

Sample Game 2: The Ascended vs. The Architects of the Flesh

Our two sample players, Ann and Bob, go at it again, this time with the Ascended and Architects decks from 10,000 Bullets. If you want to follow along at home, put your decks in the order listed at the end of this document. I assume that you're familiar with basic Shadowfist terms and you've read at least the first few sections of the rulebook. And you should understand the concept that playing a card has two parts: generation (paying costs, etc.) and resolution (doing what it says to do :)

My notes during transcription appear in curly braces, like {x Power total} or {x Power left} to keep track of Power after each card is played. I left the notes just in case they're helpful; you can ignore anything inside curly braces, if you prefer. And the underlined stuff will eventually be hyperlinked, but at the moment it's not.

Start of Game

Ann and Bob shuffle their decks, then flip a coin to see who goes first. Ann wins the flip. They both draw 6 cards and start with 1 Power.

Turn 1, Ann

Starting Power: 1

Starting Resources: none

In hand (opening draw): Jaded Cop, Family Home, Security, Student of the Bear, SWAT Team, Liquidators

Sites: none

Establishing Shot:

Power: Ann doesn't have anything to generate power with.

Unturn: first turn is easy, nothing to unturn :)

Discard: because Ann didn't generate any Power, she can discard as many cards as she likes (this is an important trick to learn; you can use this to get an informal "mulligan" on your opening turn if necessary). She discards Jaded Cop because he's too expensive to play soon, and SWAT Team and Liquidators too since she has a 1-cost foundation Character to get started and hopes to draw something cheaper.

Draw: fill to 6 cards - Nine Dragon Temple, Phillipe Benoit, Liquidators

Main Shot:

Ann plays Nine Dragon Temple face down. It's a Feng Shui Site (FSS, for short), so it's played face down, and it doesn't cost her anything. On resolution, she gains 1 Power since she had no other FSS in play {2 Power total}. She chooses NDT over Family Home because (a) the Home has such a low Body and (b) Nine Dragon Temple can pay off when it's lost, so it goes very well as the opening Site. Ann can play Family Home in the back row on her next turn.

Ann plays Student of the Bear: she pays 1 Power and places him in front of Nine Dragon Temple {1 Power left}. Everyday Hero is called a foundation character, because he provides a faction resource but doesn't require any resources. Ann now has one 🍀 resource in her pool.

Ann plays Security: she verifies that she has at least one 🍀 in her resource pool (from the Student), pays 1 Power, and places it on Nine Dragon Temple (the *subject* of the State). {0 Power left} On resolution, NDT's Body increases by 4.

There's nothing to attack and she can't afford to play anything else, so Ann declares the end of her turn.

Ending Power: 0
Ending Resources: ✖
Ending hand: Family Home, Phillipe Benoit, Liquidators

Turn 1, Bob

Starting Power: 1
Starting Resources: none
In hand (opening draw): Arcanotank, Helix Rethread, Blood Reaver, Family Home, Nerve Gas, Jade Valley
Sites: none

Establishing Shot:

Power: Bob doesn't have anything to generate power with.

Unturn: first turn is easy, nothing to unturn :)

Discard: because Bob didn't generate any Power, he can discard as many cards as he likes. He discards Arcanotank because of its cost, Blood Reaver because it requires three resources, and Family Home because it has low Body, and he already has Jade Valley to start.

Draw: fill to 6 cards - Test Subjects, CHAR, Buro Godhammer

Main Shot:

Bob plays Jade Valley face down. On resolution, he gains 1 Power since he had no other FSS in play {2 Power total}. Jade Valley is a better second site so its bonus might kick in if you lose your first site, but in this case Bob didn't want to put a 5-Body Family Home in his front row.

Bob plays Test Subjects: he pays 1 Power and places them in front of Jade Valley {1 Power left}. Now he has one 🗡️ and one ✖ resource in his pool.

Bob declares an attack: he turns Test Subjects and targets Student of the Bear. Ann doesn't have any other characters to intercept with, so she declines interception. Bob plays Helix Rethread on the Student: he verifies that he has at least one 🗡️ resource in his pool (from the Test Subjects), pays no Power since it's free, and places it on Student of the Bear. Bob is required to play Rethread on a character controlled by an opponent, and Student fits that bill nicely. No one generates any other effects, so the two characters enter combat. They each inflict 1 damage on the other, so their Fighting is reduced to zero and they're both smoked. Bob puts Helix Rethread in his smoked pile (a State is smoked when its subject leaves play). At that point, Helix Rethread's effect triggers because its subject was smoked: on resolution, Bob gains 1 Power. {2 Power total}. The attack is now complete.

Bob can't afford anything else, so he declares the end of his turn.

Ending Power: 2
Ending Resources: 🗡️ ✖
Ending hand: Nerve Gas, CHAR, Buro Godhammer

Turn 2, Ann

Starting Power: 0
Starting Resources: ✖
In hand: Family Home, Phillipe Benoit, Liquidators
Sites: Nine Dragon Temple (column 1 front, face down, with Security)

Establishing Shot:

Power: the face-down NDT generates 1 Power {1 Power total}

Unturn: nothing turned

Discard: Ann generated Power this turn, so she can only discard one card. She dumps Liquidators again, since she'd rather try to draw a cheaper foundation.

Draw: fill to 6 cards - Mole Network, Bleys Fontaine, Jaded Cop, Operation Killdeer

Main Shot:

Ann plays Family Home face-down behind Nine Dragon Temple. She pays 1 Power (1 FSS already in play, so the next FSS costs 1) {0 Power left}.

Ann plays Mole Network: she verifies that she has at least one  in her pool (from the Student—resources still count even though he's been smoked, 10kB rulebook p.26), pays 0 Power since it's free, puts it in her smoked pile (Events are played directly into your smoked pile, 10kB rulebook p.32) and targets Bob. Ann is allowed to target Bob because he meets the *precondition* specified in Mole Network's text—the victim must have completed at least one turn before Mole can be used on him or her. In theory, Bob could try to spend Power in response so that he wouldn't have any when the Mole Network resolved (and so deny the Power to Ann), but in this case he doesn't have enough Events to spend both his Power. So he sucks it up. On resolution, Ann steals 1 Power from Bob {1 Power total for Ann, 1 Power total for Bob}.

Ann has nothing else she can play, so she declares the end of her turn.

Ending Power: 1

Ending Resources: 

Ending hand: Phillipe Benoit, Bleys Fontaine, Jaded Cop, Operation Killdeer

Turn 2, Bob

Starting Power: 1

Starting Resources:  

In hand: Nerve Gas, CHAR, Buro Godhammer

Sites: Jade Valley (column 1 front, face down)

Establishing Shot:

Power: the face-down Jade Valley generates 1 Power. {2 Power total}

Unturn: nothing turned

Discard: Bob generated Power this turn, so he can only discard 1 card. He discards nothing, because he likes what he has. CHAR is expensive, but has very low resource requirements and is an excellent hitter, especially against the Ascended since he is immune to Operation Killdeer. Bob decides to hold on to him for a turn or so.

Draw: fill to 6 cards - Vivisector, Temple of Celestial Mercy, Helix Rethread

Main Shot:

Bob plays Temple of Celestial Mercy face-down behind Jade Valley. He pays 1 Power (1 FSS already in play, so the next FSS costs 1) {1 Power left}. He doesn't reveal the Temple yet because its hand-boosting ability won't matter until his next Establishing Shot when he draws cards. He can reveal it at the end of Ann's next turn and still be in time to use it. It's generally a good idea to keep your FSS hidden until you use them.

Bob can't afford anything else, so he declares the end of his turn. At this point, Ann could reveal her Family Home (since you can't voluntarily generate any effects during your Establishing Shot, you can't reveal the Family Home then, so it must be face-up prior to your Establishing Shot in order for its ability to function) but she has the same amount of Power as Bob, so its ability won't work anyway. She decides to keep it face down.

Ending Power: 1

Ending Resources: ❖ ❖

Ending hand: Nerve Gas, CHAR, Buro Godhammer, Vivisector, Helix Rethread

Turn 3, Ann

Starting Power: 1

Starting Resources: ❖

In hand: Phillipe Benoit, Bleys Fontaine, Jaded Cop, Operation Killdeer

Sites: Nine Dragon Temple (column 1 front, face down, with Security), Family Home (column 1 back, face down)

Establishing Shot:

Power: the two face-down Feng Shui Sites generate 1 Power each for a total of 2. {3 Power total}

Unturn: nothing turned

Discard: Ann generated Power this turn, so she can only discard one card. She likes what she has, although Bleys isn't really playable soon. She knows that the 10,000 Bullets deck is light on hitters though, so she decides to hold on to him for another turn.

Draw: fill to 6 cards - Rachel McShane, Liquidators

Main Shot:

Ann plays Jaded Cop: she verifies she has at least one ❖ in her pool, pays 3 Power, and places him in front of NDT. {0 Power left} That gives her a second ❖ in her resource pool. Jaded Cop is a good choice against Architects since he's immune to 1-cost Events, like Nerve Gas and Imprison.

Ann declares an attack: she turns Jaded Cop and targets Bob's front-row face down Feng Shui Site. Bob can't play Nerve Gas since the Cop is not affected by 1-cost Events. No one generates any other effects, so the Cop enters combat with the Site. The Cop inflicts 3 damage; Bob places 3 damage counters and reveals (turns face-up) Jade Valley. The Cop returns to his original location, and the attack is complete.

Ann declares the end of her turn. In response, Bob reveals Temple of Celestial Mercy. He wants to get the hand-boosting bonus on his next turn, and like Family Home, the Temple must be revealed prior to the Establishing Shot. Because Bob responded to her end-of-turn declaration, Ann is allowed to return to her Main Shot if she wishes, but she can't do anything more anyway. She allows her turn to end.

Ending Power: 0

Ending Resources: ❖ ❖

Ending hand: Phillipe Benoit, Bleys Fontaine, Operation Killdeer, Rachel McShane, Liquidators

Turn 3, Bob

Starting Power: 1

Starting Resources: ❖ ❖

In hand: Nerve Gas, CHAR, Buro Godhammer, Vivisector, Helix Rethread

Sites: Jade Valley (column 1 front, 3 damage), Temple of Celestial Mercy (column 1 back, face up)

Establishing Shot:

Power: the two face-up Feng Shui Sites each have <1> for Power generation, so Bob gets 2 Power. {3 Power total}

Unturn: nothing to unturn.

Discard: Bob generated Power so he can only discard 1 card. He likes what he has, plus the Temple increases his hand size by 2 so he decides not to discard.

Draw: fill to 8 cards (6 +2 from Temple) - Test Subjects, The Reconstructed, Test Subjects

Main Shot:

Bob doesn't have enough Power to play CHAR, and doesn't want to just sit and wait while the Cop pounds on Jade Valley next turn. He decides to play the Test Subjects, and use the Godhammer to give one a damage boost. That will also build up his resources so he can play The Reconstructed later.

Bob plays Test Subjects: he pays 1 Power and places them in front of Jade Valley. That gives him another  and  in his pool. {2 Power left}

Next, Bob does the same thing: he plays the second Test Subjects and places them in front of Jade Valley too. Now he has 3  and 3  in his pool. {1 Power left}

I won't spell out the resource checking and Power payment from here on out. Just remember that each time you play a card, you need to verify that you have enough resources in your pool and pay for it too. And remember that Events go directly into your smoked pile.

Bob plays Helix Rethread on Jaded Cop. It's not quite the instant gratification of his first turn, but he needs to kill the Cop eventually anyway, and this way the Rethread is out of his hand.

Bob declares an attack: he turns both Test Subjects and targets Ann's front row face down Feng Shui Site. He could go for the Cop and use the Godhammer to take him out, but this way Bob figures that one Test Subjects will get through to the Site, he can put the Godhammer on that one, and then the gun-toting Subjects will be available to intercept the Cop when Ann attacks next turn. He damages the Site and gets the Cop too. (that's the plan, anyway)

Ann declares interception: the Cop intercepts one Test Subjects. No one generates any other effects, so the Cop and Test Subjects enter combat. The Cop inflicts 3 damage on the Test Subjects, reducing their Fighting to 0 so they're smoked. The Test Subjects simultaneously inflict 1 damage on the Cop. Ann places 1 damage counter on the Cop.

The other Test Subjects are still on their way to the Site. Bob plays Buro Godhammer on them {0 Power left}. On resolution, the Subjects inflict +3 damage. No one generates any other effects, so the Subjects enter combat with the Site. They inflict 4 damage; Ann puts 4 damage counters on it and reveals it. She could have used her Operation Killdeer, but she wants to keep that for next turn so she can keep her Cop alive against the gun-toting Subjects, and the NDT has extra Body from Security anyway. The remaining Test Subjects return to their original location, and the attack is complete.

Bob declares the end of his turn. Ann still doesn't reveal her Family Home because Bob doesn't have more Power than she does.

Ending Power: 0

Ending Resources:      

Ending hand: Nerve Gas, CHAR, Vivisector, The Reconstructed

Turn 4, Ann

Starting Power: 0

Starting Resources:  

In hand: Phillippe Benoit, Bleys Fontaine, Operation Killdeer, Rachel McShane, Liquidators

Sites: Nine Dragon Temple (column 1 front, 4 damage, with Security), Family Home (column 1 back, face down)

Establishing Shot:

Power: the face-up NDT generates 1 Power, and the face-down Family Home generates 1 Power. {2 Power total}

Unturn: Ann unturns Jaded Cop.

Discard: Ann discards Bleys. She has a lot of big hitters now, but can't afford to let her hand clog up with them.

Rachel and Phillippe are better hitters, so Bleys hits the discard pile.

Draw: fill to 6 cards - City Park, Fireworks Factory

Main Shot:

Ann wants to play Phillipe next turn, so she decides to take a little chance and not play a third Feng Shui Site. That will put her a little behind, but she hopes that Phillipe can use **Stealth** to get past whatever Bob plays to take the Jade Valley next turn, then she can burn for Power and get rolling with Rachel too. But first she wants to get rid of the gun-toting Test Subjects. She could attack Bob's Site and hope he intercepts (he probably would) but she decides to be sure.

Ann declares an attack: she turns Jaded Cop and targets Test Subjects. Bob realizes that something sneaky must be about to happen; Ann wouldn't throw away the Cop. And he's right—Ann plays Operation Killdeer on Test Subjects. On resolution, they inflict no damage for the rest of the turn. No one generates any other effects, so the Cop and Subjects enter combat. The Cop inflicts 2 damage on the Subjects (his Fighting is reduced by 1 because he has 1 damage counter), reducing their Fighting to 0 and smoking them. The Subjects inflict nothing on the Cop because of Operation Killdeer. (Remember that guns and other damage-increasing States don't inflict damage themselves; they cause their subject to inflict more damage, so the Killdeer on the Test Subjects cuts off the gun's damage bonus too). The Cop returns to his original location and the attack is complete.

Ann declares the end of her turn.

Ending Power: 2

Ending Resources: 

Ending hand: Phillipe Benoit, Rachel McShane, Liquidators, City Park, Fireworks Factory

Turn 4, Bob

Starting Power: 0

Starting Resources: 

In hand: Nerve Gas, CHAR, Vivisector, The Reconstructed

Sites: Jade Valley (column 1 front, 3 damage), Temple of Celestial Mercy (column 1 back, face up)

Establishing Shot:

Power: the two face-up Feng Shui Sites generate 1 each. {2 Power total}

Unturn: nothing to unturn

Discard: none - he's going to draw 4 cards anyway, and he likes what he has.

Draw: fill to 8 cards (6 +2 from Temple) - Assault Squad, Helix Rethread, City Hospital, Assault Squad

Main Shot:

Ann didn't push the attack this turn, so Bob figures he may have a turn to build up too. He decides not to play Assault Squad to finish off the Cop; instead he'll save up to play CHAR next turn so he can ignore those pesky Operation Killdeers. And besides, if Ann attacks in force next turn, he'll be able to play both Squads for free.

Bob plays Helix Rethread on Jaded Cop. Again, it's out of his hand, and the Cop will die eventually...

Bob declares the end of his turn. Ann *still* doesn't reveal her Family Home since she and Bob have the same amount of Power.

Ending Power: 2

Ending Resources: 

Ending hand: Nerve Gas, CHAR, Vivisector, The Reconstructed, Assault Squad x2, City Hospital

Turn 5, Ann

Starting Power: 2

Starting Resources:  

In hand: Phillipe Benoit, Rachel McShane, Liquidators, City Park, Fireworks Factory

Sites: Nine Dragon Temple (column 1 front, 4 damage, with Security), Family Home (column 1 back, face down)

Establishing Shot:

Power: the face-up NDT and face-down Family Home each generate 1 Power, so Ann gets 2. {4 Power total}

Unturn: Ann unturns the Jaded Cop.

Discard: Ann discards Fireworks Factory. She already has City Park, plus the Fireworks Factory only kicks in if Bob is ahead, so she'd rather play the Park.

Draw: fill to 6 cards - Gruff Lieutenant, City Hospital

Main Shot:

Ann plays Phillipe Benoit: she places him in front of Nine Dragon Temple. {0 Power left} That gives her a third  resource.

Ann declares an attack: she turns Phillipe and targets Jade Valley. He's big enough to finish off the Jade Valley all by himself, so she doesn't send the Cop. That, and she knows that Bob's deck has Assault Squads that will trigger only if two or more characters attack. She doesn't need the Cop in this case, so she doesn't risk the Squads by sending him in.

Bob plays Nerve Gas: he pays 1 Power and places the Gas in his smoked pile, and targets Phillipe {1 Power left}. Ann doesn't have anything that can counter the Gas. On resolution, Phillipe is smoked. Since there are no attacking characters, the attack ends in failure (damage was not inflicted on the target of the attack).

Ann can't send the Cop in because her previous attack failed, so she turns him to heal. On resolution, she removes the damage counter from the Cop. Even though he's turned, he'll still be ready to intercept next turn.

Ann declares the end of her turn. Not quite the smashing turn she had hoped for...

Ending Power: 0

Ending Resources:   

Ending hand: Rachel McShane, Liquidators, City Park, Gruff Lieutenant, City Hospital

Turn 5, Bob

Starting Power: 1

Starting Resources:      

In hand: CHAR, Vivisector, The Reconstructed, Assault Squad x2, City Hospital

Sites: Jade Valley (column 1 front, 3 damage), Temple of Celestial Mercy (column 1 back, face up)

Establishing Shot:

Power: the two face-up Feng Shui Sites generate 1 each. {3 Power total}

Unturn: nothing to unturn.

Discard: Bob discards one Assault squad. He doesn't need the resources, and he'd rather try to draw something more immediately useful, like another Nerve Gas.

Draw: fill to 8 cards (6 +2 from Temple) - Abominable Lab, Nerve Gas, Vivisector

Main Shot:

Bob doesn't have enough Power to play CHAR because he used the Nerve Gas on Ann's turn, but he can still play The Reconstructed. He needs to get rid of that Cop, and he has the added bonus that he'll gain 2 Power from the two Helix Rethreads when it happens, so he decides it's time to do just that.

Bob plays The Reconstructed and places them in front of Jade Valley. {0 Power left} That gives him four  resources total, enough to play anything in his deck.

Bob declares an attack: he turns The Reconstructed and targets Jaded Cop. No one generates any effects, so they enter combat. The Reconstructed inflicts 5 damage on the Cop, reducing his Fighting to zero so he's smoked. The Cop simultaneously inflicts 3 damage on The Reconstructed; Bob places 3 damage counters. The Helix Rethreads trigger when the Cop is smoked; on resolution, Bob gains 1 Power from each of them. {2 Power total}. The Reconstructed return to their original location and the attack is now complete.

Bob plays City Hospital face down, starting a new column to the right of Jade Valley. He pays 2 Power (he has 2 FSS already in play). {0 Power left}. He could have played Abominable Lab, but the low Body might be too tempting for Ann. He doesn't use the Hospital right away, although he could—he'll save it in case something better pops up during Ann's turn, and in the worst case he'll just use it in response to the end of Ann's turn.

Bob declares the end of his turn.

Ending Power: 0

Ending Resources: I won't keep track of these any more. Bob has enough to play any card in his deck, and Ann has no way of toasting resources.

Ending hand: CHAR, Vivisector x2, Assault Squad, Abominable Lab, Nerve Gas

Turn 6, Ann

Starting Power: 0

Starting Resources:   

In hand: Rachel McShane, Liquidators, City Park, Gruff Lieutenant, City Hospital

Sites: Nine Dragon Temple (column 1 front, 4 damage, with Security), Family Home (column 1 back, face down)

Establishing Shot:

Power: the face-up NDT and face-down Family Home each generate 1 Power, so Ann gets 2. {2 Power total}

Unturn: nothing to unturn.

Discard: Liquidators—a 3 cost foundation isn't going to help her out of this hole.

Draw: fill to 6 cards - Shadowy Mentor, Security

Main Shot:

There's not much that Ann can afford to do. She decides to hold on to City Park in case Bob manages to grab a Site from her next turn.

Ann plays Gruff Lieutenant, placing him in front of Nine Dragon Temple {1 Power left} That also gives her a fourth  resource, enough to play anything in her deck.

Ann declares an attack: she turns Gruff Lt. and targets Jade Valley. Bob declares that The Reconstructed will intercept. Ann uses Gruff's **Stealth** to bypass The Reconstructed and continue on unharmed. No one generates any other effects, so Gruff enters combat with Jade Valley. Unfortunately she doesn't have any way to buff him up, so he inflicts just 1 damage on Jade Valley. Bob puts 1 more damage counter on. Gruff returns to his original location and the attack is complete.

I'm not going to say "No one generates any more effects, so..." any more. If there aren't any more effects, I'll just go right to the resolution part of the scene.

Ann declares the end of her turn. In response, Bob uses City Hospital's ability: he turns City Hospital and chooses The Reconstructed. He also reveals the Hospital because a Feng Shui Site is automatically revealed when its

effect is used (10kB rulebook, p.29). On resolution, Bob removes 1 damage counter from The Reconstructed (leaving 2). Ann could return to her Main Shot, but there's nothing more she can do anyway so she allows her turn to end.

Ending Power: 1

Ending Resources: I won't keep track of Ann's resources any more either. She has enough to play any card in her deck.

Ending hand: Rachel McShane, City Park, City Hospital, Shadowy Mentor, Security

Turn 6, Bob

Starting Power: 0

Starting Resources: lots

In hand: CHAR, Vivisector x2, Assault Squad, Abominable Lab, Nerve Gas

Sites: Jade Valley (column 1 front, 4 damage), Temple of Celestial Mercy (column 1 back, face up), City Hospital (column 2 front, face up)

Establishing Shot:

Power: the three face-up FSS generate 1 Power each. {3 Power total}

Unturn: Bob unturns The Reconstructed and City Hospital.

Discard: Bob discards one Vivisector. He has two, and not enough Power to do anything with them both.

Draw: fill to 8 cards (6 +2 from Temple) - Assault Squad, Nine Dragon Temple, Buro Godhammer

Main Shot:

Bob wants to take one of Ann's Sites, to capitalize on the swing in tempo in his favor.

Bob declares an attack: he turns The Reconstructed and targets Nine Dragon Temple. Ann declines to intercept; The Reconstructed aren't big enough to take the Site, and Gruff Lt. isn't big enough to stop them if Bob has something sneaky in mind. She'd rather save Gruff so he can use his **Stealth** again next turn. Bob turns City Hospital and chooses The Reconstructed. On resolution, he removes 1 damage counter from them (leaving 1). The Reconstructed enter combat with Nine Dragon Temple, inflicting 4 damage (5 Fighting less 1 damage counter). Ann puts 4 more counters on the Temple. The Reconstructed return to their original location and the attack is complete.

Bob plays Vivisector: he places him in front of Jade Valley. {1 Power left} He waits for that scene to resolve. He has to wait for the Vivisector to resolve because Characters' abilities that require turning can't be used in response to that Character entering play (10kB rulebook, p.30).

After that scene resolves, Bob turns Vivisector and chooses The Reconstructed. On resolution, he sacrifices The Reconstructed (puts them in his smoked pile) and because that was successful, he gains 3 Power (the cost of The Reconstructed) {4 Power total}. Ann could have prevented the Power gain by removing The Reconstructed from play before the Vivisector's effect resolved, but she didn't have any way to do that. Note that Bob's City Hospital does not unturn when The Reconstructed get sacrificed—they end up in the smoked pile, but it's not considered the same as smoking a card (10kB rulebook, p.56) so the City Hospital doesn't trigger.

Bob plays CHAR: he places CHAR in front of Jade Valley. {0 Power left}

Because Bob's previous attack was successful, he may declare another attack, so he does. Bob declares an attack: he turns CHAR and targets Nine Dragon Temple. Ann declines to intercept, since Gruff won't be enough to stop CHAR from taking the site. CHAR enters combat with NDT, inflicting 6 damage. That reduces NDT's Body to 0. Bob could burn it for Power to gain 3, then he'd have a total of 6 Power next turn (3 more from his FSS), but assuming he plays a FSS, he'll end up with four FSS and 3 Power. But if he seizes it, Security comes along with it so it won't be easy for Ann to retake. Then he'd have four FSS, so he'd generate 4 Power next turn—which leaves him a wee bit better off by seizing than burning for Power. So he seizes it. He removes all damage counters, turns it 180° so he remembers that it belongs to Ann (there's nothing special about this, he could use a sticky note or other marker

instead) and places it in a new column to the right of City Hospital (he's leaving a back row slot open to take the Abominable Lab on another turn). Ann slides her Family Home up to the front row.

Nine Dragon Temple's triggered effect generates when Bob reduces its Body to 0. On resolution, Ann gains 3 Power. {4 Power total}

Bob declares the end of his turn. Ann *still* doesn't reveal her Family Home because she still has more Power than Bob.

Ending Power: 0

Ending Resources: enough

Ending hand: Assault Squad x2, Abominable Lab, Nerve Gas, Nine Dragon Temple, Buro Godhammer

Turn 7, Ann

Starting Power: 4

Starting Resources: enough

In hand: Rachel McShane, City Park, City Hospital, Shadowy Mentor, Security

Sites: Family Home (column 1 front, face down)

Establishing Shot:

Power: the face-down Family Home generates 1 Power. {5 Power total}

Unturn: Ann unturns Gruff Lt.

Discard: City Hospital. Ann needs some card flow...

Draw: fill to 6 cards - Sub-Machine Gun, SWAT Team (not much help...)

Main Shot:

Ann is in trouble, but she has what she needs to turn the tables on Bob. She has enough Power to play Rachel, but then she'd get into a fight with CHAR. Much better to just take CHAR...

Ann plays Shadowy Mentor on CHAR. {2 Power left} On resolution, she takes control of CHAR. She unturns him and places him in front of Family Home.

Ann declares an attack: she turns CHAR and targets Jade Valley. Bob declines to intercept since the Vivisector won't be enough to stop CHAR, and CHAR is immune to Nerve Gas because of the ✖ in his resource conditions (not to mention that Bob doesn't have the power to pay for it anyway). Ann plays Sub-Machine Gun on CHAR. {1 Power left}. After it resolves, Ann starts a new scene by turning Sub-Machine Gun to generate its effect. On resolution, she inflicts 1 damage on all characters at its location other than SMG's subject (CHAR). Remember that attacks take place at the location of the target (10kB rulebook, p.45) so the Gruff Lt. is safe at home, but Vivisector isn't so lucky. That damage reduces Vivisector's Fighting to 0, so he's smoked. Next CHAR enters combat with Jade Valley, inflicting 6 damage and reducing its body to 0. Ann burns for Power. She gains 3 Power (1 + number of players = 3) {4 Power total}. Bob puts Jade Valley in his smoked pile, and slides the Temple of Celestial Mercy into the front row.

Because she burned for Power, Ann's turn ends automatically (10kB rulebook, p.50).

Ending Power: 4

Ending Resources: plenty

Ending hand: Rachel McShane, City Park, Security, SWAT Team

Turn 7, Bob

Starting Power: 0

Starting Resources: plenty

In hand: Assault Squad x2, Abominable Lab, Nerve Gas, Nine Dragon Temple, Buro Godhammer

Sites: Temple of Celestial Mercy (column 1 front, face up), City Hospital (column 2 front, face up), Nine Dragon Temple (column 3 front, face up, with Security)

Establishing Shot:

Power: the three face-up FSS generate 1 Power each. {3 Power total}

Unturn: Bob unturns City Hospital

Discard: Assault Squad hasn't triggered yet, and Bob would like to get more card flow, so one of them hits the discard pile.

Draw: fill to 8 cards (6 +2 from Temple) - City Park, Nerve Gas, CDCA Scientist

Main Shot:

Bob needs to deal with CHAR, but he's immune to Nerve Gas. None of the Characters in his hand will do much good, so Bob decides to build up his Site structure and hope for something better next turn.

Bob plays Abominable Lab: he places it behind Nine Dragon Temple. {1 Power left}

Bob declares the end of his turn.

Ending Power: 1

Ending Resources: many

Ending hand: Assault Squad, Nerve Gas x2, Nine Dragon Temple, Buro Godhammer, CDCA Scientist, City Park

Turn 8, Ann

Starting Power: 4

Starting Resources: lots

In hand: Rachel McShane, City Park, Security, SWAT Team

Sites: Family Home (column 1 front, face down)

Establishing Shot:

Power: the face down Family Home generates 1 Power {5 Power total}

Unturn: Ann unturns CHAR and the SMG.

Discard: Ann discards SWAT Team; she doesn't need the resources any more.

Draw: fill to 6 cards - Gruff Lieutenant, Sports Car, Birdhouse Cafe

Main Shot:

Ann wants to keep Bob off balance. The Temple of Celestial Mercy is really helping him, so she wants to seize that and use it herself. Since she's going to seize, she plays another Site of her own before she attacks because it's cheaper now (it would cost 1 more after she seized the Site from Bob).

Ann plays Birdhouse Cafe: she pays 1 Power (1 FSS in play) and places it face down behind Family Home. {4 Power left}

Ann plays Security on Family Home. {3 Power left}

Ann declares an attack: she turns CHAR and targets Temple of Celestial Mercy. If she can seize that, the hand bonus will help immensely, and the lack of it will really slow down any recovery Bob can mount. Bob declines

interception. Ann plays Sports Car on CHAR to get the damage bonus. {2 Power left}. CHAR enters combat with the Temple, inflicting 8 damage (6 Fighting + 2 damage from Sports Car), reducing its Body to 0. Ann seizes it and places it in a new column to the right of Family Home. She turns it 180° so she remembers it belongs to Bob. She's not worried about defending it since CHAR gets **Mobility** from the Sports Car and will be able to defend in either column. All of Bob's Sites slide one column to the left (he doesn't actually move any cards, but City Hospital is considered to be column 1 now). CHAR returns to his original location and the attack is over.

Ann declares another attack (her previous attack was successful, so she can attack again): she turns Gruff Lt. and targets City Hospital. Bob declines interception. Gruff enters combat with the Hospital, inflicting 1 damage on it. Bob places 1 damage counter. Gruff returns to his original location and the attack is complete.

Ann declares the end of her turn. She doesn't reveal Birdhouse Cafe because she's closer to victory than Bob so its effect wouldn't work for her anyway.

Ending Power: 2

Ending Resources: lots

Ending hand: Rachel McShane, City Park, Gruff Lieutenant

Turn 8, Bob

Starting Power: 1

Starting Resources: plenty

In hand: Assault Squad, Nerve Gas x2, Nine Dragon Temple, Buro Godhammer, CDCA Scientist, City Park
Sites: City Hospital (column 1 front, 1 damage), Nine Dragon Temple (column 2 front, face up, with Security), Abominable Lab (column 2 back)

Establishing Shot:

Power: the two FSS and Abominable Lab generate 1 Power each. {4 Power total}

Unturn: nothing to unturn.

Discard: Bob has 7 cards in his hand, but the Temple's effect is no longer working for him to increase his hand size. He needs to get some card flow, so he discards Assault Squad.

Draw: fill to 6 cards - none. After discarding, Bob has 6 cards in his hand already.

Main Shot:

Bob needs to draw something from his deck that can stop CHAR, unfortunately his hand is clogged after losing the Temple of Celestial Mercy. He takes desperate measures...

Bob plays CDCA Scientist: he places the Scientist in front of City Hospital. {2 Power left}

Bob declares an attack: he turns CDCA Scientist and targets CHAR. Ann wants to use the SMG, but doesn't want to kill her own Gruff Lt., so she uses CHAR's Mobility (from the Sports Car) to move one column to the right. On resolution, CHAR moves to the right one column (now in front of Temple of Celestial Mercy). Because the target of the attack moved, all attackers follow it (I didn't see that in the 10kB rulebook; it's in Year of the Dragon, p.59) so the attack is now taking place at the Temple instead of the Family Home. Now Ann turns the SMG; on resolution, it inflicts 1 damage on the CDCA Scientist. Bob places 1 damage counter. But then Bob turns City Hospital and choose the Scientist; on resolution, he removes 1 damage counter. No one generates any other effects, so CHAR and the Scientist enter combat. CHAR inflicts 8 damage on the Scientist (6 Fighting + 2 damage from Sports Car), reducing his Fighting to 0 so he's smoked. The Scientist inflicts 2 damage on CHAR; Ann places 2 damage counters. Bob could have put the Godhammer on the Scientist and wounded CHAR more seriously, but he doesn't have any other way to follow up and finish him off, so Ann would just turn him to heal next turn.

When the Scientist is smoked, that triggers his effect, and also triggers City Hospital. Bob can decide the order of his own triggered effects (10kB rulebook, p.35), but in this case it doesn't matter. He puts the City Hospital first, then the CDCA Scientist's effect. The scene resolves in last-in, first-out order, so the Scientist's effect resolves first: Bob has 1 CDCA Scientist in his smoked pile, so X=1. Bob draws 1 card (Magog), then discards 1 card (Nine Dragon Temple). The attack is now complete. CHAR stays where he is (only attackers return to their original locations at the end of the attack) although he can use **Mobility** to move again if he needs to.

Bob declares the end of his turn.

Ending Power: 2

Ending Resources: lots

Ending hand: Nerve Gas x2, Buro Godhammer, City Park, Magog

Turn 9, Ann

Starting Power: 2

Starting Resources: plenty

In hand: Rachel McShane, City Park, Gruff Lieutenant

Sites: Family Home (column 1 front, face down, with Security), Birdhouse Cafe (column 1 back, face down),

Temple of Celestial Mercy (column 2 front, face up)

Establishing Shot:

Power: the two face-down FSS and the face up Temple of Celestial Mercy generate 1 Power each. {5 Power total}

Unturn: Ann unturns CHAR, Sub-Machine Gun, and Gruff Lt.

Discard: Ann decides not to discard anything since the Temple is working for her now.

Draw: fill to 8 cards (6 +2 from Temple) - Faked Death, SWAT Team, Golden Mile, Student of the Bear, Family Estate

Main Shot:

Ann plays Golden Mile: she pays 3 power (she controls 3 FSS already) and places it face down in column 2 behind Temple of Celestial Mercy. {2 Power left} She could have played Family Estate, but would rather try to win quickly before Bob can recover.

Ann plays Gruff Lt. in front of Family Home. {1 Power left}

Ann declares an attack: she turns CHAR and targets City Hospital. CHAR inflicts 6 damage on the Hospital (6 Fighting + 2 for Sports Car -2 for damage). CHAR returns to his original location and the attack is now complete.

Ann declares another attack: she turns both Gruff Lts and targets City Hospital. Bob could Nerve Gas both Gruff Lts but that still wouldn't deal with CHAR. He decides to save his Power. The Gruffs inflict 1 damage each on City Hospital, reducing its Body to 0. Ann seizes it: she unturns it, removes all damage counters and places it in a new column to the right of Temple of Celestial Mercy. All of Bob's sites slide to the left one column again. The Gruffs return to their original location and the attack is complete.

Ann declares the end of her turn.

Ending Power: 1

Ending Resources: lots

Ending hand: Rachel McShane, City Park, Faked Death, SWAT Team, Student of the Bear, Family Estate

Turn 9, Bob

Starting Power: 2

Starting Resources: plenty

In hand: Nerve Gas x2, Buro Godhammer, City Park, Magog

Sites: Nine Dragon Temple (column 1 front, face up, with Security), Abominable Lab (column 1 back)

Establishing Shot:

Power: NDT and Abominable Lab generate 1 Power each. {4 Power total}

Unturn: nothing to unturn.

Discard: Bob needs card flow. As painful as it is, he discards Magog since he will lose the game before he can pay for a hitter than big...

Draw: fill to 6 cards - Curio Shop, Neutron Bomb

Main Shot:

Bob finally drew his CHAR-stopper (the Bomb), but he wants to maximize the body count so he will wait to play it on Ann's turn, and hope she pays for more Characters first.

Bob plays Curio Shop: he pays 1 Power (he controls 1 FSS) and places it in a new column to the right of Nine Dragon Temple. {3 Power left} Curio Shop is a good choice right now since the Gruff Lts. won't inflict any damage on it.

Bob declares the end of his turn. In response, Ann turns City Hospital and chooses CHAR. On resolution, she removes 1 damage counter from CHAR (leaving 1). Also, Ann finally reveals her Family Home, since Bob has more Power than she does. Bob still can't do anything constructive so he allows his turn to end.

Ending Power: 3

Ending Resources: lots

Ending hand: Nerve Gas x2, Buro Godhammer, City Park, Neutron Bomb

Turn 10, Ann

Starting Power: 1

Starting Resources: plenty

In hand: Rachel McShane, City Park, Faked Death, SWAT Team, Student of the Bear, Family Estate

Sites: Family Home (column 1 front, face up, with Security), Birdhouse Cafe (column 2 back, face down), Temple of Celestial Mercy (column 2 front, face up), Golden Mile (column 2 back, face down), City Hospital (column 3 front, face up)

Establishing Shot:

Power: the five FSS generate 1 Power each, plus one extra from Family Home since Bob has more Power. {7 Power total}

Unturn: Ann unturns CHAR, Gruff Lt.x2 and City Hospital.

Discard: Ann discards Student of the Bear since she doesn't need any more foundations.

Draw: fill to 8 cards (6 +2 from Temple) - Gruff Lt., Sub-Machine Gun, Student of the Bear

Main Shot:

Ann plays Faked Death and chooses Phillipe in her smoked pile. She puts the Event in her smoked pile. On resolution, she puts Phillipe in her hand.

Ann needs only one more FSS to win the game, so she declares an attack with the Characters she has (holding Phillipe in reserve in her hand). She turns CHAR and the two Gruffs and targets Bob's face-down FSS since its

Body has to be less than NDT+Security. Bob waits to see if Ann is playing anything else on her Characters, but Ann doesn't. So Bob drops the Bomb: he pays 3 Power and places it in his smoked pile {0 Power left}. On resolution, all characters are smoked. Ann gives CHAR back to Bob to go into his smoked pile and puts the Mentor, SMG, and Sports Car in her smoked pile. The two Gruffs go to her smoked pile too. Ann's attack ends because there are no attackers, and fails because combat damage was not inflicted on the target.

Ann plays Family Estate behind City Hospital. {5 Power left} Ann waits for that to resolve, because she can't use any effects that require turning the card in response to the card entering play.

In a new scene, Ann turns the Family Estate. On resolution, she plays Phillipe at -1 cost {2 Power left} and places him at the Temple of Celestial Mercy so he can move to intercept at either column 1 or 3 if necessary. Phillipe can come out via the Estate because he has the designator *Pledged*.

Ann plays SMG on Phillipe, partly to get it out of her hand, and partly to help him fend off any horde of weenies that comes from Bob next turn. {1 Power left}

Ann declares the end of her turn.

Ann suddenly remembers that she has Golden Mile, and should have revealed it in response to Bob's Bomb (he spent 3 Power at one time). But it's too late to go back now, so she keeps it face down.

Ending Power: 1

Ending Resources: lots

Ending hand: Rachel McShane, City Park, SWAT Team, Gruff Lt., Student of the Bear

Turn 10, Bob

Starting Power: 0

Starting Resources: plenty

In hand: Nerve Gas x2, Buro Godhammer, City Park

Sites: Nine Dragon Temple (column 1 front, face up, with Security), Abominable Lab (column 1 back), Curio Shop (column 2 front, face down)

Establishing Shot:

Power: the two FSS and Abominable Lab generate 1 Power each. {3 Power total}

Unturn: nothing to unturn.

Discard: Bob discards nothing. He doesn't want to give up the Park, and he can't afford to give up the Gas. The Gun will help him make a weenie into a hitter, if that's all he gets.

Draw: fill to 6 cards - CHAR, Floating Restaurant

Main Shot:

Bob can't afford to play CHAR. He could play another FSS, but he decides that it's more important to save his Power in case he needs both Nerve Gasses to hold Ann off next turn.

Bob declares the end of his turn.

Ending Power: 3

Ending Resources: lots

Ending hand: Nerve Gas x2, Buro Godhammer, City Park, CHAR, Floating Restaurant

Turn 11, Ann

Starting Power: 1

Starting Resources: plenty

In hand: Rachel McShane, City Park, SWAT Team, Gruff Lt., Student of the Bear

Sites: Family Home (column 1 front, face up, with Security), Birdhouse Cafe (column 2 back, face down), Temple of Celestial Mercy (column 2 front, face up), Golden Mile (column 2 back, face down), City Hospital (column 3 front, face up), Family Estate (column 3 back)

Establishing Shot:

Power: the five FSS and Family Home generate 1 Power each, plus one extra from Family Home since Bob has more Power. {8 Power total}

Unturn: nothing to unturn.

Discard: Ann discards Student of the Bear (again, and for the same reason as last turn).

Draw: fill to 8 cards (6 +2 from Temple) - Mole Network, Realpolitik, Jade Valley, Shadowy Mentor

Main Shot:

Ann turns Family Estate. On resolution, she plays Gruff Lt. for free (1 cost - 1) in front of City Hospital. Gruff has the designator *Pledged* so he's allowed to come out via the Estate.

Ann plays Mole Network, targeting Bob. On resolution, she steals 1 Power from him {9 Power total for Ann, 2 Power left for Bob}

Ann declares an attack: she turns Phillipe and Gruff and targets Bob's face down FSS. Bob declines interception. Bob plays Nerve Gas, targeting Phillipe. {1 Power left} On resolution, Phillipe is smoked (again) and Ann puts him and the SMG in her smoked pile. Next, Bob reveals Curio Shop. Gruff Lt. enters combat with Curio Shop, but its ability reduces Gruff's damage to 0 because he has a cost of 1. Gruff Lt. returns to his original location and the attack is now complete. Ann's attack failed, because combat damage was not inflicted on the target.

Ann prepares to intercept on Bob's turn. She plays Rachel in front of the Temple {4 Power left} and SWAT Team in front of the Temple as well. {2 Power left}

Ann declares the end of her turn.

Ending Power: 2

Ending Resources: lots

Ending hand: City Park, City Hospital, Realpolitik, Jade Valley, Shadowy Mentor

Turn 11, Bob

Starting Power: 1

Starting Resources: plenty

In hand: Nerve Gas, Buro Godhammer, City Park, CHAR, Floating Restaurant

Sites: Nine Dragon Temple (column 1 front, face up, with Security), Abominable Lab (column 1 back), Curio Shop (column 2 front, face up)

Establishing Shot:

Power: the two FSS and Abominable Lab generate 1 Power each. {4 Power total}

Unturn: nothing to unturn.

Discard: Bob discards Floating Restaurant

Draw: fill to 6 cards - CDCA Scientist, Blood Reaver

Main Shot:

Bob is playing for time. He'd like to play CHAR but he needs to get rid of Ann's Characters first so she won't be able to grab her last Site next turn.

Bob plays Blood Reaver in front of Curio Shop. {2 Power left} Blood Reaver's ability only works on the attack, so she is best used to take out Characters; when intercepting the Reaver has no special ability..

Bob declares an attack: he turns Blood Reaver and targets SWAT Team. Ann declares that Rachel will intercept. Bob plays Nerve Gas, targetting Rachel. {1 Power left} On resolution, Rachel is smoked. The Blood Reaver enters combat with the SWAT Team. The Reaver inflicts 3 damage on the SWAT Team, reducing their Fighting to 0 so they're smoked. The Team inflicts nothing on the Reaver because of her ability. The Reaver returns to her original location, and the attack is complete. Bob could have simply Gassed Rachel to begin with, but it's more dramatic this way.

Bob declares the end of his turn, hoping he has bought himself one more turn. The Reaver with a Godhammer next turn could start to earn some Sites back for him.

Ending Power: 1

Ending Resources: lots

Ending hand: Buro Godhammer, City Park, CHAR, CDCA Scientist

Turn 12, Ann

Starting Power: 2

Starting Resources: plenty

In hand: City Park, Realpolitik, Jade Valley, Shadowy Mentor

Sites: Family Home (column 1 front, face up, with Security), Birdhouse Cafe (column 2 back, face down), Temple of Celestial Mercy (column 2 front, face up), Golden Mile (column 2 back, face down), City Hospital (column 3 front, face up), Family Estate (column 3 back)

Establishing Shot:

Power: the five FSS and Family Home generate 1 Power each. {8 Power total} Ann gets no bonus from Family Home because Bob has less power than she does.

Unturn: Ann unturns Gruff Lt.

Discard: Ann discards Jade Valley (she can't play any more FSS while she is one away from victory).

Draw: fill to 8 cards (6 +2 from Temple) - Garden of Bronze, Operation Killdeer, Stone Garden, Bull Market, Pump-Action Shotgun

Main Shot:

Ann plays Shadowy Mentor on Blood Reaver. {5 Power left} She takes control of the Reaver, unturns her, and places her in front of the Temple.

Ann declares an attack: she turns Blood Reaver and Gruff Lt. and targets Nine Dragon Temple. Bob declines interception. Ann plays Pump-Action Shotgun on Gruff {4 Power left}. She waits for that to resolve, then starts a new scene by turning the Shotgun to generate its effect. On resolution, Gruff inflicts +3 damage until the end of the turn. Next, Ann plays Realpolitik and targets the Security on Nine Dragon Temple {3 Power left}. On resolution, Security is smoked (Bob gives it back to Ann to put in her smoked pile). Gruff and the Reaver enter combat with the Temple and inflict 7 damage total (1 + 3 for Gruff, 3 for the Reaver), reducing its Body to zero. Ann seizes the Site which gives her enough to win, but before she actually wins, triggered effects must be resolved. In this case, NDT's trigger when its Body is reduced to 0 goes off; on resolution Bob gains 3 Power but that doesn't keep Ann from winning, so now she does!

After the Game

Ann gives back the sites she seized to Bob.

Deck Order

Ascended deck order (first to last drawn)	Architect deck order (first to last drawn)
Jaded Cop	Arcanotank
Family Home	Helix Rethread
Security	Blood Reaver
Student of the Bear	Family Home
SWAT Team	Nerve Gas
Liquidators	Jade Valley
Nine Dragon Temple	Test Subjects
Phillipe Benoit	CHAR
Liquidators	Buro Godhammer
Mole Network	Vivisector
Bleys Fontaine	Temple of Celestial Mercy
Jaded Cop	Helix Rethread
Operation Killdeer	Test Subjects
Rachel McShane	The Reconstructed
Liquidators	Test Subjects
City Park	Assault Squad
Fireworks Factory	Helix Rethread
Gruff Lieutenant	City Hospital
City Hospital	Assault Squad
Shadowy Mentor	Abominable Lab
Security	Nerve Gas
Sub-Machine Gun	Vivisector
SWAT Team	Assault Squad
Gruff Lieutenant	Nine Dragon Temple
Sports Car	Buro Godhammer
Birdhouse Cafe	City Park
Faked Death	Nerve Gas
SWAT Team	CDCA Scientist
Golden Mile	Magog
Student of the Bear	Curio Shop
Family Estate	Neutron Bomb
Gruff Lieutenant	CHAR
Sub-Machine Gun	Floating Restaurant
Student of the Bear	CDCA Scientist
Mole Network	Blood Reaver
Realpolitik	
Jade Valley	
Shadowy Mentor	
Garden of Bronze	
Operation Killdeer	
Stone Garden	
Bull Market	
Pump-Action Shotgun	