



What do I need to play L5R Diskwars?

To play L5R Diskwars, you will need an Army of Disks and one or more other players to battle against. We recommend that each player purchase a L5R Diskwars Army Set. If this is not possible, you can split the number of Disks contained in one Army Set into two smaller Armies and play a series of very small battles. It is also a good idea to acquire a ruler for measuring purposes. If one is not available, you can cut out the ruler that is printed on the bottom of this rulesheet.

Winning the Game

L5R Diskwars is played by using different scenarios, each with its own victory conditions. We have included several such scenarios at the end of these rules, and encourage you to make up your own scenarios as well.

Anatomy of the Disks

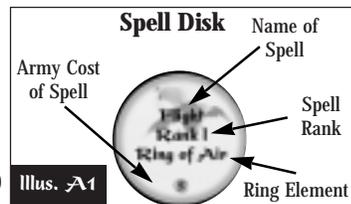
There are four types of Disks in L5R Diskwars.

1) Stronghold Disks

Stronghold Disks are the largest disks in L5R Diskwars, and represent the home of your Clan. A Player may Activate the ability on his Stronghold only if at least 75% of the points that he spent on Units and Items are disks from that Stronghold and Clan.

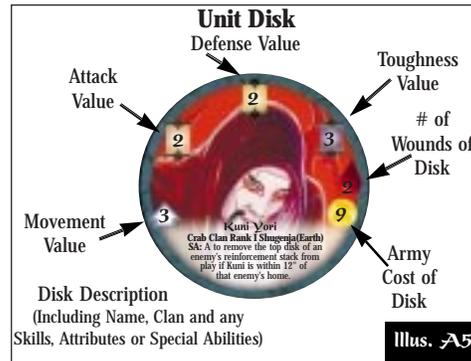
2) Spell Disks

There are 42 different types of Spells in L5R Diskwars. These small Disks are used by Unit Disks with the Shugenja skill. (For details on Spells in the game, see the "Action: Cast a Spell" section of these rules.)



3) Unit Disk

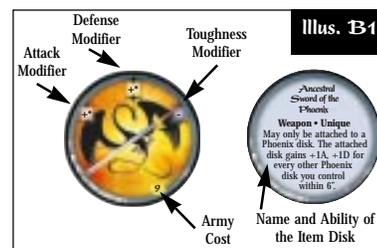
The most numerous and important Disks in your L5R Diskwars collection are the Unit Disks. These Disks represent units of soldiers, cavalry and archers. They also represent individual heroes, shugenja and terrible monsters. You can recruit all these Disks to your L5R Army.



Important Note: Throughout these rules, when we refer to a "Disk," we mean the "Unit Disk." Stronghold Disks and Spell Disks are indicated by the "Stronghold" and "Spell" adjectives.

4) Item Disk

This disks are the same size as Spells disks. Items attach to disks (touching your Stronghold upon entering play and may not be moved thereafter. Unit Disks may not have more than one Item Disk attached at any given time. Items can give special abilities to the attached Unit disk and may modify the Attack, Defense, & Toughness of the Unit Disk.



The two sides of Item disks are different. The front side has the picture of the Item and the stats it modifies and the other side has a description of the ability the Item confers on the attached Disk.

Determining the Size of an Army

The size of an Army is determined by its total number of Army Points. Before a L5R Diskwars game is started, players must agree to how many total Army Points each player should have. This number will determine how many, and what types of Disks players will want to put in their respective Armies.

Each Unit, Item, and Spell Disk has an Army Point Value. (Example: Mirumoto Daini has an Army Point Value of five. Therefore an Army of 50 points would be 10 Unit Disks, 10 Item Disks, and 10 Spell Disks.) Players assemble their Armies of Unit, Item, and Spell Disks until the sum of their Army Points reach the agreed-upon total.

An Army of 50 points is a small Army; an Army of 250 points is a huge Army. (As a rule, the smaller the Army, the faster the game!)

Players can add Units, Items, and Spells to their Armies as long as the total number of Army Points do not exceed the agreed upon total.

THE VAST CHAMBER was silent and still. She was alone. She stepped closer to it, the swish of her satin the only sound in the room. Her footfalls led her to the Emerald Throne of the Hantei Dynasty and she looked upon the carving that showed the sun goddess and the first Emperor and the fissure that separated the two. Shadows fell across the image, making the crack seem deeper than it was, or perhaps the shadows revealed its true depth.

"The first steps have been taken, sweet Mother Sun," she whispered. "Already, one of your chosen has fallen. I have wounded one of your 'Seven Thunders.'" There was the slight sound of laughter in her voice. "I cast him down from the light of your favor. He is nothing." Her fingers caressed the lion head engraved in the throne. "The next fall will be even more delicious than the Crane's."

She spun about, the folds of her kimono folding all about her and she fell into the arms of the Emerald Throne. Only the darkness heard her laughter. She spoke. "Aramoro?"

The darkness answered. "Yes, my Lady?"

The lids of her eyes gently closed. "Kisada has made his alliance with the dark lands?"

The darkness answered again, "Yes, my Lady."

She smiled. "Excellent."

"But there is other news that troubles me."

She smuggled into the Throne, her eyes closed and her smile unflinching. "Yes, what is it?"

"Lord Toturi is leading an army of Dragon samurai."

"We knew that, Aramoro. You have not told me anything new."

"He brings with him the armies of the Naga."

Her back straightened and her eyes flashed open. "Naga?"

"Aye, my Lady."

Thunder rolled in the distance as the darkness waited her commands. Her eyes seemed lost for a moment, but then she regained command of her thoughts. "Panic will not serve us well at this hour," she said. Then, she regarded the darkness once again. "Tell Lord Kisada... Suggest to the Great Bear that Yakamo would serve us well in this situation. I am sure he will come to the same conclusion."

"Yes, my Lady." The darkness was silent again.

"Naga?" she whispered. "Indeed, the situation has changed." But then she remembered the young Dragon samurai- maiden who had only recently left the palace and she smiled. "A small surprise for you from me, Lord Togashi," she said. "I only wish I could see under that mask of yours when you see how much she has changed." It took all of Kachiko's will not to fill the dark room with victorious laughter.

FOUR MONTHS HAVE PASSED since the storms of war came to Rokugan. Already the face of the Empire has changed. The peaceful fields of flowing green have become wastelands of scorched earth, soaked in the blood of fallen samurai. As if the days were not dark enough, news of the treachery of Doji Hoturi have spread like wildfire throughout the Empire. The Crane Lord led an army of madmen against his own Clan at the Battle of Kakita Castle, and if it was not for the armies of the Phoenix, Unicorn and Dragon (led by Shiba Tsukune, Otaku Kamoko and the ronin, Toturi), the Crane would have been destroyed. The Crab armies were forced to retreat from their sanctuary at Beiden Pass back into their own Provinces. Hida Sukune has faced defeat after defeat from the fallen Lion Champion Toturi, and now he returns home to face his angry father, the Great Bear Hida Kisada, while the Unicorn hold Beiden Pass, the crossroads of the Empire.

Meanwhile, the Phoenix Clan have discovered that the forbidden Black Scrolls have been opened. Dark prophecies surround the opening of the Scrolls, and while the Phoenix Clan awaits the return of their Master of Earth from his investigations in the Shadowlands, they wonder what evil force may have been released with the opening of the Scrolls.

The Emperor falls deeper and deeper into a death-like trance as the remnants of the Scorpion Clan form a dark plan of revenge in the Imperial Palace. The six Clans throw military might at each other while the Scorpion grow stronger, as if they were taking the very life from the slowly dying Hantei.

And far to the west of the Empire, Mirumoto Daini has returned. Two months ago, the ronin Toturi sent him out to seek assistance against the growing armies of Shadowlands creatures, and he returned with an army – an army of Naga. The legendary serpent folk have come to the Empire for a single purpose: to put an end to the Clan War, for if Rokugan will not unite to fight the rising evil of the Shadowlands, they know that both Empires will be destroyed.

But Lion armies are on the edge of Crane Lands, waiting for the command to strike, and the Unicorns know it is only a matter of time before one of their comrades tries to gain control of Beiden Pass. Now, more than ever, the time has come for action. The time of distant thunder is over. A dark shadow has been cast over the Empire, and only unity will be able to stop it.

Introduction

You have taken a step into a new and exciting world of gaming. L5R Diskwars will provide you with hours of fast and furious fun. With this new type of game, you can wage epic battles, devise grand campaigns or simply create small skirmishes with a couple of friends. You may also use disks found in Fantasy Flight's Diskwars as both games are completely compatible. L5R Diskwars can be played by any number of people, and the wide variety of armies, monsters, and spells ensure that no two games will be alike.

Example: Brian, Jessica, and Jim are ready to play a game of L5R Diskwars. They decide that they want to play the "Massacre at Funeral Mound" scenario, and that each player should have a 100 Point Army. Now the three players secretly gather their Unit Disks and Spells. Each player may decide which Disks to include, but the total Army Point value of each player's Army may not exceed 100 points.

Note: A player may always build an Army with an Army Point Total **lower** than agreed.

After determining the size of the Armies, there are several things a player must keep in mind about his disks when assembling an Army: their Clan, any Restrictions, and whether or not the disk is Unique.

Clans

There are many different Clans in L5R Diskwars including: Crab, Crane, Dragon, Lion, Naga, Phoenix, Scorpion, and Unicorn. Each Unit Disk has its Clan written on the Disk. Some disks have no clan and are considered Unaligned. When creating an Army you must base the Army around a specific Clan. At least 50% of your total Army points (less points for Spell Disks) must belong to one specific faction. Thus in a 100 point Army, at least 50 points must be from one faction; the remaining 50 points may be from any other Clan.

Note that Army Points used for Spell Disks are subtracted from the total before the above breakdown occurs. So in a 150 point Army, if a player takes 30 points in Spell Disks, that player must recruit at least 60 points from one faction, and may recruit up to 60 points of other factions.

Example: Jim is assembling a 100 point Crane Army. He has taken 25 points for Spell Disks. Thus he has 75 points left for Unit Disks. 38 points must be Crane and 37 points can come from other clan.

Unique

Some Disks are labeled "Unique." A player may never have more than one Unique Disk of one kind in his Army. (Isawa Tsuke is "Unique," thus a player may never put two "Isawa Tsuke" Disks in his Army).

The Playing Surface

Diskwars can be played on any flat surface, though we recommend a large table covered with a one-color tablecloth. It is best not to play L5R Diskwars on a slick surface, lest the Disks become hard to control and "slide" on the table. For a 2-4 player game, a dining room table (with tablecloth) is the ideal surface for playing L5R Diskwars.

Starting the Game

After all players have gathered their Armies, they must separate their Unit, Item, and Spell Disks into two separate stacks: the Reinforcement Stack and the Spellbook.

• The Reinforcement Stack

All of a player's Unit and Item Disks are placed in a single stack. The order of this stack is very important! During the game, when a player receives reinforcements, these always come from the top of a player's Reinforcement Stack. Once the game is started, the order of a player's Reinforcement Stack may not be changed. Thus, it is wise to carefully plan the order of your Reinforcement Stack.

When Items enter play from your Reinforcement Stack they attach to one of your disks that is touching your Stronghold, either by being on top of it or by touching it edge to edge. If you have no Disks touching or your Stronghold, the Item is sent to the bottom of your Reinforcement Stack to be brought into play no sooner than next turn.

Other players may **never** look in your Reinforcement Stack, but will always be able to see the top unit of your Reinforcement Stack.

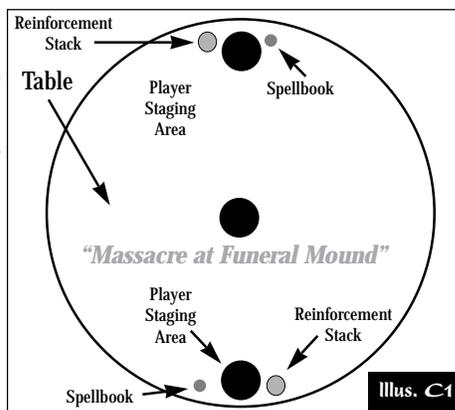
• The Spellbook

If a player has Spell Disks in his Army, they are placed into a separate stack. The **Spellbook Counter** (found on the component flat in every L5R Diskwars Army Set) is placed on top of this stack in order to hide the Spells from opponents. This stack of Spell Disks is from now referred to as your "Spellbook." The order of this stack is not important, as Spells can be brought into play in any order.

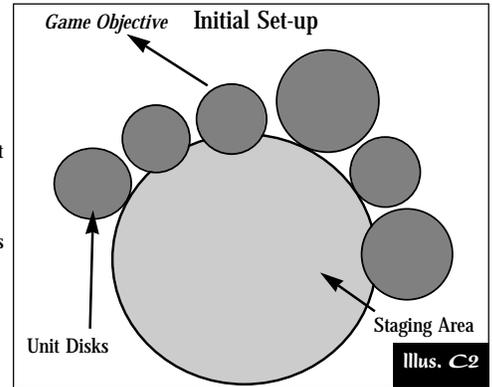
The Reinforcement Stack and Spellbook should be placed on the game table so that they do not interfere with the game. These stacks *do not* represent obstacles, and must be moved if a Unit Disk needs to move into the physical space where the stacks are sitting on the table.

The Initial Set-up

The initial set-up is determined by the scenario that you are playing. Most scenarios give each player a "Staging Area" represented by a Stronghold Disk. There are six suggested scenarios in these rules. Here is an illustration (C1) of "Massacre at Funeral Mound," set up for a two-player game.



In most scenarios, before the actual game begins, players may place a number of "Starting Disks." Players take a number of Disks from the tops of their Reinforcement Stacks and place them so that they are touching their staging areas, either by being on top of it or touching it edge to edge. Here is an example of such a placement. (When reinforcements come into play, they are placed in a similar manner.)



In the illustration (C2), a player has placed 6 starting units on his staging area. Starting and Reinforcement Disks may be placed so that they "overlap" each other, but this is usually not a good idea (for reasons explained later). Also note that the player has placed his Unit Disks nearest the game objective (which could be "Funeral Mound" as illustrated in the previous illustration).

Playing the Game

Once players have placed their initial units the game is ready to begin.

L5R Diskwars is played in a series of rounds until a player fulfills the victory conditions for the scenario and thus wins the game. Each round is broken down into these five segments:

- 1) Reinforcement Segment (Not first round)
- 2) Activation Segment
- 3) Missile Segment
- 4) Combat Segment
- 5) Remove Counters Segment

Reinforcement Segment

At the beginning of each round, players may take reinforcements from the tops of their Reinforcement Stacks and place them onto the table so that they are touching their respective staging areas. The number of reinforcements that players may bring into play each turn is determined by the scenario being played. Note that a reinforcement may never be placed so that it touches an enemy Disk.

Reinforcements are never placed during the first round.

Activation Segment

This is the longest and most complicated Segment. During the Activation Segment, players take turns, each activating three of their Unit Disks until no player has a unit that they can, or wish, to activate.

Activation

All units can be activated once per round. When a Disk is activated, it performs one of three actions:

- a) Move
 - b) Activate a Special Ability (SA)
- or
- c) Cast a Spell



Immediately after a unit has been activated and performed one of the above actions, place an Activation Marker on the Disk. The Activation Markers keep track of which Disks have performed actions. A Disk that has not yet performed an action, and thus has no Activation Marker upon it, is referred to as an "unactivated Disk." A player may not activate a Disk that already has an Activation Marker placed upon it. Plenty of Activation Markers can be found on the component flat in every L5R Diskwars Army Set.

Note: A Disk can be activated and perform no action. Simply place an Activation Marker on the Disk.

SPECIAL RULE: A Disk **cannot** be activated (move, cast a Spell, or use a Special Ability) if another Disk is *on top* of it. This is always true, even if both Disks belong to the same Army. The Disk on the bottom is considered "pinned" by the Disk atop it. *Note: When a Disk with an attached Item is pinned, SA's on the Item may not be Activated.*

• Order of Activation

Before the game begins, players randomly decide who will be the first player to start activating. The player who begins activating is the first player. The first player activates three of his units, followed by the player to his left, who activates three of his units, and so on, until each player, in clockwise order, has activated three units.

The first player now activates three more units, followed by the player to his left, etc. This process continues until all players have no more units that they can, or wish, to activate.

A player may activate up to three Disks during his activation turn. If a player activates fewer than three Disks during his turn, that player may activate **no more Disks** during this Activation Segment.

In the next game-round, the position of first player switches to the person immediately to the left of the previous first player.

Example: George, Laura, and Bob (seated in that order) are playing L5R Diskwars. It is the beginning of an Activation Segment, and all players have nine Disks on the table.

George is the first player. George activates three of his Disks, followed by Laura, who activates three of her Disks, followed by Bob, who activates three of his Disks. All players have activated three Disks. George is still the first player, and now activates three of his remaining unactivated Disks. Play passes to Laura, who activates three unactivated Disks, and then Bob, who does likewise.

All players have now activated six Disks, and have three unactivated Disks left on the table. As the first player, George has the first opportunity to activate his three remaining unactivated Disks. George does not wish to activate any more Disks and is done activating for this Activation Segment. After George has announced this, Laura activates her last three unactivated Disks. Bob also activates his last three Disks.

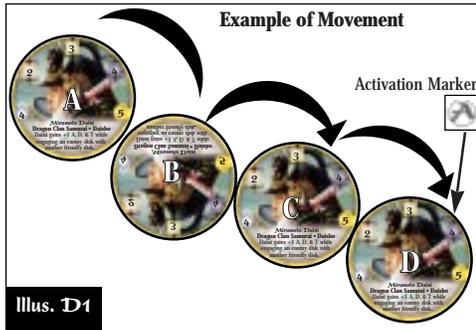
Laura and Bob cannot activate any more Disks, and George, by not activating three Disks during his turn, has declared that he is done activating for the Activation Segment. Since all players are done activating, the activation segment is over. If one or more players had more Disks to activate, they would have continued the Activation Segment without the players who are "done" for this round.

Action: Movement

Any Disk with a Movement Value of "1" or more can move in the playing area. Movement is executed in the following fashion:

If a player activates a Disk to move, he may FLIP that Disk end-over-end in any direction, as many times as the Movement Value allows. Thus a Disk with Movement Value of "3" may flip three times. A Disk may always flip fewer times than its Movement Value, but never more.

Muramoto Daini, in the illustration (D1), has a movement of "3." The Disk begins the Activation Segment at position "A." During the Activation Segment, the player activates this unit to move. He first flips it once to position "B," so that the side of the Disk that was facing the table is now face up. This flip was one move. For the Disk's remaining two moves, the player first flips the Disk to "C" and then to position "D." The unit cannot move any further, and has now been activated. The player places an Activation Marker on this Disk.



Rules for Movement

- A Disk must immediately stop movement when it overlaps another Disk, even if the Disk is in the same Army. If you Activate a Disk and move it so that it overlaps an enemy Disk *and* ends its movement on that Disk, this is considered an ATTACK.
- A Disk cannot move (nor do any other form of activation) if another Disk is on top of it. If a Disk cannot move because another Disk is on top of it, it is considered PINNED.
- A Disk with an attached Item temporarily sets the Item aside to move the Disk. The Item is still considered attached to the Unit Disk during movement.
- A Disk that moves or is forced off the table is permanently removed from the game. No one receives credit for killing this Disk.

Flying Units

If a Disk has the FLYING skill, indicated by the flying symbol on the Disk, it may move over friendly and enemy Disks without stopping. A Flying Disk is not considered to be touching the Disks (as defined below) that it "flies over" in this manner. If a Flying Disk ends its movement on another Disk, however, it is touching (and pinning) that Disk as normal.



- A Flying Disk cannot move over an enemy Flying Disk, and must stop its movement as soon as it touches such. It is then attacking the enemy Flying Disk.
- A Flying Disk that is not currently moving is considered to have "landed." Thus other non-Flying Disks can, at any time, attack Disks with Flying skill at no penalty.

Action: Special Ability

Rather than move or cast a Spell, a Disk may activate to use a Special Ability (SA). Special Abilities vary from Disk to Disk. Some Disks have no Special Abilities, and some Disks have several.

Reading Special Abilities

Special abilities are described on the Disks themselves, using the following abbreviations:

- A** = Activate / Activation / Activated
- UA** = Unactivated (a Disk with no Activation Marker)
- M** = Movement Value
- AT** = Attack Value
- D** = Defense Value
- T** = Toughness Value

For example, the Special Ability of Asahina Tomo is: "SA: A to give any friendly Disk within 12" +3M this turn."

This reads "Activate to give any unactivated Disk within 12 inches three extra movement this turn." Thus, a player can activate Asahina Tomo, and nominate one unactivated Disk (within one foot) to add 3 to its Movement Value this round.

Some SA have a "Without Activating" clause. These Special Abilities may only be used once per turn, regardless of whether the Disk is Activated or not. In addition, using this ability does not Activate the disk as a normal Special Ability would. This SA does not count as an Activation, so players would still have to Activate 3 other disks during this activation turn.

Action: Cast A Spell

Spells are an important part of L5R Diskwars. The clever concoctions of powerful shugenja always create an element of uncertainty on the battlefield. You never know what wicked magic your opponent has stored in his Spellbook, waiting to destroy your powerful hero or foil your brilliant plan.

Spells are "cast" by Disks with the **Shugenja** skill. Spellcasting is not considered a Special Ability (SA). These Shugenja may cast one Spell as an activation during the Activation Segment. After a Disk has cast a Spell, place an Activation Marker on the Disk and discard the used Spell Disk. All Spells are cast from the player's central Spellbook. Shugenja do not have their own Spellbooks.

The effects of Spells vary from Spell to Spell. On this rules-sheet you will find the "Master Spellbook" where the effects of all the L5R Diskwars Spells are described in detail.

Each Spell Disk has four pieces of information: the Spell's **Name**, its **Rank**, its **Ring**, and its **Army Point** cost.

• Name

The name of the Spell identifies the Disk. Each Spell has a specific function and effect, as described in the "Master Spellbook."

Example: John casts a "Fires From Within" Spell with his Rank II Shugenja. John then refers to the Master Spellbook and reads aloud the effect and function of the Spell. Then he enacts the effects on the playing area. After the Spell has been cast, it is "used" and cannot be played again. John removes the Disk from the game.

• Spell Rank

Not all Shugenja are of the same ability. In L5R Diskwars, there are three types of Shugenja: **Rank I**, **Rank II** and **Rank III**. Each Spell Disk has printed upon it the rank necessary to cast it.

A Shugenja with Rank I casting ability can only cast Rank I Spells. (Fires from Within is a Rank II Spell, and can therefore not be cast by a Rank I Shugenja.) A Shugenja with Rank II casting ability can cast Spells of Rank I and Rank II. A Shugenja of Rank III casting ability is the most powerful type of Shugenja, and can cast all Spells.

Example: John has three Rank II Spells remaining in his Spellbook. Unfortunately, his Shugenja with Rank II ability has been killed. John has a Rank I Shugenja on the field, but he may not use any of the Rank II Spells in the Spellbook.

• Spell Ring

Each Spell Disk and Shugenja is Associated with an Element Ring (Air, Earth, Fire, Water, Void). Level II Spells cost 2 points less and Level III Spells cost 3 points less if you have a Shugenja of the same Ring in your Army. Unfortunately Shugenja may not cast

Measuring

When playing L5R Diskwars, from time to time you will be required to measure a distance, usually one foot (12 inches) or half a foot (6 inches). When a measurement involves a distance between Disks, you should measure from the edge of one Disk to the edge of the other Disk. If some part of both Disks is within the distance needed, the measurement is "in range." Note that you may not measure Missile range before nominating a Missile target, nor may you measure prospective movement of Disks (unless the Disk specifically tells you to.)

spells opposite their Rings.

Air Ring is opposite Earth Ring and vice versa
 Fire Ring is opposite Water Ring and vice versa
 Void Ring has no opposites.

Therefore Shugenja with the Fire Ring may not cast a Water Spell even if you have it in your spellbook.

Army Point Cost

Each Spell Disk has an Army Point Cost value that is added to the total point value of your Army. Thus, the more Spells that you put in your Spellbook, the fewer points you will have to recruit Unit Disks. There is no restriction on how many Spells you can put in your Spellbook. Just remember that if your last Shugenja has been killed, the Spells in the Spellbook are useless. (They are also useless if their Spell rank is too high for the Shugenja you have in play.)

Notes on Spells

- Certain Spells damage other Disks. If the damage is sufficient to kill the Disk, remove the Disk from play immediately. If the Damage was insufficient, leave the Spell Disk (if possible) on the target in question. This damage is cumulative and added to any damage that the Disk takes in the Missile Attack and Combat Segments this round.

Example: A Shugenja casts Fires from Within on a mighty Dragon. The Dragon's Toughness Value is "9" and the Fireball only attacks with a strength of "6" – not enough to cause a Wound on the Dragon. The Fires from Within Spell should be left on the Dragon, however, for now only 3 additional damage is needed to Wound the Dragon.

- All Spells are "spent" after they have been used. Thus, after a Spell has been used, remove the Spell Disk from play – do not place it back in your Spellbook. (When a player has no more Spells in his Spellbook, that player cannot cast any more Spells).
- While some Spells (such as Rain of Steel) may simulate Missile fire, they are not Missiles, and are not affected by those game elements which affect Missiles and Missile fire.
- Shugenja may cast Spells on themselves, so long as the Spell does not require the target to be unactivated.

Missile Segment

When the Activation Segment is over, players may initiate ranged attacks with their Disks that have the **Missile** skill. On the Disk descriptions and in these rules, any Disk that has the **Missile** skill is referred to as an Archer Disk. Firing Missiles is not considered a Special Ability (SA).

A Disk may not fire any Missiles if it has an Activation Marker on it. Thus, a Disk cannot activate in the Activation Segment and later fire Missiles in the Missile Segment.

In L5R Diskwars there are four types of Missiles, each with its own characteristics.

| Missile | Range | Damage |
|--------------------|-------|--------|
| Arrow | 12" | 2 |
| Fireball | 6" | 4 |
| Poisoned Shurikens | 6" | *1 |
| Rocks | 6" | 1 |



* *Damage from Poisoned Shurikens is considered to reduce the Toughness of disks it lands on by 1 and the Disk is considered Poisoned. The effects of Poisoned Shurikens are not removed from a Disk as normal missiles during the Remove Counters Phase, described later. A Poisoned Disk may Activate to remove all Poison Counters from itself during the Activation Segment. Disks immune to damage from Missiles are immune to Poisoned Shurikens.*

All Missile Counters can be found on the component flat in every L5R Diskwars Army Set.

How to Fire Missiles

Starting with the first player, each player fires Missiles from all his unactivated Archer Disks, then places Activation Markers on each of them. Play continues clockwise until all players are finished firing Missiles. (A player may choose not to fire missiles from an unactivated Archer Disk.)

An Archer Disk is allowed to fire Missiles if the following criteria are met:

- Disk does not have an Activation Marker
- Disk is within range of a target
- Disk is **not** being pinned
- Disk is not overlapping an enemy Disk

Range

As indicated on the above table, different Missiles have different ranges. Arrows, for example, have a range of 12" and do 2 Damage (see below for an explanation of damage). Thus, you must measure with a ruler to determine if an enemy Disk is within 12" of your Disk with

the "MISSILE: ARROW (2)" Ability.

Note that you may not measure until you have nominated a target for your Archer Disk. Once a target has been nominated, you may measure the range. If the target is out of range, the Archer Disk may not fire – nor may it nominate another target. A Disk may not fire Missiles if no targets are within range.

Number of Missiles

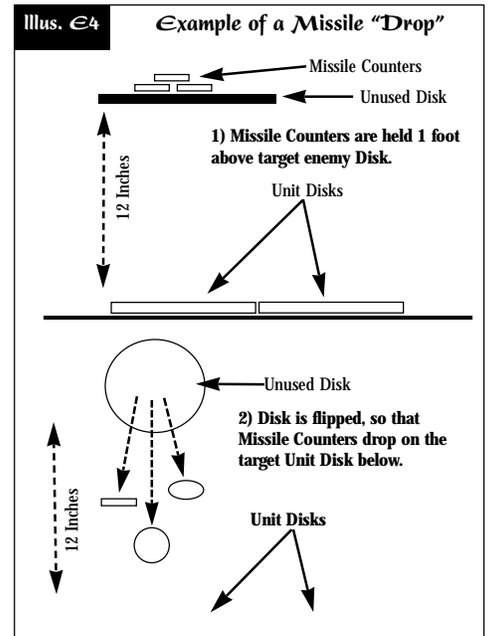
The actual number of Missiles that a Disk may fire depends on the Disk itself. After every denomination of Missile skill there is a number in parenthesis (*). That number denotes how many Missiles that unit may fire each time it shoots.

Example: An Archer has written upon it "MISSILE: ARROW (3)." This means that the Archer Disk may fire 3 arrows.

Firing Missiles

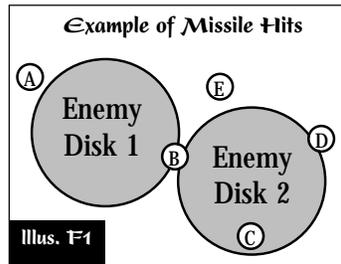
The player "shooting" Missiles takes an unused Disk, and places the Missile counters to be fired on this Disk. The player then holds the Disk horizontal ONE FOOT (or more) above the target, with the Missile Counters resting upon it (see illustration E4). Then the player flips the Disk. The Missile Counters now drop to the playing surface. Any Disks upon which the Missile Counters finally rest are damaged. The amount of damage received is determined by the Missile Type.

- A Disk with the Missile skill must use **all** its Missiles in one "drop." It cannot split its Missiles into several attempts.
- If a player drops a Missile so that it bounces onto one of his own Disks, that Disk takes the damage. This is considered "friendly fire."
- If a Missile Counter strikes another Missile Counter already on top of a target, causing the previous Missile to "bounce" off-target, the new Missile misses and the old Missile is placed back on the Disk.
- Missiles that miss and do not land on any Disks should be removed right away so not to confuse the playing area.
- If a Missile lands on top of another Missile, both missiles inflict their damage.
- If a Missile rests so that it is atop two or more Disks, it inflicts its full damage to all those Disks. Exception: If one Disk is partially overlapping another Disk and a Missile lands touching both Disks, its damage is only applied to the top Disk.
- Missile Counters that bounce or roll and land on a Disk beyond their range apply their damage as normal. For example, an arrow that bounces and lands on a Disk 15" away still applies its damage to that Disk.
- To prevent dishonest players from purposely bouncing their Missiles out of range, players may wish to drop their Missiles through a cardboard toilet-paper tube or similar device.



- While some Spells (such as Rain of Steel) may *simulate* Missile fire, they are *not* Missiles, and are not affected by those game elements which affect Missiles and Missile fire.

In the example to the right (Illus. F1), Missile Counters "A" and "E" do no damage. Missile Counters "D" and "C" both damage Enemy Disk 2. Missile Counter "B" does damage to BOTH Enemy Disk 1 and Enemy Disk 2. Note that if Disk 1 were overlapping Disk 2 and "B" were touching both, the Missile would only damage Disk 1, because it is on top.



Illus. F1

Missile Casualties

Any Disk that has received Missile damage equal to or greater than its Toughness Value takes a Wound. Most Disks are destroyed after receiving one Wound. After all players are finished firing Missiles, those Disks which have been destroyed are removed from play.

Missile Attachments

Missile Attachments are Items that may only be attached to Archers. The effect and range of the Missile attachment is described on the back of each disk. The Archer firing the Missile Attachment may choose to fire one Missile Attachment, actually dropping that Item disk on an available target, instead of firing his own regular missiles.

A Unit may have multiple copies of the same Missile Attachment.

Wounds and Wound Counters

Most Disks can sustain only one Wound, and are then killed. A **killed Disk is removed from the game, and does not come back into play.** Some special Disks can sustain several Wounds. (This is a special case, and is noted on the Disks with such a power). If such a unit sustains damage equal to or greater than its Toughness, place a Wound Counter on the Disk. Wound Counters can be found on the component flat located in every L5R Diskwars Army Set.



Wound Counter

If a Disk takes more damage than DOUBLE its Toughness value, that Disk takes TWO wounds. (If the damage is triple, the Disk takes three wounds, etc.)

If a unit that can sustain two Wounds receives a Wound, and already has a Wound from a previous attack, the Disk is dead and immediately removed from the game.

Note: Unlike Spell damage and Missile damage, Wound Counters remain on a Disk until it is dead or healed by magic. Wound Counters are not removed during the Remove Counters Segment.

After all players have finished with the Missile Segment, all dead Disks are removed. Missile counters that caused damage to a Disk, but did not kill it, remain on that Disk. Such damage is cumulative and added to any damage taken from Spells, and any Damage received in the Combat Segment.

After all players have fired Missiles, the Combat Segment begins.

Combat Segment

If two opposing Disks overlap each other, they must battle. There is no difference between overlapping "a little" and overlapping "a lot"; the Disks still do battle on the same terms.

Battle in L5R Diskwars is very simple, but several complicated situations may arise.

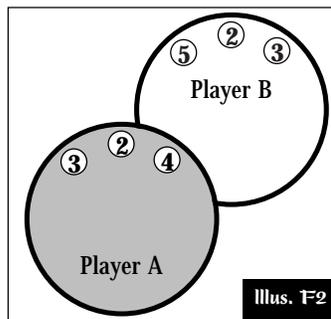
The core rule of combat is that the Disk *overlapping* (on top) is the **Attacker**, and the Disk *being overlapped* (on bottom) is the **Defender**. When attacking, a Disk uses its ATTACK VALUE to do damage, and when defending a Disk uses its DEFENSE VALUE to do damage.

The simplest form of battle consists of one Attacker and one Defender, with no other Disks touching the two Disks. Such an example is illustrated below.

In illustration F2, the attacker (Player A) is attacking with an Attack Value of "3," and the defender (Player B) is defending with a Defense Value of "2."

Resolution of Battle

Every battle is resolved by comparing the Attack or Defense Value of the opposing Disk to your Toughness Value. If your Attack or Defense Value equals or exceeds your opponent's Toughness Value, your opponent receives a Wound. In most cases, one Wound will be sufficient to destroy a Disk. (As previously described, only a few units can sustain more than one Wound.) In illustration F3, the Attacker has an Attack Value of "3," and the Defender has a Toughness Value of "3." Thus the Defender will receive one Wound and will be killed. The Defender has a Defense Value of "2," which does not equal or exceed the attacker's Toughness Value of "4." *Thus the result of the above battle will be the Attacker destroying the Defending Disk.*



Illus. F2

After each Battle is resolved, *immediately* remove any destroyed Disks from the game.

In a L5R Diskwars battle, Disks can destroy each other simultaneously. In the above example, had the defender's Defense Value been "4" or higher, both Disks would have taken a Wound, and both would have been removed from the game.

Carry-Over Damage

Damage from Spells and Missiles inflicted during the Activation and Missile Segments is "carried over" or added to damage inflicted in the Combat Segment. Thus a Disk with "4" in Toughness that was hit by one Bolt Missile Counter (damage "3") in the Missile Segment, only needs 1 additional point of damage to receive a Wound. A Disk with "1" Attack Value could destroy such a Disk by attacking it.

Multiple Battles

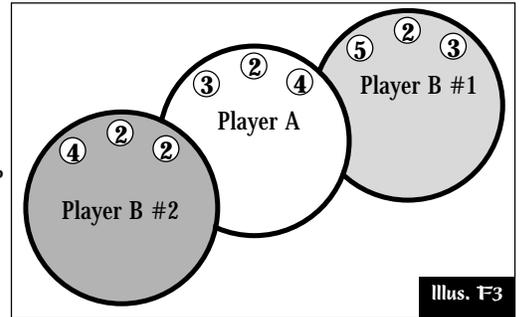
If several Disks are overlapping each other, the most important rules to remember are the following:

- 1) Battles are always fought from the TOP DOWN.
- 2) A Disk can only apply its Attack Value to one enemy Disk.
- 3) Damage is cumulative from battle to battle.

Below we have described four complicated battle situations. These examples, or variations of these, will cover 99% of all battles in L5R Diskwars.

Multiple Attacks #1 (Lesson: Battles are Always Fought From the Top Down)

In illustration F3, Player A attacked Player B's Disk #1. In a later activation, Player B attacked Player A's Disk with his Disk #2.



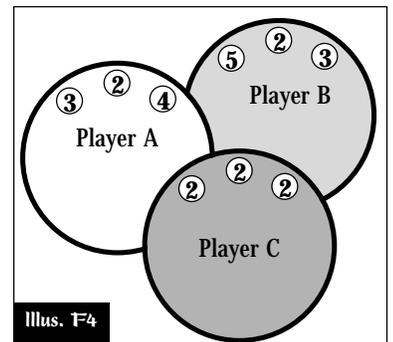
Illus. F3

Resolution: Combat is always taken from the TOP DOWN. So we start with the battle between Player B's #2 Disk and Player A's Disk. In this example, Player B's #2 Disk has an Attack Value equal to

Player A's Toughness, and Player A's Disk has a Defense Value equal to Player B's Disk #2 Toughness. Result: **Both Player B's #2 Disk and Player A's Disk are Killed. Player B's Disk #1 never has to fight a battle.**

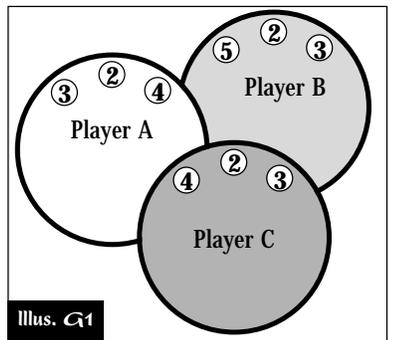
Multiple Attacks #2 (Lesson: The Multiple Battle "Drop")

In illustration F4, there are three players. Player A attacked player B's Disk. In a later activation, player C attacked Player A's Disk. (Note that even though Player C's Disk also touches Player B's Disk, Player A's Disk is in between the two, and is therefore the target of the Attack. Player C *isn't* attacking Player B.)



Illus. F4

Resolution: In illustration G1, Player C attacks player A's Disk. Player C destroys A's Disk, and Player C's Disk survives. Player A's Disk is removed from the game. Player C's Disk is now on top of Player B's Disk. (Player C's Disk essentially "drops" on player B's Disk since the Disk in between them has been destroyed). Since a Disk can only apply its Attack Value to one Disk per round, there is no further battle. (Player B's Disk is now pinned under player C's Disk, and unless Player C moves his Disk in the next Activation Segment, those two Disks will battle next Combat Segment.)



Illus. G1

Note: If Player B's Disk was attacking another Disk below it, a battle between those two Disks would still be fought -- even if Player B has Player C's "spent" Disk on top of it.

Multiple Attacks #3 (Lesson: Carry-Over Damage)

Take a look back at illustration G1. There are three Disks from three different players in a complicated battle.

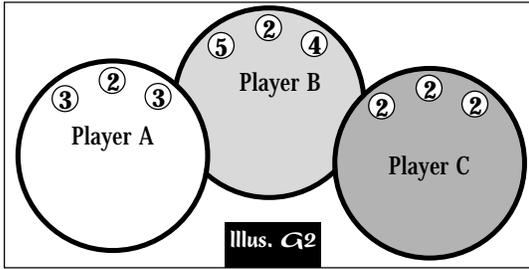
Resolution: Attacks begin from the top down. Player C attacks Player A. Player C's Disk is destroyed -- and Player A survives. Player C's Disk is removed from the game. Now Player A's Disk attacks Player B's Disk. However, the "2" Attack Value that Player C's Disk inflicted on Player A's Disk still applies until the end of the Combat Segment (This is called Carry-Over Damage.) Thus Player A can only sustain "2" more damage or his "4" in Toughness

Value would be exceeded. Thus, in the battle between Player A's and Player B's Disks, both Disks are destroyed. (Player A's Attack Value exceeds player B's Toughness, and Player B's Defense Value combined with the "2" in "carry-over damage," exceeds the "4" Toughness Value of Player A's Disk). End Result: **All three Disks are destroyed and removed from the game.**

Multiple Attacks #4 (Lesson: Combined Attacks)

In illustration G2, Players A and C are both attacking Player B.

Resolution: Since there is no single top Disk, and both of the attacking Disks are one rank up from the table, this is a COMBINED ATTACK. The two attackers combine their Attack Values (2+3 = 5) which exceed the defender's Toughness (thus the defender is destroyed). The defender now must choose which Attacker that its Defense Value must be applied against. (The Defense Value can only be applied towards one target, and cannot be split between attackers.) Player B chooses to apply his Defense Value against Player C's Disk (since Player A's Toughness is too high to beat anyway). **End Result: Player B's Disk and Player C's Disk are dead and removed from the game. Player A's Disk survives the Battle.**

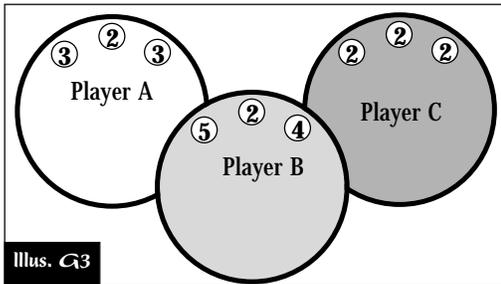


Exception: A Disk with the **Swashbuckler** skill may apply its full Defense or Attack Value to any number of attackers or defenders in one battle.

Note: If two or more Disks are attacking the same Disk, they must combine their Attack Values, even if they are in opposing Armies. It is important, in some scenarios, to know which attacker is responsible for the kill. If, in a combined attack, the attacking players are unable to mutually agree which attacking Disk gets credit for killing the defending Disk, the attacker with the highest Attack Value gets the credit. If there is a tie, it goes to the attacker with the highest Defense Value, and then Toughness. If all attackers are equal, none of them get credit for the kill.

Multiple Attacks #5 (Lesson: Multiple Defenders)

In illustration G3, Player B is attacking both Player A's and Player C's Disks. Unless Player B's Disk has the Daisho Ability, it can only apply its Attack Value against one defender. Both defenders, however, always combine their Defense Value against the one attacker.



Resolution: Player B's Disk does not have the Daisho Ability, and thus chooses to apply its "5" Attack Value against Player A's Disk. Players A and C combine their Defense Values (2+2 = 4) which equals Player B's Toughness Value, and is sufficient to destroy Player B's attacking Disk. **End Result: Player A's defending Disk and Player B's attacking Disk are destroyed, leaving only Player C's Disk behind.**

Remove Counters Segment

After the Combat Segment, all **Missile, Spell, and Activation Counters** are removed from the Disks on the battlefield. The only counters that remain in play after this segment are Wound Counters.

Note that "Carry-Over" damage only applies from the Activation Segment to the Combat Segment of one round. No carry-over damage (other than Wounds) remains after a the Remove Counters Segment.

Example: John owns a Disk with "6" Toughness that was struck by two arrows. Thus the Disk would have been destroyed if it had received two more damage in the Combat Segment. The Disk, however, was not attacked, and during the Remove Counters Segment, the two Missile Disks are removed. John's Disk is now a full "6" Toughness again.

New Round!

After the Remove Counters Segment, players are now ready to commence a new round of the battle. The new first player is the person immediately to the left of the previous first player. Players continue to play rounds until a player qualifies for the Victory Conditions of the scenario being played.

Dueling

Some disks allow you to challenge other disks to a duel. Only enemy disks may be challenged to a duel.

Dueling Counters

Dueling Counters are found on every component flat in the Army packs of each L5R Diskwars. Each counter has a clan mon printed on it to help separate to whom it belongs. They also have different sides: one sides reads FOCUS, 2 Damage and the other side reads STRIKE, 4 Damage.

Carrying out a Duel

When a disk is challenged to a duel by another disk, owners of those two disks temporarily separate the disks so that they are completely visible(not covered up by anything) on the table. Another way to is to take extra disks of the same size and place them to the side of the play area where they are both completely visible.

The owner, takes Dueling Counters equal to the Toughness of their disks involved in the duel. Each player duels by taking an unused Disk, and places the Dueling Counters he has taken on this Disk. The player then holds the Disk horizontal one foot (or more) above the Enemy Disk. Then the player flips the Disk. The Dueling Counters now drop to the playing surface. Remove any Dueling Counters that did not land on the Enemy Disk. Count the damage on the Dueling Counters that landed on the Enemy Disk depending on which side of the Dueling Counter landed face up.

OTHER IMPORTANT RULES

Wording Conflicts

Should the wording of a Disk's description or Special Ability conflict with the rules in this rules sheet, the Disk's wording always take precedence.

Modifiers

A Disk's basic values can sometimes be modified, either by its own Attribute, or by other Spells and other Disks. For example, a Disk may have the Attribute "Receives +2 AT when Attacking a Shadowlands Disk." This means that, when it is pinning an enemy Disk with the Shadowlands Trait, the Disk's Attack Value increases by two.

Instant Blow

An Instant Blow ability supplies an instant, non-cumulative quantity of damage to one or more targets. Damage from an Instant Blow is immediately applied. If the damage from an Instant Blow does not Wound or kill the target Disk(s), the damage is is not effective. Excess and/or unused Instant Blow damage does not accumulate with any subsequent damage from Spells, Missiles, SAs, additional Instant Blows, or Combat.

Skills

Below are a number of skills which some Disks may utilize. Note that many of these have been covered previously in these rules, but others are defined here for the first time.

Ambush

When a Disk initiates an Ambush, its owner picks it up from the table and lays it directly on top of any portion of the legal target Disk (the Ambushing Disk must overlap (touch) the target, but may also overlap other targets). If there is no room to touch the target, the Disk may not Ambush. Note that an "Ambush" is not the same as an "Attack" although the Ambushing Disk is considered to be "Attacking" after it has been placed on top of the enemy Disk.

Berserk

Some Disks have the Berserk skill. This special skill allows the Disk to add +2 to all its Attack, Defense, and Toughness Values **if it participated in an attack in the previous round.** If a Disk did not attack in the round before, it will have its normal A, D, & T values. Thus berserker Disks are best utilized if they keep attacking, round after round. Note that the Berserk bonuses are not cumulative. *Example: The Crab Disk "Crab Berserkers" has the Berserk skill. Its normal values are: A(2), D(3), and T(3). If it attacked an enemy Disk in the previous round, its scores this round would be: A(4), D(5), and T(5).*

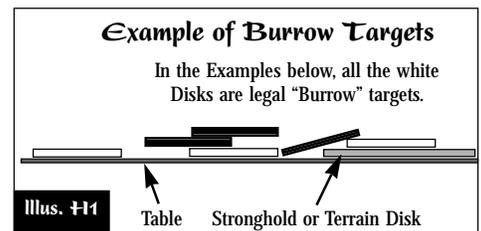
Burrow

When a Disk *Burrows* an enemy, its owner picks it up from the table and places it beneath any portion of a target Disk in range. Only Disks that are touching the table (i.e., have no Disks beneath them) can be targeted by a Burrow. For instance, if Disk A is attacking Disk B, Disk A cannot be the target of Burrow, because Disk B is beneath it. For the purposes of a Burrow, Land Disks are considered part of the table. A Disk on a Land Disk is a legal Burrow target.

Burrow is not considered an Attack, though the Disk directly above the Burrowing Disk is considering to be Attacking (and Pinning) the Burrowing Disk. After a Burrow, the Burrowing Disk is pinned and may not be Activated again.

Daisho

Some Disks have the Daisho skill. This special skill allows the Disk to apply its full Attack Value to all defending Disks. The skill also allows the Disk to apply its full Defense Value to multiple attackers. *Example: Two Disks are attacking a Disk with the Daisho skill. A normal defending Disk would have to choose which Disk to apply its Defense Value against, but this Disk may apply its full defensive value against both its attackers, potentially destroying one*



or both of them.

Double Chi

Disks with the Double Chi trait are samurai & heroes who are masters at Dueling. In fact, dueling almost becomes a natural extension of their minds. In a duel, after a you drop dueling counters for a disk that has Double Chi, you may pick up the counters that missed the enemy disk and make a second attempt to drop them on your enemy.

Enslaved

Disks that are Enslaved are controlled by the owner of the Disk that Enslaved them. Some scenarios require the players to kill a certain number of Army points' worth of Disks in order to win. Enslaving does not count towards this total. If an Enslaved Disk is killed, no one gets points for its destruction.

Fear

Disks with Fear may Activate to force one target Disk to flip directly away from it. Disks with **Fear 3:12"** may target a Disk within 12" and flip it 3 times directly away. Therefore a Disk with **Fear 1:6"** may target a Disk within 6" and flip it 1 time directly away.

A Feared Disk has to be flipped straight in the opposite direction of the Disk with Fear. As soon as the feared Disk pins another Unit Disk, it stops regardless of the number of times it has already flipped.

First Blow

Some Disks have the First Blow skill. This special skill allows the attacking Disk to apply its Attack Value before the defending Disk can apply its Defense Value. For example, if a Disk with 4 Attack, 2 Defense and 3 Toughness were to attack a Disk with 2 Attack, 3 Defense and 2 Toughness, both Disks would be normally be destroyed. If the attacker had First Blow, however, it would kill the defender before the defender could apply its Defense Value. (Note that if the defender survives the First blow attack, it can apply its Defense Value normally.)

Flying

Disks with the Flying symbol have the Flying skill. During movement, they may touch friendly and enemy Disks without stopping, but must stop when touching an enemy Disk with the Flying Skill. For details on the Flying skill, see the "Action: Movement" section.

Loyal

Disks with the **Loyal** skill may only be recruited to an Army and Stronghold of their Clan.

Missile

Disks with the Missile skill can fire Missiles during the Missile Segment. The number and type of Missiles the Disk can fire is printed on the Disk itself. Details on using Missiles can be found in the "Missile Segment" section.

Reanimate

When a Disk with the Reanimate skill is destroyed, it is not removed *from play*, but placed at the bottom of its player's Reinforcement Stack. It may return to play as a normal reinforcement during the Reinforcement Segment.

Shugenja

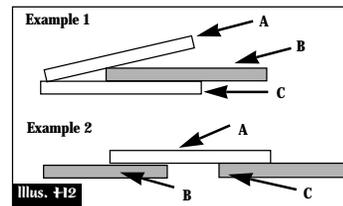
Disks with the Shugenja skill can cast Spells. Every Spell and Shugenja has a rank; a Shugenja may cast Spells from his Spellbook at his rank or less. Details on Spells and Spellcasting can be found in the "Action: Cast a Spell" section.

Skirmisher

Disks with this skill may move over friendly Units without stopping. Friendly disks pinned by a Skirmisher may only A to move, not to A to use any Special Abilities, shoot Missiles, or cast Spells.

Touching

When one Disk is overlapping another, the two Disks are said to be "Touching" each other. If there is a Disk between the two, they are *not* Touching. In illustration H2, Disk A is Touching Disk B, but not considered to be Touching (nor Attacking) Disk C. In Example 2, Disk A is touching both Disk B and C.



ERRATA

Asahina Tomo: SA should say, "A to give any friendly disk within 12" +3M until the end of the turn."

Doji Iron Warriors: Unit cost is 14 pts.

Moto Tsume: (clarification) Only has one Wound.

Otaku Kamoko: Her SA should read First Blow instead of Instant Blow.

Shinjo Thunders: (clarification) Thunders inflict 1 point of damage any Disk it touches. Disks do not suffer more than 1 point of damage from each Thunder that touches it in a turn. If one Thunder touches it in a turn, it suffers 1 point of damage, if 3 Thunders touch it, in a turn, it suffers 3 points of damage.

SCENARIOS

Following are several L5R Diskwars scenarios that players can use for their L5R Diskwars games. These scenarios are merely suggestions, and players should feel free to make up their own L5R Diskwars scenarios and campaigns.

Land Disks

Land disks are Stronghold disks that are used as markers, waypoints or goals in a scenario. Generally speaking, Land disks do not begin play controlled by any player. If a scenario requires more Land Disks than you have available, we suggest that you simply create some Land Disks out of paper.

Scenario One: "Storming Kyoto Hida"

Number of Players: 2

Reinforcements: None

(Each player's whole Army is set up on the table at the beginning of the game)

Setup: One Land disk(Kyoto Hida) is placed centrally in the middle of the table, and each player's stronghold is placed two feet away from the central Land disk so that Land disk and Strongholds are on one four-foot straight line. Now, each player sets up his Army, each player placing one Disk at a time. Disks must be set up in the players' respective "Setup Areas" that lie 6" in front of their Stronghold towards the central Land disk.

Victory Conditions: A player wins this scenario if he qualifies for one of the following two victory conditions:

- 1) If a player kills at least 15 Army Points of enemy Disks and has had sole control of the central stronghold for two consecutive Remove Counters Segments ("Sole Control" means that no enemy Disk is touching the central Land Disk). The game ends immediately after the second Remove Counters Segment of sole control.
- 2) The game ends AT ANY TIME, if a player manages to touch the enemy Stronghold with one or more Disks of combined Attack Values of "8" or better.

Scenario Two: "Massacre at Funeral Mound"

Number of Players: Any

Reinforcements: 6 per tun (Not the first turn)

Starting Disks: 6

Setup: Place a central land in the middle of the table, and a Staging Area (a Land Disk) for every player 2 feet away from the Central Stronghold. Staging Areas must be an equal distance from each other. **Please refer to the setup diagram for a 2-player "Massacre at Funeral Mound" scenario earlier in this rules booklet.**

Victory Conditions: A player wins immediately after the Remove Counters Segment if he has sole possession of the Central Stronghold AND has killed at least 25 Army Points worth of enemy Disks. (The number of Army Points may be modified for smaller or larger battles!)

Scenario Three: "Escort to Winter Court"

Number of Players: Any

Reinforcements: 4 per turn (Not the first turn)

Starting Disks: 7 + 1 Lord Disk

Setup: Place a central land (Winter Court) in the middle of the table., and a Staging Area (Stronghold Disk) for ever player 2 feet away from the Central Stronghold. Staging Areas must be an equal distance from each other. Each player takes one Spell or Item sized disk to represent their Lord Unit Disk. The Lord's stats are 1AT, 1D, 4T, 5M. Aligned to your Clan. Immune to Fear and damage from Spells/Missiles. May not attach Items.

Victory Conditions: Play for 8 turns and score more Victory Points than any other Player.

Victory Points are accrued through the following:

Escort your Lord to Winter Court: 4VP

Keeping your Lord alive: 4VP

Every 10 points of enemy units you destroy: 1 VP

Killing an enemy Lord: 2VP

Scenario Four: "Holding Beiden Pass"

Number of Players: 2

Reinforcements: 6 per turn (Attacker), 4 per turn (Defender)

Starting Disks: 4 Unit, 8 Terrain (Defender), 6 (Attacker)

Setup: Randomly decide who will be that Attacker and who will be the Defender.

The Attacker's Army is allowed 25% more points than the Defender to recruit Disks. Place the Defender's Staging Area (Stronghold) at one end of the table and the Attacker's Staging Area (Stronghold) four feet away. Before the game begins, the Defender may place his Terrain disks anywhere within 2 Feet of his Stronghold. Play for 7 turns.

Victory Conditions: The Attacker wins this scenario if he manages to touch the enemy Stronghold with one or more disks of combined Attack Values of 8 or better.

The Defender wins this scenario if he can prevent the Attacker from touching his Stronghold with one or more disks of combined Attack Values of 8 or better.

MASTER SPELLBOOK

Level 1

Castle of Water (Ring of Water) Point Cost: 2

Place this Spell Disk on an empty space within 6" of Shugenja. This is now an unbreakable wall. No Disk (even if immune to Spells) may touch this Spell Disk. Flying Disks may touch the wall while moving, but may not end their movement on it. This spell is a Barrier* to Missile fire. No more than three Magical Walls may be placed within a 12" area. [Leave Disk on table to represent the wall. This Disk is not removed during Remove Counters Segment.]

*If a Barrier is between an Archer Disk and its target so that a straight line cannot be drawn between the two without intersecting the Barrier, then that Archer Disk *may not fire* on that target.

Delving the Earth (Ring of Earth) Point Cost: 3

Target one Disk within 12". Target Disk gains the Burrow skill until the end of the turn.

Energy Transference (Ring of Water) Point Cost: 3

Target one Disk within 12". Target Disk's Attack and Defense Values are reversed for the remainder of the round. [Leave Spell Disk on target Disk to remember effect.]

Earth's Stagnation (Ring of Earth) Point Cost: 3

Target one Disk. That Disk, and all Disks within 6" of it, are at -2 Movement until the end of the round.

Essence of Water (Ring of Water) Point Cost: 4

Adds +2M to ALL Disks within 12" of the Shugenja this Activation Segment. [Leave Spell Disk on Shugenja to remember effects.]

Focus (Ring of Fire) Point Cost: 3

Target one Disk within 12". Target Disk gains +2AT or +2D until the end of the turn.

Flight (Ring of Air) Point Cost: 5

Target one Disk within 12" of Shugenja. The target Disks has the Flying Skill for the rest of the round. [Leave Spell Disk on target Disk to remember effect.]

Fury of Osano-Wo (Ring of Fire) Point Cost: 6

All Disks within 6" of the Shugenja that have the Berserk skill are now "Berserking" (i.e., receive +2 bonuses). Place Berserk Counters on these Disks. Disks affected by this Spell may lose and regain their Berserking status normally.

Gift of the Wind (Ring of Air) Point Cost: 2

Target Disk within 12" of the Shugenja receives +3M this Activation Segment. [Leave Spell Disk on target Disk to remember effect.]

Gust of Wind (Ring of Air) Point Cost: 3

Target Disk within 12" of Shugenja is takes no damage from Missiles this round. [Leave Spell Disk on target Disk to remember effect.]

Mighty Protection (Ring of Earth) Point Cost: 3

Target Disk within 12" of the Shugenja receives +3 Toughness for the remainder of this round. [Leave Spell Disk on target Disk to remember effect.]

Shield of Fire (Ring of Fire) Point Cost: 4

Target one unpinned Disk. During the Combat Segment, any Disk attacking the target Disk receives an Attack with an Attack Value equal to its own. (For example, if a Disk with 4 AT is attacking a target of this Spell, it receives an Attack of 4 during combat.) This Attack is combined with any other damage the attacker may receive. [Leave Spell Disk on target Disk to remember effect.]

Strangling Root (Ring of Earth) Point Cost: 3

Target Disk within 12" may not Activate to move this Activation Segment (but may be activated for other reasons).

Stifling Wind (Ring of Air) Point Cost: 4

All enemy Disks within 6" of Shugenja receive -1 Toughness for the remainder of the round. Stifling Wind cannot bring an enemy Disk below 1 Toughness. [Place Spell Disk on Shugenja to remember effect.]

Sure Aim (Ring of Air) Point Cost: 4

Target Archer Disk within 6" will automatically hit a single Disk with all of its Missiles this turn. During the Missile Segment the owner of the enchanted Disk may simply place his Missile Counters on the chosen target within range. [Leave Spell Disk on target Disk to remember effect.]

The Path to Inner Peace (Ring of Water) Point Cost: 2

Immediately remove a "Wound" counter from a target Disk within 12" of the Shugenja. May only be cast on Disks that can sustain multiple Wounds.

Level 2

Benevolent Protection (Ring of Earth) Point Cost: 5

Target any unactivated Disk within 12". May only be played on an unpinned target. No Disk may end its movement on, fly over, or target Disk this round. Place an Activation Marker on target Disk [Leave Spell Disk on target Disk to remember effect.]

Call of the Nemesis (Ring of Fire) Point Cost: 5

One of your Disks and an Enemy Disk, both within 12" of the Shugenja, immediately enter a duel with each other.

Calm Mind (Ring of Water) Point Cost: 5

All Disks within 12" of the Shugenja that have the Berserk skill and are "Berserking" (i.e., receiving a +2 bonus) have their Berserk status canceled. Disks affected by this Spell may regain their Berserking status normally.

Command the Mind (Ring of Air) Point Cost: 8

The Shugenja may initiate a "Movement" action for a target enemy unactivated Disk within 12". (Shugenja moves the enemy Disk.) Place an Activation Marker on the enemy Disk after the movement. The enemy Disk may not be moved off the table.

Essence of Earth (Ring of Earth) Point Cost: 5

The Toughness Value of the Shugenja is +6 for this round. [Leave Spell Disk on Shugenja to remember effect.]

Essence of Void (Ring of Void) Point Cost: 5

Target opponent may not activate three Disks during his next Activation turn. (He is skipped!) A player cannot be frozen for two turns in a row.

Flood (Ring of Water) Point Cost: 7

All unpinned Disks within 6" of the Shugenja must be flipped one step away from the Shugenja (Disks are flipped by their respective owners). Flip first the Disk with lowest Toughness Value, followed by the one with the next highest toughness, etc. Randomly resolve ties. (Flipped Disks must end further away from the Shugenja than where the Disks started.)

Spirit of Osano-Wo (Ring of Fire) Point Cost: 6

Remove one Activation Marker from a friendly Disk within 12" of Shugenja. Target Disk may Activate again this Activation Segment.

Jade Strike (Ring of Earth) Point Cost: 5

One Disk within 12" of the Shugenja with the Shadowlands Trait takes 6 damage.

Karmic Wheel Spins (Ring of Void) Point Cost: 5

Choose two Disks within 12" of the Shugenja in a combat or pinned situation. Switch Attacker and Defender position.

Light of Amaterasu (Ring of Air) Point Cost: 7

The Shugenja, and any Disk that is touching the Shugenja, cannot sustain any damage this turn. [Leave Spell Disk on Shugenja to remember effect.]

Shield of Thorns (Ring of Earth) Point Cost: 5

Target one Disk within 12". Until the end of the turn, all Disks that Activate to attack that Disk suffers an Instant Blow (2).

Stealing the Soul (Ring of Void) Point Cost: 5

One unactivated target enemy Disk may not activate its Special Ability this round. [Leave Spell Disk on target Disk to remember effect.]

Tempest of Air (Ring of Air) Point Cost: 6

Place Activation Markers on all Disks with the Flying skill within 6" of the Shugenja.

The Fires From Within (Ring of Fire) Point Cost: 5

Drag the Spell Disk, flat on the table, up to 12", in a straight line from the Shugenja. The first Disk that the Spell Disk touches receives an immediate "6" attack. Remove a dead Disk immediately. [Leave Spell Disk on target Disk to remember effect.]

Wind Borne Speed (Ring of Air) Point Cost: 5

Immediately take ANY Disk from your Reinforcement Stack and place this unit touching the Shugenja. The summoned Disk may be Activated this round.

Level 3

All Distances are One (Ring of Void) Point Cost: 7

Move any one friendly unpinned Disk instantly to any spot within 12" of its original location.

Amaterasu's Anger (Ring of Fire) Point Cost: 8

Remove the Disk below the top Disk in any opponent's Reinforcement Stack. This Disk is now destroyed and removed from the game.

Counterspell (Ring of Water) Point Cost: 10

THIS SPELL MAY BE CAST OUT-OF-TURN BY AN UNACTIVATED LEVEL III SHUGENJA. The Spell Disk that an opponent has just played is nullified. Both Spell Disks are removed from the game. Place an Activation Counter on the Shugenja that cast "Counterspell." Casting "Counterspell" cannot cancel another "Counterspell" Spell Disk.

Curse of the Jackal (Ring of Water) Point Cost: 8

Target Disk within 12" may not Activate for any reason. This Spell is in effect until the Shugenja moves out of range or is killed. If the Shugenja becomes more than 12" away from the target, the Spell is no longer in effect. (The Counterspell Spell may be used to cancel effects. Leave Spell Disk on target disk until cancelled.)

Death Ball (Ring of Earth) Point Cost: 10

Step a foot back from the playing area. Toss this Disk up* in the air over the playing area. Any Disk that this Spell Disk comes to rest upon takes a "7" Instant Blow. Then the player to the left takes the Spell Disk and does the same thing. This continues around the table until a player hits no Unit Disks.

(* Disk must be tossed in an upward motion.)

Doom of Fu Leng (Ring of Fire) Point Cost: 8

All Disks with the Reanimate skill within 6" of the Shugenja are immediately removed from play. They are not placed in their Armies' Reinforcement Stacks.

Earthquake (Ring of Earth) Point Cost: 10

Choose up to 5 Disks within 6" of Shugenja and immediately place an Activation Marker on each.

Essence of Air (Ring of Air) Point Cost: 7

Choose two friendly Disks that are neither attacking nor being attacked. These Disks trade places. One of these Disks must be within 6" of Shugenja.

Hearth of the Inferno (Ring of Fire) Point Cost: 10

Choose a Disk within 6" of Shugenja. This Disk, and all Disks touching it (and touching those) receive a "5" Instant Blow. Immediately remove any destroyed Disks.

Light of the Moon (Ring of Air) Point Cost: 8

The target Disk gains the Level III Shugenja skill for the remainder of the round and is, therefore, a Shugenja. [Leave Spell Disk on target Disk to remember effect.]

Rain Of Steel (Ring of Fire) Point Cost: 10

Owner of Shugenja may *immediately* drop 10 Arrow counters (in one drop) on any location within 12" of Shugenja. The Rain of Steel must be dropped from 24" above the table. Immediately remove any casualties.

Secrets of the Wind (Ring of Air) Point Cost: 9

Target one enemy Disk within 12" of the Shugenja. This Disk immediately returns to the bottom of its Army's Reinforcement Stack.

Void's Path (Ring of Void) Point Cost: 10

Bring any Disk that has been destroyed back to life. The Disk is now under your control. Place the resurrected Disk adjacent to the Shugenja, and place an Activation Marker on the Disk. Immediately after this Spell has been cast, the Shugenja receives one Wound. Remove Shugenja immediately if he has been destroyed.

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