

































































































































<p><1> Alchemist's Lair (PAP) (5) Site (no text) <i>"You were right, old man. The power of immortality is what I sought--and the misery of duality is what I found."</i></p> <p>2  </p>	<p>Arcane Scientist 2 Initiate of Paradox Turn to draw a card during your Main Shot. <i>Unbound by the traditions of the Lotus, the Purists took a radical approach to magic.</i></p> <p>2  </p>	<p>Battle Cry Event Inflict X damage on target Character. X= 2 plus the number of Battleground Sites in play. <i>Huan Ken rarely gets involved unless there's a good fight to be had.</i></p> <p> 1</p>	<p>Battle-Matic State Vehicle. Subject Character gains Toughness: 1 and +X Fighting. X= the number of Vehicles, Weapons, and  States in your smoked pile. <i>"I never saw a patchwork tank before."</i></p> <p>   1</p>
<p>Arachnae 7 Reascended Spider Unique. Assassinate. Regenerate. <i>"We will become more than human, and the force of our Reascension will remake the world." - Dunwa Saleem.</i></p> <p>     4 </p>	<p>Assault Drone 7 Arcanowave Robot Toughness: 1. Cannot intercept. Assault Drone enters play with four counters on it. Add one counter at the start of your turn. Remove a counter to inflict one damage on any target at this location.</p> <p>    5  </p>	<p>Battlechimp Potemkin (PAP) 6 Subversive Chimp Mastermind Unique. Once during each opponent's Main Shot, you may play a  or  Event from any player's smoked pile, ignoring resource conditions, and toasting the Event immediately.</p> <p>   4   </p>	<p>Beta Beast 2 Early Model Abomination Toughness: 1 against Characters who provide only one resource. <i>The second generation prototypes proved more vicious but just as expendable.</i></p> <p>2  </p>




















<p>Big Macaque Attack 1</p> <p>Monkey Horde +1 Fighting for each Monkey Character in play. Not a legal subject for States.</p> <p><i>As it turns out, a barrel full of monkeys isn't actually that much fun.</i></p> <p>2 </p>	<p>Blue Mandarin 1</p> <p>Deceptive Bureaucrat Turn and maintain and target a Character. That Character cannot intercept or turn to generate an effect.</p> <p><i>In the future, the Hand have to be especially subtle.</i></p> <p>  1 </p>	<p>Buro Blue Spear</p> <p>Gun State Weapon. Subject Character gains +1 Fighting. Turn to inflict 1 damage on target Character at this location.</p> <p><i>A BuroMil Grunt's best friend.</i></p> <p> 1</p>	<p>BuroMil "Savage"</p> <p>Tank State Vehicle. Subject Character gains Mobility, +6 Fighting and Toughness: 1.</p> <p><i>For the first time, the Architects turned their weapons against each other.</i></p> <p>   4</p>
<p>BK97 Attack Chopper</p> <p>State Vehicle. Subject Character gains +3 Fighting. Damage subject inflicts cannot be reduced.</p> <p><i>"Magic don't mean crap against a minigun."</i></p> <p>   2</p>	<p>Borrowed Nuke</p> <p>State One Shot. Play on an opponent's Site, except during an attack. Subject cannot be seized or burned. If an attack on the subject succeeds, smoke all cards at this location. (Including any attackers.)</p> <p><i>"No, really, we'll give it back."</i></p> <p>    2</p>	<p>BuroMil Grunt 2</p> <p>Brutal Soldier Uncopyable. You may play BuroMil Grunt during an attack against you. Smoke BuroMil Grunt at the end of the turn he is played.</p> <p><i>Their military careers are violent and brief.</i></p> <p>1 </p>	<p><1> Cataract Gorge (7)</p> <p>Feng Shui Site Unique. Turn to give target Character Independent until the end of the turn.</p> <p><i>The Purists tricked Bonengel into authorizing the construction of the four Nexus towers.</i></p>






























<p style="text-align: center;">Cellular Reinvigoration v2</p> <p style="text-align: center;">Event</p> <p>Until the end of the turn, target Character gains Guts and is not smoked if its Fighting is 0.</p> <p><i>Arcanotech medicine will get you through the fight. Afterwards is your problem.</i></p> <p> 1</p>	<p style="text-align: center;">Chi Reconfiguration</p> <p style="text-align: center;">Event</p> <p>Smoke a Feng Shui Site you control, and return a Feng Shui Site in your smoked pile to play in the same position as the smoked Site. This may change the target of an attack.</p> <p><i>"The only difference between places is the shape of the chi flows."</i></p> <p>  1</p>	<p style="text-align: center;">Combat Veteran</p> <p style="text-align: center;">State</p> <p>Play on a Soldier, Military, or Trooper Character you control. Turn a Battleground Site you control to give subject +1 Fighting until the end of turn.</p> <p><i>Each battle they see makes them a bit tougher to kill.</i></p> <p> 1</p>	<p style="text-align: center;">Consumer on the Brink 1</p> <p style="text-align: center;">Disgruntled Everyman</p> <p>+1 Fighting for each Unique and Limited Site controlled by opponents.</p> <p><i>"Can't...you...just...leave...me...alone?"</i></p> <p> 1 </p>
<p style="text-align: center;">Chaos Spirit 2</p> <p style="text-align: center;">Volatile Construct</p> <p>At the end of each player's turn, you must inflict 2 damage on a card the player to his or her left controls.</p> <p><i>Creating one is a simple spell. Controlling it....</i></p> <p>  2 </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>  1</p>	<p style="text-align: center;">Concourse Godard 9</p> <p style="text-align: center;">Renegade Supersoldier</p> <p>Unique. Any opponent's effect that would remove this card from play, except by inflicting damage, instead inflicts 3 damage on him.</p> <p><i>Too much of a maverick, even for the Jammers.</i></p> <p>   5  </p>	<p style="text-align: center;"><1> Coral Reef (8)</p> <p style="text-align: center;">Feng Shui Site</p> <p>Turn when you declare an attack :: Draw a card, then discard a card. This ability is not cumulative.</p>


























<p style="text-align: center;">Corruption</p> <p style="text-align: center;">Event</p> <p>All opponents' Characters with a cost or Fighting of 4 or greater take 2 damage and turn.</p> <p><i>The Lotus have never seen much value in a clean kill.</i></p> <p style="text-align: right;"> 1</p>	<p style="text-align: center;">Defiant Bloom</p> <p style="text-align: center;">Edge</p> <p>Limited. Turn to remove 1 damage each from up to 3 cards you control.</p> <p><i>Even in the Architects' future, hope survives.</i></p> <p style="text-align: right;">  1 </p>	<p style="text-align: center;">Demon Tank</p> <p style="text-align: center;">State</p> <p>Vehicle. Subject Character gains Toughness: 1, Regenerate, and +3 Fighting. Smoke subject if it is a Demon.</p> <p><i>"Do you know how hard it is to stare down a tank when it's staring back?!?"</i></p> <p style="text-align: right;">   3</p>	<p style="text-align: center;">Destroyer 4</p> <p style="text-align: center;">Demon Martial Artist</p> <p>Unique. Cannot be sacrificed. If Destroyer is in your smoked pile at the start of your turn, return Destroyer to play.</p> <p><i>"There's got to be a better way to keep him down!"</i></p> <p style="text-align: right;">  4 </p>
<p style="text-align: center;">Dark Sacrifice</p> <p style="text-align: center;">Event</p> <p>Steal 1 Power from target opponent. If you could not, that player must sacrifice a Character of his or her choice.</p> <p><i>Ming I takes no prisoners - for long.</i></p> <p style="text-align: right;">  1</p>	<p style="text-align: center;">Déjà Vu</p> <p style="text-align: center;">Event</p> <p>Toast It. Immediately play an Event from your smoked pile (at normal cost) and toast that Event.</p> <p><i>It's not just a feeling when you're dealing with the Purists.</i></p> <p style="text-align: right;">   1</p>	<p style="text-align: center;">Desdemona Deathangel (PAP) 6</p> <p style="text-align: center;">Abomination</p> <p>Unique. Ambush. Sacrifice a Character to give Desdemona Deathangel +1 Fighting until the end of the turn.</p> <p style="text-align: right;">   5 </p>	<p style="text-align: center;">Destroyer Drone 7</p> <p style="text-align: center;">Arcanowave Robot</p> <p>Toughness: 1. Cannot attack Characters. +4 damage against Sites.</p> <p><i>While the Buro was distracted, Omega's drones quickly seized the launch platforms.</i></p> <p style="text-align: right;">    5  </p>

<p style="text-align: center;">Dirk Wisely 4</p> <p style="text-align: center;">Man of Action</p> <p>Unique. Once per turn, you may unturn him at the end of a successful attack in which he was the only attacker.</p> <p><i>"Time to save the world again."</i></p> <p style="text-align: center;"> 3 </p>	<p style="text-align: center;">Dunwa Saleem (PAP) 4</p> <p style="text-align: center;">Prophet of the Reascension</p> <p>Unique. Generates 1 Power during your Establishing Shot if you control another  card. Once during your turn, you may look through your deck for a Reascended Character, show it to your opponents, and put it in your hand.</p> <p style="text-align: center;"> 3 </p>	<p style="text-align: center;">Entropy Sphere</p> <p style="text-align: center;">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 a price."</i></p> <p style="text-align: center;"> 1</p>	<p style="text-align: center;">Esteban Vicente 5</p> <p style="text-align: center;">Geomancer Mastermind</p> <p>Unique. When this card comes into play, you may rearrange target player's Site structure; you may not change the number of columns.</p> <p><i>"Many have tried to defeat him - and failed."</i></p> <p style="text-align: center;"> 3 </p>
<p style="text-align: center;">Dump Scrounger 2</p> <p style="text-align: center;">Netherworld Scavenger</p> <p>Turn this card and toast a Character in your smoked pile to gain 1 Power.</p> <p style="text-align: center;"> 2 </p>	<p style="text-align: center;">Energy Flail</p> <p style="text-align: center;">State</p> <p>Weapon. Play on a Character. Turn and discard a card :: Inflict X damage on target Character at this location. X= the number of  resources provided and required by the subject.</p> <p style="text-align: center;"> 1</p>	<p style="text-align: center;">Entropy Tap</p> <p style="text-align: center;">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 style="text-align: center;"> 0</p>	<p style="text-align: center;">FAE Schwartz 3</p> <p style="text-align: center;">Incendiary Fanatic</p> <p>Unique. When this card is smoked, inflict X damage on each Character and Site at his location. X= his Fighting as if he were undamaged.</p> <p><i>"Boom, baby, boom!"</i></p> <p style="text-align: center;"> 3 </p>

<p style="text-align: center;">Fake Out</p> <p style="text-align: center;">Event</p> <p>Play while you are attacking with more than one Character. Target interceptor ceases intercepting, but its controller may choose to intercept a different attacker with it.</p> <p><i>"Mooks ain't any brighter in the future."</i></p> <p style="text-align: center;">  0</p>	<p style="text-align: center;">Fearsome Foe</p> <p style="text-align: center;">State</p> <p>If subject Character is attacking, each opponent who intercepts must intercept it if he or she can.</p> <p><i>Fear is the most dangerous enemy of all.</i></p> <p style="text-align: center;">  0</p>	<p style="text-align: center;">Fo Shen 2</p> <p style="text-align: center;">Eunuch Pawn</p> <p>Unique. Turn to look at the top card of an opponent's deck. You may toast that card.</p> <p><i>Nobody likes failures or traitors. He's both.</i></p> <p style="text-align: center;"> 2  </p>	<p style="text-align: center;">Free Fire Zone (5)</p> <p style="text-align: center;">Battleground Site</p> <p>Limited. Any player who seizes this Site gains 2 Power. If this Site is in your front row, gain 1 Power when you smoke a Site.</p> <p><i>The outbreak of civil war was just what the Jammers were waiting for.</i></p> <p style="text-align: center;"> 1</p>
<p style="text-align: center;">Fallen Heroes</p> <p style="text-align: center;">Event</p> <p>Toast a Character in your smoked pile to give target Character +X Fighting until the end of the turn. X= the number of resources required and provided by the toasted Character.</p> <p><i>The roster is always growing, but the Dragons won't surrender.</i></p> <p style="text-align: center;">  0</p>	<p style="text-align: center;">Fist of Freedom 4</p> <p style="text-align: center;">Rebel Martial Artist</p> <p>+2 damage against the target of his attack if no interceptors were declared against him this attack.</p> <p><i>They went underground when kung fu was banned.</i></p> <p style="text-align: center;">  3  </p>	<p style="text-align: center;">Fortress Omega (12)</p> <p style="text-align: center;">Site</p> <p>Unique. Toughness: 1. When a non-Unique Character enters combat with this Site, inflict 1 damage on that Character. (Before combat damage is dealt.) Turn to play a Cyborg or Drone Character at -1 cost.</p> <p style="text-align: center;">    3  </p>	<p style="text-align: center;">General Olivet 6</p> <p style="text-align: center;">BuroMil Military Mastermind</p> <p>Unique. Tactics. You may play Soldier, BuroMil, or Military Characters during opponents' turns. May attack during opponents' turns, and Soldier, BuroMil, or Military Characters may attack with him.</p> <p style="text-align: center;">   4  </p>










<p style="text-align: center;">Gloating Laughter</p> <p style="text-align: center;">State</p> <p>Limited. Play on a Character you control when you seize or burn a Site for victory. Subject gains +1 Fighting, or +2 if it is a Eunuch.</p> <p><i>"You cannot stop me now! HAHAHAHAHAHA!"</i></p> <p style="text-align: center;">  0</p>	<p style="text-align: center;">Hell Charger</p> <p style="text-align: center;">Demon State</p> <p>Vehicle. Subject Character gains +3 Fighting. Remove 2 damage from subject at the start of your turn. Turn Hell Charger to change subject's location.</p> <p><i>They can outrun a motorcycle and kick through battleship plate.</i></p> <p style="text-align: center;">  2</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 style="text-align: center;">  2</p>	<p style="text-align: center;">Ice Sorceress 2</p> <p style="text-align: center;">Geomancer Mastermind</p> <p>Turn and maintain to either add 3 or subtract 2 from target Feng Shui Site's Body. If this would reduce the Site's Body below 1, reduce it to 1 instead.</p> <p style="text-align: center;">  2  </p>
<p style="text-align: center;">Got My Mojo Working</p> <p style="text-align: center;">Event</p> <p>Play in response to an opponent's Event. Choose a Character that the Event would damage or smoke :: Unturn that Character, and it is not affected by the Event.</p> <p><i>"Did you really think it would be that easy?"</i></p> <p style="text-align: center;">   1</p>	<p style="text-align: center;">Hexagram Spirit 6</p> <p style="text-align: center;">Sorcerous Construct</p> <p>When this card turns to attack, target an opponent and name a card :: Look at that player's hand, and gain 1 Power for each copy of the named card in it.</p> <p style="text-align: center;">    4  </p>	<p style="text-align: center;"><1> Hot Springs (6)</p> <p style="text-align: center;">Feng Shui Site</p> <p>Turn and maintain and target a Character :: Target takes no damage from Sites, and is not affected by effects generated by other Sites.</p>	<p style="text-align: center;"><1> Identity Chop Shop (8)</p> <p style="text-align: center;">Feng Shui Site</p> <p>Limited. Turn and maintain to give or remove a designator of your choice from target Character you control. (This is not considered to change a card's title.)</p> <p><i>"New ID? No problem, but impersonating a eunuch's going to cost, eh?"</i></p>




























<p style="text-align: center;">IFF Missiles</p> <p style="text-align: center;">Event</p> <p>Target an opponent :: Inflict 2 damage on each Character that opponent controls who does not share a designator with any other Character that player controls.</p> <p><i>"Cookie cutter technology just isn't what it's supposed to be."</i></p> <p style="text-align: right;"> 1</p>	<p style="text-align: center;">Jack of All Trades 1</p> <p style="text-align: center;">Resourceful Techie</p> <p>Turn this card and sacrifice a State :: Search through your deck for a State with a different title. Show it to your opponents and put it in your hand.</p> <p style="text-align: right;"> 1  </p>	<p style="text-align: center;">Jet Pack</p> <p style="text-align: center;">State</p> <p>Vehicle. Subject Character gains Mobility and +1 Fighting. Turn and flip a coin :: Heads: Subject gains Superleap and +2 Fighting until the end of the turn. Tails: Inflict 3 damage on subject.</p> <p><i>"Just what you need for the morning commute."</i></p> <p style="text-align: right;">  1</p>	<p style="text-align: center;">Johnny Badhair 7</p> <p style="text-align: center;">Wild Man</p> <p>Unique. Guts. Cannot be sacrificed. At the end of a turn in which this card was smoked, cut your deck, draw a card, and show it to your opponents. If the card is a State or a Character with a resource condition, return this card to play.</p> <p style="text-align: right;">   5  </p>
<p style="text-align: center;">Inoue Oram 2</p> <p style="text-align: center;">Sorcerer Mastermind</p> <p>Unique. Gain 1 power at the start of your Main Shot if you drew any cards during your Draw Phase and the number of cards drawn was even.</p> <p style="text-align: right;"> 2  </p>	<p style="text-align: center;">Jason X (PAP) 6</p> <p style="text-align: center;">Brainwashed Supersoldier</p> <p>Unique. Guts. The cost of all  Events is increased by 1.</p> <p><i>There's very little Jason X left.</i></p> <p style="text-align: right;">   4  </p>	<p style="text-align: center;">Johann Bonengel 5</p> <p style="text-align: center;">BuroPresident</p> <p>Unique. Opponents cannot play States on cards you control while this card is unturned. Turn to gain 2 Power.</p> <p><i>He thought he ruled 2062 with absolute authority.</i></p> <p style="text-align: right;">     3  </p>	<p style="text-align: center;">Jury-Rigged Dynamo</p> <p style="text-align: center;">State</p> <p>Limited. Play on a Site you control. When an opponent gains Power outside of his or her Establishing Shot, you may either unturn this card, or turn it to gain 1 Power.</p> <p><i>"You gotta know where to kick it."</i></p> <p style="text-align: right;">  1</p>


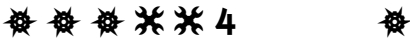











<p style="text-align: center;">Just a Rat 3</p> <p style="text-align: center;">Lodge Survivor</p> <p>Stealth. Inflict 2 damage on any Character that Just a Rat bypasses using Stealth.</p> <p><i>A few still survive, with distant memories of what they used to be.</i></p> <p style="text-align: center;"> 3 </p>	<p style="text-align: center;">Kar Fai's Legacy</p> <p style="text-align: center;">Event</p> <p>Play when a Unique Character you control is smoked. Toast that Character :: Gain Power equal to half (round up) of that Character's cost.</p> <p><i>Kar Fai stayed behind to save us all.</i></p> <p style="text-align: center;">   0</p>	<p style="text-align: center;">King Kung 12</p> <p style="text-align: center;">Cyborg Gorilla</p> <p>Unique. If King Kung enters combat with a Site, he enters combat with all Sites at that location simultaneously. (Divide his combat damage among the Sites.)</p> <p style="text-align: center;">     6 </p>	<p style="text-align: center;">Louie the Roach 2</p> <p style="text-align: center;">Lodge Survivor</p> <p>Unique. Toughness: 2.</p> <p><i>"They've tried to kill me more ways than you can imagine, but they ain't succeeded yet."</i></p> <p style="text-align: center;">   2 </p>
<p style="text-align: center;">Kar Fai's Last Stand</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's Character gains Guts and Toughness: 1 until it leaves play.</p> <p><i>"You can't win." "I don't need to."</i></p> <p style="text-align: center;">  1</p>	<p style="text-align: center;"><0> Killing Ground (5)</p> <p style="text-align: center;">Battleground Site</p> <p>Any player who seizes this site gains 2 Power. If Killing Ground is in your front row, all of your Characters inflict +1 damage on interceptors, and you may play non-Unique 0-cost non-Feng Shui Sites even if you have already played a Site during your turn.</p> <p style="text-align: center;">0</p>	<p style="text-align: center;">Legion of the Damned 3</p> <p style="text-align: center;">Undead Soldiers</p> <p>When Legion of the Damned turns to attack, you may inflict 2 damage on a Site.</p> <p><i>The Lotus can find warriors in every era.</i></p> <p style="text-align: center;">  3 </p>	<p style="text-align: center;">Major Hottie 5</p> <p style="text-align: center;">Ex-Buro Operative</p> <p>Unique. All  Characters gain Toughness: 1 against combat damage. Turn during an attack :: All  Characters inflict +2 damage until the end of the attack.</p> <p style="text-align: center;">  4 </p>















<p>Marauder Gang 3</p> <p>Renegade Cyborgs</p> <p>At the end of your turn, smoke this card if it did not attack this turn.</p> <p><i>Deserters and brigands who thrive in the chaos of 2062.</i></p> <p>✱ 2 ✱</p>	<p>Mark IV Fusion Rifle</p> <p>State</p> <p>Weapon. Play on a Character. Unturn this card when an opponent targets a card you control with an Event or Site. Turn to inflict 3 damage to a Character or Site at subject's location.</p> <p><i>"Yeah, it rocks, _if_ you can figure out the manual."</i></p> <p>✱ ✱ ✱ ✱ 1</p>	<p>Master Hao 6</p> <p>Superior Martial Artist</p> <p>Unique. You may choose a Character once per turn while Master Hao is attacking. He takes no damage from that Character until the end of the turn.</p> <p>☯ ☯ ☯ ☯ 4 ☯ ☯</p>	<p>MegaTank</p> <p>State</p> <p>Vehicle. Subject Character gains +7 Fighting and Toughness: 2. Subject cannot be damaged or removed from play by ☯ Events.</p> <p><i>The only commuter vehicle you can drive on both sidewalks.</i></p> <p>✱ ✱ ✱ 5</p>
<p>Marauder Lord 5</p> <p>Ruthless Cyborg</p> <p>When Marauder Lord turns to attack, he gains +1 Fighting until he leaves play.</p> <p><i>Petty warlords who carve out tiny empires in the fringes of order.</i></p> <p>✱ ✱ 4 ✱</p>	<p>Master Gardener 2</p> <p>Elderly Geomancer</p> <p>Turn and maintain to cancel target Feng Shui Site's effects and rules text.</p> <p><i>"Kung fu is easy. Gardening is tough."</i></p> <p>☯ ☯ 2 ☯ ☯</p>	<p>Master Mechanic 4</p> <p>Renegade Techie</p> <p>Turn during any Main Shot to play a Vehicle from your smoked pile on a card you control at -1 cost.</p> <p><i>"Well, I've seen worse... I think."</i></p> <p>☯ ☯ 3 ☯ ✱</p>	<p>Memory Palace</p> <p>Event</p> <p>One-Shot. Lay your entire hand on the table, face up. You may play these cards as if they were in your hand, but cannot discard them. These cards are not in play or in your hand.</p> <p>☯ ☯ ☯ 1</p>

















<p style="text-align: center;">Memory Reprocessing</p> <p style="text-align: center;">Event</p> <p>Toast It. Immediately play an event from target opponent's smoked pile at normal cost; that player gains 1 Power.</p> <p>----</p> <p>ERRATA: reprint is missing the phrase "ignoring resource conditions" (DF FAQ)</p> <p><i>The mind is the window to the soul. The Paradox Cube is the brick.</i></p> <p style="text-align: right;">◆ ◆ 1</p>	<p style="text-align: center;">Misery Totelben 3</p> <p style="text-align: center;">Insane Musician</p> <p>Unique. Uncopyable. -2 damage. Cannot attack, intercept, or turn. Each of your back-row Sites copies the rules text of the Feng Shui Site in front of it.</p> <p style="text-align: right;">♣ 3 ♣ ◆</p>	<p style="text-align: center;"><1> Motor Pool (5)</p> <p style="text-align: center;">Site</p> <p>Generates no Power while turned. Turn to play a Vehicle on a Character you control at -2 cost.</p> <p><i>"It's like a supermarket. Megatanks, aisle three...."</i></p> <p style="text-align: right;">2</p>	<p style="text-align: center;">Mutator 6</p> <p style="text-align: center;">Probability Spirit</p> <p>Once per turn, you may raise or lower by one until the end of the turn any number not written as words on another card at this location. This cannot change a number to zero.</p> <p style="text-align: right;">♣ ♣ ◆ ◆ 4 ♣ ◆</p>
<p style="text-align: center;">Memory Spirit 4</p> <p style="text-align: center;">Psychic Construct</p> <p>When any opponent does not discard any cards during his or her Establishing Shot, Memory Spirit gains +1 Fighting until it leaves play.</p> <p><i>It feeds on what you won't let go of.</i></p> <p style="text-align: right;">♣ ◆ 3 ♣ ◆</p>	<p style="text-align: center;">Mobile HQ</p> <p style="text-align: center;">State</p> <p>Unique. Vehicle. Subject Character gains +3 Fighting and Mobility. If subject is unturned, turn Mobile HQ to heal target Character.</p> <p><i>"You have to stay on the move when operating in 2062."</i></p> <p style="text-align: right;">♣ ♣ 3 *</p>	<p style="text-align: center;"><2> Mount Makarakomburu (8)</p> <p style="text-align: center;">Feng Shui Site</p> <p>Unique. Cannot be burned. Mount Makarakomburu can be the target of attacks while in the back row.</p> <p><i>Location of the first of the Purists' four towers.</i></p> <p style="text-align: right;">3</p>	<p style="text-align: center;">Newest Model</p> <p style="text-align: center;">State</p> <p>Not cumulative. The values of all numbers not written as words in the rules text of subject Vehicle or * State are increased by one. Any opponent's effect that would directly remove subject from play smokes Newest Model instead.</p> <p style="text-align: right;">* * 0</p>

<p><1> Nexus Tower (8)</p> <p>Site</p> <p>Unique. The number of Feng Shui Sites you need for victory is reduced by one. Once during your turn, you may play a ♦ card at +1 cost from your smoked pile, that card is considered to be Toast-It.</p> <p>  3  </p>	<p>Nuked</p> <p>Event</p> <p>Choose an opponent and flip a coin. Tails: repeat the coin flip with the next player to the left. Heads: choose a Site controlled by that player :: Smoke the chosen Site.</p> <p><i>"Blow Things Up! Blow Things Up! Blow Things - Wait, not that!"</i></p> <p>  1 </p>	<p>Paradox Divination</p> <p>Event</p> <p>Look at the top X cards of your deck, and return them in any order. X= the number of ♦ resources in your pool.</p> <p><i>The Purists see the future as a series of possibilities to be manipulated.</i></p> <p>  1 </p>	<p>Portal Nexus</p> <p>State</p> <p>Schtick. Subject non-Unique Site has +3 Body. Turn to exchange the positions of Feng Shui Sites you control. This may change the target of an attack.</p> <p><i>The heart of the four towers constructed by the Purists.</i></p> <p>  1 </p>
<p><0> No Man's Land (5)</p> <p>Battleground Site</p> <p>Any player who seizes this Site gains 2 Power. If this card is in your front row, turn and maintain and target a Character :: That Character's damage cannot be reduced or redirected by opponents.</p> <p>1</p>	<p>Orbital Laser Strike</p> <p>Event</p> <p>Inflict X damage on target Site. X= the number of ✖ resources in your pool.</p> <p><i>It was sold to the public as a purely defensive technology.</i></p> <p>  1 </p>	<p>Parting Gift</p> <p>Event</p> <p>Play when an attack you declared on a Site ends if you did not reduce the Site's Body to 0. Inflict 2 damage on the Site and all Characters at that location. (Including any remaining attackers.)</p> <p><i>"Here's a present. Don't mind the fuse."</i></p> <p>  1 </p>	<p>Primus 7</p> <p>Master of Paradox</p> <p>Unique. When Primus enters play, target an opponent, who cannot respond with Events :: Target player cannot play cards this turn.</p> <p><i>"Nothing can stop us from reshaping the world."</i></p> <p>  4  </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;">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><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;">Rebel Consumer 3</p> <p style="text-align: center;">Freedom Fighter</p> <p>+3 damage against cards controlled by a player who is closer to victory than you.</p> <p><i>The Hand are recruiting in 2062.</i></p> <p style="text-align: center;">3  </p>	<p style="text-align: center;">Rhys Engel (PAP) 9</p> <p style="text-align: center;">Purist Mastermind</p> <p>Unique. Once per turn, you may discard a card to cancel a Feng Shui Site until the end of the turn or reveal a Feng Shui Site.</p> <p><i>Leave Zhang to his demons. We'll show him true power!</i></p> <p style="text-align: center;">    5   </p>
<p style="text-align: center;">Purist Initiate 1</p> <p style="text-align: center;">Student Sorcerer</p> <p>Your Purist cards in play, your hand, your deck, and your smoked pile require and provide  instead of  and . This card's rules text is still active in your smoked pile.</p> <p style="text-align: center;">1  </p>	<p style="text-align: center;">Raptor Squad 4</p> <p style="text-align: center;">Blood-Thirsty Abominations</p> <p>Ambush. If Raptor Squad attacks, it does not unturn during your next Establishing Shot.</p> <p><i>"If only they didn't stop to eat everything they kill."</i></p> <p style="text-align: center;"> 3  </p>	<p style="text-align: center;">Replacement Parts</p> <p style="text-align: center;">State</p> <p>Remove up to three damage on subject Character when you play this card. Subject gains +1 Fighting and the designator Cyborg.</p> <p><i>Like new, only better.</i></p> <p style="text-align: center;"> 1</p>	<p style="text-align: center;">SAM Simian 2</p> <p style="text-align: center;">Destructive Primate</p> <p>Once during your Main Shot you may inflict 2 damage to a Site you control :: SAM Simian gains +2 Fighting until the end of the turn.</p> <p><i>Like a bull in a china shop. With missiles.</i></p> <p style="text-align: center;">  2 </p>

<p><1> Secret Laboratory (5)</p> <p>Site</p> <p>(no text)</p> <p><i>Access to the latest fruits of the military-industrial complex is essential to the secret warrior.</i></p> <p>2 </p>	<p>Serket 7</p> <p>Reascended Scorpion</p> <p>Unique. Opponents cannot declare only one interceptor against Serket. When Serket is intercepted, you choose the order of her interceptors. You may pay 1 Power to inflict 2 damage on any Character intercepting her.</p> <p> 4 </p>	<p>Simian Sneaker 1</p> <p>Primate Saboteur</p> <p>+1 damage to Sites. Return this card to play when a Site you own is seized.</p> <p><i>Sometimes even the Jammers are subtle.</i></p> <p> 1 </p>	<p>Snowblind</p> <p>Event</p> <p>Limited. Toast It. Target attacker ceases attacking.</p> <p><i>Pi Tui doesn't need armies to defend herself.</i></p> <p> 0</p>
<p>Sergeant Blightman v2 9</p> <p>Mutating Soldier</p> <p>Unique. Toast It. Cannot turn to heal. Inflict 3 damage on Sergeant Blightman at the start of your turn.</p> <p><i>"A good soldier will volunteer for anything."</i></p> <p> 4 </p>	<p>Shaolin Agent 2</p> <p>Undercover Monk</p> <p>When Shaolin Agent turns to attack, he gains +X Fighting until he leaves play. X= the number of opponents' cards at his target's location minus 3. X cannot be less than 0.</p> <p> 2 </p>	<p>Smart Missile</p> <p>Edge</p> <p>Enters play turned. Turn and sacrifice to inflict 6 damage on target turned Site or target Character that is the subject of a Vehicle.</p> <p> 1</p>	<p>Spawn of the New Flesh X</p> <p>Unstable Abomination</p> <p>Unique. Ambush. X= the number of columns in your Site structure.</p> <p> 3 </p>

<p style="text-align: center;">Spirit Guardian</p> <p style="text-align: center;">Edge</p> <p>Limited. Turn when an opponent smokes a Character you control to inflict 2 damage on a Character he or she controls.</p> <p><i>Tortured souls bound to their sorcerous masters.</i></p> <p style="text-align: center;">  2</p>	<p style="text-align: center;">Spit and Baling Wire</p> <p style="text-align: center;">Event</p> <p>Return a Vehicle, Weapon, or  State in your smoked pile to play on a Character you control. At the end of the turn, toast that State, even if it is in your smoked pile.</p> <p><i>"We should be OK as long as nobody looks at it funny."</i></p> <p style="text-align: center;"> 0</p>	<p style="text-align: center;">Tank Commander 4</p> <p style="text-align: center;">BuroMil Officer</p> <p>You may play Tank States on this card at -1 cost. +1 Fighting and Tactics while the subject of a Tank State.</p> <p><i>"Keep your abominations, this is all I need right here."</i></p> <p style="text-align: center;">  3 </p>	<p style="text-align: center;">The Dogs of War 4</p> <p style="text-align: center;">Veteran Soldiers</p> <p>+1 Fighting while you control a Battleground Site.</p> <p><i>They don't cry havoc, they just wreck it.</i></p> <p style="text-align: center;"> 3 </p>
<p style="text-align: center;">Spirit Shield Generator</p> <p style="text-align: center;">State</p> <p>Subject Character gains Toughness: 1. Reduce all non-combat damage inflicted on subject to 0. Damage cannot be redirected to subject.</p> <p><i>"I had him dead to rights, but I didn't expect my bullets to get eaten right out of the air."</i></p> <p style="text-align: center;">  1</p>	<p style="text-align: center;">Superior Mastery</p> <p style="text-align: center;">Edge</p> <p>You may play States on cards you control during any Main Shot.</p> <p style="text-align: center;"> 1</p>	<p style="text-align: center;">Temporal Realignment</p> <p style="text-align: center;">Event</p> <p>Toast It. Toast X cards from your smoked pile to shuffle X cards from your smoked pile into your deck.</p> <p><i>The masters of paradox know that nothing is immutable, including the past.</i></p> <p style="text-align: center;">  1</p>	<p style="text-align: center;"><1> The Pinnacles (8)</p> <p style="text-align: center;">Feng Shui Site</p> <p>Unique. Place a counter on this card at the end of a successful attack you declared. Remove 3 counters :: Gain 1 Power.</p> <p><i>The completion of the fourth tower cemented the Purists' power.</i></p>

<p>Thing with a 1000 Tongues (PAP) 11</p> <p>Abhorrent Abomination</p> <p>Unique. Regenerate. Toughness: 2. At the beginning of your Main Shot, sacrifice another Character. If you cannot, turn this card.</p> <p><i>Omega used him as a trap for the Dragons.</i></p> <p> 6 </p>	<p><0> Training Camp (5)</p> <p>Battleground Site</p> <p>Any player who seizes this card gains 2 Power. If Training Camp is in your front row, turn it to return a Soldier Character from your smoked pile to your hand.</p> <p>1</p>	<p>Ursus 9</p> <p>Reascended Bear</p> <p>Unique. Takes no damage from damaged cards.</p> <p><i>"We will face the Architects on their own terms."</i></p> <p> 5 </p>	<p>Void Sorcerer 4</p> <p>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>Thunder Swordsman 4</p> <p>Netherworld Knight</p> <p>Guts while he is the subject of a Sword State.</p> <p><i>"Guns are for cowards. This is the weapon of a real warrior."</i></p> <p> 3 </p>	<p>Tunneler Drone 7</p> <p>Arcanowave Robot</p> <p>Toughness: 1. May attack back row Sites. The rules text of any Site targeted by Tunneler Drone in an attack is canceled until the end of the attack.</p> <p> 5  </p>	<p>Vivisection Agenda</p> <p>Event</p> <p>Limited. Until the end of the turn, gain 1 Power when you sacrifice a card.</p> <p><i>They created the nanotech virus that Homo Omega would use to reshape humanity in his image.</i></p> <p> 0</p>	<p>Zen Logician 2</p> <p>Esoteric Numerologist</p> <p>Your hand size is reduced by 1. Generates 1 Power during your Establishing Shot.</p> <p><i>"Power is knowledge."</i></p> <p> 2  </p>