

Netherworlds

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

Feng Shui Sites:

Card Name	Power	Body	Ability
Locksley Station	1	5	Netherworld Site. Unique. If Lockley Station is in your front row, turn and maintain it to take control of target non-feng shui site.
<i>Ancestral Sanctuary</i> ^{U2}	1	4	Netherworld Site. Limited. If one of your feng shui sites is seized or burned, you may immediately play this site faceup at no cost. Gain 5 Power if an opponent forces you to discard Ancestral Sanctuary.
<i>Monkey House</i> ^{U2}	1	7	Netherworld Site. Limited. If an opponent controls more Power-generating sites than you, you may turn Monkey House to discard a feng shui site that is neither Unique nor Limited . You then gain 1 Power.
Festival Circle	1	6	Turn Festival Circle when it is in your front row and inflict 2 points of damage on it to cancel an Event that targets characters you control. Damage may only be removed from Festival Circle when it is seized.
Field of Tentacles	1	8	Netherworld Site. Turn and maintain to cancel the effects of target non-feng shui site controlled by an opponent. Treat target site's rules text as if it were blank. Target site can still generate Power.
Fortress of Shadow	1	8	If Fortress of Shadow is seized or burned by an opponent who controls more Power-generating sites than you, you gain Power equal to the highest cost among the characters who attacked the site this turn.
Garden of Bronze	1	8	Netherworld Site. Gain 3 Power when an opponent burns one of your other feng shui sites for Power.
House of Mirrors	1	6	Netherworld Site. If an opponent controls more Power-generating sites than you, you may play a feng shui site at a cost 1 less than normal. Effects of multiple Houses of Mirrors are not cumulative.
Perpetual Motion Machine	1	7	Netherworld Site. You may discard an additional card of your choice whenever you discard.
Pinball Hall	1	8	Netherworld Site. If this site is seized or burned, or if it is smoked by an Event card played by an opponent, you may inflict 6 points of damage on any character in play.
Ring of Gates	1	6	Netherworld Site. Turn to cancel an effect that would return a card or cards to one or more players' hands.
Rust Garden	1	7	Netherworld Site. If an opponent seizes or burns Rust Garden, inflict 2 points of damage on every other site he or she controls.
Wall of a Thousand Eyes	1	7	Netherworld Site. Characters attacking sites you control cannot use <i>Ambush, Stealth, Superleap</i> or <i>Tactics</i> .
Whirlpool of Blood	1	5	Netherworld Site. Turn to cancel an effect generated by the turning of a feng shui site.

No Resource (Unaligned)

States

Card Name	Cost	Ability
Elevator to the Netherworld	1	Unique. Play on a front-row site. Turn to give target character at subject site's location <i>Independent</i> until end of turn.

Characters

Card Name	Cost	Res.	Designator	Fight	Ability
Jimmy Wai	2		Netherworld Mastermind	2	Unique. Turn to cancel an effect that is being maintained by a card that turned and maintained.
Ze Botelho	3		Lodge Outcast	3	Unique. <i>Toughness: 2</i> against <i>Ascended</i> characters. While Ze Botelho is in play, any card with an <i>Ascended</i> symbol in its resource conditions has its cost increased by 1.
Dark Traveler	2		Netherworld Hero	2	Dark Traveler's Fighting score is increased by 2 for each feng shui site in your smoked pile.
The Displaced	1		Netherworld Rabble	1	If The Displaced are smoked, you may toast a card in an opponent's smoked pile. If an opponent forces you to discard The Displaced, you may smoke any card that opponent controls.
The Faceless	2		Netherworld Rabble	2	You may take control of States on characters or sites damaged by The Faceless in combat and place the States on any legal subject.
The Losers	2		Netherworld Rabble	1	If The Losers are a legal target or subject of an Event or State being played on a card you control, you may turn The Losers to make them the target or subject.

Chi Resource (Unaligned)

States

Card Name	Cost	Ability
<i>The Fox Outfoxed</i>	2 C	All Power subject card generates or creates goes into your pool. May not be played on a feng shui site.

Events

Card Name	Cost	Ability
Violet Meditation	0 C	Limited. Play at the start of your turn. No other cards generate Power during your establishing shot. Instead, Violet Meditation generates Power equal to the number of Edges and Power-generating sites controlled by target opponent.

High-Tech Resource (Unaligned)

Sites

Card Name	Cost	Res.	Power	Body	Ability
RedGlare Chapel	2 H		1	6	Netherworld Site. Unique. Turn to unturn Reverend RedGlare or turn to inflict 1 point of damage on every other turned site in play.

States

Card Name	Cost	Ability
<i>Desire Manipulator</i>	0 H	Play on a character. If subject character is controlled by an opponent and has not turned to attack at the end of its controller's turn, you gain 1 Power.
<i>IKTV Rebroadcast Link</i>	2 H	Netherworld State. Turn IKTV Rebroadcast Link and flip a coin. Heads: subject site unturns. Tails: each opponent gains 1 power.

Magic Resource (Unaligned)

Events

Card Name	Cost	Ability
Discerning Fire	X MM	Smoke X target cards that share a designator other than "Netherworld." X must be greater than one. Power-generating sites are not legal targets.
Pocket Demon	0 M	Limited. Play at start of your turn. No other card generates Power during your establishing shot. Instead, Pocket Demon generates Power equal to the number of Power-generating sites controlled by target opponent, plus the number of cards in his or her burned for victory pile.

Characters

Card Name	Cost	Res.	Designator	Fight	Ability
Eugene Fo	5	M	Sorcerous Hood	6	Unique. At the end of each turn, you may remove one damage counter from Eugene Fo for each Hood card in play. He takes no damage from Cop and Police cards.

Architects of the Flesh

Sites

Card Name	Cost	Res.	Power	Body	Ability
<i>Biomass Reprocessing Center</i>	2 f	f	1	6	Netherworld Site. Every time one of your attacking characters is smoked, you may discard a card and draw a card from your deck.

States

Card Name	Cost	Ability
<i>Agony Grenade</i>	1 f	Weapon. When you declare an attack with subject character, sacrifice Agony Grenade to choose X characters that may not intercept subject. X = number of damage counters on subject.
<i>Sucker Rounds</i>	1 f	Weapon. Subject character's Fighting is increased by the Power in the pool of the opponent to your left.

Characters

Card Name	Cost	Res.	Designator	Fight	Ability
Gnarled Attuner	4 f	f	Netherworld Abomination	6	Unique. Damage that Gnarled Attuner inflicts in combat can never be removed.
Sergeant Blightman	4 ff	f	Mutating Soldier	9	Unique. Inflict 3 points of damage on Sergeant Blightman at the start of each of your turns. Cannot turn to heal. Sergeant Blightman is toasted if he leaves play.
<i>Capture Squad</i>	3 f	f	Monster Hunters	3	If Capture Squad damages a Demon or Abomination, you take control of that Demon or Abomination.
<i>CHAR</i>	4 fH	fH	BuroMil Cyborg	6	Damage CHAR inflicts in combat is reduced as his Fighting score decreases but cannot be reduced or redirected by any other means. CHAR takes no damage from Fire cards.
<i>Flying Bladder</i>	2 fMH	f	Netherworld Abomination	2	Can only be intercepted by characters intercepting in chains.
Brain Sucker	3 f	fH	Netherworld Abomination	4	Special abilities of Masterminds are cancelled while Brain Sucker is in play.
Chi Sucker	2 fMH	f	Netherworld Abomination	1	When Chi Sucker attacks, it gains +X Fighting. X = the number of Power-generating sites controlled by controller of its target. <i>ERRATA:</i> When Chi Sucker attacks, it gains +X Fighting until the end of the attack. X = the number of Power-generating sites controlled by the controller of its target.
Foul Hatchling	1 f	f	Netherworld Abomination	1	If you control Foul Hatchling at the beginning of your turn, it may inflict 1 point of damage on a target site.
Undercover Agent	3	f	Buro Operative	3	Gains your choice of <i>Stealth</i> or <i>Ambush</i> when she turns to attack a target controlled by a player who controls a <i>Jammer</i> character.

Ascended

Edges

Card Name	Cost	Ability
<i>Soul of the Dragon</i>	1 aa	Triumvirate Edge. Limited. If you reduce a feng shui site's Body to 1 in an attack, you may burn that feng shui site for victory.

Events

Card Name	Cost	Ability
<i>Operation Green Strike</i>	1 a	Limited. Play only during your main shot. Inflict 3 points of damage on target non-feng shui site. If Operation Green Strike reduces target site's body to zero, you may seize that site.

Characters

Card Name	Cost	Res.	Designator	Fight	Ability
Death Shadow	3 aa		Netherworld Mercenary	2	Unique. Takes no damage from characters that intercept her.
Reverend RedGlare	3 a		Netherworld Mercenary	3	Unique. Select a designator when Reverend RedGlare is brought into play. Turn Reverend RedGlare to inflict 3 points of damage on target character bearing that designator.
Shinobu Yashida	4 aaa	a	Pledged Master	7	Unique. Inflicts +3 damage on characters with Fighting of 8 or more.
<i>Blade Freak</i>	3 a		Netherworld Mercenary	4	When Blade Freak enters play, he may inflict 1 point of damage on any target.
<i>Triumvirate Dealmaker</i>	2 a	a	Pledged Mastermind	2	Turn to give an attacking character controlled by an opponent +2 Fighting until end of turn. If that character damages its target in the attack, you gain 1 Power.

Dragons

States

Card Name	Cost	Ability
<i>Repulsor Beams</i>	2 d	Limited. When subject site is attacked, turn subject site to reduce damage that target attacking character inflicts to 0 until the end of the attack.

Events

Card Name	Cost	Ability
Flying Kick	1 d	Target character gains <i>Superleap</i> until end of turn.
Kiii-YAAAAH!	0 dd	Play during your main shot, and only on target opponent who controls three or more Power-generating sites. Take up to 3 Power from target's pool and add it to your own.
Surprise, Surprise	0 d	Play when attacked. Cut your deck and draw a card. Put the card in your hand or discard it, or play it immediately at no cost and regardless of card type. If the card is in play at the end of the turn, toast it.

Characters

Card Name	Cost	Res.	Designator	Fight	Ability
Bao Chou	4 ddd	dM	Avenging Ghost	X	Unique. X = the number of characters in your smoked pile. Cannot turn to heal. Heals when a feng shui site you control is seized or burned.
The Golden Gunman	5 dd	dM	Magic Hero	8	Unique. Independent. The Golden Gunman is not a legal target for Events. If the Golden Gunman turns to attack, no other characters you control can turn to attack with him.
Jason X	4 ddd	df	Redeemed Supersoldier	6	Unique. Guts. The cost of all <i>Architects of the Flesh</i> Events is increased by 1 while Jason X is in play.
Marisol	4 dd	dM	Netherworld Mercenary	6	Unique. Marisol cannot be the target of damage redirection effects. All damage inflicted on Marisol by sources other than characters in combat is reduced to zero. ERRATA: Unique. Damage cannot be redirected to Marisol. All damage inflicted on Marisol by sources other than characters in combat is reduced to zero.
The Prof	3 dd	ddH	Netherworld Mastermind	1	Unique. Turn to unturn target character. The Prof is not affected by Event cards that affect cards in play.
Serena Ku	3 dd	d	Vengeful Hero	4	Unique. Select a designator when Serena Ku is brought into play. She has <i>Toughness: 2</i> and <i>Ambush</i> in combat with characters with that designator.
Ting Ting	4 dd	ddC	Martial Artist	6	Unique. Independent. Increase Ting Ting's Fighting by 2 for each opponent who controls more Power-generating sites than you. Opponents cannot take control of Ting Ting.
Bronze Sentinel	2 d	d	Righteous Automation	2	During your turn, toast a feng shui site you have in play to increase Bronze Sentinel's Fighting score until the end of the turn by the number of characters in your smoked pile.
Netherworld Vet	3 d	d	Portal Crawler	4	Gains +1 Fighting for each Edge controlled by an opponent.

Eaters of the Lotus

Sites

Card Name	Cost	Res.	Power	Body	Ability
Guiyu Zui	3 ee	e	1	9	Netherworld Site. Unique. Turn to look at the top three cards in your deck. Discard as many of the three as you choose. Shuffle any remaining cards and place them atop your deck.

Events

Card Name	Cost	Ability
<i>Necromantic Conspiracy</i>	2 e	Search target opponent's deck. Remove up to four cards that have the same title and that also have a resource condition. You may only play Necromantic Conspiracy once per game. Reshuffle.

Characters

Card Name	Cost	Res.	Designator	Fight	Ability
Jueding Bao-Fude	4 eee	eM	Eunuch Sorcerer	5	Unique. Turn to inflict 3 points of damage on a target Unique character or target Unique site.
Sung Hi	2 eM	e	Demon Buro Infiltrator	2	Unique. Turn to cancel an <i>Architects of the Fleash</i> Event or smoke an <i>Architects of the Flesh</i> State.
Tanbi Guiawu	5 eeeM	e	Giant Demon	9	Unique. If Tanbi Guiawu has not participated in an attack during your turn, it is smoked at the end of your turn.
Wu Ta-Hsi	2 e	e	Eunuch Pledged Infiltrator	2	Unique. Turn to cancel an <i>Ascended</i> Event or to smoke an <i>Ascended</i> State or an <i>Ascended</i> Edge.
Xiu Xie Jiang	2 e	e	Triumvirate Infiltrator	2	Unique. Turn to redirect damage inflicted on a character by a single source to a Darkness, Fire, Pledged or Triumvirate character controlled by an opponent.
<i>Abysmal Absorber</i>	3 eM	e	Netherworld Demon	3	When Abysmal Absorber smokes a character in combat, toast the character instead and increase Abysmal Absorber's Fighting by 1.
<i>Abysmal Deceiver</i>	2 e	e	Demon Netherworld Infiltrator	2	Unique. Turn to toast a character you own that is controlled by an opponent. You gain Power equal to the character's cost plus 1.
<i>Abysmal Prince</i> U2	3 eeM	e	Demon Bureaucrat Mastermind	4	Turn and maintain to target an Edge. Target Edge can be affected by any effect that damages characters but cannot be attacked by characters and has no location. Target edge is smoked if it sustains 2 points of damage.
<i>Ghost Assassin</i>	3 eM	e	Deadly Spirit	3	Toast a character in your smoked pile to give Ghost Assassin that character's special abilities until the end of the turn.
Doomed Lackey	1 e	e	Eunuch Pawn	1	If Doomed Lackey intercepts in a chain the other interceptors behind him gain <i>Toughness: 1</i> against combat damage during that attack.

Sites

Card Name	Cost	Res.	Power	Body	Ability
Darkness Pagoda	4 m	m	1	8	Netherworld Site. Unique. After you attack, gain X Power. X = the number of intercepting characters smoked by combat damage during the attack.
Fire and Darkness Pavilion	2 m	m	1	8	Netherworld Site. Unique. Toughness: 2 against damage inflicted by Netherworld cards. You may ignore resource conditions when playing Netherworld Mercenary or Triumvirate cards.
Fire Pagoda	3 m	m	1	8	Netherworld Site. Unique. Each opponent who starts his or her turn with four or fewer cards in hand must show you his or her hand. Fire Pagoda provides two <i>Magic</i> resources for each Fire character you control.
Ice Pagoda	3 m	m	1	8	Netherworld Site. Unique. Remove 1 damage counter from each of your cards at the start of your turn.
Thunder Pagoda	4 m	m	1	8	Netherworld Site. Unique. Characters you control with a Fighting score of 2 or more gain +1 Fighting. You can only declare one attack per turn.

Edges

Card Name	Cost	Ability
Blanket of Darkness	2 m	Netherworld Edge. Unique. Turn and maintain to reduce the damage target character inflicts by 3.
Counterfeit Heart	2 m	Triumvirate Edge. Unique. No other Edge cards can become a legal target or subject while Counterfeit Heart is in play.
Molten Heart	3 mjMH	Triumvirate Edge. Unique. Any site played or seized by an opponent must be placed in his or her front row. Generates 1 Power for each Triumvirate Edge you control.

States

Card Name	Cost	Ability
Thunder Sword	2 m	Unique. Weapon. Subject character gains +4 Fighting and cannot turn to attack sites.
<i>Claws of Darkness</i>	1 m	Triumvirate State. Weapon. Subject character gains +1 Fighting. If subject is still in play at the end of a turn in which it smoked one or more characters in combat, you gain 1 Power.
<i>Enchanted Sword</i>	2 m	Weapon. Pick an opponent when you play Enchanted Sword. When that opponent controls more Power-generating sites than you, subject character's Fighting is increased by the number of that opponent's Power-generating sites.
<i>Flying Crescent</i>	1 m	Weapon. Whenever subject character engages in combat with an intercepting character, Flying Crescent inflicts 1 point of damage on the target of the subject character's attack.
<i>Ice Diadem</i>	1 mM	Turn Ice Diadem to heal subject character.
<i>Shields of Darkness</i>	0 m	Triumvirate State. Play on a back-row site. Subject site's Body is increased by the number of Triumvirate cards you control.

Events

Card Name	Cost	Ability
<i>Avenging Thunder</i>	0 m	Play in response to one of your site's being burned for victory or seized. Toast a character that damaged the site this turn and gain Power equal to that character's cost. You may only play <i>Avenging Thunder</i> once per game.
<i>Netherworld Return</i> U2	0 m	Each player randomly selects a character from his or her smoked pile and returns it to play. Toast <i>Netherworld Return</i> after you play it.
<i>Sibling Rivalry</i> U2	1 m	Cancel and smoke a <i>Four Monarchs</i> card.
Brain Fire	0 mm	Play in response to an Event. Brain Fire changes the target (or targets) of that Event to another legal target (or targets).
Mark of Fire	1 m	Inflict 1 point of damage apiece on any combination of precisely four target characters or sites.

Characters

Card Name	Cost	Res.	Designator	Fight	Ability
Ice Shards	5 m		Elite Bodyguards	7	Unique. When Ice Shards damages a character in combat, you may smoke any State in play.
King of the Fire Pagoda	6 m	mMMM	Netherworld Mastermind	8	Unique. He inflicts 1 point of damage on any target when you play a Fire card or when you turn one or more characters to attack.
Lord Shi	4 m	m	Netherworld Warrior	5	Unique. When Lord Shi attacks, he and all characters participating in the attack with him gain +1 Fighting for the duration of the attack.
Queen of the Darkness Pagoda	6 m	mMM	Netherworld Mastermind	10	Unique. Any character that damages her is toasted.
<i>Fire Assassin</i>	3 m	m	Netherworld Killer	X	Pick an opponent and a resource when you play <i>Fire Assassin</i> . X = resources of that type in the opponent's pool. <i>Fire Assassin</i> cannot turn to attack sites.
<i>Fire Martyr</i>	3 mm	m	Netherworld Assassin	2	When <i>Fire Martyr</i> turns to attack, he gains +4 Fighting until end of turn.
<i>Ice Courtier</i>	1 m	mM	Netherworld Sorceress	1	Turn and maintain to cancel an effect that takes control of a character. If <i>Ice Courtier</i> is in your smoked pile, she may not be toasted.
Butterfly Knight	3 m	m	Thunder Warrior	3	Can make one attack during your turn without turning.
Darkness Priestess	1	mM	Netherworld Sorceress	1	Gain 1 Power for each card sacrificed or toasted by an opponent.
Fire Warriors	2	m	Netherworld Soldiers	2	Gains +1 Fighting for each feng shui site you own that is controlled by an opponent or that is in a burned-for-victory pile.
Ice Falcons	1 mM	mM	Netherworld Spirits	1	<i>Independent.</i>
Ice Healer	1	mM	Netherworld Sorceress	1	When an opponent turns a character to heal, you may remove one damage counter from a character you control.
Ice Tiger	3	m	Netherworld Spirits	3	While <i>Ice Tiger</i> is in play, Unique Ice characters cannot be targeted by attacks.
Soul Diver	2 m	mM	Ice Shaman	1	Turn and maintain to give target character the special abilities of a character in an opponent's smoked pile.
Thunder Squire	1 m	m	Netherworld Warrior	1	Sacrifice <i>Thunder Squire</i> to return a <i>Thunder Knight</i> to play from your smoked pile.

Guiding Hand

Sites

Card Name	Cost	Res.	Power	Body	Ability
Green Senshi Chamber	2 g	g	1	6	Netherworld Site. Unique. Turn and inflict X damage on Green Senshi Chamber to give target character <i>Toughness: X</i> until end of turn. X cannot exceed 2.
Orange Senshi Chamber	2 g	g	1	6	Netherworld Site. Unique. The cost to play Orange characters is reduced by 1. For each faction among the resources in your pool, your maximum hand size increases by one.
White Senshi Chamber	2 g	g	1	6	Netherworld Site. Unique. White Senshi Chamber provides two <i>Chi</i> resources for each Senshi Chamber you control. All Senshi Chambers in play gain <i>Regeneration</i> .
Yellow Senshi Chamber	2 g	g	1	6	Netherworld Site. Unique. Turn to redirect 1 point of damage from any source to any target in play.

Edges

Card Name	Cost	Ability
<i>Shield of Pure Soul</i>	0 gC	Limited. If a site you control is seized or burned, you gain 1 Power and may search through your deck and select a card. Reshuffle your deck and place the card selected on top of the deck.

Events

Card Name	Cost	Ability
Heat of Battle	0 g	Play when attacked by an opponent who controls more Power-generating sites than you. Gain Power equal to the cost of target attacking character. You can only play one Heat of Battle during an attack.
Storm of the Just	0 g	Limited. Until end of turn, all characters you control gain +3 Fighting if an opponent who controls more Power-generating sites than you controls a feng shui site you own or has a card you own in his or her burned-for-victory pile.

Characters

Card Name	Cost	Res.	Designator	Fight	Ability
<i>Violet Monk</i>	U2 3 gg	gC	Martial Artist	3	You may seize any non-feng shui site damaged by Violet Monk in combat.
<i>Yellow Monk</i>	U2 3 g	gC	Martial Artist	2	Once per turn when damage is inflicted on Yellow Monk, you may redirect 1 point of that damage to any character in play.

Sites

Card Name	Cost	Res.	Power	Body	Ability
Chimp Shack	2 j	j	1	5	You may play Chimp Shack during an attack against you. Turn and maintain to treat Chimp Shack as if it had the rules text of a specific site controlled by an opponent.

Edges

Card Name	Cost	Ability
Gorilla Warfare	2 j	Triumvirate Edge. Limited. When you target a site with an attack, combat damage in excess of the site's Body is inflicted to the site behind it. Gorilla Warfare is the source of this damage.
<i>Burn, Baby, Burn!</i>	2 j	Limited. At the end of your turn, Burn, Baby Burn! inflicts 1 point of damage on each damaged site in play.
<i>Entropy Is Your Friend</i>	1 j	Limited. When you burn a site, or when a site you control is burned, place a counter on this card. When your characters damage sites, they inflict +X damage. X = number of counters on this card.

States

Card Name	Cost	Ability
<i>Tick... Tick... Tick...</i>	1 jj	Play on a front-row site. Flip a coin at the start of your turn. Heads: smoke Tick... Tick... Tick... and inflict 4 points of damage on subject site.

Events

Card Name	Cost	Ability
Death-O-Rama	0 jj	Play during an attack. All characters inflict +2 damage on characters during the attack.
New Manifesto	0 j	Discard any number of cards from your hand. If one of your feng shui sites is seized, you may return New Manifesto to your hand from your smoked pile.

Characters

Card Name	Cost	Res.	Designator	Fight	Ability
Furious George	5 jjjH	jH	Flying Monkey	9	Unique. <i>Guts.</i> Cannot intercept. If Furious George turns to attack, no other characters you control can turn to attack with him.
Jamal Hopkins	2 j	j	Netherworld Mastermind	1	Unique. Except during an attack, turn Jamal and pay 1 Power to rearrange a player's sites; you cannot change the number of columns in the site structure.
Orango Tank	6 jjjH	jH	Ground-Assault Monkey	9	Unique. <i>Toughness: 1.</i> All characters at location of target that Orango Tank attacks must intercept. Cannot turn to heal.
Rah Rah Rasputine	4 jH	jH	Netherworld Cyborg	6	Unique. Damage inflicted on Rah Rah Rasputine by Cyborgs and Abominations is reduced to 0.
<i>Gearhead</i> U2	2 j	jH	Netherworld Saboteur	2	After Gearhead damages a site in an attack, inflict 2 points of damage on each of the site's controller's turned sites.
<i>Gunrunner</i>	3 j	j	Netherworld Hood	3	<i>Ambush</i> against Cops. Turn to move target weapon State from its subject character to another character at the target's location.
Demolitions Expert	2 j	j	Rebel Supporter	1	Turn to give target character +3 damage against sites until end of turn.
Grenade Posse	2 jH	j	Netherworld Punks	1	Turn to inflict 1 point of damage on all characters at target location. Grenade Posse is not a legal subject of weapon states.
Mad Bomber	1 j	j	Netherworld Nutcase	1	If Mad Bomber is smoked, inflict 2 points of damage on the front-row site at the location he last occupied.
Resistance Squad	2	jH	Techie Guerrillas	2	If an opponent attempts to look at your hand or force you to discard Resistance Squad, cancel that effect and put Resistance Squad into play at no cost.
Tunnel Ganger	2 j	j	Netherworld Hood	2	Characters controlled by a player with 3 or more Power in his or her pool cannot intercept Tunnel Ganger.