

Shadowfist OmniFAQ, Beta 1 2003-12-20.

This document is a beta. There exists the possibility that some of the rulings are incorrect. Send questions and comments to rules@shadowfist.com.

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General Topics

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.)

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.

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.

Cancelling 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 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.)

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, 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
Smiling Heaven Lake
Family Estate

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
Inauspicious Return

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 normally, it can be killed in response, before you can turn it to sacrifice something. If you use a Proving Ground 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
Andrea Van de Graaf

Kar Fai's Crib (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
The Baron
BuroMil Grunt

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 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.

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 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 has her abilities cancelled, and is stolen with a Shadowy Mentor. 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 will revert to her previous controller.

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, 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 Abyssal Absorber's Fighting or the Red Monk's Superleap.) If a card has an ability that requires a choice to be made when it enters play, such as Blue Monk, 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 the rulings on 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.)

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. For the purposes of other cards, (such as Evil Whispers or Progress of the Mouse) 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.

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 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".

Faceoffs

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 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.

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, 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.

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 is played in response to an Event or State, so may be played in

response to a Pocket Demon. Avenging Fire 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'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.)

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.

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, 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 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.

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, 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 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 is used to move Shadowy Mentor onto a card that has previously been taken control of with Assassins in Love, the Mentor will take precedence, whether or not it resolved more recently than the Assassins in Love.)

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 and Blood of the Valiant that resolved sometime earlier in the turn. It doesn't. For example, let's say The Prof is intercepting a Kung Fu Student, (why? we don't know. But she is.) and the Student's controller plays Blood of the Valiant on the Student. The Prof'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 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 or Surprise, Surprise, 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 to copy Old Uncle, you could draw four cards if you attacked with both, but neither additional Twins nor additional Uncles could increase this total.

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.

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.

Once Per Turn Abilities

If a card, such as Mutator, 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.

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.

Partial Damage Redirection

Effects like the Yellow Monk redirect a fixed amount if 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.

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.

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 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 an X-cost card is actually played, its cost is considered to be the amount spent.

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 retargetted, or what they are counting changes in response, it does not alter the Power gained.

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 is going to take combat damage, you can't redirect the damage onto the City Square 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 does, you can't redirect all of its damage to a Character, such as with Expendable Unit. If you had an effect that would redirect the damage from a single Character to another, (such as Righteous Protector) 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 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.)

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 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 to finish off the Regenerating Character.)

Regenerating does not cause the Character to turn.

Reload

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, and an opponent played Inauspicious Reburial 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.)

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 retargetted 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 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.)

Schticks

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

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.)

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.

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.

Toughness

Toughness from multiple sources does accumulate.

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.

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.

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.

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, copies the abilities of an X Fighting Character, such as Might of the Elephant, nothing happens. The two different definitions of X know which X they define, and won't affect each other.

Card-by-Card Rulings

\$10,000 Man (1s)

See the rulings on Toughness
Can be healed by other effects.

18 Bronze Men (ss)

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

Abominable Lab (1s)

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

Abominable Lab (yotd)

See Abominable Lab v1 in Limited

Abominable Lab (tkb)

See Abominable Lab v1 in Limited

Abominable Wave (1s)

See the rulings on Cancel and Smoke effects.

Abysmal Absorber (nw)

See the rulings on 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 insted of being smoked, it does not trigger effects that key off a Character being smoked.

Abysmal Absorber (yotd)

See Abysmal Absorber v1 in Netherworld

Abysmal Daughter (1s)

Will trigger if she is smoked.

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

Abysmal Deceiver (nw)

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

Abysmal Horror (1s)

See the rulings on Regeneration

Abysmal Prince (nw)

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 (1s)

See the rulings on Assassinate

Adrenaline Junkie (n2)

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 (1s)

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.) (ss) may not move States onto Adrienne.

Aether Spirit (rw)

See the rulings on Stealth

See the rulings on Damage Bonuses

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

Agony Grenade (nw)

The subject is determined when you sacrifice the Grenade.

Akani Hideo (rw)

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 (ls)

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

Alabaster Javelin (tkb)

See Alabaster Javelin v1 in Limited

Alchemist's Lair (ls)

No rulings

Alchemist's Lair (fp)

No rulings

Alchemist's Lair (df)

See Alchemist's Lair v2 in Flashpoint

Alpha Beast (ls)

No rulings

Amulet of the Turtle (ls)

Card errataed in Year of the Dragon.

Amulet of the Turtle (yotd)

Errata for other indicated versions of the card

Amulet of the Turtle v2

Type: State

Subtitle: 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 the rulings on 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.

Amulet of the Turtle (tkb)

See Amulet of the Turtle v2 in Year of the Dragon

Ancestral Sanctuary (nw)

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 (ls)

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 Grove (ls)

No rulings

Ancient Grove (ss)

See Ancient Grove v1 in Limited

Ancient Monument (ss)

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 (ls)

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

Andrea Van de Graaf (tw)

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.

Anomaly Spirit (fp)

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.

Apes of Wrath (tw)

See the rulings on 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 (df)

See the rulings on Assassinate
See the rulings on Regeneration

Arcane Scientist (df)

No rulings

Arcane Scientist (tkb)

See Arcane Scientist v1 in Dark Future

Arcanorat (n2)

See the rulings on 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 (fp)

See the rulings on Battleground Sites
See the rulings on 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 (fp)

See the rulings on Vehicles
See the rulings on Tactics
If an interceptor takes damage or otherwise has its Fighting reduced below 3, it will cease intercepting.

Arcanotank (fp)

See the rulings on Vehicles
See the rulings on 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.

Arcanotank (tkb)

See Arcanotank v1 in Flashpont

Arcanotechnician (ls)

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.

Arcanotechnician (n2)

See Arcanotechnician v1 in Limited

Arcanotower 2056 (fp)

See the rulings on 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 (yotd) and the like will generate Power for you. (You may still skip Power generation to discard additional cards.)

Arcanotower Now (fp)

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 (ss) that move States.

Arcanowave Pulse (ls)

See the rulings on Cancel and Smoke effects.

Arcanowave Reinforcer (ls)

No rulings

Arcanowave Reinforcer (yotd)

See Arcanowave Reinforcer v1 in Limited

Arcanowave Researcher (ls)

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

Arcanoworms (fp)

No rulings

Arena Warrior (rw)

See the rulings on 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 (rw)

See the rulings on Damage Reduction

See the rulings on Damage Bonuses

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

Armored in Life (ls)

See the rulings on Toughness

Array of Stunts (ls)

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.

Artillery Strike (rw)

See the rulings on Reload

You can play this and discard zero cards.

Art of War (fp)

Card errataed in the errataed cards list.

Art of War (n2)

Card errataed in the errataed cards list.

Art of War (misc)

Errata for other indicated versions of the card

Art of War v3

Type: Edge

Subtitle: 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.

See the rulings on Taking Control of Cards

If you forget to predict, the prediction is considered to have been unsuccessful.

If you forget to predict and the player to your left forgets to take the card before the next player's Main Shot, you may keep it.

If an effect (such as Cabinet Minister) (ls) takes control of Art of War, this will not stop the Art of War from changing controller.

Ashes of the Fallen (rw)

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 (rw)

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 (ls)

See the rulings on Taking Control of Cards

Assault Drone (df)

See the rulings on 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 (tkb)

You have to play this when the attack is declared, not later. Opponents joining the attack won't trigger this.

Atourina Baktiari (n2)

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

Attack Helicopter (ls)

See the rulings on Vehicles

See the rulings on Mobility

See the rulings on Tactics

Auspicious Termites (ls)

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

Avenging Fire (n2)

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 (nw)

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.

Avenging Thunder (n2)

See Avenging Thunder v1 in Netherworld

Avenging Thunder (tkb)

See Avenging Thunder v1 in Netherworld

Average Joe (1s)
See the rulings on Toughness

Ba-BOOM! (tw)
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 (1s)
Unturning an attacker does not stop them from attacking. Nothing stops a Character from attacking again if they become unturned.

Back for Seconds (n2)
See Back for Seconds v1 in Limited

Bad Colonel (fp)
See the rulings on Damage Bonuses

Bag Full of Guns (1s)
See the rulings on 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 (tkb)
See the rulings on Weapons
See the rulings on Damage Bonuses
See the rulings on 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.

Bandit Chief (tw)
Compare current Fighting, including damage.

Bandit Hideout (tw)
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.

Banish (1s)
No rulings

Bao Chou (nw)
See the rulings on X Fighting
You must heal him when you lose a Site.

Baptism of Fire (1s)
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.

Battle Arena (rw)
See the rulings on Toughness

See the rulings on Damage Bonuses

Battlechimp Potemkin (1s)
Cannot unturn another card more than once per turn.
Can unturn himself any number of times per turn.

Battlechimp Potemkin (df)
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 Fired (nw) 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.)

Battle Cry (df)
You may play this card even if there are no <Battlegrounds> in play.

Battle-Matic (df)
See the rulings on Toughness
See the rulings on Vehicles

Bear vs. Fox (ss)
See the rulings on 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 (rw)
See the rulings on Superleap
See the rulings on Damage Bonuses

Beneficial Realignment (1s)
See the rulings on Healing

Beta Beast (df)
See the rulings on Toughness
The ability looks at the total number of resources provided, not the number of different types. General Olivet, (df) who provides [Arch] [Arch], 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 (bcl)
See the rulings on Vehicles
See the rulings on Mobility
See the rulings on Toughness

Big Brother Tsien (1s)
See the rulings on Once Per Turn Abilities

Big Brother Tsien (tkb)
See Big Brother Tsien v1 in Limited

Big Bruiser (ls)
See the rulings on Guts
See the rulings on Toughness

Big Bruiser (rw)
See the rulings on Toughness

Big Daddy Voodoo (bcl)
See the rulings on Spending Counters or Damage Instead of Power
See the rulings on 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 (df)
They do increase their own Fighting.

Big Mack (ss)
See the rulings on Toughness
See the rulings on Damage Bonuses

Big Red Button (n2)
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 (bcl)
See the rulings on Vehicles
See the rulings on Mobility
See Amulet of the Turtle (yotd) for other rulings.

Billy Chow (bcl)
See the rulings on Superleap
See the rulings on 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 (bcl)
See the rulings on Healing
See the rulings on 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.

Biomass Reprocessing Center (nw)
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 (n2)
Will not cause a Uniqueness auction with Biomass Reprocessing Center, (nw) as the other version is not Unique.

Bio-Salvage (rw)
If multiple Characters are smoked simultaneously, you still get one counter for each.

Birdhouse Cafe (fp)
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.)

Birdhouse Cafe (yotd)
See Birdhouse Cafe v1 in Flashpont

Birdhouse Cafe (tkb)
See Birdhouse Cafe v1 in Flashpont

Bird Sanctuary (tkb)
See the rulings on 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.

Bite of the Jellyfish (ls)
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.

Bite of the Jellyfish (n2)
See Bite of the Jellyfish v1 in Limited

BK97 Attack Chopper (df)
See the rulings on Vehicles
See the rulings on Damage that Cannot be Reduced or Redirected
The subject's damage can still be redirected.

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

Black Market Connections (rw)

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 (rw)

See the rulings on 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 (nw)

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

Blade of Darkness (tw)

This includes resources provided by some effect.

Blade of Darkness (tkb)

See Blade of Darkness v1 in Throne War

Blade Palm (ls)

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

Blade Palm (yotd)

See Blade Palm v1 in Limited

Blade Palm (tkb)

See Blade Palm v1 in Limited

Blanket of Darkness (nw)

See the rulings on Damage Reduction

This applies to combat and non-combat damage.

Blessed Orchard (ls)

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.

Blessed Orchard (yotd)

See Blessed Orchard v1 in Limited

Bleys Fontaine (tkb)

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.

Blood and Thunder (n2)

See the rulings on Damage that Cannot be Reduced or Redirected

See the rulings on Damage Bonuses

Blood Fields (n2)

See the rulings on Copying

See the rulings on Battleground Sites

See the rulings on 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 (rw)

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 (fp)

See the rulings on Damage Reduction

This applies only to combat damage.

Blood of the Valiant (yotd)

See Blood of the Valiant v1 in Flashpoint

Blood Reaver (tkb)

See the rulings on Damage Reduction

Bloody Horde (fp)

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.

Blow Things Up! (rw)

No rulings

Blue Mandarin (df)

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 Monk (yotd)

No rulings

Blue Monk (tw)

See Blue Monk v1 in Year of the Dragon

Blue Monk (tkb)

See Blue Monk v1 in Year of the Dragon

Blue Senshi Chamber (n2)

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 (rw)

See the rulings on Weapons

See the rulings on Reload

Yes, this includes the Splitter's subject.

Bomb Factory (tkb)

See the rulings on Damage Bonuses

Bomb Factory (rw)

See Bomb Factory v1 in Ten Thousand Bullets

Bonebreaker Jun (rw)

See the rulings on Toughness

Booby Trap (ls)

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

The Site targetted does not have to be the Site being attacked.

Borrowed Nuke (df)

This is a [Jam] card as well as a [Dra] card.

Both Guns Blazing (fp)

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.)

Both Guns Blazing (tkb)

See Both Guns Blazing v1 in Flashpont

Bouncing Benji (rw)

See the rulings on Reload

See the rulings on Damage Bonuses

Bounty (n2)

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 Bug EQ3200 (ls)

No rulings

Brain Eater (ls)

See the rulings on Ambush

Brain Fire (nw)

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.

Brain Fire (n2)

See Brain Fire v1 in Netherworld

Brain Fire (tkb)

See Brain Fire v1 in Netherworld

Brain Sucker (nw)

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

Brass Monkey (rw)

See the rulings on 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 the only two ways that this can occur.)

Bribery (rw)

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 (yotd) may be able to be, as its copied Fighting is considered to be its printed Fighting.

Brick House (bcl)

See the rulings on Toughness

"Bring It" (rw)

See the rulings on Schticks

See the rulings on Damage Redirection

See the rulings on Guts

See the rulings on 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.

Broken Wheel Brigade (rw)

See the rulings on Damage Reduction

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

Bronze Sentinel (nw)

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.

Bronze Sentinel (yotd)

See Bronze Sentinel v1 in Netherworld

Buddhist Monk (rw)

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 (bcl)

See the rulings on Damage Bonuses

See the rulings on 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 (tkb)

See the rulings on Toughness

Bull Market (ls)

No rulings

Bull Market (yotd)

See Bull Market v1 in Limited

Bull Market (tkb)

See Bull Market v1 in Limited

Burn, Baby, Burn! (nw)

No rulings

Burn, Baby, Burn! (bcl)

See Burn, Baby, Burn! v1 in Netherworld

Buro Assassin (ls)

See the rulings on Ambush

Buro Blue Spear (df)

See the rulings on Weapons

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

Buro Godhammer (fp)

See the rulings on Damage Bonuses

Buro Godhammer (yotd)

See Buro Godhammer v1 in Flashpont

Buro Godhammer (tkb)

See Buro Godhammer v1 in Flashpont

BuroMil Elite (fp)

See the rulings on Toughness

BuroMil Grunt (fp)

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 Grunt (df)

See BuroMil Grunt v1 in Flashpont

BuroMil Ninja (fp)

See the rulings on Ambush

See the rulings on Assassinate

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

BuroMil "Savage" (df)

See the rulings on Vehicles

See the rulings on Toughness

See the rulings on Mobility

BuroMil Scout (rw)

See the rulings on Damage Bonuses

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

Buro Official (ls)

See the rulings on What is Considered to be a Card's Cost

Butterfly Armor (rw)

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 the rulings on Attacking Out of Turn for the gory details.)

Butterfly Knight (nw)

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 Knight (n2)

See Butterfly Knight v1 in Netherworld

Butterfly Knight (tkb)

See Butterfly Knight v1 in Netherworld

Butterfly Swords (ss)

See the rulings on Weapons

See the rulings on Damage Bonuses

Bzzzzt! (fp)

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

Cabinet Minister (ls)

See the rulings on Taking Control of Cards

You choose whether you're controlling or cancelling 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 (ls)

See the rulings on Damage Bonuses

Captain Liu (tkb)

See the rulings on Tactics

See the rulings on Toughness

This includes himself.

Capture Squad (nw)

See the rulings on 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.

Carnival of Carnage (fp)

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.

Carnival of Carnage (ss)

See Carnival of Carnage v1 in Flashpont

Car Wash (bcl)

See the rulings on Healing

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

Cassandra (rw)

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 (df)

See the rulings on Independent

CAT Tactics (fp)

No rulings

Cave Network (ls)

See the rulings on Playing cards at Reduced Cost

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

You must have sufficient resources to play the Character.

Cave Network (yotd)

See Cave Network v1 in Limited

Cave Network (tkb)

See Cave Network v1 in Limited

Cave of a Thousand Banners (tw)

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 (bcl)

See the rulings on Schticks

See the rulings on Tactics

See the rulings on 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 (yotd)

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.

CDCA Scientist (tkb)

See CDCA Scientist v1 in Year of the Dragon

Cellular Reinvigoration (ls)

Card errataed in Dark Future.

Cellular Reinvigoration (df)

Errata for other indicated versions of the card

Cellular Reinvigoration v2

Type: Event

Subtitle: Event

Faction: Architects of the Flesh

Cost: [Arch] 1

Until the end of the turn, target Character gains Guts and is not smoked if its Fighting is 0.

See the rulings on 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.

Chains of Bone (ls)

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 (rw)

See the rulings on Assassinate

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

Chaos Spirit (df)

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 (nw)

See the rulings on 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.

CHAR (yotd)

See CHAR v1 in Netherworld

CHAR (tkb)

See CHAR v1 in Netherworld

Charge of the Rhino (ss)

This is not combat damage.

Charmed Life (ls)

See the rulings on 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.

Charmed Life (ss)

See Charmed Life v1 in Limited

Cheap Punks (fp)

See the rulings on 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.

Che Gorilla (bcl)

See the rulings on X Fighting

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

Chen Sho Kung (ss)

See the rulings on Damage Reduction

Chi Detachment (rw)

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.

Chimpanzer (fp)

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

If Chimpanzer gains the Flying Bladder's (nw) 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.

Chimp Shack (nw)

See the rulings on 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.

Chinese Connection (bcl)

See the rulings on Healing

See the rulings on 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 (ls)
See the rulings on 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.

Chinese Doctor (ss)
See Chinese Doctor v1 in Limited

Chin Ken (ls)
See the rulings on 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 (bcl)
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.

Chi Reconfiguration (df)
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.

Chi Sucker (nw)
Card errataed in the errataed cards list.

Chi Sucker (misc)
Errata for other indicated versions of the card
Chi Sucker v2
Type: Character
Subtitle: Netherworld Abomination
Faction: Architects of the Flesh
Cost: [Arch] [Mag] [Tech] 2
Provides: [Arch]
Fighting: 1
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

Chiu Fa (n2)
See the rulings on 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 (rw)
See the rulings on Reload

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

Chop Shop (bcl)
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 (ls)
See the rulings on Guts
See the rulings on Damage Bonuses

Church Official (ls)
See the rulings on Cancel and Smoke effects.

City Hospital (tkb)
See the rulings on 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 (fp)
Card errataed in Ten Thousand Bullets.

City Park (yotd)
Card errataed in Ten Thousand Bullets.

City Park (tkb)
Errata for other indicated versions of the card
City Park v3
Type: Feng Shui Site
Subtitle: Feng Shui Site
Generates: 1
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 the rulings on 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 (ls)
See the rulings on Damage Redirection

City Square (yotd)
See City Square v1 in Limited

City Square (tkb)
See City Square v1 in Limited

Claw of Fury (fp)

See the rulings on Assassinate
See the rulings on 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 Fury (tkb)

See Claw of Fury v1 in Flashpont

Claw of the Dragon (fp)

See the rulings on Guts
See the rulings on Playing cards at Reduced Cost

Claw of the Dragon (yotd)

See Claw of the Dragon v1 in Flashpont

Claw of the Tiger (ls)

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

Claws (bcl)

See the rulings on Toughness
See the rulings on 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 (nw)

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

Claws of Darkness (n2)

See Claws of Darkness v1 in Netherworld

Claws of Darkness (tkb)

See Claws of Darkness v1 in Netherworld

Close Call (df)

See the rulings on 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.)

Close Call (tkb)

See Close Call v1 in Dark Future

Cloud Walking (n2)

See the rulings on Mobility
See the rulings on Toughness
You cannot use the Mobility after you've intercepted, nor can you use it to change location to anywhere but the locaton 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.)

Code Red (ls)

See the rulings on Attacking Out of Turn

Coffee-Stained Cop (fp)

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 (tkb)

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

Coil of the Snake (ss)

See the rulings on Stealth
You must both discard and draw; you can't do just one. You discard before drawing.

Colonel Griffith (fp)

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

Colonel Griffith (n2)

See Colonel Griffith v1 in Flashpont

Colonel Richtmeyer (n2)

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.

Combat Aircar (ls)

See the rulings on Vehicles
See the rulings on Tactics
See the rulings on Mobility
May only be played on Characters.

Combat Veteran (df)

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 <Battlegorunds> 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 designtor, the State remains.

Commander Corliss (ss)

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 (yotd) and its like.

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

Competitive Intelligence (tw)

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 (fp)

See the rulings on Toughness

Concourse Godard (df)

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 Sage (ls)

No rulings

Confucian Stability (ls)

See the rulings on Cancel and Smoke effects.
See the rulings on Playing "in response to"

Confucian Stability (yotd)

See Confucian Stability v1 in Limited

Confucian Stability (tkb)

See Confucian Stability v1 in Limited

Consumer on the Brink (df)

No rulings

Contest of Arms (rw)

See the rulings on Faceoffs

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

Contingency Plans (ss)

You may play both this and a City Park (tkb) 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 (ls)

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 (n2)

See the rulings on 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 (fp)

See the rulings on 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 (df)

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 (rw)

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 (df)

See the rulings on 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 (nw)

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. (ss)

Covert Operation (ls)

Card errataed in Year of the Dragon.

Covert Operation (yotd)

Errata for other indicated versions of the card

Covert Operation v2

Type: Event

Subtitle: Event

Faction: Ascended

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.

Crèche of the New Flesh (fp)
No rulings

Cry of the Forgotten Ancestor (ls)
See the rulings on Cancel and Smoke effects.

Curio Shop (fp)
See the rulings on Damage Reduction
See the rulings on 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.

Curio Shop (yotd)
See Curio Shop v1 in Flashpont

Curio Shop (tkb)
See Curio Shop v1 in Flashpont

Curtain of Fullness (ls)
The cards are chosen at resolution; it is too late to find out what's being discarded, and play those cards.
If the player hasn't got three cards, they discard as much as they can.

Curtis Graham (bcl)
No rulings

Cutting Loose Ends (n2)
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.

Cyclone of Knives (fp)
No rulings

Da Boys (bcl)
See the rulings on X Fighting
Their Fighting will not change as the opponent gains and loses cards.

Dallas Rocket (fp)
See the rulings on Ambush
See the rulings on Damage Bonuses

Dallas Rocket (n2)

See Dallas Rocket v1 in Flashpont

Dallas Rocket (tkb)
See Dallas Rocket v1 in Flashpont

Dance of the Centipede (ls)
Card errataed in the errataed cards list.

Dance of the Centipede (misc)
Errata for other indicated versions of the card
Dance of the Centipede v2
Type: Event
Subtitle: Event
Faction: Eaters of the Lotus
Cost: [Lot] 1
Target a card. That card cannot be turned in response ::
Turn that card, and cancel any effect generated by turning it.

Once a Character has turned to attack, you can't stop it with this card. You have to turn it before the attack is declared.
You can cancel a turn to heal, or a turn to change location. (Including the turning to change location that must be done before one intercepts at a different location.)

Dangerous Experiment (ls)
Card errataed in Year of the Dragon.

Dangerous Experiment (yotd)
Errata for other indicated versions of the card
Dangerous Experiment v2
Type: Event
Subtitle: Event
Faction: Architects of the Flesh
Cost: [Arch] [Arch] [Arch] [Arch] 0
Limited. Toast It. You gain 5 Power, and the opponent to your left may immediately 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.

Dangerous Experiment (tkb)
See Dangerous Experiment v2 in Year of the Dragon

Darkness Adept (tw)
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 (n2)
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 (nw)

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 (n2)

See the rulings on Bonuses Until a Card Leaves Play
You gain one Power per player, no matter how many of their interceptors you smoked.

Darkness Priestess (nw)

Card errataed in Throne War.

Darkness Priestess (tw)

Errata for other indicated versions of the card

Darkness Priestess v2

Type: Character

Subtitle: Netherworld Sorceress

Faction: Four Monarchs

Cost: 1

Provides: [Mon] [Mag]

Fighting: 1

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 (n2)

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

Darkness Warriors (tkb)

See Darkness Warriors v1 in Netherworld 2

Dark Sacrifice (df)

The dermination 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 (fp)

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

Dark's Soft Whisper (ss)

See Dark's Soft Whisper v1 in Flashpont

Dark Traveler (nw)

No rulings

Dark Traveler (rw)

See Dark Traveler v1 in Netherworld

Dawn of the Righteous (ls)

See the rulings on Healing

Death-O-Rama (nw)

See the rulings on Damage Bonuses

Death-O-Rama (tkb)

See Death-O-Rama v1 in Netherworld

Death Ring (bcl)

See the rulings on 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 (nw)

See the rulings on Damage Reduction

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

Death Touch (ls)

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.

Deathtrap (ls)

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

Defiant Bloom (df)

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 (df)

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 (nw)

See the rulings on Damage Bonuses

Demon Emperor (tw)

See the rulings on Regeneration

See the rulings on Stealth

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

Demonic Plague (rw)

No rulings

Demon Tank (df)

See the rulings on Vehicles

See the rulings on Toughness

See the rulings on Regeneration

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

Derek Han (tkb)

See the rulings on Superleap

See the rulings on 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 (ls)

See the rulings on Ambush

Desdemona Deathangel (df)

See the rulings on Ambush

You may sacrifice Desdemona.

Desire Manipulator (nw)

See the rulings on Card Memory

Desolate Ridge (tw)

See the rulings on Playing "in response to"

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

Destroyer (fp)

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 (df)

See Destroyer v1 in Flashpoint

Destroyer Drone (df)

See the rulings on Toughness

See the rulings on Damage Bonuses

Diamond Beach (rw)

See the rulings on Toughness

Die!!! (tw)

See the rulings on 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.

Die!!! (tkb)

See Die!!! v1 in Throne War

Difficulty at the Beginning (ls)

This will not cancel Events, and any other card type will be in play, at least until Difficulty at the Beginning has resolved, and so will provide resources.

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.

Dim Mak (ls)

No rulings

Dirk Wisely (df)

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 (fp)

Card errataed in Year of the Dragon.

Dirk Wisely's Gambit (yotd)

Errata for other indicated versions of the card

Dirk Wisely's Gambit v2

Type: Event

Subtitle: Event

Faction: Dragons

Cost: [Dra] 0

Provides: [Dra] [Tech]

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, you 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.

Dirk Wisely's Gambit (tkb)

See Dirk Wisely's Gambit v2 in Year of the Dragon

Dirty Tricks (bcl)

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 (nw)

<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.

Discerning Fire (yotd)
See Discerning Fire v1 in Netherworld

Discerning Fire (tw)
See Discerning Fire v1 in Netherworld

Discerning Fire (tkb)
See Discerning Fire v1 in Netherworld

Disco (bcl)
See Phlogiston Mine (n2) for rulings.

Disco Inferno (bcl)
No rulings

Disinformation Packet (fp)
No rulings

Disintegrator Ray (ls)
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's (ls) ability.

DNA Mage (ls)
Can attack if it somehow gains the ability to attack without turning.

DNA Mage (n2)
See DNA Mage v1 in Limited

Doctor Shen (ss)
See the rulings on Toughness
See the rulings on 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 (bcl)
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 (nw)
See the rulings on 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 (fp)
You only get 1 Power no matter how many interceptors a single player declares.

"Do You Feel Lucky, Punk?" (bcl)
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.

Draco (ls)
No rulings

Draco (yotd)
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 (ls)
See the rulings on Independent

Dragon Boat Festival (ss)
You unturn before you draw, so you get the first extra cards.

Dragon Dojo (ss)
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 (ls)
See the rulings on Guts

Dragon Graveyard (rw)
No rulings

Dragon Mountain (ls)
See the rulings on Toughness
The Toughness applies even when the Site is face-down.

Dragon Mountain (ss)
See Dragon Mountain v1 in Limited

Dr. Ally Matthews (n2)

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's) (nw) 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's (nw) X, then turn the Chamber, inflicting zero damage on it, (so, ordinarily, the X would be 0) and give somebody Toughness: 2.)

Dr. April Mucosa (1s)

See the rulings on Damage Reduction

This reduces both combat and non-combat damage.

Dr. Celeste Carter (tw)

See the rulings on 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, (1s) is both [Tech] 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 (n2)

See the rulings on Copying

Dr. Jean-Marc Ngubane (rw)

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

Dr. John Haynes (tw)

See the rulings on Stealth

See the rulings on Toughness

The Event must use the word "target".

See Covert Operation (yotd) for more rulings.

Drop Troopers (fp)

See the rulings on Playing cards at Reduced Cost

You must still meet the resource conditions.

Dr. Timbul Damiri (rw)

The timing on this card is the same as that of the Vivisector; (yotd) 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. (df)

Saving a Character from an effect aimed at it. (This won't help against global effects such as Neutron Bomb, (1s) just things like Nerve Gas.) (1s)

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.

Drug Lab (1s)

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.

Drug Lab (tkb)

See Drug Lab v1 in Limited

Drunken Stance (fp)

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 (df)

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 (1s)

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 (fp)

See the rulings on 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 (df)

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 (yotd) or the like.

You only get one Power, no matter how many [Tech] cards you have.

Duodenum of Yang Luo (n2)

See the rulings on 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 (tw)

See the rulings on 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 (ss)

See the rulings on Faceoffs

Earth Poisoner (tw)

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 (bcl)

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 (tw)

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 (rw)

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

Edge Warrior (ls)

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

Edge Warrior (tkb)

See Edge Warrior v1 in Limited

Elderly Monk (ls)

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.

Elephant Gun (ss)

See the rulings on Weapons

See the rulings on Damage Bonuses

Elevator to the Netherworld (nw)

See the rulings on Independent

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

Elite Guards (tw)

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.

Encephalon Screamer (fp)

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 (nw)

See the rulings on 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 (df)

See the rulings on Weapons

Entropy is Your Friend (nw)

See the rulings on Damage Bonuses

Entropy is Your Friend (n2)

See Entropy is Your Friend v1 in Netherworld

Entropy Sphere (df)

The amount of damage inflicted on the site is determined a generation, even though the damage happens at resolution. If Entropy Sphere is retargetted, 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 Sphere (tkb)
See Entropy Sphere v1 in Dark Future

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

Entropy Tap (tkb)
See Entropy Tap v1 in Dark Future

Escher Hotel (rw)
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.

Esteban Vicente (df)
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 (nw)
See the rulings on Damage Reduction
Eugene always heals at least one damage at the end of a turn, as he is himself a <hood>.

Eunuch Underling (ls)
Card errataed in Year of the Dragon.

Eunuch Underling (yotd)
Errata for other indicated versions of the card
Eunuch Underling v2
Type: Character
Subtitle: Sorcerer Bureaucrat
Faction: Eaters of the Lotus
Cost: 2
Provides: [Lot] [Mag]
Fighting: 2

No rulings

Everybody Was Kung Fu Fighting (bcl)
This will be smoked even if you turn an opponent's card by means of Monkeywrenching (fp) or Dance of the Centipede. (misc)

Everyday Hero (ls)
See the rulings on Guts

Everyday Hero (tkb)
See Everyday Hero v1 in Limited

Evil Master (bcl)
No rulings

Evil Twin (ls)
Card errataed in Year of the Dragon.

Evil Twin (yotd)
Errata for other indicated versions of the card
Evil Twin v2
Type: Character
Subtitle: Sinister Sibling
Faction: Eaters of the Lotus
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 (yotd) 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 Twin (tw)
See Evil Twin v2 in Year of the Dragon

Evil Whispers (rw)
This keys off the amount of Power actually spent, not the cost of the card.

Ex-Commando (fp)
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.

Ex-Commando (tkb)
See Ex-Commando v1 in Flashpont

Exile Village (rw)
No rulings

Expendable Unit (ls)
See the rulings on 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.

Expendable Unit (n2)
See Expendable Unit v1 in Limited

Explosives (ls)
Card errataed in Year of the Dragon.

Explosives (yotd)
Errata for other indicated versions of the card
Explosives v2
Type: State
Subtitle: 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 the rulings on 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.

Explosives (tkb)
See Explosives v2 in Year of the Dragon

FAE Schwartz (df)
If he is smoked in response to his being played, he will still explode.
Sacrificing him does not cause him to explode.

Faked Death (ls)
Choose which Character you wish to return on generation.

Faked Death (ss)
See Faked Death v1 in Limited

Faked Death (tkb)
See Faked Death v1 in Limited

Fake Out (df)
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.

Fakhir-al-Din (rw)
See the rulings on Toughness

Fallen Heroes (df)
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 (ls)
See the rulings on 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 Estate (yotd)
See Family Estate v1 in Limited

Family Estate (tkb)
See Family Estate v1 in Limited

Family Home (ls)
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 Home (tkb)
See Family Home v1 in Limited

Family Restaurant (ls)
See the rulings on Regeneration
An attacking <Hood> may seize or burn a Family Restaurant.

Fanaticism (n2)
[Mon] cards that have none of the appropriate designators will not shut Fanaticism down.
There is no way to change the chosen designator.

Farseeing Rice Grains (tw)
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 (bcl)
See the rulings on 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 (tkb)
See the rulings on Damage Reduction

He still takes non-combat damage.

Fatty Cho (bcl)

See the rulings on 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 (df)

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 (ls)

If more than one players' Feast of Souls leaves play simultaneously, use the simultaneous play rules to determine the order in which the Power moves around the table. (If all players have one or more Feast of Souls, then, in two-player the player who is not the current player gets all the Power. In multi-player, each player ends up with the Power the player to their right had, except the current player, who gets none, and the player to the current player's left, who gets both the current player's Power and that of the player to the current player's right.)

Feeding the Fires (n2)

See the rulings on 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.

Feng Kan (ss)

See the rulings on 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 (nw)

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 Circle (yotd)

See Festival Circle v1 in Netherworld

Festival Circle (tkb)

See Festival Circle v1 in Netherworld

Festival of Giants (tw)

See the rulings on Toughness

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

Field of Tentacles (nw)

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.

Field of Tentacles (yotd)

See Field of Tentacles v1 in Netherworld

Field of Tentacles (tkb)

See Field of Tentacles v1 in Netherworld

Fighting Spirit (fp)

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.

Final Brawl (ls)

No rulings

Final Brawl (yotd)

See Final Brawl v1 in Limited

Final Brawl (tkb)

See Final Brawl v1 in Limited

Final Sacrifice (tw)

See the rulings on Playing "in response to"

Fire Acolytes (n2)

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

Fire Acolytes (tkb)

See Fire Acolytes v1 in Netherworld 2

Fire and Darkness Pavilion (nw)

See the rulings on 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 (nw)

Card errataed in the errataed cards list.

Fire Assassin (misc)

Errata for other indicated versions of the card

Fire Assassin v2

Type: Character

Subtitle: Netherworld Killer

Faction: Four Monarchs

Cost: [Mon] 3

Provides: [Mon]

Fighting: X

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.

See the rulings on X Fighting

If the player chosen for Fire Assassin's ability gains control of it, the Fire Assassin continues to use their resources to determine its Fighting.

Fire Constructs (n2)

See the rulings on Damage Reduction

See the rulings on 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 elligable.

Fire Infiltrator (ss)

No rulings

Fire in the Lake (ls)

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

Fire in the Sky (bcl)

No rulings

Fire Martyr (nw)

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

Fire Mystic (tkb)

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 (nw)

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 (n2)

See the rulings on Not a Legal Subject for States

See the rulings on Not Affected By

Fire Sled (fp)

See the rulings on Vehicles

See the rulings on Cancelling 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 targetting 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 Sled (n2)

See Fire Sled v1 in Flashpont

Fire Sword (rw)

See the rulings on Damage Bonuses

Fire Warriors (nw)

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

Fire Warriors (n2)

See Fire Warriors v1 in Netherworld

Fireworks Factory (tkb)

See Nine Dragon Temple (yotd) for rulings.

Fist of Freedom (df)

See the rulings on Damage Bonuses

Fist of Shadow (n2)

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 (ls)

No rulings

Fist of the Bear (ss)

See the rulings on Toughness

Fists of Fury (bcl)

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.

Fists of Legend (ls)

No rulings

Five Fingers of Death (bcl)

See the rulings on 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 (fp)

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 (ls)

See the rulings on Vehicles

See the rulings on Mobility

Floating Restaurant (yotd)

See the rulings on Healing

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

Floating Restaurant (tkb)

See Floating Restaurant v1 in Year of the Dragon

Flood on the Mountain (ls)

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 (nw)

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's (fp) 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 (nw)

See the rulings on 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 (ls)

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

Flying Kick (nw)

See the rulings on Superleap

Flying Kick (ss)

See Flying Kick v1 in Netherworld

Flying Monkey Squad (ss)

See the rulings on Independent

See the rulings on Superleap

Flying Sleeves (tw)

See the rulings on 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 Sleeves (tkb)

See Flying Sleeves v1 in Throne War

Flying Sword Stance (tw)

See the rulings on Superleap

See the rulings on 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 Sword Stance (tkb)

See Flying Sword Stance v1 in Throne War

Flying Windmill Kick (fp)

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 (ls)

See the rulings on Superleap

Fong Sai Yuk (ss)

See the rulings on Superleap

See the rulings on Cancelling the Target of the Attack

For China! (tw)

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

Forgotten Shrine (ss)

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 (nw)

See the rulings on 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 (df)

See the rulings on Toughness

See the rulings on Playing cards at Reduced Cost

Fortuitous Chi (fp)

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

Fortune of the Turtle (ls)

See the rulings on 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.

Fortune of the Turtle (ss)

See Fortune of the Turtle v1 in Limited

Forty-Story Inferno (fp)

Card errataed in the errataed cards list.

Forty-Story Inferno (misc)

Errata for other indicated versions of the card

Forty-Story Inferno v2

Type: Site

Subtitle: Battleground Site

Cost: 0

Generates: 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 the rulings on 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.

Fo Shen (df)

No rulings

Foul Hatchling (nw)

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 (yotd)

See the rulings on 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 Burning Fists (tkb)

See Four Burning Fists v1 in Year of the Dragon

Four Sorrows Island (ss)

If the target is already intercepting, it ceases doing so.

Fox On the Run (bcl)

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 Wiseley's Gambit work.

Fox Pass (ls)

Card errataed in Year of the Dragon.

Fox Pass (yotd)

Errata for other indicated versions of the card

Fox Pass v2

Type: Feng Shui Site

Subtitle: Feng Shui Site

Generates: 1

Body: 5

Unique. Turn to change one attacker's target to any Character or front-row Site you control.

See the rulings on Changing the Target of Attackers

Fox Pass (tkb)

See Fox Pass v2 in Year of the Dragon

Frag the G! (rw)

It doesn't matter how the Sites become turned.

Free Fire Zone (df)

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 (rw)

See the rulings on What is Considered to be a Card's Cost

Friends of the Dragon (ls)

Card errataed in Year of the Dragon.

Friends of the Dragon (yotd)

Errata for other indicated versions of the card

Friends of the Dragon v2

Type: Character

Subtitle: Student Supporters

Faction: Dragons

Cost: 1

Provides: [Dra]

Fighting: 1

No rulings

Funky Monkey (df)

No rulings

Funky Monkey (bcl)

See the rulings on Once Per Turn Abilities

You may still give your opponents Power with cards like Chinese Connection. (bcl)

Furious George (nw)

See the rulings on Guts
Characters that can attack without turning may attack with George.

Furious George (n2)
See Furious George v1 in Netherworld

Furious George (tkb)
See the rulings on Guts
This damage happens during combat; it can be redirected, but you cannot use most normal effects at the time.

Fusion Rifle (1s)
Card errataed in Netherworld 2.

Fusion Rifle (n2)
Errata for other indicated versions of the card
Fusion Rifle v2
Type: State
Subtitle: State
Cost: [Tech] 1
Weapon. Play on any Character. Turn Fusion Rifle to inflict 2 damage on any target at subject's location.

See the rulings on Weapons
The damage is not combat damage.
The damage comes from the State, not the subject.

Fusion Tank (1s)
See the rulings on Vehicles
See the rulings on Mobility

Gadgeteer (1s)
Only States create the bonus, not Events.
The Fighting bonus remains only as long as the State does.

Gambling House (yotd)
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.

Gambling House (tkb)
See Gambling House v1 in Year of the Dragon

Gao Zhang (1s)
See the rulings on Changing the Target of Events

Gao Zhang (tw)
See the rulings on Changing the Target of Events
See the rulings on Playing cards at Reduced Cost
You still are constrained by the usual limits on when you can play cards.

Gardener (1s)
See the rulings on Healing

Gardener (yotd)
See Gardener v1 in Limited

Garden of Bronze (nw)
Multiple Gardens will trigger off the same burn.
Even if the player who burns for Power loses it, (to a Bite of the Jellyfish (1s) or some other effect) you still get the Power.

Garden of Bronze (tkb)
See Garden of Bronze v1 in Netherworld

Gearhead (nw)
The damage must be combat damage.

General Fung (n2)
See the rulings on Tactics
See the rulings on Damage Bonuses

General Olivet (df)
See the rulings on Attacking Out of Turn
See the rulings on Tactics
If you turn a Proving Ground (1s) 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 (ss)
See the rulings on Tactics
See the rulings on 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 (fp)
See the rulings on Guts

Genghis X (tkb)
See Genghis X v1 in Flashpoint

Genocide Lounge (n2)
See the rulings on Playing cards at Reduced Cost
If seized while it is canceled, the new controller will keep it when the cancelling 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.

Geoscan Report (ss)
See the rulings on Damage Bonuses
You may use this card on an already-revealed Site.

Ghost Assassin (nw)
See the rulings on Copying

Ghostly Seducer (ls)
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 (fp)
See the rulings on X Fighting

Glimpse of the Abyss (fp)
No rulings

Glimpse of the Abyss (yotd)
See Glimpse of the Abyss v1 in Flashpont

Glimpse of the Abyss (tkb)
See Glimpse of the Abyss v1 in Flashpont

Gloating Laughter (df)
A <Eunuch> gets +2 Fighting instead of the +1, not in addition.

Gnarled Attuner (nw)
Card errataed in the errataed cards list.

Gnarled Attuner (misc)
Errata for other indicated versions of the card
Gnarled Attuner v2
Type: Character
Subtitle: Netherworld Abomination
Faction: Architects of the Flesh
Cost: [Arch] 4
Provides: [Arch]
Fighting: 6
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.)

Damage inflicted by the Attuner while it is canceled can be removed.

Gnarled Horror (ls)
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 (ls)
Card errataed in the errataed cards list.

Gnarled Marauder (misc)
Errata for other indicated versions of the card

Gnarled Marauder v2
Type: Character
Subtitle: Demon
Faction: Eaters of the Lotus
Cost: [Lot] [Mag] 3
Provides: [Lot]
Fighting: 3
If Gnarled Marauder inflicts combat damage on a Site, it simultaneously inflicts an equal amount of 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 is still 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 (n2)
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)

Golden Candle Society (ls)
No rulings

Golden Candle Society (yotd)
See Golden Candle Society v1 in Limited

Golden Candle Society (tkb)
See Golden Candle Society v1 in Limited

Golden Comeback (ls)
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 Comeback (yotd)
See Golden Comeback v1 in Limited

Golden Comeback (tkb)
See Golden Comeback v1 in Limited

Golden Mile (tkb)
This keys off the Power spent, not the cost of the card.

Gong Wei (ss)
No rulings

Gonzo Journalist (fp)

[Tech], [Mag], and [Chi] are not faction resources.

Good Ol' Boys (bcl)

You don't round up.

If they are stolen, remember that they will now be looking at their new controller's pool.

Gorilla Encampment (n2)

See the rulings on Damage Bonuses

Gorilla Fighter (fp)

See the rulings on Independent

See the rulings on 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 Fighter (n2)

See Gorilla Fighter v1 in Flashpont

Gorilla Fighter (tkb)

See Gorilla Fighter v1 in Flashpont

Gorilla Warfare (nw)

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 (df)

See the rulings on 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 (fp)

See the rulings on 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 (ls)

See the rulings on Toughness

Green Sage (rw)

See the rulings on 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 retargetted to a card at a different location.

Green Senshi Chamber (nw)

See the rulings on Toughness

Green Senshi Chamber (n2)

See Green Senshi Chamber v1 in Netherworld

Grenade Launcher (ls)

See the rulings on Weapons

Grenade Posse (nw)

See the rulings on 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.

Grizzly Pass (tw)

Face-down Sites are not considered to have a title.

Grove of Willows (ls)

This is the total number of Characters that were attacking it at some point during the attack, no matter what happened to them afterward.

Gruff Lieutenant (ls)

See the rulings on Stealth

Gruff Lieutenant (tkb)

See Gruff Lieutenant v1 in Limited

Guiya Zui (nw)

This effect will trigger discard-triggered effects, such as Paper Trail, (ls) but not toast-triggered effects, such as Darkness Priestess. (tw)

Gunrunner (nw)

See the rulings on Ambush

See the rulings on Moving States

This works on States with the restriction Weapon, not those with the designator <Weapon>.

Gus Andropoulos (rw)

See the rulings on 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 (fp)

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.

Hacker (yotd)
See Hacker v1 in Flashpont

Hacker (tkb)
See Hacker v1 in Flashpont

Hall of Brilliance (tw)
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 (n2)
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 (ls)
See the rulings on The Number of Sites Controlled by a Player Who Takes Yours

Hands Without Shadow (ls)
Card errataed in Year of the Dragon.

Hands Without Shadow (yotd)
Errata for other indicated versions of the card
Hands Without Shadow v2
Type: State
Subtitle: 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.

Hands Without Shadow (tkb)
See Hands Without Shadow v2 in Year of the Dragon

Hartwell Iron Works (ss)
This is not combat damage.

Havoc Suit (ls)
See the rulings on Weapons
The title should be capitalized.

Healing Earth (ls)
See the rulings on Healing
The number of resources in your pool is calculated when you play the card, not when it resolves.

Healing Earth (ss)
See Healing Earth v1 in Limited

Healing Earth (tkb)
See Healing Earth v1 in Limited

Heart of the Rainforest (fp)
No rulings

Heat of Battle (nw)
You may play Heat of Battle any time during an attack against you.

Heat of Battle (tkb)
See Heat of Battle v1 in Netherworld

Heaven's Peak (ss)
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 (bcl)
See the rulings on Weapons

Helix Chewer (ls)
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....

Helix Chewer (yotd)
See Helix Chewer v1 in Limited

Helix Mine (rw)
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 (ls)
You gain the power even if you now control the subject.

Helix Rethread (yotd)
See Helix Rethread v1 in Limited

Helix Rethread (tkb)
See Helix Rethread v1 in Limited

Helix Scrambler (n2)
See the rulings on Weapons
The character need not be damaged by the Scrambler for its rules text to be blanked.

Hell Charger (df)

See the rulings on Vehicles

If moving within your Site structure, Hell Charger can only move the subject one column to the left or right.

Hermes (ss)

Even if Malachi (ss) is in play, you may draw only one card if you wish. You cannot draw two.

Heroic Conversion (1s)

Card errataed in the errataed cards list.

Heroic Conversion (misc)

Errata for other indicated versions of the card

Heroic Conversion v2

Type: State

Subtitle: State

Faction: Dragons

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.)

See the rulings on Card Memory

See the rulings on Taking Control of Cards

Heroic Conversion must be on the subject at some point while it is attacking you, and at the end of the turn.

Hexagram Spirit (df)

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 (fp)

See the rulings on 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 Sanctuary (tkb)

See Hidden Sanctuary v1 in Flashpont

Hill of the Turtle (1s)

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 [Tech] cards, you can refuse to pay without any adverse consequences.

Hiro Asataka (n2)

See the rulings on Independent

See the rulings on Taking Control of Cards

Ho Chen (rw)

[Sev] is considered to be a faction resource.

You can play him if you try hard enough.

Homemade Grenade (ss)

See the rulings on Weapons

Homemade Tank (fp)

See the rulings on Vehicles

See the rulings on Toughness

The Tank toasts itself at the beginning of the turn, so you can't turn the subject to heal in response.

Homemade Tank (df)

See Homemade Tank v1 in Flashpont

Homemade Tank (tkb)

See Homemade Tank v1 in Flashpont

Homo Omega (1s)

See the rulings on Toughness

Homo Omega (yotd)

See the rulings on Toughness

See the rulings on Playing cards at Reduced Cost

Hopping Vampire (1s)

No rulings

Hosed (fp)

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. (1s) 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 (1s)

This is considered to be stealing Power.

Effects that specifically respond to Events, such as

Confucian Stability, (1s) can be played in response. Players cannot spend Power that they have bid.

Hot Springs (df)

See the rulings on Not Affected By

Sites with continuous abilities, such as Puzzle Garden, (tw) Dragon Mountain, (1s) 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.)

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 (nw)

See the rulings on Playing cards at Reduced Cost

House on the Hill (ls)

See the rulings on 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.

House on the Hill (yotd)

See House on the Hill v1 in Limited

Hover Tank (fp)

See the rulings on Vehicles

See the rulings on Mobility

See the rulings on 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 (tw)

See the rulings on Guts

Even if you gain Power in response to the smoke effect, they still die.

Hung Hei Kwon (n2)

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.

Iala Mané (ls)

See the rulings on Independent

See the rulings on Attacking Out of Turn

Iala Mane (ss)

See the rulings on Independent

See the rulings on Attacking Out of Turn

Ice Commandos (n2)

See the rulings on Playing cards at Reduced Cost

Ice Courtier (nw)

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.

Due to the differentiation between effects and abilities in the Ten Thousand Bullets rules, you cannot cancel a continuous ability unless you do so in response to the effect that initially established it. (In response to playing a Shadowy Mentor, (ls) or in response to a Mr. X (ls) being turned.)

Ice Diadem (nw)

See the rulings on Healing

Even if somebody takes control of the subject, you still control the Diadem.

Ice Diadem (tkb)

See Ice Diadem v1 in Netherworld

Ice Falcons (nw)

See the rulings on Independent

Ice Healer (nw)

See the rulings on Healing

Ice Healer (n2)

See Ice Healer v1 in Netherworld

Ice Healer (tkb)

See Ice Healer v1 in Netherworld

Ice Pagoda (nw)

See the rulings on Healing

The ability is not optional.

Ice Pagoda (n2)

See the rulings on 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 (rw)

See the rulings on Regeneration

Ice Shaman (bcl)

See the rulings on Healing

You can't turn him to inflict a damage and heal a damage at the same time.

Ice Shards (nw)

You may smoke a State even if the Ice Shards are smoked in that combat.

Ice Shield (n2)

See the rulings on Toughness

You don't have to pay if the subject is smoked in combat, only when it survives.

Ice Sorceress (df)

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 Tiger (nw)

This applies both to declaring an attack, and to changing the target of an attack.

Ice Tigers (rw)

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 (bcl)

See the rulings on Healing

Ice Vixen (bcl)

See the rulings on Healing
She will heal when an opponent plays a state, such as Shadowy Mentor, (ls) on her.

Ice Warriors (ls)

No rulings

Ice Warriors (n2)

Can only cancel Events that use the word "target".

I Ching (ls)

No rulings

Identity Chop Shop (df)

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.<p>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.<p>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".<p>

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 (df)

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 (nw)

If you were to play The Fox Outfoxed (nw) on this card, you would gain all the Power.

IKTV Special Report (rw)

"Returning a Character to play" is not considered to be playing it for reduced cost, but playing it at "no cost" is.

Illusory Bridge (ls)

Card errataed in the errataed cards list.

Illusory Bridge (misc)

Errata for other indicated versions of the card

Illusory Bridge v2

Type: Site

Subtitle: Site

Cost: [Mag] 0

Generates: 0

Body: 3

May be placed in an opponent's Site structure. That player controls Illusory Bridge.

Even though your opponent controls it, it still counts as your one Site for the turn.

Imperial Boon (ls)

That's any card with the title "Gao Zhang", not just a card with the designators <Gao> and <Zhang>, so put those Sinister Accusations (tw) away.

Imperial Guard (ls)

No rulings

Imperial Palace (tw)

See the rulings on Playing cards at Reduced Cost

Impoverished Monk (ss)

See the rulings on Toughness

See the rulings on Superleap

Your opponents may play any States they wish on your Monk.

You may not move States onto the Monk, either.

Imprisoned (1s)
No rulings

Imprisoned (n2)
See Imprisoned v1 in Limited

Inauspicious Reburial (1s)
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 Reburial (n2)
See Inauspicious Reburial v1 in Limited

Inauspicious Return (tw)
See the rulings on 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.

Inexorable Corruption (1s)
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.

Inexorable Corruption (yotd)
See Inexorable Corruption v1 in Limited

Infernal Pact (tw)
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 (1s)
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 (ss)
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 (1s)
Card errataed in Year of the Dragon.

Infernal Temple (yotd)
Errata for other indicated versions of the card
Infernal Temple v2
Type: Site
Subtitle: Site
Faction: Eaters of the Lotus
Cost: 2
Provides: [Lot]
Generates: 1
Body: 5
Infernal Temple provides one [Mag] resource for each Demon Character you control.

Is a [Mag] card while you have <Demon> Characters.

Information Warfare (rw)
See the rulings on 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 retargetting the attacker to cards you control.
You can't retarget an attacker to a card its controller also controls.

Inner Sanctum (1s)
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. (1s)
An opponent's effect, such as Jamal Hopkins, (nw) can place Feng Shui into the column; only you are prohibited.

Inner Sanctum (yotd)
See Inner Sanctum v1 in Limited

Inner Sanctum (tkb)
See Inner Sanctum v1 in Limited

Inoue Oram (df)
This Power is not affected by skipping your Power generation, or by cards such as Pocket Demon. (yotd)
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 (1s) are.

Inoue Oram (tkb)
See Inoue Oram v1 in Dark Future

Instrument of the Hand (1s)
No rulings

Instrument of the Hand (ss)
See Instrument of the Hand v1 in Limited

Instrument of the Hand (tkb)
See Instrument of the Hand v1 in Limited

Into the Light (ls)
No rulings

Into the Light (ss)
See Into the Light v1 in Limited

Invincible Chi (fp)
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 Chi (ss)
See Invincible Chi v1 in Flashpont

In Your Face Again (fp)
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.

In Your Face Again (n2)
See In Your Face Again v1 in Flashpont

Iron and Silk (ls)
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.

Iron and Silk (yotd)
See Iron and Silk v1 in Limited

Iron and Silk (tkb)
See Iron and Silk v1 in Limited

Isis Fox (bcl)
See the rulings on Bonuses Until a Card Leaves Play
She does not have to be part of the attack to get the bonus.

Isomorphic Spirit (tkb)
Only gets +2 Fighting, no matter how many title matches can be found.
Two Isomorhpic Spirits will suffice.

"Is that all you got?" (rw)
Characters with X Fighting cannot be returned, nor can Evil Twin, (yotd) 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)

"I Will Avenge You!" (ss)

No rulings

Jack Donovan (ls)
See the rulings on 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 (bcl)
See the rulings on Independent
See the rulings on Guts
Only Events that use the word "target" can be canceled.

Jack of All Trades (df)
The State is sacrificed at generation; if he is canceled, it is still lost.

Jaded Cop (tkb)
See the rulings on What is Considered to be a Card's Cost
See the rulings on Not Affected By

Jade Valley (yotd)
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.

Jade Valley (tkb)
See Jade Valley v1 in Year of the Dragon

Jade Wheel Society (ss)
No rulings

Jagged Cliffs (ls)
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.

Jagged Cliffs (yotd)
See Jagged Cliffs v1 in Limited

Jamal Hopkins (nw)
The ability can place a Feng Shui Site behind an Inner Sanctum, (ls) since that card's effect only applies to its controller.

Jane Q. Public (fp)
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.

Jane Q. Public (yotd)
See Jane Q. Public v1 in Flashpont

Jan Zvireci (rw)
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.

Jason X (nw)
See the rulings on Guts
See the rulings on What is Considered to be a Card's Cost

Jason X (df)
See the rulings on Guts
See the rulings on What is Considered to be a Card's Cost

Jenny Zheng (ss)
See the rulings on Superleap

Je Pai (n2)
The "even if it is now turned" part is redundant.

Jeroen Becker (n2)
No rulings

Jet Pack (df)
See the rulings on Vehicles
See the rulings on Mobility
See the rulings on 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 Xushen (ss)
No rulings

Jimmy Wai (nw)
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 (fp)
See the rulings on 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.

Johann Bonengel (ls)
No rulings

Johann Bonengel (df)
See Johann Bonengel v1 in Limited

Johnny Badhair (fp)
See the rulings on 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 Badhair (df)
See Johnny Badhair v1 in Flashpoint

Johnny Tso (ls)
See the rulings on Assassinate
See the rulings on Playing cards at Reduced Cost

Johnny Tso (tkb)
See Johnny Tso v1 in Limited

John Tower (bcl)
See the rulings on Independent
See the rulings on 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.

Jormungandr (rw)
See the rulings on Assassinate
See the rulings on 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 (ss)
See the rulings on Stealth
See the rulings on Superleap

Jueding Bao-Fude (nw)
He may blast himself.

Jueding Shelun (ls)
The ability may be used even if Jueding was smoked simultaneously.
This does not cause the card to generate an effect.

Jueding Shelun (rw)
No rulings

Jui Szu (tw)
See the rulings on 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 (n2)

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 (df)

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 Another Consumer (fp)

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.

Just Another Consumer (tw)

See Just Another Consumer v1 in Flashpont

Just Another Consumer (tkb)

See Just Another Consumer v1 in Flashpont

Just a Rat (fp)

See the rulings on 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 a Rat (df)

See Just a Rat v1 in Flashpont

Kallisti (tkb)

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 (ls)

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.)

Kan Li (tkb)

See Kan Li v1 in Limited

Karate Cop (tkb)

See the rulings on Toughness

See the rulings on Damage Bonuses

Kar Fai (ls)

See the rulings on 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 (tw)

See Kar Fai v1 in Limited

Kar Fai's Crib (fp)

Card errataed in Ten Thousand Bullets.

Kar Fai's Crib (tkb)

Errata for other indicated versions of the card

Kar Fai's Crib v2

Type: Site

Subtitle: Site

Faction: Dragons

Cost: [Dra] 2

Provides: [Dra] [Chi]

Generates: 1

Body: 7

Unique. You may play [Dra] States at -1 cost. Turn to play a Character, ignoring one resource condition.

See the rulings on 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 [Arch] [Arch] [Arch] [Arch] [Tech], you could play it without the [Tech], or with only three [Arch].

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 (df)

See the rulings on Faceoffs

See the rulings on Guts
See the rulings on Toughness

Kar Fai's Legacy (df)
The character is toasted on generation; there is no way to retrieve it.

Katie Kincaid (ss)
See the rulings on 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 (rw)
See the rulings on Mobility
See the rulings on Independent
See the rulings on Toughness
The Toughness gain is cumulative.

Kiii-YAAA! (nw)
This does steal Power.

Kiii-YAAA! (ss)
See Kiii-YAAA! v1 in Netherworld

Killing Ground (fp)
See the rulings on Battleground Sites
See the rulings on 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.

Killing Ground (df)
See Killing Ground v1 in Flashpont

Killing Rain (ls)
No rulings

King Kung (df)
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, (misc) 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.)<p>
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 (nw)
You don't get to do a point of damage when you play him.

King of the Fire Pagoda (n2)
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 (ls)
You do not get the Power paid.

King of the Thunder Pagoda (n2)
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 (yotd) 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 (ss)
If the target has already been declared as an interceptor, it ceases intercepting.

Kinoshita (ss)
See the rulings on Stealth
See the rulings on Assassinate
This will not cancel an effect generated by turning a Character, and the target may still turn in response.

Kinoshita House (ls)
Card errataed in Year of the Dragon.

Kinoshita House (yotd)
Errata for other indicated versions of the card
Kinoshita House v2
Type: Feng Shui Site
Subtitle: Feng Shui Site
Generates: 1
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.

Kinoshita House (tkb)
See Kinoshita House v2 in Year of the Dragon

Koko Chanel (ss)

See the rulings on Not a Legal Subject for States
See the rulings on Attacking Out of Turn

Kung Fu Prodigy (bcl)

See the rulings on 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 (fp)

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.

Kung Fu Student (yotd)

See Kung Fu Student v1 in Flashpont

Kung Fu Student (tkb)

See Kung Fu Student v1 in Flashpont

Kun Kan (ls)

See the rulings on Regeneration

Kun Kan (yotd)

See Kun Kan v1 in Limited

Lai Kuang (ss)

See the rulings on Playing cards at Reduced Cost
If he's smoked by an opponent's Character in combat, it counts, no matter who initiated the combat.

Larcenous Fog (ss)

You may play this on your own Sites. Why you would want to is left as an exercise for the student.

Larcenous Mist (ls)

Card errataed in Shaolin Showdown.

Larcenous Mist (ss)

Errata for other indicated versions of the card
Larcenous Mist v2

Type: Event

Subtitle: 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 (ls)

This applies only to Characters that were in play when Last Outpost resolved.

Last Stand (ls)

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.

Laughter of the Wind (fp)

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 (rw)

See the rulings on Superleap

Leatherback (fp)

This will not stop Leatherback from attacking.

You must unturn, even if you don't want to.

If more than one [Mag] or [Tech] 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 [Tech] 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 (ss)

See the rulings on Moving States

No copy of Legacy of the Master may be moved in this manner.

Legion of the Damned (df)

You can damage any Site, not just the one being attacked.

Let's Book! (fp)

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 (tw)

See the rulings on Independent

Life in the Fast Lane (bcl)

This includes when the Vehicle's subject leaves play.

You can use this when an opponent's Vehicle leaves play.

Lily Pond (ls)

See the rulings on 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.

Liquidators (ls)

No matter how many <Lodge> Characters you control, the damage bonus remains +1.

Liquidators (tkb)

See Liquidators v1 in Limited

Li Sen-Hao (ss)

No rulings

Little Grasshopper (rw)

See the rulings on Damage Bonuses

Little Jim (fp)

See the rulings on 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.

Little Jim (yotd)

See Little Jim v1 in Flashpont

Li Yu (ss)

See the rulings on Not Affected By

Locksley Station (nw)

If Locksley Station is later moved to your back row, you retain control of the Site.

Lodge Machinations (rw)

See the rulings on 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 return, and the other player still gets the other Site.)

Lodge Politics (fp)

See the rulings on Taking Control of Cards

The change of controller lasts until the card leaves play.

Lodge Politics (ss)

See Lodge Politics v1 in Flashpont

Lord Hawksmoor (tkb)

See the rulings on 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 (nw)

The Tactics remains even if he leaves the attack.

Characters that join the attack after him get no bonus.

Lord Shi (tkb)

See the rulings on Tactics

The Tactics and Fighting remains even if he leaves the attack.

Characters that join the attack after him get no bonus.

Louie the Roach (df)

See the rulings on Toughness

Low-Rent Cyborg (n2)

See the rulings on Damage Bonuses

Loyalty Officer (rw)

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 retargetted.

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 is in the back row now.

Lucius Centares (n2)

This refers to any Character with both of those designators.

Lui Man Wai (n2)

This refers to any Site with both of those designators.

Luis Camacho (ls)

That's the number of <Hoods> currently in your smoked pile; if the number increases or decreases, so does his Fighting.

Lusignan's Automaton (n2)

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 (n2)

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.

Lusignan the Fool (n2)

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.

Mad Bomber (nw)

No rulings

Mad Dog McCroun (ls)

See the rulings on Guts

See the rulings on Toughness

Mad Monk (tw)

See the rulings on Superleap

Mad Monkey Kung Fu (bcl)

See the rulings on Toughness

Mad Scientist (rw)

No rulings

Magnum Justice (bcl)

See the rulings on Damage Bonuses

Magog (tkb)

See the rulings on 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's (ss) self-damaging ability is an effect, as is Forgotten Shrine (ss) triggering when the Site it's affecting turns.)

Major Hottie (df)

See the rulings on Toughness

See the rulings on Damage Bonuses

Her abilities apply to all [Jam] Characters, not just yours.

Malachi (ss)

Even if Hermes (ss) is in play, you may inflict only one damage if you wish. You cannot inflict two.

Manchu Bureaucrat (ss)

Only effects that use the word "target" are cancelled.

Manchu Garrison (ss)

No rulings

Manchu Officer (ss)

No rulings

Manchu Soldiers (ss)

No rulings

Mano a Mano (rw)

See the rulings on Faceoffs

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

Man With No Name (n2)

You must choose which ability you are using when you turn him.

[Tech], [Mag], and [Chi] are not faction resources.

Marauder Gang (df)

They will be smoked even if there was nothing that could be attacked.

Marauder Lord (df)

See the rulings on Bonuses Until a Card Leaves Play

Marisol (nw)

Card errataed in the errataed cards list.

Marisol (misc)

Errata for other indicated versions of the card

Marisol v2

Type: Character

Subtitle: Netherworld Mercenary

Faction: Dragons

Cost: [Dra] [Dra] 4

Provides: [Dra] [Mag]

Fighting: 6

Unique. Damage cannot be redirected to Marisol. All non-combat damage inflicted on Marisol is reduced to 0.

See the rulings on Damage Reduction

Marked for Death (ls)

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 (ss)

You may use this ability even if the Site is face-down at the time.

Mark IV Fusion Rifle (df)

See the rulings on 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.

Mark of Fire (nw)

No rulings

Mark of Fire (n2)

See Mark of Fire v1 in Netherworld

Mark of Fire (tkb)

See Mark of Fire v1 in Netherworld

Marsh (ls)

See the rulings on 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.

Masked Avenger (ls)

See the rulings on Damage Reduction

This is current Fighting, not printed Fighting.

Characters with Guts still have their Fighting reduced.

Master Blacksmith (ss)

No rulings

Master Gardener (df)

No rulings

Master Hao (df)

See the rulings on 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 (ss)

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 (df)

See the rulings on Playing cards at Reduced Cost

Master Swordsman (ss)

See the rulings on Damage that Cannot be Reduced or Redirected

Mathemagician (tkb)

No rulings

Maverick Cop (ls)

See the rulings on Damage Reduction

Maverick Cop (yotd)

See Maverick Cop v1 in Limited

Maverick Trucker (bcl)

See the rulings on Guts

See the rulings on Toughness

See the rulings on Playing cards at Reduced Cost

Max Brunner (bcl)

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 (tkb) 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 (n2)

See the rulings on 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.

Möbius Gardens (tw)

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, (misc) the Gardens will trigger each time they gain Power from it.

MegaTank (fp)

See the rulings on Vehicles

See the rulings on Toughness

If an [Arch] 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.

MegaTank (df)

See MegaTank v1 in Flashpont

Melissa Aguelera (fp)

See the rulings on Tactics

Memory Palace (df)

No rulings

Memory Reprocessing (fp)

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 (1s) 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.

Memory Reprocessing (df)

See Memory Reprocessing v1 in Flashpont

Memory Spirit (df)

See the rulings on Bonuses Until a Card Leaves Play

Midnight Whisperer (1s)

See the rulings on Ambush

Midnight Whisperer (n2)

See Midnight Whisperer v1 in Limited

Might of the Elephant (1s)

See the rulings on X Fighting

Might of the Elephant (ss)

See Might of the Elephant v1 in Limited

Military Commandant (1s)

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.

Military Commandant (n2)

See Military Commandant v1 in Limited

Mirror Dancer (fp)

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 Totelben (df)

A Site that is face-down will still be revealed when it uses an ability, even if the ability is not its own.<p>

A face-down Proving Ground (1s) 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.)<p>

A face-down Site that's copying a Proving Ground (1s) 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 Totelben can't be turned at all. Even other cards such as Shaking the Mountain (ss) will be unable to do so.

Miu Tsui Fa (ss)

If her Fighting is reduced to zero by an effect that simultaneously damages your other [Hand] Characters, she will still be smoked.

Mobile HQ (df)

See the rulings on Vehicles

See the rulings on Mobility

See the rulings on Healing

Mole Network (1s)

Card errataed in Year of the Dragon.

Mole Network (yotd)

Errata for other indicated versions of the card

Mole Network v2

Type: Event

Subtitle: Event

Faction: Ascended

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.

Mole Network (tkb)

See Mole Network v2 in Year of the Dragon

Molotov Cocktail Party (n2)

See the rulings on 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 (misc) 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 (nw)

The Power generation happens during your Establishing Shot, just like that of Sites.

Despite the border color, Molten Heart is a [Jam] card, too.

Mo' Monkeys, Mo' Problems (ss)

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

Monkey Boy (n2)

The draw is not optional.

It doesn't matter how the Site's Body is reduced to zero.

"Monkey" Chang (ss)

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

Monkey House (nw)

If you no longer have a Feng Shui Site to discard by the time Monkey House resolves, you gain no Power.

Monkey House (n2)

See Monkey House v1 in Netherworld

Monkey King (1s)

You may return your own cards if you wish.

Monkey vs. Robot (rw)

See the rulings on Faceoffs

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

Monkeywrenching (fp)

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.

Monster Hunter (1s)

See the rulings on 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.)

Mooks (1s)

No rulings

Morphic Spirit (rw)

See the rulings on 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 (1s)

She can attack if she somehow gains an ability that allows her to attack without turning.

Motorcycle (1s)

You can only move one column in either direction this way. (Or change location to an opponent's Site in order to intercept there.)

Motor Pool (df)

See the rulings on Playing cards at Reduced Cost
Remember that you generate Power before you unturn cards.

Mountain Retreat (1s)

See the rulings on 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 (fp)

See the rulings on Ambush

Must be in play when the Site is turned in order to gain Ambush.

Mount Makarakomburu (df)

No rulings

Mourning Tree (1s)

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.

Mouth of the Fire Righteous (ss)

He will give himself the Fighting bonus.

Mr. Big (fp)

See the rulings on Taking Control of Cards

Note that any <Hood> card can be taken, including Sites, Edges, and Mr. Big himself.

Mr. Red (n2)

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 (bcl)

See the rulings on Damage Redirection

If the appropriate player has no Characters, you can't use this ability.

Mr. X (ls)

See the rulings on Taking Control of Cards

See the rulings on What is Considered to be a Card's Cost

If the Character's cost somehow increases, you still keep control.

Mr. X (ss)

See Mr. X v1 in Limited

Muckraking Journalist (ls)

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.

Mutator (df)

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 (misc) for more rulings.

Mutoid (ls)

See the rulings on Guts

If the Mutoid cannot be smoked due to damage, (such as because of Cellular Reinvigoration.) (df) its damage will continue to grow, even after the damage has reduced its Fighting to zero.

Mysterious Return (ls)

Card errataed in the errataed cards list.

Mysterious Return (misc)

Errata for other indicated versions of the card

Mysterious Return v2

Type: Event

Subtitle: Event

Faction: Guiding Hand

Cost: [Hand] [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.

Changing location is a voluntary effect. Anything you can decide to generate at an arbitrary point in time is a voluntary effect.

Mysterious Stranger (ls)

As soon as the interception is declared, the Power is lost.

Napalm Addict (tw)

See the rulings on Guts

Napalm Addict (tkb)

See Napalm Addict v1 in Throne War

Napalm Belcher (rw)

See the rulings on Toughness

You are targetting the location, not the cards at it, so Characters can change location in response to get away.

Napalm Sunrise (fp)

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.

Napalm Sunrise (bcl)

See Napalm Sunrise v1 in Flashpont

Natraj Thalnasser (ss)

See the rulings on 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 (ls)

See the rulings on Cancel and Smoke effects.

Necromantic Conspiracy (nw)

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 (ls)
You may not even play this card if the target has a "Gas Mask".

Nerve Gas (yotd)
See Nerve Gas v1 in Limited

Nerve Gas (tkb)
See Nerve Gas v1 in Limited

Netherworld Passageway (ls)
See the rulings on 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 (n2)
See the rulings on Stealth
See the rulings on 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 (nw)
This card is considered to be Toast It.
Use the simultaneous play rules to determine the exact order in which the Characters are played.

Netherworld Return (n2)
See Netherworld Return v1 in Netherworld

Netherworld Vet (nw)
No rulings

Netherworld Vet (yotd)
See Netherworld Vet v1 in Netherworld

Neutron Bomb (ls)
No rulings

Neutron Bomb (yotd)
See Neutron Bomb v1 in Limited

Neutron Bomb (tkb)
See Neutron Bomb v1 in Limited

Never Surrender (rw)

See the rulings on The Number of Sites Controlled by a Player Who Takes Yours
This card is counted in determining if you're closer to victory.

Newest Model (df)
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.

New Manifesto (nw)
No rulings

Nexus Tower (df)
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.

Nightclub (tkb)
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.

Night Market (fp)
See the rulings on Playing "in response to"

Night Market (tkb)
See Night Market v1 in Flashpoint

Night Moves (bcl)
See the rulings on Damage Reduction

Nine Cuts (ls)
See the rulings on Assassinate

Nine Cuts (n2)
See the rulings on 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 (yotd)
See the rulings on 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.

Nine Dragon Temple (tkb)
See Nine Dragon Temple v1 in Year of the Dragon

Ninja Interior Decorators (n2)

See the rulings on Stealth

Ninja Six (rw)

See the rulings on Stealth

Nirmal Yadav (ls)

See the rulings on 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 (df)

See the rulings on Damage that Cannot be Reduced or Redirected

Novice Students (ss)

It doesn't matter who damaged them.

"Now You've Made Us Mad" (ls)

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.

"Now You've Made Us Mad" (tkb)

See "Now You've Made Us Mad" v1 in Limited

Nuclear Power Plant (bcl)

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 (fp)

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.

Nuked (df)

See Nuked v1 in Flashpoint

Nunchuks (bcl)

See the rulings on Weapons

You may inflict some or all of the damage on the subject.

Obsidian Eye (tw)

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 (n2)

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.

Official Harassment (rw)

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 (rw)

See the rulings on 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 (ls)

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 (fp)

See the rulings on 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, (yotd) 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 (ss)

See the rulings on Partial Damage Redirection

Old Master (ls)

No rulings

Old Uncle (ss)

"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 (tw)

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 (n2)

You don't pay the extra Power if the Swamp is not revealed.

Once and Future Champion (tw)
No rulings

Once and Future Champion (n2)
See the rulings on Bonuses Until a Card Leaves Play
See the rulings on 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 (1s)
Can attack if it gains the ability to attack without turning.

Onslaught of the Turtle (1s)
No rulings

Open a Can of Whupass (tw)
This is the total number of resources, not the number of different resources.

Open Season (fp)
The Characters don't actually have Independent, though it's unlikely to matter.

Operation Green Strike (nw)
This will trigger effects that key off a Site being seized, such as Avenging Thunder. (nw)

Operation Killdeer (1s)
See the rulings on Damage Reduction
Applies to non-combat damage as well.

Operation Killdeer (yotd)
See Operation Killdeer v1 in Limited

Operation Killdeer (tkb)
See Operation Killdeer v1 in Limited

Opium Den (ss)
See the rulings on 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 Meditation (fp)
You don't replace the cards being discarded.
The Fighting bonus is not dependant on the number of cards you discard.

Orange Monk (1s)
See the rulings on Superleap
His Fighting increases as soon as the State is played, and decreases as soon as it is removed.

Orange Sage (rw)
No rulings

Orange Senshi Chamber (nw)
See the rulings on Playing cards at Reduced Cost
Only faction resources are counted, not [Tech], [Mag], and [Chi].

The cost reduction is mandatory, and affects all players. It still cannot be combined with other cost reductions.

Orange Senshi Chamber (n2)
See Orange Senshi Chamber v1 in Netherworld

Orango Tank (nw)
See the rulings on Toughness
They have to intercept, but they don't have to intercept the Orangotank.
Characters at the location can move to another location to avoid intercepting.

Orbital Laser Strike (1s)
Determines the number of resources at the time the card is played.

Orbital Laser Strike (df)
See Orbital Laser Strike v1 in Limited

Order of the Wheel (ss)
No rulings

Order Out of Chaos (ss)
No rulings

Ornamental Garden (rw)
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 (1s)
Can unturn more than once during a turn.

Outlaw Bikers (bcl)
See the rulings on Mobility

Pain Feedback (tkb)
See the rulings on Partial Damage Redirection
See Amulet of the Turtle (yotd) for more rulings.

Palace Guards (tw)
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 (n2)
See the rulings on Tactics
See the rulings on Cancelling the Target of the Attack

Paper Trail (ls)

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 (yotd) or Curtain of Fullness, (ls) for instance.)

Paper Trail (yotd)

See Paper Trail v1 in Limited

Paradigm Recoding (rw)

See the rulings on Taking Control of Cards

Paradox (rw)

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 Beast (n2)

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 (fp)

See the rulings on Copying

If Paradox Cube is copying the Counterfeit Heart, (nw) each protects the other.

Paradox Divination (df)

If you have more resources than cards left, look at what you can.

Paradox Garden (tkb)

If you don't put it on the bottom, it stays on top; you don't draw it.

Paradox Garden (rw)

See Paradox Garden v1 in Ten Thousand Bullets

Parting Gift (df)

If the attack ended because all attackers were removed, whether by Kinoshita House (yotd) 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 (bcl)

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 Clever Fox (ss)

No rulings

Path of the Fire Righteous (ss)

See the rulings on Damage that Cannot be Reduced or Redirected

Path of the Healthy Tiger (ss)

See the rulings on Guts

Path of the Lurking Rat (ss)

See the rulings on Cancelling 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 (ss)

See the rulings on Damage Bonuses

Path of the Raging Bear (ss)

See the rulings on Toughness

See the rulings on Not Cumulative

This is cumulative with Sam Mallory. (fp)

Path of the Storm Turtle (ss)

See the rulings on Toughness

See the rulings on Not Cumulative

Payback Time (tw)

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.

Payback Time (tkb)

See Payback Time v1 in Throne War

Peacock Summit (fp)

[Mag], [Tech], and [Chi] are not faction resources, so are not counted.

Peacock Summit (rw)

See Peacock Summit v1 in Flashpoint

Peasant Agitator (ss)

No rulings

Peasant Leader (ss)

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 (ss)

See the rulings on Damage Bonuses

See the rulings on Damage Reduction

Peasant Uprising (tw)

See the rulings on Taking Control of Cards

Peking Opera Troupe (ss)

See the rulings on Superleap

Cards in burned-for-victory piles are not controlled.

Perpetual Motion Machine (nw)

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.)

Perpetual Motion Machine (yotd)

See Perpetual Motion Machine v1 in Netherworld

Petroglyphs (tw)

See the rulings on Playing "in response to"

This will cancel effects that change the target of an attack or the target of an Event.

Philippe Benoit (ls)

See the rulings on Stealth

Phillippe Benoit (tkb)

See Philippe Benoit v1 in Limited

Phlogiston Mine (n2)

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.

Pinball Arcade (bcl)

No rulings

Pinball Hall (nw)

If the attacking player chooses to smoke it, you do no damage.

Plains of Ash (ss)

If you regain control, you don't get the extra Body back.

Plasma Trooper (fp)

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. (yotd) However, if the attack ends because you burned for Power, these effects won't be legal to use then.

Plasma Trooper (yotd)

See Plasma Trooper v1 in Flashpoint

Playing Both Ends (n2)

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.

Pocket Demon (nw)

Card errataed in Year of the Dragon.

Pocket Demon (yotd)

Errata for other indicated versions of the card

Pocket Demon v2

Type: Event

Subtitle: 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 the rulings on Events That Generate Power in Your Establishing Shot

Pocket Demon (tw)

See Pocket Demon v2 in Year of the Dragon

Pocket Demon (tkb)

See Pocket Demon v2 in Year of the Dragon

Pod Trooper (fp)

See the rulings on 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 (ss)

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 Clan Killers (ss)
No rulings

Poison Needles (ls)
This happens after the last chance to play effects during a turn.

Poison Thorns (tkb)
See the rulings on Toughness
See the rulings on The Number of Sites Controlled by a Player Who Takes Yours

Police State (ls)
See the rulings on Cancel and Smoke effects.

Police Station (ls)
Card errataed in Red Wedding.

Police Station (rw)
Errata for other indicated versions of the card
Police Station v2
Type: Site
Subtitle: Site
Cost: 1
Generates: 0
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 (bcl)
Sites burned for victory do not count for this.

Political Lock (ls)
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 (fp)
See the rulings on 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 (fp)
See the rulings on 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 Jockey (n2)
See Portal Jockey v1 in Flashpont

Portal Nexus (df)
See the rulings on 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 (ss)
Only combat damage will kill the Edge; other sources cannot damage the Edge.
If an Edge is being targetted by the Abysmal Prince's (nw) 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 (ls)
Card errataed in Shaolin Showdown.

Positive Chi (ss)
Errata for other indicated versions of the card
Positive Chi v2
Type: Event
Subtitle: Event
Faction: Guiding Hand
Cost: [Hand] [Hand] 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 (ls)
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.

Primeval Forest (ss)
Generates one Power normally while unrevealed, even in your back row.

Primus (ss)
No rulings

Primus (df)
If Primus is being returned to play, players can respond normally to the effect that is retuening 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 (n2)

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 (1s)

Card errataed in the errataed cards list.

Probability Manipulator (misc)

Errata for other indicated versions of the card

Probability Manipulator v2

Type: Edge

Subtitle: Edge

Faction: Architects of the Flesh

Cost: [Arch] [Arch] [Tech] 4

Unique. Turn to increase or decrease the value of any number on target card that is not expressed as a word by 1 until the end of the turn. This cannot reduce a number to zero, or change a card's cost.

You must modify the entire number. You can't increase the '1' in '10' to make '20'.

Events, since they are never in play, cannot be targeted by Probability Manipulator.

Only a card's actual cost is unchangeable; if there's a cost in the rules text, you may alter that.

Many of the funky combos that people try to pull off with Probability Manipulator falter because of the card's inability to be turned during the Establishing Shot. Remember that no effects can be generated in the Establishing Shot unless they specify they can, are meant to be generated only in the Establishing Shot, or can respond to effects that are legally generated in the establishing shot. Lacking any hooks, Probability Manipulator has to wait until your main shot, at which point it's late to supe-up a Supercomputer (fp) or change the amount of Power a Site generates.

If you were to alter the number in the title of a Unique card, such as the Thing with a 1000 Tongues, (yotd) this would allow you to play another copy that turn without causing a Uniqueness auction until the Manipulator's effect wears off. For the purposes of the auction rules, the copy of the card that has just had its name change back is considered to be the new copy.

The Probability Manipulator can't alter the value of letters that look like Roman numerals.

Professional Killer (tkb)

See the rulings on Stealth

He loses Stealth if anybody joins the attack, and gains it if all other attackers have ceased doing so.

Progress of the Mouse (1s)

Card errataed in the errataed cards list.

Progress of the Mouse (misc)

Errata for other indicated versions of the card

Progress of the Mouse v2

Type: Event

Subtitle: Event

Faction: Guiding Hand

Cost: [Hand] 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.

If this card is played in response to a card, you do not get the Power that has already been spent on that card.

Similarly, cards that are played in response to Progress of the Mouse are paid for when they're played, before Progress has had a chance to resolve, so you don't get that Power, either.

If you play Progress in response to an effect that plays a Character when it resolves, (such as Proving Ground) (1s) the prohibition on playing Characters in response to the Progress won't stop the Character from being played, but you will get the Power, since it doesn't get spent until after the Progress 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 Progress 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.

Prototype X (1s)

[Chi] Characters include any Characters that provide [Chi], even if it is from some other ability, and not in their resource provisions.

Prototype X (yotd)

See Prototype X v1 in Limited

Proving Ground (1s)

See the rulings on 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 (yotd) 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.

Proving Ground (n2)

See Proving Ground v1 in Limited

PubOrd Officer (ls)

No rulings

PubOrd Officer (yotd)

See PubOrd Officer v1 in Limited

PubOrd Raid (ls)

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.)

PubOrd Sniper (ls)

No rulings

PubOrd Squad (ls)

No rulings

Pulling Strings (n2)

No rulings

Pump-Action Shotgun (fp)

Card errataed in Year of the Dragon.

Pump-Action Shotgun (yotd)

Errata for other indicated versions of the card

Pump-Action Shotgun v2

Type: State

Subtitle: 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 the rulings on Weapons

See the rulings on 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.

Pump-Action Shotgun (tkb)

See Pump-Action Shotgun v2 in Year of the Dragon

Punks (bcl)

See the rulings on 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 (fp)

See the rulings on 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 (df)

See the rulings on Damage Reduction

This can be used on your own cards, (such as Final Brawl) (ls) too.

Purist Aspirant (tkb)

See Purist Aspirant v1 in Dark Future

Purist Initiate (df)

You have no choice in the matter. Even if you want to, you cannot treat those resources as being [Arch] or [Lot].

This ability applies while you control the cards. If somebody else steals your Paradox Beast, (n2) it gives them [Arch], and if you steal one from them, it provides [Pur].

Purist Sorcerer (fp)

See the rulings on Taking Control of Cards

You may only use one of the abilities when you turn the Purist Sorcerer.

Purist Sorcerer (n2)

See Purist Sorcerer v1 in Flashpoint

Puzzle Garden (tw)

See the rulings on 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 (ls)

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 (ls)

See the rulings on Superleap
This includes Quan Lo.

Quan Lo (ss)

See Quan Lo v1 in Limited

Quantum Sorcery (df)

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.

Quantum Sorcery (tkb)

See Quantum Sorcery v1 in Dark Future

Queen of the Darkness Pagoda (nw)

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, (tw) 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's (tw) ability) she will be toasted.

Queen of the Darkness Pagoda (n2)

See Queen of the Darkness Pagoda v1 in Netherworld

Queen of the Ice Pagoda (ls)

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 (n2)

See the rulings on Healing

States already on cards you control remain.

She does increase her own Fighting.

You may heal an opponent's card.

Rachel McShane (ss)

See the rulings on 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.

Rachel McShane (tkb)

See Rachel McShane v1 in Shaolin Showdown

Rah Rah Rasputine (nw)

See the rulings on Damage Reduction

CHAR (nw) still gets to do his damage.

Rainforest Grove (fp)

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 (fp)

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 (fp)

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.

Rain of Fury (fp)

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.

Rama Singh (bcl)

You may play him if there are no Edges in your smoked pile.

Raptor Squad (df)

See the rulings on 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 Fink (yotd)

See the rulings on Stealth

The discard triggers when the Stealth resolves, but only if the interceptor was actually removed.
See Covert Operation (yotd) for other rulings.

Raven Li (n2)

See the rulings on Stealth

See Covert Operation (yotd) for more rulings.

Ravenous Devourer (n2)

No rulings

Real Bad Cat (bcl)

See the rulings on Independent

Really Big Gun (ls)

See the rulings on Weapons

See the rulings on Damage Bonuses

Realpolitik (ls)

No rulings

Realpolitik (ss)

See Realpolitik v1 in Limited

Realpolitik (tkb)

See Realpolitik v1 in Limited

Rebecca Dupress (rw)

See the rulings on Playing cards at Reduced Cost

Rebel Camp (tw)

See the rulings on 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 (df)

See the rulings on Damage Bonuses

Red Don (n2)

See the rulings on 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 (rw)

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.)

Redeemed Assassin (ls)

See the rulings on Toughness

You may even play him during an attack during another player's turn. (Even if it's somehow your own attack.)

Redeemed Gunman (fp)

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.

Redeemed Gunman (yotd)

See Redeemed Gunman v1 in Flashpont

Redeemed Gunman (tkb)

See Redeemed Gunman v1 in Flashpont

RedGlare Chapel (nw)

No rulings

RedGlare Chapel (rw)

See RedGlare Chapel v1 in Netherworld

Red Monk (fp)

Card errataed in Year of the Dragon.

Red Monk (yotd)

Errata for other indicated versions of the card

Red Monk v2

Type: Character

Subtitle: Martial Artist

Faction: Guiding Hand

Cost: [Hand] 3

Provides: [Hand] [Chi]

Fighting: 4

When an opponent plays an Event that targets a card you control, Red Monk gains Superleap until he leaves play.

See the rulings on Superleap

See the rulings on 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) targetted it.

Red Senshi Chamber (n2)

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.

Registry of the Damned (fp)

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 (ls)

Card errataed in Shaolin Showdown.

Reinvigoration Process (ss)

Errata for other indicated versions of the card

Reinvigoration Process v2

Type: Edge

Subtitle: Edge

Faction: Architects of the Flesh

Cost: [Arch] 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 (rw)

See the rulings on Independent

Rend Chi (ss)

See the rulings on Healing

The amount of damage actually inflicted is determined at resolution; if somebody heals your Character in response, no damage will be inflicted.

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.)

Replacement Parts (df)

See the rulings on 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.

Repulsor Beams (nw)

See the rulings on 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 (fp)

See the rulings on Playing cards at Reduced Cost

See the rulings on Damage Bonuses

The State remains if you seize the Site.

Resistance Squad (nw)

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.)

Resistance Squad (tw)

See Resistance Squad v1 in Netherworld

Resistance Squad (tkb)

See Resistance Squad v1 in Netherworld

Return to the Center (ls)

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 RedGlare (nw)
No rulings

Reverend RedGlare (rw)
See Reverend RedGlare v1 in Netherworld

Reverend Zebediah Paine (rw)
See the rulings on 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 (fp)
You may use the ability during each player's turn, (well, during each player's Main Shot) not just during your own.

Rhys Engel (df)
No rulings

Righteous Bro (bcl)
See the rulings on Superleap
Players only "generate" Power during their Establishing Shot. Gaining six Power during the Main Shot (say, by Vivisectioning 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 (fp)
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 Fist (yotd)
See Righteous Fist v1 in Flashpont

Righteous One (ls)
The Character is smoked after combat damage is inflicted.
Righteous one need not inflict damage, or even survive.

Righteous Protector (tw)
See the rulings on Damage Redirection

Rigorous Discipline (ls)
Card errataed in Year of the Dragon.

Rigorous Discipline (yotd)
Errata for other indicated versions of the card
Rigorous Discipline v2
Type: Event
Subtitle: Event

Faction: Guiding Hand
Cost: [Hand] 0
Copy the printed rules text from any Character to target Character until the end of the turn.

See the rulings on Copying

Ring Fighter (ls)
No rulings

Ring of Gates (nw)
No rulings

Ring of Gates (n2)
See Ring of Gates v1 in Netherworld

Ring of Ice (rw)
See the rulings on Schticks

Ring of Silver (rw)
See the rulings on Schticks
See the rulings on 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.

Roar of the Beast (ls)
See the rulings on Cancel and Smoke effects.

Robbing the Kong (rw)
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 (ls)
This includes not only combat damage, but also damage inflicted by the abilities of Characters, such as the White Disciple. (ls)

Robot Arm (yotd)
See Robot Arm v1 in Limited

Robust Feng Shui (ls)
See the rulings on 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.

Robust Feng Shui (ss)

See Robust Feng Shui v1 in Limited

Rocket Man (bcl)

See the rulings on Toughness

See the rulings on 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 (fp)

See the rulings on Mobility

Only Events that use the word "target" will trigger Rocket Scientist.

She does not have to be the only target.

Roller Rink (bcl)

See the rulings on 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 (bcl)

See the rulings on 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 Stations (rw) in a turn.

Rust Garden (nw)

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.)

Rust Garden (tkb)

See Rust Garden v1 in Netherworld

Sabotage (ss)

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 Ground (ls)

No rulings

Sacred Heart Hospital (ls)

See the rulings on Healing

Sacred Heart Hospital (yotd)

See Sacred Heart Hospital v1 in Limited

Safehouse (ls)

Attackers can still have the target of their attack changed to the Character being protected.

Salvage (ls)

The card to be returned is chosen at generation.

Sam Mallory (fp)

See the rulings on Toughness

Sam Mallory (yotd)

See Sam Mallory v1 in Flashpont

Sampan Village (fp)

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.

SAM Simian (df)

No rulings

Satellite Intelligence (fp)

Both Sites are targetted by Satellite Intelligence.

If one of the Site changes controllers in response, nothing happens when Satellite Intelligence resolves.

Satellite Intelligence (yotd)

See Satellite Intelligence v1 in Flashpont

Satellite Surveillance (ls)

The number of resources in your pool is counted at generation.

Scorched Earth (fp)

No rulings

Scrappy Kid (fp)

See the rulings on 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.

Scrappy Kid (rw)

See Scrappy Kid v1 in Flashpont

Scroll of Incantation (ls)

Card errataed in Netherworld 2.

Scroll of Incantation (n2)

Errata for other indicated versions of the card

Scroll of Incantation v2

Type: Event

Subtitle: 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 (tw)

See the rulings on Events That Generate Power in Your Establishing Shot

Scrounging (tkb)

See Scrounging v1 in Throne War

Seal of the Wheel (ls)

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 (ls)

If it is attacked and seized, it was not smoked during the process.

Secret Headquarters (yotd)

See Secret Headquarters v1 in Limited

Secret Laboratory (ls)

No rulings

Secret Laboratory (df)

See Secret Laboratory v1 in Limited

Secret Pact (rw)

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.

Secrets of Shaolin (rw)

See the rulings on What is Considered to be a Card's Cost

Security (ls)

Security will remain when the subject is seized.

Security (tkb)

See Security v1 in Limited

Seed of the New Flesh (ls)

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.

Senor Ocho (ss)

See the rulings on Assassinate

See the rulings on Ambush

Serena Chase (bcl)

See the rulings on 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 (nw)

See the rulings on Toughness

See the rulings on Ambush

Sergeant Blightman (nw)

Card errataed in Dark Future.

Sergeant Blightman (df)

Errata for other indicated versions of the card

Sergeant Blightman v2

Type: Character

Subtitle: Mutating Soldier

Faction: Architects of the Flesh

Cost: [Arch] [Arch] 4

Provides: [Arch]

Fighting: 9

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 (df)

If you have only one interceptor available, you can't intercept her.

Seven Evils (tw)

See the rulings on Independent

He may toast himself.

Shadow Creeper (ls)

See the rulings on Assassinate

Shadowfist (ls)

See the rulings on 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.

Shadowfist (yotd)

See the rulings on Damage Reduction

Shadowy Horror (ls)

See the rulings on Regeneration

Shadowy Mentor (ls)

See the rulings on 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>.

Shadowy Mentor (yotd)

See Shadowy Mentor v1 in Limited

Shadowy Mentor (tkb)

See Shadowy Mentor v1 in Limited

Shaking the Mountain (ss)

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 (ls)

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 (rw)

See the rulings on Damage Bonuses

See the rulings on Damage Reduction

Shan Tsu (fp)

See the rulings on Damage Reduction

You use the total number of resource conditions, not the number of types of resource required.

Shan Tsu (yotd)

See Shan Tsu v1 in Flashpont

Shaolin Agent (df)

See the rulings on Bonuses Until a Card Leaves Play

He will gain Fighting even if he joins somebody else's attack.

Shaolin Master (ls)

No rulings

Shaolin Monk (ls)

Any Character with the designators <Shaolin> and <Master> will work.

The bonus does not increase if you control more than one.

Shaolin Sanctuary (ls)

Is a [Chi] card while you control <Shaolin> or <Monk> Characters.

Shaolin Sanctuary (yotd)

See Shaolin Sanctuary v1 in Limited

Shaolin Sanctuary (tkb)

See Shaolin Sanctuary v1 in Limited

Shaolin Student (ss)

See the rulings on Playing cards at Reduced Cost

See the rulings on Playing "in response to"

Shaolin Surprise (fp)

Card errataed in Shaolin Showdown.

Shaolin Surprise (ss)

Errata for other indicated versions of the card

Shaolin Surprise v2

Type: Event

Subtitle: Event

Faction: Guiding Hand

Cost: [Hand] [Hand] 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 the rulings on Moving States

See the rulings on 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 Warrior (ls)

See the rulings on Superleap

If this ability is copied onto another Character, that Character will give all cards with its title Superleap.

Shattering Fire (ls)

The number of resources is counted when you play the card.

Shattering Fire (yotd)

See Shattering Fire v1 in Limited

Shattering Fire (tw)

See Shattering Fire v1 in Limited

Shattering Jade (ls)

No rulings

Shell Game (rw)

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 (ls)

See the rulings on Damage Redirection

Shield of Pure Soul (nw)

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.)

Shield of Pure Soul (yotd)

See Shield of Pure Soul v1 in Netherworld

Shield of Pure Soul (tkb)

See Shield of Pure Soul v1 in Netherworld

Shields of Darkness (nw)

Even if the Site moves to the front row, Shields of Darkness continues to function.

Shifting Loyalties (ls)

See the rulings on Taking Control of Cards

The change of control lasts until the cards leave play.

Any appropriate Characters that you already controlled do not unturn. Only those that change controllers do.

You will gain control of Characters that are the subject of a Shadowy Mentor. (ls)

Shifting Tao (ls)

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 (ls)

See the rulings on X Fighting

Shih Ho Kuai (tkb)

See Shih Ho Kuai v1 in Limited

Shinobu Yashida (nw)

See the rulings on Damage Bonuses

The bonus is determined by the current Fighting, not the undamaged or printed Fighting.

Shinobu Yashida (ss)

See Shinobu Yashida v1 in Netherworld

Shi Zi Hui (tw)

See the rulings on 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.

Shui Yu (ss)

See the rulings on Damage Reduction

[Mag], [Tech], 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.

Sibling Rivalry (nw)

See the rulings on Cancel and Smoke effects.

Sifu (ss)

See the rulings on Damage Bonuses

Silver Band (ls)

No rulings

Silver Fist (ls)

See the rulings on Independent

Yes, she really isn't Unique.

Silver Jet (fp)

Card errataed in the errataed cards list.

Silver Jet (bcl)

No rulings

Silver Jet (rw)

See the rulings on Independent

See the rulings on 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.

Silver Jet (misc)

Errata for other indicated versions of the card

Silver Jet v4

Type: Character

Subtitle: Secret Warrior

Faction: Dragons

Cost: [Dra] [Dra] 5

Provides: [Dra] [Mon]

Fighting: 8

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.

See the rulings on Playing cards at Reduced Cost
If more than one <Ice> Character is smoked at once, you have to pick one for Silver Jet's cost reduction; you can't total up the cost of the lot.
If the smoked <Ice> Character's cost is greater than Silver Jet's, the excess is lost.

Simian Liberation Army (bcl)
See the rulings on Damage Bonuses

Simian Sneaker (df)
See the rulings on 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 (n2)
See the rulings on Toughness
Any card that provides or requires [Mag] is a [Mag] card.

Sinister Accusations (tw)
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.

Sinister Priest (ls)
No rulings

Sinister Priest (yotd)
See Sinister Priest v1 in Limited

Sinister Priest (tkb)
See Sinister Priest v1 in Limited

Six Bottles Hwang (ss)
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 (n2)
See the rulings on Stealth
See the rulings on Damage Bonuses

Skin and Darkness Zealots (rw)
See the rulings on 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.

Sliding Paper Walls (ss)
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 (fp)
See the rulings on 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.

Slo Mo Vengeance (rw)
See Slo Mo Vengeance v1 in Flashpont

Smart Gun (n2)
See the rulings on Weapons
See the rulings on 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 (fp)

If the target returns, or loses its Vehicle in response, the damage is still inflicted.

Smart Missile (df)

See Smart Missile v1 in Flashpont

Smiling Heaven Lake (tw)

This will not combine with other effects, such as Proving Ground, (1s) that also play Characters when they resolve.

Smoke on the Water (bcl)

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.)

Snake Fighter (bcl)

No rulings

Snake Man (1s)

No rulings

Sniper Nest (fp)

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.

Snowblind (df)

No rulings

Snowfall (rw)

You may play this even when there is no attack, though nothing will happen.

This card has no effect on a Faceoff.

Sonic Reducer (rw)

See the rulings on 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 (nw)

See the rulings on Copying

Soul Doctor (bcl)

See the rulings on 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 (1s)

Card errataed in the errataed cards list.

Soul Maze (misc)

Errata for other indicated versions of the card

Soul Maze v2

Type: Edge

Subtitle: 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.

See the rulings on Copying

The Soul Maze is what's called a problem card because it's not immediately clear how it interacts with other cards.

Let's break it down. First of all, you can't use the Soul Maze until prior to combat. Second, the Maze's effect only lasts until the end of combat.

If one or both of the Characters ceases intercepting or attacking, the Soul Maze effect will continue until the end of combat (assuming there were other attackers. If that was the only attacker, then that will also cause the combat to end and turn off the Soul Maze).

When a State's rules text is swapped by Soul Maze, think of it as a "copy" of that State on the other Character. That "copy" is considered to be unturned when the Soul Maze effect resolves (even if the "original" is turned). That Character's controller controls the "copy" of the State and can use it normally. For example, a "copy" of a Fusion Rifle (n2) can be turned to inflict 2 damage. It's not really a copy since the original State has no effect on its subject while the Soul Maze effect is running, but it should help you understand how this works.

If a State that causes a change of controllers (like Shadowy Mentor) (1s) is swapped, the original Character will no longer be subject to its effect, and will revert to its previous controller. That also causes the Character to cease attacking or intercepting. At the end of combat, when the Soul Maze effect expires, the control effect will resume.

If more than one Soul Maze is used in the same combat, the later ones to resolve will exchange the new rules texts.

Soul of the Dragon (nw)

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 (1s)

You can choose an illegal subject, or a card controlled by a different player if you want to, but there will be no effect.

Spawn of the New Flesh (fp)

See the rulings on Ambush

See the rulings on X Fighting

Spawn of the New Flesh (df)

See Spawn of the New Flesh v1 in Flashpont

Speed Boat (ls)

See the rulings on Vehicles

See the rulings on Mobility

See the rulings on Tactics

Spencer's Beauties (bcl)

See the rulings on Independent

See the rulings on Guts

See the rulings on Mobility

Sphere of Defilement (ls)

No rulings

Spider vs. Mantis (ss)

See the rulings on 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 (bcl)

Only effects that use the word "target" will trigger this.

Spin Doctoring (rw)

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 recieved 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 (ls)

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 Guardian (df)

No rulings

Spirit Pole (fp)

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 Pole (n2)

See Spirit Pole v1 in Flashpoint

Spirit Shield Generator (df)

See the rulings on Toughness

See the rulings on Combat and Non-Combat Damage

Spit and Baling Wire (df)

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 (ls)

See the rulings on Vehicles

See the rulings on Toughness

See the rulings on Mobility

Sports Car (tkb)

See the rulings on Vehicles

See the rulings on Mobility

See the rulings on Damage Bonuses

Stand Together (rw)

The Fighting bonus is not restricted to your Characters.

State of Emergency (ls)

You draw up to six even if your maximum hand size is different.

Steven Wu (tkb)

See the rulings on Independent

See the rulings on Damage that Cannot be Reduced or Redirected

See Ting Ting (nw) for more rulings.

Stick it to The Man! (bcl)

No rulings

Sting of the Scorpion (ls)

See the rulings on Assassinate

Sting of the Scorpion (yotd)

See the rulings on Assassinate

See the rulings on Ambush

If she is intercepted, she cannot Ambush the interceptors.

Stolen Police Car (fp)

See the rulings on Vehicles

See the rulings on 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 Dolmens (rw)
No rulings

Stone Garden (ls)
See the rulings on Healing

Stone Garden (yotd)
See Stone Garden v1 in Limited

Stone Garden (tkb)
See Stone Garden v1 in Limited

Stone Spirals (rw)
"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, (ss) 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 (nw)
Only Characters in play when you played Storm of the Just gain the Fighting.
The bonus does not go away if no opponent fulfils 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 (n2)
See the rulings on 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.

Strange Magic (bcl)
You can play this if there are some characters that cannot move; just move everybody who can do so.

Street Fighter (bcl)
See the rulings on 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 (bcl)
See the rulings on 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 (tkb)
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 (ls)
See the rulings on Stealth
See the rulings on Tactics

Student of the Bear (ls)
No rulings

Student of the Bear (yotd)
See Student of the Bear v1 in Limited

Student of the Bear (tkb)
See Student of the Bear v1 in Limited

Student of the Dragon (ss)
See the rulings on 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 (fp)
See the rulings on Damage Bonuses

Student of the Shark (yotd)
See Student of the Shark v1 in Flashpoint

Stunt Man (fp)
See the rulings on Guts
See the rulings on 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 Superleap, the Superleap 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 (tkb)
See the rulings on 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 (ls)
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 (nw)

See the rulings on Weapons

Suicide Mission (ls)

The card of yours that is smoked is not targetted by the Mission, and is not chosen until the Event resolves. (So you couldn't use a Vivisector (yotd) 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 targetted, the former subject will have changed controller by the time the Mentor's controller choses which card to smoke.

Suicide Mission (yotd)

See Suicide Mission v1 in Limited

Suicide Mission (tkb)

See Suicide Mission v1 in Limited

Sun Chen (ls)

See the rulings on Superleap

You cannot move States onto Sun Chen, either.

Sung Hi (nw)

This ability may be used to cancel an [Arch] Event, even at times when most effects cannot be played.

Sunless Sea Ruins (n2)

No effect that allows you to discard will work.

Suong Xa (n2)

See the rulings on Independent

See the rulings on Playing cards at Reduced Cost

See the rulings on Guts

See the rulings on 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)

Supercomputer (fp)

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.

Supercomputer (n2)

See Supercomputer v1 in Flashpont

Superfreak (bcl)

See the rulings on 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.<p>

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.)

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.

Superior Kung Fu (ss)

See the rulings on Not Cumulative

Use current Fighting, not printed or undamaged Fighting.

Superior Mastery (df)

If some other card lets you play States from the smoked pile, this will combine with Superior Mastery.

Superior Technology (ls)

See the rulings on Damage Bonuses

Super Soldier (ls)

See the rulings on Guts

Surprise, Surprise (nw)

See the rulings on 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.

Surprise, Surprise (yotd)

See Surprise, Surprise v1 in Netherworld

Swarm of Teeth (n2)

See the rulings on 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 (1s)

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 (tkb)

See the rulings on 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 (bcl)

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 (1s) to a Site, but not to a Character, and Killing Rain (1s) to a Character, but not to a Site.)

Swiss Banker (1s)

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 (1s) he will remain in play.

Swiss Banker (n2)

See Swiss Banker v1 in Limited

Sword Dance (ss)

See the rulings on 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 (1s)

See the rulings on Weapons

Ignore that last sentence; it doesn't mean anything.

Sword of the Dragon King (tw)

See the rulings on Weapons

Sword of the Master (ss)

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 (1s) still makes the Character an <Abomination>, Disintegrator Ray (1s) 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 (1s) 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 (yotd) will also be canceled, so it doesn't actually matter which resolves first.

Swordsman (1s)

No rulings

Swordsman (ss)

See Swordsman v1 in Limited

TacOps Troopers (ss)

See the rulings on Tactics

See the rulings on Mobility

Tactical Team (1s)

You may even play them during an attack during another player's turn. (Even if it's somehow your own attack.)

Taggart (bcl)

See the rulings on Independent

See the rulings on Bonuses Until a Card Leaves Play

Taggart has to be turned to gain the bonus from both Sites and Events.

Tanbi Guiawu (nw)

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 (n2)

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 (df)

See the rulings on Playing cards at Reduced Cost

See the rulings on Tactics

Tank Warfare (fp)

You cannot play <Tank> States when it's not your turn, unless some other card said that you could.

Tank Warfare 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 Tank Warfare.

Tank Warfare (tkb)

See Tank Warfare v1 in Flashpont

Tatsuya Yanai (ls)

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 (n2)

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 (tkb)

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 (tw)

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 (misc) 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 (ss)

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 (ss)

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 (df)

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 (rw)

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.)

Test Subjects (ls)

No rulings

Test Subjects (yotd)

See Test Subjects v1 in Limited

Test Subjects (tkb)

See Test Subjects v1 in Limited

That Which Does Not Kill Me... (n2)

See the rulings on Guts

See the rulings on 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 Baron (n2)

See the rulings on Ambush

See the rulings on Playing cards at Reduced Cost

See the rulings on Damage Bonuses

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

The Bazaar (rw)

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 (bcl)

The card is played normally, and you must still follow the rules on when you can play cards.

The Blue Cardinal's Guards (tw)

See the rulings on Guts

See the rulings on Stealth

See the rulings on Damage Bonuses

The Bound (n2)

See the rulings on Mobility

See the rulings on 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 (n2)

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 Crucible (1s)

No rulings

The Demon Within (1s)

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 Discombobulator (bcl)

See the rulings on 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 (nw)

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 Displaced (n2)

See The Displaced v1 in Netherworld

The Dis-Timed (n2)

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 Dogs of War (df)

No rulings

The Dragon Throne (tw)

See the rulings on Playing cards at Reduced Cost

The Dragon Unyielding (ss)

You may play this card even if your Character was also smoked.

The Eastern King (n2)

No rulings

The Eastern King (ss)

See the rulings on Copying

See The Golden Gunman (nw) for more rulings.

The Emperor (tw)

Only Events that use the word "target" can be cancelled.

The Enemy of my Enemy (rw)

The opponent gets the Power as soon as you generate the effect.

The Power comes from your pool.

The Faceless (nw)

Card errataed in the errataed cards list.

The Faceless (misc)

Errata for other indicated versions of the card

The Faceless v2

Type: Character

Subtitle: 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.

See the rulings on Moving States

See the rulings on Taking Control of Cards

You don't have to move all States to the same card.

This happens even if the Faceless is smoked by combat, and continues until the States leave play.

The Forest of Fallen Banners (rw)

It is still considered to be a Power-generating Site even while there are Characters at its location.

The Fox Outfoxed (nw)

If you play The Fox Outfoxed on another The Fox Outfoxed, you will get the Power.

The Fox Outfoxed (ss)

See The Fox Outfoxed v1 in Netherworld

Theft of Fortune (1s)

No rulings

The General (1s)

See the rulings on 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 (nw)

See the rulings on Independent

Only Events that use the word "target" are prohibited.

Police State, (1s) 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 (n2)

See The Golden Gunman v1 in Netherworld

The Hanging Coffins (1s)

See the rulings on Tactics

The Home Front (fp)

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 Hub (n2)

No rulings

The Hungry (1s)

Card errataed in Year of the Dragon.

The Hungry (yotd)

Errata for other indicated versions of the card

The Hungry v2

Type: Edge

Subtitle: 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 (rw)

Any number of Characters copying the ability can trigger.

The Inner Fire (ss)

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 (yotd)

See the rulings on 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 Iron Monkey (tkb)

See The Iron Monkey v1 in Year of the Dragon

The Junkyard (n2)

See the rulings on 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 Legacy (tkb)

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 (nw)

See the rulings on Changing the Target of Events

See the rulings on Moving States

You cannot move a State onto the Losers except in response to it being played.

The Man (bcl)

See the rulings on Once Per Turn Abilities

You still pay full price for these cards, and must meet resource conditions.

The Mantis (bcl)

See the rulings on Assassinate

See the rulings on 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 Monkey Who Would Be King (tw)

No rulings

The Nefarious Master Chin (bcl)

See the rulings on Toughness
He does not have to be involved in the Faceoff for you to gain the Power.

The New Heroes (n2)
See the rulings on Toughness
Non-combat damage, even that inflicted during combat, (such as The Bound's) (n2) is not reduced.

The Orange Principle (rw)
No rulings

The Pinnacles (df)
The counters stay when the Site is seized.
You get a counter for seizing The Pinnacles.

The Pledged (ls)
No rulings

The Pledged (yotd)
See The Pledged v1 in Limited

The Prof (nw)
See the rulings on 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 (n2)
See The Prof v1 in Netherworld

The Prof's Gambit (n2)
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 Rackets (ls)
This is stealing Power.

The Reconstructed (ls)
No rulings

The Reconstructed (tkb)
See The Reconstructed v1 in Limited

The Red Lantern Tavern (ls)
See the rulings on Assassinate

"There's Always One More..." (rw)
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.

The Strangled Scream (n2)

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 (bcl)
See the rulings on 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 Thunder Dome (rw)
The re-played Faceoff can still be Confucianed, Brain Fired, and the like.

The Twisted Gardens (n2)
See the rulings on Toughness
See the rulings on 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 (fp)
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 Unspoken Name (ls)
See the rulings on Stealth

The Unspoken Name (ss)
See The Unspoken Name v1 in Limited

The White Leopard Club (bcl)
See the rulings on What is Considered to be a Card's Cost

Thing with a 1000 Tongues (ls)
See the rulings on Toughness
The Thing may sacrifice itself.
The Toughness will accumulate from multiple sacrifices.

Thing with a 1000 Tongues (yotd)
See Thing with a 1000 Tongues v1 in Limited

Thing with a 1000 Tongues (df)
See the rulings on Toughness
See the rulings on Regeneration
You must sacrifice if you can.
You can't choose to sacrifice a card that cannot be sacrificed.

Thorns of the Lotus (ls)
No rulings

Three Sectional Staff (ss)
See the rulings on Weapons
See the rulings on Damage Bonuses
Keep flipping as long as you keep getting Heads.

Throne of Skulls (rw)
This includes when your Unique Characters are smoked, even if you smoked them.

Throwdown in Chinatown (bcl)
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.

Throwing Star (ls)
Card errataed in the errataed cards list.

Throwing Star (misc)
Errata for other indicated versions of the card
Throwing Star v2
Type: State
Subtitle: State
Cost: 1
Weapon. After surviving combat with another Character, subject Character may inflict 1 damage on any Character at its location.

See the rulings on Weapons
This is not combat damage.
The effect triggers before Characters cease attacking or intercepting, and, if it smokes an interceptor, will allow the attacker to continue.
The damage is inflicted by the subject, not the Throwing Star.

Thunder Apprentice (rw)
See the rulings on Damage Bonuses

Thunder Bishop (tkb)
See the rulings on Toughness
He may give himself Toughness.

Thunder Champion (fp)
No rulings

Thunder Champion (n2)
See Thunder Champion v1 in Flashpont

Thunder Gladiator (rw)
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 (n2)
See the rulings on Damage Bonuses

Thunder Knights (ls)

This card is considered to be No Max.

Thunder Knights (n2)
If multiple Thunder Knights are smoked simultaneously, you won't be able to use the Fighting bonuses from some to save others.

Thunder Lance (n2)
See the rulings on Weapons
See the rulings on Ambush
See the rulings on 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 (ls)
That was supposed to be an [Arch] symbol on the original card.
Even if you lose control of the Site, the State remains in play.

Thunder on Thunder (ls)
No rulings

Thunder on Thunder (n2)
See Thunder on Thunder v1 in Limited

Thunder Pagoda (nw)
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 (n2)
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 (nw)
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 event then, you'd need to wait until the ability was used.)

Thunder Squire (n2)
See Thunder Squire v1 in Netherworld

Thunder Sword (nw)
See the rulings on 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 Sword (tkb)
See Thunder Sword v1 in Netherworld

Thunder Swordsman (df)
See the rulings on Guts
He is a <Thunder> <Knight>.

Thunder Valkyries (n2)
No rulings

Tick...Tick...Tick... (nw)
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 (ss)
See the rulings on Weapons
See the rulings on 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 (ss)
See the rulings on Faceoffs
You may not inflict more than one damage on any card.
You do not have to inflict all three points of damage.

Ti Kan (ss)
See the rulings on Toughness
See the rulings on Damage Bonuses

Time Bandits (tw)
No rulings

Time Keeps On Slipping (bcl)
This will include effects such as Pocket Demon. (yotd)
While you only get one scene at the start of your turn, you can make this work with Pocket Demon (yotd) 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.

"Time to Kick Ass!" (ss)
You must play this at the time the attack is declared.

Ting Ting (nw)
See the rulings on 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 (yotd)
See Ting Ting v1 in Netherworld

Ting Ting (tkb)
See Ting Ting v1 in Netherworld

Ting Ting's Gambit (fp)
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 (tw)
See the rulings on Toughness

Tomb of the Beast (ls)
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.

Tomb Spirit (ls)
No rulings

Tommy Hsu (tkb)
See the rulings on Changing the Target of Events
See the rulings on Once Per Turn Abilities
He may sacrifice himself. Also Sites, States, and Edges, not just Characters.

Tong Su Yin (ss)
No rulings

Too Much Monkey Business (fp)
See the rulings on Playing cards at Reduced Cost
See the rulings on Guts
See the rulings on Independent
See the rulings on 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.

Tooth of the Snake (ls)

See the rulings on Stealth

Tortured Memories (ls)

See the rulings on Taking Control of Cards

You may target your own Characters, but nothing will happen; the unturning only happens when a Character changes controllers.

Tortured Memories (yotd)

See Tortured Memories v1 in Limited

Tortured Memories (tkb)

See Tortured Memories v1 in Limited

Total War (fp)

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.

Tracer Implant (rw)

No rulings

Trade Center (ls)

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.

Trade Center (rw)

See Trade Center v1 in Limited

Training Camp (df)

No rulings

Training Sequence (ls)

That last sentence doesn't mean anything. All States may be played in multiples on a Character unless otherwise specified.

Tranquil Persuader (ls)

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 (rw)

The damage is inflicted even if the State is not smoked.

Tricia Kwok (yotd)

See the rulings on Toughness

The bonus is as long as she is the subject of any Weapons. It will not increase for each.

Tricia Kwok (tkb)

See Tricia Kwok v1 in Year of the Dragon

Triumvirate Dealmaker (nw)

The damage must be combat damage.

True Son of Heaven (tw)

See the rulings on Damage Bonuses

You generate Power before you unturn cards.

"Trust Me, I've Got a Plan" (fp)

See the rulings on Stealth

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

"Try My Kung Fu!" (ss)

See the rulings on Toughness

Tsung Jin (ss)

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

Tunneler Drone (df)

See the rulings on Toughness

See the rulings on Cancelling the Target of the Attack

Tunnel Ganger (nw)

If the opponents gain sufficient Power after declaring interceptors, the interceptors cease intercepting.

Turtle Beach (ls)

See the rulings on Damage Redirection

You may use Turtle Beach to protect other players' Characters.

Turtle Beach (yotd)

See Turtle Beach v1 in Limited

Turtle Beach (tkb)

See Turtle Beach v1 in Limited

Turtle Island (fp)

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.

Turtle Island (tkb)

See Turtle Island v1 in Flashpoint

Twin Thunder Kick (tw)

See the rulings on 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.

Two Dragons Inn (ss)

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-Face (rw)

See the rulings on Taking Control of Cards

See the rulings on What is Considered to be a Card's Cost
The Characters may be controlled by different opponents.

Two Hundred Knives of Pain (tw)

See the rulings on 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.

Utterior Motives (tw)

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 (ls)

Card errataed in the errataed cards list.

Ultimate Mastery (misc)

Errata for other indicated versions of the card

Ultimate Mastery v2

Type: State

Subtitle: 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.

See the rulings on Copying

See Chin Ken (ls) for rulings on this ability.

Undercover (ls)

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 (nw)

See the rulings on Stealth

See the rulings on Ambush

You must choose which at the time you turn her to attack.

Undercover Cop (ls)

See the rulings on Stealth

See the rulings on X Fighting

Characters not able to attack back-row Sites may not attack with Undercover Cop or join the attack.

Underworld Contract (ss)

See the rulings on 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 controled any of the initial targets.

Underworld Presence (fp)

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 (tw)

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.

Uprising (rw)

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 (df)

See the rulings on Damage Reduction

Vampiric Touch (ls)

See the rulings on 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, (ss) 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's (ss) effects resolve in is whether the Touch is still on the Character when it is smoked.)

Vassals of Chin (bcl)

The value of X will not change as the other attackers die off, or if other Characters join.

Vassals of the Lotus (ls)

No rulings

Vassals of the Lotus (yotd)

See Vassals of the Lotus v1 in Limited

Vassals of the Lotus (tkb)

See Vassals of the Lotus v1 in Limited

Veiling of the Light (ls)

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 (rw)

See the rulings on 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 (ls)

See the rulings on Cancel and Smoke effects.

Vile Prodigy (fp)

See the rulings on 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.

Violence Junkies (rw)

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.

Violet Meditation (nw)

Card errataed in Year of the Dragon.

Violet Meditation (yotd)

Errata for other indicated versions of the card

Violet Meditation v2

Type: Event

Subtitle: 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 the rulings on Events That Generate Power in Your Establishing Shot

Violet Meditation (tw)

See Violet Meditation v2 in Year of the Dragon

Violet Monk (nw)

Card errataed in the errataed cards list.

Violet Monk (misc)

Errata for other indicated versions of the card

Violet Monk v2

Type: Character

Subtitle: Martial Artist

Faction: Guiding Hand

Cost: [Hand] [Hand] 3

Provides: [Hand] [Chi]

Fighting: 3

When Violet Monk inflicts combat damage on a non-Feng Shui Site during an attack you declared, you may seize that Site.

This will not allow you to seize a non-Feng Shui Site that cannot be seized.

Violet Senshi Chamber (n2)

See the rulings on Copying

Virtuous Hood (fp)

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.

Virtuous Hood (tkb)
See Virtuous Hood v1 in Flashpont

Vivisection Agenda (df)
No rulings

Vivisector (ls)
Card errataed in Year of the Dragon.

Vivisector (yotd)
Errata for other indicated versions of the card
Vivisector v2
Type: Character
Subtitle: Abomination Scientist
Faction: Architects of the Flesh
Cost: [Arch] 2
Provides: [Arch] [Tech]
Fighting: 1
Turn Vivisector and choose a Character other than itself :: Sacrifice that Character. If the sacrifice is successful, you 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.

Vivisector (tkb)
See Vivisector v2 in Year of the Dragon

Vladimir Kovalov (ls)
The discard takes place during the discard step of your Establishing Shot, as part of your normal discard.

Void (rw)
See the rulings on Toughness
See the rulings on Healing
You can't toast a Character if Void is undamaged.
You may toast or sacrifice Void to himself.

Void Sorcerer (df)
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.

Void Sorcerer (tkb)
See Void Sorcerer v1 in Dark Future

Walker of the Purple Twilight (ls)

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 (ls)
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)

Walking Corpses (yotd)
See Walking Corpses v1 in Limited

Walking Corpses (tkb)
See Walking Corpses v1 in Limited

Walk of a Thousand Steps (ss)
See the rulings on Not Cumulative
See the rulings on Damage Reduction
Compute X before taking Toughness and the like into account, but after any partial redirections.

Walk on the Wild Side (bcl)
See the rulings on Toughness
This increases not only combat damage, but damage from Events and other effects.

Wall of a Thousand Eyes (nw)
If it matters, (such as for Twin Thunder Kick) (tw) the attackers still have the abilities; they just cannot use them.

Wandering Hero (rw)
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 (fp)
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 Teacher (tw)
You don't get the Power paid.
Unturning the Teacher does not stop him from attacking.

War of Attrition (rw)
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 (rw)
See the rulings on 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.

Waterfall Sanctuary (n2)

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 (Is) 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 (Is) and lost control of the subject, you would get a card. If you smoked an opponent's Shadowy Mentor (Is) that had already stolen Character you own, you would not get a card.

Water Sword (Is)

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.

Wave Disruptor (rw)

See the rulings on Reload
It doesn't matter if the resources are the same as each other.

Web of the Spider (Is)

This is not considered to be turning to change location.

Web of the Spider (ss)

Playing at no cost is still playing at reduced cost.

Wedding Gifts (rw)

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.

We Got the Funk (bcl)

If this card is canceled at the time it unturns, you will never get the Power.

We Have the Technology (bcl)

See the rulings on Spending Counters or Damage Instead of Power

Wei Fong-Yi (ss)

See the rulings on 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, (yotd) it will be too late to use the effect that combat.

Weird Science (tw)

Only affects Feng Shui Sites that are in play when it resolves.

Will affect Feng Shui that are still face-down.

We Know Where You Live (fp)

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.

Whirlpool of Blood (nw)

Can cancel a turn and maintain effect at any time, not just when it was generated.

Whirlpool of Blood (tw)

See Whirlpool of Blood v1 in Netherworld

Whirlwind Strike (Is)

Whirlwind Strike allows one character to intercept more than on 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 (Is)

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 (yotd) will work, since they create a permanent redirection signpost.)

White Disciple (yotd)

See White Disciple v1 in Limited

White Disciple (tkb)

See White Disciple v1 in Limited

White Ninja (Is)

See the rulings on Ambush
See the rulings on Stealth

White Ninja (fp)

See the rulings on Ambush
See the rulings on Stealth
See the rulings on Cancelling the Target of the Attack

White Ninja (tw)

See White Ninja v2 in Flashpont

White Senshi Chamber (nw)

Card errataed in Netherworld 2.

White Senshi Chamber (n2)

Errata for other indicated versions of the card

White Senshi Chamber v2

Type: Site

Subtitle: Netherworld Site

Faction: Guiding Hand

Cost: [Hand] 2

Provides: [Hand]

Generates: 1

Body: 6

Unique. Provides [Chi][Chi] for each <Senshi> <Chamber>

Site you control. All <Senshi> <Chamber> Sites gain

Regenerate.

See the rulings on Regeneration

Is a [Chi] card most of the time, since it is itself a <Senshi> <Chamber>.

Who's the Big Man Now?! (fp)

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? (tw)

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 cancelling 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, (1s) 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), (1s) they're still not considered to be about to be damaged or smoked.

Who's the Monkey Now? (tkb)

See Who's the Monkey Now? v1 in Throne War

Who Wants Some? (tw)

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.

Wind Across Heaven (1s)

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. (misc)

Wind on the Mountain (1s)

Wind on the Mountain is played as if it had Toast It.

Wind on the Mountain (n2)

See Wind on the Mountain v1 in Limited

Wing of the Crane (fp)

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 and is smoked again, Wing of the Crane will not return it.

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.

Wong Fei Hong (1s)

No rulings

Wong Fei Hong (yotd)

See the rulings on 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 (rw)

See the rulings on Cancel and Smoke effects.

Wu Ming Yi (n2)

See the rulings on Regeneration

See the rulings on Bonuses Until a Card Leaves Play

The bonus will not help Wu Ming Yi if he is smoked simultaneously.

Wu Ta-Hsi (nw)

This ability may be to cancel an [Asc] Event, even at times when most effects cannot be played.

Xiaoyang Yun (fp)

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, (1s) 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.

Xiaoyang Yun (rw)

See Xiaoyang Yun v1 in Flashpont

Xin Kai Sheng (tw)

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.

Xiu Xie Jiang (nw)

See the rulings on Damage Redirection

Yakuza Enforcer (fp)

See the rulings on 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.

Yakuza Enforcer (rw)

See Yakuza Enforcer v1 in Flashpont

Year of the Rat (fp)

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 (ss)

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 (tkb)

See the rulings on Partial Damage Redirection

Yellow Monk (nw)

See the rulings on Partial Damage Redirection

Yellow Senshi Chamber (nw)

See the rulings on Partial Damage Redirection

Yellow Senshi Chamber (n2)

See Yellow Senshi Chamber v1 in Netherworld

Yen Fan (ss)

See the rulings on Superleap

See the rulings on Not Affected By

Yen Song (ss)

See the rulings on Stealth

See the rulings on Not Affected By

"You Have Offended Shaolin!" (bcl)

See the rulings on Superleap

Yung Chang (df)

See the rulings on Healing

The Site generates bonus Power even if Yung Chang is no longer in play.

Ze Botelho (nw)

See the rulings on Toughness

See the rulings on What is Considered to be a Card's Cost

Zen Logician (df)

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 (yotd) or the like.

Zheng Yi Quan (ls)

No rulings

Zheng Yi Quan (ss)

See the rulings on Guts

A typographical error was made in his subtitle; he is a <Kung> <Fu> <Master>.

Zino the Greek (rw)

This is not a discard.

The opponent is taking control of a Character you control.

Zodiac Lounge (bcl)

See the rulings on Damage Bonuses

The characters keep the damage bonus even if Zodiac Lounge is removed mid-attack.