




























































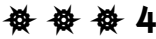













































<p style="text-align: center;">18 Bronze Men</p> <p style="text-align: center;">State</p> <p>Limited. Play on a front-row Site. All non-Unique Shaolin, Martial, and Kung Fu Characters you control gain +1 Fighting.</p> <p style="text-align: center;">  2</p>	<p style="text-align: center;"><1> Ancient Monument (12)</p> <p style="text-align: center;">Feng Shui Site</p> <p>Inflict 1 damage on this Site when an attack is declared against it.</p> <p style="text-align: center;"><i>Its placid beauty is camouflage for the danger that lies within.</i></p>	<p style="text-align: center;">Big Mack 6</p> <p style="text-align: center;">Bar-Room Brawler</p> <p>Unique. Toughness: 1. Inflicts +3 damage on Sites.</p> <p style="text-align: center;"><i>"Put it on my tab."</i></p> <p style="text-align: center;">   4 </p>	<p style="text-align: center;">Carnival of Carnage</p> <p style="text-align: center;">Event</p> <p>Until the end of the turn, when any Character is smoked, you may inflict 1 damage on any Character in play. Each damage inflicted by Carnival of Carnage is considered a separate source of damage.</p> <p style="text-align: center;"><i>There's always one more guy to kill.</i></p> <p style="text-align: center;"> 1</p>
<p style="text-align: center;"><1> Ancient Grove (5)</p> <p style="text-align: center;">Site</p> <p>(no text)</p> <p style="text-align: center;"><i>These bamboo shoots are the mirror of your soul, warrior. When you understand why, you will find the path to mastery.</i></p> <p style="text-align: center;">2  </p>	<p style="text-align: center;">Bear vs. Fox</p> <p style="text-align: center;">Event</p> <p>Faceoff. Turn a Character you control and target an opponent's Character with Fighting no lower than two less than yours. The winner may play one Event this turn, at no cost and ignoring resource conditions, from the loser's smoked pile.</p> <p style="text-align: center;">  1</p>	<p style="text-align: center;">Butterfly Swords</p> <p style="text-align: center;">State</p> <p>Weapon. Subject Character inflicts +3 damage.</p> <p style="text-align: center;"><i>Deadly in trained hands.</i></p> <p style="text-align: center;"> 1</p>	<p style="text-align: center;">Charge of the Rhino 6</p> <p style="text-align: center;">Lodge Enforcer</p> <p>When Charge of the Rhino smokes a Character by inflicting combat damage, you may inflict 1 damage on any card at its location.</p> <p style="text-align: center;"><i>They bring new meaning to the word "unsubtle."</i></p> <p style="text-align: center;">   4 </p>


























<p align="center">Charmed Life</p> <p align="center">State</p> <p>Subject Character is not affected by effects that would smoke it. Subject can still be smoked due to damage.</p> <p><i>Dragons have to be lucky _and_ good to last long.</i></p> <p> 1</p>	<p align="center">Chinese Doctor 1</p> <p align="center">Wise Physician</p> <p>Turn to heal target Character. ---- ERRATA: Reprint is missing the resource provision. Still considered to provide 1 . (SS FAQ)</p> <p><i>"Lucky they only shot you in the head. Next time they might hit something important."</i></p> <p> 1</p>	<p align="center">Commander Corliss 6</p> <p align="center">TacOps Officer</p> <p>Unique. Can only be played at any time during an opponent's Main Shot. You do not generate any Power during your next Establishing Shot after you play this card.</p> <p>   2 </p>	<p align="center">Dark's Soft Whisper</p> <p align="center">Event</p> <p>Play when an attack you declared fails and an opponent is one Feng Shui Site away from victory or closer to victory than you. Gain 2 Power.</p> <p><i>Defeat becomes victory. The wheel turns.</i></p> <p> 0</p>
<p align="center">Chen Sho Kung 6</p> <p align="center">Master Swordsman</p> <p>Unique. Once per turn, you may sacrifice a Sword State on Chen Sho Kung to reduce all damage dealt to him by a single source to 0. All Swordsman Characters you control gain +1 Fighting.</p> <p>    5 </p>	<p align="center">Coil of the Snake 4</p> <p align="center">Lodge Assassin</p> <p>Stealth. When you turn Coil of the Snake to attack, you may discard and draw a card.</p> <p><i>Quick, clean, lethal.</i></p> <p>  3 </p>	<p align="center">Contingency Plans</p> <p align="center">Event</p> <p>Limited. Play when a Feng Shui Site you control is seized or burned :: Play a Feng Shui Site face-up at no cost.</p> <p><i>"To be prepared beforehand for any contingency is the greatest of virtues." - Sun Tzu</i></p> <p>   0</p>	<p align="center">Doctor Shen 7</p> <p align="center">Martial Artist</p> <p>Unique. Toughness: 1. At the end of combat, you may heal one damage from any other Character for each combat damage he inflicted on a Character.</p> <p><i>"First, do no harm" is not his motto.</i></p> <p>  5  </p>

<p><1> Dragon Dojo (5)</p> <p>Site</p> <p>You may draw a card when you play a Student, Master, or Teacher Character at this location. This effect is not cumulative.</p> <p><i>"Here, we teach discipline, philosophy, and how to kick butt."</i></p> <p>2 </p>	<p>Eagle vs. Snake</p> <p>Event</p> <p>Faceoff. Turn a Character you control and target an opponent's Character with Fighting no lower than two less than yours. The winner may draw three cards.</p> <p><i>Rachel was fast. Su Yin was faster.</i></p> <p>  1</p>	<p>Feng Kan 5</p> <p>Wind Demon</p> <p>You may play Feng Kan at -1 cost for each opponent who controls more Characters than you do.</p> <p><i>"Who can see the wind before it arrives?"</i></p> <p>   4  </p>	<p>Fist of the Bear (PAP) 6</p> <p>Lodge Enforcer</p> <p>Toughness: 1.</p> <p><i>Thalnasser chose brute force as the best way to deal with the Hand.</i></p> <p>  4 </p>
<p><1> Dragon Mountain (7)</p> <p>Feng Shui Site</p> <p>Unique. Toughness: 1.</p> <p><i>"The dragon is hidden in the land. Its scales say, 'Do not act.'"</i></p>	<p>Faked Death</p> <p>Event</p> <p>Return a Character from your smoked pile to your hand.</p> <p><i>The Lodge can write you a death certificate any time they want.</i></p> <p> 0</p>	<p>Fire Infiltrator 2</p> <p>Netherworld Subversive</p> <p>+1 Fighting if you have  resources in your pool.</p> <p><i>Li Ting saw the Muslim rebellion as an opportunity to establish his twisted version in China.</i></p> <p> 2 </p>	<p>Flying Kick</p> <p>Event</p> <p>Target Character gains Superleap until the end of the turn.</p> <p><i>"Yeah, yeah, we'll give it back to the Hand when we're done with it."</i></p> <p> 1</p>




















<p>Flying Monkey Squad 3</p> <p>Guerrilla Gorillas</p> <p>Independent. Superleap.</p> <p><i>You're not in Kansas anymore.</i></p> <p> 3 </p>	<p><1> Forgotten Shrine (6)</p> <p>Feng Shui Site</p> <p>Turn and maintain and target an opponent's Site :: That Site takes two damage when it is turned.</p> <p><i>"...Lost to all but the lone monk whose duty was to tend it."</i></p>	<p><1> Four Sorrows Island (6)</p> <p>Feng Shui Site</p> <p>Unique. Cannot be healed except when seized. Except during an attack on this card, turn and inflict 2 damage on it and target a Character :: Target may not intercept until the end of the turn.</p>	<p>Geoscan Report</p> <p>Event</p> <p>Limited. Target a Site controlled by an opponent. Reveal that Site. Characters you control inflict +2 damage on that Site until the end of the turn.</p> <p><i>"The survey teams started complaining after the Temple incident."</i></p> <p> 1</p>
<p>Fong Sai Yuk (PAP) 9</p> <p>Martial Artist</p> <p>Unique. Superleap. The rules text of the back-row Site at the location of the target of Fong Sai Yuk's attack is canceled until the end of the turn.</p> <p> 6 </p>	<p>Fortune of the Turtle</p> <p>State</p> <p>Subject Character is not affected by Events played by an opponent.</p> <p><i>The turtle symbolizes protection, caution, and forethought.</i></p> <p> 1</p>	<p>General Senggelinqin 7</p> <p>Manchu Military Mastermind</p> <p>Unique. Tactics. Once during your Main Shot, you may sacrifice a Soldier Character to play a Commandant, Colonel, or Officer Character from your hand or smoked pile at -X cost. X= the cost of the sacrificed Character.</p> <p> 4 </p>	<p>Gong Wei 6</p> <p>Reformed Bandit</p> <p>Unique. Once during your Main Shot, you may sacrifice a Rebel, Rabble, or Peasant Character to return a  Event from your smoked pile to your hand.</p> <p> 4 </p>

















<p><1> Hartwell Iron Works (6)</p> <p>Feng Shui Site</p> <p>Unique. When any Character enters combat with this card, inflict 1 damage on that Character. (Before combat damage is dealt.)</p> <p><i>A dangerous place, even for the wary.</i></p>	<p><1> Heaven's Peak (8)</p> <p>Feng Shui Site</p> <p>Unique. You may draw a card when an opponent turns a Character to change location or to generate an effect.</p> <p><i>"Chi follows the winds of fate."</i></p>	<p>Homemade Grenade</p> <p>State</p> <p>Weapon. Sacrifice Homemade Grenade and flip 3 coins :: Inflict one damage on all opponents' Characters at subject Character's location for each Heads.</p> <p><i>"I'm pretty sure the bit that fell out wasn't the pin."</i></p> <p>♣ 1</p>	<p>Iala Mané (PAP) 3</p> <p>Blind Master</p> <p>Unique. Iala Mané can attack during an opponent's turn. All  Characters you control gain +1 Fighting and Independent.</p> <p><i>Operation: Killdeer left some loose ends.</i></p> <p>   4  </p>
<p>Healing Earth</p> <p>Event</p> <p>Remove up to X damage from cards you control. X= the number of  resources in your pool.</p> <p><i>The regenerative powers of the earth are triggered by the transcendent soul.</i></p> <p> 0</p>	<p>Hermes 1</p> <p>Purist Agent</p> <p>Unique. Turn to draw 1 card, or 3 cards if "Malachi" is in play.</p> <p><i>"The seeds of the critical shift have been planted...."</i></p> <p>  1  </p>	<p>"I Will Avenge You!"</p> <p>Event</p> <p>Limited. Play when a Character you control is smoked by an attacker or Event controlled by an opponent. Search through your deck for a Character. Show that card to your opponents and put it into your hand. Reshuffle.</p> <p>  1</p>	<p>Impoverished Monk 2</p> <p>Dedicated Martial Artist</p> <p>Gains Toughness: 1 and Superleap while you have no Power. You may not play non- States on Impoverished Monk.</p> <p><i>They renounce worldly things for true mastery.</i></p> <p>  2  </p>





























<p style="text-align: center;">Infernal Plot</p> <p style="text-align: center;">Event</p> <p>One-Shot. Play during your Main Shot. Target opponent discards his or her hand. Choose X cards from that player's smoked pile, and put them in his or her hand. X= the number of cards discarded.</p> <p><i>"You need not kill them. Just distract them."</i></p> <p style="text-align: center;"> 3</p>	<p style="text-align: center;">Into the Light</p> <p style="text-align: center;">Event</p> <p>Return one card from your smoked pile to your hand.</p> <p><i>The Perfect Master's Principle of Reversal teaches us that great defeat must precede profound victory.</i></p> <p style="text-align: center;"> 1</p>	<p style="text-align: center;">Jade Wheel Society 1</p> <p style="text-align: center;">Secret Society</p> <p>Sacrifice Jade Wheel Society, except during an attack, to discard up to two cards.</p> <p><i>The foundation of the Ascended's power in China.</i></p> <p style="text-align: center;">1 </p>	<p style="text-align: center;">Jiang Xushen 6</p> <p style="text-align: center;">Fire Infiltrator</p> <p>Unique. You may inflict 1 damage on any card in play when any player plays a  State or  Event.</p> <p><i>He plays a deadly game with the Hand.</i></p> <p style="text-align: center;"> 4 </p>
<p style="text-align: center;">Instrument of the Hand 2</p> <p style="text-align: center;">Martial Artist</p> <p>(no text)</p> <p><i>"Even the noodle lady turned out to be a guerrilla fighting against the foreign powers."</i></p> <p style="text-align: center;">2 </p>	<p style="text-align: center;">Invincible Chi</p> <p style="text-align: center;">Event</p> <p>Play during your turn. Choose States, Edges, or Sites. Cancel the effects and rules text of all cards of that type until the end of the turn.</p> <p style="text-align: center;">   1</p>	<p style="text-align: center;">Jenny Zheng 2</p> <p style="text-align: center;">Promising Student</p> <p>Unique. Superleap.</p> <p><i>"Nyaaah, nyaaah!!!"</i></p> <p style="text-align: center;">   2  </p>	<p style="text-align: center;">Juan "El Tigre" Velasquez 6</p> <p style="text-align: center;">Lodge Killer</p> <p>Unique. Stealth. Superleap.</p> <p><i>"I'm going to rip your heart out, old man!"</i></p> <p style="text-align: center;">   5 </p>


























<p>Katie Kincaid 6</p> <p>Gunfighter</p> <p>Unique. If Katie Kincaid is the subject of a Gun State, flip a coin when she enters combat. Heads: she gains Ambush until the end of combat.</p> <p>  4 </p>	<p>King on the Water</p> <p>State</p> <p>Sacrifice King on the Water and target a Character :: Target Character may not intercept subject Character until the end of the turn.</p> <p><i>"Strike water, and it only flows around your fist."</i></p> <p>  0</p>	<p>Koko Chanel 5</p> <p>Master of Monkey Style</p> <p>Unique. Not a legal subject for States. Can attack during an opponent's turn. Unturns at the start of the turn of any player who is closer to victory.</p> <p><i>High explosives go with everything.</i></p> <p>   4 </p>	<p>Larcenous Fog</p> <p>State</p> <p>Play on a Site. Treat subject's rules text as if it were blank.</p> <p><i>The land itself forgets what it is.</i></p> <p>  2</p>
<p>Kiii-YAAA!</p> <p>Event</p> <p>Play during your Main Shot. Steal up to 3 Power from target opponent who controls three or more Power-generating Sites.</p> <p>  0</p>	<p>Kinoshita 7</p> <p>Lodge Chairperson</p> <p>Unique. Assassinate. Stealth. Pay 1 Power during your Main Shot to turn target Character.</p> <p><i>"Our brethren from the future need a lesson in humility."</i></p> <p>    5  </p>	<p>Lai Kuang 8</p> <p>Eunuch Sorcerer</p> <p>Unique. When an opponent smokes Lai Kuang, you may play a Demon Character at -3 cost.</p> <p><i>"In killing me, you have only doomed yourselves!"</i></p> <p>  5  </p>	<p>Larcenous Mist v2</p> <p>Event</p> <p>Until the end of the turn, treat the rules text of target Character and all States on or later played on target as blank.</p> <p><i>The mists rob you of both sight and self.</i></p> <p>  0</p>



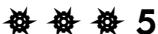








<p style="text-align: center;">Legacy of the Master</p> <p style="text-align: center;">State</p> <p>Play on a Character you control. When subject leaves play, you may place all States on subject that you control, other than "Legacy of the Master", onto a Character you control.</p> <p><i>"You are now ready to learn the true art."</i></p> <p> 0</p>	<p style="text-align: center;">Li Yu 6</p> <p style="text-align: center;">Fire Demon</p> <p>Not affected by opponents' 0-cost Events, States, and Edges.</p> <p><i>The wrath of the volcano unleashed.</i></p> <p> 4 </p>	<p style="text-align: center;">Malachi 1</p> <p style="text-align: center;">Purist Agent</p> <p>Unique. Turn to inflict 1 damage on any Character in play, or 3 damage if "Hermes" is in play.</p> <p><i>"If the Lotus fail, they create our eventual victory."</i></p> <p> 1 </p>	<p style="text-align: center;"><1> Manchu Garrison (5)</p> <p style="text-align: center;">Site</p> <p>Turn to give a Manchu or Soldier Character +1 Fighting until the end of the turn.</p> <p><i>The Lodge uses the Manchu government to keep China in a stranglehold.</i></p> <p>2 </p>
<p style="text-align: center;">Li Sen-Hao 8</p> <p style="text-align: center;">Master of the Mantis Style</p> <p>Unique. Discard a card from your hand :: Remove 1 damage from Li Sen-Hao, or Li Sen-Hao inflicts +1 damage to Characters until the end of the turn.</p> <p> 5 </p>	<p style="text-align: center;">Lodge Politics</p> <p style="text-align: center;">Event</p> <p>Take control of target card that is not a Lodge Character.</p> <p><i>A thousand years of consensus ends now.</i></p> <p> 1</p>	<p style="text-align: center;">Manchu Bureaucrat 1</p> <p style="text-align: center;">Corrupt Official</p> <p>All effects that target Edges you control are canceled. Turn and sacrifice to return an Edge from your smoked pile to your hand.</p> <p><i>"Hitmen I can handle, but bureaucrats scare me!"</i></p> <p> 1 </p>	<p style="text-align: center;">Manchu Officer 4</p> <p style="text-align: center;">Military Commandant</p> <p>Once each turn, unturn Manchu Officer when any player plays a Soldier, Manchu, or Commandant card.</p> <p> 3 </p>






















<p style="text-align: center;">Manchu Soldiers 1</p> <p style="text-align: center;">Imperial Pawns</p> <p>No Max. +1 Fighting if you control a General Character.</p> <p><i>What they lack in skill, they make up for in numbers.</i></p> <p>1 </p>	<p style="text-align: center;">Master Blacksmith 2</p> <p style="text-align: center;">Industrious Peasant</p> <p>You may ignore resource conditions when playing Sword States. Turn to return a Sword State from your smoked pile to your hand.</p> <p><i>"The heart of China is in its farmers and craftsmen."</i></p> <p>  2 </p>	<p style="text-align: center;">Master Swordsman 4</p> <p style="text-align: center;">Righteous Warrior</p> <p>+1 Fighting while the subject of a Sword State. While the subject of a Weapon, his damage cannot be reduced.</p> <p><i>"True patriots lend their blades to our cause."</i></p> <p>  3  </p>	<p style="text-align: center;">Miu Tsui Fa 3</p> <p style="text-align: center;">Butt-Kicking Mom</p> <p>Unique. +X fighting. X= the number of damage counters on other  Characters you control.</p> <p><i>Sai Yuk's mom was a butt-kicking machine, too.</i></p> <p>  3 </p>
<p><1> Market Square (4)</p> <p style="text-align: center;">Feng Shui Site</p> <p>Gain 1 Power when an attack is declared against this card.</p> <p><i>"To the merchants, invaders are just more customers."</i></p>	<p style="text-align: center;">Master Killer</p> <p style="text-align: center;">State</p> <p>Unique. Subject Character gains +1 Fighting and cannot be intercepted by non-Unique Characters. When subject is smoked by one or more Characters, return Master Killer to play on one of those Characters.</p> <p><i>Confucian values don't always include pacifism.</i></p> <p>   2</p>	<p style="text-align: center;">Might of the Elephant X</p> <p style="text-align: center;">Lodge Enforcer</p> <p>X= the number of  resources in your pool.</p> <p><i>"Our strength comes from our unity."</i></p> <p>4 </p>	<p style="text-align: center;">Mo' Monkeys, Mo' Problems</p> <p style="text-align: center;">Edge</p> <p>Limited. Draw a card when you play a Monkey, Ape, Chimp, Gorilla, or Simian card.</p> <p><i>More fun than a temple full of monkeys.</i></p> <p>  0</p>















<p>"Monkey" Chang 7</p> <p>Transformed Martial Artist</p> <p>Unique. When "Monkey" Chang turns to attack, you may choose two Characters in play :: Those Characters cannot intercept him during this attack.</p> <p> </p>	<p>Mr. X 1</p> <p>Lodge Mastermind</p> <p>Unique. Turn and maintain to take control of a Character with a cost no greater than 3.</p> <p><i>"I have places to go and people to be."</i></p> <p> </p>	<p>Novice Students 4</p> <p>Fledgling Martial Artists</p> <p>Generates 1 Power during your Establishing Shot while damaged.</p> <p><i>Once they learn the harsh lessons of the Secret War, they will be a force to be reckoned with.</i></p> <p> </p>	<p>Old Uncle 4</p> <p>Martial Artist</p> <p>When you turn this card to attack, you may draw 2 cards. This effect is not cumulative.</p> <p><i>He still knows a few tricks.</i></p> <p> </p>
<p>Mouth of the Fire Righteous 7</p> <p>Netherworld Master</p> <p>Unique. When Fire Characters at this location turn to attack they gain +1 Fighting until end of turn. Once per turn, you may pay 1 Power to inflict 3 damage on a Character at this location.</p> <p> </p>	<p>Natraj Thalnasser 8</p> <p>Lodge Warlord</p> <p>Unique. Guts. Cannot be healed by other cards. Except at the end of a turn, Natraj Thalnasser is not smoked if his Fighting is 0.</p> <p><i>"No, don't shoot him; you'll just make him mad."</i></p> <p> </p>	<p>Old Man Wu 6</p> <p>Master of the Monkey Style</p> <p>Unique. You may redirect exactly 1 damage from each source that would damage Old Man Wu to any Character in play.</p> <p><i>"I never thought you were this big a fool, boy."</i></p> <p> </p>	<p><1> Opium Den (5)</p> <p>Hood Site</p> <p>Limited. Turn and maintain to give target Character -2 damage while it is not attacking.</p> <p><i>"Control the masses, you control the nation."</i></p> <p> </p>































<p>Order of the Wheel 2</p> <p>Secret Society</p> <p>Sacrifice Order of the Wheel, except during an attack, to draw up to two cards.</p> <p><i>Foreign merchants, diplomats, and officers, all in the service of the Lodge.</i></p> <p>2 </p>	<p>Path of the Clever Fox</p> <p>State</p> <p>Schtick. Turn when subject Character is at a location controlled by an opponent :: Steal one Power from that opponent. You may substitute  for  when playing this card on a Transformed or Lodge Character.</p> <p>   2</p>	<p>Path of the Healthy Tiger</p> <p>State</p> <p>Subject Character gains Guts while it has more than two damage on it. You may substitute  for  when playing this card on a Transformed or Lodge Character.</p> <p><i>"They may strike first, but make sure that you strike last."</i></p> <p>  1</p>	<p>Path of the Praying Mantis</p> <p>State</p> <p>Subject Character takes no damage from opponents' 1-cost cards, and inflicts +2 damage on Characters. You may substitute  for  when playing this card on a Transformed or Lodge Character.</p> <p>  1</p>
<p>Order Out of Chaos</p> <p>Event</p> <p>Limited. Look at the top 5 cards of your deck. You may toast as many of these cards as you wish. Return the remaining cards to the top of your deck in any order.</p> <p><i>"The revolutions will break the Lodge and allow us to reclaim the Mandate of Heaven."</i></p> <p>    0</p>	<p>Path of the Fire Righteous</p> <p>Netherworld State</p> <p>Play on a Fire Character. Subject gains +1 Fighting, and its damage may not be reduced.</p> <p><i>The Hand aren't the only ones who know kung fu.</i></p> <p> 1 </p>	<p>Path of the Lurking Rat</p> <p>State</p> <p>Subject Character may attack back-row Sites. The rules text of any Site targeted by subject in an attack is canceled until the end of the attack. You may substitute  for  when playing this card on a Transformed or Lodge Character.</p> <p>  1</p>	<p>Path of the Raging Bear</p> <p>State</p> <p>Not cumulative. Subject Character gains Toughness: X. X= the number of damage counters on subject. You may substitute  for  when playing this card on a Transformed or Lodge Character.</p> <p><i>The Bear school teaches that pain is a gift.</i></p> <p>  2</p>












<p style="text-align: center;">Path of the Storm Turtle</p> <p style="text-align: center;">State</p> <p>Not cumulative. Subject Character gains Toughness: 1 against cards that are not  or , and are not the subject of a  or  State. You may substitute  for  when playing this card on a Transformed or Lodge Character.</p> <p>  0</p>	<p style="text-align: center;">Peasant Leader 1</p> <p style="text-align: center;">Disgruntled Commoner</p> <p>Turn and maintain to take control of target Character with Fighting equal to or less than Peasant Leader's.</p> <p><i>"The true strength of China is in its villages."</i></p> <p>  1 </p>	<p style="text-align: center;">Peking Opera Troupe 4</p> <p style="text-align: center;">Kung Fu Acrobats</p> <p>Gains Superleap while you control another Acrobat Character or an opponent controls a card you own.</p> <p><i>It ain't over until the butt-kicking begins.</i></p> <p>  3 </p>	<p style="text-align: center;">Point Blockage</p> <p style="text-align: center;">State</p> <p>Schtick. Play on a Character without Superleap. Turn to inflict 1 damage on any Character at subject's location. Turn that Character, and it does not unturn during its controller's next Establishing Shot.</p> <p><i>A true master needs only the merest touch.</i></p> <p>  1</p>
<p style="text-align: center;">Peasant Agitator 1</p> <p style="text-align: center;">Disgruntled Commoner</p> <p>+1 Fighting while you control any other Peasant Characters.</p> <p><i>"The people are a slumbering dragon. If they are roused, nothing can stop them."</i></p> <p> 1 </p>	<p style="text-align: center;">Peasant Mob 4</p> <p style="text-align: center;">Angry Rabble</p> <p>Inflicts +2 damage on any Site with a printed Body of 7 or more and -2 damage on any Site with a printed Body of 5 or less, even if the Site is unrevealed.</p> <p>  3 </p>	<p style="text-align: center;"><1> Plains of Ash (6)</p> <p style="text-align: center;">Feng Shui Site</p> <p>Unique. Toast 2 cards from your smoked pile :: Plains of Ash gains +1 Body until you lose control of it.</p> <p><i>The seeds of the future grow in the ashes of the past.</i></p>	<p style="text-align: center;">Poison Clan Killers 10</p> <p style="text-align: center;">Mercenary Assassins</p> <p>Unique. If Poison Clan Killers are unturned, they may attack a Character without turning once during your Main Shot.</p> <p><i>Spoken of only in fearful whispers.</i></p> <p>    6</p>

<p style="text-align: center;">Portal Rat 4</p> <p style="text-align: center;">Netherworld Saboteur</p> <p>You may declare an Edge as the target of an attack. Only "Portal Rat" Characters may attack it, and it is considered to be at your choice of its controller's locations until the end of the attack. Smoke the Edge if combat damage is inflicted on it.</p> <p style="text-align: center;"> 3 </p>	<p style="text-align: center;"><2> Primeval Forest (6)</p> <p style="text-align: center;">Feng Shui Site</p> <p>Limited. Generates no Power while damaged or in your back row.</p> <p><i>The strongest chi flows are the most easily disturbed.</i></p>	<p style="text-align: center;">Rachel McShane 8</p> <p style="text-align: center;">Lodge Enforcer</p> <p>Unique. Rachel McShane is not affected by opponents' effects that are generated by turning a card.</p> <p><i>An eagle can spot its prey from a mile above.</i></p> <p style="text-align: center;"> 5 </p>	<p style="text-align: center;">Reinvigoration Process v2</p> <p style="text-align: center;">Edge</p> <p>Turn to play an Abomination Character from your smoked pile.</p> <p><i>Abominations are the perfect soldiers - able to fight until utterly destroyed.</i></p> <p style="text-align: center;"> 1</p>
<p style="text-align: center;">Positive Chi v2</p> <p style="text-align: center;">Event</p> <p>Each player may secretly choose one card, except an Event or Feng Shui Site, in his or her smoked pile. Starting with the current player and proceeding clockwise, each player plays his or her chosen card at no cost.</p> <p style="text-align: center;"> 1</p>	<p style="text-align: center;">Quan Lo 6</p> <p style="text-align: center;">The Perfect Master</p> <p>Unique. All  Characters you control gain Superleap.</p> <p><i>His six Principles of Light form the cornerstone of the Guiding Hand.</i></p> <p style="text-align: center;"> 6 </p>	<p style="text-align: center;">Realpolitik</p> <p style="text-align: center;">Event</p> <p>Smoke target Edge or State.</p> <p><i>The Ascended will - and can - do nearly anything to maintain their power over our world.</i></p> <p style="text-align: center;"> 1</p>	<p style="text-align: center;">Rend Chi</p> <p style="text-align: center;">Event</p> <p>Remove X damage from target Character you control and inflict X damage on an opponent's Character at target's location. X= all damage on target.</p> <p><i>"Pain is also a weapon."</i></p> <p style="text-align: center;"> 1</p>

<p>Robust Feng Shui</p> <p>Event</p> <p>Redirect all damage done to target Feng Shui Site by a single source to any target in play.</p> <p><i>"Quan Lo taught the very earth itself the Principle of Redirection."</i></p> <p>  2</p>	<p>Señor Ocho 7</p> <p>Lodge Assassin</p> <p>Unique. Assassinate. Ambush while attacking Unique Characters.</p> <p><i>"Will you step into my parlor?" said a spider to a fly" -Mary Howitt</i></p> <p>   5 </p>	<p>Shaolin Student 1</p> <p>Fledgling Monk</p> <p>Sacrifice Shaolin Student when an opponent burns a Feng Shui Site you control :: Play a Martial Artist Character at -3 cost.</p> <p><i>"Bitter defeat teaches the most profound lessons."</i></p> <p>1 </p>	<p>Shinobu Yashida 7</p> <p>Pledged Master</p> <p>Unique. Inflicts +3 damage on Characters with Fighting of 8 or more.</p> <p><i>"Only you are worthy of my sharpest blows, Kar Fai."</i></p> <p>   4 </p>
<p>Sabotage</p> <p>State</p> <p>Play on an opponent's Site. Subject cannot be turned.</p> <p><i>"Supreme excellence consists in breaking the enemy's resistance by blowing stuff up." - B. Potemkin</i></p> <p>  1</p>	<p>Shaking the Mountain</p> <p>Event</p> <p>Turn all Characters and Sites at target location.</p> <p><i>"One man, in harmony with the six Principles, can shake the Pillars of Heaven."</i></p> <p>  1</p>	<p>Shaolin Surprise v2</p> <p>Event</p> <p>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.</p> <p>  0</p>	<p>Shui Yu 6</p> <p>Water Demon</p> <p>When an interceptor inflicts combat damage on Shui Yu, all other Characters currently intercepting Shui Yu that share a faction resource with that interceptor inflict no damage until the end of the attack.</p> <p>  4  </p>

<p style="text-align: center;">Sifu 4</p> <p style="text-align: center;">Martial Arts Teacher</p> <p>All Student Characters you control inflict +1 damage.</p> <p><i>"No. Attempt the stance again."</i></p> <p style="text-align: center;"> 3 </p>	<p style="text-align: center;"><0> Sliding Paper Walls (3)</p> <p style="text-align: center;">Battleground Site</p> <p>Cannot be seized. Any damage in excess of this Site's Body is inflicted on the Site behind it. Turn to swap the positions of this Site and a Site at an adjacent location when an attack is declared on that Site, changing the target of the attack.</p> <p style="text-align: center;">0</p>	<p style="text-align: center;">Student of the Dragon 1</p> <p style="text-align: center;">Martial Artist</p> <p>Independent. If a card at this location is attacked, Student of the Dragon must be declared as an interceptor.</p> <p><i>He knows just enough to get himself in real trouble.</i></p> <p style="text-align: center;">1 </p>	<p style="text-align: center;">Sword Dance</p> <p style="text-align: center;">Event</p> <p>You may move each Weapon from Characters you control to any other Character you control. All Swordsman Characters who are now the subject of a Sword State gain +1 Fighting until the end of the turn.</p> <p style="text-align: center;">  1</p>
<p style="text-align: center;">Six Bottles Hwang 6</p> <p style="text-align: center;">Drunken Master</p> <p>Unique. No player may declare interceptors against Six Bottles Hwang. Any opponent may discard 3 cards at random while he is attacking to be able to declare interceptors against him until the end of the attack.</p> <p style="text-align: center;">  4  </p>	<p style="text-align: center;">Spider vs. Mantis</p> <p style="text-align: center;">Event</p> <p>Faceoff. Turn a Character you control and target an opponent's Character with Fighting no lower than two less than yours. The winner may look at the top 5 cards of the loser's deck, put one on the bottom, and return the others in any order.</p> <p style="text-align: center;">  1</p>	<p style="text-align: center;">Superior Kung Fu</p> <p style="text-align: center;">Event</p> <p>Not cumulative. Target a Character that is about to enter combat with a Character with a higher Fighting :: Target gains +2 Fighting until the end of the turn.</p> <p><i>"In martial arts, the Guiding Hand had no equals."</i></p> <p style="text-align: center;">  0</p>	<p style="text-align: center;">Swordsman 1</p> <p style="text-align: center;">Foot Soldier</p> <p>(no text)</p> <p><i>He fights for the honor of China, and will die for Confucian principles.</i></p> <p style="text-align: center;">1 </p>

<p>TacOps Troopers 6</p> <p>BuroMil Elite</p> <p>Tactics. TacOps Troopers gains Mobility while there is a Battleground Site in play.</p> <p><i>Most people fear the abominations. The smart ones fear them.</i></p> <p>  4 </p>	<p><1> Temple of the Shaolin Dragon (8)</p> <p>Feng Shui Site</p> <p>Unique. Uncopyable. All  Characters you control gain +1 Fighting. If you have another Feng Shui Site in your front row, players who do not control a Netherworld Site cannot attack this card.</p> <p>   3   </p>	<p>The Eastern King 11</p> <p>Lodge Mastermind</p> <p>Unique. Uncopyable. Not a legal target for Events. When you play him, and at the start of each turn, he gains the rules text of target Lodge Character until the target leaves play or the end of the turn.</p> <p>    7 </p>	<p>The Inner Fire</p> <p>Edge</p> <p>All Fire Characters you control provide , and may not be taken control of by opponents.</p> <p><i>The heart of a zealot burns brighter than the hottest flame.</i></p> <p> 0</p>
<p><1> Temple of the Monkey King (8)</p> <p>Feng Shui Site</p> <p>Turn and target a Character attacking a card at this location :: Until the end of the turn, cancel target's effects and rules text.</p> <p><i>The Monkey King is well known throughout Asia.</i></p>	<p>The Dragon Unyielding</p> <p>Event</p> <p>Limited. Play when a Unique Character you control smokes a Unique Character by inflicting combat damage :: Gain 3 Power.</p> <p><i>"What can one old monk do against the mightiest of the Lodge?"</i></p> <p>    0</p>	<p>The Fox Outfoxed</p> <p>State</p> <p>May not be played on a Feng Shui Site. You gain all Power gained or generated from subject card.</p> <p><i>You taste prosperity. Your foe tastes air.</i></p> <p> 2</p>	<p>The Unspoken Name 6</p> <p>Lodge Chairperson</p> <p>Unique. Cannot turn to attack. Turn to give Stealth until end of turn to any number of Characters whose total cost does not exceed 7.</p> <p><i>"Our brethren from the past need a lesson in unity."</i></p> <p>      3  </p>

<p style="text-align: center;">Three Sectional Staff</p> <p style="text-align: center;">State</p> <p>Weapon. Subject Character inflicts +1 damage, or +2 if it has the designator Martial. When subject enters combat, flip a coin. Heads: subject inflicts an additional +1 damage this combat, and flip again.</p> <p><i>The most difficult to master of the five classic weapons.</i></p> <p style="text-align: center;">1</p>	<p style="text-align: center;">Tiger Hook Swords</p> <p style="text-align: center;">State</p> <p>Weapon. Subject Character inflicts +2 damage. If subject is a Swordsman, draw a card when subject smokes a Character by inflicting combat damage.</p> <p style="text-align: center;">1</p>	<p style="text-align: center;">Tong Su Yin 4</p> <p style="text-align: center;">Master of the Snake Style</p> <p>Unique. Tong Su Yin's Fighting is increased by the number of cards in your hand.</p> <p><i>"They say that a snake can never strike farther than half its length. They lie."</i></p> <p style="text-align: center;"> </p>	<p style="text-align: center;">Tsung Jin 7</p> <p style="text-align: center;">Master of the Crane Style</p> <p>Unique. When Tsung Jin turns to attack, choose up to X Characters :: The chosen Characters may not intercept Tsung Jin during this attack. X= the number of States on Tsung Jin.</p> <p style="text-align: center;"> </p>
<p style="text-align: center;">Ti Kan 5</p> <p style="text-align: center;">Metal Demon</p> <p>Toughness: 1 against  cards. +1 damage against  cards.</p> <p><i>As warm and caring as steel.</i></p> <p style="text-align: center;"> </p>	<p style="text-align: center;">Tiger vs. Crane</p> <p style="text-align: center;">Event</p> <p>Faceoff. Turn a Character you control and target an opponent's Character with Fighting no lower than two less than yours. The winner may inflict 1 damage on up to 3 different cards controlled by the loser.</p> <p><i>Tsung Jin was the first target.</i></p> <p style="text-align: center;">  1</p>	<p style="text-align: center;">"Try My Kung Fu!"</p> <p style="text-align: center;">Event</p> <p>Not cumulative. Target Monk, Master, or Martial Character gains +1 Fighting and Toughness: 1 until the end of the turn.</p> <p><i>"There are only thirty-five of you..."</i></p> <p style="text-align: center;"> 0</p>	<p style="text-align: center;"><1> Two Dragons Inn (7)</p> <p style="text-align: center;">Site</p> <p>Unique. At the end of each player's turn, that player loses one Power if he or she controls any Characters and did not declare an attack.</p> <p><i>Mr. X tracked Iala Mané to the Inn, and then set up his ambush.</i></p> <p style="text-align: center;">2</p>

<p align="center">Underworld Contract</p> <p align="center">Edge</p> <p>Limited. Place a counter on Underworld Contract when an attack declared against you fails. Turn and remove X counters to play a Demon card at -X cost.</p> <p align="center">♻️♻️♻️ 0</p>	<p align="center">Web of the Spider (PAP) 2</p> <p align="center">Lodge Mastermind</p> <p>Gain 1 Power when an opponent plays a card at reduced cost.</p> <p><i>Accountants are as important as assassins in the Secret War.</i></p> <p align="center">☀️ 2 ☀️</p>	<p align="center">Year of the Snake</p> <p align="center">Event</p> <p>One-Shot. Play when you are attacking a Site :: Change the target of all your attackers to any one legal card.</p> <p><i>After the playful Dragon comes the wily Serpent.</i></p> <p align="center">☀️☀️☀️ 3</p>	<p align="center">Yen Song 6</p> <p align="center">Shaolin Traitor</p> <p>Unique. Stealth. Not affected by Superleap.</p> <p><i>"Confucian principles have not brought prosperity to our people. The Wheel can."</i></p> <p align="center">☀️☀️☀️ 4 ☀️🌀</p>
<p align="center">Walk of a Thousand Steps</p> <p align="center">State</p> <p>Not cumulative. Subject Character takes -X damage from any source. X= half the damage inflicted, rounded up.</p> <p><i>Those who keep the path are kept from harm.</i></p> <p align="center">🌀🌀 2</p>	<p align="center">Wei Fong-yi 7</p> <p align="center">Master of the Fox Style</p> <p>Unique. When Wei Fong-Yi enters combat with a Character, you may choose one State on that Character, and either smoke it or take control of it and place it on Wei Fong-Yi.</p> <p align="center">🌀🌀🌀 4 🌀🌀</p>	<p align="center">Yen Fan 6</p> <p align="center">Pledged Traitor</p> <p>Unique. Superleap. Not affected by Stealth.</p> <p><i>"We cannot sell our freedom and our culture for prosperity. The price is too high, and so I must renounce my Pledge."</i></p> <p align="center">🌀🌀🌀 4 ☀️🌀</p>	<p align="center">Zheng Yi Quan (PAP) 10</p> <p align="center">Kong Fu Master</p> <p>Unique. Guts. All Student Characters you control gain +1 fighting.</p> <p>----</p> <p>ERRATA: Kung is misspelled Kong in his subtitle. Play as if it says Kung. (SS FAQ)</p> <p><i>"I try to pass on what Kar Fai taught me. Not just the fighting, but also why we fight."</i></p> <p align="center">☀️☀️☀️☀️ 6 ☀️🌀</p>