






















































<p style="text-align: center;">Acupressure Master 6</p> <p style="text-align: center;">Martial Artist</p> <p>Toughness: 1. When damage inflicted on this card is reduced by Toughness, you may remove X damage, divided any way you want, from cards in play. X= the amount of damage reduced.</p> <p style="text-align: center;"> 4 </p>	<p style="text-align: center;">Ape Shall Kill Ape</p> <p style="text-align: center;">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 blank the text of a Site controlled by the loser until it leaves play.</p> <p style="text-align: center;"><i>...usually with high explosives.</i></p> <p style="text-align: center;"> 0</p>	<p style="text-align: center;"><1> Arctic Fortress (8)</p> <p style="text-align: center;">Feng Shui Site</p> <p>Takes no damage from Characters that are the subject of States.</p> <p style="text-align: center;"><i>Too tough to storm, too cold to besiege.</i></p>	<p style="text-align: center;">Black Helicopter Squad 1</p> <p style="text-align: center;">Pledged Agents</p> <p>+2 damage. Cannot be declared as an attacker unless a Unique Character is also attacking.</p> <p style="text-align: center;"><i>"I'm not authorized to tell you why we have to kill you."</i></p> <p style="text-align: center;">1 </p>
<p style="text-align: center;">Anubis 7</p> <p style="text-align: center;">Reascended Jackal</p> <p>Unique. Stealth. Gains +1 Fighting until he leaves play when any Character is smoked.</p> <p style="text-align: center;"><i>"Death provides many answers."</i></p> <p style="text-align: center;"> 5 </p>	<p style="text-align: center;">Arcanomoth 2</p> <p style="text-align: center;">Metamorphic Abomination</p> <p>If you have before you play this card, you may pay 2 additional Power while doing so to give it +4 Fighting and Toughness: 1 until it leaves play.</p> <p style="text-align: center;">2 </p>	<p style="text-align: center;">Black Belt Rebels 4</p> <p style="text-align: center;">Fanatic Nationalists</p> <p>You may play this card from your smoked pile at -2 cost when an opponent who is closer to victory than you declares an attack on a card you control.</p> <p style="text-align: center;"> 3 </p>	<p style="text-align: center;">Botzilla 10</p> <p style="text-align: center;">Behemoth Mechanical Lizard</p> <p>Unique. Guts. Inflict 2 damage on any opponent's card that turns while Botzilla is attacking.</p> <p style="text-align: center;"><i>"Well, there goes Nichinan-cho."</i></p> <p style="text-align: center;"> 6 </p>

























<p align="center">Bouncing the Rubble</p> <p align="center">Edge</p> <p>Limited. Put a counter on this card when a Site's Body is reduced to 0. Turn and remove all counters :: Inflict damage on target Site equal to the number of counters.</p> <p align="center">♣ ♣ 0</p>	<p align="center">Bull Market v2</p> <p align="center">Event</p> <p>Limited. Every player gains 5 Power.</p> <p><i>Even without their feng shui sites, the Lodge still pull the strings of high finance.</i></p> <p align="center">♣ ♣ ♣ 0</p>	<p align="center">Bush Pilot 2</p> <p align="center">Rugged Hero</p> <p>Mobility. You may attack back-row Sites if this card is declared as an attacker.</p> <p><i>"That scar? I got it in the Congo saving the life of a beautiful heiress."</i></p> <p align="center">2 </p>	<p align="center">Cannibal Army 2</p> <p align="center">Albino Horde</p> <p>When an opponent plays a Site, you may inflict 1 damage on a card that he or she controls.</p> <p><i>An army marches on its stomach. This one marches on yours.</i></p> <p align="center">2 </p>
<p align="center">Box of Bones</p> <p align="center">Edge</p> <p>Turn when a Character is healed :: Inflict X damage on a Character. X= the amount of damage healed.</p> <p align="center">♣ ♣ ♣ 1</p>	<p align="center">Burning Man 6</p> <p align="center">Fire Secret Agent</p> <p>Stealth. Play only if you control at least one Secret card. +2 damage.</p> <p><i>Sent by Li Ting to 2068 to bring back the Syndicate's technology.</i></p> <p align="center">♣ 4  </p>	<p align="center">Buzzsaw Arm</p> <p align="center">Brutal Weapon State</p> <p>Weapon. Subject Character gains +2 damage. When subject enters combat with a Character, that Character gains -1 Fighting until it leaves play.</p> <p><i>"Come get some!"</i></p> <p align="center">♣ ♣ 1</p>	<p align="center">Cannibal's Banquet</p> <p align="center">Event</p> <p>Limited. Play when a Character you control is smoked by an opponent. You gain Power equal to half (round down) that Character's cost.</p> <p><i>"Those who can no longer fight may feed the rest."</i></p> <p align="center">♣ ♣ 0</p>

<p style="text-align: center;">Catching Bullets</p> <p style="text-align: center;">Event</p> <p>Play in response to an Event that targets a Character you control :: Cancel the Event, and put the card face up in front of you. You may play it, ignoring resource conditions, as if it were in your hand, but cannot discard it. Toast it at the end of your next turn if it is unplayed.</p> <p style="text-align: left;"> 1</p>	<p style="text-align: center;">Christine Winter 3</p> <p style="text-align: center;">Fractured Sorcerer Prodigy</p> <p>You may sacrifice a Character when this card is smoked :: Return this card to play turned.</p> <p><i>She barely noticed when her own body died.</i></p> <p style="text-align: left;"> 2 </p>	<p style="text-align: center;">Corporate Warfare</p> <p style="text-align: center;">Edge</p> <p>Influence: 2. Sacrifice :: Smoke target Edge.</p> <p><i>The Syndicate can mobilize entire industrial sectors with as little as a single text message.</i></p> <p style="text-align: left;"> 1</p>	<p style="text-align: center;"><1> Cybermod Parlor (6)</p> <p style="text-align: center;">Site</p> <p>If there is only one Site at a location you control, you may play this card into the front row at that location. (Move the other Site to the back row.)</p> <p><i>The place to go when you want to pimp your chi.</i></p> <p style="text-align: left;">2  </p>
<p style="text-align: center;">Cheng Hu Bai 7</p> <p style="text-align: center;">Red Master</p> <p>Unique. Superleap. Can attack back-row Sites. Cannot be declared as an attacker on front-row Sites.</p> <p style="text-align: left;"> 4 </p>	<p style="text-align: center;">Cloaca 8</p> <p style="text-align: center;">Demon King of the Hong Kong</p> <p>Sacrifice a Character and choose Event, Site, or Edge :: This card is not affected by cards of the chosen type until the end of the turn.</p> <p style="text-align: left;"> 5 </p>	<p style="text-align: center;">Crane Stance</p> <p style="text-align: center;">State</p> <p>The next time subject Character would take damage, reduce the damage to zero and sacrifice this card instead.</p> <p><i>"Adopt the stance, grasshopper, and wait."</i></p> <p style="text-align: left;"> 0</p>	<p style="text-align: center;">Cyborg Mermaid 5</p> <p style="text-align: center;">Aquatic Saboteur</p> <p>Guts. Once per turn, you may inflict 1 damage on all your Sites :: This card gains +2 Fighting until the end of the turn.</p> <p style="text-align: left;"> 4 </p>























<p style="text-align: center;">Delay the Inevitable</p> <p style="text-align: center;">Event</p> <p>Play in response to an Event, State, or Edge :: Cancel that card, and put it face up in front of the player who played it. He or she may play it normally at no cost, but cannot do so this turn.</p> <p><i>Time is only there to keep everything from happening at once.</i></p> <p>  1</p>	<p style="text-align: center;">Dimitri Lyapunov 2</p> <p style="text-align: center;">Cybernetics Mastermind</p> <p>Unique. Pay 1 Power or turn :: Return any card from your smoked pile to play as a 1-Fighting Toast-It Character with the title "Drone". The rest of the card is treated as if it were printed blank.</p> <p>  2  </p>	<p style="text-align: center;">Elephant Style</p> <p style="text-align: center;">State</p> <p>Subject Character gains Toughness: X. X= 1 + the number of  provided by subject.</p> <p><i>Strikes unfold like the great beast's trunk; blows that would fell a horse are easily received.</i></p> <p>   1</p>	<p style="text-align: center;">Feral Regression</p> <p style="text-align: center;">State</p> <p>Subject Character's rules text is blank. It gains +X Fighting if it is Lodge or Transformed. X= the number of  resources required and provided by subject.</p> <p><i>"I am still a man. They have not taken that away from me. Yet."</i></p> <p>  1</p>
<p style="text-align: center;">Devendra Chalal 7</p> <p style="text-align: center;">The Burning Hand</p> <p>Unique. +3 damage. Cannot be intercepted by Characters with a cost of 2 or less.</p> <p><i>"If the world ends in three years, why not let them all burn?"</i></p> <p>    5 </p>	<p style="text-align: center;">Echo Distortion</p> <p style="text-align: center;">Event</p> <p>Copy a Site's rules text to target Site until the end of the turn.</p> <p><i>"There are no perfect reflections."</i></p> <p> 1 </p>	<p style="text-align: center;">Everything Falls Apart</p> <p style="text-align: center;">Edge</p> <p>Limited. When any player declares one or more attackers, he or she gains 1 Power. No player may gain more than 2 Power this way per turn.</p> <p>   0</p>	<p style="text-align: center;">Flambards 4</p> <p style="text-align: center;">Fire Secret Society</p> <p>When this card enters or leaves play, inflict 1 damage on all opponents' Sites.</p> <p><i>Lost souls remade by their allegiance to the Fire King.</i></p> <p> 3  </p>

















<p style="text-align: center;">Floating Teeth 4</p> <p style="text-align: center;">Darkness Horrors</p> <p>When you sacrifice a Character, this card gains +1 Fighting until it leaves play.</p> <p><i>Once they bite you, they don't let go.</i></p> <p style="text-align: center;"> 3 </p>	<p style="text-align: center;">Freelance Platoon 2</p> <p style="text-align: center;">Abandoned Pledged Agents</p> <p>Stealth. When this card damages the target of its attack, you may draw a card.</p> <p><i>"Just because we don't get orders doesn't mean the mission stops."</i></p> <p style="text-align: center;"> 2 </p>	<p style="text-align: center;">Gathering the Fire</p> <p style="text-align: center;">Event</p> <p>Inflict X damage on target card. X= the number of Fire cards in play.</p> <p><i>"Focus yourself, then strike with incendiary fury."</i></p> <p style="text-align: center;"> 1</p>	<p style="text-align: center;">Geoffrey Smythe 3</p> <p style="text-align: center;">Cultist Traitor</p> <p>Unique. Turn :: Turn target Site, inflict 1 damage on it, and cancel it until the end of the turn.</p> <p><i>Purity is relative.</i></p> <p style="text-align: center;"> 2 </p>
<p><1> Forgotten Temple (7)</p> <p style="text-align: center;">Feng Shui Site</p> <p>Limited. Turn at the end of any opponent's turn in which at least one card you own was smoked :: Gain 1 Power.</p> <p><i>Consecrated ground, healing the scarred earth of a terrible massacre.</i></p>	<p style="text-align: center;">Frenzy Engine</p> <p style="text-align: center;">Arcanowave State</p> <p>Play on a Site. When you declare attackers, any that were at this location gain +1 damage until the end of the attack.</p> <p><i>"When you have fewer troops to throw at a problem, you need to throw them harder."</i></p> <p style="text-align: center;"> 1</p>	<p style="text-align: center;">General Gog 9</p> <p style="text-align: center;">Abomination Mastermind</p> <p>Unique. Tactics. Once per turn when this card uses Tactics, you may unturn it, and the attack is considered to be a success.</p> <p style="text-align: center;"> 5 </p>	<p><1> Habbakuk (7)</p> <p style="text-align: center;">Floating Feng Shui Site</p> <p>Unique. All Lodge Characters you control gain +2 Fighting. Turn :: Draw 3 cards.</p> <p><i>In its halls, the old families will either unite or destroy each other.</i></p> <p style="text-align: center;"> 3 </p>




















<p style="text-align: center;">Harbinger 9</p> <p style="text-align: center;">Secret Herald of the Fire King</p> <p>Unique. Play only if you control a Secret card. When this card enters combat, inflict 2 damage on every card it is in combat with.</p> <p style="text-align: center;"> </p>	<p style="text-align: center;">Hirake Kazuko 3</p> <p style="text-align: center;">Corporate Mastermind</p> <p>Unique. Influence: 4. Turn and maintain :: Take control of target non-Unique Character.</p> <p style="text-align: center;"><i>"Everybody has a price. Not all of them are worth paying."</i></p> <p style="text-align: center;"> </p>	<p style="text-align: center;">Homicide Detective 6</p> <p style="text-align: center;">Jaded Cop</p> <p>Cannot be intercepted by Characters whose Fighting is less than the number of cards in their controller's hand. Once per turn, you may pay 1 Power :: All players draw 3 cards.</p> <p style="text-align: center;"> </p>	<p style="text-align: center;">Howling for Blood</p> <p style="text-align: center;">Event</p> <p>Play during an attack :: Target Character gains +X damage and Toughness: X until the end of the attack. X= 1, or 2 if target is an Abomination.</p> <p style="text-align: center;"><i>"The foaming spittle means they're ready."</i></p> <p style="text-align: center;"> 1</p>
<p style="text-align: center;">Haunted</p> <p style="text-align: center;">Ghost State</p> <p>All damage inflicted on subject card is increased by 1. You may Reload this card when subject is smoked.</p> <p style="text-align: center;"><i>"The voices came to me again last night. They told me that my blood was trapped inside my body -- and I should let it out."</i></p> <p style="text-align: center;"> 0</p>	<p style="text-align: center;">Hit Squad 1</p> <p style="text-align: center;">Violent Gangsters</p> <p>Turn :: Turn target Character.</p> <p style="text-align: center;"><i>A carload of heavily armed gunmen makes a great diversion.</i></p> <p style="text-align: center;"> 1 </p>	<p style="text-align: center;"><1> Hot Zone (4)</p> <p style="text-align: center;">Wasteland Site</p> <p>Turn and maintain :: Cancel target Site.</p> <p style="text-align: center;"><i>A nanotech accident reduced most of North America to gray goo.</i></p> <p style="text-align: center;">2</p>	<p style="text-align: center;"><1> Hydroponic Garden (7)</p> <p style="text-align: center;">Martian Feng Shui Site</p> <p>When this card is seized or burned, gain 1 Power and you may play a Feng Shui Site face-up at no cost.</p> <p style="text-align: center;"><i>The terraforming process requires careful management of chi flow.</i></p>

















<p style="text-align: center;">Ice Blessing</p> <p style="text-align: center;">Event</p> <p>Limited. Heal one or two cards controlled by opponents and gain 1 Power per card chosen. (You cannot heal undamaged cards.)</p> <p><i>For a fleeting moment, you feel the cool kiss of Pi Tui.</i></p> <p style="text-align: center;"> 0 </p>	<p style="text-align: center;">Impossible Men 6</p> <p style="text-align: center;">Self-Made Paradoxes</p> <p>When this card turns to attack, you may immediately turn 1 card controlled by each opponent.</p> <p><i>Few among the Purists expected their Paradox Cubes to start hatching.</i></p> <p style="text-align: center;">   4 </p>	<p style="text-align: center;">Inside Man 5</p> <p style="text-align: center;">Connected Hood</p> <p>Turn X Influence :: This card gains +X Fighting until the end of the turn.</p> <p><i>Somebody in your organization owes the Syndicate a favor.</i></p> <p style="text-align: center;">  4 </p>	<p style="text-align: center;">Jigsaw Beast 1</p> <p style="text-align: center;">Modular Abomination</p> <p>Unique. Ambush. Reload: Sacrifice a  Character. +X Fighting. X must be at least 1.</p> <p><i>Uglier than the sum of its parts.</i></p> <p style="text-align: center;">   X  </p>
<p style="text-align: center;">Ice Carvers 1</p> <p style="text-align: center;">Netherworld Mystics</p> <p>You may remove 1 damage from a card you control at the end of each turn.</p> <p><i>Only the most talented may attempt the likeness of their Queen.</i></p> <p style="text-align: center;"> 1  </p>	<p style="text-align: center;">Improvised Weapons</p> <p style="text-align: center;">State</p> <p>Weapon. Enters play with 1 counter. When subject Character enters combat, place a counter on this card. Subject Character inflicts +X damage. X= the number of counters.</p> <p><i>"You take the hockey stick. I've got dibs on the lobster."</i></p> <p style="text-align: center;">1</p>	<p style="text-align: center;">Iron Hands Ma 2</p> <p style="text-align: center;">Rebel Martial Artist</p> <p>Unique. Toughness: 1. +3 damage to Characters.</p> <p><i>The law is strong, but the outlaws are ten times stronger.</i></p> <p style="text-align: center;">  2 </p>	<p style="text-align: center;">Julienne Wong 6</p> <p style="text-align: center;">Political Mastermind</p> <p>Unique. Toughness: 1 for each different faction resource in your pool.</p> <p><i>"Life was supposed to be easier when the good guys ran the world."</i></p> <p style="text-align: center;">  4 </p>
















<p align="center">Junior Executive 1</p> <p align="center">Corporate Agent</p> <p>Influence: 2.</p> <p><i>There is nothing to the Syndicate but a web of favors, debts, and personal connections -- but that is more than sufficient.</i></p> <p align="center">⊕ 1 ⊕</p>	<p align="center">Keeper of Echoes 1</p> <p align="center">Recursive Spirit</p> <p>Unique. +X Fighting. You may immediately discard up to two cards when this card enters play. X= the total cost of those cards.</p> <p align="center">♣♣ 3 ♣♦</p>	<p align="center">Lenny Wu 4</p> <p align="center">Martial Artist Cop</p> <p>Unique. When this card enters combat with a Character, that Character gains -1 Fighting until the end of the turn.</p> <p align="center">♣♣ 3 ♣♠</p>	<p align="center">Lightning Strike</p> <p align="center">Thunder Event</p> <p>Each Character at target location takes damage equal to its cost.</p> <p><i>"Don't worry! Lightning never strikes the same --"</i></p> <p align="center">⊕⊕ 2</p>
<p align="center">Kamikaze Cosmonauts 1</p> <p align="center">Outer-Space Saboteurs</p> <p>When this card turns to attack a Site, immediately turn that Site.</p> <p><i>Too many years alone on a crumbling space station drove them insane.</i></p> <p align="center">1 ♣</p>	<p align="center"><1> LaGrange Four (4)</p> <p align="center">Orbital Feng Shui Site</p> <p>Unique. Turn :: Unturn target non-attacking Character.</p> <p><i>An entire city in space, designed to the principles of feng shui.</i></p>	<p align="center">Li Han 2</p> <p align="center">Kung Fu Prodigy</p> <p>Unique. Guts. +1 Fighting for each ♣ Character in play.</p> <p><i>The third-greatest martial artist of his generation.</i></p> <p align="center">♣♣ 3 ♣♠</p>	<p align="center">malloc() 6</p> <p align="center">Resurrected Hacker</p> <p>Unique. Toughness: 1. Once during your Main Shot, you may choose a resource :: All non-Event cards that require or provide that resource have their rules text blanked until the end of the turn.</p> <p align="center">♣♣♣ 4 ♣♣</p>






























<p style="text-align: center;">Mars Colonist 1</p> <p style="text-align: center;">Expendable Student (no text)</p> <p><i>She said she loved the lower gravity, the tang of the hydroponics, and the red earth unspoiled by terraforming. Of course, she knew her geomantic studies would eventually change everything.</i></p> <p>1  </p>	<p style="text-align: center;">Melting Flesh Squad 5</p> <p style="text-align: center;">Unruly Abominations</p> <p>Guts. Cannot turn to attack unless another  Character with a different title is also attacking.</p> <p><i>The street sweepers quickly learned to always work in teams.</i></p> <p>  3 </p>	<p style="text-align: center;">Mistress of Blotted Moonlight 9</p> <p style="text-align: center;">Darkness Spirit</p> <p>Unique. Play at -X cost. X= the number of Power-generating Sites you control. Inflict 3 damage on a Power-generating Site you control :: Cancel an Event that targets this card.</p> <p>    8  </p>	<p style="text-align: center;">Muscle Car</p> <p style="text-align: center;">Homemade Tank State</p> <p>Vehicle. Subject Character gains +3 Fighting and Guts.</p> <p><i>Necessity is the mother of invention. This car's just a mother.</i></p> <p> 2</p>
<p style="text-align: center;">Master Yuen 4</p> <p style="text-align: center;">Teacher of the Red Principle</p> <p>Unique. Toughness: 1. Turn two Sites you control :: Target  Character gains Superleap until the end of the turn.</p> <p>  3  </p>	<p style="text-align: center;">Ming I's Chosen</p> <p style="text-align: center;">Darkness State</p> <p>Schtick. Subject Character gains +X Fighting. Toast subject at the end of your turn if it did not attack that turn. X= the number of Characters controlled by opponents.</p> <p><i>Some believe it a blessing. Others are less naive.</i></p> <p>  2</p>	<p style="text-align: center;"><1> Moon Base (7)</p> <p style="text-align: center;">Feng Shui Site</p> <p>Turn :: Inflict 1 damage on target attacker.</p> <p><i>Once a military base, now leased to the highest bidder.</i></p>	<p style="text-align: center;">Mystical Cosine</p> <p style="text-align: center;">Edge</p> <p>Play under the control of any player. You must play with your hand face-up. When an attack against you succeeds, the player to your left takes control of this card.</p> <p>  0</p>


<p style="text-align: center;">Nanovirus</p> <p style="text-align: center;">State</p> <p>Subject Character cannot be healed. Inflict 2 damage on subject at the start of its controller's turn.</p> <p><i>"No, I don't think your insurance policy's going to cover this."</i></p> <p>  0</p>	<p style="text-align: center;">Northern Long Fist</p> <p style="text-align: center;">State</p> <p>Limited. Schtick. When subject Character enters combat with an interceptor, you may choose to have subject inflict no damage this combat. At the time it would have inflicted combat damage, instead inflict 1 plus that amount on the target of the attack.</p> <p>  0</p>	<p style="text-align: center;"><1> Palace of Virtual Light (9)</p> <p style="text-align: center;">Feng Shui Site</p> <p>Unique. Turn and discard your hand :: Gain 1 Power.</p> <p><i>In rare circumstances, the principles of geomancy can apply to constructs that should exist only in the imagination.</i></p>	<p style="text-align: center;">Petal's Attendant 3</p> <p style="text-align: center;">Eunuch Sorcerer Assassin</p> <p>Assassinate. You may inflict two damage on a Character when this card enters play. +1 Fighting while you have more ♦ resources than each opponent.</p> <p style="text-align: center;">3  ♦</p>
<p style="text-align: center;">New Recruits 2</p> <p style="text-align: center;">Netherworld Soldiers</p> <p>Choose a designator when this card enters play. All Soldier Characters have Toughness: 1 against Characters with that designator.</p> <p> 2 </p>	<p style="text-align: center;">Orange Divination</p> <p style="text-align: center;">Event</p> <p>Look through the top X cards of your deck, where X = the number of  resources in your pool. Select two cards and set them aside, reshuffle, and place the two cards on top of your deck in any order.</p> <p><i>"What you hear may be false; what you see is true."</i></p> <p>    0</p>	<p style="text-align: center;">Panzer X</p> <p style="text-align: center;">Tank State</p> <p>Vehicle. Subject Character gains +2 Fighting and Toughness: 1. Turn :: Inflict 2 damage on the target of subject's attack.</p> <p><i>World War Two engineering meets Arcanotech.</i></p> <p>  ♦ 2</p>	<p style="text-align: center;">Probability Soldiers 4</p> <p style="text-align: center;">Agents of the Uncertainty Principle</p> <p>You may flip a coin when this card attacks :: Heads: unturn this card.</p> <p><i>How do you kill someone who isn't dead until he stops to check?</i></p> <p> 3 </p>





































<p><1> Project Apocalypse (5)</p> <p>Doomsday Site</p> <p>Unique. Toughness: X. Enters play with one counter. Add a counter at the start of your turn if this card is in your front row. When there are four counters, you win the game. X= the number of counters.</p> <p>   </p>	<p>Reascension Spy 1</p> <p>Undercover Salaryman</p> <p>Turn and maintain and choose a damaged Character :: Take control of that Character.</p> <p><i>"I think we can offer you a very competitive benefits package."</i></p> <p>   </p>	<p>Reentry Squad 3</p> <p>Space Monkeys</p> <p>Mobility. Once per attack, you may pay 1 Power when this card is declared as an attacker :: Until the end of the attack, this card gains +4 Fighting, Guts, and is not smoked when its Fighting is reduced to zero. Smoke it at the end of the attack.</p> <p>   </p>	<p>Reprogramming</p> <p>Event</p> <p>Target a Character :: Target's controller chooses whether target takes 4 damage or is canceled until it leaves play.</p> <p><i>The Syndicate consider elimination a last resort for valuable assets.</i></p> <p>  0 </p>
<p><1> Rainforest Ruins (8)</p> <p>Feng Shui Site</p> <p>+2 Body for each opponent who is closer to victory than you. You may play this card face up at -1 cost for each opponent who is closer to victory than you.</p> <p><i>The jungle reclaims its territory.</i></p> <p>    </p>	<p>Rebel Without a Cause 2</p> <p>Disaffected Saboteur</p> <p>If you have  in your pool, you may discard this card when an opponent's effect causes one or more cards to be returned to play or played from a smoked pile :: Toast one of those cards.</p> <p>    </p>	<p>Rei Okamoto 2</p> <p>Hacker Mastermind</p> <p>Unique. Influence: 4. Turn :: Change the target of an Event.</p> <p><i>Everybody uses her code. Nobody spots the backdoors.</i></p> <p>    </p>	<p>Rogue Shaper 6</p> <p>Netherworld Mercenary</p> <p>Mobility and cannot be intercepted while at the location of a Netherworld Site.</p> <p><i>"Sure, I can reverse gravity in the antechamber, but it'll cost you."</i></p> <p>   </p>

<p align="center">Safety Third!</p> <p align="center">Event</p> <p>Target a Character and flip a coin :: Heads: smoke target. Tails: inflict 1 damage on all Characters you control.  cards are not affected by this card.</p> <p><i>Most Jammers are surprised it's that high on the list.</i></p> <p> 0</p>	<p align="center">Secret Plans for World Domination</p> <p align="center">Edge</p> <p>Limited. Smoke this card if a Feng Shui Site you control is seized. When you seize a Feng Shui Site, gain 1 Power and you may search your deck for a card, reshuffle, and put that card on top of your deck.</p> <p>  1</p>	<p align="center">Sewer Demon 6</p> <p align="center">Noxious Monster</p> <p>Once per turn, you may sacrifice a Character :: Unturn this card.</p> <p><i>There is great power in what modern society discards.</i></p> <p>  4 </p>	<p align="center">Shaolin Saboteur 1</p> <p align="center">Agent of the Blue Principle</p> <p>Turn and maintain :: When target card unturns, it takes 2 damage.</p> <p><i>Quan Lo found the Syndicate's combination of chi and technology horrifying.</i></p> <p> 1  </p>
<p align="center">Scramble Suit</p> <p align="center">State of the Art Tech</p> <p>Subject Character cannot be intercepted by Characters controlled by players with cards in their hands. Any player may discard his or her hand when subject turns to attack.</p> <p>  1</p>	<p align="center">Security Officers 1</p> <p align="center">Corporate Cops</p> <p>Toughness: 1 while you control any other Cop Characters.</p> <p><i>"Private police. Private army. What's the difference?"</i></p> <p>1 </p>	<p align="center">Shadowy Mentor v2</p> <p align="center">State</p> <p>You control 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> 4</p>	<p align="center">Sidekick 2</p> <p align="center">Scrappy Teenager</p> <p>Target another Character when this card enters play. Target gains +1 Fighting while this card is in play. When target is smoked, copy target's rules text onto this card until it leaves play.</p> <p> 2 </p>

<p style="text-align: center;">Silverback 8</p> <p style="text-align: center;">Revolutionary Monkey Leader</p> <p>Unique. Pay Power equal to the cost of a Character this card is about to enter combat with :: Take control of that Character.</p> <p><i>Once Potemkin's disciple, now his rival.</i></p> <p style="text-align: center;"> 5 </p>	<p style="text-align: center;">Solar Flare</p> <p style="text-align: center;">Event</p> <p>If you have  you may inflict 4 damage on target Character. If you have  you may heal 4 damage from target card. If you have  you may reveal and/or turn up to 4 target Sites.</p> <p style="text-align: center;">1</p>	<p style="text-align: center;">Squadron-Leader Holz 6</p> <p style="text-align: center;">Retired Soldier</p> <p>Unique. Takes no damage from cards that provide more than 1 resource.</p> <p><i>When presented with no options, the best soldiers make their own.</i></p> <p style="text-align: center;"> 4 </p>	<p style="text-align: center;">Stunt Driving</p> <p style="text-align: center;">Death-Defying Event</p> <p>Target Character gains Guts and +2 Fighting until the end of the turn.</p> <p><i>You're not doing it right unless at least two wheels are off the ground.</i></p> <p style="text-align: center;"> 1</p>
<p style="text-align: center;">Smugglers 1</p> <p style="text-align: center;">Black-Market Operators</p> <p>Turn when a Character you control is smoked :: Gain 1 Power.</p> <p><i>To live outside the law, you must be honest.</i></p> <p style="text-align: center;"> 1 </p>	<p style="text-align: center;">Soul of the Wolf</p> <p style="text-align: center;">State</p> <p>Subject Character gains Stealth and +1 Fighting</p> <p><i>"We all have fangs; some of us just need to sharpen them."</i></p> <p style="text-align: center;">  1</p>	<p style="text-align: center;">Street Sensei 2</p> <p style="text-align: center;">Hood Martial Artist</p> <p>Influence: 1.</p> <p><i>He's forgotten more about combat than you'll ever learn.</i></p> <p style="text-align: center;">2 </p>	<p style="text-align: center;"><1> Summer Fire Palace (7)</p> <p style="text-align: center;">Netherworld Site</p> <p>Unique. When an attack you declared ends, you may inflict 2 damage on any card.</p> <p style="text-align: center;"> 2 </p>

<p style="text-align: center;">Symphonic Disciples 1</p> <p style="text-align: center;">Insane Orchestra</p> <p>When this card is smoked by an opponent, you may smoke target Edge.</p> <p><i>They once spent seven and a half hours tuning up.</i></p> <p>1 </p>	<p style="text-align: center;">Temporal Anomaly</p> <p style="text-align: center;">Event</p> <p>Choose an Edge in your smoked pile or pay the cost of an Edge in an opponent's smoked pile :: Return that Edge to play under your control.</p> <p><i>Sometimes, everything happens at once anyway.</i></p> <p>    1</p>	<p style="text-align: center;">The Gray 7</p> <p style="text-align: center;">Spirit of Absence</p> <p>Unique. Uncopyable. The rules text of all Characters you do not control is considered to be blank. Any opponent may pay you 1 Power :: This card's rules text is blank until the end of the turn.</p> <p>     5</p>	<p style="text-align: center;">The Hegemeister</p> <p style="text-align: center;">Tank State</p> <p>Unique. Vehicle. Subject Character gains +3 Fighting and Mobility. Subject cannot be intercepted by Characters that are not the subject of a Vehicle.</p> <p><i>"Target acquired, buddy! Who wants a hug?"</i></p> <p>  3</p>
<p style="text-align: center;">Taiko Drummer 2</p> <p style="text-align: center;">Martial Arts Student</p> <p>Sacrifice :: All your Characters gain +X Fighting until the end of the turn. X= the number of Feng Shui Sites you control minus the number of cards in your Burned for Victory pile.</p> <p> 2  </p>	<p style="text-align: center;">The Blind 2</p> <p style="text-align: center;">Sorcerer Assassin</p> <p>Unique. Assassinate. +X Fighting. Immediately choose an opponent when this card enters play and at the start of each of your turns. X= the number of cards in the chosen player's hand at that time.</p> <p>  3  </p>	<p style="text-align: center;">The Hand of the Underworld 4</p> <p style="text-align: center;">Killer Demon</p> <p>Unique. Mobility. At the end of the turn in which this card entered play, return it to your hand unless you sacrifice a Character.</p> <p>  2  </p>	<p style="text-align: center;"><1> The Inner Garden (7)</p> <p style="text-align: center;">Site</p> <p>Turn :: Return a  State you own to your hand. Turn :: Play a  State at -1 cost.</p> <p><i>Tranquility is a fortress of the mind.</i></p> <p>   2 </p>

<p><1> The Iron Palace (7)</p> <p>Secret Feng Shui Site</p> <p>Unique. Turn and maintain :: Target Character gains Toughness: 1.</p> <p><i>Xin Kai Sheng wanted a more defensible capital.</i></p>	<p>The Unspoken Name (PAP) 8</p> <p>Pledged Renegade</p> <p>Unique. Unturn this card when an auction occurs.</p> <p><i>"The Pledged lack direction. They are a tool waiting for a hand to grasp them."</i></p>	<p>Triumphant Heroes</p> <p>Event</p> <p>Return a non-Unique foundation Character from your smoked pile to play.</p> <p><i>When the Purists' plans went awry, Zheng Yi Quan attuned to every feng shui site in the world at once.</i></p>	<p>Turbo Boost</p> <p>Event</p> <p>Limited. Until the end of the turn, target Character gains Mobility and +2 damage.</p> <p><i>"What do you mean there's no off switch?"</i></p>
<p><1> The Library of Souls (5)</p> <p>Site</p> <p>Unique. Once per turn you may target a  Character in your smoked pile and pay Power equal to its cost plus 1 :: Return target to play.</p> <p><i>"There is much to learn from the dead."</i></p>	<p>Three Days to Retirement</p> <p>Cop State</p> <p>Limited. Schtick. All effects that could legally target subject Character must target it if they target any Character you control.</p> <p><i>"Just this last case, and I'm done."</i></p>	<p>True Believer 1</p> <p>Indoctrinated Pawn</p> <p>When this card leaves play, you may give target Character -1 damage until the end of the turn.</p> <p><i>To become a Purist, one must understand that madness is just the price of entry.</i></p>	<p>Turing Machine 4</p> <p>Chi-Hating Silicon</p> <p>When a Site is smoked or burned, this card gains +1 Fighting until it leaves play.</p> <p><i>Potemkin found a use for the crude, angry AIs they'd stolen.</i></p>

<p>Twelve Thousand Skulls</p> <p>Edge</p> <p>Unique. When an opponent's Character is smoked, you may give a Character you control +1 Fighting until it leaves play.</p> <p>  2</p>	<p>Willow Step</p> <p>Event</p> <p>Reload: 1. Target a Character that is about to enter combat :: Target gains Toughness: 2 until the end of combat.</p> <p><i>"Be where your enemy isn't."</i></p> <p>  0</p>	<p>Xu Mei, The Dragon 8</p> <p>Cybernetic Martial Arts Master</p> <p>Unique. Ambush. Other Characters you control cannot be intercepted.</p> <p><i>"The understanding that comes from designing your own cyberware will allow your chi to flow properly."</i></p> <p>     7   </p>	<p>Zheng Yi Quan (PAP) 10</p> <p>Master of the World</p> <p>Unique. Guts. Your opponents cannot generate effects from Feng Shui Sites, but you do so as if you controlled those Sites. (This does not allow you to reveal unrevealed Sites.)</p> <p>     7   </p>
<p>Wailing Apparition 1</p> <p>Vengeful Ghost</p> <p>Turn and maintain and target an opponent's Character :: Target cannot be healed.</p> <p><i>Her haunting cry lets no one rest.</i></p> <p>1  </p>	<p>Xin Ji Yang 5</p> <p>Evil Princess</p> <p>Unique. When this card turns to attack, inflict 1 damage each on up to X target cards. X= the number of  cards you control.</p> <p>  4   </p>	<p>Zero-G Sumo 4</p> <p>Enhanced Colonist</p> <p>Toughness: X. X= the number of Unique and Limited Sites controlled by opponents.</p> <p><i>Mass times acceleration is still force.</i></p> <p>  3  </p>	<p>Zhu Maichen 6</p> <p>Martial Arts Mastermind</p> <p>Unique. When this card enters combat with a Character, you may inflict damage equal to that Character's cost on any other Character at this location.</p> <p>  4  </p>