The Hound	Fire Barrel	The Cat	Dominage
The range for a Good Strike is increased by 1. Ex. 3p goes 5-9 instead of 6-8	Use when you become leader. Adds +1 to fame multiplier for this trick.	After losing Fame upon winning a trick, an additional amount equal to the current Fame Multiplier will be lost. Ex. 3 rd trick, lose 2 addtl. Fame	The base value for gaining Fame on Good Strike becomes 0.
Cat & Hound Game	1x use Big Will	Cat & Hound Game	Big Will
Sword Keeper	Shadow Blade	Sid (Sealed Dragon)	Grand Hatamoto
During setup, gain an additional support card.	Use when playing a card. If the current lead suit is "Fighting", you win the trick with a Good Strike regardless of the card you played (support can't be used.)	During setup, reduce the number of support cards dealt by one.	If the lead suit is "Shooting", resistance is increased by +3
- Grand Carlot	1x use Dark Revenger	- Carrier	Dark Revenger
Silver Barrel	Rayne	Seven Crowns	Doom Witch
Use when playing a card. If the current lead suit is "Shooting", you win the trick with a Good Strike regardless of the card you played (support can't be used.)	Use when you win a trick. This trick is not included in the stamina limit and you do not increase or decrease your Fame.	If the lead suit is "Energy", resistance is increased by +3	Each player who fails to win in each trick loses 1 Fame.
1x use Mobius Ring	1x use Damn It!	Mobius Ring	Damn It!
<u>Tireless</u>	Regina Ray V	Doctor Spiral	<u>Surth</u>
You have no stamina limits and no busts (you can be a leader as many times as you want).	Use when playing a card. If the current lead suit is "Energy", you win the trick with a Good Strike regardless of the card you played (support can't be used.)	The stamina limit is reduced by 1.	If the lead suit is "Fighting", resistance is increased by +3
- wati	1x use Havamal	- Vincisi)	Havamal