

Common Sense

These rules are designed around the criteria of Safety, Game-Balance, and Realism, in that order. Any apparent loopholes in these rules are automatically over-ruled if they break any one of these criteria. If there is any question about a discrepancy within the rules, a Moderator will make a temporary ruling for the game, and it will be brought up for permanent consideration afterwards.

Questions or Comments

If you have a question concerning Shogun, feel free to ask an older player or a Moderator. If you have a comment or argument, a Moderator will settle the dispute, and a permanent ruling will be made after the game.

❖ Getting Started ❖

In order to play Shogun, the following things are necessary:

1. **Know the rules. Know the rules. Know the rules.** We cannot stress this enough. 90% of the problems on the field stem from one or more players not knowing the rules.
2. **A costume.** While not strictly required, you at least need comfortable clothes that you don't mind getting dirty. However, wearing an actual costume gives you certain in-game privileges.
3. **A money pouch.** You will need something to keep your game coins in that is not your pockets. Even a simple sock tied to your belt will do.
4. **A weapon.** While there are loaner weapons available from the shop, it is advisable for every player to have their own weapon(s). You can either purchase one before the game or build one using the instructions on the website.
5. **A belt or sheathe.** You need some way of storing your weapon so as to not be considered aggressive when outside of battle.

❖ What is a Costume? ❖

- * Must show feudal Japanese and/or "historical" anime/video game influence (i.e. Samurai Shodown=good, Gundam=bad)
- * No brand logos
- * No denim
- * No obvious zippers
- * No obvious buttons
- * No t-shirts unless under other items
- * Footwear: At minimum, shoes of one solid color and free of logos.
- * Basically, if you'd wear it to go buy groceries, it's not a costume.

The following items are banned from the Shogun playing field:

1. **Baseball hats, visors, camouflage, clothes with logos on them, or wearing all black unless it is a costume.** These utterly detract from the feeling of playing a combat game based on Feudal Japan. Violators will be asked to remove the offending items.
2. **Incorrectly assembled or unsafe weapons.** This includes weapons with tape other than silver duct tape on the blades beyond 6 inches from the crosspiece/tsuba. Not only does tape utterly "uglify" the weapon, but in some cases, it also makes it hard to see. This is a very bad thing, since a good deal of the game takes place at night. It can also cause premature damage to the padding. All weapons must be safety-checked by a Moderator before every game.
3. **Directed light sources, such as flashlights, except for emergency purposes.** Undirected light sources, like lanterns, are acceptable.
4. **Real weapons such as knives, swords or firearms.** Leave them in your car or, preferably, at home.
5. **Drugs or alcohol.** Leave them at home. In addition, anyone who appears to be under the influence of banned substances will be asked to leave. Respect the owners of the property that allow us to play here.

❖ Behavior ❖

Shogun is a game. As in most games, the point is to have fun. Though the rules are open-ended to allow for a wide variety of activities, one should always try to keep their actions within the spirit of the game. Just because the rules allow you to do something, doesn't mean you should do it. Some points to remember:

1. Everyone who comes out to play Shogun does so because they want to enjoy themselves. Try to keep everyone's enjoyment in mind as you play.
2. Have respect, for your fellow players, for the Moderators, and for the people who allow us to play on their property every summer.
3. If a Moderator asks you to do something, do it. The Moderators are there because they're needed to keep the game running, not because they like to boss people around. If they had the choice, most would rather be playing the game than running it.
4. Don't cheat. Cheating accomplishes nothing and detracts from the game. The only way to get better at the game is by playing by the rules.
5. Give others the benefit of the doubt. If someone does something questionable, don't accuse them of cheating. Politely ask them about it after the battle is over, or talk to a Moderator if it happens repeatedly. In the end, only the person on the receiving end really knows where they were hit.
6. Keep your cool. Shogun is a physical game and as such adrenaline gets going. If you find something is angering you, sit in the Tavern for a few minutes until you calm down. There is never a reason to abuse or threaten other players verbally or physically.
7. Know the rules. It seems simple, but 90% of the arguments that occur during the game wouldn't happen if everyone knew the rules.
8. Leave the world behind. This means both not letting a bad day ruin the game for yourself and everyone else, but also try to refrain from using modern slang, quoting movies and TV or talking about the latest video game. There is plenty of time for modern concerns before and after the game.

Violating the code of behavior repeatedly will get you banned from playing Shogun. Every time a Moderator is required to speak to you about a behavior issue counts as a strike against you. Three strikes and you are not welcome for the remainder of the Season or indefinitely, depending on the nature of the violation. Flagrant violations may count as multiple strikes. No refunds will be issued for any Season Passes or admission fees if you are banned.

❖ General Rules ❖

All rules are generalized. The rules in the Class Section always override General Rules in event of a conflict.

Money

Players must keep their money easily accessible. Any player may give money to another player if they wish. Every player starts the game with at least one coin. Additional coins may be awarded for costuming and timely arrival.

❖ Some Uses for Money ❖

- * Pay Retainers
- * Buy from Merchants
- * Hire Mercenaries from another House

Legacy Daimyo receive 2 coins for every territory turned in to the shop when they report their death.

The Tavern

The Tavern is a safe haven within Shogun where you may relax. In the Tavern, you can get food, drink, or simply converse with the occupants without the threat of being killed.

❖ The Tavern ❖

- * Food & Drink packages may not leave the Tavern.
- * You may not flee from an aggressive attacker into the Tavern until they cease to be aggressive.
- * Only half the members of a House, rounded down, may be in the Tavern at any given time
- * You may not attack anyone within the Tavern, nor while entering or leaving it.

❖ Game Log Information ❖

- * The House Log contains information about the number of Houses in play and the names of the Daimyo running them.
- * The Death Log contains information on everyone who has died during the course of the game.

The Shop

Located in the center of the city, weapons and specialty items can be bought and sold here. Those with an extra coin to spare can also ask to have their fortune read.

Ninja and Ronin attacking players standing on the bricked area in front of the shop must declare aggression before doing so. No more than two players may stand in this area at the time and only for the duration of their business transaction. Please note that this area does not grant "invincibility" of any fashion, nor can it be used to escape a pursuer.

Players who wish to simply talk to the Shopkeeper may stand in the non-bricked areas on either side of the shop.

Game Logs

Game Logs are diaries that keep track of events in the game. There is the House Log (which is in the Shop), and the Death Log (which is in the Tavern).

❖ Weapon Rules ❖

Shogun uses a variety of simulated Melee & Missile weapons. The types of weapons that can be used in the game are given as follows.

Swords

A generalized category of Melee weapons encompassing styles of slashing and piercing blades with more striking edge than handle.

If a weapon is paired with another weapon, the off-handed weapon must be short sword-sized or smaller.

Exceptions: Samurai may wield a katana in each hand.

❖ Swords ❖		
Weapon	Length	Notes
Dagger	8" to 23"	
Kodachi (Short Sword)	24" to 36"	
Katana/Daito (Long Sword)	37" to 42"	
Nodachi (War Sword)	43" to 48"	Cannot be paired

Spears (Class Specific)

A generalized category of slashing or piercing melee weapons in which a blade is attached to a longer shaft. Spears can never be coupled with other weapons.

❖ Spears ❖			❖ Weapon Sizes ❖		
Weapon	Length	Notes	Size	Weapons	Rules
Naginata	48" to 72"	A curved blade attached to a long pole, which can only be used for slashing. The blade can be no more than 2 feet long. 2 handed	One Handed	Dagger, short sword, long sword	Can be wielded with one or two hands or paired with a second weapon (short sword or dagger) or bracer in the other hand.
Nagaeyari (Pike)	48" to 120"	A long shaft with a short, pointed end that can only be used for stabbing an opponent. The spike must be 1' long (the tip of the pike must be reinforced with mattress padding for safety). 2 handed.			
			Hand-and-a-Half	War sword	Can be wielded with one or two hands. Cannot be used with a second weapon or bracer.
			Two Handed	Naginata, Pike	Can be wielded with one or two hands. Cannot be used with second weapon or bracer. Cannot be used if one or both arms are wounded.

Weapon Sizes

There are three size categories for melee weapons: 1-handed, Hand-and-a-half, and two-handed.

Missile Weapons

Missile weapons come in two types: bows and shuriken. No player may carry more than three missiles at one time unless they possess a Specialty Item that allows them to carry more.

Bows (Class Specific)

Bows are weapons that propel an arrow at an opponent through a tension wire. All Bows, regardless of size, must be used with 2 hands. A bow should have a draw weight equal to 15 lbs and can only use arrows specially prepared by the Council. No compound bows are allowed.

Shuriken (Class Specific)

Only Ninja may use shuriken. A shuriken is only effective if it hits the head or neck area. Ricochets do not count.

❖ Bows ❖

- * Once an arrow strikes anything but a weapon (including the ground) it is out of play for the rest of combat.
- * At ranges of less than 20', a bow should never be drawn to more than a half pull.

Defensive Items

There are two forms of defensive items in Shogun: Helmets and bracers.

- A helmet is any form of headwear approved by the Council to be used as a defensive item. Rice paddy hats are one such example. A helmet offers protection from shuriken, but has no effect on the blows from any other type of weapon.
- Bracers are a form of armored sleeve that either slide over the arm or are strapped directly to it. Bracers come in two types: Silver and White. They must be worn on the outside of your clothing.
 - A Silver Bracer, as the name implies, must be silver in color. It only protects the area it covers, and does not function if a weapon is being wielded with that arm, nor can it be paired with a hand-and-a-half or larger weapon. It can be used by members of any Class.
 - A White Bracer is a special item worn only by Daimyo and the Shogun. It always functions, regardless of what weapons are being used and its protection extends to the hand of the arm it is worn on.
 - Any time you defend with your bracer, you should call "Block" to indicate to your opponent where his blow struck.

Weapon Storage and "Found" Weapons

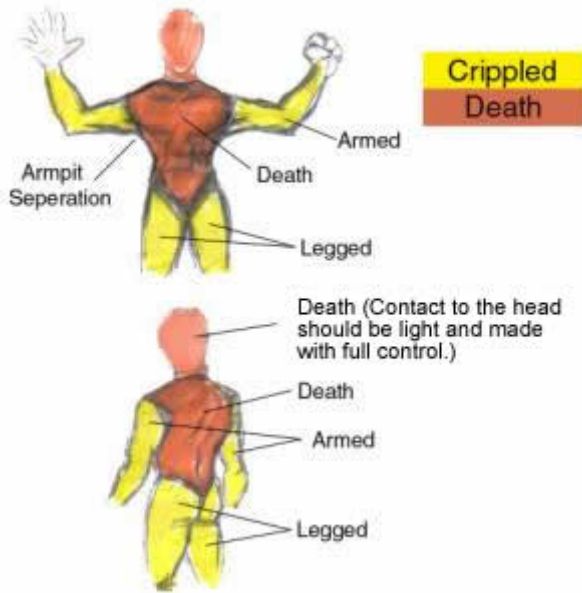
If you so choose, you may store weapons with a merchant, or in your Guild Hall. If you leave your weapons anywhere else, another player may take and sell them to a merchant. If you are taking a weapon to sell, you need to do so immediately. You cannot wield or hold onto another player's weapon without their permission.

❖ Combat ❖

Combat in Shogun is resolved through the use of approved weapons. While physical contact is allowed, you cannot grab, lock, hold, trip or throw your opponent or his weapons, nor may you strike another player with anything but an approved Shogun weapon.

Injury

Only solid hits count. A solid hit is not one that is swung hard (you should never swing with full power) but one that connects with the intended striking edge of your weapon and has noticeable impact. In other words, merely touching your opponent does not count. When you are slashing, the very tip of your weapon (the first inch or so) doesn't count. Likewise, if you are thrusting, the edges of your weapon do not count. However, draw cuts (dragging the blade along their body while applying force) do count. Ultimately, if the same blow delivered from a real weapon would incapacitate or kill someone, it counts as a hit.



Declaring Injuries

An injury should be declared immediately after it has been struck and in a loud and clear voice. **Never** call injuries for any player other than yourself. Anyone who calls "Dead" in combat is considered dead, whether they were referring to themselves or not.

Healing Injuries

If you are non-lethally injured during the course of combat, you retain those injuries. There are only four ways to heal in Shogun: pay a Merchant, receive healing from a Monk, use a Specialty Item or die and come back as a new Character.

In the case of the Monk, there 2 types of attention they can give: Bandaging and full Healing. When there is aggression directed at you or your house, the Monk may heal non-lethal wounds of his allies by tying a Bandage around the wounded limb like a shoelace. You cannot apply a Bandage to a player's hand. Once Bandaged, the appendage functions as normal, and can be wounded again as per normal. If a Bandage falls off, the limb becomes wounded again (old wounds open up). If two Bandages fall off of the same limb, the player is considered dead from massive hemorrhaging.

When no aggressive opponent can be seen, the Monk may fully restore all non-lethal wounds by touching the player, allowing him to safely remove any bandages.

Death

- * Any strike to the body, neck, head, or groin counts as death, as does losing both legs or being struck in the same limb twice.
- * If killed, you may not continue your swing. Only attacks that are simultaneous with the deathblow are counted.
- * If you are killed in battle, announce "Dead".
- * If killed by stealth outside of battle, you must remain silent. If you make a noise that alerts others to your killer's presence, he is allowed to loot you and leave without being attacked.
- * When you are killed, you must wait for the battle you were in to be finished to allow your carcass to be looted, even if you have no coins. While waiting, move to the side of the battle and, if possible, sit or kneel there. A dead player may not speak, except to a Monk (or someone with a Specialty Item that mimics a Monks' Speak with Dead ability), or to ask the name of the person who killed him.
- * Before you can return to play as a new character you must walk back to the Tavern.
 - Exception: Daimyo who were killed must stop by the Shop to sign their House out. Dead Daimyo do not need to go the Tavern.
 - Second Exception: If you are killed out of the sight of your Daimyo you must find him (provided he is still alive) and tell him you have died before going to the Tavern. (This prevents people from using recently dead players as assassins against their former Daimyo.)
- * As a Ghost, you must hold your weapon horizontally above your head as soon as you are killed and until you arrive at the Tavern to record your death in the Death Log.
- * You must write your name, the name of your killer and your time of death into the Death Log before returning to the game.

Surrender

When you surrender, you become incapable of becoming aggressive. You remain a prisoner to the person (or people) to whom you've given up as long as someone keeps a hand on your shoulder. Prisoners are not capable of holding other prisoners.

Looting

- * When someone is killed, immediately following his death, anyone not in his House can loot his body.
- * When you are being looted, you must hand over all the chips you are carrying as well as weapons purchased from the shop as well as specialty items designated as lootable. (Exception: If a short sword

❖ Injury Rules ❖

- * When struck in the arm or leg, you must announce the appropriate appendage or be considered dead.
- * You may be injured multiple times by the same attack.
- * A blow that scores a solid hit counts even if it struck your weapon first.
- * A blow that strikes a sheathed weapon still counts if it would have normally hit the player's body. Only weapons held in a hand can block strikes.
- * When struck in the arm, you may no longer use that arm, though you are permitted to switch weapon hands after calling "Arm".
- * If the arm struck is the only one holding your weapon, you cannot complete your swing. In other words, for the attack to count, it must strike simultaneously with your own. However, if you have two hands on your weapon and only one is injured, your blow still counts.
- * If struck in the leg, you must drop to one or both knees.
- * If struck in an already injured Arm or Leg by an attack, you are considered dead.
- * If both legs are injured, you are considered dead.
- * If struck in the hand while holding a weapon, you must announce "Hand". You are not considered injured, but it lets your opponent know where they hit you.
- * If struck in the hand while not holding a weapon it counts as being struck in that Arm.
- * If someone calls "Time" to check the real life injuries of another player, all attacks against him or the injured person do not count. However, if a large battle is going on, wait until the battle is finished, or allow one of the dead to tend to him.

❖ Surrender & POW's ❖

- * If released (i.e. nobody has a hand on your shoulder), you are free to flee until someone puts a hand back on your shoulder. You may not, however, become aggressive once released until you return to the Tavern. If captured, your captors may do what they wish with you, within reason.
- * Someone who has surrendered can be looted as if they were dead.
- * If a prisoner chooses to commit seppuku, his captors must honor that choice.

is a player's only weapon it cannot be looted.)

- * A Daimyo keeps his last 5 coins to represent his family holdings, though he must surrender any coins in excess of 5 to his looter.
- * If no one remains in sight that is capable of looting you, you may go to the Tavern.
- * Members of a House cannot loot other members of that House, even if the House is destroyed.
- * Retainers must surrender any looted money and items to their Daimyo or Shogun.
- * Once a player starts moving towards the Tavern to respawn, they may no longer be looted.

Sheathing

Your weapon should be sheathed except when you are preparing for combat. If your weapon is unsheathed, you are considered to be Aggressive. Here's how you'd sheathe the following weapons:

❖ Sheathing Weapons ❖
Swords can be sheathed by either hanging freely from the owner, or carried by hand in a scabbard (which cannot be silver) that covers the entire length of the blade.
Spears are considered sheathed when held vertically in a single hand or slung over the shoulder
Bows & Arrows are considered sheathed as long as there is no arrow strung to the bow. (Note: Arrows cannot be carried in a belt; it damages them.)

Aggressive Intent

Aggression is defined as a combat ready state.

You are considered Aggressive when:

A House is considered Aggressive when:

❖ Aggressive States ❖
* Your weapon is unsheathed.
* You declare your intention to attack someone.
* When the Daimyo of the House declares his or her intention to attack someone.
* If a person attacks a House, then tries to quickly sheath his weapon he is still considered aggressive unless he formally declares surrender.

Declaring Intent

Declaring Aggression is a verbal announcement of your Aggressive Intent. When you declare your Aggression, it must be one of the following statements, and it must be stated loudly and alone.

* "Prepare to Die" (If your weapon is already drawn or you are using a spear or bow).

* "Draw" (can only be used if your weapon is sheathed).

Entering an On-Going Battle

When joining an on-going battle, Houses must declare that they are doing so and on whose side (which can even be their own). Daimyo can declare for the entire House as per normal. If their Daimyo is not present, individual House members must declare for themselves. Ninja, obviously, are exempt from this rule.

Example: House Kayai and Fugiri are fighting. House Iyashii rounds the corner and sees House Kayai's exposed back and decides to take advantage. The Daimyo of House Iyashii draws his weapon and declares "House Iyashii joins this battle on the side of Fugiri." They are now aggressive against Kayai. If they wish to attack Fugiri after the battle is over, they must declare their aggression for attacking another House as per normal. If they had said they were joining on the side of themselves, they would be aggressive against both Houses and could attack each normally.

Dueling

A duel is a battle between two players under agreed upon terms. (Note: The Kensai Guild has more formal rules for dueling.)

Resolving Combat

Combat is considered resolved when there are no more visibly aggressive participants.

❖ General House Rules ❖

There are two forms of Houses in Shogun, each with slightly different rules. Legacy Houses represent ancient samurai families with the resources to regroup even after a crushing defeat, though it takes a certain amount of time to do so. Upstart Houses represent a samurai who manages to rise to power and become a Daimyo. These Houses only last as long as the original Daimyo or his followers survive to support them.

Legacy Houses

There are four Legacy Houses in Shogun. Each one is lead by one of the Daimyo listed in the personalities section. These Houses always bounce back, even when they are soundly defeated on the battlefield. However such setbacks take time to recover from as the former Daimyo's heir asserts his control.

Upstart Houses

Created by up-and-coming Daimyo who rise from the ranks of the samurai (in other words, the players) only last as long as the Daimyo who created them, though loyal retainers can reform them if they wish. There can only be three Upstart Houses (or more, in a high attendance game) in play at any given time.

Forming Houses

In Shogun, a House is formed by an aspiring Daimyo. To solidify his House's legitimacy, he must recruit at least 2 retainers of any class. The aspirant Daimyo has 6 Resource Points (RP), which represent a House's time and money available to spend on soldier training. Once he has found at least two people willing to follow him, the Daimyo signs in at the Shop and allocates RP to his troops to determine their class. The name of a House defaults to the name of the Daimyo who founded it. If the Daimyo wishes to give his House a different name, he may do so with Moderator approval.

A Daimyo may only induct as many retainers as their costs allow, up to 6 RP.

Hiring Retainers

A Daimyo may hire retainers at any time, so long as he has the necessary RP remaining to do so and there is no one currently aggressive towards his House. To hire a retainer, he must simply ask a player if he wishes to hire on. If the player agrees, the Daimyo and player determine what class his new retainer is. The Daimyo mentally counts the new retainer's class against his available RP while the retainer removes his ronin headband and ties it in the appropriate position to reflect his new class.

❖ Retainer RP Costs ❖	
Class	Cost
Bushi (Loyal Swordsmen)	1 RP
Monk (Combat medics)	2 RP
Ninja (House Assassins)	2 RP
Samurai (Master of Arms)	2 RP

Banners

Each of the Legacy Houses (except Azamuku) as well as the Shogun, will have a special spear with a banner attached. These spears are considered property of the respective House leaders and cannot be looted. They can be wielded by any member of that House that can use spears as part of their class (samurai, monks, daimyo and shogun). Bushi and Ninja can carry the spears, but cannot use them and must either drop them or hand them off before joining battle.

Gaining Resource Points

The only way to gain additional Resource Points is to become Shogun.

Death

If one of the House's retainers dies, the player is no longer a member of that House and any RP he cost are immediately freed up. He may return to his former House after signing in his death and seek employment again if he wishes.

If the Daimyo dies, he must go to the Shop, return his bracer and sign himself out. The House collapses, and all members become Ronin as soon as the battle their Daimyo was killed in ends.

Once a Daimyo reports to the shop to sign his House out, he cannot function as a Daimyo again for at least two minutes.

Please note that a Daimyo should NEVER hand his bracer over to anyone but the Shopkeeper. Even if one of his retainers intends to continue his House, the Daimyo must still go to the Shop, sign out the House and turn in his bracer. The retainer may then request to sign in as Daimyo and receive a bracer from the Shopkeeper.

Changing Class

Normally, a player cannot change his class until he dies. However, when a Daimyo first becomes Shogun, he may rearrange his retainers in any fashion he wishes up to the maximum RP allowed to him. In other words he may "promote" a Bushi to be a Samurai or a Monk can be changed into a Ninja, etc, etc. This may only be done when he first receives the additional RP. After that his retainers remain the same class until killed.

❖ Territories ❖

The field will be divided into 10 territories. Within each territory will be a marker with the name of the territory on it.

Uncontrolled Territories

In order to claim an uncontrolled territory, a Daimyo must touch the marker and count out loud to 100. If at any time he becomes aggressive, lets go of the marker or takes a step, the Daimyo must stop counting. (The rest of the Daimyo's House is under no such restrictions) Once he ceases to be aggressive and returns his hand to the marker he can start counting again, but he must start over from 1.

Once he reaches 100, the Daimyo places the marker on a ring hanging from his belt. (This ring will be issued when the daimyo forms his House.)

Controlled Territories

The Legacy Daimyo will each receive one marker to represent their ancestral holdings. These markers can never be claimed by another Daimyo and do not correspond to any of the 10 territories in play.

If a Daimyo is killed in battle against another House, the Daimyo of the winning House (provided he also survives) may claim one-half of the losing Daimyo's territories, rounded down (minimum of 1.) The winner chooses which territories he is given. Legacy holdings do not count towards this number. (So if the leader of House Fugiri had claimed 3 territories in addition to his ancestral marker, a Daimyo who defeated him in battle would receive 1 territory [$3/1 = 1.5$, rounded down=1] not, 2.) The remaining markers are returned to the shop and will be replaced in their corresponding territories by the Oni and the Shinsengumi.

If a Daimyo is killed when no other Daimyo is present, all of his territories are returned to the shop. They do not count as "loot".

If more than 2 Houses take part in a battle, the maximum number of territories that can be claimed from each defeated Daimyo is 1.

Territories (barring ancestral holdings) can be exchanged by living Daimyo. (You can trade, sell or give them away if you wish.) However, the markers can only be carried by Daimyo. At no time may another player handle them.

Pillaging Territories

Daimyo can also choose to pillage any territory they control in exchange for 4 coins. The territory is turned in to the shop and is considered out of play for a short period of time.

At the start of the game, the shopkeeper will secretly roll a d6. Once that number of territories is pillaged, a game event goes off. Possible events include Peasant Uprising, Plague, the Daimyo who pillaged the most recent territory becoming Haunted by the Oni or targeted by ninja, and the Shinsengumi (or Band of the Red Hand) hunting down Daimyo who pillage. Once an event is triggered, the shopkeeper will roll the d6 again to determine the number of territories required to trigger the next event. Once a certain number of events have gone off, the country is considered to be in shambles and no more territories can be pillaged for the rest of the night.

❖ Class Rules ❖

Rank

The Ranks in Shogun are to reflect social standing within the feudal Japanese society. Rank to the Japanese was more than just a man's possessions. It was the litany of a Character's lineage, his standings with a Daimyo, and the reputation he has made for himself (or lack there of). Ranks go as follows, from Lowest to highest: (Ronin, Ninja, Bushi, Monk, Samurai, Daimyo, Shogun & Moderators).

Ronin

Ronin represented the lordless warriors of feudal Japan. These untethered warriors were often poor, and while part of the Samurai lineage, they were looked down upon as no more than thugs, even by their lessors. The Ronin class represents the base starting class in Shogun. Anyone who is not a Moderator or working for a House is a Ronin.

❖ Ronin ❖	
Benefits	<ul style="list-style-type: none"> * Ronin can hire on with a Daimyo & become a Retainer * Ronin may attack a Ninja if a Daimyo isn't present, but must declare his Aggression before attacking * May attack other Ronin or the Oni without declaring Aggression.
Restrains	<ul style="list-style-type: none"> * Ronin must wear a white Headband to signify their Rank. * Ronin cannot attack anyone with a Rank of Bushi or higher except in self defense * If forced to defend himself, the Ronin may attack his assailant until they cease to be Aggressive. * If within sight of two Houses that are aggressive towards another, a Ronin must immediately cease aggression and can no longer injure anyone, even those aggressive towards him. * Ronin may not wear hats or helmets.
Armament	<ul style="list-style-type: none"> * Ronin may use any legal weapon in the game.

Ninja

No other group of people were as hated, feared, or misunderstood in feudal Japan as the Ninja. Unlike popular depiction, Ninja were neither super-Samurai nor were they bloodthirsty mercenaries. In reality, most Ninja belonged to insular mountain communities, or grew up as a Daimyo's secret soldiers, his shadow warriors to engage in covert activities that he could otherwise not be involved in.

Ninja Disguises

* Ninja may disguise themselves as other classes. While disguised, they gain all of the restraints and none of the benefits of both their Ninja class and the class they are impersonating.

* Disguises cannot be donned or removed while other players are observing you. The exceptions to this are in the Tavern, or when the only players present are allies.

❖ Ninja ❖ RP Cost 2	
Benefits	<ul style="list-style-type: none"> * Ninja never have to declare Aggression before attacking. * Ninja are the only class who can wear masks and hoods. * Ninja may disguise themselves (see below). * Ninja are the only class in Shogun who may use Shuriken, and may only carry three at a time.
Restrains	<ul style="list-style-type: none"> * Ronin may attack a Ninja if a Daimyo isn't present, but the Ronin must declare his aggression before attacking.
Armament	<ul style="list-style-type: none"> * Ninja can use Dagger, Short Sword, Long Sword, and Shuriken

Bushi

A bushi is a warrior. Whether a peasant conscript drafted from his fields to follow his feudal lord to war or a professional soldier, the difference between the bushi and the Samurai are two-fold. Training and rank. Whereas a samurai could use a wide variety of weapons, a bushi knew the use of one or two and often didn't have the skill with that possessed by a samurai with his least-favorite weapon. In addition, a Samurai was a member of the samurai caste—minor nobles within their own right— and respected and valued retainers. Bushi were simply a necessity of warfare, without use in times of peace.

❖ Bushi ❖ RP Cost 1	
Benefits	<ul style="list-style-type: none"> * May use any sword except War Swords
Restrains	<ul style="list-style-type: none"> * Bushi, like Samurai, must announce their intention to attack. * Bushi must tie their headband to their primary weapon to signify their Rank.
Armament	<ul style="list-style-type: none"> * Daggers, Short Sword, Long Sword

Monk

Yamabushi (Shinto Mountain Priests), Sohei & Shugenja (warrior monks similar to the Shaolin of China), and Buddhists made up the caste of people collectively known as Monks. Most Monk tradition of Philosophy and medicine was imported in the early days of Japanese Buddhism from Japan's giant neighbor, China. Unlike the war torn Japanese isles, the Chinese Dynasties were usually more politically stable, allowing peace to last for greater periods of time. These longer lengths of peace, as well as being the Mecca of trade in the East, freed the Chinese to ends other than warfare. The practice of Medicine, a highly regarded trade to the Chinese, was brought to Japan by the same flood of expatriates who birthed the tradition of Ninjutsu through the teachings of Sun Tzu and Confucism.

❖ Monks ❖ RP Cost 2	
Benefits	<ul style="list-style-type: none"> * Monks are the only class in Shogun that can heal injuries. See the Healing Injuries section in Combat for the details on healing wounds. * Monks may speak with the dead. * Monks may keep the Oni at bay or force it to flee. * A Monk may use his hands to deflect arrows.
Restrains	<ul style="list-style-type: none"> * Monks must tie their headband around their neck like a necklace to indicate their rank. * Monks must announce their aggression before attacking.
Armament	<ul style="list-style-type: none"> * Monks may use Daggers, Short swords, Naginata, and Nagaeyari (Pikes)

Speaking with the Dead: A monk may converse with the recently deceased (players who are

dead, but have not yet gone to the Tavern) as if they were living. However, the dead player cannot reveal any out-of-game knowledge. For example, he may not name his killer unless the person was seen and introduced himself at some point prior. The dead may choose to ignore the Monk and remain silent if they wish.

Protection from Evil Spirits: A Monk can keep the Oni and other evil spirits at bay by holding a hand out towards the spirit and reciting a mantra (a simple "Back evil spirit" will suffice). If the Monk actually touches the Oni with his hand, the Oni is forced to flee.

Consecrate Dead: Outside of combat a Monk may touch a ghost (a dead player) to force his spirit to rest. (The player must immediately go to the Tavern and sign in.) This ability can also be used during certain game events.

Samurai

At the time, the Samurai was either a respected or reviled individual who held a soldier's outlook of life and an almost religious reverence for the art of war. To the Samurai, there was no greater honor than to go into battle, as both Victory and Death held great prestige as long as the warrior was courageous until the end. The Samurai's most enduring aspect, however, was his Katana, a curved long sword of masterful make and keen sharpness. A Samurai's Katana was so dear to him that entire generations within a family have been known to live and die by the edge of the same blade. The forging of, training with, and care for the Katana held importance as both military weapon and religious artifact, and played a central part in the life of Japan's most influential caste.

❖ Samurai ❖ RP Cost 2	
Benefits	<ul style="list-style-type: none"> * Can use any legal weapon except shuriken. * Samurai can wield two katana if they wish.
Restrains	<ul style="list-style-type: none"> * Samurai must announce their intention to attack if they are initiating the aggression. If another player initiates aggression, the Samurai need not make the announcement. * A samurai must tie a headband to his off-arm to indicate his status. * Long swords must be curved. * A Samurai cannot carry more than 3 arrows.
Armament	<ul style="list-style-type: none"> * Any Sword * Any Spear * Bows * Special Dual Wield: Can use two katana.

No Samurai trained solely with the sword, however. Horsemanship, archery, wrestling and the spear were among the many arts they practiced. A fully trained Samurai was a true master-at-arms, capable of using a wide variety of weapons with deadly effectiveness.

Daimyo

Daimyo were aspirant warlords who controlled small fiefdoms in Japan during its period of military unrest. Whether he was a good man of noble birth or a tyrant who seized power through force, most Daimyo worked to attain the title of Shogun, a position of military power that ruled over the whole island of Japan. With rebellion and invasion constantly threatening his power, the Daimyo would lead his army against those who would oppose him, and honor, in victory or death, would be given on the day of battle. Unfortunately, Daimyo could rarely afford the unflinching devotion to Bushido, the Samurai's code of ethics, since they frequently found themselves at the center of political intrigue and conspiracy. Thus, while the Samurai where the sword he wielded in the public eye, he also relied on Ninja, his secret soldiers who performed disreputable tasks that would otherwise bring the Daimyo dishonor.

❖ Daimyo ❖	
Benefits	* Daimyo function as Samurai in every aspect * Daimyo must wear a White Bracer on their off arm to signify their rank. * Daimyo may catch missile weapons. * Daimyo get 6 RP to hire retainers * A Daimyo may not be looted of his last 5 coins.
Restrains	* Samurai restraints
Armament	* Same as Samurai

Shogun

An archaic title meaning "barbarian conquering supreme warlord", Shogun eventually came to mean the military ruler of Japan who controlled the country through military, political, and economic power rather than the divine right of the Emperor. To become Shogun, you must achieve Military or Economic victory over all the other Houses.

Military Ascension

In order to achieve the Shogunate through military dominance, you must control at least 8 territories and report to the Shop to sign in.

Economic Ascension

If a Daimyo manages to acquire 50 coins, he has amassed a fortune that represents the majority of the wealth in the land. By surrendering this money to the Shopkeeper, he sets in motion plans that pave the way to the title of Shogun, not through military prowess, but wealth and influence. You cannot attempt Economic Ascension if there is already a Shogun.

Being Shogun

Once you sign in as Shogun you gain all the Benefits and Restraints of the Shogun class. You also gain an additional 2 RP (for a total of 8) and may spend them to hire new retainers or change the classes of your current retainers. In addition, the Shinsengumi become loyal to you and will defend you whenever possible. This doesn't mean that they will follow you around; they have other duties that prevent mindless wandering around. However, they will follow specific orders and defend you from attack. For example, you could not ask the Shinsengumi to follow you on a tour of the field. However, if you know there is a House gearing up for battle against you, you can ask them to aid you in that specific battle.

❖ Shogun ❖	
Benefits	* The Shogun functions as Daimyo in every aspect * The Shogun is immune to missile weapons * The Shogun heals all non-lethal wounds he receives after a battle * The Shogun receives 8 RP with which to hire retainers. * To signify his rank, the Shogun wears an invincible white bracer on each arm * The Shinsengumi become loyal to you.
Restrains	* Samurai restraints
Armament	* Same as Samurai

❖ Personalities ❖

Personalities are roles that will be assumed by players in every game, provided sufficient attendance to support them. They are not Moderators, but simply archetypes that contribute the feel of the game of Shogun and keep the game flowing smoothly. These positions are played by volunteers with approval of the Council.

Noble Daimyo (House Kayai)

The country is in chaos. People die and cities burn as various factions strive for dominance. The only way to end it is with a firm hand guided by the virtues of Bushido. The Emperor is obviously too weak to end the suffering of his people, so someone else must answer the call. The Noble Daimyo is the leader of House Kayai, formed by an alliance of smaller Houses who believed in this important goal and forged into one entity through the fires of the recent conflicts. This war must come to an end and victory will be much easier if those scheming Azamuku were no longer able to keep poisoning everyone's minds against each other.

❖ Noble Daimyo ❖ Personality	
Outlook	* Japan needs a kind and just ruler to deliver itself from the chaos of war. However, one must not forget Bushido in pursuit of that goal.
Methods	* Achieve victory by bringing the warring provinces under your rule. * To remain true to Bushido one must not employ underhanded means of achieving victory. Never hire Ninja through other Houses. Ninja retainers are permitted, but are to be used tactically, not for assassinations.
Dislikes	* House Azamuku. They ignore Bushido in their constant schemes and shifting alliances.

Tyrannical Daimyo (House Fugiri)

Japan is a country in nothing but name. Countless factions war endlessly against one another without end. What the country needs is a strong ruler to whip it into shape, and there is none stronger than the Tyrannical Daimyo. Taking advantage of the chaos of the war to bring down the previous Shogunate, House Fugiri ruthlessly expanded its power base. Now they stand ready to dominate through force of arms and claim the Shogunate that is rightfully theirs. The only thing standing in the way is House Kayai. With them out of the way, the other Houses will be easy prey.

❖ Tyrannical Daimyo ❖ Personality	
Outlook	* Japan needs a strong ruler to restore order. The little things don't matter so long as the country can be united again.
Methods	* Achieve victory by destroying all who oppose you and taking their land. * Honor and Bushido are important. Remain true to your word but remember this is war. Ninja are just another weapon.
Dislikes	* House Kayai. They are the only true threat to your dominance.

Enterprising Daimyo (House Iyashii)

War is good for business, but there's no profit in complete destruction. Peace means wealth too, and whoever is in charge during peace stands the most to gain. The Enterprising Daimyo leads House Iyashii. They lost much of their land and resources to the previous Shogunate and they were only able to reclaim a small part of it after the Shogun's fall due to House Fugiri's frantic expansion during the war. But there are other avenues of wealth to pursue, and once the Shogunate is in their hands they can easily take back what is rightfully theirs.

❖ Enterprising Daimyo ❖ Personality	
Outlook	* There is a little wealth to be found in a country razed to the ground. There is profit in peace, and greater profit in rulership.
Methods	* Achieve victory through your strength: money. * Honor and Bushido are well and good but they don't pay the bills. Go where the money is.
Dislikes	* House Fugiri. They took what's yours and destroy everything they touch.

Scheming Daimyo (House Azamuku)

There's one truth to war. If it's fought long enough pretty soon neither side has enough left in them to continue fighting. A weakened enemy is a lot easier than a strong one and the Scheming Daimyo seeks to be strong by making sure everyone else is weak. House Azamuku stayed out of the war to bring down the previous Shogun, biding its time and building its strength. The warfare has taken its toll and soon it will be time to strike, but there's a few Houses left that could pose a threat. They're already poised to destroy one another; all they need is a little push.

❖ Scheming Daimyo ❖ Personality	
Outlook	* Let the other factions destroy one another, then sweep in to pick up the pieces.
Methods	* Achieve victory by playing your enemies against one another. When they're too weak to fight back is when it's time to strike. * Once you're in charge you can make your own rules, so who cares about that Bushido nonsense.
Dislikes	* House Iyashii. They are loyal only to money, making them hard to manipulate if someone else has more of it.
Special	* The Daimyo of House Azamuku functions as a Ninja, not a Samurai. He still considered a Daimyo in all other respects. * House Azamuku can never claim territories. Their only path to the Shogunate is through Economic means.

Shinsengumi

In a time when dedication and loyalty to Bushido were paramount qualities and formed a cornerstone of Japanese life, the Shinsengumi were the exemplar of this virtue. Swearing allegiance to the Shogun, the Shinsengumi filled the role of law enforcement in a feudal era, insuring that Justice was blind and that Samurai remained true to their vows. Although not affiliated with a House themselves, the Shinsengumi gain their authority from the communities they protect, and thus outrank even Daimyo when matters of the Law are concerned.

❖ Shinsengumi ❖	
Benefits	* The Shinsengumi functions as Samurai in every aspect
Restrains	* To signify their rank, the Shinsengumi wear blue headbands.
Armament	* As Samurai (Swords preferred)

The leader of the Shinsengumi sees to it that the members of his squad keep order in the city, protect the people from lawless threats such as ninja and the Oni and defends the Shogun in times of need. Though he can use any weapon as a Samurai, he prefers to use swords and normally orders his squad members to do likewise.

❖ Shinsengumi Leader ❖ Personality	
Benefits	* The Shinsengumi Leader functions as a Samurai in every aspect * The Shinsengumi Leader may recruit 3 retainers to assist him.
Restrains	* To signify his rank, the Shinsengumi leader wears a blue headband and coat.
Armament	* As Samurai (Swords preferred)

Kote no Sho (The Band of the Red Hand)

Between the former Shogun's oppressive rule and the constant warfare that followed, the people of Japan have suffered greatly. However, they can take comfort knowing that the roving band of ashigaru known as the Kote no Sho seek to protect them from these harsh times however they can. This Band of the Red Hand is lead by great hero who wants nothing more than to end injustice and oppression.

❖ Kote No Sho ❖	
Benefits	* Members of Kote no Sho function as Bushi with one exception They know how to use spears, not swords.
Restrains	* To signify their rank, the Kote no Sho wear red headbands.
Armament	* Any Spear

The Folk Hero is a larger-than-life figure whose name is on the lips of every peasant in the province. It is rumored that he used to be a great Daimyo whose lands were stripped by the former Shogun and then taken by House Fugiri in the war to depose him. The fact that the Folk Hero and the Noble Daimyo seem to be on friendly, if cautious, terms seems to reflect this fact. The Folk Hero sees the Noble Daimyo as still part of the reason for the continued warfare, even his goals may be just, while the Noble Daimyo sees a man who has abandoned Bushido, even if he is well meaning.

❖ The Folk Hero ❖ Personality	
Benefits	* The Folk Hero functions as a Samurai in every aspect * The Folk Hero may recruit 2 retainers to assist him.
Restrains	* To signify his rank, the Folk Hero wears a red headband.
Armament	* As Samurai (Spears preferred)

Clans and Guilds

There are several clans and guilds within the land. Clans are social groups of like-minded players. Membership within a clan has no effect on game play, only role-playing. Guilds are groups of players dedicated to specific set of skills. Guilds have requirements for entry and frequently test their members to ensure their skills remain sharp. In theory, a player who is a guild member will be better at playing classes related to their guild than a non-guild member.

Some Guilds have buildings that belong to that Guild. These buildings can only be entered by members of the appropriate Guild or with their permission.

The Emperor

The Emperor is the hereditary ruler of Japan and believed to a descendant of the deity who created the islands on which the country rests. In theory, he is the undisputed ruler of Japan, but in practice he is often forced to endure a particularly powerful feudal lord ruling in his name under the title of Shogun. No one actually plays the Emperor during the game, but he may be mentioned often. This entry is simply to identify what people, such as a certain Kensai, are talking about when they speak of the Emperor.

❖ Game Moderators ❖

Moderators are in charge of making sure the game runs smoothly and the rules are followed, in addition to settling disputes. If a Moderator is not present, Council members will moderate disputes if necessary.

The Oni

The constant bloodshed of recent war has unleashed an ancient demon upon the land. Very few have seen this creature and lived, while even fewer have claimed to have killed it only to have it rise again. It is unknown what is the true goal of this menace, only that it seems to subsist on human flesh and seems to find ronin particularly tasty. Whatever its purpose the only certain thing is that it's unsafe to leave the city alone at night.

The Oni's function is to simply be random element and to add a bit more flavor to the game. Barring certain Game Events and the use of Specialty Items, the Oni attacks without reason or vendetta. In addition, the player of the Oni is a Moderator and functions as a roving arbiter of rules disputes. (Hint: If he's not carrying his sword and/or is talking in a normal voice he is moderating something.)

❖ Oni ❖ Moderator Class	
Benefits	* May use the Oni Sword. * May attack without announcing aggression. * Heals all wounds every time he kills another player. * May respawn anywhere that is not under direct observation.
Restrains	* A monk can hold the Oni at bay or force him to flee. * When killed he must kneel for three seconds, then respawns once out of sight. * Cannot pass through Shinto Gates * Certain Items and Specialty Items have an adverse effect on him
Armament	* Oni Sword

Merchant (Shopkeeper)

Merchants were both an anomaly and a necessity in feudal Japan. Usually looked down on because they wielded a good deal of power without fighting for it, most Merchants in Japan at the time were simply ambitious, but poor, men who either weren't born nobility, or were of a Samurai family, but didn't have what it took to be a warrior. In either case, Merchants in Japan, as in all countries of the time, played a vital role by keeping the country's shaky economy afloat during those war-torn years. Surprisingly, despite its "cowardly" ways, Mercantilism ended up being a powerful rival to the feudal system in place, as trade and commerce brought new ideas into Japan, and many Daimyo earned the hatred of their peers by becoming very welcoming of foreigners and their amazing goods, such as muskets and the like. This new trend in capitalism was particularly attractive to the Yakuza, whose business boomed with the ushering in of the new, more liberal, social-standard.

The Merchant plays the role of equipment dealer and trades in black-market goods such as exotic weaponry & hard to find herbs. The Merchant can sell you items normally considered illegal by normal Shogun standards, which you can use as you wish once you purchase them. Unfortunately, whatever you buy can also be stolen or looted from you, if you're not careful. Also, the Merchant also buys weapons, usually at a nominal price, if you happen to find one just lying around. Finally, in addition to snake oils & elixirs, he also sells tried and true remedies, such as penicillin from the west, surgical tools & aid from India, and so on and so forth.

Merchants are suspicious of people they can't place. As such, any player not wearing a costume will be charged one extra coin for any transactions he makes with the shopkeeper.

Players may not "steal" items from the shop unless it is part of a storyline approved by all the Moderators working that night. Any unauthorized attempts to steal from the shop will be treated as actual theft and you will be asked to leave.

❖ Shop Items and Services ❖

Specialty Items

There are a number of specialty items available from the shop. Some of them are one-use items that will be taken from you by a Moderator once you use them. Others can be reused without limit and allow you to do things normally not allowed by your class. Specialty items are lootable and you can only carry one specialty item at a time.

Item	Function	Reuse
Oni Ward	Single Use "Protection from Spirits". Must be presented firmly while declaring "Be gone evil spirit" or the like.	No
Charm of Good Health	Will completely heal the wearer of all wounds, save death, outside of battle. Only functions for current owner until he dies.	Yes
Charm of the Dead	"Speak with Spirits" as per the Monk ability of the same name.	Yes
Disguise Kit	You may disguise yourself as a member of another class as per the Ninja Disguise ability. You gain all of the restrictions and none of the benefits of the class assumed. You may only add or remove disguise when the alone or only being witnessed by allies.	Yes

Healing

For the price of 1coin, the Merchant can heal you of all non-lethal wounds, like a Monk's full healing. Also like a Monk, however, the Merchant can only provide this service when you are not involved in combat. Remember, he's a Merchant because he DOESN'T want to get caught in the middle of a fight.

Fortune Telling

Once during the game, at any time, you may pay the Shopkeeper two coins and ask him to read your fortune. The Shopkeeper will then use his special divining stones (i.e.: a pair of dice) and tell you your fortune. This fortune could affect you, another player, or the whole game and can be good, bad or be dependent on the results of some quest. Anything could happen from winning a handful of coins, to becoming cursed to learning the whereabouts of a legendary item such as the Murasame or a mysterious amulet that seems to have power over the Oni.

Only players who arrive in time to be signed in at the start of the game and are in costume will be eligible to have their fortunes read.

Quest Items

These are unique items gained through a fortune roll or special game event and, unless otherwise specified, cannot be looted and remain with the player for the remainder of the game. These items cannot be used by any player except the one they were given to. A player may wield any Quest Item weapon, regardless of class.

Murasame

The Murasame is a white-bladed sword of exquisite craftsmanship, its hilt wrapped in blue over black. It is believed to have an unquenchable thirst for blood. All that is certain is that the wounds it causes are always lethal (any valid strike from the weapon kills the person struck). However, this dark thirst preys on its wielder as well. Should the person wielding the Murasame become wounded in battle he dies instantly the moment the battle ends. Bandaging during the battle will not prevent his death, nor will the healing abilities of a monk be sufficient to save him once the battle is over. When wielding the Murasame, a player must declare "I am <player name>, wielder of the Murasame" at the start of the battle.

Masamune

Crafted by the greatest sword smith Japan has ever known, this legendary purple-hilted, white-bladed sword grants its wielder nearly-invincible prowess in battle. So long as the Masamune is in hand, the wielder cannot be wounded, only killed. Any hits to the arms or legs do not count, though strikes to the body and head count as normal. When wielding the Masamune, a player must declare "I am <player name>, wielder of the Masamune" at the start of the battle.

Kage

This black sword is said to have been quenched in the blood of an Oni. While it possesses no special powers, its dark blade makes it an unpredictable weapon in places of shadow.

Chinese Fireworks

This strange orange spherical throwing weapon is filled with an unknown black powder and explodes on contact with the power of the mightiest of sword blows. This weapon can only be used once per battle and counts as a normal weapon hit wherever it strikes. Monk deflect arrows and Daimyo catch arrows abilities work normally against it, but bracers and helmets do not. It must be returned to its owner after the battle is over.

❖ Game Events ❖

Sometimes a fortune roll will result in a Game Event. This means something has occurred that affects the game as a whole for a certain period of time (usually 15 minutes but could last the rest of the game). When a Game Event occurs, the Shopkeeper will ring the gong and announce the event. Once the event is over, he will ring the gong again.

Behilit (Character/Quest Item) Nobody knows anything about this strange trinket; where it came from, or what it does, and despite its strange appearance, it seems to give its owner good fortune.

Divine Wind: Something has stirred the anger of the Gods. Tsunamis smash against the coast of the island, and the Divine Wind brings floods and storms unlike any seen in an age. Anybody caught outside the city after five minutes dies. It is possible to placate the storm before the time is up. To do this, 3 monks must work together to perform the Ritual of Calming. **No territories can be claimed while the storm rages.**

Ninja Hysteria: Prompted by a nearly successful attempt on his life, the Emperor has called for a ferocious crackdown on Ninja. The life of anybody caught practicing Ninjutsu is forfeit. Anyone caught collaborating with Ninja is punished with death. Anyone soliciting for the services of a Ninja will receive capital punishment. Anyone who displays Ninja-like behavior (Skulking, stalking, whispering, wearing all black, possessing Ninja specific gear, displaying pro-Ninja sentiment, etc.) is branded a traitor and is to be executed.

Peasant Uprising: Panic grips the land as peasants and lordless warriors rise up against the Samurai. For the duration of the uprising, Ronin may attack whomever wish. **In addition, Daimyo may not claim or pillage territories until the uprising is vanquished.**

Plague: A player is infected with Leprosy. Anybody they touch, except the Merchant, Monks, and the Oni, gain the disease until the Leprosy card until it is looted from their corpse. Unfortunately, while a player has Leprosy, they cannot heal wounds that they receive. Fortunately, after 30 minutes, a treatment is found, and anybody infected may go to the shop for a cure.

Tengu Stone (Character/Lootable Quest Item) It is said that long ago, the Oni and Tengu once had a fierce battle. It is believed that the Oni defeated the Tengu because he now wears his stone, which grants him awesome power. If one were to retrieve this stone from the fallen Oni, one might share these awesome powers. However, the Oni is somehow changed by the loss of the stone and only a group of Monks working in concert have any chance of restoring things to the way they were.

Oni Rampage: Angry spirits roam the land, possessing the bodies of the recently deceased. **Anyone killed during the event respawn as undead, and remain so until the end of the event. Even Legacy Daimyo and Monks can fall prey to this plague of evil.**

Undead (Condition) Not a game event in itself, but rather the result of certain game and fortune events. An undead warrior has no allegiance (barring certain conditions that allow a player to control undead), can use any weapon it currently carries, has no need to declare aggression, and should be role-played with minimal intelligence. Other than to call hits, undead cannot speak intelligibly with anyone that does not possess the ability to Speak with Dead. Undead can be held at bay by Monks in the same fashion as the Oni and can instantly "killed" with their Consecrate Dead ability. Undead take wounds normally. When killed, an undead player goes to the Tavern and returns to the game as normal (as a Ronin). Monks, Moderators and Legacy House Leaders can never become undead. **While undead, a player should remove his class markings.**

<http://www.angelfire.com/wa/shogun>

http://groups.yahoo.com/group/shogun_Z/

-----Tear or Cut Here-----

I, (print name) _____ do certify that I have read these rules, and understand them. I understand that any questions I may have can be brought up on the mailing list, in the Forum or to any Council Member, and that ignorance of these rules is no excuse. I understand that knowing these rules is necessary to playing the game of Shogun, and that any disputes that I may become a part of during the game will be decided against me if my actions were in violation of these rules.

Signature: _____

Date: _____