points; 1 if you used the Element during this Investigation.</p>	<p>Bribe</p> <p>"Kanpai!"</p> <p>You can draw 2 additional Investigation cards by spend 2 Honor Points; only 1 if you used the Element during this Investigation.</p>
x2 False Lead	x10 Interesting Information, number from 1 to 10	x2 Lies	x2 Outrage	x2 Insight	x2 Rhetorical Trap	x2 Bribe



Actions

A. Action Points

Action Points (AP) represent the ability of Champions, Allies, and Enemies to act. During their *Activation Phase*, each Character will spend all or part of their Action Points. Champions can carry over remaining Action Points from one turn to the next as long as their AP score does not exceed a maximum of 10 points.

B. Action List

Here is the list of actions available to Champions during their *Activation*:

- * **3 AP. Melee Combat.** Attack in your area or in an adjacent *Saturated* area
- * **3 AP. Ranged Combat.** Attack outside your zone.
- * **3 AP. Investigation:** question a Persona.
- * **3 AP. Complex Manipulation:** interact with a setting or object requiring a Skill Test.
- * **3 AP. Healing:** heal yourself.
- * **2 AP. Concentration:** gain Ki Points for the current turn.
- * **1-2 AP. Movement:** move according to the movement costs.
- * **+1 AP. Disengagement:** leave an area in which at least one opponent is present.
- * **1 AP. Simple Manipulation:** simple interaction with an object that does not require a Skill Test.
- * **1 AP. Draw Objectives:** draw two Clan Objective cards and keep one.

Allies and Enemies have access to more limited lists of actions (see *Game Phases*, page 29).

C. Out of Combat Actions

✦ Investigation [3 Action Points]

In an *Investigation* scenario, this action allows you to interact with a Persona token, sometimes with an Enemy depending on the scenario, by questioning them to obtain information according to the scenario rules.

✦ Complex Manipulation [3 Action Points]

This action allows you to interact with the Champion's environment, for example a mechanism needed to activate a piece of scenery. This action, if available, will be specific to the content of the scenarios.

In all cases, the Champion must make a Skill Test. The number of successes required will be determined by the scenario.

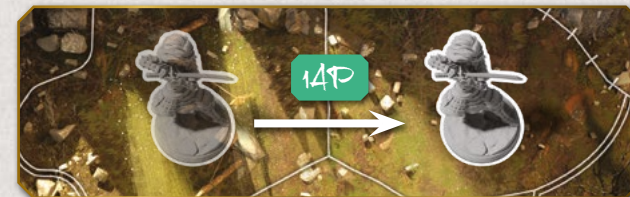
✦ Movement [1 to 2 Action Points]

This action allows the Character to move out of one area and into another adjacent area, depending on the type of border separating the two areas.

By default, a normal border is called a single white border. It represents open terrain that is easy to cross.

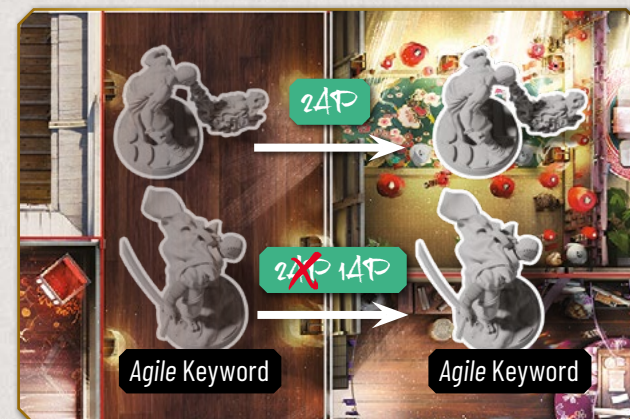
* **Single [1 Action Point]:** A single border is the default border, representing open terrain that is easy to cross.

Modifiers may apply to cross certain areas.



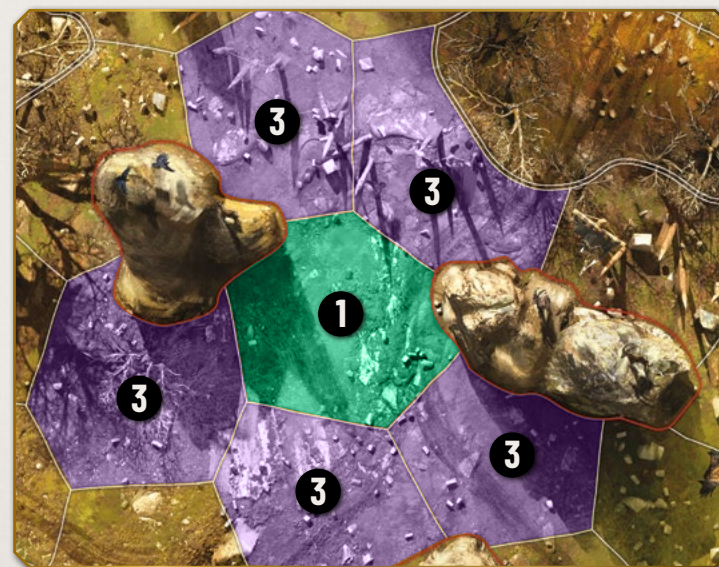
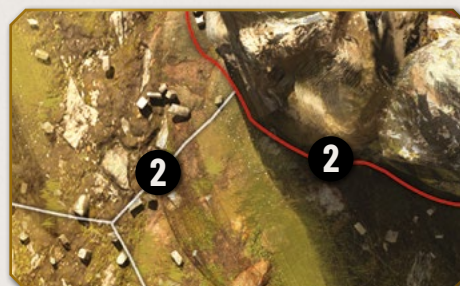
* **Double [2 Action Points]:** A double border is unstable and requires effort to cross. It costs 2 Action Points to cross instead of 1.

A Character with the *Agile* Keyword counts a double border as a single border.



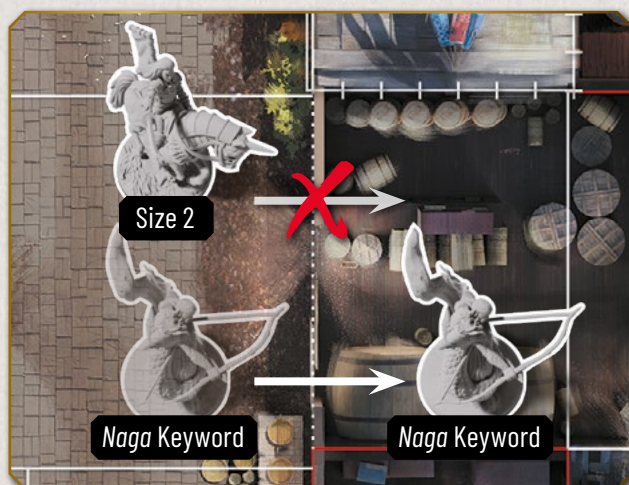
Game board

Each game board is made up of areas **1**, which are themselves delineated by borders **2**. There are several types of borders. Areas that surround another area are considered adjacent **3** as long as they are not separated by a red border.



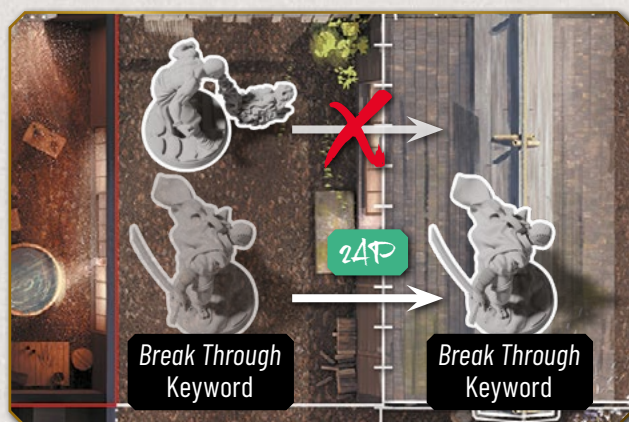
* **Dotted [Variable]:** This is a very narrow area. A Character of Size 2 or greater cannot cross this border. Crossing this border requires 1 or 2 Action Points depending on whether it is single or double.

A Character with the *Naga* Keyword can cross this border normally despite its Size.

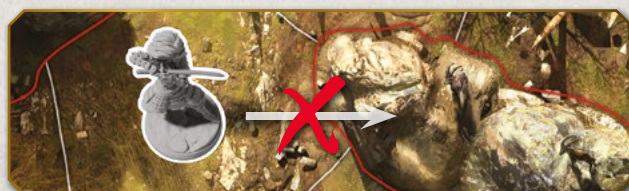


* **Split:** This is an area littered with obstacles or steep slopes that cannot normally be crossed.

A Character with the *Break Through* Keyword can cross this border for 2 Action Points.



* **Red:** It is impossible to cross this border, regardless of the situation.



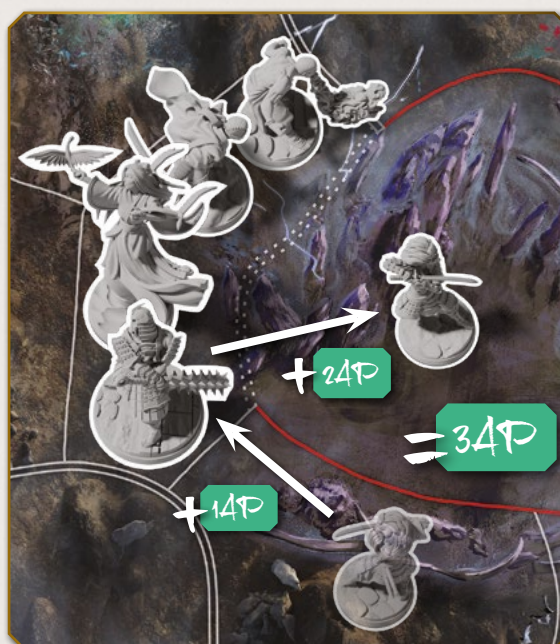
Saturated Area

It is impossible to enter an area if its occupancy (the combined Sizes of the Characters present) exceeds 4. An area that cannot be entered is called *Saturated*.

If an area is *Saturated* but only contains Characters from the same side (only Champions and Allies for players, or only Enemies for Enemies), a Character from the same side can cross it while respecting the rest of the Movement rules, provided they immediately spend the Action Points necessary to enter AND exit the *Saturated* area crossed.

Example

Matsu Tsuko wants to cross an area Saturated by Characters from the same side as her. The border separating her current area from the Saturated area is a single white border, which would cost her 1 AP. The area she wants to go to near the Saturated area is separated by a double dotted white border. She will therefore have to spend 3 AP in total (1 to cross a single border, 2 to cross a double white border).



Healing [3 Action Points]

This action allows a Champion or an Ally to take a moment to bandage their wounds or cast healing magic. They regain 2 Life Points. It is impossible to exceed your maximum Life Points, and it is impossible to use Healing if an Enemy is in the Champion's area.

Concentration [2 Action Points] (1x/Activation)

This action allows the Champion to draw on their inner strength. They immediately gain 1 Ki Point. Take a cube from the reserve and place it in the area of available cubes for your Ki. It is possible to temporarily exceed the maximum; the Ki Point will be lost during the next Recovery Phase.

Disengagement [+1 Action Point]

This action allows a Character to leave an area in which at least one opponent is present. In addition to costing 2 Honor Points, it also costs 1 additional Action Point for this *Disengagement*, on top of the cost of the Movement used to leave the area.

Simple Manipulation [1 Action Point]

This action does not require a Skill Test (unlike *Complex Manipulation*) and is used for risk-free interactions with the environment. In addition to scenario-specific cases, this includes:

- * Picking up/putting down an item.
- * Giving/taking an item. If it is an exchange between two Champions, only one of them, at their discretion, spends a single Action Point.

Draw Objectives [1 Action Point] (1x/Activation)

This action allows you to draw two cards from your Clan Objective deck. Select one, return the other to the deck, then shuffle it. If the selected card is a Revealed card, you must immediately play it face up.



D. Combat Actions

Champions of Rokugan is a heroic game in which Champions are often called upon to fight. *Combat* includes both *Melee* or *Ranged Combat*. It can be initiated by a Champion or an Ally during the Champion Phase, or by an Enemy during the Enemy Phase (see *Game Phases*, page 29). Thus, during the same game turn, Characters can face each other several times.

A *Combat* action represents several exchanges of blows between two Characters (a Champion or Ally against an Enemy), which is why the Character who initiates *Combat* and their opponent (their target) attack and defend during the same *Combat* (unless the defender cannot engage in *Ranged Combat*).

Two Characters involved in a fight are also called Combatants.

1. LIST OF COMBAT STEPS

1. Choose your target.
2. Determine if there is *Numerical Superiority* – *Outnumbered* situation.
3. Start the *Combat*.
4. Calculate the number of dice to roll.
5. Roll each Combatant's dice.
6. Reroll dice.
7. Transform the results.
8. Apply modifiers and calculate the final results.
9. Inflict Wounds.
10. End of *Combat*.

The number of steps in *Combat* may seem high, but it is only there to help you understand the order in which micro-decisions and modifications take place.

The basic rules of *Combat* are those of *Melee Combat*, with *Ranged Combat* being an adaptation of the latter.

2. MELEE COMBAT [3 ACTION POINTS]

To initiate *Melee Combat*, a Character must either:

- ★ Be in the same area as their target.
- ★ Be adjacent to a *Saturated* area in which their target is located.

✦ Additional concepts

Adjacent. An area is said to be adjacent to another if they are not separated by a red border. Characters present in this area will also be said to be adjacent.

Saturation. If a Character is near an area whose total cumulative Size of its occupants is 4, or if entering the area would bring that total to more than 4 (in the case of a Character with a Size greater than 1), the area is considered *Saturated* (see page 23).

It is possible to initiate *Combat* in a *Saturated* area from an area adjacent to it. The two areas concerned are then considered to be the same area for the duration of the *Melee Combat*. If one of the Characters has to be moved because of this *Combat*, they must do so from the area where they are physically located.

Intervene. Once per turn, another Champion in the same area may *Intervene* for free and take the place of the Champion who should be fighting. If several Champions want to *Intervene*, the player with Imperial Favor decides.

Each Champion may *Intervene* once per game turn.

Forced Movement. If a Champion or Enemy must be moved against their will due to the effects of a *Secret Technique*, power, or something else, this movement must take place in an area that can accommodate them (not *Saturated*, and whose borders they could cross during a *Movement*). If there is no area nearby that can accommodate them, the character is cornered, is not moved, but sustains 1 ♠.

✦ Details of Melee Combat Steps

1. Choose your target.

Choose a target from the opposing side that is in your area or in an adjacent *Saturated* area.

Determine whether the *Yojimbo* Keyword (which allows an attack to be redirected to the person who has it, if they are in the same area as the target) or the *Intervene* option can be applied to this *Combat*, and whether these methods are used. If one of them is used, the target of the *Combat* changes.

2. Determine if there is a Numerical Superiority – Outnumbered situation.

Add up the Sizes of all Characters on each side present in the area and in the area where you are initiating *Combat* if you are fighting a Character in a *Saturated* area.

If one side has a higher total than the other, their Combatant is considered to have *Numerical Superiority*, and their opponent is *Outnumbered*. The *Outnumbered* Character rolls one die less. For a Champion, this is one of their Elemental Dice; for an Enemy, remove the weakest Enemy Die (either a white Enemy Die if they have one, or a gray one if they don't, or a black one if they have neither white nor gray).

Important: a Champion with *Numerical Superiority* or *Outnumbered* loses or gains Honor accordingly and may therefore become *Dishonored* or be Honorable again since the *Combat* has not yet begun (see *Honor*, page 14).

3. Beginning of Combat

This is the step at which any mention of a “At the Beginning of *Combat*” effect applies.

4. Calculate the number of dice to roll

Calculate the number of Elemental Dice the Champion or Ally must roll and the number of Enemy Dice the Enemy involved in the *Combat* must roll simultaneously, as indicated on their cards. Effects such as *Outnumbered* or *Weakened* may modify these numbers.

Never roll more than 5 Elemental Dice, and never less than 4. Never roll more than 3 Enemy Dice, and never less than 2.

5. Roll each Combatant's dice.

Roll as many Elemental Dice and Enemy Dice as calculated in step 4.

6. Reroll dice.

If you wish, use one or more effects that allow you to reroll dice, such as *Focus* for Champions (using Ki points), Reroll tokens (for your Elemental Dice), or Enemy Reroll tokens (to reroll Enemy Dice), and any other similar effects. There is no limit to the number of rerolls you can make as long as you have the resources to trigger them (Ki points, tokens, etc.).



Most of these effects also allow you to reroll more than one die at a time if you wish.







7. Apply the result transformations.

If you wish, use one or more effects that allow you to replace a die result with another, such as *Deception* (spend 2 Honor Points to change an Elemental Die result) or Call Upon the Void (discard 1 ☯ result on an Elemental Die and change all remaining Void results to the Elements of your choice). Most of these effects are limited to once per action.




Once all this is done, you cannot change your dice results unless otherwise stated.

8. Apply the modifiers and calculate the final results.



Choose between Water and Fire as the Offensive Element for the Champion or Ally, and between Air and Earth as the Defensive Element. This represents the number of  and  you have at this point.


If applicable, also apply the *Additional Effects* to the result if you have at least 3 of the following identical Elements: Water  (+1 ) , Fire  (+1 Ki Point), Earth  (+1 ) , Air  (+1 AP and 1 Life Point recovery).

(This is also the step where you can decide to use *Harmony with the Elements* if your result allows it.)

Also apply all effects related to *Secret Techniques*, abilities, cards, or tokens that modify  ,  heal you, restore Ki, etc. With the exception of additional  or directly inflicted Wounds and effects marked "At the end of Combat."

9. Calculate and inflict Wounds.

Subtract each Combatant's Defensive Successes from their opponent's Offensive Successes. This is the number of Wounds  they sustain, to which you must add any additional Wound  effects.

This is also the stage at which you inflict any  allowed by effects on Characters who did not participate in *Combat*, and at which any effects marked "At the end of *Combat*" apply. These effects apply even if the Character is *Eliminated*.

Characters who have no Life Points left are then *Eliminated*; remove the miniatures of the *Eliminated* Characters from the board.

10. End of Combat.

The *Combat* is over. Calculate your Honor and Glory gains and losses and change your status to *Honorable* (if you rise above 0 Honor) or *Dishonored* (if you fall to 0).

You can move on to the next action, the next Character, or the next phase of the game.

Simultaneous Eliminations

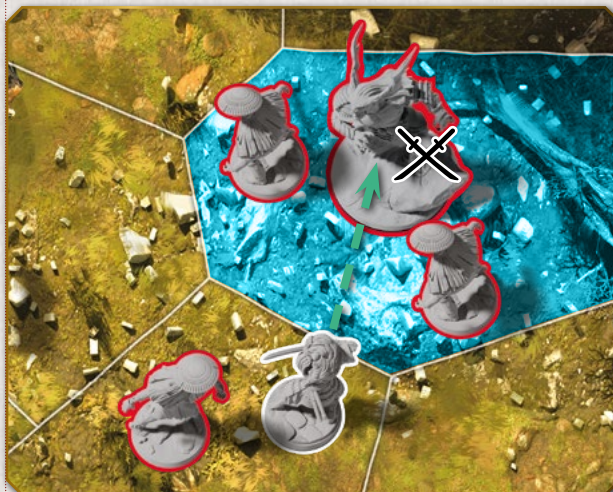
Since both Combatants' attacks occur at the same time, they can eliminate each other.

Reminder: a Character reduced to 0 Life Points is *Eliminated*. They can no longer be healed and nothing can cancel their *Elimination*.

Example

Matsu Tsuko wants to initiate a Melee Combat against an Armored Oni. The Oni's area is Saturated because it has a Size of 2 and there are also 2 Peasant Zombies in the area.

There is also a Peasant Zombie in Matsu's area.













1. Matsu Tsuko targets the Armored Oni.





2. Matsu Tsuko's side has a total Size of 1. Opposite her, there is a total of 5 (4 in the Saturated area, and 1 in her own area, which counts for the duration of the Combat as being the same area as the Saturated area). She is Outnumbered, and therefore gains 1 Honor Point, +1 thanks to her Clan Power.

3. Combat begins.








4. Matsu Tsuko has 5 Elemental Dice to roll, and the Armored Oni must roll his 3 black Enemy Dice. Being Outnumbered should remove 1 Elemental Die from Matsu, but her Lion Ferocity power allows her to roll 5 Elemental Dice even when Outnumbered.

5. Matsu Tsuko rolls her Elemental Dice and gets 2  , 2  , and 1  . The Oni rolls his black Enemy Dice and gets  ,  +  .

6. The Armored Oni has no rerolls to make. Matsu Tsuko decides to spend 1 Ki Point to reroll her 2  , as she intends to keep her  to serve as both her chosen Offensive Element and to use her Secret Technique, which requires 2  and 1  , which she already has.


She rolls a 1  and gets an additional 1  . She keeps the and spends a second Ki Point to reroll her  . She rolls a 1  , which is perfect for her.

7. The Oni has no dice result transformations to make, and Matsu Tsuko, satisfied with her result, makes none either.

8. Matsu Tsuko locks Fire  as Offensive Element and Air  as Defensive Element. This gives her 3  and 2  . Thanks to her Secret Technique, which she can trigger since she has the right Elements, she gains an additional  , for a total of 4  and 2  .

Having 3 identical Elements, she also benefits from the Additional Element Effect and regains 1 Ki Point. All effects have been applied.

9. Matsu Tsuko has 4 Offensive Successes  , the Oni has 2 Defensive Successes  , so he sustains 2 Wounds  .

The Armored Oni has 2 Offensive Successes  , Matsu Tsuko has 2 Defensive Successes  , so she does not sustain any Wounds  .

10. The Combat is over. Matsu Tsuko gains 1 additional Honor Point for wounding her opponent.



Status of Matsu's dashboard and the Oni's card at the end of Combat

3. RANGED COMBAT [3 ACTION POINTS]

Ranged Combat is the only form of *Combat* possible when two potential opponents are not in *Melee Combat*.

A Character who has both a *Melee Combat* and *Ranged Combat* value may choose to perform either the *Melee Combat* action or the *Ranged Combat* action if adjacent to a *Saturated* area. In both cases, their target will be considered to be performing the same type of *Combat*.

To initiate *Ranged Combat*, the Character must:


- * Have a *Ranged Combat* value.
- * Have a *Line of Sight* to their target.
- * Be within range of their target, i.e., 1 or 2 areas away from their target (unless otherwise stated).
- * Have no opponents in their area.

Additional concepts

Line of Sight. To determine if a Character has *Line of Sight* on an opponent, draw a path through each area from the Character to their target as if they were moving there. It is not possible to use a diagonal to determine *Line of Sight*, regardless of the configuration of the game board.

The *Line of Sight* cannot cross:

- * 1 red border.
- * 2 double white borders in total.
- * 2 split borders in total.
- * 1 double white border and 1 split border in total.

If the path crosses only single white borders within the firing range, it is a *Direct Line of Sight*. Any *Line of Sight* that crosses anything other than single white borders is called *Indirect*, which provides *Cover* to the target. A Character with *Cover* receives a +1  bonus during *Ranged Combat*.

Elevated Position. Depending on the game boards, scenery elements, and scenario rules, certain areas will offer an *Elevated Position*, which is very favorable to Characters who engage in *Ranged Combat*:

- * It increases the range of *Ranged Combat* by one area, for a total range of up to 3 areas.
- * It allows split borders to be counted as single white borders when calculating *Line of Sight* and *Cover*.
- * It allows the first double border crossed to be counted as a single white border when calculating *Line of Sight* and *Cover*.
- * These last two bonuses greatly reduce the opponent's ability to benefit from *Cover*.
- * These bonuses do not apply to *Ranged Combat* from an *Elevated Position* to another *Elevated Position* area.
- * These bonuses do not apply if the target is in an indoor area (as determined by the game board).

Example 1

Isha ① wants to engage in *Ranged Combat* and is considering which enemy to attack.


- * Ashigaru Spearman ③ is 2 areas away from him, separated only by single white borders. He therefore has a *Direct Line of Sight* on them.
- * Ashigaru Spearman ⑤ is 1 area away from him, but they are separated by a red border. He does not have *Line of Sight* on them, and therefore cannot target them.
- * Skeleton Archer ④ is 1 area away from him, separated by a double border. He therefore has *Indirect Line of Sight*, which provides *Cover*.

Example 2 – Elevated Position

Asahina Takako ② wants to engage in *Ranged Combat* and is considering which enemy to attack. Being on a roof, she is in an *Elevated Position*.

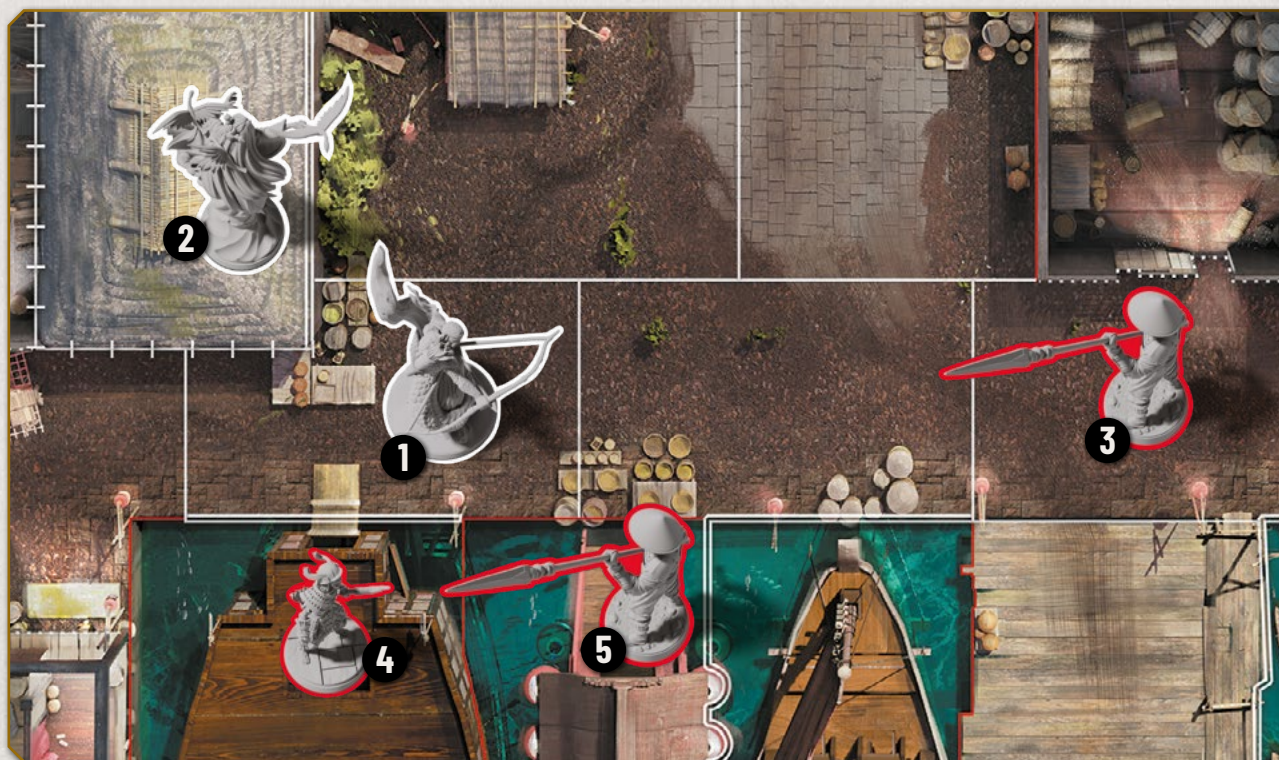
- * The Ashigaru Spearman ③ is 3 areas away from her, separated only by single white borders.
- * She therefore has a *Direct Line of Sight* on him and remains within range thanks to her *Elevated Position*, which increases her range from 2 to 3.
- * The Ashigaru Spearman ⑤ is 2 areas away from her, but they are separated by a red border. She has no *Line of Sight* on him and therefore cannot target him.

- * The Skeleton Archer ④ is 2 areas away from her, separated by a double border. She therefore has *Indirect Line of Sight*, but thanks to her *Elevated Position*, she counts the first double border as well as the split borders crossed as single white borders when calculating *Line of Sight* and *Cover*, so the *Line of Sight* becomes *Direct*.

In each example, the Ashigaru Spearmen would not count their  in *Ranged Combat* because they do not have a *Combat* value that allows them to do so.

In each example, the Skeleton Archer could fight normally in *Ranged Combat* and would not provide *Cover* to their Champion opponent because his ability allows him to treat the borders separating them as single white borders.

Bonuses related to *Elevated Position* may result in *Ranged Combat* in which the initiator of the *Combat* has *Direct Line of Sight* and *Cover*, but their target does not (range limited to 2, certain types of borders counted normally by the target but not by the person in *Elevated Position*, etc.).



✦ Details of changes to the stages of Ranged Combat

Here is a list of changes to *Ranged Combat* compared to *Melee Combat*.

1. Choose your target.

Also check that the initiator of the *Ranged Combat* has *Line of Sight*, if their target has it, and if one or both opponents have *Cover*.

2. Determine if there is a Numerical Superiority - Outnumbered situation.

This step does not apply. There is never *Numerical Superiority* or *Outnumbered* in *Ranged Combat*.

3. Start Combat.

No change.

4. Calculate the number of dice to roll.

A target that is a Champion or an Ally can only roll 4 Elemental Dice.

5. Roll each Combatant's dice.

No change.

6. Reroll dice.

No change.

7. Transform the results.

No change.

8. Apply modifiers and calculate the final results.

A target that has no *Ranged Combat* value or no *Line of Sight* on the attacker does not count the ✂ results they obtain. They count their ♠ normally.

9. Inflict Wounds.

No change.

10. End of Combat.

No change.

It is impossible to perform an action before completing the previous one.

E. Battle

In *Champions of Rokugan*, some scenarios will involve you in larger-scale confrontations: *Battle* scenarios! In these scenarios, non-Boss Enemies and some Allies will be grouped together into single entities composed of identical miniatures. These entities, like Champions, Bosses, and lone Allies are called Units in the context of *Battles*. Any Unit that is not an Enemy Unit is considered an Ally Unit.

Reminder: we recommend that you take your first steps in Rokugan by playing the *Shinomen Campaign*, which serves as an introduction to all the game mechanics through its five scenarios. In this campaign, you can fight your first Battle after getting familiar with the rules.

1. UNITS

Each Unit, whether Ally or Enemy, is represented by identical miniatures if it has more than one miniature (up to four). *Battle* scenarios will indicate in their setup how many miniatures each Unit consists of. Two Units cannot be merged.

This type of scenario introduces the following changes:

✦ Unit Size

- * The Size of a Unit is equal to the sum of the Sizes of the miniatures that comprise it.
- * A Unit can never exceed a Size of 4.
- * The Size of a Unit can change during the game when it has multiple miniatures.

✦ Life Points and Wounds

- * When a Unit is composed of several miniatures, it has as many Life Points as the number indicated on the Ally or Enemy card, multiplied by the number of miniatures in the Unit at the start.
- * When Wounds are inflicted on this Unit, place ♠ tokens as if they were always sustained by the same miniature. When this miniature sustains enough ♠ to be *Eliminated*, remove it from the game board and transfer the excess to the next miniature of the unit.
- * When the last miniature in a Unit is *Eliminated*, the Unit is *Eliminated*. Life Point recovery effects can never bring back an *Eliminated* miniature.
- * Effects that inflict ♠ on each Enemy or Character in an area do so for each miniature in the Unit. This total of ♠ is inflicted as if it was all inflicted on the same miniature.

✦ Glory & Clan Objectives

- * A Champion gains the amount of Glory indicated on the Enemy card each time he eliminates one of its miniatures.
- * If a Champion eliminates the last miniature of an Enemy Unit that contained several miniatures, they earn 1 additional Glory Point.
- * A miniature from an Enemy Unit counts as an individual Enemy for the purposes of fulfilling Clan Objectives. For example, it is not necessary to eliminate all miniatures in a Unit to "eliminate an enemy whose starting Life Points are greater than 2 without suffering any in return."

✦ Corruption

- * The Purity Points of an Allied Unit are equal to 5, +1 per miniature in the Unit in addition to the first. If an Allied Unit loses all its Purity Points, it switches to the opposing side and follows the rules for Enemy Units. Flip the Allied Unit card to its Enemy side, keeping any remaining Life Points and miniatures.

✦ Movement

- * Miniatures from the same Unit always move together and, like all other Characters, cannot be separated or move to an area if their arrival there would cause the total Size to exceed 4 or if the area is already *Saturated*.
- * A Unit composed of miniatures with an individual Size of 1 (or 2 if *Naga*) can cross dotted borders normally.

✦ Melee Combat

- * A Unit is only in *Numerical Superiority* if its Size is at least twice that of the opposing Unit (and vice versa for *Outnumbered* units). Otherwise, there is no bonus/penalty related to Size.
 - * **Force Retreat.** At the end of a *Combat* (step 9 of a *Combat*), the unit that has eliminated the most miniatures can Force the opposing Unit to retreat to an area adjacent to the retreating Unit. It must be able to enter this area based on its Size and must not contain miniatures from a different side.
- Enemy Units *Force Retreat* under all circumstances. If an Allied Unit retreats, the player with Imperial Favor chooses the retreat area.

If no area is eligible for forced retreat, the Unit that was to retreat sustains 3 ♠ and remains in its current area.

* **Pursue.** When a Unit has forced another Unit to retreat, it can Pursue it, allowing them to move immediately and without any cost into the area the retreating Unit was in (if that area was *Saturated*), or follow it into the area the Unit is retreating to if both Units were in the same area.

To benefit from this free movement, the pursuing Unit must have enough space in the area concerned to accommodate their Size (they cannot enter if their arrival would cause the total Size in that area to exceed 4 or if the area is already *Saturated*).

If it is an Allied Unit that has retreated, the Enemy Unit must *Pursue* it.

If it is an Enemy Unit that has retreated, the Allied Unit or Champion may *Pursue*. If they do not do so when they could, they lose 1 Honor Point.

Example

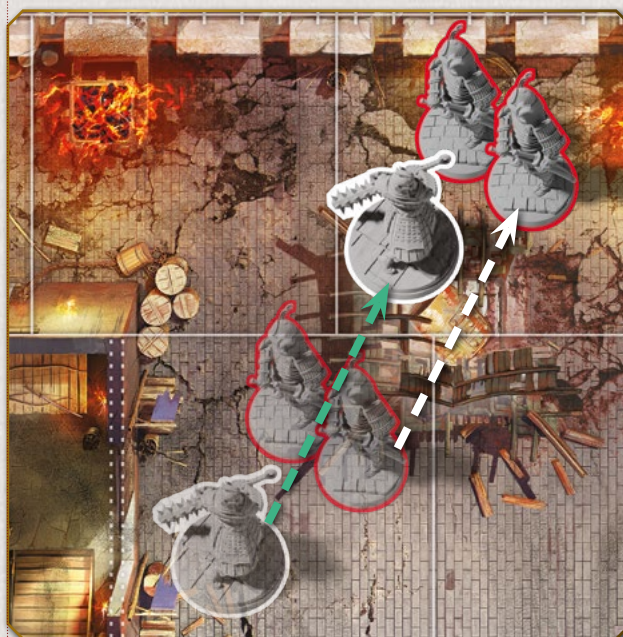
Hida Kisada faces a Unit of 3 Samurai in Melee Combat. The Samurai Unit has a Size of 3, and Hida Kisada, thanks to the Imposing Keyword, counts as having a Size of 2. Therefore, there is no Numerical Superiority or Outnumbered to apply. They manage to inflict 1 on him, while he inflicts 4 on them, eliminating one Samurai (3HP) and wounding a second, leaving the last one intact.

He gains 1 Honor Point, as well as 1 Glory Point for eliminating a Samurai miniature.

Hida Kisada eliminates more miniatures than the Samurai Unit, so he can Force them to retreat, which he does by pushing them back into one of the areas adjacent to the Samurai.



He decides to Pursue and therefore moves into their area for free, since it is not Saturated.



The Combat is over.

Ranged Combat

* The range for *Ranged Combat* increases from 2 to 3. *Elevated Position* range increases from 3 to 4.

2. ACTIVATION OF ENEMY UNITS

During the Enemy Phase (see *Enemy Phase*, page 30), contrary to the usual rules, each Enemy Unit will complete its entire *Activation* before moving on to the next Unit.

Once a Unit has completed its *Activation*, place an End of *Activation* token next to it to indicate this.



Here is the order in which Enemy *Activations* are resolved, depending on the situation:

- * First, activate Enemy Units in the same area as Allied Units, one at a time.
- * Then activate Enemy Units adjacent to Allied Units.
- * Next, activate the Enemy Units that can move and engage in *Combat* (*Melee Combat* or *Ranged Combat*) an Allied Unit during the same *Activation*.
- * Finally, activate the rest of the Enemy Units.

Final important points:

- * The player with Imperial Favor determines the *Activation* order of Enemy and Allied Units, following the priority order detailed above.
- * Remove all End of *Activation* tokens from the game board at the end of the Enemy Phase.



Game Turn

The game turn is divided into four distinct phases that follow one another without any possibility of going back. The total number of game turns set by the scenario determines the maximum duration of a game in which the scenario can be completed.

4. Imperial Favor

Imperial Favor offers an advantage that passes to a different player each game turn (except in solo play). After the first game turn, when the Champion with the most Honor receives the Imperial Favor (see *Imperial Favor*, page 11), the player to the left of the player with the Favor receives it for the next turn, and so on until the end of the game.

When you have the Imperial Favor token, you are entitled to certain advantages:

- ★ You choose your place on the *Activation Track* on the tracking board first.
- ★ You determine the outcome of any ties not determined by the rules that may arise.
- ★ You play the Companions when it is their *Activation*.

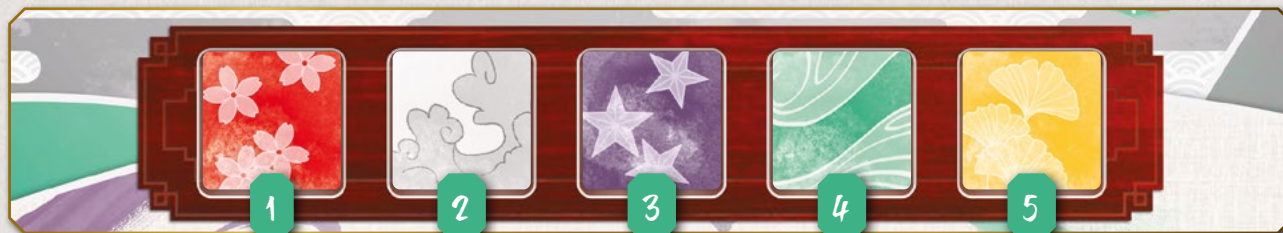
B. Game Phases

The sequence of a game turn is always as follows:

1. Preparation Phase
2. Champions and Allies Phase
3. Enemies Phase
4. Recovery Phase

1. PREPARATION PHASE

During this first phase of each game turn, you will plan your strategy together and decide the order in which the different Champions will activate. This order will be crucial in helping you succeed in the scenarios.



Activation Track

In this phase, perform the following steps in order:

- ★ Advance the Turn Counter token one space.
- ★ The player with Imperial Favor places their Champion's *Activation* token on the *Activation Track* on the tracking board, in the space of their choice.
- ★ Clockwise, the other players do the same with their *Activation* tokens.
- ★ If applicable, the Companion *Activation* tokens are placed afterwards on vacant spaces by the player with Imperial Favor. They play in the order of the *Activation Track*, like the Champions.

Example

- ★ The red player has Imperial Favor. They want to act first so that their Champion can complete the "Eliminate a boss" objective. They place themselves on 1 on the *Activation Track*. Play passes to the player on their left.
- ★ The yellow player wants to heal their Champion and does not need to act first. They place themselves on 5. Play passes to the player on their left.
- ★ The green player needs help because they are overwhelmed by Enemies. They agree with the other players who have more Combat oriented Champions and place themselves on 4. Play passes to the player on their left.
- ★ The gray player place themselves on 2 to eliminate as many Enemies as possible around the green player's Champion. Play passes to the player on their left.
- ★ The purple player place themselves on 3. Move on to the Champion Phase!

2. CHAMPIONS AND ALLIES PHASE

Each Champion is Activated according to the order of the *Activation* queue on the tracking board. A Champion must complete all of the actions they wish to perform before passing the turn to the next Champion.

Performing an action requires paying its Action Point cost and completing it until it is resolved before moving on to the next action. A Champion's turn ends when they no longer wish (or are unable) to perform any actions. Unused Action Points are carried over to the Champion's next turn. A Champion can never have more than 10 Action Points.

Actions are discussed in detail in the previous chapter, Actions.

Here is a summary of the actions available or unavailable to Champions, Allies, and Enemies:

	Champion	Ally	Enemy
Melee Combat	✓	✓	✓
Ranged Combat	✓	✓	✓
Investigation	✓	✓	✗
Complex Manipulation	✓	✓	✗
Simple Manipulation	✓	✓	✓
Healing	✓	✓	✗
Concentration	✓	✗	✗
Movement	✓	✓	✓
Disengagement	✓	✓	✓
Draw Objectives	✓	✗	✗

Allies

Any Allies are Activated at the start of the *Activation* of the Champion with Imperial Favor, but are controlled by the other players. They can perform the same actions as a Champion (except *Concentration* and *Draw Objectives*). Any unused Action Points of Allies at the end of their phase are lost.

In *Combat*, they do not benefit from Additional Effects, but can be in *Harmony with the Elements*.

They have no Honor or Ki Points and can never gain or lose any.

Allies always start with 5 Purity Points.

3. ENEMY PHASE

Enemy actions during scenarios are adapted to their role thanks to a behavior system, which governs the objectives and actions of Enemies. During a single scenario, an Enemy's Behavior may change.

The six behaviors, described below, are:


- * Assault (Mobile, Stationary)
- * Guardian (Gatekeeper, Sentinel)
- * Patrol
- * Search
- * Assassination
- * Escape

If no specific behavior is specified for an Enemy in a scenario, it is then in *Assault* mode by default.

Enemies have Action Points like Champions. They are noted on their card and the costs to perform actions are identical to those of Champions.

Unlike Champions, Enemies activate at the same time and do all their *Movement* actions, then all their *Combat* actions. (Except in *Battle* scenarios, where they activate entirely one by one, like Champions and Allies.)

In this Phase, perform the following steps in order:

- * Remove 1  of the Enemies with the Keyword Oni.
- * Perform the Movements of all Enemies, according to their behavior. Enemies with the *Search* behavior may also perform their *Simple Manipulations* during this step.

- * Each time an Enemy finishes the previous step, place a *Combat* token ~~X~~ next to the Enemy miniature for every 3 Action Points remaining.




- * Once all *Movements* are complete, all Enemies with one or more *Combat* tokens ~~X~~ perform one *Combat* action per token, according to their behavior.

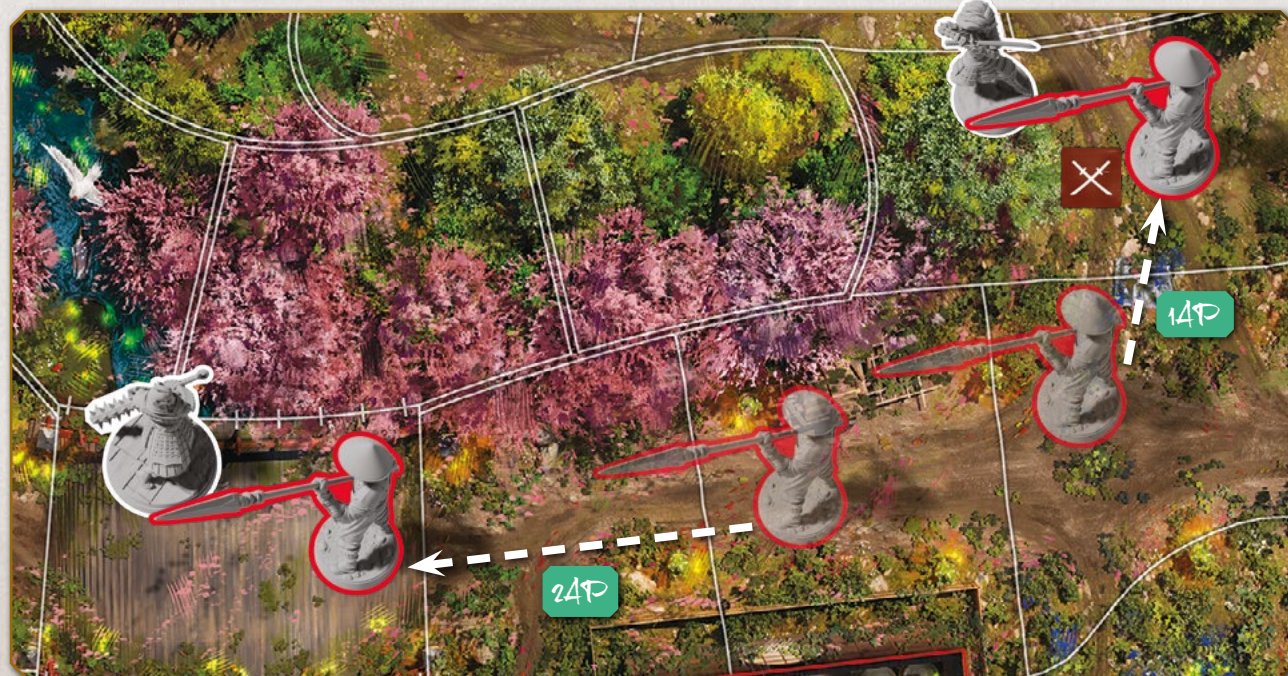
An Enemy that can engage in *Ranged Combat* will always choose this action over *Melee Combat*, unless it forces them to move further.

An Enemy with the *Reinforcement* Keyword can be placed back on the game board at the end of this Phase if it was previously eliminated (see *Reinforcement* on page 33).

Example

The two Ashigaru Spearmen each have 4 Action Points. The first (1) spends 2 Action Points to move in Melee Combat against Hida Kisada. He cannot initiate Combat, as a Combat action would require 3 Action Points. The second (2) Spearman spends 1 Action Point to move in Melee Combat against Matsu Tsuka. A Combat token  is placed next to his miniature, as he has 3 Action Points left, which will allow him to Fight. When all Enemies have moved, he will perform a Melee Combat against the Champion by spending his 3 remaining Action Points, symbolized by the token.

Example of Assault Behavior



Assault Behavior

- * Enemies with *Assault* behavior have the primary objective of fighting Champions.
- * Enemies with *Assault* behavior always target the Champion closest to them in Action Point cost (not number of areas). If there is a tie in AP cost, they move toward the Champion with the most remaining Ki Points. If there is still a tie, the player with Imperial Favor decides.

Mobile. This is the default behavior. This Enemy has been tasked with defeating the Champions at all costs.

This Enemy will move toward the Champion closest to them in Action Point cost (not number of areas).

They stop moving if it has a *Ranged Combat* ability and is within firing range with a *Line of Sight*, or if they enter the Champion's area.

Stationary. This Enemy never moves and never returns to its starting position if they are the victim of a *Forced Movement*. They follow the rest of the normal *Assault* behavior rules.

Example

The Ashigaru Spearman has 4 Action Points. Matsu Tsuko has 3 Ki Points and Togashi Mitsu has 2. The Spearman is equidistant in Action Point cost from each Champion: they will move into Matsu Tsuko's area, as she is the Champion with the most Ki. They will not receive a Combat token, as they will only have 2 Action Points left.

Guardian Behavior

This Enemy's mission is to guard an area or a piece of scenery. There are two types of *Guardians*:

Gatekeeper. This Enemy does not perform any actions and is ignored during *Disengagement*. Its Size still counts for occupying an area.

The “Gatekeeper” Guardian switches to Assault behavior if it is attacked in any way or if a *Combat* involves another Enemy in its area or in an adjacent area.

Sentinel. This Enemy does not take any action as long as it does not see any danger threatening its mission.

This Enemy switches to *Assault* behavior as soon as it has a Direct *Line of Sight* to a Champion or Ally during its *Activation*.

✦ Patrol Behavior

This Enemy follows a patrol route predefined by the scenario. This route is marked on the game board by tokens labeled A, B, C, etc., which the Enemy will follow in alphabetical order until they reach the last letter, then move to A and continue their patrol. So if there are 3 tokens for their patrol, the Enemy will move to B, then C, then A, then B, etc.

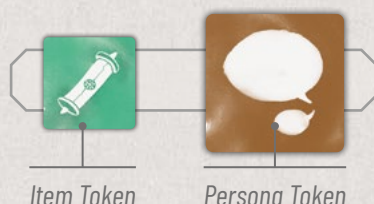


Example of Patrol tokens

This Enemy switches to *Assault* behavior as soon as they are attacked in any way or if they have a *Direct Line of Sight* on a Champion or Ally.

✦ Search Behavior

This Enemy has been tasked with either retrieving an item or capturing a Persona.



Three scenarios are possible:

In the same area as their target. This Enemy picks up the item or captures the Persona by spending the Action Points indicated by the scenario or by a *Simple Manipulation* (1AP) if nothing is specified.

Outside the area of their goal. This Enemy moves along the path that costs the fewest Action Points, as seen previously, toward their objective. They do not initiate *Combat* unless their goal is in the possession of a Champion. They then initiate *Combat* with the Champion in question if they can.

Unable to reach what they are looking for. If the path with the lowest Action Point cost is blocked by a *Saturated* area, this Enemy initiates *Combat* against the Champions or Allies blocking their path if they have enough Action Points remaining.

Once their mission is complete, this Enemy switches to *Flight* behavior.

✦ Assassination Behavior

This Enemy has been tasked with eliminating one or Champions, Allies or Personae. The scenario determines the circumstances.

Three cases are possible:

In the same area as their target. This Enemy initiates *Combat*.

Outside the area of their target. This Enemy moves along the path that costs the fewest Action Points, as seen previously, towards their target. As soon as they can, they initiate *Combat* if they have enough Action Points remaining, either *Ranged* or *Melee Combat*.

Unable to reach their target. If the path with the lowest Action Point cost is blocked by a *Saturated* area, this Enemy initiates *Combat* against the Champions or Allies blocking their path if they have enough Action Points remaining.

Once their target is eliminated, this Enemy switches to *Assault*.

✦ Escape Behavior

This Enemy's priority is to leave the game board through the exit points defined by the scenario. These are symbolized by tokens with arrows or numbers.



Examples of tokens used to indicate exit points

They do not initiate *Combat* and move along the path that costs the fewest Action Points to the nearest exit. In the event of a tie, the player with Imperial Favor chooses the path to take.

Once in the Escape area, the Enemy must spend 1 AP to leave the board, 2 if they must disengage.

A Boss that must *Escape* behaves differently from a normal Enemy. If they begin their *Activation* in an area (or while crossing an area) containing a Champion or Ally, they initiate *Melee Combat* if they have enough Action Points.

If the path with the lowest Action Point cost is blocked by a *Saturated* area, this Boss initiates *Combat* against the Champions or Allies blocking their path if they have enough Action Points remaining. If they are blocked by a destructible obstacle (as defined by the scenario), they destroy it according to the method described in the scenario.

In all these cases, the Boss immediately resumes their *Escape Movement* if they have any Action Points left. (This is the only case in which an Enemy can move again after spending *Combat* tokens.)

4. RECOVERY PHASE

During the last Phase of the game turn, perform the following steps in order:

- ✦ Adjust the Group Honor on the Group Honor track on the tracking board, if you haven't already done so, by adding the Honor of the non-*Eliminated* Champions.
- ✦ Remove any temporary Ki Points acquired during the game turn from the player boards.
- ✦ Move the used Ki cubes to the available Ki cube space.
- ✦ Add your Champion's Action Point value (usually 6) to their remaining Action Points. Reminder: you can never exceed 10 Action Points.
- ✦ Each player takes back their *Activation* token.
- ✦ Finally, the Imperial Favor token changes players clockwise, and a new game turn can begin.

C. End of the Game

1. VICTORY CONDITIONS

Two conditions must be met to win a game with multiple players:

- ✦ The scenario objective(s) must be achieved.
- ✦ The Group Honor must reach or exceed the Honorable Victory Threshold.

In a solo game, a third condition must be met:

- ✦ The player's Glory score must be higher than the cumulative Glory score of the 4 Companions.

If all these conditions are met, it is a victory for the Champions' side. If not, it is a defeat.

Important: As soon as you fulfill the scenario objective(s), the game ends immediately and you must check whether it is a victory or a defeat.

Once the scenario objectives have been fulfilled, it is not possible to take the time to try to improve the Group Honor score to reach or exceed the Honorable Victory Threshold.

2. CALCULATING HONOR AND GLORY AT THE END OF THE GAME

✦ Calculating Honor

At the end of the game, don't forget to:

- ✦ Subtract 1 Honor Point from the Champion (and consequently from the Group Honor) for each Purity Point missing before comparing your Group Honor to the Honorable Victory Threshold. If you don't pay attention, this can cause you to lose the game!
- ✦ Subtract 1 Honor Point from the Honorable Victory Threshold to be achieved by each player who ends the game with 15 or more Glory Points.
- ✦ Add 1 Honor Point to the Honorable Victory Threshold to be achieved by each player who ends the game with 0 Glory Points.


✦ Calculating Glory

There are several parameters to consider when calculating each Champion's final Glory score. At the end of the game, don't forget to:

- ✦ Add Glory Points for completed Clan Objectives of the End type.
- ✦ Subtract Glory Points for all uncompleted Clan Objectives. If the Clan Objective has two values, subtract the lower of the two.
- ✦ Subtract 1 Glory Point from the Champion for each missing Purity Point.
- ✦ Subtract 1 Glory Point from the Champion for each Destiny Point on their Champion card.

The Champion, or Champions in case of a tie, with the highest Glory score is said to be *Glorified*. Their Clan salutes their prowess! Outside of Campaign mode, this distinction is purely symbolic.

More cooperation

Some players may want to work even more closely together. In this case, simply do not *Glorify* any Champions at the end of the game and do not use Clan Objectives, as glory is then only a way to increase or decrease the Honorable Victory Threshold and obtain the  and Enemy Die Transformation tokens from the Glory Track.

D. Intermission & Campaign Cards

✦ Intermission Cards.

At the end of each victorious campaign scenario, *Glorified* players (see *End of the Game* on page 31) earn a random Intermission Card. This card can be played at any time during the next scenario of the campaign. In case of a tie, each player involved draws a card.



✦ End of Campaign.

During a Campaign, after each scenario, note in the Campaign Log whether the scenario was successful or unsuccessful, the difference between the scenario's Honorable Victory Threshold and the final Honor of the Champions group. Also note each player's Glory. If a player ends up with a negative score, they are considered to have 0 Glory Points.

Finally, note the bonus for players who have been *Glorified*. At the end of the campaign, the player with the most Glory accumulated across all scenarios chooses a Clan (not necessarily their own!) and reads the end-of-campaign text for that Clan. If there is a tie, each player applies one ending.

✦ Defeat in a campaign scenario.

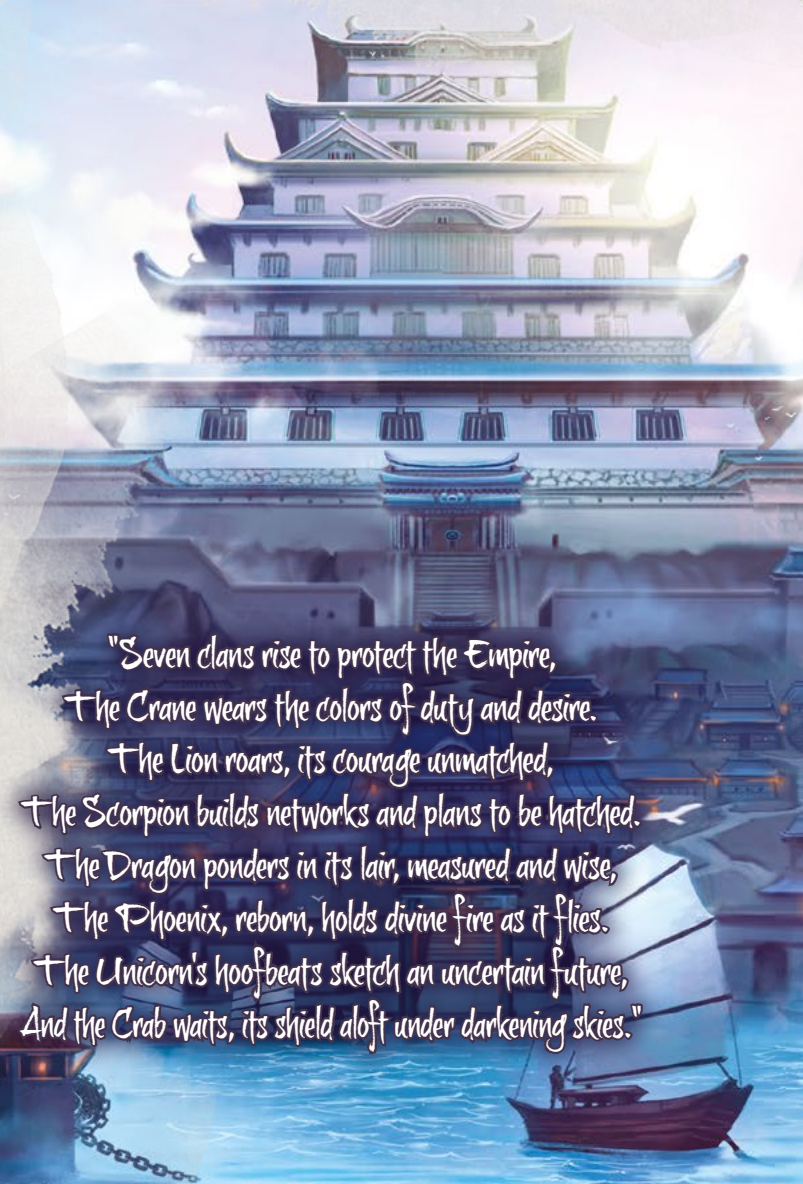
When a campaign scenario ends in defeat, players can decide to either replay the scenario or move on to the next one.

✦ Reset between scenarios.

Characters have all their scores reset to their original state, they regain their initial Life Points, Honor, Glory, Purity, and Action scores, and do not keep their tokens from previous scenarios (unless otherwise stated).

E. Ring Event Cards

If you want to add an extra dose of randomness to your scenarios, you can add this deck of cards, which will give an advantage or disadvantage a particular Element each turn. At the beginning of each turn, reveal the top card of this deck and leave it face up next to the game board. Its effects apply throughout the turn.



"Seven clans rise to protect the Empire,
The Crane wears the colors of duty and desire.
The Lion roars, its courage unmatched,
The Scorpion builds networks and plans to be hatched.
The Dragon ponders in its lair, measured and wise,
The Phoenix, reborn, holds divine fire as it flies.
The Unicorn's hoofbeats sketch an uncertain future,
And the Crab waits, its shield aloft under darkening skies."

Introduction to Rokugan

4. The Realm of Rokugan

In the wondrous domain known as Rokugan, shapeshifters, dragons, and gods walk beside mortals, while ghosts, monsters, and demons lurk in the shadows. The land itself is alive with elementals, and grand shrines are devoted to revering the spirits of the greatest forests, rivers, lakes, and mountains across the realm. Temples and monasteries are places where mortals can pray to the Fortunes for protection or prosperity, or retreat from the wider world to focus on cultivating their soul. Mighty ancestor spirits may bestow their blessings on the worthy or curse descendants who do not live up to their family name. Armor and weapons wielded by heroes can have their inner magic awakened, and powerful curses can cling to bloodlines and artifacts alike.

1. THE FIVE RINGS

The world of Rokugan is composed of five Elements: Air, Earth, Fire, Water, and the Void that holds the other elements together. These elements, also called the Five Rings, are represented in the sacred spirits of the land and the natural world, but also in society and in one's psyche. Air is the weather and the wind, the invisible and the innuendo, and the swiftness of a bird of prey. Earth is stone, wood, and metal, as well as a donkey's stubbornness and a tortoise's patience. Fire is the gentle warmth of the sun or the rage of a wildfire, but also the spark of innovation, the passion of devotion, and the ferocity of a wildcat. Water is an octopus's adaptability and flexibility; it takes the shape of its container, be it a puddle, river, or endless sea. Void is the emptiness of the night sky, at once present and transcendent.

The mortals capable of invoking the power of the spirits of Air, Earth, Fire, and Water are known as Elementalists. Each samurai clan fosters its own arcane traditions, from the artificers of the Crane to the alchemists of the Dragon, the witch-hunters of the Crab to the spiritcallers of the Lion, and the illusionists of the Scorpion to the name keepers of the Unicorn. The Tensai of the Phoenix specialize in mastering a single element, while the enigmatic Ishiken can tap into the enigmatic fifth element of Void.

2. GEOGRAPHY

Rokugan is the Emerald Land, a vast, majestic country that stretches nine hundred miles from the pine valleys and snow-capped peaks of the Great Northern Mountains at one end, to the austere Carpenter Wall standing vigil along the country's desolate southern border. Beyond the Wall lies the Shadowlands, a blighted land tainted by the influence of Hell itself, and dangerous for even the most legendary heroes to step foot within.

At its widest point, Rokugan measures six hundred miles, from the Sea of the Sun Goddess in the east to the Burning Sands in the west. Within its borders, bountiful plains ripple gold in the sunlight, and primordial forests hide mysterious spirits and dangerous creatures. Hot springs straddle mountain ranges and hills laden with precious gems and minerals. Countless rivers, lakes, and streams wend their way toward the ocean, where fish, seaweed, and pearls are netted by divers and fishermen. Crimson gates mark the gateway to sacred spaces, which exist alongside the sprawling cities and huddled hamlets of human civilization.

3. LANDS OF THE GREAT CLANS

Each of the seven Great Clans presides over a different corner of the Empire, protecting the natural harmony of the land and the spirits that dwell there. Shrines and temples dot the landscape, marking places of spiritual power and contemplation. Fortifications large and small protect roads, bridges, mountain passes, and the domains of great lords. In the shadows of these castles, towns and villages prosper from the efforts of craftspeople and artisans. Beyond the city limits, peasants toil over rice paddies and fields of grain, or hunt and gather the bounty of the forests. Coursing rivers carry merchant vessels, pleasure barges, and the occasional pirate ship from province to province. To travel the Empire on its few roads, samurai must obtain special papers and pay a tax toward their upkeep. Merchants' carts and horses are banned from the Imperial highways altogether, forcing them to rely on special trade routes to carry goods between cities.

4. THE EMPEROR AND IMPERIAL FAMILIES

At the dawn of the Empire, the Tournament of the Gods was held to determine which of the celestial siblings who fell from the stars would lead their siblings and rule the land. It was Hantei who emerged victorious, and his name became synonymous with the new imperial dynasty. For a thousand peaceful years, the descendants of Hantei have ruled over the Emerald Empire with justice and wisdom. None of the Great Clans can have one of their own sit on the throne and promote their clan's interests above others. Though the Imperial Consort may be of a specific clan, the Hantei are scrupulous in not showing favoritism.

5. THE PATH OF WAVES

In Rokugan, a rōnin, or "wave man," is a samurai without a master. They might be samurai whose fortunes have fallen, who have been unjustly dismissed by their lords, or who have no post to inherit. Others are individuals who have chosen to undertake a warrior's pilgrimage, adventuring in the world to win a name for themselves, prove their skills, or even find redemption. Still others were not born to the samurai class at all, but have proven their skill and now wander the land, working as scouts, bodyguards, and blades for hire. Some rōnin lament their status and desire to find a new lord to employ them. Others prefer to be free of courtly intrigues and political compromises, making their way in the world on their own. Some rōnin hold themselves to the Code of Akodo or some other set of virtues they find important, while others are pure pragmatists. No two rōnin have exactly the same circumstances, but theirs is always a hard path.



B. The Shadowlands

The Shadowlands were created at the dawn of the Empire, when the god Fu Leng plunged into the underworld, tearing open a hole between the mortal realm and Jigoku. Through this rift, known as the Festering Pit, the vile essence of the Realm of Torment seeped into the surrounding land, turning it into a profane place of corruption, death, and destruction. All of the things living there were either destroyed or twisted into foul, unnatural forms.

In a few short years, this region became a blighted nightmare realm of dread and twisted reality. These lands are dangerous for even the most legendary heroes to step foot within, for new monstrous creatures are forever spewing forth from the Festering Pit, and foul winds carrying the anguish of the tormented can poison even the noblest hero's body, mind, and soul.

1. THE DARK LORD'S DOMAIN

The landscape in the Shadowlands is hopelessly corrupted. The scenery changes—sometimes obviously, writhing and reshaping itself into new landforms as one watches, and sometimes subtly, such as a path slowly twisting itself to lead towards hazardous terrain. Those familiar with the phenomenon, such as Crab Clan scouts, can still find it disturbing; to those newly exposed to it, this can be terrifying and utterly disorienting. There seems to be no natural pattern to the changes. Rather, they almost appear to be intentionally as confusing and distressing as possible, as though guided by the malign will of Fu Leng. While mortals have attempted to map out this blighted terrain, the precise location of its landmarks are seldom in the same place twice.

The land itself is as dangerous as its denizens. Pits and sinkholes can suddenly open beneath a traveler; ground that appears flat and dry can swallow feet in sucking mud; rocks can suddenly come crashing down along slopes that appear too shallow to pose such a threat. Water in the Shadowlands is never safe and bears similar marks of corruption: streams and pools often appear slimy or sludgy, or glisten with an oily sheen. The water usually reeks of decay or brimstone, and deeper into the Shadowlands, Crab scouts report that what should be water is sometimes replaced by blood or bile.

2. LORD OF THE SHADOWLANDS

During the Descent of the Stars, Fu Leng plunged all the way through the Mortal Realm to the Realm of Torment, where he was lost. After he had become twisted by his time there, he climbed back into the world where his siblings had made themselves rulers. Demons followed in his shadow, and he welcomed them.

Outraged upon discovering no search had been conducted to rescue him, he assumed it was because Hantei was worried Fu Leng might have bested him in the tournament to become Emperor.

Fu Leng challenged Hantei to a duel for the throne. Hantei accepted and named Togashi as his champion, who would fight with all of Rokugan. Fu Leng, in his twisted anger, raised the legions of Hell to meet the armies of Rokugan, and so began the First War, which only ended when the Seven Thunders sealed Fu Leng within twelve Black Scrolls. In the centuries since, Fu Leng's followers—collectively known as the Shadowlands Horde—have ceaselessly pursued their terrible quest to open the scrolls and release their lord.

3. ARMY OF EVIL

Beyond the bulwark of the Carpenter Wall, deep in the evil wastes known as the Shadowlands, malevolent forces gather. The Shadowlands Horde marshals beneath the banner of a fallen god to conquer Rokugan and plunge the realm into a thousand years of darkness.

Riding at the vanguard of this host are the Lost, twisted samurai who have embraced carnage and destruction. Cunning goblins, wicked trolls, and powerful ogres fill the ranks of the horde's infantry, their numbers seemingly endless. Still more horrific are the legions of shambling zombies, skeletal warriors, and other undead monstrosities raised by foul necromancers and empowered with dark magics.

Leading these armies are oni and oni lords, hellish beings loosed from the Vile Pits of Jigoku to wreak devastation. Together, these demons, monsters, and revenants are poised to invade in the name of their Dark Lord, Fu Leng.

4. A DARK AGENDA

The ultimate goal of the Shadowlands Horde and its evil champions is to topple the Hantei dynasty, release Fu Leng from his imprisonment in the Black Scrolls, and enthrone their dark master as the new Emperor of Rokugan. To do this, they must weaken the Great Clans and cultivate hidden allies among their ranks.

The sinister agents of the horde sow discord from the shadows, pitting clan against clan to deplete the armies of the samurai before the Shadowlands' invasion force even arrives. They seek out the clans' most powerful ancestral artifacts to steal or destroy, and they proliferate cursed objects in their stead. They tempt and sabotage the clans' heroes, setting them on false paths and fruitless quests to distract them from the true threat.

The most powerful and devious lieutenants of the horde scour the land in search of the unopened Black Scrolls, leaving razed villages and unhallowed ground in their wake.

C. The Great Clans



1. THE STALWART CRAB CLAN

The warriors of the Crab Clan are slayers of monsters and protectors of the realm. Their sworn duty is to defend Rokugan and maintain the Carpenter Wall, which stands as a bulwark against the endless hordes of horrors that spill forth from the Shadowlands. Those who do not fight with weapons support the Crab's efforts by securing key supplies for their clan, maintaining alliances to guarantee support of the Wall, or engineering new technologies to turn back the tides of Shadowlands armies. Grim, pragmatic, and often violent, the Crab Clan are often looked down upon as uncultured brutes, but the constant battle against corruption and death that is their daily existence would destroy other samurai. It is only by the valor and sacrifice of the Crab Clan that the Emerald Empire continues.

✦ Clan Duties

Since its founding, the Crab Clan has stood between the people of Rokugan and the never-ending nightmare of the Shadowlands. Under the uncompromising eye of their founder, Hida, the Crab built a network of fortifications along the Empire's southern border. These defenses grew and evolved over the centuries to become the Carpenter Wall.

Demarcating the southern border of Rokugan, the Wall stretches on for hundreds of leagues, its slate-gray blocks fitted together seamlessly into a structure thirty feet thick and a hundred feet tall. Twelve watchtowers are garrisoned by warriors, scouts, siege engineers, quartermasters, healers, and elementalists. From these bastions, courageous patrols venture forth into the Shadowlands to surveil the wastes and warn the Crab of growing threats. Together, the samurai of the Crab protect Rokugan from the relentless armies of undead and corrupted beings—no matter the cost.

✦ Clan Culture

Faced with constant horror, the culture of the Crab is defined by martial prowess, creative engineering, and comradery. The clan values stalwart and practical thinking to a degree most other clans do not. Crab Clan samurai cannot afford ostentation or standing on ceremony in the way the other Great Clans can, for a single gap in the Carpenter Wall can spell death to hundreds, and a single missed shipment of goods can doom valiant defenders.

In comparison with the rest of Rokugan, the Crab tend to reward pragmatic solutions and views the idea of chivalry on the battlefield as a potential vulnerability. The clan's tales tell of some glorious victories, to be sure, but are marked nearly as often by cautionary stories of lapses in vigilance or terrible defeats, with ground irrevocably lost to evil. Despite their grim circumstances, the people of the Crab Clan are not without hope, though Crab Clan humor can come off as notoriously grim to outsiders.



2. THE ELEGANT CRANE CLAN

As the undisputed masters of court and the so-called Left Hand of the Emperor, the Crane Clan elevates politics to an art form. In the Imperial Court, the influence of the Crane is inescapable. Not only do the nobility of the Crane often marry into the Imperial line, but many of their lords are powerful figures in the Emperor's court.

Elsewhere, in the castles of the other Great Clans, Crane emissaries foster peace and arbitrate disputes, spreading the message of harmony that has served as the clan's touchstone since ancient times. Yet diplomacy is but one of many arts honed by the clan. The clan cultivates painters, dancers, poets, sculptors, and musicians to entertain their fellow samurai and spread the Crane's influence through subtler means. The elegance and accomplishments of their courtiers and artisans also extends to their duelists, who seek to master the technique of one perfect strike.

✦ Clan Duties

Many members of the Crane Clan see it as their duty to preserve and ennoble Rokugan's culture by maintaining the bureaucracy, to prevent wars by creating good will and interdependency between the other Great Clans, and to enrich the lives of the empire's people by adding works of great beauty to the world.

Many of the greatest poets, artists, philosophers, duelists, and courtiers of Rokugan have been trained in the academies of the Crane Clan. As a result, refinement, grace, and sensitivity are not only the defining features of the Crane Clan's political strategy, but chief among its weapons. The Crane Clan's courtiers have worked for generations to make themselves indispensable to the function of the Emperor's court and countless other political bodies across Rokugan. Even outside of Crane lands, Crane-trained diplomats and emissaries smooth relations between the Great Clans, helping to preserve peace and foster understanding.

✦ Clan Culture

The samurai of the Crane consider themselves to be the wardens of Rokugan's cultural heritage. Many strive to fulfill Lady Doji's vision of beauty, order, and civility, though there are many different ways of going about this. Some champion the arts, others contribute to educating the citizens of Rokugan, others seek to maintain its traditions, and still others collect folklore and wisdom that has long been overlooked. As a result, most Crane Clan samurai are expected to have at least a basic appreciation for the arts even if they are not artisans themselves.

The clan's culture varies widely among its four great families. The Way of the Doji is living a noble life. The Way of the Kakita is living life to the fullest. The Way of the Asahina is living in atonement. The Way of the Daidoji is living to protect. Although their different perspectives occasionally divide them, these families are united by bloodlines and ancient oaths of fealty. Their varying colors are ultimately feathers of the same brilliant wing: the Way of the Crane.





3. THE ENIGMATIC DRAGON CLAN

For a thousand years, the Dragon Clan has watched over the other clans, recording the history of the Empire so that when the day of destiny is at hand, Rokugan will stand ready. Dragon samurai are aloof and inscrutable, pursuing their strange and individual interests without regard for how the other clans see them. It is said that Dragon alchemists and courtiers are warriors, their warriors are monks, and their monks are inexplicable. Many of its members are ascetic, dedicating their lives to meditation and spiritual study, while others are deeply immersed in the wider world, seeking to understand the rhythms and secrets of nature. By following their founder's teachings and cultivating personal wisdom, the Dragon can not only understand the past, but also compose the future.

✦Clan Duties

The Dragon Clan stands apart from the rest of Rokugan, ensconced in the forbidding mountains of their domain, where its samurai cultivate their skills and discipline without distraction. The Dragon Clan rarely participates as actively in the politics of the Empire as other clans do—and when they do intervene, it is often for reasons others can only guess at. The secret of the Dragon Clan is their founder's foresight, which many members of the clan still follow—knowingly or not—to this day.

Unlike the other Great Clans, the Dragon have no obvious special responsibilities beyond the administration of their mountainous domain. The clan's founder, Togashi, always said that the clan's purpose was to watch over Rokugan, and the first Emperor seemed to trust his enigmatic brother. Togashi's inner circle knows that one purpose of the clan is to continue Togashi's endless duel with his lost brother and perhaps someday find a way to save him.

✦Clan Culture

The Dragon Clan is diverse in its pursuits, even among members of the same schools and traditions. However, it is unified in one philosophy—a philosophy of commitment to the betterment of oneself and, therefore, the betterment of the whole Empire. Despite the individuality displayed by Dragon Clan samurai, they have been united in their task to record the lessons learned from its failures and victories, which occasionally means coming down from their seclusion in the northern mountains to experience the Empire face-to-face.

In the centuries since the founders of Rokugan fell to earth, Togashi's followers have acquired a reputation for being philosophical and worldly in equal parts. Togashi's acolytes are known for their esoteric practices, innate curiosity, and veritable tradition of disregarding tradition—at least in the eyes of the other clans. People expect them to be insightful and humble, but also unpredictable, individualistic, and even dangerous. They tend to look at problems from unexpected angles, and they seek solutions others might not consider.



4. THE VALIANT LION CLAN

Perhaps the most well-known soldiers and generals in the Emerald Empire, the samurai of the Lion Clan are famous for their ferocity, courage, and integrity. The Lion's military might is unrivaled, as there are no sharper tacticians and no larger armies in all of Rokugan. This proud military heritage has earned the Lion Clan a place as the Right Hand of the Emperor, sworn to protect him by serving as his personal guard and his standing army. Through strategy and sagacity, loyalty and legacy, the families of the Lion Clan devote themselves to studying and upholding the Code of Akodo, the philosophy set down their legendary founder. To the Lion, these virtues of the warrior spirit are more than a simple code of ethics, but an entire way of life.

✦Clan Duties

The Lion Clan's primary duty is maintaining the standing forces that protect the Emerald Empire from direct military threats, both internal and external. At the very dawn of the Empire, Akodo's armies were responsible for the rapid expansion of the Emerald Empire and have been the primary military force sustaining it ever since. Over the centuries, the Lion Clan has also suppressed rebellions and clashed with faraway foreign powers that have made attempts at invading Rokugan. Even now, over a thousand years later, the might of the Lion Clan is unquestioned.

The Lion Clan also maintains ancient records of lineages as well as vast amounts of historical documents, treatises, and commentaries. Most famous among these is Akodo's Leadership, the essential Rokugani text on waging war. From Leadership, the Lion learned the importance of surprise in battle, which led them to secretly train shinobi capable of reconnaissance, espionage, infiltration, and sabotage.

✦Clan Culture

The Lion Clan is war itself, forged by Akodo to crush the Emperor's foes and enforce the Emperor's will with absolution. Lion Clan culture exalts martial achievement as the greatest glory its samurai can achieve. It expects its samurai to meet force with force and death with a smile—a hard path for anyone to walk, and harder still for any gentle soul. But there is also a strong camaraderie within the Lion Clan, and a widespread belief that everyone from the most elevated hero to the humblest denizen has something vital to contribute to society, whether they are a master-at-arms, a storyteller, a diplomat, or a farmer.

Many within the Lion Clan value order, martial prowess, and scholarship, especially as relates to learning from history. Individual values vary by family—the Akodo tradition tends to teach its students to focus on teamwork and success as a group, while the Matsu and Ikoma traditions tend to be more individualistic, their stories centered on the glory of past heroes. The Kitsu mediums prioritize tradition, having been founded from the last remnants of the mystical Kitsu species. But all four families teach the importance of understanding the past so that they can protect Rokugan against threats in the future.



5. THE MYSTICAL PHOENIX CLAN

The Phoenix are the masters of magic in the Empire, the keepers of the Teachings of Shinsei and caretakers of the Empire's soul. Mountains collapse at their whispered requests, dry rivers are convinced to flow again, plagues are banished, restless ghosts are returned to slumber, and fiery infernos consume the walking dead. Nevertheless, the Phoenix understand that even the purest wish can have unintended and destructive consequences if the elements are brought out of balance or if the harmony between mortals and gods is broken. The wisdom the Phoenix have gleaned from the spirits and the Teachings of Shinsei has led them to foster peace and understanding among the other clans, even if it means sacrificing themselves in the process.

✦Clan Duties

The Phoenix Clan is tasked with maintaining harmony between the Mortal and Spiritual Realms, as well as harmony within themselves. The Phoenix steward the Elemental Academies, the foremost centers of learning for elementalists, including those rare few capable of manipulating the mysterious element of Void. The five Elemental Masters are the most sage and powerful adepts in the Empire, serving as the authority on the lore of their chosen element.

The clan also sees the protection of Rokugan from spiritual threats as part of its remit, and trains its samurai to investigate elemental imbalances, root out heretical cults, and banish evil spirits. To some members of the clan, this means learning as much as they can about unknown traditions and sharing this knowledge for the betterment of the Empire. To others, this means sequestering dangerous arcane secrets at any cost and maintaining control over what magics can be practiced within Rokugan.

✦Clan Culture

Most members of the Phoenix are pacifists who eschew violence when they can, but they are also skilled combatants who march into battle when they must. Many members of the Phoenix Clan are also deeply dedicated to the religious Teachings of Shinsei, who taught that when samurai do not govern their lands justly, the Heavens themselves may voice their displeasure. It is the duty of every Phoenix to take a stand to do the right thing, even when one must set aside pursuing one's own ego to do it.

The Phoenix Clan's cultural traditions come from a wide variety of sources: the Isawa traditions are closely related to the animist practices of the Dawn Peaks, where ritualists invoke ancient heroes and celestial beings for power in a similar way. However, the clan's founder, Shiba, and the prophet known as the Little Teacher also put their mark on the clan's traditions, emphasizing a belief in the importance of pacifism and selflessness within the clan. Meanwhile, the Kaito family customs come from local religious rites that also predate the Empire, emphasizing a strong bond with the land and service to its resident spirits.



6. THE CUNNING SCORPION CLAN

The masked samurai of the Scorpion Clan are beguiling and dangerous, but beneath an outwardly sinister appearance is a clan that prizes loyalty above all. Bayushi, the clan's founder, swore to defend the Emperor by any means necessary, even if that meant his followers had to become spies, scoundrels, and shinobi. To combat the liars, thieves, and traitors within the Great Clans, the Scorpion would lie, steal, and cheat in turn. Blackmail, infiltration, poison, and sabotage became the weapons they grimly wield to ensure that the Emerald Empire continues. The Scorpion dirty their hands so that others' can remain pure, and they will sacrifice their wealth, their reputations, and their very lives if that is what it takes to fulfill their duty.

✦Clan Duties

At the dawn of the Empire, enemies loomed beyond Rokugan's borders, but they also lurked within them. The clan's founder, Bayushi, swore to protect the Emperor by any means necessary, to seek out schemes and corruption among his vassals and relatives, as well as within the ranks of the Imperial legions and bureaucracy. Where the Code of Akodo tied the Emperor's Left and Right Hands, the Emperor's Underhand could still reach.

If an insurrection can be stopped with an assassination, the Scorpion Clan acts without hesitation. If uncovering a cult of evil sorcerers requires sending an infiltrator to blackmail a provincial governor, the Scorpion Clan already has the materials required to apply pressure. If a criminal cartel is to be brought to justice, the Scorpion Clan already has agents within a rival cartel who can drive the two into conflict.

✦Clan Culture

All Scorpion samurai wear masks at all times, their designs ranging from ornate works of art to understated or utilitarian face coverings. The Scorpion claim there is no dishonesty in wearing masks, because in Rokugani society, everyone wears a metaphorical mask of propriety—the Scorpion are just honest enough to wear theirs on the outside.

Despite its fearsome reputation, the Scorpion Clan is made up of virtuous and fallible people like any other clan. Scorpion Clan culture puts loyalty to the Emperor as the highest virtue, but this does not mean that members of the clan never pursue other goals or hold other ideals. While some influential members of the Scorpion Clan hold that at times, the ends justify any means required, many individuals do not adhere strictly to this, or set personal moral limits.

In a clan that teaches its disciples to be willing to deceive and manipulate to serve the greater good, trust can be a hard-earned treasure to be cherished and guarded. Any member of the Scorpion Clan who betrays their clan is punished with swift retribution, and the souls of the worst transgressors are forever bound into the horrific limbo of the place known as Traitor's Grove.



7. THE FAR-RANGING UNICORN CLAN

The mounted archers and warriors of the Unicorn Clan are unmatched, and the clan's scouts and emissaries are the bridge between Rokugan and the wider world. A thousand years ago, the Unicorn Clan's ancestors rode out of Rokugan, seeking to discover the wider world. Their journey was arduous, and they found many strange lands, some with new allies and others with new threats. Through their triumphs and tragedies, the clan stayed true to the driving curiosity that led its founder to chase the sun to the ends of the world. After eight centuries of wandering, the clan returned to the Empire, changed but stronger for their travels. Now, the Unicorn draw their strength from their unique customs and perspectives that originated beyond the Emerald Empire's borders.

✦ Clan Duties

In the early days of the Empire, the clan's founder, Shinjo, resolved to journey beyond its borders to discover and understand the dangers that lurked there before they could take Rokugan by surprise. She and her followers were gone for centuries, but they made good on their promise to one day return. Now, the Unicorn Clan continues its duty to safeguard Rokugan from external threats, but also continues to bring new goods, arts, and ideas into the Empire.

Acting as ambassadors for Rokugan, the Unicorn Clan works to reach new lands, find allies in the wider world, bring new information the Empire, spread cultural awareness, and promote understanding. Almost all of Rokugan's foreign relationships were established by the Unicorn Clan. To aid them in their journeys, the Unicorn maintain the most powerful cavalry force in all of Rokugan, and they also serve as horse breeders, steed trainers, bookkeepers, and traders.

✦ Clan Culture

Members of the Unicorn Clan tend to be very receptive to new ideas and cultural elements without fearing the loss or erosion of their own, for they preserved what was most precious of their own traditions throughout their long centuries of journeying beyond Rokugan's bounds. As such, Unicorn Clan culture reflects the various cultures the Unicorn Clan encountered during its journeys, including foreign religions, languages, foods, traditions, etiquette, clothing, magic, weapons, and combat techniques.

Some samurai from other clans see the Unicorn as too changed by their travels to be fiercely loyal to the Emerald Empire, and some of them would be right. Having learned to see from various perspectives, the Unicorn Clan has vowed to follow its heart in matters of politics. Though many within the Emerald Empire see the outwardly acquired customs and values of the Unicorn Clan as irreconcilable differences to their own, others understand the true message behind the Unicorn: Differences among people can make a nation stronger, if only they are embraced.

D. Nagas

For a thousand years, the serpentine naga people have been under the spell of the Great Sleep, dreaming in the aquatic and subterranean cities of the Shishomen. One by one, the naga are awakening, roused by the stench of the Foul in the forest they call home. A proud people of warriors, scouts, sorcerers, and scholars, the naga are rising once more to defend themselves and the natural world around them. Their greatest strength is the Unity, a spiritual force that connects all naga to each other and their ancestral wisdom, allowing them to commune and fight as one. Yet the naga's connection to the Unity is not as strong as in centuries past, and though at last the dream is broken, the spell's toll lingers. The naga tentatively prepare to rejoin the world outside—a world that does not yet know they exist.

E. Nezumi

Hidden within the tunnels beneath the Kaiu Wall, sheltered among the roots of the Great Home in the Shinomen Forest, and burrowed deep in the Shadowlands itself, the ratlike nezumi somehow thrive in places inhospitable to humankind. Their tribes scavenge what they can, hunt what they must, and fight what they cannot outrun, fading into the shadows only to return as a pack. Their strength lies in their numbers and their courage.

This once-proud people lived in the lands south of Rokugan when Fu Leng's fall scorched the sky and shattered the earth, devastating nezumi civilization and spawning the Shadowlands. Yet the nezumi proved resilient in the face of this horror, mysteriously immune to the corruptive Shadowlands Taint. Since then, the nezumi Rememberers have used the magic of the Realm of Dreams to preserve visions of Yesterday for future generations, and to aid them in their race against Tomorrow.



Lexicon

4. Keywords

✦ Agile (Keyword)

A Character with *Agile* counts double white borders as single white borders when moving.

✦ Break Through (Keyword)

A Character with the *Break Through* Keyword can cross split borders for 2 Action Points.

✦ Cavalry (Keyword)

A Character with *Cavalry* cannot access an area that is *Elevated* by a double white border or a split border. However, they can still initiate *Combat* in an adjacent *Elevated* area as if it were *Saturated*.

✦ Companion (Keyword)

A Character with *Companion* is not a player's main Character but functions and is considered a Champion. They complement the player's Champions until there is a total of 5 Champions on the table. However, they are a less powerful character. A Companion does not receive Clan Objectives to fulfill nor can they accomplish any.

Minor Clan Bushis are Companions who join Champions when there are fewer than five of them, and are managed by players.

In Solo mode, the player can take the 4 Companions from their Clan instead of the 4 Minor Clan Bushis. They cannot mix these types of Companions.

These Companions available in Solo are Crab Defenders, Crane Duellists, Dragon Monks, Lion Samurai, Phoenix Elementalists, Scorpion Shinobi, Unicorn Scouts, and Nagas Archers.

✦ Corruption (X) (Keyword)

A Character with *Corruption* (X) that deals at least 1 ♦ damage to a Champion or Ally causes them to lose X Purity Points.

A Champion can spend Ki Points to avoid losing Purity Points or to recover them, at a rate of one Ki Point per Purity Point.

✦ Courtier (Keyword)

A Character with *Courtier* adds 1 success to their Elemental Dice roll during an *Investigation*.

✦ Defense (X) (Keyword)

A Character with *Defense* (X) has a +X 🏹 bonus in *Ranged Combat*.

✦ Elementalist (Keyword)

A Character with *Elementalist Melee Combat* with 4 Elemental Dice instead of 5, but still benefits from a value allowing them to *Ranged Combat*, symbolized by a bow and arrow on their profile.

✦ Imposing (Keyword)

A Character with *Imposing* counts its Size as 1 Size higher than normal when calculating *Numerical Superiority* and *Outnumbered*. If they are a Champion or Ally and are the only one of their side in the area, they do not lose Honor Points due to *Numerical Superiority*.

✦ Insignificant (Keyword)

A Character with *Insignificant* does not earn 1 Honor Point when wounded.

All effects, bonuses, or penalties that apply or trigger when an enemy sustains one or more wounds ♦ function normally.

✦ Naga (Keyword)

A Character with *Naga* may suffer additional restrictions or effects, as described in the relevant scenarios. They are not restricted by their size when crossing a dotted border.

✦ Oni (Keyword)

A Character with *Oni* is a demonic creature from the Shadowlands, a land of corruption and absolute evil. They heal themselves 1 ♦ at the start of each Enemy Phase.

✦ Pure (Keyword)

A Character with *Pure* loses 1 less Purity Point each time they would lose one or more Purity Points.

✦ Shadowlands (Keyword)

A Character with *Shadowlands* may suffer additional restrictions or effects, as described in the relevant scenarios or on the Character profiles.

✦ Reinforcement (Keyword)

A Character with the *Reinforcement* Keyword can be placed back on the game board at the end of the Enemy Phase if it was previously *Eliminated* and if the scenario includes one or more *Reinforcement* areas.

In this case, they are replaced in one of the *Reinforcement* areas indicated by the scenario, in ascending order of *Reinforcement* area numbers, or, if there's no available space there, adjacent to the designated area if it is already *Saturated*.

Only one Character with *Reinforcement* can be replaced per turn in each *Reinforcement* area.

The player with Imperial Favor decides which Character returns as *Reinforcement* if it is not possible to return them all.

During a *Battle*, as soon as enough identical miniatures of the Unit with *Reinforcement* are destroyed to form a Size 4 Unit, that Unit enters the game board in the same way.

✦ Yōjimbō and Yōjimbō + (character name) (Keyword)

A Character with *Yōjimbō* must always be targeted if they are in the same area as the initial target of a *Combat*, and if they are on the same side as that target.

If a Character name is specified in parentheses, this rule only applies to becoming a target in place of that specific Character.

If several *Yōjimbō* in the same area are eligible to be designated as new targets, the one with the most Ki wins. In case of a tie, Imperial Favor decides.

A Champion who wishes to intervene takes priority over a *Yōjimbō* and becomes the new target of an attack.

B. Glossary

✦ Actions / Action Points

Characters act by performing actions that require spending Action Points (AP). Possible actions are *Melee Combat* (3 AP), *Ranged Combat* (3 AP), *Investigation* (3 AP), *Complex Manipulation* (3 AP), *Healing* (3 AP), *Concentration* (2 AP), *Movement* (1+ AP), *Disengagement* (+1 AP), *Simple Manipulation* (1 AP), and *Draw Objectives* (1 AP).

Allies and Enemies do not have access to all actions.

An Ally or Enemy loses their unused AP at the end of a turn. A Champion keeps them but can never exceed 10 AP in total.

✦ Activation

This is when Characters (Champions, Companions, Allies, Enemies, and Bosses) are *Activated*, meaning they perform their actions. For Champions, Companions, and Allies, this is during the Champion Phase; for Enemies and Bosses, it is during the Enemy Phase.

Champions are *Activated* in a specific order decided during the Preparation Phase, as shown on the *Activation Track* on the game board.

✦ Additional Effects

During a *Combat*, an *Additional Effect* is applied to the final result obtained by a Champion (not by an Ally) when they obtain a combination of 3 identical Offensive (Water/Fire) or Defensive (Air/Earth) Elements:

- * 3 ☯: Action Point bonus and 1 Life Point healing.
- * 3 🌿: +1 🛡️ bonus.
- * 3 🌊: +1 🗡️ bonus.
- * 3 🔥: +1 Ki Point bonus.

✦ Adjacent

Adjoining areas are considered adjacent unless they are separated by a red border. Characters present in this area are also said to be adjacent.

✦ Ally

An Ally Character is a Character that is weaker than a Champion, with a simplified profile, that accompanies the Champions in certain scenarios. They are managed by the players during the Champions Phase.

✦ Behavior

Enemies each act according to a behavior that dictates their missions, priorities, and actions. An Enemy's behavior may change during the scenario. There are 6 behaviors: *Assassination*, *Assault*, *Guard*, *Escape*, *Patrol*, *Search*. By default, an Enemy is in *Assault* mode. Any other behavior or change in behavior will be indicated by the scenario or by certain *Investigation* cards.

✦ Boss

A Boss Character is a very powerful Enemy who is immune to certain effects and has advanced behaviors in certain scenarios. Unless otherwise stated, they function as Enemies.

✦ Call Upon the Void

You remove 1 Elemental Die with a ☯ result from your roll. This die cannot be reused during this test. Then transform each of the others ☯ into another result of your choice. You can choose different Elements if you have several results to transform.

✦ Champion

A Champion Character is one of the main heroes of the scenario, played by a player. Champions are very powerful and have many options (such as their *Secret Technique*) and advantages that other types of Characters do not have. A scenario always includes 5 Champions.

If there are fewer than 5 players, each “missing player” will be replaced by a Companion, played by all the players.

Each Champion has an Ally version of themselves, as well as an Enemy version.

✦ Characters

The miniatures in the game represent Characters, who are the important individuals in a scenario and who can fight each other. There are 5 types of Characters: Champions, Companions, Allies, Enemies, and Bosses.

✦ Clan

Each Champion is a member of a Clan (represented by a symbol on their profile), which has its own Clan Objective cards and its own Clan Power.

✦ Clan Objective

Clan Objectives are an important way for Champions to earn Glory. Each Clan has its own deck of Clan Objective cards from which the Champion affiliated with that Clan can draw and select Objectives to achieve. Each Clan Objective has a Glory value that the Champion earns when they complete the Objective in question. A Clan Objective is either *Revealed* (shown as soon as it is selected) or *Hidden* (only shown when the conditions for validation are met), and is either *Instant* (completed as soon as the conditions for validation are met) or *End* (completed at the end of the game if the conditions are met).

At the end of the game, each selected but unfulfilled Clan Objective loses as many Glory Points as its value.

✦ Combat

A Character can participate in *Combat*, either by initiating it or as a target. *Combat* takes place either in *Melee Combat* (using the fist icon on their profile and the dice attached to it) if it takes place in the same area as their target (including in a *Saturated* area), or in *Ranged Combat* if it is outside their area (using the bow and arrow icon on their profile and the dice attached to it, if they can engage in *Ranged Combat*). During *Combat*, each participant rolls dice and has the opportunity to inflict and sustain damage. Initiating a *Combat* costs 3 Action Points.

✦ Corrupted

A Champion or Ally who loses all their Purity Points becomes *Corrupted*. They are now part of the opposing side and change their profile to their equivalent in the Enemy category.

✦ Cover

A Character in *Indirect Line of Sight*, i.e., with at least one split border or double white border between them and their attacker, gains a +1 🛡️ bonus in *Ranged Combat*.

✦ Deception

By spending 2 Honor Points, you can transform any result of 1 Elemental Die into another Element of your choice. Deception is limited to once per action.

✦ Deployment

For the first turn of the game, the player with the highest Honor score will play first and take the Imperial Favor token. They choose their position on the *Activation Track*. The other players, in clockwise order, then choose their positions on the *Activation Track*. Any Companions are deployed last by the player with Imperial Favor. The game can begin.

✦Destiny

This is the relative power of the Champion or Ally compared to the average of the others.

For a Champion, each Destiny Point increases the Honorable Victory Threshold that the group must reach and decreases their Glory at the end of the game by the same amount.

For an Ally, each Destiny Point gives them a Reroll token that they can discard to reroll one or more Elemental Dice during a test.

✦Elemental Dice

Champions and Allies use 10-sided Elemental Dice representing the 5 Elements for their tests. Each Element is represented twice on each die:

☯, Earth 🌱, Water 💧, Fire 🔥, Void 🌀

Most of the time, you will roll 5 dice and never less than 4 dice. Several modifiers can change the final result of a roll. These are chosen and applied one by one after the result of the dice roll. In *Combat*, 3 identical Elements in your final result will give you an Additional Effect.

✦Elevated

An *Elevated Position* offers advantages to its occupants in *Ranged Combat*. It is determined by the game board and any scenery Elements used in the scenario. It applies to both *Line of Sight* and *Cover*. *Elevated Position* increases the range of a *Ranged Combat* by one area. For *Line of Sight* and *Cover*, split borders are considered single white borders, and the first double white border encountered when determining them also counts as a single white border.

✦Eliminated

A Character with no Life Points left is *Eliminated*. They are removed from the Game Board for the rest of the game. An Enemy *Eliminated* by a Champion earns them the amount of Glory Points indicated on their Enemy card. An *Eliminated* Champion earns 2 Glory Points, and their Honor is removed from both the Group Honor and the amount needed to reach the Honorable Victory Threshold.

✦Enemy

An Enemy Character is one of the Champions' opponents. Enemies have simplified profiles compared to Champions and use different dice from Allies and Champions: the Enemy Dice.

✦Enemy Die

Enemies use 6-sided Enemy Dice in 3 colors, ranging from the weakest (white) to the most powerful (black) for their tests.

Most of the time, you will roll 3 dice and never less than 2 dice. Several modifiers, such as an Enemy's keywords or a Champion Power, can change the final result of a roll. Each die has the following icons representing Offensive and Defensive Successes:

⚔ Attack and 🛡 Defense

Weak (white die):



Medium (gray die):



Strong (black die):



✦Focus

Focus allows Champions to use 1 Ki Point by moving it from the "available" slot to the "used" slot to reroll all or part of the Elemental dice. *Focus* can be used as many times per action as the Champion wishes, as long as they spend the necessary Ki Points.

✦Force Retreat

During a *Battle*, at the end of a *Combat* (step 9 of a *Combat*), the Unit that has eliminate the most miniatures can Force the retreat of the opposing Unit into an area adjacent to the retreating Unit. It must be able to enter that area based on its Size and must not contain miniatures from a side other than its own. Enemy Units force retreat in all circumstances.

If no area is eligible for forced retreat, the Unit that was supposed to retreat sustains 3 🩸 and remains in their current area.

✦Forced Movement

If a Champion or Enemy must be moved against their will, this movement must take place in an area that can accommodate them (not *Saturated*, and whose edges they could cross during a *Movement*). If there is no adjacent area that can accommodate them, the character is cornered, is not moved, but sustains 1 🩸.



✦ **Glorified**

The Champion(s) with the most Glory at the end of the game are called *Glorified*. This distinction is purely symbolic in a scenario played individually. During a campaign, the Champion's player earns a reward in the form of an Intermission card that can be played in the next scenario. The player who accumulates the most Glory Points by adding up those earned during all scenarios chooses the end-of-campaign text from among several options.

✦ **Glory / Glory Point**

Glory is earned by the Champion through memorable actions, such as heroic feats or sacrifices. A Champion earns Glory Points by eliminating Enemies, completing Clan Objectives, or through other successes or means specific to the scenario.

Their Glory level can also grant them temporary upgrade tokens, or lower or raise the Honorable Victory Threshold to be reached at the end of the game. The Champion(s) with the most Glory at the end of the game are called *Glorified*.

This score changes due to Glory Points, displayed on your Champion's dashboard and on the Glory Track on the tracking board.

✦ **Honor / Group Honor / Honor Point**


This is one of the most important characteristics of a Champion. The total Honor of all the Champions, when added together, helps determine victory or defeat in a game by reaching or exceeding the Honorable Victory Threshold specific to each scenario.

The Honor gauge ranges from -5 to 10. It is impossible to fall below the minimum or exceed the maximum, even temporarily.

This score changes due to Honor Points, displayed on your Champion's dashboard. It is added to the scores of the other Champions on the Group Honor Track on the tracking board.

This cumulative total of Champions' Honor scores is called Group Honor.

✦ **Honorable / Dishonored**

If a Champion's Honor is less than “0” at the end of their Action, they are *Dishonored*. In this case, they can no longer conduct *Investigations* and their  Defense results are ignored. The Champion becomes *Honorable* again if his Honor score returns to “0” or higher at the end of an Action or just before (in the case of an *Outnumbered Combat*).

✦ **Honorable Victory Threshold**

For a scenario to be a victory, in addition to the scenario-specific objectives, a certain Honorable Victory Threshold must be reached or exceeded, represented by a token on the Honor Track on the tracking board. It is calculated by adding up the Honor of all Champions still present on the game board at the end of the game. If this Threshold is not reached, it is a defeat.

This Honorable Victory Threshold can be increased or decreased by the Champions' *Destiny* score, the difficulty level chosen for the scenario, and the Champions' Glory.

✦ **Imperial Favor**

The Imperial Favor token provides an advantage that passes to a different player each game turn (except in solo play). The Champion, with the most Honor, starts the game with the Imperial Favor token. At the end of each turn, the Imperial Favor token passes left to the next player.

When you have the Imperial Favor token, you are entitled to certain advantages:

- ✦ You choose your place on the *Activation* Track on the tracking board first.
- ✦ You determine the outcome of any ties not determined by the rules that may arise.
- ✦ You play the Companions when it is their *Activation* turn.

✦ **Intermission**

At the end of each scenario, the *Glorified* player(s) randomly draw an Intermission card that can be played during the next scenario.

✦ **Intervene**

Another Champion in the same area as you can *Intervene* and take the place of another Champion targeted by an Enemy. If several Champions want to *Intervene*, the player with Imperial Favor decides. Each Champion can *Intervene* once per game turn.

✦ **Investigation**

This action allows you to interact with a Persona in an *Investigation* scenario. You question them to obtain information according to the scenario rules. The Champion or Ally must perform a Skill Test with the Elemental Dice. The number of successes determine the degree of the success. This action costs 3 Action Points.

✦ **Ki**

A Champion has a Ki score, which allows them to reroll 1 or more Elemental Dice each time they spend 1 Ki Point by moving it from their available cube reserve to their used cube reserve. It is possible to exceed your Ki score through effects such as the *Concentration* action, for the duration of the current turn. A Champion returns the cubes they have used to their available cube area up to their Ki score. Any excess is lost.

✦ **Life Points**

Life Points represent the number of Wounds a character can sustain before being *Eliminated*.

A Champion who loses half of their Life Points becomes *Weakened*.

✦ **Line of Sight**

To determine if a Character has *Line of Sight* on an opponent, draw a (virtual) path through each area from the Character to their target as if they were moving there. It is not possible to use a diagonal to determine *Line of Sight*, regardless of the configuration of the game board.

Line of Sight cannot cross:

- ✦ 1 red border.
- ✦ 2 double white borders in total.
- ✦ 2 split borders in total.
- ✦ 1 double white border and 1 split border in total.

If the path only crosses single white borders within the firing range, it is a *Direct Line of Sight*. Any *Line of Sight* that crosses anything other than single white borders is called *Indirect*. An *Indirect Line of Sight* provides Cover.

✦ **Purity**

The Purity Score indicates how far the Champion or Ally is from the *Corruption* of the Shadowlands. Each time they gain *Corruption*, this score decreases, and when it reaches zero, the Champion or Ally becomes *Corrupted*.

✦ **Pursue**

During a *Battle*, if a Unit has forced another Unit to retreat, it can *Pursue* it, i.e., move for free and immediately into the area where it was (if that area was *Saturated*), or follow it into the area where it is retreating if both Units were in the same area. To benefit from this free movement, the pursuing Unit must have enough space in the area concerned to accommodate its Size. If it is an Allied Unit that has retreated, the Enemy Unit must *Pursue* it. If an Enemy Unit has retreated, the Champion or Ally Unit may *Pursue*. If it does not do so when it could, it loses 1 Honor Point.

✦ Saturation

An area that contains a total of 4 cumulative Character Sizes, or would exceed 4 if your Character or the Enemy you are playing would enter it, is considered *Saturated*.

It is possible to initiate *Combat* in a *Saturated* area from an adjacent area.

The two areas concerned are then considered to be the same area for the duration of the *Melee Combat*. If one of the Characters has to be moved because of this *Combat*, they must do so from the area where they are physically located.

✦ Scenario

Players progress by playing scenarios. Each scenario can be of the *Adventure* type (default), *Investigation* type (combining investigation and combat), or *Battle* type (with more Characters fighting each other).

Each scenario offers a choice of 3 difficulty levels: Easy, Normal, and Hard, and will have its own story and objectives, which must be accomplished in addition to reaching the Honorable Victory Threshold for the game to be considered a victory. A series of interconnected scenarios is called a campaign.

✦ Secret Technique

Each Champion has a combination of Elements on their Champion Card that must be obtained on their final Elemental Die roll to trigger a unique effect unique to that Champion. It can only be used once per Action.

✦ Tracking Board

The tracking board shows you at all times:

- ✦ The current game turn number and the maximum number of turns allowed by the scenario.
- ✦ The Group Honor score and the Honorable Victory Threshold.
- ✦ The Glory score of each Champion.
- ✦ The position of each Champion on the *Activation Track*.

✦ Unit

In a *Battle* scenario, a unit represents either a single named Character (such as a Champion or Boss) or a group of identical miniatures with a maximum Size of 4, calculated by adding the Sizes of the miniatures that make up the unit.

✦ Weakened

A Champion who loses half of their Life Points becomes *Weakened* and cannot roll more than 4 Elemental Dice during a test.

✦ Wound

A Wound represents damage sustained by a Character or game Element. When the number of Wounds sustained is equal to or greater than the Character's Life Points, they are *Eliminated*. Damage inflicted and effects occurring during *Combat* apply simultaneously to both combatants.



