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<p>Abysmal Absorber (AltArt) 3</p> <p>Netherworld Demon</p> <p>When Abysmal Absorber smokes a Character by inflicting combat damage, toast that Character instead and Abysmal Absorber gains +1 Fighting until it leaves play.</p> <p> ✦ 3 </p>	<p>Arcanowave Reinforcer</p> <p>Edge</p> <p>All Characters you control inflict +1 damage and gain the designator Abomination.</p> <p><i>The Buro sees mutation as a small price to pay for world domination.</i></p> <p>  ✖ 2</p>	<p>Blade Palm</p> <p>Event</p> <p>Return target card to its owner's hand.</p> <p><i>The ancient art of the Blade Palm is known by few, but feared by all.</i></p> <p>  2</p>	<p>Blood of the Valiant</p> <p>Event</p> <p>Play during an attack. Until the end of the attack, target attacker takes no combat damage from interceptors.</p> <p><i>"The road to victory is slick with the blood of the valiant."</i></p> <p>  1 </p>











<p style="text-align: center;">Blue Monk 4</p> <p style="text-align: center;">Kung Fu Infiltrator</p> <p>Choose a designator when Blue Monk enters play. Blue Monk cannot be intercepted by Characters with the chosen designator.</p> <p><i>The Blue Principle is the Principle of Obscurement.</i></p> <p> 3  </p>	<p style="text-align: center;">Bull Market</p> <p style="text-align: center;">Event</p> <p>All players gain 5 Power.</p> <p><i>When the Unspoken Name sneezes, the Dow Jones index says "Gesundheit."</i></p> <p>   0</p>	<p style="text-align: center;"><1> Cave Network (6)</p> <p style="text-align: center;">Feng Shui Site</p> <p>If you control no Characters when an attack is declared against Cave Network, you may turn Cave Network to play a Character with a cost of 3 or less at no cost.</p>	<p style="text-align: center;">CHAR 6</p> <p style="text-align: center;">BuroMil Cyborg</p> <p>CHAR's combat damage is reduced as its Fighting decreases but cannot be reduced or redirected by any other means. CHAR takes no damage from Fire cards.</p> <p>  4  </p>
<p style="text-align: center;">Bronze Sentinel 2</p> <p style="text-align: center;">Righteous Automaton</p> <p>During your Main Shot, toast a Feng Shui Site you control :: Bronze Sentinel gains +X Fighting until the end of the turn. X= the number of Characters in your smoked pile.</p> <p> 2 </p>	<p style="text-align: center;">Buro Godhammer (AltArt)</p> <p style="text-align: center;">State</p> <p>Weapon. Subject Character inflicts +3 damage.</p> <p><i>In 2056, God is dead, and the Architects have his hammer.</i></p> <p> 1</p>	<p style="text-align: center;">CDCA Scientist 2</p> <p style="text-align: center;">Overzealous Researcher</p> <p>When CDCA Scientist is smoked, you may draw up to X cards, then discard up to X cards. X= the number of "CDCA Scientist" cards you control plus the number in your smoked pile.</p> <p>2  </p>	<p style="text-align: center;"><1> City Park (8)</p> <p style="text-align: center;">Feng Shui Site</p> <p>Heal City Park at the end of the turn it is revealed. When a Site you control is burned, you may play City Park face up at no cost.</p> <p>----</p> <p>ERRATA: Heal City Park at the end of the turn it is revealed. When a Site you control is burned, you may play City Park face up at no cost if you have not played a Site this turn. (10kB-029)</p> <p><i>The parks are the heart and soul of any civ's chi flow.</i></p>

















<p><1> City Square (6)</p> <p>Feng Shui Site</p> <p>Unique. Turn to redirect the damage inflicted by a single source on target Site to any Site you control.</p> <p><i>The city's chi flow is channeled and magnified by the many streets that converge here.</i></p>	<p>Confucian Stability</p> <p>Event</p> <p>Play in response to an Event or State :: Cancel and smoke that card.</p> <p><i>Chance is only for those who have not embraced the Principle of Principles.</i></p> <p> 1</p>	<p><1> Curio Shop (7)</p> <p>Feng Shui Site</p> <p>Takes no damage from cards that have a cost of 1 that are controlled or played by an opponent.</p> <p><i>"You've gotta have good chi to keep this much crockery intact."</i></p>	<p>Dirk Wisely's Gambit</p> <p>Event</p> <p>Limited. Play when you declare an attack with only one attacker against a target controlled by an opponent who controls at least four cards. When your attacker inflicts combat damage on its target during this attack, you gain 2 Power.</p> <p>----</p> <p>ERRATA: Limited. Play when you declare an attack with only one attacker against a target controlled by an opponent who controls at least four cards. When your attacker inflicts combat damage on its target</p> <p> 0  </p>
<p>Claw of the Dragon</p> <p>State</p> <p>Subject Character gains +2 Fighting and Guts. When a Feng Shui Site you control is seized or burned, you may play Claw of the Dragon at no cost and ignoring resource conditions.</p> <p><i>Dragon style Kung Fu tends to break a lot of bones.</i></p> <p>   2</p>	<p>Covert Operation v2</p> <p>Event</p> <p>Look at target opponent's hand. You may force that opponent to discard one card of your choice.</p> <p><i>The Ascended prefer to neutralize you before you even hit the field.</i></p> <p> 0</p>	<p>Dangerous Experiment v2</p> <p>Event</p> <p>Limited. Toast It. You gain 5 Power, and the opponent to your left may immediately toast a card you control, a card in your smoked pile, or a card in your burned-for-victory pile.</p> <p><i>Pressure from the Buro led to quality control problems at the CDCA.</i></p> <p>    0</p>	<p>Discerning Fire</p> <p>Event</p> <p>Smoke X target cards that share a designator other than Netherworld. X must be greater than one. Power-generating Sites are not legal targets.</p> <p><i>"Next time, warn me before you do that! I nearly wet my pants when those soldiers around me suddenly burst into flame."</i></p> <p>  X</p>














<p>Draco (PAP) 12</p> <p>Lodge Enforcer</p> <p>Unique. Discard a Lodge Character other than "Draco" in response to an Event that targets a card you control or would smoke a card you control :: Cancel that Event.</p> <p> 6 </p>	<p>Evil Twin v2</p> <p>Sinister Sibling</p> <p>Uncopyable. When Evil Twin enters play, it copies the printed Fighting, rules text and restrictions of another Character in play. Evil Twin's title becomes "Evil Twin of (Character's title)" and its subtitle becomes "Sinister Sibling of (Character's subtitle)."</p> <p> 3 </p>	<p><1> Family Estate (5)</p> <p>Site</p> <p>Turn to play a Pledged Character at -1 cost. When a Lodge Character is smoked, inflict 2 damage on Family Estate.</p> <p><i>The Pledged do the Lodge's dirty work.</i></p> <p>2 </p>	<p><1> Field of Tentacles (8)</p> <p>Netherworld Feng Shui Site</p> <p>Turn and maintain to cancel the effects and rules text of target non-Feng Shui Site controlled by an opponent.</p> <p><i>Unbelievers think they're gross, the Cult is devoted to them, and the reverend is making a few bucks.</i></p>
<p>Eunuch Underling v2 2</p> <p>Sorcerer Bureaucrat</p> <p>(no text)</p> <p><i>These attendants to the Emperor are the outer edges of a sorcerous conspiracy that rules ancient China.</i></p> <p>2 </p>	<p>Explosives v2</p> <p>State</p> <p>Play on an unturned Character. Subject's controller may sacrifice Explosives during an attack :: Subject inflicts +5 damage against the next Site it inflicts combat damage on during this attack.</p> <p><i>"Will that be nitro or C-4 today, Potemkin?"</i></p> <p>1</p>	<p><1> Festival Circle (6)</p> <p>Feng Shui Site</p> <p>Damage may only be removed from Festival Circle when it is seized. If Festival Circle is in your front row, turn and inflict 2 damage on it in response to an Event that targets one or more Characters you control :: Cancel that Event.</p>	<p>Final Brawl</p> <p>Event</p> <p>Inflict 2 damage on all Characters.</p> <p><i>Hamlet, Oedipus, Dirty Harry - the classic stories always end in blood.</i></p> <p> 0</p>














<p><1> Floating Restaurant (8)</p> <p>Feng Shui Site</p> <p>When an opponent plays an Event, you may remove 1 damage from any card you control.</p> <p><i>"Take the boat to Chu's, then tell the waiter that you want the Sunless Seabass. He'll hook you up."</i></p>	<p><1> Fox Pass v2 (5)</p> <p>Feng Shui Site</p> <p>Unique. Turn to change one attacker's target to any Character or front-row Site you control.</p> <p><i>Be as the fox, who leads the hounds astray.</i></p>	<p><1> Gambling House (6)</p> <p>Feng Shui Site</p> <p>Limited. If any opponent controls at least two cards that share a designator, you may turn this card during your Main Shot to gain 1 Power.</p> <p><i>Dice, cards, tiles, whatever - if it's played for money, you can find it here.</i></p>	<p>Glimpse of the Abyss (AltArt)</p> <p>Event</p> <p>Toast It. You gain X Power. X= the number of Feng Shui Sites controlled by target opponent plus the number of cards in his or her burned-for-victory pile. The number of Feng Shui Sites you need for victory is increased by one.</p> <p>☼ ☼ ☼ 0</p>
<p>Four Burning Fists 5</p> <p>Demon Martial Artist</p> <p>Unique. You must toast a Feng Shui Site you control when Four Burning Fists enters play, otherwise toast this card. Gains +2 Fighting and Regenerate while any opponent is closer to victory than you.</p> <p>☼ ☼ ☼ ✦ 3 ☼</p>	<p>Friends of the Dragon v2 1</p> <p>Student Supporters</p> <p>(no text)</p> <p><i>"We need to kick some bad-guy butt. Round up your students, Zheng!"</i></p> <p>1 ☼</p>	<p>Gardener 1</p> <p>Devoted Follower</p> <p>Turn to remove 2 damage from target Feng Shui Site.</p> <p><i>Quan Lo's geomancers work diligently to repair the damage of the Secret War.</i></p> <p>☼ 1 ☼ ☼</p>	<p>Golden Candle Society 1</p> <p>Secret Society</p> <p>(no text)</p> <p><i>They have sworn to drive the foreign invader from the proud soil of their native land.</i></p> <p>1 ☼ ☼</p>

<p align="center">Golden Comeback</p> <p align="center">Event</p> <p>Choose a Character in your smoked pile :: Return that Character to play.</p> <p><i>"It'll take more than nine slugs in the chest to put me down when there are still creeps like you in the world!"</i></p> <p> 2</p>	<p align="center">Hands Without Shadow v2</p> <p align="center">State</p> <p>Schtick. When subject Character is in combat with a Character, you may choose to have subject inflict X-1 combat damage instead of its normal damage. X= damage required to smoke the opposing Character, calculated just prior to inflicting damage, but after all other effects have resolved.</p> <p> 0</p>	<p align="center">Helix Rethread</p> <p align="center">State</p> <p>Play on a Character controlled by an opponent. When subject is smoked, you gain 1 Power.</p> <p><i>"Oops, forgot to have you sign the consent form! Ha ha ha haha!"</i></p> <p> 0</p>	<p align="center"><1> House on the Hill (5)</p> <p align="center">Site</p> <p>Characters at this location gain Toughness: 1 while intercepting.</p> <p><i>"We draw the line here!"</i></p> <p align="right">2 </p>
<p align="center">Hacker 2</p> <p align="center">Gun-Totin' Techie</p> <p>Any time Hacker is in your hand when an opponent plays an Event that steals Power from you or that toasts any card other than itself, you may play Hacker at no cost in response :: Cancel that Event.</p> <p>2  </p>	<p align="center">Helix Chewer</p> <p align="center">State</p> <p>Play on any Character. Reduce the combat damage inflicted by subject by 1. When subject leaves play, Helix Chewer returns to its owner's hand.</p> <p><i>The CDCA calls it science. The Jammers call it torture.</i></p> <p> 0</p>	<p align="center">Homo Omega (PAP) 10</p> <p align="center">Buro Cyborg</p> <p>Unique. Toughness: 2. Once during each Main Shot, you may return a Weapon State on this card to its owner's hand :: Play a Weapon State with a different title on this card at -X cost. X= the cost of the returned State.</p> <p>     6    </p>	<p align="center">Inexorable Corruption</p> <p align="center">State</p> <p>Play on any Character or Site. Damage on subject cannot be removed. Inflict 1 damage on subject at the start of each of your turns.</p> <p><i>"Cringe, you pitiful fools! This is the fate of all who defy the Lotus!"</i></p> <p> 0</p>













<p><1> Infernal Temple v2 (5)</p> <p>Site</p> <p>Infernal Temple provides one  resource for each Demon Character you control.</p> <p><i>Long through the night, the unearthly cries of tormented spirits echoed through the countryside.</i></p> <p>2 </p>	<p>Iron and Silk</p> <p>Event</p> <p>Choose any Character :: Until the end of the turn, that Character takes no combat damage while intercepting.</p> <p><i>Embrace the yin principle, and receive your opponents' blows like gifts of honey.</i></p> <p> 0</p>	<p><1> Jagged Cliffs (8)</p> <p>Feng Shui Site</p> <p>When Jagged Cliff's Body is reduced to 0, inflict 3 damage on all Characters at its location.</p> <p><i>"The main thing I learned that day was getting caught in a rockfall can be extremely painful to your health."</i></p> <p> 2 </p>	<p><1> Kinoshita House v2 (4)</p> <p>Feng Shui Site</p> <p>Unique. Turn to unturn target attacker. That attacker ceases attacking.</p> <p><i>The sublime meditation cottage of the great ninja leader Kinoshita retains the essence of his spirit.</i></p>
<p><1> Inner Sanctum (11)</p> <p>Feng Shui Site</p> <p>If Inner Sanctum is revealed, you may not place another Feng Shui Site at this location.</p> <p><i>Too great a chi flow can be as hazardous as too little.</i></p>	<p><1> Jade Valley (7)</p> <p>Feng Shui Site</p> <p>Limited. Unless you are closer to victory than all opponents, Jade Valley generates +1 Power and gains +4 Body if any opponent controls a Feng Shui Site you own or has a Feng Shui Site you own in his or her burned-for-victory pile.</p>	<p>Jane Q. Public 2</p> <p>Girl Next Door</p> <p>When Jane Q. Public is smoked by an interceptor or by an Event played by an opponent, you gain 2 Power.</p> <p><i>"Is that the best you can do? Try again, creep."</i></p> <p> 2 </p>	<p>Kun Kan 5</p> <p>Earth Demon</p> <p>Regenerate. +1 Fighting for each Feng Shui Site in your burned-for-victory pile.</p> <p><i>These foul demons thrive on desecration.</i></p> <p>  4 </p>

















<p>Kung Fu Student 1</p> <p>Fledgling Shaolin</p> <p>+1 Fighting while any non-Unique Feng Shui Site in your front row has a Body of 4 or less.</p> <p><i>The Guiding Hand has no shortage of students eager to prove themselves.</i></p> <p>1 </p>	<p>Maverick Cop 4</p> <p>Gun-Toting Hero</p> <p>Takes no damage from Hood Characters.</p> <p><i>"Let the commissioner scream. I know what needs to get done on these streets."</i></p> <p> 3 </p>	<p>Nerve Gas</p> <p>Event</p> <p>Smoke target Character. Does not affect Characters with  or  resource conditions.</p> <p><i>When you journey to the year 2056, always remember to pack a gas mask.</i></p> <p> 1</p>	<p>Neutron Bomb</p> <p>Event</p> <p>Smoke all Characters.</p> <p><i>Just what the doctor ordered for the lingering urban resistance problems in 2056—mondo death toll with no property value depreciation.</i></p> <p>   3</p>
<p>Little Jim 10</p> <p>Rebel Abomination</p> <p>Unique. When an opponent plays an Event, heal Little Jim.</p> <p><i>"Home is where my friends are."</i></p> <p>   6 </p>	<p>Mole Network v2</p> <p>Event</p> <p>Play during your Main Shot. Target an opponent who has completed at least one turn :: Steal 1 Power from that opponent.</p> <p><i>"There is something you should know. Meet me at the usual place at 9:15 sharp."</i></p> <p> 0</p>	<p>Netherworld Vet 4</p> <p>Portal Crawler</p> <p>+1 Fighting for each Edge controlled by any opponent.</p> <p><i>When you know the Netherworld this well, it's easy to strike your enemies where it hurts most.</i></p> <p> 3 </p>	<p><1> Nine Dragon Temple (7)</p> <p>Feng Shui Site</p> <p>When an opponent reduces Nine Dragon Temple's Body to 0, you gain 3 Power if that opponent is now closer to victory than you.</p> <p><i>Those deserving of fortune will find it when faced with oppression.</i></p>



















<p>Operation Killdeer</p> <p>Event</p> <p>Until the end of the turn, target Character inflicts no damage.</p> <p><i>The Dragons feel the loss of Jack and Mad Dog in every running gun battle and every wild fight.</i></p> <p> 0</p>	<p><1> Perpetual Motion Machine (7)</p> <p>Netherworld Feng Shui Site</p> <p>You may discard an additional card of your choice whenever you discard.</p> <p><i>"If it's impossible in the real world, you can bet it exists somewhere in the Inner Kingdom."</i></p>	<p>Pocket Demon v2</p> <p>Event</p> <p>Limited. Play at the start of your turn. No other card you control or play generates Power during your Establishing Shot this turn. Pocket Demon generates Power equal to the number of Power-generating Sites controlled by target opponent, plus the number of cards in his or her burned-for-victory pile, minus the number of cards in your burned-for-victory pile.</p> <p> 0</p>	<p>PubOrd Officer 1</p> <p>Security Cop</p> <p>(no text)</p> <p><i>"Consumer! Stop! ..." BLAM. BLAM. BLAM. "...or I'll shoot!"</i></p> <p>1 </p>
<p>Paper Trail</p> <p>Edge</p> <p>When an opponent discards a card, you gain 1 Power. You cannot gain more than 2 Power per turn from each "Paper Trail." When this card leaves play, all opponents gain 1 Power.</p> <p>   2</p>	<p>Plasma Trooper 3</p> <p>BuroMil Cyborg</p> <p>When Plasma Trooper turns to attack, it gains +X Fighting until the end of the attack. X= the number of Characters controlled by the controller of the target of its attack.</p> <p>3  </p>	<p>Prototype X (AltArt) 8</p> <p>Abomination</p> <p>Unique. -1 Fighting for each  Character in play.</p> <p><i>The CDCA still maintains that the Burwell incident was not his fault.</i></p> <p>   4 </p>	<p>Pump-Action Shotgun v2</p> <p>Gun State</p> <p>Weapon. When a Unique Character you control is smoked by an opponent, unturn this card. Turn this card :: subject Character inflicts +3 damage until the end of the turn.</p> <p><i>"This time..." KA-CHINK "...I'm going for a little redemption action."</i></p> <p>1</p>

<p style="text-align: center;">Rat Fink 2</p> <p style="text-align: center;">Lodge Infiltrator</p> <p>Stealth. When Rat Fink bypasses an interceptor using Stealth, you may look at the hand of that interceptor's controller and you may force that opponent to discard a card of your choice.</p> <p style="text-align: center;"> 2 </p>	<p style="text-align: center;">Redeemed Gunman 1</p> <p style="text-align: center;">Reforming Hood</p> <p>Cannot intercept. When Redeemed Gunman turns to attack a turned Site, he gains +2 Fighting until the end of the turn.</p> <p><i>He's trying - he's trying so hard - to be one of the good guys.</i></p> <p style="text-align: center;">1 </p>	<p style="text-align: center;">Rigorous Discipline v2</p> <p style="text-align: center;">Event</p> <p>Copy the printed rules text from any Character to target Character until the end of the turn.</p> <p><i>"We can learn much from our enemies. Study them well, and embrace that which is useful."</i></p> <p style="text-align: center;"> 0</p>	<p style="text-align: center;"><1> Sacred Heart Hospital (6)</p> <p style="text-align: center;">Feng Shui Site</p> <p>Unique. Turn to 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;">Red Monk v2 4</p> <p style="text-align: center;">Martial Artist</p> <p>When an opponent plays an Event that targets a card you control, Red Monk gains Superleap until he leaves play.</p> <p><i>The Red Principle is the Principle of Movement.</i></p> <p style="text-align: center;"> 3  </p>	<p style="text-align: center;">Righteous Fist 2</p> <p style="text-align: center;">Martial Artist</p> <p>Sacrifice Righteous Fist to smoke a State on a card you own.</p> <p><i>Gracious light shines upon those who give themselves completely to the cause.</i></p> <p style="text-align: center;">2 </p>	<p style="text-align: center;">Robot Arm (AltArt)</p> <p style="text-align: center;">State</p> <p>Subject Character gains +2 Fighting. Subject gains Toughness: 1 against damage inflicted by Characters.</p> <p><i>"I like it - it's an early model, but it's good enough to rip limbs off and stuff."</i></p> <p style="text-align: center;"> 2</p>	<p style="text-align: center;">Sam Mallory 7</p> <p style="text-align: center;">Lodge Killer</p> <p>Unique. Toughness: X. X= the number of damage counters on Sam Mallory</p> <p><i>For an unstoppable killer, he's a pretty decent guy.</i></p> <p style="text-align: center;">   5 </p>

<p align="center">Satellite Intelligence</p> <p align="center">Event</p> <p>Swap the positions of two target Sites controlled by the same controller. This may change which Site is targeted by an attack.</p> <p><i>Control the high ground, and the battle is yours before it begins.</i></p> <p align="left">✱ 1</p>	<p align="center">Shadowfist</p> <p align="center">State</p> <p>Play on any Character. Subject takes no combat damage.</p> <p><i>"I don't understand it, boss. The old guy whipped us all with his eyes closed and never said nuthin'. Nobody even saw him move. He just smiled at us while we limped away."</i></p> <p align="left">☯ ☯ ☯ ☯ 3</p>	<p align="center">Shan Tsu 7</p> <p align="center">Shaolin Master</p> <p>Unique. Takes no damage from interceptors that have fewer than two resource conditions.</p> <p><i>"You have guts, young warrior. But I have the more powerful kung fu."</i></p> <p align="left">☯ ☯ 5 ☯ ☯</p>	<p align="center">Shattering Fire</p> <p align="center">Event</p> <p>Inflict X damage on target Character. X= the number of ✱ resources in your pool.</p> <p><i>The first spell any apprentice sorcerer wishes to learn - with good reason.</i></p> <p align="left">✱ 1</p>
<p align="center"><2> Secret Headquarters (10) (Alt Art) Site</p> <p>Limited. When Secret Headquarters is smoked, inflict 2 damage on all Sites you control.</p> <p><i>As far as anyone else knows, it's the technical support department. Funny that no one asks why the techs carry guns...</i></p> <p align="left">3</p>	<p align="center">Shadowy Mentor</p> <p align="center">State</p> <p>Play on any Character. You take control of subject Character. Subject gains the designator Pledged.</p> <p><i>"I have done you many favors in the past, my young friend. Now, I have one to ask in return..."</i></p> <p align="left">✱ 3</p>	<p align="center"><1> Shaolin Sanctuary (5)</p> <p align="center">Site</p> <p>Shaolin Sanctuary provides one ☯ resource for each Shaolin Character and each Monk Character you control.</p> <p><i>Shaolin temples across China serve as staging grounds for Quan Lo's efforts.</i></p> <p align="left">2 ☯</p>	<p align="center">Shield of Pure Soul</p> <p align="center">Edge</p> <p>Limited. When a Site you control is seized or burned, you gain 1 Power and may search your deck and select a card. Reshuffle your deck, then place the selected card on top of your deck.</p> <p align="left">☯ ☯ 0</p>

<p>Sinister Priest 1</p> <p>Macabre Sorcerer (no text)</p> <p><i>These loathsome wanderers make the peasantry pay to exorcise spirits they themselves have summoned.</i></p> <p>1  </p>	<p><1> Stone Garden (6)</p> <p>Feng Shui Site</p> <p>Turn to remove 1 damage from target Site.</p> <p><i>An artist in harmony with the earth can channel and focus chi.</i></p>	<p>Student of the Shark 2</p> <p>Pledged Hood</p> <p>Inflicts +1 damage on damaged Characters and damaged Sites.</p> <p><i>Those who study the way of the shark tend to get a bit wild after the blood starts flowing.</i></p> <p>2 </p>	<p>Surprise, Surprise</p> <p>Event</p> <p>Play any time during an attack that targets a card you control. Immediately cut your deck and draw a card. You may put that card in your hand, discard it, or play it at no cost and regardless of card type. At the end of the turn, toast that card if it is in play.</p> <p> 0</p>
<p>Sting of the Scorpion (PAP) 4</p> <p>Lodge Assassin</p> <p>Assassinate. Has Ambush against the target of her attack until the end of the turn she enters play.</p> <p><i>Her victims die happy, if that's any consolation.</i></p> <p>  3 </p>	<p>Student of the Bear 1</p> <p>Pledged Martial Artist</p> <p>(no text)</p> <p><i>Disciples of the Bear School don't bother with the subtle approach.</i></p> <p>1 </p>	<p>Suicide Mission</p> <p>Event</p> <p>Target a card :: Smoke that card. That card's controller may immediately smoke any card you control.</p> <p><i>The Pledge is a promise to do anything for the Unspoken Name -- even die.</i></p> <p>  1</p>	<p>Test Subjects 1</p> <p>Abominations</p> <p>(no text)</p> <p><i>"The CDCA's plan was to turn demons from the ancient past into super soldiers. It didn't work too well at first."</i></p> <p>1  </p>

<p align="center">The Hungry v2</p> <p align="center">Edge</p> <p>When you burn a Site for victory, you gain X Power. X= the number of players in the game, to a maximum of 3. When The Hungry leaves play, inflict 2 damage on all Sites you control and all Characters you control.</p> <p align="center">◆ ◆ 1</p>	<p align="center">The Pledged 1</p> <p align="center">Loyal Initiates</p> <p>(no text)</p> <p><i>At the lowest levels, the Order of the Wheel looks like any other service or fraternal organization. But go a little higher and the Colt 1911s come out.</i></p> <p align="center">1 </p>	<p align="center">Ting Ting (AltArt) 6</p> <p align="center">Martial Artist</p> <p>Unique. Independent. +2 Fighting for each opponent who controls more Power-generating Sites than you. Opponents cannot take control of Ting Ting.</p> <p align="center">  4   </p>	<p align="center">Tricia Kwok 6</p> <p align="center">Undercover Cop</p> <p>Unique. Gains Toughness: 1 and +1 Fighting while she is the subject of any Weapon State.</p> <p><i>With looks like that, you'd think everybody in the city would recognize her. But no one ever does...</i></p> <p align="center">  4 </p>
<p align="center">The Iron Monkey 5</p> <p align="center">Masked Hero</p> <p>Unique. Superleap. When The Iron Monkey inflicts combat damage on the target of his attack, steal half the Power (round down) of his target's controller and give that Power to any player you choose.</p> <p align="center">  4  </p>	<p align="center">Thing with a 1000 Tongues 9</p> <p align="center">Disgusting Demon</p> <p>Unique. Sacrifice a Character :: Thing with a 1000 Tongues gains Toughness: 3 until the end of the turn.</p> <p><i>Only the Thing's earthly body was destroyed in Operation Killdeer. He will return...</i></p> <p align="center"> ◆ ◆ ◆ ◆ 6 </p>	<p align="center">Tortured Memories</p> <p align="center">Event</p> <p>Take control of target Character until the end of the turn.</p> <p><i>"I saw Keung's head rise before me. Then he told me to blow up the MacMillan Building."</i></p> <p align="center"> 2</p>	<p align="center"><1> Turtle Beach (6)</p> <p align="center">Feng Shui Site</p> <p>Unique. Turn to redirect the damage inflicted by a single source on target Character to Turtle Beach.</p> <p><i>When protection becomes sacrifice, how much can the land withstand?</i></p>

<p style="text-align: center;">Vassals of the Lotus 1</p> <p style="text-align: center;">Ancient Hoods</p> <p>(no text)</p> <p><i>Bandits and ruffians serve corrupt Lotus officials to slake their lust for gold.</i></p> <p>1 </p>	<p style="text-align: center;">Vivisector v2 1</p> <p style="text-align: center;">Abomination Scientist</p> <p>Turn Vivisector and choose a Character other than itself :: Sacrifice that Character. If the sacrifice is successful, you gain Power equal to that Character's cost.</p> <p> 2  </p>	<p style="text-align: center;">White Disciple 2</p> <p style="text-align: center;">Eunuch Sorcerer</p> <p>Turn and inflict 1 damage on White Disciple :: Inflict 2 damage on any target.</p> <p><i>In China, white is the color of death.</i></p> <p> 2  </p>
<p style="text-align: center;">Violet Meditation v2</p> <p style="text-align: center;">Event</p> <p>Limited. Play at the start of your turn. No other card you control or play generates Power during your Establishing Shot. Violet Meditation generates Power equal to the number of Edges and Power-generating Sites controlled by target opponent, minus the number of cards in your burned-for-victory pile.</p> <p> 0</p>	<p style="text-align: center;">Walking Corpses 4</p> <p style="text-align: center;">Undead Servitors</p> <p>Cannot turn to change location. Damage cannot be removed from Walking Corpses.</p> <p><i>They weren't buried properly, so now they're back.</i></p> <p> 2 </p>	<p style="text-align: center;">Wong Fei Hong (PAP) 11</p> <p style="text-align: center;">Kung Fu Master</p> <p>Unique. Once during each of your Main Shots, you may play a  State on this card at -3 cost. Toast a  State on this card to cancel the effect generated by the turning of a Feng Shui Site.</p> <p>    6  </p>