



Released: April, 2005
Featured Cards: Crab, Dragon, Rating
Total of 156 New Cards
 50 Common, 50 Uncommon, 50 Rare, 6 F50
 Deck Display 12x40 • Booster Display 12x50
 This rulebook only lists changes to the game's basic rules since *Diamond Edition*. "Full rules to the *Legend of the Five Rings*" card game can be found in *Diamond Edition* Clan Decks or online at:
<http://www.lfg.com/cvg/rulebook.html>

Costs, Effects, and Targeting

Cards in *Enemy of My Enemy* feature a new method of presenting actions in order to make their elements clearer. A colon separates the special timing of Reactions and any extra costs the action has from its other elements. Following the colon, or beginning immediately if the action is not a Reaction and has no additional costs, are the action's play restrictions, then its targeting requirements, and finally its effects. Not every action will have all these elements, but those that have more than one will list them in this order with no overlap.

An action's initial restrictions — the ones that appear before targeting and effects — govern whether the action is legal to use. Permission to take an action when it would normally be illegal will also appear here, and will use the word "even" to specify which restriction is being waived, such as "even if you control no units in the current battle". Conditions that appear within the action's effects determine whether some of its effects happen rather than whether the action as a whole is legal.

All sentences before the action's effects that start with "Target..." are targeting requirements of the action, and must be satisfied by the player taking the action for the action to be legal (with the usual exception made for Delayed Terrain). Any targeting that occurs later in the card is a part of its effects, does not need to be done when the action is announced, and will not make the action illegal if no valid targets exist. Actions do not target anything without explicitly stating so or by implicitly targeting by producing a Ranged Attack or Fear as the first effect.

Everything remaining on the card is an effect. Effects are produced in sequential order as written on the card.

Formations

A **Formation** is a type of Action card that represents the special capabilities possessed by a sufficiently large and well-organized army. Only the Attacker and the Defender may play Formations — not allies.

Each Formation has a play condition listed after the phrase, "Formed by". Your army must meet this condition to play the Formation. (Remember, an army is all units on one side at a battlefield. If you are the Attacker or the Defender, your units and your allies' units all comprise "your army".) Each condition mentioned must be met by a separate card. For example, "Formed by a Samurai and a Courtier" requires two cards to meet, and is not satisfied by one Personality who is both a Samurai and a Courtier.

Putting a Formation into play is a **Battle** action, regardless of what abilities are on the Formation card itself. Upon playing a Formation, you may immediately gain an additional **Battle** or **Open** action if you wish. This may be used on any appropriate action, not just one from the Formation card.

Each army may have only one Formation in play at a time. A Formation is destroyed automatically if it plays any player who Formations or when the current battle ends. Any effects listed on a Formation only apply while the Formation is in play and the "Formed by" requirement is met. Likewise, any abilities on a Formation may be used only during this time.

Unlike Terrain, playing a Formation does not prevent your opponent from playing one. Like Terrain, Formations may not be played during a Naval Invasion by any player who has units in the Naval army unit of a player not involved with that army has had a chance to take a **Battle** or **Open** action.

Sensei [P. 58]

Remove the sentence, "Abilities and traits on a Sensei are considered to be on your Stronghold as well." It no longer applies.
 Change the last paragraph in "You reveal your Sensei or lack thereof to the other players at the same time you reveal your Stronghold. Sensei are neither Dynasty nor Fate cards and do not go in either deck."

Regions [P. 59]

The first sentence should read, "...if any Regions are found, they immediately attach to the Province they are in..."

Ancestors [P. 61]

The second sentence should read, "You can attach an Ancestor only to a Personality of the same Faction as the Ancestor."

Abilities and Traits [P. 63]

While traits of a card are always active, even while the card is not in play, the traits of a card that is not in play do not affect anything except that card itself.

Costs and Effects [pp. 69-70]

There is one new exception to effect durations. The standard duration of a cost reduction to a card is until the end of the turn or until the cost is paid, whichever comes first.

Tokens [P. 74]

This section has been greatly expanded.
 The second paragraph should read, "Some effects create Follower tokens, or Item tokens, or Personality tokens. Any token that matches a type of card (see pp. 59-61) is considered a card in every way as well as a token. Other kinds, such as Fire Tokens, are tokens only. Note that 'Weapon' and 'Armor' are not card types, so unless the effect that creates Weapon or Armor tokens also says they are items, they are tokens only and are not cards."

Any card or action that creates a token is considered just as much the source of all the token's immediate effects as the token itself is. For example, an action that creates a +1F token on a Personality is treated as an action that creates a Force bonus.
 Only cards can bow. Pure tokens cannot bow, including to pay costs. Things that count as both tokens and cards follow the rules for cards.

Canceling Actions and Negating Effects [P. 72]

The exception should read, "If a card is sent home bowled" and the movement is prevented or negated, do not bow the card."

Targeting and Redirection [P. 73]

The correct sentence is, "Delayed Terrain are an exception to this rule because they do not resolve right away."

Infantry and Cavalry Maneuvers [pp. 78-80]

Only units in a player's home may be assigned.

Battle Action Segment [P. 82]

The last paragraph of this section should read, "A unit may only move into an army if it is controlled by that army's leader or it is controlled by a player who was invited to ally by that leader and who has not had units in any of the other leader's armies at any time this attack."

Other Battle Rules [P. 85]

A reference to "an opponent" in relation to battle means "any player who controls a unit opposing one of your units in the current battle."

Naval [P. 92]

The second bullet point has been expanded:
 • Players with units in the Naval army may not play **Terrains** or **Formations** until after one of the other players passes or takes a **Battle** or **Open** action.

Tactician [P. 92]

The Tactical action described in the rulebook only give the Force bonus to the Tactician who performs it.

Yu [P. 93]

The phrase in the final sentence should read, "permanently give the card 'Yu' first". Any card may gain the Yu trait.

Glossary [P. 98]

battlefield: The area where battles occur. "Battle" now refers exclusively to the light itself. During an attack, there is a battlefield at each of the Defender's Provinces.

conditional: An effect is conditional if, at the time the action, event, or trait producing that effect begins resolving, it has not yet been determined whether the effect will occur.

duelist: Cards from expansions before *Dawn of the Empire* use this term in lowercase to refer to "a Personality in a duel", rather than "a card with the Duelist trait".

expensive: A card is the "most expensive" of a set of cards if no other cards in the set have a higher current **Gold** cost.

leader: The Attacker and Defender are collectively known as leaders. The "enemy leader" is the Attacker if you are the Defender or a defending ally, or the Defender if you are the Attacker or an attacking ally. Whether he has units opposing yours does not matter. The "allied leader" is the opposite of the enemy leader. If you are not a leader yourself and are nobody's ally, you have no enemy or allied leader.

location: Shorthand for "any player's home or any battlefield".

loyal: When a Personality has the **Loyal** trait, he or she will not join you unless he or she is allied with your Faction. You cannot overlap a **Loyal** Personality over another if you are not playing a Faction that the **Loyal** Personality is allied with.

opposed: A card or unit is opposed if there is a card opposing it.
opposing: For a player. "An opposing player" is any player who controls a unit opposing one of your units in the current battle.

show: Reveal something to all players without changing that thing's definition, orientation, or any other game states.

unopposed: Not opposed. Units at home are unopposed.
your: For expansions before *Dawn of the Empire*, this word means "controlled by you and in play" when referring to things that can be in play. Starting with *Dawn*, this word no longer has a strict game definition.

Imperial Assembly [P. 110]

The address to mail *Imperial Assembly* subscriptions to is:
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Errata and Clarifications

The most recent English printing of a card, Stronghold, or rulebook overrules all other printings, which are considered to read identically to said printing. You can tell the set to which a card belongs by the abbreviation before the illustrator credit. *Enemy of My Enemy* uses "EoME".
 Errata here are in addition to those found in the *Diamond Edition* rulebook.

Previous Sets

Akodo Rokure: He must also bow as a cost of his Reaction. [MRP]
The House of Tao: In game formats where the earlier version of this Stronghold is legal, either version may be played verbatim. The previous one retains its original statistics and its Monk affiliation.

Hynden Honma: The ability's cost is now "Bow your Stronghold and one of your Lion Clan Personalities in the current battle." [errata]
Overconfidence: Is legal in Diamond Storyline Simulation games. [MRP]

Send the Soul: Action should read, "Battle: Give one of your Personalities in this battle +5F. If that Personality is in your army when it wins this battle, this battle is tied instead. Your army cannot divide Provinces this battle." Focus effect is correct as printed. [errata]

Shinjo Guan: His Reaction is used "Once per card" not "Once per battle." [errata]

Winds of Change

Corrupted Dojo: This card is distinct from the Corrupted Dojo in *Fire & Shadow*. [errata]
The New Order: The increase in Family Honor required is permanent. [errata]

Diamond Edition

Armor of Earth: Printed Gold cost no longer changes while you control the Ring of Earth. [errata]
Carrier Pigeon: May target a unit that was prohibited from assigning only by rulebook restrictions, such as because its Personality was bowled. [MRP]
Gunsen of Water: Printed Gold cost no longer changes while you control the Ring of Water. Also, add "If this unit has not been in any battle during its resolution this Attack Phase," to the beginning of its ability. [errata]
Koto: Add the Unique trait. [errata]
Kuni Tansho: Ability should read, "Battle: Bow Tansho and discard a Fate card to force an opposing player to discard a random card from his hand." [MRP]
Mempo of the Void: Printed Gold cost no longer changes while you control the Ring of the Void. [errata]
Raiding Village: The Followers it creates are tokens. [errata]
Regions of Rokugan: All costs of playing the Region must still be paid. [errata]
Ring of the Void: Bowing a Personality and revealing the Ring are costs. [errata]
Touching the Soul: Bowing the center is a cost. [errata]
Underhand of the Emperor: Fire ability should start with, "Discard the Imperial Favor to cause a Political Action card." Also, the restriction against naming any given card more than once applies independently to each player using this Wind. [errata]
 The card **Overconfidence** is Diamond-legal. [errata]

Reign of Blood

Purification: This card is distinct from the card of the same name in *Heavens & Earth*.
Strategic Crossroad: Action should read,
Battle: Other players' Personalities who were moved into your army with an action gain +2P while at this battle. While Strategic Crossroad is in play, all players may take the action, "Battle: Move one of your units into this battle from any other location." [errata]
Yasuki Tander: The Item-search effect is a **Limited** action. [errata]

Wrath of the Emperor

Kyuden Bayashi: The first line should read, "You must have two different Winds." [errata] Thus you may not use this Stronghold with *Gozoku Sensei*.

Web of Lies

Agnaha Miyoshi: The last sentence should read, "Fill the Province with that Dragon, face-up." [errata]

Frequent Rules Questions

Q: Can I take an action even if some of its effects won't happen? Can I take an action that won't do anything at all?
 A: In general, yes to both. Just make sure what's missing isn't a required target or part of the cost. Those do make an action unusable.

Q: Bowed Personalities cannot issue challenges, so other Dojo Saori cannot use her action on herself, or it won't do anything, right?
 A: Saori may target herself and will issue a challenge if she does. The actual rule is that bowed Personalities may not be used to perform actions that issue challenges. They may issue challenges when caused by actions they did not perform, and becoming bowled in the middle of performing an action that was started legally does not halt that action.

Q: How do continuous bonuses, like the +2F from a Weapon or *Tenaku Sensei* work, with effects like the *Black Heart of the Empire* that set someone's Force directly to a certain number? Would the +2F immediately add again since it's continuous?
 A: It would not immediately add again because it doesn't stop adding in the first place. The new total value of 0F contains all existing modifiers, including the Sensei's +2F. It will only be adjusted away from 0F by a new bonus or penalty being created, or an existing one changing, after the *Black Heart* ability is used.

Setting a stat directly to a value works by creating whatever bonus or penalty is necessary to adjust that stat to its new value. For example, if a *Breacher* is 7F total, including the Sensei bonus, the *Black Heart* works by giving him -7F.

Q: How does the Shugenja discard work on *Jigoku Sensei*? Can I discard a Shugenja from one of my Provinces? If I discard one from in play, is he Honorable Dead?
 A: You can only discard a Shugenja in play that you control, as the card uses the term "your". He is treated as discarded, not dead, in your discard pile, and Reactions to a card being destroyed may not be used.

Q: *Ninja Mentor* says, "While in an army, this Personality may not be targeted by other players' actions unless he has performed an action this Attack Phase." What does "he" refer to?
 A: The Personality to whom *Ninja Mentor* is attached.

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Enemy of my Enemy Card List

#	Rare Type	Clan	Name
1	R	Event	Equal Match
2	U	Event	Suzara Returns
3	E	Event	Shinsei's Fate
4	U	Event	Yobanjin Alliance
7	C	Holding	Caro Shop
8	C	Holding	Diplomatic Retreat
5	C	Holding	Fortified Camp
6	R	Holding	Yu Long's Tomb
8	R	Holding	The Hidden Heart of Iuchiban
9	C	Holding	Imperial Artificer
12	C	Holding	Shrine of Flowers
11	R	Holding	Tortoise Ambassador
16	R	Pers.	Hida Kikaku
15	U	Pers.	Hida Nari
17	F	Pers.	Hida Sadaharu
18	C	Pers.	Hiruma Kikume
14	C	Pers.	Kaito Natsukiwa
19	U	Pers.	Kuni Okichi
21	C	Pers.	Daidoji Shiget
20	U	Pers.	Doji Choshi
22	R	Pers.	Doji Masaru
24	U	Pers.	Doji Han
23	R	Pers.	Doji Roku
25	C	Pers.	Kakita Osei
26	C	Pers.	Shinjo Oshiojiro
27	C	Pers.	Dragon Mirumoto Hakahime
28	U	Pers.	Mirumoto Hirohisa
29	U	Pers.	Mirumoto Yochi
30	F	Pers.	Tamori Shiki
31	R	Pers.	Dragon Togashi Jeshige
32	C	Pers.	Akodo Saburogo
33	R	Pers.	Ihno Yasako
34	R	Pers.	Matsu Aoko
36	C	Pers.	Matsu Nankoh
37	U	Pers.	Matsu Robin
35	U	Pers.	Matsu Takaya
39	R	Pers.	Tsuruchi Kikaku
38	C	Pers.	Tsuruchi Shunzo
42	U	Pers.	Yoritomo Rokkai
43	R	Pers.	Yoritomo Shunzo
40	C	Pers.	Yoritomo Shumai
41	U	Pers.	Yoritomo Suketomo
44	C	Pers.	Agnaha Oshiojiro
45	R	Pers.	Doji Akiko
47	U	Pers.	Phoenix Isawa Jomon
46	C	Pers.	Phoenix Isawa Kazuhiko
48	U	Pers.	Phoenix Shiba Naoya
49	R	Pers.	Phoenix Shiba Yoma
50	U	Pers.	Raiting Chikidai
52	R	Pers.	Raiting Iku-tach-tek
54	C	Pers.	Raiting Kichan
51	C	Pers.	Raiting Kichak
55	F	Pers.	Raiting Okidait
53	U	Pers.	Raiting Zamaishi
58	U	Pers.	Scorpion Bayashi Kakuho
60	C	Pers.	Scorpion Bayashi Saji
56	U	Pers.	Scorpion Bayashi Shinzo
57	R	Pers.	Scorpion Bayashi Sumera
59	R	Pers.	Scorpion Bayashi Tetsuro
61	C	Pers.	Scorpion Shosuro Adierko
64	U	Pers.	Shadowlands Hoshiko no Oni
65	U	Pers.	Shadowlands Hoshiro
66	R	Pers.	Shadowlands Hozan
62	R	Pers.	Shadowlands Sentei no Oni
63	R	Pers.	Shadowlands Suteiru no Oni
67	C	Pers.	Shadowlands Yojireru no Oni
68	U	Pers.	Unaligned Rama Singh
69	U	Pers.	Unaligned Kiroku
70	U	Pers.	Unaligned Soppu Toshiaki
71	U	Pers.	Unicorn Ite Rama
72	U	Pers.	Unicorn Moto Akazaru
73	U	Pers.	Unicorn Moto Gonyohyo
74	R	Pers.	Unicorn Moto Hanabi
75	C	Pers.	Unicorn Shinjo Fuyukichi
76	R	Pers.	Unicorn Shinjo Tsuyoshi
77	R	Region	Celestial Road
78	R	Region	Darkwater Bay
79	R	Region	Seikisan Mountains
105	R	Action	The Bear Returns
82	C	Action	Bright of War
94	U	Action	Charge of the First Legion
80	R	Action	Clash of Steel
79	C	Action	Clumpy Antebuch
109	R	Action	Complex Maneuvers
90	C	Action	Content of Intestines
84	C	Action	Content of Power
85	C	Action	Content of Testimony
87	C	Action	Content of Wealth
88	U	Action	Content of Roads
95	R	Action	Excellence
97	R	Action	Fire on the Sea
63	R	Action	Foebid Words
96	R	Action	Kharma's Confrontation
81	U	Action	Legacy of Dragons
83	U	Action	Meeting the Keepers
100	U	Action	Midnight Raid
98	U	Action	Ninja Sabotage
91	U	Action	Outmaneuvered by Tactics
93	R	Action	Sacrifice of Pawns
82	C	Action	Sadam Contest
101	C	Action	Scour the Earth
99	R	Action	The Shogun's Command
89	R	Action	Suinter Bereth
107	U	Action	The Snake Speaks
104	C	Action	Soften the Resistance
108	R	Action	Stagnant Ground
105	U	Action	Three Storms
86	U	Action	Tighten Patrol
106	C	Action	Unfamiliar Ground
122	U	Follower	Advance Forces
110	C	Follower	Ashigaru Concepts
111	C	Follower	Daidoji Gumbo
113	C	Follower	Flag Messengers
112	R	Follower	Iron Warriors
119	C	Follower	Monk Officers
115	R	Follower	Muramasa no Oni
118	C	Follower	Opportunists
116	U	Follower	Personal Assassin
120	C	Follower	Raiding Trackers
123	C	Follower	Soleil Guardian
121	C	Follower	Unsettled Scouts
114	R	Follower	Wandering Budoka
117	C	Follower	Yuriki
124	R	Item	Ancestral Standard of the Lion Clan
126	C	Item	Akodo's Ringoku
130	U	Item	The Better Gift
129	U	Item	Blazing Arrow
131	U	Item	Crown of the Ancestry Champion
125	C	Item	Daidoji Armor
132	C	Item	Emura's Amulet
128	C	Item	Jade Tetsubo
127	C	Item	Kuni Kakami's Journals
133	U	Item	Oni Daikyu
135	U	Item	The Steel Throne
134	U	Item	Writ of Command
126	U	Item	Writ of Restriction
137	U	Item	Cleansing Spirit
139	U	Item	Embrace the Stone
138	C	Item	Harmoney of Causes
140	U	Item	Imbuu Chi
142	U	Item	Sap the Spirit
141	R	Item	Shattering Insects
143	R	Sensei	Kedamono Sensei
144	R	Sensei	Gohet Sensei
145	R	Sensei	Tessai Sensei
147	R	Spell	Awaken the Eighth
148	U	Spell	Press of Battle
132	U	Spell	Osakei Lifelihood
150	U	Spell	Plague of Insects
153	R		