

# L5R Rulings

21/11/2017

This is a list of all the current rulings from the FiveRingsDB.com website.

## Card: A Fate Worse Than Death

All effects of A Fate Worse Than Death resolve simultaneously. A defending Borderlands Defender would be dishonored, lose fate, and become blanked, but it would not bow or move home. An *ordinary* Steward of Law would not be dishonored. *Source: Developer ruling*

## Card: A Legion of One

The sequence of playing A Legion of One:

- Announce playing A Legion of One
- Step 5: Choose a target
- Step 6: Effects initiate (if canceled, stop here)
- Step 7: Effects resolve - Target gets +3 mil. You may remove 1 fate from it. If you do, continue:
- Step 5b: Choose a target
- Step 6b: Effects initiate (if canceled, stop here)
- Step 7b: Effects resolve - Target gets +3 mil. You may remove 1 fate from it. If you do, nothing happens.

Removing 1 fate to “resolve the ability twice” is an optional part of the card’s effect, not a cost.

A Legion of One can be canceled in step 6 (before any effects resolve) or in step 6b (after the target gets +3 mil and loses 1 fate). *Source: Developer ruling*

## Card: Above Question

If an opponent’s event instructs a player to \*choose\* a target, the character with Above Question cannot be chosen. This also applies to events that instruct another player to choose targets (e.g. Court Games).

Above Question does not prevent attached character from being sacrificed for Way of the Crab (that event doesn’t instruct a player to “choose” a character, so it’s non-targeting). *Source: RRG “Target”*

## Card: Adept of Shadows

If a card leaves play and re-enters play during the same period, it is considered a new instance of the card and there is no memory of having used the ability during the specified period. (This rule also applies to any ability with no specified limit.) *Source: RRG “Limit X per [period]”*

## Card: Adept of Shadows

If you take control of Adept of Shadows (e.g. via Blackmail or Shosuro Actress) and use its ability, it goes to its owner’s hand. *Source: RRG “Control and Ownership”*

## Card: Adept of the Waves

Multiple instances of the same keyword are redundant. *Source: RRG “Keywords”*

## Card: Admit Defeat

If a participating character is bowed, it is still considered participating. *Source: RRG “Participating and Cannot Participate”*

## Card: Agasha Swordsmith

Agasha Swordsmith can only find a card with the printed attachment cardtype. Monk characters that can be played as attachments (Tattooed Wanderer, Togashi Kazue) are not attachments while they’re out of play. *Source: RRG “Cardtypes”*

### Card: Aggressive Moto

Aggressive Moto cannot be declared as a defender, but can be moved to a conflict on the defending side by card effects. *Source: RRG “3.2.1. Declare defenders”*

### Card: Akodo Gunsō

The Pride keyword resolves immediately when the conflict winner is determined, before any Reactions to winning/losing a conflict can be used. *Source: Developer ruling (#4)*

### Card: Akodo Toshiro

If Akodo Toshiro leaves the conflict after using his ability, the lasting effect will persist regardless. *Source: RRG “Lasting Effects”*

### Card: Akodo Toturi

Akodo Toturi’s ability can be triggered if you claim the ring on defense. However, the attacking player gets the benefit of the ring effect (notice the wording here is different from Defend the Wall). *Source: Developer ruling*

### Card: Akodo Toturi

If the defending player wins a conflict and triggers Toturi’s ability, the attacking player **must** resolve the ring effect. *Source: Developer ruling*

### Card: Ambush

When playing Ambush, you need to reveal the characters that you’re going to put into play before your opponent gets the opportunity to cancel the event’s effects. *Source: Developer ruling*

### Card: Ancestral Daishō

An Ancestral attachment only goes to your hand if the card it is attached to leaves play. If an Ancestral attachment is discarded by a card effect (e.g. Let Go or Miya Mystic) or due to a character having three or more Restricted attachments, it goes into the discard pile as normal. *Source: RRG “Ancestral”*

### Card: Ancestral Daishō

If you take control of an Ancestral attachment (e.g. via Calling in Favors), when the card it is attached to leaves play, the attachment goes to its owner’s hand. *Source: RRG “Control and Ownership”*

### Card: Artisan Academy

If the card revealed by Artisan Academy is moved to another game zone and is no longer the top card of the deck, the lasting effect applying to it expires, and you can no longer play it. *Source: Developer ruling*

### Card: Asahina Storyteller

Multiple instances of the same keyword are redundant. *Source: RRG “Keywords”*

### Card: Assassination

Losing 3 honor is the cost of Assassination. By the time the ability’s effects can be cancelled, costs have already been paid, and honor has already been lost. *Source: RRG “Cancel”*

### Card: Back-Alley Hideaway

- When the **Interrupt** ability is used, the character still leaves play, only its destination changes.
- Characters attached to Back-Alley Hideaway are not in play, they are neither attachments nor characters - just facedown cards. The holding’s controller may look at them any time.
- The **Action** ability may be used in any action window, even outside of the Dynasty phase. If it is used during a conflict, the character can only be enter play at home, not in the conflict. (see RRG “Character Cards”). You need to pay the fate cost of the character to play it. *Source: Developer ruling*

### Card: Back-Alley Hideaway

- Certain characters (e.g. Tattooed Wanderer or Togashi Kazue) can be played from Back-Alley Hideaway as attachments.
- A character played from Back-Alley Hideaway comes into play under your control, even if it's owned by your opponent (e.g. was Blackmailed). *Source: Developer ruling*

### Card: Banzai!

The sequence of playing Banzai!

- Announce playing Banzai!
- Step 5: Choose a target
- Step 6: Effects initiate (if canceled, stop here)
- Step 7: Effects resolve - Target gets +2 mil. You may lose 1 honor. If you do, continue:
- Step 5b: Choose a target (can be same or different)
- Step 6b: Effects initiate (if canceled, stop here)
- Step 7b: Effects resolve - Target gets +2 mil. You may lose 1 honor. If you do, nothing happens.

Losing 1 honor to “resolve the ability twice” is an optional part of the card's effect, not a cost.

Banzai! can be canceled in step 6 (before any effects resolve) or in step 6b (after one target gets +2 mil and a player loses 1 honor). *Source: Developer ruling*

### Card: Bayushi Manipulator

Effects that modify the value of the honor bid only affect the current bid, the setting on the dial is not physically adjusted. *Source: RRG “Bid Value”*

### Card: Bayushi Shoji

“Discard if political skill is 0” is a part of the lasting effect that applies until the end of the conflict. If Shoji's ability doesn't lower the character down to 0 skill immediately, but a subsequent effect during the same conflict does, the character will be discarded.

If a replacement effect is used to prevent the character from leaving play (e.g. Reprieve, Stand Your Ground) but does not concurrently increase its political skill above 0, Shoji's effect will immediately reapply, and the character will be discarded again.

If Bayushi Shoji leaves the conflict after using his ability, the lasting effect will persist regardless. *Source: RRG “Lasting Effects”*

### Card: Bayushi Yojiro

While Bayushi Yojiro is participating in a conflict, characters are still considered to be honored or dishonored (for the purpose of Voice of Honor, Noble Sacrifice, etc.), but they do not receive glory modifiers to their skills, and they do not make their controller gain/lose honor when they leave play. *Source: Developer ruling*

### Card: Bayushi Yunako

Bayushi Yunako cannot switch base skills on a character that has a dash (–) for a skill (dash values cannot be modified or changed). *Source: Developer ruling*

### Card: Bayushi Yunako

If Bayushi Yunako leaves the conflict after using her ability, the lasting effect will persist regardless. *Source: RRG “Lasting Effects”*

### Card: Blackmail

When you take control of a character, you do not take control of any attachments attached to that character. *Source: RRG “Attachment Cards”*

### Card: Blackmail

If you take control of a character that has an attachment that says “*Attach only to characters you control*”, that attachment is immediately discarded. *Source: Developer ruling (#1)*

**Card: Blackmail**

If you take control of a non-participating character, it goes to your home, it does not enter the conflict. *Source: RRG “Control and Ownership”*

**Card: Blackmail**

If you take control of a participating character that cannot participate in the current conflict on your side (e.g. Shiba Peacemaker), it immediately bows and goes home. *Source: Developer ruling*

**Card: Blackmail**

A Blackmailed character is considered to be *friendly*, and can be sacrificed to pay the cost of certain abilities (e.g. Noble Sacrifice). *Source: RRG “Cost”*

**Card: Blackmail**

If you Blackmail a character that has already used its ability, you can use it again. Limits and Maximums are player-specific. *Source: RRG “Limit X per [period]”*

**Card: Blood of Onnotangu**

Blood of Onnotangu prevents players from paying the fate cost of cards, placing additional fate on characters, or spending fate as instructed by card abilities (including spending fate *to rings*).

Players can still **give** and **take** fate to/from each other (e.g. via Doji Gift Giver, Meddling Mediator). *Source: Developer ruling*

**Card: Borderlands Defender**

Borderlands Defender cannot be chosen to bow for For Shame! or Doji Gift Giver. *Source: RRG “Target”*

**Card: Borderlands Defender**

Borderlands Defender can be bowed by the Water ring effect. Ring effects are not card effects. (relevant for The Mountain Does Not Fall) *Source: RRG “Effects”*

**Card: Born in War**

During a conflict, the contested ring does not count as unclaimed. *Source: RRG “Rings”*

**Card: Breakthrough**

Breakthrough is played after participants of the first conflict go home bowed, and a new conflict starts immediately. There is no action window between conflicts in which you could ready a character in time for it to be declared as an attacker (e.g. Border Rider, I Am Ready). *Source: RRG “Phase Sequence Timing Chart”*

**Card: Breakthrough**

If you pass your first conflict opportunity, you cannot declare your second conflict, so you cannot play Breakthrough. *Source: RRG “3.2. Declare conflict”*

**Card: Calling in Favors**

If Young Rumormonger redirects the dishonor, the cost is still considered to be paid, and the character that was originally selected for dishonor gets the attachment. *Source: Developer ruling*

**Card: Calling in Favors**

If Calling in Favors is used to dishonor a character and take control of an opponent’s attachment that is attached to that same character (e.g. Cloud the Mind, Fiery Madness), the attachment stays in play. *Source: Developer ruling*

### Card: Captive Audience

Changing the conflict type does not affect what other conflicts the attacker can declare. What matters is which conflict type was originally declared. *Source: RRG “3.2. Declare conflict”*

### Card: Captive Audience

When the conflict type is switched, any characters that cannot participate in the conflict of the new type (have a dash (–) for a skill, or have Pacifism attached) immediately go home bowed. *Source: RRG “Dash”*

### Card: Captive Audience

Losing 1 honor is the cost of Captive Audience. By the time the ability’s effects can be cancelled, costs have already been paid, and honor has already been lost. *Source: RRG “Cancel”*

### Card: Censure

If the effects of an ability are canceled, the ability is still considered to have been used, and any costs have still been paid. *Source: RRG “Cancel”*

### Card: Charge!

You cannot place additional fate on characters when you **put** them **into play** by card effects. You can only do that when you **play** characters from provinces or from hand. *Source: RRG “Play and Put into Play”*

### Card: Charge!

You cannot put a character into play participating in a conflict if that character cannot participate in that conflict (has a dash (–) for a skill, or a relevant constant ability, e.g. Shiba Peacemaker, Pacifism). *Source: Developer ruling*

### Card: Chasing the Sun

- Any lasting effects applying to the previously attacked province (e.g. Ride Them Down, Disdainful Remark) do not carry over to the new one.
- The contested ring can be moved to a province with Hito District during a political conflict (it is eligible to be attacked).
- The contested ring cannot be moved to the stronghold province unless three other provinces are broken (it is not eligible to be attacked). *Source: Developer ruling*

### Card: Cloud the Mind

Only printed text is blanked. Text gained from another source is not blanked. *Source: RRG “Blank”*

### Card: Cloud the Mind

Cloud the Mind can only be played if you control a Shugenja character **in play**.

*Card abilities only interact with, and can only target, cards that are in play, unless the ability specifically refers to an out-of-play area or element. Source: RRG “Abilities”*

### Card: Consumed by Five Fires

Consumed by Five Fires can only be played if you control a Shugenja character **in play**.

*Card abilities only interact with, and can only target, cards that are in play, unless the ability specifically refers to an out-of-play area or element. Source: RRG “Abilities”*

### Card: Contingency Plan

Effects that modify the value of the honor bid only affect the current bid, the setting on the dial is not physically adjusted. *Source: RRG “Bid Value”*

### Card: Court Games

If you select the option to make your opponent dishonor a character, the target is chosen during the resolution of the ability's effects. At that point it is too late to cancel the initiation of effects (e.g. via Shiba Yōjimbō).

*Note that this is a non-standard template, usually you choose targets before the opportunity to cancel the initiation of effects (the word "choose" is usually printed before the dash (–) in the ability's text). Source: Developer ruling*

#### **Card: Court Mask**

Dishonoring a character is an effect of Court Mask's ability, not a cost. So you can return it to your hand even if attached character cannot be dishonored (already dishonored, or Steward of Law is participating in the conflict). *Source: RRG "Triggered Abilities"*

#### **Card: Court Mask**

If you take control of Court Mask (e.g. via Calling in Favors) and use its ability, it goes to its owner's hand. *Source: RRG "Control and Ownership"*

#### **Card: Crisis Breaker**

When counting a current skill total, ignore bowed characters, but take Imperial Favor into account.

Crisis Breaker only counts the skill of characters participating in the conflict. *Source: Developer ruling*

#### **Card: Crisis Breaker**

Crisis Breaker's ability does not have to resolve in full in order for you to use it. You can stand a bowed participating **Berserker**, or move a standing non-participating **Berserker** to the conflict. *Source: RRG "Effects"*

#### **Card: Daimyō's Favor**

Daimyō's Favor can reduce the cost of characters played as attachments (Tattooed Wanderer, Togashi Kazue). *Source: RRG "Cardtypes"*

#### **Card: Disdainful Remark**

The bonus provided by Disdainful Remark is fixed upon resolution. If the number of cards in the opponent's hand subsequently changes, the bonus is not affected. *Source: Developer ruling (#5)*

#### **Card: Display of Power**

Display of Power is played right after the winner of an unopposed conflict is determined (step 3.2.3), before the defending player loses 1 honor (step 3.2.4), and before the province is broken (step 3.2.5). It creates a delayed effect that will cancel the normal ring effect (step 3.2.6). Then, the defending player resolves the ring effect and claims the ring. *Source: Developer ruling*

#### **Card: Doji Challenger**

You cannot move a character to a conflict if that character cannot participate in that conflict (has a dash (–) for a skill, or a relevant constant ability, e.g. Shiba Peacemaker, Pacifism). *Source: RRG "Dash"*

#### **Card: Doji Hotaru**

Doji Hotaru's ability can be triggered if you claim the ring on defense. However, the attacking player gets the benefit of the ring effect (notice the wording here is different from Defend the Wall). *Source: Developer ruling*

#### **Card: Doji Hotaru**

If the defending player wins a conflict and triggers Hotaru's ability, the attacking player **must** resolve the ring effect. *Source: Developer ruling*

#### **Card: Duelist Training**

Bowed characters do not contribute their skill whenever you count skill totals, but they still have their individual skill values (for duels, Outwit/Rout, etc.) *Source: RRG “Bow, Bowed”*

### **Card: Duelist Training**

You can only choose and discard cards if you actually have enough cards.

You can either give honor or discard cards, but not a combination of both. *Source: Developer ruling*

### **Card: Duelist Training**

Duelist Training can be used to challenge a bowed character to a duel. *Source: Developer ruling*

### **Card: Duelist Training**

The general “once per round” limit applies to each ability granted by a specific copy of Duelist Training to a specific character.

One character can use abilities provided by multiple copies of Duelist Training (they are considered to be different abilities, since they are provided by different attachments). If the same copy of Dueling Training leaves and re-enters play, it is considered to be a new copy (leaving play resets the limit).

If a character uses the ability provided by Duelist Training, then the attachment is moved to another character (by Giver of Gifts or Calling in Favors), that other character can use the ability (it is considered to be a different ability, since it is on a different character).

If a character uses the ability provided by Duelist Training, then the attachment is moved to another character, then back to the original character, that character cannot use the ability again (it is considered to be the same ability, since it is provided by the same attachment to the same character). *Source: Developer ruling (#3)*

### **Card: Elemental Fury**

Once the new ring becomes the contested ring, the attacking player takes all fate on it. *Source: RRG “Rings”*

### **Card: Embrace the Void**

Embrace the Void can be triggered any time fate is removed from attached character: - During the Fate phase; - Due to the Void ring effect; - Due to a card ability that says “remove” (Meditations on the Tao), “return” (Jade Tetsubō), or “move” (Togashi Kazue) fate; - When attached character leaves play (e.g. Assassinated). *Source: Developer ruling*

### **Card: Embrace the Void**

Embrace the Void can only be played if you control a Shugenja character **in play**.

*Card abilities only interact with, and can only target, cards that are in play, unless the ability specifically refers to an out-of-play area or element. Source: RRG “Abilities”*

### **Card: Endless Plains**

If Endless Plains is broken to discard the only attacker, the conflict does not end immediately, but rather continues as normal. The defending player can declare defenders, and both players can play characters from hand into the conflict, or use card effects to put characters into play or move them to the conflict.

However, if both players count 0 skill during conflict resolution, the conflict resolves with no winner, and the contested ring is returned to the pool of unclaimed rings. *Source: Learn to Play, FAQ section*

### **Card: Endless Plains**

If Endless Plains is broken as a cost of its ability, even though technically its controller broke it, any card effects referencing the attacker or the conflict breaking a province can still trigger (e.g. Shinjo Altansarnai, For Greater Glory, Breakthrough). *Source: Developer ruling*

### **Card: Endless Plains**

In a Unicorn mirror match, if Endless Plains breaks as a cost of its ability (step 4), and Shinjo Altansarnai is attacking, she can react to a province being broken (nested ability sequence), before she is chosen as a target (step 5) and discarded (step 7). *Source: RRG “Initiating Abilities / Playing Cards”*

#### **Card: Enlightened Warrior**

Enlightened Warrior can only trigger after an opponent selects a ring with fate on it when declaring a conflict. Switching rings via card effects (e.g. Know the World) does not trigger him. *Source: Developer ruling*

#### **Card: Fallen in Battle**

Reactions to winning/losing a conflict are played after the skill you won by is fixed. Playing Fallen in Battle will not help you win unopposed, win by 5+ skill, or break a province. *Source: RRG “3.2.3. Compare skill values”*

#### **Card: Favorable Ground**

You cannot move a character to a conflict if that character cannot participate in that conflict (has a dash (–) for a skill, or a relevant constant ability, e.g. Shiba Peacemaker, Pacifism). *Source: RRG “Dash”*

#### **Card: Finger of Jade**

If the effects of an ability are canceled, the ability is still considered to have been used, and any costs have still been paid. *Source: RRG “Cancel”*

#### **Card: Finger of Jade**

Finger of Jade cancels the effects of an ability when they initiate (in step 6) only if attached character has already been chosen as a target (in step 5; the ability’s text must use the word “choose” before the dash (–) in the ability’s text).

Some abilities choose targets when the effects resolve (in step 7; “choose” is after the dash, e.g. Court Games, Shosuro Miyako), at that point it is too late to cancel their initiation. *Source: Developer ruling*

#### **Card: Finger of Jade**

Finger of Jade cancels *all* effects of an ability that targets attached character, even if that ability has multiple targets (e.g. Shameful Display, Ide Tadaji). *Source: Card*

#### **Card: Finger of Jade**

Finger of Jade can cancel the Covert keyword. *Source: Developer ruling*

#### **Card: For Shame!**

Your opponent must select an option that can change the game state (cannot choose to bow a bowed character, or dishonor a dishonored character). *Source: RRG “Select”*

#### **Card: Forged Edict**

If the effects of an ability are canceled, the ability is still considered to have been used, and any costs have still been paid. *Source: RRG “Cancel”*

#### **Card: Gaijin Customs**

Gaijin Customs can only be played if you control a Unicorn card **in play**.

*Card abilities only interact with, and can only target, cards that are in play, unless the ability specifically refers to an out-of-play area or element. Source: RRG “Abilities”*

#### **Card: Good Omen**

Effects that modify the value of the honor bid (e.g. Contingency Plan, Bayushi Manipulator) only affect the current bid, the setting on the dial is not physically adjusted.



Duels physically adjust the setting on the dial, same way as honor bids during the Draw phase. *Source: RRG “Bid Value”*

### **Card: Grasp of Earth**

Grasp of Earth does not prevent characters from being ‘put into play’ in a conflict.

The “cannot move to this conflict” part of the effect only applies to opponents’ characters that are in play when the effect resolves.

Certain **Monk** characters (e.g. Tattooed Wanderer, Togashi Kazue) can still be played as attachments in the conflict. *Source: Developer ruling*

### **Card: Guest of Honor**

The conflict ends only after all participating characters move home bowed, so Guest of Honor prevents your opponent from playing any events that react to winning/losing the conflict, breaking a province, resolving ring effects, or claiming the contested ring. *Source: RRG “3.2.8. Return home”*

### **Card: Guidance of the Ancestors**

You cannot trigger Guidance of the Ancestors from your discard pile if you cannot pay the attachment’s cost (to get the ability canceled by Hida Kisada). *Source: Developer ruling*

### **Card: Guidance of the Ancestors**

Guidance of the Ancestors is still bound by the general “limit once per round” rule. So if you trigger its ability and it gets canceled by Hida Kisada, you cannot trigger it again this round.

Leaving play resets the limit. So if you play Guidance of the Ancestors from the discard pile, then it gets discarded from play (e.g. by Let Go), you can use its ability again this same round. *Source: Developer ruling*

### **Card: Height of Fashion**

Height of Fashion can be played during the action window before a conflict (between steps 3.1 and 3.2), or during action windows in Draw, Fate, or Regroup phases. *Source: RRG “Phase Sequence Timing Chart”*

### **Card: Hida Guardian**

The bonus provided by Hida Guardian is fixed upon resolution. If the number of holdings subsequently changes, the bonus is not affected. *Source: Developer ruling (#5)*

### **Card: Hida Guardian**

If Hida Guardian leaves the conflict after using his ability, the lasting effect will persist regardless. *Source: RRG “Lasting Effects”*

### **Card: Hida Kisada**

Hida Kisada can only cancel **Action:** abilities, not Reactions or Interrupts. *Source: RRG “Action, Action Ability”*

### **Card: Hida Kisada**

You cannot trigger the Lion stronghold on defense, or the Crab stronghold on attack, just to wear off Kisada’s cancel.

*“A triggered ability can only be initiated if its **effect** has the potential to change the game state on its own.”* Effect is denoted after the dash (–) in the ability’s text. *Source: RRG “Triggered Abilities”*

### **Card: Hida Kisada**

If your opponent uses an action, then Hida Kisada enters play (e.g. via Charge!), then your opponent uses another action, that last action will not be the first one during this conflict, so Kisada will not cancel it. *Source: Meaning of the word “first”*

**Card: High Kick**

High Kick prevents **Action:**, **Reaction:**, and **Interrupt:** abilities from being triggered. Constant abilities and keywords are not affected. *Source: Triggered Abilities*

**Card: Hiruma Ambusher**

Hiruma Ambusher prevents **Action:**, **Reaction:**, and **Interrupt:** abilities from being triggered. Constant abilities and keywords are not affected. *Source: RRG “Triggered Abilities”*

**Card: Hiruma Yōjimbō**

Hiruma Yōjimbō cannot be declared as an attacker, but can be moved to a conflict on the attacking side by card effects. *Source: RRG “3.2. Declare conflict”*

**Card: Hito District**

A military conflict declared against the province with Hito District can be switched to political (e.g. via Rally to the Cause). *Source: RRG “3.2. Declare conflict”*

**Card: Hito District**

Chasing the Sun and Talisman of the Sun can move the contested ring to a province with Hito District during a political conflict. *Source: Developer ruling*

**Card: I Can Swim**

Effects that modify the value of the honor bid (e.g. Contingency Plan, Bayushi Manipulator) only affect the current bid, the setting on the dial is not physically adjusted.

Duels physically adjust the setting on the dial, same way as honor bids during the Draw phase. *Source: RRG “Bid Value”*

**Card: Ide Tadaji**

You need two eligible targets to initiate Ide Tadaji’s ability, one controlled by each player. *Source: RRG “Target”*

**Card: Ide Tadaji**

You cannot move a character to a conflict if that character cannot participate in that conflict (has a dash (–) for a skill, or a relevant constant ability, e.g. Shiba Peacemaker, Pacifism). *Source: RRG “Dash”*

**Card: Ide Trader**

Ide Trader’s ability can only be triggered after a character is moved to a conflict by a card ability that uses the word “move”. Declaring a character as an attacker or defender, playing or putting a character into play in the conflict, are not considered to be “moving” that character. *Source: RRG “Move”*

**Card: Ide Trader**

Ide Trader’s ability can be triggered after he himself is moved to a conflict. *Source: Developer ruling*

**Card: Ikoma Eiji**

Ikoma Eiji’s ability cannot put characters straight into the conflict (specifically, you cannot combo it with Deathseeker). *Source: Developer ruling*

**Card: Ikoma Ujiaki**

Ikoma Ujiaki’s ability cannot be used if all cards in your provinces are faceup. (*If the pre-Then aspect of an effect does not successfully resolve in full, the post-Then aspect does not attempt to resolve.*) *Source: RRG “The word”Then“”*

**Card: Ikoma Ujiaki**

Ikoma Ujiaki's ability can only be used if you control the Imperial Favor. Discarding it is a cost of the ability. *Source: RRG "Cost"*

**Card: Ikoma Ujiaki**

When you discard the Imperial Favor, return it to the unclaimed state. *Source: RRG "Imperial Favor"*

**Card: Illustrious Plagiarist**

The order of cards in a discard pile may not be altered unless a player is instructed to do so by a card ability. *Source: RRG "Discard Piles"*

**Card: Illustrious Plagiarist**

Illustrious Plagiarist can only gain **Action** abilities, not Reactions or Interrupts. He also does not gain any play restrictions that are printed outside of the Action ability's text (e.g. Blackmail, Good Omen). You do not need to pay the fate cost of the gained ability. *Source: RRG "Action"*

**Card: Illustrious Plagiarist**

You do not need to pay the fate cost of the event to use the gained ability, but you do need to pay any costs of the ability written before the dash (e.g. lose 3 honor for Assassination). The ability cannot be canceled by Voice of Honor, Forged Edict, Censure. It is a character ability, not an event. *Source: Card*

**Card: Illustrious Plagiarist**

Maximums are per ability per card title per player. So you can play Banzai!, use Illustrious Plagiarist to copy your opponent's Banzai!, and use his gained ability. However, two Illustrious Plagiarists each copying Banzai! cannot both trigger during the same conflict. *Source: RRG "Max X per [period]"*

**Card: Illustrious Plagiarist**

If you attach Way of the Dragon to Illustrious Plagiarist (e.g. via Calling in Favors), you can use his ability twice per round, and then use each of the two copied abilities twice. *Source: Card*

**Card: Isawa Atsuko**

Isawa Atsuko's ability only affects characters that are already participating in the conflict. Any characters that enter the conflict after her ability has resolved are not affected. *Source: RRG "Lasting Effects"*

**Card: Isawa Kaede**

While the contested ring has the Void element, the current conflict is considered to be a Void conflict (in addition to any other elements of the contested ring).

- Isawa Atsuko's ability can be used.
- Keeper of Void can be triggered after you win the conflict on defense;
- Void ring effect can be resolved whenever a player resolves the ring effect (including via card abilities);
- However, when you claim the ring, you're only considered to have claimed a ring of its 'natural' element. Keeper Initiate and Seeker Initiate will not trigger after you claim a non-Void ring that gained the Void element via Isawa Kaede. *Source: RRG "Rings"*

**Card: Isawa Kaede**

When an effect instructs a player to resolve multiple ring effects the first player chooses the order in which they resolve. *Source: Developer ruling*

**Card: Isawa Kaede**

Isawa Kaede does not let you resolve Void twice - a ring either has a certain element, or it doesn't. *Source: Developer ruling*

**Card: Isawa Kaede**

If a player plays Display of Power after Isawa Kaede wins the conflict as an attacker, that player gets to resolve all of the contested ring's effects. *Source: Developer ruling*

**Card: Isawa Kaede**

Resolving ring effects *as the attacking player* is optional. You may choose not to resolve some (or all) of the ring effects. *Source: Developer ruling*

**Card: Isawa Mori Seidō**

Glory count happens before the conflict phase ends, so Isawa Mori Seidō can help you claim the Imperial Favor. *Source: RRG “3.4.2. Claim Imperial Favor”*

**Card: Ishiken Initiate**

Ishiken Initiate gets a bonus for each ring claimed by any player. The currently contested ring does not count. *Source: RRG “Rings”*

**Card: Itinerant Philosopher**

Itinerant Philosopher's ability can only be used if you control the Imperial Favor. Discarding it is a cost of the ability. *Source: RRG “Cost”*

**Card: Itinerant Philosopher**

When you discard the Imperial Favor, return it to the unclaimed state. *Source: RRG “Imperial Favor”*

**Card: Jade Tetsubō**

*“Its owner”* refers to the owner of the targeted character. *Source: Developer ruling*

**Card: Kaiu Shuichi**

Kaiu Shuichi can trigger if there is any holding in play, even one controlled by your opponent. *Source: Card*

**Card: Kakita Asami**

When counting a current skill total, ignore bowed characters, but take Imperial Favor into account. *Source: Developer ruling*

**Card: Kakita Kaezin**

Bowed characters do not contribute their skill whenever you count skill totals, but they still have their individual skill values (for duels, Outwit/Rout, etc.) *Source: RRG “Bow, Bowed”*

**Card: Kakita Yoshi**

Kakita Yoshi's ability can only be used if you control the Imperial Favor. Discarding it is a cost of the ability. *Source: RRG “Cost”*

**Card: Kakita Yoshi**

When you discard the Imperial Favor, return it to the unclaimed state. *Source: RRG “Imperial Favor”*

**Card: Kamayari**

Kamayari triggers after the effects of a triggered ability initiate (step 6), but before they resolve (step 7). It can still trigger even if the effects of the ability are canceled. *Source: Developer ruling*

**Card: Keeper Initiate**

Keeper Initiate reacts to claiming the ring, which occurs after the ring effects resolve (you cannot put him into play, then honor him via the Fire ring). *Source: RRG “3.2.7. Claim ring”*

**Card: Keeper Initiate**

Keeper Initiate's ability cannot be triggered after you claim a ring that gained the relevant element temporarily during a conflict (e.g. via Seeker of Knowledge, Isawa Kaede). *Source: Developer ruling*

**Card: Keeper Initiate**

Keeper Initiate's ability cannot be triggered while he is in play. (*If the pre-Then aspect of an effect does not successfully resolve in full, the post-Then aspect does not attempt to resolve.*) *Source: RRG "The word 'Then'"*

**Card: Kitsuki Investigator**

"Max 1 per conflict" means that you can only trigger one Kitsuki Investigator per conflict, even if you control several of them. *Source: RRG "Max X per [period]"*

**Card: Kitsuki's Method**

An Ancestral attachment only goes to your hand if the card it is attached to leaves play. If an Ancestral attachment is discarded by a card effect (e.g. Let Go or Miya Mystic) or due to a character having three or more Restricted attachments, it goes into the discard pile as normal. *Source: RRG "Ancestral"*

**Card: Kitsuki's Method**

If you take control of an Ancestral attachment (e.g. via Calling in Favors), when the card it is attached to leaves play, the attachment goes to its owner's hand. *Source: RRG "Control and Ownership"*

**Card: Kitsuki Yaruma**

If Kitsuki Yaruma enters play during a conflict (e.g. via Charge!) and turns the attacked province facedown – it is immediately turned faceup. *Source: Developer ruling*

**Card: Know the World**

Rings have three distinct states - claimed, unclaimed, and contested. A contested ring is neither claimed nor unclaimed. You cannot play Know the World to switch the contested ring. *Source: RRG "Rings"*

**Card: Know the World**

Know the World does not trigger Keeper Initiate or Seeker Initiate (you do not claim the ring, you just place it into your claimed pool). *Source: Developer ruling*

**Card: Know the World**

*"(Retain the ring's conflict type)"* – In general, when a ring is claimed, it should be placed indicating the same conflict type as when it was won. Currently irrelevant, but might become important in the future. *Source: Developer ruling*

**Card: Kuroi Mori**

Changing the conflict type does not affect what other conflicts the attacker can declare. What matters is which conflict type was originally declared. *Source: RRG "3.2. Declare conflict"*

**Card: Kuroi Mori**

When the conflict type is switched, any characters that cannot participate in the conflict of the new type (have a dash (–) for a skill, or have Pacifism attached) immediately go home bowed. *Source: RRG "Dash"*

**Card: Kuroi Mori**

Once the new ring becomes the contested ring, the attacking player takes all fate on it. *Source: RRG "Rings"*

**Card: Levy**

Your opponent must select an option that can change the game state (cannot choose to give fate if he has none). *Source: RRG "Select"*

**Card: Magnificent Kimono**

The Pride keyword resolves immediately when the conflict winner is determined, before any Reactions to winning/losing a conflict can be used. *Source: Developer ruling (#4)*

**Card: Mantra of Fire**

Reactions to a conflict being declared, to attackers committing to the conflict, and to a province being revealed, all share the same reaction window (first player gets the first opportunity to trigger their reaction). *Source: Developer ruling*

**Card: Mirumoto Prodigy**

Only one character can be declared as a defender, but other characters can be played into or moved to the conflict. *Source: RRG “3.2.1. Declare defenders”*

**Card: Mirumoto Raitsugu**

Bowed characters do not contribute their skill whenever you count skill totals, but they still have their individual skill values (for duels, Outwit/Rout, etc.) *Source: RRG “Bow, Bowed”*

**Card: Mirumoto’s Fury**

The province stronghold also counts. Each player has 5 provinces. *Source: RRG “Deckbuilding”*

**Card: Moto Youth**

If a conflict is declared as political but is then switched to military (or vice versa), it counts as both a military conflict and a political conflict having occurred this round. Any subsequent military conflict will not be the first one this round. *Source: Meaning of the word “first”*

**Card: Mountain’s Anvil Castle**

The bonus provided by Mountain’s Anvil Castle is fixed upon resolution. If the number of attachments subsequently changes, the bonus is not affected. *Source: Developer ruling (#5)*

**Card: Niten Master**

You can attach a third Restricted attachment to Niten Master, discard one of them so that there are only two left, then trigger Niten Master’s ability. *Source: Developer ruling*

**Card: Niten Master**

Niten Master can trigger whenever a **Weapon** attachment becomes attached to him (even if the effect says “move” etc.) *Source: Developer ruling*

**Card: Noble Sacrifice**

Sacrificing a friendly character is the cost of Noble Sacrifice. By the time the ability’s effects can be cancelled, costs have already been paid, and a friendly character has already been sacrificed. *Source: RRG “Cancel”*

**Card: Noble Sacrifice**

If the pre-dash sacrifice is prevented (e.g. by Reprieve), the ability is aborted, and its effects do not resolve. The event remains unplayed in its owner’s hand. *Source: RRG: “Cost”*

**Card: Northern Wall Sensei**

Immunity only protects from effects. A card that is immune to events can still be used to pay an event card’s cost. *Source: Developer ruling*

**Card: Northern Wall Sensei**

Event effects can still affect an immune card indirectly, by affecting its peripheral entities (tokens, attachments, triggered abilities), e.g.: - Consumed by Five Fires can remove fate from an immune card. - Calling in Favors can dishonor an immune card (as a cost) and attach an attachment to it. *Source: Developer ruling*

**Card: Obstinate Recruit**

You can play Obstinate Recruit if you are less honorable than an opponent, but it will immediately be discarded. *Source: RRG “Constant Abilities”*

**Card: Oni Mask**

Only printed text is blanked. Text gained from another source is not blanked. *Source: RRG “Blank”*

**Card: Origami Master**

Placing, removing, or moving status tokens between characters via card abilities is not considered to **be** honoring or dishonoring them – although they do **become** honored or dishonored. So, Savvy Politician’s ability would not trigger.

If an honor token is moved to a dishonored character, both tokens are discarded. An honor token cannot be moved to an honored character. *Source: Developer ruling*

**Card: Otomo Courtier**

If Otomo Courtier somehow ends up participating in a military conflict (conflict type switched), or participating as an attacker against a player that controls the Imperial Favor (e.g. Blackmailed), it immediately goes home bowed. *Source: Developer ruling*

**Card: Outwit**

Outwit can target a character with a dash (–) for political skill (treat dash as 0). *Source: RRG “Dash”*

**Card: Outwit**

Bowed characters do not contribute their skill whenever you count skill totals, but they still have their individual skill values (for duels, Outwit/Rout, etc.) *Source: RRG “Bow, Bowed”*

**Card: Pacifism**

Pacifism can be played during the action window before a conflict (between steps 3.1 and 3.2), or during action windows in Draw, Fate, or Regroup phases. *Source: RRG “Phase Sequence Timing Chart”*

**Card: Pacifism**

If attached character somehow ends up participating in a military conflict, it immediately goes home bowed. *Source: RRG “Participating and Cannot Participate”*

**Card: Pilgrimage**

Pilgrimage cancels ALL ring effects, including those initiated by card effects (e.g. Display of Power, Akodo Toturi, Doji Hotaru). *Source: Card*

**Card: Radiant Orator**

Radiant Orator does not count claimed rings towards the glory count. *Source: Developer ruling*

**Card: Raise the Alarm**

Raise the Alarm cannot be played if the card in the attacked province is already faceup. (*If the pre-Then aspect of an effect does not successfully resolve in full, the post-Then aspect does not attempt to resolve.*) *Source: RRG “The word”Then“”*

**Card: Rally to the Cause**

Changing the conflict type does not affect what other conflicts the attacker can declare. What matters is which conflict type was originally declared. *Source: RRG “3.2. Declare conflict”*

**Card: Rally to the Cause**

When the conflict type is switched, any characters that cannot participate in the conflict of the new type (have a dash (–) for a skill, or have Pacifism attached) immediately go home bowed. *Source: RRG “Dash”*

**Card: Reprieve**

Reprieve can be used to prevent a sacrifice. However, if a card ability requires a sacrifice as a cost (before the dash (“–”) in the ability’s text), the ability will be aborted, and its effects will not resolve. *Source: Developer ruling*

#### **Card: Restoration of Balance**

Cards are discarded all at once. You cannot discard down to fewer than 4 cards. *Source: Developer ruling*

#### **Card: Ride Them Down**

Ride Them Down, as printed, has no duration and will last indefinitely. This will be errata’ed in the upcoming RRG update. *Source: Developer ruling*

#### **Card: Rout**

Rout can target a character with a dash (–) for military skill (treat dash as 0). *Source: RRG “Dash”*

#### **Card: Rout**

Bowed characters do not contribute their skill whenever you count skill totals, but they still have their individual skill values (for duels, Outwit/Rout, etc.) *Source: RRG “Bow, Bowed”*

#### **Card: Savvy Politician**

Savvy Politician triggers when it changes status from Dishonored to Ordinary, or from Ordinary to Honored (“is honored” is different from “becomes honored”). *Source: RRG “Personal Honor, Personal Dishonor”*

#### **Card: Secret Cache**

If you use Secret Cache to find an event card with a reaction to a conflict being declared (e.g. Mantra of Fire), you can play it during the same reaction window. *Source: RRG “Reactions”*

#### **Card: Seeker Initiate**

Seeker Initiate will not trigger after you claim a ring that gained the relevant element temporarily during a conflict (e.g. via Seeker of Knowledge, Isawa Kaede). *Source: Developer ruling*

#### **Card: Seeker of Enlightenment**

Seeker of Enlightenment gets a bonus for each ring in the unclaimed ring pool. The currently contested ring does not count. *Source: RRG “Rings”*

#### **Card: Seeker of Knowledge**

While the contested ring has the Air element, the current conflict is considered to be an Air conflict (in addition to any other elements of the contested ring):

- Fearsome Mystic gets her glory bonus;
- Keeper of Air can be triggered after you win the conflict on defense;
- Air ring effect can be resolved whenever a player resolves the ring effect (including via card abilities);
- However, when you claim the ring, you’re only considered to have claimed a ring of its ‘natural’ element. Keeper Initiate and Seeker Initiate will not trigger after you claim a non-Air ring that gained the Air element via Seeker of Knowledge. *Source: RRG “Rings”*

#### **Card: Seppun Guardsman**

If Seppun Guardsman somehow ends up participating in a military conflict (conflict type switched), or participating as an attacker against a player that controls the Imperial Favor (e.g. Blackmailed), he immediately goes home bowed. *Source: Developer ruling*

#### **Card: Shameful Display**

Shameful Display can only be triggered if there are at least 2 participating characters that can be either honored or dishonored. *Source: RRG “Target”*



**Card: Shameful Display**

When you resolve the ability of Shameful Display, you need to change the game state in some way, but you do not need to successfully resolve both parts of the effect. For example, you can honor one character and [fail to] dishonor an already dishonored character, or vice versa. *Source: Developer ruling (#7)*

**Card: Shiba Peacemaker**

If Shiba Peacemaker somehow ends up participating as an attacker (e.g. Blackmailed), he immediately goes home bowed. *Source: Developer ruling*

**Card: Shiba Tsukune**

“When the phase ends” interrupts trigger before “until the end of the phase” lasting effects expire, and before “at the end of the phase” delayed effects resolve. *Source: RRG “Interrupts”*

**Card: Shiba Tsukune**

When an effect instructs a player to resolve multiple ring effects the first player chooses the order in which they resolve. *Source: Developer ruling*

**Card: Shiba Yōjimbō**

If the effects of an ability are canceled, the ability is still considered to have been used, and any costs have still been paid. *Source: RRG “Cancel”*

**Card: Shiba Yōjimbō**

Shiba Yōjimbō cancels the effects of an ability when they initiate (in step 6) only if a Shugenja character has already been chosen as a target (in step 5; the ability’s text must use the word “choose” before the dash (–) in the ability’s text).

Some abilities choose targets when the effects resolve (in step 7; “choose” is after the dash, e.g. Court Games, Shosuro Miyako), at that point it is too late to cancel their initiation. *Source: Developer ruling*

**Card: Shiba Yōjimbō**

Shiba Yojimbo cancels **all** effects of an ability that targets a Shugenja, even if that ability has multiple targets (e.g. Shameful Display, Ide Tadaji). *Source: Card*

**Card: Shinjo Tatsuo**

Shinjo Tatsuo’s ability cannot be used if he is already participating in a conflict.

*The targeting requirement is to choose himself and another character, but targets are only eligible if they can be affected by the ability’s effects; since Shinjo Tatsuo cannot affect himself, he cannot choose himself as a target, which means that you cannot satisfy targeting requirements, so you cannot attempt to initiate the ability at all. Source: Developer ruling*

**Card: Shiro Nishiyama**

Shiro Nishiyama only affects characters that are already participating in the conflict. Any characters that enter the conflict after the ability has resolved are not affected. *Source: RRG “Lasting Effects”*

**Card: Shosuro Actress**

Shosuro Actress cannot put an opponent’s unique character into play if you or that opponent already own or control another copy of that character in play. *Source: Developer ruling*

**Card: Shosuro Miyako**

Your opponent must select an option that can change the game state (cannot choose to dishonor a dishonored character). *Source: RRG “Select”*

**Card: Shosuro Miyako**

If your opponent selects the option to dishonor a character, the target is chosen during the resolution of the ability's effects. At that point it is too late to cancel the initiation of effects (e.g. via Shiba Yōjimbō).

*Note that this is a non-standard template, usually you choose targets before the opportunity to cancel the initiation of effects (the word “choose” is usually printed before the dash (–) in the ability's text). Source: Developer ruling*

#### **Card: Shrewd Yasuki**

Shrewd Yasuki can trigger if there is any holding in play, even one controlled by your opponent. *Source: Card*

#### **Card: Spyglass**

Reactions to a conflict being declared, to attackers committing to the conflict, and to a province being revealed, all share the same reaction window (first player gets the first opportunity to trigger their reaction). *Source: Developer ruling*

#### **Card: Stand Your Ground**

Stand Your Ground can be used to prevent a sacrifice. However, if a card ability requires a sacrifice as a cost (before the dash (–) in the ability's text), the ability will be aborted, and its effects will not resolve. *Source: Developer ruling*

#### **Card: Staunch Hida**

“Max 1 per conflict” means that you can only trigger one Staunch Hida per conflict, even if you control several of them. *Source: RRG “Max X per [period]”*

#### **Card: Steadfast Witch Hunter**

Steadfast Witch Hunter can sacrifice herself to ready another character (the ability doesn't say choose *another* character). *Source: Card*

#### **Card: Steward of Law**

Steward of Law prevents characters from changing status from Ordinary to Dishonored; they can still go from Honored to Ordinary (“become dishonored” is different from “be dishonored”). *Source: Developer ruling (#9)*

#### **Card: Supernatural Storm**

The bonus provided by Supernatural Storm is fixed upon resolution. If the number of your Shugenja characters subsequently changes, the bonus is not affected. *Source: Developer ruling (#5)*

#### **Card: Talisman of the Sun**

- Any lasting effects applying to the previously attacked province (e.g. Ride Them Down, Disdainful Remark) do not carry over to the new one.
- The contested ring can be moved to a province with Hito District during a political conflict (it is eligible to be attacked).
- The contested ring cannot be moved to the stronghold province unless three other provinces are broken (it is not eligible to be attacked). *Source: Developer ruling*

#### **Card: Tattooed Wanderer**

Characters played as attachments do not provide their printed skills as bonuses. “Skill” and “Skill bonus” are different values. *Source: RRG “Attachment Cards”*

#### **Card: Tattooed Wanderer**

Multiple instances of the same keyword are redundant. *Source: RRG “Keywords”*

#### **Card: The Stone of Sorrows**

When attached character becomes bowed, your opponents do not take fate from contested or claimed rings. Fate is only taken when a ring transitions to the contested state. *Source: RRG “Rings”*

**Card: The Stone of Sorrows**

The Stone of Sorrows prevents the opponent from using Jade Masterpiece. *Source: Developer ruling*

**Card: Togashi Kazue**

Characters played as attachments do not provide their printed skills as bonuses. “Skill” and “Skill bonus” are different values. *Source: RRG “Attachment Cards”*

**Card: Togashi Yokuni**

If Togashi Yokuni has Way of the Dragon attached, he cannot use his own ability twice (because it says “Max”, not “Limit”), but he can use the gained ability twice.

“Max” is per ability per card title per player. If Togashi Yokuni gains the ability of Kitsuki Investigator, both characters can use that ability this round (they have different titles). If Yokuni gains the ability of an opponent’s Yokuni, he cannot use that ability (no infinite loop). *Source: RRG “Max X per [period]”*

**Card: Togashi Yokuni**

Togashi Yokuni can gain the ability printed on Adept of Shadows, and use it to go to your hand. In this case, if you need to discard a card from hand at random (e.g. for losing an Earth conflict), if you use different sleeves for your dynasty cards and your conflict cards, you will need to use a method of randomness other than letting your opponent to pick a card from your hand (for example, use dice). *Source: Developer ruling*

**Card: Togashi Yokuni**

Togashi Yokuni can gain an ability printed on a character that is blanked by Cloud the Mind. *Source: Developer ruling*

**Card: Togashi Yokuni**

Togashi Yokuni cannot gain the ability of Togashi Kazue. Kazue has a constant ability while she’s a character, not a triggered ability. *Source: Developer ruling*

**Card: Togashi Yokuni**

Togashi Yokuni can only target characters in play, not in provinces or discard piles.

*Card abilities only interact with, and can only target, cards that are in play, unless the ability specifically refers to an out-of-play area or element. Source: RRG “Abilities”*

**Card: Togashi Yokuni**

Togashi Yokuni targets an ability, not a character, so cards like Shiba Yōjimbō and Finger of Jade do not protect from Yokuni’s ability. *Source: Card*

**Card: Tranquility**

Tranquility applies a lasting effect “Cannot use triggered abilities” to each character that is at your opponent’s home during the event’s resolution. It does not create a blanket effect.

If a character enters the opponent’s home after Tranquility resolves, it can trigger its abilities, because it was not affected.

If a character that was at the opponent’s home when Tranquility resolved is moved to the conflict, it cannot trigger its abilities, because the lasting effect still applies to it. *Source: Lasting Effects*

**Card: Vengeful Berserker**

Doubling modifiers apply after all +/- modifiers, regardless of the order of application of effects. So if you trigger Vengeful Berserker’s ability, then give him a +X skill bonus, that bonus is doubled. *Source: RRG “Modifiers”*

**Card: Vengeful Berserker**

During duels, the value of the bid is added to the participating character's skill. This is a modifier, and it gets doubled. *Source: Developer ruling*

**Card: Vengeful Oathkeeper**

If you lose a military conflicts unopposed and put Vengeful Oathkeeper into the conflict, it is still considered to be unopposed. *Source: Developer ruling*

**Card: Voice of Honor**

If the effects of an ability are canceled, the ability is still considered to have been used, and any costs have still been paid. *Source: RRG "Cancel"*

**Card: Warrior Poet**

Warrior Poet's ability only affects characters that are already participating in the conflict. Any characters that enter the conflict after the ability has resolved are not affected.

If Warrior Poet leaves the conflict after using her ability, the lasting effect will persist regardless. *Source: RRG "Lasting Effects"*

**Card: Watch Commander**

Players play cards from hand, or from provinces during the dynasty phase. Putting cards into play via card effects, or using abilities on non-Event cards, is not considered to be playing those cards. *Source: RRG "Play and Put into Play"*

**Card: Watch Commander**

Watch Commander triggers after the effects of an ability initiate (step 6), but before they resolve (step 7). So if a player plays Let Go or Assassination, Watch Commander will trigger before it is discarded. *Source: Developer ruling*

**Card: Way of the Crab**

Way of the Crab can be played during an action window in any phase of the round, including the Dynasty phase (you can use an eligible "**Action:**" ability instead of playing a character from a province), and the Fate phase (after characters with no fate are discarded). *Source: RRG "1. Dynasty Phase"*

**Card: Way of the Crab**

Sacrificing a friendly character is the cost of Way of the Crab. By the time the ability's effects can be cancelled, costs have already been paid, and a friendly character has already been sacrificed. *Source: RRG "Cancel"*

**Card: Way of the Crab**

If the pre-dash sacrifice is prevented (e.g. by Reprieve), the ability is aborted, and its effects do not resolve. The event remains unplayed in its owner's hand. *Source: RRG "Cost"*

**Card: Way of the Crab**

Way of the Crab targets an opponent, not a character, so cards like Above Question, Shiba Yōjimbō, and Finger of Jade do not protect from this event. *Source: Card*

**Card: Way of the Dragon**

Way of the Dragon does not work with abilities that say "Max X per [period]" ("Limit" applies to one particular card, "Max" applies to all cards with the same title). *Source: RRG "Max X per [period]"*

**Card: Way of the Lion**

Way of the Lion actually modifies your base military skill. Playing two of them will apply a x4 modifier to your base skill. Bayushi Yunako will switch the modified base military skill and the base political skill (timestamp order, no layers like in MTG). *Source: Developer ruling*

**Card: Way of the Phoenix**

If you choose a ring that gained other elements during a conflict (e.g. via Seeker of Knowledge, Isawa Kaede), the effect will prevent your opponent from initiating conflicts with any of those elements until the end of the phase. *Source: Developer ruling*

**Card: Yogo Hiroue**

Yogo Hiroue can move bowed characters to a conflict (the ability doesn't say "choose a *ready* character"). *Source: Card*

**Card: Yogo Hiroue**

Yogo Hiroue cannot target participating characters, or characters that cannot participate in the conflict. (*If the pre-Then aspect of an effect does not successfully resolve in full, the post-Then aspect does not attempt to resolve.*) *Source: RRG "The word"Then"*

**Card: Yogo Hiroue**

You cannot move a character to a conflict if that character cannot participate in that conflict (has a dash (–) for a skill, or a relevant constant ability, e.g. Shiba Peacemaker, Pacifism). *Source: RRG "Dash"*

**Card: Yogo Hiroue**

Yogo Hiroue's delayed effect ("*if you win the conflict...*") applies before the Pride keyword.

Reactions to winning/losing the conflict, to Yogo Hiroue's delayed effect, and to the Pride keyword, all share the same window. *Source: Developer ruling*

**Card: Yōjin no Shiro**

Yōjin no Shiro only affects characters that are already attacking. Any characters that enter the conflict after the ability has resolved are not affected. *Source: RRG "Lasting Effects"*

**Card: Young Harrier**

Young Harrier's ability only affects characters that are already in play. Any characters that enter play after his ability has resolved are not affected. *Source: RRG "Lasting Effects"*

**Card: Young Rumormonger**

Young Rumormonger cannot redirect honor to an honored character (or dishonor to a dishonored character), because the ability would not affect that character at all, thus it would not be an eligible target. *Source: RRG "Target"*

**Card: Young Rumormonger**

If Young Rumormonger is used to change the recipient of dishonor when paying costs, the cost is still considered to be paid (e.g. Forged Edict, Spies at Court, Calling in Favors). *Source: Developer ruling*

**Card: Young Rumormonger**

Young Rumormonger can redirect the Fire ring effect to Isawa Kaede. *Source: Developer ruling*

**Card: Young Rumormonger**

Young Rumormonger is not bound by any targeting restrictions of the ability that he is interrupting. *Source: Card*