


































































































<p><1> Ape City (8)</p> <p>Jungle Site</p> <p>Unique. All Characters you control that are not Monkey, Ape, Gorilla, Simian, or Chimp inflict -1 damage.</p> <p><i>Legends speak of a city of apes deep within the jungle.</i></p> <p> 1 </p>	<p>Aztec Mummy 4</p> <p>Undead Guardian</p> <p>Takes double damage from Fire cards. Turn a Temple or Tomb Site you control to give this card +1 Fighting until the end of the turn. Turn a Priest or Priestess Character you control to give this card Toughness: 1 until the end of the turn.</p> <p>  3 </p>	<p>Bad Colonel 2</p> <p>Pledged Hood Warlord</p> <p>Turn and maintain to take control of a Soldier card. All Soldiers you control gain the designator Hood and +1 damage.</p> <p> 2 </p>	<p>Booby Trap v2</p> <p>Event</p> <p>Play during an attack on a Site you control. Inflict 3 damage on that Site and all Characters at its location.</p> <p><i>"I knew we couldn't hold it, so I wired the joint to blow."</i></p> <p> 1</p>
<p>Athena 3</p> <p>Reascended Owl Mastermind</p> <p>Unique. Your hand size is increased by 3. +X Fighting. X= the number of  in your pool.</p> <p><i>"I knew she was trouble the moment I laid eyes on her."</i></p> <p>    4  </p>	<p><1> Aztec Pyramid (6)</p> <p>Feng Shui Site</p> <p>At the end of the turn, if this card is unturned and there is no coin on it, flip a coin and leave it on this card. At any time a player has to flip a coin, you may immediately remove the coin on this card, and its result is the result of the flip. Turn to remove the coin on this card.</p>	<p>Blitzkrieg</p> <p>Event</p> <p>Limited. Unturn all attacking Soldier Characters.</p> <p><i>They struck like lightning, crushing all in their path.</i></p> <p>  1</p>	<p><1> Booby-Trapped Tomb (8)</p> <p>Feng Shui Site</p> <p>When this Site is revealed, you may inflict 3 damage on target Character at its location.</p> <p><i>The ancients do not welcome visitors.</i></p>

<p align="center">Breath of the Dragon</p> <p align="center">Event</p> <p>Limited. Until the end of the turn, target attacker gains Toughness: 2 and +3 damage.</p> <p><i>"The ashes of my enemies disperse in the wind."</i></p> <p align="center"></p>	<p align="center">Captain Jake Molloy 6</p> <p align="center">Daredevil Pilot</p> <p>Unique. Guts. Mobility. When he is targeted by a non-Character card, you may discard a card of the same type to cancel the effect targeting him.</p> <p align="center"></p>	<p align="center"><1> Casbah (5)</p> <p align="center">Site</p> <p>If this Site is in your front row when an opponent plays a 0-cost Event, you may steal 1 Power from him or her.</p> <p><i>In the old quarter market there are a thousand ways a man might profit... or perish.</i></p> <p align="center">2</p>	<p align="center">Charge of the Righteous</p> <p align="center">Edge</p> <p>Limited. Put a counter on this card when an attacker you control is smoked. Turn and remove all counters to give an attacker +X Fighting until the end of the turn. X= the number of counters removed.</p> <p align="center"> 0</p>
<p align="center">Bullwhip</p> <p align="center">State</p> <p>Limited. Weapon. Subject Character gains +1 damage while this is unturned. Turn to turn a Character at subject's location; that Character ceases intercepting.</p> <p><i>There was a loud crack, and the dagger went flying from Xitllali's hand.</i></p> <p align="center"></p>	<p align="center">Carmen Zhou 2</p> <p align="center">Leader of the Swords of Heaven</p> <p>Unique. Gains +1 Fighting until she leaves play when a Feng Shui Site is revealed.</p> <p><i>No one suspected who she was.</i></p> <p align="center"> 2</p> <p align="center"></p>	<p align="center">Chang 7</p> <p align="center">Red Scorpion Hood Martial Artist</p> <p>Unique. When he is damaged, you may inflict 1 damage on any Character at his location. When he smokes a Character by inflicting combat damage, remove X damage from him. X= half (round up) the cost of the smoked Character.</p> <p align="center"> 5</p> <p align="center"></p>	<p align="center">Cliffhanger</p> <p align="center">Event</p> <p>Limited. Play when a Unique Character you control that requires resources is smoked by an opponent. Cut your deck and reveal the top card. You may play it at no cost, regardless of type.</p> <p><i>Just when you think things can't get worse...</i></p> <p align="center"> 0</p>












<p>Colonel Wilhelm Reiger 2 Buro Agent</p> <p>Unique. All Battleground Sites you control gain Toughness: 1. Turn a Battleground Site you control to give target Soldier Character +2 Fighting until the end of the turn.</p> <p>  2  </p>	<p>Damsel in Distress</p> <p>Event</p> <p>Faceoff. Turn a Character you control and target an opponent's Character with Fighting no lower than two less than yours. The winner may return a Character with a cost of 3 or less from his or her smoked pile to play.</p> <p> 1</p>	<p>Deadly Hands</p> <p>Kung Fu State</p> <p>Play on a Character. Discard a card :: Subject gains +1 Fighting until the end of the turn.</p> <p><i>The secret technique of the Jade Dragon masters.</i></p> <p>  1</p>	<p>Difficulty at the Beginning v2</p> <p>Event</p> <p>Play when an opponent plays a card. Toast that card unless its controller pays 1 Power.</p> <p> 1</p>
<p>Curse of Itzcolihqui</p> <p>Darkness State</p> <p>Subject Character inflicts -1 damage. When subject is declared as an attacker or interceptor, its controller must discard one card at random.</p> <p><i>Xitllali spoke, and instantly his flesh began to wither.</i></p> <p>  0</p>	<p>David Maxwell 2</p> <p>Man About Town</p> <p>Unique. Generates one Power during your Establishing Shot. Immediately return "The Nemesis" to its owner's hand when this card enters play.</p> <p>   2 </p>	<p>Deathtrap v2</p> <p>State</p> <p>When any Character enters combat with subject Site, inflict 1 damage on that Character. (Before combat damage is dealt.)</p> <p><i>Watch where you step.</i></p> <p> 1</p>	<p>Disguise Kit</p> <p>State</p> <p>Play on a non-Unique Character that requires no resources. Characters that require resources cannot intercept subject.</p> <p><i>"I dunno. She was just some ordinary skirt. Nobody special."</i></p> <p> 0</p>














<p style="text-align: center;">Disintegrator Ray</p> <p style="text-align: center;">State</p> <p>Weapon. Subject Character gains +1 Fighting. If subject smokes a Character by inflicting damage, toast that Character instead.</p> <p style="text-align: center;">  1</p>	<p style="text-align: center;">Dr. Ivan Vasilovich 4</p> <p style="text-align: center;">Mad Scientist</p> <p>Unique. Heal all  Characters when he enters play. Turn to gain 2 Power when an opponent plays an Event.</p> <p style="text-align: center;"><i>"They called me mad? Fools, I'll show them all!"</i></p> <p style="text-align: center;">   3  </p>	<p style="text-align: center;">Drugged!</p> <p style="text-align: center;">State</p> <p>Subject Character inflicts -2 damage. Damage inflicted on subject cannot be reduced.</p> <p style="text-align: center;">  0</p>	<p style="text-align: center;">Electro-Gauntlet</p> <p style="text-align: center;">State</p> <p>Weapon. Play on a Character. This card enters play with 1 counter on it. Put 1 counter on this card at the start of your turn. Turn to put 1 counter on this card. Turn and remove X counters to give subject +X damage until the end of the turn.</p> <p style="text-align: center;"> 0</p>
<p style="text-align: center;">Dr. Amanda Snow 6</p> <p style="text-align: center;">Treasure Hunter</p> <p>Unique. Guts. Not affected by effects generated by opponents' Sites, and takes no damage from them. Once per turn, you may play a State on her from any player's smoked pile, ignoring resource conditions.</p> <p style="text-align: center;">   4 </p>	<p style="text-align: center;">Dr. Klaus Herrbruck 1</p> <p style="text-align: center;">CDCA Scientist</p> <p>Unique. All non-Character, non-Site  cards in your smoked pile have Reload: 1.</p> <p style="text-align: center;"><i>"With our science, think of what you could achieve..."</i></p> <p style="text-align: center;">  1  </p>	<p style="text-align: center;">Eisenriese</p> <p style="text-align: center;">State</p> <p>Vehicle. Subject Character gains +1 Fighting, Toughness: 1, and +3 damage to Sites.</p> <p style="text-align: center;"><i>The iron behemoth crashed through the jungle, spitting fiery death.</i></p> <p style="text-align: center;">   2</p>	<p style="text-align: center;">Elsa Winterhagen 10</p> <p style="text-align: center;">Supersoldier</p> <p>Unique. You may inflict 3 damage on this card, which cannot be reduced or redirected, to redirect all damage that would be inflicted on her by a single source to any Character that is not the source of the damage.</p> <p style="text-align: center;">  6 </p>


















<p>Faceless Minions 2</p> <p>Cultist Swarm</p> <p>When this card is smoked, all opponents' Characters at this location take 1 damage.</p> <p><i>The world never lacks for fools.</i></p> <p>2  </p>	<p>Femme Fatale 2</p> <p>Sinister Seductress</p> <p>Turn during an attack on a card you control. Target Character controlled by an opponent gains Mobility until the end of the attack, and must be declared as an interceptor if possible.</p> <p> 2 </p>	<p>Fortuitous Chi</p> <p>State</p> <p>Play on a Character you control. Subject and all characters you control sharing a designator with it cannot turn to attack Characters. They cannot be removed from play by, and take no damage from, opponents' Events.</p> <p>   2</p>	<p>Gangsters 1</p> <p>Hood Muscle</p> <p>+1 damage to Characters.</p> <p><i>"Alright boys, take care of him."</i></p> <p>1 </p>
<p>Far Too Much Dynamite</p> <p>Event</p> <p>Play when a Character you control is smoked by target Character that was intercepting or attacking it :: Smoke target.</p> <p><i>"Is that possible?"</i></p> <p>  1</p>	<p>Fire Martyr 2</p> <p>Netherworld Assassin</p> <p>When he turns to attack, he gains +4 Fighting until the end of the turn.</p> <p><i>Exposure to fire magic has burned away their instinct for self-preservation.</i></p> <p>  3 </p>	<p>G-Man 4</p> <p>Pledged Agent</p> <p>+1 Fighting for each card in opponents' burned-for-victory piles.</p> <p><i>"This is a raid!"</i></p> <p> 3 </p>	<p><0> Guard Tower (5)</p> <p>Battleground Site</p> <p>Any player who seizes this Site gains 1 Power. If this Site is in your front row, turn and maintain and target a Character :: While intercepting, target inflicts its combat damage at the same time that an attacker with Ambush would.</p> <p> 0</p>














<p style="text-align: center;">Gun Moll 2</p> <p style="text-align: center;">Dishy Hood</p> <p>Turn and maintain and target a Character :: Steal 1 Power from target's controller at the beginning of his or her Main Shot. (Cards may be played in response to the theft.) Target cannot attack this card.</p> <p style="text-align: center;">  2 </p>	<p style="text-align: center;">Heroic Agents 4</p> <p style="text-align: center;">Legion of Supporters</p> <p>Cannot attack Characters. When this card is smoked by an opponent, you may steal up to 2 Power from him or her.</p> <p style="text-align: center;"><i>Heroes don't stand alone.</i></p> <p style="text-align: center;">  3 </p>	<p style="text-align: center;">Hired Bodyguard 2</p> <p style="text-align: center;">Cheap Hood Muscle</p> <p>While intercepting, gains +2 Fighting and Toughness: 2.</p> <p style="text-align: center;"><i>"Remove Mr. Donovan - and don't be gentle."</i></p> <p style="text-align: center;"> 2 </p>	<p style="text-align: center;">Hypnotized!</p> <p style="text-align: center;">Event</p> <p>Turn target Character. Until the end of the turn, target cannot intercept, and its rules text is blank.</p> <p style="text-align: center;"><i>"Sleeeeeeep..."</i></p> <p style="text-align: center;"> 1</p>
<p style="text-align: center;">"Hammer" Harrison 3</p> <p style="text-align: center;">Hood Bruiser</p> <p>Unique. Takes no damage from Characters whose cost is less than 3.</p> <p style="text-align: center;"><i>Strong as an ape, and twice as ugly.</i></p> <p style="text-align: center;">3 </p>	<p style="text-align: center;"><1> Hidden Tomb (8)</p> <p style="text-align: center;">Feng Shui Site</p> <p>You may play States on Hidden Tomb at -1 cost.</p> <p style="text-align: center;"><i>In dark jungles and vast deserts, secrets await.</i></p>	<p style="text-align: center;">Hired Killer</p> <p style="text-align: center;">State</p> <p>Schtick. Play on a Hood Character. Turn subject to inflict X damage on target Character. X= subject's cost.</p> <p style="text-align: center;"><i>"It's just business. Nothing personal."</i></p> <p style="text-align: center;"> 1</p>	<p style="text-align: center;">Insidious Plan</p> <p style="text-align: center;">Edge</p> <p>Limited. Put a counter on this card at the end of your turn. Sacrifice to either gain X Power or draw X cards. X= the number of counters on this card.</p> <p style="text-align: center;">  1</p>



























<p style="text-align: center;">Invisi-Ray</p> <p style="text-align: center;">State</p> <p>Unique. Subject Character cannot be attacked. Reload: Sacrifice a ✖ card.</p> <p><i>Somehow, these things always manage to fall into the wrong hands.</i></p> <p>✖ 1</p>	<p style="text-align: center;">Jade Dragon Monk 3</p> <p style="text-align: center;">Mysterious Martial Artist</p> <p>Superleap. Once per turn while this card is attacking, you may cancel an Edge or State until the end of the attack.</p> <p><i>The order of the Jade Dragon was steeped in mystery.</i></p> <p>☯ ☯ 3 ☯ ☯</p>	<p style="text-align: center;">K'tongo X</p> <p style="text-align: center;">The White Ape</p> <p>Unique. When he enters play, immediately toast any number of cards in your smoked pile at random. X= the number of cards toasted.</p> <p>☹ ☹ ☹ 3 ☹</p>	<p style="text-align: center;">Kwan Lung-Wei 7</p> <p style="text-align: center;">Jade Dragon Master</p> <p>Unique. Not a legal subject for States. Not affected by Events.</p> <p><i>The order of the Jade Dragon passed down the teachings of the Perfect Master.</i></p> <p>☯ ☯ ☯ 5 ☯ ☯</p>
<p style="text-align: center;">Itzcolihqui 8</p> <p style="text-align: center;">Undead King</p> <p>Unique. Takes double damage from Fire cards. Turn a Temple or Tomb Site you control to play an Undead Character from your smoked pile. Sacrifice a non-Undead Character to heal Itzcolihqui.</p> <p>⊕ ⊕ ✨ ✨ 5 ⊕ ✨</p>	<p style="text-align: center;">John Fenris, the Iron Man 10</p> <p style="text-align: center;">Reascended Wolf Hero</p> <p>Unique. Uncopyable. Guts. Toughness: 1. Once per turn, you may copy the printed text of any other Character to this card until the end of the turn.</p> <p>☠ ☠ ☠ ✖ ✖ 6 ☠ ✖ ☠</p>	<p style="text-align: center;">Khalid Al-Haddad 6</p> <p style="text-align: center;">Fire Assassin</p> <p>Unique. Assassinate. When he smokes the target of his attack, gain 1 Power or draw 2 cards.</p> <p>⊕ ⊕ 4 ⊕</p>	<p style="text-align: center;"><1> Lair of the Nemesis (8)</p> <p style="text-align: center;">Secret Feng Shui Site</p> <p>Unique. Place a counter on this card at the start of your turn if it is unturned. You may spend counters on this card as if they were Power to play Unique ✨ Characters. Turn and maintain to give target ✨ Character Toughness: 1.</p> <p>☠ ☠ ☠ 3 ☠</p>

















<p>Lord Wolfgang Thaler 6</p> <p>Thunder Champion</p> <p>Unique. Toughness: 1. Not affected by Events. An Event's controller may pay 1 Power to have him be affected by it, either while playing the Event, or at the start of the Event's resolution.</p> <p> </p>	<p>Marmojet 2</p> <p>Flying Monkey</p> <p>Mobility. Once per turn, you may give another Character at this location Mobility until the end of the turn.</p> <p><i>"As if regular flying monkeys weren't enough..."</i></p> <p>2 </p>	<p>Master of Disguise</p> <p>State</p> <p>Play on a Character you control and target a Unique Character. Subject is considered to be Unique and to have the same title as target. (Subject also has its own title.)</p> <p><i>"I thought you were out of town."</i></p> <p> 0</p>	<p>Murder By Night</p> <p>Event</p> <p>Play during any Main Shot :: Discard a card at random and return this card to play as a Character with a printed Fighting of 3, Assassinate, and Toast It. Sacrifice it at the end of the turn. (The Character is not an Event.)</p> <p> 1</p>
<p>Madame Yen 6</p> <p>The Dragon Lady</p> <p>Unique. Assassinate. Once per turn, you may remove one damage from her to inflict two damage on a Character at her location.</p> <p> </p>	<p>Mask of The Nemesis</p> <p>Secret Identity State</p> <p>Unique. Subject Character gains +2 Fighting and Stealth.</p> <p><i>"Justice is blind, but I see everything."</i></p> <p> 2</p>	<p><1> Mount Erebus (7)</p> <p>Feng Shui Site</p> <p>Unique. Uncopyable. When you seize this Site, and it remains in your front row until the start of your next turn, you win the game.</p> <p><i>The center of everything.</i></p> <p> 1 </p>	<p>Necromantic Conspiracy v2</p> <p>Event</p> <p>One-Shot. Search target opponent's deck for up to four cards with the same title that require resources. Toast those cards and reshuffle.</p> <p> 2</p>






















<p>Obsidian Dagger</p> <p>Darkness State</p> <p>Weapon. Subject Character gains Assassinate and +1 damage. Turn when a Character is sacrificed to gain 1 Power.</p> <p><i>Stained with the blood of a thousand sacrifices.</i></p> <p> 1</p>	<p>Poisoned!</p> <p>Event</p> <p>Inflict 1 damage on all interceptors. They also inflict -1 damage until the end of the attack. Reload:  1</p> <p><i>There was a hissing sound and the guards fell to the floor.</i></p> <p> 1</p>	<p>Priestess of Itzcolihqui 1</p> <p>Darkness Sorceress</p> <p>When you sacrifice a card, you may turn exactly one "Priestess of Itzcolihqui" to Reload a card in your smoked pile.</p> <p> 1 </p>	<p><1> Rabenfels Castle (9)</p> <p>Feng Shui Site</p> <p>Unique. Turn and maintain to give all Sites at target location Toughness: 1.</p> <p><i>A place of perverted science and occult power.</i></p> <p> 2 </p>
<p>Plots and Intrigues</p> <p>Event</p> <p>Reveal X of your face-down Feng Shui Sites to gain X Power.</p> <p><i>"Trust in God, but tie up your camel." - traditional Arab proverb</i></p> <p> 0</p>	<p>Priest of the Unnameable 4</p> <p>Cult Leader</p> <p>When Priest of the Unnameable attacks, you may immediately name a card. That card cannot be played during the attack.</p> <p><i>The knowledge of what may be comes at a high price.</i></p> <p> 3 </p>	<p>Probability Manipulator v2</p> <p>Edge</p> <p>Unique. Turn to raise or lower by one until the end of the turn any number not written as words on another card. This cannot change a number to zero.</p> <p> 2 </p>	<p>Rampage!</p> <p>Edge</p> <p>Limited. All Characters you control inflict +1 damage while attacking and -1 damage otherwise.</p> <p> 0</p>




















<p style="text-align: center;">Red Scorpion Killers 5</p> <p style="text-align: center;">Hood Martial Artists</p> <p>Sacrifice a Character to either inflict 1 damage on target Character or Site or give this card +1 Fighting until it leaves play.</p> <p style="text-align: center;">  4 </p>	<p style="text-align: center;">Resistance Fighters 4</p> <p style="text-align: center;">Partisan Rebels</p> <p>Takes no damage from non-Character cards. Damage cannot be redirected to this card.</p> <p><i>Any rebellion, justified or not, catches the Jammers' attention.</i></p> <p style="text-align: center;"> 3 </p>	<p style="text-align: center;">Ritual of the Unnameable</p> <p style="text-align: center;">Event</p> <p>Limited. Choose a card type :: Reveal and toast the top card of your deck. If the card was of the chosen type, gain 2 Power. If not, inflict 1 damage on all Characters you control.</p> <p><i>"The truth comes only through madness."</i></p> <p style="text-align: center;">  0</p>	<p style="text-align: center;">Rope Bridge</p> <p style="text-align: center;">Trap State</p> <p>Schtick. Play on a Site. Sacrifice to inflict 2 damage on all Characters at this location.</p> <p><i>"You think this thing is safe?"</i></p> <p style="text-align: center;"> 1</p>
<p style="text-align: center;">Repression</p> <p style="text-align: center;">Edge</p> <p>When you play this card, choose a designator that has not been chosen for another "Repression" in play. All Characters with that designator gain -1 Fighting.</p> <p style="text-align: center;">  2</p>	<p style="text-align: center;">Ritual of Death</p> <p style="text-align: center;">Darkness Event</p> <p>Sacrifice a Character to either smoke target Character with a cost of three or less, or give all of an opponent's Characters -1 damage until the end of the turn.</p> <p><i>Itzcolihqui demands blood.</i></p> <p style="text-align: center;">  0</p>	<p style="text-align: center;">Rocket Team 2</p> <p style="text-align: center;">Heavily-Armed Soldiers</p> <p>Turn this card and a Site you control to turn and inflict 2 damage on an opponent's Site.</p> <p><i>By giving the German army advanced weapons, the Buro planned to change the course of history.</i></p> <p style="text-align: center;">  2  </p>	<p style="text-align: center;">Running Out of Time</p> <p style="text-align: center;">State</p> <p>Not cumulative. Play on a Character you control. Subject gains +3 Fighting and cannot be healed. At the end of each turn, inflict 1 damage on subject, which cannot be reduced or redirected.</p> <p style="text-align: center;"> 1</p>













<p align="center">Scales of the Dragon</p> <p align="center">State</p> <p>Schtick. No Character may be the subject of more than one "Scales of the Dragon". Turn to reduce the damage inflicted on subject Character by a single source by 2.</p> <p align="center"> 0</p>	<p align="center"><0> Seedy Dive (5)</p> <p align="center">Hood Site</p> <p>Turn to unturn any number of non-Unique Hood Characters whose total cost is less than or equal to 3.</p> <p><i>"It was a hangout for every grifter, yegg, and button man in the city."</i></p> <p align="center">2</p>	<p align="center">Spear of Destiny</p> <p align="center">State</p> <p>Unique. Weapon. You must have at least 4 faction resources of the same type to play this card. Play on a Character. Turn to cancel, turn, and inflict 1 damage on all Characters and Sites at subject's location.</p> <p align="center">2</p>	<p align="center">State of Emergency</p> <p align="center">Event</p> <p>Limited. Fill your hand to six cards.</p> <p><i>When faced with insurrection, the Buro has three plans: overwhelming force, overwhelming force, and overwhelming force.</i></p> <p align="center"> 1</p>
<p align="center">Secret Wisdom of the Ancients</p> <p align="center">Edge</p> <p>Turn to place any number of  Events and  States from your hand face-up on the table. You may play these cards as if they were in your hand, but cannot discard them. Toast all these face-up cards when this card leaves play.</p> <p align="center">  1</p>	<p align="center">Sir Arthur Broome 2</p> <p align="center">Eccentric Patron</p> <p>Unique. Immediately return "Voice of the Unnameable" to its owner's hand when this card enters play. Turn to force an opponent to discard 2 cards at random. Turn to discard up to 2 cards from your hand.</p> <p align="center"> 2  </p>	<p align="center">Spirit of the Gun</p> <p align="center">State</p> <p>Subject Character's printed Fighting is X. X= the number of Gun States in play and in your smoked pile. Subject's combat damage cannot be reduced or increased.</p> <p align="center">  1</p>	<p align="center">Stolen Plans</p> <p align="center">Event</p> <p>Limited. Play when an opponent is closer to victory than you and an opponent gains, generates, or steals Power due to an Event he or she played :: Gain an equal amount of Power.</p> <p align="center">  0</p>

<p style="text-align: center;">Stormtroopers 1</p> <p style="text-align: center;">Brutal Soldiers</p> <p>Ambush against Characters that provide more than one resource.</p> <p><i>Both Boatman and Bonengel planned to harness the German war machine to their own ends.</i></p> <p style="text-align: center;">1 </p>	<p style="text-align: center;">Swords of Heaven 2</p> <p style="text-align: center;">Secret Society</p> <p>+1 Fighting for each  or  State this card is the subject of. Heal them when a  or  State is played on them.</p> <p style="text-align: center;">  2  </p>	<p style="text-align: center;">Tesla Lightning Blaster</p> <p style="text-align: center;">Gun State</p> <p>Weapon. Play on a Character. Turn and pay 1 Power to inflict 4 damage on target Character at subject's location.</p> <p><i>"Behold! The power of lightning at my command!"</i></p> <p style="text-align: center;">  0</p>	<p style="text-align: center;">Teutonic Knights 2</p> <p style="text-align: center;">Thunder Secret Society</p> <p>+1 damage for each  Site and each  Edge you control.</p> <p><i>"Their faith is their strength."</i></p> <p style="text-align: center;"> 2 </p>
<p style="text-align: center;">Supersoldier Serum</p> <p style="text-align: center;">State</p> <p>Play on an unturned Character during any Main Shot. Subject gains +2 Fighting.</p> <p style="text-align: center;">  1</p>	<p style="text-align: center;"><1> Temple of the Jade Dragon (6)</p> <p style="text-align: center;">Feng Shui Site</p> <p>Unique. Turn and discard two cards of the same type to return a card of the type discarded from your smoked pile to your hand.</p> <p style="text-align: center;">   2 </p>	<p style="text-align: center;">Tesla Lightning Cannon</p> <p style="text-align: center;">State</p> <p>Weapon. Turn subject Site and pay 1 Power to inflict X damage on target Character at subject's location. X= the number of  in your pool.</p> <p style="text-align: center;">  1</p>	<p style="text-align: center;">The Ape is Loose!</p> <p style="text-align: center;">Event</p> <p>Target an attacking Character :: Until the end of the attack, target gains +2 damage and is not affected by Events that would damage it or remove it from play.</p> <p><i>"Run!"</i></p> <p style="text-align: center;">  1</p>

<p><1> The Blue Moon Club (7)</p> <p>Feng Shui Site</p> <p>Unique. When a Character inflicts combat damage on this card, inflict 2 damage on that Character. Turn to place a counter on this card. Turn and remove X counters to gain one-half (round down) X Power.</p>	<p>The Golden Gunman's Gambit</p> <p>Event</p> <p>Limited. Play prior to combat between an attacker you control and an interceptor. The attacker unturns and ceases attacking. Inflict X damage on the interceptor. X= half (round up) the attacker's Fighting.</p> <p>  0 </p>	<p>The Jade Dragon</p> <p>State</p> <p>Unique. Schtick. Play on a front-row Site. Subject gains Toughness: 1 and cannot be burned. Generates 2 Power during your Establishing Shot.</p> <p><i>"You want the girl, Mr. Maxwell? We want the Dragon."</i></p> <p> 3</p>	<p>The Red Harvest</p> <p>Event</p> <p>Limited. Play during your Main Shot. Until the end of the turn, gain 1 Power and discard a card (if possible) when an opponent smokes a Character you control.</p> <p> 0</p>
<p>The Crystal Skull</p> <p>Darkness State</p> <p>Unique. Schtick. Play on a Site. Sacrifice a Character you control and turn :: All Characters you control gain +1 Fighting until the end of the turn.</p> <p><i>They say it feeds on blood and souls.</i></p> <p>   1</p>	<p>The Ivory Goddess</p> <p>State</p> <p>Unique. Schtick. Play on a Character, except during an attack. Cannot be smoked except by subject leaving play or becoming an illegal subject. The number of Feng Shui Sites you need for victory is reduced by one. Your hand size is increased by one.</p> <p>  1</p>	<p>The Nemesis 8</p> <p>Masked Avenger</p> <p>Unique. Stealth. Opponents cannot take control of him. Play at -2 cost if you control "David Maxwell". Immediately return "David Maxwell" to its owner's hand when this card enters play.</p> <p>   5 </p>	<p>The Ruby Eye</p> <p>Edge</p> <p>Unique. Your Characters cannot have their damage reduced or the target of their attacks changed. Pay 1 Power at the start of your Main Shot or toast this card.</p> <p>  0</p>

<p>The Underground</p> <p>Event</p> <p>Play when you declare an attack. Choose a designator. Characters with that designator cannot intercept this attack.</p> <p>  1 </p>	<p>"They Came Out of Nowhere!"</p> <p>Event</p> <p>Play during an attack. Your Characters gain Mobility until the end of the attack. You have an additional opportunity this attack to declare interceptors, after all other players have done so.</p> <p>  0</p>	<p>Thugs 1</p> <p>Hoods</p> <p>+1 Fighting while the subject of one or more States.</p> <p><i>The lowest scum of the Red Scorpion criminal empire.</i></p> <p>1 </p>	<p><1> Tomb of Itzcolihqui (8)</p> <p>Ancient Feng Shui Site</p> <p>Unique. Turn to play an Edge at -1 cost. +1 Body for each Edge you control.</p> <p><i>The Indians call it cursed, and will not venture near it.</i></p> <p>   2   </p>
<p>The Unnameable 7</p> <p>Spirit of Madness</p> <p>Unique. Cannot be intercepted. Any player may sacrifice a Character when declaring interceptors to be able to intercept The Unnameable this attack.</p> <p>    5 </p>	<p>"Throw Me the Idol..."</p> <p>Event</p> <p>Target opponent may allow you to gain 2 Power. If he or she does, give a Character that player controls +2 Fighting until it leaves play.</p> <p><i>"Trust me."</i></p> <p> 0</p>	<p>Tom Donovan 4</p> <p>Hard-Boiled Detective</p> <p>Unique. Toughness: 1. +1 Fighting for each opponent who has Power.</p> <p><i>"Twenty dollars a week, plus expenses."</i></p> <p>  3 </p>	<p>Tommy Gun</p> <p>State</p> <p>Weapon. Play on a Character. Unturn this card when an opponent's Character is smoked. Turn to inflict 1 damage on a Character at this location.</p> <p>1</p>

<p>Tong Hatchetman 4</p> <p>Red Scorpion Hood</p> <p>Assassinate. If unturned, this card may attack a Character without turning once during your Main Shot.</p> <p><i>As silent and deadly as the cobra.</i></p> <p>  3 </p>	<p>"Torch the Place!"</p> <p>Event</p> <p>Play during an attack against a Site :: Inflict X damage on that Site. X= the number of Characters attacking it.</p> <p><i>"Leave nothing standing!"</i></p> <p>  1</p>	<p>Tough as Nails</p> <p>Event</p> <p>Target a Character and flip a coin until it comes up heads :: Target gains Toughness: X until the end of the turn. X= the number of flips.</p> <p> 0</p>	<p>Übermensch 6</p> <p>Superior Soldier</p> <p>Gains Toughness: 1 until the end of the turn when a 0-cost card is played.</p> <p><i>"Those who stand against us will be ground beneath our heels."</i></p> <p>  4 </p>
<p>Tools Of The Trade</p> <p>State</p> <p>Subject Character gains Assassinate. If subject is a Hood, it gains Stealth and takes no damage from Sites and States.</p> <p><i>"Hand me that can opener. I got work to do."</i></p> <p>  1</p>	<p>Tortured by Madness!</p> <p>Event</p> <p>Target player must divide his or her hand into three parts. Look at all the parts, and force target to discard all the cards in one of them.</p> <p><i>"The things I saw that day still haunt my nightmares."</i></p> <p>   1</p>	<p>Twisted Horror 4</p> <p>Madness Spirit</p> <p>Toughness: 3 against cards controlled by players who control Edges.</p> <p><i>"As I fled, I heard my friends screaming."</i></p> <p> 3 </p>	<p>Vincent "The Jackal" Benilli 6</p> <p>Lodge Hood Mastermind</p> <p>Unique. All other Hood Characters you control gain Stealth.</p> <p><i>If it was dirty, you could be sure Benilli was involved.</i></p> <p>  4 </p>

<p style="text-align: center;">Voice of the Unnameable 3</p> <p style="text-align: center;">Maniacal Mastermind</p> <p>Unique. Immediately return "Sir Arthur Broome" to its owner's hand when this card enters play. Turn and pay X Power :: Smoke all other Characters whose Fighting is less than or equal to X.</p> <p style="text-align: center;"> 2 </p>	<p style="text-align: center;">X-Ray Specs</p> <p style="text-align: center;">Weird Science State</p> <p>Schtick. When subject Character turns to attack, you may look at target opponent's hand. Characters attacking cards you control cannot use Ambush, Stealth, and Assassinate.</p> <p style="text-align: center;"> 0</p>	<p style="text-align: center;">Year of the Monkey</p> <p style="text-align: center;">Event</p> <p>One-Shot. Target opponent sets aside his or her hand. Look through target's deck for an equal number of cards, put them in target's hand, and reshuffle. At the start of that player's turn, target must discard either his or her hand or the set-aside hand; the other becomes his or her hand.</p> <p style="text-align: center;"> 2</p>	<p style="text-align: center;">Yuen Sheng 2</p> <p style="text-align: center;">Red Scorpion Mastermind</p> <p>Unique. Stealth. When this card enters play, look at every opponent's hand, and choose a card from each one. Set these cards aside. They are still part of those players' hands, but cannot be played or discarded while he is in play.</p> <p style="text-align: center;"> 2 </p>
<p style="text-align: center;">Wild Gorillas 4</p> <p style="text-align: center;">Primitive Monkeys</p> <p>When this card is smoked, you may return a Monkey card other than "Wild Gorillas" from your smoked pile to your hand.</p> <p style="text-align: center;"> 3 </p>	<p style="text-align: center;">Xitllali 6</p> <p style="text-align: center;">Darkness High Priestess</p> <p>Unique. Once per turn, you may pay 1 Power to cancel all opponents' Characters and States at this location until the end of the turn.</p> <p style="text-align: center;"><i>Her beauty is matched only by her madness.</i></p> <p style="text-align: center;"> 4 </p>	<p style="text-align: center;">"You Fell Into My Trap!"</p> <p style="text-align: center;">Event</p> <p>Play when an opponent declares an attack against a Site you control and you control no Characters :: Play a Character with a cost of 3 or less at no cost.</p> <p style="text-align: center;"><i>"Bwahahahaha!"</i></p> <p style="text-align: center;"> 0</p>	<p style="text-align: center;">Zeppelin</p> <p style="text-align: center;">State</p> <p>Vehicle. Mobility. Subject Character gains Mobility. Smoke subject when this card leaves play. Turn to inflict 3 damage on target Site at this location, and 1 damage on all Characters other than subject at this location.</p> <p style="text-align: center;"> 1</p>