

# The COURT JESTER

Issue 1

*"Fight!" Jiasu shouted desperately. His voice was lost amid the sound of Moto hooves. Soon he was lost as well.*

January  
2004

Hello everyone,

And welcome to the first issue of the new 'Court Jester'. I hope you enjoy reading it and I hope that it will grow and continue helping to provide an interesting, insightful and funny view of the state of the game in the United Kingdom.

So the winter's main attractions, the European Championships and GenCon SoCal, have been and gone, and some fantastic storey prizes with them. Players from the U.K. made a good showing at the European Championships, but alas, we were unable to bring home the main prize.... Next year then...

In this first issue Justin Walsh has provided us with a look at the Reign of Blood strongholds, I have put pen to paper and delved into the world of corruption and Jan O'Brian has been let loose to explain why Mantis decks are back in fashion.

The events section this month is not as full as I would like it to be, but it is getting there. To keep everyone up to date there will be an online tournament schedule at <http://www.l5ruk.net/>. This will be updated with all tournament data I have when I get it.

If anyone reading this wants to write for 'The Court Jester' get in contact. It can be anything from Fan Fiction to an in depth Tournament Report. I will be continuously on the look out for new material. So don't sit idly by, grab a pen and paper (or keyboard) and start writing!

Hope every one has a brilliant time over the next few months,  
Play more, and have fun.

Dave Robotham,  
Akiuji, AGM, The Court Jester.

## Legend of the Five Rings product round up...

'The Training Grounds' set was released on the 11<sup>th</sup> December, and sold out almost on the spot. Fear not though, AEG are planning a second printing of the set.

As the name suggests and as many of you already know, this set is designed for players who have just started to play the game. And as an introductory set this succeeds on every level. The rule book is full colour and easy to understand. This entire package has been very well designed and is spot-on for beginners.

But The Training Grounds also has appeal to veteran players, as it includes quite a few rare and difficult-to-get-hold-of cards...

**2x Feign Death**  
**2x Superior Strategist**  
**2x Sneak Attack**  
Gunsen of Water  
Blade of Secrets  
Armour of Earth  
Far From the Empire  
Shadowlands Bastion  
Oblivions Gate  
2x Shrine to Fukurokokujin  
**Shrine to Daikoku!!**  
Proposal of Peace  
Doom of the Dark Lord  
Birth of the Sword  
Plains of Otosan Uchi  
Seppun Jin  
**Ashura!!**  
Matsu Kenji

There are also 4 brand new promotional cards; Matsu Hyun exp, Voitagi exp, Wanton Destruction, Deathseeker's Glory. If you purchase just one 'The Training Grounds' box you will get a full play set of these new promotional cards.

And for anyone who loves the story, the fiction in the back of the rulebook is continued across the cards of the pre-constructed decks, really tying the whole package together.

The box in which these cards come packaged also doubles as a sturdy card storage box, covered in fantastic Ben Peck artwork!!

Contact the Court Jester staff...

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Phone - 07766251037

# Mantis in Diamond

By Jan O'Brien

*"Too much ambition is an unforgivable sin...  
But only if you fail"*

- Yoritomo Kumiko

The Mantis Clan, as everyone will now know, is one of the strongest competitors in the diamond environment. For long-time players, this is exciting, as it's the first time that Mantis have ever really been considered a consistent threat. With their mass battle actions that get rid of your opposition in such a way as to stop them from coming back (twang!), naval invasions, and their fantastic gold scheme, Mantis are a force to be reckoned with.

The main strength of nearly every mantis deck comes, obviously, from its ranged attacks, with a little (or a lot) of help along the way from the naval trait. 'Ranged attack' was never a playable deck type until diamond edition, when the combination of **Castle Of The Wasp** (allowing a player to shoot provinces to reduce their strength) and a lot of well priced people with good ranged attacks meant that Mantis could actually do something on the offensive.

Given that nearly every Mantis personality has a ranged attack of some form, and some of them also allow shooting without bowing (as does the **Castle Of The Wasp**), a Mantis player can attack even without a fate hand full of battle actions. On the one hand, if your opponent defends you may not take the province but you will destroy most if not all of his units, and if he does look like he's going to beat you, you can make him pay dearly for it. This is why Mantis are the masters of attrition, and it is the basis behind the first of their more common Diamond Edition deck types.

The **Mantis Control Deck**, in whatever guise people know it, utilises a certain amount of personality control fate cards, combined with the innate ranged attack of the personalities, to attempt to ensure that no deck has enough personalities in play long enough to stop an attacking Mantis player. Cards like **No Hiding Place**, **Kolat Assassin**, and **Ambush**, as well as the talents (oh yes, the talents) of **Shosuro Maru** mean that when the deck is working, after the Mantis player performs his naval invasion-ranged attack, most players will have little or nothing left in the battle to defend with.

To ensure the ranged attacks are backed up with some beef, personalities such as **Yoritomo Kajiko** are often played. This deck can take a few turns to set up, so some early blitz defence cards are always advisable (see later) to give you time to play some gold and personalities. For the late game, **Yoritomo Kumiko** is a great inclusion to give the deck some army-beating force, and **The Ruby of Iuchiban** allows you to bow that clan champion or sword-wielder for the final attack.

The second of the more common deck types is **Mantis Blitz**. The aim of this deck is to attack early, hard and often; forcing your opponent to defend with as many personalities as he has as soon as he brings them out. If your attacks are blocked by defenders it is likely you...

won't take provinces, you simply kill defenders instead, although **Travelling Ronin** help here - if your opponent blocks you can attach them after shooting the defenders to ensure taking the province. If your attack is not blocked the gold set aside for the Travelling Ronin is still available for use in your dynasty phase.

Given that most Mantis personalities are fairly expensive, to be able to blitz at a good speed, personalities like **Utagawa** and **Voitagi** may need to be used, and the inclusion of **Shrine to Benten** and the ubiquitous **Koto** can help to ensure fast gold production. This kind of Mantis deck is also a form of control deck, though in a much more indirect way than the previous one; the fate deck tends to comprise of a lot more battle actions and rallying actions such as **Carrier Pigeon** and **Call to Arms**. These allow for some defence while keeping up the pressure.

Some actions come almost as standard in all Mantis decks; **Tsuruchi Technique** is amazing all round, **Tireless Assault** lets you bypass defenders or effectively negate a send home card, **Ambush** combined with a naval unit allows you to shoot a problem person easily or, even better, play **Overwhelmed** on them before they have a chance to react.

For decks that don't run all-naval personalities, **Yoritomo Toyozo** can let someone sail alongside him with the naval trait, or (my personal favourite) **The Deathless** makes a unit all naval for a mere 3 gold. Naval-giving cards combined with some powerful non-naval people such as **Tsuruchi Hiro exp.** can be massively powerful.

Like a lot of other decks in the environment, Mantis can suffer badly to an early blitz, generally by Dragon (Monk) from **The House of Tao** or by Lion playing **Kyuden Ikoma**, and to a lesser extent, Unicorn decks. Given the large proportion of players who play these decks, and the inevitable bandwagoning, the meta cards of choice are cards such as **Overconfidence** and **In Search Of the Future** to negate force bonuses, **Refugees** for a chance of removing an attacking unit, or less commonly **White Stag Burns** to stop a unit assigning in the first place. These cards all have the advantage that you do not need presence in the battle and so Dragon, with the **Ring of Water**, or Cavalry can still be stopped.

Another card which is a personal favourite of mine is **Carrier Pigeon** which straightens and moves a unit into a battle as a defender, which if used with a good ranged attacker and **Castle Of The Wasp** can give you two ranged attacks and easily blunt any offence. For defensive actions, like **To Do What We Must** and **Overwhelmed**, and defending in the early game to shoot someone where you might end up having to sacrifice your personality, **Feign Death** is seeing play in many Mantis decks. (It is also brilliant all-round protection from control strategies.)

To sum up, the Mantis are undeniably one of the power clans in diamond. The inbuilt battle actions on many Mantis personalities leave them good room in their fate deck for meta-game choices or off the wall strategies. No player, whatever deck they use, can go into a battle versus the Mantis and be certain of coming out of it with any personalities left on the table, even if they win. Personally, it's nice to know people are afraid of the Mantis again. Now all that remains is to see what 'Reign of Blood' throws up and enjoy yet more elements to an already diverse clan.

# Reign of Blood Strongholds

By Justin Walsh

## Shinden Horiuchi

**For what is an attacking clan, albeit one with a unique approach to magic, low-force Shugenja are perhaps not what you would want to be playing. In order to make up for such shortcomings, Shinden Horiuchi offers unparalleled opportunities for creative deck construction while still remaining within the Clan focus.**

It was realised early on in design that no competitive military deck is going to have room for both Spells and Items, so it was decided that one should 'become' the other while in play, furthermore reflecting the Unicorn art of Meishodo.

We also wanted to afford some degree of battle protection to Unicorn's relatively expensive Shugenja. Getting a free 0F Cavalry Follower token achieves this in some measure, while opening up further deckbuilding opportunities: your Spells are effectively Spells, Items and Followers. You can now play **Peasant Vengeance** with consummate ease; **luchi Katsumi** can bow and/or destroy Spells for her ability, as can **luchi Haichang**, while **luchi Tudev** can punish your opponent for opposing your spell-laden Personalities. **luchi Yue** can now move Spells as well as Items, and the **Utaku House Guard** also benefit from the number of Spells you can wield in battle.

Given that Spells can usually do more to win battles than most Items the ability offers a novel way for Unicorn players to approach battles while still making use of many of their Item manipulating cards. Flexibility and card redundancy are what it is all about with **Shinden Horiuchi**.

## The Temple of Hoshi

**Dragon has always been the clan of flexibility. While in the past, this has often led to Dragon lacking direction, now that they have that focus, flexibility can be achieved in other ways. The Temple of Hoshi's ability is very direct and simple: Your Dragon Clan Personalities may cast Kihos as if they were Monks.**

This has the peculiar effect of making Monks somewhat less desirable in decks off this Stronghold, but what it does achieve is to make a very specific, nearly Clan-specific, set of actions, namely Monk-only Kihos, far

more consistent and powerful.

This is in addition to being able to cast the great majority of other Kihos out there as well. **Prayers and Blessings**, anyone? The consistency offered should be obvious. The power comes from the range of Personalities that can now make perfect use of these cards. Wouldn't it be nice to have a 5F monk for 9G, a Monk who could also commit seppuku? Now you do, with **Mirumoto Kyuzo**. **Mirumoto Kansuke** is not far behind him at 4F for 8G. For those of a more tainty outlook, wouldn't it be great to field Personalities who could cast both **Written in Blood** and **Palm Strike**? Just pick a Shugenja.

While this Stronghold may not currently be able to compete power-wise with **House of Tao**, just remember that with every new Monk-only Kiho (and every other Kiho besides) and each great Personality that isn't a Monk, this Stronghold improves in power to fulfil a very specific niche. It might not be so powerful now, but this is a Stronghold that will just get better and better.

## City of Remembrance

**The Phoenix and the Elemental Dragons, together again. While this is probably the first thing that springs to mind on seeing the Stronghold, and it is certainly worthy of note, the real meat of this Stronghold is, currently, the ability to use innate abilities without bowing. This opens up a range of new options for Phoenix players, some of which are quite subtle. At the very least, this Stronghold requires a reappraisal of each and every innate ability in the game.**

Innate battle abilities will probably require and benefit from the most scrutiny. **The Fire Dragon**, for example, sees his innate ability go from quite poor to absolutely stellar: two RA5s without bowing? Yes please. The range of innate abilities that this stronghold interacts with is too broad to go into specifically. What players should be looking for are ways to use their innate abilities that enhance their overall strategy, using **Isawa Junichiro** to strip a follower before opening up with **Kuro's Fire** for even more devastation, for example.

Not being able to cast Kihos is a drawback, but one that can largely be played around. The major losses to the deck are **Flee the Darkness** and **Prayers and Blessings**. Of these, Flee is by far the more important, as Dragons can be difficult to protect in battle.

That said, **City of Remembrance** is not a power stronghold immediately after Reign of Blood, but it is a stronghold that has a clear focus and design direction, so expect a number of support cards to emerge for it in succeeding sets.

# Corruption

By Dave Robotham

**So I was sitting at home one day, and I was thinking, what does corruption mean now? Any other format and it means FREE GOLD! Alas not anymore. So what does the Taint do for you In Diamond?**

One word... Power. Shadowlands cards are generally bigger and better than their in-clan counterparts. You need to look and choose carefully, but for a little loss of honour you can play some monster cards.

Dynasty wise, there is **Ashura**. Hands down **Ashura** is one of the best corrupt personalities in the game. 10 Gold for 5 Force and 5 Chi coupled with Cavalry and Fear 4 is good, but when you add in the explosive trait, Ashura becomes powerful. I find Ashura is best used as a kamikaze attacker. Coupled with **Overwhelmed** and especially **To Do What We Must Ashura** can quickly destroy some very powerful opposing cards. A couple of other cards that work well with the kamikaze theme are **Ambush**, **Feign Death**, and **Tireless Assault**. In battle your opponent has to use non-lethal send home to repel **Ashura**. This can cause hassle for many players, considering lethal battle actions seem to be popular at the moment.

**Kyofu** is another good choice. Again for a mere 10 Gold he is big, 5 Force 6 Chi, and Cavalry... His Fear 8 is just topping really. But both **Ashura** and **Kyofu** really shine when coupled with **Private Dojo**.

Corrupt duelling is very effective, if a little expensive. The fact that you are using Shadowlands personalities to duel with means the number of limited duels available to you just doubled. You now have **Iaijutsu Challenge** and **For the Empire**. Attach a **Corrupted Jade Sliver**, and you can easily get a 10 Chi dueller out of **Kyofu**. Then you can use **Private Dojo** to boost him to 18 Chi, but that is just over the top... Just watch out for **Karmic Strike**...

In fact **Corrupted Jade Sliver** can be used on many big personalities to just make them... bigger, with no honour loss! The flip side of this is that the personality gains the Shadowlands trait, which in turn can become very useful for using **For the Empire**.

As well as Corrupt Jade Sliver, there are other items with the Shadowlands Trait that work well for a control themed deck. The first of these is **The Porcelain Mask of Fu Leng**, this gives all Shadowlands cards +1 Force and it gives the wearer the Shadowlands Trait, with Fear 3. Which means it works with both the Private Dojos and For the Empire. Then there is the **Ruby of Iuchiban**. This item is simply amazing, and its experienced version is even better! Pick the biggest nastiest unit on the opposing side of the table, and lock it down, potentially for the entire game

I decided to try out a Corrupt Unicorn Deck. This is the deck list I came up with, using the above themes.

Northern Provinces of the Moto  
The Black Heart of the Empire

## Dynasty Deck: 40 cards

3x Ashura  
3x Shosuro Maru  
3x Moto Chagatai  
3x Moto Latomu  
3x Moto Zijhuan  
1x Kyofu  
1x Moto Chagatai (experienced 2)  
1x Shinjo Shono (experienced 2)  
1x Shinjo Xushen (experienced)

2x Barley Farm  
2x Private Dojo  
2x Personal Librarian  
2x Shrine to Daikoku  
1x Gifts and Favours  
3x Stables  
3x The Hiruma Dojo  
3x Silk Works

1x Boundless Sight  
1x Shoguns Fealty  
1x In Time of War

## Fate Deck: 41 cards

3x Test of Courage  
3x Ambush  
3x For the Empire  
3x Iaijutsu Challenge  
3x Ninja Kidnapper  
3x Kolat Assassin  
3x Overwhelmed  
3x Tireless assault  
2x To Do What We must  
2x Feign Death  
1x Egg of P'an Ku

1x Armour of Earth  
1x Gunsen of water  
1x Blade of Thorns  
1x Ruby of Iuchiban  
1x Ruby of Iuchiban (experienced)  
1x Porcelain Mask of Fu Leng  
3x Corrupted Jade Sliver

3x The White Guard

I have played this deck through many games, and it performs quite well. It can struggle to contain an early blitz (which is unfortunate, being that Lion are dominating the tournament scene at the moment).

The deck also runs into problems with the cost of the personalities and Fate cards. But if you focus on building a strong economy at the beginning of the game you should be okay.

This deck uses all of the tricks described above, and some more. Shosuro Maru is a very strong card, letting you bow early blitzing personalities and then later, multiple Marus can bow out a large proportion of their defenders...

The deck kills or bows out as many personalities as possible, before destroying the opposing provinces.

Have a go; a little corruption never hurt anyone...

(Yes, I know what you are thinking, Why did I let Ben Palmer, of all people, write for 'The Court Jester'... Well to be honest I'm not sure, but here it is. There is some valuable information in there somewhere... Editor)

## Ben's (not Zen's) Card Focus!

By Ben Palmer

### Overconfidence

**OG 2F / Reaction: When a personality has received a force bonus more than or equal to his or her printed chi, bow the personality. The Personality cannot straighten during his or her controller's next straighten phase.**

Cool card. It's getting into LOADS of decks recently. Why? Probably because I did it first, and I set trends, but that's probably not what you want to hear. Bah, and as much as it hurts, there are many reasons why this card should make a few of your decks. (*Other than copying Ben, Ed.*)

Reason number one, homies, and it's a big one. Lion. This clan is ripping some shiznit up around the world, and while the military version of their decks hasn't been as successful as the Tib\*\*\*s' Lion deck (*edited for the benefit of a certain a band-waggoner, I mention no names Mr O'Brien*), it's still damn strong. Heck, being modest and all is good, but I won a 156 player tournament with a military Lion deck. How many times was overconfidence played on me? Not many. If it had been, maybe I wouldn't have done so well. Another reason to play overconfidence is the scary, but not quite top tier, Water Monk deck... No one likes to see all their provinces being munched 2nd turn. Chasing Osano Wo? Ha? You are a little overconfident my friend..... Yes, hours of fun.

If, however, you are the kinds person that doesn't like to go with the flow, doesn't want to run out and buy that number one single on CD, doesn't wish to fill his deck with the latest meta... Overconfidence isn't meta! Pack in a shrine to Bishamon, and hey hey, you have yourself a nice little bit of control that every deck can play, without distracting from their regular strategy!

Woot!

## Tibbles' Lion

**And for those of you who would like to know what the 'Tibbles Lion Deck' is, read on...**

Kyuden Ikoma  
Left Hand of the Emperor

### **Dynasty Deck: (41)**

#### **Events: (4)**

1x Chrysanthemum Festival  
1x A New Wall  
1x Imperial Quest  
1x Wait and See

#### **Regions: (3)**

1x Temples of the New Tao  
1x Refuge of the Three Sisters  
1x Sacred Grove

#### **Holdings: (16)**

1x Noh Theatre Troupe  
1x Shrine to Fukurokujin  
1x Shrine of the Sun

2x Shrine to Daikoku  
2x Shrine to Benten  
2x Shrine to Hotei  
2x Personal Librarian  
2x Gifts and Favours  
3x Copper Mine

#### **Personalities: (18)**

2x Otomo Taneji  
3x Matsu Aoiko  
3x Akodo Tadenori  
3x Ikoma Ryozo  
3x Akodo Rokuro  
1x Akodo Tekkan  
1x Matsu Kenji  
1x Akodo Mino  
1x Matsu Nimuro Exp.

#### **Fate Deck: (41)**

#### **Items: (2)**

1x The Ruby of Iuchiban  
1x The Imperial Standard

#### **Actions: (39)**

3x Stay Your Blade  
3x Block Supply Lines

## Mantis Deck List

Here is a deck list for the Mantis deck, built by Ian O'Brien and played by the Liverpool local, Keith Owens, at the European Championships. Keith went 6-1 in swiss rounds, but was sadly beaten by Unicorn in the top 32.

### **Castle of the Wasp The Right Hand of the Emperor**

#### **Dynasty Deck**

3x Moshi Amika  
3x Tsuruchi Terao  
3x Tsuruchi Tasuku  
3x Tsuruchi Nobumoto  
1x Tsuruchi Hiro exp.  
3x Yoritomo Kajiko  
3x Yoritomo Chimori  
1x Yoritomo Kumiko exp.  
3x Shosuro Maru

3x Daidoji Merchants  
3x Hiruma Dojo  
3x Kobune Port  
2x Gifts and Favours  
1x Marketplace  
1x The Shogun's Barracks  
1x Shrine to Daikoku  
1x Shrine to Bishamon  
1x Shrine to Fukurokujin

#### **1x A New Wall**

#### **Fate Deck**

3x Tsuruchi Technique  
3x Refugees  
3x No Hiding Place  
3x Tireless Assault  
3x Ambush  
3x Feign Death  
3x Overconfidence  
3x Call to Arms  
3x Fall On Your Knees  
2x Kolat Assassin  
2x Overwhelmed  
2x Carrier Pigeon  
2x Taut Bowstrings  
1x The Egg of P'an Ku  
3x The Deathless  
1x Ruby of Iuchiban

2x Superior Strategist  
1x Dismissed  
3x Soul's Sacrifice  
3x Refugees  
1x Wedge  
3x Tribute to Your House  
3x Carrier Pigeon  
2x Encircled Terrain  
2x Suspended Terrain  
1x Battlefield of Shallow Graves  
1x Volcanic Fields  
3x Rend the Soul  
3x Fall on Your Knees  
3x Overwhelmed  
2x To Do What We Must

# TOURNAMENT SCHEDULE

## THE SOUTH

### Southampton

All the events in Southampton take place at the Hidden Fortress. The Hidden Fortress is one of the few games stores in the country that can host a 40 player tournaments and still have space to spare. It provides a wide selection of food and drink, along with all your other gaming needs...

**The Hidden Fortress**  
51 East Street  
Southampton.  
Phone #: 02380710550

#### MONTHLY L5R

**Date:** Sunday 11<sup>th</sup> January.  
**Start time:** 10.30am.  
**Cost:** £3.00.  
**Format:** Diamond 40/40 Constructed.

**Date:** Sunday 8<sup>th</sup> February.  
**Start Time:** 10:30am.  
**Cost:** £3.00.  
**Format:** Diamond 40/40 Constructed.

**Date:** (provisional) Sunday 14<sup>th</sup> March.  
**Start Time:** 10:30am.  
**Cost:** £3.00.  
**Format:** Diamond 40/40 Constructed.

### Aldershot Tournaments

The 'Games Shop' in Aldershot runs events on a monthly basis and is currently running a year long Uber Tournament. On the next page I will hand you over to Alex Cullum, The Tournament Organiser for Aldershot, and he can explain all...

We do not have the dates for any of the Aldershot events in the New Year, but I to get them for the next issue.

'The Games Shop' (in Aldershot)  
Phone # - 01252 311 443

### London

The following events take place at:

**Isobar,**  
London South Bank University Student Union  
Keyworth Street  
Elephant & Castle  
London SE1.  
Phone #: 07598224804

#### WEEKLY L5R

**Date:** Every Monday Night  
**Start time:** Doors open 5:00pm, gaming starts at 7:00pm  
**Cost:** £1  
**Format:** Diamond Constructed Multi-player

#### MINICON XII

**Date:** Saturday 31<sup>st</sup> January  
**Start Time:** 10am.  
**Cost:** £5  
**Format:** Diamond 40/40 Constructed  
*Note: using latest AEG tournament kit*

The following Event takes place at:

**The George**  
213 The Stand (opposite The Royal Courts of Justice),  
London WC1.

#### LONDON MONTHLY

**Date:** (provisional) Saturday 6<sup>th</sup> March  
**Start Time:** 12am  
**Format:** Diamond 40/40 Constructed  
*Note: using latest AEG tournament kit*

Those of you who attended the European Championships will recognise the name...

## CARD YOJIMBO

**Card Yojimbo are the fantastic new card sleeves produced by Lidimus.**

Each box has fifty green and fifty black, and every sleeve has the Mon of your favourite clan on it. Currently all factions in Diamond Edition are represented. The sleeves fit Legend of the Five Rings card perfectly, and they NEVER split. The clan mons are printed in gold, and are clean and the lines are sharp. The images are also incredible difficult to deface and will last through many tournaments.

Card Yojimbo were released on December 15<sup>th</sup>, through most gaming outlets.

*(TerryCon was the first tournament run by Terry Reeves. Apart from the chair carrying and other mishaps he mentions the whole affair was rather splendid, well done Terry, we all look forward to TerryCon II... Editor)*

## **TerryCon Results...**

*By Terry Reeves*

### **27 players**

4 Crab, 1 Crane, 4 Dragon, 3 Lion, 6 Mantis,  
1 Phoenix, 1 Ratling, 4 Scorpion, 0  
Shadowlands, 3 unicorn

### **Top Eight**

Ben Davies (Mantis), Ben Palmer (Crab),  
Brian Stewart (Phoenix), Dave Ryle  
(Dragon), Ian O'Brien (Mantis), Keith Owens  
(Dragon), Ritchie McAlley (Lion), Will Masters  
(Unicorn)

### **Top Four**

Ben Davies, Keith Owens, Ritchie McAlley  
and Will Masters

### **Final**

**Ritchie McAlley** (Winner) vs. Will Masters

**First Place** received a print of Drew Baker's Far from the Empire framed with a foil copy of the card, an inscribed wakizashi, and 7 boosters.

Second place received a copy of the L5R Encyclopaedia signed by Zen, a limited edition sign artwork of Matsu Domotai (donated by the Hidden Fortress) and 5 boosters.

Third and fourth each received 3 boosters.

The Most Honourable Player award was given to Stuart Taylor.

The Crystal Scorpion Bounty was awarded to Manuel Tuthill.

A print was also awarded for last place, and Ritchie McAlley won the furthest travelled award (he travelled from Liverpool).

On the whole for my first major tournament I suppose it went well as can be expected.

The start was delayed...

The venue shortened our time...

Lots of carrying chairs in the rain...

And mistakes on the first round results....

I'm looking forward to my next tournament, but I don't think it will be for a few months. Suggestion or comments from any of the attendees would be appreciated in preparing for the next tourney.

## **The One Year Tournament**

*As mentioned in the Tournament schedule page Alex Cullum is running a year long Tournament in Aldershot, I got in contact with him and asked him to explain how it all works and why he did it...*

**So over to Alex...**

One day I was sitting talking to some friends and the conversation got round to what do I do as an AEG Bounty Hunter? So I explained the exciting and varied life I lead not mentioning the fact that none of it was to do with AEG. However that evening my mind started whirring about what could I do to promote L5R with Diamond about to be released? Thus the one year tournament was conceived!! (Drum role please)

The idea I pinched from a ten pin bowling league I was part of and then I refined it with suggestions from some of the regulars at the Aldershot tournaments.

The premise is simple. How do you try to attract new and old players to a tournament which is not big enough on its own to be a story line? Answer make the smaller tournaments part of something bigger, then try to convince AEG to give

you the storyline as by the time you get to the final you should have had at least 12 matches with a minimum of 12 people per match.

The year works as follows. Divide it into 3 rounds. At the end of each round you have two winners! How you get the winners is up to organisers. We are using highest Swiss points score and highest points from finishing in the top four. After three rounds you have 6 finalists. Then come up with a way for two more people to qualify for an eight player invitational only tournament in November 2004.

You may also want to increase the size of the invitational event if you get a large number of players turn up for your qualifying tournaments.

Then you have to find kind people to contribute prizes, but as you have a year to worry about this and sort something out, it should be ok.

As it turns out, this is only the beginning of my L5R promotion year and I have many other events planned and simmering in my mind but this is enough for now.

If you would like more details give me a shout on the Yahoo message board l5r\_uk and ask.

*Alex "The total mad monk" Cullum*

# THE MIDLANDS

Those Lucky people in Nottingham have a whole host of Legend of the Five Rings tournaments going on.

## Nottingham 1

Simon Slater is a long time Legend of the Fiver Rings player and he is currently running Tournaments in the following location:

**The Salutation Inn,  
Maid Marrian Way,  
Nottingham**

**Start time:** 7:00pm (finishes around 11:30pm)

**Cost:** FREE!!

**Format:** Diamond, 40/40 constructed (possibly Clan Rivals)

**Dates:** Tuesday 6<sup>th</sup> January  
Tuesday 27<sup>th</sup> January  
Tuesday 10<sup>th</sup> February  
Tuesday 9<sup>th</sup> March

## Nottingham 2

Tournaments also run every other week at the following location:

**Queenswalk Community Centre,  
The Meadows,  
Nottingham,  
NG2 2 FX**

**Start Time:** 11:00am

**Cost:** £2.50

**Format:** Diamond 40/40 constructed (possibly Clan Rivals)

**Dates:** Sunday 4<sup>th</sup> January  
Sunday 18<sup>th</sup> January  
Sunday 1<sup>st</sup> February  
Sunday 15<sup>th</sup> February  
Sunday 29<sup>th</sup> February  
Sunday 14<sup>th</sup> March

## Wolverhampton

Simon Gill runs Tournaments in Wolverhampton. There were no dates available when 'The Court Jester' went to press, but look out for an updated 'Court Jester Tournament Schedule' on: <http://www.l5ruk.net/> in the near future.

## Birmingham

David Lane and Matt Vaughn are in the process of setting up and running Tournaments in Birmingham. You can visit their website here: [www.freewebs.com/l5ruk](http://www.freewebs.com/l5ruk)  
The dates for the tournaments will be added to the schedule on [l5ruk.net](http://www.l5ruk.net) as soon as they are available.

## Wolverhampton Sword Tournament

Simon Gill ran a Sword Tournament at The Hatherton Arms in Wolverhampton on Sunday 23<sup>rd</sup> November

The turnout was fairly even; the Crane, Unicorn, Mantis and Dragon saw two players each and Lion, Phoenix and Scorpion made do with one.

Unsurprisingly no Crab or Shadowlands players showed at all.

Come on guys, where are you?  
(I believe they are waiting to become competitive... Editor)

Five rounds of swiss were played and the top four looked like this... The Cranes, David Lane and David Slater were both doing well, with Matt Green playing Unicorn and Nick Hancock playing Lion rounding out the finalists.

A few short cries of "You insulted my honour, I challenge you to a duel." later and both Cranes are cleaning their blades after victory. A tense game was to follow, eventually David Lane pulled ahead and left David Slater bleeding in the dust.

So it was another first prize for David Lane and the fledgling Raven Clan, this time a Katana. David Slater took home a Wakizashi and Matt Green is now the proud owner of a framed Excellence Kanji.

What do you get if you attach the Shosuro House Guard to Shosuro Haru and then play Strategic Crossing!!!!??