



Ver.15

Game Manual

SHONEN JUMP

NARUTO
SHIPPUDEN

COLLECTIBLE CARD GAME

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Hokage

The Ultimate Ninja Master in the village Hidden in the Leaves.

To become Hokage, one must master patience, training, discipline. But above all, one must possess unearthly talent. Only a few have been bestowed this title through the ages. The 4th Hokage fought his final battle against impossible odds to save the Village Hidden in the Leaves.

Naruto will never forget the 4th Hokage's heroic achievement in saving his Village. With the evil Nine-Tailed Fox Spirit burning within him, Naruto is determined to master the art of the ninja in a world engulfed with chaos, fear, and vengeance to achieve his dream to become the Hokage.



Through training, comes mastery.
Through mastery, comes victory.



THINGS YOU NEED TO PLAY

CHAPTER I

A. Deck

1. Each player needs a 50 card Deck. You can use a pre-made Starter Deck or build one yourself.
2. Your Deck will consist of the following 3 types of cards:
 - *There are other advanced cards that may be found in the booster packs

Ninja Cards

These are the main cards that you use in the game. You will use them to protect your Village and to attack your opponent's Village.



- A. Card Type
- B. Symbol
- C. Name
- D. Characteristics
- E. Entrance cost
- F. Hand cost
- G. Support (Injured Status)
- H. Combat (Injured Status)
- I. Combat Attribute
- J. Support (Healthy Status)
- K. Combat (Healthy Status)
- L. Effect
- M. Expansion Mark
- N. Flavor Text
- O. Rarity
- P. Card Number

NOTE: "Combat" and "Support" are combined to represent "Power".

Jutsu Cards

These cards are played during the battle to change the outcome by improving your Ninjas or hurting your opponent's Ninjas.



- A. Card Type
- B. Symbol
- C. Name
- D. Jutsu Cost
- E. Effect/Target/
Requirement
- F. Flavor Text
- G. Expansion Mark
- H. Rarity
- I. Card Number

Mission Cards

These cards can be played once per turn before you battle to gain an advantage.



- A. Card Type
- B. Symbol
- C. Name
- D. Entrance cost
- E. Hand cost
- F. Effect/Target
- G. Flavor Text
- H. Expansion Mark
- I. Rarity
- J. Card Number

3. No more than 3 copies of a card with the exact same name can be present in your Deck.

B. Counters or Coins

1. Some type of counter is needed to keep track of the Turn Indicator as well as other effects that use counters. Coins can also be used.



Tool Cards

These cards can be played once per turn before you battle to gain an advantage.

A. Card Type

B. Symbol

C. Name

D. Hand Cost

E. Turn Marker

F. Flavor Text

G. Characteristics

H. Effect

I. Card Number

How to play a Tool card

1. A Tool card cannot be put into a Deck and can only be put into your Reinforcement Deck.
2. Once per turn during your Mission Phase, you can put in your Village 1 Tool card from your Reinforcement Deck. Both Hand cost and Entrance cost must be met to play this card.
3. While a Tool card you control is in play and its not attached to a Ninja, once per turn during your mission phase on a empty chain, you can attach it to a Ninja you control that met all the requirements.
4. While a Tool card you control is in play and its attached to a Ninja, once per turn during your mission phase on a empty chain, you can detach it from that Ninja.
5. If a Ninja wielding a Tool is removed from play, that card Tool stays in play and its considered to be not attached to a Ninja.
6. If a Tool would be removed from play it is removed from game instead.
7. A Ninja can only have 1 Tool attached to it.
8. There is no limit to the number of Tools you can have in play.

SETUP

CHAPTER II

Follow the procedures below to setup the game.

1. Each player shuffles their Deck and places it face-down in their Deck area (B).



- A. Battle Reward area: The area to place the Battle Rewards your opponent gets during the game.
- B. Deck area: The area to place your Deck.
- C. Discard Pile: The area to place all your discarded cards.
- D. Chakra area: The area to place cards as Chakra to use Jutsu cards. All used Jutsu and Mission cards are also placed here.
- E. Village: The area to place Ninja, Client, and "Permanent" Mission cards.
- F. Turn Indicator: The area to place the Turn Marker to keep track of your turns. It begins at "0" and moves up by 1 at the end of each of your turns.
- G. Battlefield: The area where your Team(s) are sent out to Battle against your opponent's Team.
- H. Flow of the Game.



2. Place a counter on 0 of the **Turn Indicator (F)**.
This tells you what turn you're on.
3. Flip a coin or roll a dice to decide which player will play first. The active player is called the "Attacker" and the other player is the "Blocker". Players alternate being the Attacker and Blocker each turn.
4. Both players draw 6 cards.

If either player doesn't like the cards they drew, they can shuffle the cards back into the Deck and draw 5 cards, if they still don't like their cards, they can repeat the process and draw 4 cards, you cannot repeat the process after this. This is called the "Mulligan Rule".



TURN FLOW

CHAPTER III

START PHASE *

A. Draw a Card	Attacker
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MISSION PHASE

B. Deploy a Ninja	Attacker
C. (1) Play a Mission Card (2) Play a Counter Mission Card	Attacker Blocker
D. Charge Chakra	Attacker
E. Deploy a Client	Attacker

ORGANIZATION PHASE

F. Organize a Team(s)	Attacker
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BATTLE PHASE *

G. Send out the Attacker's Team(s)	Attacker
H. Send out the Blocker's Team(s)	Blocker
I. Exchange of Jutsu	Both
J. Showdown	Both
K. Return	Both

END PHASE

L. Judge the Winner	Both
M. Adjust the Hand	Attacker
N. Move the Turn Marker	Attacker

A. Start Phase [Attacker]

The Attacker draws 1 card from their Deck.

*The player that goes first doesn't draw on their first turn.

B. Mission Phase [Attacker]

You can do these in any order:

1. DEPLOY A NINJA

a) You may choose a Ninja in your hand whose Entrance cost is less than or equal to your Turn Indicator and deploy it by placing it in your Village.



b) To deploy a Ninja, you must pay the Hand cost of that Ninja. To pay the Hand cost, you must move the indicated amount of cards from your hand to your Chakra area with the same Symbol as the Ninja you want to deploy.



Most Ninjas have a Hand cost of 0, but some may have 1 or more.

c) Only 1 Ninja can be deployed each turn and you can only have 1 Ninja in play with the same name.

2. PLAY A MISSION

a) You may choose a Mission in your hand whose Entrance cost is less than or equal to your Turn Indicator and play it.



b) To play a Mission, you must pay the Hand cost of the Mission. To pay the Hand cost, you must move the indicated amount of cards from your hand to your Chakra area with the same Symbol as the Mission you want to play.



Most Missions have a Hand cost of 1

c) Only 1 Mission can be played each turn.

3. CHARGE CHAKRA

a) You may take any number of cards from your hand and move them to your Chakra area. This is usually done if you are preparing to play a powerful Jutsu during the Battle.

Be careful of what you charge because you won't be able get those cards back from your Chakra area to use later.

b) Chakra can be charged multiple times during this phase.
(ie Charge Chakra, Deploy a Ninja, Charge Chakra again)

C. Organization Phase [Attacker]

1. Once you have more than one Ninja in your Village, you can start Teaming them up to make stronger Teams.

2. A Team is a combination of 1 to 3 Ninjas. When Ninjas are in a Team, they combine their Power in battle.

3. You can organize your Ninjas into new Teams each turn.

4. You can only organize your Ninjas during this phase.



D. Battle Phase

**The player that goes first skips this phase on their first turn and proceeds immediately to the END PHASE instead.*

1. Send out Attacker's Teams [ATTACKER]

a) The Attacker can choose up to 3 of their Teams to send out to the Battlefield and attack the opponent's Village. Ninjas that are not sent out to attack are called "Standby Ninjas".

b) For each Team that the Attacker sends out, they must choose one Ninja in that Team as the "Head Ninja" and any other Ninjas in that Team become the "Support Ninjas".

C) When calculating the Power of the Team add the Head Ninja's Combat value with the Support Ninja's Support value.

Combat Value



Support Value



2. Send out Blocker's Teams {BLOCKER}

a) For each Team that the Attacker sent out, the Blocker may send out one of their Teams to the Battlefield to block and battle against that Team. Ninjas that are not sent out to block are called "Standby Ninjas".

b) For each Team that the Blocker sends out, they must also choose one of the Ninjas in that Team as the "Head Ninja", and the other Ninjas in that Team become the "Support Ninjas".

c) When calculating the Power of the Team add the Head Ninja's Combat value with the Support Ninja's Support value. (See example above)

3. Exchange of Jutsu {BOTH PLAYERS}

- This is the time when Jutsu cards can be played to alter the outcome of the Battle.

- Players alternate playing Jutsu cards starting with the Attacker. If a player chooses not to play a Jutsu then the other player gets a chance to play one.

- Once both players are done playing their Jutsus then the Exchange of Jutsu is done.

Playing a Jutsu

a) Announce and reveal the Jutsu card you want to play.

- b) Choose one of your Ninjas on the Battlefield to be the user of the Jutsu. Some Jutsus have a requirement that the user must have to use the Jutsu.
- c) Pay the cost of the Jutsu by moving cards from your Chakra area to your Discard Pile equal to the Jutsu Cost.
- d) Once the cost is paid, the Jutsu effect is added to the Chain.

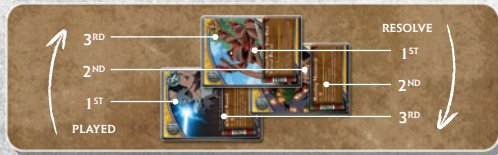


**This Jutsu's cost is 2. ♯ can only be paid with a card that has the Earth Symbol. ① can be paid with any card.*

- e) The opponent then has a chance to add a Jutsu effect to the Chain as well. This repeats back and forth until neither player wants to play any more Jutsus.

Resolving the Chain

- a) The Chain is a set of effects that are waiting to resolve. Once both players decide not to add any more effects to the Chain, each effect on it will resolve one at a time in reverse order.
- b) To resolve the Chain, apply each effect on the Chain in reverse order, meaning that if 3 effects were played, you apply the effect of the 3rd one, then the 2nd one, and then the 1st one.
- c) Once a Jutsu effect resolves from the Chain, move the Jutsu card to its owner's Chakra area where it stays to help pay for future Jutsus.



4. Showdown Step {BOTH PLAYERS}

- a) The Attacker chooses one of their Teams at a time to resolve that Team's battle in one of the following ways:

(1) The Team is not blocked.

(a) Calculate the Team Power by adding the Head Ninja's Combat value and Support Ninjas' Support value.

(i) If that number is 4 or less, the Team wins a Battle Reward and you move the top card of the opponent's Deck to your Battle Reward area face down.



(ii) If that number is 5 or more, the Team wins an Outstanding Battle Reward instead and you move the top 2 cards of your opponent's Deck to your Battle Rewards area face down.

(2) The Team is blocked.

(a) Calculate the Team Power of the attacking and blocking Teams. The Team with the higher Power is the winning Team.

(i) If the difference between those two Teams is 4 or less, the winning Team wins a Victory and the losing Team's Head Ninja receives 1 damage.

(ii) If the difference between the two numbers is 5 or more, the winning Team wins an Outstanding Victory and the losing Team's Head Ninja receives 2 damage and each Support Ninja receives 1 damage.

(iii) If the Team Power of those two Teams is tied, both Head Ninjas receive 1 damage.

B) Damage

(1) When a healthy Ninja receives 1 damage or is injured, it is turned sideways and the Ninja is now injured. While it is injured, it uses a different Combat and Support value. An injured Ninja's effect is usually not active unless it's **Valid**.



(2) When an injured Ninja receives 1 damage or a healthy Ninja receives 2 damage, that Ninja is discarded to its owner's Discard Pile.

5. Return [BOTH PLAYERS]

All Ninjas who remain on the Battlefield at this point are returned to each player's Village.

E. End Phase**1. Check for the Winner [BOTH PLAYER]**

a) If either player has reached any of the Victory Conditions they win the game.

b) **THE VICTORY CONDITIONS** (If the first condition is met then do not proceed to the second one):

- (1) The player that has 10 or more Battle Rewards wins the game. If both players achieved it, the Attacker wins the game.
- (2) If a player has no cards in their Deck, that player loses the game. If neither player has any cards left in their Deck, the Attacker loses the game.

c) If neither player has reached any of the Victory Conditions, continue play.

2. The Attacker adjusts hand size [ATTACKER]

If the Attacker has 7 or more cards in their hand, they must discard cards from their hand to their Discard Pile until they have 6 cards.

It is a good idea to Charge any extra cards in your hand during your Mission Phase if you think you will have more than 6 cards at this point.

3. Attacker increases their Turn Marker [ATTACKER]

Move your Turn Indicator to the next number.

Each turn you will be able to deploy a Ninja and play a Mission with an Entrance cost 1 higher than the previous turn.

Any effects that last for the turn end at this point.

The Attacker's Turn is over and the next player's turn begins. The Attacker becomes the Blocker and the Blocker becomes the Attacker. Players continue playing until a Victory Condition is met by a player.





GLOSSARY

CHAPTER IV

Battle Rewards - The cards placed in the Battle Reward area are known as Battle Rewards. Obtaining 10 or more Battle Rewards is one of the game's Victory Conditions. You can obtain them by successfully Attacking your opponent's Village. They are placed face down. You may count the number of cards in either player's Battle Rewards. You may not look at or reveal Battle Rewards unless instructed to do so by a game effect.

Battlefield - In-play Ninjas are moved to this in-play area when they are sent out to Battle. All cards here are placed face up. The Battlefield can contain Ninjas from either player. After the Showdown, Ninjas on the Battlefield are returned to their controller's Village.

Chain - The Chain is what determines the order of how effects are resolved. When effects are played, they are added to the Chain in the order they are played. Once all players have decided to stop playing effects, the effects resolve in reverse order, with the last effect resolving first and the first effect resolving last. Once the effects start to resolve, no other effects may be added to the Chain until the last effect resolves.

Chakra - Cards in the Chakra area are needed to pay for the cost of Jutsus. They are kept face up, and both players can check the contents of either player's Chakra area.

Characteristics - Keywords found below a Ninja or Client's name are called Characteristics. A Ninja or Client can have multiple Characteristics. Characteristics usually don't do anything, but instead may be referenced to or required by other cards. Some Characteristics may have additional rules to them which can be found in the Rulebook. Characteristics that have additional rules are usually bolded to emphasize this. When an effect uses (") around a word, it refers the characteristics and/or the Combat Attribute. (Ex. "Genin", "Sound", "Fang")

Charge Chakra (or Charge) - To charge Chakra means to move cards from the hand to the Chakra area during your Mission Phase. Cards charged as Chakra are always moved to the owner's Chakra area.

Client

Clients are similar to Ninja cards, so you can only play 1 per turn during your Mission Phase and you cannot play a Client if you already have 1 with the same name in-play. Since Clients have no stats, they cannot battle like Ninjas.



Combat Attributes - The Combat Attribute shows the Ninja's fighting methods. Below are some examples of Combat Attributes:



Ninjutsu



Genjutsu



Bomb

Note: These are just some of the many Combat Attributes found in the game.

When an effect uses ("") around a word, it refers to the Characteristics and/or Combat Attribute. (Ex. "Genin", "Sound", "Fang")

Deck - The cards in a player's Deck are always face down, and no player may look at the faces or turn the Deck in a manner that would allow either player to view the face of the cards, either during the

Deck (cont.) - game or as the Deck is shuffled. Either player may count the number of the cards in either Deck, but may not rearrange their order.

Gender - A Ninja can have one of 4 Gender attributes: Male, Female, None, or Both (2 Ninjas on a card).

Growth coin - A Ninja with a Growth coin gets +1/+1 added to its Power. Each additional Growth coin adds +1/+1.

Hand - The cards in your hand are held with the back side of the cards facing your opponent. You cannot see what type of cards are in your opponent's hand, but you may count the number of cards they have.

Mental Power Battle - This indicates that the Power for each Team in the Showdown is calculated using the Team's Mental Power instead of the Team's Ninja Power.

Mental Power: X - This shows the level of knowledge and academic skills of the Ninjas, and is used in place of Ninja Power when executing a Mental Power Battle. Ninjas without "Mental Power: X" are considered to have "Mental Power: 0". The value of a Ninja's Mental Power does not change when they are injured.

Name: X - Ninja and Client cards may have a "Name: X" Characteristic. This card is considered to have both its own name and the X name designated by the "Name: X". This second name is taken into account for name restrictions in regard to deployment and Jutsu requirements.

Owner - The "Owner" is the player who has the cards in their Deck at the beginning of the game. The owner's cards are usually played in their Village. Your cards can be moved to your opponent's in-play area due to an effect. You are still the owner of those cards but your opponent is their controller while the card is in their in-play area. All cards that are moved to a Chakra area, Discard Pile, Removed from Game area,

Owner (cont.) - Deck, or player's hand are always moved to their owner's respective area. The owner of a card cannot change. All cards are returned to their owner at the end of the game.

Permanent/Permanent(X) - Mission cards with this keyword stay in play when they resolve from the chain. They usually provide an ongoing effect or a reusable effect. Mission cards with Permanent(X) come in play with X coins. At the start of each of your turns, you remove 1 of those coins from the game.

When the last coin is removed from a Permanent(X) Mission, the Mission is moved to its owner's Chakra area.

Rank - Some Ninjas have a Rank in their "Characteristics". Ranks have the following levels, listed from lowest to highest:

Ninja Academy Student > Genin > Chunin > Special Jonin/Anbu > Jonin > Satoosa/Sannin

Removed From Game - Cards that are removed from the game are placed in the Removed From Game area. This area is not noted on the playmat. While in this area, the cards may not be returned to the current game unless by an effect. This area can be any designated place agreed by both players prior to the game. Each player has their own Removed From Game area, and the cards that are moved to this area are placed face up, and are accessible to either player for review during the course of the current game.

Removed From Play - Any in-play Ninjas, Clients, as well as Permanent Missions that are moved to a none in-play area, are considered to be Removed From Play. This includes an in-play card that is moved, discarded, or removed from game as well as cards that are discarded due to the Showdown. An in-play card that changes control from one player's in-play zone to another player's in-play zone is not considered to be Removed From Play.

Shuffle - Shuffle means to randomly rearrange the order of the cards in your Deck. After shuffling your Deck, also ask your opponent to cut or shuffle your Deck.

Showdown - The step when the outcome of battle is calculated for Teams sent out during the Battle Phase. The Showdown only occurs if one or more Teams have been sent out.

Symbol - All cards are associated with 1 or more Symbols found in the top right corner. The current possible Symbols are Earth, Fire, Lightning, Void, Water, and Wind. Symbols are used in reference to Hand Costs, Jutsu Costs, and other effects. (Ex. An Earth Ninja is a Ninja that has an Earth Symbol.)

Valid - Normally a Ninja's effect text is only active while the Ninja is healthy. While a Ninja is injured it's effects are normally inactive. However, if a Ninja's effect starts with "**Valid:**", then that effect is active even while the Ninja is injured.

Village (Your Village or Opponent's Village) - In-play Ninjas and Clients remain here when not in Battle. All the cards here are placed face up. Your Village contains only your Ninjas, Clients, and Permanent Missions, your Opponent's Village contains theirs.

+X or -X (for a Ninja's Combat or Support Power Attribute) Additions or subtractions to the Ninja's Power (from left to right: Combat/Support). (Note: A Ninja can have negative Combat or Support Power.)

Your Cards - Cards that are in your Village are called "your cards". Although you may currently control them, that does not mean you are the "Owner" of those cards (see "Owner" on page 21). Effects may move your opponent's cards to your Village and are called "your cards", but you are not the Owner. When they are removed from play, they go back to the Owner's hand, Deck, Chakra area or Removed From Game area.



ADVANCED TERMS

CHAPTER V

Ambush

During your Mission Phase, if a Ninja card with this Characteristic is in your Chakra area, you can deploy it. This counts as a deployment, Entrance and Hand costs must be met and the “1 Ninja per turn” rule applies.

Combination(X)/(X,Y): [Effect]

When a Jutsu effect is used by Ninja in a Team with Ninjas that match the items listed (X/X,Y), the effect specified will occur when the Jutsu resolves from the Chain. The items can be names, symbols, combat attributes, or Characteristics.

Expert (X): Effect

(If the user of this Jutsu is, or has X, apply this effect when it resolves.) Expert either adds an effect to the Jutsu or alters the effect of the Jutsu. If it adds an effect, then the Jutsu's effects are applied in the order printed. Otherwise, if it alters the Jutsu's effect, apply the Expert effect first.

Face-up Battle Rewards

Some effects turn a player's Battle Rewards face up. These face-up Battle Rewards remain face up until an effect turns them face down. Face-up Battle Rewards are no different than face-down Battle Rewards except that they are visible to both players. If an effect requires a player to interact with Battle Rewards in a random manner, then all Battle Rewards are turned face down and shuffled.

Growth

During your Mission Phase, a Ninja card in your hand with this Characteristic can replace a Ninja with the same name in your Village. The Ninja it is replacing cannot have a Growth coin on it and is sent to the Chakra area. Any status (injured or healthy), effects, or non-Growth coins are transferred/applied to the replacement Ninja. Upon entering play, the replacement Ninja gains a Growth coin. A Ninja cannot be Growthed the same turn it was put in play.

Burst

When this Ninja is put in play, reveal the top card of your Deck. In that case, this Ninja gets +X/+X during this turn, where X = the revealed card's Entrance cost. That card remains face up until the end of this turn as long as it remains on top of your Deck.

Flashpoint

[Attacker | Mission] (0): Remove this Ninja from the game. At the start of your next turn, move this Ninja card to your Village.

Revitalize

When this card would be moved to the Discard Pile, move it to the bottom of your Deck instead regardless of any other effect.

Poison Coin

A Ninja with a Poison coin cannot be sent out to Battle.

Companion

Valid: This ninja does not count towards the maximum Team size.

Evasive

Valid: This Ninja cannot be the target of your opponent's Jutsu cards.

Execute

When a Ninja would receive damage from this Ninja due to Showdown, discard it instead.

Legion

You can play with as many copies of this card in your Deck as you want.

Senjutsu

Valid: Each Specific Symbol of a Jutsu this Ninja uses is treated as 1 colorless chakra for the purpose of paying its cost.

Masked

Any element can be used to pay this card's hand cost.

Reinforce

During your opponent's Mission Phase, if a Ninja card with this Keyword is in your hand, you can deploy it. This counts as a deployment, Entrance and Hand costs must be met and the "1 Ninja per turn" rule applies.

Infiltrate

While this Ninja's team includes only Ninjas with Infiltrate, its Team cannot be blocked except by teams that include 1 or more Ninjas with Sensor.

Guardian

Valid: This Ninja cannot be sent out to attack. This effect cannot be negated.

Crush

When this Ninja's Team wins any victory, you win 1 battle reward.

Ascendant

Jutsus used by this Ninja cannot be negated.

Sensor

Valid: While this Ninja is blocking a Ninja with Infiltrate, this Ninja gains +1/+1.

Sacrifice(X,Y,...)

As an additional cost to play this Ninja card, you must remove from game the designated card(s) from your Village or Battlefield. Ninja card in your Reinforcement Deck with "Sacrifice" can be put in play during your Mission Phase by meeting its "Sacrifice" and all its Entrance Requirements while there are no effects on the Chain.

Squad

A Ninja card with this Characteristic has a different border and cannot be put into a Deck and can only be put into your Reinforcement Deck. During your Mission Phase, it can be put in play if you control Ninjas in your Village that match all the ones listed on the Squad card by removing the listed Ninjas from the game while there are no effects on the Chain. Hand cost and Entrance cost must be met.

Surge

A Ninja with this Characteristic has the following effect:

Valid: During the Exchange of Jutsu, you can discard 1 Ninja card from your hand with the same name as this Ninja. In that case, this Ninja gets +2/+2 during this turn.

Tracking

When a Ninja with this keyword is put in play, name a Ninja. Your opponent's Ninjas that have that name are Tracked Ninjas. Only 1 Ninja name can be Tracked at a time per player.

Forbidden Jutsu

A Jutsu card with this Keyword has a different border and cannot be put into a Deck but must be put into your Reinforcement Deck. You can only have 1 Forbidden Jutsu of said name in your Reinforcement Deck. You can play this card as though it was in your hand as long as you have met the Entrance cost. After this Jutsu has been used it is removed from game instead regardless of any effects.



Mastery

A Ninja with this Characteristic has the following effect:

Valid: After the effect of a Jutsu, used by this Ninja, is applied you can pay 1 Chakra that shares a Symbol with that Jutsu. In that case, move that Jutsu to its owner's hand instead.

Non-Unique **NEW**

Valid: This Ninja (card) can be put in play or moved into a Village or Battlefield, even if that area already has 1 or more Ninjas with the same name as this Ninja (card).

**Platoon**

During your Mission Phase, if a Ninja card with this Characteristic is in your hand and you have exactly one Ninja in your Village that shares any of the Platoon Ninja's names, you can replace that Ninja with this Ninja while there are no effects on the Chain. The Entrance and Hand costs of the Platoon Ninja must be met. The replaced Ninja is moved to its owner's Chakra area. Unlike Ambush, this does not count as a deployment, the card comes into play in Healthy status and any effects or coins on the Ninja it replaced are **NOT** transferred/applied to the Platoon Ninja.

Reinforcement

A Ninja card with this Characteristic has a different border and cannot be put into a Deck but must be put into your Reinforcement Deck. It can be put into play by specific effects that reference Reinforcement Ninjas..

