

## Shadowfist OmniFAQ

Compiled by Julian Lighton

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This document attempts to answer every possible question players may have about the rules and card interactions of Shadowfist. Some of them might be unlikely, others obvious, and most are actually answered in the rulebook, but better safe than sorry.

If you find an error in this document, have a suggestion for an addition, or just want to say hi, you can contact us by mail at:

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### Errata List

The following cards have recieved errata. See the card's entry in the card-by-card rulings for details:

Amulet of the Turtle (Unaligned) - LS YotD TKB  
Arcanowave Reinforcer (Architect) - LS YotD  
Art of War (Unaligned) - FP N2  
Booby Trap (Dragon) - LS TFT  
Cellular Reinvigoration (Architect) - LS DF  
Chi Sucker (Architect) - NW  
City Park (Unaligned) - FP YotD TKB  
Covert Operation (Ascended) - LS YotD  
Dance of the Centipede (Lotus) - LS  
Dangerous Experiment (Architect) - LS YotD TKB  
Darkness Priestess (Monarch) - NW TW  
Deathtrap (Lotus) - LS TFT  
Difficulty at the Beginning (Hand) - LS TFT  
Dirk Wisely's Gambit (Dragon) - FP YotD TKB  
Eunuch Underling (Lotus) - LS YotD  
Evil Twin (Lotus) - LS TW YotD  
Explosives (Unaligned) - LS YotD TKB  
Fatty Cho (Hand) - BCL  
Field of Tentacles (Unaligned) - NW YotD TKB  
Fighting Spirit (Dragon) - FP 7M  
Fire Assassin (Monarch) - NW  
Forty-Story Inferno (Unaligned) - FP

Fox Pass (Unaligned) - LS YotD TKB  
Friends of the Dragon (Dragon) - LS YotD  
Funky Monkey (Jammer) - DF BCL  
Fusion Rifle (Unaligned) - LS N2  
Gnarled Attuner (Architect) - NW  
Gnarled Marauder (Lotus) - LS  
Hands Without Shadow (Unaligned) - LS YotD TKB  
Heroic Conversion (Dragon) - LS  
Ho Chen (Masters) - RW 7M  
Ice Courtier (Monarch) - NW  
Illusory Bridge (Unaligned) - LS  
Infernal Temple (Lotus) - LS YotD  
Jimmy Wai (Unaligned) - NW  
Kar Fai's Crib (Dragon) - FP TKB  
Kinoshita House (Unaligned) - LS YotD TKB  
Larcenous Mist (Unaligned) - LS SS  
Marisol (Dragon) - NW  
Memory Reprocessing (Unaligned) - FP DF  
Mole Network (Ascended) - LS YotD TKB  
Mysterious Return (Hand) - LS  
Necromantic Conspiracy (Lotus) - NW TFT  
Once and Future Champion (Monarch) - TW N2  
Pocket Demon (Unaligned) - NW TW YotD TKB  
Police Station (Unaligned) - LS RW  
Positive Chi (Hand) - LS SS  
Primus (Purist) - SS DF  
Probability Manipulator (Architect) - LS TFT  
Progress of the Mouse (Hand) - LS  
Pump-Action Shotgun (Unaligned) - FP YotD TKB  
Red Monk (Hand) - FP YotD  
Reinvigoration Process (Architect) - LS SS  
Rigorous Discipline (Hand) - LS YotD  
Scroll of Incantation (Unaligned) - LS N2  
Sergeant Blightman (Architect) - NW DF  
Shaolin Surprise (Hand) - FP SS  
Silver Jet (Dragon) - FP  
Silver Jet (Monarch) - BCL RW  
Soul Maze (Unaligned) - LS  
Spin Doctoring (Ascended) - RW  
Tank Warfare (Unaligned) - FP TKB  
The Eastern King (Ascended) - N2 SS  
The Faceless (Unaligned) - NW  
he Hungry (Unaligned) - LS YotD  
Throwing Star (Unaligned) - LS  
Tom Donovan (Dragon) - 7M TFT  
Ultimate Mastery (Unaligned) - LS  
Violet Meditation (Unaligned) - NW TW YotD  
Violet Monk (Hand) - NW  
Vivisector (Architect) - LS YotD TKB  
White Senshi Chamber (Hand) - NW N2  
Wing of the Crane (Unaligned) - FP 7M

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### General Topics:

This section contains answers that apply to many different cards. Many cards will refer you back to this section. (And others probably should, but do not.) If you are familiar with the answers in this section, you hopefully won't need to refer to this FAQ very often.

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### **Ambush**

If a Character with Ambush somehow loses it after it has inflicted its Ambush damage, but before non-Ambush damage is inflicted, it does not inflict damage again.

### **Assassinate**

If a Character with Assassinate is attacking a Character, interceptors cannot even be declared. If a Character gains Assassinate, already-declared interceptors cease intercepting immediately.

It is permitted for a Character to change location to the location of the attack, even though it will not be able to intercept when it gets there. (But, if there are some Characters that it could intercept, and some that it cannot, it must intercept one that it can.)

### **Attacking Out of Turn**

If you burn for Power during another player's turn, their turn does not end.

If you want to attack in somebody else's turn, remember that they have the priority to do things. If you want to attack at the same time that they want to do something, they get to do it first. Since you can't declare an attack during another player's attack, or declare an attack in response to anything, you have to wait for whatever they started to finish. As long as you announced your desire to declare an attack at the time, you will get a chance to attack when they're done, before they can do anything else.

You don't have to declare what you wanted to attack, or with who, and you can decide not to attack when you actually you get your chance.

If whatever they did ended their turn, either because they declared the end of their turn when you wanted to attack, or because they attacked and burned for Power, you're out of luck.

### **Battleground Sites**

Most Battleground Sites have rules text on the lines of "A player who seizes this Site gains 2 Power." Unlike many other abilities of Battleground Sites, this will trigger even if the Site was not in your front row at the time it was seized, but this may not always be completely clear from the wording.

### **Bonuses Until a Card Leaves Play**

If a card gains something (usually +1 Fighting) until it leaves play, the bonus will remain even if the card's rules text is canceled.

If another card copies one of these abilities, and gains the bonus, it also keeps the bonus after it loses the ability again.

### **Cancel and Smoke effects.**

Cancel and smoke effects may be played in response to Events and the activation of any other cards that cannot be smoked. (Most likely because they sacrificed themselves to generate the effect.)

If a card in play is being canceled and smoked, you may use its abilities in response.

### ***Canceling the Target of the Attack***

This type of ability is a continuous effect, not one that needs to generate and resolve. So, if you attack a Fox Pass (LS) with one of these cards, the Pass cannot be used in response. (Since the primary purpose of these cards is to shut down annoying defensive Sites, it'd be pretty silly if they could just be used in response to the attack declaration.)

If the target of your attack is changed, the new target is also canceled, and the old one still remains canceled until the duration of the cancel ends. (It's usually until the end of the turn, but sometimes just until the end of the attack.)

### ***Card Memory***

A card is unaware of what has happened in the game before it has entered play. If it requires something to happen during a turn, and it only happened before the card was played, the card will assume that it didn't happen. (So, if you attack, then play Two Dragons Inn (SS), you will lose a point of Power at the end of the turn if you don't attack again.)

States take this a step further: if they require that their subject do something, they will only trigger if their subject did it while it was a subject of the State. (So, if a Character attacks you, and a Heroic Conversion (LS) is moved onto it after the attack ends, you will not take control of that Character at the end of the turn.)

Some States will trigger an effect at the end of the turn if their subject did something during that turn. If the State is no longer in play, or no longer on a subject who fulfilled that condition, it will not trigger.

### ***Changing the Target of Attackers***

When you use an effect that changes the target of an attacker, the new target must be legal for that attacker to attack. (It couldn't be a back-row Site unless the character could attack them, for instance. A prohibition against turning to attack Sites, however, is not the same as a total prohibition on attacking Sites, and won't stop the Character from having its attack redirected to a Site.)

You may redirect an attack to an intercepting Character. If it was intercepting its new attacker, it ceases intercepting. If you redirect an attack to a Character, you may then intercept with it, as long as the attacker intercepted is attacking something else. If the target of an attacker dies while intercepting, the attacker ceases attacking.

Remember that combat with the targets of the attack takes place after all interception has been dealt with.

Changing the target of an attack will not change the order in which players intercept.

Changing the target of an attack will not trigger effects that trigger when an attack is "declared" on the card in question.

### ***Changing the Target of Events***

Only Events that use the word "target" have targets. Choices made by other Events are not considered to be targets.

The new targets of an Event must be legal targets for that Event.

If the Event has multiple targets, you must choose the same number of targets, and the new targets must all be different from the old ones.

If an Event targets a "player", it may be retargeted on the player who played it. If it says "opponent", it may not be.

If an Event refers to the target of an attack, this is not the same as the Event having a target.

Some Events target only some of the cards chosen. In these cases, only the cards associated with the word "target" may be changed. (For instance: Rigorous Discipline (LS) copies the text of a Character to target Character. You may change which Character receives the rules text, but not which Character is the source.)

### ***Combat and Non-Combat Damage***

Combat damage is the basic damage done in any combat. It is the only way to seize or burn Sites. No effect inflicts combat damage unless it specifically says it does. (The Gnarled Marauder (LS) has errata that makes this clear.)

Even if an effect inflicting damage goes off during combat, it is not combat damage.

If combat damage is redirected, it is no longer combat damage.

### ***Copying***

If a card refers to itself in its rules text, whether it says "this card", "this Site", or uses its title without quotation marks or bold italics, then, when copied, the copied rules text refers to the card it was copied to.

If the copied rules text refers to designators, (in bold italics) or a specific card title, (title in quotation marks) that will not change. (So, if you copy Draco (YotD), you still can't discard cards titled "Draco" to cancel Events, no matter what card you copied the ability to.)

Daedelus cards are referring to themselves if they use their title, or any card with the given designators if they refer to another card's title.

Only the rules text printed on the card is copied. Rules text that has been copied from other cards is not, nor are permanent bonuses. (such as the Abysmal Absorber (NW)'s Fighting or the Red Monk (FP)'s Superleap.) If a card has an ability that requires a choice to be made when

it enters play, such as Blue Monk (TW), it won't work when copied to another card, as the original's choice is not copied, and the recipient didn't have the ability when it entered play, so couldn't make its own choice.

Even if an effect has canceled a card's rules text or caused it to be treated as if it were blank, the rules text may be copied.

If you copy rules text that defines a value for X, and the card being copied to has another ability that also uses an X, each ability only affects its own X. (See See X Fighting for more details.)

If you copy a card's abilities to itself, some abilities will effectively double up, and some will not. Toughness will, but other special abilities, such as Stealth, do not. Bonuses to Fighting and damage do, but X Fighting does not. Abilities that trigger when something happens will now trigger twice. Abilities that can be voluntarily activated would have to be activated separately and independently. (So, an ability that required turning wouldn't work twice, because you can't pay the cost of turning for two effects simultaneously.) An ability that could be used once per turn could now be used twice. Continuous and conditional effects would vary depending on their nature. ("All your opponents' Events cost one more" would double up, but "nobody can play <Gambit> Events" would not.)

### ***Damage Bonuses***

Damage bonuses do not increase non-combat damage.

If a Character is in combat with multiple cards at once, compute the damage once, then divide it up. Damage bonuses, even conditional ones such as "+3 damage to the subject of a Vehicle" do not get applied separately to each eligible card.

If some of the damage being divided is from a conditional bonus, it must be applied to an applicable card; it cannot be discarded, nor can it be used on a card it does not apply to.

### ***Damage Redirection***

Damage redirection effects must be played before the damage is actually inflicted. Once the damage is there, it can't be redirected.

Damage from effects must be redirected in response to the effect. Damage from attackers and the target of the attack can be redirected once the attack is declared. Damage from and to interceptors can be redirected once they have been declared as an interceptor.

You can't redirect arbitrary damage. A card must be a potential source of damage before you can redirect its damage.

If you redirect damage to a card that leaves play, (even if it leaves play before the redirection effect resolves) the damage is still redirected, and ends up damaging nothing. (It's even legal to redirect the damage to be dealt to the

target of an attack onto a character, then intercept with that character.)

Damage redirection effects become the source of the redirected damage. This means that redirected combat damage is no longer combat damage, and, if it reduces a Site's Body to zero, the Site cannot be seized or burned.

You can't redirect damage that's already being inflicted on a card to the card itself. So, if a City Square (LS) is going to take combat damage, you can't redirect the damage onto the City Square (LS) to make the attack fail; you'd have to redirect it to a different Site. Also, if an effect is damaging a number of Characters, such as Final Brawl (LS) does, you can't redirect all of its damage to a Character, such as with Expendable Unit (LS). If you had an effect that would redirect the damage from a single Character to another, (such as Righteous Protector (TW)) that would be allowed.

The last effect to resolve that redirects a source's damage will control where the damage goes. This means that, if you respond, your signpost will get overwritten. If you want to re-redirect combat damage, you can wait until the next scene, and play your redirection then.

If you want to re-redirect damage from an effect, you can't wait until the next scene, as the effect will have resolved and inflicted its damage by then, so what you have to do is to redirect the damage being inflicted by your opponent's redirection effect, if possible. (It's a source of damage, so it can usually be redirected.)

If a card is being damaged twice simultaneously by the same source, (This could happen due to the Yellow Monk (NW) fighting another Character, for instance.) a damage redirection effect redirecting damage away from that Character can redirect only one of the two. (If both are already there, you choose when you play the redirection effect. If the second source of damage is generated after your redirection effect is played, then you redirect the original damage.)

### ***Damage Reduction***

Unlike damage bonuses, damage reductions apply to non-combat damage as well, unless they specify otherwise. The exception to this is if a card uses the phrasing "-X damage", which is treated identically to "+X damage".

### ***Damage that Cannot be Reduced or Redirected***

A Character with one of these abilities is not protected from effects that reduce or redirect its damage; it just ignores them, even if they resolved before it gained the ability.

Any external effect that causes less damage to be dealt than the Character should do (based on its current Fighting and damage bonuses) is considered to be reducing the Character's damage, no matter the precise wording.

Because a card that "cannot" have something done to it overrides other effects that try to do something, these Characters always win out over damage reduction and redirection.

Being unable to have one's damage reduced does not mean that the Character's potential damage cannot decrease, only that damage reduction cannot reduce it. Changes in Fighting, the removal or cancellation of cards that provide damage bonuses, etc., will all still decrease the damage done.

### **Deck Manipulation**

When you (or any other player) looks through your deck, you must reshuffle afterwards, unless the card that allowed you to look specifically says that you do not. (This doesn't apply to cards that let you look at part of your deck.) (2005-06-20)

If you have to look through your deck and put a card in a specific location in your deck afterwards, you shuffle before putting the card there. (2005-06-20)

Multiple uses of an ability that lets you look through your deck for a card and put a card on top of it do not combine well - each time you use it, you shuffle the previously-selected card back into the deck. (2005-06-20)

If an effect reveals cards from your deck, and doesn't say where they go, they remain where they were, and are hidden again once the effect is done. (2005-06-20)

Whenever you shuffle or cut your deck, your opponents must be satisfied with the process. The point is randomization, not allowing abuse of abilities that let you stack part of your deck. (2005-06-20)

If a card says something like "cut your deck and draw a card" in order to produce a random card for some purpose, the card is actually drawn, and goes into your hand. Any ability that modifies or triggers off card drawing will apply here, but the extra cards you draw will not be checked for whatever characteristic is wanted. (2005-06-20)

### **Entering Play**

A card enters play whether it is played or returned to play.

Abilities that trigger on a card entering play may always be responded to, even if the card was played out of a Proving Ground (LS) or the like. (They go onto the next scene.)

Abilities that trigger on entering play cannot usefully be copied, even by Evil Twin (LS). The copying card didn't have the ability at the time it entered play, so the ability did not trigger.

### **Events That Generate Power in Your Establishing Shot**

These Events are still considered to be Power generation, so you can't take extra discards when you get Power from one of them.

If the Event is canceled, your other cards generate Power normally.

If you play more than one of these cards during the same Establishing Shot, the first one to resolve will prevent the others from generating Power.

You play these cards before you draw. If you draw one, you'll have to wait until the next turn to play it. When you do play it, you'll draw a card to replace it in that Establishing Shot.

These cards determine how much Power you get on generation. If they are retargeted, or what they are counting changes in response, it does not alter the Power gained.

### **Faceoffs**

The rules from the Shaolin Showdown rules cards are repeated here.

A Faceoff represents one Character seeking out another to fight in one-on-one combat for personal reasons, without anybody else getting involved.

An effect that creates a Faceoff may not be played during an attack. When a Faceoff effect resolves, the game cuts away from the main action, and the two Characters enter combat. Once the combat has ended, and anything resulting from it has resolved, the game cuts back to the main action, which resumes where it left off.

If one of the Characters is in play at the end of combat, and the other was smoked by combat damage, then the controller of the survivor is the winner, and a beneficial effect will usually be triggered.

Unlike combat during attacks, there is only one scene before the Characters actually enter combat. In addition to normal effects, effects that can only be played prior to combat, such as redirecting combat damage, can be played at this time.

If, before combat damage is inflicted, either Character leaves play or changes controllers, the Faceoff ends immediately.

A Faceoff is not an attack, and neither Character is attacking or intercepting. (So Ambush, Tactics, and other abilities that require you to be attacking or intercepting won't work.)

The combat takes place at the location of the opponent's Character. Your character moves to that location at the beginning of the Faceoff, and returns to its prior location at the end. This is not considered to be "changing location" for the purposes of other game effects. (Your Character will also move to follow the other if it changes location during the Faceoff.)

Any unresolved effects remaining in the Faceoff's original scene resolve normally after the Faceoff is completed. During the Faceoff, they cannot be canceled

or otherwise directly interfered with. (So, Confucian Stability and Brain Fire could not be used on them, but you could still smoke a Vivisector's victim to prevent the power being gained.)

(End of rules cards.)

If either Character leaves play or changes controllers before the Faceoff Event resolves, the Faceoff ends as soon as the Event resolves, and the scene continues to resolve normally.

The change of your Character's location happens before the one scene for pre-combat effects, so a Napalm Sunrise (FP) played in that scene would damage both Characters involved.

There is no inherent requirement about the Fighting difference; the usual restriction about "no more than two lower" is a property of individual cards.

### **Forced Discards**

Effects that force a player to discard a specific number of cards may be used on players with fewer cards in hand.

A forced discard effect causes cards to go to the toasted pile, but it is not considered to be toasting cards.

The cards are chosen at resolution; it is too late to find out what's being discarded, and play those cards.

### **Guts**

A Character with Guts does have its Fighting reduced as it takes damage.

### **Healing**

You can't choose an undamaged card for a healing effect, even if it will be damaged by the time the healing effect resolves.

If an effect, such as Healing Earth (LS), allows you to allocate a specific amount of healing to a card, you may allocate more healing than there is damage.

If a healing effect would remove more damage from a card than there is on it, or heals all damage, then it can heal additional damage that is inflicted before it resolves.

### **Independent**

If you've failed an attack, and then make a successful attack with an Independent Character, you still can't attack with non-Independent Characters.

### **Mobility**

A turned Character with Mobility can still change location in order to intercept.

If a Character with Mobility wants to turn to change location, it can still do so.

Changing location with Mobility will not trigger effects triggered by turning to change location.

If a Character with Mobility wishes to move several columns, it must change location one column at a time, each time waiting for previously-generated "change location" effects to resolve before generating another one. (So, if somebody plays an effect that targets your location in response to you changing location, you cannot change location again in response.)

Attackers and interceptors can't use Mobility (or any other way to voluntarily change location) while they're attacking or intercepting.

### **Moving States**

Effects that move States from one card to another, such as Shaolin Surprise (FP), are not quite the same as playing the State.

You can move States only to cards that they could have been legally played on. You may ignore restrictions on when the State can be played, however. (For instance, you can only move Avenging Fire (N2) to an opponent's Site, but you don't have to wait for an opponent to burn or seize your Feng Shui Site to move it.)

The State is not being played, so it doesn't have to resolve again. If it has a continuous effect, the effect ends on the previous subject and begins on the new one immediately.

If a State is moved in response to it generating an effect, the effect is not altered by the move. If it affects the State's subject, which card is the subject is determined when the effect is generated, so does not change. If the State's location is important, this is also determined at generation.

If a State is moved onto a new subject, it is considered to have the age of the effect that moved it. (So, if Shaolin Surprise (FP) is used to move Shadowy Mentor (LS) onto a card that has previously been taken control of with Assassins in Love (LS), the Mentor will take precedence, whether or not it resolved more recently than the Assassins in Love.

### **Not a Legal Subject for States**

If a Character is not a legal subject for States, no player may play or move States onto the Character. If the ability is gained after the State is played, the State is immediately smoked.

If there's a restriction on what States the Character cannot be a subject of, any State that changes to become unplayable is immediately smoked. For instance, if the Character is not a legal subject for your States, your opponents can play States on the Character, but, if you take control of the State, (including the automatic change of control of Weapons, Vehicles, and Schticks) it is smoked.

If a Character were not a legal subject for opponents' States, opponents could not play Vehicles, Weapons, and

Schticks, on the Character, either, as they do not become your States until they have been played.

The restriction that States cannot be played on a Character is not as strict. The States cannot be played or moved onto the Character, but, if the State gets on to the Character somehow, it will remain.

### ***Not Affected By***

Item (h) in the example list caused a couple of people to think "not affected by Events" applied to Events like Iron and Silk (LS) and Blood of the Valiant (FP) that resolved sometime earlier in the turn. It doesn't. For example, let's say The Prof (NW) is intercepting a Kung Fu Student (FP), (why? we don't know. But she is.) and the Student's controller plays Blood of the Valiant (FP) on the Student. The Prof (NW)'s "not affected by Events" means that she is not considered to be in play when the Blood is generated, and is not considered to be in play when it resolves. In this case, that doesn't make any difference, since Blood of the Valiant (FP) only cares whether the Kung Fu Student is in play when it resolves. Now the Blood has resolved, and the Prof's rules text won't help her against it any more. Assuming there are no more effects, the Student whacks the Prof and takes no damage in return.

If an Event sets up a triggered effect that occurs later in the turn, (such as Carnival of Carnage (FP) or Surprise, Surprise (NW), a Character that is not affected by Events would not be affected by the triggered effect, either.

"Not affected by" is also used in a slightly different context. Continuous effects, such as Superleap, don't generate and resolve, so don't quite fit with the definition given in the rulebook. A Character that is not affected by a continuous effect can't be modified by that effect, and can't have its in-game behavior modified by the effect. So, a Character that cannot be affected by Superleap can be declared as an interceptor against a Superleaper, even if turned. (These Characters can still use the ability if they have it.)

### ***Not Cumulative***

If a card or effect is not cumulative, then additional copies of the card provide no additional benefit if they're affecting the same cards. (A State or an Event that affects one Character would provide no additional effect if played on the same Character, but would work on a different Character. A global effect, such as an Edge, would provide no extra benefit at all if another copy were played.)

The additional copies are not canceled or smoked; if one leaves play or ceases to operate, the others serve as backup.

If the effect does not have a duration, (for instance, if it lets you draw cards, or damages a Character) then no extra benefit is gained if more than one copy resolves in a single scene.

It doesn't matter if a different player controls the extra copy; it still provides no additional benefit.

Effects that aren't cumulative use the card's Title to determine whether they work. If you used Evil Twin (LS) to copy Old Uncle (SS), you could draw four cards if you attacked with both, but neither additional Twins nor additional Uncles could increase this total.

### ***Once Per Turn Abilities***

If a card, such as Mutator (DF), has an ability that can be used a once per turn, (or any other limited number of times a turn) that limit is attached to the card. If the card uses the ability, then is taken control of, the counter for the ability does not reset.

If your first use of the ability has not yet resolved, you still cannot use it again in response.

If the ability is canceled, it still considered to have been used, so cannot be used again

If the card leaves and is returned to play, however, it is considered to be a new card, so may use the ability again.

### ***Partial Damage Redirection***

Effects like the Yellow Monk (NW) redirect a fixed amount of damage, meaning that they set up a special redirection "signpost" for only that amount of damage from a source. If that source was inflicting more damage, and there is already a signpost to redirect that damage, the special signpost overrides the earlier signpost just for a portion of the damage it's redirecting, but does not cancel the earlier signpost outright (meaning that the rest of the damage is still redirected).

If, in that situation, another damage redirection effect is used to redirect the original card's damage, it will override both the "normal" signpost and the partial redirection.

If the source being redirected was inflicting less than the full amount of the redirection at the time the effect resolved, but the source's damage later increases, the amount redirected will also increase, until it reaches its limit.

### ***Playing "in response to"***

Certain cards and effects can be played in response to a specific occurrence. These override most of the rules about when you can play cards. For instance, you can't play cards during the Establishing Shot. Confucian Stability (LS) is played in response to an Event or State, so may be played in response to a Pocket Demon (NW). Avenging Fire (N2) may only be played when an opponent seizes or burns your Site, even though you cannot normally play States during another player's turn.

In addition to playing card types when they could not normally be played, these effects can be used during the Establishing Shot, during combat, and after a player burns for Power.

Normally, these effects say "play in response to...", or "you may play this card when...", or the like. In addition, any effect that cancels or otherwise alters an effect may be played in response to an appropriate effect, even if it doesn't say so explicitly. (So, you could use Wu Ta-Hsi (NW)'s ability to cancel Events even during the Establishing Shot, but not his ability to smoke States or Edges.)

Some old cards said "... as it is being played." This is equivalent to "play in response to..."

Damage redirection effects can be played in response to an effect that is a potential source of damage. (But you can't respond to combat damage, and still must redirect that before combat begins.)

### **Playing cards at Reduced Cost**

If a card is played at "no cost", it is still being played at reduced cost. However, any effect that would increase its cost will have no effect. If a card is played at "0 cost", the base price is set to 0, and any other applicable reductions and increases are applied.

Reducing a card's cost below zero has no additional effect. You don't get Power back.

If a card, such as Gorilla Fighter (FP), reduces its own cost, you may combine that with one other cost reduction.

It can be difficult to tell whether an effect plays the card upon resolution, (which means that the effect cannot be combined with other effects that play cards upon resolution) or whether you play the card normally. (Which means the effect can be combined with others.)

If a card is phrased as "turn to play...", it plays upon resolution. (Also if you substitute other things for "turn". "To" or the double-colon symbol is the important part here.) Some examples: Proving Ground (LS) Smiling Heaven Lake (TW) Family Estate (LS)

Events also sometimes play cards on resolution. If an event plays a card, and doesn't say that it is played "immediately", then the card is played on resolution. Some examples: Positive Chi (LS) Inauspicious Return (TW)

If a card is played on resolution, it resolves at that point, and it cannot be responded to before it can generate effects that require it to turn, and, if it's a State or Edge, its rules text becomes active. (So, if you play a Vivisector (LS) normally, it can be killed in response, before you can turn it to sacrifice something. If you use a Proving Ground (LS) to play it, it enters play and resolves while the scene is resolving. By the time your opponents can play cards to kill it, in the next scene, it is able to turn to use its ability.)

A card that just says "you may play..." lets you play the card normally. (Even if there's a restriction on when you may play the card, such as "Once each turn, you may play...") Some examples: Spirit Pole (FP) Andrea Van de Graaf (TW) Kar Fai's Crib (FP) (the part that lets you play States cheap. The part that plays Characters ignoring a resource condition is play-on-resolution, though this is not fully clear from the wording.)

If a card allows itself to be played "when" a specific thing occurs or "during an attack", you may use an effect that can play the card on resolution to play the card. Some examples: Suong Xa (N2) The Baron (N2) BuroMil Grunt (FP)

### **Regeneration**

Regeneration happens before you draw, discard, unturn cards, or generate Power. It is an effect that triggers at the start of your turn.

The Character doesn't heal until the effect resolves, so something else that triggers in response could kill the Character. (For instance, if you want to play a Pocket Demon (NW) at the start of your turn, you have to do so in response to the Regeneration effect. This would allow an opponent to use Desolate Ridge (TW) to finish off the Regenerating Character.)

Regenerating does not cause the Character to turn.

### **Reload**

The rules from the Red Wedding rules card are repeated here:

If a card with Reload is in your smoked pile, you may pay its Reload cost to put it on top of your deck. (The cost is paid in Power if nothing else is specified, For example, Reload: 1.)

This is a normal effect, and if the card is no longer in your smoked pile by the time the effect resolves, it does not go onto your deck.

Reload costs are not part of the card's normal effect, so an Event with a Reload cost that requires toasting cards cannot be canceled by a Hacker.

(End of rules card.)

There is nothing stopping you paying a card's reload cost more than once, but you don't get any benefit from anything but the first Reloading to resolve.

(A possible reason you might want to do this would be if you Reloaded your Brass Monkey (RW), and an opponent played Inauspicious Reburial (LS) in response. You could respond to the Reburial by Reloading the Monkey again, getting it safely out of the way before the Reburial can resolve.)

If a card says that you may Reload a card when something happens, you do not have to pay anything to do so.

### **Schticks**

If the subject changes controllers, the Schtick changes controllers with it, and unturns in the process.



## ***Spending Counters or Damage Instead of Power***

When you spend damage, damage counters are removed from the card in order to pay for something.

This is not considered to be playing a card at reduced cost. It can be combined with cost reductions.

The act of paying for a card with counters cannot be canceled. (Though the card itself can be.) It is done on generation of the effect, just as spending the Power is.

If a card cannot be healed, you cannot spend its damage.

For the purposes of other cards, (such as Evil Whispers (RW) or Progress of the Mouse (LS)) this is not considered to be actual Power being spent.

If you have multiple applicable cards with this ability, you can spend counters from multiple sources on the same card.

## ***Stealth***

Stealth is an effect that generates and resolves much like any other. When it resolves, the next interceptor ceases intercepting.

A Character with Stealth can only use it once each attack, not once against each opponent's interceptors. (And your opponents don't have to declare their interceptors until the previous player's are finished with.)

If a Character loses Stealth during an attack, then gains the ability again (whether from the same source or a different one), it cannot use the ability twice. (2005-06-12)

## ***Superleap***

If a Character with Superleap is attacking, turned interceptors cannot even be declared. If a Character gains Superleap, already-declared interceptors cease intercepting immediately if they are turned.

It is permitted for a Character to change location to the location of the attack, even though it will not be able to intercept when it gets there. (But, if there are some Characters that it could intercept, and some that it cannot, it must intercept one that it can.) This allows you to turn to change location, then unturn with another effect in order to intercept a Superleaper.

Conditional Superleap (such as that on Ho Chen (RW)) is checked from the point of view of the card that cares about it. (So, an opponent with more than three cards in hand could not play Point Blockage (SS) on him, but one with only one could.) (2005-02-07)

## ***Tactics***

If a Character with Ambush and Tactics withdraws after damaging the target of its attack, but before the target can inflict damage, the attack is still successful.

## ***Taking Control of Cards***

When you take control of a card, it unturns. Some older cards state explicitly that they unturn the card, but this is just a reminder, not an additional part of the card's effects. If you play an effect that takes control of a card you already control, it does not unturn.

If a control effect doesn't give a duration, it lasts until the controlled card leaves play. (States that have a duration other than lasting as long as the card is a subject will say so.)

Sometimes, multiple control effects will affect the same card. In this case, the most recent one to resolve controls the card. The others are ignored unless the most recent one ends, in which case the most recently-resolved one remaining wins.

If a control effect is temporarily canceled (or a Shadowy Mentor (LS) is moved and then returns) it will return to its previous place in the order of control effects; it won't come back "on top".

Sometimes, two Characters that turn and maintain to take control of other Characters are in a situation where each can take control of the other. If Character A turns to control Character B, and then B turns to control A in response, here's what will happen: Scene begins resolving B resolves, takes control of A. A unturns, but this does not cancel A's turn and maintain; it just means that the effect will end right after it resolves. A resolves, takes control of B. This ends B's turn and maintain. Both Characters revert to their previous controllers, and the Mexican standoff resumes.

When a Character reverts to a previous controller, it will unturn, but it is not considered to be being taken control of. For example: Ting Ting (NW) has her abilities cancelled, and is stolen with a Shadowy Mentor (LS). The cancel wears off. She doesn't revert to the previous controller, as the Mentor is only maintaining an effect that has already taken control of her. The Mentor is then smoked. Ting Ting (NW) will revert to her previous controller.

## ***The Burned-For-Victory Pile***

Any card in your Burned-For-Victory Pile counts toward victory, not just Sites. However, you are still required to seize or burn a Feng Shui Site (or play one, if your opponents do not control any) in order to win.

## ***The Number of Sites Controlled by a Player Who Takes Yours***

When a Site is reduced to 0 Body by combat damage, it is seized, burned, or smoked immediately, before any events triggered either by the damage or the Site's fate generate. These triggered effects are placed on the first scene afterward, and see the board state as it is then, not as it was before combat.

In other words, when comparing closeness to victory, or numbers of Sites, you do so after taking into account the seize, burn, or smoke.

### **Timing of Choices**

All choices for an effect are made at generation under normal circumstances. There are choices that aren't made at generation, but they fall into several categories:

Choice is based on secret information (Playing a character out of a Proving Ground (LS)) Choice is based on as-yet-unknown information (What cards will be revealed by Glimpse of Brief Eternity (7M) is unknown until resolution) Choice is one made by another player (Suicide Mission (LS), Dangerous Experiment (LS)), and not specifically mentioned as being on generation (as it is on War of Attrition (RW)) Choice is one of a set made by more than one player (Positive Chi (LS), Throwdown in Chinatown (BCL)), and is not specifically made on generation. A :: is used to explicitly force the choice to be made on resolution. (No card I can think of, but something like "Pay 1 Power :: Choose a character and smoke it" would suffice.) (2005-06-20)

### **Toughness**

Toughness from multiple sources does accumulate.

### **Vehicles**

If the subject changes controllers, the Vehicle changes controllers with it, and unturns in the process.

### **Weapons**

If the subject changes controllers, the Weapon changes controllers with it, and unturns in the process.

### **What is Considered to be a Card's Cost**

Under normal circumstances, a card's cost is the number printed on the card. It does not matter whether the card has an ability that reduces its cost, or was played at reduced cost through some other card; if one card looks at another's cost, it gets the printed number.

If a Mutator (DF) or similar effect alters the card's cost, this is considered to be altering the printed cost of the card, so will change what other cards consider the card's cost to be.

If a card has no cost (A Feng Shui Site) or a cost of X, treat its cost as zero. The exception to this is that when such a card is actually played, its cost is considered to have been the amount spent.

### **When Subject is Determined**

When States generate an effect, the card they consider to be their subject is determined when the effect is generated. If the State is moved or smoked in response, (or sacrificed to generate the effect) this doesn't change who the subject is considered to be.

If a State provides a continuous effect, which card is affected will change if the State is moved, and the effect will cease if the State leaves play.

### **X Fighting**

If the rules text defining X is canceled, X is zero, and the Character will die immediately, unless some other effect is increasing its Fighting. This is true even if the value of X cannot change, such as on Che Gorilla (BCL).

If a Character without an X Fighting copies the abilities of one with X Fighting, it gains nothing for it.

If a Character with X Fighting copies the abilities of a Character with X Fighting, the most recent definition of X to resolve will define the Character's Fighting, and the old one is ignored.

If a Character with an ability that defines X, such as Sam Mallory (FP), copies the abilities of an X Fighting Character, such as Might of the Elephant (LS), nothing happens. The two different definitions of X know which X they define, and won't affect each other.

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### **Card-By-Card Rulings:**

#### **"Bring It"**

See Schticks

See Damage Redirection

See Guts

See Reload

States don't have active rules text until they resolve, so you can't play "Bring It" in response to an effect that does damage and be able to turn it to redirect that damage.

#### **"Do You Feel Lucky, Punk?"**

You flip all the coins at the time you play the card; everybody knows how much damage is being inflicted before they choose whether or not to respond.

You don't need to get two Heads in a row to stop.

The average damage inflicted by this card is three.

#### **"Hammer" Harrison**

See Damage Reduction (2005-06-22)

See What is Considered to be a Card's Cost (2005-06-22)

#### **"Is that all you got?"**

Characters with X Fighting cannot be returned, nor can Evil Twin (LS), as it only has a numerical Fighting while it is in play.

You may return Characters with inherent Fighting bonuses, such as the new Big Bruiser (RW).

**"Monkey" Chang**

You must choose the Characters at the time you declare the attack.

**"Now You've Made Us Mad"**

Counts which Characters are damaged when you play the card. If more become damaged (or some are healed) in response, it does not affect the amount of Power you gain.

**"There's Always One More..."**

The Character is not chosen until the effect resolves. If somebody plays Inauspicious Reburial (LS) on you in response, but cannot toast all your Characters, you get one of the leftovers.

**"They Came Out of Nowhere!"**

See Mobility (2005-06-22)

If you declined interception the first time, it has no bearing on the interception from this Event. (2005-06-22)

If more than one copy of this card is played, the additional interception opportunities happen in the order that the Events resolved. (2005-06-22)

You may play multiple copies of this card to intercept three or more times in a turn. (2005-06-22)

**"Throw Me the Idol..."**

You may play this if the target has no Characters. (2005-06-22)

You do not choose which Character until you get the Power. (2005-06-22)

**"Time to Kick Ass!"**

You must play this at the time the attack is declared.

**"Torch the Place!"**

You do not have to be involved in the attack. (2005-06-22)

**"Trust Me, I've Got a Plan"**

See Stealth

If opponents' Characters join the attack, they don't get Stealth.

**"Try My Kung Fu!"**

See Toughness

**"We Need Bigger Guns!"**

This includes damage a Character inflicts on itself.

**"You Fell Into My Trap!"**

See Playing cards at Reduced Cost (2005-06-22)

See What is Considered to be a Card's Cost (2005-06-22)

You may play more than one of these when attacked, and you can combine it with a Cave Network. (2005-06-22)

**"You Have Offended Shaolin!"**

See Superleap

**\$10,000 Man**

See Toughness

Can be healed by other effects.

**18 Bronze Men**

Even if you lose control of the Site, you retain control of 18 Bronze Men, so your Characters still get the bonus.

**200 Guys With Hatchets and Ladders**

If, by using Probability Manipulator (LS) (or Incarnate Abstraction (7M) and a Mutator (DF)), you change the number in this card's title, you may play another one. When the effect wears off, you keep both of them.

A BuroMil Grunt (FP) retrieved this way will have been "returned to play", which is not the same as being "played", so it will not smoke at the end of the turn.

If another player takes control of this card, and then it leaves play, your Characters are not smoked.

**401k Squad**

See Toughness

See Forced Discards

You must discard a card and force an opponent to discard, unless you have no cards in hand.

"Comes into play" is the same as "enters play".

**Abominable Lab**

Is a [tec] card while you have <Buro> or <PubOrd> Characters in play.

**Abominable Wave**

See Cancel and Smoke effects.

**Abysmal Absorber**

See Bonuses Until a Card Leaves Play

If two toast a Character simultaneously, both gain the Fighting bonus.

The Fighting bonus remains even if the ability is not active. (Even if another Character temporarily gains the ability, the Fighting bonus will remain afterward.)

Because the Character is toasted instead of being smoked, it does not trigger effects that key off a Character being smoked.

**Abysmal Daughter**

Will trigger if she is smoked.

If she is smoked simultaneously with other Characters, she will trigger for all of them.

**Abysmal Deceiver**

You gain the Power even if the Character ends up not being toasted.

**Abysmal Horror**

See Regeneration

**Abysmal Prince**

An Edge that has been damaged because of the Abysmal Prince's ability may be healed by cards that heal a "card".

If the card in question specifies "Characters" or "Sites", it can't help.

Any damage remains even if the Abysmal Prince's ability ceases to function.

Edges cannot turn to heal.

### **Abysmal Spirit**

See Assassinate

### **Adrenaline Junkie**

If his Fighting changes after interceptors are declared, no current interceptors will be removed. (But remember that each player's interceptors are dealt with before the next player declares theirs.)

### **Adrienne Hart**

If a State is played on her while her ability is cancelled, it will remain even after her ability returns.

Effects that move states from elsewhere (such as Shaolin Surprise (FP).) may not move States onto Adrienne.

### **Aerial Bombardment**

If there is more damage than can be distributed, the rest is wasted. You must distribute as much as you can, though. You may count either a talent or a faction resource. This effect counts on generation. If the number of resources in the player's pool changes, it doesn't affect how much damage is done.

### **Aether Spirit**

See Stealth

See Damage Bonuses

The Aether Spirit is itself a [mag] card, so always gets at least +1 damage.

### **Agony Grenade**

The subject is determined when you sacrifice the Grenade.

### **Akani Hideo**

An effect is something that generates and resolves. Once a card has resolved, it's no longer an effect, and can be canceled.

He only protects your cards from the "cancel" part of a "cancel and smoke" effect; they will still be smoked. (Unless they're Events.)

### **Alabaster Javelin**

If the subject is smoked as a result of the Javelin being smoked, (Orange Monk (LS), for instance) this does not trigger the Javelin.

**Amulet of the Turtle ERRATA State Cost: Mag 0 Play on a Character. Redirect all damage inflicted on subject to this card. Smoke Amulet of the Turtle when it accumulates X damage; any damage in excess of X is immediately inflicted on subject. X= the number of [mag] resources in your pool.**

See Damage Redirection

Amulet creates a permanent, redirection "signpost" when it initially resolves. This permanent redirection can be overridden by alter redirection abilities, but will remain when they go away, and will still redirect damage that they do not apply to.

The Amulet itself is considered to be an effect that redirects damage, so Petroglyphs (TW) may be used in response to it being played. (And not once it has resolved) Since Petroglyphs' cancel does not specify a duration, the cancel is permanent.

The damage inflicted by the Amulet is not redirected damage; it is new damage from the Amulet itself.

If the [mag] in your pool is reduced to less than the damage currently on the Amulet, the Amulet immediately smokes and inflicts the appropriate amount of damage on the subject.

The smoking and infliction of damage is one triggered effect, that generates and resolves normally.

The Amulet's redirection ability will cause attacks on its subject to fail; the damage is redirected to the Amulet, and if the subject gets damaged, the damage is coming from the Amulet, not the attacker.

If the subject receives some Ambush damage, and some normal damage, and the Ambush damage is sufficient to smoke the Amulet, the non-Ambush damage is inflicted normally.

### **Ancestral Sanctuary**

You may play this Site when your Feng Shui Site is seized or burned, even if you have already played a Site this turn. If you have no Feng Shui Sites in play when you play this, you do gain 1 Power.

### **Ancestral Tomb**

A damaged Ancestral Tomb is not counted when determining if you can play another Feng Shui Site, but it is counted to determine that Site's cost.

You cannot win by healing this card, even if no other players have Sites in play.

### **Ancient Monument**

If it is face-down when the attack is declared, you do not have to inflict the damage on it. (You could if you wanted to, though.)

### **Ancient Temple**

The attacker need not actually enter combat with the interceptor; a declaration is sufficient.

### **Andrea Van de Graaf**

The Events are toasted immediately.

This doesn't create an effect that plays the Event when it resolves; the Event is played just as it would have been when played from your hand.

### **Ang Dao the Corrupt**

See Regeneration

See Moving States

You may choose which of the weapons in play you want to move onto him, and you can take as many as you want.

### **Anomaly Spirit**

Anomaly Spirit gains the Fighting even if you are responsible for the creation of the new column.

If all sites in a column are seized or removed from play, the location no longer exists, and putting a new Site where the old one was is beginning a new column.

If a player has no Sites in play, the first one played creates a new column, even if that player already had Characters in play.

### **Ape City**

See Damage Reduction (2005-06-22)

### **Ape Nuts**

See Damage Reduction

If you are attacking with a Character who must attack alone, such as The Golden Gunman (NW), the Ape Nuts cannot also be declared as attackers.

### **Apes of Wrath**

See Bonuses Until a Card Leaves Play

Characters smoked by an opponent's Character in combat count, no matter who initiated the combat.

States count as being smoked by an opponent if the opponent removed the subject from play.

### **Arachnae**

See Assassinate

See Regeneration

### **Arcanogardener**

See Entering Play

The +3 Body will remain as long as the ability is maintained, even if you no longer control the Site.

### **Arcanoleech**

If you end up controlling the subject, you no longer get the extra Power.

If the subject's controller skips Power generation, or suppresses it by playing Pocket Demon or the like, you don't get your Power.

### **Arcanorat**

See Ambush

If you declare an attack with one Arcanorat, it goes home immediately, before other players can join. However, the attack won't end due to a lack of attackers until everybody has had a chance to join.

### **Arcanoseed**

See Battleground Sites

See Ambush

You must turn the site and choose which attacker to give Ambush to at the time you declare the attack; you can't wait, or unturn Arcanoseed and use it again in the same attack.

The Ambush is activated when the Character actually enters combat. If you remove the interceptor through some means before combat, the Ambush is still available. If, for some reason, the Characters enter combat, but do not actually get the opportunity to inflict combat damage, (Kan Li (LS) vs. a Character with a Shadowy Mentor (LS), for instance) the Ambush is still used up.

### **Arcanostriker**

See Vehicles

See Tactics

If an interceptor takes damage or otherwise has its Fighting reduced below 3, it will cease intercepting.

### **Arcanotank**

See Vehicles

See Toughness

The damage hits the subject, too, although the Toughness normally protects it.

The damage comes from the Arcanotank. If it is on CHAR (NW), the damage is still absorbed by Toughness.

All Characters at the location when the ability resolves are damaged.

### **Arcanotechnician**

Toasting the Character is part of the cost of using Arcanotechnician. If the effect is cancelled, you have still lost the Character.

You must choose what card you are returning when you play the effect; if something removes it in response, you're out of luck.

### **Arcanotower 2056**

See Toughness

You cannot win the game by playing an Arcanotower.

You must still seize or burn a Feng Shui Site. However, you can still play an Arcanotower when you are one Site away from victory.

If an Arcanotower is seized while its abilities are cancelled, it will remain in the seizing player's Site structure if its abilities return.

If the Arcanotower 2056 is smoked, not even Pocket Demon (NW) and the like will generate Power for you. (You may still skip Power generation to discard additional cards.)

### **Arcanotower Now**

You cannot win the game by playing an Arcanotower.

You must still seize or burn a Feng Shui Site. However, you can still play an Arcanotower when you are one Site away from victory.

If an Arcanotower is seized while its abilities are cancelled, it will remain in the seizing player's Site structure if its abilities return.

The additional cost does not apply to effects such as Shaolin Surprise (FP) that move States.

### **Arcanowave Pulse**

See Cancel and Smoke effects.

**Arcanowave Reinforcer ERRATA Edge Cost: Arc Arc Tec 2 All Characters you control inflict +1 damage and gain the designer Abomination.**

No rulings

**Arcanowave Researcher**

The card is chosen upon resolution; they can't wait to see what's picked, then play it.

**Arena Warrior**

See Faceoffs

There is no restriction of the Fighting of the other Character.

Then again, there's no bonus for winning, either.

**Armies of the Monarchs**

See Damage Reduction

See Damage Bonuses

While the damage bonus applies only to you, the penalty affects everybody.

**Armored in Life**

See Toughness

**Array of Stunts**

The Characters do not pass through the columns in between.

This is changing locations for the purposes of other effects, but it is not turning to do so.

**Art of War ERRATA Edge Cost: 0 Unique. Your hand size is increased by 2. When the player to your left declares an attack, you must predict whether the attack will be successful. If you are incorrect, the player to your left takes control of Art of War.**

No rulings

**Artillery Strike**

See Reload

You can play this and discard zero cards.

**Ashes of the Fallen**

The Character is toasted at the time you play Ashes of the Fallen. If Ashes gets cancelled, you're still out the Character.

**Assassin Bug**

The damage does not have to be combat damage. If Assassin Bug somehow gains an ability that allows it to damage Characters without fighting them, that damage will kill them.

If Assassin Bug has Ambush (and is attacking), Unique Characters that intercept it will be smoked before they can inflict their combat damage.

**Assassins in Love**

See Taking Control of Cards

**Assault Drone**

See Toughness

While the Drone cannot intercept, it is allowed to change location to that of an attack. If it doesn't somehow gain the ability to intercept, it will go home again when you declare interceptors, but you do get the opportunity to shoot.

**Assault Squad**

You have to play this when the attack is declared, not later.

Opponents joining the attack won't trigger this.

**Atourina Baktiari**

You must damage either all characters or none; you can't pick and choose.

**Attack Helicopter**

See Vehicles

See Mobility

See Tactics

**Auspicious Termites**

Will not return, and can be burned, if it was cancelled at the time it was smoked.

**Avenging Fire**

This can be, and usually is, played during another player's turn.

It must be played when the Site is seized or burned; you can't play it later.

**Avenging Thunder**

This card should be considered to be One-Shot.

You gain the Power even if you cannot toast the Character.

You cannot pick a Character that's no longer in play by the time you can play Avenging Thunder. (Most likely because it was smoked by the Temple of the Angry Spirits (TW).)

Characters that will die due to some effect triggered by the seize or burn are still around at this time; those effects will resolve as part of the same scene as Avenging Thunder.

**Average Joe**

See Toughness

**Aztec Mummy**

See Toughness (2005-06-22)

Double the damage after taking into account bonuses, penalties, and the like. (2005-06-22)

If you turn a Feng Shui Site to give this card +1 Fighting, the ability can be canceled by Whirlpool of Blood (NW). (2005-06-22)

**Aztec Pyramid**

When you use this card, there has still been a coin flip for the purposes of other cards. (2005-06-22)

If multiple players want to alter the coin flip, apply the simultaneous play rules. The current player acts first, and

go around the table once clockwise. The last one to act wins. (2005-06-22)

The timing of the flip-replacement ability is rather weird - you can't respond to it, and it effectively happens in the middle of generating or resolving another effect. (If it helps, it's a continuous ability that changes the way coin flips are done.) (2005-06-22)

### **Ba-BOOM!**

If Ba-BOOM! is toasted or returned to your hand, he doesn't go off.

If he's smoked by combat damage from an opponent's Character, it counts, no matter who initiated the combat.

### **Back for Seconds**

Unturning an attacker does not stop them from attacking. Nothing stops a Character from attacking again if they become unturned.

### **Bad Colonel**

See Damage Bonuses

### **Bag Full of Guns PAP**

See When Subject is Determined

The Characters at the subject's location when the effect resolves are affected. If the subject is no longer at the same location, the effect still remains.

The effect continues even if Bag Full of Guns is smoked.

### **Bag Full of Guns PAP**

See Weapons

See Damage Bonuses

See When Subject is Determined

The Characters at the subject's location when the effect resolves are affected. If the subject is no longer at the same location, the effect still remains.

The effect continues even if Bag Full of Guns is smoked.

### **Balanced Harmonies**

Essentially, this lets you move the damage on your cards around, as long as you don't reduce anything's Body or Fighting to zero.

You can't use Toughness and similar abilities to come out with less total damage than you started with.

Damage that cannot be healed cannot be moved with this effect, and is taken into account when preventing you from reducing Body or Fighting to zero with your damage reallocation.

If, by some strange means (most likely Cellular Reinvigoration), there is more damage than you can legally reallocate, the excess is lost.

### **Bandit Chief**

Compare current Fighting, including damage.

### **Bandit Hideout**

If you seize Bandit Hideout, you take control of it when you decide to seize it instead of smoking it. This means

that it's under your control when the opportunity to use it arises.

### **Bao Chou**

See X Fighting

You must heal him when you lose a Site.

### **Baptism of Fire**

Baptism of Fire may be played during another player's turn.

It may be (and frequently is) played during combat. This in turn allows effects that can be played in response to a State to be played.

If a Character's Fighting is reduced to zero, you can't play this on it before the Character is smoked.

### **Battle Arena**

See Toughness

See Damage Bonuses

### **Battle Cry**

You may play this card even if there are no <Battlegrounds> in play.

### **Battle-Matic**

See Toughness

See Vehicles

If a card in your smoked pile matches multiple times, (In other words, [tec] States that are Weapons or Vehicles.) the Battle-Matic still only gets +1 Fighting for that card.

### **Battlechimp Potemkin PAP**

Cannot unturn another card more than once per turn.

Can unturn himself any number of times per turn.

### **Battlechimp Potemkin PAP**

You can prevent a player from recycling an Event from his or her smoked pile this way, but you cannot stop an effect, such as Memory Reprocessing (FP), from playing the Event directly out of the smoked pile.

While the old Battlechimp doesn't have the designator <Chimp>, this one does.

The Event goes through the normal life-cycle of an Event, and can be cancelled or Brain Fire (NW)d if appropriate.

The Event is toasted immediately, there's no way for it to be removed from the smoked pile in time to save it. (Or in time to stop you from playing it.)

### **Bear vs. Fox**

See Faceoffs

You don't have to play the Event right after the Faceoff combat; you may wait until later in the turn to use it.

### **Bei Tairong**

See Superleap

See Damage Bonuses

### **Beneficent Tao**

See Healing

The Reload is free.  
You can't heal an undamaged Site just to get the resource.

### **Beneficial Realignment**

See Healing

### **Beta Beast**

See Toughness

The ability looks at the total number of resources provided, not the number of different types. General Olivet (DF), who provides [arc] [arc], would do full damage to a Beta Beast.

Characters who provide no resources do full damage.

If a character is providing an additional resource due to another effect, such as <Fire> Characters with The Inner Fire (SS) in play, these resources are counted for determining whether Beta Beast has Toughness against them.

### **Big Ass Car**

See Vehicles

See Mobility

See Toughness

### **Big Brother Tsien**

See Once Per Turn Abilities

### **Big Bruiser PAP**

See Guts

See Toughness

### **Big Bruiser PAP**

See Toughness

### **Big Daddy Voodoo**

See Spending Counters or Damage Instead of Power

See Once Per Turn Abilities

The card you play with this ability still has to be playable at the time; you can't spend Big Daddy Voodoo's damage to play a Character during another player's turn. (Unless some other card lets the Character be played, of course.)

### **Big Macaque Attack**

They do increase their own Fighting.

### **Big Mack**

See Toughness

See Damage Bonuses

### **Big Red Button**

All damage comes from Big Red Button, not from the [Tech] cards it's smoking. The damage is all from one source, so it can all be redirected at once.

The cards are smoked when Big Red Button resolves. If a card leaves play before then, or is not smoked for some reason, no damage is inflicted because of it.

### **Big Rig**

See Vehicles

See Mobility

See Amulet of the Turtle (LS) for other rulings.

### **Billy Chow**

See Superleap

See What is Considered to be a Card's Cost

The cost of the discarded card must exactly equal the cost of the Event.

### **Binary Spirit**

See Healing

See Once Per Turn Abilities

You may use only one of the abilities each turn.

You cannot discard cards to heal Binary Spirit if it is undamaged.

### **Bio-Salvage**

If multiple Characters are smoked simultaneously, you still get one counter for each.

### **Biomass Reprocessing Center PAP**

The discard and draw are linked; you must do both if you do either.

Is not Unique, so will not cause a Uniqueness auction with Biomass Reprocessing Center (N2).

### **Biomass Reprocessing Center PAP**

Will not cause a Uniqueness auction with Biomass Reprocessing Center (NW), as the other version is not Unique.

### **Bird Sanctuary**

See Once Per Turn Abilities

Foundations are cards that require no resources, and provide faction resources. 1-cost Characters that provide no faction resources will trigger this, as will those that require resources.

### **Birdhouse Cafe**

This affects all Characters, including any opponents' Characters that joined your attacks, any Characters of yours that attacked, but changed controller, and opponents' Characters that attacked on their own this turn. (In all cases, the Cafe still keys off your victory conditions, not those of the player who controls the Character.)

### **Bite of the Jellyfish**

Most effects cannot be played in response to a Bite, even if it was played after a burn for victory. You're still considered to be in combat at the time.

Effects that may be played in response to Events may be played in response to a Bite, even if the player burned for Power.

The power from burning for power is gained when the decision is made, so can be spent in response to a Bite, but only on the few cards that can be played in this situation. (On a Confucian Stability (LS), for instance.)



If more than one Bite is played, the last one played (and so first to resolve) gets the Power.

### ***BK97 Attack Chopper***

See Vehicles

See Damage that Cannot be Reduced or Redirected

The subject's damage can still be redirected.

### ***Black Flag Rebels***

They do increase their own Fighting, and that of other Black Flag Rebels.

### ***Black Market Connections***

Yes, you really do toast your deck. This means that you will lose the game unless you win that turn.

Already-revealed Limited and Unique Sites will not cause it to toast your deck.

### ***Black Ops Team***

See Faceoffs

You must have the Faceoff if you can. If the only Character in play is the Queen of the Darkness Pagoda (NW) with a Shadowfist (YotD), that's just too bad.

### ***Blade Freak***

The damage is placed on the scene in response to the Blade Freak being played.

### ***Blade of Darkness***

This includes resources provided by some effect.

### ***Blade Palm***

The "does not affect Event cards" on the original edition versions of this card has no special significance.

### ***Blanket of Darkness***

See Damage Reduction

This applies to non-combat damage as well as combat. (+X and -X damage are restricted to combat damage, but other bonuses and penalties are not.)

### ***Blessed Orchard***

You may activate a Blessed Orchard even if it is face-down at the time of the attack.

The opponent may spend the Power in response, but it is during an attack, so what they may spend it on is restricted.

### ***Bleys Fontaine***

As long as you declare another attacker as well as him, he can attack.

Opponents joining your attack will not help.

He does not cease attacking if he's the only attacker left.

This cannot cancel an effect generated by turning a card, and it will not prevent a card turning in response.

Only the cards at the location when his ability resolves become turned.

### ***Blitzkrieg***

Other players' <Soldiers> will unturn as well as yours if they're attacking. (2005-06-22)

You can play this card outside of an attack, but it does you no good. (2005-06-22)

### ***Blood and Thunder***

See Damage that Cannot be Reduced or Redirected

See Damage Bonuses

### ***Blood Fields***

See Copying

See Battleground Sites

See Once Per Turn Abilities

If you use Blood Fields to copy something, you have to wait for the copy effect to resolve before you can use the new abilities. So, you couldn't cancel a Whirlpool of Blood (NW) unless you'd already copied it earlier in the turn.

If Blood Fields is copying a Feng Shui Site, cards that affect Feng Shui Sites (such as Whirlpool of Blood (NW)) still won't affect it.

The chosen copy remains even if the Site changes hands.

### ***Blood Lust***

Effects normally count at generation, so changing the number of damaged Characters in response to Blood Lust being played does not change the amount of Power gained.

### ***Blood of the Valiant***

See Damage Reduction

This applies only to combat damage.

### ***Blood Reaver***

See Damage Reduction

### ***Bloody Horde***

Any card with the designators <Demon> and <Horde> will give the Horde their bonus. Barring use of Sinister Accusations (TW), that's only the Bloody Horde at the moment.

### ***Blue Mandarin***

If you use this ability on a Character that's been declared as an interceptor, it ceases intercepting.

Turning to heal and turning to change location (including the changing of location required to intercept) are both effects. Turning to attack is not.

Nothing stops a Character from turning to generate an effect in response to you turning a Blue Mandarin.

The ability doesn't cancel. If you respond to a Character being turned to generate an effect, the effect will still resolve.

### ***Blue Senshi Chamber***

You can't turn Blue Senshi Chamber both to change the designator and to make somebody uninterceptable at the same time.

If you seize the Blue Senshi Chamber, you'll have to turn it to change the designator if you don't like the one currently in use.

### **BoBo Splitter**

See Weapons

See Reload

Yes, this includes the Splitter's subject.

### **Bomb Factory**

See Damage Bonuses

### **Bonebreaker Jun**

See Toughness

**Booby Trap ERRATA Event Cost: Dra 1 Play during an attack on a Site you control. Inflict 3 damage on that Site and all Characters at its location.**

This may be played at any time during an attack on one of your Sites.

### **Booby-Trapped Tomb**

You don't have to inflict the damage if you don't want to. (2005-06-22)

If Booby Trapped Tomb is revealed by combat damage, it will do its damage after the combat damage. If you want to weaken an attacker before it hits the Site, you have to reveal the Tomb earlier. (2005-06-22)

### **Borrowed Nuke**

This is a [jam] card as well as a [dra] card.

### **Both Guns Blazing**

Moving a State from elsewhere in play onto the subject does not count as playing it, and will not let you draw a card.

The "draw a card" effect is placed on the scene in response to the State, and must resolve like most effects. (So you couldn't play the card you drew until the next scene.)

The +1 Fighting is a conditional effect, and kicks in as soon as the State is played, without needing to resolve. (So, if you have a two-Fighting Character that is the subject of Both Guns Blazing, and you play a State on it, it is a 3-fighting Character, and your opponent cannot kill it by playing Final Brawl (LS) in response.)

### **Bouncing Benji**

See Reload

See Damage Bonuses

### **Boundless Heaven Sword**

See Superleap

See Damage that Cannot be Reduced or Redirected

See Weapons

You may still play this card through various cost-reduction abilities or return it to play as long as you pay the full price.

You can ignore this card's resource conditions if some ability lets you.

### **Bounty**

If you manage to smoke somebody during combat by some means other than directly due to combat damage, (Nine Cuts (N2), for instance.) you do get the Power. However, it has to be the Character's ability that does it. Death Touch (LS) wouldn't work.

You don't get Power for each Character with Assassinate. You can get Power if you join another player's attack. If they also have Bounty and an applicable attacker, you would both get the Power.

### **Brain Eater**

See Ambush

### **Brain Fire**

Only Events that use the specific word "target" may be Brain Fired.

You must change all the targets; if you cannot, then you can't play Brain Fire.

The new targets must be legal targets for the Event. In a two-player game, you can't Brain Fire a card that affects "target opponent", because the player who played the Event had only one opponent to choose from.

Brain Fire targets the new targets. You can Brain Fire a Brain Fire, which is the only way to change the targets of an Event that's already been Brain Fired. (If you Brain Fired the initial Event, the last Brain Fire to resolve, which is the first one played, would be the last card to set the Event's targets.)

If an Event refers to the target of an attack, Brain Fire cannot affect that.

Effects normally count on generation. Brain Fire won't cause them to re-count for the new target. (So, a Pocket Demon (NW) already knows how much Power it will generate, so changing which player it is targeting is ineffective. Entropy Sphere (DF) will inflict the original target's cost in damage to the chosen Site, not the new target's.)

### **Brain Sucker**

If a Brain Sucker becomes a <Mastermind> itself, it ends up canceling its own abilities, and nothing else.

### **Brain Tap Rifle**

See Weapons

You may look at the player's hand or reveal a Site even if the damage is reduced or redirected.

### **Brass Monkey**

See Reload

If a Character ends up intercepting Brass Monkey without being declared as intercepting it, no Power is paid. (Fake Out (DF) and Darkness Falls (N2) are two ways that this can occur.)

### **Breath of the Dragon**

See Toughness (2005-06-22)

See Damage Bonuses (2005-06-22)

You may play this on somebody else's attacker. (2005-06-22)

### **Bribery**

The Power is given away when Bribery is played. If the target is smoked or the Event canceled, they still have the Power.

The opponent may spend his or her new Power in response to the Bribery.

The Power comes from your pool; you cannot play Bribery unless you have the Power to give away.

Characters with X Fighting cannot be Bribed. Evil Twin (LS) may be able to be, as its copied Fighting is considered to be its printed Fighting.

### **Brick House**

See Toughness

### **Broken Wheel Brigade**

See Damage Reduction

You may discard more than one card per source of damage.

### **Bronze Sentinel**

The number of Characters in your smoked pile is determined when you generate the effect. If something adds or removes some in response, it does not affect the Fighting bonus.

### **Buddha's Palm**

You may not inflict less than the maximum damage in order to toast fewer cards.

### **Buddhist Monk**

Sites are considered to be Power-generating if they have a positive number in their Power-generation diamond, even if something is preventing them from actually generating Power.

### **Buffalo Soldier**

See Damage Bonuses

See Not Affected By

The Buffalo Soldier is not protected by his own ability. If you have two Buffalo Soldiers, each protects the other.

### **Bulletproof Monk**

See Toughness

### **Bullwhip**

See Weapons (2005-06-22)

See Damage Bonuses (2005-06-22)

You may use this ability on an already turned Character; it will still cease intercepting, assuming it was to begin with. (2005-06-22)

### **Buro Assassin**

See Ambush

### **Buro Blue Spear**

See Weapons

The damage is from the Blue Spear, not the subject.

### **Buro Godhammer**

See Damage Bonuses

### **Buro Official**

See What is Considered to be a Card's Cost

### **Buro Scientist**

If you have multiple Buro Scientists, you can unturn multiple cards by playing one State or Event.

### **BuroMil "Savage"**

See Vehicles

See Toughness

See Mobility

### **BuroMil Elite**

See Toughness

### **BuroMil Grunt**

This card is considered to be Uncopyable.

If the Grunt is "returned to play", such as by a very desperate Golden Comeback (LS), it will not die at the end of the turn.

### **BuroMil Ninja**

See Ambush

See Assassinate

The Assassinate kicks in depending on the controller of the interceptors Sites, not the controller of the target's.

### **BuroMil Scout**

See Damage Bonuses

If the Scout leaves play or stops attacking, the damage bonus is lost.

### **Butterfly Armor**

At the start of your turn, the Armor checks for its subject being unturned before your cards unturn.

This card is not a Schtick. If you play it on an opponent's Character, that Character may attack during your Main Shot. (See See Attacking Out of Turn for the gory details.)

### **Butterfly Knight**

Must be unturned in order to attack.

The Butterfly Knight can turn to heal while attacking.

Effects that are triggered by a Character turning to attack are not triggered when the Butterfly Knight attacks without turning. Similarly, if it were to gain the ability "cannot turn to attack", it could still attack without turning.

### **Butterfly Swords**

See Weapons

See Damage Bonuses

**Bzzzzzt!**

Unique is a restriction, and cannot be removed by the various ways to remove a Character's rules text.

**Cabinet Minister**

See Taking Control of Cards

You choose whether you're controlling or canceling the Edge at generation.

If you lose control of the Edge, you can use the Cabinet Minister to take it back, once the Minister has unturned.

**Capoeira Master**

See Damage Bonuses

**Captain Jake Molloy**

See Guts (2005-06-22)

See Mobility (2005-06-22)

He won't cancel the card that generated the effect, just the effect itself. (2005-06-22)

**Captain Liu**

See Tactics

See Toughness

This includes himself.

**Capture Squad**

See Taking Control of Cards

The change of control lasts until the controlled card leaves play, no matter what happens to the Capture Squad.

The Capture Squad can take control of Sites with the appropriate designator, too.

**Car Wash**

See Healing

The Character will be healed even if the Vehicle is no longer in play when the effect resolves.

**Carmen Zhou**

See Bonuses Until a Card Leaves Play (2005-06-22)

Characters' rules text is active as soon as they're played - you can't stop Carmen gaining Fighting by revealing Sites in response to her being played. (2005-06-22)

**Carnival of Carnage**

Because each point is a separate source, a redirection effect can only redirect one point.

If you respond to a Carnival with something that smokes Characters, such as Final Brawl (LS), the Carnival will not have resolved in time to trigger its points of damage for Characters smoked by that effect. Responding to the Final Brawl (LS) with a Carnival works fine.

**Casbah**

If somebody has no Power, and plays a 0-cost Event that will give them Power, you don't get anything. The theft goes on the scene in response to the Event, and therefore resolves before it. (2005-06-22)

**Cassandra**

If you don't have five cards in your deck, look at what you can.

This will not cause you to lose the game, as the cards are considered to have remained in your deck.

**Cataract Gorge**

See Independent

**Cave Network**

See Playing cards at Reduced Cost

You must turn Cave Network when the attack is first declared. You can't use Fox Pass (LS) to redirect the attack, then use the Network.

You must have sufficient resources to play the Character.

**Cave of a Thousand Banners**

If the Cave ends up in your back row, it continues to function.

If a <Rebel> or <Rabble> Character manages to turn to attack more than once in a turn, it will get the bonus multiple times.

The bonus remains until the end of the turn even if the Cave leaves play.

**CB Radio**

See Schticks

See Tactics

See Once Per Turn Abilities

You can use the combination of Ambush and CB Radio to pull out and unturn after damaging a Character you are attacking, but before it can hit back; this will allow you to attack again. (But remember that Ambush doesn't work on Sites.)

**CDCA Scientist**

You do not have to discard the same number of cards that you drew, because it says "up to X" separately for each.

You don't have to decide how many cards you're discarding until after you draw.

If this ability is copied, it still checks for cards with the title "CDCA Scientist", not the title of the card it's been copied to.

**Celestial Stance**

See Superleap

See Schticks

Once you've paid the Power, changing location in response will not avoid the damage.

**Cellular Reinvigoration ERRATA Event Cost: Arc 1 Until the end of the turn, target Character gains Guts and is not smoked if its Fighting is 0.**

See Guts

The Character can still be smoked by other means.

Charmed Life (LS) will not save a card from a Cellular Reinvigoration wearing off.

The controller of the Cellular Reinvigoration is considered to be responsible for the card being smoked when the effect wears off.

**Cenotaph**

See X Fighting  
See Assassinate

**Chains of Bone**

The cards can be unturned by other means.  
If a card creating a turn and maintain effect is being locked down, you'll have to find some other way to end the effect; you can't just choose to end it.

**Chamberlain**

See Assassinate  
If he is smoked by damage simultaneously with another Unique Character, he still doesn't get to heal, as he is already dead.

**Chang**

See Healing (2005-06-22)  
If he takes damage at the same time he smokes a Character, you may heal that damage. (But you can't stop him from being smoked that way.) (2005-06-22)  
If the damage he inflicts due to taking damage kills an interceptor that survived combat with him (such as one protected by Iron and Silk), he will have overcome that interceptor. (2005-06-22)

**Chaos Spirit**

If a player controls no cards that you could damage, nothing happens.  
You always decide which card gets blasted. When you have to blast one of your own cards, you can have multiple Chaos Spirits pick the same card, even if it won't survive the first one.  
This happens after the scene in which a player declared the end of the turn. This means that normal effects cannot be generated in response, once people know what you're going to hit. (The exception is effects, mainly damage redirection, which specifically respond to damage being inflicted.)

**CHAR**

See Damage that Cannot be Reduced or Redirected  
CHAR only takes no damage from <Fire> cards. Other effects of those cards, such as the outright smoking of Discerning Fire (NW), affect him normally.

**Charge of the Rhino**

This is not combat damage.

**Charmed Life**

See Not Affected By  
The subject may be removed from play by other means. (Being toasted or returned to hand, for instance.)  
If played in response to an effect that would smoke the subject, it will protect the subject. If an effect that would smoke the subject is played in response to Charmed Life, the Charmed Life won't resolve in time to help.

**Che Gorilla**

See X Fighting  
His Fighting will not change as the opponent's smoked pile changes size.

**Cheap Punks**

See Playing cards at Reduced Cost  
The cards played from Cheap Punks are not restricted by the normal rules on when you can play cards. You can play non-Events during other players' turns. You can play Characters during your attacks. You can play a Drug Lab (LS) if you have already played a Site this turn.  
The Punks will trigger even if you smoked them. However, sacrificing them will not work.

**Chen Sho Kung**

See Damage Reduction

**Chi Detachment**

This does not cancel any effect generated by its subject, and nothing prevents the subject from generating an effect in response to the card being played.  
The subject provides resources normally once smoked or the State is removed.

**Chi Reconfiguration**

Things other than attacks, such as Orbital Laser Strike (LS) and damage redirection, that were aimed at the old Site will not hit the new Site.  
You can't smoke a Site and immediately return it to play. Choices are made at generation, and the Site you're smoking isn't in your smoked pile at that point, so it's not a valid choice.

**Chi Sucker ERRATA Netherworld Abomination Cost: Arc Mag Tec 2 Fighting: 1 Provides: Arc When Chi Sucker turns to attack, it gains +X Fighting until the end of the attack. X = the number of Power-generating sites controlled by controller of its target.**

No rulings

**Chi Syphon**

See Copying  
The copied rules text remains even if the Site being copied is blanked or leaves play.  
If a Site is the subject of more than one Chi Syphon, none of them will blank the rules text being added by others; only the original text can be blanked this way.  
If a Site has multiple turning abilities, you can only generate one by turning the Site. (Turning is part of the cost, and you can't pay multiple costs with one game action.)  
If somebody seizes the subject, they may use the copied abilities.

**Chimp Shack**

See Copying

If Chimp Shack is copying a Site's abilities, the copying will continue even if the Site leaves play or you take control of it.

Remember that Power generation occurs before you unturn cards, so you can use the ability of a Site such as Family Home (LS) to get extra Power, then unturn Chimp Shack to keep your options open.

You may not play more than one Chimp Shack during an attack against you.

### **Chimpanzer**

An opponent cannot even try to declare more than one interceptor against Chimpanzer.

If Chimpanzer gains the Flying Bladder (NW)'s ability, it may not be intercepted at all.

If a Character gains Chimpanzer's ability after interceptors are declared, all Characters in chains will cease intercepting. Even if the Chimpanzer has fought its way through all but one of the chain at the point, the remaining interceptor was still part of a chain, and is still removed.

### **Chin Ken**

See Copying

Chin Ken gains the abilities prior to combat, when there is still time to use voluntary effects such as Stealth.

If he intercepts a Character who cannot intercept, he will copy their abilities, and cease intercepting before he can inflict combat damage.

### **Chin's Criminal Network**

This includes your opponents' Hood cards, too. (And don't forget to check for Hood Sites, States, and Edges.)

Chin's Criminal Network is not ever in play, so cannot count itself.

### **Chinese Connection**

See Healing

See Once Per Turn Abilities

The opponent receives the Power immediately, and will be able to spend it before the healing effect resolves.

The Power comes from your pool.

If no card is damaged, you cannot use the ability just to give somebody Power.

### **Chinese Doctor**

See Healing

This effect is not considered to be "turning to heal", even if the physician is healing himself.

If you wish to turn the Doctor to heal, instead of activating his ability, you may.

The Shaolin Showdown version of this card is missing its resource provision. It still provides [dra].

The resource provision was inadvertently omitted from the card; it does provide [dra].

### **Chiu Fa**

See Playing cards at Reduced Cost

The ignoring of resource conditions is a continuous effect, and can be combined with effects that play Characters when they resolve. (Such as his other ability.)

### **Chizu**

See Reload

This affects Sites, Characters, and States on those Characters. Edges and Events have no location.

### **Chop Shop**

The Vehicle is sacrificed when you turn the Chop Shop. If the effect is canceled, the Vehicle is still gone, but nobody can stop you from getting the Power by getting rid of the Vehicle first.

### **Chromosome Screamer**

See Guts

See Damage Bonuses

### **Church Official**

See Cancel and Smoke effects.

### **City Hospital**

See Healing

It will unturn even if you smoked the Character.

If multiple unturn effects are generated at once, it won't be possible to use the Hospital multiple times; the effects don't unturn it until they resolve, and you can't add new effects to a scene that has started resolving.

**City Park ERRATA Feng Shui Site Generates: 1 Cost: 0 Body: 8 Heal City Park at the end of the turn it is revealed. When a Site you control is burned, you may play City Park face up at no cost if you have not played a Site this turn.**

See Healing

City Park will heal at the end of the turn in which it is revealed, even if it has changed controllers by then.

If City Park is played face-up, it was not revealed, and will not heal at the end of the turn.

You can still combine City Park with cards like Ancestral Sanctuary (NW) and Contingency Plans (SS), as long as the Park gets played before the other Sites involved.

### **City Square**

See Damage Redirection

### **Claw of Fury**

See Assassinate

See Playing cards at Reduced Cost

The Event must use the word "target", and it must target you, the player, (i.e. "target player" or "target opponent") not one of your cards.

### **Claw of the Dragon**

See Guts

See Playing cards at Reduced Cost

### **Claw of the Tiger**

The effect triggers after the subject enters combat, when it is too late to use voluntary effects.

### **Claws**

See Toughness

See Not Affected By

Any <Hood> card will do, including Sites and Edges. Superfreak (BCL) would still do his two-part damage; he doesn't actually have Ambush, even though he sort of acts like he does.

### **Claws of Darkness**

Claws of Darkness must be on the subject both when it smokes a Character and at the end of the turn.

### **Cliffhanger**

See Playing cards at Reduced Cost (2005-06-22)

You still need to meet the resource conditions. (2005-06-22)

If the card is not played, it remains on top of your deck. (2005-06-22)

If the card revealed has conditions on when you can play it, such as Pocket Demon, Cliffhanger cannot override them. (2005-06-22)

This doesn't allow you to play a duplicate Unique, Limited, or One-Shot card, nor does it let you play a Feng Shui Site if you are already at victory conditions. Other than that, anything goes. (2005-06-22)

The revealed card remains on top of your deck if you do not play it. (2005-06-22)

### **Close Call**

See Partial Damage Redirection

If the source is damaging more than one card, you can redirect any damage you choose from that source, but not more than three points in total. (So, if a Napalm Sunrise (FP) were hitting a location, you could redirect one point from a Character and two from a Site, or one from the front-row Site, and two from the back-row.)

### **Cloud Walking**

See Mobility

See Toughness

You cannot use the Mobility after you've intercepted, nor can you use it to change location to anywhere but the location of an attacker.

If you are intercepting an attacker within your site structure, and you use the Mobility to move one column, you are required to keep changing location until you reach an attacker, and you must intercept. (If more than one location is being attacked, you need not stop at the first one you reach.)

### **Cobra Clan Stalkers**

See Stealth

See Damage Bonuses

### **Code Red**

See Attacking Out of Turn

### **Coffee-Stained Cop**

The smoking must be due to an effect generated by or damage inflicted by an opponent's card. It doesn't matter why it happened. Even if you Brain Fire (NW) a Nerve Gas (LS), or attack an opponent's Character, you still get the bonus.

### **Cognitive Spirit**

You have to decide at the time you declare the attack. The chosen Character cannot intercept anybody.

### **Coil of the Snake**

See Stealth

You must both discard and draw; you can't do just one.

You discard before drawing.

### **Colonel Griffith**

See Tactics

Don't forget to count the resources provided by a card's special abilities along with the normal resource provisions.

### **Colonel Richtmeyer**

If he is played in response to an <Operation> or <Gambit> Event, he will not cancel it.

An interceptor with Ambush inflicts damage simultaneously with an attacker with Ambush.

### **Colonel Wilhelm Reiger**

See Toughness (2005-06-22)

### **Combat Aircar**

See Vehicles

See Tactics

See Mobility

May only be played on Characters.

### **Combat Courtship**

See Faceoffs

### **Combat Veteran**

If you lose control of the Character, you still control the State; the player who stole your Character can't turn <Battlegrounds> to increase its Fighting.

You can turn as many <Battlegrounds> as you have, and, if you can manage to unturn one, you can turn it again to give the subject an additional +1.

If the subject loses the designator, the State remains.

### **Commander Corliss**

Cards that return him to play may do so during your turn, and will not cause you to miss your Power Generation. No cards will generate Power for you, not even Pocket Demon (NW) and its like.

You may still skip your theoretical Power generation to discard extra cards.

### **Competitive Intelligence**

This won't cancel a Site being turned if it's played in response.

You can't turn or reveal Sites in response, either. If you want to use this card to protect a turning Site against Whirlpool of Blood (NW), you'll have to figure out a way around the fact that your opponents all get a chance to respond before you do.

You may not take notes on this in tournament play. If you forget what other players' Sites are, they can sneer at you if you want to look again later.

### **Comrades in Arms**

See Toughness

### **Concourse Godard**

For the purposes of other cards, a Nerve Gas (LS) or the like aimed at Concourse Godard is still a card that smokes other cards, not a card that inflicts damage. So, if he has a Charmed Life (LS), then he takes no damage.

### **Confucian Stability**

See Cancel and Smoke effects.

See Playing "in response to"

### **Contest of Arms**

See Faceoffs

The Event does not need to be selected until after the Faceoff is complete.

### **Contingency Plans**

You may play both this and a City Park (FP) or the like. If you have no Feng Shui Sites in play when this plays one, you gain a Power.

You cannot play a Feng Shui Site with this card if you are one Site away from victory.

### **Contract of the Fox**

You may play this on an opponent's Character, and you would choose when to use it. This would allow you to disrupt turn and maintain effects, for instance.

### **Conversion Drone**

See Toughness

The "it" refers to the Character smoked by Conversion Drone, not to the Drone itself.

If the Drone is smoked as well, the Character it smoked still returns.

The returned Characters do not return to their normal state even if the Drone is not in play.

The returned Characters retain their title, subtitle, and limitations, resource conditions and provisions, etc., so do, for instance, cause Uniqueness auctions.

### **Cop on Vacation**

See Guts

The bonus can apply to Sites as well as to Characters. Don't forget that, as he smokes interceptors, the number of cards controlled by that player is decreasing.

### **Coral Reef**

You have to discard if you use the ability.

You can turn more than one Reef in response to attacking, but you will not get more than one draw and discard. (This will help if the first is canceled.)

### **Corrupt Bookie**

The initial prediction and Power-gain effect goes on the scene in response to the Faceoff effect. You get the Power even if the Faceoff is canceled. (But then there is no winner, so the Bookie will be smoked.)

### **Corruption**

See What is Considered to be a Card's Cost

The Characters take the damage even if they are already turned.

This is their current Fighting, not their printed or undamaged Fighting.

If a Character's cost and Fighting are both 4 or greater, it still only takes 2 damage.

### **Counterfeit Heart**

This does not stop cards such as Thunder on Thunder (LS), which do not target.

The Counterfeit Heart prevents other Edges from being a legal subject of States. This will cause any States already on Edges when Counterfeit Heart is played to be removed.

If Counterfeit Heart is in play, States may not be moved onto other Edges by effects such as Shaolin Surprise (FP).

***Covert Operation ERRATA Event Cost: Asc 0 Look at target opponent's hand. You may force that opponent to discard one card of your choice.***

It is considered to be your opponent making the discard, not you. It will trigger Paper Trail (LS) and the like.

If your opponent wants to play cards from their hand, they must do so in response, before you choose the card to be discarded.

### **Cry of the Forgotten Ancestor**

See Cancel and Smoke effects.

### **Curio Shop**

See Damage Reduction

See What is Considered to be a Card's Cost

A 1-cost Character with a State on it that provides +X damage or +X Fighting will still do no damage. The State isn't doing the damage itself; it's just increasing the amount the subject inflicts.

Curio Shop is not safe from your own cards; your Killing Rain (LS) or Mad Bomber (NW) will still hurt it.

### **Curse of Itzcolihqui**

See Damage Reduction (2005-06-22)

If this is played on a Character that is already attacking or intercepting, no discard is required. (2005-06-22)



**Curtain of Fullness**

See Forced Discards

**Cutting Loose Ends**

Each player may choose a different player's smoked pile from which to toast cards, but may only choose one smoked pile each.

When resolving this card, each player smokes and toasts their cards before the next player chooses. A player cannot smoke a card, and then choose it to be toasted; the two happen simultaneously.

**Da Boys**

See X Fighting

Their Fighting will not change as the opponent gains and loses cards.

**Dallas Rocket**

See Ambush

See Damage Bonuses

**Damsel in Distress**

See Faceoffs (2005-06-22)

See What is Considered to be a Card's Cost (2005-06-22)

**Dance of the Centipede ERRATA Event Cost: Lot 1 Target a card. That card cannot be turned in response :: Turn that card, and cancel any effect generated by turning it.**

No rulings

**Dangerous Experiment ERRATA Event Cost: Arc Arc Arc Arc 0 Limited. Toast It. You gain 5 Power, and the opponent to your left may toast a card you control, a card in your smoked pile, or a card in your burned-for-victory pile.**

The card to be toasted is chosen upon resolution. If Dangerous Experiment is canceled, nothing is toasted.

**Dark Sacrifice**

The determination of whether a Character will be sacrificed, and the choice of which one, happens when Dark Sacrifice resolves, not when it's played.

The only way to avoid losing anything is to have no power and no Characters when Dark Sacrifice resolves.

Characters who are not affected by Events or who cannot be sacrificed won't be sacrificed, but can't be chosen in the place of another Character, either.

It is considered to be the victim who is sacrificing the Character, so your Darkness Priestess will give you a point of Power.

You can't choose to kill a Character if the target has Power. You don't get to choose which character dies, either.

**Dark's Soft Whisper**

You must play Dark's Soft Whisper in response to the end of the attack; you can't wait until later.

**Darkness Adept**

If she takes enough damage to smoke her, and other cards are being smoked simultaneously, such as in a Final Brawl (LS) she will be dead before she gets a chance to grow.

**Darkness Falls**

Yes, this can get awkward when characters have damage or States on them. A die is a useful tool; roll once for each interceptor to assign them to an attacker.

Characters that are not affected by Events may choose which Character they are intercepting normally.

**Darkness Pagoda PAP**

Your attackers need not be the ones that smoked the interceptors.

Will only trigger if you declared the attack, not if you joined somebody else.

**Darkness Pagoda PAP**

See Bonuses Until a Card Leaves Play

You gain one Power per player, no matter how many of their interceptors you smoked.

**Darkness Priestess ERRATA Netherworld Sorceress Cost: 1 Fighting: 1 Provides: Mon Mag When any opponent sacrifices or toasts a card, you gain 1 Power.**

Toast It cards are not considered to be toasted for the purposes of other game effects, including this one.

If an effect toasts the Priestess, she will still trigger.

**Darkness Warriors**

If you sacrifice them to some other effect, you don't get the Power.

**David Maxwell**

The card returns to hand on generation. This means the ability cannot be canceled by Ring of Gates (NW) or the like. (You could use the ability, but nothing useful would happen.) (2005-06-22)

If both of them manage to get into play without one returning to hand, nothing special happens afterwards.

(Yes, this is possible.) (2005-06-22)

Copying the ability will never return a Character to hand. (2005-06-22)

**Dawn of the Righteous**

See Healing

**Deadly Hands**

You may use this ability as many times as you have cards to discard. (2005-06-22)

You choose the card you discard. (2005-06-22)

This card is not a Schtick; if it's on a Character you don't control, you are still the one who makes the discards, assuming you want to. (2005-06-22)

**Death Ring**

See Faceoffs

No, you don't get any reward for winning the Faceoff. Well, except that the other guy is dead, and yours isn't.

### **Death Shadow**

See Damage Reduction

This applies to all damage inflicted by a Character that has been declared as an interceptor against her.

### **Death Touch**

The opposing Character is smoked after combat damage is inflicted, even if the subject has been smoked. No damage need be inflicted to smoke the Character.

If a character is not smoked by combat damage, but is smoked by Death Touch, this will allow an attacker to overcome an interceptor.

### **Death-O-Rama**

See Damage Bonuses

**Deathtrap ERRATA State Cost: Lot 1 When any Character enters combat with subject Site, inflict 1 damage on that Character. (Before combat damage is dealt.)**

Damage is dealt after combat has begun, when it is too late to generate voluntary effects.

### **Deep-Cover Rebels**

See What is Considered to be a Card's Cost

All your Characters may attack back-row Sites, not just the Deep-Cover Rebels. (They don't even need to be involved in the attack.) This doesn't allow opponents to join.

If you lose the Deep-Cover Rebels after the attack has been declared, the attack continues. (It's legal to be attacking a back-row Site; it's just not legal to actually declare an attack on one.)

### **Defiant Bloom**

You can heal fewer than three cards, but you can't heal more than one point from each.

You may heal zero cards.

### **Deja Vu**

The toasting is also immediate; there's no way to save the Event, nor to play it again with another Deja Vu.

The Event behaves as if it were played normally; it may be canceled or otherwise messed with.

### **Demolitions Expert**

See Damage Bonuses

### **Demon Emperor**

See Regeneration

See Stealth

If the other <Demon> ceases attacking or leaves play, the Emperor still keeps his Stealth.

### **Demon Tank**

See Vehicles

See Toughness

See Regeneration

The subject is smoked if it ever becomes a <Demon>.

### **Derek Han**

See Superleap

See Not Affected By

You may use these abilities more than once a turn. (This would help if somebody were to respond to your giving him Event protection with an Event, for instance.)

### **Desdemona Deathangel PAP**

See Ambush

### **Desdemona Deathangel PAP**

See Ambush

You may sacrifice Desdemona.

### **Desire Manipulator**

See Card Memory

### **Desolate Ridge**

See Playing "in response to"

You may use this on your own cards when you play an Event.

### **Destroyer**

If you have multiple Destroyers in your smoked pile, they don't enter play simultaneously. Each one generates a triggered effect, and they all go onto the same scene. If you have three or more, this will force you to have multiple auctions, rather than one big one. (And don't forget that you must bid in each.)

### **Destroyer Drone**

See Toughness

See Damage Bonuses

### **Diamond Beach**

See Toughness

### **Die!!!**

See What is Considered to be a Card's Cost

The Characters are turned as part of the cost to play

Die!!!.

The "total cost" phrase refers to the total cost of all the Characters you want to affect, not to the cost of each Character.

**Difficulty at the Beginning ERRATA Event Cost: Han 1 Play when an opponent plays a card. Toast that card unless its controller pays 1 Power.**

The card is not canceled. (Though Edges and States will never become active if they're toasted by Difficulty.) In particular, this card has very little effect on Events. (It can toast the actual card, but this doesn't stop the Event from happening.)

The power gained by playing your first Feng Shui Site is gained upon resolution, and will not be available to pay a Difficulty at the Beginning played in response.

### **Dirk Wisely**

If anybody joined the attack, he wasn't the only attacker. It doesn't matter if there were other attackers at the end of the attack, only that there were other attackers at some point.

**Dirk Wisely's Gambit ERRATA Event Cost: Dra 0 Provides: Dra Tec Limited. Play when you declare an attack with only one attacker against a target controlled by an opponent who controls at least four cards. When your attacker inflicts combat damage on its target during this attack, gain 2 Power.**

You must play the Gambit when you declare the attack. You declare all attackers at once, so you can't attack, play the Gambit, then declare more attackers. If another player joins, it won't stop the Gambit from working.

### **Dirty Tricks**

Both players must select before either discard is revealed. They cannot talk about the specific cards they are picking, though general comments (For instance: "That Ascended rat is winning, so we should be nice.") are permitted. The only time a target will not have to discard is when he or she has no cards in hand when Dirty Tricks resolves.

### **Discerning Fire**

<Netherworld> is not an absolute protection from this card. If two <Netherworld> cards share another designator, they are legal targets.

You don't actually pick which designator is being used; it only matters that all the targets share one. This means that, if Discerning Fire is having its targets changed by Brain Fire (NW) or the like, the new targets don't have to share the same designator as the old.

### **Disco**

See Phlogiston Mine (N2) for rulings.

### **Disintegrator Ray**

The Characters killed by the subject do not trigger effects that require a Character to be smoked, because they were toasted instead.

The toasting applies even to non-combat damage like the White Disciple (LS)'s ability.

### **DNA Mage**

Can attack if it somehow gains the ability to attack without turning.

### **Doctor Shen**

See Toughness

See Healing

He must survive to the end of combat to trigger his ability.

Only damage he inflicted in that combat is counted, and damage that is prevented or redirected isn't. You may divide the healing up among multiple characters. He always inflicts his full damage, even if that is considerably more than what is required to smoke his opponent.

### **Doctor Zaius**

You make the flip and keep the stolen Characters even if Doctor Zaius is smoked.

The flip is made on generation, so the opponents know if the Character is returning before the effect resolves. However, this happens during combat, so very few effects would let them do something about it. (Going Out in Style (N2) is one that would work.)

### **Doomed Lackey**

See Toughness

The Toughness happens even if the Doomed Lackey never actually enters combat. As long as it was declared as an interceptor, the effect triggers. The Toughness only applies to one player's interceptors of the attacker. The next player to declare interceptors makes his own chains.

### **Doomsday Device**

You only get 1 Power no matter how many interceptors a single player declares.

### **Dr. Ally Matthews**

If a card (such as Green Senshi Chamber (NW) or Tangram Alley (N2)) places a limit on X, the limit still applies.

If an ability (such as Green Senshi Chamber (NW)'s) has a cost of X, she does not affect the amount paid, only the amount the ability actually works with. (So, you could turn her to add two to the Green Senshi Chamber (NW)'s X, then turn the Chamber, inflicting zero damage on it, (so, ordinarily, the X would be 0) and give somebody Toughness: 2.)

### **Dr. Amanda Snow**

See Guts (2005-06-22)

Her protection only applies to effects. She still interacts normally with the continuous abilities of Sites, such as Toughness. (If it generates and resolves, it's an effect.) (2005-06-22)

You have to pay the State's cost. (2005-06-22)

You may play States during other players' turns with this ability. (2005-06-22)

### **Dr. April Mucosa**

See Damage Reduction

This reduces both combat and non-combat damage.

### **Dr. Celeste Carter**

See Assassinate

She does gain a Fighting bonus for herself.

It doesn't matter how many resources a card provides or requires; it won't increase or decrease her Fighting by more than one.

If a card, such as DNA Mage (LS), is both [tec] and [mag], it has no effect on her Fighting. If you play it when she's down to one, her Fighting will not become zero briefly.

**Dr. Curtis Boatman**

See Copying

**Dr. Ivan Vasilovich**

See Healing (2005-06-22)

You gain the Power before the Event resolves. (So, if it steals your Power, it would steal the Power you just gained, too.) (2005-06-22)

**Dr. Jean-Marc Ngubane**

You can't both turn an [arc] Character and turn a [mon] one by turning him; you must do one or the other.

**Dr. John Haynes**

See Stealth

See Toughness

The Event must use the word "target".

See Covert Operation (LS) for more rulings.

**Dr. Klaus Herrbruck**

See Reload (2005-06-22)

**Dr. Timbul Damiri**

The timing on this card is the same as that of the Vivisector (LS); the chosen Character is sacrificed when the effect resolves. If something prevents it from being sacrificed, then it will not be returned to play, either.

While you could choose an opponent's Character, you cannot sacrifice a card you don't control, so nothing happens unless you gain control of the chosen Character before Dr. Damiri's ability resolves.

When a card leaves and returns to play, it is considered to be a new card, without any of the baggage it had before.

Some uses for Dr. Damiri's ability: Re-triggering Characters with "enters play" abilities, such as Primus (SS). Saving a Character from an effect aimed at it. (This won't help against global effects such as Neutron Bomb (LS), just things like Nerve Gas (LS).) Healing a Character. Making a Character stop attacking or intercepting. Removing States and other alterations to the Character. Ending an attack on the Character. Allowing repeat use of Characters with "once per turn" abilities, such as Mutator (DF). (Note that all of the above will happen if relevant, even if you don't want them to.)

If you use Dr. Damiri on a Character that is attacking, it will enter play at an opponents location, then immediately move to your choice of your locations. It doesn't have to go back to the location it started at, because it's considered to be a new card.

The card enters play turned if it was turned at the time it was sacrificed, not if it was turned at the time you turned Dr. Damiri.

**Draco PAP**

Can't cancel cards that would smoke a Character by damaging it.

Even if the ability is copied, it's still cards with the title "Draco" that you can't use to pay for the effect. You can't discard the old version, either.

If you do have a card that could be affected, you may use the ability, even if it won't actually be affected. (A Character with a MegaTank (FP) and a Neutron Bomb (LS), for instance.)

**Dragon Adept**

See Independent

**Dragon Boat Festival**

You unturn before you draw, so you get the first extra cards.

**Dragon Dojo**

A Character with more than one of the appropriate designators still only gets you one card.

"Not cumulative" means that, if you have two Dragon Dojos at a location, you still only get one card when playing an appropriate Character there. (But if one of them is canceled in response, you will get the card from the other.)

**Dragon Fighter**

See Guts

**Dragon Graveyard**

No matter how many Characters hit the Site at once, you get only one Power.

**Dragon Mountain**

See Toughness

The Toughness applies even when the Site is face-down.

**Drop Troopers**

See Playing cards at Reduced Cost

You must still meet the resource conditions.

**Drug Lab**

An attacking <Cop> can seize the site, but it will be smoked shortly thereafter, so there's little point.

Is smoked by non-combat damage, too.

**Drugged!**

See Damage Reduction (2005-06-22)

Note that it says "damage inflicted on subject", not "damage inflicted by subject". (2005-06-22)

**Drunken Stance**

This occurs prior to combat, not during it.

If an interceptor has its Fighting reduced below 3, it will be affected, even if it was safe at the first opportunity to be bounced.

If the interceptor's Fighting goes below 3 after it enters actual combat with the subject, it will not be bounced.

### ***Dump Scrounger***

The Character is toasted at the time you generate the effect; it cannot be saved.

You cannot choose to toast an Ice Courtier (NW) to pay for this effect.

### ***Dump Warrior***

Ignoring "resource symbols" is the same as ignoring "resource conditions".

The ability applies to cards with the Weapon and Vehicle restrictions, not to anything with those designators.

### ***Dunwa Saleem PAP***

See Taking Control of Cards

The change of control lasts until the stolen Character leaves play.

Dunwa has attacked successfully if he inflicts combat damage on the target of his attack.

### ***Dunwa Saleem PAP***

This is normal Power generation, even though he is not a Site. He will not give you Power if you skip Power generation, or if you use Pocket Demon (NW) or the like. You only get one Power, no matter how many [tec] cards you have.

You do need to reshuffle after searching your deck.

### ***Duodenum of Yang Luo***

See Guts

Once the Duodenum is attacking, it doesn't care about the status of the Sites at the location. If you declare an attack at an unrevealed Site, it's too late for its controller to reveal it.

Unrevealed <Netherworld> Sites won't keep it alive. If you lose the last revealed Site that's keeping it alive, its triggered effect will smoke it even if you reveal or play another in response. You need to play or reveal in response to the effect that relieved you of your last <Netherworld> Site.

### ***Eagle Mountain***

See Toughness

The gaining of Toughness (whether from attacking with a revealed Eagle Mountain, or from revealing it mid-attack) is a triggered effect; an opponent may play Events in response to it, and damage your attackers before the Toughness resolves.

If Eagle Mountain leaves play, the Toughness remains until the end of the attack.

### ***Eagle vs. Snake***

See Faceoffs

### ***Earth Poisoner***

This includes turning a Site with some effect, as well as turning it to use an ability. If an effect is used to turn your Sites, your Earth Poisoner will happily damage them. If the Earth Poisoner reveals a Proving Ground (LS) by damaging it, the Proving Ground (LS) will turn itself. This will trigger the Earth Poisoner's ability, and the Site will take two more damage. This additional damage is not combat damage, so you won't be able to seize or burn the Site if its Body is reduced to zero this way.

### ***Earth, Wind, and Fire***

While most cards in Shadowfist count things when you play them, this cannot. Until it actually heals damage, the amount it healed is unknown.

All your cards will be healed, even if they were not damaged until after this card was played.

### ***Eater of Fortune***

If you're going to smoke an Edge, you must do so when you play the Eater; you can't save the ability for later.

### ***Echo Cancellation***

A foundation is any card that requires no resources to play and provides any faction resources. Sites can be foundations.

### ***Edge Warrior***

If an interceptor gains one of those designators, it ceases intercepting immediately.

### ***Eight Pillars of Heaven Array***

See Toughness

See Damage Bonuses

### ***Eisenriese***

See Vehicles (2005-06-22)

See Toughness (2005-06-22)

See Damage Bonuses (2005-06-22)

### ***Elderly Monk***

Drawing no cards during your Establishing Shot (or any other time) is not considered to be drawing cards.

The ability is considered to be modifying the size of the draw. (If it were a separate effect triggered by the draw, it would trigger itself.)

If the draw has some special property, such as on Johnny Badhair (FP) or Surprise, Surprise (NW), the additional cards you draw because of Elderly Monk do not have that property.

### ***Electro-Gauntlet***

See Weapons (2005-06-22)

See Damage Bonuses (2005-06-22)

### ***Elephant Gun***

See Weapons

See Damage Bonuses

### ***Elevator to the Netherworld***

See Independent

Even if the Elevator later ends up on a back-row Site, it may still be used.

### **Elite Guards**

Only Events that use the word "target" are stopped. The Guards protect your opponents' <Eunuchs>, too. Attacks can't be declared or redirected to <Eunuch> Characters.

### **Elsa Winterhagen**

See Damage Redirection (2005-06-22)

You may use her ability more than once per source of damage. The last redirection to resolve will prevail, so there's not much point unless you want more damage on her. (2005-06-22)

### **Encephalon Screamer**

Only Characters and Sites fitting the description when the damage effect resolves will be damaged; those that change location or are no longer in the correct turned state are not damaged.

A Character that does not turn to attack, and attacks with the Screamer, will take the damage, too.

### **Enchanted Sword**

See Weapons

If you take control of an Enchanted Sword, you don't get to change the chosen opponent.

If you take control of an Enchanted Sword for which you are the chosen opponent, it will give no bonus, as you cannot have more Power-generating Sites than yourself.

### **Energy Flail**

See Weapons

### **Entropy is Your Friend**

See Damage Bonuses

### **Entropy Sphere**

The amount of damage inflicted on the site is determined a generation, even though the damage happens at resolution. If Entropy Sphere is retargeted, the amount of damage does not change.

You can play two Spheres that will damage the same Site, even if the first to resolve will smoke it.

If the Site goes away before the Sphere resolves, the Character is still smoked, and no other card takes the damage.

### **Entropy Tap**

Only combat damage works. Entropy Sphere (DF) and damage redirection will not.

### **Escher Hotel**

While the ability doesn't permit your other back-row sites to be attacked, it doesn't stop them from being attacked if some card has the ability to do so.

### **Essence-Absorbing Stance**

If the subject cannot be healed, no damage will be inflicted. (This is not the same behavior as Rend Chi (SS).)

### **Esteban Vicente**

If he enters play during an attack, it's possible that the target of the attack will end up in the back row. If this happens, the attackers move to the new location, and keep attacking the Site. (This is in the rulebook. It doesn't happen normally because most effects that can move Sites around during an attack say that they can change the target of an attack.)

### **Eugene Fo**

See Damage Reduction

Eugene always heals at least one damage at the end of a turn, as he is himself a <hood>.

### **Eunuch Underling ERRATA Sorcerer Bureaucrat Cost: 2 Fighting: 2 Provides: Lot Mag**

No rulings

### **Everybody Was Kung Fu Fighting**

This will be smoked even if you turn an opponent's card by means of Monkeywrenching (FP) or Dance of the Centipede (LS).

### **Everyday Hero**

See Guts

### **Evil Chanting**

See Damage Bonuses

See Reload

### **Evil Twin ERRATA Sinister Sibling Cost: Lot 3 Provides: Lot Uncopyable. When Evil Twin enters play, it copies the printed Fighting, rules text and restrictions of another Character in play. Evil Twin's title becomes "Evil Twin of (Character's title)" and its subtitle becomes "Sinister Sibling of (Character's subtitle)."**

If the Evil Twin's rules text is blanked, it still retains the rest of the things it copied.

If the Evil Twin copies a card with an ability that is triggered when you play it, (such as Four Burning Fists (YotD) or Blue Monk (TW)) the ability will not come into effect, since the Evil Twin did not have the ability when it was played.

Evil Twin copies restrictions, so an Evil Twin of a Unique Character is also Unique. It won't cause an auction, because the two have different titles. A second Twin of the same Unique would cause an auction with the first Twin. (You can get around the prohibition on playing duplicate Uniques with the Twin, because it is not Unique until after you've played it.)

The things Evil Twin copies are considered to be printed on the card.

**Evil Whispers**

This keys off the amount of Power actually spent, not the cost of the card.

**Ex-Commando**

The Ex-Commando continues attacking even when he unturns.

Because the Ex-Commando is unturning himself, he can do so any number of times in a turn.

States with the Weapon restriction or the designator <Gun> will trigger him. If a State had the designator <Weapon>, it would not work.

Moving a State from elsewhere in play onto him does not count as playing it, and will not unturn him. "Returning to play" is not considered to be playing a card, either.

**Expendable Unit**

See Damage Redirection

If the character that you want the damage to be redirected to was already going to take damage from that source, such as from a Final Brawl (LS), you may not use Expendable Unit.

**Explosives ERRATA State Cost: 1 Play on an unturned Character. Subject's controller may sacrifice Explosives during an attack :: Subject inflicts +5 damage against the next Site it inflicts combat damage on during this attack.**

See Damage Bonuses

If the subject divides its combat damage among two or more Sites, (such as King Kung (DF)) the damage bonus must also be divided. If it damages two Sites separately and equally (such as Gnarled Marauder), the Explosives' bonus won't be removed from the damage done to either. The Explosives have to be sacrificed before you enter combat with the Site; you cannot wait to see what the Site is, and your opponent can always kill the subject with an Event after you sacrifice the Explosives but before you damage the Site.

**Faceless Minions**

This damage is not optional. (2005-06-22)

**FAE Schwartz**

If he is smoked in response to his being played, he will still explode.

Sacrificing him does not cause him to explode.

**Fake Out**

If the Character intercepts somebody else, it can be placed anywhere in the chain of interceptors.

If the former interceptor cannot intercept anybody else, it goes home.

The former interceptor stays at the location of the attacker for the time being. It doesn't go home and need to change location again, nor can it move to a different location to intercept an attacker there.

**Faked Death**

Choose which Character you wish to return on generation.

**Fakhir-al-Din**

See Toughness

**Fallen Heroes**

The Character is toasted on generation; you cannot save it, nor can anybody else stop you from getting the bonus by removing it from your smoked pile in response.

This is the total number of resources, not the number of different ones.

**Family Estate**

See Playing cards at Reduced Cost

Cannot be combined with other effects that require you to turn to play a Character, such as Smiling Heaven Lake (TW).

**Family Home**

You can't arbitrarily reveal Sites during your Establishing Shot; this card has to be revealed by the end of the previous player's turn for you to take advantage of it.

**Family Restaurant**

See Regeneration

An attacking <Hood> may seize or burn a Family Restaurant.

**Fanaticism**

[mon] cards that have none of the appropriate designators will not shut Fanaticism down.

There is no way to change the chosen designator.

**Far Too Much Dynamite**

While this Event does target, it's going to be hard to retarget it, as the only valid targets are other attackers or interceptors that have just smoked a Character you control. (2005-06-22)

**Farseeing Rice Grains**

You don't replace the Rice.

You may play this card before you get a turn, unless you got the first turn.

**Fast as Lightning**

See Ambush

If you play more than one of these on a Character before a combat, they will all be used up in the combat; they won't be saved for later.

**Father of Chaos**

See Damage Reduction

He still takes non-combat damage.

**Fatty Cho ERRATA Chubby Cop Cost: Han Han 2 Fighting: X Provides: Han Unique. X= the number of cards you discard when Fatty Cho enters play.**

See X Fighting

His Fighting will not change later; you discard once, and that sets his Fighting for as long as he stays in play. You discard the cards immediately when you play him; opponents can't use discard effects in response to give you fewer cards to discard.

### **Fearsome Foe**

Nobody has to intercept. Fearsome Foe only requires that, if they do intercept, your opponents have to put at least one interceptor in the way of the subject. The rest of their interceptors can intercept somebody else.

If Fearsome Foe is played after you declare interceptors, it's too late for it to stop your interceptions.

If some of your Characters can intercept the subject and some cannot, you must select one that can intercept the subject.

You can declare fewer interceptors than there are attackers with Fearsome Foe. You have to assign one interceptor to each attacker with a Fearsome Foe until you run out of interceptors or attackers with the State.

### **Feast of Souls**

You get the Power even if you smoke your own Characters.

You do not get Power if you sacrifice Characters.

(Sacrificing a card is not considered to be smoking it.)

If multiple players have a Feast of Souls, and they all leave play simultaneously, use the simultaneous-play rules to determine where all the Power ends up. (Current player puts his triggered effects on the scene first, then the player to his left, and so on. Then everything resolves in reverse order. You are the one who generates the effect that gives your power to the next player.)

### **Feeding the Fires**

See Spending Counters or Damage Instead of Power

You may not save the extra pseudo-power you get from this. If you use a counter to play a 1-cost card, the other point of "power" you could have had is wasted.

You can't play two cards simultaneously and split the "power", either.

### **Femme Fatale**

See Mobility (2005-06-22)

The target's controller chooses which attacker it intercepts, but must choose one that is legal to intercept if there is one. (2005-06-22)

The target must change location to the attack if possible, even if it won't actually be able to intercept once it gets there. (2005-06-22)

The target's controller is not required to pay any additional costs, such as feeding a Character to The Unnameable (TFT). If failure to pay those costs means he can't actually intercept, then he doesn't have to intercept. (2005-06-22)

### **Feng Kan**

See Playing cards at Reduced Cost

You compare the number of Characters before you play Feng Kan.

<Feng> is not a legal designator, (Because it's part of a card type.) but we don't foresee any trouble in finding matches for this card.

### **Festival Circle**

Only Events that refer specifically to "targets" may be canceled.

Since the damage is inflicted upon generation of the effect, you cannot redirect it.

### **Festival of Giants**

See Toughness

Only Characters in play when the Festival resolves get the Toughness.

**Field of Tentacles ERRATA Netherworld Feng Shui Site Generates: 1 Cost: 0 Body: 8 Turn and maintain to cancel the effects and rules text of target non-Feng Shui Site controlled by an opponent.**

If you use Field of Tentacles on a Site that has not yet been used, it can usually be used successfully in response, as its ability will resolve before the Field's. The Site can only generate its normal Power. Any additional Power that might be generated by its rules text will not be generated.

**Fighting Spirit ERRATA Event Cost: Dra 0 Toast It. Play when you have at least two [dra] Events in your smoked pile :: Select two of them at random. If they have the same title, toast them; otherwise, return them to your hand.**

Toast It events are played directly into your toasted pile; Fighting Spirit is never in the smoked pile where it can retrieve itself.

If you have only one Event in your smoked pile, Fighting Spirit does nothing.

Which Events are to be returned or toasted is determined when Fighting Spirit resolves. Your opponents can't hold off with the Confucian Stability (LS) and Ring of Gates (NW) until they see what's going to happen.

Hacker (FP) may cancel this card even if there are no duplicate Events in the smoked pile; Hacker keys off the potential to toast, not whether anything will actually be toasted.

### **Final Sacrifice**

See Playing "in response to"

### **Fire Acolytes**

If two Acolytes die simultaneously, they both go off, because each fulfills the condition for the other.

### **Fire and Darkness Pavilion**

See Toughness

The Toughness applies to non-combat damage as well as combat.

"Netherworld Mercenary" refers to cards with both the designators <Netherworld> and <Mercenary>.



You must still pay the cost of a card, even if you ignore its resource conditions.

**Fire Assassin ERRATA Netherworld Killer Cost: Mon 3 Fighting: X Provides: Mon Pick an opponent and resource when Fire Assassin enters play. X = the number of resources of that type in that opponent's pool. Fire Assassin cannot turn to attack sites.**

No rulings

#### **Fire Constructs**

See Damage Reduction

See Damage Bonuses

Only specific damage resistance to <Fire> cards, or resistance to all damage from any source. Shadowfist (YotD) is not good enough. At the moment, only CHAR (NW) and other Fire Constructs are eligible.

#### **Fire in the Lake**

Will not trigger if an attack is redirected to a card you control.

#### **Fire Martyr**

If the Fire Martyr becomes unturned, and attacks again, the Fighting bonuses will accumulate.

The gain in Fighting is a triggered effect, and can be responded to. (Perhaps with a Final Brawl (LS).) (2005-06-22)

#### **Fire Mystic**

The damage goes on the scene in response to the Event, and will resolve before the Event does.

The damage occurs even if the Event is canceled.

#### **Fire Pagoda PAP**

Fire Pagoda is a [mag] card while you have <Fire> Characters in play.

Your opponents show you their hands before they draw or discard.

#### **Fire Pagoda PAP**

See Not a Legal Subject for States

See Not Affected By

#### **Fire Sled**

See Vehicles

See Canceling the Target of the Attack

Only card effects that use the word "target" are stopped. If the Fire Sled is played in response to a targeting effect, it won't help. The target was legal when the effect was generated, and is not checked again. (But see below if the Site is the target of your attack.)

If you play the Fire Sled in response to the target of your attack being turned to generate an effect, the effect is cancelled.

#### **Fire Sword**

See Damage Bonuses

#### **Fire Warriors**

If an opponent seizes a Site you own, and you then burn that Site for victory, it will count for Fire Warriors' ability.

#### **Fireworks Factory**

See Nine Dragon Temple (YotD) for rulings.

#### **Fist of Freedom**

See Damage Bonuses

#### **Fist of Shadow**

There must be an Edge in play to use his ability; you may not sacrifice him for one Power without a target.

#### **Fist of the Bear PAP**

See Toughness

#### **Fists of Fury**

The damage that this inflicts is not combat damage; it will not make an attack succeed, and it will not trigger another burst of damage from Fists of Fury.

Overkill damage is still inflicted. If your 8-Fighting Character beats up on somebody else's 1-Fighting speed bump, you may do the full eight to a different character.

#### **Five Fingers of Death**

See Damage Bonuses

The toasted Character never goes to the smoked pile, and does not trigger effects that key off a Character being smoked.

#### **Flashpoint Info Card**

You can put this card into your deck if you want. You can't play it or get it into play. (At least there's no way we can think of.) If it matters (such as for We Know Where You Live (FP)) the card has the title "Flashpoint Info Card", and no subtitle, card type, or rules text.

#### **Floating Fortress**

See Vehicles

See Mobility

#### **Floating Restaurant**

See Healing

The damage removal is triggered in response to the Event being played, and so will resolve before the Event that triggered it.

#### **Flood on the Mountain**

If you control a [dra] Character with Regenerate, you can have Regenerate trigger first, then have Flood on the Mountain trigger in response, which will cause the Character to take one damage, then heal it. The other order is also possible, but the Character will end up with one damage on it.

#### **Flying Bladder**

Each player's interceptors are dealt with before the next player may declare any; your opponents cannot combine forces to create a chain.

If Flying Bladder gains the Chimpanzer (FP)'s ability, it may not be intercepted at all.

Once the Characters have been declared as a chain of interceptors, removing all but one of them will not cause the last one to cease intercepting.

### ***Flying Crescent***

See Weapons

The damage is mandatory; if it would smoke the target of your attack and cause the attack to fail, that's your problem.

The damage is inflicted even if the subject is smoked in combat with the interceptor. Contrary to old rulings, it is not inflicted simultaneously, but as a triggered effect after combat damage is inflicted.

### ***Flying Guillotine***

This effect will trigger even if the subject (and the Flying Guillotine) are smoked simultaneously.

### ***Flying Kick***

See Superleap

### ***Flying Monkey Squad***

See Independent

See Superleap

### ***Flying Sleeves***

See Changing the Target of Attackers

This Event does not target anything; it is using the work "target" in reference to the target of an attack.

### ***Flying Sword Stance***

See Superleap

See Not Cumulative

Even if not attacking, you still have Superleap prior to and during combat with Characters that lack resource conditions. (This means that your Twin Thunder Kick (TW) would give you a damage bonus.)

### ***Flying Windmill Kick***

Two heads does mean your damage is quadrupled.

The effect will trigger against any card you're in combat with, not just Characters.

### ***Fong Sai Yuk PAP***

See Superleap

### ***Fong Sai Yuk PAP***

See Superleap

See Canceling the Target of the Attack

### ***For China!***

You may unturn an opponent's card if you wish.

### ***Forgotten Shrine***

It doesn't matter why the Site is turned.

If you use this in response to a Site being turned, or if the target Site is turned in response to it, the target doesn't take damage this time. In both cases, this is because the Site is already turned by the time Forgotten Shrine resolves.

### ***Fortress of Shadow***

See The Number of Sites Controlled by a Player Who Takes Yours

The highest-cost Character need not have been among the attackers who inflicted the final damage; it need not even have damaged the Fortress. It just has to have been attacking the Fortress at some point this turn.

### ***Fortress Omega***

See Toughness

See Playing cards at Reduced Cost

### ***Fortuitous Chi***

Any designator match will do; you don't have to pick one designator to protect.

The Characters can still be affected in other ways by Events. (2005-06-22)

### ***Fortune of the Turtle***

See Not Affected By

Even if somebody takes control of the subject, since you still control Fortune, you may affect the subject with Events, and its new controller cannot.

### ***Forty-Story Inferno ERRATA Battleground Site***

***Generates: 0 Cost: 0 Body: 5 Any player who seizes this site gains 2 Power. If Forty-Story Inferno is in your front row, an opponent who is at least as close to fulfilling victory conditions as you are may not declare more interceptors during your attacks than the number of characters you are currently attacking with.***

See Battleground Sites

If an effect forces some Characters to intercept, their controller can still pick and choose which Characters will intercept normally. They can choose not to intercept with the forced Characters as long as they have declared as many other interceptors as they are permitted to.

### ***Foul Hatchling***

The clause about control is not necessary. The Foul Hatchling will work for whoever controls it at the beginning of their turn.

### ***Four Burning Fists***

See Regeneration

If you want to copy Four Burning Fists' rules text to another Character being played, in order to force the controller to toast a Feng Shui Site, it won't work, as the Character has already entered play.

### ***Four Mountains Fist***

See Schticks

See Damage Bonuses

The State is the source of the damage, not the subject. It's not combat damage.

That means that this will damage Characters protected by Iron and Silk (LS).

If an interceptor is no longer in play at the end of combat, you keep attacking, even if you did no combat damage to it.

A Character that is also the subject of Hands Without Shadow (LS) can calculate the Hands damage, then inflict half of that to everybody.

A Character that cannot have its damage reduced may inflict both its normal combat damage and Four Mountains Fist damage.

#### **Four Sorrows Island**

If the target is already intercepting, it ceases doing so.

#### **Fox On the Run**

While the attack is considered to be a success, you play this card after the attack is over, so it is too late to make cards such as Dirk Wisely's Gambit work.

**Fox Pass ERRATA Feng Shui Site Generates: 1 Cost: 0 Body: 5 Unique. Turn to change one attacker's target to any Character or front-row Site you control.**

See Changing the Target of Attackers

#### **Frag the GI!**

It doesn't matter how the Sites become turned.

#### **Free Fire Zone**

You don't have to smoke the Sites by combat damage; any means will do.

You can get Power from smoking your own Sites.

#### **Friends in Low Places**

See What is Considered to be a Card's Cost

#### **Friends of the Dragon ERRATA Student Supporters**

**Cost: 1 Fighting: 1 Provides: Dra**

No rulings

**Funky Monkey ERRATA Chimp Pimp Cost: Jam Jam Jam 3 Fighting: 5 Provides: Jam Unique. Opponents cannot steal Power from you. Once each turn, you may give another [jam] Character +1 Fighting until the end of the turn.**

See Once Per Turn Abilities

You may still give your opponents Power with cards like Chinese Connection (BCL).

#### **Furious George PAP**

See Guts

Characters that can attack without turning may attack with George.

#### **Furious George PAP**

See Guts

This damage happens during combat; it can be redirected, but you cannot use most normal effects at the time.

**Fusion Rifle ERRATA State Cost: Tec 1 Weapon. Play on any Character. Turn Fusion Rifle to inflict 2 damage on any target at subject's location.**

See Weapons

The damage is not combat damage.

The damage comes from the State, not the subject.

#### **Fusion Tank**

See Vehicles

See Mobility

#### **G-Man**

You don't have to pick an opponent's BFV pile - you get the total number of cards in them. (2005-06-22)

#### **Gadgeteer**

Only States create the bonus, not Events.

The Fighting bonus remains only as long as the State does.

#### **Gambling House**

If the player no longer has two matching designators when the effect resolves, you still get the Power.

One card that has the same designator twice does not count as a match.

#### **Gangsters**

See Damage Bonuses (2005-06-22)

#### **Gao Zhang PAP**

See Changing the Target of Events

#### **Gao Zhang PAP**

See Changing the Target of Events

See Playing cards at Reduced Cost

You still are constrained by the usual limits on when you can play cards.

#### **Garden of Bronze**

Multiple Gardens will trigger off the same burn.

Even if the player who burns for Power loses it, (to a Bite of the Jellyfish (LS) or some other effect) you still get the Power.

#### **Gardener**

See Healing

#### **Gearhead**

The damage must be combat damage.

#### **General Fung**

See Tactics

See Damage Bonuses

#### **General Olivet**

See Attacking Out of Turn

See Tactics

If you turn a Proving Ground (LS) or the like to play a Character during another player's turn, and General Olivet is removed from play in response, you can no longer play the Character when the effect resolves.

### **General Senggelinqin**

See Tactics

See Playing cards at Reduced Cost

If you had a Character in play that was a legitimate choice for both sacrificing and playing, you could not sacrifice it to play itself from the smoked pile.

### **Genghis X**

See Guts

### **Genocide Lounge**

See Playing cards at Reduced Cost

If seized while it is canceled, the new controller will keep it when the canceling wears off.

Even if it is canceled at the time it is smoked, it will still attempt to return.

You must return it or toast it; you cannot leave it in your smoked pile.

Since it returns during your main shot, it generates no Power for you that turn.

The Event is played immediately, so may be interacted with just like any other Event.

The Lounge's Event-playing effect cannot effectively be canceled because it is immediate. You could play an effect that cancels it, but it's already done all its work, so the canceling would have no effect.

### **Geomantic Spirit**

Returning a card to play is not considered to be "playing" it. You may return a Site to play even if you have already played a Site this turn, and returning a Site to play does not prevent you from playing a Site afterward.

If this card enters play during an opponent's turn, you may still return a Site to play.

### **Geoscan Report**

See Damage Bonuses

You may use this card on an already-revealed Site.

### **Ghost Assassin**

See Copying

### **Ghost Wind**

See Playing cards at Reduced Cost

### **Ghostly Seducer**

This will not cancel an ability generated by turning the Character.

This will affect Characters that are no longer turned when the effect resolves.

### **Gibbering Horror**

See X Fighting

### **Gloating Laughter**

A <Eunuch> gets +2 Fighting instead of the +1, not in addition.

**Gnarled Attuner ERRATA Netherworld Abomination**  
**Cost: Arc 4 Fighting: 6 Provides: Arc Unique. Combat damage inflicted by Gnarled Attuner cannot be removed by any means until the damaged card leaves play. (Even if this card is canceled or leaves play.)**

The damage may not be removed even if the Attuner has left play or been canceled.

### **Gnarled Horror**

The damage does not have to be combat damage; if the Gnarled Horror were to somehow acquire the White Disciple's ability, both it and its target would be smoked by the ability.

The smoking happens before the end of combat, so will allow the Gnarled Horror to overcome an interceptor.

If the Gnarled Horror has Ambush, the damaged Character is smoked before it gets a chance to deal combat damage.

**Gnarled Marauder ERRATA Demon Cost: Lot Mag 3 Fighting: 3 Provides: Lot If Gnarled Marauder inflicts combat damage on a Site, it simultaneously inflicts an equal amount if combat damage on the back-row Site at that location.**

If this reduces both Sites' Body to 0, you may seize or burn both. You need not make the same choice for each. The two Sites are damaged simultaneously. If you redirect the damage from one Site, the other still is damaged.

The Marauder is not actually in combat with the back-row Site, so it would not take damage from a back-row Temple of the Angry Spirits (TW), for instance.

### **Going Out in Style**

This card is played during combat, overriding the general rule that prevents you from using effects during combat.

This, in turn, allows effects to be used that say that they are played in response to Events, such as Confucian Stability (LS).

You can play only one Going Out in Style per Character, since toasting the Character is part of the cost of playing the Event.

You cannot play Going Out in Style for a Toast It Character, or one that's been toasted by the Queen of the Darkness Pagoda (NW).

### **Gold Lion**

See Superleap

See Healing

### **Golden Comeback**

You must choose the Character you're returning when you play Golden Comeback, so an Inauspicious Reburial (LS) could be played in response to remove it.

**Golden Mile**

This keys off the Power spent, not the cost of the card.

**Gonzo Journalist**

[tec], [mag], and [chi] are not faction resources.

**Good Ol' Boys**

You don't round up.

If they are stolen, remember that they will now be looking at their new controller's pool.

**Gorilla Encampment**

See Damage Bonuses

**Gorilla Fighter**

See Independent

See Playing cards at Reduced Cost

If an opponent seizes your Feng Shui, and you burn it for victory, it will reduce the Gorilla Fighter's cost.

**Gorilla Warfare**

The excess damage is not combat damage, so you cannot seize or burn a Site whose Body is reduced to zero this way.

If an attack occurs on a back-row Site, Gorilla Warfare will not damage the front-row Site.

**Got My Mojo Working**

See Not Affected By

You can't play this card just to get it out of your hand in response to an Event that doesn't damage or smoke Characters.

You also can't play it if all Characters are not affected by the played Event.

You can use this on an opponent's Character.

**Grease Monkey**

See Playing cards at Reduced Cost

The Character being healed must be the subject of a Vehicle only when you turn Grease Monkey.

You can combine the ability to play Vehicle States with continuous effects that let you play States from your smoked pile, such as Spirit Pole (FP) and Tank Warfare (FP). However, you wouldn't be able to take advantage of both price reductions, only one.

**Green Monk**

See Toughness

**Green Sage**

See Toughness

The Toughness lasts only as long as the other Characters remain at the location of the Sage. The Toughness will be lost for a time if they attack and he doesn't, or they all attack, but the Sage ceases attacking or gets retargeted to a card at a different location.

**Green Senshi Chamber**

See Toughness

**Grenade Launcher**

See Weapons

**Grenade Posse**

See Not a Legal Subject for States

All Characters at the target location when the ability resolves are damaged. Characters that change location away in response will not be.

**Grey Mountain**

See Toughness

See Mobility

He is a <Transformed> Character himself, so starts out with five Fighting, and has Mobility while he is being attacked.

**Grizzly Pass**

Face-down Sites are not considered to have a title.

**Grove of Willows**

This is the total number of Characters that were attacking it at some point during the attack, no matter what happened to them afterward.

This is only triggered by combat damage.

**Gruff Lieutenant**

See Stealth

**Guard Tower**

See Ambush (2005-06-22)

The target doesn't get to inflict its combat damage twice. Even if it also has Ambush and you control Colonel Richtmeyer (N2). (2005-06-22)

This is not actually Ambush, in case it matters. (2005-06-22)

**Guiya Zui**

This effect will trigger discard-triggered effects, such as Paper Trail (LS), but not toast-triggered effects, such as Darkness Priestess (NW).

**Gun Moll**

Only the Character Gun Moll is targeting cannot attack her. All your other Characters can. (2005-06-22)

There is no limit to how many or what types of cards you can play in response to the theft effect, but you only have one scene to do so. (2005-06-22)

**Gunrunner**

See Ambush

See Moving States

This works on States with the restriction Weapon, not those with the designator <Weapon>.

**Gus Andropolous**

See Independent

His ability doesn't cancel the effect that's looking at your hand or making you discard.

If another player's Character is copying Gus's abilities, each can trigger the other.

### **Hacker**

Any Event that has the potential to toast cards other than itself or to steal Power can be cancelled, even if it's known that it won't. (For instance, a Fighting Spirit (FP) that has no chance of selecting two identical Events, or a Dark Sacrifice (DF) when you have no Power.)

You can cancel an Event that requires toasting as part of its cost, even though the cards have already been toasted by the time you get to play the Hacker.

You may play more than one Hacker in response to an applicable Event. The extra cancels don't do anything, but you do get the Hackers out for free.

### **Hall of Brilliance**

You must play this card face up and at the printed cost. Even if you skip your own Power generation, an opponent's Hall of Brilliance will still generate Power for them.

### **Hall of Portals**

If you use Hall of Portals within your own Site structure, the characters moving back and forth do not pass through the intervening columns.

If you use Hall of Portals on an opponent's Site, you may still only change location to that Site for the purpose of intercepting an attack there.

Attackers and interceptors can't use this to change location while they're attacking or intercepting.

### **Hallowed Earth**

See The Number of Sites Controlled by a Player Who Takes Yours

***Hands Without Shadow ERRATA State Cost: Chi 0 Schtick. When subject Character is in combat with a Character, you may choose to have subject inflict X-1 combat damage instead of its normal damage. X= damage required to smoke the opposing Character, calculated just prior to inflicting damage, but after all other effects have resolved.***

If more than one Character is damaging a Character simultaneously, Hands Without Shadow will not take the other sources of damage into account when calculating X. (Using Hands Without Shadow in this situation does not mean that the Character being damaged will survive.) You choose whether or not to use Hands Without Shadow when the Characters enter combat.

If a Character cannot have its damage reduced, using Hands Without Shadow will have no effect unless it's increasing the amount of damage inflicted. The Character will not inflict its normal damage plus that from Hands Without Shadow.

If a Character cannot have its damage reduced, Hands Without Shadow will take that fact into account when calculating how much damage is to be done.

### **Hartwell Iron Works**

This is not combat damage.

### **Haunted Forest**

See Copying

Technically, a Haunted Forest to the right of another Haunted Forest gets an infinite number of copies of Haunted Forest's ability. This has absolutely no effect on the game.

### **Havoc Suit**

See Weapons

The title should be capitalized.

### **Healing Earth**

See Healing

The number of resources in your pool is calculated when you play the card, not when it resolves.

### **Heat of Battle**

You may play Heat of Battle any time during an attack against you.

### **Heaven's Peak**

Turning to heal is an effect.

Turning a Character as part of the cost of a different card's effect, such as Die!!! (TW) or Biomass Reprocessing Center (N2), will trigger Heaven's Peak.

### **Heavy Machine Gun**

See Weapons

### **Helix Chewer**

There is time to play effects after combat with each member of a chain of interceptors, so you can play Helix Chewer on the first one, kill it, play Helix Chewer on the second one....

The Helix Chewer does go to your smoked pile before returning to hand. (2005-05-25)

### **Helix Mine**

This doesn't cancel the ability that's looking at your hand or making you discard.

You do not need to have any resources in your pool in order to use this card's anti-discard ability, as the ability doesn't require you to play the card.

### **Helix Rethread**

You gain the power even if you now control the subject.

### **Helix Scrambler**

See Weapons

The character need not be damaged by the Scrambler for its rules text to be blanked.

### **Hell Charger**

See Vehicles

If moving within your Site structure, Hell Charger can only move the subject one column to the left or right.

### **Hermes**

Even if Malachi (SS) is in play, you may draw only one card if you wish. You cannot draw two.

**Heroic Conversion ERRATA State Cost: Dra 0 If subject Character attacks a card you control, at the end of the turn, take control of subject until it leaves play. (Even if Heroic Conversion is later removed.)**

No rulings

### **Hexagram Spirit**

If the opponent plays named cards in response to the Spirit turning to attack, you won't get any Power for them; they have to be in the hand when the effect resolves.

Don't forget that you can look at another player's toasted pile at any time.

You don't have to look at the hand of the opponent you're attacking.

### **Hidden Sanctuary**

See Healing

Only <Sanctuary> will work. <Sanctum> is not a match. Hidden Sanctuary has to be in play at the end of the attack in order to activate.

Any Character that participated may healed, even if they never entered combat with the target of the attack.

You may heal opponents' Characters that joined, but you don't have to.

Any card you control with the designator <Sanctuary> will be counted, not just Sites.

### **Hidden Tomb**

See Playing cards at Reduced Cost (2005-06-22)

If you use Spirit Pole (FP) to play a 0-cost State onto Hidden Tomb, the -1 cost will cancel out the increased cost from Spirit Pole (FP). (2005-06-22)

### **Hill of the Turtle**

You must pay the Power before you have a chance to generate Power.

You always have a choice of whether or not to pay. If you have no [tec] cards, you can refuse to pay without any adverse consequences.

### **Hired Bodyguard**

See Toughness (2005-06-22)

The Toughness and extra Fighting lasts from the point that Hired Bodyguard is declared as an interceptor. (2005-06-22)

This is a continuous ability, not an effect; responding to the declaration of interceptors with a Final Brawl (LS) won't hurt the Bodyguard. (2005-06-22)

### **Hired Killer**

See What is Considered to be a Card's Cost (2005-06-22)  
If the subject ceases to be a <Hood>, the State remains and may still be used. (2005-06-22)

### **Hiro Asataka**

See Independent

See Taking Control of Cards

**Ho Chen ERRATA Master of the Flawless Strike Cost: Sev Sev 5 Fighting: 7 Provides: Sev Chi Mag Unique. Superleap against opponents who have 3 or more cards in their hand. Once per turn, you may discard a card to do X damage to target Character about to enter combat with Ho Chen. X= the cost of the discarded card.**

[sev] is considered to be a faction resource.

You can play him if you try hard enough.

See Superleap

Remember that only Characters that are going to fight Ho Chen can be targeted; you cannot blast a Character as you go Superleaping by.

### **Homemade Grenade**

See Weapons

### **Homemade Tank**

See Vehicles

See Toughness

The Tank toasts itself at the beginning of the turn, so you can't turn the subject to heal in response.

### **Homo Omega PAP**

See Toughness

### **Homo Omega PAP**

See Toughness

See Playing cards at Reduced Cost

### **Hopping Vampire PAP**

No matter how many Characters you kill or how many Hopping Vampires are involved, you cannot get more than one Hopping Vampire back a turn.

You get a Vampire back even if all of them have been smoked.

You may only return your own Hopping Vampires to play.

This ability cannot be usefully copied, since it applies to cards with a specific title.

### **Hosed**

The damage is inflicted before the Characters actually enter combat, so you have time to play effects after it.

If you play Hosed after interceptors are declared, they will be damaged.

The damage is inflicted by the Characters, not by Hosed, so it can pick up special properties, such as that given by Disintegrator Ray (LS). It's not combat damage, however. Each damage is a separate source, so one redirection will only redirect one point. What's more, if the damage the attacker is inflicting on an interceptor has been redirected,

the damage due to Hosed will use up the redirection signpost.

You may play Hosed even if no opponent has yet declared interceptors, or even if they've all declined to.

### **Hostile Takeover**

This is considered to be stealing Power.

Effects that specifically respond to Events, such as Confucian Stability (LS), can be played in response. Players cannot spend Power that they have bid.

If multiple Hostile Takeovers are played, each one will steal Power from the winning bidder (until he or she runs out), but the last one to resolve determines who wins the auction.

### **Hot Springs**

See Not Affected By

Sites with continuous abilities, such as Puzzle Garden (TW), Dragon Mountain (LS), and the like, still interact normally with the Character. (Sites that turn to do something, or that say "when something happens, do this" are the main examples of Sites that generate their effect.) A turn and maintain ability is not an effect after it has resolved; if the Hot Springs is not turned in response to such an ability, it won't do anything about it.

If Hot Springs' effect is used in response to another Site's effect, the protected Character won't be affected by the other Site.

A face-down Temple of the Angry Spirits (TW) gets to inflict combat damage when it's revealed by damage. If you didn't know the face-down Site was a Temple, it's too late to turn Hot Springs to save your Character once you find out it is. The same is true of Hartwell Iron Works (SS)' ability; once the Character's entered combat, it's too late to generate voluntary effects.

### **House of Mirrors**

See Playing cards at Reduced Cost

### **House on the Hill**

See Toughness

All Characters at this location that have been declared as interceptors have the Toughness.

The Toughness is lost immediately upon the Character ceasing intercepting. If you play Final Brawl (LS) to kill all the attackers, any interceptors will be protected, but you can't fight one, then Brawl, and have your interceptor protected.

### **Hover Tank**

See Vehicles

See Mobility

See Tactics

You must choose the Character when you turn to attack; you can't wait until interception is declared. If you play the Tank mid-attack, you don't get to choose one.

### **Hsiung-nu Mercenaries**

See Guts

Even if you gain Power in response to the smoke effect, they still die.

### **Hung Hei Kwon**

Can cancel only Events that use the word "target".

Gets +1 Fighting for each interceptor declared against him, not for each player who declares one or more interceptors.

### **Hypnotized!**

If target was already intercepting, it ceases doing so. (2005-06-22)

Target's rules text is blank, but playing Hypnotized! in response to a Character generating an effect won't cancel that effect, nor will it remove abilities that the target has gained, but are not part of its rules text. (2005-06-22)

### **Iala Mané PAP**

See Independent

See Attacking Out of Turn

### **Iala Mané PAP**

See Independent

See Attacking Out of Turn

### **Ice Commandos**

See Playing cards at Reduced Cost

**Ice Courtier ERRATA Netherworld Sorceress Cost: Mon 1 Fighting: 1 Provides: Mon Mag Turn and maintain to cancel an effect or continuous ability that takes control of a character. While Ice Courtier is in your smoked pile, she may not be toasted.**

The ability must be maintained only to cancel continuous abilities, such as Shadowy Mentor (LS). Effects that take control of a Character until it leaves play, such as Shifting Loyalties (LS) will never take effect if they are canceled when played. (And, once they have taken effect, they cannot later be cancelled.) Abilities that are turned and maintained, such as Mr. X (LS) cannot resume once canceled; they have to be re-generated.

### **Ice Diadem**

See Healing

Even if somebody takes control of the subject, you still control the Diadem.

### **Ice Falcons**

See Independent

### **Ice Healer**

See Healing

### **Ice Pagoda PAP**

See Healing

The ability is not optional.

### **Ice Pagoda PAP**

See Healing



Don't forget that, when you attack, none of your attackers are going to be at the location of your Ice Pagoda.

### **Ice Pavilion**

See Regeneration

### **Ice Shaman**

See Healing

You can't turn him to inflict a damage and heal a damage at the same time.

### **Ice Shards**

You may smoke a State even if the Ice Shards are smoked in that combat.

### **Ice Shield**

See Toughness

You don't have to pay if the subject is smoked in combat, only when it survives.

If you burn for Power, you can use that Power to pay to keep the Ice Shield.

If you gain or steal Power because you damaged the target of your attack, you will be able to spend the Power to keep the Ice Shield. (Effects triggered by the end of the attack trigger in a separate, later, scene from effects triggered by combat damage.)

### **Ice Sorceress**

Even if the Site's Body changed in response to her ability, it won't be reduced below one. She will never smoke a Site when her ability first resolves. Once it has resolved, damage inflicted later can reduce a Site's Body to 0.

You decide whether you're increasing or decreasing the Site's body at the time you turn her.

If she didn't apply her full Body reduction when the effect resolved, the amount she reduced it by remains the same even if the Site gets bigger.

### **Ice Sword**

See Weapons

See Healing

You may heal the subject or another card that took damage simultaneously with the subject inflicting its damage, but you cannot save a card from lethal damage this way.

### **Ice Tiger**

This applies both to declaring an attack, and to changing the target of an attack.

### **Ice Tigers**

This card does have the same title as the Netherworld card "Ice Tiger", despite what this card's entry says. You may not play more than five of the two cards in total.

The damage is done before the characters enter combat with each other, so there is time to generate effects, such as healing the victim.

This ability can be used on a Character opposing one of yours in a Faceoff.

### **Ice Totem**

See Healing

### **Ice Vixen**

See Healing

She will heal when an opponent plays a state, such as Shadowy Mentor (LS), on her.

### **Ice Warriors PAP**

Can only cancel Events that use the word "target".

### **Identity Chop Shop**

You can remove a designator in a card's title for all intents and purposes, (So you could cause a Student of the Dragon (SS) to no longer be counted as a <Student>.) but you can't get around Unique and Limited in this manner.

If a card, such as Ting Ting (NW), has a designator more than once, (<Ting>, in this case.) one use of the Chop Shop can remove them all.

You can't add or remove the designators in a card's rules text. (So, you couldn't change CHAR (NW) so that he take no damage from <Fire> and <Ice> cards, nor could you remove the <Fire> to make him "take no damage from cards".

Removing a designator in response to an effect such as Discerning Fire (NW) will not protect the Character. (The Character was a legal target at the time it was played.)

Removing a designator in response to global effects like Shattering Jade (LS) will save the Character. (These effects don't select any Characters; they hit everything applicable at the time they resolve.)

### **IFF Missiles**

This card looks at matching designators at the time it resolves.

You can't choose to miss some Characters; everybody who has no match gets hit.

All the matches don't have to be the same. If somebody controlled two <Students> and two <Heroes>, none of them would be damaged.

### **IKTV Rebroadcast Link**

If you were to play The Fox Outfoxed (NW) on this card, you would gain all the Power.

### **IKTV Special Report**

"Returning a Character to play" is not considered to be playing it for reduced cost, but playing it at "no cost" is.

**Illusory Bridge ERRATA Site Generates: 0 Cost: Mag 0 Body: 3 May be placed in an opponent's Site structure. That player controls Illusory Bridge.**

No rulings

### **Imperial Boon**

You can turn any card with the designators <Gao> and <Zhang> to get the power.

### **Imperial Palace**

See Playing cards at Reduced Cost

### **Impoverished Monk**

See Toughness

See Superleap

Your opponents may play any States they wish on your Monk.

You may not move States onto the Monk, either.

### **In Your Face Again**

This is considered to return a Character to play.

If the Character becomes not affected by Events, it will not be smoked at the end of the turn.

You don't actually select the Character until In Your Face Again resolves.

### **Inauspicious Reburial**

The number of resources is counted on generation, so wouldn't change if your erstwhile opponent were impolite enough to Rebury you in response.

You must choose which cards you are toasting on generation, so it is possible for your opponent to retrieve some of them from their smoked pile in response.

If one of the chosen cards enters play (or goes anywhere but the smoked pile) in response, it will not be toasted.

### **Inauspicious Return**

See Playing cards at Reduced Cost

You must meet any resource conditions.

This is considered to be playing cards, not returning them to play.

Remember, the Characters have to provide resources.

No stupid The Displaced (NW) tricks are possible.

### **Incarnate Abstraction**

The subject retains its rules text.

The subject is vulnerable to cards that affect Edges as well as those that affect Characters.

If this State is removed, Character-specific States will remain on the subject (even if they make no sense), and effects that target or have otherwise selected the subject will still affect it as best they can. (If the subject is Nerve Gassed, and Incarnate Abstraction is smoked in response, the subject is still smoked. Nerve Gas can only target a Character, but once it has targeted a card, it won't check whether the targeting is still legal when it resolves.)

### **Inexorable Corruption**

While Inexorable Corruption is on a Site, the Site can be seized, but it ends up in the smoked pile immediately afterward. If you played Inexorable Corruption on your opponent's Turtle Island (FP), and now you need to seize it for the win, too bad.

No matter how many Inexorable Corruptions there are on a card with Toughness, it still takes no damage; each Corruption's damage is a separate effect.

### **Infernal Pact**

The Character is toasted even if the Event is cancelled. If you can't find anything you want, you have to take something.

### **Infernal Plague**

All Characters at the location when Infernal Plague resolves take the damage, whether or not they were there when it was played. Those that turned to move away in response are safe.

### **Infernal Plot**

You do not have to choose the cards to put into the victim's hand until Infernal Plot resolves, since you don't know how many will be discarded until then.

***Infernal Temple ERRATA Site Generates: 1 Cost: 2 Body: 5 Provides: Lot Infernal Temple provides one [mag] resource for each Demon Character you control.***

Is a [mag] card while you have <Demon> Characters.

### **Information Warfare**

See Changing the Target of Attackers

You have to play this card at the time the attack is declared; you may not wait until later.

You are not limited to retargeting the attacker to cards you control.

You can't retarget an attacker to a card its controller also controls.

### **Inner Sanctum**

This includes when you seize a Feng Shui Site, or take control of one through any means.

Normal Sites are fine.

This does not apply to effects that exchange the locations of two Sites, such as Lily Pond (LS).

An opponent's effect, such as Jamal Hopkins (NW), can place Feng Shui into the column; only you are prohibited.

### **Inoue Oram**

This Power is not affected by skipping your Power generation, or by cards such as Pocket Demon (NW).

You get no Power if you drew no cards.

Cards drawn through some means outside of the draw phase are not counted, but additional cards gained from cards like Lusignan the Fool (N2) and Elderly Monk (LS) are.

### **Invincible Chi**

You choose the card type when you play Invincible Chi. Only cards that are in play when Invincible Chi resolves are affected.

If a card of the appropriate type is turned in response to Invincible Chi, it will get to resolve before Invincible Chi can cancel it. (But if you play Invincible Chi in response to the card being used, it will be canceled.)

### **Invincible Earth Sword**

See Not Affected By

See Toughness  
See the rulings on Boundless Heaven Sword (7M).

***Invincible Stance***

See Schticks  
See Toughness

***Invisi-Ray***

See Reload (2005-06-22)  
If this is played on a Character while it is being attacked, the attackers stop attacking. (2005-06-22)

***Iron and Silk***

This only applies to combat damage.  
If the Character is the target of some attackers, but is intercepting others, it still takes combat damage from the Characters attacking it directly.  
You don't have to play Iron and Silk during an attack.

***Isis Fox***

See Bonuses Until a Card Leaves Play  
She does not have to be part of the attack to get the bonus.

***Isomorphic Spirit***

Only gets +2 Fighting, no matter how many title matches can be found.  
Two Isomorphic Spirits will suffice.

***Itzcolihqui***

See Healing (2005-06-22)  
Double the damage after taking into account bonuses, penalties, and the like. (2005-06-22)  
If you turn a Feng Shui Site to bring back a Character, the ability can be canceled by Whirlpool of Blood (NW). (2005-06-22)  
You still have to pay the costs and meet the resource conditions of the Character you return. (2005-06-22)  
You may heal him as often as you have Characters to sacrifice. (2005-06-22)  
If he is undamaged, you cannot sacrifice a Character to heal him. (2005-06-22)

***Jack Donovan***

See Guts  
The return is not optional, though it is often forgotten. In tournament play, he must be returned if he is remembered at any point before your next draw phase.

***Jack Hades***

See Independent  
See Guts  
Only Events that use the word "target" can be canceled.

***Jack of All Trades***

The State is sacrificed at generation; if he is canceled, it is still lost.

***Jade Dragon Monk***

See Superleap (2005-06-22)

***Jade Palace of the Dragon King***

See Healing  
If more than one Character is smoked at once, you may remove more than one damage.  
All combat damage is dealt simultaneously and Characters are smoked (and Sites seized or burned) as an integral part of damage infliction. You can't heal a card if its Fighting or Body was reduced to zero by the damage. If a card survives combat (or a Final Brawl (LS) or the like), you can use the healing effects triggered from the Characters that didn't survive to heal the damage just taken.

***Jade Valley***

Both the increase in body and the extra Power generation require that somebody have one of your Feng Shui and that you're not closer to victory than anybody.

***Jaded Cop***

See What is Considered to be a Card's Cost  
See Not Affected By

***Jagged Cliffs***

If Jagged Cliffs is seized, its former location is struck, not its new one.  
This will hit the attacking Characters that reduced its body to 0.

***Jaguar Warriors***

This applies only to combat damage.  
This applies even to characters who are not intercepting Jaguar Warriors.  
If the Jaguar Warriors cease attacking or leave play, all remaining interceptors no longer have their damage penalized. (But all attackers fight their first remaining interceptor simultaneously, so the Jaguar Warriors' death will not help until the next interceptors in the chains.)

***Jamal Hopkins***

The ability can place a Feng Shui Site behind an Inner Sanctum (LS), since that card's effect only applies to its controller.

***Jan Zvireci***

The stolen Event is not known to any other players but you and its owner.  
Stealing a Toast It Event does not send it straight to the toasted pile before it can be played, but it will go to the toasted pile if you play it.  
You have to pay the Event's cost in order to play it.  
The Event is returned too late for its owner to play it at the end of the turn.

***Jane Q. Public***

An "interceptor" includes any Character that has been declared as an interceptor, and hasn't ceased

intercepting, even if Jane is not smoked by that Character's combat damage.

### **Jason X PAP**

See Guts

See What is Considered to be a Card's Cost

### **Jason X PAP**

See Guts

See What is Considered to be a Card's Cost

### **Je Pai**

The "even if it is now turned" part is redundant.

### **Jenaya Ou**

She will trigger even if the damage is enough to smoke her.

### **Jenny Zheng**

See Superleap

### **Jet Pack**

See Vehicles

See Mobility

See Superleap

The coin flip is done at generation, so you can respond knowing what's going to happen.

The +2 Fighting is cumulative with the basic +1.

The +2 Fighting and Superleap remain even if the State is removed. If the state can be unturned and turned again, the Fighting bonuses will accumulate.

### **Jiang Fei**

If a Character has already been declared as an interceptor against her, spending a counter will cause it to cease intercepting.

### **Jimmy Wai ERRATA Netherworld Mastermind Cost: 2 Fighting: 2 Unique. Turn to cancel a turn-and-maintain ability.**

Can be used in response to the initial generation of a turn and maintain effect, before said effect has a chance to resolve.

Despite the distinction between effects and abilities made in the Ten Thousand Bullets rules, he can still cancel a continuous ability after it has resolved.

### **Joey Paz**

See Toughness

Joey must have been in play when the Event was played.

Joey only has Toughness: 2 even against an unturned Character controlled by an opponent who played an Event this turn.

### **John Fenris, the Iron Man**

See Toughness (2005-06-22)

See Guts (2005-06-22)

See Copying (2005-06-22)

### **John Tower**

See Independent

See Spending Counters or Damage Instead of Power  
You may play the Character even if you could not normally play Characters at the time, such as during somebody else's turn, or during an attack.

Only effects that use the word "target" will trigger him.

### **Johnny Badhair**

See Guts

You do get to keep the card you drew.

If Johnny is canceled at the time he is smoked, he does not come back.

If he is smoked "at the end of the turn", or by an "until the end of the turn" effect wearing off, he will attempt to come back at that point.

If an Elderly Monk (LS) increases the number of cards you draw for Johnny's effect, only the first card drawn is revealed and used to determine whether he returns.

Resource conditions only matter for Characters, not the States.

### **Johnny Tso**

See Assassinate

See Playing cards at Reduced Cost

### **Jormungandr**

See Assassinate

See Toughness

Your Power is checked right at the beginning of the turn, before anything has happened. (So, if you had to spend your last Power to save Jormungandr from a Hill of the Turtle (LS), he would still heal.)

### **Juan "El Tigre" Velasquez**

See Stealth

See Superleap

### **Jueding Bao-Fude**

He may blast himself.

### **Jueding Shelun PAP**

The ability may be used even if Jueding was smoked simultaneously.

This does not cause the card to generate an effect.

### **Jui Szu**

See Taking Control of Cards

You cannot win in this manner, though you can take control of Feng Shui this way even when you cannot play more.

### **Junkyard Crawler**

You may not put the card back on the bottom of your deck.

If, for some reason, you use this ability when you have only one card in your deck, you will not lose the game at the end of the turn because of it. (Unless you toast the card, of course.)

**Jury-Rigged Dynamo**

This won't trigger off cards that "generate" Power during another player's Establishing Shot. Most cards, however, will trigger it. (Hall of Brilliance (TW) is currently the only one that won't.)

Stealing Power doesn't trigger the Dynamo, either. If Power is gained more than once in the same scene, such as with multiple Möbius Gardens (TW), it's not possible for the Dynamo to get you more than one Power, since it can't unturn until the scene resolves, and by that point, it's already done triggering. If it was turned, you can't even get one Power. If it was unturned, you can get a Power and have it unturn.

**Just a Rat**

See Stealth

The damage triggers when the Stealth effect resolves, but only if the interceptor was actually removed. If it was somehow prevented from working, such as by Wall of a Thousand Eyes (NW), the damage is not inflicted.

**Just Another Consumer**

It doesn't matter who controls the matching Site. He only gets +1 Fighting, no matter how many Sites match.

Site, Feng, and Shui are not designators, so won't produce matches.

If the target of his attack is changed, he won't trigger on the new target, and he will keep any bonus he already had.

**K'tongo**

See X Fighting (2005-06-22)

Even though the value of X is set at the time he enters play, and does not change later, he is still smoked if his rules text is blanked or canceled. (2005-06-22)

**Kallisti**

The coin is flipped and the Character to be damaged chosen at generation; opponents know what's happening before they respond.

Since this happens during combat, there's not much available to do. Damage redirection is legal, but most other effects are not.

You flip the coin even if she is undamaged.

**Kan Li**

The States are smoked when Kan Li enters combat, before combat damage is inflicted, and after it is too late to generate most effects.

If this removes a Shadowy Mentor (LS), the character changes controllers, and combat will usually end immediately. (The exception would be if Kan Li were attacking that Character, and the player who gains control of it is not Kan Li's controller.)

**Kar Fai**

See Guts

If Kar Fai and several other attacking [dra] Characters are intercepted or intercepting, all combats for each round of interception take place simultaneously, so the other Characters get to take advantage of their Guts and Fighting, even if Kar Fai is smoked during that round.

**Kar Fai's Crib ERRATA Site Generates: 1 Cost: Dra 2 Body: 7 Provides: Dra Chi Unique. You may play [dra] States at -1 cost. Turn to play a Character, ignoring one resource condition.**

See Playing cards at Reduced Cost

You can combine the effect with Spirit Pole (FP); it doesn't matter where you're playing the State from, it just matters that you're playing it. This is a continuous ability, so you could combine it with a card that turned to play a State.

You only get to ignore one resource condition, not one type of symbol. If a card required [arc] [arc] [arc] [arc] [tec], you could play it without the [tec], or with only three [arc].

You play the Character when Kar Fai's Crib resolves; this means that it can't be combined with other cards that play Characters when they resolve, such as Proving Ground (LS), or Smiling Heaven Lake (TW).

**Kar Fai's Last Stand**

See Faceoffs

See Guts

See Toughness

**Kar Fai's Legacy**

The character is toasted on generation; there is no way to retrieve it.

**Karate Cop**

See Toughness

See Damage Bonuses

**Katie Kincaid**

See Ambush

Once you know whether or not she's getting Ambush, she's in combat, and it's too late to play most effects.

**Kauhuhu**

See Mobility

See Independent

See Toughness

The Toughness gain is cumulative.

**Khalid Al-Haddad**

See Assassinate (2005-06-22)

If he attacks a Site, reduces its Body to zero, and you choose to smoke it, you may take the Power or cards. (2005-06-22)

If multiple Characters inflict combat damage on a card simultaneously, they are all considered to have smoked it. (2005-06-22)

**Kiii-YAAAH!**

This does steal Power.

**Killing Ground**

See Battleground Sites  
See Damage Bonuses

You can play as many 0-cost non-Feng Shui Sites as you like in a turn if you control only one Killing Ground. Even if you control a Killing Ground, once you've played a 0-cost non-Feng Shui Site, you've played a Site this turn, and can't play normal Sites any more.

**King Kung**

You have to decide how to divide up his damage before you find out what any unrevealed Sites are.

Damage bonuses must be divided up between the two sites; they don't apply separately to each. (This is different from the Gnarled Marauder (LS), because its ability is to inflict the same amount of damage on each Site.)

He will take damage from a back-row Temple of the Angry Spirits (TW).

You can't choose not to enter combat with either Site, though you do not have to put damage on both. (So an unrevealed Temple would not get to strike back if you assigned it no damage.)

If you reduce both Sites' Bodies to zero, you handle each one just as if you'd reduced it to zero normally. You can seize one and smoke the other, burn both for power, or whatever your heart desires. Any triggered effects (such as Nine Dragon Temple (YotD)) or responses (such as Bite of the Jellyfish (LS)) due to your decisions take place after you've dealt with both Sites. (So that Bite could get ten power.)

**King of the Fire Pagoda PAP**

You don't get to do a point of damage when you play him.

**King of the Fire Pagoda PAP**

You get only one point of damage and one card per attack, no matter how many attackers you declared. If your deck is empty, and you use this ability to put cards back into it, you still lose at the end of the turn.

**King of the Thunder Pagoda PAP**

You do not get the Power paid.

**King of the Thunder Pagoda PAP**

If somebody redirects his damage, the 3 damage effect is triggered when the damage-redirection effect resolves, not when it's generated, or when the damage is actually redirected by the signpost.

If his damage is redirected by a permanent redirection ability, such as Amulet of the Turtle (LS) he will still trigger, but will do so only after damage is inflicted. (This damage will probably also be redirected, triggering him again.)

He does increase his own Fighting.

**King on the Water**

If the target has already been declared as an interceptor, it ceases intercepting.

**Kinoshita**

See Stealth  
See Assassinate

This will not cancel an effect generated by turning a Character, and the target may still turn in response.

**Kinoshita House ERRATA Feng Shui Site Generates: 1 Cost: 0 Body: 4 Unique. Turn to unturn target attacker. That attacker ceases attacking.**

You may target attackers that are not currently turned; they still cease attacking. If the attack succeeds, or the target has Independent, it may attack again later in the turn.

**Know Your Enemy**

See Copying  
See Schticks

**Koko Chanel**

See Not a Legal Subject for States  
See Attacking Out of Turn

**Kong Jun She**

See Regeneration

**Kun Kan**

See Regeneration

**Kung Fu Prodigy**

See Damage Reduction  
Most States will continue to function normally while turned, You can even turn States on the subject that you do not control. The controller of the State will be unable to respond by turning it to use its effects, as it is already turned.

If there is a State on the subject, and a State is played on that State, you will not be able to use it for Kung Fu Prodigy's ability.

**Kung Fu Student**

Gets only +1 Fighting, no matter how many Sites you control fit the description.  
A Site whose Body is reduced to 4 by damage will give the Student his bonus.

**Kunlun Clan Assault**

If this event has its targets changed, the distribution of damage cannot be changed as part of the retargeting. (So, if you inflict two damage to one card, and one to another, and an opponent plays Brain Fire (NW), he may not do three damage to a single card, or one each to three. He does get to choose which of the new targets takes two.)

**Kwan Lung-Wei**

See Not Affected By (2005-06-22)  
See Not a Legal Subject for States (2005-06-22)

**Lai Kuang**

See Playing cards at Reduced Cost

If he's smoked by an opponent's Character in combat, it counts, no matter who initiated the combat.

### ***Lair of the Nemesis***

See Spending Counters or Damage Instead of Power (2005-06-22)

See Toughness (2005-06-22)

### ***Larcenous Fog***

You may play this on your own Sites. Why you would want to is left as an exercise for the student.

***Larcenous Mist ERRATA Event Cost: Mag Mag 0 Until the end of the turn, treat the rules text of target Character and all States on or later played on target as blank.***

This will not cancel an effect that has been generated, or that is generated in response. It will end turn and maintains, though.

### ***Last Outpost***

This applies only to Characters that were in play when Last Outpost resolved.

### ***Last Stand***

This applies only to Characters that were in play when Last Stand resolved.

On the bright side, if, during the turn, you end up with at least as many Feng Shui Sites as any opponent, the Fighting bonus still remains.

### ***Lateral Reincarnation***

No, this doesn't do anything... yet. (2005-06-22)

### ***Laughter of the Wind***

This includes Characters who, for whatever reason, failed to damage the target of the attack. As long as they overcame any interceptors and weren't removed from the attack by other means, they'll unturn.

You may play this card if you burn for Power. You can even use the Power gained by burning to pay for it.

### ***Leaping Tiger Troupe***

See Superleap

### ***Leatherback***

This will not stop Leatherback from attacking.

You must unturn, even if you don't want to.

If more than one [mag] or [tec] card is played in one scene, you couldn't have Leatherback turn to heal after the first unturn, but before the second; you have to wait for everything to resolve before generating new effects.

The unturning effects will generate in response to the [mag] or [tec] card being played, so Leatherback unturns in the same scene, and will do so before the card that triggered his unturning gets to resolve.

### ***Legacy of the Master***

See Moving States

No copy of Legacy of the Master may be moved in this manner.

### ***Legion of the Damned***

You can damage any Site, not just the one being attacked.

### ***Leopard Clan Warriors***

If you have multiple Leopard Clan Warriors, you may turn one <Mountain> Site for each.

This affects your opponents' Leopard Clan Warriors, too.

This ability cannot be usefully copied, since it applies to cards with a specific title.

This ability can be canceled with Whirlpool of Blood (NW) or the like, since it is generated by turning a Site.

### ***Let's Book!***

Damage already inflicted on your Characters can't be removed this way; only new damage is stopped.

If Let's Book! is played in response to an Event, it will resolve in time to protect your Characters. If an Event is played in response to Let's Book!, it will resolve first, and be able to damage or smoke your Characters normally.

### ***Leung Mui***

See Independent

### ***Li Mao PAP***

See Superleap

The Superleap is based on his current fighting, including damage.

He gain Fighting in response to the Event being played.

The Fighting gain will resolve before the Event that caused it.

### ***Li Mao PAP***

See Superleap

See Entering Play

The choice is in effect as soon as it is made; responding to his being played with an Event does not work.

### ***Li Yu***

See Not Affected By

### ***Life in the Fast Lane***

This includes when the Vehicle's subject leaves play.

You can use this when an opponent's Vehicle leaves play.

### ***Lily Pond***

See Changing the Target of Attackers

The effect picks a Feng Shui Site, not a location. If

another effect moves that Site in response, the Lily Pond will still exchange positions with that Site.

If the Site to be exchanged with (or the Lily Pond) changes controllers in response to this ability, the ability cannot work, and both Sites remain where they are.

### ***Lin***

See Healing

See Damage Reduction  
You can target an undamaged Character with this ability.

### **Liquidators**

No matter how many <Lodge> Characters you control, the damage bonus remains +1.

### **Little Grasshopper**

See Damage Bonuses

### **Little Jim**

See Healing

The healing effect triggers when Events are played, not when they resolve. This means that it is placed on the scene in response to the Event. So, if you play a Final Brawl (LS), Jim will heal in response to that. His healing will resolve, then the Brawl will resolve, and he'll end up with two damage. However, if you played two Brawls in the same scene, he would generate the heal effect in response to each, before you had a chance to play the second Brawl. So, when the scene resolved, he would heal, then take 2, then heal again, then take 2 again, and still end up with 2 damage.

### **Locksley Station**

If Locksley Station is later moved to your back row, you retain control of the Site.

### **Lodge Machinations**

See Taking Control of Cards

Your opponent's Site does not have to generate Power. Sites are considered to be Power-generating if they have a positive number in their Power-generation diamond, even if something (such as a Trade Center) is preventing them from actually generating Power.

If either Site leaves play in response, the other Site is revealed, but does not change controller.

If either Site changes controller in response, it doesn't affect which player is entitled to which Site. (If a player already has the Site he's entitled to, it doesn't get to move or unturn, and the other player still gets the other Site.)

### **Lodge Politics**

See Taking Control of Cards

The change of controller lasts until the card leaves play.

### **Long Axe and Short Axe**

Fighting Bonuses are not doubled, nor is damage directly inflicted by States such as Fusion Rifle (LS).

### **Lord Hawksmoor**

See Guts

If you attack an opponent's card, and he is smoked by the combat damage, he is still considered to have been smoked by an opponent.

If an opponent controls him at the time they smoke him, you get no Power.

### **Lord Shi PAP**

The Tactics remains even if he leaves the attack.  
Characters that join the attack after him get no bonus.

### **Lord Shi PAP**

See Tactics

The Tactics and Fighting remains even if he leaves the attack.

Characters that join the attack after him get no bonus.

### **Lord Wolfgang Thaler**

Spending the Power to have him be affected is not a separate effect. (2005-06-22)

If an Event such as Carnival of Carnage (FP) creates later triggered effects, he will not be affected by those unless the power was paid at the time of the initial Event. (2005-06-22)

You may spend the Power even if he would not be affected by the Event anyway. (2005-06-22)

### **Louie the Roach**

See Toughness

### **Low-Rent Cyborg**

See Damage Bonuses

### **Loyalty Officer**

If this card enters play in response to an effect that would retarget an attacker, it will be able to prevent the attacker from being retargeted.

If an effect that moves Sites around and changes the target of an attack is used, your Characters continue to attack the original Site, even if it in the back row now.

### **Lucius Centares**

This refers to any Character with both of those designators.

### **Lui Man Wai**

This refers to any Site with both of those designators.

### **Lui Yu Min**

See Damage that Cannot be Reduced or Redirected  
See Superleap

### **Luis Camacho**

That's the number of <Hoods> currently in your smoked pile; if the number increases or decreases, so does his Fighting.

### **Lunar Sword**

See Weapons

### **Lusignan the Fool**

You may draw a card even if your hand is full.

The Events your opponents play are not considered to be toasted for purposes of other game effects.

### **Lusignan's Automaton**



If the Power in the next player's pool decreases, you are not forced to discard, though you may have problems drawing cards until you do.

More than one Character with the Automaton's ability will cause your hand size to increase appropriately for each. You cannot play the card you drew in response to the Event, since you don't get it until the scene is resolving, and you may not play cards at that point.

### **Lusignan's Tower**

The additional discard during your discard phase does not prevent you from generating Power.

The discard is not a requirement to be met in order to play an Event; it's just a punishment.

If they have no cards left, nothing happens to them, and the Event resolves normally.

They may play more Events in response to the discard, before it resolves.

The card to be discarded is not determined until the effect resolves, so they can't wait to see what they're losing, and then play it.

### **Mad Dog McCroun**

See Guts

See Toughness

### **Mad Monk**

See Superleap

### **Mad Monkey Kung Fu**

See Toughness

### **Madame Yen**

See Assassinate (2005-06-22)

See Healing (2005-06-22)

### **Magnum Justice**

See Damage Bonuses

### **Magog**

See Guts

The effect does not have to involve turning the Site; as long as the site does something that generates and resolves, it's generates an effect. (For instance, Ancient Monument (SS)'s self-damaging ability is an effect, as is Forgotten Shrine (SS) triggering when the Site it's affecting turns.)

### **Major Hottie**

See Toughness

See Damage Bonuses

Her abilities apply to all [jam] Characters, not just yours.

### **Malachi**

Even if Hermes (SS) is in play, you may inflict only one damage if you wish. You cannot inflict two.

### **Man With No Name**

You must choose which ability you are using when you turn him.

[tec], [mag], and [chi] are not faction resources.

### **Manchu Bureaucrat**

Only effects that use the word "target" are cancelled.

### **Mano a Mano**

See Faceoffs

The Character does not need to be selected until after the Faceoff is complete.

### **Marauder Gang**

They will be smoked even if there was nothing that could be attacked.

### **Marauder Lord**

See Bonuses Until a Card Leaves Play

**Marisol ERRATA Netherworld Mercenary Cost: Dra Dra 4 Fighting: 6 Provides: Dra Mag Unique. Damage cannot be redirected to Marisol. All non-combat damage inflicted on Marisol is reduced to 0.**

No rulings

### **Mark IV Fusion Rifle**

See Weapons

If multiple Events are played and Sites turned in one scene, you are still limited in how many times you may use the Rifle, as it won't unturn until the scene begins resolving.

### **Marked for Death**

The coin is flipped at the beginning of the Marked For Death's controller's turn, not the subject's controller's turn.

### **Market Square**

You may use this ability even if the Site is face-down at the time.

### **Marmojet**

See Mobility (2005-06-22)

### **Marsh**

See Damage Reduction

Only Characters that are currently the subject of a Vehicle when they're actually inflicting the damage on the Marsh are affected.

It doesn't matter whose Vehicles they are; it's perfectly permissible to play your Vehicles on opponents' Characters to protect your Marsh.

### **Mask of The Nemesis**

See Stealth (2005-06-22)

### **Masked Avenger**

See Damage Reduction

This is current Fighting, not printed Fighting.

Characters with Guts still have their Fighting reduced.

**Master Hao**

See Damage Reduction

This ability applies to non-combat damage, too.

Choosing a character is an effect, and he isn't protected until that effect resolves.

**Master Killer**

If you play this card when non-Uniques have already been declared as interceptors, they cease intercepting.

You choose which Character to play Master Killer on if there is a choice.

You may not choose a Character that was smoked by the former subject in the combat in which the former subject was smoked. If none of the Characters are alive, Master Killer remains in your smoked pile.

The subject need not have been smoked by combat damage.

If the new subject is smoked in response to Master Killer being played onto them, it will not return to play on a different Character.

You retain control of Master Killer, and so make the decisions about which Character it returns to if there is a choice.

**Master Mechanic**

See Playing cards at Reduced Cost

**Master of Disguise**

This will cause a Uniqueness auction. The subject of a just-played Master of Disguise is considered to be the "new" copy of the Unique card for purposes of the auction. (2005-06-22)

You may use this card to cause an auction with your own Unique Characters if you really want to. If you do, whichever card ends up being removed from play will be toasted. (2005-06-22)

You must bid at least one Power if you have any, but you may play this card even if you have none. (This will cause the subject to be toasted.) (2005-06-22)

In order for an auction to occur between two cards of the same title, both must be Unique. So other copies of the subject in play won't cause an auction unless they are also Masters of Disguise. (2005-06-22)

If multiple Masters of Disguise cause two different auctions at the same time, the person who played the Master of Disguise that caused them will choose the order in which the auctions happen. (This is an application of the simultaneous play rules.) (2005-06-22)

**Master Swordsman**

See Damage that Cannot be Reduced or Redirected

**Material Transcendence**

If this is played on an Edge that is the subject of an Incarnate Abstraction (7M), the Incarnate Abstraction is removed because the subject is not a legal subject for States. The subject becomes an Edge, with a State on it that makes it an Edge.

Edges are not at the same location as each other; a Transcendent Mutator (DF) has few options for what its ability may be used on.

A Unique Character that becomes an Edge will still cause Uniqueness auctions and prevent its controller from playing a new copy of the card.

Changing card type does not stop effects that have already targeted or chosen the card. Legality of choice is only checked when the choice is made, not when the effect resolves. If a Character is targeted by a Nerve Gas (LS), and this is played in response, the new Edge is smoked. If a Transcendent Character is hit with a Realpolitik (LS), and Material Transcendence is removed in response, the Character is still smoked. (Global effects such as Neutron Bomb (LS) and Thunder on Thunder (LS) never need to choose, so changing card type can protect you against them.)

If the subject is damaged, the damage remains on the card, but won't have any effect unless the Material Transcendence is removed again. (Unless the subject is targetted by an Abysmal Prince (NW), in which case it will be smoked if it has two damage on it.)

Edges cannot attack, intercept, or be attacked.. A Character becoming an Edge in the middle of an attack will cause it to cease attacking or intercepting, or make the attack end. (2005-06-12)

Even if the former Character had rules text that seems to give it the ability to attack (such as "Can attack once during your Main Shot without turning"), this would not be sufficient to allow it to attack. (2005-06-12)

**Maverick Cop**

See Damage Reduction

**Maverick Trucker**

See Guts

See Toughness

See Playing cards at Reduced Cost

**Max Brunner**

This means that, whenever your cards want <Pledged>, a <Cop> will suffice, and vice versa. (So, you can play <Cops> out of the Family Estate (LS).) If you have a card that requires matching designators, such as Gambling House (YotD) or Discerning Fire (NW), you could match an opponent's Swat Team (LS) and Student of the Bear (LS).

Your opponents must still follow the normal designator rules. This isn't changing the designators on your cards.

**Maze of Stairs**

See Damage Reduction

A Character that will inflict no damage (due to Operation Killdeer, damage redirection, or the like) continues attacking unless it fails to overcome an interceptor. It will enter combat with the Maze, allowing another attacker to damage it.

**MegaTank**

See Vehicles  
See Toughness

If an [arc] Event is played in response to the MegaTank, it will resolve first, and be able to smoke the subject. If the MegaTank is played in response to the Event, the subject will be protected.

### **Melissa Aguelera**

See Tactics

### **Memory Reprocessing ERRATA Event Cost: Mag Mag 1 Toast It. Immediately play an event from target opponent's smoked pile at normal cost and ignoring resource conditions; that player gains 1 Power.**

Because everything Memory Reprocessing does is immediate, (in other words: it happens when you play it, not when it resolves) it cannot be usefully canceled. You can use a Confucian Stability (LS) on it if you want, but it won't do anything.

The Event that is played by Memory Reprocessing, however, is fair game for everything.

Treat the Event you play with Memory Reprocessing just as if you played it from your hand.

Because Events are played directly into the smoked pile, you can't use Memory Reprocessing to prevent an opponent from recycling an Event in their smoked pile; it never really goes anywhere, so the recycling effect won't lose track of it.

The card text in Dark Future was misworded, and the clause about ignoring resource conditions was inadvertently omitted.

### **Memory Spirit**

See Bonuses Until a Card Leaves Play

### **Miasma**

See Regeneration

It only matters if a Character was at Miasma's location at the time the damage effect was generated, not where it is by the time the effect resolves.

### **Midnight Whisperer**

See Ambush

### **Might of the Elephant**

See X Fighting

### **Military Commandant**

You can't turn to heal during your Establishing Shot, so you can't both turn to heal a Character being kept alive by the Commandant and unturn the Commandant.

Even if you can unturn it during your Main Shot, a Commandant that is keeping itself alive will get no chance to turn to heal before it dies.

### **Mirror Dancer**

The Site need not be identical to your Site, it just has to have the same title. (Admittedly, most of the time that's

the same, but there's always the Biomass Reprocessing Center.)

### **Misery Totalben**

A Site that is face-down will still be revealed when it uses an ability, even if the ability is not its own.

A face-down Proving Ground (LS) can turn to use another Site's ability without having to first be revealed and automatically turned. (Proving Ground's own ability is unusual in that it requires the card to be face-up in order to be used.)

A face-down Site that's copying a Proving Ground (LS) has to be revealed (and therefore turned) before the Proving Ground's ability can be used. If a Site is face-up when it gains a Proving Ground's ability, it will not turn itself.

A Site with two abilities that require turning can use one or the other; you can't turn it once to generate the two separate effects.

Misery Totalben can't be turned at all. Even other cards such as Shaking the Mountain (SS) will be unable to do so.

### **Miu Tsui Fa**

If her Fighting is reduced to zero by an effect that simultaneously damages your other [han] Characters, she will still be smoked.

### **Mo' Monkeys, Mo' Problems**

A Character with more than one of the appropriate designators still only gets you one card.

### **Mobile HQ**

See Vehicles

See Mobility

See Healing

### **Mole Network ERRATA Event Cost: Asc 0 Play during your Main Shot. Target an opponent who has completed at least one turn :: Steal 1 Power from that opponent.**

If they spend their Power in response, you get nothing. You can Mole Network a player who has no Power, if you really want to.

### **Molotov Cocktail Party**

See Damage Bonuses

Both the damage bonus and the damage to another Site at the location only are activated when you sacrifice the State, and only last until the end of the attack.

The damage to the other Site is not combat damage, and is inflicted by Molotov Cocktail Party, not the subject.

The damage to the other Site is not optional. If there is not other Site, nothing happens.

If a Gnarled Marauder (LS) uses this card, it will inflict 5 combat damage on each Site on its own. Then, Molotov Cocktail Party's effect will trigger separately for each of the two, inflicting another 5 non-combat damage on each of the Sites.

### ***Molten Heart***

The Power generation happens during your Establishing Shot, just like that of Sites.  
Despite the border color, Molten Heart is a [jam] card, too.

### ***Monkey Boy***

The draw is not optional.  
It doesn't matter how the Site's Body is reduced to zero.

### ***Monkey Fools the Tiger***

See Damage Redirection  
The Power changes hands at generation, and may be spent by your opponent in response, perhaps to Confucian Stability (LS) this card.

### ***Monkey House***

If you no longer have a Feng Shui Site to discard by the time Monkey House resolves, you gain no Power.

### ***Monkey King***

You may return your own cards if you wish.

### ***Monkey vs. Robot***

See Faceoffs  
The Site does not need to be selected until after the Faceoff is complete.

### ***Monkeywrenching***

You choose the Sites you want to turn on generation.  
This means that if the number of [jam] you have changes, it doesn't matter, but it also means that the Sites can be turned to generate an effect in response.  
A face-down Site is not revealed just because it's been turned by some other card; that's not the same as turning it to use its ability.  
Sites without turning abilities are turned, too.  
A Site that was already turned when Monkeywrenching resolves does not get to unturn at the end of the turn.  
This is not a <Monkey> card.

### ***Monsoon***

See Superleap  
Only he (and other characters with a similar ability) may be declared against the back-row Site. Players without such Characters may not join, either.

### ***Monster Hunter***

See Taking Control of Cards  
If a card being controlled loses the appropriate designator, the control continues.  
You may take control of any type of card with the appropriate designators, not just Characters. (Temple of the Angry Spirits (TW), for instance.)

### ***Morphic Spirit***

See Toughness  
The Toughness is retained even if you have more than two resources. So is the +2 Fighting if you have more than

four. The +1 Fighting will go away when you get above three factions; it is not cumulative with the +2.

### ***Mother of Corruption***

She can attack if she somehow gains an ability that allows her to attack without turning.

### ***Motor Pool***

See Playing cards at Reduced Cost  
Remember that you generate Power before you unturn cards.

### ***Motorcycle***

You can only move one column in either direction this way. (Or change location to an opponent's Site in order to intercept there.)

### ***Mount Erebus***

IF Mount Erebus is canceled at the time it is seized, you won't win through its ability, even if it's no longer canceled by the time your turn comes around. (2005-06-22)  
If it is canceled at the point you should have won, you won't win later when it becomes uncanceled. The win also happens before your normal Establishing Shot actions, such as unturning. (2005-06-22)  
If it is canceled at some time after the seize, but before the start of your next turn, you may still win. (2005-06-22)  
Canceling Mount Erebus and then moving it out of your front row will prevent you from winning, even if it's back there and uncanceled by your next turn. (2005-06-22)

### ***Mountain Fortress***

The bonus changes as the amount of damage does.  
You may use this ability even if there is no damage on the card.

### ***Mountain Retreat***

See Damage Reduction  
You choose which two attackers inflict damage at the time combat damage is dealt. Your opponents cannot wait for you to choose, then pile States on the Characters you chose.  
If one or more attacker cannot have their damage reduced, you may, and probably should, choose them as the attackers who get to damage the Mountain Retreat.  
Unlike other cards which have abilities that reduce damage they take, this one must be revealed before the damage is inflicted. The revelation due to damage being assigned is not soon enough.

### ***Mountain Warrior***

See Ambush  
Must be in play when the Site is turned in order to gain Ambush.

### ***Mourning Tree***

Even Independent characters cannot attack.  
All that is required is that one Character be attacking Mourning Tree at some point, no matter how briefly.

If the only Character that attacks Mourning Tree was one that joined the current player's attack, the current player still may not attack again.

If another player attacks a Mourning Tree during your turn, you may still attack.

If Mourning Tree is not revealed until after the attack, it does not affect your ability to attack again. (But if it is revealed by combat damage, that's still during the attack.)

### ***Mouth of the Fire Righteous***

He will give himself the Fighting bonus.

### ***Mr. Big***

See Taking Control of Cards

Note that any <Hood> card can be taken, including Sites, Edges, and Mr. Big himself.

### ***Mr. Red***

The coin is flipped after combat has begun; it's too late to play effects once you know who he's backstabbing.

If, through whatever twisted means, more than one Character with Mr. Red's ability enters combat with a Site, apply the simultaneous play rule: Generate his triggered effects going clockwise around the table from the player whose turn it is, then resolve in reverse order. The final one to resolve that got Heads gets to seize the Site.

If more than one player could be the winner (if Mr. Red and another attacker end up attacking different Sites, and both take them), apply the simultaneous play rules to determine who really wins. (This will usually be the attacker, unless they're attacking on another player's turn.) If Mr. Red's controller declines to seize the Site, the option passes to the attacker, who has all the options that would normally be available. (If more than one Robbing the Kong (RW) or Mr. Red ability is involved, all the players involved must refuse in the reverse of the order in which their effects resolved.)

Mr. Red beats out Robbing the Kong (RW) (assuming you win the flip), because his effect doesn't get generated until combat, while Robbing the Kong resolved when the attack was joined in the first place.

### ***Mr. Simms***

See Damage Redirection

If the appropriate player has no Characters, you can't use this ability.

### ***Mr. X***

See Taking Control of Cards

See What is Considered to be a Card's Cost

If the Character's cost somehow increases, you still keep control.

### ***Muckraking Journalist***

This ability does not turn the victim by itself.

If a Journalist should lock itself down, (or two Journalists lock each other down) the lock cannot be ended without another effect that will unturn a Character.

### ***Murder By Night***

See Assassinate (2005-06-22)

The Character comes out even if you have no cards to discard. (An available card to discard isn't required to play this Event, either.) (2005-06-22)

This card may be canceled like any other Event when it is played, but afterwards, cards like Confucian Stability can do nothing to it. (2005-06-22)

If the Event card is removed from your smoked pile between the time you play it and the time it resolves, it can't return to play, so you don't get a Character (2005-06-22)

### ***Mutator***

Changing a card's cost doesn't let you play it cheaper, as it has to be in play already before the Mutator can affect it. All it will do is mess with the few abilities that key off of a card's cost.

You can't use most abilities, including this one, during the Establishing Shot, so you can't increase your Power generation.

Mutator cannot affect itself.

See Probability Manipulator (LS) for more rulings.

### ***Mutoid***

See Guts

If the Mutoid cannot be smoked due to damage, (such as because of Cellular Reinvigoration (LS).) its damage will continue to grow, even after the damage has reduced its Fighting to zero.

***Mysterious Return ERRATA Event Cost: Han Chi 1 Play during an attack against a card you control. Return a Character to play at the target's location. That Character must intercept, and cannot be sacrificed or generate a voluntary effect. Smoke that Character at the end of the attack.***

No rulings

### ***Mysterious Stranger***

As soon as the interception is declared, the Power is lost.

### ***Möbius Gardens***

Stealing Power won't trigger the Gardens.

More than one Gardens can trigger on the same Event. If an opponent plays a Power-generating Event during their Establishing Shot, you can use (and thereby reveal) a face-down Gardens.

The Event must be played by an opponent; your Bull Market (LS) will not trigger the Gardens.

No matter how many opponents get Power from the Event, you gain only one Power.

If an opponent plays Progress of the Mouse (LS), the Gardens will trigger each time they gain Power from it.

### ***Napalm Addict***

See Guts

### ***Napalm Belcher***

See Toughness

You are targeting the location, not the cards at it, so Characters can change location in response to get away.

### ***Napalm Sunrise***

Characters can change to another location in response to avoid the damage.

If you play this on the location you're attacking, your Characters will take damage, too.

### ***Natraj Thalnasser***

See Guts

He can turn to heal. If the rules text of another Character's healing ability (such as the Chinese Doctor (LS)) were copied to him, he could use it on himself. No matter how much damage a Natraj (or any Character) takes, his Fighting is never reduced below zero, so no amount of damage can smoke him mid-turn. He can be smoked by effects that don't damage him, such as Nerve Gas.

The fact that he will be smoked at the end of the turn is not an effect that smokes him, (it's an effect that's keeping him alive shutting off) so Charmed Life (LS) cannot keep him alive.

### ***Natural Order***

See Cancel and Smoke effects.

### ***Necromantic Conspiracy ERRATA Event Cost: Lot 2 One-Shot. Search target opponent's deck for up to four cards with the same title that require resources. Toast those cards and reshuffle.***

This card is considered to be One-Shot.

The cards don't have to be identical, as long as they share the same title.

This card is considered to toast the cards.

### ***Nerve Gas***

You may not even play this card if the target has a "Gas Mask".

### ***Netherflitter***

See Vehicles

See Mobility

See Damage Reduction

Look at current Fighting to determine whether it is even. Zero is even. (This is possible with Cellular Reinvigoration (LS).)

### ***Netherworld Passageway***

See Mobility

This works even while it is on a back-row Site.

Remember that Mobility requires you to change locations one column at a time within your own Site structure, and, once you've moved away from the Passageway, you no longer have Mobility.

The subject has the designator <Netherworld>, even if it's still face-down.

### ***Netherworld Portal***

See Stealth

See Assassinate

You must choose which Character, if any, gets the bonus when you declare the attack.

If you seize this Site when there are none behind it, the location ceases to exist, (so the columns to its left and right would become adjacent) and you would have to re-play it in a new location.

### ***Netherworld Return***

This card is considered to be Toast It.

Use the simultaneous play rules to determine the exact order in which the Characters are played.

### ***Neural Stimulator***

See Schticks

See Ambush

### ***Never Surrender***

See The Number of Sites Controlled by a Player Who Takes Yours

See The Burned-For-Victory Pile

This card is counted in determining if you're closer to victory.

### ***Newest Model***

You play this card on the State, not on the Character the State is on.

If the Character is smoked, the subject State is also smoked. Newest Model won't protect against this indirect smoking.

### ***Nexus Tower***

You can bring back any type of card, but it will never lose the Toast-It restriction.

Aside from coming from the smoked pile, the card you play generates and resolves normally.

### ***Night Market***

See Playing "in response to"

### ***Night Moves***

See Damage Reduction

### ***Nightclub***

You can do this at any time after the interceptor is declared, and before combat.

You can't do it after combat to cause an attacker to overcome an interceptor.

### ***Nine Cuts PAP***

See Assassinate

### ***Nine Cuts PAP***

See Assassinate

This will allow Nine Cuts to overcome an interceptor. If Nine Cuts has Ambush, the other Character will get smoked before it can inflict combat damage.

If the other Character takes no damage, through Toughness, Shadowfist (YotD) or whatever other reason, it will not be smoked.

### ***Nine Dragon Temple***

See The Number of Sites Controlled by a Player Who Takes Yours

Effects that smoke Nine Dragon Temple directly, without damaging it, will not give you Power.

Any effect that reduced the Temple's Body to 0 will trigger it, not just combat damage.

### ***Ninja Interior Decorators***

See Stealth

### ***Ninja Six***

See Stealth

### ***Nirmal Yadav***

See Toughness

As soon as he is declared as an attacker, he has Toughness. Even if you respond to the declaration with a Final Brawl (LS), he will be protected.

### ***No Man's Land***

See Damage that Cannot be Reduced or Redirected

### ***No Shadow Kick***

See Schticks

This is not combat damage; if you attack a Character that is not large enough to survive No Shadow Kick, the attack is going to fail.

The fact that it is not combat damage does not mean that you haven't overcome an interceptor if No Shadow Kick smokes it.

### ***Novice Students***

It doesn't matter who damaged them.

### ***Nuclear Power Plant***

You cannot turn the Sites by any means, including Monkeywrenching (FP) or Shaking the Mountain (SS). Your opponents will have no problem using those effects on you, however.

### ***Nuked***

The coins are flipped, and the Site to be smoked are determined when you play Nuked. Your opponents get to find out how badly they're screwed before they decide whether or not to cancel it.

You must smoke a Site controlled by the selected player. If the selected player has no Sites, nothing happens.

### ***Nunchuks***

See Weapons

You may inflict some or all of the damage on the subject.

### ***Obsidian Dagger***

See Assassinate (2005-06-22)

See Damage Bonuses (2005-06-22)

This does not give you the ability to sacrifice Characters; it merely makes an extra benefit available if you do. (2005-06-22)

### ***Obsidian Eye***

This will not cancel an ability that has already been activated.

This will not blank rules text that has been copied onto the card.

### ***Obsidian Mountain***

The "Obsidian Mountain" in quotation marks refers to any card with that title, so playing more than one Obsidian Mountain won't lead to the Chain Reaction of Sudden and Complete Site Annihilation.

### ***Occult Kung Fu***

See Copying

You may play this on an opponent's Character, but you still copy a Character from your smoked pile.

The copied rules text remains even if the chosen Character leaves the smoked pile.

### ***Official Harassment***

If you're maintaining the effect, the subject cannot unturn by any means.

You can't stop a Character from attacking by turning it in response to an attack being declared.

During a player's turn, that player gets the first chance to begin any scene. Therefore, if you haven't used this card's ability by the time a player's turn starts, they can attack with the subject as long as it's the first thing they do. (Once they've done something else, you can safely use Official Harassment in response, as an attack cannot be declared in response to anything.)

### ***Ogre***

See Damage Bonuses

The key is whether you own the Character being taken control of, not who controlled it right before it was stolen.

### ***Old Hermit***

You pay the Power at the same time that you turn the Hermit and choose the card to be unturned, at generation.

### ***Old Hermit's Gambit***

See Playing "in response to"

You can't use the unturned card in the same scene that you played Old Hermit's Gambit. So, if an opponent turns a Fox Pass (LS), you can't use the Gambit to unturn your Whirlpool of Blood (NW) and use the Whirlpool to cancel it.

If an opponent's Proving Ground (LS) is revealed, and automatically turned, it still counts as an opponents' turning a card, even if you revealed the Proving Ground by damaging it. (An opponent's card did the turning.)

### ***Old Man Wu***

See Partial Damage Redirection

**Old Uncle**

"Not cumulative" means that, if you turn more than one Old Uncle to attack, you still only get two cards. (But if one of them is canceled in response, you will get the card from the other.)

**Oliver Chen**

If a Shield of Pure Soul (NW) triggers at the same time as Oliver's ability, use the simultaneous play rules to determine the order in which they resolve. (Normally, Oliver's ability will be placed on the scene first, then the Shield. They resolve in reverse order, so Oliver gets to look at the new top card.)

If there are fewer than seven cards in the deck, look at all of them. This will not cause the player to lose the game at the end of the turn, as the cards officially remained in the deck.

**Ominous Swamp**

You don't pay the extra Power if the Swamp is not revealed.

**Once and Future Champion ERRATA Netherworld**  
**Hero Cost: Mon Mon Mon Mag 5 Fighting: 7 Provides: Mon Mag Unique. Heals 1 damage at the start of your turn. Each time he turns to attack, he gains +1 Fighting and may inflict 1 damage on a Character. Once per turn, you may toast a card when he smokes it in combat.**

See Bonuses Until a Card Leaves Play

See Healing

You must choose to toast a card at the time he smokes it; you can't wait to see if something better comes along.

**One Hundred Names**

Can attack if it gains the ability to attack without turning.

**One Thousand Swords**

See Weapons

See Mobility

You may not activate both abilities at once. You must turn and pay separately for each.

**Open a Can of Whupass**

This is the total number of resources, not the number of different resources.

**Open Season**

The Characters don't actually have Independent, though it's unlikely to matter.

**Operation Green Strike**

This will trigger effects that key off a Site being seized, such as Avenging Thunder (NW).

**Operation Killdeer**

See Damage Reduction

Applies to non-combat damage as well.

**Opium Den**

See Damage Reduction

If the Character attacks, this will not cause the turn and maintain to cease, it just turns off the penalty for a time.

**Orange Master**

See X Fighting

Talent resources do not affect his Fighting.

**Orange Meditation**

You don't replace the cards being discarded.

The Fighting bonus is not dependent on the number of cards you discard.

**Orange Monk**

See Superleap

His Fighting increases as soon as the State is played, and decreases as soon as it is removed.

**Orange Senshi Chamber**

See Playing cards at Reduced Cost

Only faction resources are counted, not [tec], [mag], and [chi].

The cost reduction is mandatory, and affects all players. It still cannot be combined with other cost reductions.

**Orango Tank**

See Toughness

They have to intercept, but they don't have to intercept the Orango Tank.

Characters at the location can move to another location to avoid intercepting.

**Orbital Laser Strike**

Determines the number of resources at the time the card is played.

**Ordinal Spirit**

See Damage Reduction

Numbers, spaces, and punctuation are not letters.

Accented letters (lala Mané (SS)) are.

**Ornamental Garden**

Double the damage after computing all bonuses and penalties.

Abilities like those of Scrappy Kid (FP) and Puzzle Garden (TW) will still restrict the damage normally.

**Oscar Balbuena**

Can unturn more than once during a turn.

**Out For Blood**

The Character is toasted at generation. It's gone even if this card is canceled.

You only need to have more Characters in your smoked pile before you toast one, not after.



**Outlaw Bikers**

See Mobility

**Pain Feedback**

See Partial Damage Redirection

See Amulet of the Turtle (LS) for more rulings.

**Palace Guards**

Will not trigger if an attack is redirected to a [lot] card. If the Guards survive interception, they remain in play. You don't have to return them, but, if you do, you must intercept. If you return them and you can't intercept, that's all right. (But you'd have to be unable to intercept all the attackers; you can't choose to intercept a Character that you are unable to.)

A card is a [lot] card if it provides or requires [lot]. Being the subject of a [lot] State does not make a card a [lot] card.

You may not change location with the Guards until after you've declared interceptors.

**Palm of Darkness**

See Tactics

See Canceling the Target of the Attack

**Pao Yeh Pao Lo Mi**

See Reload

**Paper Trail**

Each Paper Trail you have in play can produce up to two power a turn.

You gain the Power even if you forced the opponent to discard. (With Covert Operation (LS) or Curtain of Fullness (LS), for instance.)

**Paradigm Recoding**

See Taking Control of Cards

**Paradox**

Under most circumstances, you can safely skip the first shuffle, as long as Paradox gets put into your deck. Paradox goes into the deck when you activate him. He's gone even if the effect gets canceled. (But nobody can kill him to stop him going back in, either.)

Since he's in your deck at the time you search for a card, you could choose him as the card to put on top.

You lose the game at the end of any turn in which you had no cards in your deck. If you draw your last cards, then later shuffle Paradox into your deck, you will still lose at the end of the turn.

Paradox always goes into his owner's deck, even though his wording suggests otherwise if somebody else has stolen him.

**Paradox Beast**

You don't have to discard if your hand size is reduced below the number of cards you have; you just don't get to draw.

If your hand size is reduced to zero, you cannot draw normally at all.

**Paradox Cube**

See Copying

If Paradox Cube is copying the Counterfeit Heart (NW), each protects the other.

**Paradox Divination**

If you have more resources than cards left, look at what you can.

**Paradox Garden**

If you don't put it on the bottom, it stays on top; you don't draw it.

**Parting Gift**

If the attack ended because all attackers were removed, whether by Kinoshita House (LS) or by failing to overcome an interceptor, they do not take the damage.

Attackers continue attacking even if they won't be doing any damage. (Perhaps because of damage redirection or Operation Killdeer (LS).) They only stop when they're intercepted by something they couldn't kill. This means that they will be present to take damage.

**Partners**

The Character chosen does not have to be at the same location, or even be controlled by you.

If the smoked Character was not the one who was the subject of Partners, then Partners will still provide its original Fighting bonus.

**Path of the Fire Righteous**

See Damage that Cannot be Reduced or Redirected

**Path of the Healthy Tiger**

See Guts

**Path of the Lurking Rat**

See Canceling the Target of the Attack  
Characters that can't attack back-row Sites may not turn to attack with the subject or join the attack.

**Path of the Praying Mantis**

See Damage Bonuses

**Path of the Raging Bear**

See Toughness

See Not Cumulative

This is cumulative with Sam Mallory (FP).

**Path of the Storm Turtle**

See Toughness

See Not Cumulative

**Payback Time**

This will trigger even from non-combat damage.

Payback Time doesn't trigger until after an opponent has decided what to do with their Site. If they seize it, Payback Time can damage it.

### **Peacock Clan Warriors**

See Tactics

Talent resources do not affect this card's Fighting.

### **Peacock Summit**

[mag], [tec], and [chi] are not faction resources, so are not counted.

### **Peasant Leader**

Use both Characters' current Fightings, not their printed or undamaged Fightings.

If either Character's Fighting changes, the effect will still continue; it only matters if it was legal when the effect was generated.

### **Peasant Mob**

See Damage Bonuses

See Damage Reduction

### **Peasant Uprising**

See Taking Control of Cards

### **Peking Opera Troupe**

See Superleap

Cards in burned-for-victory piles are not controlled.

### **Penal Soldiers**

If, during the attack, you lose the card with the appropriate designator, they cease attacking.

Giving the Penal Soldiers an appropriate designator will allow them to attack.

### **Perpetual Motion Machine**

Even if another player forces you to discard, you may still take advantage of the Machine's ability. You get to choose the additional discard, and after seeing the cards you are being forced to discard.

The ability is considered to be modifying the size and content of the discard. (If it were a separate effect triggered by the discard, it would trigger itself.)

### **Petroglyphs**

See Playing "in response to"

This will cancel effects that change the target of an attack or the target of an Event.

### **Philippe Benoit**

See Stealth

### **Phlogiston Mine**

Because the choice is immediate, you may reveal the Mine in response to an Event, choose the appropriate resource, and gain a point of power.

You cannot reveal the Mine during the Establishing Shot, but if it is already revealed, you may use it then.

### **Phoenix Stance**

See Schticks

See Regeneration

See Guts

### **Pinball Hall**

If the attacking player chooses to smoke it, you do no damage.

### **Plains of Ash**

If you regain control, you don't get the extra Body back.

### **Plasma Trooper**

The Fighting bonus is a triggered effect, and may be responded to in order to kill the Trooper before it gets big. The removal of the Fighting bonus at the end of the attack is also a triggered effect, and you may respond to it by healing the Trooper, or using a Vivisector (LS). However, if the attack ends because you burned for Power, these effects won't be legal to use then.

### **Playing Both Ends**

Both references to "opponent" are from your perspective. The player attacking you is attacking an opponent from their point of view, but you cannot play this card.

### **Plots and Intrigues**

You may play this card and reveal no Sites. (2005-06-22)

If another player reveals your Sites, you can't play this card. You'd have to play it before combat damage or in response to the effect in question. (2005-06-22)

If an opponent plays Competitive Intelligence (TW), you can't play Plots and Intrigues in response. (Well, you can, but you're unable to reveal Sites, so X has to be zero.) (2005-06-22)

### **Pocket Demon ERRATA Event Cost: Mag 0 Limited.**

**Play at the start of your turn. No other card you control or play generates Power during your Establishing Shot this turn. Pocket Demon generates Power equal to the number of Power-generating Sites controlled by target opponent, plus the number of cards in his or her burned-for-victory pile, minus the number of cards in your burned-for-victory pile.**

See Events That Generate Power in Your Establishing Shot

The copies of this card in the [mon] deck are missing the last bit of the text due to a layout error.

### **Pod Trooper**

See X Fighting

As you kill the characters that the player to your left controls, the Trooper will shrink.

If a Character is somehow given the Pod Trooper's ability the turn it enters play, it will be toasted at the end of the turn.

### **Point Blockage**

It only matters that the subject not have Superleap when you play Point Blockage; if Superleap is gained later, it has no effect on this card.

You may target turned Characters.

The target need not be damaged by Point Blockage to become turned.

This cannot cancel an effect generated by turning a Character, and it will not prevent a Character turning in response.

If the target can unturn during other players' Establishing Shots, it will still do so.

### **Poison Needles**

This happens after the last chance to play effects during a turn.

### **Poison Thorns**

See Toughness

See The Number of Sites Controlled by a Player Who Takes Yours

### **Poisoned!**

See Damage Reduction (2005-06-22)

See Reload (2005-06-22)

Only the current interceptors are affected. Those declared later in the attack are not. (2005-06-22)

### **Police State**

See Cancel and Smoke effects.

**Police Station ERRATA Site Generates: 0 Cost: 1 Body: 10 Turn and maintain Police Station to give target <Cop> character +2 Fighting, or turn to inflict 2 damage on target <Hood> Character or <Hood> Site.**  
No rulings

### **Political Corruption**

Sites burned for victory do not count for this.

### **Political Lock**

This prevents turning to change location within your own site structure, and the turning to change location that is the first step of intercepting. It does not prevent turning to attack, because that is not considered to be turning to change location.

Mobility, Motorcycle (LS), and similar effects can still be used.

### **Portal in Tower Square**

See Battleground Sites

The targets may change location in response to the effect.

They could not change location to different player's Site unless the Site is being attacked, and it is that person's turn for declaring interceptors.

The Characters can still attack.

### **Portal Jockey**

See Ambush

"Returning" a Character to play is not the same as playing a Character at reduced cost.

Playing at "no cost" is still playing at reduced cost.

### **Portal Nexus**

See Schticks

You can swap any number of FSS around, but you can only put them in positions that had been occupied by a FSS. Non-FS remain where they were.

If you have only one Feng Shui Site, it can't move at all.

### **Portal Rat**

Only combat damage will kill the Edge; other sources cannot damage the Edge.

If an Edge is being targeted by the Abysmal Prince (NW)'s ability, Portal Rat cannot attack it.

Canceled Portal Rats may still attack Edges, as long as there is an uncanceled Portal Rat under your control.

Other Characters cannot usefully copy this ability, as it still prevents cards with a title other than "Portal Rat" from attacking the Edge.

**Positive Chi ERRATA Event Cost: Han Han 1 Each player may secretly choose one card, except an Event or Feng Shui Site, in his or her smoked pile. Starting with the current player and proceeding clockwise, each player plays his or her chosen card at no cost.**  
All Uniqueness auctions wait until after the Positive Chi is finished.

### **Power of the Great**

You still must seize or burn your final Feng Shui Site in order to win.

If the subject Site is seized, you still retain control of Power of the Great.

### **Priest of the Unnameable**

The card cannot be played in response to you naming the card, either. (2005-06-22)

Cards like Bite of the Jellyfish (LS) and Avenging Fire (N2) are played during an attack. (2005-06-22)

### **Priestess of Itzcolihqui**

This does not give you the ability to sacrifice Characters; it merely makes an extra benefit available if you do. (2005-06-22)

### **Primeval Forest**

Generates one Power normally while unrevealed, even in your back row.

**Primus ERRATA Master of Paradox Cost: Pur Pur Pur 4 Fighting: 7 Provides: Pur Mag Mag Unique. When Primus enters play, target an opponent, who cannot respond with Events :: Target player cannot play cards this turn.**

If Primus is being returned to play, players can respond normally to the effect that is returning him.

If you bring back Primus during another player's turn, they can still respond to Primus' effect with cards other than Events; they're only shut down completely once the effect resolves.

There is no limit to the number of cards one player may play in response to an effect.

### ***Prisoner of the Monarchs***

This card will remove an interceptor. Even if the interceptor's controller pays off immediately, the Character has already been removed.

You do not get the Power paid.

Abilities that do not require turning may be used.

Other cards that turn the subject, even if it's as part of the cost to use them, can still turn the subject.

If the subject can change locations without turning to do so, such as with Mobility, it can move to the location of an attack against another player's card even though it cannot intercept when it gets there. (Unless something, such as Waterfall Sanctuary (N2) happens to the State once it does get there.)

***Probability Manipulator ERRATA Edge Cost: Arc Arc Tec 2 Unique. Turn to raise or lower by one until the end of the turn any number not written as words on another card. This cannot change a number to zero.***

This is considered to change the number printed on a card. (2005-06-20)

Even so, copying a card that has been altered this way still gets the original numbers. (2005-06-20)

### ***Professional Killer***

See Stealth

He loses Stealth if anybody joins the attack, and gains it if all other attackers have ceased doing so.

***Progress of the Mouse ERRATA Event Cost: Han 1 Target an opponent. Characters and Sites cannot be played in response to this card :: Until the end of the turn, you gain Power equal to any Power spent by that opponent.***

No rulings

### ***Prototype X***

[chi] Characters include any Characters that provide [chi], even if it is from some other ability, and not in their resource provisions.

### ***Proving Ground***

See Playing cards at Reduced Cost

Proving Ground is not a Power-generating Site while it is revealed, only while it is still unrevealed.

A Character played with Proving Ground is played when the effect resolves. This prevents the ability from being combined with other effects that also play Characters when they resolve, such as Smiling Heaven Lake (TW). Continuous effects, such as Orange Senshi Chamber (NW) or Gorilla Fighter (FP) will combine with Proving

Ground, subject to the restrictions on combining cost reductions.

You must have a Character you can play at the time you turn Proving Ground, but, if you have more than one choice, you need not choose which until the effect resolves. If you end up with no Characters you can play, nothing happens.

Characters played with Proving Ground may use abilities that require turning as soon as the next scene begins, so you can play your Vivisector (LS) without worrying about it being killed before you're able to use it.

If you have a Character that can be played during another player's turn, you may play it with a Proving Ground.

### ***Public Enemy No. 1***

See Ambush (2005-06-22)

The attackers have Ambush against every Character, not just against the subject. (2005-06-22)

### ***PubOrd Raid***

Characters may turn to use their abilities, heal, or change location in response to PubOrd Raid.

PubOrd Raid cannot cancel an effect generated by turning a Character, nor can it stop a Character from turning to attack (in the unlikely event that it can do so during your turn) or to change location to intercept an attack. (Unless, of course, it is used before the opportunity arises.)

***Pump-Action Shotgun ERRATA Gun State Cost: 1 Weapon. When a Unique Character you control is smoked by an opponent, unturn this card. Turn this card :: subject Character inflicts +3 damage until the end of the turn.***

See Weapons

See Damage Bonuses

If the Shotgun is smoked or moved, the bonus will still last until the end of the turn. (If the Shotgun is moved in response to being turned, the original subject gets the bonus.)

If the Shotgun changes controllers, whether because the subject changed controllers, or because the Shotgun was moved, it unturns and can be used again.

### ***Punks***

See Damage Bonuses

If they inflict combat damage on an unrevealed Feng Shui Site that turns out to be Unique, it does not take the extra damage this time around.

### ***Purist***

See Copying

If your Feng Shui Site also turns to generate an effect, you can only generate one of the effects when you turn it. You choose which at the time you turn the Site.

### ***Purist Aspirant***

See Damage Reduction

This can be used on your own cards, (such as Final Brawl (LS)) too.

The Ten Thousand Bullets version of this card incorrectly states it provides a [mag] resource. It does not.  
This card incorrectly states it provides a [mag] resource. It does not.

### ***Purist Initiate***

You have no choice in the matter. Even if you want to, you cannot treat those resources as being [arc] or [lot]. This ability applies while you control the cards. If somebody else steals your Paradox Beast (N2), it gives them [arc], and if you steal one from them, it provides [pur].

### ***Purist Sorcerer***

See Taking Control of Cards

You may only use one of the abilities when you turn the Purist Sorcerer.

### ***Puzzle Garden***

See Damage Reduction

That's a cap of three damage each time damage is inflicted, not three damage total across the card's lifetime. This is just a normal damage reduction effect. Cards that cannot have their damage reduced, such as CHAR (NW), will inflict full damage.

Will reduce non-combat damage inflicted by a Character, too.

The damage is capped at three after all other damage redirection and reduction is taken into account. If the Puzzle Garden were to gain Toughness, it would still take three, not two.

### ***Quai Li***

Even if the Site is revealed in response to the effect, it still takes the damage. In order to protect the Sites, they must be revealed in response to Quai Li being played, before she is allowed to turn to generate an effect.

### ***Quan Lo***

See Superleap

This includes Quan Lo.

### ***Quantum Sorcery***

You choose whether to draw or get the Power at the time the effect resolves. You could therefore turn several copies of this card and an equal number of Characters and draw until you found the card you wanted, then get Power from the rest.

### ***Queen of the Darkness Pagoda***

The damage must actually be inflicted. If it's redirected away, she won't toast the source.

The Queen's controller is the one toasting the cards; if they're also playing Darkness Priestess (NW), they won't be getting Power from the toasting.

Even if she smoked the Character, it's still toasted.

If she inflicts enough damage on the Character that damaged her to smoke it, it is still considered to have been smoked.

The toasting is immediate; it cannot be usefully responded to.

If she somehow damages herself, (such as if she gains Two Hundred Knives of Pain (TW)'s ability) she will be toasted.

### ***Queen of the Ice Pagoda PAP***

The Queen of the Ice Pagoda benefits from her own Fighting bonus.

Remember that States do not take effect until they resolve, so, if somebody plays a Shadowy Mentor (LS) on one of your Characters, you may smoke it in response.

The Shadowy Mentor's effect will then be canceled, since it's a State that left play before it resolved, and the Character will never leave your control.

If you want to suddenly kill the Queen of the Ice Pagoda, and there is a State on a Character you control, you may use the State-smoking ability multiple times, each in response to the previous, until the damage kills her. This won't work if there are no States available.

If she has Toughness, she may still smoke States, and takes no damage for doing so.

### ***Queen of the Ice Pagoda PAP***

See Healing

States already on cards you control remain.

She does increase her own Fighting.

You may heal an opponent's card.

### ***Rabenfels Castle***

See Toughness (2005-06-22)

You're targeting a location, not specific Sites. If the Site structure is rearranged, the Toughness will be applied to the Sites that replaced the old ones. (2005-06-22)

If column goes away because all the Sites in it were removed, neither of the adjacent columns is considered to be the same location. (2005-06-22)

### ***Rachel McShane***

See Not Affected By

Turning a card as part of the cost of a different card's effect, such as Die!!! (TW), is considered to be turning a card to generate an effect.

### ***Rah Rah Rasputine***

See Damage Reduction

CHAR (NW) still gets to do his damage.

### ***Rain of Fury***

The bonus is not lost if Rain of Fury is moved to another Character. (Though it will be lost if that Rain of Fury later leaves play.)

The bonus is a triggered effect generated in response to the Event being played, so the subject will get the bonus before the Event that caused it can resolve.

Events played in response to Rain of Fury being played will not trigger it. Since it's a State, it is not active until it resolves.

**Rainforest Grove**

If the player ceases to have more cards than you, or the target of your attack changes to another player's card, the bonus still remains.

The bonus applies when joining an attack, too.

Opponents can respond to the Fighting bonus triggering, allowing them to kill the subject before it grows.

**Rainforest River**

If you are somehow able to play Rainforest River during an attack, and play it in front of the target of the attack, the old target is still the target of the attack, even though it's now in the back row.

**Rainforest Temple**

The Temple doesn't know about other damage that will be inflicted in the same scene, so two Temples, or a Temple and a Killing Rain (LS), could be used to smoke a Site.

**Rama Singh**

You may play him if there are no Edges in your smoked pile.

**Rampage!**

See Damage Bonuses (2005-06-22)

See Damage Reduction (2005-06-22)

This only affects combat damage. (2005-06-22)

Faceoffs are not attacks, so your Characters inflict -1 damage in them, even if you caused the Faceoff. (2005-06-22)

**Raptor Squad**

See Ambush

If Raptor Squad is stolen, attacks, and returns before your next Establishing Shot, it will unturn. When it attacked, "your" was referring to somebody else.

**Rat Clan Spies**

See Stealth

**Rat Fink**

See Stealth

The discard triggers when the Stealth resolves, but only if the interceptor was actually removed.

See Covert Operation (LS) for other rulings.

**Raven Li**

See Stealth

See Covert Operation (LS) for more rulings.

**Real Bad Cat**

See Independent

**Really Big Gun**

See Weapons

See Damage Bonuses

**Rebecca Dupress**

See Playing cards at Reduced Cost

**Rebel Camp**

See Playing cards at Reduced Cost

You gain one Power no matter how many attackers joined. The Event is played normally, not as part of the resolution of any effect.

**Rebel Consumer**

See Damage Bonuses

**Red Bat**

See Independent

See Playing cards at Reduced Cost

**Red Don**

See Copying

The "rules text related to an ability" includes preconditions, costs to use, effects, the duration, etc. It does not include other turning abilities on the same card (such as the Man With No Name (N2)) or any other rules text. (So, if he copied a Swiss Banker (LS), he would not be smoked if you had no power.)

Abilities that happen when a Character turns to attack may not be copied; turning a card must be part of the cost to generate the effect.

If a card turns some other card to generate its effect, (such as Biomass Reprocessing Center (N2)) Red Don may copy that ability, not the ability of the card that was turned.

Red Don may even copy cards that have left play as part of using their ability, such as Smart Missile (FP), or Events that require turning a Character as part of their cost, such as Die!!! (TW).

Because he gains the rules text immediately, instead of having to let it resolve, (like Blood Fields (N2) does) it would be possible to use him to cancel a Whirlpool of Blood (NW) with its own ability.

If he copies a State with a turning ability that affects the State's subject, he cannot use the ability, as he has no subject.

Abilities that would produce an illegal board position (such as Lily Pond (LS)) do nothing if he uses them.

Turn and maintain abilities that have additional ways to end, such as Tranquil Persuader (LS), will end as appropriate.

**Red Dragon Troupe**

If an undamaged Character becomes damaged before it does its combat damage, it ceases intercepting the Red Dragon Troupe.

So, if Red Dragon Troupe had Ambush, they would inflict combat damage on their interceptors, and the interceptors would cease intercepting before inflicting their own combat damage. (The interceptors would also be considered to have been overcome, so no Character of any size can stop an ambushing Red Dragon Troupe, as long as the Troupe manages to inflict some damage.)

**Red Master**

See Superleap

If he is intercepted by a turned Character, then healed, the turned Character will cease intercepting.

**Red Monk ERRATA Martial Artist Cost: Han 3 Fighting: 4 Provides: Han Chi When an opponent plays an Event that targets a card you control, Red Monk gains Superleap until he leaves play.**

See Superleap

See Bonuses Until a Card Leaves Play

Even if the Event is canceled, you still get Superleap, because it triggers when the Event is played.

If another player targets Red Monk with Tortured Memories (LS), the Monk will gain Superleap, since you still controlled it when the Tortured Memories (LS) targeted it.

### **Red Scorpion Killers**

See Bonuses Until a Card Leaves Play (2005-06-22)

They may sacrifice themselves. (2005-06-22)

### **Red Senshi Chamber**

If a Character is "not affected by Superleap" it may intercept a character with Superleap while turned. The Superleaper has not lost the ability, (it wouldn't lose the bonus from Twin Thunder Kick (TW)) it just isn't finding it all that useful right now.

You may attack the back-row Site with as many Characters as you like, but other players' Characters cannot join unless they can attack back-row Sites.

This ability will not allow you to attack a Site if you cannot otherwise attack.

### **Redeemed Assassin**

See Toughness

You may even play him during an attack during another player's turn. (Even if it's somehow your own attack.)

### **Redeemed Gunman**

If he is unturned by some effect, you can gain multiple copies of the bonus for the turn.

Opponents can respond to the Fighting bonus triggering, allowing them to kill him before he grows.

### **Registry of the Damned**

The Character is considered to have been returned to play.

If you seize somebody else's Registry, you play Characters from their smoked pile, not your own. You control these Characters, however.

**Reinvigoration Process ERRATA Edge Cost: Arc 1 Turn to play an <Abomination> Character from your smoked pile.**

You cannot use this to play <Abominations> during an attack or another player's turn unless the <Abomination> in question says that you can.

### **Reluctant Hero**

See Independent

### **Rend Chi**

See Healing

The amount of damage actually inflicted is determined at generation; if somebody damages or heals your Character in response, the amount of damage healed or inflicted does not change.

It's not currently possible to be at the location of an opponent's Character except during an attack or a Faceoff.

This Event targets only your Character, not the opponent's Character. (So, it could not heal The Golden Gunman (NW), but could damage him, and Brain Fire (NW) cannot change who is being damaged, only who is healed.)

This card cannot target Characters that are undamaged, or that cannot be healed.

### **Replacement Parts**

See Healing

The subject does not have to be damaged when you play this card.

The damage will not return if the State leaves play.

If you move a Replacement Parts, the new subject does not heal.

### **Repression**

If a Repression leaves play, you may choose the designator it had for a new Repression. (2005-06-22)

### **Repulsor Beams**

See Damage Reduction

You may turn Repulsor Beams at any time during an attack on the subject Site.

You may play Repulsor Beams on an opponent's Site.

You still control Repulsor Beams, so you are the one who may use it. Turning the subject Site is the cost to activate the Beams, so they can't even respond by turning the Site for its own effect. (You do have to target an attacking Character, however.) Use the simultaneous play rules to determine who gets to turn the Site first.

### **Resistance is Futile**

See Playing cards at Reduced Cost

See Damage Bonuses

The State remains if you seize the Site.

### **Resistance Squad**

Resistance Squad are played in response to an effect that would force you to discard or would look at your hand.

You need not wait to see if the Squad are chosen for a discard before using them. (Even if you wanted to, it would be too late.)

### **Return to the Center**

While this card mentions "tokens", and every other card mentions "counters", it still works.

Since Return to the Center targets a card, you can't use it to remove Fortune of the Turtle (LS).

Most permanent bonuses are not officially represented by counters. Unless the card's rules text specifically mentions counters, Return to the Center won't work. Cards that can be affected include: Power of the Great (LS) Seal of the Wheel (LS) Vampiric Touch (LS) Entropy is Your Friend (NW) CAT Tactics (FP) Registry of the Damned (FP) Scorched Earth (FP) Feeding the Fires (N2) Underworld Contract (SS)

### **Reverend Zebediah Paine**

See Assassinate

You cannot return him to play twice a turn by any means. (So, you can't use his natural ability and a Golden Comeback, or two GC, etc.)

It doesn't matter if you're trying to return two separate copies of the card, either. If you've already returned one card with the title to play this turn, you cannot return another.

### **Rhys Engel PAP**

You may use the ability during each player's turn, (well, during each player's Main Shot) not just during your own.

### **Righteous Bro**

See Superleap

Players only "generate" Power during their Establishing Shot. Gaining six Power during the Main Shot (say, by Vivisecting Homo Omega (YotD)) will not trigger Righteous Bro.

Because this happens in the Establishing Shot, your opponent will not be able to spend the Power before you can steal it, except under highly unusual circumstances.

### **Righteous Fist**

The cards you own are those that were in your deck at the start of the game.

You may not sacrifice the Fist if there are no States on cards you own. (But States are in play even before they have resolved and become active.)

### **Righteous Heaven Stance**

See Superleap

See Mobility

### **Righteous One**

The Character is smoked after combat damage is inflicted. Righteous one need not inflict damage, or even survive.

### **Righteous Protector**

See Damage Redirection

**Rigorous Discipline ERRATA Event Cost: Han 0 Copy the printed rules text from any Character to target Character until the end of the turn.**

See Copying

### **Ring of Ice**

See Schticks

### **Ring of Silver**

See Schticks

See Guts

The Ring of Ice (RW) being in play does not remove the ability to turn to give the subject Guts; you can still use that ability if you really want to.

### **Ritual of Death**

See Damage Reduction (2005-06-22)

You choose which effect happens at generation. (2005-06-22)

This Event cannot be retargeted unless it has a target. (2005-06-22)

### **Roar of the Beast**

See Cancel and Smoke effects.

### **Robbing the Kong**

When a Site's Body is reduced to zero, all Characters who did damage to it at that time are considered to have reduced it to zero.

If more than one player Robs the Kong, the most recent one to resolve gets the Site.

You must play Robbing the Kong at the time you join the attack. You cannot wait until later.

If the player who played Robbing the Kong declines to seize the Site, the option passes to the attacker, who has all the options that would normally be available. (If more than one Robbing the Kong or Mr. Red (N2) is involved, all the players involved must refuse in the reverse of the order in which their effects resolved.)

### **Robot Arm**

This includes not only combat damage, but also damage inflicted by the abilities of Characters, such as the White Disciple (LS).

### **Robust Feng Shui**

See Damage Redirection

If an effect (such as Brain Fire (NW)) changes Robust Feng Shui's targets, any Feng Shui Site is possible as the "target Feng Shui Site", even if it is not the target of any attacker.

### **Rocket Man**

See Toughness

See Damage Bonuses

As the number of appropriate Characters and Sites at the location changes, his Toughness and damage Bonus will change as well.

If Dr. Ally Matthews (N2) changes the value of his X, it alters both his Toughness and his damage.

### **Rocket Scientist**

See Mobility

Only Events that use the word "target" will trigger Rocket Scientist.

She does not have to be the only target.



### **Rocket Team**

You may use this ability on an opponent's already-turned Site. (Your Site has to have been unturned, though, as turning it is part of the cost.) (2005-06-22)  
If you use a Feng Shui Site, this ability can be canceled by Whirlpool of Blood (NW). (2005-06-22)

### **Rogue Scientist**

Both cards must go to the same end of your deck.

### **Roller Rink**

See What is Considered to be a Card's Cost  
At one damage, you still can't return anything, as there are no zero-cost Characters.

### **Rookies**

See Playing cards at Reduced Cost  
If something targets Rookies and then smokes them, (such as Nerve Gas) they will trigger twice.  
This allows you to play cards that you could not normally play at the time. It will even allow you to play two Police Station (LS)s in a turn.

### **Rope Bridge**

See Schticks (2005-06-22)

### **Running Out of Time**

See Not Cumulative (2005-06-22)  
If the State is removed, the damage may be healed. (2005-06-22)

### **Rust Garden**

If a player seizes or burns Rust Garden for the win, but the damage smokes one of their Feng Shui Sites, they do not win. (Unless they had more than they needed somehow.)

### **Sabotage**

This doesn't cancel an effect already generated by turning the subject, nor does it prevent the subject from turning in response, as States' rules text is not active until they resolve.  
External effects (such as Monkeywrenching (FP)) cannot turn the subject, either.  
An unrevealed Proving Ground (LS) would not turn if revealed.

### **Sacred Heart Hospital**

See Healing

### **Safehouse**

Attackers can still have the target of their attack changed to the Character being protected.

### **Salvage**

The card to be returned is chosen at generation.

### **Sam Mallory**

See Toughness

### **Sampan Village**

You may use the ability even if Sampan Village was seized, burned, or smoked during the attack.  
As long as a Character was attacking Sampan Village at some time during the attack, even if it ceased attacking or had the target of its attack changed to something else, it is affected.

### **Satellite Intelligence**

Both Sites are targeted by Satellite Intelligence.  
If one of the Sites changes controllers in response, nothing happens when Satellite Intelligence resolves.

### **Satellite Surveillance**

The number of resources in your pool is counted at generation.

### **Scales of the Dragon**

See Schticks (2005-06-22)  
See Damage Reduction (2005-06-22)

### **Scrappy Kid**

See Independent  
If the Scrappy Kid gains an ability that prevents his damage from being reduced, then he does full damage. If a Character whose damage cannot be reduced gains the Scrappy Kid's ability, it does only 1. (If two abilities conflict, the one that resolved most recently takes precedence.)  
The Scrappy Kid's damage is capped at 1 after everything else is taken into account.

### **Scroll of Incantation ERRATA Event Cost: Mag Mag 1 Immediately search your deck for an Event, then reshuffle. You must immediately either play that Event or toast it.**

Because everything the Scroll does is immediate, (in other words: it happens when you play the Scroll, not when it resolves) the Scroll cannot be usefully canceled. You can use a Confucian Stability (LS) on it if you want, but it won't do anything.  
The Event that is played by the Scroll, however, is fair game for everything.

### **Scrounging**

See Events That Generate Power in Your Establishing Shot

### **Seal of the Wheel**

You still must seize or burn your final Feng Shui Site in order to win.  
If you lose control of the subject Character, you still retain control of Seal of the Wheel.

### **Secret Headquarters**

If it is attacked and seized, it was not smoked during the process.

### **Secret Pact**

You make your choice of effect (and what card you'll be returning, if that's your choice) at the time you play the card.

If a One-Shot card is canceled, you still cannot play another one later.

**Secret Wisdom of the Ancients**

If an opponent takes control of this card, you still toast your face-up cards when it leaves play. (2005-06-22)  
You may play the cards even if the Edge is currently canceled. (2005-06-22)

**Secrets of Shaolin**

See What is Considered to be a Card's Cost

**Security**

Security will remain when the subject is seized.

**Seed of the New Flesh**

You must pay the Power before you have a chance to generate Power.  
You always have a choice of whether or not to pay. If you have no [chi] cards, you can refuse to pay without any adverse consequences.

**Seedy Dive**

See What is Considered to be a Card's Cost (2005-06-22)

**Senor Ocho**

See Assassinate  
See Ambush

**Serena Chase**

See Stealth  
She will only trigger if the player still controls three or more Sites after combat damage is taken into account; if the attack removes one or more sites, they will not be counted.

**Serena Ku**

See Toughness  
See Ambush

**Sergeant Blightman ERRATA Mutating Soldier Cost: Arc Arc 4 Fighting: 9 Provides: Arc Unique. Toast It. Cannot turn to heal. Inflict 3 damage on Sergeant Blightman at the start of your turn.**

He can be healed by other cards.

**Serket**

If you have only one interceptor available, you can't intercept her.

**Seven Evils**

See Independent  
He may toast himself.

**Shadow Creeper**

See Assassinate

**Shadow Legion**

They do not allow you to search your deck if returned to play, played from your smoked pile, or played from a Memory Palace.

**Shadowfist PAP**

See Damage Reduction

**Shadowfist PAP**

See Damage Reduction  
This version will not protect a Character from Temple of the Angry Spirits (TW), since it specifies Characters.  
Only combat damage is prevented, not any other damage that might be inflicted during combat.

**Shadowy Horror**

See Regeneration

**Shadowy Mentor**

See Taking Control of Cards  
You may play Shadowy Mentor on your own Characters. It does not unturn them, (the unturning only happens if a Character changes controllers) but it does make them <Pledged>.

**Shaking the Mountain**

This cannot cancel an effect generated by turning a card, and it will not prevent a card turning in response.  
Only the cards at the location when Shaking the Mountain resolves become turned.

**Shamanistic Lieutenant**

The toasting happens when combat is entered.  
If the Shamanistic Lieutenant attacks a <Demon> or <Abomination>, the attack will fail, since he won't inflict combat damage on the target of his attack.

**Shamanistic Punk**

See Damage Bonuses  
See Damage Reduction

**Shan Tsu**

See Damage Reduction  
You use the total number of resource conditions, not the number of types of resource required.

**Shaolin Agent**

See Bonuses Until a Card Leaves Play  
He will gain Fighting even if he joins somebody else's attack.

**Shaolin Defender**

See Playing cards at Reduced Cost  
See Superleap  
You must play this card at the time the attack is declared; you can't wait.

**Shaolin Monk**

Any Character with the designators <Shaolin> and <Master> will work.  
The bonus does not increase if you control more than one.

### **Shaolin Monkey**

See Independent

See Guts

See Mobility

See Entering Play

The chosen ability is not part of his rules text, so it cannot be copied, and remains even if his rules text is blanked.

### **Shaolin Sanctuary**

Is a [chi] card while you control <Shaolin> or <Monk> Characters.

### **Shaolin Student**

See Playing cards at Reduced Cost

See Playing "in response to"

**Shaolin Surprise ERRATA Event Cost: Han Han 0 If you don't control target State, pay 1 Power :: Take control of that state and place it on any legal subject. If the original subject is in play at the end of the turn, return control of the State and place it on the original subject.**

See Moving States

See Taking Control of Cards

You only have to pay the Power if you don't control the State already.

If you don't control the State, and can't spend the Power, you can't play Shaolin Surprise.

If the old subject leaves play and then is returned to play, the State will not return to it.

If the State leaves play, it will not return.

If the State is moved to yet another subject before the end of the turn, Shaolin Surprise will still return it to the original subject, but can't override a more recent change of control, since it isn't generating a new "take control" effect, but ending an old one.

If a State was moved by multiple Shaolin Surprises, things get messy, because each has a different idea of who the original subject was. Use the simultaneous play rules to determine what happens. The last one to resolve determines where it ends up. Who controls it could be quite different, but doesn't depend on the order, just on which Shaolin Surprises ended their "take control", and which didn't.

When Shaolin Surprise relinquishes control of a State, the State also returns to its old place in the order of precedence for determining contradictions.

### **Shaolin Swordsman**

See Superleap

### **Shaolin vs. Wudang**

See Faceoffs

Even though it creates many Faceoffs, this card is still only one effect, so a Corrupt Bookie (RW) will trigger only

once, for one Power. In order to get the second Power and keep the Bookie alive, his controller must correctly predict the winner of every individual Faceoff.

### **Shaolin Warrior**

See Superleap

If this ability is copied onto another Character, that Character will give all cards with its title Superleap.

### **Shards of Warped Reflection**

See Copying

You can get the Fighting of an Uncopyable card, but not the rules text. (When copying an Evil Twin (LS), the Fighting it copied is considered to be its printed Fighting.)

This card cannot copy the Fighting of another copy of itself. The auction takes place too soon.

If you copy the Fighting of an X-Fighting Character, it would be wise to also copy the rules text of a different X-Fighting Character. Without rules text to define it, X defaults to zero.

### **Shattering Fire**

The number of resources is counted when you play the card.

### **Shell Game**

If the target doesn't have three cards in their deck, reveal what you can, put one on the bottom, and the rest into hand. This cannot cause you to lose the game, as one card never left the deck.

You are considered to be drawing the cards that go to your hand.

### **Shell of the Tortoise**

See Damage Redirection

### **Shi Zi Hui**

See Tactics

He will trigger when he joins an attack, but you will only draw cards for Characters that join at the same time, not for those that are already attacking.

You do not draw cards for Characters that join the attack after he is already attacking.

If more than one attacker has Shi Zi Hui's abilities, you draw cards from each.

### **Shield of Pure Soul**

If you lose more than one Site before you get to draw, you can't stack more than one card on top of your deck; whenever you put a new one on top, the old one gets shuffled back in. (You can still gain the Power each time, though.)

### **Shields of Darkness**

Even if the Site moves to the front row, Shields of Darkness continues to function.

### **Shifting Loyalties**

See Taking Control of Cards

The change of control lasts until the cards leave play. Any appropriate Characters that you already controlled do not return. Only those that change controllers do. You will gain control of Characters that are the subject of a Shadowy Mentor (LS).

### **Shifting Tao**

Shifting Tao will not trigger if an opponent joins an attack against you, nor will it trigger if some effect changes an attacker's target to be one of your cards.

### **Shih Ho Kuai**

See X Fighting

### **Shinobu Yashida**

See Damage Bonuses

The bonus is determined by the current Fighting, not the undamaged or printed Fighting.

### **Shrieking Witch Heads**

Effects normally count on generation; changing the number of Characters in your smoked pile in response to this card does not alter the damage done.

### **Shu Kan**

If you have multiple Characters with this rules text, you must pay separately for each. (You would also need to pay multiple times if you had one Character with multiple copies of the rules text.)

### **Shui Yu**

See Damage Reduction

[mag], [tec], and [chi] are not faction resources.

Sharing a faction resource with another Character means requiring or providing a faction resource that the other Character also requires or provides.

<Shui> is not a legal designator, (Because it's part of a card type.) but we don't foresee any trouble in finding matches for this card.

### **Shung Dai**

See Toughness

See What is Considered to be a Card's Cost

### **Sibling Rivalry**

See Cancel and Smoke effects.

### **Sifu**

See Damage Bonuses

### **Silver Fist**

See Independent

Yes, she really isn't Unique.

**Silver Jet PAP ERRATA Secret Warrior Cost: Dra Dra 5 Fighting: 8 Provides: Dra Mon Unique. Any time during any turn in which an <Ice> Character you control is smoked by an opponent, you may play Silver Jet at -X cost. X = the cost of that Character.**

No rulings

**Silver Jet PAP ERRATA Secret Warrior Cost: Mon Mon 5 Fighting: 8 Provides: Mon Dra Unique. Independent. Toughness: 1. When you declare him as an attacker, name a card, which cannot be played in response :: His target's controller must show you his or her hand and discard all cards with that title.**

See Independent

See Toughness

Nobody can play the named card in response to the attack being declared, not even you.

After the initial scene, the card can be played normally.

All cards with the chosen title are discarded, even if they're not identical.

You are not required to name a card that actually exists.

### **Simian Liberation Army**

See Damage Bonuses

### **Simian Sneaker**

See Damage Bonuses

He'll come back even if you didn't control the Site that was seized, as long as it was yours originally.

### **Simon Draskovic**

See Toughness

Any card that provides or requires [mag] is a [mag] card.

### **Sinister Accusations**

A designator is only one word, and you can't give designators that can split into more than one designator. (You couldn't choose <Arcanotechnician>, just <Arcano> or <Technician>.)

You can't choose a word that isn't a legal designator, such as "Edge", or "the".

The designators you add are not part of the card's title; you can't force a Uniqueness auction this way.

If you add a designator to a card and then use an effect like Assassins in Love (LS) that takes control of the card based on that designator, you will keep control of that card even if the Sinister Accusations is removed later. In other words, those effects only check the designator at the time they generate or resolve (depending on whether the effect is specific or global). If the designator isn't there later, that doesn't matter any more.

### **Sir Arthur Broome**

The card returns to hand on generation. This means the ability cannot be canceled by Ring of Gates (NW) or the like. (You could use the ability, but nothing useful would happen.) (2005-06-22)

If both of them manage to get into play without one returning to hand, nothing special happens afterwards. (Yes, this is possible.) (2005-06-22)

Copying the ability will never return a Character to hand. (2005-06-22)

### **Sir Gawain**

See Reload  
See Guts

### ***Six Bottles Hwang***

This is not considered to be forcing an opponent to discard anything; it's a cost that they choose to pay. (So Resistance Squad (NW) will not trigger.)  
If they can't discard three cards, they can't intercept.  
If a Character gains Six Bottles Hwang's rules text after a player has already declared interceptors against that Character, the interceptors continue to intercept.

### ***Skin and Darkness Ravagers***

See Stealth  
See Damage Bonuses

### ***Skin and Darkness Zealots***

See Assassinate  
If the Character that they're fighting has its own abilities that trigger when it enters combat, those abilities will still resolve, as Skin and Darkness Zealots' ability does not cancel.

### ***Sky Dragon***

See Damage Reduction

### ***Sliding Paper Walls***

You must use Sliding Paper Walls at the time the attack is declared, not later.

An adjacent location is either of the columns to the left or right of the one containing Sliding Paper Walls.

Sliding Paper Walls may be used even if it's not in the same row as the Site being attacked.

It may not be used if the target of the attack is in its own column.

The damage inflicted on the Site behind it is not combat damage, and will not allow that Site to be seized or burned.

If more than one Sliding Paper Walls is used at a time, each will, when it resolves, exchange position with the Site that was originally being attacked, wherever it has moved to. The Sliding Paper Walls that end up in the position of the Site that was attacked (this will always be the first one to resolve) becomes the target of the attack.

### ***Slo Mo Vengeance***

See Playing cards at Reduced Cost  
All the States must go onto the same Character, and they must all be played at once.  
You can combine Weapons and <Gun> States; you don't have to choose one or the other.  
If one of the States is a Both Guns Blazing (FP), it will not trigger a card draw on any of the Slo Mo Vengeance-played States. If the Character already had a BGB, however, it would trigger normally for each and every one of the new States.

### ***Smart Gun***

See Weapons

See Damage Bonuses

You must inflict combat damage to trigger the ability; it won't react to itself.

You may pick and choose which Characters get hit; it's not all or nothing.

You don't pick a designator, any Character that shares any designator with the guy you fought may be damaged. A card that shares more than one designator can still only be damaged once. (So, if you fought a Student of the Shark (FP) (Pledged Hood), you could damage The Pledged (LS) and a Kung Fu Student (FP), but another Student of the Shark (FP) could only be hit once.)

### ***Smart Missile***

If the target unturns, or loses its Vehicle in response, the damage is still inflicted.

### ***Smiling Heaven Lake***

This will not combine with other effects, such as Proving Ground (LS), that also play Characters when they resolve.

### ***Smoke on the Water***

Characters must change location to intercept at a location they are not already at; there is no "turning to intercept". This does not stop Characters with Mobility or the like, as they do not need to turn in order to change location. Players may turn Characters to move within their own Site structure in response to this, but only the player controlling the target of the attack can use that fact to get interceptors in place. (The other players aren't yet allowed to move Characters to another player's location.)

### ***Sniper Nest***

Turning to attack is not considered to be turning to change location.

You can't shoot any Character that changes location, either. They have to turn to do so, so Characters with Mobility, for instance, are safe.

### ***Snowfall***

You may play this even when there is no attack, though nothing will happen.

This card has no effect on a Faceoff.

### ***Solar Sword***

See Weapons  
See Damage Bonuses  
You may only return this card to play if there is a Character to put it on.  
The Character you return it to play on does not have to be yours.  
If a Solar Sword was on a <Sword> Character that was smoked, you may return it to play.

### ***Sonic Reducer***

See Weapons  
The target does not need to be unturned.  
The damage is half of the target's current fighting at the time the Reducer was turned.

**Soul Diver**

See Copying

**Soul Doctor**

See Healing

If you control no damaged Characters, you cannot sacrifice him.

If he is damaged, you may sacrifice him to heal himself, though it won't help him much.

**Soul Maze ERRATA Edge Cost: Mag Mag 1 Prior to combat, turn to swap, until the end of combat, the rules text of two Characters about to enter combat with each other and the rules text of any States they are the subject of.**

To swap the rules text of States, Soul Maze effectively creates 'virtual' states on the appropriate Characters, and cancels the real States. These 'virtual' States are controlled by the controller of the Character they are on. This means that the virtual Amulet of the Turtle (LS) doesn't look at the resources of the controller of the real one.

The real Amulet of the Turtle (LS) doesn't get the damage redirected to the virtual copy of it, and is not smoked if the copy is.

You use Soul Maze prior to combat, so there is time to use the abilities of turning States, such as Pump-Action Shotgun (FP).

Exchanging rules texts does not behave exactly like copying them does. If cards A and B exchange rules text, then cards B and C do, card C will end up with A's rules text.

If a card with exchanged rules text has its rules text copied, the copying ability gets the card's actual printed rules text, ignoring Soul Maze's effects.

Blanking a card's text, or altering it with Mutator (DF) or the like, does not cause the rules text exchanged to a different card to be similarly blanked or altered. (But if your rules text is blanked or canceled, the text that was exchanged onto you is similarly affected.)

If one of the Characters involved is removed from play in response to Soul Maze being turned, the surviving Character and all States on it will briefly have no rules text.

This can exchange the abilities of Uncopyable cards. The virtual States can be smoked, but they cannot be moved to another card. If it matters, they have no cost. (2005-03-09)

Virtual States do count as being States on a Character. The Character who used to have them is not considered to have any States on it for the duration. (2005-03-09)

**Soul of the Dragon**

This applies only to reductions in Body by combat damage.

If a Site is already at 1 Body, and you enter combat with it, but deal no damage for some reason, you do not get to seize the Site.

**Soul of the Shark**

You can choose an illegal subject, or a card controlled by a different player if you want to, but there will be no effect.

**Soul Theft**

Soul Theft does not return to play with the Character. The Character isn't being taken control of - it returns to play under your control. This means that Soul Theft does work on cards like Ting Ting (NW).

**Spawn of the New Flesh**

See Ambush

See X Fighting

**Spear of Destiny**

The subject of Spear of Destiny is included. (2005-06-22)  
The cancel lasts until the canceled cards leave play. (2005-06-22)

**Speed Boat**

See Vehicles

See Mobility

See Tactics

**Spencer's Beauties**

See Independent

See Guts

See Mobility

**Spider vs. Mantis**

See Faceoffs

If there are fewer than five cards in the deck, look at all of them. This will not cause the player to lose the game at the end of the turn, as the cards officially remained in the deck.

**Spies Everywhere**

Only effects that use the word "target" will trigger this.

**Spin Doctoring ERRATA Edge Cost: Asc Asc Asc 2 Once per turn, when a Character you control that requires resources is smoked, you must return a random card from your smoked pile to your hand.**

The return is not optional. If you don't want any of the cards in your smoked pile, that's too bad.

This card has received errata. Each Spin Doctoring you control cannot return more than one card to your hand in a turn. The trigger is still mandatory; you can't save it for later in the turn.

The card that was smoked is already in the smoked pile, and so can be returned to your hand.

**Spirit Frenzy**

Spirit Frenzy is the source of the damage, not the Character you turned.

This effect may be used during combat, when a Character is damaged.

When a Character is damaged, you may turn more than one [mag] Character to do damage. Each point of damage is a separate source.

If you have more than one Spirit Frenzy, you may not turn one [mag] Character to do two damage. Turning the Character is part of the cost of the effect, and you can't pay two costs with the same action.

You must use Spirit Frenzy at your first opportunity do do so.

### **Spirit of the Gun**

Spirit of the Gun is itself a <Gun> card, so X is always at least one. (2005-06-22)

A Scrappy Kid (FP) that is the subject of Spirit of the Gun will do its full damage. (You have two 'cannot' abilities in conflict with each other, so the most recently resolved will take precedence. In all but some very unusual cases, that will be Spirit of the Gun's 'damage cannot be reduced.') (2005-06-22)

### **Spirit Pole**

You may do this once during each player's turn.

If another card lets you play States cheaper, it will reduce the cost of 0-cost States back down to zero, and it won't cause you to pay extra for your 1-cost States.

Spirit Pole gives you the ability to play States; it doesn't create an effect that plays the State on resolution. The State is played just as if it were being played from your hand. If some other card lets you turn it to play a State, then you could combine it with Spirit Pole.

### **Spirit Shield Generator**

See Toughness

See Combat and Non-Combat Damage

### **Spit and Baling Wire**

If the State ends up no longer in either play or in your smoked pile, it's safe from being toasted, even if you then play it again.

If the State is smoked, then returns to play, Spit and Baling Wire will lose track of it, and it won't be toasted no matter where it ends up. (Unless it was brought back by another Spit and Baling Wire, of course.)

### **Sports Car PAP**

See Vehicles

See Toughness

See Mobility

### **Sports Car PAP**

See Vehicles

See Mobility

See Damage Bonuses

### **Stand Together**

The Fighting bonus is not restricted to your Characters.

### **State of Emergency**

This card is not affected by your actual hand size; it always fills your hand to six.

### **Steven Wu**

See Independent

See Damage that Cannot be Reduced or Redirected

See Ting Ting (NW) for more rulings.

### **Sting of the Scorpion PAP**

See Assassinate

### **Sting of the Scorpion PAP**

See Assassinate

See Ambush

If she is intercepted, she cannot Ambush the interceptors.

### **Stolen Plans**

The player who gained the Power does not have to be the one who is closer to victory than you. (2005-06-22)

If multiple players gain Power from an Event, you only gain Power equal to the amount one of them gained, your choice. (2005-06-22)

### **Stolen Police Car**

See Vehicles

See Superleap

You flip the coin when you generate the effect. This means that you know what's going to happen before the effect resolves, and could use a Ring of Gates (NW) to cancel it if you lose the flip.

### **Stone Garden**

See Healing

### **Stone Spirals**

"Returning a Character to play" is not considered to be playing it for reduced cost, but playing it at "no cost" is.

If an opponent plays Positive Chi (LS), this card will trigger only once, assuming that the person who played Positive Chi plays a card. If you play Positive Chi yourself, Stone Spirals will not trigger.

### **Storm of the Just**

Only Characters in play when you played Storm of the Just gain the Fighting.

The bonus does not go away if no opponent fulfills the conditions on playing Storm of the Just anymore.

If the opponent can get some card you own other than a Feng Shui Site into his burned for victory pile, that is enough to permit Storm of the Just. (This is in fact possible.)

### **Storm Riders**

See Playing cards at Reduced Cost

They only return to your hand if you played them during an attack on one of your cards.

If they have left play, they will not return to your hand.

### **Storming the Gates of Hell**

Attackers who join the attack do not get the Fighting, nor are they smoked.

### **Stormtroopers**

See Ambush (2005-06-22)

### **Strange Magic**

You can play this if there are some characters that cannot move; just move everybody who can do so.

### **Street Fighter**

See Guts

You must choose a Character if you can, even if you are forced to choose an opponent's.

If there are no other Characters, you may still play Street Fighter.

### **Street Gang**

See Mobility

If they run in to a face-down Temple of the Angry Spirits (TW), it will be too late for them to redirect its damage.

### **Street Riot**

Turning to move away from the location does not protect you from the damage.

The number of attackers includes any Characters that have joined, and is fixed at generation; removing attackers doesn't change the damage inflicted.

If the attack has multiple targets at different locations, Characters at any of those locations are fair game.

### **Strike Force**

See Stealth

See Tactics

### **Student of the Dragon**

See Independent

You may turn him to change location away from the target of the attack before it is your turn to declare interceptors. (There is time even in a two-player game.)

### **Student of the Shark**

See Damage Bonuses

### **Stunt Man**

See Guts

See Independent

Stunt Man must be in play when the Event is played to gain Superleap.

If another Character copies Stunt Man's abilities, the Character copying it will not have Superleap, even if the Stunt Man does. (You copy only the printed rules text.)

If another Character copies Stunt Man's abilities, and then gains Independent, the Independent will remain even after Stunt Man's abilities are gone. (But if you copy the Stunt Man's abilities in response to the Event in question, it's too late for it to trigger for that Event.)

### **Sub-Machine Gun**

See Weapons

You can't use this after combat to finish off an interceptor; if you failed to overcome the interceptor, you cease attacking and go home before you get a chance to generate effects.

### **Subterfuge**

If this card is played in response to a card, they need not pay more Power. Similarly, cards that are played in response to Subterfuge are paid for when they're played, before it has had a chance to resolve, so they are at normal cost, too.

If you play Subterfuge in response to an effect that plays a Character when it resolves, (such as Proving Ground (LS)) the prohibition on playing Characters in response won't stop the Character from being played, but the cost increases, since it isn't paid until after Subterfuge has resolved.

If you want to play this card during somebody else's turn, you have to wait for their Main Shot, and you must give them the first opportunity to play a card or generate some other effect. Once they do one thing, you get a chance to play Subterfuge before they can do anything else, but they have the priority until then. You may ask them if you may play an effect first, but they are under no obligation to let you, no matter how long they think about their first action.

### **Sucker Rounds**

See Weapons

### **Suicide Mission**

The card of yours that is smoked is not targeted by the Mission, and is not chosen until the Event resolves. (So you couldn't use a Vivisector (LS) to sacrifice it in response.)

You may target your own cards, and you do not have to smoke a second one, but you can.

If a Shadowy Mentor (LS) is targeted, the former subject will have changed controller by the time the Mentor's controller chooses which card to smoke.

### **Sun Chen**

See Superleap

You cannot move States onto Sun Chen, either.

### **Sung Hi**

This ability may be used to cancel an [arc] Event, even at times when most effects cannot be played.

### **Sunless Sea Ruins**

No effect that allows you to discard will work.

### **Suong Xa**

See Independent

See Playing cards at Reduced Cost

See Guts

See The Number of Sites Controlled by a Player Who Takes Yours



She keys off Power-generating Sites, not just Feng Shui.  
(And not Proving Ground (LS).)

### **Super Soldier**

See Guts

### **Supercomputer**

You may draw three cards even if you would normally draw zero. The ability replaces your normal "draw up to your hand size" action.

If your hand larger than your maximum hand size, you don't have to discard anything.

An ability that let you draw one or more cards during your Establishing Shot (such as Lusignan the Fool (N2)) would be separate from your normal draw, and would be unaffected by the Supercomputer.

### **Superfreak**

See Ambush

If an opponent redirects his combat damage, only the Ambush portion will be redirected. The rest will almost always be inflicted normally. This is because redirection effects will always take the first damage inflicted on the appropriate card.

If his Fighting goes down after his Ambush damage, the reduction will reduce his normal damage. (So, if he takes three damage simultaneously with his Ambush damage, he will do no normal damage.)

If his Fighting goes up after his ambush damage, the increase will increase his normal damage.

In both Fighting-change cases, calculate the remainder by subtracting the amount he did with Ambush from the full amount he is now capable of doing. (This means he might do more than half in the second pass.)

He is not considered to have the ability Ambush, so cards like Claws (BCL), Colonel Richtmeyer (N2), and Wall of a Thousand Eyes (NW) will not affect him.

When he fights a Site, he still deals two packets of damage, though they are dealt simultaneously. This means that Puzzle Garden (TW) can take up to six damage from him.

### **Superior Kung Fu**

See Not Cumulative

Use current Fighting, not printed or undamaged Fighting.

### **Superior Mastery**

If some other card lets you play States from the smoked pile, this will combine with Superior Mastery.

### **Superior Technology**

See Damage Bonuses

### **Surprise, Surprise**

See Playing cards at Reduced Cost

May be played at any time during an attack.

You must have the resources to play the card.

Everything the card does happens immediately. It can be cancelled, but doing so won't have any effect, not even preventing the played card from being toasted.

If you don't play the card due to Surprise, Surprise, and play it normally later in the turn, it will not be toasted.

If the card played is not affected by Events, it will not be toasted at the end of the turn.

### **Swarm of Teeth**

See Ambush

Effects such as Netherworld Return (NW) will ignore the Teeth when picking Characters from your smoked pile; they are not included in the set of cards you randomly pick from.

Even if the Swarm of Teeth just played is canceled, the others will still return, since it is each copy's own rules text that triggers.

If a Swarm of Teeth is smoked in response to being played, it will not return, as it was not in the smoked pile when it was played, and the others are returning to play, which does not trigger it.

The Swarm may be returned to your hand while it is in play.

Wing of the Crane (FP) will smoke the Teeth, but will not return them to play at the appropriate time.

### **Swat Team PAP**

The "Swat" in the title should be capitalized. This means that this card has the same title as the version in Ten Thousand Bullets.

### **SWAT Team PAP**

See Tactics

The "Swat" in the title of the Limited/Standard version of this card should be capitalized. This means that this card has the same title as that version.

### **Swinging With the Hand**

If a Character runs in to a face-down Temple of the Angry Spirits (TW), it will be too late to use this to redirect the Temple's damage.

You redirect all damage from the source, even if it's spread among multiple cards, as long as the card being redirected to is not one of the cards being saved. (So, you could redirect a Final Brawl (LS) to a Site, but not to a Character, and Killing Rain (LS) to a Character, but not to a Site.)

### **Swiss Banker**

The Swiss Banker is smoked immediately when you run out of Power; you cannot turn him to gain Power at all once you've spent your last.

If he cannot be smoked for some reason, such as Charmed Life (LS) he will remain in play.

### **Sword Dance**

See Moving States

You don't have to move all the Weapons to the same Character.

The Fighting bonuses are granted after the States are moved, not before.

### ***Sword of Biting***

See Weapons

Ignore that last sentence; it doesn't mean anything.

### ***Sword of the Dragon King***

See Weapons

### ***Sword of the Master***

This is not a Weapon.

If a Character has sufficient damage on it that, when its Fighting bonuses are removed, its Fighting is zero, then it will be smoked before combat damage is inflicted. (So, if the subject of Sword of the Master were attacking it, the attack would not be successful.)

Characters with an X Fighting do not have their Fighting reduced to zero. The definition of X is not a bonus to their Fighting; it is their Fighting.

Guts is not considered to be a damage bonus.

Even Characters whose damage cannot be reduced, such as CHAR (NW), will be affected by this.

It doesn't matter what source provided the bonuses, whether it's the other Character itself, a State on it, a permanent Fighting bonus, an Edge, etc.

Any additional abilities provided by the same source as the damage or Fighting bonus are not canceled. So, Arcanowave Reinforcer (LS) still makes the Character an <Abomination>, Disintegrator Ray (LS) still toasts things, and so on.

Only the damage and Fighting bonuses on the specific Character in combat with the subject are canceled. An Arcanowave Reinforcer (LS) would continue to give other Characters +1 damage.

No matter what their source, the damage and Fighting bonuses return at the end of combat. (Unless their duration ended before then, of course.)

Effects that increase a Character's damage when they enter combat, such as Three Sectional Staff (SS), Flying Windmill Kick (FP), and Hands Without Shadow (LS) will also be canceled, so it doesn't actually matter which resolves first.

### ***Swords of Heaven***

See Healing (2005-06-22)

### ***TacOps Troopers***

See Tactics

See Mobility

### ***Tactical Team***

You may even play them during an attack during another player's turn. (Even if it's somehow your own attack.)

### ***Taggert***

See Independent

See Bonuses Until a Card Leaves Play

Taggert has to be turned to gain the bonus from both Sites and Events.

### ***Tanbi Guiawu***

As long as he was declared as an attacker, he is considered to have participated in an attack.

If there is nothing for him to attack, he still dies.

### ***Tangram Alley***

If Tangram Alley is canceled at the time it is seized, the player and resource cannot be changed. If this means that it is keying off the pool of the player who controls it, it still gains its bonus.

You may choose a player who has more than seven resources in their pool.

### ***Tank Commander***

See Playing cards at Reduced Cost

See Tactics

***Tank Warfare ERRATA Edge Cost: Tec 1 <Tank> Characters and Characters that are the subject of <Tank> States cannot turn to attack Sites if two or more players control such Characters. Turn to play a <Tank> State from your smoked pile at -1 cost.***

You cannot play <Tank> States when it's not your turn, unless some other card said that you could.

You need to choose which Tank you're playing at the time you turn Tank Warfare, but you don't actually play it until the effect resolves. This means that you haven't spent the Power, and you don't need to choose the subject.

Once you turn Tank Warfare, you must play your chosen Tank if possible. This means that, if all your Characters leave play before the effect resolves, you have to play it on an opponent's Character. (If there are no Characters available, or you no longer have enough Power, nothing happens.) (2005-06-20)

### ***Tatsuya Yanai***

The effect picks Feng Shui Sites, not locations. If another effect moves either Site in response, the Sites will exchange their new positions.

If either Sites changes controllers in response to this ability, the ability cannot work, and both Sites remain where they are.

### ***Temple of Boundless Meditation***

Must be played face-up and at the printed cost.

For <Senshi> <Chamber> Sites, and <Martial> <Artist> Characters, any appropriate card with both designators will suffice. Only one of the pair will not.

### ***Temple of Celestial Mercy***

You can't arbitrarily reveal Sites during your Establishing Shot; this card has to be revealed by the end of the previous player's turn for you to take advantage of it.

### ***Temple of the Angry Spirits***

You must divide up the damage inflicted if there are multiple attackers, just as if it were a Character. Ambush does not work on the Temple, since the rules specify Characters.

The Temple may inflict its damage even if it is face-down at the time of combat.

If a Gnarled Marauder (LS) hits a back-row Temple of the Angry Spirits, the Temple does not inflict its damage on the Marauder, because the Marauder didn't actually enter combat with the Temple.

If there is a face-up Temple in play, and another is revealed by combat damage, the new one still deals its combat damage before the auction.

### **Temple of the Monkey King**

If the Character uses its ability in response to you turning Temple of the Monkey King, then the ability will resolve before the Temple's cancellation does.

### **Temple of the Shaolin Dragon**

Must be played face-up and at the printed cost.

Players who don't control a <Netherworld> Site cannot join attacks against it, either.

If it's in your back row, it still can't be attacked by players who don't control a <Netherworld> Site.

If, while attacking it, a player loses all <Netherworld> Sites, their Characters cease attacking.

### **Temporal Realignment**

You can't pick the same card to be toasted and shuffled back in. (Well you can, but it will end up in the toasted pile, not your deck.)

The cards being returned to your deck are chosen when you play this card, but don't get shuffled back in until it resolves. This lets your opponents remove them from your smoked pile in response.

### **Ten Thousand Agonies**

Scrappy Kid still only does 1 damage to him.

If multiple Characters inflict damage on him simultaneously (if they attack him, for instance), each Character's damage is increased separately. (If it helps, you can think of him as having Toughness: -1.)

### **Terracotta Warriors**

See Schticks

You can use this ability before interception is completed.

### **Tesla Lightning Blaster**

The Power is spent on generation. You've lost it even if the effect is canceled. (2005-06-22)

### **Tesla Lightning Cannon**

The Power is spent on generation. You've lost it even if the effect is canceled. (2005-06-22)

Your resources are counted on generation. Changing the number in response to using the Cannon does not change how much damage is done. (2005-06-22)

### **Teutonic Knights**

See Damage Bonuses (2005-06-22)

### **That Which Does Not Kill Me...**

See Guts

See Damage Bonuses

This card is played during combat, overriding the general rule that prevents you from using effects during combat.

This, in turn, allows effects to be used that say that they are played in response to Events, such as Confucian Stability (LS).

Even if the Character is damaged by more than one source simultaneously, you must choose one of those sources when you play this card. You can't use the total damage.

### **The Ape is Loose!**

See Damage Bonuses (2005-06-22)

See Not Affected By (2005-06-22)

If the Event has other effects in addition to damage or removing from play, those do not affect the target, either. (2005-06-22)

### **The Baron**

See Ambush

See Playing cards at Reduced Cost

See Damage Bonuses

This keys off the Power spent, not the cost of the card.

### **The Bazaar**

Since you haven't looked at the contents of your deck, a few overhand shuffles can sufficiently randomize the card's position without slowing the game down too much.

### **The Big Boss**

The card is played normally, and you must still follow the rules on when you can play cards.

### **The Blue Cardinal's Guards**

See Guts

See Stealth

See Damage Bonuses

### **The Blue Moon Club**

The damage is inflicted after combat damage, so doesn't reduce the amount that The Blue Moon Club takes. (2005-06-22)

The counters are removed even if the effect is canceled. (2005-06-22)

### **The Book of Wrath**

You may turn this card in response to an effect that will smoke a Character.

### **The Bound**

See Mobility

See Damage Bonuses

The 1 point of damage happens before combat damage is inflicted. It does not count as combat damage itself. It is not optional, and must be inflicted.  
Only cards with that specific title will work; designator matches are not sufficient.

***The Burning King***

If you're closest to victory, and manage to get him into play through some means where you don't choose the Character (such as In Your Face Again (FP)) you get to keep him.  
If he's healed in response to the discard to take control of him, it doesn't matter; the effect only had to be legal at generation; it doesn't check again at resolution.

***The Celestial Eye***

See Schticks  
If the subject is at the targeted location, it will also take damage.

***The Crystal Skull***

See Schticks (2005-06-22)

***The Demon Within***

If the subject later gains the designator <Demon> again, nothing happens; the subject is only smoked if it is a <Demon> when the State first resolves. Similarly, if the State is moved onto a <Demon>, that Character is not smoked.

***The Dis-Timed***

You only need to be ahead of one opponent.  
If multiple Characters are copying this ability, they will each generate Power, as they do not have the title "The Dis-Timed".

***The Discombobulator***

See Schticks  
This will not cancel a Site's effect, though it will end a turn and maintain.  
No particular Site is targeted; even if the entire Site structure is rearranged, the effect remains.  
If all Sites at the location leave play, the effect will not carry over to either of the formerly adjacent locations when the Site structure closes up.

***The Displaced***

If The Displaced and another Character smoke each other in combat, you can toast that Character.  
Sacrificing The Displaced will not trigger their effect.

***The Dragon Throne***

See Playing cards at Reduced Cost

***The Dragon Unyielding***

You may play this card even if your Character was also smoked.

***The Eastern King ERRATA Lodge Mastermind Cost: Asc Asc Asc Asc 7 Fighting: 11 Provides: Asc Unique. Uncopyable. Not a legal target for Events. When you play him, and at the start of each turn, he gains the rules text of target <Lodge> Character until the target leaves play or the end of the turn.***

See Copying  
See The Golden Gunman (NW) for more rulings.

***The Emperor***

Only Events that use the word "target" can be cancelled.

***The Enemy of my Enemy***

The opponent gets the Power as soon as you generate the effect.  
The Power comes from your pool.

***The Faceless ERRATA Netherworld Rabble Cost: 2 Fighting: 2 When the Faceless inflicts combat damage on a card, you may immediately take control of any States on that card, even if it has left play, and place those States on any legal subject.***

No rulings

***The Forest of Fallen Banners***

It is still considered to be a Power-generating Site even while there are Characters at its location.

***The Fox Outfoxed***

If you play The Fox Outfoxed on another The Fox Outfoxed, you will get the Power.

***The General***

See Tactics  
The General gives himself Tactics, too.  
The Tactics remains even if The General ceases attacking. All that matters is that he was attacking at some point.  
Characters that join the attack after The General still gain Tactics, unless he's no longer attacking by the time they join.

***The Golden Gunman***

See Independent  
Only Events that use the word "target" are prohibited.  
Police State (LS), for instance, works just fine.  
If The Golden Gunman's abilities are gained (by copying, or by smoking an Obsidian Eye (TW)) in response to an Event that targets, it will not help; if the target was legal when the Event was played, it won't check again later.

***The Golden Gunman's Gambit***

Use the attacker's current Fighting. (2005-06-22)  
If you remove the last attacker this way, you attack has failed. (2005-06-22)

***The Hanging Coffins***

See Tactics

**The Home Front**

The Home Front will give itself its bonus. It will also give other copies of itself the bonus of you play more than one.

**The Hungry ERRATA Edge Cost: Mag Mag 1 When you burn a Site for victory, you gain X Power. X= the number of players in the game, to a maximum of 3. When The Hungry leaves play, inflict 2 damage on all Sites you control and all Characters you control.**

No rulings

**The Ickies**

Any number of Characters copying the ability can trigger.

**The Inner Fire**

If you control more than one copy of The Inner Fire, your <Fire> Characters will provide one [chi] for each copy. Your <Fire> Characters are [chi] cards while this is in play. <Fire> Characters in your smoked pile will not provide [chi].

**The Iron Monkey**

See Superleap

If more than one Character with the Iron Monkey's ability damages the target of the attack, the amount of Power to be stolen is calculated on generation for each. So, if the victim had five Power, one Iron Monkey would steal two. Two would steal four, and three would steal six, though you'd only get five, because that's all there is.

The player can spend Power in response, but the theft occurs during combat, when almost no cards may be played. In any event, spending Power does not affect the amount stolen, unless more than half the Power can be spent.

**The Jade Dragon**

See Schticks (2005-06-22)

See Toughness (2005-06-22)

The Jade Dragon itself generates the two Power. The subject still generates whatever Power it would normally. (2005-06-22)

**The Junkyard**

See Playing cards at Reduced Cost

You may change the target of an attack to the appropriate location, then use the Junkyard; it does not need to be used at the time the attack is declared.

**The Lady or the Tiger?**

See Forced Discards

If the target has fewer than five cards in his or her deck, divide what there is. (This will not cause the player to lose due to having no cards in their deck.)

You may put no cards in one pile if you want to. The target may choose that pile.

The target doesn't get to look at the cards going back to the deck.

**The Legacy**

There is no limit to the number of counters on the card, nor how much Power you can gain in a turn if you have the counters.

You cannot get more than one counter for each designator.

A card with multiple applicable designators (such as the Fire and Darkness Pavilion (NW)) would be counted for each.

If the Edge is stolen, the counters go with it.

The counters do not go away if the Edge is canceled; they just cannot be used.

**The Losers**

See Changing the Target of Events

See Moving States

You cannot move a State onto the Losers except in response to it being played.

**The Man**

See Once Per Turn Abilities

You still pay full price for these cards, and must meet resource conditions.

**The Mantis**

See Assassinate

See Toughness

When determining if he has Toughness, do not take into account any Toughness or similar damage-reduction effects that are affecting him.

He will trigger even if he smokes a Unique with non-combat damage, so his ability can pick off several small Uniques in a row.

**The Nefarious Master Chin**

See Toughness

He does not have to be involved in the Faceoff for you to gain the Power.

**The Nemesis**

See Stealth (2005-06-22)

See Playing cards at Reduced Cost (2005-06-22)

The card returns to hand on generation. This means the ability cannot be canceled by Ring of Gates (NW) or the like. (You could use the ability, but nothing useful would happen.) (2005-06-22)

If both of them manage to get into play without one returning to hand, nothing special happens afterwards. (Yes, this is possible.) (2005-06-22)

Copying the ability will never return a Character to hand. (2005-06-22)

**The New Heroes**

See Toughness

Non-combat damage, even that inflicted during combat, (such as The Bound (N2)'s) is not reduced.

**The Pinnacles**

The counters stay when the Site is seized.

You get a counter for seizing The Pinnacles.

**The Prof**

See Not Affected By

The "that affect cards in play" clause on the original printing is not necessary; no card's abilities are active while it isn't in play unless it says so specifically.

**The Prof's Gambit**

This card does affect cards like CHAR (NW) that can't have their damage prevented. Like damage, it reduces their Fighting directly, so they end up not inflicting as much damage.

The first sentence could probably be better-worded. "Who is closer to victory than you" applies both to "being attacked by" and "attacking."

**The Queen's Wrath**

See Reload

See What is Considered to be a Card's Cost

Any Character whose current Fighting is one may be smoked or sacrificed.

**The Rackets**

This is stealing Power.

**The Red Harvest**

You choose which card you discard. (2005-06-22)

If you have no cards left to discard, you still get the Power. (2005-06-22)

**The Red Lantern Tavern**

See Assassinate

**The Ruby Eye**

Your Characters' damage can still be redirected. (2005-06-22)

**The Shattered Mirror**

This changes the designators the card's rules text affects, not what designators the card actually has. (CHAR (NW) could become immune to damage from <Bad> cards, but his designators would remain <CHAR>, <Buro>, <Mil>, and <Cyborg>.)

If the designator appears more than once, all copies are changed.

One designator only; you can't insert a multi-designator word such as <BuroMil> to get extra matches.

You can change <Netherworld> to something else; you just can't change anything else to it.

**The Strangled Scream**

If the Scream leaves play, you still retain control of any Characters you've borrowed.

Even if a card has an ability that reduces its cost, you'll have to pay full price.

If the Character is returned to play or otherwise removed from the smoked pile in response to this ability, you have still spent the Power, and you get nothing for it.

**The Suits**

See Damage Bonuses

If they inflict combat damage on an unrevealed Feng Shui Site that turns out to be Unique, it does not take the extra damage this time around.

**The Swords Unite**

You don't need to control the other sword to get the Power.

**The Thunder Dome**

The re-played Faceoff can still be Confucianed, Brain Fired, and the like.

**The Twisted Gardens**

See Toughness

See Damage Bonuses

This ability applies to any card that inflicts combat damage, not just Characters. At the moment, that's just the Temple of the Angry Spirits (TW); this won't cause a card to inflict combat damage when it didn't before.

**The Underground**

You must play The Underground at the time you declare the attack; you can't wait.

If an interceptor gains the chosen designator, it ceases intercepting.

**The Unnameable**

The sacrifice can be made even if The Unnameable is not attacking, or cannot be intercepted. (But it does have to be in play.) (2005-06-22)

One sacrifice will do, no matter how many interceptors you declare, or how many times you're able to intercept. (2005-06-22)

**The Unspoken Name**

See Stealth

**The White Leopard Club**

See What is Considered to be a Card's Cost

**Thing with a 1000 Tongues PAP**

See Toughness

The Thing may sacrifice itself.

The Toughness will accumulate from multiple sacrifices.

**Thing with a 1000 Tongues PAP**

See Toughness

See Regeneration

You must sacrifice if you can.

You can't choose to sacrifice a card that cannot be sacrificed.

**Thousand Sword Mountain**

See Spending Counters or Damage Instead of Power

**Three Sectional Staff**

See Weapons

See Damage Bonuses  
Keep flipping as long as you keep getting Heads.

### ***Throne of Skulls***

This includes when your Unique Characters are smoked, even if you smoked them.

### ***Throwdown in Chinatown***

Everybody chooses where their damage will be inflicted when this effect resolves. Because of this, any damage redirection effects must be generated before you know for certain that they'll be needed.

If one player does enough damage to smoke a Character, the Character will be gone by the time the next player can assign his or her damage.

Each player's damage is considered separately for purposes of Toughness and the like.

Still, for most purposes, this is considered to be one source of damage, so an Expendable Unit (LS) will redirect it all.

### ***Throwing Star ERRATA State Cost: 1 Weapon. After surviving combat with another Character, subject Character may inflict 1 damage on any Character at its location.***

No rulings

### ***Thugs***

No matter how many States are on them, they only get +1 Fighting from their ability. (2005-06-22)

### ***Thunder Apprentice***

See Damage Bonuses

### ***Thunder Bishop***

See Toughness

He may give himself Toughness.

### ***Thunder Captain***

He can be returned to play by Thunder Squire (NW).

### ***Thunder Gladiator***

You still need the same number of resources as the card requires, but they can be [mon] instead of the normal requirement. So, Spider vs. Mantis (SS) could be played if you had [asc] [asc], [asc] [mon], or [mon] [mon].

### ***Thunder Initiate***

See Damage Bonuses

### ***Thunder Inquisitor***

This affects only combat damage.

### ***Thunder Knights PAP***

This card is considered to be No Max.

### ***Thunder Knights PAP***

If multiple Thunder Knights are smoked simultaneously, you won't be able to use the Fighting bonuses from some to save others.

### ***Thunder Lance***

See Weapons

See Ambush

See Damage Bonuses

If an opponent joins your attack, the Lance will not provide Ambush. You don't have a choice about whether they can join, either.

### ***Thunder on the Mountain***

That was supposed to be an [arc] symbol on the original card.

Even if you lose control of the Site, the State remains in play.

### ***Thunder Pagoda PAP***

This ability takes itself into account when determining whether the bonus remains. A one-Fighting Character would not get the bonus. If it were to gain another Fighting bonus, the Thunder Pagoda's bonus would then kick in. Even when the other bonus is lost, the Character's Fighting is still two, so the Pagoda would not cease to affect it. If the Character were to then take a point of damage, reducing its Fighting to 1, the Pagoda's bonus would cease, and the Character would then die.

### ***Thunder Pagoda PAP***

You must choose which effect you want when you turn Thunder Pagoda.

The bonuses only count <Thunder> Characters you attacked with. If an opponent joins with a <Thunder> Character, it won't affect the bonuses.

The number of attacking <Thunder> Characters is determined when you generate the effect. If some of them leave play or cease to be <Thunder> Characters in response, it won't change anything.

The bonuses remain even if the Thunder Pagoda leaves play.

### ***Thunder Squire***

Any Character with the designators <Thunder> and <Knight> will do, including Butterfly Knight (NW).

Because the ability does not require turning to use it, it may be used in response to the Thunder Squire being played. This makes it hard to stop the ability from being used; you'll need something that will cancel it, such as Sibling Rivalry (NW). (And even then, you'd need to wait until the ability was used.)

### ***Thunder Sword***

See Weapons

May be played on a Character that is currently attacking a Site.

A Butterfly Knight (NW) that is the subject of this card may still attack Sites without turning.

**Thunder Swordsman**

See Guts  
He is a <Thunder> <Knight>.

**Ti Kan**

See Toughness  
See Damage Bonuses

**Tick...Tick...Tick...**

Even though it happens during your Establishing Shot, the damage can be redirected.  
The coin is flipped during the generation of the effect, so everybody knows whether there will be damage or not.

**Tiger Hook Swords**

See Weapons  
See Damage Bonuses  
You draw a card even if the subject is also smoked.  
If the subject smokes more than one Character simultaneously. draw a card for each.  
If the subject is the subject of more than one Tiger Hook Swords, each will let you draw a card.

**Tiger vs. Crane**

See Faceoffs  
You may not inflict more than one damage on any card.  
You do not have to inflict all three points of damage.

**Time Keeps On Slipping**

This will include effects such as Pocket Demon (NW).  
While you only get one scene at the start of your turn, you can make this work with Pocket Demon (NW) and the like by playing it in response to them.  
Only cards that "generate" Power are affected. If something causes you to "gain" Power during your Establishing Shot, that Power is not doubled.

**Ting Ting**

See Independent  
If an opponent temporarily cancels Ting Ting's ability and takes control of her, she will still return to you when the controlling effect ends; returning to a previous controller is not considered to be taking control of it.

**Ting Ting's Bandits**

The effect is not cumulative. This means that no matter how many Bandits damage a player's Sites simultaneously, only one card is discarded. (Even if multiple players control the Bandits.) If multiple Bandits damage Sites controlled by multiple players, then each of those players will have to make a discard.

**Ting Ting's Gambit**

You don't have to play this card immediately after your attack fails.  
In case it matters, your Characters don't have Independent, you can just declare attacks as if they did.  
This means that Characters you play later in the turn will be able to attack, too.

**Titanium Johnson**

See Toughness

**Tom Donovan ERRATA Hard-Boiled Detective Cost: Dra Dra 3 Fighting: 4 Provides: Dra Unique. Toughness: 1. +1 Fighting for each opponent who has Power.**

When the next set comes out, all of the promos will gain the appropriate rules text.  
The set-promo copies of this card now have this rules text. (2005-06-22)

**Tomb of Itzcolihqui**

See Playing cards at Reduced Cost (2005-06-22)

**Tomb of the Beast**

You must pay the Power before you have a chance to generate Power.  
You always have a choice of whether or not to pay. If you have no [mag] cards, you can refuse to pay without any adverse consequences.

**Tommy Gun**

See Weapons (2005-06-22)  
The unturn happens even if you are in no way responsible for the smoking. (2005-06-22)

**Tommy Hsu**

See Changing the Target of Events  
See Once Per Turn Abilities  
He may sacrifice himself. Also Sites, States, and Edges, not just Characters.

**Tong Hatchetman**

See Assassinate (2005-06-22)  
He can turn to heal while attacking. (2005-06-22)  
Effects that are triggered by a Character turning to attack are not triggered when he attacks without turning.  
Similarly, if he were to gain the ability "cannot turn to attack", he could still attack without turning. (2005-06-22)

**Too Much Monkey Business**

See Playing cards at Reduced Cost  
See Guts  
See Independent  
See Playing "in response to"  
You play the Character when Too Much Monkey Business resolves. This means that if you play it in response to a Neutron Bomb (LS), the new Character will be smoked, too.  
You do not have to play a Character from a Too Much Monkey Business. Unlike most effects of this nature, you don't even have to have a Character you can play in hand.

**Tools Of The Trade**

See Assassinate (2005-06-22)  
See Stealth (2005-06-22)  
See Damage Reduction (2005-06-22)



If the subject gains or loses the designator, it also gains or loses the additional abilities. (2005-06-22)

### ***Tooth of the Snake***

See Stealth

### ***Tortured by Madness!***

It is allowed for one of the parts to contain zero cards, and you may choose such a part. (2005-06-22)

### ***Tortured Memories***

See Taking Control of Cards

You may target your own Characters, but nothing will happen; the unturning only happens when a Character changes controllers.

### ***Total War***

You can play Total War when an opponent joins an attack, as well as when they declare their own attacks.

Characters that cannot turn to attack still become attackers. A Character that cannot attack at all would not. (The Characters aren't actually turning to attack. Total War just says that they turn and that they become attackers.)

You can't play Total War on yourself to get your Mother of Corruption (LS) and DNA Mage (LS) into the attack.

### ***Tough as Nails***

See Toughness (2005-06-22)

You will always get Toughness: 1. This averages Toughness: 2. (2005-06-22)

The flips happen at generation, so everybody knows how much toughness you will get before they respond. (2005-06-22)

### ***Trade Center***

The "immediate left and right" refers to Feng Shui Sites that are at adjacent locations and in the same row.

The Feng Shui Sites still count as Power-generating Sites. Only the generation of Power during the Establishing Shot is affected. Abilities that give you Power at other times work normally.

Feng Shui such as the Hall of Brilliance (TW) will not generate Power during other players' Establishing Shots, either.

### ***Training Sequence***

That last sentence doesn't mean anything. All States may be played in multiples on a Character unless otherwise specified.

### ***Tranquil Persuader***

You may target your own Characters, but nothing will happen; the unturning only happens when a Character changes controllers.

You may target a Character that you have not the Power to keep; it will come over to your side for a moment, then you will lose control of it again. This will cause it to cease attacking or intercepting.

### ***Transmogrification***

The damage is inflicted even if the State is not smoked.

### ***Tricia Kwok***

See Toughness

The bonus is as long as she is the subject of any Weapons. It will not increase for each.

### ***Triumvirate Dealmaker***

The damage must be combat damage.

### ***True Son of Heaven***

See Damage Bonuses

You generate Power before you unturn cards.

### ***Tsung Jin***

You must choose the Characters at the time you declare the attack.

### ***Tunnel Ganger***

If the opponents gain sufficient Power after declaring interceptors, the interceptors cease intercepting.

### ***Tunneler Drone***

See Toughness

See Canceling the Target of the Attack

### ***Turtle Beach***

See Damage Redirection

You may use Turtle Beach to protect other players' Characters.

### ***Turtle Island***

Your Events will work just fine on your own Turtle Island. If it is cancelled at the time its Body was reduced to 0 by combat damage, it may be burned.

### ***Twin Thunder Kick***

See Damage Bonuses

The bonus is active even when Superleap is not useful. While the Character's rules text is canceled or blanked, the bonus goes away.

The two parts of the card are independent; you don't need Superleap to inflict the second damage, just to get the +2 bonus.

You may inflict the second damage even if the subject is smoked by combat damage.

The subject always inflicts its full damage, even if that is considerably more than what is required to smoke its opponent.

The second damage is not combat damage, and so cannot make an attack successful, or trigger Twin Thunder Kick again.

If a Character is the subject of more than one Twin Thunder Kick, you may inflict each instance of second damage on different Characters if you want.

### ***Twisted Horror***

See Toughness (2005-06-22)  
 Characters turned into Edges by Material Transcendence (7M) count. (2005-06-22)  
 The Edge-Characters created by Incarnate Abstraction (7M) also count. (2005-06-22)

### **Two Dragons Inn**

This affects you as well.  
 It only matters if they control Characters at the end of the turn, not whether they controlled any during their turn.

### **Two Hundred Knives of Pain**

See Regeneration  
 Only the damage inflicted on Two Hundred Knives of Pain to activate the ability is unable to be reduced or redirected. The damage inflicted on the interceptor may be reduced or redirected normally.  
 You can only use this ability if a Character has been declared as an interceptor against Two Hundred Knives of Pain.  
 The damage is inflicted on Two Hundred Knives of Pain when you generate the effect, so you cannot activate it more times than it would take to smoke Two Hundred Knives of Pain.  
 You may activate it more than once for each interceptor.

### **Two-Face**

See Taking Control of Cards  
 See What is Considered to be a Card's Cost  
 The Characters may be controlled by different opponents.

### **Urbemensch**

See Toughness (2005-06-22)  
 See What is Considered to be a Card's Cost (2005-06-22)  
 The gain of Toughness happens in response to the card played, so resolves before it. (So Urbemensch never takes more than one damage from a Final Brawl (LS).) (2005-06-22)  
 Any 0-cost card, played by any player, will give Toughness. (2005-06-22)

### **Ulterior Motives**

They may unturn a Character if they so choose.  
 They don't have to choose what to unturn until the Event resolves; you can't see what they're unturning, and then smoke it in response.  
 If they have nothing to unturn, or choose not to unturn anything, when the Event resolves, you still get the Power.

**Ultimate Mastery ERRATA State Cost: Chi 1 Prior to combat, subject Character gains the rules text of each Character it is about to enter combat with until the end of combat.**

No rulings

### **Uncontrolled Mutation**

You may target a Character with multiple copies of this card, but there will be no additional effect.

The Characters Fighting at the time Uncontrolled Mutation resolves is doubled. Increases and decreases later in the turn work normally.  
 Even if the Character survives, it loses the doubled Fighting.

### **Undercover**

Characters not able to attack back-row Sites may not attack with the subject or join the attack.  
 The last sentence is just a clarification. Other effects that allow attacks on back-row Sites do not forbid interception by Characters at that location.

### **Undercover Agent**

See Stealth  
 See Ambush  
 You must choose which at the time you turn her to attack.

### **Undercover Cop**

See Stealth  
 See X Fighting  
 Characters not able to attack back-row Sites may not attack with Undercover Cop or join the attack.

### **Underworld Contract**

See Playing cards at Reduced Cost  
 It's only required that you controlled the target that the attack was declared against. Even if the target of the attack is changed to a card you do not control, you still get a counter if it fails.  
 If an attack is declared with multiple targets, as by Who Wants Some? (TW), you get the counter if you controlled any of the initial targets.

### **Underworld Gateway**

See Reload  
 If you seize or burn more than one Site, you may play multiple Gateways.  
 If you later seize the Site that a Gateway is on, this will not prevent you from winning.  
 If the Site's controller has no Sites other than the one you took away, you can't play a Gateway. The Site you attacked is yours (or not in play) by the time you can play the Gateway.  
 Winning happens during combat, when it's not legal to generate most effects. If your opponents want to stop you, they will likely have to act before you play your third Gateway. (Though a Confucian Stability (LS) would work.)

### **Underworld Presence**

A Chinese Doctor (LS) could still turn to heal other Characters, but, even if it were big enough to be damaged and still alive, it could not heal itself.  
 Events, Sites, and the like, can heal your Characters just fine.

### **Underworld Tracker**

This will not trigger on playing Events from the smoked pile, since they are never put into play.

This will trigger on playing from the smoked pile, returning a card to play, returning a card to hand, or anything else on those lines. As long as it started in the smoked pile, and ended in play or in hand the Tracker returns.

It doesn't matter if the opponent who owns the smoked pile is the same as the controller of the effect. However, if the opponent's effect does this with your smoked pile, the Tracker will not trigger.

You do not have to return the Tracker to play if you don't want to.

### **Unexpected Rescue**

If you have not the resources to play the first Character you reveal, you don't get to keep going. Shuffle the Character in question back into the deck.

### **Uprising**

You get two Rebels for three Power, three Rebels for four Power, and an additional Rebel for every two Power more that you spend.

### **Ursus**

See Damage Reduction

### **Vampiric Touch**

See Card Memory

It doesn't matter who controls the smoked Character, nor who smoked it.

You may play Vampiric Touch on another player's Character.

An effect that prevents the subject from being smoked, such as Charmed Life (LS), will work on the Vampiric Touch's effect.

Once the Touch's smoking effect has triggered, a Character being smoked will not save the subject, so be extremely careful if you have more than one Touch in play.

If Vampiric Touch has been moved by Shaolin Surprise (FP), and both moves back and smokes its subject at the end of the turn, the subject who will be smoked is determined when the effect triggers, not when it resolves. (So, the only difference the order that Vampiric Touch and Shaolin Surprise (FP)'s effects resolve in is whether the Touch is still on the Character when it is smoked.)

### **Vassals of Chin**

The value of X will not change as the other attackers die off, or if other Characters join.

### **Veiling of the Light**

The subject Site is not counted when determining if you can play another Feng Shui Site, but it is counted to determine that Site's cost.

You cannot win by removing this card, even if no other players have Sites in play.

### **Verminous Rain**

See Reload

It is possible that this card's Reload cost will toast the card itself. If so, you don't get anything, even if there are other copies of Verminous Rain in your smoked pile. (A convenient way to handle this situation is to pull two random cards out of your smoked pile, and, if one of them is a Verminous rain, use a die or some other randomize to determine if it's the Rain you were trying to reload.)

### **Victory for the Underdog**

See Cancel and Smoke effects.

### **Vile Prodigy**

See Regeneration

If it manages to attack twice in a turn, it will still only gain +1 Fighting at the end of the turn.

If the Prodigy's abilities are cancelled, it will still keep the Fighting bonuses it already had.

### **Vincent "The Jackal" Benilli**

See Stealth (2005-06-22)

He does not get Stealth. (2005-06-22)

IF a Character ceases to be a <Hood> in response to it using Stealth, it still bypasses the interceptor. (2005-06-22)

### **Violence Junkies**

If you get them out of your smoked pile, no sacrifice is necessary.

You can turn them to change location away from an attack before you declare interceptors.

If you have no other unturned Characters, the Violence Junkies themselves are available.

***Violet Meditation ERRATA Event Cost: Chi 0 Limited. Play at the start of your turn. No other card you control or play generates Power during your Establishing Shot. Violet Meditation generates Power equal to the number of Edges and Power-generating Sites controlled by target opponent, minus the number of cards in your burned-for-victory pile.***  
See Events That Generate Power in Your Establishing Shot

***Violet Monk ERRATA Martial Artist Cost: Han Han 3 Fighting: 3 Provides: Han Chi When Violet Monk inflicts combat damage on a non-Feng Shui Site during an attack you declared, you may seize that Site.***

No rulings

### **Violet Senshi Chamber**

See Copying

### **Virtuous Hood**

In case of ties, you choose which players are affected. The players are chosen when the effect generates. Even if Power levels change in response, it doesn't matter. You must transfer Power, even if you don't want to.

**Vivisector ERRATA Abomination Scientist Cost: Arc 2 Fighting: 1 Provides: Arc Tec Turn Vivisector and choose a Character other than itself :: Sacrifice that Character. If the sacrifice is successful, gain Power equal to that Character's cost.**

The Character is not sacrificed until resolution. If it's not in play at that point, you don't get the Power. (If the Vivisector is no longer in play at that point, it doesn't matter, though.)

If you sacrifice a Toast It Character, or a Character owned by another player, you still get the Power. The sacrifice is only unsuccessful if the Character to be sacrificed is no longer in play or no longer under your control when the Vivisector's ability resolves.

**Vladimir Kovalov**

The discard takes place during the discard step of your Establishing Shot, as part of your normal discard.

**Voice of the Unnameable**

The card returns to hand on generation. This means the ability cannot be canceled by Ring of Gates or the like. (2005-06-22)

If both of them manage to get into play without one returning to hand, nothing special happens afterwards. (Yes, this is possible.) (2005-06-22)

Copying the ability will never return a Character to hand. (2005-06-22)

Check against Characters' current Fighting. (2005-06-22)  
Since this is a global effect, check against Fighting at the time it resolves. (2005-06-22)

**Void**

See Toughness

See Healing

You can't toast a Character if Void is undamaged.

You may toast or sacrifice Void to himself.

**Void Sorcerer**

The Site may be used in response to the Void Sorcerer being played, and playing an Void Sorcerer can't cancel an effect already generated by a Site.

**Walk of a Thousand Steps**

See Not Cumulative

See Damage Reduction

Compute X before taking Toughness and the like into account, but after any partial redirections.

**Walk on the Wild Side**

See Toughness

This increases not only combat damage, but damage from Events and other effects.

**Walker of the Purple Twilight**

This triggers only if the Walker inflicts combat damage on the Feng Shui Site.

If the Walker damages a site in combat, and then reduces its Body to 0 with its ability, you may not seize or burn the Site.

**Walking Corpses**

The Corpses can turn to attack.

The Corpses can intercept at their current location. To intercept elsewhere, they need to be able to change location without turning, such as with Mobility or Motorcycle (LS).

**Wall of a Thousand Eyes**

If it matters, (such as for Twin Thunder Kick (TW)) the attackers still have the abilities; they just cannot use them. If you reveal it in response to a Character using Stealth or Tactics, it won't stop that use. The effect was legal when generated, and the Wall doesn't cancel it.

**Wandering Hero**

It doesn't matter how many different matches a Character has; the Wandering Hero will never get more than +1 from a single Character.

The Wandering Hero can give herself +1 Fighting if she has any matches.

**Wandering Monk**

If you copy Wandering Monk's abilities to another Character until the end of the turn, the smoking effect will always trigger. (Assuming they're closer to victory than everybody else, anyway.)

**Wandering Swordsman**

See Independent

See Damage Bonuses

Attacks you join do not count.

**Wandering Teacher**

You don't get the Power paid.

Unturning the Teacher does not stop him from attacking.

**War of Attrition**

The Characters are chosen at generation, and smoked at resolution. Players may use, sacrifice, etc. the Characters in response to this card.

A chosen Character that changes controller will still be smoked.

**Wasting Curse**

See What is Considered to be a Card's Cost

You can't decline to unturn a Character unless it is maintaining a turn and maintain ability.

**Water Sword**

The Water Sword always returns to its owner's hand.

It will not return if the subject leaves play by some other means, whether it's toasted or returned to hand. Toast It Characters are still considered to have been smoked most of the time.

You must return the Sword, even if you don't want to.

**Waterfall Sanctuary**

If the Character moves to a different location in response, the State is still smoked. The same applies if the State moves to a different subject.

States don't become active until they resolve, so you can turn Waterfall Sanctuary in response to a Shadowy Mentor (LS) to smoke it before it steals your Character.

Whether you controlled the subject only cares about the time the State was smoked. So, if you smoked your Shadowy Mentor (LS) and lost control of the subject, you would get a card. If you smoked an opponent's Shadowy Mentor (LS) that had already stolen Character you own, you would not get a card.

**Wave Disruptor**

See Reload

It doesn't matter if the resources are the same as each other.

**We Got the Funk**

If this card is canceled at the time it unturns, you will never get the Power.

You do need to reshuffle after using this card.

**We Have the Technology**

See Spending Counters or Damage Instead of Power

**We Know Where You Live**

You must damage a full three cards to get any Power. 2 cards gets you none. 5 cards gets you only 2, but 6 gets you 4.

**Web of the Spider PAP**

This is not considered to be turning to change location.

**Web of the Spider PAP**

Playing at no cost is still playing at reduced cost.

**Wedding Gifts**

Effects normally count at generation, so changing the number of unturned Characters in response to Wedding Gifts being played does not change the amount of Power gained.

**Wei Fong-Yi**

See Moving States

The change of control and subject last until the State leaves play.

The smoking or stealing of a State occurs before combat damage is inflicted.

If you stole a State that can generate an effect, such as a Pump-Action Shotgun (FP), it will be too late to use the effect that combat.

**Weird Science**

Only affects Feng Shui Sites that are in play when it resolves.

Will affect Feng Shui that are still face-down.

If a damaged Site's Body gets reduced to zero because of this, Weird Science is considered to have smoked the card.

**Whirlpool of Blood**

Can cancel a turn and maintain effect at any time, not just when it was generated.

**Whirlwind Strike**

Whirlwind Strike allows one character to intercept more than one character during the same attack, so long as combat and card effects don't remove the Whirlwind Striker from play or interception. The timing of Whirlwind Strike is as follows: resolve all combats caused by the Whirlwind Striker one at a time before proceeding to the next round of interception combat. In other words, if you are intercepting some attackers in chains, the Whirlwind Striker could end up intercepting and combating several characters before the second interceptors in your chains have to enter combat with attackers.

**White Disciple**

If the Disciple gains Toughness, it can fire away without any injury. The cost of the ability is inflicting the damage; it doesn't have to get through for the game to be satisfied. (You can't redirect the damage to the Disciple, though. Since it's a cost, it's inflicted when you generate the effect, leaving no time to respond with the damage redirection. Cards like Amulet of the Turtle (LS) will work, since they create a permanent redirection signpost.)

**White Ninja PAP**

See Ambush

See Stealth

**White Ninja PAP**

See Ambush

See Stealth

See Canceling the Target of the Attack

**White Senshi Chamber ERRATA Netherworld Site**

**Generates: 1 Cost: Han 2 Body: 6 Provides: Han Unique. Provides [chi][chi] for each <Senshi> <Chamber> Site you control. All <Senshi> <Chamber> Sites gain Regenerate.**

See Regeneration

Is a [chi] card most of the time, since it is itself a <Senshi> <Chamber>.

**Who Wants Some?**

If the cards you attack are controlled by more than one player, choose one of them to be the player who is being attacked for the purposes of order of declaring interception.

**Who's the Big Man Now?!**

The number of cards controlled is counted when you play this card. Changes later in the turn won't affect the Fighting bonus.

**Who's the Monkey Now?**

You can't use Who's The Monkey Now? in response to a "cancel and smoke" card that's being used to cancel an Event. Because "cancel and smoke" is defined to smoke a card only if that card is still in play, it's not smoking anything when it's canceling an Event, since Events are never in play.

If it's a global effect, and you have no cards in play that could be affected, you may not play Who's the Monkey Now?

If you do have a card that could be affected, you may play Who's the Monkey Now?, even if it won't actually be affected. (A Character with Toughness: 2 and a Final Brawl (LS), for instance.) Characters that are "not affected by Events" (such as The Prof (NW)) are an exception to this, since Who's the Monkey Now? can't tell that they're in play, and if it could (due to Fortune of the Turtle (LS)), they're still not considered to be about to be damaged or smoked.

**Wild Gorillas**

The restriction applies to all cards with this title, not just the one whose smoking triggered the ability. (2005-06-22) If some other card copies this ability and is smoked, it is unable to return cards titled "Wild Gorillas". It may return those with its own title, including itself. (2005-06-22) Being sacrificed is not considered to be being smoked. (2005-06-22)

**Wind Across Heaven**

This happens whatever the reason for the turning, whether it be attacking, changing location, generating an effect, or another player playing Dance of the Centipede (LS).

**Wind on the Mountain**

Wind on the Mountain is played as if it had Toast It.

**Wing of the Crane ERRATA Event Cost: Chi Chi Chi 1 Smoke target Character. Return it to play under its owner's control at the end of the next player's turn if it is still in the smoked pile.**

If the Character smoked by Wing of the Crane is toasted, a Character with the same title will not return.

If the Character leaves the smoked pile then returns to it, Wing will have lost track of the card, and will not return it to play.

If the target goes to the smoked pile before Wing can resolve, it will not return.

The smoked Character returns to play under its owner's control, no matter who controlled it beforehand.

**Wolf Clan Hunters**

As the number of Transformed attackers decreases, so does the Fighting bonus.

**Wondrous Illusion**

See Healing

A Feng Shui Site that cannot have its damage removed will not be turned face-down.

All your Feng Shui Sites may be rearranged, even those you do not own.

If an attacker is not affected by Events, it will continue to attack its original target after you play Wondrous Illusion. This means that you must tell everybody where the Site in question is now, but you need not reveal it.

**Wong Fei Hong PAP**

See Playing cards at Reduced Cost

You may play a [chi] State on him and immediately toast it to cancel a Site's effect. The State is in play as soon as you play it; you only need to wait for it to resolve for its rules text to become active.

He can cancel turn and maintain effects generated by a Feng Shui Site, even if they've already been generated, and are currently being maintained.

**Wrath of the Monarchs**

See Cancel and Smoke effects.

**Wu Bin of Turtle Island**

See Independent

He does not allow you to search your deck if returned to play, played from your smoked pile, or played from a Memory Palace.

You do have to reshuffle.

**Wu Man Kai**

You can use both abilities during one turn.

Canceling a Character doesn't remove it from play, or affect its combat damage.

**Wu Ming Yi**

See Regeneration

See Bonuses Until a Card Leaves Play

The bonus will not help Wu Ming Yi if he is smoked simultaneously.

**Wu Ta-Hsi**

This ability may be to cancel an [asc] Event, even at times when most effects cannot be played.

**Wudang Monk**

See Copying

**Wudang Mountain**

See Healing

You cannot use this ability if you have no Characters you can heal. (Or if there are no opposing Characters to damage.)

**X-Ray Specs**

See Schticks (2005-06-22)

The Characters still have the abilities; they just cannot use them. (2005-06-22)

**Xiang Kai**

The damage is mandatory. If he's the only Character in play, he will damage himself.  
None of the damage has to be to the card he is attacking.

### ***Xiaoyang Yun***

Since her ability doesn't require her to turn, it is active as soon as she has been played, making it impossible to respond to her with an Event that her ability blocks. (If she is being returned to play by something such as Golden Comeback (LS), however, she won't be in play until it resolves, so the Golden Comeback can be responded to normally.)

She only forbids the playing of Events. Once they're played, playing her, or gaining the appropriate resource, will do nothing to stop them.

### ***Xin Kai Sheng***

The control lasts until the Characters leave play, no matter what happens to Xin Kai Sheng.

Even if he leaves play before the end of the turn, the smoked Characters still return to play under your control. If the smoked Character returns to play before the end of the turn, you don't get it, even if it is smoked again.

### ***Xitllali***

If she uses her ability to cancel a Shadowy Mentor (LS) and its subject, the subject will still be canceled for the turn, even if it is your Character. (2005-06-22)

### ***Xiu Xie Jiang***

See Damage Redirection

### ***Yakuza Enforcer***

See Damage Reduction

If the Enforcer is stolen from player A by player B, the "you" in its rules text is now talking to player B, so player A's cards will damage it normally.

### ***Year of the Rat***

This card is considered to be One-Shot.

No matter who you exchange, if you play Year of the Rat during your turn, you won't get another turn. Play will pass to the player on your left, whoever it may be now.

The players who change seats take all their cards with them. (Often, it's possible to just reverse the order in which play passes around the table, just remember that left is now right for everything.)

Year of the Rat has no in-game effect during two-player games. You can use it to grab the comfortable chair, but that's about it.

### ***Year of the Snake***

As long as any of your attackers are attacking a Site, you may play this card. Characters who are attacking other Characters will change target, too.

You don't have to change the target to a card controlled by the player who controls the old target.

If you change the target of an attack to a card at a different location, the attackers will move to the location of

the new target, but all currently declared interceptors will cease intercepting, even if they are capable of moving to the new location. (However, players do not declare their interceptors until the previous player is finished intercepting, so you can only evade one player's interception this way.)

Changing the target of the attack to a different player's card does not change the order in which players declare interception.

If other players join your attack, their attackers will not change target.

### ***Yellow Geomancer***

See Partial Damage Redirection

### ***Yellow Monk***

See Partial Damage Redirection

### ***Yellow Senshi Chamber***

See Partial Damage Redirection

### ***Yen Fan***

See Superleap

See Not Affected By

### ***Yen Song***

See Stealth

See Not Affected By

### ***Yuen Sheng***

See Stealth (2005-06-22)

A convenient way to illustrate this is to put the card face-down on top of your deck, rotated sideways. That way, you'll remember when drawing cards, and won't accidentally try to play it. (2005-06-22)

If he is canceled, the cards can be played, but if he ceases being canceled, they resume being unplayable. (2005-06-22)

### ***Yung Chang***

See Healing

The Site generates bonus Power even if Yung Chang is no longer in play.

### ***Ze Botelho***

See Toughness

See What is Considered to be a Card's Cost

### ***Zen Logician***

This is normal Power generation, even though he is not a Site. He will not give you Power if you skip Power generation, or if you use Pocket Demon (NW) or the like.

### ***Zeppelin***

See Vehicles (2005-06-22)

See Mobility (2005-06-22)

If there is no Site at the location, you cannot use the ability. (This is only likely to happen when a player controls no Sites. A Site with an appropriate "not affected

by" ability would also cause this, but I do not believe there is one at this time.) (2005-06-22)

***Zheng Yi Quan PAP***

See Guts

A typographical error was made in his subtitle; he is a <Kung> <Fu> <Master>.

***Zino the Greek***

This is not a discard.

The opponent is taking control of a Character you control.

***Zodiac Lounge***

See Damage Bonuses

The characters keep the damage bonus even if Zodiac Lounge is removed mid-attack.