



For the Emperor

COMPONENTS

- A** 7 Battlefield Cards
- B** 18 Warrior Cards (9 per player)
- C** 2 Player Aids
- D** 7 Banners
- E** 8 Ability Tokens (4 per player)

CREDITS

Game Design: Whitney Loraine

Illustration: Sai Beppu

Graphic Design: Sai Beppu, Anca Gavril

Development: Breeze Grigas, Michael Dunsmore, John Brieger

Consulting: Velgus

Editing: Jeff Fraser

In ancient Japan, two clashing armies send their elite warriors to 7 battlefields. Fight honorably to win the most battles! For the Emperor!



SETUP

- 1 Place the 7 battlefields in the middle of the table, spaced evenly apart.
- 2 Place the 7 banners in a supply nearby. Do not stack them.
- 3 Each player chooses an army (Turtle or Crane) and takes their

9 warriors, 4 ability tokens, and player aid.

- 4 Each player shuffles their warriors, draws a hand of 3, and places the rest in a facedown draw pile.
- 5 The Crane army goes first.

HOW TO WIN

In *For the Emperor*, each player sends out their elite **warriors** to take control of the 7 battlefields. Each warrior adds their **strength** (number) and **ability** to the battlefield where they're placed.

You **control** a battlefield if you have more total strength there than your opponent. If you control the **most** battlefields at the end of the game, you win.

BANNERS & BATTLEFIELDS

As you play, each of the **7 banners** will be assigned to a different **battlefield**. The total number of **warriors** on a battlefield can **never exceed the number on its banner** (counting both players' warriors).

The game ends when every battlefield has a **banner** and a number of warriors **exactly** matching its number. Each player will have 1 unplayed warrior left, which **acts** as their **tiebreaker**.



The Turtle army controls this battlefield. It has a "2" banner, so the Crane army can't place another warrior.

GAME TURNS

Players alternate taking turns. Each turn has the following steps:

1. **Play** 1 warrior on a battlefield.
2. **Assign** banners if necessary.
3. **Draw** 1 warrior.

PLAYING A WARRIOR

Choose a battlefield with either **no banner** or **fewer total warriors** than the number on its **banner**. Place 1 warrior from your hand faceup on your side of the battlefield. If your warrior has a **"When Played"** ability, resolve it immediately.

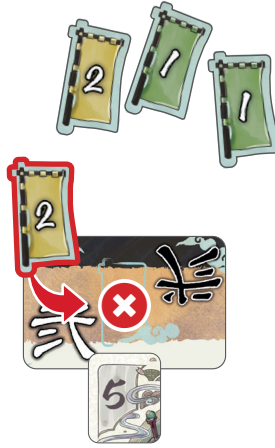
If you have multiple warriors on a battlefield, arrange them such that their strength, "Ongoing" abilities, and "Game End" abilities remain visible. "When Played" abilities can be covered by other cards.

ASSIGNING BANNERS

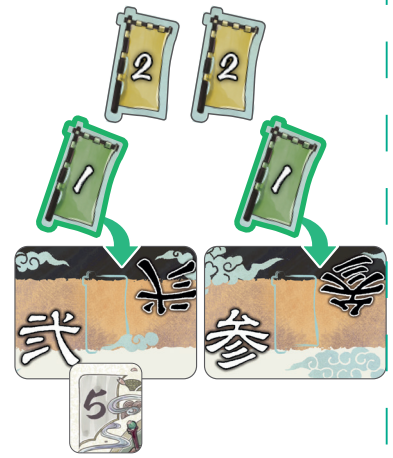
After playing a warrior, check whether to assign banners to 1 or more battlefields. Follow these steps:



- A** First, check if the **highest banner** in the supply matches the number of warriors on any battlefield *without* a banner. If it does, place the banner on that battlefield.



- B** If you place a banner in **A**, repeat **A** for the **next** highest banner in the supply. Continue like this until the highest banner left in the supply can't be placed.



- C** Finally, check if there are exactly **two battlefields** with **0 or 1** warriors on them. If there are, place a "1" banner on each of them.

3 WITH 3+ RULE

During the game, there can **never** be more than **3 battlefields** with **3+ warriors**. In other words, once 3 battlefields have 3 or 4 warriors, the other 4 battlefields can have a max of 2 warriors).



The Crane army can't place a warrior here, because there are already 3 battlefields with 3+ warriors.

3 WITH 3+ AND BANNERS

If a battlefield has a "3" or "4" banner, it will have 3+ warriors at game end, so it must be counted towards the 3 with 3+ rule **no matter how many warriors it currently has**. See *Ronin (4) Clarifications*.

GAME END

When your draw pile runs out, continue playing without drawing new warriors. When each player has **1 warrior** left in hand, finish the turn and end the game. Determine who **controls** each battlefield (count each final player's strength from warriors, tokens, and "Game End" abilities). If both players have the **same** strength on a battlefield, **no one** controls it.

Whoever controls the **most battlefields** wins the game. In a tie, whoever has the higher **tiebreaker card** left in hand wins. If still tied, the players are evenly matched and share the victory!

WARRIOR CLARIFICATIONS

- Ronin (4):** You can't place a banner if one is already present. If you can place a banner, you must. The battlefield now counts towards the 3 with 3+ rule.
- Yamabushi (5):** If you return your Ashigaru (2) or Kyudo (3), leave their ability token in play. If you play them again later, place their 2nd token.
- Wokou (6):** You may move an ability token placed by either player. The token's effect is removed from this battlefield and applied to the new one.
- Onna-musha (7):** If your opponent can't legally place a warrior anywhere else, they may ignore your Onna-musha.
- Sohei (8):** You may choose to use your normal tiebreaker (last card in hand) instead of your Sohei.