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<p>Alabaster Javelin</p> <p>State</p> <p>Weapon. When subject Character is smoked, you may inflict 3 damage on any target.</p> <p><i>The provincial official regretted the day he confiscated the alchemist's spear.</i></p> <p>1 </p>	<p>Arcane Scientist 2</p> <p>Initiate of Paradox</p> <p>Turn to draw a card during your Main Shot.</p> <p><i>Unbound by the traditions of the Lotus, the Purists took a radical approach to magic.</i></p> <p>2  </p>	<p>Assault Squad 2</p> <p>BuroMil Soldiers</p> <p>Play at no cost when an opponent declares an attack with 2 or more Characters on a card you control. If you do so, this card must intercept the attack.</p> <p>2 </p>	<p>Bag Full of Guns (PAP)</p> <p>State</p> <p>Weapon. Turn to give +2 damage until the end of the turn to all Characters you control at subject Character's location.</p> <p><i>"You can never have enough guns."</i></p> <p>2  </p>














<p>Big Brother Tsien 2</p> <p>Demon Hood</p> <p>Unique. Once per turn, you may pay 1 Power to give Big Brother Tsien +3 Fighting until the end of the turn.</p> <p><i>"When he shows up, things start looking ugly."</i></p> <p>2 </p>	<p><1> Birdhouse Cafe (7)</p> <p>Feng Shui Site</p> <p>At the end of your turn, if any opponent is at least as close to victory as you are, unturn all Characters that attacked during the turn.</p> <p><i>"The sign says that the parrot packs a .45, and in this place I'm not so sure that's an exaggeration."</i></p>	<p>Blade Palm</p> <p>Event</p> <p>Return target card to its owner's hand.</p> <p><i>The ancient art of the Blade Palm is known by few, but feared by all.</i></p> <p>  2</p>	<p>Blood Reaver 3</p> <p>Killer Abomination</p> <p>Takes no damage from the target of its attack.</p> <p><i>One of the CDCA's worst successes.</i></p> <p>   2 </p>
<p><1> Bird Sanctuary (6)</p> <p>Feng Shui Site</p> <p>Limited. Cannot be healed except when seized. Once each turn, you may inflict 1 damage on this card when an opponent smokes a Character you control that is not a 1-cost foundation :: Gain 1 Power.</p> <p>  4</p>	<p>Blade of Darkness 6</p> <p>Netherworld Killer</p> <p>When Blade of Darkness smokes an interceptor by inflicting combat damage, gain Power equal to the number of resources that interceptor provides.</p> <p>  4 </p>	<p>Bleys Fontaine 6</p> <p>Lodge Enforcer</p> <p>Unique. Cannot be declared as a single attacker. Once during your Main Shot, you may target a location :: All cards at that location become turned.</p> <p><i>"Some moles like secrecy. I prefer the direct approach."</i></p> <p>   4 </p>	<p>Blue Monk 4</p> <p>Kung Fu Infiltrator</p> <p>Choose a designator when Blue Monk enters play. Blue Monk cannot be intercepted by Characters with the chosen designator.</p> <p><i>The Blue Principle is the Principle of Obscurement.</i></p> <p> 3  </p>












<p><1> Bomb Factory (5)</p> <p>Site</p> <p>Turn and maintain to give target Character +1 damage to Sites.</p> <p><i>With the Monkey House gone, the Jammers went to ground.</i></p> <p>2 </p>	<p>Brain Fire</p> <p>Event</p> <p>Play in response to an Event. Choose an equal number of new and different legal targets for that Event :: These targets replace the original targets of that Event.</p> <p>  0</p>	<p>Bulletproof Monk 4</p> <p>Martial Artist</p> <p>Toughness: 1 while attacking.</p> <p><i>The Hand have learned how to deal with guns.</i></p> <p>  3  </p>	<p>Butterfly Knight 3</p> <p>Thunder Warrior</p> <p>If unturned, Butterfly Knight may attack without turning once during your Main Shot.</p> <p><i>The elite guardians of the Thunder Pagoda.</i></p> <p> 3 </p>
<p>Both Guns Blazing</p> <p>State</p> <p>Subject Character gains +1 Fighting for each Weapon on it. Draw a card when you play a Weapon on subject. No Character may be the subject of more than one "Both Guns Blazing".</p> <p> 0</p>	<p>Bull Market</p> <p>Event</p> <p>All players gain 5 Power.</p> <p><i>When the Unspoken Name sneezes, the Dow Jones index says "Gesundheit."</i></p> <p>   0</p>	<p>Buro Godhammer (AltArt)</p> <p>State</p> <p>Weapon. Subject Character inflicts +3 damage.</p> <p><i>In 2062, God is dead, and the Architects have his hammer.</i></p> <p> 1</p>	<p>Captain Liu 8</p> <p>Pledged Cop Mastermind</p> <p>Unique. Tactics. All Cop Characters you control gain Toughness: 1.</p> <p><i>Law without justice.</i></p> <p>   5 </p>









<p><1> Cave Network (6)</p> <p>Feng Shui Site</p> <p>If you control no Characters when an attack is declared against Cave Network, you may turn Cave Network to play a Character with a cost of 3 or less at no cost.</p>	<p>CHAR 6</p> <p>BuroMil Cyborg</p> <p>CHAR's combat damage cannot be reduced or redirected. CHAR takes no damage from Fire cards.</p> <p><i>The most feared weapon in the Architects' arsenal.</i></p> <p>  4  </p>	<p><1> City Park v2 (8)</p> <p>Feng Shui Site</p> <p>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.</p>	<p>Claw of Fury 2</p> <p>Shadowy Assassin</p> <p>Assassinate. When an opponent targets you (not a card or location you control) with an Event, you may play Claw of Fury from your hand at no cost.</p> <p>2 </p>
<p>CDCA Scientist 2</p> <p>Overzealous Researcher</p> <p>When CDCA Scientist is smoked, you may draw up to X cards, then discard up to X cards. You need not discard the same number that you draw. X= the number of "CDCA Scientist" cards you control plus the number in your smoked pile.</p> <p>2  </p>	<p><1> City Hospital (8)</p> <p>Feng Shui Site</p> <p>Turn to remove 1 damage from a Character. Unturn this card when a Character you control is smoked.</p> <p><i>All secret warriors eventually end up here - or in the morgue.</i></p>	<p><1> City Square (6)</p> <p>Feng Shui Site</p> <p>Unique. Turn to redirect the damage inflicted by a single source on target Site to any Site you control.</p> <p><i>The city's chi flow is channeled and magnified by the many streets that converge here.</i></p>	<p>Claws of Darkness</p> <p>Triumvirate State</p> <p>Weapon. Subject Character gains +1 Fighting. If subject is still in play at the end of any turn in which it smoked one or more Characters by inflicting combat damage, you gain 1 Power.</p> <p><i>It only takes one scratch.</i></p> <p> 1</p>
















<p style="text-align: center;">Close Call</p> <p style="text-align: center;">Event</p> <p>Redirect up to 3 damage from a single source that would damage a Character to a Site controlled by that source's controller.</p> <p><i>"OK, that was a little too close."</i></p> <p style="text-align: center;">  1</p>	<p style="text-align: center;">Confucian Stability</p> <p style="text-align: center;">Event</p> <p>Play in response to an Event or State :: Cancel and smoke that card.</p> <p><i>Chance is only for those who have not embraced the Principle of Principles.</i></p> <p style="text-align: center;"> 1</p>	<p style="text-align: center;">Dallas Rocket 3</p> <p style="text-align: center;">Fanatic Guerrilla</p> <p>Ambush against PubOrd or Buro Characters. Dallas Rocket inflicts +3 damage on the target of her attack.</p> <p><i>"I was in the Dallas uprisings. This is nothing."</i></p> <p style="text-align: center;"> 3 </p>	<p style="text-align: center;">Darkness Warriors 2</p> <p style="text-align: center;">Netherworld Soldiers</p> <p>Sacrifice to gain 1 Power.</p> <p><i>They would willingly die for their Queen, and they do; both on the battlefield and on the altar.</i></p> <p style="text-align: center;">2 </p>
<p style="text-align: center;">Cognitive Spirit 4</p> <p style="text-align: center;">Self-Aware Construct</p> <p>Select a Character when this card attacks :: That Character may not intercept until the end of the attack.</p> <p style="text-align: center;">  3  </p>	<p style="text-align: center;"><1> Curio Shop (7)</p> <p style="text-align: center;">Feng Shui Site</p> <p>Takes no damage from opponents' cards that have a cost of 1.</p> <p><i>"You've gotta have good chi to keep this much crockery intact."</i></p>	<p style="text-align: center;">Dangerous Experiment v2</p> <p style="text-align: center;">Event</p> <p>Limited. Toast It. You gain 5 Power, and the opponent to your left may toast a card you control, a card in your smoked pile, or a card in your burned-for-victory pile.</p> <p><i>The CDCA became ever more reckless as the civil war raged.</i></p> <p style="text-align: center;">    0</p>	<p style="text-align: center;">Death-O-Rama</p> <p style="text-align: center;">Event</p> <p>Play during an attack. All Characters inflict +2 damage on Characters during the attack.</p> <p><i>Lisa shouldn't have taken the extra propane tanks to the rendezvous.</i></p> <p style="text-align: center;">  0</p>















<p>Derek Han 11</p> <p>Martial Artist</p> <p>Unique. Pay 1 Power to give him Superleap until the end of the turn. Pay 2 Power :: He is not affected by Events until the end of the turn.</p> <p><i>Shih Ho Kuai's best student.</i></p> <p> 6 </p>	<p>Dirk Wisely's Gambit v2</p> <p>Event</p> <p>Limited. Play when you declare an attack with only one attacker against a target controlled by an opponent who controls at least four cards. When your attacker inflicts combat damage on its target during this attack, gain 2 Power.</p> <p> 0  </p>	<p><1> Drug Lab (6)</p> <p>Hood Site</p> <p>Limited. Smoke Drug Lab when it is damaged by a Cop card.</p> <p><i>There's always been a brisk business selling fools their own destruction.</i></p> <p>1</p>	<p>Entropy Sphere</p> <p>Event</p> <p>Smoke target Character and inflict X damage on a front-row Feng Shui Site you control. X= the target's cost.</p> <p><i>"Destruction has its price."</i></p> <p> 1</p>
<p>Die!!!</p> <p>Event</p> <p>Turn X  Characters you control to smoke any number of opponents' Characters whose total cost is less than X+2. (X may be zero.)</p> <p><i>"They dare to defy me? Kill them! Kill them all!"</i></p> <p> 0</p>	<p>Discerning Fire</p> <p>Event</p> <p>Smoke X target cards that share a designator other than Netherworld. X must be greater than one. Power-generating Sites are not legal targets.</p> <p>  X</p>	<p>Edge Warrior 1</p> <p>Subversive Op</p> <p>Cannot be intercepted by Buro, PubOrd, or Cop Characters.</p> <p><i>She can sniff the whiff of law enforcement at a hundred paces.</i></p> <p>1 </p>	<p>Entropy Tap</p> <p>Event</p> <p>Limited. Play when a Site you control takes combat damage but its Body is not reduced to 0 :: Gain X Power. X= half (round down) the damage inflicted.</p> <p><i>Most geomancers will repair damaged chi. The Purists scavenge it.</i></p> <p>  0</p>

<p>Everyday Hero 2</p> <p>Brave Scrapper</p> <p>Guts.</p> <p><i>If justice is to prevail in the secret war, ordinary people all around the world must stand up for what's right.</i></p> <p>2 </p>	<p>Explosives v2</p> <p>State</p> <p>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.</p> <p><i>"Will that be nitro or C-4 today, Potemkin?" (Jammer deck) "Are you sure, Tsien? Potemkin took the C4." (Lotus deck)</i></p> <p>1</p>	<p><1> Family Estate (5)</p> <p>Site</p> <p>Turn to play a Pledged Character at -1 cost. When a Lodge Character is smoked, inflict 2 damage on Family Estate.</p> <p><i>The Pledged do the Lodge's dirty work.</i></p> <p>2 </p>	<p>Father of Chaos 11</p> <p>Spirit of Destruction</p> <p>Unique. Father of Chaos takes no combat damage from Characters whose Fighting is less than the number of cards in their controller's hand.</p> <p>     6  </p>
<p>Ex-Commando 3</p> <p>Dangerous Vet</p> <p>Ex-Commando unturns when a Weapon or Gun State is played on him.</p> <p><i>Secretly, he's glad peacetime isn't so peaceful.</i></p> <p>  3 </p>	<p>Faked Death</p> <p>Event</p> <p>Return a Character from your smoked pile to your hand.</p> <p><i>The Lodge can write you a death certificate any time they want.</i></p> <p> 0</p>	<p><1> Family Home (5)</p> <p>Feng Shui Site</p> <p>Generates an additional Power if the player to your left has more Power than you.</p> <p><i>"This is why I keep fighting."</i></p>	<p><1> Festival Circle (6)</p> <p>Feng Shui Site</p> <p>Cannot be healed except when seized. If Festival Circle is in your front row, turn and inflict 2 damage on it in response to an Event that targets one or more Characters you control :: Cancel that Event.</p>






















<p><1> Field of Tentacles (8)</p> <p>Netherworld Feng Shui Site</p> <p>Turn and maintain to cancel the effects and rules text of target non-Feng Shui Site controlled by an opponent.</p> <p>----</p> <p>ERRATA: card from Lotus deck is missing Netherworld in subtitle (Shadowfist.com)</p> <p><i>Tentacles coming up through the floorboards can really drive down property values.</i></p>	<p>Fire Acolytes 1</p> <p>Netherworld Disciples</p> <p>When Fire Acolytes are smoked, you may inflict 1 damage on a Character at their location if you control another Fire Character.</p> <p><i>The first step on the path of the Fire Righteous.</i></p> <p>1  </p>	<p><1> Fireworks Factory (7)</p> <p>Feng Shui Site</p> <p>When an opponent reduces Fireworks Factory's Body to 0, you may smoke a Character that opponent controls if he or she is now closer to victory than you.</p> <p><i>"Not the wisest place to have a gunfight."</i></p>	<p>Flying Sleeves</p> <p>Event</p> <p>Toast It. Change one attacker's target to any Character you control.</p> <p><i>Most martial artists block with their arms. Kan Li's students prefer to block with other people.</i></p> <p>  0</p>
<p>Final Brawl</p> <p>Event</p> <p>Inflict 2 damage on all Characters.</p> <p><i>Hamlet, Oedipus, Dirty Harry - the classic stories always end in blood.</i></p> <p> 0</p>	<p>Fire Mystic 4</p> <p>Netherworld Sorcerer</p> <p>When an opponent plays an Event, you may inflict 1 damage on a card that player controls.</p> <p><i>"Li Ting's followers understand the fine art of retribution."</i></p> <p>  3  </p>	<p><1> Floating Restaurant (8)</p> <p>Feng Shui Site</p> <p>When an opponent plays an Event, you may remove 1 damage from any card you control.</p> <p><i>"Take the boat to Chu's, then tell the waiter that you want the Sunless Seabass. He'll hook you up."</i></p>	<p>Flying Sword Stance</p> <p>State</p> <p>Not cumulative. Subject Character gains +1 Fighting. Subject gains Superleap against Characters that lack resource conditions.</p> <p><i>"Focus, balance, determination. These will allow us to win this day."</i></p> <p>  0</p>















<p>Four Burning Fists 5</p> <p>Demon Martial Artist</p> <p>Unique. You must toast a Feng Shui Site you control when Four Burning Fists enters play, otherwise toast this card. Gains +2 Fighting and Regenerate while any opponent is closer to victory than you.</p> <p> 3 </p>	<p>Furious George (PAP) 10</p> <p>Flying Monkey</p> <p>Unique. Guts. When Furious George enters combat, inflict 1 damage on each Character he is in combat with. (Before combat damage is dealt.)</p> <p> 6 </p>	<p><1> Garden of Bronze (8)</p> <p>Netherworld Feng Shui Site</p> <p>Gain 3 Power when an opponent burns one of your other Feng Shui Sites for Power.</p> <p>----</p> <p>ERRATA: card from Purist deck is missing Netherworld in subtitle (Not officially recognized yet)</p> <p><i>It's both an art installation and chi-feedback resonance enhancer, Johnny.</i></p>	<p>Glimpse of the Abyss (AltArt)</p> <p>Event</p> <p>Toast It. Gain X Power. X= the number of Feng Shui Sites controlled by target opponent plus the number of cards in his or her burned-for-victory pile. The number of Feng Shui Sites you need for victory is increased by one.</p> <p><i>"Yessss! I am so evil!"</i></p> <p> 0</p>
<p><1> Fox Pass v2 (5)</p> <p>Feng Shui Site</p> <p>Unique. Turn to change one attacker's target to any Character or front-row Site you control.</p> <p><i>Be as the fox, who leads the hounds astray.</i></p>	<p><1> Gambling House (6)</p> <p>Feng Shui Site</p> <p>Limited. If any opponent controls at least two cards that share a designator, you may turn this card during your Main Shot to gain 1 Power.</p> <p><i>Dice, cards, tiles, whatever - if it's played for money, you can find it here.</i></p>	<p>Genghis X 8</p> <p>BuroMil Supersoldier</p> <p>Unique. Genghis X has Guts while there is at least three damage on him.</p> <p> 5 </p>	<p>Golden Candle Society 1</p> <p>Secret Society</p> <p>(no text)</p> <p><i>They have sworn to drive the foreign invader from the proud soil of their native land.</i></p> <p>1 </p>












<p align="center">Golden Comeback</p> <p align="center">Event</p> <p>Choose a Character in your smoked pile :: Return that Character to play.</p> <p><i>"It'll take more than nine slugs in the chest to put me down when there are still creeps like you in the world!"</i></p> <p> 2</p>	<p align="center">Gorilla Fighter 6</p> <p align="center">Flying Monkey</p> <p>Independent. Gorilla Fighter's cost is reduced by the total number of Feng Shui Sites and Characters you own that are controlled by opponents or in burned-for-victory piles.</p> <p>    4  </p>	<p align="center">Hacker 2</p> <p align="center">Gun-Totin' Techie</p> <p>When an opponent plays an Event that steals Power from you or that toasts any card other than itself, you may play Hacker from your hand at no cost in response :: Cancel that Event.</p> <p>2  </p>	<p align="center">Healing Earth</p> <p align="center">Event</p> <p>Remove up to X damage from cards you control. X= the number of  resources in your pool.</p> <p><i>The regenerative powers of the earth are triggered by the transcendent soul.</i></p> <p> 0</p>
<p><1> Golden Mile (8)</p> <p align="center">Feng Shui Site</p> <p>Unique. Turn to gain 1 Power when an opponent spends 3 or more Power at one time.</p> <p><i>Good chi brings good fortune.</i></p>	<p align="center">Gruff Lieutenant 1</p> <p align="center">Pledged Cop</p> <p>Stealth.</p> <p><i>The Order of the Wheel recruits high-ranking police officers to keep them hip to the action on the streets.</i></p> <p> 1 </p>	<p align="center">Hands Without Shadow v2</p> <p align="center">State</p> <p>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.</p> <p> 0</p>	<p align="center">Heat of Battle</p> <p align="center">Event</p> <p>Play during an attack on a card you control by an opponent who controls more Power-generating Sites than you. Gain Power equal to the cost of target attacking Character. You can play only one "Heat of Battle" each attack.</p> <p> 0</p>




















<p style="text-align: center;">Helix Rethread</p> <p style="text-align: center;">State</p> <p>Play on a Character controlled by an opponent. When subject is smoked, you gain 1 Power.</p> <p><i>"Oops, forgot to have you sign the consent form! Ha ha ha haha!"</i></p> <p> 0</p>	<p style="text-align: center;">Homemade Tank</p> <p style="text-align: center;">State</p> <p>Toast It. Vehicle. Subject Character gains Toughness: 1 and +4 Fighting. Flip a coin at the start of your turn. Heads: Toast Homemade Tank.</p> <p><i>"The engine's as big a threat as enemy fire."</i></p> <p>  2</p>	<p style="text-align: center;">Ice Healer 1</p> <p style="text-align: center;">Netherworld Sorceress</p> <p>When an opponent turns a Character to heal, you may remove one damage from a Character you control.</p> <p>1  </p>	<p style="text-align: center;">Inoue Oram 2</p> <p style="text-align: center;">Sorcerer Mastermind</p> <p>Unique. If you drew any cards during your draw phase, gain 1 Power at the start of your Main Shot if the number of cards drawn was even.</p> <p> 2  </p>
<p><1> Hidden Sanctuary (7)</p> <p style="text-align: center;">Feng Shui Site</p> <p>Limited. At the end of an attack you declared, you may remove up to X damage from each Character that attacked. X = the number of Sanctuary cards you control.</p> <p>  1</p>	<p style="text-align: center;">Ice Diadem</p> <p style="text-align: center;">State</p> <p>Turn Ice Diadem to heal subject Character.</p> <p><i>Pi Tui's healing kiss brushes your forehead.</i></p> <p>  1</p>	<p><1> Inner Sanctum (11)</p> <p style="text-align: center;">Feng Shui Site</p> <p>If Inner Sanctum is revealed, you may not place another Feng Shui Site at its location.</p> <p><i>Too great a chi flow can be as hazardous as too little.</i></p>	<p style="text-align: center;">Instrument of the Hand 2</p> <p style="text-align: center;">Martial Artist</p> <p>(no text)</p> <p><i>"Even the noodle lady turned out to be a guerrilla fighting against the foreign powers."</i></p> <p>2  </p>
















<p>Iron and Silk</p> <p>Event</p> <p>Choose any Character :: Until the end of the turn, that Character takes no combat damage while intercepting.</p> <p><i>Embrace the yin principle, and receive your opponents' blows like gifts of honey.</i></p> <p> 0</p>	<p><1> Jade Valley (7)</p> <p>Feng Shui Site</p> <p>Limited. While any Feng Shui Site you own is controlled by an opponent or in an opponent's burned-for-victory pile, and you are not closer to victory than all opponents, Jade Valley generates +1 Power and gains +4 Body.</p>	<p>Johnny Tso 4</p> <p>Heroic Gunman</p> <p>Unique. Assassinate against Characters. You may play Weapons on Johnny Tso at no cost.</p> <p> 3 </p>	<p>Kallisti 8</p> <p>Daughter of Entropy</p> <p>Unique. Flip a coin when Kallisti smokes a Character by inflicting combat damage. Heads: remove 3 damage from her and you may inflict 3 damage on any Character.</p> <p> 5 </p>
<p>Isomorphic Spirit 6</p> <p>Paradox Construct</p> <p>+2 Fighting while two or more non-Edge cards in play have the same title.</p> <p><i>Truly fearful symmetry.</i></p> <p> 4 </p>	<p>Jaded Cop 3</p> <p>Corrupt Pawn</p> <p>Not affected by 0 or 1-cost Events.</p> <p><i>Nothing shocks you after walking a beat for 15 years.</i></p> <p> 3 </p>	<p>Just Another Consumer 1</p> <p>Scrappy Rebel</p> <p>When Just Another Consumer turns to attack a Site that shares a designator with another Site in play, he gains +1 Fighting until the end of the turn.</p> <p>1 </p>	<p>Kan Li 7</p> <p>Martial Artist</p> <p>Unique. When Kan Li enters combat, you may smoke any States on Characters he is in combat with.</p> <p><i>"You defy the Lotus. Prepare to die."</i></p> <p> 4 </p>










<p><1> Kar Fai's Crib v2 (7)</p> <p>Site</p> <p>Unique. You may play  States at -1 cost. Turn to play a Character, ignoring one resource condition.</p> <p><i>The Dragons remember, and they keep up the fight.</i></p> <p> 2  </p>	<p><1> Kinoshita House v2 (4)</p> <p>Feng Shui Site</p> <p>Unique. Turn to unturn target attacker. That attacker ceases attacking.</p> <p><i>The sublime meditation cottage of the great ninja leader Kinoshita retains the essence of his spirit.</i></p> <p>3 </p>	<p>Liquidators 3</p> <p>Pledged Enforcers</p> <p>+1 damage while you control any Lodge Characters.</p> <p><i>The Lodge has assets on both sides of the law.</i></p> <p>3 </p>	<p>Lord Shi (PAP) 6</p> <p>Netherworld Warrior</p> <p>Unique. When Lord Shi attacks, until the end of the attack, all attackers (including him) gain +1 Fighting and Tactics.</p> <p><i>Only he knows what the Monarchs could have been.</i></p> <p>  4 </p>
<p>Karate Cop 4</p> <p>Martial Artist</p> <p>Gains +2 damage and Toughness: 1 while any opponent is closer to victory than you.</p> <p><i>Law-enforcement, HK style.</i></p> <p> 3 </p>	<p>Kung Fu Student 1</p> <p>Fledgling Shaolin</p> <p>+1 Fighting while any non-Unique Feng Shui Site in your front row has a Body of 4 or less.</p> <p><i>The Guiding Hand has no shortage of students eager to prove themselves.</i></p> <p>1 </p>	<p>Lord Hawksmoor 8</p> <p>Thunder Champion</p> <p>Unique. Guts. Gain 2 Power if he is smoked by an opponent.</p> <p>  5 </p>	<p>Magog 11</p> <p>Unstoppable Abomination</p> <p>Unique. Guts. When an opponent's Site generates an effect while Magog is attacking, inflict 2 damage on that Site.</p> <p>     6 </p>

















<p align="center">Mark of Fire</p> <p align="center">Event</p> <p>Target exactly four Characters and/or Sites :: Inflict 1 damage on each target.</p> <p><i>"The Fire King's idea of equality is everybody on fire at the same time."</i></p> <p> 1</p>	<p align="center">Mole Network v2</p> <p align="center">Event</p> <p>Play during your Main Shot. Target an opponent who has completed at least one turn :: Steal 1 Power from that opponent.</p> <p><i>"There is something you should know. Meet me at the usual place at 9:15 sharp."</i></p> <p> 0</p>	<p align="center">Nerve Gas</p> <p align="center">Event</p> <p>Smoke target Character. Does not affect Characters with  or  resource conditions.</p> <p><i>When you journey to the year 2062, always remember to pack a gas mask.</i></p> <p> 1</p>	<p align="center"><1> Night Market (8)</p> <p align="center">Feng Shui Site</p> <p>Limited. Turn during your turn in response to an opponent's Event :: Gain Power equal to that Event's cost.</p>
<p align="center">Mathemagician 1</p> <p align="center">Arcane Student</p> <p>Provides an additional  while in play.</p> <p><i>"Once something is absolutely understood, it becomes mathematics."</i></p> <p>1  </p>	<p align="center">Napalm Addict 6</p> <p align="center">Pyromaniac Anarchist</p> <p>Guts while attacking. When he smokes a Site by inflicting combat damage, gain Power equal to that Site's printed cost, or 2 Power if it has no printed cost.</p> <p>  4 </p>	<p align="center">Neutron Bomb</p> <p align="center">Event</p> <p>Smoke all Characters.</p> <p><i>Just what the doctor ordered for the lingering urban resistance problems in 2062 - mondo death toll with no property value depreciation.</i></p> <p>   3</p>	<p align="center"><1> Nightclub (7)</p> <p align="center">Feng Shui Site</p> <p>Turn to inflict 1 damage on target interceptor.</p> <p><i>The hottest spots have the best chi.</i></p>


















<p><1> Nine Dragon Temple (7) Feng Shui Site</p> <p>When an opponent reduces Nine Dragon Temple's Body to 0, gain 3 Power if that opponent is now closer to victory than you.</p> <p><i>Those deserving of fortune will find it when faced with oppression.</i></p> <p> 0</p>	<p>Operation Killdeer</p> <p>Event</p> <p>Until the end of the turn, target Character inflicts no damage.</p> <p><i>The Dragons feel the loss of Kar Fai in every running gun battle and every wild fight.</i></p> <p> 0</p>	<p><1> Paradox Garden (5)</p> <p>Site</p> <p>Turn to look at the top card of your deck. You may put it on the bottom.</p> <p><i>"It makes the Möbius Garden seem normal."</i></p> <p>2 </p>	<p>Phillipe Benoit 5</p> <p>Pledged Assassin</p> <p>Unique. Stealth.</p> <p><i>"Your pleading for mercy reminds me of a line from Sartre."</i></p> <p>  4 </p>
<p>"Now You've Made Us Mad"</p> <p>Event</p> <p>Gain 1 Power for each damaged Character you control.</p> <p><i>Nietzsche said: "That which does not kill us makes us kick more butt." Or something like that.</i></p> <p>  0</p>	<p>Pain Feedback</p> <p>State</p> <p>One point of subject Character's combat damage is redirected back onto itself.</p> <p><i>It kills you slowly.</i></p> <p> 0</p>	<p>Payback Time</p> <p>Edge</p> <p>Limited. When an opponent reduces the Body of a Site you control to 0, you gain 1 Power and may inflict 1 damage each on up to 3 Sites controlled by that opponent.</p> <p> 0</p>	<p>Pocket Demon v2</p> <p>Event</p> <p>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.</p> <p> 0</p>




















<p style="text-align: center;">Poison Thorns 4</p> <p style="text-align: center;">Dangerous Hoods</p> <p>Toughness: 2 against Cop and Police cards. When they inflict combat damage on a Site controlled by a player who is closer to victory than you, gain 1 Power.</p> <p style="text-align: center;"> 3 </p>	<p style="text-align: center;">Pump-Action Shotgun v2</p> <p style="text-align: center;">Gun State</p> <p>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.</p> <p style="text-align: center;"><i>"This time..." KA-CHINK "...I'm going for a little redemption action."</i></p> <p style="text-align: center;">1</p>	<p style="text-align: center;">Quantum Sorcery</p> <p style="text-align: center;">Edge</p> <p>Turn this card and a  Character you control :: Gain one Power or draw a card.</p> <p style="text-align: center;"><i>"The Purists have developed a system of magic unlike any I have seen before." - Fo Shen</i></p> <p style="text-align: center;">    1</p>	<p style="text-align: center;">Realpolitik</p> <p style="text-align: center;">Event</p> <p>Smoke target Edge or State.</p> <p style="text-align: center;"><i>The Ascended can - and will - do nearly anything to maintain their power over our world.</i></p> <p style="text-align: center;"> 1</p>
<p style="text-align: center;">Professional Killer 4</p> <p style="text-align: center;">Mercenary Hood</p> <p>Stealth while attacking alone.</p> <p style="text-align: center;"><i>He's just in it for the money.</i></p> <p style="text-align: center;"> 3 </p>	<p style="text-align: center;">Purist Aspirant 1</p> <p style="text-align: center;">Expendable Lackey</p> <p>Sacrifice to reduce to 0 all non-combat damage from a single source to Characters you control.</p> <p style="text-align: center;">----</p> <p>ERRATA: Reprint should not have  resource provision. Play as if it does not provide .</p> <p style="text-align: center;">(Shadowfist.com)</p> <p style="text-align: center;">1  </p>	<p style="text-align: center;">Rachel McShane 8</p> <p style="text-align: center;">Lodge Enforcer</p> <p>Unique. Rachel McShane is not affected by opponents' effects that are generated by turning a card.</p> <p style="text-align: center;"><i>An eagle can spot its prey from a mile above.</i></p> <p style="text-align: center;">   5 </p>	<p style="text-align: center;">Redeemed Gunman 1</p> <p style="text-align: center;">Reforming Hood</p> <p>Cannot intercept. When Redeemed Gunman turns to attack a turned Site, he gains +2 Fighting until the end of the turn.</p> <p style="text-align: center;"><i>He's trying real hard to be one of the good guys.</i></p> <p style="text-align: center;">1 </p>

<p>Resistance Squad 2</p> <p>Techie Guerrillas</p> <p>Any time Resistance Squad is in your hand when an opponent attempts to look at your hand or force you to discard a card, you may play Resistance Squad at no cost in response :: Cancel that effect.</p> <p>2 </p>	<p>Scrounging</p> <p>Event</p> <p>Limited. Play at the start of your turn. No other card you control or play generates Power during your Establishing Shot. Choose State, Edge, Character, Feng Shui Site, or non-Feng Shui Site. Scrounging generates Power equal to the number of cards of the chosen type that target opponent controls, minus the number of cards in your burned-for-victory pile.</p> <p> 0</p>	<p>Shadowy Mentor</p> <p>State</p> <p>Play on any Character. You take control of subject Character. Subject gains the designator Pledged.</p> <p><i>"I have done you many favors in the past, my young friend. Now, I have one to ask in return..."</i></p> <p> 3</p>	<p>Shield of Pure Soul</p> <p>Edge</p> <p>Limited. When a Site you control is seized or burned, you gain 1 Power and may search your deck and select a card. Reshuffle your deck, then place the selected card on top of your deck.</p> <p>  0</p>
<p><1> Rust Garden (7)</p> <p>Netherworld Feng Shui Site</p> <p>If an opponent seizes or burns Rust Garden, inflict 2 damage on every other Site he or she controls.</p> <p><i>"Right after we blew it up, we found old mufflers in the Sacred Grove and a junked 'bot in the Lily Pond."</i></p> <p> 1</p>	<p>Security</p> <p>State</p> <p>Subject Site gains +4 Body.</p> <p><i>"Remote cameras, electronic sensors, automated machine gun emplacements - all they cost is money, and the Ascended have that to burn."</i></p> <p> 1</p>	<p><1> Shaolin Sanctuary (5)</p> <p>Site</p> <p>Shaolin Sanctuary provides one  resource for each Shaolin Character and each Monk Character you control.</p> <p><i>Shaolin temples across China serve as staging grounds for Quan Lo's efforts.</i></p> <p>2 </p>	<p>Shih Ho Kuai X</p> <p>Martial Arts Master</p> <p>Unique. X = the number of  resources in your pool.</p> <p>   3  </p>

<p align="center">Sinister Priest 1</p> <p align="center">Macabre Sorcerer</p> <p>(no text)</p> <p><i>These loathsome wanderers make the peasantry pay to exorcise spirits they themselves have summoned.</i></p> <p align="right">1  </p>	<p align="center">Steven Wu 8</p> <p align="center">Zen Gunman</p> <p>Unique. Independent. Cannot have his damage redirected or reduced. Opponents cannot take control of him.</p> <p><i>"The bullet knows the way."</i></p> <p align="right">  5 </p>	<p align="center">Street Riot</p> <p align="center">Event</p> <p>Play during an attack you declared on a Site. Inflict X damage, divided any way you choose, on non-attacking Characters at the location of the attack. X = the number of attackers.</p> <p><i>Some quick rabble-rousing can often turn a fight around.</i></p> <p align="right"> 0</p>	<p align="center">Sub-Machine Gun</p> <p align="center">State</p> <p>Weapon. Play on a Character. Turn to inflict 1 damage on all Characters at subject's location, except the subject.</p> <p><i>Prefered by mooks everywhere.</i></p> <p align="right">1</p>
<p align="center">Sports Car (PAP)</p> <p align="center">State</p> <p>Vehicle. Subject Character gains Mobility and +2 damage, except against Characters that are the subject of a Vehicle.</p> <p><i>"The paint job make it less obvious that you had to plow through a bunch of mooks."</i></p> <p align="right">1</p>	<p align="center"><1> Stone Garden (6)</p> <p align="center">Feng Shui Site</p> <p>Turn to remove 1 damage from target Site.</p> <p><i>An artist in harmony with the earth can channel and focus chi.</i></p>	<p align="center">Student of the Bear 1</p> <p align="center">Pledged Martial Artist</p> <p>(no text)</p> <p><i>Disciples of the Bear School don't bother with the subtle approach.</i></p> <p align="right">1 </p>	<p align="center">Suicide Mission</p> <p align="center">Event</p> <p>Target a card :: Smoke that card. That card's controller may smoke any card you control.</p> <p><i>The Pledge is a promise to do anything for the Unspoken Name - even die.</i></p> <p align="right">  1</p>

<p align="center">SWAT Team (PAP) 2</p> <p align="center">Cop Pawns</p> <p>Tactics.</p> <p><i>The Ascended have the world's police forces at their disposal.</i></p> <p align="center">2 </p>	<p align="center"><1> Temple of Celestial Mercy (7)</p> <p align="center">Feng Shui Site</p> <p>Unique. Your hand size is increased by 2</p> <p><i>Once a sanctuary; now a prize in the secret war.</i></p>	<p align="center">The Iron Monkey 5</p> <p align="center">Masked Hero</p> <p>Unique. Superleap. When The Iron Monkey inflicts combat damage on the target of his attack, steal half the Power (round down) of his target's controller and give that Power to any player you choose.</p> <p align="center">  4  </p>	<p align="center">The Reconstructed 5</p> <p align="center">Standard Abominations</p> <p>(no text)</p> <p><i>"After they put down the India insurgency, they become synonymous with terror."</i></p> <p align="center">   3 </p>
<p align="center">Tank Warfare</p> <p align="center">Edge</p> <p>You may play Tank States from your smoked pile at -1 cost. Tank Characters and Characters that are the subject of Tank States cannot turn to attack Sites if two or more players control such Characters.</p> <p align="center"> 1</p>	<p align="center">Test Subjects 1</p> <p align="center">Abominations</p> <p>(no text)</p> <p><i>"The plan was to turn demons from the ancient past into Supersoldiers. Didn't work too well at first."</i></p> <p align="center">1  </p>	<p align="center">The Legacy</p> <p align="center">Edge</p> <p>Unique. At the end of your turn, put a counter on this card if you control any Thunder cards. Do likewise for Fire, Darkness, and Ice. Remove 4 counters :: Gain 1 Power.</p> <p align="center"> 0</p>	<p align="center">Thunder Bishop 2</p> <p align="center">Netherworld Sorcerer</p> <p>Turn and maintain to give target Character Toughness: 1.</p> <p><i>They inspire the Thunder King's warriors to ever-greater glories.</i></p> <p align="center"> 2  </p>

<p style="text-align: center;">Thunder Sword</p> <p style="text-align: center;">State</p> <p>Unique. Weapon. Subject Character gains +4 Fighting and cannot turn to attack Sites.</p> <p><i>When you face this sword, it's not the thunder that ends up rolling.</i></p> <p style="text-align: center;"> 2</p>	<p style="text-align: center;">Tommy Hsu 8</p> <p style="text-align: center;">Hood Sorcerer</p> <p>Unique. Sacrifice a Hood card to inflict 1 damage on any target. Once per turn, you may inflict 3 damage on him to change the target of an Event.</p> <p style="text-align: center;">   5   </p>	<p style="text-align: center;">Tricia Kwok 6</p> <p style="text-align: center;">Undercover Cop</p> <p>Unique. Gains Toughness: 1 and +1 Fighting while she is the subject of any Weapon State.</p> <p><i>With looks like that, you'd think everybody in the city would recognize her. But no one ever does...</i></p> <p style="text-align: center;">  4 </p>	<p style="text-align: center;"><1> Turtle Island (8)</p> <p style="text-align: center;">Feng Shui Site</p> <p>Cannot be damaged or removed from play by opponents' Events. Cannot be burned.</p>
<p style="text-align: center;">Ting Ting (AltArt) 6</p> <p style="text-align: center;">Martial Artist</p> <p>Unique. Independent. +2 Fighting for each opponent who controls more Power-generating Sites than you. Opponents cannot take control of Ting Ting.</p> <p style="text-align: center;">  4   </p>	<p style="text-align: center;">Tortured Memories</p> <p style="text-align: center;">Event</p> <p>Take control of target Character until the end of the turn.</p> <p><i>"I saw Keung's head rise before me. Then he told me to blow up the MacMillan Building."</i></p> <p style="text-align: center;"> 2</p>	<p style="text-align: center;"><1> Turtle Beach (6)</p> <p style="text-align: center;">Feng Shui Site</p> <p>Unique. Turn to redirect the damage inflicted by a single source on target Character to Turtle Beach.</p> <p><i>When protection becomes sacrifice, how much can the land withstand?</i></p>	<p style="text-align: center;">Vassals of the Lotus 1</p> <p style="text-align: center;">Ancient Hoods</p> <p>(no text)</p> <p><i>Bandits and ruffians serve corrupt Lotus officials to slake their lust for gold.</i></p> <p style="text-align: center;">1 </p>

<p style="text-align: center;">Virtuous Hood 6</p> <p style="text-align: center;">Martial Artist</p> <p>When Virtuous Hood turns to attack, take a point of Power from the pool of one of the players with the most Power and give it to one of the players with the least Power.</p> <p>  4 </p>	<p style="text-align: center;">Void Sorcerer 4</p> <p style="text-align: center;">Mysterious Geomancer</p> <p>Target a Site when Void Sorcerer enters play :: Treat that Site's rules text as if it were blank while Void Sorcerer is in play.</p> <p> 3  </p>	<p style="text-align: center;">White Disciple 2</p> <p style="text-align: center;">Eunuch Sorcerer</p> <p>Turn and inflict 1 damage on White Disciple :: Inflict 2 damage on any target.</p> <p><i>In China, white is the color of death.</i></p> <p> 2  </p>	<p style="text-align: center;">Yellow Geomancer 1</p> <p style="text-align: center;">Crafty Monk</p> <p>Turn to redirect one damage inflicted on a Site to any other target.</p> <p><i>Taking them on sometimes does more harm than good.</i></p> <p> 1  </p>
<p style="text-align: center;">Vivisector v2 1</p> <p style="text-align: center;">Abomination Scientist</p> <p>Turn Vivisector and choose a Character other than itself :: Sacrifice that Character. If the sacrifice is successful, gain Power equal to that Character's cost.</p> <p> 2  </p>	<p style="text-align: center;">Walking Corpses 4</p> <p style="text-align: center;">Undead Servitors</p> <p>Cannot turn to change location. Damage cannot be removed from Walking Corpses.</p> <p><i>They weren't buried properly, so now they're back.</i></p> <p> 2 </p>	<p style="text-align: center;">Who's the Monkey Now?</p> <p style="text-align: center;">Event</p> <p>Play in response to an Event played by an opponent that would damage or smoke a card you control :: Cancel that Event, and you may smoke a card controlled by that opponent of the same type as a card that would have been damaged or smoked by the Event.</p> <p>  1</p>	