












































































































<p style="text-align: center;"><b>Ang Dao the Corrupt</b> 6</p> <p style="text-align: center;">Demon Warrior</p> <p><b>Unique. Regenerate.</b> When Ang Dao the Corrupt enters play you may move any <b>Weapons</b> onto him.</p> <p><i>He once challenged hell itself. He failed.</i></p> <p style="text-align: center;"> 4 </p>	<p style="text-align: center;"><b>Burned For Victory</b></p> <p style="text-align: center;">Former Feng Shui Site</p> <p>This card is to be put into your Burned for Victory pile. It counts towards victory.</p> <p><i>Sic transit gloria mundi</i></p>	<p style="text-align: center;"><b>Covert Operation (AltArt)</b></p> <p style="text-align: center;">Event</p> <p>Look at target player's hand. You may force that player to discard one card of your choice.</p> <p><i>The Ascended prefer to eliminate you before you even hit the field.</i></p> <p style="text-align: center;"> 0</p>	<p style="text-align: center;"><b>Demonic Alliance</b></p> <p style="text-align: center;">Edge</p> <p>Turn and maintain :: Target Character gains <b>Regenerate</b>.</p> <p><i>In Empire of Evil, the plans of the Lotus come to fruition and could change the Secret War forever!</i></p> <p style="text-align: center;">  1</p>
<p style="text-align: center;"><b>Blade Palm (AltArt)</b></p> <p style="text-align: center;">Event</p> <p>Return target card to owner's hand.</p> <p><i>The ancient art of the Blade Palm is known by few, but feared by all.</i></p> <p style="text-align: center;"> 2</p>	<p style="text-align: center;"><b>Che Gorilla</b> X</p> <p style="text-align: center;">Rebel Mastermind</p> <p><b>Unique.</b> X= the number of cards in target opponent's smoked pile at the time Che Gorilla enters play.</p> <p><i>He gives new meaning to the term "Banana Republic."</i></p> <p style="text-align: center;"> 5 </p>	<p style="text-align: center;"><b>Dan Dammer, Jammer Slammer</b> 6</p> <p style="text-align: center;">Fanatic Cop</p> <p><b>Unique. Guts. Toughness: 3</b> against  cards. Not affected by  Events.</p> <p><i>The Buro's toughest cop also had the highest-rated show on the Cop Channel.</i></p> <p style="text-align: center;"> 4 </p>	<p style="text-align: center;"><b>Devil's Rope</b></p> <p style="text-align: center;">State</p> <p><b>Schtick.</b> Play on a Site. Once per turn, you may sacrifice a Character at this location to place X counters on Devil's Rope. X= that Character's Fighting. Remove a counter :: Inflict 1 damage on any Character at this location.</p> <p style="text-align: center;"> 1</p>























<p style="text-align: center;"><b>Dragon Boat Festival</b></p> <p style="text-align: center;">Edge</p> <p><b>Limited.</b> Comes into play turned. While this card is unturned, each player's hand size is increased by 2.</p> <p><i>A tribute to the drowned scholar Chu Yuan.</i></p> <p style="text-align: center;"> 1</p>	<p style="text-align: center;"><b>Elephant Gun</b></p> <p style="text-align: center;">State</p> <p><b>Weapon.</b> Subject Character inflicts +5 damage.</p> <p><i>"Even Katie was impressed."</i></p> <p style="text-align: center;">2</p>	<p style="text-align: center;"><b>Funky Monkey</b> 5</p> <p style="text-align: center;">Chimp Pimp</p> <p><b>Unique.</b> ---- ERRATA: <b>Unique.</b> Opponents cannot steal Power from you. Once each turn, you may give another  Character +1 Fighting until the end of the turn. (BCL-032 - BCL FAQ)</p> <p><i>The Jammers take "Disco Inferno" literally as the factions battle for the scariest territory of all - The '70s. Strap on your platform shoes and your Saturday Night Special as Boom Chaka Laka, boogies it's way to retailers this summer!</i></p> <p style="text-align: center;">   3 </p>	<p style="text-align: center;"><b>Jessica Ng (PAP)</b> 4</p> <p style="text-align: center;">CDCA Scientist</p> <p><b>Unique. Tactics.</b> In addition to inflicting normal combat damage on a Site, this card may also inflict half as much combat damage (round up) on another Site to the immediate left, right, or behind that Site.</p> <p style="text-align: center;"> 3  </p>
<p style="text-align: center;"><b>Elephant Gun</b></p> <p style="text-align: center;">State</p> <p><b>Weapon.</b> Subject Character inflicts +5 damage.</p> <p><i>"Even Katie was impressed."</i></p> <p style="text-align: center;">2</p>	<p style="text-align: center;"><b>Evil Brain in a Jar</b></p> <p style="text-align: center;">Edge</p> <p>When this card enters play, toast a Character in your smoked pile and copy its rules text onto this card. You cannot have multiple copies of this card in play with the rules text of the same <b>Unique</b> or <b>Limited</b> Character. Damage cannot be redirected onto this card.</p> <p style="text-align: center;">    2</p>	<p style="text-align: center;"><b>Ho Chen</b> 7</p> <p style="text-align: center;">Master of the Flawless Strike</p> <p><b>Unique.</b> ---- ERRATA: <b>Unique. Superleap</b> against opponents who have 3 or more cards in their hand. Once per turn, you may discard a card to do X damage to target Character about to enter combat with Ho Chen. X= the cost of the discarded card. (7M-037)</p> <p><i>This winter, Z-Man Games brings you another exciting Shadowfist expansion as hopping vampires, over-the-top kung fu, and a new faction appear in Seven Masters</i></p> <p style="text-align: center;">  5   </p>	<p style="text-align: center;"><b>Katie Kincaid (AltArt)</b> 6</p> <p style="text-align: center;">Gunfighter</p> <p><b>Unique.</b> If Katie Kincaid is the subject of a <b>Gun</b> State, flip a coin when she enters combat. Heads: she gains <b>Ambush</b> until the end of combat.</p> <p style="text-align: center;">  4 </p>













<p>&lt;1&gt; <b>KFC</b> (7)</p> <p>Site</p> <p><b>Unique.</b> You may play  States at -1 cost. Turn to play a Character, ignoring one resource condition. This card is considered to have the same title as "Kar Fai's Crib".</p> <p><i>"You want fries with that?"</i></p> <p> <b>2</b>  </p>	<p><b>Kunlun Clan Assault</b></p> <p>Event</p> <p>Inflict 3 damage, divided any way you choose, on target Characters and/or Sites.</p> <p><i>The Kunlun were legendary for their prowess in battle.</i></p> <p><b>2</b>   </p>	<p><b>Li Mao (PAP)</b> 6</p> <p>Young Master</p> <p><b>Unique.</b> When Li Mao enters play, choose a resource. He is not affected by Events that require that resource. Discard a non-Character  or  card to give him <b>Superleap</b> until the end of the turn.</p> <p>  <b>4</b>    </p>	<p><b>Machine Warrior</b> 9</p> <p>Junk-Eating Cyborg</p> <p><b>Unique.</b> At the end of your turn, toast a  card in your smoked pile or smoke this card.</p> <p><i>Its humanity fades as its machinery expands.</i></p> <p>     <b>4</b> </p>
<p>&lt;1&gt; <b>Kinoshita House of Pancakes (AltArt)</b> (4)</p> <p>Feng Shui Site</p> <p><b>Unique.</b> Turn to unturn target attacker. That attacker ceases attacking. This card is considered to have the same title as "Kinoshita House".</p> <p><i>MMMmmm... pancakes.</i></p> <p><b>1</b></p>	<p><b>Lateral Reincarnation</b></p> <p>Event</p> <p>(no text)</p> <p><i>The events of Two-Fisted Tales have changed the Secret War forever! See how the future and the modern day have changed in Critical Shift, coming from Z-Man Games next summer.</i></p> <p><b>1</b></p>	<p><b>Living Legend</b></p> <p>State</p> <p><b>Unique.</b> Subject gains +2 Fighting, cannot be taken control of, and its damage cannot be reduced or redirected.</p> <p><i>"Who's next?"</i></p> <p><b>2</b></p>	<p><b>Mars Colonist</b> 1</p> <p>Expendable Student</p> <p>(no text)</p> <p><i>The Syndicate now control the future, but the Secret War burns hotter than ever throughout history. Look for the Critical Shift set in 2007, and check <a href="http://www.shadowfist.com">www.shadowfist.com</a> for all your Shadowfist needs.</i></p> <p><b>1</b>  </p>

<p align="center"><b>Military Commandant</b> 1 (A+A+A) Pledged Mastermind</p> <p>Turn and maintain and target a Character :: that Character gains +2 Fighting.</p> <p><i>"Terminate, with extreme prejudice."</i></p> <p align="center"></p>	<p align="center"><b>Noriko Watson</b> 4</p> <p align="center">Razor Girl</p> <p><b>Unique. Ambush.</b> +2 damage to Sites. While intercepting, this card inflicts its combat damage at the same time an attacker with <b>Ambush</b> would.</p> <p><i>It's a hard life on the streets. It's harder above them.</i></p> <p align="center"></p>	<p align="center"><b>Open a Can of Whupass</b></p> <p align="center">Event</p> <p><b>Limited.</b> Play any time except during an attack. Until the end of the turn, target Character you control gains +X Fighting. X= the number of resources in that Character's resource conditions and resource provisions.</p> <p><i>"Anyone else?"</i></p> <p align="center"></p>	<p align="center"><b>Primus</b> 7</p> <p align="center">Master of Paradox</p> <p><b>Unique.</b> ---- ERRATA: <b>Unique.</b> When Primus enters play, target an opponent, who cannot respond with Events :: Target player cannot play cards this turn. (DF-096 - DF FAQ)</p> <p><i>Coming this winter. The iron rule of the Architects begins to crumble as buried grudges and secret conspiracies surface. The future - and the Secret War - will never be the same again!</i></p> <p align="center"></p>
<p align="center"><b>Nine Cuts (PAP)</b> 3</p> <p align="center">Shadowy Assassin</p> <p><b>Unique. Assassinate.</b> When Nine Cuts inflicts combat damage on a Character, smoke that Character.</p> <p><i>"I don't care about money or if I live or die."</i></p> <p align="center"></p>	<p align="center"><b>Once and Future Champion</b> 7</p> <p align="center">Netherworld Hero</p> <p>(no text) ---- ERRATA: <b>Unique.</b> Heals 1 damage at the start of your turn. Each time he turns to attack, he gains +1 Fighting and may inflict 1 damage on a Character. Once per turn, you may toast a card when he smokes it in combat. (N2-088)</p> <p><i>Coming Christmas 2000: Return with us to the Netherworld for more butt-kicking action! Who's this guy, you ask? Check our website at <a href="http://www.shadowfist.com">http://www.shadowfist.com</a> for</i></p> <p align="center"></p>	<p align="center"><b>Open a Can of Whupass</b></p> <p align="center">Event</p> <p><b>Limited.</b> Play any time except during an attack. Until the end of the turn, target Character you control gains +X Fighting. X= the number of resources in that Character's resource conditions and resource provisions.</p> <p><i>"Anyone else?"</i></p> <p align="center"></p>	<p align="center"><b>Public Enemy No. 1</b></p> <p align="center">State</p> <p><b>Unique.</b> Play on a Character, except during an attack. Characters gain <b>Ambush</b> while attacking subject.</p> <p><i>"Wanted alive, in theory."</i></p> <p align="center"></p>

<p style="text-align: center;"><b>Queen of the Ice Pagoda</b> 10</p> <p style="text-align: center;">Netherworld Mastermind</p> <p><b>Unique.</b> All <b>Ice</b> Characters you control gain +1 Fighting. Inflict one damage on this card :: Smoke a State on any Character you control.</p> <p style="text-align: center;">6   </p>	<p style="text-align: center;">&lt;1&gt; <b>Sacred Heart Hospital (AltArt)</b> (6)</p> <p style="text-align: center;">Feng Shui Site</p> <p><b>Unique.</b> Turn :: Heal target Character.</p> <p><i>"Gunshot wounds, Trauma 1. Demon bites, Trauma 2. Weird recurring glow, please wait outside."</i></p>	<p style="text-align: center;"><b>Shang Bojing</b> 7</p> <p style="text-align: center;">Rebel Leader</p> <p><b>Unique. Guts.</b> You may substitute ,  and/or  for each resource condition of this card.</p> <p><i>"I will fight beside anyone who opposes this evil empire."</i></p> <p style="text-align: center;">   4   </p>	<p style="text-align: center;"><b>Silver Band (AltArt)</b> 5</p> <p style="text-align: center;">Legion of Supporters</p> <p>(no text)</p> <p><i>Separately, they're pretty good. Together they're a whirlwind.</i></p> <p style="text-align: center;">   3 </p>
<p style="text-align: center;"><b>Reascension Agenda</b></p> <p style="text-align: center;">Edge</p> <p>Opponents' Events cannot target more than one of your Characters. Sacrifice :: Return a Character from your smoked pile to your hand.</p> <p>----</p> <p>ERRATA: is <b>Toast It.</b> (Andy Holt posting to Shadowfist Forum 22 July 2008)</p> <p><i>"The Prophet has rejoined his children. It begins."</i></p> <p style="text-align: center;">  0</p>	<p style="text-align: center;"><b>Scrounging (AltArt)</b></p> <p style="text-align: center;">Event</p> <p><b>Limited.</b> Play at the start of your turn. No other card you control or play generates Power during your Establishing Shot. Choose State, Edge, Character, Feng Shui Site, or non-Feng Shui Site. Scrounging generates Power equal to the number of cards of the chosen type that target opponent controls, minus the number of cards in your burned-for-victory pile.</p> <p style="text-align: center;"> 0</p>	<p style="text-align: center;"><b>Shard of the Molten Heart</b></p> <p style="text-align: center;">Triumvirate Relic Edge</p> <p><b>Unique. Uncopyable.</b> Your other  Edges are not affected by Events. Turn and maintain :: Cancel target Edge.</p> <p style="text-align: center;"> 1</p>	<p style="text-align: center;"><b>Silver Jet (PAP)</b> 8</p> <p style="text-align: center;">Secret Warrior</p> <p><b>Unique.</b></p> <p>----</p> <p>ERRATA: <b>Unique. Independent. Toughness: 1.</b> When you declare him as an attacker, name a card, which cannot be played in response :: His target's controller must show you his or her hand and discard all cards with that title. (RW-093 (assumption; not in RW FAQ))</p> <p><i>This fall, you are cordially invited to Red Wedding, the marriage of the Ice Queen to Silver Jet. Anyone who has cause why this</i></p> <p style="text-align: center;">  5  </p>

<p style="text-align: center;"><b>Sinister Research</b></p> <p style="text-align: center;">Event</p> <p><b>Toast It.</b> Toast any number of <b>Scientist</b> Characters you control or have in your smoked pile to return an equal number of cards from your smoked pile to your hand.</p> <p style="text-align: center;">  <b>2</b></p>	<p style="text-align: center;"><b>Sword of the Master</b></p> <p style="text-align: center;">State</p> <p><b>Unique.</b> Subject Character gains +3 Fighting. When subject enters combat with a Character, all Fighting and damage bonuses on that Character are canceled until the end of combat.</p> <p style="text-align: center;"><i>The true master knows that a sword is just a sword.</i></p> <p style="text-align: center;"><b>2</b></p>	<p style="text-align: center;"><b>Swordbreaker Rao</b> 6</p> <p style="text-align: center;">Rebel Gladiator</p> <p><b>Unique. Toughness: 2.</b> Inflicts +3 damage while in a <b>Faceoff</b>.</p> <p style="text-align: center;"><i>His life was reduced to a single truth: win or die.</i></p> <p style="text-align: center;">  <b>4</b> </p>	<p style="text-align: center;"><b>The Eastern King</b> 11</p> <p style="text-align: center;">Lodge Mastermind</p> <p>(no text) ----</p> <p><b>ERRATA: Unique. Uncopyable.</b> Not a legal target for Events. When you play him, and at the start of each turn, he gains the rules text of target <b>Lodge</b> Character until the target leaves play or the end of the turn. (SS-125 - SS FAQ)</p> <p style="text-align: center;"><i>Coming Summer 2001. The Guiding Hand and The Ascended face off in Shaolin Showdown! Find out what happens when this man and his Lodge killers take on Quan</i></p> <p style="text-align: center;">    <b>7</b> </p>
<p style="text-align: center;"><b>Sting of the Scorpion (AltArt)</b> 4</p> <p style="text-align: center;">Lodge Assassin</p> <p><b>Assassinate.</b> Has <b>Ambush</b> against the target of her attack until the end of the turn she enters play.</p> <p style="text-align: center;"><i>Her victims die really happy, if that's any consolation.</i></p> <p style="text-align: center;">  <b>3</b> </p>	<p style="text-align: center;"><b>Sword of the Master</b></p> <p style="text-align: center;">State</p> <p><b>Unique.</b> Subject Character gains +3 Fighting. When subject enters combat with a Character, all Fighting and damage bonuses on that Character are canceled until the end of combat.</p> <p style="text-align: center;"><i>The true master knows that a sword is just a sword.</i></p> <p style="text-align: center;"><b>2</b></p>	<p style="text-align: center;">&lt;0&gt; <b>The Bazaar</b> (5)</p> <p style="text-align: center;">Netherworld Battleground Site</p> <p><b>Unique.</b> Any player who seizes this card gains 1 Power. If this Site is in your front row, you may turn it to draw a card, then shuffle one card from your hand into your deck.</p> <p style="text-align: center;"><i>"Everything's for sale-but there might be a few dents."</i></p> <p style="text-align: center;"><b>0</b></p>	<p style="text-align: center;"><b>The Gimp</b> 7</p> <p style="text-align: center;">Nanotech Mutant</p> <p><b>Unique.</b> All Sites at the location of the target of this card's attack are canceled until the end of the turn. Any Character intercepting this card is canceled until the end of the turn.</p> <p style="text-align: center;">  <b>5</b> </p>

<p>&lt;1&gt; <b>The Junkyard</b> (9)</p> <p>Netherworld Site</p> <p><b>Unique.</b> Turn the Junkyard during an attack that targets a card at this location :: Play a Character or a <b>Weapon, Vehicle</b> or ✖ State at -1 cost.</p> <p><i>Eventually, all things in the Netherworld end up here.</i></p> <p>3   ✖</p>	<p><b>The Stasis Engine</b> 9</p> <p>Spirit of Inertia</p> <p><b>Unique.</b> During each opponent's unturn phase, you may choose one card that does not unturn.</p> <p><i>Prepare to be acted upon by an external, unbalanced force!</i></p> <p>   5 </p>	<p><b>Ting Ting</b> 6</p> <p>Martial Artist</p> <p><b>Unique. Independent.</b> +2 Fighting for each opponent who controls more Power-generating Sites than you. Opponents cannot take control of this card.</p> <p>  4   </p>	<p><b>Wedding Gifts</b></p> <p>Event</p> <p><b>One-Shot.</b> Gain one Power for each unturned Character you do not control.</p> <p><i>"We get all this neat stuff just for getting married... We gotta do this more often."</i></p> <p>  0</p>
<p><b>The Mark of Evil</b></p> <p>State</p> <p><b>Unique. Schtick.</b> Play on a Character. Sacrifice a Character :: Until the end of the turn, subject gains +X Fighting and cannot be removed from play by Events or Edges. X= the cost of the sacrificed Character.</p> <p><i>Absolute corruption empowers absolutely.</i></p> <p>    0</p>	<p><b>"Time to Kick Ass!"</b></p> <p>Event</p> <p>Play when an attack is declared against a card you control :: Unturn all your Characters.</p> <p><i>"What time is it, Sifu?"</i></p> <p>  0</p>	<p><b>Tom Donovan</b> 4</p> <p>Hard-Boiled Detective</p> <p><b>Unique.</b> ---- ERRATA: <b>Unique. Toughness: 1.</b> +1 Fighting for each opponent who has Power. (2FT-111)</p> <p><i>Heroes, spies and G-men battle for the ultimate prize as Shadowfist plunges into the pulp era! Get ready for a world of mystery and danger as Two-Fisted Tales of the Secret War hits shelves in the summer of 2004.</i></p> <p>  3 </p>	<p><b>White Ninja (PAP)</b> 7</p> <p>Assassin</p> <p><b>Unique. Ambush. Stealth.</b> Special abilities of any character or site targeted by White Ninja in an attack are cancelled until the end of the turn.</p> <p>6</p>

<p style="text-align: center;"><b>White Ninja (PAP)</b> 7</p> <p style="text-align: center;">Assassin</p> <p><b>Unique. Ambush. Stealth.</b> The rules text of any Character or Site targeted by White Ninja in an attack is canceled until the end of the turn.</p> <p>6</p>	<p style="text-align: center;"><b>Who Wants Some</b></p> <p style="text-align: center;">(no text)</p> <p>(no text)</p>	<p style="text-align: center;"><b>Yung Chang</b> 8</p> <p style="text-align: center;">Master of the Gardeners</p> <p><b>Unique.</b> Choose a Site you control when Yung Chang enters play. That Site generates an additional Power until you lose control of it. Pay 1 Power to heal a Site.</p> <p style="text-align: center;">   5    </p>
<p style="text-align: center;"><b>White Ninja (PAP)</b> 7</p> <p style="text-align: center;">Assassin</p> <p><b>Unique. Ambush. Stealth.</b> The target of this card's attack is canceled until the end of the turn.</p> <p>6</p>	<p style="text-align: center;"><b>Xin Ji Yang (PAP)</b> 6</p> <p style="text-align: center;">Center of the Lotus</p> <p><b>Unique.</b> +2 Fighting for each <b>Eunuch</b> or <b>Petal</b> Character you control.</p> <p><i>In one horrific act, she became Center of the Lotus.</i></p> <p style="text-align: center;">     4    </p>	