Legend of the Five Rings

THE CARD GAME

MULTIPLAYER RULES

ENLIGHTENMENT AND TEAM CONQUEST

Version 2

Enlightenment Format

"Your blade is an extension of your self," her sensei had taught her. "What you can imagine, your weapon can perform. So long as you treat it with the respect it is due, it will keep you safe."

"Be mindful of what you say, my child," her father had warned her. "Those who follow through on their word are given the greatest deal of respect."

"Our actions speak loudly to the kami," the scholar had instructed her. "If you know what reverences they desire, you will find them to be steadfastly loyal to your cause."

"Do not ask," the monk had told her. "Sit and meditate. Only you can answer the question in your heart."

But it was from her foe that she found wisdom, amidst the burning wreckage of the battle. People were fickle, volatile, relentless, and stubborn. She could not change his nature with either word or blade. Yet if she embraced that truth, exploited it, she would not have to defeat him. His foolishness would be his own undoing.

Overview

The Enlightenment format is a way to play *Legend of the Five Rings: The Card Game* with three players. This format introduces the Enlightenment victory condition to the game, through which a player may win by collecting all five elemental rings on their provinces.

This rules document details the changes to the standard rules that are adopted when playing the game with three players. Additional players can be added to an Enlightenment format game by altering the rules for the draw phase, as described on page 3.

The standard game rules apply wherever they are not explicitly altered, replaced, or negated by this rulebook.

Setup

To setup an Enlightenment game, follow the standard setup rules explained on page 17 of the Rules Reference with the following changes:

◇ During Step 4 of setup, when players are instructed to form the general token pool and the unclaimed ring pool, players do not set aside any rings to form an unclaimed ring pool. Instead, each player sets aside their own set of ring tokens into a personal unclaimed ring pool. The general token pool is still created by placing fate tokens, honor tokens, status tokens, and the Imperial Favor card within reach of each player. *(Note: There is a common unclaimed ring pool available to all players, but it begins the game with no rings in it.)*

New Rules

Victory and Defeat

While playing the Enlightenment format, the standard rules for winning or losing the game are replaced. There are three ways a player can win an Enlightenment game: collect one of each elemental ring on their unbroken provinces, accumulate 25 honor, or have each of their opponents eliminated.

Enlightenment

In order to achieve enlightenment, each player is trying to collect one copy of each elemental ring on their unbroken provinces. If a player achieves this feat, that player immediately wins the game.

Only rings claimed on a player's province count toward a player's victory condition, and each of those rings only counts as a ring of the element printed on it for the purposes of a player's victory condition. Should a card effect allow a player to count a ring that is not claimed on their provinces as being in their claimed ring pool, it does not count towards their victory condition.

In addition to claiming a ring when they win a conflict while attacking, a player can take rings claimed on their opponents' provinces by breaking those provinces. A player cannot have multiple rings with the same printed element claimed on their provinces.

Honorable Victory

If a player has 25 or more honor in their honor pool, that player immediately wins the game.

Player Elimination

If a player's stronghold is broken or if they have no honor in their honor pool, they are immediately eliminated from the game. Any ring tokens an eliminated player had claimed on their provinces, or that are in the eliminated player's personal unclaimed ring pool, are placed in the common unclaimed ring pool.

During an Enlightenment game, a player's stronghold cannot be attacked unless all four of their non-stronghold provinces are broken.

When a player is eliminated from the game:

◇ Any cards owned by the eliminated player are immediately removed from the game.

◇ Any treaties made by the eliminated player are immediately dissolved.

◇ The honor dial of the eliminated player is ignored for the purposes of card effects for the remainder of the game.

◇ If the eliminated player was the first player, the first player token immediately passes to the player on the eliminated player's left.

Note: Any lasting effects created by an eliminated player's cards persist for that effect's normal duration. Any delayed effects created by an eliminated player's cards still occur at their specified time.

The First Player Token

When the first player token would be passed to the opponent during Step 4 of the regroup phase, it passes to the player to the left of the first player instead.

At the beginning of each dynasty phase, the player with the first player token gains 1 additional fate from the general token pool to mitigate the cost of being forced to act first in the conflict phase.

Honor Bids and the Draw Phase

When drawing cards in the Enlightenment format, players bid honor using their honor dial to determine the number of cards they draw similar to the standard game. However, because there are three players in the game, the exchange of honor is handled differently.

While playing a three-player Enlightenment game, the draw phase consists of 3 steps:

1. Each player secretly selects a number between 1 and 5 on their honor dial.

2. Each player reveals their selection and the players exchange honor. Based on the revealed numbers, honor is exchanged between two or three players. (See "Exchanging Honor," below.)

3. Each player draws a number of cards from their conflict deck equal to the number they selected on their dial.

Example: Marie, Bryce, and Alex reveal their dials and see that Marie has bid 5, while Bryce and Alex have bid 1. Because the difference between 5 and 1 is 4, Marie must give 4 honor to her opponents, divided evenly between both of them.

Exchanging Honor

If each player selects a different number on their honor dial, the player who selects the highest number gives honor to the player who selects the lowest number. The amount of honor given is equal to the difference between the numbers those two players select. The player whose number is in between the other two does not gain or lose honor.

If two players select the same number and the remaining player selects a number that is higher than that selected by their two opponents, the player that selected the higher number gives honor to both opponents. The amount of honor given is equal to the difference between the two numbers selected, divided as evenly as possible between the two players that selected the same number (see diagram, left). If any honor remains to be given after dividing the honor as evenly as possible, the player **giving** the honor selects which opponent the remaining honor is given to.

If two players select the same number and the remaining player selects a number that is lower than that selected by their two opponents, the player that selected the lower number takes honor from both opponents. The total amount of honor taken is equal to the difference between the two numbers selected, divided as evenly as possible between the two players that selected the same number. If any honor remains to be taken after dividing it as evenly as possible, the player **receiving** the honor selects which opponent to take the remaining honor from.

If each player has selected the same number, no honor is exchanged.

Example: Marie, Bryce, and Alex reveal their dials and see that Marie has bid 5, while Bryce and Alex have bid 2. Because the difference between 5 and 2 is 3, Marie must give 3 honor to her opponents, divided evenly between both of them. She gives 1 honor to each, and as the remaining 1 honor cannot be divided between them, she chooses to give it to Bryce.

If the bids were reversed (2 to 5), Marie would take 3 honor from her opponents. She would take 1 honor from each, then choose to take the 3rd from Alex.

The Draw Phase with Four or More Players

If playing with 4 or more players, honor bids during the draw phase work slightly differently. Instead of choosing any number on their honor dial, a player chooses to bid either 2 or 4. Any player who bids 2 is acting "honorably," and any player who bids 4 is acting "dishonorably."

During duels, honor bids work as laid out in the Rules Reference, with all five numbers available to be chosen.

While playing a game with four or more players, the draw phase consists of 4 steps:

1. Each player secretly selects either 2 or 4 on their honor dial.

2. Each player reveals their selection. This value cannot be modified by card effects.

3. Based on the revealed numbers, honor is exchanged in the following manner:

   › Each player that selected 2 is considered to be acting honorably and does not give away any honor.

   › Each player that selected 4 is considered to be acting dishonorably and gives 1 honor token from their honor pool to each player who is acting honorably.

4. Each player draws a number of cards from their conflict deck equal to the number they selected on their dial.

Declaring Conflicts and Claiming Rings

When declaring a conflict during the conflict phase, the attacking player uses a ring from their personal unclaimed ring pool or, occasionally, from the common unclaimed ring pool. If the attacking player wins the conflict, they resolve the contested ring's effect and claim the ring token, placing it on one of their unbroken provinces. At the end of the round, each ring claimed on a province is not returned to an unclaimed ring pool and remains on that province instead. This ring counts as being in this player's claimed ring pool for the purposes of card and game effects. If the defending player wins the conflict, the ring is not claimed and is instead returned to the attacker's personal unclaimed ring pool.

A ring cannot be placed on a player's stronghold province unless each of their non-stronghold provinces is broken.

Note: Multiple rings can be placed on the same unbroken province.

Taking Rings from Other Players

If a player breaks an opponent's province during a conflict, they claim any rings that were claimed on that province and place those rings onto their own unbroken provinces (they may be divided among several provinces). If any rings on the broken province have the same printed element as a ring claimed on the attacking player's provinces, those rings are returned to the defending player's personal unclaimed ring pool instead.

Undefended Conflicts

When a defending player loses an unopposed conflict, they do not lose any honor for the conflict being unopposed.

Ring Availability

It is possible for a player to have no rings in their personal unclaimed ring pool and no rings in the common unclaimed ring pool. In such a situation, a player may declare a conflict without a contested ring. The attacking player still selects attacking characters, a province, and a conflict type (military or political). As the conflict has no ring token, it has no element and the attacking player will not resolve a ring effect for winning it.

The Common Unclaimed Ring Pool

Each player has a personal unclaimed ring pool that they use to declare attacks. In addition, there is a common unclaimed ring pool that any player may use to declare attacks. This unclaimed ring pool is empty at the start of the game, but rings can be put into it by card effects or, more often, by player elimination.

Rings

When a player claims a ring, they place it on one of their unbroken provinces. That ring remains claimed on that province until the province is broken. The following new rules apply to rings when playing the Enlightenment format.

Rings Do Not Return

During step 6 of the fate phase, rings claimed on provinces remain on those provinces instead of returning to the unclaimed ring pool.

Duplicate Rings

A player may never have more than one ring of the same printed element claimed on their provinces at the same time. When a card effect or framework step would cause a player to claim a ring of the same printed element as a ring that is already claimed on one of their unbroken provinces, either:

◇ If the ring to be claimed is the contested ring, that ring token is returned to the attacking player's personal unclaimed ring pool.

◇ If the ring token to be claimed is on the defending player's province, the ring is moved to the personal unclaimed ring pool of the defending player.

Note: Ownership of rings does not need to be tracked.

Placing Fate on Unclaimed Rings in the Fate Phase

During the fate phase, do not place a fate token from the general token pool on each unclaimed ring as normal. Instead, in player order, each player chooses a ring token in a different player's personal unclaimed ring pool and places one fate token from the general token pool on it.

Rings and Card Effects

When a card effect refers to a ring by element (for example: "the ⬡ ring") it refers to any ring with that element. When a card effect interacts with one or more claimed or unclaimed rings, it may interact with a ring in any claimed or unclaimed ring pool.

When a card effect would cause a ring to move from a player's claimed ring pool to an unclaimed ring pool or vice-versa, both pools must belong to the same player. During a conflict, card effects can only switch the contested ring with rings in the claimed or unclaimed ring pools of the attacking player.

Clarifying Concepts

The following rules explain how to resolve certain card abilities in Enlightenment games, as each player has multiple opponents.

"In Player Order" and "Pass Consecutively"

As in the standard game, the phrase "in player order" is used to dictate the order in which players resolve or execute a framework step. In the Enlightenment format, when players are instructed to do something in player order, the first player does so first, followed by the player to the first player's left and continuing in clockwise order.

In the Enlightenment format, when a game sequence would continue until each player "passes consecutively" it continues until all players in the game pass consecutively. This includes, but is not limited to, action windows, reaction windows, and interrupt windows.

"Your Opponent"

Any card ability that refers to "your opponent" only refers to the single opponent participating against you in a conflict. It does not refer to the player not participating in the conflict, and that player cannot fulfill any conditions of abilities that specifically refer to "your opponent."

Any card ability that refers to "an opponent" can refer to any of your opponents, even during a conflict.

Eligible Provinces

During a conflict, a province is only considered to be an "eligible province" to be attacked if it is controlled by the defending player. The provinces of the non-defending players are not eligible to be attacked.

Participation in a Conflict

During a conflict, only two players can control participating characters: one attacking player and one defending player. The other player in the game may take actions to influence the outcome of the conflict one way or another, but they cannot play or move characters to the conflict on either side (except as indicated by card effects). During the conflict action window, each player has an opportunity to take actions, including the non-participating player. The action window does not end until each player passes consecutively.

If a conflict does not have two participating players, it cannot resolve. Therefore, if a player is eliminated from the game in the middle of a conflict, the conflict immediately ends with no winner. Return the ring to the attacker's unclaimed ring pool (or the common unclaimed ring pool, as appropriate) and each participating character controlled by the remaining player goes home bowed.

Treaties

During the course of an Enlightenment game, players may find themselves in situations where a mutually beneficial agreement can be made. When this occurs, players may establish formal terms for this agreement called a treaty. In addition to setting up the terms of the treaty, both players agree on value to stake on the treaty (by default, an amount of honor). If either player breaks their part of a treaty, that player must suffer consequences based on the value staked on the treaty.

The Terms of a Treaty

When two players are setting up a treaty, each of the following four parameters must be specified. Those players may discuss and determine these parameters in any order, but each parameter must be agreed upon by both involved players before a treaty can be finalized. The parameters are as follows:

One: What is Being Promised by Player One

When making a promise for a treaty, a player offers something they are going to do, or not do, during the course of the game. This promise can be as specific as "I will not declare a conflict against you," or as vague as "I will help you during the next conflict you declare against our mutual opponent." This promise must be an action or a decision that a player can take and cannot include an exchange of game components (honor, fate, cards, or claimed rings).

Two: What is Being Promised by Player Two

Both players in a treaty must make a promise to the other player in order for a treaty to be finalized. The rules regarding what may be promised (described under Parameter One) apply to both players in a treaty.

Three: Duration

When a treaty is established, both involved players must agree to a duration for how long the treaty is going to last. This duration can be of any length, from "immediate" to "the remainder of the game." Each of the promises made by the players may have different durations; use the longer of the two durations to determine how long the treaty will remain in effect. Once a treaty's duration has ended it either is dissolved (If both players have kept their promises), or it is broken (if one player did not do what they promised in the specified timeframe), causing the player that broke the treaty to suffer the consequences.

Four: Value

Both involved players must agree upon value to stake on the treaty (between 1 and 5). If during the course of play, the treaty between the two players is broken by either player, the player that broke the treaty suffers a penalty based on the value staked on the treaty. By default, this comes in the form of losing that amount of honor.

Example*: Tom and Kris are playing a multiplayer game and Tom turns to Kris and proposes that they make a treaty. Tom offers to not declare a conflict against Kris for one round if Kris does not declare a conflict against Tom for one round. Tom offers to stake a value of 2 on this treaty. Kris thinks the promises to be made by both players are acceptable, but does not think there is enough incentive for Tom to uphold the treaty. Kris counters by offering to stake a value of 4 on the treaty instead. Tom and Kris agree to this new stake and the treaty is formed.*

Breaking or Dissolving a Treaty

Treaties between two players can end in one of two different ways: being broken or dissolving. Each is described below.

Breaking a Treaty

When a player goes against the promise they made when setting up the parameters of the treaty, the treaty is immediately broken. When a treaty is broken, the player that went against their promise must immediately suffer the consequences of their dishonorable actions. By default, that player must lose honor equal to the value staked on the treaty. If players are using treaty cards, then the treaty card will determine what consequences are suffered for breaking the treaty. After a treaty has been broken, the players are no longer bound by the promises they made when establishing the treaty.

Dissolving a Treaty

When a treaty is dissolved, since neither player has broken their promise, no penalties are suffered and the treaty ceases to be. A treaty can only ever be dissolved if the timeframe of the treaty has lapsed or if both players in a treaty mutually agree to dissolve it.

Treaty Limits

While playing an Enlightenment game, each player can form a treaty with any number of other players, but each pair of players may only have one treaty active between them at any given time. If a treaty between two players has dissolved, or been broken, a new treaty may be formed between those players.

Treaty Cards

The *Clan War* expansion introduces a new card type: treaty cards. These cards bring a more dynamic and unpredictable game experience to the use of treaties in Enlightenment games. To use these cards, shuffle them into a treaty deck at the start of the game and set it within reach of all players. These replace the default method of staking honor on treaties.

Whenever two players agree on a treaty, they place the top card of the treaty deck facedown between them without looking at it and mark the value staked on the treaty. When a player breaks that treaty, they reveal the card and resolve its text. Note that any treaty card that refers to "the player who did not break this treaty" refers only to the single other player with whom the treaty was made.

After a treaty is broken (and its effects resolved) or fulfilled (and its effects unrevealed), put it on the bottom of the the treaty deck.

Enlightenment Banned List

A few cards are banned in the Enlightenment format and cannot be included in any player's decks. As many copies of each other card may be included in a player's decks as the regular game rules (or card text) allow.

Banned List

When deckbuilding, a player may not include any copies of a card on the banned list in their decks and set of provinces.

- Display of Power (Core Set, 179)
- Togashi Tadakatsu (Disciples of the Void, 15)
- Karada District (Imperial Cycle, 4)
- Ide Tadaji (Imperial Cycle, 29)
- Jurōjin's Curse (Elemental Cycle, 55)
- Roving Michibiku (Elemental Cycle, 118)
- Severed from the Stream (Children of the Empire, 67)

Team Conquest Format

"Is this all the Doji thought to bring to their own castle? This will be easier than I thought."

The general eyed her ally, busy poring over the field reports. His elaborate mask did nothing to shroud his cruel enthusiasm.

"Do not think they fight alone," she retorted. "Altansarnai's Blue Horde may be stationed half a day's ride from here, but they will be already mobilized, and I am certain they have already sent riders to ambush us should we attack in the open."

"Are you suggesting the glorious armies of the Lion cannot strike down a few wayward ponies?"

Her hand clenched as she resisted ripping the report from his delicate hands. "I am saying that we would be stupid to pick a fight we are not certain we can win."

"Sacrifices are sometimes necessary when your goal is ultimate victory."

"A feint?"

He held out the report. One finger brushed over the characters describing their foe's noble reputation, drawing her eye. "I hear the Matsu don't take losses well."

"You have something up your sleeve, don't you? Some hidden agent or poisoned arrow."

He leaned back on his heels and pointedly did not answer. When he looked back to her, both wore a fierce grin.

Overview

The Team Conquest format is a way to play *Legend of the Five Rings: The Card Game* with four players. This format is a team format where two allied players play on a team against two allied opponents. Each team will either win or lose the game together.

This document details the changes to the standard rules that are adopted when playing the game with four players. It should be used in conjunction with the *Legend of the Five Rings: The Card Game* Learn to Play and Rules Reference found online at www.L5R.com.

The standard game rules apply wherever they are not explicitly altered, replaced, or negated by this document.

Setup

When setting up a Team Conquest game, each player on a team sits next to each other and across from one of their opponents. The opponent each player sits across from is the opponent that player will exchange honor with during honor bids in the draw phase. Follow the standard setup rules in the *Legend of the Five Rings: The Card Game* Rules Reference.

New Rules

Victory and Defeat

While playing the Team Conquest format, the standard rules for winning or losing the game are replaced. There are two ways a team can win a Team Conquest game: break the stronghold provinces of both opponents, or accumulate a total of 50 honor between both allied players' honor pools.

Teammates and Opponents

In a Team Conquest game, both players on a team will be declaring conflicts against their opponents to attempt to break provinces and, ultimately, their strongholds. Many card effects can be used to interfere with either opponent or to assist a player's teammate. In addition, characters can be played under the control of a teammate in order to defend that player's provinces. During the draw phase, each player will only exchange honor with the opponent sitting across the table from them, but either opponent can be attacked during the conflict phase.

The First Player Token

The first player token is given to a team rather than a player. Both players on that team are considered to be the first player. During action windows, each team has an action opportunity (rather than each player). When a team wishes to take an action, one of the two players on that team takes the action, then a player on the opposing team has an opportunity to take an action. This continues until both teams pass in sequence, and the action window closes.

At the end of the regroup phase, the first player token is passed to the opposing team and they become the first players.

Playing Characters

When a player plays a character from their hand or provinces, that player chooses to either play it under their own control, or under the control of their teammate. Once played, control cannot be exchanged except by card effects. Fate is put on the character from the fate pool of the player playing the character, regardless of which player controls it.

Passing Fate

Neither player on the team that passes first in the dynasty phase gains fate from the general token pool.

Drawing Cards

During the draw phase, each player selects a number on his or her honor dial as described in the *Legend of the Five Rings: The Card Game* Rules Reference and Learn to Play. However, honor is only exchanged between the two opponents sitting across the table from one another, based on the difference between those two players' honor bids.

If the combined total of two allied players' honor pools is ever 50 or higher, that team wins the game.

Declaring Conflicts

During the conflict phase, a team declares a conflict (or passes) rather than a player. Each team can only declare one military conflict and one political conflict, as described in the Rules Reference, and each conflict must be declared against a province controlled by a different opponent. These conflict opportunities alternate between teams, starting with the first players. When it is a team's opportunity to declare a conflict, that team makes the standard selections during conflict declaration: they select which of their characters are attacking, they select a conflict type (military or political), they select an eligible province to be attacked, and they select a ring to be the contested ring. Both players on a team may declare attackers in the conflict, and those characters participate on the same side together.

When an attacking team would gain fate from the contested ring, they choose which attacking player gains that fate.

Card effects may also grant players additional conflict opportunities; these are granted to that player's team. Any conflicts a team declares beyond their first two may be declared against any province. A team must attack a province controlled by each opponent before they attack a player's provinces more than once, unless a player's stronghold province is broken.

When a player's province is attacked, they may declare any number of characters they control as defenders in the conflict. The teammate of that player may also declare up to 1 character as a defender in the conflict. Those characters participate on the same side together. Both players count as defending players.

Conflicts cannot be declared against a player's stronghold province unless that player controls at least 1 broken non-stronghold province and that player's team controls at least 3 total broken provinces.

Resolving Conflicts

When resolving a conflict, players win or lose the conflict as a team, regardless of who controls participating characters. Any card abilities that trigger when a player wins a conflict can be triggered if that player's team wins a conflict (the same is true for losing a conflict), as both players on that team count as having won the conflict.

If the defending team controls no defending characters, the conflict is considered to be unopposed and each player on that team loses 1 honor. If any player on the defending team controls a defending character, no one on that team loses honor for unopposed.

When an attacking team wins a conflict, they may resolve the contested ring's effect as normal. The 🜍 and 🜏 ring effects may only be resolved against the opponent whose province is being attacked, but either player on the attacking team (not both players) may receive the ring's effect.

Glory Counts and the Imperial Favor

The Imperial Favor is controlled by a team, rather than an individual. When a card effect or framework step calls for a glory count, each team adds together the total glory on ready characters they control and adds 1 for each ring claimed by their team. This total is compared to that of the opposing team, and one of the two teams wins the glory count.

During each conflict of the appropriate conflict type, the Imperial Favor contributes +1 skill to the side of the team that controls the Imperial Favor.

Player Elimination

Players are not eliminated from a Team Conquest format game until their team loses. If a player's stronghold province is broken, they continue to play, with the following penalties:

◆ Treat the printed text box of that player's stronghold as if it were blank (except for **Traits**).

◆ That player cannot bid more than 2 during honor bids.

◆ That player cannot reshuffle either of their decks if those decks run out of cards.

◆ That player does not need to be attacked by the opposing team before their teammate can be attacked multiple times.

If a player reaches 0 honor, their stronghold province is immediately broken.

Broken stronghold provinces are immune to all card effects.

Unique Cards

When playing a Team Conquest format game, use the following rules in place of the normal rules for unique cards found in the Rules Reference:

◆ A player cannot take control of or bring into play a unique card if any player on their team already controls or owns another in-play card with the same title or printed title.

◆ A player cannot bring into play a unique card owned by either of their opponents if one of those opponents already control an in-play card with the same title or printed title.

◆ As a player action during the dynasty phase, a player may discard a copy (by title) of a unique character from their hand or provinces to place 1 fate on an in-play copy of that unique character that is controlled by any player on their team.

◆ While the players on a team control more than one copy of a unique stronghold, province, or holding, treat each copy of that card as if its printed text box were blank and as if it had a strength (or bonus strength) of 0.

Clarifying Concepts

The following sections clarify concepts that may occur during Team Conquest games.

"In Player Order" and "Pass Consecutively"

The phrase "in player order" is used to dictate the order in which players resolve or execute a game step. In the Team Conquest format, when players are instructed to do something in player order, the first players do so as a team, selecting one of the players on that team to follow the instructions, then the opposing team acts, selecting one of their players to follow the instructions. The other player on the first player team then fulfills the instructions, and then the final player who has not yet fulfilled the instructions.

In the Team Conquest format, when a game sequence would continue until each player "passes consecutively" it continues until both teams pass consecutively (a team passes instead of a player). This includes, but is not limited to, action windows, reaction windows, and interrupt windows.

"Your Opponent"

Any card ability that refers to "your opponent" or "an opponent" refers to either player on the opposing team, chosen when resolving the card ability.

Duels

When choosing characters to be involved in a duel, both characters chosen must be controlled by players on opposing teams. All other parameters for choosing characters for a duel must still be followed as described in the Rules Reference.

Claimed and Unclaimed Rings

A single unclaimed ring pool contains the five rings that can be used to declare conflicts. When a team declares a conflict, they select one of the rings from this unclaimed ring pool as in the standard game.

Each team has a shared claimed ring pool. For the purposes of card and game effects, a team's claimed ring pool counts as the claimed ring pool of both players on that team.

Participation in a Conflict

During a conflict, all four players may control participating characters. Characters controlled by players on the same team participate on the same side of the conflict and contribute their skill towards the same total. Characters controlled by any player may be moved to the conflict, put into play in the conflict, or played into the conflict on the side of its controller's team. Any card effect that would reference a player's side of the conflict references that player's team's side instead.

During the conflict action window, each team has an opportunity to take actions. The action window does not end until each team passes consecutively.

Eligible Provinces

During a conflict, a province is only considered to be an "eligible province" to be attacked if it is controlled by the defending player. The provinces of the non-defending players are not eligible to be attacked.

Frequently Asked Questions

◇ *Because a player normally selects one of their opponents to be the opponent referred to by card abilities that reference "your opponent," how does Hida Kisada (Core Set, 37) work?*

Hida Kisada will cancel the first Action ability triggered by a player on the opposing team during each conflict, but will only cancel a total of one ability each conflict. Kisada's controller does not select which opponent his ability applies to, as either opponent could qualify for Kisada's ability and it is mandatory.

Additional Players

If players wish to play a Team Conquest game with more than 4 players, additional players can be added to each team by adjusting the parameters for victory.

◇ **Honor Victory**: With six or more total players, a team wins if the combined total of the allied players' honor pools is ever equal to 25 per player. *(If a team has three players, they win when they reach a total of 75 honor, if a team has four players they win when they reach a total of 100 honor, etc.)*

◇ **Stronghold Victory**: A team loses when the stronghold province of each player on that team is broken. A team's stronghold provinces are eligible to be attacked when that team collectively controls X broken provinces, where X is 1 plus the number of players on that team. *(If a team has three players, the stronghold provinces of that team can be attacked when they control a total of four broken provinces, if a team has four players, the stronghold provinces of that team can be attacked when they control a total of five broken provinces, etc.)*