

## Shurikens and Six Guns FAQ

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This FAQ addresses questions that we think people might possibly ask about the cards of Shurikens and Six Guns. Some of them might be unlikely, and others obvious, but better safe than sorry.

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### ***Agathon's Deputies***

The card doesn't have to be a Character.

### ***Anastasia***

You can't heal a card from lethal damage.

### ***Arcanovirus***

The decision on how much Power to spend is made at generation.

If you spend the extra power, you do not choose a target.

Cards like Evil Twin and Shards of Warped Reflection are treated as if their copied Fighting is their printed Fighting.

X-Fighting Characters are never smoked.

### ***Avenging Darkness***

This card never successfully inflicts combat damage, so cannot cause an attack to succeed.

Sites are toasted as well as Characters.

The toast happens at the time you would normally place damage counters. It is not a triggered effect.

You cannot usefully seize or burn a Site for victory if Avenging Darkness damages it. You can burn for Power if other Characters reduced the Site's Body to zero at the same time.

### ***Bait and Switch***

You may play this while other players' Characters are still attacking.

The new attacker does not inherit any interceptors already declared, and anybody who has already had a chance to intercept does not get another chance.

### ***Black Ophir***

You check current Fighting.

If an interceptor's Fighting is reduced, it will cease intercepting.

If Black Ophir has Ambush, this can cause an interceptor to cease intercepting in the middle of combat, preventing it from ever doing its combat damage.

### ***Blasting Crew***

If this card attacks without turning, or is added to an attack by unusual means (such as Inconvenient Debt, Bait and Switch, or Total War) it does not do its damage.

### ***Blood Eagles***

Two Blood Eagles may give each other their bonuses.

The bonus remains even if Blood Eagles are removed from play.

The card given the bonus does not have to be an attacker.

### ***Bloody Herd***

You can copy an ability and then use it. 'Prior to combat' is any time during the period when the next Character the Bloody Herd is expected to fight is the character in question. (When one of the two is the next interceptor in a chain intercepting the other, or when all interception is finished, and one is attacking the other.)

**Boiler Room**

The discard is made at generation; you do not get the card back if the effect is canceled, and you cannot see which card you're discarding, and then play it.

**BoneChill**

The rules text is considered to be printed on the card, and is thus able to be modified by those effect that do so. You still can't effectively copy it, though.

**Boot Hill**

Characters that provide no resources at all are not foundations, nor are cards that provide only non-factional resources.

**Bountiful Fields**

You may draw multiple cards from the same State if you control multiple copies of this card.

**Bridge of Birds**

This includes during attacks.

**Cavalry Regiment**

The Character you choose does not have to be turned.

**Celestials**

The attack must have been declared by an opponent who is one Site away from victory; joining somebody else's attack doesn't count, even if it could allow them to win.

**Chain Lightning**

You choose who gets how much damage at generation.

If this Event is retargeted, the person doing the retargeting chooses who receives how much damage.

**Children of the Sharp Knives**

They can be healed through other means.

If this card attacks from an Eagle Mountain, or otherwise has Toughness that lasts until the end of the turn or the attack, it does not have to take damage if you burn for Power. (You have two triggered effects being generated at the same time - the Toughness wearing off, and the Children's taking damage. You can put them on the scene in whichever order you choose. If you put the Toughness' expiration on the scene first, it resolves after the damage.)

**Corrupt Land Agent**

You may turn multiple Agents when a Site is played.

**Curse of Discord**

This card is the one inflicting the damage.

Only current Fighting counts; abilities that modify damage do not affect anything.

**Data Theft**

You still can't play a Feng Shui Site this way if you are one Site away from victory.

The cards are returned to the deck in the same order they were originally in.

**Demon Whiskey**

It does not have to be a Site you control.

**Detonating Corpses**

If the Fighting was X or otherwise undefined, the damage is equal to the value of X at the time of the Character's smoking.

**Devil's Rope**

The number of counters gained is the Character's current Fighting.

***Dog Soldiers***

The parenthetical sentence is just reminder text for an often-forgotten rule; the card doesn't change the way the game works while it's in play.

***Donner Lake***

You can't choose a Character that cannot be sacrificed.

If there are no sacrificeable Characters at the location, nothing bad happens, and the Fighting bonus is still granted.

***Dr. Curtis Boatman***

If somebody attacks you, and others join, those joining must pay separately.

This is not stealing Power.

***Dust Storm***

This only affects Characters that are currently intercepting; future interceptions are unaffected.

***Echo and Silence***

If their damage is redirected, the Ambush damage will use up the redirection, and the normal damage will be inflicted normally. Except for permanent redirection effects such as Amulet of the Turtle, there is no way to redirect their normal damage if their Ambush damage occurs.

***Exiled Monk***

Yes, this is really after every attack, not just your own.

***Fire Ants***

Your non-attacking Fire Ants gain damage bonuses from other players' attacking ones.

***Fistful of Dollars***

No player may place more than one counter per turn.

***Flesh Eater***

If the Site being reduced to zero was yours, and it ends up in your smoked pile as a result, you may return it to your hand.

***Frenzy of the Shark***

This card does count itself when counting damaged Characters.

***Gambler***

You see the flip at generation.

***Gamma Beast***

This card does count itself.

***The Golden Spike***

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

***High Noon***

All cards in your burned-for-victory pile count toward the win, not just Sites.

Cards in your burned-for-victory pile do not provide resources.

You cannot win the game this way; you still must seize or burn a Site for victory.

***Hoosegow Jackson***

The auction happens at generation.

Your starting bid must be one; you can't start at two or three to shut out competition. (This is not the case for other auctions.)

This is not considered to be taking control of a Character.

***Horse Thief***

You are not stealing the Power; Horse Thief is producing new Power.

***Inconvenient Debt***

Players who join an attack can still intercept it, but they cannot intercept their own attackers. You haven't taken control of the Character, just made it join your attack.

***The Insidious Dr. Fermat***

The cancel is immediate; it happens at generation. His opponents' non-immediate triggered effects will not get to happen. IF he enters combat with a copy of himself, use the simultaneous play rules to determine which copy gets its cancel off first. (Under most circumstances, this will be the current player's.)

***Involuntary Embalming***

The cards are toasted at generation; they are lost even if something goes wrong.

***Isothermal Zodiac***

That's the first card in play, not the first card alphabetically among all Shadowfist cards. (Which would be Abominable Lab at the moment.)

No, we are not making the tag up. Some people really did think that.

***Jessica Ng***

If a player draws multiple cards at once, only the new top of the deck is seen, not all the intermediate cards. You must follow the normal rules in playing the cards.

***Jessica Ng***

The damage is inflicted simultaneously, and does not create a chain reaction. You can seize or burn multiple sites this way.

***Jia Baoyu***

It doesn't matter if other attackers are added later, only that he was alone at the time he turned.

***Joshua Norton***

A cost of X is treated as zero for this purpose.

***Lateral Reincarnation***

The resources don't have to be faction resources.

***Living Legend***

This won't return control of a Character that had been taken control of before Living Legend resolved, but it won't stop the character returning to a previous controller when a control effect ends, either.

***Mah-Jongg Parlor***

You remove counters or pay Power at generation. If the effect is canceled, they're still lost.

***Mars Colonist***

Unlike previous next-set promos, this card is not gaining rules text with the release of the next set. Enjoy.

***Math Bomb***

This looks at current Fighting.

Since the card is a global effect that doesn't need to have any decisions made, check for even or odd Fighting at the time the effect resolves.

***Monkey Pirates***

The Event is considered to be Toast It, so this is not considered to be toasting a card.

***Netherflitter***

This is errata:

Vehicle. Subject Character gains +1 Fighting and Mobility. While attacking, subject takes no damage from Characters whose Fighting is even.

***Night Horror***

You may play this card during an attack.  
If you play it early enough, you may join an attack with it.

***Nihilist***

When a card's Fighting or Body is reduced to zero, every card that inflicted damage on it at that time is considered to be responsible, so multiple Nihilists that hit a Site will all trigger.

***Nothing Happens***

The payment is made during in response to Nothing Happens being played.  
If they want to, more than one player may pay you the Power, or even pay multiple times.

***One-Eye Chan***

The Event is considered to be Toast It, so this is not considered to be toasting a card.  
You must still follow the normal rules on what you can play when.

***Pony Express***

If you somehow end up with multiple copies of Pony Express, each one can boost a Character in the same turn.  
You don't have to boost your own Characters.

***Potlatch***

All cards in your burned-for-victory pile count toward the win, not just Sites.  
You cannot win the game this way; you still must seize or burn a Site for victory.

***Prudence Nightingale***

The printed Fighting is changed, not the current Fighting. Recalculate the current Fighting based on damage and other adjustments.

***Queen of the Ice Pagoda***

This is a new wording of the original version; it is not errata.

***Reinvigoration Seed***

If multiple Characters are smoked simultaneously, you may choose which one returns.  
If you have multiple Seeds in play when multiple Characters are smoked simultaneously, each will trigger off a different smoking.

***Revenge on the Patent Office!***

Only the Character is chosen; the Site damaged is determined by where the Character is at the time this effect resolves.

***Reverend Adam Wither***

If the first combat he enters is with a Site, his ability will still trigger to no effect.

***Sacred Wigwam***

Playing cards from the smoked pile is not considered to be the same as returning them to play.

***Shao the Killer***

If you use this ability on the target of his attack, the attack fails.

***Shaolin Hoedown***

The Character must be successfully given away to gain the Power; you can choose a Character that cannot be taken control of, but it does you no good.  
All choices are made at resolution.

***Sheriff Agathon***

The cards are discarded at generation; there is no way to play them in response to using this ability or otherwise preserve them.

***The Silent Cowboy***

This includes both combat and non-combat damage.

***Single-Action Devolver***

The target still keeps its rules text, States, damage, etc.

If anything was altering the target's Fighting, recalculate accordingly with the new printed Fighting as the base.

An X-Fighting Character's Fighting will no longer change.

***Song, The Little Dragon***

If he gains another copy of his own ability, or becomes the subject of Walk of a Thousand Steps, he takes no damage at all from any source, since each reduction is calculated independently.

***Steam-Powered Tricycle***

Ting Ting can intercept the subject - multiple copies of the same designator are counted as only one designator.

***Strange Ore***

You gain only 1 Power no matter how many Sites were Unique.

You may reveal your own Sites in this way.

If the Sites are revealed in response, you will still get Power if they are Unique.

You can't get Power by responding to somebody else revealing a Unique Site by playing this card.

X can be zero, if you just want to cycle the card.

***Texas Jack Cody***

You can only ever smoke the next interceptor he's going to fight.

***Thunder in the West***

The choices are made at generation, so the chosen cards can be sacrificed or otherwise used in response.

If order of choice matters, the current player chooses first, and it goes clockwise around the table.

You toast the cards, so your Darkness Priestess gets you no Power.

***Thunder Stick***

The turn-and-maintain bonus applies to the Characters currently at the location, not those that were there at the time the card was turned.

***Two-Headed Horror***

If the chosen Character is not available to be smoked at the time of resolution, the rules text is still copied.

***University Library***

Toasting the current face-up card is a triggered effect that can be responded to, such as by playing the card. (However, if you lose control of the Site due to combat damage, very few cards may legally be played at that time.)

***Wall Running***

If the interceptor's cost changes after it is declared as an interceptor (yes, it can happen), it will cease intercepting if appropriate.

***The Willow Bends...***

This can be played during combat, even in the gap between Ambush and normal damage.

***Yippee-Yi-Yo Kiii-YAAAAH!***

Effects normally count at generation, so changing the number of columns in your Site structure in response does not affect how much Power is gained.