

Battle for Rokugan

FAQ Version 1.2

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This document contains frequently asked questions for the Battle for Rokugan board game. Updated text is in red.

General Play

Q: Can you play both of your scouts, your shugenja, the first player card, and a Shadowlands territory card all on the same turn?

A: Yes, you can play as many cards that use the "Play at the start of your turn during the placement phase" timing as you want on a single turn.

Combat Tokens

Q: Since attacking shinobi tokens are placed in the middle of a province, is it legal to place more than one of them in one province?

A: Yes.

Q: Is it possible to play more than one blessing token on a facedown combat token?

A: Yes.

Q: The rules say "A player can place a shinobi token in the center of any province." Can you only place it in the center? If you placed it on the border, is it removed as an illegal token when revealed?

A: Yes, you can only place it in the center. If a shinobi is placed on a border, that is an illegally placed token.

Q: Is placing a token "in a province" the same as placing a token "in the center of a province"?

A: Yes.

Q: What happens if you place a blessing on top of a facedown raid, bluff, or diplomacy token?

A: After combat tokens are revealed, if a blessing was placed on top of a diplomacy, raid, or bluff, the entire token stack is considered illegal and is removed. (Protecting those tokens against effects and abilities during the placement phase goes against the intention of the game.)

Q: Can you place blessings on faceup combat tokens?

A: No.

Q: Can you place a raid in an uncontrolled province?

A: Yes.

Q: Are you allowed to deliberately place tokens illegally as a bluff?

A: Yes, but you still have to follow the rules for placing one of your tokens. For example, if you don't have adjacency to a province, you can't place a token on its borders.

Q: Can you attack your own province?

A: No.

Q: If I place a bluff token attacking an opponent's province and the opponent does not place a token to defend, does that count as a successful defense?

A: No.

Q: Does placing a diplomacy token count as a successful defense?

A: No.

Q: Can I discard my bluff token to satisfy the requirement for Purge the Weak?

A: Yes, but since discarded bluff tokens are always returned to their owners' hands (page 8 of the rules), you should place the discarded bluff token faceup in front of your daimyō screen for the duration of that round to ensure you don't accidentally use it.

Special Tokens

Q: Can the special tokens placed by territory cards (harbor, defense bonus, honor bonus, etc...) replace one another?

A: Yes. However, peace and scorched earth tokens cannot be replaced.

Q: Can peace and scorched earth tokens replace one another if using a territory card effect?

A: No.

Q: Peace tokens prevent attacking to or from, but do provinces with them still count as adjacent to others for the purpose of playing raids?

A: No, they do not. You would need to have another adjacent province in order to place a raid without an accompanying shinobi. However, provinces containing peace tokens do count as adjacent for the purposes of secret objectives.

Q: Can a province with a peace token be the target of a raid?

A: No. "Players cannot place combat tokens in a province or on the border of a province that contains a peace token."

End of Game

Q: Who wins if there is a tie for honor at the end of the game?

A: The tied player who controls the highest number of territories wins. If there is still a tie, the tied player who controls the highest number of provinces wins. If there is still a tied, the tied players share a victory.

Territory Cards

Q: If player A loses control of a territory and player B gains control of the same territory at the end of a resolution phase, does player B get the card from player A?

A: Yes.

Q: Can the "Pirate Raids" and "Diplomatic Mission" territory cards be played on provinces that already have peace or scorched earth tokens?

A: No.

Secret Objectives

Q: For a secret objective card that instructs you to control either a clan's capital or two of its provinces, what happens if you control both the capital and two provinces? Is it still satisfied?

A: Yes.

Q: Can a player successfully complete the "Way of Humility" secret objective (control the fewest provinces) if they are tied with another player for the lowest number of provinces?

A: Yes.

Battle Resolution

Q: A question about ties in battle resolution. The rules state "If there is a tie for the highest total, the defender wins the battle." So even if both attackers had a higher total than the defender, if the attackers have the same total strength, the defender would win?

A: Yes.

Q: If a defender was tied with a Crane attacker, would Crane win because of their ability?

A: Yes.

Q: On page 10, under Successful Defense, there is no instruction to remove the defending tokens. Do these tokens remain on the board indefinitely or until a battle occurs at that province?

A: They are removed at the end of step 5 of the resolution phase like all other combat tokens played during that round.

Q: A province contains a single Crab control token. Unicorn attacks the province and Crab places an army to defend it. Later in the round, Crab plays a Shadowlands territory card that requires the sacrifice of a control token. They choose to sacrifice the single control token in the attacked province. Does Crab still control that province? Is the defending Crab army token now illegally placed?

A: Since no one controls that province (as the only control token was removed), an army token cannot be placed in the center of it. The defending Crab army token is now illegally placed and would be removed during step 2 of the resolution phase.

First Player

Q: If the First Player card targets a player's bluff token, does that bluff token go to their token pool or back to their hand?

A: On page 8, the rulebook states, "Discarded bluff tokens are always returned to their owners' hands." If the first player chooses an opponent's bluff token, it is returned to its owner's hand, but set aside until the next round; they cannot use it this round. It is recommended that they place it faceup in front of their daimyō screen for the duration of that round to ensure they don't accidentally use it.

Q: The rules state, "If a neutral initiative card indicates more than one player would be first player, the tied player closest to the right of the current first player is the new first player." What if one of the players indicated is the current first player? Are they the new first player as they are closest to themselves?

A: In this situation, the current first player would not retain the first player token. If there are two tied players, it would go to the other tied player. If there are three tied players, it goes to the other tied player sitting closest to the current first player's right.

Clan Abilities

Q: The Phoenix clan ability reads, "You ignore clan capital defenses when attacking." What exactly does "clan capital defenses" refer to?

A: This refers only to the printed defense value for the clan capital. Defense bonus tokens and faceup control tokens are not ignored.

Q: How does the Unicorn clan ability work?

A: Immediately before step 1 of the resolution phase, Unicorn can switch two of their placed combat tokens. For example, if Unicorn has placed a shinobi in the center of province A, and a raid in the center of province B, they can switch those so that the shinobi is in province B and the raid is in province A. However, the tokens must still be legally placed, otherwise they will be discarded during step 2 of the resolution phase.

Q: When a Unicorn player switches position of two of their tokens, can one of those come from behind their screen? We didn't know if that was considered a "position" or not.

A: No, they can only switch the positions of two of their combat tokens on the board.

Q: If Lion places their bluff to defend a province that doesn't get attacked, does it count as a successful defense?

A: No.

Q: Does the Crane ability apply to final scoring?

A: No.