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<p align="center">Big Daddy Voodoo 5</p> <p align="center">Hood Sorcerer</p> <p>Unique. Once each turn, you may spend damage counters on him as if they were Power while playing Hood cards.</p> <p align="center">4 </p>	<p align="center">Billy Chow 8</p> <p align="center">Undercover Shaolin</p> <p>Unique. Superleap. You may cancel an Event by discarding a  card with a cost equal to that of the Event.</p> <p><i>Chin's army had to be stopped from within.</i></p> <p align="center">    6  </p>	<p align="center">Brick House</p> <p align="center">State</p> <p>Subject Character gains Toughness: 1.</p> <p><i>She's mighty, mighty.</i></p> <p align="center">   0</p>	<p align="center">Burn, Baby, Burn!</p> <p align="center">Edge</p> <p>Limited. At the end of your turn, inflict 1 damage on each damaged Site.</p> <p><i>"I got your 'Disco Inferno' right here!"</i></p> <p align="center"> 2</p>














<p><1> Car Wash (7)</p> <p>Site</p> <p>Turn to heal a Character that is the subject of a Vehicle.</p> <p><i>"The deluxe wax and the white-glove shine do wonders."</i></p> <p>2</p>	<p>Chinese Connection</p> <p>Edge</p> <p>Once per turn you may give an opponent 1 Power to heal target card.</p> <p><i>Chinatown is all about who you know.</i></p> <p>  0</p>	<p><1> Chop Shop (6)</p> <p>Hood Site</p> <p>Sacrifice a Vehicle and turn to gain Power equal to the Vehicle's cost.</p> <p><i>From sports car to spare parts in no time flat.</i></p> <p>2</p>	<p>Curtis Graham 1</p> <p>Urban Revolutionary</p> <p>Unique. Turn to inflict 3 damage on target Site.</p> <p><i>Potemkin's plan was too much for him to stomach.</i></p> <p> 2  </p>
<p>CB Radio</p> <p>State</p> <p>Schtick. Play on a Character. All Characters you control gain Tactics. Once per turn you may unturn subject when it uses Tactics.</p> <p><i>"That's a 10-4, good buddy. We got bears up on the Interstate."</i></p> <p>  0</p>	<p>Chin's Criminal Network</p> <p>Hood Event</p> <p>Limited. Gain 1 Power for every three Hood cards in play.</p> <p><i>Crime does pay.</i></p> <p> 0</p>	<p>Claws 9</p> <p>Unkillable Hood Bruiser</p> <p>Unique. Toughness: 2. Play if you control a Hood card. Not affected by Stealth, Assassinate, or Operation Events. Characters lose Ambush until the end of combat when they enter combat with Claws.</p> <p>6</p>	<p>Da Boys X</p> <p>Hood Enforcers</p> <p>X= the number of cards controlled by target opponent at the time Da Boys enter play.</p> <p><i>"Round up the boys. We've got a war to fight."</i></p> <p>4</p>





















<p><1> Death Ring (8)</p> <p>Underground Hood Site</p> <p>Unique. Turn this card and a Character you control, and target an opponent's Character with Fighting no lower than two less than your Character's :: The two Characters enter a Faceoff.</p> <p> 2 </p>	<p><1> Disco (8)</p> <p>Feng Shui Site</p> <p>Limited. Immediately choose a designator when this Site is revealed or seized. Turn when an opponent plays a card with that designator to gain 1 Power.</p> <p><i>The bass won't be the only thing thumping tonight!</i></p> <p>  1</p>	<p>"Do You Feel Lucky, Punk?"</p> <p>Event</p> <p>Flip a coin until you get a total of two Heads :: Inflict X damage on target Character. X= the number of flips minus 1.</p> <p><i>"Well, do ya?"</i></p> <p>  1</p>	<p>Earth, Wind, and Fire</p> <p>Event</p> <p>Heal all cards you control. Inflict X damage on target Character. X= the amount of damage healed.</p> <p>  3</p>
<p>Dirty Tricks</p> <p>Event</p> <p>Target two opponents. Each looks at the other's hand, and must secretly choose a card to force him or her to discard.</p> <p><i>One little bug can create all kinds of trouble.</i></p> <p>  0</p>	<p>Disco Inferno</p> <p>Event</p> <p>Inflict 4 damage on target Site.</p> <p><i>"Burn that mother down!"</i></p> <p>   1</p>	<p>Doctor Zaius 3</p> <p>Weird Monkey Scientist</p> <p>Unique. When Doctor Zaius smokes a Character by inflicting combat damage, flip a coin. Heads: return the Character to play under your control.</p> <p>  3 </p>	<p>Everybody Was Kung Fu Fighting</p> <p>Edge</p> <p>Play if you control a Martial, Monk, or Temple card. All Characters inflict +1 damage. Smoke this card when you turn a non-Character card.</p> <p>  0</p>





















<p align="center">Evil Master</p> <p align="center">State</p> <p>Limited. Play on a Character if you control a Martial Character. Subject gains +6 Fighting and the designator Master.</p> <p><i>Master Chin was determined to control all of San Francisco.</i></p> <p align="center"> 3</p>	<p align="center">Fatty Cho X</p> <p align="center">Chubby Cop</p> <p>Unique. X= the number of cards you discard when you play Fatty Cho.</p> <p><i>"He looks heavy, but man, can he move!"</i></p> <p align="center"> 2 </p>	<p align="center">Fists of Fury</p> <p align="center">Event</p> <p>Target an attacker you control. Until the end of the attack, when target inflicts combat damage on a Character, you may inflict an equal amount of damage on another Character at that location.</p> <p align="center"> 1</p>	<p align="center">Fox On the Run</p> <p align="center">Event</p> <p>Play after an unsuccessful attack. The attack is considered to be a success. You may unturn one Character that was an attacker in that attack.</p> <p><i>Serena found the plans, but the Jammers found her.</i></p> <p align="center"> 0</p>
<p align="center">Fast as Lightning</p> <p align="center">Event</p> <p>Play during an attack. Target Character has Ambush against the next Character it enters combat with this attack.</p> <p><i>It was a little bit fright'ning!</i></p> <p align="center"> 1</p>	<p align="center">Fire in the Sky</p> <p align="center">Event</p> <p>Sacrifice a Character to smoke target Character.</p> <p><i>"Smells like victory."</i></p> <p align="center"> 1</p>	<p align="center">Five Fingers of Death</p> <p align="center">State</p> <p>Subject Character inflicts +2 damage. When subject smokes a Character by inflicting combat damage, toast that Character instead.</p> <p><i>"I shall enjoy killing you myself."</i></p> <p align="center"> 1</p>	<p align="center">Funky Monkey 5</p> <p align="center">Chimp Pimp</p> <p>Unique. Opponents cannot steal Power from you. Once each turn, you may give another  Character +1 Fighting until the end of the turn.</p> <p align="center"> 3 </p>
























<p style="text-align: center;">Good Ol' Boys 2</p> <p style="text-align: center;">Righteous Rednecks</p> <p>+1 Fighting for every 3  resources in your pool.</p> <p><i>"Someday the mountain might get 'em but the law never will."</i></p> <p> 2 </p>	<p style="text-align: center;">Ice Shaman 2</p> <p style="text-align: center;">Netherworld Sorcerer</p> <p>Turn to inflict 1 damage on any Character. Turn to remove 1 damage from any Character.</p> <p>  2  </p>	<p style="text-align: center;">Ice Vixen 6</p> <p style="text-align: center;">Stone Cold Fox</p> <p>Heal Ice Vixen when a State is played on her.</p> <p><i>She's cold as ice.</i></p> <p>  4 </p>	<p style="text-align: center;">Jack Hades 5</p> <p style="text-align: center;">Motorcycle Daredevil</p> <p>Unique. While the subject of a Vehicle, he gains +1 Fighting, Independent, and Guts. You may sacrifice a Vehicle on him to cancel an Event targeting him that would damage, smoke, or toast him.</p> <p>  4 </p>
<p style="text-align: center;">Heavy Machine Gun</p> <p style="text-align: center;">State</p> <p>Weapon. Play on a Vehicle. When the subject of that Vehicle enters combat, you may turn this card to inflict 4 damage, divided any way you choose, on Characters at this location. (Before combat damage is dealt.)</p> <p><i>Fifty caliber of pure ballistic mayhem.</i></p> <p>2</p>	<p style="text-align: center;">Ice Totem</p> <p style="text-align: center;">Edge</p> <p>Limited. Turn to heal a Character you control.</p> <p><i>Pi Tui's followers receive the blessings of their ancestors.</i></p> <p>  2</p>	<p style="text-align: center;">Isis Fox 3</p> <p style="text-align: center;">Soul Sister</p> <p>Unique. Each time you declare an attack, Isis Fox gains +1 Fighting until she leaves play.</p> <p><i>She's out for vengeance!</i></p> <p>   3 </p>	<p style="text-align: center;">John Tower 7</p> <p style="text-align: center;">One Bad Mother</p> <p>Unique. Independent. When an opponent targets John Tower with an effect, you may play one Character in response. You may spend damage counters on him as if they were Power while doing so.</p> <p>   4 </p>

<p>Kung Fu Prodigy</p> <p>State</p> <p>Subject Character gains the designators Martial and Artist. You may turn any  State on subject to reduce any damage inflicted on subject by 2.</p> <p><i>They call him the "Chinatown Kid."</i></p> <p> 0</p>	<p>Mad Monkey Kung Fu</p> <p>State</p> <p>Subject Character gains +3 Fighting. Subject gains Toughness: 2 against damage from non-Character cards.</p> <p><i>When Monkey Kung Fu just isn't enough.</i></p> <p>  2</p>	<p>Maverick Trucker 3</p> <p>Blue-Collar Hero</p> <p>Guts. Toughness: 1. You may play a Vehicle on Maverick Trucker at -1 cost.</p> <p><i>It's a tough life, what with Smokeys, "white line fever" and bare-knuckle brawlin'.</i></p> <p>  3 </p>	<p>Mr. Simms 2</p> <p>Hood Lieutenant</p> <p>Unique. Once per turn, you may redirect damage inflicted by a non-Character source on a card you control to any Character controlled by the player who controlled the source of the damage.</p> <p>2</p>
<p>Life in the Fast Lane</p> <p>Event</p> <p>Play when a Vehicle leaves play. Inflict 3 damage on all Characters and Sites at the Vehicle's location.</p> <p><i>"Call the doctor, I think I'm gonna crash."</i></p> <p> 1</p>	<p>Magnum Justice</p> <p>Cop Edge</p> <p>Limited. Turn and maintain to give target Cop Character +3 damage against Characters.</p> <p><i>No appeals.</i></p> <p>1</p>	<p>Max Brunner 5</p> <p>Pledged Cop</p> <p>Unique. You may treat Cop and Pledged as matching designators.</p> <p><i>The most corrupt cop in San Francisco.</i></p> <p>   4 </p>	<p>Napalm Sunrise</p> <p>Event</p> <p>Play during your turn. Inflict 2 damage on each Character and Site at target location.</p> <p><i>"Normally oranges and greens together clash, but I think it works here."</i></p> <p>  2</p>

<p style="text-align: center;">Night Moves</p> <p style="text-align: center;">Edge</p> <p>Limited. Characters intercepting your Characters inflict -1 damage. All opponents gain 2 Power when this card leaves play.</p> <p style="text-align: center;">   1</p>	<p style="text-align: center;">Nunchuks</p> <p style="text-align: center;">State</p> <p>Weapon. Turn to inflict 3 damage, divided any way you choose, on Characters at subject Character's location.</p> <p><i>Seems like everybody's got a pair of these things nowadays.</i></p> <p style="text-align: center;">  1</p>	<p style="text-align: center;">Partners</p> <p style="text-align: center;">Cop State</p> <p>Play on a Cop Character you control and choose another Cop Character. Both Characters gain +1 Fighting. When either Character is smoked, unturn the other, and it gains +1 Fighting until it leaves play.</p> <p style="text-align: center;">1</p>	<p style="text-align: center;">Political Corruption</p> <p style="text-align: center;">Edge</p> <p>Generates 1 Power if you control at least one Feng Shui Site.</p> <p><i>Watergate was just a distraction.</i></p> <p style="text-align: center;">  2</p>
<p><1> Nuclear Power Plant (8)</p> <p style="text-align: center;">Site</p> <p>Limited. You cannot turn Sites at this location.</p> <p><i>"An accident? It's all media hype. Trust me, there's nothing to worry about."</i></p> <p style="text-align: center;"> 1 </p>	<p style="text-align: center;">Outlaw Bikers 2</p> <p style="text-align: center;">Easy Riders</p> <p>Mobility. Once during your Main Shot, you may play a Weapon or Vehicle from your smoked pile on Outlaw Bikers.</p> <p><i>They're born losers.</i></p> <p style="text-align: center;">  2 </p>	<p><1> Pinball Arcade (6)</p> <p style="text-align: center;">Feng Shui Site</p> <p>When an attack you declared succeeds, turn to inflict 1 damage on any card in play.</p> <p><i>"He sure plays a mean pinball."</i></p>	<p style="text-align: center;">Punks 1</p> <p style="text-align: center;">Anarchist Rebels</p> <p>+2 damage against Unique cards.</p> <p><i>"Disco sucks!"</i></p> <p style="text-align: center;">1 </p>

<p>Rama Singh 5</p> <p>Freaky Sorcerer</p> <p>Unique. When Rama Singh enters play, return an Edge in your smoked pile to play.</p> <p><i>"The dawning of a new age is upon us."</i></p> <p> 3  </p>	<p>Righteous Bro 3</p> <p>Shaolin Brother</p> <p>Superleap. When an opponent generates 6 or more Power, steal 1 Power from that player.</p> <p>  3 </p>	<p><1> Roller Rink (6)</p> <p>Feng Shui Site</p> <p>Turn to return to your hand a Character in your smoked pile whose cost is less than the amount of damage on this card.</p> <p><i>When regular Disco just isn't enough!</i></p> <p></p>	<p>Serena Chase 4</p> <p>Transformed Stone Fox</p> <p>Unique. Stealth. If she is attacking a card controlled by a player who controls 3 or more Sites, gain 1 Power when she damages her target.</p> <p><i>Supermodel, jet-setter, black belt, and freelance spy.</i></p> <p>  3 </p>
<p>Real Bad Cat</p> <p>State of Mind</p> <p>Subject Character gains +3 Fighting and Independent.</p> <p><i>"That's right, I'm bad!"</i></p> <p>  2</p>	<p>Rocket Man 2</p> <p>Cyborg</p> <p>While attacking, Rocket Man gains Toughness: X and +X damage. X= the number of unturned Characters and turned Sites at his target's location.</p> <p> 2  </p>	<p>Rookies 2</p> <p>Idealistic Cops</p> <p>When this card is targeted or smoked by an opponent's non-Character card, you may gain 1 Power or play up to 2 Cop or Police cards at -1 cost.</p> <p> </p>	<p>Simian Liberation Army 1</p> <p>Anarchist Apes</p> <p>+3 damage during the turn they enter play. Gain 2 Power when this card smokes a Character with a printed Fighting greater than 7.</p> <p>  1 </p>

<p style="text-align: center;">Smoke on the Water</p> <p style="text-align: center;">Event</p> <p>Play when you declare an attack. No player may turn more than one Character to change location this attack.</p> <p><i>"No, there isn't a purple principle."</i></p> <p> 0</p>	<p style="text-align: center;">Soul Doctor 2</p> <p style="text-align: center;">Ice Priest</p> <p>Sacrifice to heal a Character you control.</p> <p><i>The path to spiritual purity doesn't come cheap.</i></p> <p>2  </p>	<p style="text-align: center;">Spies Everywhere</p> <p style="text-align: center;">Edge</p> <p>Unique. When an opponent targets you, or targets or attacks a card you control, you may look at his or her hand.</p> <p>   0</p>	<p style="text-align: center;">Strange Magic</p> <p style="text-align: center;">Event</p> <p>Cannot be played during an attack. Change the location of all Characters one column to the left, if possible.</p> <p><i>While the battle raged, Rama Singh simply walked into the Monkey House.</i></p> <p>  0</p>
<p style="text-align: center;">Snake Fighter 2</p> <p style="text-align: center;">Hood Martial Artist</p> <p>You may inflict 2 damage on a Character at his location when he smokes a Character by inflicting combat damage.</p> <p> 2 </p>	<p style="text-align: center;">Spencer's Beauties 9</p> <p style="text-align: center;">Foxy Heroines</p> <p>Unique. Guts. Independent. Mobility.</p> <p><i>"Good morning, Beauties, I have an assignment for you...."</i></p> <p>    6 </p>	<p style="text-align: center;">Stick it to The Man!</p> <p style="text-align: center;">Event</p> <p>Cancel an effect that cancels.</p> <p><i>"Take this bomb and shove it!"</i></p> <p>  0</p>	<p style="text-align: center;">Street Fighter 3</p> <p style="text-align: center;">Martial Artist</p> <p>Guts. Target another Character when Street Fighter enters play. That Character gains +2 Fighting while Street Fighter is in play.</p> <p><i>No flashy moves; just deadly force.</i></p> <p>  3 </p>

<p style="text-align: center;">Street Gang 2</p> <p style="text-align: center;">Young Hoods</p> <p>Mobility. Once per turn, you may redirect damage inflicted on this card by an opponent's non-Character card to any Site in play.</p> <p style="text-align: center;">2 </p>	<p style="text-align: center;">Swinging With the Hand</p> <p style="text-align: center;">Event</p> <p>Redirect all damage inflicted by an opponent's non-Character card to target card.</p> <p><i>The Hand don't dance, but they do groove.</i></p> <p style="text-align: center;">  1</p>	<p style="text-align: center;">The Big Boss 5</p> <p style="text-align: center;">Hood Mastermind</p> <p>Unique. During your Main Shot, you may play one State, Site, Edge, or Character from your smoked pile if it has the designator Hood.</p> <p><i>"Chin has been a thorn in my side for too long."</i></p> <p style="text-align: center;">4</p>	<p style="text-align: center;">The Man 4</p> <p style="text-align: center;">Lodge Chairperson</p> <p>Unique. Once during each opponent's Main Shot, you may play an Edge, Character, or Site.</p> <p><i>It ain't easy to take down The Man: that's why he's The Man.</i></p> <p style="text-align: center;">     3  </p>
<p style="text-align: center;">Superfreak 6</p> <p style="text-align: center;">Abomination</p> <p>Unique. While attacking, Superfreak inflicts half (round down) its combat damage as if it had Ambush, and the rest normally. Each is considered to be a separate source of damage.</p> <p style="text-align: center;">   4 </p>	<p style="text-align: center;">Taggert 2</p> <p style="text-align: center;">Streetwise Cop</p> <p>Unique. Independent. When an opponent turns a Site or plays an Event while Taggert is turned, Taggert gains +1 Fighting until he leaves play.</p> <p style="text-align: center;"> 2 </p>	<p style="text-align: center;">The Discombobulator</p> <p style="text-align: center;">Weird Science State</p> <p>Unique. Schtick. Play on a Site you control. Turn and maintain to blank the rules text of all Sites at target location.</p> <p><i>When Dr. Zaius turned it on, it opened a portal to the '70s.</i></p> <p style="text-align: center;">    2</p>	<p style="text-align: center;">The Mantis 3</p> <p style="text-align: center;">Martial Artist Assassin</p> <p>Unique. Assassinate. Toughness: 2 against damage that is equal to or less than his Fighting. You may inflict 1 damage on any Character when he smokes a Unique Character.</p> <p style="text-align: center;">  3 </p>

<p>The Nefarious Master Chin 7</p> <p>Hood Mastermind</p> <p>Unique. Toughness: 2 while in a Faceoff. Gain 1 Power when you win a Faceoff.</p> <p><i>"My army is of an enormous magnitude. Join us, and you will have my eternal gratitude."</i></p> <p>☼☼☼ 4 ☼</p>	<p><1> The White Leopard Club (2)</p> <p>Tacky Hood Site</p> <p>Unique. +X Body. X= the number of Hood Characters in your smoked pile. Turn during any Main Shot to cancel a 0-cost Event.</p> <p><i>Where all the scum congregate.</i></p> <p>☼ 2 ☼</p>	<p>Time Keeps On Slipping</p> <p>Event</p> <p>Limited. Play at the start of your turn. Your cards generate twice as much Power this Establishing Shot. Skip your Main Shot.</p> <p><i>"The future is as much of a resource as the past."</i></p> <p>☼☼☼☼ 1</p>	<p>Walk on the Wild Side</p> <p>State</p> <p>Play on a Lodge or Transformed Character. All damage inflicted on subject by ☼ cards is increased by 1. While attacking, subject gains +2 Fighting and Toughness: 1.</p> <p><i>Some Lodge members are too close to their true nature.</i></p> <p>☼☼ 1</p>
<p>The Suits 3</p> <p>Pledged Agents</p> <p>+2 damage against Unique cards. If you have ☼☼☼☼ in your pool, you may discard this card to look at an opponent's hand.</p> <p><i>"You never saw this, and you never saw us."</i></p> <p>3 ☼</p>	<p>Throwdown in Chinatown</p> <p>Event</p> <p>Play during your Main Shot. Each player, starting with you and proceeding clockwise, may inflict up to 2 damage, divided any way they choose, on Characters.</p> <p><i>Everyone's invited.</i></p> <p>☼☼ 0</p>	<p>Vassals of Chin 4</p> <p>Hood Martial Artists</p> <p>When Vassals of Chin turn to attack, they gain +X Fighting until the end of the attack. X= the number of other Hood and Punk attackers.</p> <p>☼ 3 ☼</p>	<p>We Got the Funk</p> <p>Superfly Edge</p> <p>Unique. Enters play turned. Cannot unturn unless you have six ☼ in your pool. Gain 3 Power the first time this card untuns. Turn and sacrifice to search through your deck for a Unique ☼ Character, show it to opponents, and put it into your hand.</p> <p>☼ 2</p>

**We Have the
Technology**

Edge

Limited. Place a counter on this card at the end of your turn. You may spend these counters as if they were Power while playing non-Character ✖ cards.

"Bionics? What do you think this is, the '70s?"

 2

<1> **Zodiac Lounge** (4)

Hood Site

Unique. If Zodiac Lounge is in the front row, Characters at its location that turn to attack inflict +1 damage until the end of the attack.

'70s style with '60s sensibilities.

2

**"You Have Offended
Shaolin!"**

Event

Target Character gains **Superleap** until the end of the turn. When a Site you control is seized, you may return this card to your hand.

"Prepare to die!"

 1