

Boom Chaka Laka

Expansion to Shadowfist

This card list is copyrighted, but may be distributed freely in unmodified form at no more than the cost of duplication.
 It is an original work with exact text card descriptions provided to assist players and collectors.
 It is not approved by Z-Man Games, but it should not violate the rights and protection that they are entitled to.
 Comments, questions and other issues can be directed to the author at: dangelo@crystalkeep.com

Key:

Promo cards are shown in bold italic text.

Rare cards are shown in bold text.

Uncommon cards are shown in italicized text.

Common cards are shown in normal text.

a = Ascended, **d** = Dragons, **e** = Eaters of the Lotus, **f** = Architects of the Flesh

g = Guiding Hand, **j** = Jammers, **m** = Four Monarchs, **p** = Purists

C = Chi, **H** = High-Tech, **M** = Magic

Some cards have entries (NW, FP) to indicate that they are simply reprints of cards from earlier expansions.

Some cards have the entry "NEW" to indicate that while it has the same name as a previously printed card, it really is a new one.

Feng Shui Sites:

Card Name	Power	Body	Ability
Disco	1	8	Limited. Immediately choose a designator when this Site is revealed or seized. Turn when an opponent plays a card with that designator to gain 1 Power.
Pinball Arcade	1	6	When an attack you declared succeeds, turn to inflict 1 damage on any card in play.
Roller Rink	1	6	Turn to return to your hand a Character in your smoked pile whose cost is less than the amount of damage on this card.

No Resource (Unaligned)

Sites

Card Name	Cost	Res.	Power	Body	Ability
Zodiac Lounge	2		1	4	Hood Site. Unique. If Zodiac Lounge is in the front row, Characters at its location that turn to attack inflict +1 damage until the end of the attack.
<i>Car Wash</i>	2		1	7	Turn to heal a Character that is the subject of a Vehicle.
<i>Chop Shop</i>	2		1	6	Hood Site. Sacrifice a Vehicle and turn to gain Power equal to the Vehicle's cost.

Edges

Card Name	Cost	Ability
<i>Magnum Justice</i>	1	Cop Edge. Limited. Turn and maintain to give target <i>Cop</i> Character +3 damage against Characters.

States

Card Name	Cost	Ability
<i>Heavy Machine Gun</i>	2	Weapon. Play on a Vehicle. When the subject of that Vehicle enters combat, you may turn this card to inflict 4 damage, divided any way you choose, on Characters at this location. (Before combat damage is dealt.)
Big Rig	1	Truck State. Vehicle. Subject character gains <i>Mobility</i> . Redirect damage inflicted on subject to Big Rig. When Big Rig has 4 damage counters on it, immediately smoke it and inflict all excess damage on subject.
Partners	1	Cop State. Play on a <i>Cop</i> Character you control and choose another <i>Cop</i> Character. Both Characters gain +1 Fighting. When either Character is smoked, unturn the other, and it gains +1 Fighting until it leaves play.

Characters

Card Name	Cost	Res.	Designator	Fight	Ability
The Big Boss	4		Hood Mastermind	5	Unique. During your Main Shot, you may play one State, Site, Edge, or Character from your smoked pile if it has the designator Hood .
Claws	6		Unkillable Hood Bruiser	9	Unique. Toughness: 2. Play if you control a Hood card. Not affected by <i>Stealth</i> , <i>Assassinate</i> , or <i>Operation</i> Events. Characters lose <i>Ambush</i> until the end of combat when they enter combat with Claws.
Mr. Simms	2		Hood Lieutenant	2	Unique. Once per turn, you may redirect damage inflicted by a non-Character source on a card you control to any Character controlled by the player who controlled the source of the damage.
Da Boys	4		Hood Enforcers	X	X= the number of cards controlled by target opponent at the time Da Boys enters play.

Chi Resource (Unaligned)

States

Card Name	Cost	Ability
Nunchucks	1 CC	Weapon. Turn to inflict 3 damage, divided any way you choose, on Characters at subject Character's location.

Magic Resource (Unaligned)

Characters

Card Name	Cost	Res.	Designator	Fight	Ability
Big Daddy Voodoo	4	M	Hood Sorcerer	5	Unique. Once each turn, you may spend damage counters on him as if they were Power while playing Hood cards.

Architects of the Flesh

Edges

Card Name	Cost	Ability
<i>We Have the Technology</i>	2 ff	Limited. Place a counter on this card at the end of your turn. You may spend these counters as if they were Power while playing non-Character <i>High-Tech</i> cards.

Events

Card Name	Cost	Ability
Fire in the Sky	1 f	Sacrifice a Character to smoke target Character.
Napalm Sunrise	FP 2 ff	Play during your turn. Inflict 2 damage on each Character and Site at target location.

Characters

Card Name	Cost	Res.	Designator	Fight	Ability
Superfreak	4 ffH	f	Abomination	6	Unique. When attacking, Superfreak inflicts half (round down) its combat damage as if it had <i>Ambush</i> , and the rest normally. Each is considered to be a separate source of damage.
Rocket Man	2 f	fH	Cyborg	2	While attacking, Rocket Man gains <i>Toughness: X</i> and <i>+X</i> damage. X= the number of unturned Characters and unturned Sites at his target's location.

Ascended

Sites

Card Name	Cost	Res.	Power	Body	Ability
<i>Nuclear Power Plant</i>	1 a	a	1	8	Limited. You cannot turn Sites at this location.

Edges

Card Name	Cost	Ability
<i>Night Moves</i>	1 aa	Limited. Characters intercepting your Characters inflict -1 damage. All opponents gain 2 Power when this card leaves play.
<i>Political Corruption</i>	2 aa	Generates 1 Power if you control at least one Feng Shui Site.

States

Card Name	Cost	Ability
<i>Walk on the Wild Side</i>	1 aa	Play on a Lodge or Transformed Character. All damage inflicted on subject by <i>Magic</i> cards is increased by 1. While attacking, subject gains +2 Fighting and <i>Toughness: 1</i> .

Events

Card Name	Cost	Ability
<i>Dirty Tricks</i>	0 aa	Target two opponents. Each looks at the other's hand, and must secretly choose a card to force him or her to discard.
<i>Fox on the Run</i>	0 aa	Play after an unsuccessful attack. The attack is considered to be a success. You may unturn one Character that was an attacker in that attack.

Characters

Card Name	Cost	Res.	Designator	Fight	Ability
The Man	3 aaaaa	aa	Lodge Chairperson	4	Unique. Once during each opponent's Main Shot, you may play an Edge, Character, or Site.
Max Brunner	4 aaa	a	Pledged Cop	5	Unique. You may treat Cop and Pledged as matching designators.
Serena Chase	3 aa	a	Transformed Stone Fox	4	Unique. Stealth. If she is attacking a card controlled by a player who controls 3 or more Sites, gain 1 Power when she damages her target.
The Suits	3	a	Pledged Agents	3	+2 damage against Unique cards. If you have <i>four Ascended</i> in your pool, you may discard this card to look at an opponent's hand.

Dragons

Edges

Card Name	Cost	Ability
<i>We Got the Funk</i>	2 d	Superfly Edge. Unique. Enters play turned. Cannot unturn unless you have six <i>Dragons</i> in your pool. Gain 3 Power the first time this card unturns. Turn and sacrifice to search through your deck for a Unique <i>Dragons</i> Character, show it to opponents, and put it into your hand.

States

Card Name	Cost	Ability
<i>CB Radio</i>	0 dd	Schtick. Play on a Character. All Characters you control gain <i>Tactics</i> . Once per turn you may unturn subject when it uses <i>Tactics</i> .
<i>Real Bad Cat</i>	2 dd	State of Mind. Subject Character gains +3 Fighting and <i>Independent</i> .
Big Ass Car	1 dd	Gas-Guzzling State. Vehicle. Subject Character gains +1 Fighting. Turn to give subject <i>Mobility</i> and <i>Toughness: 1</i> until the end of the turn.
Brick House	0 ddd	Subject Character gains <i>Toughness: 1</i> .

Events

Card Name	Cost	Res.	Ability
<i>Fists of Fury</i>	1 d		Target an attacker you control. Until the end of the attack, when target inflicts combat damage on a Character, you may inflict an equal amount of damage on another Character at that location.
<i>Life in the Fast Lane</i>	1 d		Play when a Vehicle leaves play. Inflict 3 damage on all Characters and Sites at the Vehicle's location.
Fast as Lightning	1 dd		Play during an attack. Target Character has <i>Ambush</i> against the next Character it enters combat with this attack.

Characters

Card Name	Cost	Res.	Designator	Fight	Ability
Isis Fox	3 ddd	d	Soul Sister	3	Unique. Each time you declare an attack, Isis Fox gains +1 Fighting until she leaves play.
Jack Hades	4 dd	d	Motorcycle Daredevil	5	Unique. While the subject of a Vehicle, he gains +1 Fighting, <i>Independent</i> , and <i>Guts</i> . You may sacrifice a Vehicle on him to cancel an Event targeting him that would damage, smoke, or toast him.
John Tower	4 ddd	d	One Bad Mother	7	Unique. Independent. When an opponent targets John Tower with an effect, you may play one Character in response. You may spend damage counters on him as if they were Power while doing so.
Spencer's Beauties	6 dddd	d	Foxy Heroines	9	Unique. Independent. Guts. Mobility.
Taggert	2 d	d	Streetwise Cop	2	Unique. Independent. When an opponent turns a Site or plays an Event while Taggert is turned, Taggert gains +1 Fighting until he leaves play.
<i>Street Fighter</i>	3 dd	d	Martial Artist	3	<i>Guts.</i> Target another Character when Street Fighter enters play. That Character gains +2 Fighting while Street Fighter is in play.
Good Ol' Boys	2 d	d	Righteous Rednecks	2	+1 Fighting for every 3 <i>Dragons</i> resources in your pool.

		Maverick Trucker	3 dd	d	Blue-Collar Hero	3	<i>Guts. Toughness: 1.</i> You may play a Vehicle on Maverick Trucker at -1 cost.
		Rookies	2	d	Idealistic Cops	2	When this card is targeted or smoked by an opponent's non-Character card, you may gain 1 Power or play up to 2 <i>Cop</i> or <i>Police</i> cards at -1 cost.

Eaters of the Lotus

Sites

Card Name	Cost	Res.	Power	Body	Ability
Death Ring	2 e	e	1	8	Underground Hood Site. Unique. Turn this card and a Character you control, and target an opponent's Character with Fighting no lower than two less than your Character's :: The two Characters enter a Faceoff .
The White Leopard Club	2 e	e	1	2	Tacky Hood Site. Unique. +X Body. X=the number of Hood Characters in your smoked pile. Turn during any Main Shot to cancel a 0-cost Event.

Edges

Card Name	Cost	Ability
<i>Spies Everywhere</i>	0 ee	Unique. When an opponent targets you, or targets or attacks a card you control, you may look at his or her hand.

States

Card Name	Cost	Ability
<i>Evil Master</i>	3 ee	Limited. Play on a Character if you control a Martial Character. Subject gains +6 Fighting and the designator Master .
Five Fingers of Death	1 ee	Subject Character inflicts +2 damage. When subject smokes a Character by inflicting combat damage, toast that Character instead.

Events

Card Name	Cost	Ability
<i>Chin's Criminal Network</i>	0 e	Limited. Gain 1 Power for every three Hood cards in play.
<i>Throwdown in Chinatown</i>	0 ee	Play during your Main Shot. Each player starting with you and proceeding clockwise, may inflict up to 2 damage, divided any way they choose, on Characters.

Characters

Card Name	Cost	Res.	Designator	Fight	Ability
The Mantis	3 ee	e	Martial Artist Assassin	3	Unique. <i>Assassinate.</i> Toughness: 2 against damage that is equal to or less than his Fighting. You may inflict 1 damage on any Character when he smokes a Unique Character.
The Nefarious Master Chin	4 ee	e	Hood Mastermind	7	Unique. Toughness: 2 while in a Faceoff . Gain 1 Power when you win a Faceoff .
<i>Snake Fighter</i>	2 e	e	Hood Martial Artist	2	You may inflict 2 damage on a Character at his location when he smokes a Character by inflicting combat damage.
Vassals of Chin	3 e	e	Hood Martial Artists	4	When Vassals of Chin turn to attack, they gain +X Fighting until the end of the attack. X= the number of other Hood and Punk attackers.

Four Monarchs

Edges

Card Name	Cost	Ability
<i>Ice Totem</i>	2 mm	Limited. Turn to heal a Character you control.

Events

Card Name	Cost	Ability
<i>Earth, Wind, and Fire</i>	3 mm	Heal all cards you control. Inflict X damage on target Character. X= the amount of damage healed.

Characters

Card Name	Cost	Res.	Designator	Fight	Ability
<i>Silver Jet</i> <small>NEW</small>	5 mm	md	Secret Warrior	8	Unique.
<i>Ice Vixen</i>	4 mm	m	Stone Cold Fox	6	Heal Ice Vixen when a State is played on her.
Ice Shaman	2 mm	mM	Netherworld Sorcerer	2	Turn to inflict 1 damage on any Character. Turn to remove 1 damage from any Character.
Soul Doctor	2	mM	Ice Priest	2	Sacrifice to heal a Character you control.

Guiding Hand

Edges

Card Name	Cost	Res.	Ability
<i>Chinese Connection</i>	0 gg		Once per turn, you may give an opponent 1 Power to heal target card.
<i>Everybody Was Kung Fu Fighting</i>	0 gg		Play if you control a Martial , Monk , or Temple card. All Characters inflict +1 damage. Smoke this card when you turn a non-Character card.

States

Card Name	Cost	Ability
Kung Fu Prodigy	0 g	Subject Character gains the designators Martial and Artist . You may turn any <i>Chi</i> State on subject to reduce any damage inflicted on subject by 2.
Mad Monkey Kung Fu	2 gg	Subject Character gains +3 Fighting. Subject gains Toughness: 2 against damage from non-Character cards.

Events

Card Name	Cost	Ability
Smoke on the Water	0 g	Play when you declare an attack. No player may turn more than one Character to change location this attack.
Swinging with the Hand	1 gg	Redirect all damage inflicted by an opponent's non-Character card to target card.
"You Have Offended the Shaolin"	1 gg	Target Character gains Superleap until the end of the turn. When a Site you control is seized, you may return this card to your hand.

Characters

Card Name	Cost	Res.	Designator	Fight	Ability
Billy Chow	6 gggg	gC	Undercover Shaolin	8	Unique. Superleap. You may cancel an Event by discarding a <i>Chi</i> card with a cost equal to that of the Event.
Fatty Cho	2 gg	g	Chubby Cop	X	Unique. X= the number of cards you discard when you play Fatty Cho .
Righteous Bro	3 gg	g	Shaolin Brother	3	Superleap. When an opponent generates 6 or more Power, steal 1 Power from that player.

Jammers

Edges

Card Name	Cost	Res.	Ability
<i>Burn, Baby, Burn!</i> NW	2 j		Limited. At the end of your turn, inflict 1 damage on each damaged Site.

States

Card Name	Cost	Ability
The Discombobulator	2 jjHH	Unique. Schtick. Play on a Site you control. Turn and maintain to blank the rules text of all Sites at target location.

Events

Card Name	Cost	Ability
<i>Disco Inferno</i>	1 jjj	Inflict 4 damage on target Site.
<i>"Do You Feel Lucky, Punk?"</i>	1 jj	Flip a coin until you get a total of two Heads :: Inflict X damage on target Character. X= the number of flips minus 1.
<i>Stick it to The Man!</i>	0 jj	Cancel an effect that cancels.

Characters

Card Name	Cost	Res.	Designator	Fight	Ability
<i>Che Gorilla</i>	5 jjH	j	Rebel Mastermind	X	Unique. X= the number of cards in target opponent's smoked pile at the time Che Gorilla enters play.
Curtis Graham	2 j	jH	Urban Revolutionary	1	Unique. Turn to inflict 3 damage on target Site.
Doctor Zaius	3 jj	j	Weird Monkey Scientist	3	Unique. When Doctor Zaius smokes a Character by inflicting combat damage, flip a coin. Heads: return the Character to play under your control.
Funky Monkey	3 jjj	j	Chimp Pimp	5	Unique. Opponents cannot steal Power from you. Once each turn, you may give another <i>Jammers</i> Character +1 Fighting until the end of the turn.
<i>Buffalo Soldier</i>	2 j	j	Rasta Rebel	2	+3 damage against Buro Characters. Other Characters you control with a cost of 2 or less are not affected by opponents' Events.
Outlaw Bikers	2 jj	j	Easy Riders	2	Mobility. Once during your Main Shot, you may play a Weapon or Vehicle from your smoked pile on Outlaw Bikers.
Punks	1	j	Anarchist Rebels	1	+2 damage against Unique cards.
Simian Liberation Army	1 jj	j	Anarchist Apes	1	+3 damage during the turn they enter play. Gain 2 Power when this card smokes a Character with a printed Fighting greater than 7.
Street Gang	2	j	Young Hoods	2	Mobility. Once per turn, you may redirect damage inflicted on this card by an opponent's non-Character card to any Site in play.

Purists

Events

Card Name	Cost	Ability
<i>Strange Magic</i>	0 pp	Cannot be played during an attack. Change the location of all Characters one column to the left, if possible.
<i>Time Keeps on Slipping</i>	1 ppMM	Limited. Play at the start of your turn. Your cards generate twice as much Power this Establishing Shot. Skip your Main Shot.

Characters

Card Name	Cost	Res.	Designator	Fight	Ability
Rama Singh	3 ppp	pM	Freaky Sorcerer	5	Unique. When Rama Singh enters play, you may return an Edge in your smoked pile to play.
Binary Spirit	2 pM	pM	Duality Construct	2	Once each Main Shot, you may either inflict 1 damage, which cannot be reduced or redirected, on Binary Spirit to draw a card, or discard a card to heal 1 damage from Binary Spirit.