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1. THE EMPIRE REBORN—HISTORY AND BACKGROUND

THE TOTURI EMPERORS AND THE GAIJIN PLAGUE

Following the events in Rokugan known as the Spirit Wars, the Jade Empire settled into a century of peace under the Toturi Emperors. The Toturi produced a line of rulers known for their keen understanding of the people of Rokugan, and justly balanced the prosperity of both the peasants and the nobility.

The Great Clans, under the firm leadership of the Toturi Emperors, worked toward peace. Conflicts gradually ceased along Clan borders, although the Shadowlands, still lacking in any centralized leadership after the fall of the Demon God Fu Leng, continued to attack the Carpenter's Wall. However, with the Crab able to focus on their ancestral duty, the Tainted creatures from the south were contained. A great festival was held in the imperial city of Otosan Uchi to celebrate the first centennial of the Toturi's Empire, presided over by Emperor Toturi IV. The future of Rokugan looked bright, until the festival's final day...

No one knows where the strange Gaijin ships came from. As the fog lifted from the shore of Otosan Uchi on the final day of the festival, they were beached upon the shore. Two strange ships, tall of mast and broad of keel. No one answered a call, no form stirred upon their decks, no men clung to the tattered rigging or worked the ragged sails. After the initial fear had passed, the revelers moved to explore the ships. But they found only death. A death that could not be escaped.

It was a fever matched with a discoloration of the skin around the throat. It could lurk for days before appearing, following the revelers home to every corner of the empire before striking them down. No shugenja's magic, no monk's cure, no wise man's herbs could stop it. Within a year, the land was in chaos. Whole towns were gone. Population centers emptied, as peasants fled to the hills and mountains. Field lay fallow. Bandits roamed en-masse, taking what they would. Brief battles flared as Clan blamed Clan, but quickly fizzled as entire armies deserted or fell ill.

In the second year of the plague, it began to disappear. The Clans struggled to pull themselves together. Many great leaders had been lost to the Black Collar, as the plague was also known. Members young and old had to step forward to take the reigns. Every Clan worked to consolidate their power, abandoning provinces to rebellious peasants, petty bandit lords, or disgruntled ronin.

Having expelled the peasants of the outer city, Otosan Uchi reopens its gates. Toturi IV sends out a call for the leaders of the Clans to come and discuss the future of the Empire. The Emerald Champion has died of the Plague that winter. She must be replaced. Provinces must be brought back under control. The lawlessness must be stamped out. Nemuranai, the ancestral magic items, lost to plague and panic must be recovered. Alliances and trade must be reforged. The Empire must be reborn.

2. GETTING STARTED

Welcome to Rokugan!

As a player in The Empire Reborn, you take the role of a Champion of one of the Great Clans, vying for supremacy and, possibly, the ultimate prize – the Emperor’s throne in Otosan Uchi.

In order to begin play, though, you’ll first have to create your Clan’s Characters and your Clan’s armies.

STEP ONE: CHARACTERS

You have 100 “Character” points to begin with. With this pool, you may purchase your Clan’s Characters – the Samurai who will lead your Clan to its eventual destiny within Rokugan. These Characters will doubtless include your Clan’s Champion, but may also include its generals, its shugenja, advisors, courtiers, spies and family daimyo. It is up to you – you determine the name, role, and statistics of your Clan’s Characters.

You may not spend more than 40 points on one Character, nor less than 10 points either. You may buy more Characters as play goes on, but you may never have more than ten. You may also have the chance to hire mercenary Characters of various types – these Characters will not need to be paid for initially, but will require a hire fee. These Characters still count towards your limit of ten, however.

Now, before you start spending your points, let’s see what Characters do.

Each Character has the following stats:

Earth Ring – Used to avoid character death and in feats of strength. Represents constitution and might.

Water Ring – Used to determine character’s proficiency in battle and Investigations. Represents analytical and logical thought.

Fire Ring – Used to determine character’s proficiency in duels and concealing their actions. Represents martial ability and cunning.

Air Ring – Used to maintain your Honor and for diplomacy. Represents personality and manipulation.

Void Ring – Used to determine your School Rank. May not go above 5.

[All your Rings, with the exception of Void, range from 1 to 9. However, you may not start with more than one Ring above 5. All Characters begin the game with 1 dot in each Ring, free of charge]

Honor – A general measure of the esteem in which the Emperor, the Court and the people of Rokugan hold you.

[All Characters start with an Honor of 1 – the basic necessary to be a Samurai in Rokugan. Honor may go as high as 10 or as low as 1 to begin with. It can raise even higher, or drop even lower, during play]

School – your proficiency in your chosen school and your general social position within the Empire.

[All Characters must choose one of their Clan’s two schools – Bushi or Shugenja. Characters who take the Different school Advantage (See *Advantages*, below) may chose a school from a different Clan. Characters who take the Unschooling Disadvantage (See *Disadvantages*, below) do not get a school. Schools are summarized in at the end of this section]

Advantages – any natural talents you may have.

Disadvantages – any natural disadvantages you may have.

[A full list of Advantages, Disadvantages and their effects is provided at the end of this section]

Of course, not all of these Rings, Honor levels etc cost the same. Here's a brief cost guide to explain it:

Ring = 2 points/ level

Honor = 1 point/level

Advantages/Disadvantages = As listed (see the Appendix)

Once you have created your Characters, you must designate one of them as your Primary Character – the Character which represents you, the player. This Character may be the Clan's Champion and/or the most powerful Character, but it does not need to be. For instance, if you wanted to play one of the Phoenix Council of Masters, or a Bayushi Courtier who was the power behind the Champion's throne, this would be acceptable. The Primary Character – or #1 Character – is the Character responsible for the Clan's decision-making process.

Then, enter your Characters into the Turn Sheet, and proceed to the next stage – your armies.

STEP TWO: ARMIES

The next step is to purchase your Clan's armies. These armies consist of several units of various troop types – from lowly Ashigaru to mighty Samurai, mysterious Shugenja and powerful Siege Engines.

Which Clan you are playing will dictate both how large your armies are and how much it will cost to buy certain unit types. For instance, the Crab Clan specializes in siege warfare, giving them cheaper siege engines and engineers, but has little time for cavalry. Conversely, the Lion Clan views ranged warfare as vaguely dishonorable, making bowmen rare among their armies, but emphasizes honor and martial training, giving them many cheap Samurai.

Go to your Clan's entry on the table below to find both how many Koku you are allotted to spend on your army and how many Koku each unit will cost. The different abilities of the various troop types are also described at the end of this section, allowing you to make informed choices as to the ability of your troops. *Important Note:* Koku allotted to purchase troops cannot be saved. If they are not used, they disappear.

Table 1. Crab Clan	
Starting Troops: 450 Koku	
Province Production:	
Kaiu:	35 koku
Hida:	45 koku
Yasuki:	75 koku
Clan Bonus: The Crab are extremely adept at battling the Shadowlands. All Crab units gain +2 AV when attacking Shadowlands creatures.	
Clan Elite: Hida Berserkers. Hida Berserkers gain +2 AV, having an effective AV of 9. However, they have a 2 in 10 chance of dying at the end of battle, regardless of the victor.	
Crab Unit	Cost (in koku)
Ashigaru	2
Bushi	3
Bowmen	5
Cavalry	6
Cavalry Archers	7
Shugenja	6
Shugenja Cavalry	9
Scouts	5
Scout Cavalry	7
Samurai	7
Samurai Cavalry	9
Clan Elites	10
Siege Engineers	4
Siege Engines	6
Fortifications	7
Kobune	2
Semokobune	4
Sampan	6
Ketsomokori	8

Table 2. Crane Clan	
Starting Troops: 110 Koku	
Province Production:	
Doji:	110 koku
Kakita:	95 koku
Asahina:	90 koku
Clan Bonus: The Crane are crafty traders, capable of maximizing any deal they enter in to. As such, they gain an extra +10% profit on the basic profit of all trade agreements they engage in. Furthermore, when ending trade treaties, they pay only half the koku penalty listed.	
Clan Elite: Kakita Kenshinzen. Kenshinzen gain +1 AV.	
Crab Unit	Cost (in koku)
Ashigaru	2
Bushi	4
Bowmen	5
Cavalry	5
Cavalry Archers	6
Shugenja	8
Shugenja Cavalry	9
Scouts	5
Scout Cavalry	6
Samurai	7
Samurai Cavalry	8
Clan Elites	10
Siege Engineers	6
Siege Engines	8
Fortifications	9
Kobune	2
Semokobune	4
Sampan	6
Ketsomokori	8

Table 3. Dragon Clan	
Starting Troops: 225 Koku	
Province Production:	
Hitomi:	75 koku
Kisuki:	65 koku
Mirumoto:	60 koku
Clan Bonus: The Dragon are a mystical Clan, and know many lost secrets. Their Explorers add 2 to their roll to discover a Hidden Location.	
Clan Elite: Mirumoto Swordmasters. Swordmasters gain +1 TV.	
Crab Unit	Cost (in koku)
Ashigaru	2
Bushi	4
Bowmen	5
Cavalry	5
Cavalry Archers	6
Shugenja	7
Shugenja Cavalry	8
Scouts	5
Scout Cavalry	6
Samurai	7
Samurai Cavalry	8
Clan Elites	10
Siege Engineers	5
Siege Engines	7
Fortifications	8
Kobune	2
Semokobune	4
Sampan	6
Ketsomokori	8

Table 4. Lion Clan	
Starting Troops: 300 Koku	
Province Production:	
Ikoma:	50 koku
Matsu:	45 koku
Akodo:	65 koku
Clan Bonus: The Lion are a Clan of samurai first and foremost. All Lion characters automatically start with 2 extra levels of honor, although they cannot go above 10.	
Clan Elite: Matsu Deathseekers. Fear 7.	
Crab Unit	Cost (in koku)
Ashigaru	2
Bushi	4
Bowmen	6
Cavalry	5
Cavalry Archers	7
Shugenja	7
Shugenja Cavalry	8
Scouts	5
Scout Cavalry	6
Samurai	6
Samurai Cavalry	7
Clan Elites	9
Siege Engineers	5
Siege Engines	8
Fortifications	9
Kobune	2
Semokobune	4
Sampan	6
Ketsomokori	8

Table 5. Phoenix Clan	
Starting Troops: 190 Koku	
Province Production:	
Shiba:	75 koku
Naka:	70 koku
Isawa:	90 koku
Clan Bonus: The Phoenix are the acclaimed masters of magic within Rokugan. To represent this, the Phoenix may subtract 1 from the upkeep of all Shugenja.	
Clan Elite: Shiba Yojimbo. The Yojimbo gain +2 AV, +1 TV if there are any shugenja characters in the same battle.	
Crab Unit	Cost (in koku)
Ashigaru	2
Bushi	4
Bowmen	5
Cavalry	5
Cavalry Archers	6
Shugenja	5
Shugenja Cavalry	6
Scouts	5
Scout Cavalry	6
Samurai	8
Samurai Cavalry	9
Clan Elites	11
Siege Engineers	5
Siege Engines	8
Fortifications	8
Kobune	2
Semokobune	4
Sampan	6
Ketsomokori	8

Table 6. Scorpion Clan	
Starting Troops: 225 Koku	
Province Production:	
Soshi:	60 koku
Bayushi:	80 koku
Shosuro:	70 koku
Clan Bonus: The Scorpion have superior spies. All Scorpion spies subtract 2 from their chance of being discovered, and add 2 to their roll to collect information.	
Clan Elite: Bayushi Blademasters. If the blademasters are attacked, but not killed, the foe who struck them has a 3 in 10 chance of being struck back and having to roll under their TV or die.	
Crab Unit	Cost (in koku)
Ashigaru	2
Bushi	4
Bowmen	5
Cavalry	6
Cavalry Archers	7
Shugenja	7
Shugenja Cavalry	8
Scouts	4
Scout Cavalry	5
Samurai	7
Samurai Cavalry	8
Clan Elites	10
Siege Engineers	5
Siege Engines	7
Fortifications	8
Kobune	2
Semokobune	4
Sampan	6
Ketsomokori	8

Table 7. Unicorn	
Starting Troops: 300 Koku	
Province Production:	
Shinjo:	90 koku
Moto	75 koku
Iuchi:	65 koku
Clan Bonus: The Unicorn are Rokugan's master horseman. The upkeep cost of all cavalry units is reduced by one (to a minimum of one) for the Unicorn.	
Clan Elite: Otaku Battle Maidens: Battle Maidens gain +2 AV, +2 TV when in an army that consists of only cavalry units. Special: Cavalry.	
Crab Unit	Cost (in koku)
Ashigaru	3
Bushi	4
Bowmen	5
Cavalry	5
Cavalry Archers	6
Shugenja	7
Shugenja Cavalry	8
Scouts	5
Scout Cavalry	6
Samurai	7
Samurai Cavalry	8
Clan Elites	10
Siege Engineers	6
Siege Engines	7
Fortifications	9
Kobune	2
Semokobune	4
Sampan	6
Ketsomokori	8

Table 7. Mantis	
Starting Troops: 100 Koku	
Province Production:	
Silk:	45 koku
Spice:	55 koku
Clan Bonus: The Mantis are excellent sailors. The MV of each of their Naval units is increased by one.	
Clan Elite: Storm Legion: Storm Legionnaires do not die if the ship they are on sinks so long as there is another ship in the same army. Special: Marine.	
Crab Unit	Cost (in koku)
Ashigaru	2
Bushi	3
Bowmen	5
Cavalry	6
Cavalry Archers	7
Shugenja	7
Shugenja Cavalry	9
Scouts	5
Scout Cavalry	7
Samurai	7
Samurai Cavalry	9
Clan Elites	10
Siege Engineers	6
Siege Engines	7
Fortifications	9
Kobune	1
Semokobune	3
Sampan	5
Ketsomokori	7

STEP THREE: DEPLOY ARMIES

Now that you have purchased your armed forces, you need to deploy them. Chose how many of each unit will go into which Province you control. Land-based units may be deployed into any Province you control, and Sea-based units may be deployed into any Sea Zone adjoining a Province you control. Also, chose which Characters (if any) will join these armies. Characters leading armies – particularly Characters with high Water and Fire ratings – will allow these armies to function more efficiently in battle.

STEP FOUR: BEGIN PLAY

Congratulations! You're now ready to begin playing The Empire Reborn.

APPENDIX ONE: ARMIES

Ashigaru

MV 2, AV 2, TV 2, UK 0, Special 0

Bushi

MV 2, AV 3, TV 3, UK 1, Special 0

Bowmen

MV 2, AV 3, TV 3, UK 1, Special Ranged

Cavalry

MV 4, AV 3, TV 3, UK 2, Special Cavalry

Cavalry archers

MV 4, AV 3, TV 3, UK 2, Special Ranged, Cavalry

Shugenja

MV 2, AV 4, TV 2, UK 2, Special Ranged, Fear 3

Shugenja Cavalry

MV 4, AV 4, TV 2, UK 3, Special Ranged, Fear 3, Cavalry

Scouts

MV 3, AV 3, TV 3, UK 1, Special Scouts

Scout Cavalry

MV 5, AV 3, TV 3, UK 1, Special Scouts, Cavalry

Samurai

MV 2, AV 5, TV 5, UK 3, Special 0

Samurai Cavalry

MV 4, AV 5, TV 5, UK 5, Special Cavalry

Clan Elites

MV 2, AV 7, TV 7, UK 3, Special varies according to Clan (see individual Clan descriptions). No Clan may have more than 4 Elite units at any given time.

Siege Engineers

MV 3, AV 3, TV 2, UK 2, Special Siege

Siege Engines

MV 1, AV 7, TV 2, UK 3, Special Siege, Ranged

Fortifications

MV 0, AV 0, TV 6, UK 2, Special Fortification

Kobune

MV 5, AV 3, TV 3, UK 1, Special Naval 2

Semokobune

MV 4, AV 4, TV 4, UK 2, Special Naval 4

Sampan

MV 3, AV 5, TV 5, UK 3, Special Naval 6

Ketsomokori

MV 2, AV 7, TV 7, UK 5, Special Naval 8

Mercenaries

There are a large number of Clanless groups roaming Rokugan due to the chaos of the recent years. Many of them can be hired out of Ryoko Owari, the City of Lies, which has become an independent city-state of

brigands and villains run by the Warlord Omanu. For the proper coin, troops can be had quickly, although the stain upon one's honor will last a long while.

Ronin

MV 2, AV 4, TV 3, UK 1

Bandits

MV 2, AV 3, TV 3, UK 1, Special Pillage

Thugs

MV 2, AV 3, TV 1, UK 0

Explanation of Special Terms:

MV. A unit's movement. This is the number of provinces or sea zones a unit can move through in one turn.

AV. A unit's attack value. This is the number which the unit must roll less than or equal to on a d10 in order to successfully strike an opponent.

TV. A unit's toughness value. This is the number which the unit must roll less than or equal to on a d10 in order to successfully avoid being killed by an opponent's strike.

UK. A unit's upkeep. Every turn, the unit consumes this many Koku in foodstuffs and other supplies.

Ranged. The unit has a chance of pinning any unit it successfully hits but does not kill. Any unit so hit must make another successful roll beneath its TV. If it fails it misses its next attack.

Cavalry. This unit is mounted. It specializes in trampling ground troops. It gains +2 AV if attacking an army less than 50% cavalry.

Fear. This unit is particularly frightening, causing fear in all who see it. Any unit attempting to attack it must roll over its Fear rating on a d10 or automatically fail its attack.

Fortification: While technically a unit, Fortifications cannot move. Each Fortification unit can Shelter a single other unit in its army. While Sheltered, a ground unit is not vulnerable to cavalry, and cannot be pinned by a Ranged attack. However, each Siege unit in an opposing army reduced the TV of a Fortification unit by 4.

Scouts. This unit is adept at scouting out a battlefield before a combat. For every unit of scouts in an army, a commander may add two to his effective Water roll.

Siege. This unit is armed with siege weaponry and is able to break through heavy fortifications. Any unit successfully struck by this unit has its TV reduced by 2 for the remainder of the battle. In addition, siege units can be used to overcome the defense of Fortifications.

Naval. This unit is a boat and is limited to sea areas. The number following its ability is the number of troop units it can carry. (NB: Cavalry and Siege units count as 2 units for this tally)

Pillage. This unit is especially adept at Raiding (see section 4-7) and has a +2 to their AV in the Objective Round of a Raid.

APPENDIX TWO: ADVANTAGES AND DISADVANTAGES

Every Advantage and Disadvantage has a name, an abbreviation [in brackets] and a points listing. If this is an Advantage, the points are subtracted. If it is a Disadvantage, they are added. No character can have more than 7 points of Disadvantages. An asterisk (*) marks Advantages that cannot be purchased after character creation.

The abbreviated name should be utilized when space is sparse – for instance, on turn sheets.

ADVANTAGES:

Adventurous [Ad] – 3 points. You have a knack for handling unknown and dangerous situations, and a variety of talents useful when investigating a mysterious place. When exploring a Hidden Location, you add +5 to the result of any roll to overcome a challenge.

Ambidextrous [A] – 2 points [1 for Dragon]. You are ambidextrous, either through training or birth, and capable of fighting using a Wakizashi as well as a Katana. An opponent facing you in a duel must discard his highest die.

Ambition [Am] – 4 points. You constantly strive to better yourself. Every turn in which you gain XP, you get one extra point.

Ancestral Item [AI] – 4 points. You begin the game with a minor Nemuranai passed down to you through your family. The item, which you may create, may not add more than 1 die to a ring or increase your AV or TV by more than 1.

Assassin [Ass] – 4 points [3 for Scorpion]. All assassination rolls made by this Character may roll, but not keep, two extra dice.

Benten's Blessing* [BB] – 3 points (2 for Crane). When attempting to avoid honor loss, you may lower the TN of the roll by 10.

Different School* [DS] – 3 points. You may attend another Clan's Bushi or Shugenja school.

Duplicitous [Du] – 4 points. When you attempt to lie, plant false information, commit forgery, or any such act requiring a Fire roll, you may roll but not keep two extra dice.

Elemental Attunement* – [EA] – 5 points [4 for Phoenix]. You have a particular understanding of one of the Five Rings which compose creation. You need only pay half the normal XP costs when raising this Ring.

Exploitative [Ex] – 6 points. When facing, in an iaijutsu duel or a battle, an opponent with an honor greater than yours, you may lose a number of Honor points equal to the difference between your Honor and theirs to roll an extra number of dice equal to the difference between your Honor and theirs. You may not take this Advantage if your starting Honor is above 5.

Fearless [Fl] – 3 points. Units in an army you are leading are immune to fear.

Inquisitive [I] 4 points – You have a questioning mind that often springs to keen deductions. When conducting an Investigation, you may roll, but not keep, two extra dice.

Know the School [KtS]– 3 points. Chose a Clan. When facing a member of that Clan in a duel or a battle, you may lower by 10 the TN of all rolls you are required to make.

Large* [L] – 3 points [2 for Crab]. You are much larger than normal, and your blows strike with great power. Those killed by you in a duel or battle must make their Earth rolls to survive at +10 to their TN. In addition, if you fight in a battle, the unit you “form” has an AV and TV of +1.

Lucky [Ly 1/2/3] – 3, 6, 9 points (2, 4, 6 points for Unicorn). For every 3 points spent on this advantage you may re-roll one roll per turn.

Minor School* – 3 points. You have attended one of the minor schools of the Empire, which offer specialized training to anyone who attends.

Prodigy* [P] – 1 point. You are exceptionally good at your School, and are considered to have a School Rank one higher than your Social Rank. This is the only way to achieve a School Rank of 6.

Strength of the Earth [SoE 1/2/3/4/5] – 2, 4, 6, 8, 10 points. For every 2 points spent on this advantage you may lower the TN of any roll to avoid death by 5.

Tactician [Tac] – 4 points (3 for Lion). You may add +10 to all your mass battle rolls.

Way of the Land [WoL] – 1 or 2 points. Chose a province – 1 point if it is one of your Clan’s provinces, 2 points if it belongs to another Clan. You know this province like the back of your hand. When commanding an army in battle at this province, you may add +10 to all mass battle rolls.

DISADVANTAGES:

Benten’s Curse [BC] – 2 points. When attempting to avoid honor loss, you must raise the TN of the roll by 10.

Bitter [B] – 2 points. You do not take failure well. Every time you lose more than one Honor in a turn, you lose an extra Honor.

Brash [Br] – 2 points. You can never refuse a duel.

Compulsion [C] – 2/4/6 points. You have a bad habit – visiting geisha, getting drunk, taking opium, or the like – which threatens to compromise your honor. Every turn you must make an Air roll at a TN of 10 + the level you took this Disadvantage at x5. Failure means you take an Honor loss of 1 point.

Cowardly [CW] – 2 points. You hate battle and killing, and cannot participate in any mass battle beyond utilizing Shugenja skills to aid troops.

Elemental Disharmony [ED] – 4 points. There is one element whose balance within you is fractured. Chose a Ring. Whenever you attempt to spend XP on this Ring, you must pay double the normal XP cost. You cannot take this in a Ring you have more than 3 in.

Gaijin Plague [IH 1/2/3/4/5] – 2, 4, 6, 8, 10 points. You are one of the few who has worn the Black Collar and lived, but your body has been weakened a certain amount. For every 2 points you take in this disadvantage you must raise the TN of any roll to avoid death by 5 points.

Hatred [H]– 3 points. Chose a Clan. When facing a member of that Clan in battle or a duel, your rage clouds your judgment, forcing you to add 10 to the TN of any roll made against them.

Lame [L] – 3 points. You are physically crippled in some way. You cannot participate in Iaijutsu duels and must get somebody else to champion you. In addition, you cannot “form” a unit in Mass Battles.

Secret [S] – 1 point. You have an embarrassing or potentially dangerous secret. Perhaps you have dabbled in maho in the past. Perhaps you have an illegitimate child with an eta or geisha. Perhaps you were involved in a conspiracy to betray your lord. Should this secret get out, you will suffer grave consequences, including at least a 3 point honor loss.

Shadowlands Taint [ST 1/2/3/4/5] – 1-5 points. For every point spent on this disadvantage, you lose one dot from your potential Honor – i.e., your Honor ceiling drops from 10. So, for example, if you bought 3 points, you could not have an Honor above 7. Also, you may not start with an Honor higher than the 7 - number of points you bought in this disadvantage. So if you bought 3 points in this disadvantage you could not start with an Honor above 4. There may be other effects as well...

Slow Learner [SL] – 4 points. Every turn in which you gain XP, you must subtract one from the total XP gained – to a minimum of 1.

Unlucky [UL 1/2/3] – 3, 6, 9 points. For every 3 points you spend on this disadvantage you must re-roll a certain roll (randomly determined by the GM) each turn and take the worst result.

Unschooler [Use] – 3 points. You are not trained in your Clan’s bushi or shugenja technique. You do not gain the benefits of any school, but you must still take Void to dictate your rank within Rokugani society.

Vengeful [V] – 1 point. You do not take loss well, and suffer a smoldering hatred of all who best you. If you are ever beaten in a duel or battle, you must make a Void roll at TN 20. If you fail, you are considered to have the Hatred flaw for that character until you defeat them.

APPENDIX THREE: SCHOOLS

CRAB BUSHI:

If you fail a roll to avoid character death, you may re-roll at the same TN, but rolling and keeping your School Rank.

CRANE BUSHI:

For the purposes of conducting duels you may roll a number of dice equal to your Fire + School Rank, while keeping your Fire rating.

DRAGON BUSHI:

If you lose a duel, you may roll once again, rolling and keeping your School Rank rather than your Air.

LION BUSHI:

For the purposes of conducting mass battles you may roll a number of dice equal to your Water + School Rank, while keeping your Water rating.

MANTIS BUSHI

If your army consists of Naval units, you may roll a number of dice equal to your Water + 1 + School Rank, while keeping your Water rating, for the purposes of conducting mass battle.

PHOENIX BUSHI:

If a Shugenja in your Clan is slain, you may make a Void roll with a TN equal to (10 minus that shugenja's honor) x10 to avoid his/her death.

SCORPION BUSHI:

At the beginning of each turn of battle you may roll and keep your School Rank with a TN of 20. If you succeed, your troops automatically strike first.

UNICORN BUSHI:

If half or more of your army consists of cavalry troops, you may roll a number of dice equal to your Water + 1 + School Rank, while keeping your Water rating, for the purposes of conducting mass battle.

CRAB SHUGENJA:

During the Initiative Phase of a Mass Battle you may make a number of Ranged attacks equal to your School Rank against any Shadowlands unit. These attacks have an effective AV of your Rank + Earth ring.

CRANE SHUGENJA:

When conducting a courtly action, you may roll a number of dice equal to Air + School Rank, while keeping your Air rating

DRAGON SHUGENJA:

You bear many mystical tattoos. These tattoos provide you with a wide range of powers – allowing you to act as if you had a number of levels in the Luck advantage equal to your School Rank.

LION SHUGENJA:

Every battle you may, a number of times equal to your School Rank, allow all a number of units equal to your school rank upon your side killed at this battle to fight as if they were alive for one turn.

MANTIS SHUGENJA:

During a turn, you may enchant a number of units equal to your School Rank, giving them the Naval trait.

PHOENIX SHUGENJA:

In any battle you participate in, a number of shugenja equal to your School Rank gain a bonus to their AV equal to your School Rank.

SCORPION SHUGENJA:

In battle, you may cast protective shadows over a number of non-Fortification units equal to your School Rank, giving them a bonus of +3 TV (maximum of 9).

UNICORN SHUGENJA:

In battle, you may enchant a number of Cavalry units equal to your School Rank before a battle, giving them a +2 AV, +2 TV bonus (maximum 9 TV).

Minor Schools:

WASP

In battle, you may grant the Ranged ability to a number of units (including yourself) equal to your School Rank.

HIDA BESERKER

When your form a “unit” for a mass battle, you may make an additional number of strikes per round equal to your School Rank.

KITSUKI INVESTIGATOR

For the purposes of conducting investigations you may roll a number of dice equal to your Water + School Rank, while keeping your Water rating.

SHINJO CARAVANER

Each round you may move a number of units equal to your school rank any distance across the land of the Empire, provided the units have permission to travel through the provinces.

3. GAME PROGRESS

Play is conducted by turns. Each player fills in a turn sheet and sends it in to the Gamemaster, who then returns it to them, indicating any changes (territories conquered, armies lost, etc.) on the sheet.

The following explains what may be done during a player's turn (which is analogous to a week of real time).

PART ONE: MOVEMENT

The movement of Armies and Characters around the map is one of the most important factors in a game.

Every unit has a MV. This number represents the number of provinces a unit can move across in a turn. In an army composed of multiple units of differing MVs, the army moves at the speed of the slowest unit. This is subject to a variety of restrictions and complications, as outlined below:

Attacking:

In order to attack a province controlled by an opponent, you must move your army into that province. **IMPORTANT NOTE:** Once your army has fought a battle, it stops moving. You **CANNOT** move part of your movement, fight a battle, and then move on. If your army wins, it ends its movement in that province, which comes under your Clan's control. If your army loses, it will either be destroyed, or will retreat into the territory it came from.

Moving Characters:

Characters may be attached to armies. While Characters can form units in battle (see Chapter Five: Battle), these units do not have an MV.

Characters are assumed to move as fast as the army they are attached to. Characters only exist as units during battle – otherwise, they are not considered units, merely addendums to armies.

Characters who are not attached to armies have an unlimited move – a man on a horse can journey from Shiro Iuchi to Shiro Daidoji in a month, if necessary. This is a slight suspension of disbelief, but it is a provision made for game play. This, however, assumes that their passage is unblocked. The security level of the provinces he is traveling through must be considered. He may be captured if he is caught traveling lands against the wishes of a daimyo.

Movement through occupied territories:

It is possible for forces from different Clans to share a territory. For instance, one Clan can send reinforcements to another Clan's lands, or permit another Clan to move its troops through that Clan's lands. However, in both cases, the approval of the Clan in question is required.

In any other circumstances, moving into a Province occupied by the armies of another Clan is an act of war. The two forces will fight a battle, with the winner taking control of the Province.

If you wish to move your forces through the lands of another Clan, specify that you have that Clan's approval in the movement section. That Clan must note that it approves your movement through its lands on its turn sheet. Otherwise, a battle will occur.

Occupying provinces:

When your army moves into an empty province, it occupies that province. This may happen as a result of your army entering the province after the defeat of the occupying army in a battle, or it may occur when your army occupies a province which is devoid of troops for some other reason (perhaps emptied by a plague).

If you do not wish to occupy the province when you move into it, specify this in your orders, and you will simply move your army into the province, even though its original owner will continue to collect revenue from it. If this is the case, you may, at any time, choose to occupy the province.

Example: The Crab Clan and the Scorpion Clan are currently allied, and at war with the Crane Clan. In a devastating attack upon the Scorpion's Shosuro province, the Crane destroy all the province's defenders, but do not occupy the province. The Scorpion, unable to spare the armies to reinforce Shosuro province, ask the Crab to garrison the province for them. The Crab agree, moving 6 bushi units into the province. As the Crab player notes under his movement order that he does not wish to occupy the province, the Scorpion player continues to collect revenue from the province, even though he has no troops there.

You may also choose to give the province to another player. This might occur if you liberated one of your ally's provinces from an opposing army and, rather than wishing to occupy it yourself, wished to return it to its original controller. This is also possible –

Example: While the Crab are garrisoning Shosuro Province, the Crane stage an attack on Yasuki Province, occupying it. The Mantis, who are also at war with the Crane, sail a fleet into Earthquake Bay, land in Yasuki Province, and liberate it from the Crane armies. Rather than occupying Yasuki Province for themselves, however, the Mantis hand control of the province back to the Crab, who may now collect revenue from the province, despite the fact that it is occupied entirely by Mantis troops.

An important note: In such an occasion, when a province is controlled by one player but occupied solely by the armies of another, it is the player whose armies occupy the province who chooses whether or not armies can enter the province (see *moving through occupied territory*, above).

Example: The Mantis in Yasuki Province wish to allow Eagle troops to enter the Province in order to reinforce it against the Crane. The Crab, who distrust the Eagle, do not wish Eagle troops to enter their soil. However, despite the Crab's protests, the Mantis bushi allow their Eagle allies to enter Yasuki Province, and the Crab are forced to swallow the bitter pill.

Splitting armies:

It is possible that you will wish to split some units off from one army and form a new army with them, or integrate them into another army.

In order to do this, simply enter them into the spaces of a new army on your turn sheet – even if they are in the same province as a pre-existing army. Then, give them different orders – moving elsewhere, or remaining while the original army moves off.

Movement by sea:

Naval vessels – Kobune, Semokobune, Sampan and Ketsomokori – have the ability to transport troops. Each vessel has a transport capacity, which denotes the number of units it can carry. Cavalry units count as two units for the purposes of traveling on ships.

It takes one MV to board a ship and one MV to disembark from it. Thus, it is possible for a unit with 2 MV to board a ship at one location, wait for the ship to transport them to a new location, and disembark. Troops may disembark into an enemy territory and attack it, but they are at –2 AV and TV for the first turn of combat to represent their need to fight their way off the beaches, and their vulnerability while they do so.

Example: The Mantis, continuing their war against the Crane, decide to strike for the Crane's capital – Doji Province. Having already cleared the Crane navy from the coast of the Province, they assemble 4 Kobune off Halfway island. 8 Mantis bushi board the Kobune, using one of their MV. The Kobune then move three sea zones to the coast of Doji Province. The Kobune cease their movement, while the bushi use their final MV to disembark from the vessels and into Doji Province, to begin their assault.

PART TWO: PURCHASING NEW UNITS

After you have subtracted the upkeep necessary to maintain your armies from your earnings, you will (hopefully!) have Koku left over. You may utilize this Koku to buy new units and new Characters. Both of these come under the purview of purchasing new units, as outlined below.

Purchasing Units

The cost of units is the same as the cost to purchase them when setting up the game and, as such, differs from Clan to Clan. Purchased units are entered into the appropriate section of the turn sheet, their cost is calculated, and subtracted from the Clan's final earnings.

Units purchased must be placed in a province which the Clan controls. Provinces have a limited amount of units they can muster per turn. There are only so many people available to be trained into the clan's armies. The beginning muster limit is 5 units per province. As the ravages of the Gaijin Plague recede and the peasants return, this number may increase. You cannot place units directly into a province you occupy, but do not control. You can, however, place them in a province you control, but have no troops in.

Naval units may be deployed into any sea zone which adjoins a territory you control and which does not have any other vessels in it.

Purchasing Characters

Characters, like units, may be bought during the course of play. This represents new Samurai beginning their gempukku, re-emerging from retirement, returning from foreign lands or in other ways coming into the Clan's service.

New Characters are purchased just like new units, and must be deployed in a similar fashion. Ryoko Owari is a city where many young heroes come to make their mark. Most will join the group that presents the best offer, but the bidding can become quite competitive!

In addition, you get a special “Clan Pool” of XP. This XP comes from your Primary Character XP gains (see the section below on Experience) which is 3XP a round plus Clan bonuses plus Imperial Boons (for doing things like writing fiction, working on the website, etc.). This Clan Pool can be either spent on your primary character, or used to buy a new character once it gets big enough. So if you wait 4 turns, and have 16 XP in that pool, you can buy a new character who has 16 points, or spend it on your primary character.

You also have a “Death Pool”, which is what happens when a character is killed. 90% of that character’s points become a pool to build a new character. You can add in points from the Clan Pool to this new character if you want. You cannot combine two death pools.

Example: In a horrible surprise attack by the Scorpion and their Lion Allies, Isawa Murasame and his student Yasukaza are killed at Toturi province. Murasame’s XP of 40 becomes a 36 point Death Pool, and Yasukaza’s 20 point pool becomes an 18 point Death Pool. The Phoenix have 14 points in their Clan Pool. Enraged, the Phoenix player decides to create a massive duelist to exact revenge. He takes the 36 point death pool of Murasame and adds the 14 Clan Pool points to make a 50 point character. Yasukaza’s replacement is made with only 18 points.

In addition, at specific points players will get a pool of points just to buy a new character. Consider this a sort of Death Pool, as you can’t use them to boost your champion but to buy a new character. For instance, say the Test of the Emerald Champion has during its festivities a mass Gempukku test, and all the Clans get 15 points to create the newest member of their Clan. They can add some points from the Clan pool, or just create the new character with 15 points.

Unit Upkeep

Units must be fed. Bushi do not march by themselves, and are in constant need of food, water, clothing, weapons and the other equipment needed to wage war.

As such, all units have an upkeep. This ranges from the 0 Upkeep of Ashigaru levies, who are peasant levies expected to find and provide their own equipment, to the 5 Upkeep of Samurai Cavalry, who require the finest and most expensive equipment and food for both them and their steeds.

A unit’s upkeep is paid at the beginning of this turn. If a unit does not receive its upkeep, it is destroyed – the men starving, deserting or being decommissioned due to an inability to support themselves in battle. As such, a Clan must ensure its armies do not grow too large to support themselves.

PART THREE: TRADE AND TRADE TREATIES

A Clan may increase its wealth by trade with other Clans. Indeed, trade is a path to greatness trodden by many Clans – the Crane and the Crab all owe their strength, in part, to the wiles of their traders.

However, trade is a two-edged sword – trade makes Clans interdependent on one another, and a sudden breach of a trade agreement can be the financial ruin of a Clan.

Trade agreements occur between individual Provinces. So, for example, the Crane Clan and the Crab Clan might agree to trade between Yasuki and Doji Provinces. Any two Provinces can be linked, but the closer they are, the more difficult it is to disrupt the trade.

Trade agreements come in three varieties – minor, major and complete.

Minor Trade Agreement: Each Clan gains 10% of the income of the Province they're trading with. Minor agreements cost 20 Koku to set up.

Major Trade Agreement: Each Clan gains 20% of the income of the province they're trading with. Major agreements cost 40 Koku to set up – or 20 Koku if a minor agreement already exists.

Complete Trade Agreement: Each Clan gains 50% of the income of the province they're trading with. Complete agreements cost 100 Koku to set up – a cost which changes to 80 Koku if a minor agreement already exists, or 60 Koku if a major one is in existence.

Each party to the trade agreement is required to pay the cost listed. However, if one party wishes to finance the other's trade, as a gesture of charity or sign of goodwill, this is acceptable.

Trade pacts begin to produce income on the turn after the Koku are paid. They are subject to seasonal variations to a Province's income, or to the effects of battles taking place within a province, but they are not affected by any other considerations (i.e. natural disasters).

Example: The Lion and Scorpion Clans agree to conduct trade between the Provinces of Matsu and Bayushi. They agree to a Major trade pact, each pay 100 Koku. The next turn, the Lion Clan earns 16 extra Koku – or 20% of Bayushi Province's production of 80. The Scorpion Clan earns 9 extra Koku – or 20% of Matsu Province's production of 45.

Ending Trade:

Sadly, trade treaties have a downside. After an agreement has been signed, the economies of provinces become dependent upon the economies of their trading parties. Termination of this trade can cause a slump.

Essentially, if a trade treaty is ended for whatever reason – termination by one party or another, or persistent blockading by a third party – then each Clan involved loses Koku equal to the amount they originally invested in the treaty.

Example: After a year, relations between the Lion and Scorpion Clans sour, and the Lion break the trade agreement. Each Clan loses 40 Koku – the amount they initially invested in the trade.

Blocking Trade:

Trade treaties can be blocked by hostile blockade. If it is, at any time, impossible to trace a line between the trading provinces without encountering enemy troops – a line which may pass over land or sea, but not mountains – the trade agreement comes to a halt, and neither side gains any profit.

It is possible to trade between two provinces separated by friendly territory. However, if this territory should turn hostile, the intervening Clan(s) can blockade the treaty at any time.

The same is true if either province is captured by enemy troops, or has Closed Borders.

Example: Elsewhere, the Phoenix and Dragon Clans have agreed to a Major Trade Agreement between Kitsuki Province and Isawa Province. The two Clans both benefit from the trade agreement. The Lion, realizing that a strike against their enemy's economic prosperity is a strike toward victory, attack the Shiba Province, which separates the Dragon and Phoenix lands. It is now no longer possible to draw a

line between Kitsuki and Isawa Provinces which does not encounter hostile Lion troops. Because of this, the trade treaty ceases to operate and will, in three turns, be broken.

Breaking Trade:

If a trade agreement is blocked for more than three turns, it is considered broken, and both parties must pay the penalty as listed above.

Example: Both the Dragon and Phoenix armies try to dislodge the Lion troops from their foothold in Shiba Province, but to no avail. After three turns, the Lion are still there, and the trade treaty is destroyed – no longer temporarily in abeyance, but terminated. Both Clans lose 40 Koku as their economies take a nosedive, and, if they wish to start trading again, must re-pay the start up cost.

PART FOUR: CHARACTER ACTIONS

While a Clan's Armies form the brunt of its force, the hammer with which it crushes its foes, its Characters are the fine needle which pierces its enemies. While Characters can lead armies to victory, they also have other roles – be they speaking out for the Clan in court, assassinating the Clan's enemies, or winning honor for their Clan in a duel.

Every Character who is not part of an army can take a single action in a turn. The list of actions available is listed below:

Assassinations

A Character may attempt to assassinate an enemy Clan member who is at the same location. This is usually used in courtly settings, but there is a place for assassination upon the battlefield as well.

A Character and his target must both make opposed Fire rolls.

If the assassin succeeds, he has successfully struck at his target – be it with poison, blades, or a trap. His target must then make an Earth roll at a TN equal to the assassin's Fire x 5. If the target fails, he is killed. If he succeeds, then he is incapacitated for the turn as a result of his wounding in the attempt. Any action he was going to take is canceled.

Example: Agasha Ruko, a wily Dragon shugenja, is ordered by her Champion to attempt to assassinate Bayushi Kurai, a Scorpion courtier who has been spreading insidious rumors about the Dragon. Ruko has a Fire of 3, and Kurai a Fire of 2.

Ruko rolls a 2, 4 and 1 – a total of 7. Kurai rolls a 2, 2 and 4 – a total of 8. Kurai marginally escapes assassination, and Ruko escapes into the night.

Court

Court may not always be an option. Certain events may preclude the Emperor from holding the vast, opulent audiences packed with supporters, plotters, sycophants, and intrigue that represent another battlefield for the Clans, albeit one that is slightly less likely to have bloodshed. However, in the months that the Emperor is holding court, either at Otosan Uchi, or the location of Winter Court, a character can try their best to catch the eye and gain the favor of, the Son of Heaven

By sending a character to court, a Clan can lobby for the Emperor's Favor. All courtiers make an Air roll, and the winner gains the Emperor's Favor for that turn. This roll can be modified in two ways. A courtier adds his Honor rating to the outcome of his roll. In addition, the character can present gifts to the Emperor. Each 2 Koku spent can add +1 to the Air roll, up to a total of a +10 bonus.

Example: Hida Tampako (Air 4, Honor 1), Hitomi Rietosi (Air 3, Honor 2), and Doji Kwanai (Air 4, Honor 4) are all vying for the Emperor's Favor in Winter Court. In addition, Rietosi presents the Emperor with a carved jade dragon worth 8 Koku.

Hida Tampako rolls a 3, 5, 6, and 8 – plus her honor of 1, for a total of 23. Rietosi rolls a 4, 6, and 8 – plus 2 for his honor and 4 for his Clan's gift, for a total of 24. Kwanai rolls a 3, 5, 7, and 9 – plus his honor of 4, for a total of 28. Kwanai has gained the Emperor's Favor.

The Emperor's Favor

The Emperor's Favor can be used once by the Clan that gained it in the turn after their success. They may also lobby for it again, as alliances break and interests wane. The Emperor's Favor does not carry over from one turn to the next. If it is not used, it is lost, even if there is no Court the next turn. There are 4 uses of the Emperor's Favor:

Honor. The Emperor can grant a target character 2 Honor, which they roll to acquire normally. If this takes a Dishonored character from negative to positive, they are returned to Honorable status.

Emerald Legions. The Emperor will send 4 units of the Emerald Legions (AV 6, MV 6, Fear 2) to assist the Clan in any mass battle. The Emerald Champion may or may not choose to accompany the Legion.

Imperial Edict. The Emperor will demand that a particular Clan cease any mass battle attack. The Clan may choose to defy the Imperial Edict, but each character in the Clan will suffer a 1 point Honor loss.

Trade Subsidies. The Empire requires trade to flourish, so in the name of promoting said trade and increasing the Imperial tax base, the Emperor will provide 20 Koku toward any type of trade treaty.

Investigations

A Character may attempt to investigate many things across the Empire. The most common type of an Investigation is that of an assassination attempt – whether it was successful or not - which occurred on the previous turn. To do so, the Character must be at the same location as the attempt occurred.

The Character who performed the assassination must roll his Fire, and the investigator must roll his Water. If the assassin succeeds, he has covered up the evidence successfully. If the assassin fails, he has been exposed as an assassin, and will lose Honor (see Part Five: Honor)

Example: Following Kurai's narrowly avoided death, the Scorpion Champion dispatches Bayushi Sanju, a respected magistrate, to attempt to discern the culprit behind this attempt. Sanju has a Water of 3.

Sanju rolls a 1, 3 and 3 – a total of 7. Ruko, with her Fire of 3, rolls a 7, 8 and 18, for a grand total of 33. Sanju is unable to discover the identity of the would-be assassin, and Ruko goes unpunished.

Characters may also Investigate other strange goings on. They must declare which province they are Investigating. The Gamemaster will set a TN for a Water roll. Success will reveal whatever is trying to remain hidden.

Falsifying

Sometimes it is not in a Clan's best interest for certain information to come to light. Also, occasionally certain Clans may resort to less honorable tactics to achieve their ends. Any time a character or Clan wants to either alter the results of an event, or create their own version of events, this is considered Falsifying.

If a Clan is deciding to Obscure information or events, they report to the Gamemaster the information they would like to be made public. In addition, they need to have a character lead the effort to obscure the information. Henceforth, a character or Clan who does not believe the "official recounting" of the event may attempt an Investigation. Such an Investigation is handled normally, with the Falsifier rolling their Fire in opposition to the Investigator's Water. Should the Falsifier win, then the Gamemaster will report the information to the Investigating Clan as if it were legitimate. If the Investigator wins, they realize that there has been a Falsification, and which Clan perpetrated it.

Example: The Scorpion Clan wishes to plant evidence that there are maho-tsukai operating in Asahina province. Once this is known, they will use it as a reason to ask the Emperor to intervene in the province, closing the borders and disrupting the Crane's lucrative trade. Bayushi Keno travels to Asahina provinces and prepares the evidence, which is found and reported by the Imperial Herald.

The Crane send their Kakita Yama to Investigate the Maho. Keno's Fire is 5, Yama's Water is 4. Keno rolls a 4, 7, 8, 8, 9 – a total of 36. Yama rolls a 1, 4, 7, 9 – a total of 21. The Gamemaster reports that Yama has found evidence that there are indeed Maho-tsukai in Asahina province. He prepares for the arrival of the Emerald Magistrates.

Denouncing

A Character may also attempt to denounce another Character. This is done by spreading insidious rumors regarding this Character's personal life, loyalties and affiliations. It is a delicate process, made harder if the Character being denounced is not in the same location.

Both the Character being denounced and the Character doing the denouncing must make Air rolls. If the Character being denounced is not at the same location as the denouncer, he may add 20 to his roll.

If the target succeeds, the denouncer loses 1 Honor – his claims seem ludicrous and foolish. If the denouncer succeeds, he must once again roll his Air. For every 10 points he rolls over 10, rounded up, the target loses 1 Honor, with a minimum of 1.

Examples: The recent antagonism between the Lion and the Phoenix has led to a confrontation between the two Clans in the Winter Court. Ikoma Soyuko, a Lion bard, targets Shiba Senchi, a Phoenix yojimbo, with her slander. Soyuko has an Air of 4, while Senchi only has an Air of 2.

Soyuko rolls a 3, 7, 7 and 11 – a total of 28. Senchi rolls an 8 and a 13 – a total of 21. Soyuko has successfully denounced the Phoenix. Soyuko now rolls her Air once more – rolling a 4, 9, 9 and 15, for a total of 37. As this is 27 more than 10, Senchi loses a total of 3 Honor.

Duels

Duels are the lifeblood of Rokugan, a time-honored method for deciding contests of skill and matters of honor. While they may be fatal, there is no greater arbitrator of the truth.

To challenge an opponent to a duel, your Character must be at the same location as them. The challenged party must accept – they must enter “duel” as their action on the turn sheet as well. Failure to do so means that they are considered to have refused the duel – complete with requisite honor loss.

Each Samurai rolls and keeps their Fire, plus any modifiers. Whoever rolls the higher total is considered to have won the duel, and gains the appropriate Honor (See Part Five: Honor)

Things aren't over for the loser, though, who risks death at the hands of their opponent. The loser must make an Earth roll, at a TN equal to their opponent's Fire x 10. Success means that they have survived the duel, although they have probably come away with a disfiguring scar of some sort. Failure means that they have been killed.

Example: Daidoji Mijako challenges Mirumoto Uko to a duel. Mijako has a Fire of 4, while Uko has a Fire of 3. Mijako accepts the duel.

Mijako rolls a 1, 4, 6 and 14 – a total of 25. Uko rolls 6, 7 and 7 – a total of 20. Mijako wins the duel, and gains the requisite Honor.

Uko must now roll to see if she survives the duel. Her Earth is 2, and her TN for the Earth roll is a hefty 40 (Mijako's Fire x10). Uko rolls a 3 and 8 – a total of 11, not enough to survive. Uko is killed.

It is possible for a personality challenged to a duel to nominate another personality of their Clan as a champion – or possibly even a personality of another Clan, if agreement can be made between the two Clans. The only requirement is that their champion be in the same location. In this case, the champion and the challenged each suffer the penalties of loss and benefits of victory – except, of course, that the challenged need not make an Earth roll if he loses the duel.

Cheating at duels is also possible. If a character wishes to cheat at a duel, they must declare they are doing so on their turn sheet by adding to the addendum ‘cheat’ to their Character's actions.

A Character who cheats at a duel and his opponent both roll their Void. If the Character who is cheating rolls the lower, he is caught cheating, and the duel proceeds, although he takes an Honor loss. If the Character who is cheating rolls the higher, he may roll (not keep) one extra die for every 5 points or part thereof his roll exceeded his opponent's by.

It is possible for both Characters in a duel to cheat, in which case each one of them rolls twice – once to oppose the other Character's cheating, and once to establish their own.

Example: Soshi Raikamado and Hida Oru are due to duel the next morning. Raikamado decides to even the odds in his favour and cheat at the duel.

Raikamado has a Void of 2, as does Oru. Each Character rolls their Void. Raikamado rolls 2 and 15 – total 17. Oru rolls 1 and 9 – total 10. As Raikamado has made 7 over Oru's roll, he may roll, but not keep, 2 extra dice to his Fire pool on the duel the next day.

Note: This does not cover duels conducted in battle between generals. These are covered in Chapter Four: Battle, below.

Tests of Skill

Tests of skill are contests similar to duels. Like duels, they take the form of a challenge issued from one samurai to another. Unlike duels, however, they are not lethal, and need not be contests of iajutsu – they can be go games, wrestling matches, poetry competitions or etiquette exams. The imagination of the challenger is the only limit.

To challenge a character to a duel, your Character must be at the same location as them. When challenging, you must stipulate which Ring the challenge will be rolled upon. The challenged party must accept – they must enter “contest of skill” as their action on the turn sheet as well. Failure to do so means that they are considered to have refused the duel – which, while it is not frowned upon as severely as refusing an iajutsu duel, still carries a penalty in Honor and status.

Each Samurai rolls and keeps the Ring involved in the duel – be it Earth (for a wrestling match or running race), Water (for a go game or riding contest), Fire (for a martial arts display or etiquette exam), Air (for a poetry contest) or Void (for a tea ceremony or meditation exercise). The Samurai who gains the higher total is the winner, and gains the requisite Honor, while the loser also loses the requisite Honor (see Part Five: Honor)

Champions may be chosen for contests of skill in exactly the same fashion as duels. The same is true of Cheating – it is handled in exactly the same fashion as it is during duels.

Example: Shosuro Menuji, a young Scorpion courtier, cordially invites the Dragon Shugenja Agasha Tsengusuai to a go game (a contest of the Water ring). Menuji’s Water is 4, while Tsengusuai’s is 2. Tsengusuai accepts, and the game begins, watched by an interested court.

Menuji rolls a 2, 5, 15 and 18 – a total of 40. Tsengusuai rolls a 9 and 7 – a total of 16. Menuji wins the game handily, and gains the appropriate Honor.

Seppuku

Seppuku is the ritual suicide often demanded of a samurai to cleanse his or her sins against Honor. A painful process, Seppuku kills the character, but also erases the stains of his or her dishonor.

Seppuku is an action which may only be taken once by a samurai, as it results in their death. It is usually done to prevent their dishonor from spreading to their Clan.

In game terms, seppuku kills the character, but retroactively erases all Honor loss incurred by them during their last turn – including any Honor loss taken by their fellow Clan members in response to their dishonor.

Example: Asahina Menuriko, a shugenja of the Crane, was captured by Mirumoto armies during a recent battle. Her capture caused her to lose 3 Honor, a loss which further caused her fellow Crane to each lose 1 Honor, as her shame adhered to the Clan as a whole. After her return from the Dragon lands, to erase this stain, the Crane Champion has ordered the Asahina’s seppuku.

The Crane player removes the Asahina from her turn sheet, but is able to restore her Honor before she dies – and is further able to restore the 1 Honor lost by her Clan-mates following her capture.

PART FIVE: HONOR

Honor is the lifeblood of the Empire of Rokugan – it is what fuels the samurai, more than food or drink, more than blood. Honor is more important to the Eight Clans than life itself.

Every Character has an Honor score. This reflects both their personal adherence to the Code of Bushido and their perception in the eyes of the courts of the Empire as being an honorable Samurai who obeys the code of Bushido.

Honor ranges from 0 to 10. Only the Emperor has an Honor of 11. However, between these two extremes, characters may travel in both directions, as their deeds bring shame, or honor, to themselves and their Clan mates.

Honor can be gained or lost, but both involve mechanics more complex than a simple adding of a point.

Gaining Honor:

When gaining Honor, a Character must make an Air roll at a TN equal to his/her Honor x5 in order to successfully gain the Honor points, for each point. It is thus possible to gain some, but not all, of the potential Honor in a situation. This represents the fact that, the more Honorable one is, the more difficult it is to acclaim goals worthy of one's status.

Example: Doji Ashirujiro has successfully routed a force of Dragon troops who outnumbered her army by a factor of two-to-one. She can potentially gain 2 Honor. Ashirujiro has an Honor of 4 and an Air of 3.

Ashirujiro rolls twice, once for each Honor point. Her first roll is TN 20, and she rolls an 8, 9 and 6 – a total of 23. She gains the first Honor point, bringing her Honor up to 5, and then rolls for the second.

Ashirujiro's second roll is a TN 25 – or her new Honor of 5, multiplied by 5. She rolls a 5, 7 and 11 – a total of 23. She fails to gain the second Honor point, and her Honor remains at 5.

Losing Honor:

Losing Honor involves a process similar to gaining Honor. For every point lost, the Character must make an Air roll at a TN equal to their Honor x5. Success means that they have managed to avoid the Honor loss through obeisance, sincere apology and acquiescence, and deeds of good repute. This increasing TN represents the fact that, when one occupies the pinnacles of Honor, it is easier to fall from them.

Example: Kaiu Ninjenko challenged a Dragon bushi with an Honor 2 above hers to a duel. As such, she risks losing an Honor point. Ninjenko has an Air of 3 and an Honor of 3.

Ninjenko rolls her Air at TN 15 – her Honor x5. She rolls a 1, 1 and 4 – a total of 6. She fails to apologize sufficiently sincerely, and loses 1 point of Honor, reducing her Honor to 2.

Negative Honor:

It is possible for a character to have negative honor. Such characters are considered Dishonored. Dishonored characters can only gain honor from a duel or a battle. Dishonored characters may not lead Mass Battles, although they may “form” a unit. In addition, dishonored characters will suffer a number of

other problems, from not being invited to Winter Court to frequent challenges by more honorable Samurai seeking to remove them.

Honor Losses and Gains:

What follows is a guide to events which can cause a gain or loss of Honor. This is not an exhaustive list – the GM will note many more occasions on which Honor may be change.

Battle:

Winning a battle	+1
Winning a battle when outnumbered two to one	+2
As above, when outnumbered three to one	+3
As above, when you were surprised or ambushed	Additional +1
Losing a battle	-1
Losing a battle when you outnumbered your foes two to one	-2
As above, when you outnumbered foes three to one	-3
As above, when you surprised or ambushed your foes	Additional -1
Captured in battle	-3
Fled from battle	-1
Fled from an force you outnumbered 2 to 1	-2
As above, when outnumbered 3 to 1	-3
Ambushed a foe	-1
Taking Nemuranai from a dead/captured foe	-2
Razing a province	-1

Duels:

[Important note: this applies to duels conducted in battle]

Winning a duel	+2
Losing a duel	-2
Refusing a duel	-3
Being caught cheating at a duel	-3
Challenging somebody whose Honor is more or less than 1 from yours	-1

Contests of Skill:

Winning a Contest of Skill	+1
Losing a Contest of Skill	-1
Being caught cheating at a Contest	-2
Refusing a Contest of Skill	-1

Clan Affairs:

Clan member loses 3 Honor in one turn	-1
Clan member loses 5 Honor in one turn	-2
Clan member loses 7 Honor in one turn	-3
Clan member has 0 Honor at given turn	-1
Breaking a treaty without notice	-2
Keeping to a treaty even when advantageous to do otherwise	+1

Hiring mercenaries	-1
Using maho or Shadowlands units	-3
Being caught Falsifying	-2

Court:

Being caught performing an assassination	-3
Catching an assassin	+1
Questioning the Emperor	-1
Refusing to attend Winter Court when invited	-1
Disobeying the Emperor	-3
Disobeying the Emerald Champion	-1

Position:

[All awarded once, when position is gained]	
Emerald Champion	+3
Jade Champion	+2
Emerald Magistrate	+1
Captain of the Imperial Guard	+1
Neglecting one's duty	-2
Marry the Imperial family	+1
Marry above station (more than 1 Honor rank up)	+1
Marry beneath station (more than 1 Honor rank down)	-1

PART SIX: EXPERIENCE

Characters in Rokugan are not static individuals. As they live their lives in this embattle nation, they will either survive or be forged into better people by the hardships they endure.

This is represented by the gaining of Experience. Characters will, depending on their actions, receive XP. These XP can be spent to buy Advantages, buy off Disadvantages, or increase Rings.

Experience is awarded both according to the charts below and according to the GM's discretion based upon how well the Character is role-played.

Earning Experience:

Like their counterparts above, the following charts are by no means exhaustive and may be added to, modified or ignored at the GM's discretion. However, they serve as a rough guideline to players, allowing them to chose their Character's actions with a knowledge of what experience will be gained from them.

Only Primary Characters:

Each turn	+3
Clan acclaimed by Emperor	+1
Clan is the largest in Empire, per turn	+1
Clan is the wealthiest in Empire, per turn	+1
Clan has the largest army in Empire, per turn	+1
Clan is the most honorable in Empire, per turn	+1

Primary and Secondary Characters:

Participating in a duel		+2
Participating in a duel where enemy's Fire ring was more than 1 higher than yours		+1
Winning a duel		+2
Participating in a contest of skill		+1
Participating in a contest of skill where enemy's ring was more than 1 higher than yours		+1
Winning a contest of skill	+1	
Fighting in a battle	+1	
Fighting in a battle when outnumbered 2 to 1	+2	
Fighting in a battle where outnumbered 3 to 1	+3	
Winning a battle	+2	
Attempting an assassination	+1	
Succeeding in an assassination	+2	
Attempting an investigation	+1	
Succeeding in an investigation	+2	
Attempting a denouncement	+1	
Succeeding in a denouncement	+2	
Preparing a Falsification	+1	
Having a Falsification survive Investigation	+2	
Investigating a Hidden Location	+1	
Recovering a nemuranai	+2	
Recovering an ancestral nemuranai	+3	

Spending XP:

XP can be spent on Advantages, Disadvantages or Rings. The costs are explained below.

Earth/Air/Fire/Water Ring: Current rating x3

[Note: You may not have more Rings above 5 than your Void rating]

Void Ring: Current rating x4

Advantage: Advantage Cost x2

[Note: Game master approval required]

Disadvantage removal: Disadvantage Cost x4

[Note: Game master approval required]

Note: Some Advantages are easier to justify buying than others. Saying your Character has fought Lion so often that he now Knows their School is quite valid. Saying that your Character is suddenly Large isn't.

4. BATTLE

As Akodo tells us, “War is as inevitable as the fog which drifts in from the sea”. And, in The Empire Reborn, at least, this is entirely true. No matter what a Clan’s aspirations for its place within Rokugan, there is no doubt that a time will come when it will have to defend those aspirations and bathe them in the blood of its enemies.

PART ONE: LAND BATTLES

Land battles occur when two, or more, hostile armies gather in one province. This is almost always the result of one army entering the province as an attacker, usually with the intent to invade. It is possible for battles to involve the armies of multiple Clans – indeed, many of the mightiest battles of Rokugan have involved the armies of many Clans. In the infamous Battle of the Screaming Plains, for example, the forces of Toturi were composed of the Mantis, Crane, Dragon, Unicorn and Phoenix, while the Crab, Lion and Scorpion did battle on the side of Iuchiban.

Battles are fought until one side is destroyed or retreats. The victor is the product of a complicated process which involves troop types, numbers, terrain, and the honor, tactical skill and combat prowess of the generals of the two sides.

Battles follow a simple step by step process as outlined below.

Step One: Determine Generals

In every battle, each side must determine who its General is. This is usually decided by default as the Character with the highest Water ring. If there is a tie, it is decided randomly. This is even true in the case of the armies of several Clans, who are nonetheless pooled beneath a single General who dictates tactics and directs the armies.

Once the Generals have been determined, note is taken of their Water Rings and any other traits which may influence battle, such as the Tactician Advantage, the number of scouts in each force, or certain Bushi schools.

If an army’s General is killed, the Character with the next highest Water becomes the General. If there are no Characters with the army, due to either casualties or a lack of Characters to begin with, their General is considered to have a Water of 1.

Example: The armies of the Crab and Phoenix meet in Mori Province. The Phoenix army contains two Characters – Shiba Juniro, who has a Water of 3, and Shiba Romuko, who has a Water of 4. The Crab army also contains two Characters – Hida Nashidi, who has a Water of 3, and Yasuki Suako, who has a Water of 2.

On the Phoenix side, Romuko has the higher Water, and is thus the General. On the Crab side, Nashidi has the higher Water, and is the General of the Crab army. The two Generals square off against one another.

Step Two: Determine Force Disposition

Each General rolls and keeps his Water Ring, including any battle based modifiers, to determine the Force Disposition – that is, the attitude of the two armies when they encounter one another. This determines whether either side has “got the drop” on the other, and to what extent. Their rolls are then compared, the difference and who it is in favor with noted, and cross-referenced on the chart below.

Difference	Result
1 to 10	Head-to-head confrontation. The two armies both spot one another and move rapidly to engage. No modifiers.
11 to 20	Outmanoeuvred. One side has managed to outflank the other, getting around their defensive positions. The side whose General rolled higher may, for the first two rounds of battle, add 1 to the AV of all his units.
21 to 30	Surprised. One side has managed to conceal its presence from the other, striking when they are vulnerable. The side whose General rolled higher gains all the benefits of having Out manoeuvred his foe, and may also have a free round of combat during which his enemy cannot strike back.
31 or higher.	Ambush. One side has not only managed to conceal its presence from the other, they have lured the other side into an ambush. The side whose General rolled higher gains all the benefits of having Out manoeuvred and Out flanked his foe, but he has two free rounds of combat, rather than one, and his units have a bonus of 2 to their AV rather than 1.

Example: As Romuko’s troops and Nashidi’s troops approach, the two Generals each roll their Water to determine the disposition of their forces.

Romuko rolls 1, 1, 5 and 5 – a total of 12. Nashidi rolls 4, 7 and 9 – a total of 20. As Nashidi’s roll is 8 higher than Romuko’s, the two forces meet head-to-head. No modifiers are applied, and the battle proceeds as normal.

Step Three: Resolve Duels

In the heat of battle, it is not unknown for Characters to meet in one-on-one duels while the melee of battle rages around them. These duels can profoundly influence the outcome of a battle, as the death of a General can rout his army despite their superior position.

To determine whether any duels take place, roll a d10 for each Character involved in the battle. If a 1, 2 or 3 is rolled, then that Character has been forced by the ebb and flow of battle into a duel. Randomly determine whom they have challenged from among the opposing Characters.

Example: As the Phoenix and Crab forces approach, their Generals and Lieutenants prepare for battle.

Each Character rolls a d10. Romuko rolls a 4. Juniri rolls a 9. Nashidi rolls a 7. Sauko rolls a 1.

Yasuki Sauko will enter into a duel this turn. Her opponent is determined by randomly rolling between the two Phoenix Characters. Romuko is assigned odd numbers, and Juniri even. A 4 is rolled, so Sauko will face Juniri.

There is no time to cheat at duels in the heat of battle, as the press of combat makes the preparation necessary impossible.

Each Samurai rolls and keeps their Fire, plus any modifiers. Whoever rolls the higher total is considered to have won the duel, and gains the appropriate Honor (See Chapter Three, Part Five: Honor)

Things aren't over for the loser, though, who risks death at the hands of their opponent. The loser must make an Earth roll, at a TN equal to their opponent's Fire x 5. The chaotic intensity of battle can distract a killing strike at the last second. Success means that they have survived the duel, although they have probably come away with a disfiguring scar of some sort. Failure means that they have been killed.

Example: Shiba Juniro and Yasuki Sauko face off in a duel. Juniro has a Fire of 4 and an Earth of 3. Sauko has a Fire of 3 and an Earth of 4.

Juniro rolls a 6, 8, 11 and 16 – a total of 41. Sauko rolls a 2, 5 and 8 – a total of 15. Juniro is the winner, and Sauko must roll to survive.

Sauko rolls her Earth against a TN of 20 – Juniro's Fire of 4 multiplied by 5. She rolls a 3, 8, 9 and 12 – a total of 32. This is enough to beat the target number, so she is badly wounded by the Phoenix's blade, but lives to nurse a grudge and plot her revenge.

Step Four: Decide Initiative

Each General rolls his Water, once more factoring any School, Scout or Advantage bonuses or penalties. Whoever rolls the highest is considered to have the 'Initiative' for that turn of battle – meaning that their troops may strike before their foes can retaliate.

Example: As Nashidi and Romuko's armies engage, the two Generals each roll Initiative. Romuko rolls a 1, 5, 8 and 8 – a total of 22. Nashidi rolls a 3, 6 and 9 – a total of 18. As Romuko has rolled the higher, his forces are considered to have the Initiative for this turn.

Step Five: First side attacks

The side whose General has won the initiative may now make the first attack. All units roll a d10, and compare it to their AV. Those who have rolled less than or equal to their AV have successfully struck their targets.

The defender must now distribute the number of hits scored by the attacker against his units. He may distribute these hits as he pleases, assigning them to units at will. The Gamemaster will often have each player assign a "preference list" of troops who will take the hits first, versus those who will take the hits later.

Those units who have been struck must now roll a d10 and compare the results to their TV. Those who have rolled less than or equal to their TV have survived the strike and may fight on. Those who have rolled higher than their TV have been killed by the strike and are removed as casualties.

Example: Romuko's force consists of six units of bushi [AV 3, TV 3] and two units of samurai [AV 5, TV 5]. The six bushi roll a 1, 2, 2, 3, 5 and 6 – scoring a total of 4 hits. The two samurai roll a 6 and 9 – neither of them scores a hit.

Nashimi's force consists of four units of ashigaru [AV 2, TV 2], four units of bushi [AV 3, TV 3] and one unit of samurai [AV 5, TV 5]. He decides to put place two hits on the ashigaru, one hit on the bushi, and one hit on the samurai. The ashigaru roll a 9 and 0 – neither of them survive, and both are destroyed. The bushi roll a – they have rolled beneath or equal to their TV, and are not destroyed. The samurai roll a 3. They have also rolled beneath their TV, and are not destroyed, and ready to strike back against the Phoenix.

Step Six: Second force attacks

Now the force who did not win the initiative strikes back. The process is identical to that in Step Five, except, naturally, that it is the side that did not win the initiative that attempts to roll beneath its TV.

Example: Having suffered only minor casualties to their Ashigaru, Nashimi's forces strike back. They succeed in destroying one unit of Romuko's bushi.

Step Seven: Check morale

After duels have been resolved and units destroyed, a morale check is necessary to determine whether or not either army will withdraw from the battlefield in the face of its casualties.

Total up the casualties taken by each side in this turn. Whichever side has taken the most casualties must roll its General's Water Ring with a TN equal to the number of casualties it has taken since the beginning of the battle x5. In addition, the General should add 2 x his Honor rating to the result of this roll.

Example: Nashimi's forces have lost two ashigaru, while Romuko's forces have only lost one bushi. As Nashimi's forces have taken the most casualties during the battle, Nashimi must make an Honor roll to attempt to prevent his troops from retreating.

Nashimi's Water is 3. He rolls 3 dice with a TN of 10 – the number of units he has lost, i.e. two, multiplied by five. He rolls 2, 3, and 3 – a total of 8. However, he also adds twice his Honor rating of 2. His internal resolve is an inspiration to his men. He has beaten the TN, so his troops hold firm and continue to fight.

Retreating attackers will retreat into the Province they came from. If they came from several Provinces at once, each unit will retreat into a randomly determined Province. Retreating defenders will retreat into the nearest friendly Province. 'Friendly' Provinces are considered to include the Provinces of Clans the Clan fleeing is allied with. If there are multiple friendly Provinces, each unit will retreat into a randomly determined one. If there are no adjacent friendly Provinces, they will surrender. All troops are destroyed and all Characters count as captured.

Fortifications are the exception. They cannot flee, and when captured are not destroyed but transferred to the control of the Clan occupying the province.

Example: Crab forces from Yasuki Province attack Crane forces in Daidoji Province. The Crab fight bravely, but the Crane put up a stiff defense, and break the Crab attack. The Crab units flee back into Yasuki Province.

Example #2: Unicorn troops from Moto Province attack Dragon forces in Gaijo Province. The Dragon do not have enough forces to hold out against the Unicorn, and their troops soon fall into retreat. There are two friendly Provinces adjacent to Gaijo – Hitomi Province and Agasha Province. 3 Dragon bushi and 1 Dragon samurai units are fleeing. Hitomi Province is assigned even numbers, and Agasha Province odd. Each unit has a dice rolled for it.

The bushi roll 2, 4 and 7. Two of them flee into Hitomi Province, and one seeks sanctuary in Agasha Province. The Samurai roll a 5, retreating into Agasha Province.

Step Eight: Check for winner

If one side has retreated, or has no units (although possibly still Characters) left on the battlefield, then the other side is the winner. This side may now take control of the Province, unless it does not wish to do so (see Chapter Two: Movement). Any surviving enemy Characters are considered captured.

If the armies of multiple Clans are involved in the occupation of a Province, then the Clan with the most numerous surviving units is considered to be occupying that Province, unless the Clans involved arrange otherwise.

Step Nine: Return to Step Three

If neither side has won, the two sides return to Step Three, and continue repeating the process until one side does triumph.

Complications: Passes and the Tidal Landbridge

There are four passes on the Map of Rokugan. These are the Night's Wind Pass, between Yogo and Otaku Provinces, Sweet Shadow Pass, between Soshi and Ide Provinces, Beiden Pass, between Bayushi and Matsu Provinces, and Dawn's Blessing Pass, between Asahina and Goimo Provinces. There is also the Tidal Landbridge between Kuni and Daidoji Provinces, which, while not a Pass, is treated as one for the purposes of the rules.

Passes offer formidable defensive terrain. Their winding and steep nature means that any attacker will be visible to a defender before he can reach him, and that he will doubtless be tired by the time he does so. Furthermore, the bends and narrowness of the pass means that the defender can exploit the terrain to provide naturally defensible positions.

This conspires to make attacking through a pass a difficult prospect, to say the least. The following penalties apply to any side attacking a Province separated by their Province of origin by a pass. The penalties are outlined as follows:

1. The attacker must subtract 10 from his roll in the force disposition chart. Furthermore, he cannot achieve a result higher than "Outmaneuvered" against his foes.
2. The defender's forces may all add 1 to their TV, to represent their superior fortifications.
3. The attacker's forces must all subtract 1 from their AV, to represent their weariness and inability to bring force to bear.

[Note: In some cases, troops will combine to attack a Province, some of them attacking over a pass, some a border which is not occupied by a pass. In this case, the pass penalties are applied, or not, depending on the size of the armies. If the army attacking through the pass is of larger or equal size to the smaller army, the pass penalties are applied. If it is smaller, they are not.]

Naval Landings:

While naval warfare is not common in Rokugan, and marine warfare even less so, it is not inconceivable or even unheard of for ground forces to disembark from their vessels straight onto an enemy beach.

In game terms, this occurs when an army moves from transport vessels in a sea zone alongside an enemy Province, and into a Province occupied by an enemy army. As the attackers are battling the moment they get onto the beach, there are both advantages and disadvantages to be had.

The following factors influence naval landings:

1. For the first round of combat, while the attacking troops are still “on the beach”, they have -2 to their AV and TV. This represents the fact that they are disorganized and vulnerable as they disembark from their transports.
2. For the first round of combat, any ships the attacker might in the sea zone may participate in the combat as if they were ground units. This also means they may be struck back at, however.
3. The attacker cannot achieve an “ambush” result on the force disposition roll, as he is unable to coax the enemy out of his prepared positions.

Characters forming Units:

Characters may be attached to armies, to lend them their prowess as commanders and duelists. However, a Character, plus their bodyguards, may also make a formidable destructive force upon the battlefield, fighting as no lesser bushi, shugenja or even samurai could.

Before battle begins, Characters may form “units”. These units have an AV and TV, like contemporary units, but have neither an MV nor an UK, as they do not exist outside of the battle they are engaged in.

To determine the stats of a Character’s unit, use the following formula.

$$AV = \text{Water} + \text{Fire} + \text{Void} / 2 \text{ [rounded up]}$$

$$TV = \text{Earth} + \text{Air} + \text{Void} / 2 \text{ [rounded up]}$$

This calculation may be affected by certain nemuranai or advantages (such as the Large advantage)

Example: Daikua is a mercenary captain who often leads his bushi into battle. He has an Earth of 4, a Water of 3, a Fire of 2, an Air of 2 and a Void of 1.

His stats are calculated as follows: $AV = 3 \text{ (Water)} + 2 \text{ (Fire)} + 1 \text{ (Void)} / 2 = 3$

$TV = 4 \text{ (Earth)} + 2 \text{ (Air)} + 1 \text{ (Void)} / 2 = 3.5 = 4 \text{ (rounded up)}$

Example #2: Isawa Hauko is a Water Shugenja who often utilizes her magic, which has given her a knack for strategy, during her peaceful Clan’s rare excursions into warfare. She has an Earth of 2, a Water of 4, a Fire of 3, an Air of 3 and a Void of 5.

Her stats are calculated as follows:

$AV = 4 \text{ (Water)} + 2 \text{ (Fire)} + 5 \text{ (Void)} / 2 = 11 = 5 \text{ (rounded up)}$

$TV = 2 \text{ (Earth)} + 3 \text{ (Air)} + 5 \text{ (Void)} / 2 = 10 = 5$

These units fight in battle just like any other unit, attacking, being attacked, and the like. However, if they are destroyed, this does not necessarily result in the Character’s death.

While the unit is eradicated and may play no further part in the battle, the Character need not suffer this way. The Character must make an Earth roll at a TN equal to the AV of the unit which attacked him x5. If

he succeeds, he is not killed, and lives on, although he may not participate in the battle as a unit any further. If he fails, he is killed, and may not participate in the battle any further.

Example: Isawa Hauko leads a force of Phoenix bushi in battle against the Unicorn in Gaijo Province. However, even her command of the Mizu-Do cannot save her from the hooves and lances of the Otaku Battle Maidens. Her unit is destroyed, and she must make an Earth roll to survive.

Hauko's Earth is 2, and her roll is at a TN of 45 (the Battle Maiden's AV of 9, multiplied by 5). She rolls a 5 and 8 – a total of 13, which is a failure. Hauko is trampled to death beneath the hooves of the Otaku.

Captured Characters:

It is possible, through the fortunes of war, or possible just through mix ups in travel papers, for Characters to become captured by enemy Clans.

Captured Characters are listed on their Clan's turn sheet as captured. They may not gain XP, spend XP, or perform actions – although they may gain or lose Honor (in fact, they lose Honor simply for the fact of being captured). They may also commit seppuku.

Captured Characters are also listed on the sheet of the Clan who has captured them. They may not gain XP, spend XP, or perform actions for this Clan, either. All that may be done with them is that they may be moved as if they were controlled by that Clan, or executed. They are considered to have a bodyguard with them at all times.

There is no rule for the recovery of Captured Characters, except that, if the Province they are located in is conquered, they become the Captives of whichever Clan conquers this Province – or, if it is their own Clan, are freed. They may also be freed by raids (see Part Two: Raids).

Custom dictates that such Characters may be ransomed for Koku, held as hostages, or exchanged for captives of the same Clan. However, it is not unknown for Clans to ignore their captive members, claiming that their capture is a dishonor which precludes rescue or ransom. Many such captives commit seppuku rather than continue to shame their Clan by being a captive of its enemies.

Captured Characters count towards the Character limit of both the Clan which is capturing them and the Clan which they were captured from.

PART TWO: RAIDING

Not all battles are staged with the intent of capturing territory. Some are merely temporary incursions into enemy territory, to secure koku, to damage enemy forces, or to rescue prisoners. Such battles are collectively titled “raids”.

To order a raid, simply designate an army, give them the “raid” order, and designate a target Province.

Raids are fought identically to conventional battles. However, the following differences are applied:

The Combat Round:

Only two rounds of combat are fought during a raid. The first round of combat, or “combat round”, is fought as normal, complete with force disposition rolls, initiative rolls, duels and the like. Units and characters may be killed, ambushes sprung, and all the other chaos of a combat round takes place.

The only difference involves the final two stages of combat. There is no roll for morale on either side. The defenders know that they are not under serious attack, and the attackers are preparing to withdraw anyway. Thus, neither side is inclined to withdraw. Secondly, there is no official “winner” of a raid, as neither side is prepared to occupy the other’s territory.

The Objective Round:

The second round of combat of a raid follows only the roughest outlines of the first round, and undergoes the following guidelines.

All of the attacking units roll a d10 in an attempt to score equal to or less than their AV. Every success on this roll is counted as a “strike”. Cavalry are considered to have an AV of 2 higher for this roll, as are Scouts. Scout Cavalry only have a +2 to their AV.

All of the defending units make a similar attempt to roll less than or equal to their AV. Every successful roll negates one of the attacker’s “strikes”.

For every “strike”, the attacker may steal d10 of Koku from the defender’s production for that turn – up to a maximum of half the province’s production that turn, modified by season and weather. This represents the raiders stealing grain, equipment, supplies and other such important goods.

In addition, every “strike” has a 2 in 10 chance of capturing any Character located in the Province who is not currently formed into a unit. Characters who are not assigned to armies, or whose units have been destroyed, are valid targets. Determine randomly if more than one such Character exists.

Finally, every “strike” has a 2 in 10 chance of recovering any captured Characters located in the Province. If there is more than one such Character, determine randomly, although raiders will always rescue captives of their own Clan by preference.

After this second round, raiding armies always retreat into the Province they originated from.

Example: Crane raiders strike into Yasuki Province in search of the fruit of the Crab’s wealthy merchant family. The Crane raiders consist of four cavalry units and two bushi units. The Crab defenders consist of six ashigaru units and four bushi units.

After a round of conventional combat in which neither side loses any troops, the Crane roll for the objective round. Their bushi have an AV of 3, while their cavalry have an effective AV of 5 – including the bonus 2 for their cavalry status.

The bushi roll a 5 and 8 – getting no “strikes”. The cavalry roll a 2, 3, 3 and 8 – getting three “strikes”.

The Crab defenders now attempt to negate the Crane “strikes”. Their ashigaru have an AV of 2, and their bushi an AV of 3. The ashigaru roll a 3, 5, 5, 5, 7 and 8 – negating no strikes. Their bushi roll a 2, 4, 0 and 0 – negating one “strike”.

The Crane have successfully obtained two “strikes”. Firstly, they roll 2d10 to determine how much Koku has been stolen. They roll a 1 and 5, for a total of 6 Koku, which the Crane raiders doggedly bring home.

Finally, the Crane roll to determine whether or not they have captured any of the Crab Characters in the Province. They roll a 5 and 8. Since neither roll was a 1 or 2, they have not captured any Crab Characters. As there are no captured Characters in the Province, the raid is resolved, and the Crane return to Daidoji Province.

Raiding across Passes:

The restrictions which are applied to attacking across Passes do apply to Raids. However, this only holds true for the combat round – the objective round is unaffected by passes.

Naval Raids:

It is entirely possible to send raiders ashore from warships located off an enemy coast. Once more, the restrictions imposed on naval landings apply, but only for the combat round – the objective round is unaffected by the landings.

Note that, while ships located off the coast may participate in such a raid as if they were ground units, they may not participate in the objective round.

PART THREE: NAVAL BATTLES

Warfare on the seas of Rokugan has always been something the Clans have shied away from, preferring to concentrate their martial endeavors upon dry land. However, even before the Battle of the White Stag, when the Rokugani navies were forced to do battle with the Gaijin ships armed with their fearsome black pepper, naval battles have been a feature of Rokugani politics.

Naval battles take place in an almost entirely identical fashion to land battles. There are only the following exceptions.

Force Disposition:

Maneuvering in naval battles is a far more difficult proposition than upon land. At sea, there is no obfuscatory terrain, and ships are more ponderous to re-orient than groups of troops.

As such, the best result which can be had on the force disposition table in any naval battle is “Outmaneuvered”.

Participation of ground troops:

Ground troops cannot participate in naval battles. While it is possible that ground troops such as ashigaru, bushi and samurai might be present in the same sea zone as conflicting naval units, they will do so only as passengers onboard vessels. These troops are hapless spectators to the battle which wages around them, but they can become casualties – as the ships which they are being transported in sink. As such, it is important to defend a Clan’s troop transports from hostile attack.

Participation of characters:

Characters, unlike their unit counterparts, can play a role in naval battles. They may still act as Generals for forces, but they may not duel, and they may not form their own units to directly affect the battle.

They may, however, become casualties. Each Character should choose a flagship before battle begins. Usually, the General will take the largest ship, the next subordinate the next, etc. If that ship is destroyed, any Character onboard it must make an Earth roll at a TN equal to the AV of the weapon which struck the ship x5. If he succeeds, he survives the sinking and swims to another ship, which then becomes his flagship. If he fails, he is lost to the waves.

Example: On the high seas east of Ootosan Uchi, the Crane and Phoenix navies meet in a skirmish over trade routes. The Crane force is commanded by Doji Asinorubudai, while the Phoenix force is led by Naka Oyokui.

During the battle, Oyokui's flagship is sunk by the rams of a Crane Sampan. Oyokui has an Earth of 4, and must succeed at an Earth roll at TN 30 (The Sampan's AV of 6 multiplied by 5).

Oyokui rolls a 5, 7, 7, and 8 – a total of 27. He fails his roll, and goes down with the ship.

5. WEATHER, RANDOM EVENTS, AND OTHER STUFF

Life in Rokugan has never been simple. This Chapter takes into account many of the random factors which dictate existence within it – including such vagaries as weather, the cycle of the seasons, and random events which may plague the Clans.

THE SEASONS:

The time of year in Rokugan dictates the nature of the Empire's environment as much as in any other part of the world. In spring, it is hot and wet, and storms gather about the coasts and mountains. In summer it is sultry and baking, the clouds banished from the sky as the Empire languishes under Amaterasu's gaze. In autumn decay stalks the land as the trees relinquish their life. And in winter snow wraps the land in its icy teeth.

The seasons affect the production of the Provinces of Rokugan as described below. Each season lasts three months. The game begins in the first month of spring in the year A.T. 102.

[Note: One game turn = one month of game time]

Spring

Production: Provinces produce 60% of listed production.

Battle: No effects on warfare.

Summer

Production: Provinces produce 40% of listed production.

Battle: No effects on warfare.

Autumn

Production: Provinces produce 100% of listed production.

Battle: All defending troops gain +1 TV.

Winter

Production: Provinces produce 0% of listed production.

Battle: All defending troops gain +2 TV. All troops lose -1 AV.

PROVINCE DAMAGE

Provinces can be damaged by the ravages of war and rebellion. Fields are burned, sake houses destroyed, mines collapsed, roads ravaged, etc. Any large-scale pitched battle between armies may damage a province, as well as certain disasters (natural or otherwise). The Gamemaster will decide if an event warrants damaging a province. Provinces that are damaged have a certain percentage of their production (25%, 50%, 75% or 100%) unavailable.

Troops can also intentionally damage a province. This isn't popular with the locals, but can be a devastating tactic if you think you will only hold an enemy's province briefly. Every unit in a province (that didn't already fight a battle there) can make a "strike" against the province. Each strike does 25% damage. They are not actually attacking the province, but a legion of samurai cavalry can cause far more havoc than a bunch of peasants with spears. If a character is commanding an army that has units involved in razing, he loses 1 Honor.

In order to bring a province back up to capacity, it must be repaired. Repairs cost the percentage the province is damaged times its maximum production value. This can be done in groupings of 25%. So if Soro province (Production 40 Koku) is damaged 75% by marauding Shadowlands creatures, it is only producing 10 Koku a turn. The Crab player can pay 10 Koku in one turn to reduce its damage to 50%, and up its production to 20 Koku, or pay 30 Koku to repair everything and get it operating back at maximum capacity.

SECURITY

Provinces can be set to different levels of internal security. Conditions may force a Clan to sacrifice some of a province's economic ability for tighter security. There are three levels of security for a province.

Open Borders

This is the normal security for a province. Travelers come and go, trade moves easily, but so do spies and unwanted visitors. Characters can move freely through provinces with Open Borders.

Checkpoints

Here guard towers spring up along borders and patrols check the traveling documents of merchants. The province's Koku production is reduced by 10%. Characters traveling through Checkpoints must have the permission of the ruling Daimyo. They can attempt to circumvent this, but have a 2 in 10 chance of being Captured.

Closed Borders

No one gets in or out. The Clan's military is out in force, and population centers have a curfew. The province's Koku production is reduced by 50%. In addition, any Trade agreements are considered Blocked and all units moving through this province have their MV reduced by 1. Characters can attempt to infiltrate Closed Borders, but have a 5 in 10 chance of being Captured.

WEATHER:

While the seasons dictate the harvest and the course of warfare, the weather which strikes Rokugan is variable even within the seasons. Most of the weather is harmful to the residents of Rokugan, from famine-inducing droughts to torrential floods. A few of the more extreme weather conditions have their effects explained below.

#1 - Light Drought (Summer). All troops in affected provinces have their UK raised by 1.

#2 - Heavy Drought (Summer). All troops in affected provinces have their UK raised by 2.

#3 - Heavy Rain (Spring, Autumn). All troops in affected provinces have their AV lowered by 2. All affected provinces produce 2d10 extra Koku.

#4 - Monsoon (Spring). All troops in affected provinces have their AV lowered by 3.

#5 – Tsunami (Spring). All troops in affected provinces have a 1 in 10 chance of being destroyed by the wave. The Province’s production this turn is lowered by 2d10.

#6 – Premature Snowfall (Autumn). This Province is treated as if it was in winter for the duration of the turn.

#7 – Heavy Snowfall (Winter). All troops in affected provinces have their TV raised by 2 and their UK raised by 1.

#8 – Blizzard (Winter). All troops in affected provinces have their TV raised by 3 and their UK raised by 1.

RANDOM EVENTS:

Even beyond the cruelties of the weather, unexplained, unnatural or unprecedented attacks strike Rokugan at infrequent intervals. The following is an explanation of some of the events which may occur at sporadic intervals to randomly determined Clans.

#1 – Bandits. Bandit units perform a raid on the Province, attempting to steal Koku and capture hostages.

#2 – Gaijin Plague. Every unit in the affected Province has a 1 in 10 chance of dying of the plague, and the Province loses 3D10 Koku. Every turn the plague has a 5 in 10 chance of dying in spring, a 7 in 10 chance in autumn or summer, and a 9 in 10 chance in winter. Every turn it also has a 1 in 10 chance of spreading to a neighboring province in winter, a 2 in 10 chance in autumn or summer, and a 4 in 10 chance in spring.

#3 – Volcano. Affects a province next to a mountain range. This province has been struck by an erupting volcano. The province loses 3d10 from its production on a permanent basis. It will recover d10 of its production every turn until it returns to normal. All trade treaties involving this province are temporarily halted until this damage is restored.

#4 – Storm. All ships in the affected sea zone have a 1 in 10 chance of capsizing and being lost with all hands.

#5 - All units in the affected province have a 1 in 10 chance of being destroyed by the earthquake. The province loses 4d10 from its production on a permanent basis. It will recover d10 of its production every turn until it returns to normal. All trade treaties involving this province are suspended until this production is restored.

SPIES:

Waiting to count your opponent’s troops until they are swarming over your battlements is poor strategy. While not every Clan would admit it, every Clan uses Spies.

Spies gather information. Spies can be sent into a particular province, where they will report on the troops coming into, departing, and garrisoning in that province. Or they can be sent to shadow a particular character, in which case they will report on that character’s activities and location.

Hiring Spies

Spies are nameless and faceless. Most often servants or lowly guards who have been slipped some coin to send reports back, they do not count as either units or characters. A Clan can send spies into a Province or to shadow a character for 5 Koku. Spies will stay in a Province or with a character until they are dismissed or caught.

Collecting Information

Spies may not be able to report constantly. They must find the time to observe their targets unobtrusively, detect a useful pattern to this data, and find a method of returning that information to their Clan. Each turn, a spy has a 4 in 10 chance of providing the information required of them.

Catching Spies

Few Clans approve of others prying into their private business, and hence are always on the lookout for spies. The chance of a spy being caught depends on the Security level of the province they are in:

Open Borders	2 in 10
Checkpoints	3 in 10
Closed Borders	5 in 10

Caught spies have a 6 in 10 chance of revealing who their employer is under torture. A wise spymaster will always consider this.

A character may notice they are being spied upon by actively searching for spies and succeeding in a Water roll with a TN of 20 (or 30 for Scorpion Spies). What the character does with that knowledge is up to them.

HIDDEN LOCATIONS:

There are many places that have been lost, even in brief time of the Gaijin Plague. Numerous clan Nemuranai were spirited away and hidden as their caretakers grew sick or paranoid. Strange cults formed around places of dark power, and ruins hold the promise of riches undiscovered. Every province has Hidden Locations, the trick is to find them.

Discovering a Hidden Location is done by hiring Explorers. Explorers are monks, ronin looking for some action, skilled peasants, and scholars. They have no combat value, and hence are not units. Exploring a province is expensive work. It takes time, a large amount of supplies, and the Explorers themselves are aware of the importance of their talents.

Discovering Hidden Locations:

A Clan can hire Explorers to investigate a province they control for one turn at the cost of 5 Koku. Each team of Explorers has a 1 in 10 chance of finding a Hidden Location. A Clan can have up to 5 teams working in a province at a time. This would produce a 5 in 10 chance of finding a Hidden Location. Most provinces have more than 1 Hidden Location.

Investigating a Hidden Location

Once a Hidden Location is found, the Clan has marked it. It is not necessary to check again to find it next Turn. To profit from the Hidden Location, it must be Investigated. Investigation is usually done by Characters. Each Hidden Location will have some sort of challenge to overcome, usually requiring a check of one of the character's Rings against a TN. If the character succeeds, he will reap the rewards. What happens if he fails depends on the challenge.

Example: Hida Ken is Investigating the ruins of Hiruma Castle when he come face to face with the dreaded Kyoso no Oni! To defeat this creature in a duel, Ken must roll his Fire with a TN of 35. Ken's Fire is 4, and he rolls a 4, 6, 7, and 11 – a total of 28. The dreaded demon blasts Ken from the ruins. He must now make an Earth roll with the same TN to survive. His Earth is 5, and he rolls a 2, 6, 6, 9, and 16 – a total of 39. He limps back to the Carpenter's Wall, planning on calling Yakamo for backup!

NEMURANAI:

It is possible that, during the course of the game, Characters will obtain possession of Nemuranai - enchanted artifacts that will provide various benefits, and potentially disadvantages, to these Characters.

Nemuranai are noted on the Character's record sheet under 'Notes'. Any changes they make to a Character's statistics or disadvantages should be denoted with a *. Characters may carry more than one Nemuranai at a time, but they may not gain advantages from more than one Nemuranai of a specific type – more than one magical sword, for example.

If a Character is killed in a duel, his Nemuranai passes to his Clan, and his Champion may decide who inherits it. If he is captured, the Nemuranai may be taken from him, or left with him until he returns to his own Clan. If he is killed in a battle won by another Clan, they may take the Nemuranai from his body, or they may leave it on the battlefield, to be lost to Rokugan. Note that both taking Nemuranai from captives or slain foes incurs a loss of Honor (see Chapter Three: Honor)