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<p style="text-align: center;">Abomination Serum</p> <p style="text-align: center;">State</p> <p>Unique. Subject Character gains +3 Fighting and the designator Abomination. Turn and maintain a Scientist Character you control :: Take control of subject.</p> <p style="text-align: center;"><i>"This may be hard to accept, but it is for the greater good."</i></p> <p style="text-align: center;">    3</p>	<p style="text-align: center;">Akamatsu Mitsusuke 8</p> <p style="text-align: center;">Corporate Samurai</p> <p>Unique. Not affected by other Characters' Ambush, Stealth, Superleap, or Assassinate. This card's damage cannot be reduced or redirected and the target of its attack cannot be changed.</p> <p style="text-align: center;">   5  </p>	<p style="text-align: center;">Alpine Squad 4</p> <p style="text-align: center;">Elite Soldiers</p> <p>Ambush. This card gains +1 Fighting for each State on it that does not share the title of another State on it.</p> <p style="text-align: center;"><i>A capable army bought Bonengel the time to fortify.</i></p> <p style="text-align: center;">  4 </p>	<p style="text-align: center;">Andi Di 4</p> <p style="text-align: center;">Rabble Rouser</p> <p>Unique. All Characters you control with a printed Fighting of 1 or 2 gain +1 Fighting.</p> <p style="text-align: center;"><i>"It's the same in every juncture - win 'em over with high explosives!"</i></p> <p style="text-align: center;">  3 </p>











<p style="text-align: center;">Arcanowave Feedback</p> <p style="text-align: center;">Event</p> <p>Inflict X damage on target Character or Site. X= the number of resources it requires and provides.</p> <p><i>The success of the CDCA will require the full exploitation of Arcanowaves.</i></p> <p style="text-align: center;"> 0</p>	<p style="text-align: center;">Awesome Presence</p> <p style="text-align: center;">State</p> <p>Not Cumulative. Subject Character takes -X damage from cards that require fewer resources than it. X= half the damage inflicted, rounded up.</p> <p><i>You know when you are in the presence of greatness.</i></p> <p style="text-align: center;"> 1</p>	<p style="text-align: center;">Bamboo Forest (7)</p> <p style="text-align: center;">Feng Shui Site</p> <p>Regenerate.</p> <p><i>The forest erases all traces of the past.</i></p>	<p style="text-align: center;">Baron Volund 7</p> <p style="text-align: center;">Thunder General</p> <p>Unique. Tactics. Once per turn, you may pay 1 Power :: Unturn a non-Unique Character.</p> <p><i>Huan Ken tapped the great warrior for one last campaign.</i></p> <p style="text-align: center;"> 4</p>
<p style="text-align: center;">Auspicious Thermite</p> <p style="text-align: center;">Event</p> <p>Either inflict 3 damage, divided any way you choose, on one or more target Sites, or smoke all States on target Site.</p> <p><i>"Fire pretty!"</i></p> <p style="text-align: center;"> 1</p>	<p style="text-align: center;">Back in Black</p> <p style="text-align: center;">Event</p> <p>Target opponent chooses exactly three Characters in your smoked pile (You cannot play this card if you have fewer than three Characters in your smoked pile.) :: Choose one and return it to play. That Character cannot be sacrificed. At the end of the turn, smoke that Character if it is in play.</p> <p style="text-align: center;"> 0</p>	<p style="text-align: center;">Bandolier of Throwing Knives</p> <p style="text-align: center;">State</p> <p>Weapon. Play on a Character. Enters play with 6 counters. Once per turn, you may remove X counters :: Inflict X damage on a Character at this location. X cannot be greater than twice subject's cost.</p> <p><i>"Guns are for amateurs."</i></p> <p style="text-align: center;">1</p>	<p style="text-align: center;">Bending Chi</p> <p style="text-align: center;">Event</p> <p>Limited. Unturn up to X Sites. X= one-half (round down) the in your pool.</p> <p><i>"We do not serve the Chi, the Chi serves us!" - Kisa Serkov.</i></p> <p style="text-align: center;"> 1</p>












<p>Blue Master 8</p> <p>Martial Artist</p> <p>When this card attacks, choose a designator :: Cards with that designator cannot intercept it this attack.</p> <p><i>Guile and subterfuge are dangerous but necessary weapons.</i></p> <p> 5 </p>	<p>Bonebow Army 4</p> <p>Mercenary Demon Archers</p> <p>+1 damage to Characters. When this card damages the target of its attack, you may inflict 2 damage on any other Character or Site at that location.</p> <p> 3 </p>	<p>CDCA Spies 2</p> <p>Arcanowave Sorcerers</p> <p>You may return a card from your smoked pile to your hand when this card is smoked.</p> <p><i>Covert operatives became essential to the CDCA.</i></p> <p> 2 </p>	<p>Combat Engineer 1</p> <p>Military Scientist</p> <p>Cannot turn to attack Characters. Turn to increase or decrease the non-combat damage inflicted by target  card by 1 until the end of the turn. Turn in response to a  Event to increase or decrease the damage inflicted by it by 1.</p> <p>1 </p>
<p>Blue Meditation</p> <p>Event</p> <p>Target interceptor ceases intercepting.</p> <p><i>You cannot crush what you cannot catch.</i></p> <p> 0</p>	<p>Brave Villagers 1</p> <p>Peasant Archers</p> <p>When this card is played from your hand, you may inflict 1 damage on any Character.</p> <p><i>Armed by the alienated gentry, the peasants rained arrows upon the infernal army.</i></p> <p>1 </p>	<p>Cocktail Waiters 1</p> <p>Pyromaniac Rabble</p> <p>Characters you control inflict +1 damage to Sites.</p> <p><i>The peasants danced while the cities burned.</i></p> <p> 1 </p>	<p>Commandant Barkhorn 7</p> <p>Rugged Soldier</p> <p>Unique. Tactics. When this card is smoked while the subject of a Vehicle, return him to play at the end of the turn.</p> <p><i>"Attack without fear or mercy!"</i></p> <p> 4 </p>



















<p align="center">Compromised Security</p> <p align="center">State</p> <p>Play on a Site during any Main Shot. Opponents' Characters inflict +1 damage to subject. This card's owner gains 1 Power when one or more Characters inflict combat damage on subject.</p> <p align="center">  0 </p>	<p align="center">Damon Winter 6</p> <p align="center">Keeper of Secrets</p> <p>Unique. When this card enters play, fill your hand to twice your maximum hand size. Opponents cannot look at your hand, force you to discard, or reveal cards from your hand or deck.</p> <p align="center">  4  </p>	<p align="center">Darkness Golem 8</p> <p align="center">Netherworld Nightmare</p> <p>Unique. Toughness: 4 against non-combat damage. When this card smokes a Character you may inflict X damage on target Site. X= the cost of the smoked Character.</p> <p align="center">  5  </p>	<p align="center">Delaying Tactics</p> <p align="center">Edge</p> <p>You may sacrifice this card when an opponent plays a Character :: Turn all Characters at that location.</p> <p align="center"><i>The Lodge does not fight battles it cannot win.</i></p> <p align="center">  1 </p>
<p align="center">Consuming Darkness</p> <p align="center">State</p> <p>Not Cumulative. When subject Character attacks, it gains +1 Fighting until it leaves play. (If this card is smoked, subject keeps the Fighting already gained). Smoke subject when its Fighting is greater than twice its printed Fighting.</p> <p align="center"><i>The darkness always hungers.</i></p> <p align="center">  0 </p>	<p align="center"><1> Dao Biotech Headquarters (9)</p> <p align="center">Corporate Site</p> <p>Unique. Cannot be seized. Turn to play an Arcano card at -1 cost. All Scientist Characters gain +1 Fighting.</p> <p align="center">  2  </p>	<p align="center">Data Mining</p> <p align="center">Event</p> <p>Limited. Play when an opponent plays a card with the same title as a card in his or her smoked pile :: Gain 2 Power.</p> <p align="center"><i>"We profit from our enemies' stunning lack of imagination." - Xu Mei</i></p> <p align="center">  0 </p>	<p align="center">Desperate Measures</p> <p align="center">Event</p> <p>Toast a Character you control with a cost of 3 or less :: Gain Power equal to that Character's printed cost.</p> <p align="center"><i>The rise of the Syndicate pushed Boatman to new extremes.</i></p> <p align="center">  0  </p>


















<p style="text-align: center;">Difficulty at the End of Things</p> <p style="text-align: center;">Event</p> <p>Play in response to an opponent's Event. Cancel that Event. That opponent may pay 1 Power in response to cancel this card.</p> <p><i>"The wheel of fortune turns round incessantly." - Confucius</i></p> <p>  0</p>	<p style="text-align: center;">Drowning in Blood</p> <p style="text-align: center;">Event</p> <p>Until the end of the turn, inflict 2 damage on target Character when a Character is smoked.</p> <p><i>"I wouldn't have believed it if I hadn't seen it with my own eyes."</i></p> <p>  0</p>	<p style="text-align: center;">Embrace of the Snake</p> <p style="text-align: center;">State</p> <p>Subject Character loses, and cannot gain, all special abilities. All other States on subject are canceled. (Special abilities are boldface abilities only.)</p> <p><i>"Can you feel the power of the Lodge now?"</i></p> <p> 0</p>	<p style="text-align: center;">Equal Opportunity Butt-Kicking</p> <p style="text-align: center;">Event</p> <p>Limited. Toast It. Inflict four damage on all Characters.</p> <p><i>"Let's do this!"</i></p> <p>   1</p>
<p style="text-align: center;">Dr. Hans Wulfjaeger 2</p> <p style="text-align: center;">Disturbing Scientist</p> <p>Unique. Turn to gain 2 Power when you smoke an opponent's Character.</p> <p><i>"There is no morality. There is only knowledge."</i></p> <p>   2  </p>	<p style="text-align: center;">Echo Spirit 1</p> <p style="text-align: center;">Reverberating Construct</p> <p>Cannot be sacrificed. You cannot play States on this card. Return this card to play at the start of your Main Shot.</p> <p><i>A brilliant theorem endures.</i></p> <p>   1 </p>	<p style="text-align: center;"><1> Endless Corridor (6)</p> <p style="text-align: center;">Netherworld Feng Shui Site</p> <p>Limited. Turn :: Rearrange a player's Site structure. This cannot move a Site to a position that was not previously occupied. This may change the target of an attack.</p> <p><i>A copacetic environment for a doomsday cult!</i></p>	<p style="text-align: center;">Escalation</p> <p style="text-align: center;">Event</p> <p>Not Cumulative. Play prior to combat between two Characters :: Each of those Characters gains +X Fighting. X= its current Fighting. This effect lasts until the end of the current attack or until the end of turn if no attack is in progress.</p> <p>  0</p>


























<p style="text-align: center;">Explosive Motorcycle</p> <p style="text-align: center;">State</p> <p>Vehicle. Subject Character inflicts +5 damage to Sites. When subject inflicts damage on a Site, smoke subject and toast this card.</p> <p><i>Vroom, vroom, KA-BOOM!</i></p> <p style="text-align: right;">  1</p>	<p style="text-align: center;">Fire Engineers 2</p> <p style="text-align: center;">Netherworld Scholars</p> <p>+1 Fighting while you have  in your pool. Toughness: 1 while you have  and  in your pool.</p> <p style="text-align: right;">2  </p>	<p style="text-align: center;">Gnarled Annihilator 5</p> <p style="text-align: center;">Killer Abomination</p> <p>Unique. Toughness: 1. If a Character enters combat with this card, smoke that Character at the end of combat.</p> <p><i>It was intended for Xu Mei.</i></p> <p style="text-align: right;">   3 </p>	<p style="text-align: center;">Hell Hound 2</p> <p style="text-align: center;">Servant of Evil</p> <p>Mobility. Choose a Character when this card enters play. Sacrifice :: Cancel an effect that would remove that Character from play, except by inflicting damage.</p> <p style="text-align: right;">  2  </p>
<p style="text-align: center;">Fingertip Razors</p> <p style="text-align: center;">State</p> <p>Not Cumulative. Subject Character gains +1 Fighting. Damage subject inflicts cannot be removed.</p> <p><i>Shnick!</i></p> <p style="text-align: right;">  0</p>	<p style="text-align: center;">Fire Falx</p> <p style="text-align: center;">Two-Handed Sword State</p> <p>Weapon. Subject Character gains 2+X damage. X= the number of resources subject Character requires.</p> <p><i>The drastic curve facilitates superior cutting action.</i></p> <p style="text-align: right;"> 1</p>	<p style="text-align: center;"><1> Hanging Gardens (5)</p> <p style="text-align: center;">Feng Shui Site</p> <p>Unique. Turn :: Unturn another Site.</p> <p><i>Using the power of teleportation, the Lotus seized key feng shui sites around the ancient world.</i></p>	<p style="text-align: center;">Heroic Converts 2</p> <p style="text-align: center;">Martial Artists</p> <p>When an opponent plays a Site, this card gains +1 Fighting until it leaves play.</p> <p><i>Some of Quan Lo's initiates were deeply moved by the valor of the Dragons.</i></p> <p style="text-align: right;"> 2  </p>

<p style="text-align: center;">Hiroshi Kata 8</p> <p style="text-align: center;">Wired Martial Artist</p> <p>Unique. Can attack during an opponent's turn. If unturned, this card can attack without turning once during each of your turns.</p> <p style="text-align: center;">  </p>	<p style="text-align: center;">Hunger of the Jackal 6</p> <p style="text-align: center;">Lodge Hood</p> <p>Stealth. Gain 1 Power when this card reduces a Site's body to 0.</p> <p><i>The old families renewed their connection to organized crime.</i></p> <p style="text-align: center;">  </p>	<p style="text-align: center;">Infernal Army 9</p> <p style="text-align: center;">Immense Demon Horde</p> <p>Unique. Heal this card at the end of each combat it is in.</p> <p><i>The battlefields quaked beneath their cloven hooves.</i></p> <p style="text-align: center;">  </p>	<p style="text-align: center;">Jade Willow 8</p> <p style="text-align: center;">Master of Unyielding Dragon Kung Fu</p> <p>Unique. Guts. Superleap while damaged. When a Site you control is burned, you may either Reload this card or play it from your hand at no cost.</p> <p style="text-align: center;">  </p>
<p style="text-align: center;">Horus 12</p> <p style="text-align: center;">Reascended Falcon</p> <p>Unique. When this card enters play, cancel and smoke target card. Takes no non-combat damage. Damage cannot be redirected to this card.</p> <p style="text-align: center;">  </p>	<p style="text-align: center;">Imperial Sycophants 1</p> <p style="text-align: center;">Eunuch Toadies</p> <p>No Max. When you pay 3 or more Power to play a Unique Character, you may play this card at no cost.</p> <p><i>"How may I serve you, Exalted One?"</i></p> <p style="text-align: center;">  </p>	<p style="text-align: center;">Iron Jim Colson 8</p> <p style="text-align: center;">One-Man Gang</p> <p>Unique. Guts. Not affected by opponents' States. Not effected by effects generated by opponents' Sites. Takes no damage from opponents' Sites.</p> <p><i>"Ain't nothin' you can throw at me I ain't already seen."</i></p> <p style="text-align: center;">  </p>	<p style="text-align: center;">Jayne Insane 5</p> <p style="text-align: center;">Pyromaniac Cyborg</p> <p>Unique. Toughness: 1. +1 Fighting for each damaged Site in play. You may substitute  for  when playing this card if you control a Fire card.</p> <p><i>"I love you, Johnny."</i></p> <p style="text-align: center;">  </p>































<p style="text-align: center;">Johnny Amok 6</p> <p style="text-align: center;">Suicidal Netherworld Mercenary</p> <p>Unique. Uncopyable. Guts. Any opponent may pay one Power when he or she declares an attack :: That player takes control of this card, it becomes turned, and joins the attack.</p> <p><i>"Right back 'atcha, Babydoll."</i></p> <p style="text-align: center;"> 2</p>	<p style="text-align: center;">Liu Jian Lang 4</p> <p style="text-align: center;">Honorable Eunuch</p> <p>Unique. Superleap. When this card turns to attack, choose a non-foundation card in an opponents' smoked pile :: Toast that card.</p> <p style="text-align: center;"> 3 </p>	<p style="text-align: center;"><1> Martyr's Tomb (7)</p> <p style="text-align: center;">Feng Shui Site</p> <p>Limited. Turn :: Reload a Character.</p> <p><i>"No good thing ever dies. Unfortunately, same goes for some pretty awful things!"</i></p>	<p style="text-align: center;"><1> Mirrored Lake (8)</p> <p style="text-align: center;">Feng Shui Site</p> <p>Turn when non-combat damage is inflicted on a card :: Inflict an equal amount of damage on target card controlled by the player who inflicted the damage.</p> <p><i>"Disturb the chi flow at your own peril!"</i></p>
<p style="text-align: center;">Kisa Serkov 9</p> <p style="text-align: center;">Doomsday Prophet</p> <p>Unique. Uncopyable. The number of Feng Shui Sites you need for victory is reduced by one. (You must still seize or burn your last site to win.)</p> <p style="text-align: center;"> 5 </p>	<p style="text-align: center;">Mars Program Executive 2</p> <p style="text-align: center;">Corporate Scientist</p> <p>Enters play with 3 counters. At end of each turn, remove 1 counter :: Gain 1 Power.</p> <p><i>The Mars program yielded immediate returns.</i></p> <p style="text-align: center;"> 2 </p>	<p style="text-align: center;">Meditative Flight</p> <p style="text-align: center;">Shaolin State</p> <p>Schtick. Play during any Main Shot. Subject Character gains Superleap, Mobility, and +1 damage. Sacrifice this card at the start of your turn. You may Reload this card when you play a Shaolin Character.</p> <p style="text-align: center;"> 1</p>	<p style="text-align: center;">Mountain Hermit 3</p> <p style="text-align: center;">Taoist Sorcerer</p> <p>Once per turn, turn a card you control that provides  :: Unturn this card. Turn :: Unturn a  card you control. (Cards cannot unturn other cards more than once per turn.)</p> <p style="text-align: center;">3 </p>

<p><1> Mountain Monastery (6)</p> <p>Sanctuary Site</p> <p>Not Cumulative. All Monk Characters you control inflict +X damage while attacking. X= the number of Monk Characters you control.</p> <p><i>Discipline begets potency.</i></p> <p>2  </p>	<p>NeoBuro Field Medic 1</p> <p>Military Doctor</p> <p>Turn and maintain :: Target Character gains Guts.</p> <p><i>"You're good to go, soldier!"</i></p> <p> 1  </p>	<p>Nomad Army 5</p> <p>Bandit Warriors</p> <p>Toughness: 1. When this card turns to attack, it gains +1 Fighting until it leaves play.</p> <p><i>The people of the steppes were never tamed by the Empire.</i></p> <p> 4 </p>	<p>Out of the Barrel</p> <p>Event</p> <p>Play during an opponent's attack :: Play a Character at -1 cost.</p> <p><i>"It's always Monkey Time!"</i></p> <p> 0</p>
<p><1> Mountain Sanctuary (14)</p> <p>Feng Shui Site</p> <p>-1 Body for each Character you control. You cannot play States on this card.</p> <p><i>The experience of solitude is our self reflecting the infinite and, in that moment, becoming part of it.</i></p> <p> 1  </p>	<p>Netherworld Librarian 1</p> <p>Ice Scholar</p> <p>When this card enters play, look at the top X cards of your deck, put one in your hand, and reshuffle. X= the number of Netherworld cards you control +2 (including this card).</p> <p> 1  </p>	<p>Origami Handguns</p> <p>Gun State</p> <p>Weapon. Subject Character inflicts +2 damage. When subject is smoked by an opponent this card's owner may return this card to play.</p> <p><i>"...then fold flap A upward along line 3 and start blasting!"</i></p> <p> 1 </p>	<p>Overzealous Assassins</p> <p>Event</p> <p>Choose a Character. Each time a Character is chosen, that Character's controller may choose another Character not yet chosen :: Smoke the chosen Characters.</p> <p><i>"You do not want an invitation to this dance."</i></p> <p>  1</p>



















<p><1> Paradox Archives (7)</p> <p>Site</p> <p>Your hand size is increased by 1.</p> <p><i>The Purist scholars have forgotten more about magic than they have forgotten about magic.</i></p> <p> 2  </p>	<p>Potemkin's Brigade 4</p> <p>Loyal Saboteurs</p> <p>Opponents cannot turn cards at this location. Any effect that would take control of this card smokes it instead.</p> <p><i>The hardest of the hardcore!</i></p> <p>  3 </p>	<p>Preserving Chi</p> <p>State</p> <p>Choose a Site you control when this card enters play. All damage inflicted on subject Character is redirected to that Site while the Site is in play. A Character cannot be the subject of multiple copies of this card.</p> <p><i>The attunement ritual creates a profound connection.</i></p> <p>  1</p>	<p>Red Tape Assault</p> <p>Event</p> <p>Turn X Characters you control :: X target Characters cannot intercept until the end of the turn.</p> <p><i>The Pledged hold many levers of power and influence.</i></p> <p>  0</p>
<p>Platinum Upgrade</p> <p>Cybernetic State</p> <p>Unique. Schtick. Subject Character gains +4 Fighting and Toughness: 3.</p> <p><i>The best cybermod suite credits can buy.</i></p> <p>   3</p>	<p>Prefect's Guard 1</p> <p>Imperial Cops</p> <p>Sacrifice :: Target Character intercepting a Unique Character ceases intercepting.</p> <p><i>Honourable, courageous, and oblivious to the truth.</i></p> <p>1 </p>	<p>Probability Shift</p> <p>Event</p> <p>Limited. All players draw two cards :: You may discard up to two cards.</p> <p><i>Nothing and no one remains the same - everything must change.</i></p> <p> 0 </p>	<p>Resistance in Numbers</p> <p>Event</p> <p>Turn X Characters you control :: Target Site gains Toughness: X until the end of the turn and cannot be damaged, smoked or removed from play by Events until the end of the turn.</p> <p><i>"Together, we can make a difference."</i></p> <p> 0</p>



























<p><1> Secret Warrior Training Base (4)</p> <p>Battleground Site</p> <p>Not Cumulative. Characters you control inflict +2 damage during the turn they enter play.</p> <p><i>The Dragons' success attracted a wave of recruits.</i></p> <p>  2 </p>	<p>Shihong 12</p> <p>Ghost Martial Artist</p> <p>Unique. Cannot be healed. You cannot burn a Site if this card reduced its Body to zero.</p> <p><i>A truce between ancient rivals allowed them to fight together... just this once.</i></p> <p>  5   </p>	<p>Smoke and Mirrors</p> <p>Event</p> <p>Turn X Influence :: Change the target of up to one-half X (round up) attackers to a card you control.</p> <p><i>Fighting the Syndicate is like fighting smoke.</i></p> <p> 0</p>	<p>Spy Network</p> <p>Event</p> <p>Limited. Events cannot be played in response to this card. Target opponent must reveal two random cards from his or her hand. For each of those cards that is an Event, gain 1 Power and force him or her to discard that card.</p> <p>  0</p>
<p>Shadow Seductress 3</p> <p>Darkness Assassin</p> <p>Assassinate. When you play this card from your hand, you may immediately turn it to target a Character :: Smoke target Character.</p> <p><i>"Well, it ain't the worst way to go." - Iron Jim Colson</i></p> <p>   3 </p>	<p>Skin and Darkness Hunter 4</p> <p>Relentless Horror</p> <p>Assassinate. Independent. When this card is smoked, you may return it to your hand.</p> <p><i>When it gets your scent, there is no escape.</i></p> <p>   3 </p>	<p>Spartan Warriors 4</p> <p>Netherworld Mercenaries</p> <p>Tactics. +1 Fighting and Toughness: 1 while you control only Warrior Characters.</p> <p><i>They fought for each other.</i></p> <p> 3 </p>	<p>Stoic Wanderer 4</p> <p>Orange Monk</p> <p>Superleap and Toughness: 1 against cards controlled by an opponent with only one type of faction resource in their pool.</p> <p><i>A predictable foe is a weak foe.</i></p> <p>  3  </p>

<p style="text-align: center;">Stolen Thunder</p> <p style="text-align: center;">Event</p> <p>Limited. Play during your Main Shot. Target Character gains +X Fighting until the end of the turn. X= the amount of Power in target opponent's pool and cannot exceed 5.</p> <p><i>Envy fuels rivalries.</i></p> <p style="text-align: center;">⊕ ⊕ 0</p>	<p style="text-align: center;">Street Racers 2</p> <p style="text-align: center;">High-Speed Hoods</p> <p>Turn a State on this card :: Inflict 1 damage on a card at this location.</p> <p style="text-align: center;">2 ⊕ ✖</p>	<p style="text-align: center;">Suicide Squad 1</p> <p style="text-align: center;">Rebel Infiltrators</p> <p>Sacrifice :: Reveal a Feng Shui Site or inflict 1 damage on a Feng Shui Site.</p> <p><i>"We'd rather die trying."</i></p> <p style="text-align: center;">1 ♣</p>	<p style="text-align: center;">Synchronic Beam Emitter</p> <p style="text-align: center;">Cybernetic State</p> <p>Not Cumulative. Subject Character gains +1 Fighting. Sacrifice while subject is attacking :: Target Character ceases intercepting.</p> <p><i>The implant fires electrons in a vacuum at the speed of light and is as bright as the sun.</i></p> <p style="text-align: center;">⊕ ☯ ✖ 0</p>
<p style="text-align: center;">Street Doc 1</p> <p style="text-align: center;">Cybernetics Patch Man</p> <p>Turn to heal a ✖ Character.</p> <p><i>"My reputation is all the warranty you need."</i></p> <p style="text-align: center;">⊕ 1 ⊕ ✖</p>	<p style="text-align: center;">Strength of the Land</p> <p style="text-align: center;">Edge</p> <p>Limited. Your hand size is increased by 1 plus the number of Power-generating Sites you control.</p> <p><i>The earth rewards its stewards.</i></p> <p style="text-align: center;">☯ ☯ ☯ 1</p>	<p style="text-align: center;">Superior Tactics</p> <p style="text-align: center;">Military Edge</p> <p>If you have at least two resources each from two different factions, when you declare more than one attacker each attacker gains +1 Fighting until the end of the turn. Sacrifice :: Target Character gains Tactics until that Character leaves play.</p> <p style="text-align: center;">1</p>	<p style="text-align: center;">Tattooed Man 6</p> <p style="text-align: center;">Mysterious Martial Artist</p> <p>Guts while attacking. Inflict 1 damage, which cannot be reduced or redirected, on this card to give it +1 damage until the end of the turn.</p> <p style="text-align: center;">⊕ ✖ 4 ⊕ ☯</p>

<p style="text-align: center;">Tentacles of the Squid 4</p> <p style="text-align: center;">Lodge Enforcers</p> <p>+1 Damage for each Event in your smoked pile with a different title.</p> <p><i>The Lodge has many arms...and other appendages.</i></p> <p style="text-align: center;">  3 </p>	<p style="text-align: center;"><2> The Alabaster Palace (9)</p> <p style="text-align: center;">Underworld Feng Shui Site</p> <p>Unique. Turn :: Return target  card you own to your hand.</p> <p><i>Disturbingly beautiful, resonant with dark power.</i></p> <p style="text-align: center;">   3   </p>	<p style="text-align: center;">The Blood of Heroes</p> <p style="text-align: center;">Edge</p> <p>Limited. You may substitute  and/or  for each resource condition of this card. The player with the most Characters in their smoked pile gains 1 Power at the end of your Main Shot. (In the case of a tie, this card's controller chooses which player gains the power).</p> <p style="text-align: center;">  1</p>	<p style="text-align: center;">The Keeper of Hearts 6</p> <p style="text-align: center;">High Darkness Priestess</p> <p>Unique. Assassinate. Sacrifice a Character :: This card gains +2 Fighting until it leaves play.</p> <p><i>An able ally for an ambitious Princess.</i></p> <p style="text-align: center;">  4  </p>
<p style="text-align: center;">The Alabaster King 10</p> <p style="text-align: center;">Demon Lord</p> <p>Unique. Regenerate. Toughness:</p> <p>1. When a Unique  Character you control with a different title is smoked you may toast that Character to play this card at -X cost. X= the cost of the toasted Character.</p> <p style="text-align: center;">    6  </p>	<p style="text-align: center;">The Becoming</p> <p style="text-align: center;">Event</p> <p>One-Shot. Sacrifice a Unique Character :: Return it to play turned. It gains Regenerate and the designator Ghost until it leaves play.</p> <p><i>"Death will not prevent my revenge!"</i></p> <p style="text-align: center;">  1</p>	<p style="text-align: center;"><1> The Great Wall (8)</p> <p style="text-align: center;">Feng Shui Site</p> <p>No Max. +2 Body for each Power-generating site in your front row. Turn :: Cancel an effect that would steal Power from you.</p> <p><i>The most regal and systematic fortification of all time.</i></p>	<p style="text-align: center;">The Petrified Man 5</p> <p style="text-align: center;">Netherworld Mercenary</p> <p>Unique. Pay 1 Power or turn two Netherworld Sites you control :: This card gains Toughness: 2 until the end of the turn.</p> <p style="text-align: center;">   3</p>

<p align="center">The Price of Progress</p> <p align="center">Event</p> <p>Play when an attack is declared against you :: Steal 1 Power from the attacking player. If you cannot steal the power, all attackers cease attacking. You can play only one "The Price of Progress" during each attack.</p> <p align="center"> 0 </p>	<p align="center">The She-Wolf 8</p> <p align="center">Transformed Animal Warlord</p> <p>Unique. Uncopyable. When this card attacks, up to two unturned Characters you control may attack without turning.</p> <p align="center"> 5 </p>	<p align="center"><2> The Wireless (6)</p> <p align="center">Nightclub Site</p> <p>Unique. Characters at this location cannot turn except to attack.</p> <p align="center"><i>In its exclusive sub-basement suite, the Syndicate was conceived.</i></p> <p align="center"> 2 </p>	<p align="center">The Wrath of Kong 8</p> <p align="center">Big Angry Monkey</p> <p>Unique. This card's damage cannot be reduced. You may seize or burn any Site this card inflicts combat damage on. (You can only burn Feng Shui Sites.)</p> <p align="center"> 5 </p>
<p align="center"><1> The Shangshu Mansion (6)</p> <p align="center">Feng Shui Site</p> <p>Unique. Turn if you control a Unique Character :: Gain 1 Power.</p> <p align="center"><i>An oasis of serenity... for the elite.</i></p> <p align="center"> 4 </p>	<p align="center">The Spirit of Kongxiangsi 7</p> <p align="center">Guardian Ghost</p> <p>Unique. Regenerate. Cannot be sacrificed. If this card is in your smoked pile, you may pay 3 Power :: Return it to play.</p> <p align="center"><i>He hated Shihong, but hated the Lotus more.</i></p> <p align="center"> 4 </p>	<p align="center">The Withering of Souls</p> <p align="center">Event</p> <p>Play only if you control a Character. Inflict three damage each on exactly three target Characters controlled by the same player (You cannot play this card if there are not three targets.)</p> <p align="center"><i>The victims utter the most exquisite sounds.</i></p> <p align="center"> 1 </p>	<p align="center">Thingshot</p> <p align="center">State</p> <p>Weapon. Play on a Site. Turn and sacrifice a Character or State :: Inflict 2 damage on target Character.</p> <p align="center"><i>"I got the idea when I was using an old wood chipper."</i></p> <p align="center"> 0 </p>

<p>Tunnel King 2</p> <p>Rebel Techie</p> <p>May attack back-row Sites. Any Site damaged by this card is cancelled until either that Site leaves play or its controller pays 2 Power to cancel this effect.</p> <p> 2  </p>	<p>Under the Knife</p> <p>State</p> <p>Not Cumulative. Subject Character gains -1 Fighting, +4 damage, and the designator Eunuch.</p> <p><i>"Congratulations! You have been selected to serve the Emperor!"</i></p> <p>   0</p>	<p>Underworld Coronation</p> <p>Event</p> <p>One-Shot. Target a Character :: Smoke all Characters except target.</p> <p><i>In one horrific act, Xin Ji Yang became Center of the Lotus and Queen of the Underworld.</i></p> <p>    3</p>	<p>Vitality Shunt</p> <p>Event</p> <p>Toast a Feng Shui Site you control that is not being attacked :: Smoke target Character.</p> <p><i>It is impressive what you can achieve with the right blend of detachment and dementia.</i></p> <p> 0</p>
<p>Uncertainty Spirit 6</p> <p>Enigmatic Construct</p> <p>When this card would enter combat with the target of its attack you may change the target of its attack to any Character or Site at that location (Including back-row Sites).</p> <p>   4 </p>	<p>Underworld Contacts</p> <p>Event</p> <p>Turn target Character. Turn 3 Influence :: Reload this card.</p> <p><i>The Lotus controls one underworld, and the Syndicate controls the other.</i></p> <p> 0</p>	<p>Unholy Legionnaires 2</p> <p>Undead Soldiers</p> <p>+1 Fighting while you control a Sorcerer. At the end of an attack in which an opponent's Character was smoked, you may play exactly one "Unholy Legionnaires" from your hand or smoked pile at -1 cost.</p> <p> 2 </p>	<p><1> Weeping Willows (8)</p> <p>Feng Shui Site</p> <p>Limited. If this Site is in your front row, any Feng Shui Site to its immediate left generates 1 additional Power.</p> <p><i>Their interlacing roots are so thick and powerful they can alter the flow of rivers and of chi.</i></p>

<p style="text-align: center;">Whelps 1</p> <p style="text-align: center;">Young Transformed Wolves</p> <p>Once per turn, while this card is attacking with another Character who has any special abilities, you may copy one of those special abilities onto this card until the end of the attack. (Special abilities are boldface abilities only.)</p> <p>1 </p>	<p style="text-align: center;">Wisdom of the Owl 1</p> <p style="text-align: center;">Lodge Archivist</p> <p>Your hand size is increased by 1. When you discard a card, you may place it on the bottom of your deck instead of your toasted pile. (This still counts as discarding it.)</p> <p> 1 </p>	<p style="text-align: center;">Wriggling Skin Suit</p> <p style="text-align: center;">Darkness Event</p> <p>Toast a Character in your smoked pile :: Target Character gains +1 Fighting and the rules text of the toasted Character until the end of the turn.</p> <p><i>The Keeper taught the Princess a powerful ritual.</i></p> <p>  0</p>	<p style="text-align: center;">Yuan Chonguan 4</p> <p style="text-align: center;">Mastermind of War</p> <p>Unique. Once per turn you may choose up to X Interceptors at this location :: Those Characters cease intercepting. X= the number of Sites at this location.</p> <p>   3  </p>
<p style="text-align: center;">Willow Warriors 1</p> <p style="text-align: center;">Army of the Treetops</p> <p>Uncopyable. Superleap against opponents who are closer to victory than you.</p> <p>1  </p>	<p style="text-align: center;">Withering Touch</p> <p style="text-align: center;">State</p> <p>Not Cumulative. Play on a  Character. Subject gains +1 Fighting. When subject inflicts combat damage on a card while subject is attacking, inflict 2 damage on that card at the end of the turn.</p> <p><i>The revolting sensation never fully goes away.</i></p> <p>  0</p>	<p style="text-align: center;">Xin Ji Yang 7</p> <p style="text-align: center;">Underworld Queen</p> <p>Unique. Regenerate. When an interceptor is declared against her, inflict X damage on it. X= one plus the number of Demon and Undead cards in play.</p> <p>      4   </p>	<p style="text-align: center;">Zen Ritualist 2</p> <p style="text-align: center;">Abstract Geomancer</p> <p>When this card attacks, you may swap the front-row Site with the back-row Site at that location. This may change the target of the attack.</p> <p>2  </p>