

Flashpoint

Expansion to Shadowfist

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Key:

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

c2 = appears twice on common sheet
 u2 = appears twice on uncommon sheet

Information Cards:

	Card Name
	<i>Flashpoint Info Card</i>

Feng Shui Sites:

Card Name	Power	Body	Ability
<i>Rainforest River</i>	1	8	You may play Rainforest River face up into a location that contains a single face-up feng shui site. Rainforest River becomes the new front-row site. The other site moves to the back row.
Birdhouse Cafe	1	7	If, at the end of your turn, an opponent is at least as close to fulfilling victory conditions as you are, characters that participated in attacks you declared this turn unturn.
City Park	1	8	City Park heals at the end of the turn it is revealed. You may put City Park into play face up at no cost when a site you control is burned.
Curio Shop	1	7	Takes no damage from cards that have a cost of 1 that are controlled or played by an opponent.
Heart of the Rainforest	1	8	Heart of the Rainforest gains +2 Body for each State it is the subject of.
Hidden Sanctuary	c2	1	Limited. At the end of an attack you declared, you may remove X points of damage from each character you choose that participated in the attack. X = the number of Sanctuaries you control.
Night Market	1	8	Limited. In response to an opponent playing an Event during your turn, turn Night Market to gain Power equal to the cost of that Event.
Peacock Summit	1	6	Peacock Summit gains +2 Body for each different faction in your resource pool.
Rainforest Grove	1	7	Limited. Characters you control gain +1 Fighting until the end of the attack when they turn to attack a target controlled by a player who controls more cards than you.
Rainforest Temple	1	8	Turn Rainforest Temple to remove up to two damage counters from it and inflict the damage on another site you control that has a Body of 3 or more.
Sampan Village	c2	1	When an attack targeting Sampan Village ends, you may place each character that attacked the site at a location of your choice on its controller's side.
Turtle Island	1	8	Turtle Island cannot be damaged or removed from play by Events played by opponents. Cannot be burned.

No Resource (Unaligned)

Sites

Card Name	Cost	Res.	Power	Body	Ability
<i>Forty-Story Inferno</i> u2	0		0	5	If <i>Forty-Story Inferno</i> is in your front row, an opponent who is [as] at least as close to fulfilling victory conditions as you are may not declare more interceptors than the number of characters you are currently attacking with. Any player who seizes this site gains 2 Power.
<i>The Home Front</i>	1		0	3	If <i>The Home Front</i> is in your front row, your sites gain +2 Body. Any player who seizes this site gains 2 Power.
<i>Portal in Tower Square</i>	0		0	5	Unique. If <i>Portal in Tower Square</i> is in your front row, you may turn and maintain it to target 2 characters. Target characters may not turn to change location. Any player who seizes this site gains 3 Power.
<i>Killing Ground</i> c2	0		0	5	Battleground Site. If <i>Killing Ground</i> is in your front row, all characters you control inflict +1 damage on intercepting characters and you may play non- Unique 0-cost non-feng shui sites even if you have already played a site that turn. Any player who seizes this site gains 2 Power.
<i>Sniper Nest</i>	0		0	4	Battleground Site. If <i>Sniper Nest</i> is in your front row, you may turn it to inflict 2 points of damage on a character that has just turned to change location. Any player who seizes this site gains 1 Power.

Edges

Card Name	Cost	Ability
<i>Art of War</i>	0	Unique. Your hand size increases by 2. When the opponent to your left declares an attack, you must predict whether the attack will be successful. If you are incorrect, control of <i>Art of War</i> shifts to the opponents to your left.

States

Card Name	Cost	Ability
<i>Pump-Action Shotgun</i> c2	1	Weapon. Turn to have subject character inflict +3 damage for the duration of the turn. <i>Pump-Action Shotgun</i> unturns if a Unique character you control is smoked by an opponent.

Characters

Card Name	Cost	Res.	Designator	Fight	Ability
<i>Cheap Punks</i> c2	2		Mercenary Hoods	2	Anytime during any turn in which <i>Cheap Punks</i> are smoked, you may play a single Hood card or a single Rabble card at -1 cost.
<i>Yakuza Enforcer</i>	3		Killer Hood	4	<i>Yakuza Enforcer</i> takes no damage from cards you own. You may not redirect damage to <i>Yakuza Enforcer</i> .

Chi Resource (Unaligned)

States

Card Name	Cost	Ability
<i>Rain of Fury</i> u2	0 C	Subject character gains +1 Fighting whenever an opponent plays an Event during your turn. Bonus is lost if subject character or Rain of Fury leaves play.
Drunken Stance	1 CC	Any intercepting character with a Fighting score of 2 or less that is about to enter combat with subject character returns to its owner's hand.
Flying Windmill Kick c2	2 C	Whenever subject character inflicts damage in combat, flip a coin twice. For each result of heads, double the damage the character inflicts.
Fortuitous Chi	2 CCC	Play on a character you control. Subject character and all characters you control sharing a designator with it may not be damaged or removed from play by Events played by opponents, nor can these characters turn to attack characters.

Events

Card Name	Cost	Ability
<i>Dark's Soft Whisper</i> u2	0 C	Play immediately after you have made an unsuccessful attack and when an opponent is closer to fulfilling victory conditions than you are, or is one feng shui site away from victory. You gain 2 Power.
<i>Invincible Chi</i> u2	1 CCC	Play during your turn. When you play Invincible Chi, choose one of the following card types: States, Edges, or sites. The effects and special abilities of all cards of that type are canceled until the end of the turn.
<i>Wing of the Crane</i> u2	1 CCC	Smoke target character. If the character is still in the smoked pile at the end of the next player's turn, it returns to play.

High-Tech Resource (Unaligned)

Edges

Card Name	Cost	Ability
<i>CAT Tactics</i>	0 HH	If an opponet ends his or her turn without declaring an attack, put a counter on CAT Tactics. Remove X counters to give target character +X Fighting until the end of the turn. Remove all such counters from CAT Tactics at the end of your turn.
<i>Doomsday Device</i>	2 HHH	Unique. Gain 1 Power whenever an opponent declares interception against an attack you declare. If Doomsday Device leaves play, toast a card in your burned-for-victory pile.
<i>Supercomputer</i>	2 HH	Unique. When you draw cards during your establishing shot, you may choose to draw 3 cards instead of the number of cards you would ordinarily draw.
<i>Tank Warfare</i> u2	1 H	You may play Tank States from your smoked pile at -1 cost. Tank characters or characters that are the subject of Tank States may not turn to attack sites if two or more players control such characters.
Smart Missile	1 H	Comes into play turned. Turn and sacrifice to inflict 6 points of damage on target turned site, or on target character that is the subject of a vehicle State.

States

Card Name	Cost	Ability
<i>MegaTank</i>	5 HHH	Vehicle. Subject character gains +7 Fighting and <i>Toughness: 2</i> . Subject character cannot be damaged or removed from play by <i>Architects</i> Events.
Hover Tank	3 HH	Vehicle. Subject character gains +3 Fighting, <i>Mobility</i> , and <i>Tactics</i> . When subject character turns to attack, you may choose one character in play to be unable to intercept subject character.

Events

Card Name	Cost	Ability
<i>Satellite Intelligence</i> u2	1 H	Target site switches positions with another target site its controller controls. This may change which site is targeted by an attack.

Magic Resource (Unaligned)

Sites

Card Name	Cost	Res.	Power	Body	Ability
Alchemist's Lair	2	MM	1	5	

Events

Card Name	Cost	Ability
<i>Memory Reprocessing</i>	1 MM	Toast It. When you play Memory Reprocessing, you may play an Event from target opponents smoked pile at normal cost, but ignoring resource conditions. The Event goes back into his or her smoked pile. The opponent gains 1 Power.
<i>Year of the Rat</i>	2 MM	Play anytime, except during an attack, to switch two target players' positions at the gaming table. You may only play a single Year of the Rat card in any game.

Characters

Card Name	Cost	Res.	Designator	Fight	Ability
<i>Anomaly Spirit</i>	2 MM	M	Sorcerous Construct	2	Whenever a new column begins in an opponent's site structure, Anomaly Spirit gains +1 Fighting until it leaves play.
<i>Mirror Dancer</i>	2 M	M	Netherworld Spirit	2	During an attack you declare, if Mirror Dancer damages a site in combat that has the same name as a site you control, you may seize that site.

Sites

Card Name	Cost	Res.	Power	Body	Ability
Arcanotower 2056	4 fff	ff	2	8	Unique. Cannot be seized. Reduces the number of feng shui sites you need for victory by one. <i>Toughness: 2</i> against damage that is not inflicted by Unique characters. If Arcanotower 2056 is smoked, you do not generate Power during your next establishing shot.
Arcanotower Now	3 ff	f	1	8	Unique. Cannot be seized. Reduces the number of feng shui sites you need for victory by one. Opponents must pay 1 Power in addition to the normal cost to play a State on a card you control.
Arcanoseed	0 f		0	4	Battleground Site. When Arcanoseed is in your front row, you may turn it when you declare an attack, to give target character <i>Ambush</i> against the first character it is in combat with during the attack. Any player who seizes this site gains 2 Power.
Creche of the New Flesh	2 f	fHM	1	7	Feng Shui Site. You must play Creche of the New Flesh face up, and at the printed cost rather than the normal cost to play a feng shui site.

Edges

Card Name	Cost	Ability
Paradox Cube	2 ffM	Unique. When Paradox Cube enters play, pick a non- Limited Edge in play. Paradox Cube copies the special abilities of that Edge.
Scorched Earth	1 f	Limited. Place a counter on Scorched Earth when you burn a site or when a site you control is burned. Your hand size increases by the number of counters on Scorched Earth.

States

Card Name	Cost	Res.	Ability
Arcanostriker	2 f		Vehicle. Subject character gains <i>Tactics</i> and +2 Fighting and cannot be intercepted by characters with a Fighting score of 2 or less. If Arcanostriker is smoked, inflict 6 points of damage on subject character.
Arcanotank	u2 3 f		Vehicle. Subject character gains +3 Fighting and <i>Toughness: 1</i> . Turn Arcanotank to inflict 1 point of damage on all characters at Arcanotank's location.
Arcanoworms	2 ff		Inflict 2 points of damage on subject site whenever a character is smoked at its location.
Resistance is Futile!	1 ff	f	Limited. Play on a front-row site controlled by an opponent. Characters you control inflict +1 damage at subject site's location. You may play Unique characters that have three or more resource conditions and a cost of 5 or more at -1 cost.
Buro Godhammer	c2 1 f		Weapon. Subject character inflicts +3 damage.

Events

Card Name	Cost	Ability
<i>Bzzzzzt!</i>	2 ff	Target non- Unique character is toasted.
<i>Disinformation Packet</i>	u2 2 ff	Play, except during an attack, to move target back-row site to create a new location with it to the right of all current locations on its controller's side.
<i>Total War</i>	u2 0 f	Play in response to an opponent turning a character to attack. All unturned characters controlled by that opponent become turned and join the attack. No characters can turn in response to Total War.
<i>Napalm Sunrise</i>	c2 2 ff	Play only during your turn. Inflict 2 points of damage on each character and site at target location.

Characters

Card Name	Cost	Res.	Designator	Fight	Ability
Colonel Griffith	3 ff	f	BuroMil Mastermind	3	Unique. Turn and maintain to give target character +X Fighting and <i>Tactics</i> . X = the total number of that character's resource conditions and resources.
Dunwa Saleem	3 ff	fa	Lodge Traitor	4	Unique. Turn to take control of an <i>Ascended</i> character that lacks resource conditions. If Dunwa attacks successfully, you may toast the top 2 cards in the deck of the target's controller.
Genghis X	5 ffH	f	BuroMil Supersoldier	8	Unique. Genghis X has <i>Guts</i> when there are three or more damage counters on him.
Rhys Engel	3 fff	feMM	Purist Mastermind	3	Unique. Once per turn, you may discard a card to look at an opponent's hand or reveal a feng shui site.
<i>Drop Troopers</i>	2 fff	f	BuroMil Cyborgs	3	You may play Drop Troopers at no cost during an attack declared by an opponent who is one feng shui site away from fulfilling victory conditions.
<i>Purist</i>	2 ff	fM	Buro Sorcerer	1	Turn and maintain Purist to give a feng shui site you control the special abilities of a face-up feng shui site that is controlled by an opponent and that turns (or turns and maintains) to generate its effect.
<i>Spawn of the New Flesh</i>	3 f	f	Unstable Abomination	X	Unique. <i>Ambush</i> . X = the number of columns in your site structure.
BuroMil Elite	c2 3 f	f	Perfect Soldiers	4	<i>Toughness: 1</i> against Rebels. Gains +1 Fighting while at a location that has a Battleground site in its front row.
BuroMil Grunt	c2 1	f	Brutal Soldier	2	BuroMil Grunt is smoked at the end of the turn he is played. You may play BuroMil Grunt during an attack against you. BuroMil Grunt's abilities cannot be given to another character by any means.
BuroMil Ninja	c2 3 f	f	Shadowy Assassin	3	<i>Ambush</i> and <i>Assassinate</i> against characters whose controller also controls a turned site.
Encephalon Screamer	c2 3	f	Abomination	2	When Encephalon Screamer turns to attack, inflict 1 point of damage on each unturned character, and on turned sites, at the location of the target of the attack.
Plasma Trooper	c2 3	fH	BuroMil Cyborg	3	When Plasma Trooper turns to attack, it gains +X Fighting until the end of the attack. X = the number of characters controlled by the controller of its target.
Pod Trooper	1 f		Abomination in a Can	X	Toast It. X = the number of characters and back-row sites controlled by the opponent to your left. Toast Pod Trooper at the end of the turn it enters play.

Ascended

Edges

Card Name	Cost	Ability
<i>Open Season</i>	u2 1 a	All Assassins, Enforcers and Killers in play gain <i>Assassinate</i> . All characters in play may turn to attack other characters as if they had the ability <i>Independent</i> .

Events

Card Name	Cost	Ability
<i>We Know Where You Live</i>	0 a	Play during your turn to look at target opponent's hand. You may inflict 1 point of damage on any card he or she controls that shares at least one designator with a card in his or her hand. For every three cards damaged in this way you gain 2 Power.
Lodge Politics	1 a	You take control of target <i>Ascended</i> card. Lodge characters are not legal targets for Lodge Politics.

Characters

Card Name	Cost	Res.	Designator	Fight	Ability
Mr. Big	3 a	a	Hood Mastermind	3	Unique. All other Hoods you control gain +1 Fighting. Turn to unturn a Hood card. When an opponent seizes or burns a site you control, he or she may take control of a Hood card you control.
Sam Mallory	5 aaa	a	Lodge Killer	7	Unique. <i>Toughness: X.</i> X = number of damage counters on Sam Mallory.
<i>Bad Colonel</i>	2 a	a	Pledged Hood Warlord	2	Turn and maintain to take control of a Soldier. All Soldiers you control gain the designator "Hood" and inflict +1 damage.
<i>Just a Rat</i>	u2 3 a	a	Lodge Survivor	3	<i>Stealth.</i> Inflict 2 points of damage on any character that Just a Rat bypasses using <i>Stealth</i> .
<i>Leatherback</i>	4 a	a	Lodge Survivor	5	Unturns when an opponent plays a <i>Magic</i> or <i>High Tech</i> card.
Mountain Warrior	2 a	a	Pledged Survivor	2	Gains <i>Ambush</i> until the end of the turn if an opponent turns a site to use the site's special ability.
Student of the Shark	2	a	Pledged Hood	2	Inflicts +1 damage on damaged characters and damaged sites.

Sites

Card Name	Cost	Res.	Power	Body	Ability
Kar Fai's Crib	2 d	dC	1	7	Unique. You may play <i>Dragon States</i> at -1 cost. Turn to ignore one resource conditions when playing a character.

States

Card Name	Cost	Ability
Both Guns Blazing c2	0 d	Subject character gains +1 Fighting for each weapon State on it. Draw a card when you play a weapon State on subject character. No character may be the subject of more than one Both Guns Blazing.
Claw of the Dragon	2 ddd	Subject character gains +2 Fighting and <i>Guts</i> . You may play Claw of the Dragon at no cost, and ignoring resource conditions, when a feng shui site you control is seized or burned.
Comrades in Arms c2	1 d	Limited. You may ignore resource conditions when playing characters that share a designator with subject character. If you have a Battleground site in your front row, other characters you control that share a designator with subject character gain <i>Toughness: 1</i> .
Stolen Police Car c2	0 dd	Vehicle. During an attack, you may turn Stolen Police Car and flip a coin. Heads: subject character gains <i>Superleap</i> and +2 Fighting until the end of the attack. Tails: return subject character to its owner's hand.

Events

Card Name	Cost	Res.	Ability
<i>Let's Book!</i>	1 ddd		Play during an attack you declared. All attacking characters you control cease attacking. Until the end of the turn, Events played by opponents cannot damage these characters or remove them from play.
Carnival of Carnage c2	1 d		For the duration of this turn, after each character is smoked, you may inflict 1 point of damage on any character in play. Each point of damage inflicted by Carnival of Carnage is a separate source of damage.
Dirk Wisely's Gambit	0 d	dH	Limited. Play when you turn only one character to attack a target controlled by an opponent who controls four or more cards. If your character succeeds in damaging its target in combat, you gain 2 Power.
Fighting Spirit c2	0 d		Toast It. Return exactly two randomly selected <i>Dragon</i> Events to your hand from your smoked pile. If you select two identical Events, they are toasted instead of returned to your hand.
Old Hermit's Gambit	0 dd	CM	Play only during your turn in response to an opponent turning a non-character card. You may unturn a target card.
Slo Mo Vengeance c2	X d		During any turn, you may play, at no cost, a total of X weapon States or Gun States from your smoked pile onto a character you control.
Ting Ting's Gambit	0 d	d	Play Ting Ting's Gambit after an attack you declared fails. For the duration of the turn, you may declare subsequent attacks as if all your characters had the ability <i>Independent</i> .
Who's the Big Man Now?! c2	0 dd		Toast It. For the duration of the turn, target character's Fighting score is increased by the number of cards controlled by an opponent of your choice. The number of feng shui sites you need for victory is increased by one.

Characters

Card Name	Cost	Res.	Designator	Fight	Ability
Joey Paz	4 ddd	dC	Escrima Master	6	Unique. <i>Toughness:</i> 2 against combat damage inflicted by unturned characters and any character whose controller played an Event this turn.
Johnny Badhair	5 ddd	dj	Wild Man	7	Unique. <i>Guts.</i> Cannot be sacrificed. At the end of a turn in which Johnny Badhair has been smoked, cut your deck to draw a card, and show it to your opponents. If the card is a character that has a resource condition or is a State, return Johnny Badhair to play.
Little Jim	6 ddH	d	Rebel Abomination	10	Unique. Little Jim heals whenever an opponent plays an Event.
Melissa Aguelera	5 dd	d	Commando Vet	7	Unique. <i>Tactics.</i> Melissa Aguelera's Fighting is increased by the number of players who control Battleground sites. All other characters you control that have <i>Tactics</i> gain +2 Fighting.
Silver Jet	5 dd	dm	Secret Warrior	8	Anytime during any turn in which an Ice character you control is smoked by an opponent, you may play Silver Jet at -X cost. X = cost of that Ice character.
<i>Coffee-Stained Cop</i>	3 d	d	Wily Veteran	4	If Coffee-Stained Cop is smoked by an opponent, all characters you currently control gain +1 Fighting until the end of the turn.
<i>Grease Monkey</i>	u2 1 d	d	Gutsy Mechanic	1	Turn to play a vehicle State at -1 cost. Turn to heal a character that is the subject of a vehicle State.
<i>Scrappy Kid</i>	u2 1 d	d	Martial Arts Prodigy	1	<i>Independent.</i> Never inflicts more than 1 point of damage. Cannot be intercepted.
Ex-Commando	3 dd	d	Dangerous Vet	3	Ex-Commando unturns when a weapon State or Gun State is played on him.
Gonzo Journalist	c2 2	d	Crazed Reporter	2	When Gonzo Journalist turns to attack, you may discard X cards and draw X cards. X = up to the number of factions that your pool and the target's controller's pool have in common.
Hacker	c2 2	dH	Gun-Totin' Techie	2	Anytime Hacker is in your hand when an opponent plays an Event that steals Power from your pool or that toasts a card (or cards) other than itself, cancel that Event and put Hacker into play at no cost.
Jane Q. Public	2 d	d	Girl Next Door	2	If Jane Q. Public is smoked by an intercepting character or by an Event played by an opponent, you gain 2 power.
Redeemed Gunman	c2 1	d	Reforming Hood	1	Cannot intercept. Gains +2 Fighting until end of turn if he turns to attack a turned site.
Stunt Man	3	d	Gutsy Hombre	3	<i>Guts.</i> If an opponent plays an Event during your turn, Stunt Man gains <i>Independent</i> until he leaves play.

Eaters of the Lotus

Sites

Card Name	Cost	Res.	Power	Body	Ability
<i>Registry of the Damned</i>	1 eeM		0	4	Limited. Place a counter on this site when an opponent plays a 0-cost Event. During your turn, you may turn Registry of the Damned and remove a number of counters equal to the cost of a character in Registry of the Damned's owner's smoked pile to put that character into play in your control. Character gains the designator "Ghost".

Edges

Card Name	Cost	Ability
<i>Underworld Presence</i>	1e	No character may turn to heal itself.

Events

Card Name	Cost	Ability
<i>Cyclone of Knives</i>	0 e	You may look through your deck and toast up to five cards of your choice. Reshuffle your deck afterwards.
<i>Glimpse of the Abyss</i>	u2 0 eee	Toast It. You gain X Power. X = the number of feng shui sites controlled by target opponent plus the number of cards in his or her burned-for-victory pile. The number of feng shui sites you need for victory is increased by one.

Characters

Card Name	Cost	Res.	Designator	Fight	Ability
<i>Destroyer</i>	4 ee	e	Demon Martial Artist	4	Unique. Cannot be sacrificed. If Destroyer is in your smoked pile at the start of your turn, Destroyer returns to play.
<i>Gibbering Horror</i>	3 eM	e	Disgusting Demon	X	X = the number of Events in the smoked pile of the opponent to your left.
<i>Purist Sorcerer</i>	u2 2 ee	eM	Buro Infiltrator	2	Turn Purist Sorcerer to inflict 1 point of damage on target character. Turn and maintain Purist Sorcerer to control target Buro character.
Bloody Horde	c2 3	e	Demon Trouble	3	Bloody Horde's Fighting score is increased by the number of other Demon Hordes you control plus the number of Demon Hordes in your smoked pile.
Claw of Fury	c2 2	e	Shadowy Assassin	2	Assassinate. Anytime Claw of Fury is in your hand when an opponent targets <i>you</i> (as opposed to one of your cards or locations) with an Event, you may put Claw of Fury into play at no cost.
Vile Prodigy	2 eM	e	Infant Demon	2	Regeneration. Gains +1 Fighting at the end of any turn during which it damages its target in an attack. The Fighting bonus lasts until Vile Prodigy leaves play.

Four Monarchs

Edges

Card Name	Cost	Ability
<i>Spirit Pole</i>	2 mm	Once per turn, you may play a State from your smoked pile, at normal cost, on a card you control. When played with Spirit Pole, 0-cost States cost 1. Turn Spirit Pole to play a Pagoda site at -1 cost.

States

Card Name	Cost	Ability
Fire Sled	0 m	Netherworld State. Vehicle. Subject character is not a legal target for effects generated by sites or Edges. Special abilities of any non-Netherworld site targeted by subject character in an attack are canceled until the end of the attack.

Characters

Card Name	Cost	Res.	Designator	Fight	Ability
<i>Thunder Champion</i>	4 mm	m	Netherworld Commandant	5	If a feng shui site takes 3 or more points of damage inflicted by Thunder Champion in combat in an attack you declared, you may seize that site.

Guiding Hand

Events

Card Name	Cost	Res.	Ability
<i>Laughter of the Wind</i>	3 gg		Play immediately after a successful attack. All characters that entered combat with the target of the attack unturn.
Blood of the Valiant	1 gg	g	Play during an attack. Until the end of the attack, target attacking character takes no damage from intercepting characters.
Orange Meditation	0 g		Target character gains +X Fighting until end of turn, and you may discard up to X cards. X = number of states this character is the subject of when Orange Meditation is played.
Shaolin Surprise	0 gg		If you don't already control target State, pay 1 Power to take control of it. You may remove target State from its current subject and place it on any legal subject in play. If the original subject is still in play at the end of the turn, the State returns to it.

Characters

Card Name	Cost	Res.	Designator	Fight	Ability
Shan Tsu	5 gg	gC	Shaolin Master	7	Unique. Damage inflicted on Shan Tsu by intercepting characters that have fewer than two resource conditions is reduced to 0.
Xiaoyang Yun	3 gg	g	Spy Mastermind	3	Unique. During your turn, opponents may not play Events that require resources you have in your pool.
<i>Cop on Vacation</i>	4 gg	g	Martial Artist	6	Cop on Vacation gains <i>Guts</i> in combat with cards controlled by opponents who control more cards than you do.
<i>Red Monk</i>	u2 3 g	gC	Martial Artist	4	Red Monk has <i>Superleap</i> if a card you control has been targeted by an Event played by an opponent since Red Monk entered play.
<i>Virtuous Hood</i>	u2 4 gg	g	Martial Artist	6	When Virtuous Hood turns to attack, take a point of Power from the pool of the player with the most Power and give it to the player with the least Power.
<i>Wandering Monk</i>	u2 2	g	Martial Artist	3	Unique. If you are closer to fulfilling victory conditions than all of your opponents at the end of a turn, Wandering Monk is smoked.
Kung Fu Student	c2 1	g	Fledgling Shaolin	1	Has +1 Fighting if a non- Unique feng shui site in your front row has a Body of 4 or less.
Righteous Fist	c2 2	g	Martial Artist	2	Sacrifice Righteous Fist to smoke a State on a card you own.

Jammers

States

Card Name	Cost	Ability
Homemade Tank	2 jH	Vehicle. Toast It. Subject character gains <i>Toughness: 1</i> and +4 Fighting. Flip a coin at the start of each of your turns. Heads: Homemade Tank is toasted.

Events

Card Name	Cost	Res.	Ability
<i>Hosed</i> ^{u2}	1 j		Play during an attack. Until the end of the attack, each attacking character inflicts 1 point of damage on each of its interceptors immediately before entering combat with that interceptor.
<i>The Underground</i>	1 jj	j	Play when you declare an attack. Pick a designator. Characters with that designator may not intercept this attack.
In Your Face Again	0 j		Play only during your turn. Put a random character from your smoked pile into play. This character cannot be sacrificed, and is smoked at the end of the turn if it is still in play.
Monkeywrenching	0 j		Play during your turn. Turn up to X sites. X = the number of <i>Jammer</i> resource in your pool. Sites turned by Monkeywrenching unturn at the end of the turn.
Nuked	1 jj		Choose an opponent and flip a coin. Heads: smoke a site of your choice controlled by that opponent. Tails: you must flip this coin again, this time for the player sitting to the left of the last player the coin was flipped for.
Too Much Monkey Business ^{c2}	0 j		Limited. Play anytime during your turn in response to an Event played by an opponent. You may play a character at -2 cost; that character gains <i>Guts</i> and <i>Independent</i> until the end of the turn.
"Trust Me, I've Got a Plan"	1 jj		Play when you declare an attack against a target whose controller is at least as close to fulfilling victory conditions as you are. Attacking characters you control gain <i>Stealth</i> until the end of the attack.

Characters

Card Name	Cost	Res.	Designator	Fight	Ability
<i>Gorilla Fighter</i>	4 jjH	jH	Flying Monkey	6	<i>Independent.</i> The cost to play Gorilla Fighter is reduced by the total number of feng shui sites and characters you own that are controlled by opponents or in burned-for-victory piles.
Chimpanzer	3 jH	j	Cyborg Monkey Tank	4	Characters intercepting as part of a chain cannot intercept Chimpanzer.
Dallas Rocket	3 j	j	Fanatic Guerrilla	3	<i>Ambush</i> against PubOrd and Buro characters. Dallas Rocket inflicts +3 damage on the target of her attack.
Just Another Consumer	1	j	Scrappy Rebel	1	Gains +1 Fighting until the end of the turn if he turns to attack a site that shares a designator with another site in play.
Portal Jockey ^{c2}	2	j	Redeemed Timewalker	2	Anytime Portal Jockey is in your hand when an opponent plays a character at reduced cost, you may put Portal Jockey into play at no cost. Has <i>Ambush</i> during the turn in which he enters play.
Rocket Scientist	3 j	jH	Techie Guerrilla	4	<i>Mobility.</i> If an opponent targets Rocket Scientist with an Event, you may inflict 4 points of damage on a site controlled by that opponent.