




















































































<p style="text-align: center;"><b>Agathon's Deputies</b> 3</p> <p style="text-align: center;">Demon Cops</p> <p><b>Regenerate.</b> If you control no other <b>Demon, Police,</b> or <b>Cop</b> cards at the end of your Main Shot, smoke this card.</p> <p><i>Don't cry for help too loudly. They may just answer.</i></p> <p style="text-align: center;"> 2 </p>	<p style="text-align: center;"><b>Anastasia</b> 7</p> <p style="text-align: center;">Orphan Ice Ward</p> <p><b>Unique.</b> When this card smokes a Character by inflicting combat damage, you may heal a card. (Including this one.)</p> <p><i>Pi Tui took pity on her, once.</i></p> <p style="text-align: center;">    4  </p>	<p style="text-align: center;"><b>Avenging Darkness</b> 2</p> <p style="text-align: center;">Vengeance Spirit</p> <p><b>Unique. Uncopyable. Ambush.</b> Play only when an opponent burns a Feng Shui Site you control. If Avenging Darkness would successfully inflict combat damage on a card, toast that card instead.</p> <p style="text-align: center;"> 0 </p>	<p style="text-align: center;">&lt;1&gt; <b>Big Red Barn</b> (7)</p> <p style="text-align: center;">Feng Shui Site</p> <p>+2 Body for each Character you control.</p> <p><i>A farm needs good chi as much as it does workers.</i></p>
<p style="text-align: center;"><b>Agent Tanaka</b> 4</p> <p style="text-align: center;">CDCA Ninja</p> <p><b>Unique. Ambush. Assassinate.</b></p> <p><i>"I no longer have the power I once did. That does not mean I am without resources." - Curtis Boatman</i></p> <p style="text-align: center;"> 3 </p>	<p style="text-align: center;"><b>Arcanovirus</b></p> <p style="text-align: center;">Event</p> <p>Target a Character with a printed numerical Fighting of 5 or less :: Smoke target. Alternately, pay 2 additional Power :: Smoke all Characters with a printed numerical Fighting of 5 or less.</p> <p><i>Boatman simply took over Dao Biotech.</i></p> <p style="text-align: center;">  1</p>	<p style="text-align: center;"><b>Bait and Switch</b></p> <p style="text-align: center;">Event</p> <p>Play during an attack you declared, when you no longer control any attackers. Turn a Character you control :: The attack does not end. Instead, that Character becomes an attacker.</p> <p style="text-align: center;">  1</p>	<p style="text-align: center;"><b>Black Ophir</b> 7</p> <p style="text-align: center;">Gorilla Bartender</p> <p><b>Unique.</b> Cannot be intercepted by Characters whose Fighting is lower than this card's.</p> <p><i>"Water? What kinda saloon you think this is?"</i></p> <p style="text-align: center;">   5 </p>




















<p style="text-align: center;"><b>Blasting Crew</b> 4</p> <p style="text-align: center;">Railroad Workers</p> <p>When this card turns to attack, inflict 2 damage on all Sites at the location of its target.</p> <p><i>"Wait, you'll pay us to do this?"</i></p> <p style="text-align: center;"> 3 </p>	<p style="text-align: center;"><b>Bloody Herd</b> 4</p> <p style="text-align: center;">Vampire Cattle</p> <p><b>Toughness: 1.</b> Prior to combat with a Character, you may copy the rules text of that Character onto this card until it leaves play or until it copies another card this way.</p> <p style="text-align: center;">  3 </p>	<p style="text-align: center;"><b>BoneChill</b> 6</p> <p style="text-align: center;">Reprogrammed Pawn</p> <p>When this card enters play, you may immediately toast a Character in an opponent's smoked pile. This card's printed rules text copies that of the toasted Character.</p> <p style="text-align: center;">  4 </p>	<p style="text-align: center;">&lt;1&gt; <b>Bountiful Fields</b> (8)</p> <p style="text-align: center;">Feng Shui Site</p> <p>Once per turn when you play a State, you may draw a card.</p> <p><i>In a land of plenty, many things can be harvested.</i></p>
<p style="text-align: center;"><b>Blood Eagles</b> 4</p> <p style="text-align: center;">Abomination Scouts</p> <p>When this card turns to attack, you may give another Character <b>Ambush</b> and +1 damage until the end of the attack.</p> <p><i>"Damned things smell you from a mile above..."</i></p> <p style="text-align: center;"> 3 </p>	<p style="text-align: center;">&lt;1&gt; <b>Boiler Room</b> (5)</p> <p style="text-align: center;">Mad Science Site</p> <p><b>Limited.</b> If this Site is in your front row, turn it and discard a card at random :: Gain 1 Power.</p> <p><i>"Emergency pressure release valve? Don't think we've got one. Why?"</i></p> <p style="text-align: center;"> 2 </p>	<p style="text-align: center;">&lt;1&gt; <b>Boot Hill</b> (7)</p> <p style="text-align: center;">Feng Shui Site</p> <p><b>Limited.</b> If any opponent is closer to victory than you, turn and discard a Character that is not a foundation :: Gain 1 Power.</p> <p><i>Most gunfighters end up here, with a body full of lead.</i></p>	<p style="text-align: center;"><b>Bridge of Birds</b></p> <p style="text-align: center;">Edge</p> <p>You may play Characters during other players' Main Shots.</p> <p><i>The Seven Masters come and go for their own reasons, and in their own ways.</i></p> <p style="text-align: center;">  0</p>





























<p style="text-align: center;"><b>Cavalry Regiment</b>      3</p> <p style="text-align: center;">Horseback Heroes</p> <p><b>Independent.</b> When you play this card from your hand, you may choose a Character :: Unturn that Character, and it gains <b>Independent</b> until the end of the turn.</p> <p style="text-align: center;">      </p>	<p style="text-align: center;"><b>Chain Lightning</b></p> <p style="text-align: center;">Thunder Event</p> <p>Target four Characters :: Inflict 4 damage on one, 3 on another, 2 on another, and 1 on the last.</p> <p><i>Huan Ken's fury is truly a sight to behold - from a safe distance.</i></p> <p style="text-align: center;"></p>	<p style="text-align: center;"><b>Corporate Hacker</b>      1</p> <p style="text-align: center;">Sleep-Deprived Operator</p> <p>Turn to look at the top three cards of an opponent's deck. You may put one of those cards on the bottom of the deck, and return the other two to the top of the deck in any order.</p> <p style="text-align: center;">      </p>	<p style="text-align: center;"><b>Coyote Clan Scavengers</b>      2</p> <p style="text-align: center;">Transformed Animals</p> <p><b>Ambush</b> against Characters with resource conditions.</p> <p><i>"How can the Lodge keep its power if we cannot prevent entire bloodlines from going feral?"</i></p> <p style="text-align: center;">2      </p>
<p style="text-align: center;"><b>Celestials</b>      2</p> <p style="text-align: center;">Chinatown Secret Society</p> <p>You may play this card at no cost during an attack by an opponent who is one Feng Shui Site away from victory. +1 Fighting while you control any <b>Unique</b> Characters.</p> <p style="text-align: center;">2      </p>	<p style="text-align: center;"><b>Children of the Sharp Knives</b>      4</p> <p style="text-align: center;">Self-Destructive Cultists</p> <p>Cannot turn to heal. Takes 1 damage at the end of your Main Shot.</p> <p><i>"It's time, little poppet."</i></p> <p style="text-align: center;">      </p>	<p style="text-align: center;"><b>Corrupt Land Agent</b>      1</p> <p style="text-align: center;">Pledged Flim-Flam Man</p> <p>Turn when an opponent plays a Site :: Gain 1 Power.</p> <p><i>"By the time we learned he didn't own the Baxter Mine, he was probably halfway to Bolivia."</i></p> <p style="text-align: center;">      </p>	<p style="text-align: center;"><b>Crazed Preacher</b>      2</p> <p style="text-align: center;">Dangerous Zealot</p> <p>Sacrifice this card and turn two Sites you control :: Smoke all non-<b>Unique</b> Characters at his location.</p> <p><i>"Why bother to repent? The end is upon us right now!"</i></p> <p style="text-align: center;">      </p>

<p style="text-align: center;"><b>Curse of Discord</b></p> <p style="text-align: center;">Event</p> <p>Target two interceptors :: Inflict damage on each equal to the other's Fighting.</p> <p><i>"Brother will fight brother. It is the way of things."</i></p> <p style="text-align: center;">◆ ◆ 1</p>	<p style="text-align: center;"><b>Daughter of Flame</b> 6</p> <p style="text-align: center;">Fire Assassin</p> <p><b>Assassinate.</b> When this card attacks, its target's controller must discard two cards at random.</p> <p><i>She meant for cleansing flames to burn the fog from San Francisco.</i></p> <p style="text-align: center;">⊕ ⊕ 4 ⊕</p>	<p style="text-align: center;"><b>Detonating Corpses</b></p> <p style="text-align: center;">Event</p> <p>Play when a Character you control is smoked by combat damage. All opponents' Characters at that location take damage equal to the smoked Character's printed Fighting.</p> <p><i>"The dead will serve - one way or another."</i></p> <p style="text-align: center;">⊗ ◆ 1</p>	<p style="text-align: center;"><b>Dog Soldiers</b> 4</p> <p style="text-align: center;">Thunder Braves</p> <p>When this card turns to attack, you may unturn a Power-generating Site you control. (No card can unturn another card more than once a turn.)</p> <p style="text-align: center;">⊕ 3 ⊕</p>
<p style="text-align: center;"><b>Data Theft</b></p> <p style="text-align: center;">Event</p> <p>Turn a ⊕ Character you control and target a player :: Reveal the top 3 cards of that player's deck. You may play one of those cards at normal cost, regardless of type, and replacing each resource requirement with ✖.</p> <p><i>"Whatever you know, so do we."</i></p> <p style="text-align: center;">⊕ 0</p>	<p style="text-align: center;"><b>Demon Whiskey</b> 3</p> <p style="text-align: center;">Rotgut Horde</p> <p>When an opponent burns a Site, you may return this card to play from your smoked pile.</p> <p><i>"I'm telling you, that stuff will kill you."</i></p> <p style="text-align: center;">3 ⊗</p>	<p style="text-align: center;">&lt;1&gt; <b>Devil's Mountain</b> (6)</p> <p style="text-align: center;">Feng Shui Site</p> <p><b>Unique.</b> Turn to redirect all damage inflicted on a Site by a single source to a Character you control.</p> <p><i>Animals stay away. Men aren't always so smart.</i></p>	<p style="text-align: center;">&lt;1&gt; <b>Donner Lake</b> (6)</p> <p style="text-align: center;">Feng Shui Site</p> <p><b>Unique.</b> At the beginning of your Main Shot, all Characters at this location gain +1 Fighting until they leave play and you must sacrifice a Character at this location.</p> <p><i>Men like to believe that they're not savages.</i></p>








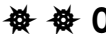








<p><b>Dr. Curtis Boatman (PAP)</b> 4</p> <p>Corporate Scientist Mastermind</p> <p><b>Unique.</b> Opponents must pay you 1 Power to declare attackers against your cards. All <b>Arcano</b> and <b>Abomination</b> Characters you control gain +1 Fighting.</p> <p><i>"It's not the world, but it will do."</i></p> <p> 3   </p>	<p><b>Dust Storm</b></p> <p>Event</p> <p>Play during an attack :: The first interceptor currently assigned to each attacker ceases intercepting.</p> <p><i>"There ain't much to see out there at the best of times."</i></p> <p> 1</p>	<p><b>Evacuation: 2066</b></p> <p>Event</p> <p>Sacrifice X Characters :: Unturn X Characters.</p> <p><i>"You misunderstand, doctor. You are Plan B."</i></p> <p> 0</p>	<p><b>Fastest Gun in the West</b></p> <p>State</p> <p><b>Unique.</b> Subject Character gains <b>Ambush</b>.</p> <p><i>"Walk away, kid. Just walk away."</i></p> <p> 2</p>
<p><b>Dr. Quentin Higginsbotham</b> 1</p> <p>Weirder Scientist</p> <p><b>Unique.</b> Turn :: Reveal all front-row Sites and rearrange each player's front-row Sites. This may change the target of an attack.</p> <p> 1  </p>	<p><b>Echo and Silence</b> 5</p> <p>Twin Assassins</p> <p><b>Unique. Ambush.</b> If they inflict combat damage during the <b>Ambush</b> period, they also inflict combat damage at the normal time.</p> <p>   4  </p>	<p><b>Exiled Monk</b> 4</p> <p>Shaolin Outcast</p> <p>Heal this card at the end of each attack.</p> <p><i>"I have been away for a long time, but I still remember what I learned."</i></p> <p> 3  </p>	<p><b>Fermat's Last Stand</b></p> <p>Event</p> <p>All Characters you control gain +1 Fighting until they leave play, then take 1 damage.</p> <p><i>"Under extreme duress, our deepest truths are revealed."</i></p> <p>  1</p>



























<p style="text-align: center;"><b>Fermat's Soldiers</b>      6</p> <p style="text-align: center;">Secret Shock Troops</p> <p><b>Ambush</b> against Characters controlled by players who control more cards than you.</p> <p><i>"With a few loyal men to carry out my brilliant plans, I will be unstoppable!"</i></p> <p style="text-align: center;">  4      </p>	<p style="text-align: center;"><b>Fire Woman</b>      1</p> <p style="text-align: center;">Crazed Pyromaniac</p> <p>+1 Fighting for each damaged Feng Shui Site you control.</p> <p><i>Pyromania is a cruel and hungry mistress.</i></p> <p style="text-align: center;"> 1      </p>	<p style="text-align: center;"><b>Flesh Eater</b>      4</p> <p style="text-align: center;">Bloodthirsty Demon</p> <p><b>Regenerate.</b> When this card reduces a Site's Body to 0, you may return a card from your smoked pile to your hand.</p> <p><i>"Nobody goes out alone after dark anymore."</i></p> <p style="text-align: center;"> 3      </p>	<p style="text-align: center;"><b>Gambler</b>      3</p> <p style="text-align: center;">Lucky Bastard</p> <p>Twice a turn, you may flip a coin :: Heads: this card gains +2 Fighting until the end of the turn. Tails: it takes 1 damage.</p> <p><i>Lucky to be alive.</i></p> <p style="text-align: center;"> 3      </p>
<p style="text-align: center;"><b>Fire Ants</b>      1</p> <p style="text-align: center;">Deadly Insects</p> <p><b>No Max.</b> +X damage to Characters. X= the number of other attacking "Fire Ants".</p> <p><i>March. Scorch. Feed.</i></p> <p style="text-align: center;">1      </p>	<p style="text-align: center;"><b>Fistful of Dollars</b></p> <p style="text-align: center;">Edge</p> <p>At the beginning of each opponent's Main Shot, he or she may place a counter on this card to gain 1 Power. Turn and remove X counters :: Gain X Power.</p> <p style="text-align: center;">  1</p>	<p style="text-align: center;"><b>Frenzy of the Shark</b>      6</p> <p style="text-align: center;">Lodge Killers</p> <p><b>Toughness: 1</b> against damaged Characters. +X Fighting. X= the number of damaged Characters in play.</p> <p style="text-align: center;">  4      </p>	<p style="text-align: center;"><b>Gamma Beast</b>      2</p> <p style="text-align: center;">Third-Generation Abomination</p> <p>+1 Fighting for each <b>Abomination</b> in play.</p> <p><i>At Dao Biotech, Boatman started recreating arcanoscience.</i></p> <p style="text-align: center;">3      </p>




















<p style="text-align: center;"><b>Gunboat Diplomacy</b></p> <p style="text-align: center;">Edge</p> <p><b>Limited.</b> When an opponent turns a non-Character card, you may inflict 1 damage on any card he or she controls.</p> <p style="text-align: center;">   1</p>	<p style="text-align: center;">&lt;0&gt; <b>Hideout</b> (4)</p> <p style="text-align: center;">Site</p> <p>Attacks cannot be declared against Characters at this location unless you control no other legal targets.</p> <p><i>"Yeah, we're surrounded all right. Now, you gonna call or fold?"</i></p> <p style="text-align: center;">0</p>	<p style="text-align: center;"><b>Hoosegow Jackson</b> 4</p> <p style="text-align: center;">Desperate Outlaw</p> <p><b>Unique. Guts.</b> When you play this card, immediately start an auction by bidding exactly one Power. The winning bidder is considered to have played this card.</p> <p style="text-align: center;">   0 </p>	<p style="text-align: center;"><b>Huichen Kan</b> 6</p> <p style="text-align: center;">Dust Demon</p> <p><b>Stealth.</b> While this card is attacking, Characters controlled by its target's controller cannot change location.</p> <p><i>What good are bullets against a storm?</i></p> <p style="text-align: center;">   4 </p>
<p style="text-align: center;"><b>Gunslinger</b> 3</p> <p style="text-align: center;">Pledged Assassin</p> <p>Turn to enter a <b>Faceoff</b> with target Character. The winner gains 1 Power.</p> <p><i>"By the time you draw, you'll already have six bullets in you."</i></p> <p style="text-align: center;"> 3 </p>	<p style="text-align: center;"><b>High Noon</b></p> <p style="text-align: center;">Event</p> <p><b>Limited. Faceoff.</b> Turn a Character you control and target an opponent's Character with Fighting no lower than two less than yours. Put the loser's Character in the winner's burned-for-victory pile.</p> <p><i>Eventually, it must come down to this.</i></p> <p style="text-align: center;">  1</p>	<p style="text-align: center;"><b>Horse Thief</b> 4</p> <p style="text-align: center;">Lodge Operator</p> <p><b>Stealth.</b> When an opponent plays an Event during your turn, gain Power equal to the Power he or she spent.</p> <p><i>Subtle, efficient, gone before dawn.</i></p> <p style="text-align: center;">  3 </p>	<p style="text-align: center;"><b>Hydrophobia</b></p> <p style="text-align: center;">State</p> <p>Choose a designator when this card enters play. Subject Character cannot attack or intercept cards with that designator, and cannot change location to that of a card with that designator. (Attacking is not considered to be changing location.)</p> <p style="text-align: center;"> 1</p>





















<p><b>Hyper Alloy Blade</b></p> <p>State</p> <p><b>Weapon.</b> Subject Character inflicts +2 damage and cannot have its damage reduced or redirected.</p> <p><i>The alloys that can be manufactured in zero-g will hold an edge a molecule thin.</i></p> <p>  1</p>	<p><b>Involuntary Embalming</b></p> <p>Event</p> <p>Target a Character and toast X cards from your smoked pile at random :: Target gains +X Fighting until it leaves play. X= half (round up) the number of toasted cards.</p> <p><i>There is no act so horrifying that the Lotus will not commit it.</i></p> <p>   1</p>	<p><b>Jessica Ng</b> 4</p> <p>Corporate Mastermind</p> <p><b>Unique.</b> All opponents play with the top card of their decks face-up. You may play these cards at +1 cost, ignoring resource conditions.</p> <p><i>She looked into Jia's eyes with no hint of recognition.</i></p> <p>   3 </p>	<p><b>Johann Bonengel (PAP)</b> 5</p> <p>NeoBuroPresident</p> <p><b>Unique.</b> When you play a 1-cost  Character from your hand, and not due to this card, you may immediately play a second 1-cost  Character from your hand or smoked pile at no cost.</p> <p>   3  </p>
<p><b>Inconvenient Debt</b></p> <p>Event</p> <p>Play when an attack is declared. Target an opponent's unturned Character that could legally attack the target of the attack. That Character cannot turn in response :: Target turns and joins the attack.</p> <p> 1</p>	<p><b>Isothermal Zodiac</b></p> <p>Weird Science Event</p> <p>Choose a player who controls a copy of the first card in alphabetical order by title, ignoring everything but letters :: That player gains 1 Power.</p> <p><i>Proponents claimed that as more people moved west, the territories would produce more water.</i></p> <p> 0</p>	<p><b>Jia Baoyu</b> 2</p> <p>Lovelorn Shaolin Agent</p> <p><b>Unique. Superleap.</b> When he turns to attack, draw three cards if he is the only attacker.</p> <p><i>"I will never forget her."</i></p> <p>  2  </p>	<p><b>Joshua Norton</b> 3</p> <p>Emperor of the USA</p> <p><b>Unique.</b> Your Characters cannot be attacked while he is unturned. Turn during your Main Shot :: Look at target opponent's hand. Gain 2 Power if it contains at least three cards with different costs that aren't Feng Shui Sites.</p> <p>   3   </p>






















<p style="text-align: center;"><b>Just a Scratch</b></p> <p style="text-align: center;">Event</p> <p>Heal target Character that has at least 3 damage.</p> <p><i>"Don't think this'll stop me from putting you down like the mad dog you are."</i></p> <p style="text-align: center;">  0</p>	<p style="text-align: center;"><b>Liquored Up</b></p> <p style="text-align: center;">Event</p> <p>Target Character gains <b>Guts</b> until the end of the turn.</p> <p><i>"You made me spill my drink!"</i></p> <p style="text-align: center;">  0</p>	<p style="text-align: center;"><b>Math Bomb</b></p> <p style="text-align: center;">Event</p> <p>Smoke all Characters whose Fighting is odd.</p> <p><i>The equation does not describe the explosive, it is the explosive.</i></p> <p style="text-align: center;">   2</p>	<p style="text-align: center;"><b>Monkey Pirates</b> 5</p> <p style="text-align: center;">Simian Scalawags</p> <p>Once per Main Shot, you may play an Event from an opponent's smoked pile at +1 cost, ignoring resource conditions. The Event is considered to be <b>Toast It</b>.</p> <p style="text-align: center;">  4 </p>
<p style="text-align: center;"><b>Lateral Reincarnation</b></p> <p style="text-align: center;">Event</p> <p><b>Unique.</b> You must have at least 3 resources of the same type to play this card. Sacrifice a Character and choose a non-<b>Unique</b> Character in an opponent's smoked pile with the same cost or less :: Return the chosen Character to play under your control.</p> <p>----</p> <p>ERRATA: delete <b>Unique</b>. (Gavin Edwards posting to Shadowfist_Forum 6 Sep 2006)</p> <p style="text-align: center;">1</p>	<p style="text-align: center;">&lt;1&gt; <b>Mah-Jongg Parlor</b> (7)</p> <p style="text-align: center;">Feng Shui Site</p> <p><b>Limited.</b> Turn and pay one Power :: Put a counter on this card. Turn and remove all counters from this card :: Gain Power equal to twice the number of counters removed.</p> <p><i>Never bet against the house.</i></p> <p style="text-align: center;">   5</p>	<p style="text-align: center;"><b>Midnight</b> 8</p> <p style="text-align: center;">Demon Horse</p> <p><b>Unique.</b> All your Characters at this location gain <b>Mobility</b>. Pay 1 Power to change the target of an effect that targets this card or "Reverend Adam Wither".</p> <p style="text-align: center;"></p>	<p style="text-align: center;"><b>Moonlight Raid</b></p> <p style="text-align: center;">Event</p> <p>Until end of turn, target Character you control gains <b>Stealth</b> and you gain 1 Power when that Character inflicts combat damage on the target of its attack.</p> <p style="text-align: center;">  0</p>













<p><b>Morse Code Poet</b> 3</p> <p>Magical Telegraph Operator +1 Fighting for every column in your Site structure.</p> <p>..... / ..... / ..... / .....</p> <p> 3  </p>	<p><b>Netherflitter v2</b></p> <p>Weird Science State</p> <p><b>Vehicle.</b> Subject Character gains +1 Fighting and <b>Mobility</b>. While attacking, subject takes no damage from Characters whose Fighting is even.</p> <p><i>It's not so bad once it gets off the ground.</i></p> <p>     1</p>	<p><b>Nihilist</b> 6</p> <p>Cybernetic Ninja</p> <p>Gain 2 Power when he reduces a Feng Shui Site's Body to 0. Draw a card when he smokes a Character.</p> <p><i>"Life is without value. Especially yours."</i></p> <p>  4  </p>	<p><b>Nothing Happens</b></p> <p>Event</p> <p>Cancel target Site until the end of the turn. Any opponent may pay you 1 Power to cancel this effect. Reload this card if they do so.</p> <p><i>"Wait for it... wait for it..."</i></p> <p> 0</p>
<p><b>Naikute</b> 5</p> <p>Tribal Chief</p> <p><b>Unique.</b> When he enters play, you may return a <b>Weapon</b> to play from your smoked pile onto him.</p> <p><i>"Our braves have the strength of sky in their hearts, as well as bows in their hands."</i></p> <p>   3 </p>	<p><b>Night Horror</b> 3</p> <p>Rogue Abomination</p> <p><b>Ambush.</b> Can be played during an opponent's turn. May attack during an opponent's turn.</p> <p><i>With their handlers gone, many abominations ran amok.</i></p> <p> 3 </p>	<p><b>Nitro Jack</b> 3</p> <p>Unsavoury Demolitions Expert</p> <p><b>Unique. Uncopyable. Stealth.</b> When he inflicts combat damage on a Site, and its Body is not reduced to 0, smoke it. When he is smoked while at a location you control, smoke a Site at that location.</p> <p>  3 </p>	<p><b>One-Eye Chan</b> 4</p> <p>Chinatown Elder</p> <p><b>Unique.</b> Select State, Edge, Event, or Character when this card enters play. Once during your Main Shot, you may play one card of that type from an opponent's smoked pile at regular cost, ignoring resource conditions. Events played in this manner are <b>Toast It</b>.</p> <p>  3  </p>
















<p align="center"><b>Personality Shard</b></p> <p align="center">State</p> <p>Play on a Character, and choose an opponent's Character :: Subject gains the other Character's rules text.</p> <p><i>The latest fashion in 2066 - give a loved one a little piece of your soul.</i></p> <p> 1</p>	<p align="center"><b>Potlatch</b></p> <p align="center">Event</p> <p><b>One-Shot.</b> Put a Feng Shui Site you control in another player's burned-for-victory pile :: Gain 3 Power.</p> <p><i>"Really, you shouldn't have!"</i></p> <p>   0</p>	<p align="center"><b>Railroad Workers</b> 1</p> <p align="center">Steel-Driving Rabble</p> <p>You may sacrifice exactly one "Railroad Workers" when you play a Site :: Gain 1 Power.</p> <p><i>A great army laying siege to nature in her strongest citadel.</i></p> <p>1 </p>	<p align="center"><b>Ranchers</b> 1</p> <p align="center">Cowboy Heroes</p> <p><b>Toughness: 1</b> while the subject of any <b>Gun</b> States.</p> <p><i>"Territory folks should stick together."</i></p> <p>1 </p>
<p align="center"><b>Pony Express</b></p> <p align="center">Edge</p> <p><b>Limited.</b> When an opponent discards a card, you may choose a Character that this card has not chosen this turn :: That Character gains +1 Fighting until it leaves play.</p> <p>  1</p>	<p align="center"><b>Prudence Nightingale</b> 7</p> <p align="center">Sinister Schoolmarm</p> <p><b>Unique.</b> When a Character enters combat with this card, the other Character's printed Fighting becomes equal to its cost until the end of combat.</p> <p><i>Few truly wish to learn what she knows.</i></p> <p>   4  </p>	<p align="center"><b>Rainmaker Floyd</b> 6</p> <p align="center">Wandering Con Man</p> <p><b>Unique. Toughness: X.</b> X= the number of columns in your Site structure.</p> <p><i>He's got eight different scams - and he's been tarred and feathered only once.</i></p> <p>   4 </p>	<p align="center"><b>Redeemed Pirate</b> 6</p> <p align="center">Shaolin Sailor</p> <p>Once per turn, you may discard X cards :: Heal X damage from this card. <b>Reload:</b> Discard your hand.</p> <p><i>An Opium War survivor, now following Quan Lo.</i></p> <p> 4 </p>

<p align="center"><b>Reinvigoration Seed</b></p> <p align="center">Edge</p> <p>When a Character you control is smoked, you must sacrifice exactly one "Reinvigoration Seed" :: Return that Character to play turned.</p> <p><i>Even the abominations find death more appealing.</i></p> <p> <b>1</b></p>	<p align="center"><b>Reverend Adam Wither</b> 4</p> <p align="center">Evil Preacher</p> <p><b>Unique.</b> The first time he enters combat during a turn, inflict X damage on one Character he is in combat with. (Before combat damage is dealt.) X= the number of  in your pool.</p> <p>  <b>3</b>  </p>	<p align="center">&lt;1&gt; <b>Sacred Wigwam</b> (5)</p> <p align="center">Thunder Site</p> <p>Turn to cancel an effect that would return a card to play from any smoked pile.</p> <p><i>A toehold of power for the Thunder King.</i></p> <p><b>2</b> </p>	<p align="center"><b>Senoritas</b> 5</p> <p align="center">Three Sisters</p> <p>Turn a <b>Gun</b> or <b>Rifle</b> State on this Character to inflict 2 damage on any Character at this location.</p> <p><i>Brains, beauty, and a trio of Winchesters.</i></p> <p>  <b>3</b> </p>
<p align="center"><b>Revenge on the Patent Office!</b></p> <p align="center">Weird Science Event</p> <p>Inflict 2 damage on target Character and 2 damage on the front-row Site at its location.</p> <p><i>"How about this? Is this 'physically possible'?"</i></p> <p> <b>1</b></p>	<p align="center"><b>Rise of the NeoBuro</b></p> <p align="center">Edge</p> <p><b>Limited.</b> Turn and put two cards from your hand on the bottom of your deck :: Draw three cards.</p> <p><i>In 1936, Bonengel is working tirelessly to rebuild his dream of a perfect world.</i></p> <p>  <b>1</b></p>	<p align="center"><b>Salaryman</b> 4</p> <p align="center">Corporate Killer</p> <p><b>Ambush</b> while attacking Characters.</p> <p><i>He just does his job. His job happens to be killing.</i></p> <p> <b>3</b> </p>	<p align="center"><b>Shao the Killer</b> 2</p> <p align="center">Master of Dim Mak</p> <p><b>Unique. Uncopyable.</b> Not a legal subject for States. Once per turn, you may smoke a Character when he enters combat with it. (Before combat damage is dealt.)</p> <p>   <b>3</b>  </p>

<p style="text-align: center;"><b>Shaolin Hoedown</b></p> <p style="text-align: center;">Event</p> <p><b>Toast It</b> :: Every player, starting with you and going clockwise, may choose a Character he or she controls. All chosen Characters are taken control of by the player to the left. Each player who gave away a Character gains Power equal to its cost.</p> <p style="text-align: right;"> 0</p>	<p style="text-align: center;"><b>Shurikens</b></p> <p style="text-align: center;">State</p> <p><b>Weapon.</b> Play on a Character. Turn to inflict 1 damage on a Character at this location.</p> <p><i>Thwip! Thwip! Thwip!</i></p> <p style="text-align: right;">0</p>	<p style="text-align: center;"><b>Single-Action Devolver</b></p> <p style="text-align: center;">Weird Gun State</p> <p><b>Weapon.</b> Enters play with 6 counters on it. Add a counter at the start of your turn. Turn, target a Character at this location, and remove counters equal to target's cost :: Until it leaves play, target's printed Fighting is 1 and it has the designator <b>Monkey</b>.</p> <p style="text-align: right;"> 1</p>	<p style="text-align: center;"><b>Skin and Darkness Bats</b> 1</p> <p style="text-align: center;">Netherworld Horrors</p> <p>Sacrifice to give target Character -2 damage until the end of the turn.</p> <p><i>One dies willingly that the rest might feed.</i></p> <p style="text-align: right;">1 </p>
<p style="text-align: center;"><b>Sheriff Agathon</b> 8</p> <p style="text-align: center;">Demon Boss</p> <p><b>Unique. Regenerate.</b> If you have three or more cards in your hand, during any Main Shot you may discard your hand to return a Character to its owner's hand.</p> <p style="text-align: right;"> 5 </p>	<p style="text-align: center;"><b>Simple Paper Fan</b></p> <p style="text-align: center;">State</p> <p><b>Weapon.</b> Play on a Character. Once per turn, you may redirect one damage that would be inflicted on subject to another Character at this location.</p> <p><i>The monks could use two ounces to deflect a thousand pounds.</i></p> <p style="text-align: right;"> 0</p>	<p style="text-align: center;"><b>Six-Gun</b></p> <p style="text-align: center;">State</p> <p><b>Weapon.</b> Play on a Character during any Main Shot. Subject gains +4 damage to Characters.</p> <p><i>"That's one bullet for each of you."</i></p> <p style="text-align: right;">1</p>	<p style="text-align: center;"><b>Song, The Little Dragon</b> 6</p> <p style="text-align: center;">Heir Apparent</p> <p><b>Unique.</b> Takes -X damage from any source. X= half the damage inflicted, rounded up.</p> <p><i>One of eleven people in the Syndicate who know the terrible secret of 2071.</i></p> <p style="text-align: right;"> 4 </p>

<p style="text-align: center;"><b>Steam-Powered Tricycle</b></p> <p style="text-align: center;">Weird Science State</p> <p><b>Vehicle.</b> Subject Character inflicts +3 damage. Characters with exactly two designators in their title cannot intercept subject.</p> <p><i>High-performance machine. Low-performance driver.</i></p> <p style="text-align: right;"> 1</p>	<p style="text-align: center;"><b>Street Sweepers</b> 2</p> <p style="text-align: center;">Enhanced Martial Artists</p> <p>(no text)</p> <p><i>The rogue abominations demanded an organized response.</i></p> <p style="text-align: right;">2 </p>	<p style="text-align: center;"><b>Texas Jack Cody</b> 8</p> <p style="text-align: center;">Lodge Ranger</p> <p><b>Unique.</b> Pay 1 Power prior to combat with target Character intercepting him :: Smoke target.</p> <p><i>He leaves a trail of bodies behind, but he always gets his man.</i></p> <p style="text-align: right;"> 5 </p>	<p style="text-align: center;"><b>The Honorable Earl Mason</b> 2</p> <p style="text-align: center;">Hangin' Judge</p> <p><b>Unique.</b> Turn, target a Character, and pay that Character's cost :: Smoke target.</p> <p><i>"The law 'round here is whatever I say it is."</i></p> <p style="text-align: right;"> 2 </p>
<p style="text-align: center;"><b>Strange Ore</b></p> <p style="text-align: center;">Event</p> <p>Discard X cards and target X unrevealed Sites :: Reveal those Sites. If any of them are <b>Unique</b>, gain 1 Power.</p> <p><i>Perennial tears descend in gems.</i></p> <p style="text-align: right;"> 0</p>	<p style="text-align: center;"><b>Swift Eagle</b> 7</p> <p style="text-align: center;">Brave Warrior</p> <p><b>Unique. Independent.</b> Discard a Feng Shui Site to cancel an Event which targets this card.</p> <p><i>"This 'Thunder King' is no more our friend than the white men were."</i></p> <p style="text-align: right;"> 4 </p>	<p style="text-align: center;"><b>The Golden Spike</b></p> <p style="text-align: center;">Railroad Event</p> <p><b>One-Shot.</b> Play if you have at least three columns in your Site structure. You may immediately play a card from your smoked pile at no cost, regardless of type.</p> <p><i>When it was hammered in, it created the world's longest feng shui site.</i></p> <p style="text-align: right;">1</p>	<p style="text-align: center;"><b>The Insidious Dr. Fermat</b> 6</p> <p style="text-align: center;">Mad Mathemagician Mastermind</p> <p><b>Unique. Independent.</b> When he enters combat, immediately cancel all Characters he is in combat with and States they are the subject of until the end of combat.</p> <p style="text-align: right;"> 4 </p>

<p style="text-align: center;"><b>The Jackson Gang</b>      5</p> <p style="text-align: center;">Heroic Outlaws</p> <p><b>Unique.</b> When this card damages the target of its attack, steal 1 Power from the target's controller.</p> <p><i>Out of money, out of time, and out of luck.</i></p> <p style="text-align: center;">      </p>	<p style="text-align: center;"><b>The Silent Cowboy</b>      6</p> <p style="text-align: center;">Six-Gun Shaolin</p> <p><b>Unique.</b> Pay 1 Power :: This card takes no damage from interceptors until the end of the turn.</p> <p><i>His guns speak for him.</i></p> <p style="text-align: center;">      </p>	<p style="text-align: center;"><b>The Willow Bends...</b></p> <p style="text-align: center;">Event</p> <p>Play when a card is damaged, but not removed from play :: Heal that card.</p> <p><i>...but the femur usually breaks.</i></p> <p style="text-align: center;">      </p>	<p style="text-align: center;"><b>Thunder in the West</b></p> <p style="text-align: center;">Event</p> <p>Each player must choose one non-Site card he or she controls :: Toast the chosen cards.</p> <p><i>Troubled times mean hard choices.</i></p> <p style="text-align: center;">      1</p>
<p style="text-align: center;"><b>The Seven</b>      8</p> <p style="text-align: center;">Roving Heroes</p> <p><b>Unique. Independent.</b> Not affected by opponents' Events, Sites, Edges, and States.</p> <p><i>Samurai roaming the west, seeking only justice.</i></p> <p style="text-align: center;">      </p>	<p style="text-align: center;">&lt;1&gt; <b>The Steam Laundry Company</b>      (5)</p> <p style="text-align: center;">Feng Shui Site</p> <p><b>Unique.</b> Turn to heal a non-Unique Site.</p> <p><i>Coffee, mud, blood - they can get rid of any stain.</i></p>	<p style="text-align: center;"><b>Thunder Bird</b>      4</p> <p style="text-align: center;">Mighty Spirit</p> <p><b>Unique.</b> +X Fighting. X= the number of Feng Shui Sites in play.</p> <p><i>The most powerful creature of the sky.</i></p> <p style="text-align: center;">      </p>	<p style="text-align: center;"><b>Thunder Stick</b></p> <p style="text-align: center;">Gun State</p> <p><b>Weapon.</b> Subject Character inflicts +3 damage while this card is unturned. Turn and maintain to give +1 damage to all your Characters while they are at this location.</p> <p><i>By providing modern weapons to his allies, Huan Ken hoped to seize many Feng Shui sites in the West.</i></p> <p style="text-align: center;">      1</p>

<p><b>Triad Punks</b> 1</p> <p>Wired Hoods</p> <p>(no text)</p> <p><i>No matter how subtle you are, you can't run the world without some muscle on the street.</i></p> <p>1  </p>	<p>&lt;1&gt; <b>University Library</b> (7)</p> <p>Feng Shui Site</p> <p>Turn :: Put a card from your hand face-up on this card. You may play it as if it were in your hand, but cannot discard it, and it is not in play. Toast the face-up card when you lose control of University Library or when you use this ability again.</p>	<p><b>Whispers in the Dark</b></p> <p>State</p> <p>Subject Character gains -4 damage while at the same location as a Character you control.</p> <p><i>The Purists have many tricks, but fear itself is often enough.</i></p> <p> 0</p>	<p><b>Yippee-Yi-Yo-Kiii-YAAAAH!</b></p> <p>Event</p> <p><b>One-Shot.</b> You must have at least two resources each from two different factions in your pool to play this card. Gain X Power, where X= the number of columns in your Site structure.</p> <p>0</p>
<p><b>Two-Headed Horror</b></p> <p>Demon State</p> <p><b>Toast It.</b> Play on a Character and choose another Character with lower Fighting :: Smoke the chosen Character. Subject gains the chosen Character's rules text.</p> <p><i>Each was a force on his own; in this horrific union, they are unstoppable.</i></p> <p>  2</p>	<p><b>Wall Running</b></p> <p>State</p> <p>Subject Character cannot be intercepted by Characters whose cost is less than or equal to subject's.</p> <p><i>Novices practice in zero-g before learning that gravity is a matter of chi alignment.</i></p> <p>  1</p>	<p><b>Wild Spirits</b> 2</p> <p>Free-Range Constructs</p> <p>Turn to exchange the locations of two Sites controlled by one player. This may change the target of an attack.</p> <p><i>Contradictions clothed in flesh.</i></p> <p> 2  </p>	<p><b>Yosef Halevi</b> 4</p> <p>Kabalist Sorcerer</p> <p><b>Unique. Independent.</b> Twice a turn, you may pay 1 Power to give this card +3 Fighting until the end of the turn.</p> <p><i>"It is every man's duty to fight evil."</i></p> <p>   3  </p>