

























































































<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><0> Arcanoseed (4) Battleground Site If Arcanoseed is in your front row, you may turn it when you declare an attack to give target character Ambush against the first character it is in combat with during the attack. Any player who seizes this site gains 2 Power.</p> <p> 0</p>	<p>Arcanotank State Vehicle. Subject character gains +3 Fighting and Toughness: 1. Turn Arcanotank to inflict 1 point of damage on all characters at Arcanotank's location.</p> <p> 3</p>	<p><1> Arcanotower Now (8) Site Unique. Cannot be seized. Reduces the number of feng shui sites you need for victory by one. Opponents must pay 1 Power, in addition to the normal cost, to play a State card on a card you control. <i>The twisted shape of things to come.</i></p> <p>  3 </p>
<p>Anomaly Spirit 2 Sorcerous Construct Whenever a new column begins in an opponent's site structure, Anomaly Spirit gains +1 Fighting until it leaves play.</p> <p>  2 </p>	<p>Arcanostriker State Vehicle. Subject character gains Tactics and +2 Fighting and cannot be intercepted by characters with a Fighting score of 2 or less. If Arcanostriker is smoked, inflict 6 points of damage on subject character.</p> <p> 2</p>	<p><2> Arcanotower 2056 (8) Site Unique. Cannot be seized. Reduces the number of Feng Shui sites you need for victory by one. Toughness: 2 against damage that is not inflicted by Unique characters. If Arcanotower 2056 is smoked, you do not generate Power during your next establishing shot.</p> <p>   4  </p>	<p>Arcanoworms State Inflict 2 points of damage on subject site whenever a character is smoked at its location.</p> <p>  2</p>





















<p style="text-align: center;">Art of War</p> <p style="text-align: center;">Edge</p> <p>Unique. Your hand size increases by 2. When the opponent to your left declares an attack, you must predict whether the attack will be successful. If you are incorrect, control of Art of War shifts to the opponent to your left.</p> <p style="text-align: center;">0</p>	<p style="text-align: center;"><1> Birdhouse Cafe (7)</p> <p style="text-align: center;">Feng Shui Site</p> <p>If, at the end of your turn, an opponent is at least as close to fulfilling victory conditions as you are, characters that participated in attacks this turn untun.</p>	<p style="text-align: center;">Bloody Horde 3</p> <p style="text-align: center;">Demon Trouble</p> <p>Bloody Horde's Fighting score is increased by the number of other Demon Hordes you control, plus the number of Demon Hordes in your smoked pile.</p> <p style="text-align: center;">3 </p>	<p style="text-align: center;">Buro Godhammer</p> <p style="text-align: center;">State</p> <p>Weapon. Subject character inflicts +3 damage.</p> <p><i>In 2056, God is dead, and the Architects have his hammer.</i></p> <p style="text-align: center;"> 1</p>
<p style="text-align: center;">Bad Colonel 2</p> <p style="text-align: center;">Pledged Hood Warlord</p> <p>Turn and maintain to take control of a Soldier. All Soldiers you control gain the designator "Hood" and inflict +1 damage.</p> <p><i>One of the winners of the war on drugs.</i></p> <p style="text-align: center;"> 2 </p>	<p style="text-align: center;">Blood of the Valiant</p> <p style="text-align: center;">Event</p> <p>Play during an attack. Until the end of the attack, target attacking character takes no damage from intercepting characters.</p> <p><i>"The road to victory is slick with the blood of the valiant."</i></p> <p style="text-align: center;">  1 </p>	<p style="text-align: center;">Both Guns Blazing</p> <p style="text-align: center;">State</p> <p>Subject character gains +1 Fighting for each weapon State on it. Draw a card when you play a weapon State on subject character. No character may be the subject of more than one Both Guns Blazing.</p> <p style="text-align: center;"> 0</p>	<p style="text-align: center;">BuroMil Elite 4</p> <p style="text-align: center;">Perfect Soldiers</p> <p>Toughness: 1 against Rebels. Gains +1 Fighting while at a location that has a Battleground site in its front row.</p> <p><i>First in, last out.</i></p> <p style="text-align: center;"> 3 </p>












<p>BuroMil Grunt 2</p> <p>Brutal Soldier</p> <p>BuroMil Grunt is smoked at the end of the turn he is played. You may play BuroMil Grunt during an attack against you. BuroMil Grunt's abilities cannot be given to another character by any means.</p> <p>1 </p>	<p>Bzzzzzt!</p> <p>Event</p> <p>Target non-Unique character is toasted.</p> <p><i>The Purists are still a secret society.</i></p> <p>  2</p>	<p>CAT Tactics</p> <p>Edge</p> <p>If an opponent ends his or her turn without declaring an attack, put a counter on CAT Tactics. Remove X counters to give target character +X Fighting until end of turn. Remove all such counters from CAT Tactics at the end of your turn.</p> <p>  0</p>	<p>Chimpanzer 4</p> <p>Cyborg Monkey Tank</p> <p>Characters intercepting as part of a chain cannot intercept Chimpanzer.</p> <p>  3 </p>
<p>BuroMil Ninja 3</p> <p>Shadowy Assassin</p> <p>Ambush and Assassinate against characters whose controllers also control a turned site.</p> <p><i>The Buro calls them "Covert Intrusion Assets."</i></p> <p> 3 </p>	<p>Carnival of Carnage</p> <p>Event</p> <p>For the duration of the turn, after each character is smoked, you may inflict 1 point of damage on any character in play. Each point of damage inflicted by Carnival of Carnage is considered a separate source of damage.</p> <p> 1</p>	<p>Cheap Punks 2</p> <p>Mercenary Hoods</p> <p>Any time during any turn in which Cheap Punks are smoked, you may play a single Hood card or single Rabble card at -1 cost.</p> <p>2</p>	<p><1> City Park (8)</p> <p>Feng Shui Site</p> <p>City Park heals at the end of the turn it is revealed. You may put City Park into play face up at no cost when a site you control is burned.</p> <p>----</p> <p>ERRATA: Heal City Park at the end of the turn it is revealed. When a Site you control is burned, you may play City Park face up at no cost if you have not played a Site this turn. (10kB-029)</p>


















<p align="center">Claw of Fury 2</p> <p align="center">Shadowy Assassin</p> <p>Assassinate. Any time Claw of Fury is in your hand when an opponent targets you (as opposed to one of your cards or locations) with an Event, you may put Claw of Fury into play at no cost.</p> <p align="center">2 </p>	<p align="center">Coffee-Stained Cop 4</p> <p align="center">Wily Veteran</p> <p>If Coffee-Stained Cop is smoked by an opponent, all characters you currently control gain +1 Fighting until the end of the turn.</p> <p align="center"> 3 </p>	<p align="center">Comrades in Arms</p> <p align="center">State</p> <p>Limited. You may ignore resource conditions when playing characters that share a designator with subject character. If you have a Battleground site in your front row, other characters you control that share a designator with subject character gain Toughness: 1.</p> <p align="center"><i>"So we meet again..._this_ time as allies."</i></p> <p align="center"> 1</p>	<p align="center"><1> Crèche of the New Flesh (7)</p> <p align="center">Feng Shui Site</p> <p>You must play Crèche of the New Flesh face up and at the printed cost rather than the normal cost to play a feng shui site.</p> <p align="center"> 2   </p>
<p align="center">Claw of the Dragon</p> <p align="center">State</p> <p>Subject character gains +2 Fighting and Guts. You may play Claw of the Dragon at no cost, and ignoring resource conditions, when a Feng Shui Site you control is seized or burned.</p> <p align="center">   2</p>	<p align="center">Colonel Griffith 3</p> <p align="center">BuroMil Mastermind</p> <p>Unique. Turn and maintain to give target character +X Fighting and Tactics. X = the total number of that character's resource conditions and resources.</p> <p align="center">  3 </p>	<p align="center">Cop on Vacation 6</p> <p align="center">Martial Artist</p> <p>Cop on Vacation gains Guts in combat with cards controlled by opponents who control more cards than you do.</p> <p align="center"><i>"You were right, Sifu: no badge, no worries."</i></p> <p align="center">  4 </p>	<p align="center"><1> Curio Shop (7)</p> <p align="center">Feng Shui Site</p> <p>Takes no damage from cards that have a cost of 1 that are controlled or played by an opponent.</p> <p align="center"><i>"You've gotta have good chi to keep this much crockery intact."</i></p>

























<p style="text-align: center;">Cyclone of Knives</p> <p style="text-align: center;">Event</p> <p>You may look through your deck and toast up to five cards of your choice. Reshuffle your deck afterwards.</p> <p><i>The eunuchs do not hesitate to cut away that which they do not need.</i></p> <p> 0</p>	<p style="text-align: center;">Dark's Soft Whisper</p> <p style="text-align: center;">Event</p> <p>Play immediately after you have made an unsuccessful attack and when an opponent is closer to fulfilling victory conditions than you are, or is one feng shui site away from victory. You gain 2 Power.</p> <p> 0</p>	<p style="text-align: center;">Dirk Wisely's Gambit</p> <p style="text-align: center;">Event</p> <p>Limited. Play when you turn only one character to attack a target controlled by an opponent who controls four or more cards. If your character succeeds in damaging its target in combat, you gain 2 Power.</p> <p>----</p> <p>ERRATA: Limited. Play when you declare an attack with only one attacker against a target controlled by an opponent who controls at least four cards. When your attacker inflicts combat damage on its target during this attack, gain 2 Power. (10kB-043)</p> <p> 0  </p>	<p style="text-align: center;">Doomsday Device</p> <p style="text-align: center;">Edge</p> <p>Unique. Gain 1 Power whenever an opponent declares interception against an attack you declare. If Doomsday Device leaves play, toast a card in your burned-for-victory pile.</p> <p>   2</p>
<p style="text-align: center;">Dallas Rocket 3</p> <p style="text-align: center;">Fanatic Guerrilla</p> <p>Ambush against PubOrd and Buro characters. Dallas Rocket inflicts +3 damage on the target of her attack.</p> <p> 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, Destroyer returns to play.</p> <p>  4 </p>	<p style="text-align: center;">Disinformation Packet</p> <p style="text-align: center;">Event</p> <p>Play, except during an attack, to move target back-row site to create a new location with it to the right of all current locations on its controller's side.</p> <p><i>Betrayal starts as a good idea. Then it becomes a habit.</i></p> <p>  2</p>	<p style="text-align: center;">Drop Troopers 3</p> <p style="text-align: center;">BuroMil Cyborgs</p> <p>You may play Drop Troopers at no cost during an attack declared by an opponent who is one Feng Shui Site away from fulfilling victory conditions.</p> <p>   2 </p>
















<p style="text-align: center;">Drunken Stance</p> <p style="text-align: center;">State</p> <p>Any intercepting characters with a Fighting score of 2 or less that is about to enter combat with subject character is returned to its owner's hand.</p> <p><i>Few have the discipline to master complete dissolution.</i></p> <p> 1</p>	<p style="text-align: center;">Encephalon Screamer 2</p> <p style="text-align: center;">Abomination</p> <p>When Encephalon Screamer turns to attack, inflict 1 point of damage on each unturned character, and on turned sites, at the location of the target of the attack.</p> <p>3 </p>	<p style="text-align: center;">Fighting Spirit</p> <p style="text-align: center;">Event</p> <p>Toast It. Return exactly two randomly selected  Events to your hand from your smoked pile. If you selected two identical Events, they are toasted instead of returned to your hand.</p> <p>----</p> <p>ERRATA: Toast It. Play when you have at least two  Events in your smoked pile :: Select two of them at random. If they have the same title, toast them; otherwise, return them to your hand. (7M-029)</p> <p> 0</p>	<p style="text-align: center;">Flying Windmill Kick</p> <p style="text-align: center;">State</p> <p>Whenever subject character inflicts damage in combat, flip a coin twice. For each result of heads, double the damage the character inflicts.</p> <p><i>"Ki" - thwackthwackthwack - "YAH!"</i></p> <p> 2</p>
<p style="text-align: center;">Dunwa Saleem 4</p> <p style="text-align: center;">Lodge Traitor</p> <p>Unique. Turn to take control of an  character that lacks resource conditions. If Dunwa attacks successfully, you may toast top 2 cards in the deck of the target's controller.</p> <p> 3 </p>	<p style="text-align: center;">Ex-Commando 3</p> <p style="text-align: center;">Dangerous Vet</p> <p>Ex-Commando unturns when a Weapon or Gun State is played on him.</p> <p><i>Secretly, he's glad peacetime isn't so peaceful.</i></p> <p> 3 </p>	<p style="text-align: center;">Fire Sled</p> <p style="text-align: center;">Netherworld State</p> <p>Vehicle. Subject character is not a legal target for effects generated by sites or Edges. Special abilities of any non-Netherworld Site targeted by subject character in an attack are cancelled until the end of the attack.</p> <p> 0</p>	<p style="text-align: center;">Fortuitous Chi</p> <p style="text-align: center;">State</p> <p>Play on a character you control. Subject character and all characters you control sharing a designator with it may not be damaged or removed from play by Events played by opponents, nor can these characters turn to attack characters.</p> <p> 2</p>








<p><0> Forty-Story Inferno (5)</p> <p>Battleground Site</p> <p>If Forty-Story Inferno is in your front row, an opponent who is at least as close to fulfilling victory conditions as you are may not declare more interceptors than the number of characters you are currently attacking with. Any player who seizes this site gains 2 Power</p> <p>----</p> <p>ERRATA: Only works during attacks you declare (Z-Man FAQ 1)</p> <p>0</p>	<p>Gibbering Horror X</p> <p>Disgusting Demon</p> <p>X = the number of Events in the smoked pile of the opponent to your left.</p> <p><i>Sound and fury, signifying death.</i></p> <p>  3 </p>	<p>Gonzo Journalist 2</p> <p>Crazed Reporter</p> <p>When Gonzo Journalist turns to attack, you may discard X cards and draw X cards. X = up to the number of factions that your pool and target's pool have in common.</p> <p>2 </p>	<p>Grease Monkey 1</p> <p>Gutsy Mechanic</p> <p>Turn to play a vehicle State at -1 cost. Turn to heal a character that is the subject of a vehicle State.</p> <p><i>"Don't sweat it. There's always a few parts left over when you streamline the design."</i></p> <p> 1 </p>
<p>Genghis X 8</p> <p>BuroMil Supersoldier</p> <p>Unique. Genghis X gains Guts when there are three or more damage counters on him.</p> <p><i>The name "Jason X" has left a bad taste in his life.</i></p> <p>   5 </p>	<p>Glimpse of the Abyss</p> <p>Event</p> <p>Toast It. You gain X Power. X = the number of feng shui sites controlled by target opponent plus the number of cards in his or her burned-for-victory pile. The number of feng shui sites you need for victory is increased by one.</p> <p>   0</p>	<p>Gorilla Fighter 6</p> <p>Flying Monkey</p> <p>Independent. The cost to play Gorilla Fighter is reduced by the total number of feng shui sites and characters you own that are controlled by opponents or in burned-for-victory piles.</p> <p>   4  </p>	<p>Hacker 2</p> <p>Gun-Totin' Techie</p> <p>Anytime Hacker is in your hand when an opponent plays an Event that steals Power from your pool or that toasts a card (or cards) other than itself, cancel that Event and put Hacker into play at no cost.</p> <p>2  </p>









<p><1> Heart of the Rainforest (8)</p> <p>Feng Shui Site</p> <p>Heart of the Rainforest gains +2 Body for each State it is the subject of.</p>	<p>Homemade Tank</p> <p>State</p> <p>Toast It. Vehicle. Subject character gains Toughness: 1 and +4 Fighting. Flip a coin at the start of each of your turns. Heads: Homemade Tank is toasted.</p> <p>  2</p>	<p>Hover Tank</p> <p>State</p> <p>Vehicle. Subject character gains +3 Fighting, Mobility, and Tactics. When subject character turns to attack, you may choose one character in play to be unable to intercept subject character.</p> <p>  3</p>	<p>Invincible Chi</p> <p>Event</p> <p>Play during your turn. When you play Invincible Chi, choose one of the following types of cards: States, Edges, or sites. The effects and special abilities of all cards of that type are cancelled until the end of the turn.</p> <p>   1</p>
<p><1> Hidden Sanctuary (7)</p> <p>Feng Shui Site</p> <p>Limited. At the end of an attack you declared, you may remove X points of damage from each character you choose that participated in the attack. X = the number of Sanctuaries you control.</p>	<p>Hosed</p> <p>Event</p> <p>Play during an attack. Until the end of the attack, each attacking character inflicts 1 point of damage on each of its interceptors immediately before entering combat with that interceptor.</p> <p> 1</p>	<p>In Your Face Again</p> <p>Event</p> <p>Play only during your turn. Put a random character from your smoked pile into play. This character cannot be sacrificed, and is smoked at the end of the turn if it is still in play.</p> <p> 0</p>	<p>Jane Q. Public 2</p> <p>Girl Next Door</p> <p>If Jane Q. Public is smoked by an intercepting character or by an Event played by an opponent, you gain 2 Power.</p> <p> 2 </p>








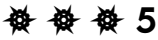


<p style="text-align: center;">Joey Paz 6</p> <p style="text-align: center;">Escrima Master</p> <p>Unique. Toughness: 2 against combat damage inflicted by unturned characters and any character whose controller played an Event this turn.</p> <p style="text-align: center;"> 4  </p>	<p style="text-align: center;">Just a Rat 3</p> <p style="text-align: center;">Lodge Survivor</p> <p>Stealth. Inflict 2 points of damage on any character that Just a Rat bypasses using Stealth.</p> <p style="text-align: center;"> 3 </p>	<p style="text-align: center;"><1> Kar Fai's Crib (7)</p> <p style="text-align: center;">Site</p> <p>Unique. You may play  States at -1 cost. Turn to ignore one resource condition when playing a character.</p> <p>----</p> <p>ERRATA: Unique. You may play  States at -1 cost. Turn to play a Character, ignoring one resource condition. (10kB-097)</p> <p style="text-align: center;"> 2  </p>	<p style="text-align: center;">Kung Fu Student 1</p> <p style="text-align: center;">Fledgling Shaolin</p> <p>Has +1 Fighting if a non-Unique feng shui site in your front row has a Body of 4 or less.</p> <p style="text-align: center;">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 Johnny Badhair has been smoked, cut your deck to draw a card and show it to your opponents. If the card is a character with a resource condition, or a State, return Johnny Badhair to play.</p> <p style="text-align: center;"> 5  </p>	<p style="text-align: center;">Just Another Consumer 1</p> <p style="text-align: center;">Scrappy Rebel</p> <p>Gains +1 Fighting until the end of the turn if he turns to attack a site that shares a designator with another site in play.</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>If Killing Ground is in your front row, all characters you control inflict +1 damage on intercepting characters, and you may play non-Unique 0-cost non-feng shui sites even if you have already played a site that turn. Any player who seizes this site gains 2 Power.</p> <p style="text-align: center;">0</p>	<p style="text-align: center;">Laughter of the Wind</p> <p style="text-align: center;">Event</p> <p>Play immediately after a successful attack. All characters who entered combat with the target of the attack unturn.</p> <p style="text-align: center;">  3</p>
















<p>Leatherback 5</p> <p>Lodge Survivor</p> <p>Unturns when an opponent plays a  or  card.</p> <p><i>The Lodge ain't sittin' pretty in 2056.</i></p> <p> 4 </p>	<p>Little Jim 10</p> <p>Rebel Abomination</p> <p>Unique. Little Jim heals whenever an opponent plays an Event.</p> <p><i>Home is where my friends are.</i></p> <p>   6 </p>	<p>MegaTank</p> <p>State</p> <p>Vehicle. Subject character gains +7 Fighting and Toughness: 2. Subject character 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>Memory Reprocessing</p> <p>Event</p> <p>Toast It. When you play Memory Reprocessing, you may play an Event from target opponent's smoked pile at normal cost, but ignoring resource conditions. The Event goes back into his or her smoked pile. The opponent gains 1 Power.</p> <p>  1</p>
<p>Let's Book!</p> <p>Event</p> <p>Play during an attack you declared. All attacking characters you control cease attacking. Until the end of the turn, Events played by opponents cannot damage these characters or remove them from play.</p> <p>   1</p>	<p>Lodge Politics</p> <p>Event</p> <p>You take control of target  card. Lodge characters are not legal targets for Lodge Politics.</p> <p><i>A thousand years of consensus ends _now_.</i></p> <p> 1</p>	<p>Melissa Aguelera 7</p> <p>Commando Vet</p> <p>Unique. Tactics. Melissa Aguelera's Fighting is increased by the number of players who control Battleground sites. All other characters you control that have Tactics gain +2 Fighting.</p> <p>  5 </p>	<p>Mirror Dancer 2</p> <p>Netherworld Spirit</p> <p>During an attack you declare, if Mirror Dancer damages a site in combat that has the same name as a site you control, you may seize that site.</p> <p> 2 </p>












<p>Monkeywrenching</p> <p>Event</p> <p>Play during your turn. Turn up to X sites. X = the number of  resources in your pool. Sites turned by Monkeywrenching unturn at the end of the turn.</p> <p> 0</p>	<p>Mr. Big 3</p> <p>Hood Mastermind</p> <p>Unique. All other Hoods you control gain +1 Fighting. Turn to unturn a Hood card. When an opponent seizes or burns a site you control, he or she may take control of a Hood card you control.</p> <p> 3 </p>	<p><1> Night Market (8)</p> <p>Feng Shui Site</p> <p>Limited. In response to an opponent playing an Event during your turn, turn Night Market to gain Power equal to the cost of that Event.</p>	<p>Old Hermit's Gambit</p> <p>Event</p> <p>Play only during your turn in response to an opponent turning a non-character card. You may unturn a target card.</p> <p>  0  </p>
<p>Mountain Warrior 2</p> <p>Pledged Survivor</p> <p>Gains Ambush until the end of the turn if an opponent turns a site to use the site's special ability.</p> <p><i>The winners rule the world. the losers keep the faith.</i></p> <p> 2 </p>	<p>Napalm Sunrise</p> <p>Event</p> <p>Play only during your turn. Inflict 2 points of damage on each character and site at target location.</p> <p>  2</p>	<p>Nuked</p> <p>Event</p> <p>Choose an opponent and flip a coin. Heads: smoke a site of your choice controlled by that opponent. Tails: you must flip this coin again, this time for the player sitting to the left of the last player the coin was flipped for.</p> <p><i>"Blow Things Up! Blow Things Up! Blow Things - Wait, not _that_!"</i></p> <p>  1</p>	<p>Open Season</p> <p>Edge</p> <p>All Assassins, Enforcers, and Killers in play gain Assassinate. All characters in play may turn to attack other characters as if they had the ability Independent.</p> <p> 1</p>














<p style="text-align: center;">Orange Meditation</p> <p style="text-align: center;">Event</p> <p>Target character gains +X Fighting until end of turn and you may discard up to X cards. X = the number of States this character is the subject of when Orange Meditation is played.</p> <p> 0</p>	<p style="text-align: center;"><1> Peacock Summit (6)</p> <p style="text-align: center;">Feng Shui Site</p> <p>Peacock Summit gains +2 Body for each different faction in your resource pool.</p>	<p style="text-align: center;">Pod Trooper X</p> <p style="text-align: center;">Abomination in a Can</p> <p>Toast It. X = the number of characters and back-row sites controlled by the opponent to your left. Toast Pod Trooper at the end of the turn it enters play.</p> <p> 1</p>	<p style="text-align: center;">Portal Jockey 2</p> <p style="text-align: center;">Redeemed Timewalker</p> <p>Anytime Portal Jockey is in your hand when an opponent plays a character at reduced cost, you may put Portal Jockey into play at no cost. Has Ambush during the turn in which he enters play.</p> <p style="text-align: right;">2 </p>
<p style="text-align: center;">Paradox Cube</p> <p style="text-align: center;">Edge</p> <p>Unique. When Paradox Cube enters play, pick a non-Limited Edge in play. Paradox Cube copies the special abilities of that Edge.</p> <p><i>Many Purists still have all their fingers.</i></p> <p>   2</p>	<p style="text-align: center;">Plasma Trooper 3</p> <p style="text-align: center;">BuroMil Cyborg</p> <p>When Plasma Trooper turns to attack, it gains +X Fighting until the end of the attack. X = the number of characters controlled by the controller of its target.</p> <p style="text-align: center;">3  *</p>	<p style="text-align: center;"><0> Portal in Tower Square (5)</p> <p style="text-align: center;">Battleground Site</p> <p>Unique. If Portal in Tower Square is in your front row, you may turn and maintain it to target 2 characters. Target characters may not turn to change location. Any player who seizes this site gains 3 Power.</p> <p style="text-align: center;">0</p>	<p style="text-align: center;">Pump-Action Shotgun</p> <p style="text-align: center;">State</p> <p>Weapon. Turn to have subject character inflict +3 damage for the duration of the turn. Pump-Action Shotgun unturns if a Unique character you control is smoked by an opponent.</p> <p>----</p> <p>ERRATA: Subtitle: Gun State (YotD-072)</p> <p><i>"This time..." KA-CHINK "...I'm going for a little redemption action."</i></p> <p style="text-align: center;">1</p>

















<p style="text-align: center;">Purist 1</p> <p style="text-align: center;">Buro Sorcerer</p> <p>Turn and maintain Purist to give a feng shui site you control the special abilities of a face-up feng shui site that is controlled by an opponent and that turns (or turns and maintains) to generate its effect.</p> <p style="text-align: center;"> 2 </p>	<p style="text-align: center;">Rain of Fury</p> <p style="text-align: center;">State</p> <p>Subject character gains +1 Fighting whenever an opponent plays an Event during your turn. Bonus is lost if subject character or Rain of Fury leaves play.</p> <p style="text-align: center;"> 0</p>	<p style="text-align: center;"><1> Rainforest River (8)</p> <p style="text-align: center;">Feng Shui Site</p> <p>You may play Rainforest River face up into a location that contains a single face-up feng shui site. Rainforest River becomes the new front site and the other site moves to the back row.</p> <p style="text-align: center;"><i>I swear there was a road here yesterday.</i></p>	<p style="text-align: center;">Red Monk 4</p> <p style="text-align: center;">Martial Artist</p> <p>Red Monk has Superleap if a card you control has been targeted by an Event played by an opponent since Red Monk entered play.</p> <p>----</p> <p>ERRATA: When an opponent plays an Event that targets a card you control, Red Monk gains Superleap until he leaves play. (YotD-074)</p> <p style="text-align: center;"><i>The Red Principle is the Principle of Movement.</i></p> <p style="text-align: center;"> 3 </p>
<p style="text-align: center;">Purist Sorcerer 2</p> <p style="text-align: center;">Buro Infiltrator</p> <p>Turn Purist Sorcerer to inflict 1 point of damage on target character. Turn and maintain Purist Sorcerer to control target Buro character.</p> <p style="text-align: center;"> 2 </p>	<p style="text-align: center;"><1> Rainforest Grove (7)</p> <p style="text-align: center;">Feng Shui Site</p> <p>Limited. Characters you control gain +1 Fighting until the end of the attack when they turn to attack a target controlled by a player who controls more cards than you.</p>	<p style="text-align: center;"><1> Rainforest Temple (8)</p> <p style="text-align: center;">Feng Shui Site</p> <p>Turn Rainforest Temple to remove up to two damage counters from it and inflict the damage on another site you control that has a Body of 3 or more.</p>	<p style="text-align: center;">Redeemed Gunman 1</p> <p style="text-align: center;">Reforming Hood</p> <p>Cannot intercept. Gains +2 Fighting until end of turn if he turns to attack a turned site.</p> <p style="text-align: center;"><i>He's trying - he's trying so hard - to be one of the good guys.</i></p> <p style="text-align: center;">1 </p>

<p><0> Registry of the Damned (4)</p> <p>Site</p> <p>Limited. Place a counter on this site when an opponent plays a 0-cost Event. During your turn, you may turn Registry of the Damned and remove a number of counters equal to the cost of a character in Registry of the Damned's owner's smoked pile to put that character in play in your control. Character gains the designator "Ghost."</p> <p></p>	<p>Rhys Engel 3</p> <p>Purist Mastermind</p> <p>Unique. Once per turn, you may discard a card to look at an opponent's hand or to reveal a feng shui site.</p> <p><i>"Your soul will be returned to you when your mission is complete."</i></p> <p></p>	<p>Rocket Scientist 4</p> <p>Techie Guerrilla</p> <p>Mobility. If an opponent targets Rocket Scientist with an Event, you may inflict 4 points of damage on a site controlled by that opponent.</p> <p></p>	<p><1> Sampan Village (7)</p> <p>Feng Shui Site</p> <p>When an attack targeting Sampan Village ends, you may place each character that attacked the site at a location of your choice on its controller's side.</p>
<p>Resistance is Futile</p> <p>State</p> <p>Limited. Play on a front-row site controlled by an opponent. Characters you control inflict +1 damage at subject site's location. You may play Unique characters that have three or more resource conditions and a cost of 5 or more at -1 cost.</p> <p> </p>	<p>Righteous Fist 2</p> <p>Martial Artist</p> <p>Sacrifice Righteous Fist to smoke a State on a card you own.</p> <p> </p>	<p>Sam Mallory 7</p> <p>Lodge Killer</p> <p>Unique. Toughness: X. X = number of damage counters on Sam Mallory</p> <p><i>For an unstoppable killer, he's a pretty decent guy.</i></p> <p> </p>	<p>Satellite Intelligence</p> <p>Event</p> <p>Target site switches positions with another target site its controller controls. This may change which site is targeted by an attack.</p> <p></p>

<p style="text-align: center;">Scorched Earth</p> <p style="text-align: center;">Edge</p> <p>Limited. Place a counter on Scorched Earth when you burn a site or when a site you control is burned. Your hand size increases by the number of counters on Scorched Earth.</p> <p><i>"It ain't over till the Geiger counter stops ticking."</i></p> <p> 1</p>	<p style="text-align: center;">Shan Tsu 7</p> <p style="text-align: center;">Shaolin Master</p> <p>Unique. Damage inflicted on Shan Tsu by intercepting characters that have fewer than two resource conditions is reduced to 0.</p> <p><i>"You have guts, young warrior. But I have the more powerful kung fu."</i></p> <p>  5  </p>	<p style="text-align: center;">Silver Jet 8</p> <p style="text-align: center;">Secret Warrior</p> <p>Anytime during any turn in which an Ice character you control is smoked by an opponent, you may play Silver Jet at -X cost. X = cost of that Ice character.</p> <p>----</p> <p>ERRATA: is Unique (BCL FAQ and Daedalus FAQ 5)</p> <p>  5  </p>	<p style="text-align: center;">Smart Missile</p> <p style="text-align: center;">Edge</p> <p>Comes into play turned. Turn and sacrifice to inflict 6 points of damage on target turned site, or on target character that is the subject of a vehicle State.</p> <p> 1</p>
<p style="text-align: center;">Scrappy Kid 1</p> <p style="text-align: center;">Martial Arts Prodigy</p> <p>Independent. Never inflicts more than 1 point of damage. Cannot be intercepted.</p> <p> 1 </p>	<p style="text-align: center;">Shaolin Surprise</p> <p style="text-align: center;">Event</p> <p>If you don't already control target State, pay 1 Power to take control of it. You may remove target State from its current subject and place it on any legal subject in play. If the original subject is still in play at the end of the turn, the State returns to it.</p> <p>----</p> <p>ERRATA: If you don't control target State, pay 1 Power :: Take control of that state and place it on any legal subject. If the original subject is in play at the end of the turn, return control of the State and place it on the original subject. (SS-110)</p> <p>  0</p>	<p style="text-align: center;">Slo Mo Vengeance</p> <p style="text-align: center;">Event</p> <p>During any turn, you may play, at no cost, a total of X weapon States from your smoked pile onto a character you control.</p> <p><i>This is the moment when it all goes down...</i></p> <p> X</p>	<p style="text-align: center;"><0> Sniper Nest (4)</p> <p style="text-align: center;">Battleground Site</p> <p>If Sniper Nest is in your front row, you may turn it to inflict 2 points of damage on a character that just turned to change location. Any player who seizes this site gains 1 Power.</p> <p>0</p>

<p style="text-align: center;">Spawn of the New Flesh X</p> <p style="text-align: center;">Unstable Abomination</p> <p>Unique. Ambush. X = the number of columns in your site structure.</p> <p style="text-align: center;"> 3 </p>	<p style="text-align: center;">Stolen Police Car</p> <p style="text-align: center;">State</p> <p>Vehicle. During an attack, you may turn Stolen Police Car and flip a coin. Heads: subject character gains Superleap and +2 Fighting until the end of the attack. Tails: return subject character to it's owner's hand.</p> <p style="text-align: center;">  0</p>	<p style="text-align: center;">Stunt Man 3</p> <p style="text-align: center;">Gutsy Hombre</p> <p>Guts. If an opponent plays an Event during your turn, Stunt Man gains Independent until he leaves play.</p> <p style="text-align: center;">3 </p>	<p style="text-align: center;">Tank Warfare</p> <p style="text-align: center;">Edge</p> <p>You may play Tank States from your smoked pile at -1 cost. Tank characters or characters that are the subject of tank states may not turn to attack sites if two or more players control such characters.</p> <p>----</p> <p>ERRATA: Must turn the card to generate the effect (Kii-Yaaah! issue 5, April 2004)</p> <p style="text-align: center;"> 1</p>
<p style="text-align: center;">Spirit Pole</p> <p style="text-align: center;">Edge</p> <p>Once per turn, you may play a State from your smoked pile, at normal cost, on a card you control. When played with Spirit Pole, 0-cost States cost 1. Turn Spirit Pole to play a Pagoda site at -1 cost.</p> <p style="text-align: center;">  2</p>	<p style="text-align: center;">Student of the Shark 2</p> <p style="text-align: center;">Pledged Hood</p> <p>Inflicts +1 damage on damaged characters and damaged sites.</p> <p style="text-align: center;">2 </p>	<p style="text-align: center;">Supercomputer</p> <p style="text-align: center;">Edge</p> <p>Unique. When you draw cards during your establishing shot, you may choose to draw 3 cards instead of the number of cards you would ordinarily draw.</p> <p style="text-align: center;">  2</p>	<p style="text-align: center;"><0> The Home Front (3)</p> <p style="text-align: center;">Battleground Site</p> <p>If The Home Front is in your front row, your sites gain +2 Body. Any player who seizes this site gains 2 Power.</p> <p style="text-align: center;">1</p>

<p style="text-align: center;">The Underground</p> <p style="text-align: center;">Event</p> <p>Play when you declare an attack. Pick a designator. Characters with that designator may not intercept this attack.</p> <p style="text-align: center;">   1  </p>	<p style="text-align: center;">Ting Ting's Gambit</p> <p style="text-align: center;">Event</p> <p>Play Ting Ting's Gambit after an attack you declared fails. For the duration of the turn, you may declare subsequent attacks as if all your characters had the ability Independent.</p> <p style="text-align: center;">  0  </p>	<p style="text-align: center;">Total War</p> <p style="text-align: center;">Event</p> <p>Play in response to an opponent turning a character to attack. All unturned characters controlled by that opponent become turned and join the attack. No characters can turn in response to Total War.</p> <p style="text-align: center;">  0 </p>	<p style="text-align: center;"><1> Turtle Island (8)</p> <p style="text-align: center;">Feng Shui Site</p> <p>Turtle Island cannot be damaged or removed from play by Events played by opponents. Cannot be burned.</p>
<p style="text-align: center;">Thunder Champion 5</p> <p style="text-align: center;">Netherworld Commandant</p> <p>If a feng shui site takes 3 or more points of damage inflicted by Thunder Champion in combat in an attack you declared, you may seize that site.</p> <p style="text-align: center;">   4  </p>	<p style="text-align: center;">Too Much Monkey Business</p> <p style="text-align: center;">Event</p> <p>Limited. Play any time during your turn in response to an Event played by an opponent. You may play a character at -2 cost; that character gains Guts and Independent until the end of the turn.</p> <p style="text-align: center;">  0 </p>	<p style="text-align: center;">"Trust Me, I've Got a Plan"</p> <p style="text-align: center;">Event</p> <p>Play when you declare an attack against a target whose controller is at least as close to fulfilling victory conditions as you are. Attacking characters you control gain Stealth until the end of the attack.</p> <p style="text-align: center;">   1 </p>	<p style="text-align: center;">Underworld Presence</p> <p style="text-align: center;">Edge</p> <p>No character may turn to heal itself.</p> <p style="text-align: center;"><i>Sometimes the dead get tired of waiting.</i></p> <p style="text-align: center;">  1 </p>

<p style="text-align: center;">Vile Prodigy 2</p> <p style="text-align: center;">Infant Demon</p> <p>Regeneration. Gains +1 Fighting at the end of any turn during which it damages its target in an attack. The Fighting bonus lasts until Vile Prodigy leaves play.</p> <p style="text-align: center;">  2 </p>	<p style="text-align: center;">Wandering Monk 3</p> <p style="text-align: center;">Martial Artist</p> <p>Unique. If you are closer to fulfilling victory conditions than all of your opponents at the end of a turn, Wandering Monk is smoked.</p> <p style="text-align: center;">2 </p>	<p style="text-align: center;">White Ninja (PAP) 7</p> <p style="text-align: center;">Assassin</p> <p>Unique. Ambush. Stealth. Special abilities of any character or site targeted by White Ninja in an attack are cancelled until the end of the turn.</p> <p style="text-align: center;">6</p>	<p style="text-align: center;">Wing of the Crane</p> <p style="text-align: center;">Event</p> <p>Smoke target character. If the character is still in the smoked pile at the end of the next player's turn, it returns to play.</p> <p>----</p> <p>ERRATA: Smoke target Character. Return it to play under its owner's control at the end of the next player's turn if it is still in the smoked pile. (7M-121)</p> <p style="text-align: center;">   1</p>
<p style="text-align: center;">Virtuous Hood 6</p> <p style="text-align: center;">Martial Artist</p> <p>When Virtuous Hood turns to attack, take a point of Power from the pool of the player with the most Power and give it to the player with the least Power.</p> <p style="text-align: center;">  4 </p>	<p style="text-align: center;">We Know Where You Live</p> <p style="text-align: center;">Event</p> <p>Play during your turn to look at target opponent's hand. You may inflict 1 point of damage on any card he or she controls that shares at least one designator with a card in his or her hand. For every 3 cards damaged in this way you gain 2 Power.</p> <p style="text-align: center;"> 0</p>	<p style="text-align: center;">Who's the Big Man Now?!</p> <p style="text-align: center;">Event</p> <p>Toast It. For the duration of the turn, target character's Fighting score is increased by the number of cards controlled by an opponent of your choice. The number of feng shui sites you need for victory is increased by one.</p> <p style="text-align: center;">  0</p>	<p style="text-align: center;">Xiaoyang Yun 3</p> <p style="text-align: center;">Spy Mastermind</p> <p>Unique. During your turn, opponents may not play Events that require resources you have in your pool.</p> <p><i>"No, I know you too well."</i></p> <p style="text-align: center;">  3 </p>

Yakuza Enforcer 4

Killer Hood

Yakuza Enforcer takes no damage from cards you own. You may not redirect damage to Yakuza Enforcer.

"Traitors deserve no mercy."

3

Flashpoint Info Card

(see card)

Year of the Rat

Event

Play any time, except during an attack, to switch two target player's positions at the gaming table. You may only play a single Year of the Rat card in any game.

ERRATA: **One-Shot**. Play during any Main Shot except during an attack. Target two players :: Switch those players' positions at the gaming table. (YotD rulebook)

◆ ◆ **2**