

AEG BRAND TEAM «Wayback machine»:

David Laderoute : L5R Brand Lead.

Dave, who hails from Thunder Bay, Ontario, Canada, brings almost 17 years of experience with L5R to the team. He played “the bad guys”—the Shadowlands Horde and the Dark Path of Shadow—through Jade Edition, and has played every Clan at one time or another since. He is also an avid role playing gamer, and not only plays the L5R RPG but is a freelance writer for it. To date, he’s contributed chapters to all of the L5R 4th Edition RPG books except for two. His writing extends beyond gaming, though; he is a published fiction writer whose debut novel, a young adult fantasy entitled “Out of Time”, was short-listed for the 2013 round of the premier Canadian award for speculative fiction, the Prix Aurora Awards.

As Editor of the Imperial Herald, Dave is responsible for maintaining the Imperial Assembly website whose paid, subscriber-only content constitutes the new incarnation of the Imperial Herald. He is keen to solicit articles from you, the fans and players, so don’t hesitate to contact him / if you have an idea for a submission.

Rob Hobart L5R RPG Lead Designer.

A native of Missouri, Rob Hobart discovered L5R in 1997 when one of his friends bought the leather-bound limited edition of the RPG at GenCon. Within a few months L5R had become his favorite game and he was running his own campaigns. From 2000 to 2010, Rob ran Heroes of Rokugan, an independent “living” campaign for L5R with over a thousand players worldwide. He also ran the first of AEG’s play-by-post Winter Court events in 2006-07. In 2008 he joined AEG’s team as Line Editor for the L5R RPG, and Shawn Carman invited him to join the RPG Design Team in 2008 to help design the 4th Edition of L5R. Subsequently, Rob joined the L5R Story Team in 2011 and took over as Lead Design for the RPG in 2013.

As Lead Designer for the L5R RPG, Rob Hobart is responsible for the concept and contents of each RPG product, as well as the mechanical design of the game. Maintaining a high standard of writing and design is a particular goal with all 4th Edition products, continuing the legacy of quality from the original game that captivated Rob and so many others over fifteen years ago. He also assists Shawn in the development of the ongoing L5R storyline, although two full-time “real” jobs and a 2-year-old daughter leave him few opportunities to contribute to the monthly fiction schedule.

Bryan Reese L5R Lead Designer.

Bryan comes from Sacramento, California, also known as the “Land Without Water.” He discovered L5R in Imperial Edition and has not let go ever since. Originally starting out as a die hard Unicorn player, Bryan branched out into playing all Clans starting with Gold Edition. If he were to identify with one Clan though, it would likely be the Scorpion, with Dragon coming in second place.

After several successful tournaments, Bryan retired from competitive play in 2006 when he joined the Player Design Team (PDT.) One year later, he took over as Lead Designer, part way through Samurai Edition, and has been at the helm ever since. There is an old cliché, but it is absolutely true, and Bryan never realized it until it applied to him – Love what you do, and you never work a day in your life.

Shawn Carman

L5R Story Lead.

Born within sight of the Gulf of Mexico and never venturing north of the Mason-Dixon Line except for business purposes, Shawn makes his home in the flawless expanses of southeastern Tennessee, where he inflicts his malevolence upon you via the world-wide web. He has been working on L5R in some capacity or another since 1999 and assumed the role of Story Team Lead in 2005. He has worked as a freelancer for other companies and role-playing games, including Green Ronin's Mutants & Masterminds, West End Games' D6 Space and D6 Adventure, and Fantasy Flight Games' Star Wars: Edge of the Empire and Star Wars: Age of Rebellion properties. He also publishes his own game, Thunderscape, as part of Kyou dai Games. But, Legend of the Five Rings will always be his first true love.

As the Story Team Lead, Shawn is responsible for supervising any and all writers who work on fiction for the L5R brand. He is responsible for the fictions that appear on the website, the fiction from the rulesheets that come with each expansion, the flavor text that appears on all L5R cards, the tournaments that determine how fans can impact the L5R storyline, and a myriad of other Herculean burdens that mortal minds are not quite ready to hear just yet.

Adrian Burton

L5R Art Director.

Adrian currently lives nestled up against the Rocky Mountains in Salt Lake City, Utah. Born in Toronto, Canada, and raised in Dhahran, Saudi Arabia, he has never had a dull life. Adrian first saw L5R as a single card, Otaku Kamoko. Wanting to know more about the samurai game he went to the mall and lived there for several years. Starting out as a Unicorn player during Anvil of Despair, his loyalties shifted quickly to the Mantis when Crimson and Jade came out. Currently, Adrian attends the University of Utah in a Search and Rescue Emergency Medicine program. In what little spare time he has, he volunteers at the Salt Lake Chapter of the American Red Cross and going to Real SL soccer games.

Coming on as co-director with Steve Argyle in 2011, he eventually just started doing the bulk of the job as he had far more free time than Steve. As Art Director for the game, Adrian brings his long experience with both the L5R CCG and the RPG and years of obsessively watching Akira Kurosawa films to his job. He usually describes his job as "telling very talented artists to draw magical samurai."

Roger Giner-Sorolla

L5R CCG Rules Lead .

Born in Connecticut to Spanish and English parents, and currently living in south England, Roger was introduced to the game by his wife, Rea, in 1998. He eventually made a name for himself on the internet with L5R-related satire, RPG material, and design analysis. Invited to join the Design Team for Lotus Edition in 2005, he specialized in rules and became the Rules Editor for Samurai Edition a few years later. He has continued in that role ever since.

John Akey

L5R Community Organizer.

John was born and raised in Tulsa, Oklahoma. He started playing L5R with Naga in the Shadowlands expansion because a game about magic samurai seemed like a much better alternative to Magic. Half-man, half-snake people though are not magical samurai so he switched to the Phoenix and has been playing them ever since. During the 90s, he spent 4-5 days a week playing L5R. He worked at 2 local game stores during the 10 year span from 1998-2008 and played, promoted and taught dozens of different CCGs. L5R was always there though. He kept playing (or at least collecting) the game even when everyone else around had moved on. It was several years before he was able to play again on a more than casual basis. Several local players had been attending Kotei and convinced him to tag along to a couple events in Kansas City , Dallas & St Louis during Diamond but it was not until Samurai that he started playing again full time. Now he attends 5-6 Kotei each year, Origins, Gen Con and is a Tournament Organizer for both Spring Kotei and Winter Season events.

Coming on as Community Organizer, John hopes to use his many years as a player, retailer and tournament organizer to help bridge the gap between the community and AEG. When something is under discussion, he starts by asking himself “what makes this special for the players?” Because he is a player still first and foremost, that question is most important when doing his job.

“If I don’t think the story or card or event is cool, why would I expect the players to?” – J. Akey

Dan Dineen

L5R Major Events Manager.

A native of Upstate New York, Dan came to the team with more than 20 years of gaming experience, with over 16 of those focused on L5R as his primary gaming love. He first picked up L5R during The Clan War Arc, and has been an avid player ever since. He’s been heavily involved in the L5R Tournament scene as a competitive player since 2000, having three Kotei victories, made numerous cuts at major tournaments and Top 8ing at GenCon twice. He’s also built competitive decks for almost every faction in L5R. Though his primary faction has always been the Mantis Clan and he is completely obsessed with the Kolat.

In the role of Major Events Manager for L5R, Dan strives to bring the players of L5R the best tournament experiences possible. This includes continued refinement of the Floor Rules, selection of Tournament Organizers who run the events, and working with the Story Team to place exciting choices directly in the players hands. If you have inquiries pertaining to events, how they were run, Floor Rules questions, or even ideas on how to improve events for the L5R community as a whole, you can reach Dan at /
