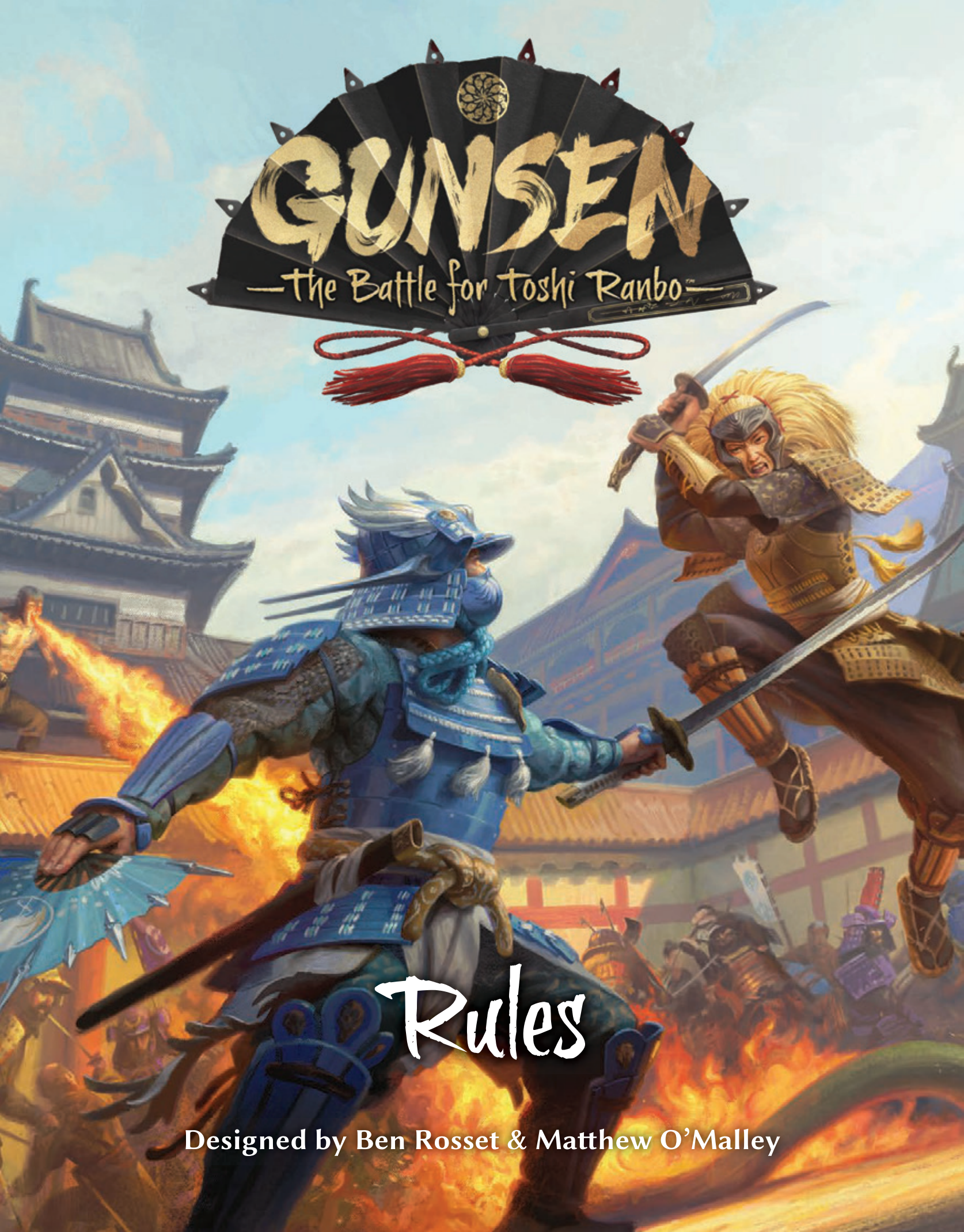




GUNSEN

—the Battle for Toshi Ranbo—



Rules

Designed by Ben Rosset & Matthew O'Malley



Watch Our
How-to-Play
Video!

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General Components



1 Main Board
(side 1: 2-3 players;
side 2: 4-6 players)



76 Order Cards



1 Battle Board



**6 Battle Tracking
Tokens**
(3 red attacker
tokens and 3 blue
defender tokens)



6 Identical Battle Dice

Uncontrolled Side Controlled Side



1 Toshi Ranbo Tile



3 Shrine Tiles



Armory

Expand



Influence

Recruit

4 Upgrade Tiles



3 Watchtower Tiles



12 Village Tokens
(3 each of Troop, Koku,
Influence, and Wood)



7 Clan Boards
(1 for each of the 7 clans)



**30 Koku
Resource Tokens**



**30 Influence
Resource Tokens**



**30 Wood
Resource Tokens**

PREPARE FOR BATTLE!

Before your first game, attach the hero standees to their bases and assemble the storage boxes.

Each of the 7 clans has the following components:

Store each clan's components in its matching box.



**1 Clan-Specific
Storage Box**



Tactics



Special Order



Building



Hero



Goal

12 Clan-Specific Cards



3 Clan Hero Standees



7 Achievement Markers



2 Building Tiles



1 Fort Tile



15 Clan-Specific Troops



Scorpion



Phoenix



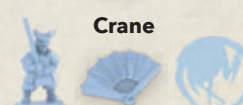
Lion



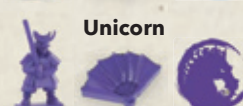
Dragon



Crab



Crane



Unicorn

Neutral components:

Store all neutral components in their designated box.



**1 Neutral
Storage Box**



13 Neutral Tactics Cards



3 Mercenary Hero Cards



**3 Mercenary
Hero Standees**



Game Overview



In *Gunsen: The Battle for Toshi Ranbo*, players take on the role of ambitious daimyō representing one of the seven Great Clans, recruiting samurai heroes, drafting powerful orders, and building their clan's military might and strategic influence. Through tactical maneuvers and clever engine-building, they will strive to fulfill seven victory objectives—from capturing and holding the coveted castle to completing clan missions and claiming sacred locations.

Rokugan teeters on the brink of upheaval as the Great Clans—the Crab, Crane, Dragon, Lion, Phoenix, Scorpion, and Unicorn—clash for control of the legendary fortress Toshi Ranbo. Once a strategic gem on the borderlands, the castle now stands at the heart of a war-torn battlefield, its banners contested by rival warlords seeking glory and vengeance. The air hums with the tension of drawn steel and elemental magic as ancient shrines smolder and village alliances shift like the wind. Only one clan will write its legend in the blood-soaked chronicles of Toshi Ranbo.



Map Features



Clan Fort Spot

Toshi Ranbo

Shrine Territory

Village Territory



Player Count
Indicator

Watchtower
Territory

Achievements



General Setup for 2-3 Players



- 1 Place the main board in the middle of the table, using the side indicated for 2-3 players.
- 2 Place the koku , wood , and influence  resource tokens near the main board.
- 3 Place the battle dice, the battle tracking tokens, and the battle board near the main board.
- 4 Place the 3 mercenary hero cards and their 3 standees near the main board.
- 5 Place the Toshi Ranbo tile uncontrolled side up and the **expand** upgrade tile on the Toshi Ranbo territory.
- 6 Place 2 watchtower tiles on the indicated watchtower territories; return the unplaced tile to the game box.
- 7 Randomly place 1 shrine tile faceup on each of the 2 indicated shrine territories; return the unplaced tile to the game box. Place the 2 matching upgrade tiles on the shrine tiles.
- 8 Randomly place 1 village token resource side down on each of the indicated village territories (7 total). Return any unused village tokens to the game box.
- 9 Create the order deck based on your player count: Return order cards showing 5/6 to the game box, then shuffle all the remaining order cards into a deck. Deal 5 faceup cards on the order row spots on the main board. Place the deck on the deck spot beside the row.

5/6

Order cards used in a 5- or 6-player game have this marking.



General Setup for 4-6 Players



- 1 Place the main board in the middle of the table, using the side indicated for 4-6 players.
- 2 Place the koku , wood , and influence  resource tokens near the main board.
- 3 Place the battle dice, the battle tracking tokens, and the battle board near the main board.
- 4 Place the 3 mercenary hero cards and their 3 standees near the main board.
- 5 Place the Toshi Ranbo tile uncontrolled side up and the **expand** upgrade tile on the Toshi Ranbo territory.
- 6 Place the 3 watchtower tiles on the indicated watchtower territories.
- 7 Randomly place 1 shrine tile faceup on each of the indicated shrine territories. Place the **armory**, **recruit**, and **influence** upgrade tiles on their matching shrine tiles.
- 8 Randomly place 1 village token resource side down on each of the indicated village territories (10 total). Return any unused village tokens to the game box.
- 9 Create the order deck based on your player count: In a 4-player game, return the order cards showing 5/6 to the game box, then shuffle the remaining order cards into a deck; in a 5- or 6-player game, shuffle all the order cards into a deck. Then deal 5 faceup cards in a row near the main board. Place the deck facedown near the row.

5/6

Order cards used in a 5- or 6-player game have this marking.



Clan Setup



1. Randomly choose a first player. Starting with the first player and proceeding clockwise, each player chooses a clan and takes the following components specific to that clan:

- A** 1 clan board
- B** 15 troops
- C** 3 hero standees
- D** 2 building tiles
- E** 7 achievement markers
- F** 1 fort tile (set this aside for step 3)
- G** 12 clan-specific cards (3 heroes, 2 tactics, 3 goals, 2 special orders, and 2 buildings—see right page)

2. Place your clan board in front of you with all of your clan-specific components on the indicated spots.
3. Place your fort tile on the main board. Place it on the fort location physically closest to you.
4. Starting with the first player and proceeding clockwise, each player takes the following resource tokens and places them on their clan board, then they place the following number of troops on their fort tile:

- ♦ **Player #1:** 3 , 1 , 1 , then place 3 troops on your fort tile.
- ♦ **Player #2:** 4 , 1 , 1 , then place 3 troops on your fort tile.

- ♦ **Player #3:** 4 , 1 , 1 , then place 4 troops on your fort tile.
 - ♦ **Player #4:** 4 , 2 , 1 , then place 4 troops on your fort tile.
 - ♦ **Player #5:** 4 , 2 , 1 , then place 5 troops on your fort tile.
 - ♦ **Player #6:** 4 , 2 , 2 , then place 5 troops on your fort tile.
5. Place your remaining troops on your clan board.
 6. Shuffle the neutral tactics cards and deal 2 facedown to each player. Return the remaining neutral tactics cards to the game box.

You are now ready to start the game!

Player Area Setup Diagram

It is recommended that you save room on all sides of your clan board for card placement.



Clan Card Types



It is recommended to sort your cards by type and keep them in hand or within easy reach. Clan cards are all public information. (Keep neutral tactics cards dealt to you hidden from other players.)

Hero Cards x 3



Special Order Cards x 2



Building Cards x 2



Tactics Cards x 2



Goal Cards x 3



Golden Rule

The golden rule always applies: "If any text on a card contradicts these rules, follow the rules on the card."

Clan Board Features



Winning the Game



The first clan to complete 7 achievements wins.



Win a Battle As the Attacker
(You may earn this twice.)



Perform a Clan-Specific Goal
(You may complete 2 different goal cards.)



Build 2 Buildings



Buy 3 Tactics



Use All 3 Noble Actions



Control 2 Shrine Territories at the Same Time
(Must have 1 or more troops at each.)



Gain Control of Toshi Ranbo



Have 3 Village Tokens on Your Clan Board



Maintain Control of Toshi Ranbo

Place the achievement marker in the Toshi Ranbo territory. This achievement, unlike the others, is lost if you no longer have troops in Toshi Ranbo. If lost, return the marker to your clan board.

Goal Cards:

When you achieve a goal (even if it is in the middle of a turn), announce that you have achieved it, place it on your clan board, and earn an achievement. "Overachieving" any part of a goal still counts.

Achievements Details

- ◆ When you have met the requirements for an achievement, place 1 of your achievement markers on the main board in the space for that achievement. The first player to place all 7 of their achievement markers wins the game immediately.
- ◆ You gain an achievement as soon as you meet the requirement.
- ◆ You can gain multiple achievements in a single turn, but you can put only 1 of your markers in each achievement space.
- ◆ Multiple players can gain the same achievement. Stack their markers on top of each other.
- ◆ Achievements are never lost, except for Maintain Control of Toshi Ranbo.
- ◆ If 2 players reach 7 achievements at the same time, the player whose turn it is wins the game.
- ◆ If an achievement has 2 spaces, you can earn it twice. Place 1 marker each time you achieve it.

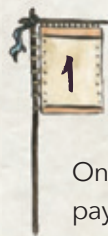
Your Turn



Play begins with the first player and proceeds clockwise. On your turn, follow these 5 steps in order.

Note: It is important to familiarize yourself with the key terms (right).

1. Choose an Order Card
2. Place the Order Card
- 3a. Activate a Column (p. 12) **OR** 3b. Take a Noble Action (p. 17)
4. Resolve Battle (if a battle has been triggered) (pp. 18-19)
5. End of Turn (p. 22)



1 Choose an Order Card

On your turn, choose any faceup order card from the order row, paying any resource costs when you take it.

Clearing the Order Card Row

Before choosing an order card, you may optionally discard all 5 order cards if 4 or more of the cards either

♦ are the same color,

OR

♦ have a resource cost.

If you do, draw replacement order cards from the deck to refill the row. In the unlikely event that there are not enough order cards to refill the row, shuffle the discarded orders and form a new deck.



2 Place the Order Card

You have 2 choices of what to do with the chosen order card:

1. Place it faceup above your clan board at the top of the column matching the color of the card to activate that column. (See next page.)
- OR**
2. Place it facedown on top of a noble action spot at the bottom of your clan board and pay the required influence to take 1 of your available noble actions. (See p. 17.)

Key Terms

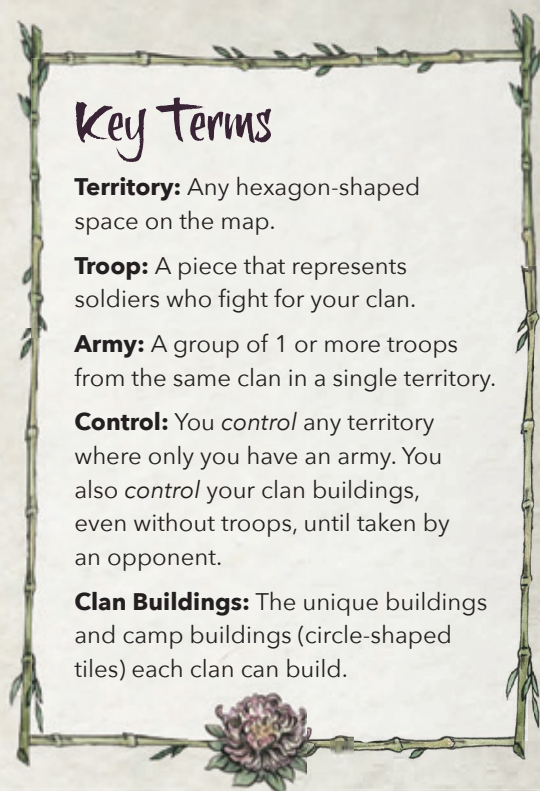
Territory: Any hexagon-shaped space on the map.

Troop: A piece that represents soldiers who fight for your clan.

Army: A group of 1 or more troops from the same clan in a single territory.

Control: You *control* any territory where only you have an army. You also *control* your clan buildings, even without troops, until taken by an opponent.

Clan Buildings: The unique buildings and camp buildings (circle-shaped tiles) each clan can build.



Resources Gained

Resource Cost: Pay 1 influence or 1 wood to take this card.



3a Activate a Column

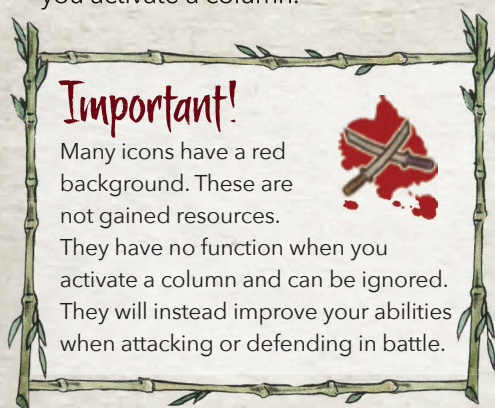
If, during the previous step, you placed an order card faceup at the top of a column, you now activate that column.

Activate the column from top to bottom, starting with the order card you just placed. Each card and each action printed on the clan board in that column will be activated.

Note: Cards stay for the whole game, and you will activate older cards every time you activate the column.

- ◆ You do not pay any costs since you pay the cost for choosing a card, not using it.
- ◆ You may choose to ignore any order cards and printed actions.

To the right is an explanation of the effects you get from the icons when you activate a column.



Recruiting

When you activate your **recruit** column, you can place new troops from your clan board on your fort tile or on a territory containing any clan building you control. You can split multiple recruits between multiple locations. You are limited to a total of 15 troops in play.

Forts

Each player starts the game with a fort on the edge of the main board. Any time you **recruit** or retreat, you can place troops on your fort tile. You can have any number of troops on your fort tile. No other player can move onto your fort tile.



Column Actions

(During Battle)
Roll 3, Keep 2

1 Movement

Buy Extra
Movement with

ARMORY



RECRUIT

Recruit 1 Troop

1 Movement

Buy Extra
Movement with

INFLUENCE

Gain 1

1 Movement

Buy Extra
Movement with

EXPAND

Gain 1 or 1

Buy Buildings with

Buy Tactics with

∞ = You may perform this action as many times as you can afford.

Example - Activating the Expand Column:

You take the 2 card (paying its cost), then tuck it behind the corresponding column color. Then you activate the column.

- A** You gain 2 .
- B** You gain 1 (ignore the).
- C** You gain 1 or 1 .
- D** You can buy buildings with .
- E** You can buy tactics with .



Building

When you activate your **expand** column, you may build 1 or both of your clan's buildings. There are 2 kinds of clan buildings:

Unique Building:

Each clan has their own unique building. The player that controls its territory gains its benefits. Your clan's unique building card explains its effects.



- ◆ Each clan's unique building has a unique effect.
- ◆ You can have up to 5 troops in the territory with your unique building.
- ◆ You can recruit or retreat to unique buildings you control.
- ◆ Opponents can gain control of your unique building and its benefits.

Camp Building:

Each clan can build a camp. You can have any number of troops in each territory with a camp you control.



- ◆ You can recruit or retreat to camps you control.
- ◆ Opponents can gain control of your camp and its benefits.

For each clan building you build, pay the cost in  shown on the building card; place the building card on your clan board, covering 1 of the 2 spots for buildings; then place the building tile on the main board in a territory, adhering to the following restrictions:



✓ You may build a building in territories

- ◆ where you have an army,
- ◆ adjacent to where you have an army, or
- ◆ adjacent to your fort.

✗ You may not build a building in territories

- ◆ that contain any tile or token (unless it has been removed; see Moving into Villages on p. 16), or
- ◆ that contain enemy troops.



✓ *Lion (pictured in yellow) can build in any territory where they have troops, adjacent to where they have troops, and adjacent to their fort, if there is no token present in the territory.*

✗ *Lion cannot build in any territory that contains enemy troops, a village token, a shrine, a watchtower, a fort, or Toshi Ranbo, or in any territory not adjacent to or occupied by their troops.*

Once built, you control the building and can use its effects as long as you continue to control it. If there are no troops in a territory with a building, the clan that built the building controls it.

Note: If an opponent moves into a building you built, they gain control of it and can use its effects.

 Once you have built both of your buildings, you earn an achievement (see p. 10).



Tactics



When you activate your **expand** column, you may buy 1 or more of your tactics cards. You have 2 clan-specific tactics and 2 neutral tactics, received during setup, to choose from. For each tactics card you buy, pay the cost in shown on the card, then place it on your clan board, covering 1 of the 3 spots for tactics. You are limited to a maximum of 3 tactics during the game. Some tactics cards recruit heroes when acquired. (See p. 17 for rules on heroes.)



Once you have bought 3 tactics, you earn an achievement (see p. 10).



Movement



For each movement earned when activating your **armory**, **recruit**, or **influence** columns, you may move an army from 1 territory to 1 adjacent territory.

Note:

- ◇ An army is a group of 1 or more of your troops in the same territory.
- ◇ No more than 5 troops from a single clan can be in the same territory (except at forts and camps).
- ◇ You can combine armies by moving troops into a territory where you already have troops as long as you do not have more than 5 troops in the same territory at any point.
- ◇ You can split up an army by moving some troops out of a territory and leaving some behind.
- ◇ You may purchase as much extra movement as you can afford based on the column activated. For example, you could pay 2 to gain 2 extra movement if you activate your **influence** column.
- ◇ You must finish a movement before taking another movement.
- ◇ If you move into a territory with a village token or upgrade tile, claim it if your troops are still there at the end of your turn. (See End of Turn on p. 22.)
- ◇ You may move the same army multiple times with multiple movements or split movements between different armies.
- ◇ **As soon as an army enters a territory containing an opponent's army, a battle is triggered and all movement for your turn ends.** (See Resolve Battle on pp. 18-19 during the next step of your turn.)

Reminder: Only you can move into your fort, and you cannot move into an opponent's fort.

Example: **A** A player activates their **influence** column, using 1 free movement action to move to an adjacent space. **B** They then pay 1 to move an additional time to the empty village space. **C** Finally they pay 1 more to move to the armory shrine. They will claim the armory upgrade tile there at the end of their turn.



Movement Using Watchtowers

Before or after each movement you use, you may pay 1  to transport an army freely between your fort and any watchtower territories.

Note:

- ◆ You may transport an army this way only just before or just after each movement you use.
- ◆ Paying 1  to transport an army this way does not use any of your movement.
- ◆ The army must begin on a watchtower territory or on your fort tile.
- ◆ The army must go to a different watchtower or to your fort (not an opponent's fort or an unused fort).
- ◆ If you go to a watchtower and an opponent's army is on the watchtower territory, you must stop movement, as it triggers a battle (see pp. 18-19).
- ◆ Triggering a battle ends all movement, including watchtower movement.



Moving into Shrines

There are 2 or 3 shrine territories on the main board, depending on the number of players. If you control a shrine territory at the end of your turn, take its matching upgrade tile and place it on your clan board on the column matching its color. The tile should cover the lesser benefits printed on your clan board. If an opponent currently has the upgrade tile on their clan board, take it from them.

You maintain possession of the upgrade tile until an opponent takes it from you. Having possession of the upgrade tile does not count as controlling the shrine territory.

 If you control 2 shrine territories, you earn an achievement (see p. 10).



Recruit Shrine



Armory Shrine



Influence Shrine



Recruit Upgrade Tile



Armory Upgrade Tile



Influence Upgrade Tile



Moving into Villages

If you control a territory with a village token at the end of your turn, flip the token faceup and gain the troop or resource shown. If you gain a troop this way, place it in your fort. Next, place the token faceup on your clan board. If you already have 3 village tokens on your clan board, return the token to the game box.

 If you have 3 village tokens, you earn an achievement (see p. 10).



Moving into Toshi Ranbo

Toshi Ranbo is a special territory in the center of the main board. The first player to move an army into Toshi Ranbo must have at least 5 strength (✂) in that army **A**. The army's ✂ is the number of troops in the army plus any ✂ printed on heroes with that army and on order cards on your clan board.

Moving into Toshi Ranbo with the initially required 5 or more ✂ does not count as winning a battle, but it does end your movement for the turn. Flip the Toshi Ranbo tile to the controlled side after you enter Toshi Ranbo; the 5 ✂ requirement for entering will no longer apply.

When you newly occupy Toshi Ranbo, take the **expand** upgrade tile **B** and place it at the top of your clan board's **expand** column, covering the lesser benefits printed there. If an opponent currently has the **expand** upgrade tile on their clan board, take it from them. If an opponent currently has an achievement marker on the Toshi Ranbo tile, return it to them.

 If this is your first time claiming Toshi Ranbo, place an achievement marker on the Gain Control of Toshi Ranbo spot on the main board **C** (see p. 10).

 Place another achievement marker on the Toshi Ranbo tile **D**. This achievement counts toward your total 7 achievements; however, this achievement is lost as soon as you no longer have an army in Toshi Ranbo. (See Maintain Control of Toshi Ranbo on p. 10.)

Note:

- ◆ Having possession of the upgrade tile does not count as controlling Toshi Ranbo, only having an army there does.
- ◆ When defending Toshi Ranbo, gain an additional 1 ✂ and 1  during battles there (see Resolve Battle on pp. 18-19) **E**.

Uncontrolled Side



Controlled Side



3b Take a Noble Action

If you placed an order card facedown on a noble action instead of activating a column during step 2 (p. 11), take the action printed on your clan board:

 **Cost 1 Influence:**
Choose another card from the order row (paying any costs) and place it on any column of your clan board (even if the color does not match). Activate the column you just placed the card in.

 **Cost 2 Influence:**
Recruit 1 of your clan's heroes (see below for hero rules), then activate any column on your clan board. You don't get to add a card to that column. **Note:** You may not use this action to recruit a mercenary hero.

 **Cost 3 Influence:**
Gain 1 of your clan's 2 special order cards . Add it to the top of its matching column and activate that column, starting with the special order. (See below for special order rules.)

Note: You may perform each noble action only once, but in any order you choose.

 Once you have used all 3 noble actions, you earn an achievement (see p. 10).



Heroes

Each clan has 3 unique heroes who can be recruited from your tactics cards and the  noble action. There are also 3 mercenary heroes who may be recruited using the 3 "Mercenary" neutral tactics cards. When you recruit a hero, add the matching standee to your fort or any territory containing your army. Place the hero card faceup near your clan board as a reference for the hero's effect.

- ◆ Heroes must always be with an army or in your fort. If all the troops your hero is with are killed (see pp. 18-19), move the hero to any clan building with your troops or back to your fort.
- ◆ Heroes do not count toward the limit of 5 troops per territory.
- ◆ You can never lose a hero.
- ◆ You cannot have more than 1 hero you control in the same territory (other than your fort).
- ◆ **Movement:** Heroes cannot move on their own; they must move with an army.



Special Orders

When you use your  noble action, choose 1 of your special order cards and place it in the matching column, activating that column from top to bottom as normal.

- ◆ Some special order cards feature all 4 column colors. You may place such a card in any 1 column.
- ◆ Some special order cards have a one-time effect and are discarded.
- ◆ The "Innovation" neutral tactics card also allows you to place a special order card.



4 Resolve Battle

A battle is triggered whenever a player moves an army into a territory containing an opponent's army. Follow these steps to resolve a battle:

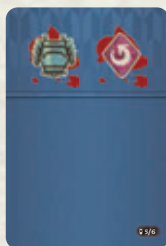
1. Calculate Initial Strength (✂), Blood (🩸), and Armor (🛡)

The attacker and the defender each calculate these values as follows:

- ◆ 1 ✂ from each troop in the battle
- ◆ 1 ✂, 🩸, or 🛡 from each icon that appears on any of the following:



Heroes in the territory



Order cards on clan boards



(Defender Only) 1 ✂ and 1 🛡 if the battle is happening in Toshi Ranbo

Each player uses the tracking tokens to record their initial values on the battle board (red for attacker, blue for defender).

Key Terms

Attacker: The player moving troops into a territory containing another player's troops.

Defender: The player whose territory was invaded.

Retreat: The loser of a battle takes any remaining troops and moves them to their fort or a clan building they control, choosing a single destination for all retreating pieces.



Gaining Roll Dice 🎲, Reroll Dice 🎲, and Keep Dice 🎲 Icons

Each player starts the game with the 3 🎲 and 2 🎲 icons printed on their clan board in the **armory** column.

Players can get additional 🎲, 🎲, and 🎲 icons from the following:



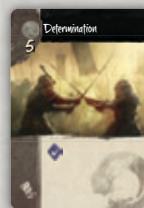
Armory upgrade token



Heroes in the territory



Order cards



Tactics



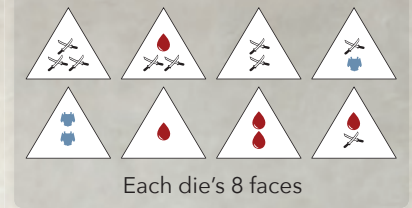
Clan buildings



2. Roll Battle Dice

Starting with the defender, players use their , , and  icons to roll as follows:

-  **Roll Dice:** First, the defender rolls a number of dice equal to how many  they have. A player can never roll more than 6 dice.
-  **Reroll Dice:** Next, they may use rerolls if they have any. Each  allows them to reroll as many dice as they would like, once per  they have.
-  **Keep Dice:** Finally, they decide which dice to keep. They keep a number of dice equal to how many  they have. Update their , , and  on the battle board by adding the icons shown on kept dice.



After the defender rolls, rerolls, and keeps dice, the attacker does the same.

Note: Players can have more than 10 , , and . They are not limited by the battle board.

3. Resolve Kills

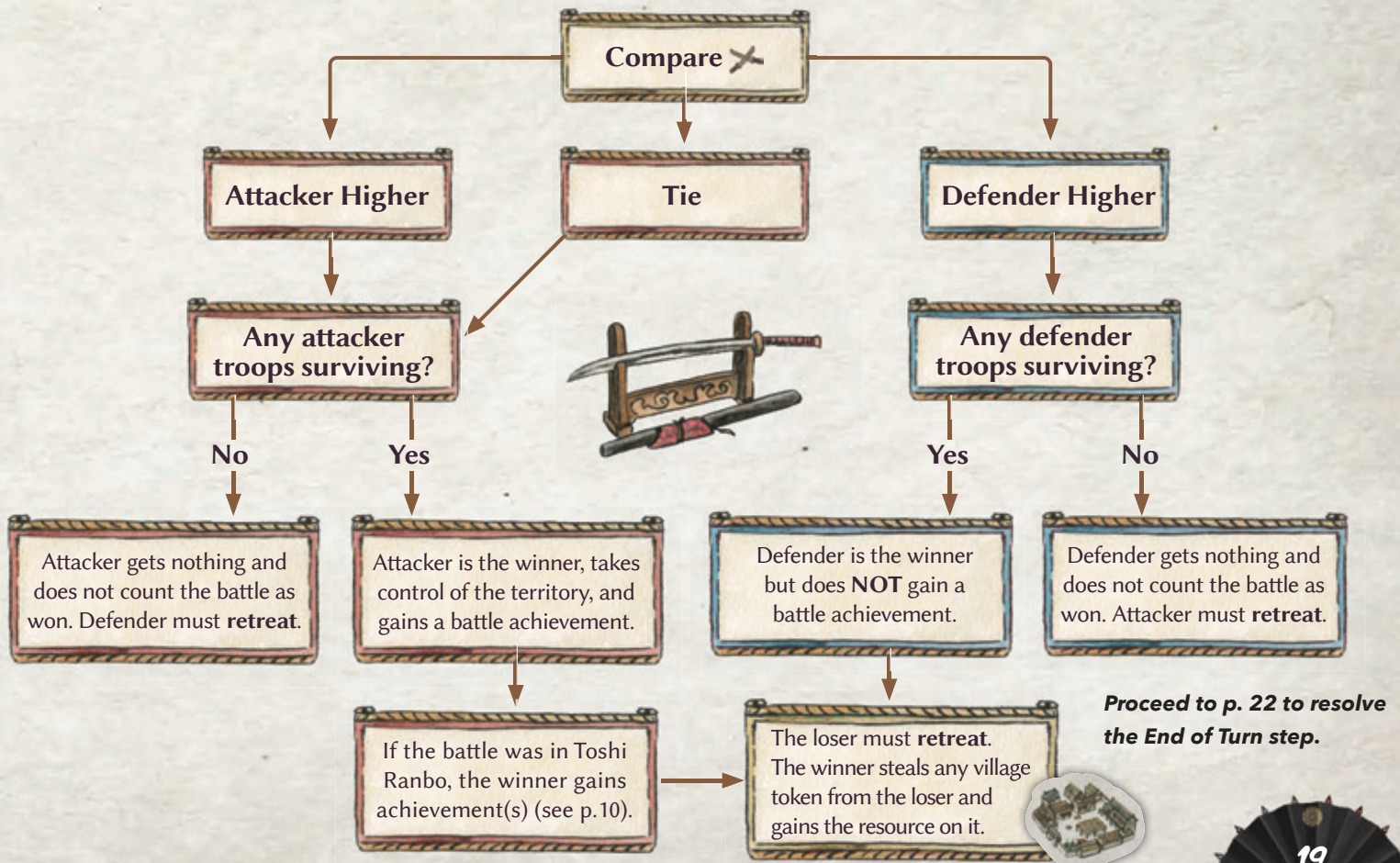
Each  a player has kills 1 of their opponent's troops. When a troop is killed, remove it from the territory and return it to its respective clan board. Kills do not reduce .

Each  a player has prevents 1 kill.

Important: If you ever have fewer than 3 troops on the main board, you will place troops in your fort at the end of the turn until you have 3. (See End of Turn on p. 22.)

4. Determine Winner

Determine the winner of the battle by comparing each player's total  and resolve the outcome as follows:



Full Battle Example - Lion vs. Crane

Lion moves 4 troops and their hero Ikoma Tsanuri into Crane's territory **A**. Lion is the attacker and Crane is the defender in this battle.



Lion starts the battle with 5 (4 from troops **B** and 1 from an order card **C**) and 1 (from their hero **D**). They have no .

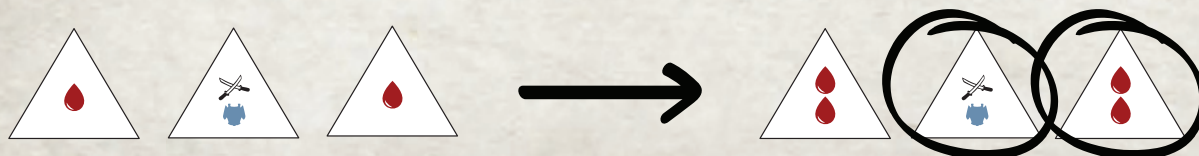
$$\begin{array}{ccccccc}
 \text{B} & & & \text{C} & & \text{D} & \\
 \text{4 troops} & + & \text{1 card} & + & \text{1 hero} & = & \\
 4 \text{ swords} & & 1 \text{ sword} & & 1 \text{ blood} & & \\
 & & & & & & 5 \text{ swords} \\
 & & & & & & 1 \text{ blood}
 \end{array}$$



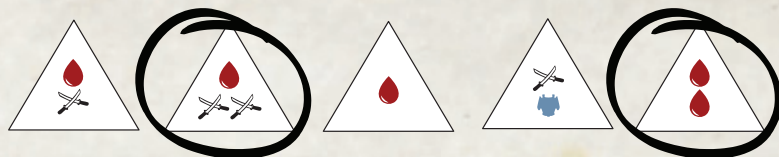
Crane starts with 4 (3 from troops **E** and 1 from their hero **F**) and 1 (from an order card **G**).

$$\begin{array}{ccccccc}
 \text{E} & & & \text{F} & & \text{G} & \\
 \text{3 troops} & + & \text{1 hero} & + & \text{1 card} & = & \\
 3 \text{ swords} & & 1 \text{ sword} & & 1 \text{ armor} & & \\
 & & & & & & 4 \text{ swords} \\
 & & & & & & 1 \text{ armor}
 \end{array}$$

As the defender, Crane rolls first. They roll 3 dice, then use a reroll from their hero to reroll the 2 single results. They keep 2, a die as well as a die.



As the attacker, Lion rolls next. They roll 5 dice (base 3 plus 2 ♦ from their hero). They do not have a reroll. They keep 2, a 🩸🔪🔪 die as well as a 🩸🩸 die.



Using the battle tracker (shown right), Crane (using blue tokens) and Lion (using red tokens) total up their 🔪, 🩸, and 🏰.

- ♦ Lion has 4 🩸, but Crane has 2 🏰, reducing Lion's kills to 2 **H**.
- ♦ Crane has 2 🩸 and Lion has no 🏰. Crane kills 2 of Lion's troops **H**.
- ♦ Lion's total 🔪 of 7 defeats Crane's total 🔪 of 5. Since Lion has at least 1 surviving troop, they win the battle, take the territory, and score an achievement for winning a battle as the attacker.
- ♦ Crane retreats their 1 surviving troop and their hero to their fort **I**.
- ♦ Lion then takes a village token of their choice from Crane and gains the indicated resource (1 🏠) **J**.

🔪	🩸	🏰
1	1	1
2	2	2
3	3	3
4	4	4
5	5	5
6	6	6
7	7	7
8	8	8
9	9	9
10	10	10
H	🩸 - 🏰 = 🔪	
J	🔪 = 🏠	



5 End of Turn

After performing all your actions and resolving a battle if one has been triggered, resolve any end-of-turn effects, including, if applicable, collecting village tokens (p. 16), claiming shrines (p. 15), and claiming Toshi Ranbo (p. 16).

If any player has fewer than 3 troops on the main board after resolving all these effects, they place troops in their fort until they have 3 troops on the board (even if it is not their turn).

To end your turn, add new cards to the order card row until it has 5 faceup cards.

The next player clockwise then takes the next turn. Continue taking turns in this way until a player has completed 7 achievements; that player wins the game. (See Winning the Game on p. 10.)

Hero-Specific Clarifications



- ◆ **Bayushi Aramoro** (Red Dragon): If both players in a battle have heroes with abilities that occur when the battle starts, resolve Bayushi Aramoro first, then resolve all other abilities simultaneously. When the battle starts, if the opponent does not pay an , they must ignore any icons and abilities related to battle on their heroes. Bayushi Aramoro's ability occurs before any other start-of-battle hero abilities. Moto Chagatai's ability to move to the battle before it starts and Toturi the Black's increase to maximum army size are unaffected (but Moto Chagatai's  and Toturi's ability to add a troop to the battle when it starts are ignored).
- ◆ **Bayushi Kachiko** (Red Dragon): Maximum army size rules still apply; do not add a troop to the location if you already have 5 present.
- ◆ **Daidoji Uji** (Blue Cloud): Do not count  from troops in the territory until after dice are rolled and kills from  are resolved.
- ◆ **Moto Chagatai** (Purple Cloud): He cannot move to a battle if you already have another hero there.
- ◆ **Togashi Yokuni** (Green Dragon): If you use his ability, the results of the battle are still determined normally.

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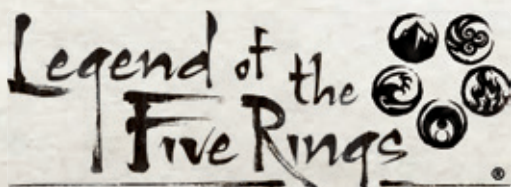
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Key Terms

Attacker: The player moving troops into a territory containing another player's troops.

Army: A group of 1 or more troops from the same clan in a single territory.

Clan Buildings: The unique buildings and camp buildings (circle-shaped tiles) each clan can build.

Control: You *control* any territory where only you have an army. You also *control* your clan buildings, even without troops, until taken by an opponent.

Defender: The player whose territory was invaded.

Retreat: The loser of a battle takes any remaining troops and moves them to their fort or a clan building they control, choosing a single destination for all retreating pieces.

Territory: Any hexagon-shaped space on the map.

Troop: A piece that represents soldiers who fight for your clan.



Icon Key

Recruit 1 troop	Gain 1 influence	Gain 1 wood	Gain 1 koku	Recruit or retreat here	+1 strength in battle	+1 armor in battle	+1 blood in battle
Take a movement action	Add +1 die to your dice roll in battle	Reroll any number of dice in battle	Keep +1 die in battle	Kill 1 troop	Roll 3 dice, keep 2	You may perform the action as many times as you can afford	
Buy extra movement with koku	Buy extra movement with influence	Buy extra movement with wood	Pay card cost to buy tactics	Pay card cost to build			
Hero	Building	Clan goal	Tactics	Noble action	Neutral mercenaries and tactics	Asterisk denoting additional information	

Frequently Overlooked Rules

- ◆ The winner of a battle steals a village token from the defeated player and gains the resource on the back.
- ◆ You may build in or adjacent to any space containing your army if it is free of tokens, tiles, and enemy troops.
- ◆ Heroes must always stay with an army. If you lose all your troops in battle, move the hero to a building with your troops or to your fort.
- ◆ If a battle is triggered, the active column for the turn is fully resolved before the battle begins. All movement is still lost.
- ◆ You claim a clan goal as soon as you meet its requirements.
- ◆ If a battle is triggered by troop movement, goals that require troops to be in that territory cannot be completed unless that player still has troops there after the battle is resolved.
- ◆ When moving into a territory with a village token, the village token is claimed at the end of the turn after all other movement and battles have been resolved.