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Welcome to the action-packed world of Shadowfist! This book will teach you how to play, and answer the questions that may come up while playing with the 10,000 Bullets starter decks. To obtain the full rulebook, or an expanded version of this book, visit our web site at http://www.shadowfist.com, or send mail to:

Z-Man Games
6 Alan Drive
Mahopac, NY 10541

If you have any rules questions, you can get them answered by email to rules@shadowfist.com, or regular mail to the above address.

As you read, pay special attention to terms in *italics* - those are key words and phrases that are explained in the rules or in the reference section (Chapter 5).

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Look for examples set off between horizontal lines.

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# Table of Contents

# 1. Introduction

## 1.1 The Game

Shadowfist is a trading card game based loosely on action movies from Hong Kong, with a splash of Hollywood for spice. The cards represent people, places, and things involved in the Secret War to control the world's feng shui sites, mystical places of power that guarantee victory and prosperity for those who control them. Each game represents a small battle in the larger war raging all around us.

Each player needs their own deck of Shadowfist cards to play, but the exact mix of cards you play with is up to you. This starter box contains a pre-made Shadowfist deck representing one of the eight factions in the Secret War. This deck is ready to play, but you can adjust it to suit your individual style with cards from other decks or booster packs.

## 1.2 The Story

The cast of characters of Shadowfist includes steely-

eyed maverick cops, magically transformed animals in human form, masters of the mystical secrets of kung fu, bioengineered supernatural creatures, cruel eunuch sorcerers, twisted scientists, power-hungry masterminds, and numberless mooks and cannon fodder.

Some of the characters are *neutral*-mercenaries, wanderers, and loners who are allied with you for some personal cause, or simply out of greed. But most characters belong to secret societies, also called *factions*, that want to control the world's feng shui sites for their own purposes. Each faction has one thing in common: they have discovered the Netherworld, a mysterious realm outside the normal flow of time that connects different periods of history (called junctures by those in the know).

Currently, there are eight major factions involved in the Secret War, each represented on the cards by a distinctive symbol. Look at the starter deck boxes for the faction symbols, and a quick rundown of what each faction is about.

You may construct decks using cards from different factions. Don't let that trouble your sense of logic; in the stories on which Shadowfist is based, strange alliances

are often made, and mortal enemies frequently end up fighting side-by-side.

Some cards may have additional symbols, reflecting *talent* in one or more areas not restricted to one particular faction:

🖐 Chi: channeling natural life energy for the benefit of self and others.

✤ Magic: twisting Chi for one's own, unnatural, purposes.

🎇 Tech: understanding advanced science and manipulating sophisticated technology.

The faction symbols plus the talent symbols are collectively called resource symbols or just *resources*, but we're getting a little ahead of ourselves.

## 1.3 Using this Rulebook

Chapters 2 through 4 explain how the game is played. Chapter 5 is primarily a reference section. Chapter 6 is a quick run-down for veteran players on the minor rules changes we made for this edition.

This may all seem like a lot to grasp at once, but it

should become easy with a little practice. It may help to play your first couple of games with everybody's hands exposed, so you can discuss how things work with your opponent.

If you're having problems, you might want to start with a simplified version of the game, and gradually introduce elements until you have everything. Start by removing everything but Feng Shui Sites and Characters with numbers for their Fighting from your 10,000 Bullets decks. Ignore resources and the cards' rules text for now. Once you're comfortable with the turn sequence, playing cards, and attacking, you can reintroduce resources, and use the cards' rules text.

The next step is to return everything but the Events to your decks. Events create the most complex interactions, so return them last.

After you've mastered the basics, you are ready to make your own deck. A good place to start is taking the pieces you like best from two different 10,000 Bullets decks and combining them, or by buying some booster packs for additional cards. You can also get more ideas from the Shadowfist website.

## 2. Talking the Talk

You are about to fight one small battle in the greater Secret War -- but before you begin, you need to know what you're talking about. This chapter introduces fundamental terms to get you started.

### 2.1 The Cards

In Shadowfist there are five types of cards: *Characters, Sites, States, Events*, and *Edges*. These represent the elements that you might use in your attempt to tilt the Secret War in your favor, if you have enough *Power* to spend and the right *resources* available. Power is the currency of Shadowfist, gained mainly from Sites you control. Resources reflect your level of influence in the various factions.

*Characters* are the heroes, villains, and pawns you can recruit to fight on your side. They are your offensive and defensive front lines.

*Sites* represent physical areas like ancient temples, advanced laboratories, and high-rise office towers. Sites come in two varieties: *Feng Shui Sites* and everything

else (referred to as non-Feng Shui Sites). Feng Shui Sites are special Sites that allow the factions to channel chi energy and rearrange reality more to their liking. If you control enough Feng Shui Sites, you win the game, advancing your faction's cause overall in the greater Secret War. Non-Feng Shui Sites don't help you to win the game directly, but they have their own benefits.

*States* are placed on other cards and represent some alteration of that card's attributes, such as adding a weapon or boosting a Character's abilities.

*Events* represent sudden shifts during the battle, often surprising to your opponents.

*Edges* represent longer-lasting shifts in the overall conditions of the Secret War, giving you some durable advantage over your opponents.

Refer to the sample Character and Feng Shui Site on the next page as you read.

The *title* is the name of the card, located in the upper left corner. The *subtitle* is located on the first line of the card's text box, and indicates the card's type, unless the card is a Character. In that case, the subtitle is a short description of that Character.

The *rules text* appears next in the text box and

**Magog** card (left):

- Special Abilities
- Resource Conditions
- Cost
- Resource Provisions
- Rules Text
- Subtitle
- Power Generation
- Fighting
- Set Indicator

Card text: **Magog**

Artwork: 2003
Cronus Invicta

**Unstoppable Abomination**
Unique. Tags: When an opponent's Site generates an effect while Magog is attacking, inflict 2 damage on that Site

Numbers: 11

**Fox Pass** card (right):

- Tag
- Restrictions
- Errata
- Title
- Body

Card text: **Fox Pass**

Unique. Turn to change one attacker's target to any Character or front-row.
Site you control.
To win a fire, you can hold the ko one along.

Artwork: 1995-2003
Yukku Fukuu

Numbers: 1, 5

describes what the card can do in the game. Any *special abilities* or *restrictions* appear in **bold** in the rules text. The *tag* appears in italics at the bottom of the text box, and gives a glimpse into the Shadowfist storyline, but has no effect on play.

*Resource provisions* appear as symbols in the lower right corner of the card. Cards you play provide the resources that you will need to play other, more powerful, cards.

The *cost* of the card is a number in the lower left corner of the card, indicating the amount of Power that you must spend to play that card. Most Feng Shui Sites do not have a cost printed on them, as the cost to play them varies.

*Resource conditions* appear as symbols in the lower left corner of the card. These are the resources you must have in your *resource pool* to play the card. Some cards have no resource conditions.

Each Character has a number in the upper right corner to indicate its *Fighting*. A Character's Fighting determines how much *combat damage* it inflicts, and how much *damage* it can take. A Character's Fighting is reduced by the amount of damage on it. A few Characters

have an X for their Fighting. The value of X is determined by their rules text.

The Power *generated* by a Site is shown in a diamond in the upper left corner of the card. A Site's *Body*, shown in a circle in the upper right corner of the card, is the amount of damage the Site can withstand. A Site's Body is reduced by the amount of damage on it.

The symbol in the upper right corner of the card indicates the set that the card was printed in. It has no meaning as far as game play is concerned, and isn't a resource symbol. In other expansion sets printed in 2002 and later, the color of this symbol indicates the rarity of the card. Black is common, grey uncommon, and white rare. In this set, the symbol includes a faction symbol, to mark which deck the card comes from, so there are no problems when cleaning up after a game.

A few cards have a small number inside a circle printed just to the right of their text box. This indicates that the card has changed since older sets of Shadowfist, and if you wish to play with old copies of the card, you must play as if the old copies had the new wording.

Most cards are self-referential, meaning that if a card doesn't specify what is doing something, then it refers to

itself. Sometimes a card's title appears in its rules text to make the meaning clearer. It's just referring to itself, not to any other card with that title. If a card needs to refer to a card by title, the title will appear in quotes. In addition, some cards refer to others using designators. Designators are words in the card's title and subtitle. For example, our sample Character has the designators *Magog, Unstoppable*, and *Abomination*. When designators are referenced in the rules text, they show up in **bold italics**. (See section 5.4 for more on designators.).

## 2.2 The Board

You'll need a table or other flat surface to play cards on as the game progresses. We'll call that *the board* for simplicity's sake. Each player has his or her own layout like the one shown on the next page. You'll also need *counters* of some kind to keep track of Power, damage, and a few other things during the game.

There are three regions of the board for each player: in play, out of play, and out of the game. Cards *in play* are currently involved in the battle. Cards that are *out of*

# Out of Game

Toasted Pile

# Out of Play

Smoked Pile

Deck

Burned-for-victory Pile

Hand

Power

# In Play

Character

Feng Shui Site

Turned Character

Turned Feng Shui Site

State

Non-Feng Shui Site

Edge
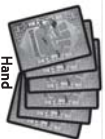
*play* are not currently involved in the battle, but have the potential to become involved. Cards that are *out of the game* cannot affect the current game any further.

You play Characters, Sites, States, and Edges into the in-play area. Place Sites into your S*ite structure*, which can have at most two *rows*, but any number of *columns*. Each column represents a different *location*. Place Characters at one of your locations, in front of the front-row Site. Place Edges to one side of your site structure. States are placed on cards already in play (sometimes your cards and sometimes your opponents' cards, depending on the State). There is no limit to the number of cards, other than Sites, that may be placed at a particular location.

You play Events directly into your smoked pile. They aren't ever in play, and so generally only interact with other cards by their effects.

The out-of-play area consists of your face-down *deck* of cards, the cards in your *hand*, a pile of counters representing your Power, your *burned-for-victory pile*, and your *smoked pile*. The smoked pile contains cards that have left play but may be brought back into play or somehow affect the game later. All cards in the smoked

pile are kept face-up, and any player may look through your smoked pile at any time. The burned-for-victory pile contains cards that you have taken out of play, but they count toward victory for you. (See Chapter 4 for details.)

The out-of-game area contains your *toasted pile*. This contains cards that have been removed entirely from the current game and cannot be brought back. All cards in the toasted pile are kept face-down. (This is only to avoid confusion with your smoked pile; any player may look through your toasted pile at any time.) Cards you *discard* are placed into this pile. Some cards can *toast* other cards, causing them to be placed in the toasted pile, but this is not considered to be the same as discarding them.

When a card is removed from the in-play area and placed in a player's hand, deck, smoked pile, or toasted pile, it always goes to its *owner's*, even if another player controlled the card at the time.

## 2.3 General Terms

The phrase "playing a card," or simply *play*, means placing a card into its correct place on the board -- the in-play area for Characters, Sites, States, and Edges, or

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directly into the smoked pile for Events. You may play a card only if you can meet all conditions for playing that card and pay its cost. A card *enters play* when it is placed into the in-play area and *leaves play* when it is removed from the in-play area.

The game requires at least two *players*. The *current player* is the player whose turn it is. Everyone in the game is everyone else's *opponent*. Each player is the *owner* of the cards that began the game in his or her deck.

When you play a card, you *control* it and its effects. During the game, it is possible for an opponent to take control of cards you have in play. Whoever is currently in control of a card is referred to as the *controller*. The term *you* on a card always refers to the controller of that card. When the game ends, you get back all of the cards you own, regardless of who controls them.

Many things you will do require you to *turn* a card. This means that you must rotate the card 90 degrees, indicating that the card has been used in some way. Turned cards you control *unturn* at the start of each of your turns, ready to be used again. You can't turn a card that's already turned.

## 3. Walking the Walk

### 3.1 The Golden Rule

Rules text on cards has precedence over the rules in the rulebook. As you read these rules, imagine that the phrase "unless a card says otherwise" appears after every rule. Cards can, and do, break the rules - but they break only the rules that they specifically mention.

### 3.2 Winning the Game

The object of the game is to have a total of six Feng Shui Sites in play or in your burned-for-victory pile. You only need five in a game with more than two players. You must burn for victory or seize your last Site, even if you've already reached the required total through some other means. The only exception occurs when none of your opponents have Feng Shui Sites in play, in which case you may win by playing your final Feng Shui Site.

The game ends immediately when one player wins. You are eliminated from the game (putting all the cards you control in their owners' toasted piles) at the end of

any turn in which you have no cards remaining in your deck. You win by default if all your opponents have been eliminated.

## 3.3 Beginning the Game

You need at least two people to play Shadowfist. Every player must have his or her own deck of Shadowfist cards. There is no maximum or minimum number of cards required in your deck, but you can't have more than five copies of any card with the same title. Shuffle your deck thoroughly; you may also shuffle and cut the decks of any of your opponents.

Set up the game board as described in Chapter 2. All players draw six cards for their starting hand, and start with 1 Power. Decide who goes first using whatever random method is convenient. Once a player has finished his or her turn, play passes to the left.

## 3.4 The Turn

Each turn is divided into two sections: the *Establishing Shot* and the *Main Shot*. Think of the

Establishing Shot as the set-up for your turn, and the Main Shot as the place where all the action happens.

### 3.4.1 The Establishing Shot

The Establishing Shot is divided into five phases, in this order:

a) *Start of turn*: Any effects that occur at the start of your turn or at the start of your Establishing Shot occur first, before you generate Power.

b) *Power Generation*: Collect 1 Power for each face-down Feng Shui Site you control. Collect the amount printed in the Power generation diamond (upper left corner) for face-up Sites. You may choose not to generate any Power. (See step d for why you'd want to.)

c) *Unturn*: You must unturn all cards you control. Rotate them back to the upright position. You may choose not to unturn cards that turn and maintain.

d) *Discard*: You may discard one card from your hand. This is optional; you don't have to discard if you don't want to. You may discard any number of cards if you have not generated any Power this turn. Cards you discard are placed in your toasted pile. Since you don't

generate Power during your first turn, it is often necessary to discard a lot of your hand to try to get started.

e) *Draw*: You must draw cards from the top of your deck to fill your hand to your *hand size*. This is normally 6. The only effect of going over your hand size is the inability to draw more cards in this phase; you won't be forced to discard any.

## 3.4.2 The Main Shot

During your Main Shot, you will spend most of your time playing cards, using the abilities of cards already played, and making attacks. These will be covered in more detail in the following sections. There is no fixed limit on the number of actions you can perform, nor is there any order that you must take your actions in.

You must clearly announce your actions and allow your opponents time to respond. If you go too fast, it's perfectly acceptable for an opponent to ask you to back up to allow him or her to react to one of yours.

## 3.5 Playing and Using Cards

### 3.5.1 Effects

Playing a card, or activating its abilities, is an *effect*. All effects have two parts. First, you *generate* an effect. Later, the effect will *resolve*. Generation is mostly set-up. It is when you pay costs, make decisions, and, if you are playing a card, it is when you actually put the card into play.

If an effect counts something or otherwise determines a number, it does so at generation, and the number won't change even if the situation does.

Resolution is when most effects make their presence felt. You figured out what to do at generation, and now you do it.

It is possible for any player to *respond* to an effect being generated with an effect of their own. This creates a *scene*. Once everybody is done responding, the effects in the scene resolve in the reverse of the order they were generated in (known as last in, first out).

The option to respond starts with the player to your left, and goes around clockwise until everybody has had a chance to respond to the most recently generated effect, including the person who played it. (Even after an

effect has been generated in response to another, you can still respond to the older effect.)

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During your turn, you have a badly damaged **Blue Monk**, and play **Healing Earth** to heal it and one of your Sites. The player to your left does not respond, but the third player plays **Final Brawl**, to do 2 damage to every Character in play. Unfortunately, you have no response to this, and the player to your left has nothing to do but turn a **White Disciple** to damage a Site. Nobody has a response to that, so the scene resolves. The Disciple blasts a Site, then everybody takes 2 damage, smoking both the Disciple and your Monk. Finally, the **Healing Earth** resolves. The Monk is now beyond help, but your Site is still healed.

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Effects will resolve unless *canceled*. Nothing you do to the card that generated an effect will stop the effect from resolving once it's been generated; only cards that use the word "cancel" can do so.

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An opponent turns a **White Disciple** to damage another card. If you were to respond with **Nerve Gas**, killing the Disciple, the other card would still take damage.

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Certain things you do during the game (attacking,

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intercepting, and ending your turn) are *declarations*. Unlike effects, they do not have to resolve, and they cannot be made in response to any other effect, but can only be made when you can start a new scene.

### 3.5.2 Power

You start the game with one point of *Power*, and can accumulate more through various means; most of it will be generated by your Sites during your Establishing Shot. You do not lose Power that you don't spend; you can save it from turn to turn.

Every card you play has a *cost*. When you play a card, you subtract that cost from your saved Power immediately. Even if the card is canceled, the power is already spent. (But it's also too late for somebody to try to steal that Power to prevent you from playing the card.)

Some cards reduce their own cost, or that of other cards, under some circumstances. When those conditions are true, you pay the reduced cost, but you can't ever pay less than zero Power.

If more than one card would reduce a card's cost, you cannot use both. The only exception to this is that if

a card reduces its own cost, you can combine that with one other cost reduction.

Some cards look at another card's cost for the purposes of their own effect. These cards always look at the printed cost, ignoring both the actual amount of Power that was paid for the card, and any cost reductions that might apply if the card were played now.

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You can play **Gorilla Fighter,** which has a printed cost of four Power, at a reduced cost if your opponent controls some of your cards. **Heat of Battle** gives you Power based on the cost of an attacking Character. It will always give you four Power if used when somebody attacks you with a **Gorilla Fighter**, no matter how many of that player's cards you control, or how much was paid for the **Gorilla Fighter** when it was played.

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### 3.5.3 Resources

Most cards require some number of *resources* to play. The resources provided by cards you control and cards in your smoked pile make up your *resource pool*. If there are enough resources in your pool, you can play the card. The resources from a card you play are

immediately available to use to play other cards in response to it.

Resources are not spent like Power is. If you have one 🗲 in your resource pool, you can play as many cards that require one 🗲 as you like.

Some cards affect cards that require or provide a certain resource. These are referred to in the card's rules text as "a ❖ card", "a 🗲 card", and so on.

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**White Disciple** requires ❀ and provides ❀ and ❖. It is both a ❀ card and a ❖ card.

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### 3.5.4 Playing Sites

Your Site structure is made up of one or more columns of Sites. Each column is called a *location* and can contain up to two Sites, a front-row Site and a back-row Site.

When you play a Site, you may either create a new column at the right end of your Site structure, or play the new Site at a preexisting location, placing it behind the Site that is already there. The first Site at a location is

Initial Location · Second Location · New Location · Front Row · Back Row

Your next site can be played at **B** or **D** but not at **A**, **C**, **E** or **F**
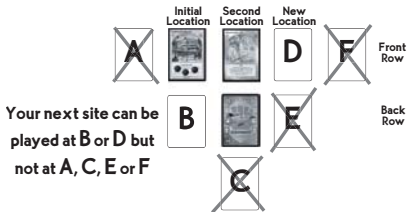
always placed in the front row.

If a front-row Site is removed from play, the Site behind it moves into the front row. If there was no Site behind it, the location ceases to exist, every location to its right moves over, and Characters that were at that location may be placed at the locations that were to the left and right.

Feng Shui Sites normally have no printed cost. The cost to play one is equal to the number of Feng Shui Sites you already have in play. (So your first one is free.) If you play a Feng Shui Site, and have none in play, you gain 1 Power for doing so, when the Site resolves.

Feng Shui Sites are played face-down. No other player knows what they are, or what they can do, until they are

*revealed*. (But you can look at yours at any time.) They are revealed when they are damaged or you use their abilities to generate an effect. You may also reveal a face-down Site at any time you could generate an effect. The abilities of face-down Sites do not affect the game until the Site is revealed.

Feng Shui Sites that have a cost or resource conditions are played face-up.

All Sites are in play as soon as you play them; they can be affected by cards played in response to you playing the Site. A Site's abilities are *active* as soon as it is played. You do not need to wait for a Site to resolve to do anything with it (including revealing a face-down Site), except that you cannot use any of its abilities that require turning until it has resolved.

### 3.5.5 Playing Characters

When you play a Character, you place it at a location you control. If you control no Sites, all your Characters are considered to be at the same, unspecified, location, which becomes the location of your first Site when you play it.

Characters remain at the location they were played until they *change location*. All Characters have the ability to *turn to change location* one column to the left or right in your Site structure. If a Character you control is at an opponent's location for some reason, usually because it is attacking or intercepting an attack, it returns to its previous location in your Site structure when it's done.

Like Sites, Characters are in play, and their rules text active, as soon as they have been played, but you cannot use abilities that require a Character to turn until the Character has resolved.

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You play a **White Disciple**, and your opponent responds with a **Final Brawl**. Because the Disciple has not yet resolved, you cannot use its ability to turn to damage another card before the Brawl kills it.

You play a Character with **Toughness: 1**, and your opponent responds with a **Final Brawl**. The **Toughness** is already active at the time the Brawl is played, and so the damage your Character takes is reduced by 1.

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## 3.5.6 Playing Edges and States

Edges have no location. When you play them, put them off to one side of your Site structure.

A State must be played on another card, which is called the State's *subject*. Most States can only be played on certain types of cards, which are identified in the State's rules text. The State remains on that card, its location always the same as its subject's. There is no restriction on the number of States that may be played on a single card.

Both Edges and States are in play as soon as they are played, but, unlike Characters and Sites, their rules text is not active until they resolve. If they are smoked before they resolve, they are considered to have been canceled.

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Your opponent plays **Arcanotank** on a **Test Subjects**. You respond with **Final Brawl**. Because the **Arcanotank's** +3 Fighting and **Toughness: 1** are not active until it resolves, the Brawl will resolve before the Tank, killing the Subjects.

If the Brawl had been played first, and the Tank played in response, the Subjects would have become 4 Fighting with **Toughness: 1** before the Brawl inflicted its damage, and the Subjects would be left alive.

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### 3.5.7 Playing Events and Using Card Abilities

Unlike other cards, Events are never in play; they are played from your hand directly into your smoked pile. (This is not considered to be smoking a card for the purposes of other effects.)

Many cards have abilities that allow them to generate effects. In many ways, these effects work much like Events.

Events and card abilities often have additional costs and other conditions that must be satisfied in order to generate their effect. (A common one is that card abilities require you to turn the card in order to use the ability.)

If the effect requires you to choose specific cards that it will affect, you choose them when you generate the effect. Other requirements are indicated by the card's phrasing. If a card says "do this and that to do something", everything before the "to" happens at generation. On cards where that might be confusing, the rules text will use a "::" to separate what happens at generation from what happens at resolution.

If an effect was legal to generate, but the situation on the board changes to make its generation illegal after it has been generated, it will still resolve as best as it can.

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**Mark of Fire** requires four targets. If there are only three cards in play, you cannot play it. However, if you play it when there are four targets, and one of its targets leaves play before the Mark resolves, it would still damage the other three.

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Some effects tell you to *turn and maintain* the card. These effects will last until the card with the ability unturns, leaves play, or somehow loses the ability. (This is a *continuous ability*, as detailed in the next section.)

Cards that are maintaining an ability do not have to unturn during your Establishing Shot.

A turn and maintain ability that was legal when it began but later would no longer be legal to generate will remain in effect as long as it is maintained.

## 3.5.8 Continuous Abilities

Many card abilities provide the card with some bene-fit or drawback continuously, rather than generating an effect when you choose to activate them. These do not

generate and resolve, and can't be responded to; as long as the card with the ability is in play, its continuous abilities are in effect. **Toughness**, for instance, is a continuous ability, as are the abilities of many Edges and States.

Some continuous abilities are only active under certain conditions. These normally use the word "while" to indicate the condition. (For instance, **Toughness: 1** while attacking.) The activation and deactivation of these abilities does not have to generate and resolve. As soon as the condition is true, the ability is active, even if this causes it to kick in in the middle of resolving an effect.

### 3.5.9 Triggered Abilities

Other cards also activate when some condition is met, but, instead of turning a continuous ability on or off, they simply generate an effect, which generates and resolves like any other effect, and can be responded to.

Triggered abilities use the word "when" to indicate what sets them off. (For instance, "When an opponent plays an Event, ....") Some cards can be played from your hand as a triggered ability, even if you wouldn't normally be able to play the card at that time. Face-down Sites with

triggered abilities can still trigger; they are revealed as part of the effect's generation.

You never have to use a triggered ability that's on a face-down Site or a card in your hand.

Triggered effects are placed on the next available space in a scene. This means that, if they are triggered while effects are still being added to the scene, they will be placed on that scene in response to the thing that triggered them, and so will resolve before it. If the scene has already begun resolving, the triggered effect will be in the next scene.

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You turn a **Virtuous Hood** to attack. His Power-theft ability triggers, and is placed on the scene that started with your attack declaration. (You choose who is gaining and losing the Power at this point; it won't change later, even if players spend their Power in response.) If the player being stolen from can respond to this by spending all of their Power on an Event, nobody will gain any Power.

---

If more than one effect triggers at the same time, each player, starting with the current player and proceeding clockwise, chooses the order in which their effects are placed on the scene. (Remember that they will resolve in

reverse order, so the current player's effects will end up resolving last.)

## 3.5.10 What You Can Do When

Every player may play Events and generate effects from cards in play during a player's Main Shot.

Other card types can only be played during your Main Shot. While there is an attack going on during your turn, you may still play States, but not Edges, Characters, or Sites.

You may play only one Site during a turn. If you need only one more Feng Shui Site in order to win the game, you cannot voluntarily play, return to play, or otherwise attempt to put another Feng Shui Site into play - unless your opponents have no Feng Shui Sites.

During the Establishing Shot, players cannot normally generate effects. The only effects that can be used are those that specifically state they can be, and effects that can only be used in response to, or are triggered by, some other effect.

---

**Pocket Demon** can be played during your Establishing

Shot. Since it's an Event, this allows a **Confucian Stability,** which can cancel an Event, to be played in response.

---

During the Main Shot, similar restrictions on the use of normal effects occur when a player burns a Site for Power, after the scene in which a player ends his or her turn, and when characters *enter combat*, until combat ends.

## 3.5.11 Card Memory and Scope

When a card is not in play, its rules text is inactive. (Unless it has an ability that would have to work while it's not in play.) Cards that leave play and later return forget what happened to them. They are effectively new cards.

---

**Tricia Kwok** can do no damage this turn because of **Operation Killdeer**. If Tricia is smoked, then returned to play in the same turn, she would now do damage normally.

---

Cards can't affect cards that aren't in play, unless their rules text says they can. (This means that Events, which are never in play, are immune to many effects.)

If a card that was in play leaves play, effects won't follow it around. So, if a Character is targeted with **Nerve Gas**, and you use **Blade Palm** in response to return it to your hand, it will stay in your hand when the Gas resolves. However, moving from location to location, while remaining in play, will not save a card from an effect that has been aimed at it specifically.

## 3.6 Damage and Healing

### 3.6.1 Damage

Characters have *Fighting*, and Sites have *Body*. These numbers indicate how much damage they can take. For Characters, their Fighting also indicates how much damage they inflict in combat. Each point of damage placed on a card reduces its Body or Fighting by one. As soon as the number reaches zero, the card is smoked. (Edges and States cannot normally have damage placed on them.)

Damage is represented by counters placed on the damaged card. It remains until the card is *healed* or leaves play.

Some cards provide bonuses to damage. These bonuses only apply to combat damage, not to damage inflicted by the subject's abilities. The cards providing the bonus do not damage other cards themselves; they just increase the damage that another card does.

---

**Curio Shop** takes no damage from cards that cost 1. **Pump-Action Shotgun** costs 1 and can give its subject a +3 damage bonus. This damage will not be stopped by the Shop's ability unless the Shotgun's subject is a 1-cost Character.

---

### 3.6.2 Healing

Removing damage from a card is known as *healing*. If an effect doesn't specify how much damage it heals, it removes all damage from the card. You can't heal a card if it isn't damaged, but if a card heals a fixed amount of damage, it can still be used on cards with less damage on them.

Characters all have the ability to *turn to heal*. This can be done any time during your Main Shot. It is an effect, so your opponents can respond to your turning a Character to heal with an effect that will finish the

Character off.

Damage can't be healed before it is placed on a Character, and a Character is smoked as soon as its Fighting is reduced to zero, before you have a chance to generate any effects. If the damage is enough to kill a Character in one blow, you can't use healing to save it.

If a Character's Fighting changes, this does not affect the amount of damage on it. If a damaged Character loses an increase in its Fighting, it could well be smoked immediately. You would have to heal it before the bonus expires if you want to save it.

### 3.6.3 Damage Redirection

Unlike healing, damage redirection is a way to prevent a card from taking damage in the first place, instead inflicting the damage on some other unfortunate victim.

Damage redirection effects can be thought of as creating *signposts* when they resolve. These signposts direct the damage from a given source away from the original recipient, and onto a new one. The signpost isn't something in play that cards can affect.

When you generate a damage redirection effect, you

normally must specify the card that will inflict the damage, and both the original and the new recipients of that damage.

The redirected damage never touches the original recipient, so, if the original recipient had an ability, such as **Toughness**, that would have reduced the amount of damage it would take, the new recipient gains no benefit from that ability.

Damage redirection effects are considered to be the source of the damage. This means that redirected combat damage is no longer combat damage, and would not allow you to seize or burn a Site.

However, you can't redirect damage that was going to be inflicted on a card back onto that card. This prevents you from foiling attacks too easily.

---

**City Square** redirects damage inflicted on one Site to a Site you control. If you have no other Sites, and the **City Square** is attacked, you can't use its ability, as the damage is already being dealt to the **City Square**, so can't be redirected there..

---

Only one signpost can apply to a particular source and recipient at a time. If a signpost already exists when

a redirection effect resolves, the new signpost overwrites the old one. This means that if you respond to one redirection effect with another one redirecting the same damage, the first one generated ends up winning. This can be avoided by letting the first one resolve, and generating your own in a later scene. If that would not work, you can usually take advantage of the fact that redirections are themselves sources of damage, and redirect your opponent's redirection, creating a chain of signposts.

Some effects redirect only a fixed amount of damage, instead of all of it. These will not overwrite other signposts, they'll just leave them with less damage to redirect. When a normal redirection effect resolves, it will still overwrite any partial signposts

Once a signpost exists, it's too late for it to be canceled, except by creating another signpost. Even if the new recipient of the damage leaves play before the damage is inflicted, the signpost will still redirect the damage, discarding it when it can no longer find the new recipient.

---

A **City Square** is used to redirect your attacker's combat

damage onto a **Bird Sanctuary**. Even if the Sanctuary smokes itself before you inflict your combat damage, you don't damage the target of your attack; the damage is still redirected, even though it ends up damaging nothing.

---

You cannot speculatively redirect damage that might possibly be inflicted later; there must be some expectation that damage will be inflicted before you can redirect it.

For damage from Events and other effects, this means that you must redirect the damage in response to the effect being generated. Once the scene is finished resolving, the signpost will be removed.

Redirection of combat damage is more complicated, because combat is not an effect that can be responded to. You can redirect a Character's combat damage at any time during an attack, if it has been declared as an attacker, interceptor, or the target of the attack. This signpost will be removed when the attack ends.

Signposts always take the first damage that the source would inflict on the recipient. If a Character's combat damage gets redirected, and it then damages the same card with an effect before combat, the signpost will be used up by the effect.

You attack a Site with **Tommy Hsu**, but he is intercepted. Your opponent turns **Turtle Beach** to redirect Tommy's damage from the interceptor onto the Beach. You use Tommy's ability to sacrifice a *Hood* to inflict one damage on the intercepting Character. This damage is redirected onto the Beach, using up the signpost. Now Tommy will actually damage the interceptor when he fights it.

## 3.7 Ending Your Turn

You can end your turn at any time during your Main Shot, as long as there is no attack going on. You can't respond to an effect by ending your turn; you have to begin a scene with the declaration.

Once you declare the end of your turn, anybody may play effects in response, but there will only be one scene available to do so. If any opponent responds to your end-of-turn declaration, you have the option of returning to your Main Shot to continue your turn.

## 4 Kicking the Butts

### 4.1 Starting the Attack

During your Main Shot, you may declare an attack. To do so, choose one or more unturned Characters you control as your *attackers*, and choose as your *target* one Character or front-row Site controlled by an opponent. Your attackers become turned (this is called *turning to attack*) and they move to the location of their target. (This is not considered to be changing location, so Characters that can't change location can still attack.)

Everything that happens during an attack takes place at the location of the target. If the target changes location, all attackers follow it. (Attackers cannot otherwise change location.) If the target of an attack leaves play, its attackers *cease attacking* immediately.

Declaring an attack is not an effect. It can be responded to, but can't be canceled, and it doesn't have to resolve before your Characters are actually attacking.

You can't declare an attack during another attack, in response to any other effect or declaration, or if you have no Characters to attack with. You can't attack, or change

the target of your attackers to, a card you control. (If you somehow end up doing so, those attackers cease attacking immediately.)

During an attack, there are a number of steps, described in the following sections. Between each step, there is as much time as necessary for players to generate effects. Only continue to the next step once everybody is done with all the effects they want to use before it.

## 4.2 Joining

After you declare an attack, each opponent, starting with the one to your left and proceeding clockwise, may choose to turn some of their Characters to *join* the attack. They must attack the same card you are attacking. (If the attack has somehow gained an additional target, they may choose which one each of their attackers will attack.) If the attack succeeds, you will reap the benefits, even if all the successful attackers belong to other players.

Players can't join an attack on their own card, but if more than one card is being attacked, players can join in on the targets they do not control.

After every player has had the opportunity to join, the attack will end if there are no attackers left at any point.

## 4.3 Intercepting

Once everybody has had a chance to join, each player will have a chance to intercept. Start with the player to the left of the controller of the attack's target, and proceed clockwise. (If the target of the attack changes after players have begun intercepting, or there are multiple targets to the attack, start from the player who controlled the original target.) Finish with each player's interception completely before continuing to the next player.

You cannot intercept your own attackers, but other players' attackers are fair game. Attackers can't intercept other attackers.

Intercepting is a two-step process. First, the player must change the location of his interceptors-to-be to that of the attack. This will normally require turning to change location, much like moving within your own Site structure does. If the attack is against another player's card, all of your Characters that can change location are potentially able to intercept, but, if you are intercepting

an attack within your own Site structure, your Characters must follow the normal rules on changing location.

Once all your interceptors are at the location of the attack, you declare them as interceptors. Choose which attacker each will intercept, and, if you assign multiple interceptors to one attacker, choose the order in which they will fight it. (This is known as a *chain* of interceptors.) If you moved a Character to an opponent's location, that Character must intercept an attacker if possible.

Once a Character has been declared as an interceptor, it cannot change location. If the target of the attack moves to a different location, all currently declared interceptors cease intercepting.

After interceptors have been declared, and every player is done generating effects, all attackers enter combat with their first interceptor. All these combats take place simultaneously.

If an attacker gains an ability that would prevent already-declared interceptors from intercepting it (**Superleap**, for instance), then those interceptors cease intercepting.

An attacker has *overcome* an interceptor if, after combat is over, the attacker is still in play and the

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interceptor isn't. If an attacker fails to overcome any of its interceptors, it ceases attacking.

If there are chains of interceptors, there will be several rounds of interception. Between each round, players may generate effects.

Once every player's interception has been dealt with, and everybody is finished playing effects, any remaining attackers enter combat with the target of the attack.

## 4.4 Combat

Once Characters *enter combat*, no effects can be generated until combat ends. Each Character simultaneously inflicts combat damage equal to its Fighting to the Characters or Sites it is in combat with.

If a Character is in combat with more than one card (this can happen if a Character is attacked), then that Character's controller chooses how to divide the damage dealt among the opposing cards.

Sites inflict no combat damage. If a Site's Body is reduced to zero by combat damage during your attack, you can choose one of the following options:

*Seize the Site*. Remove all damage from it, take control

of it, and place it in your Site structure.

***Smoke the site***. Place it in its owner's smoked pile.

If the Site was a Feng Shui Site, you have two additional options:

***Burn the Site for Victory***. Place it in your burned-for-victory pile.

***Burn the Site for Power***. Place it in its owner's smoked pile. You gain Power equal to 1+the number of players in the game, but never more than 5. If you burn for Power, your turn ends immediately.

## 4.5 Aftermath

If the Feng Shui Site that was seized or burned for victory brings you to the total needed for victory, you win. However, you do not actually win until any effects triggered by your taking the Site have resolved. If one of these effects brings you back under the number of Sites you need, you don't get to win after all.

You can attack more than once during your turn, as long as each attack is *successful*. An attack is successful if at least one attacker inflicted combat damage on its target, even if the attacker wasn't yours.

## 5 Reference

### 5.1 Restrictions

Restrictions refer to specific phrases that limit the way a card can be played, or how it interacts with other cards. Even if a card is canceled, any restrictions remain. (For example, if a **Limited** Event is canceled, you still can't play another copy in the same turn.)

**Limited**: You can't voluntarily play or return to play a **Limited** card if you already control a copy of that card (even if the other copy is a face-down Feng Shui Site). If you already have a copy of a **Limited** card in play, you are allowed to take control of another player's copy of that card. You cannot play a **Limited** Event more than once in a turn.

**No Max:** There is no limit on the number of copies of a **No Max** card that you can put into your deck.

**One-Shot**: A **One-Shot** card may only be played once per game by each player. You can't play another copy of that card by any means.

**Schtick**: A **Schtick** State is always controlled by the controller of its subject.

**Toast It**: A **Toast It** card is toasted if it leaves play by any means. It never goes into the smoked pile. For example, a **Toast It** Character is toasted if an effect would place it in the smoked pile or back in its owner's hand. **Toast It** Events are played directly into the toasted pile. This is not considered to be toasting a card for purposes of other cards.

**Uncopyable**: An **Uncopyable** card can't be copied by any means. It is not affected by effects that copy, transfer, swap or switch abilities, including when the card is in the smoked pile or your hand.

**Unique**: Only one copy of a face-up **Unique** card may remain in play at any moment. If a **Unique** card that has the same title as a **Unique** card already in play enters play or is revealed, a uniqueness auction (See section 5.9) begins. **Unique** Feng Shui Sites can coexist, as long as no more than one of them is face-up, but you can't voluntarily play or return to play a **Unique** card if you already control a copy of that card (even if the other copy is a face-down Feng Shui Site).

**Vehicle**: A **Vehicle** State is always controlled by the controller of its subject. You cannot play, return, or move a second **Vehicle** onto a card that is the subject of one.

**Weapon**: A **Weapon** State is always controlled by the controller of its subject.

## 5.2 Special Abilities

Special abilities refer to often-used phrases that describe some positive aspect of a card. Special abilities are not cumulative unless otherwise noted.

**Ambush**: An attacker with **Ambush** inflicts combat damage on Characters it is in combat with before the opposing Character inflicts its own damage. This ability has no effect while not attacking. Characters only inflict combat damage once per combat, even if they manage to lose **Ambush** in the middle.

**Assassinate**: An attacker with **Assassinate** cannot be intercepted if it is attacking a Character.

**Guts**: A Character with **Guts** inflicts combat damage as if it were not damaged. Its Fighting is still reduced by damage, and it is smoked as usual when its Fighting reaches zero.

**Independent**: You may declare attacks using **Independent** Characters after an unsuccessful attack. Even if a failed attack is followed by a successful attack by **Independent**

Characters, your non-**Independent** Characters remain unable to attack.

**Mobility**: Characters with **Mobility** do not have to turn in order to change location, and can do so even while turned. Otherwise, the change of location functions exactly as if the Character had turned to do so.

**Regenerate**: A card with **Regenerate** automatically heals without turning at the start of its controller's Establishing Shot.

**Stealth**: An attacker with **Stealth** may bypass one interceptor during each attack. The Characters never enter combat; the interceptor simply ceases intercepting when the effect resolves.

**Superleap**: An attacker with **Superleap** cannot be intercepted by turned Characters.

**Tactics**: An attacker with **Tactics** may choose to cease attacking at any time, even if interceptors have been declared or effects have been generated. The Character has still attacked; it remains turned, and its interceptors can't be assigned to other attackers. You may use **Tactics** after an attacker with **Ambush** inflicts its combat damage but before the opposing Character inflicts its damage.

**Toughness: X**: Each source of damage inflicted on this

card is reduced by X. **Toughness** bonuses are cumulative;
A Character with **Toughness: 1** that gains another
**Toughness: 1** would have **Toughness: 2**.

## 5.3 Definitions

Some terms that commonly appear on cards, but
aren't defined elsewhere in this rulebook.

**discard:** Take a card from your hand, and put it in your
toasted pile. This is not considered to be toasting a card
for the purposes of other game effects.

**foundation:** A card that provides a faction resource, but
requires no resources to play.

**gain power:** You gain Power from any effect that gives
you Power, but does not *steal* or *generate* it.

**generate power:** Cards that generate Power give you
Power during your Establishing Shot, and will not do so if
you skip power generation.

**not cumulative:** If an ability is not cumulative, then
multiple copies of the ability will have no greater effect
on any card than one would. (So, two copies of a State
that is not cumulative would have no greater effect than
one if they were on the same card.)

If an effect is not cumulative, and does not affect any cards, (if it's giving you Power or letting you draw a card, for instance) then multiple copies of that effect that resolve in the same scene have no extra effect.

**return to play:** Play a card from your smoked pile, at no cost and ignoring resource conditions. This is not considered to be playing a card for the purposes of other game effects, and may be done at times when you would not be allowed to play the card being returned normally.

**sacrifice:** Place a card into its owner's smoked pile (or, if the card is **Toast It**, its owner's toasted pile), usually to pay the cost of an effect. You can only sacrifice cards that you control. This is not considered to be smoking a card for the purposes of other game effects.

Most sacrifices are made when generating an effect, but some happen on resolution, and these can be rendered unsuccessful if the sacrificial effect is unable to remove the card from play when it resolves.

**smoke:** Place a card into its owner's smoked pile.

**steal power:** Take Power from one player and give it to another.

**toast:** Place a card into its owner's toasted pile.

**you:** If a card's rules text refers to "you", it is always

refering to its controller.

## 5.4 Designators

Designators determine how cards are related to each other for purposes of other card effects. For example, if you have a card that says "All *Cops* gain..." then you need to know which cards are considered to be *Cops*, and which aren't. It's a game mechanic, not a reflection of reality, so don't stress about what should match or not.

A designator is any word that appears in the title or subtitle of a card, except for card types (Edge, Event, Site, Feng Shui Site, State). Also, ignore punctuation symbols other than apostrophe ('), hyphen (-), and slash (/), as well as conjunctions, articles and prepositions (a, an, the, and, or, but, nor, at, for, in, into, of, on, to, with, within, without).

For purposes of effects that count designators, cards with the same designator more than once are considered to have only one occurrence of that designator.

When matching designators, only identical words match. For designator purposes, a "word" is defined as any contiguous string of letters, numerals and symbols,

separated by a space from any other "words." For example, "1000" is a word. So is "X" on **Genghis X**.

In addition to identical matches, there are a few special cases where non-identical matches are considered to be the same designator:

1. The plural form of a word matches its singular form (*Gun* matches *Guns*, *Man* matches *Men*), except that singular and plural forms of personal pronouns do not match (I/we, me/us, he/she/it/they, him/her/it/them). The possessive form of a word formed with "'s" matches the normal form (*Hermit's* matches *Hermit*.)

2. Some words split into multiple designators. Apply the following rules in order:

    a. Split words at hyphens (-) and slashes (/). (Gun-Toting has the designators *Gun* and *Toting*)

    b. Words with two (or more) capital letters split into individual designators, each beginning with one of those capital letters (**MegaTank** has the designators *Mega* and *Tank*) Words consisting only of capital letters (**CHAR**) do not split at all.

    c. Words that begin with "Sword", "Gun" (or their plurals), "Arcano", or "Super" split at the match-

ing part. (Swordsman has the designators *Swords* and *Man*, Supersoldier *Super* and *Soldier,* etc.)

3. One can come up with other ways to make matches or split words, but only the ones listed above are allowed. So, you cannot:

   a. Split words containing an apostrophe ( ' ) other than possessives, such as contractions, personal names, etc.

   b. Match words that have been abbreviated, either by truncation (as in "Slo Mo") or shown with a period (as in "Dr.") to the full word.

   c. Expand acronyms. "SWAT" (Special Weapons And Tactics) does not match "tactics."

   d. Split words that are a mix of letters and numbers.

   e. Match numbers written as words with those writ ten in digits. "1000" does not match "thousand".

## 5.5 Targeting

"Target" is a special term in Shadowfist. An effect that requires you to choose which cards it will affect does not target them unless it uses the word "target" to refer to

them. Effects that target are vulnerable to many card abilities that other effects aren't.

Some effects can change the targets of an Event or other effect. In order to use one of these effects, you must change all the targets of the Event, and the new targets must all be legal targets for the effect being retargeted.

## 5.6 Immunity

Some cards have defenses against the abilities of other cards. The more common of these are explained here.

A card that "cannot have its damage reduced" ignores all abilities that would cause it to inflict less damage, such as **Toughness** or **Iron and Silk**. However, reducing its Fighting (by damage or other means) and getting rid of abilities that increase its damage (smoking a **Buro Godhammer** on it) still work.

A card that "cannot have its damage redirected" prevents you from creating signposts that redirect its damage, and ignores any that may already exist.

A card that is "not affected by" another card is, as far

as that other card's abilities are concerned, not in play. It can't be selected or targeted by the other card's effects. When the other card's effects resolve, they will do nothing to the protected card. If the other card counts cards or matches designators, it will not count or match the protected card.

However, the card being protected against can still affect other cards, and so indirectly affect the protected card.

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A Character that is not affected by Events cannot have its damage reduced by **Operation Killdeer**, but if **Iron and Silk** were played on a Character intercepting it, the protected Character's combat damage would be reduced. The **Iron and Silk** does not directly affect the protected Character; it gives the interceptor a defense.

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## 5.7 Control

You normally control all cards you play, and their effects. You control all Sites in your Site structure, even if they were played there by other players. No one controls any card that is not in play. The controller of a card

decides whether or not to generate a card's voluntary effects, whether to attack with a Character, etc. Some cards allow you to take control of cards that are controlled by opponents.

When a card changes controllers, it immediately unturns, and the new controller may place it in any legal position on the board. However, if you use an effect to take control of a card that you already control, it will not unturn or move, as it hasn't changed controllers.

When you take control of a card, everything on that card (States, damage, other counters, etc.) comes with it, except that Sites are healed when they are seized.

States on the card do not unturn unless they have a restriction, such as **Weapon**, that causes them to change controller with their subject. States without those restrictions remain under the control of the person who played them.

When an effect that takes control of a card ends for any reason, the card's previous controller regains control. The card has changed controllers, so the card unturns and moves as described above. But for purposes of other card effects, this isn't considered to be taking control of that card.

## 5.8 Contradictions

Sometimes you will find cards that contradict each other. In these situations, a card that "cannot" do something takes precedence over cards or effects that imply it should do something else. This is true even in the case where a card that "cannot" do something comes up against a card that says it "must" do it.

In other situations, the card or effect that has resolved most recently takes precedence over the older. If a card is somehow given an ability or additional rules text that conflicts with its existing rules text, the new ability has precedence.

## 5.9 Auctions

An auction represents two or more opposing sides vying for the loyalty, services, or use of a particular **Unique** card.

An auction occurs as soon as there are two **Unique** cards in play with the same title. (Feng Shui Sites cannot cause auctions unless they are both face-up.) An auction

isn't an effect or a declaration, and it can't be responded to. Think of it as a freeze-frame. The game pauses briefly to see who wins the auction, then resumes where it left off. An auction might start after any effect is generated or after any effect is resolved, but it can't start in the middle of generating or resolving an effect. Players cannot generate effects during an auction.

During the auction, each player, going clockwise around the table, must either pass or bid more Power than the previous bidder, until everybody has passed in succession. You cannot bid more Power than you have. Once everybody passes sequentially, the person who made the high bid pays that much Power, and decides which of the cards involved in the auction will remain in play. The original copy of the card is put into the smoked pile if not chosen; newer copies are put into the toasted pile. (The cards are not considered to have been smoked or toasted.) The losing cards are canceled, so if you can reveal your own copy of a **Unique** Site in response to an opponent using it, (and win the auction, of course) you can cancel the Site's effect.

The controller of the newly played or revealed copy of the **Unique** card must open the bidding with a bid of at

least one Power. If they cannot, the auction never begins, and the new card is placed in the toasted pile.

If two or more copies of a **Unique** card are played or revealed simultaneously, things work slightly differently. Starting with the current player and proceeding clockwise, each player who controls one of the **Uniques** may open the bidding. If everybody declines or cannot bid, put all the cards in the appropriate toasted piles.

If one of the **Unique** cards is the target of an attack when the auction starts, and that card loses the auction, the remaining copy does not become the target of the attack. If an attack's damage reveals a duplicate **Unique** Site, the attack is considered to be successful, but the Site cannot be seized or burned unless it survives an auction.

## 6 Notes for Veterans

We made a few minor changes to the rules for this edition:

You can no longer combine cost reductions because one of them is mandatory and affects all players.

*Sword-* and *Super-* now split a word into multiple designators.

You now automatically control all Sites in your Site structure.

Cards that look at another card's cost now always ignore all cost reductions.

Some terminology related to effects was changed. An "effect" is now only something that generates and resolves. "Continuous effects" are now "continuous abilities", and "conditional effects" are just a special case of continuous abilities. (This has no effect on the actual game play.)

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THRONE
WAR

Boom
Chaka Laka

**Available at Game Stores
or www.shadowfist.com**

# Game Summary

**Object:** control or burn for victory 6 Feng Shui Sites (5 in multiplayer).
You must seize or burn for victory the last Feng Shui Site to win.

**Start:** Shuffle your deck. Draw 6 cards. Start with 1 Power.

Each turn, do the following. Play then passes clockwise.

    **Establishing Shot** (do all this, in this order):

        Start of your turn

        Generate Power

        Unturn: unturn your cards

        Discard: discard 1 card if you wish

        Draw: refill your hand to 6

    **Main Shot** (do any of this, any order, as many times as you wish):

        Play any number of Characters, Edges, Events, and States. Play
one Site. (Opponents may only play Events)

        Declare attacks (the last attack this turn must be successful)

            option to join (any opponent may join)

            option to intercept (any player may intercept)

            combat with interceptors

            combat with target

        Turn a Character to heal (current player only)

        Turn a Character to change location (any player)

        Turn cards to generate effects (any player)

        Declare End of Turn: all players may generate effects in
response to the end of turn. If any opponent responds to
the end of your turn, you may return to your Main Shot.