

10,000 Bullets

Expansion to Shadowfist

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Key:

c# = Occurs # times appearing among the 8 decks.

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

Flesh

Decks identified by their faction code.

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

Bold text is used for cards that are new in this set.

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

Feng Shui Sites (part 1 of 2)

Card Name	Power	Body	Ability
Birdhouse Cafe (a1) (e1) (j1)	1	7	At the end of your turn, if any opponent is at least as close to victory as you are, unturn all Characters that attacked during the turn.
Bird Sanctuary (d1) (g1) (j1) (p1)	1	6	Limited. Cannot be healed except when seized. Once each turn, you may inflict 1 damage on this card when an opponent smokes a Character you control that is not a 1-cost foundation :: Gain 1 Power.
Cave Network (d2)	1	6	If you control no Characters when an attack is declared against Cave Network, you may turn Cave Network to play a Character with a cost of 3 or less at no cost.
City Hospital (a1) (f1) (e1) (m1)	1	8	Turn to remove 1 damage from a Character. Unturn this card when a Character you control is smoked.
City Park {2} (a1) (f1) (d1) (e1) (m1) (g1) (p1)	1	8	Heal City Park at the end of the turn it is revealed. When a Site you control is burned, you may play City Park face up at no cost if you have not played a Site this turn.
City Square (j1)	1	6	Unique. Turn to redirect the damage inflicted by a single source on target Site to any Site you control.
Curio Shop (a1) (f1) (g1)	1	7	Takes no damage from opponents' cards that have a cost of 1.
Family Home (a1) (f1) (e1) (m1)	1	5	Generates an additional Power if the player to your left has more Power than you.
Festival Circle (d1) (g1) (j1)	1	6	Cannot be healed except when seized. If Festival Circle is in your front row, turn and inflict 2 damage on it in response to an Event that targets one or more Characters you control :: Cancel that Event.
Field of Tentacles (e1) (m1) (g1)	1	8	Turn and maintain to cancel the effects and rules text of target non-Feng Shui Site controlled by an opponent.
Fireworks Factory (a1) (f1) (d1) (e1) (m1) (g1) (j1) (p1)	1	7	When an opponent reduces Fireworks Factory's Body to 0, you may smoke a Character that opponent controls if he or she is now closer to victory than you.
Floating Restaurant (f1) (e1) (p1)	1	8	When an opponent plays an Event, you may remove 1 damage from any card you control.
Fox Pass {2} (p1)	1	5	Unique. Turn to change one attacker's target to any Character or front-row Site you control.
Gambling House (d1) (m1) (j1) (p1)	1	6	Limited. If any opponent controls at least two cards that share a designator, you may turn this card during your Main Shot to gain 1 Power.

		Garden of Bronze	(a1) (f1) (d1) (m1) (j1) (p1)	1	8	Netherworld Site. Gain 3 Power when an opponent burns one of your other Feng Shui Sites for Power.

Feng Shui Sites

(2 of 2)

Feng Shui Sites(part 2 of 2)

Card Name	Power	Body	Ability
Golden Mile (a1) (g1)	1	8	Unique. Turn to gain 1 Power when an opponent spends 3 or more Power at one time.
Hidden Sanctuary (g1)	1	7	Limited. At the end of an attack you declared, you may remove up to X damage from each Character that attacked. X = the number of Sanctuary cards you control.
Inner Sanctum (p2)	1	11	If Inner Sanctum is revealed, you may not place another Feng Shui Site at its location.
Jade Valley (a1) (f1) (d1) (e1) (g1) (j1)	1	7	Limited. While any Feng Shui Site you own is controlled by an opponent or in an opponent's burned-for-victory pile, and you are not closer to victory than all opponents, Jade Valley generates +1 Power and gains +4 Body.
Kinoshita House {2} (m1)	1	4	Unique. Turn to unturn target attacker. That attacker ceases attacking.
Nightclub (a1) (f1) (d1) (e1) (m1) (g1) (j1) (p1)	1	7	Turn to inflict 1 damage on target interceptor.
Night Market (f1) (e1)	1	8	Limited. Turn during your turn in response to an opponent's Event :: Gain Power equal to that Event's cost.
Nine Dragon Temple (a1) (f1) (d1) (e1) (m1) (g1) (j1) (p1)	1	7	When an opponent reduces Nine Dragon Temple's Body to 0, gain 3 Power if that opponent is now closer to victory than you.
Rust Garden (j2)	1	7	Netherworld Site. If an opponent seizes or burns Rust Garden, inflict 2 damage on every other Site he or she controls.
Stone Garden (a1) (g1) (p1)	1	6	Turn to remove 1 damage from target Site.
Temple of Celestial Mercy (f1) (d1)	1	7	Unique. Your hand size is increased by 2
Turtle Beach (e1)	1	6	Unique. Turn to redirect the damage inflicted by a single source on target Character to Turtle Beach.
Turtle Island (m2)	1	8	Cannot be damaged or removed from play by opponents' Events. Cannot be burned.

No Resource (Unaligned)

Sites

Card Name	Cost	Res.	Power	Body	Ability
Drug Lab (e1) (j1)	1		1	6	Hood Site. Limited. Smoke Drug Lab when it is damaged by a <i>Cop</i> card.

States

Card Name	Cost	Ability
Explosives {2} (e1) (j2)	1	Play on an unturned Character. Subject's controller may sacrifice Explosives during an attack :: Subject inflicts +5 damage against the next Site it inflicts combat damage on during this attack.
Pump-Action Shotgun {2} (a1) (d2) (e1)	1	Gun State. Weapon. When a Unique Character you control is smoked by an opponent, unturn this card. Turn this card :: Subject Character inflicts +3 damage until the end of the turn.
Sports Car (a1) (e1)	1	Vehicle. Subject Character gains <i>Mobility</i> and +2 damage, except against Characters that are the subject of a Vehicle .
Sub-Machine Gun (a2) (d2) (e1)	1	Weapon. Play on a Character. Turn to inflict 1 damage on all Characters at subject's location, except the subject.

Chi Resource (Unaligned)

States

Card Name	Cost	Ability
Flying Sword Stance (g2)	0 CC	Not cumulative. Subject Character gains +1 Fighting. Subject gains <i>Superleap</i> against Characters that lack resource conditions.
Hands Without Shadow {2} (g1)	0 C	Schtick. When subject Character is in combat with a Character, you may choose to have subject inflict X-1 combat damage instead of its normal damage. X= damage required to smoke the opposing Character, calculated just prior to inflicting damage, but after all other effects have resolved.

Events

Card Name	Cost	Ability
Blade Palm (g1)	2 CC	Return target card to its owner's hand.
Healing Earth (g2)	0 C	Remove up to X damage from cards you control. X= the number of <i>Chi</i> resources in your pool.

Hi-Tech (Unaligned)

Edges

Card Name	Cost	Ability
Tank Warfare ^(f1)	1 H	You may play Tank States from your smoked pile at -1 cost. Tank Characters and Characters that are the subject of Tank States cannot turn to attack Sites if two or more players control such Characters.

Magic Resource (Unaligned)

States

Card Name	Cost	Ability
Alabaster Javelin ^(p2)	1 M	Weapon. When subject Character is smoked, you may inflict 3 damage on any target.
Amulet of the Turtle {2} ^(p2)	0 M	Play on a Character. Redirect all damage inflicted on subject to this card. Smoke Amulet of the Turtle when it accumulates X damage; any damage in excess of X is immediately inflicted on subject. X= the number of <i>Magic</i> resources in your pool.

Events

Card Name	Cost	Ability
Discerning Fire ^(m1) ^(p1)	X MM	Smoke X target cards that share a designator other than <i>Netherworld</i> . X must be greater than one. Power-generating Sites are not legal targets.
Pocket Demon {2} ^(e2) ^(m3) ^(p2)	0 M	Limited. Play at the start of your turn. No other card you control or play generates Power during your Establishing Shot this turn. 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, minus the number of cards in your burned-for-victory pile.

Architects of the Flesh

Sites

Card Name	Cost	Res.	Power	Body	Ability
Abominable Lab ^(f1)	2	f	1	5	Abominable Lab provides one <i>High-Tech</i> resource for each Buro Character and each PubOrd Character you control.

States

Card Name	Cost	Ability
Arcanotank ^(f3)	3 f	Vehicle. Subject Character gains +3 Fighting and <i>Toughness: 1</i> . Turn Arcanotank to inflict 1 damage on all Characters at Arcanotank's location.
Buro Godhammer ^(f2)	1 f	Weapon. Subject Character inflicts +3 damage.
Helix Rethread ^(f3)	0 f	Play on a Character controlled by an opponent. When subject is smoked, you gain 1 Power.

Events

Card Name	Cost	Ability
Dangerous Experiment {2} ^(f1)	0 ffff	Limited. Toast It. You gain 5 Power, and the opponent to your left may toast a card you control, a card in your smoked pile, or a card in your burned-for-victory pile.
Nerve Gas ^(f3)	1 f	Smoke target Character. Does not affect Characters with <i>Magic</i> or <i>Hi-Tech</i> resource conditions.
Neutron Bomb ^(f1)	3 ffH	Smoke all Characters.

Characters

Card Name	Cost	Res.	Designator	Fight	Ability
Assault Squad ^(f3)	2	f	BuroMil Soldiers	2	Play at no cost when an opponent declares an attack with 2 or more Characters on a card you control. If you do so, this card must intercept the attack.
Blood Reaver ^(f3)	2 fff	f	Killer Abomination	3	Takes no damage from the target of its attack.
CDCA Scientist ^(f4)	2	fH	Overzealous Researcher	2	When CDCA Scientist is smoked, you may draw up to X cards, then discard up to X cards. You need not discard the same number that you draw. X= the number of "CDCA Scientist" cards you control plus the number in your smoked pile.
CHAR ^(f2)	4 fH	fH	BuroMil Cyborg	6	CHAR's combat damage cannot be reduced or redirected. CHAR takes no damage from Fire cards.
Genghis X ^(f1)	5 ffH	f	BuroMil Supersoldier	8	Unique. Genghis X has <i>Guts</i> while there is at least three damage on him.
Magog ^(f1)	6 fffHH	f	Unstoppable Abomination	11	Unique. <i>Guts.</i> When an opponent's Site generates an effect while Magog is attacking, inflict 2 damage on that Site.
The Reconstructed ^(f2)	3 fff	f	Standard Abominations	5	
Test Subjects ^(f5)	1	fH	Abominations	1	

		Vivisector {2}	(f2)	2 f	fH	Abomination Scientist	1	Turn Vivisector and choose a Character other than itself :: Sacrifice that Character. If the sacrifice is successful, gain Power equal to that Character's cost.

Ascended

Sites

Card Name	Cost	Res.	Power	Body	Ability
Family Estate (a1)	2	a	1	5	Turn to play a <i>Pledged</i> Character at -1 cost. When a <i>Lodge</i> Character is smoked, inflict 2 damage on Family Estate.

States

Card Name	Cost	Ability
Security (a2)	1 a	Subject Site gains +4 Body.
Shadowy Mentor (a2)	3 a	Play on any Character. You take control of subject Character. Subject gains the designator <i>Pledged</i> .

Events

Card Name	Cost	Ability
Bull Market (a1)	0 aaa	All players gain 5 Power.
Faked Death (a1)	0 a	Return a Character from your smoked pile to your hand.
Mole Network {2} (a2)	0 a	Play during your Main Shot. Target an opponent who has completed at least one turn :: Steal 1 Power from that opponent.
Operation Killdeer (a2)	0 a	Until the end of the turn, target Character inflicts no damage.
Realpolitik (a1)	1 a	Smoke target Edge or State.
Suicide Mission (a1)	1 aa	Target a card :: Smoke that card. That card's controller may smoke any card you control.

Characters

Card Name	Cost	Res.	Designator	Fight	Ability
Bleys Fontaine (a1)	4 aaa	a	Lodge Enforcer	6	Unique. Cannot be declared as a single attacker. Once during your Main Shot, you may target a location :: All cards at that location become turned.
Captain Liu (a1)	5 aaa	a	Pledged Cop Mastermind	8	Unique. Tactics. All <i>Cop</i> Characters you control gain <i>Toughness: 1</i> .
Gruff Lieutenant (a3)	1 a	a	Pledged Cop	1	<i>Stealth.</i>
Jaded Cop (a2)	3 a	a	Corrupt Pawn	3	Not affected by 0 or 1-cost Events.
Liquidators (a3)	3	a	Pledged Enforcers	3	+1 damage while you control any <i>Lodge</i> Characters.
Phillipe Benoit (a1)	4 aa	a	Pledged Assassin	5	Unique. Stealth.
Rachel McShane (a1)	5 aaa	a	Lodge Enforcer	8	Unique. Rachel McShane is not affected by opponents' effects that are generated by turning a card.
Student of the Bear (a5)	1	a	Pledged Martial Artist	1	
SWAT Team (a4)	2	a	Cop Pawns	2	<i>Tactics.</i>

Dragons

Sites

Card Name	Cost	Res.	Power	Body	Ability
Kar Fai's Crib {2}	(d1) 2 d	dC	1	7	Unique. You may play <i>Dragons</i> States at -1 cost. Turn to play a Character, ignoring one resource condition.

States

Card Name	Cost	Ability
Bag Full of Guns	(d2) 2 dd	Weapon. Turn to give +2 damage until the end of the turn to all Characters you control at subject Character's location.
Both Guns Blazing	(d2) 0 d	Subject Character gains +1 Fighting for each Weapon on it. Draw a card when you play a Weapon on subject. No Character may be the subject of more than one "Both Guns Blazing".

Events

Card Name	Cost	Res.	Ability
Dirk Wisely's Gambit {2}	(d2) 0 d	dH	Limited. Play when you declare an attack with only one attacker against a target controlled by an opponent who controls at least four cards. When your attacker inflicts combat damage on its target during this attack, gain 2 Power.
Final Brawl	(d2) 0 d		Inflict 2 damage on all Characters.
Golden Comeback	(d2) 2 d		Choose a Character in your smoked pile :: Return that Character to play.
"Now You've Made Us Mad"	(d2) 0 dd		Gain 1 Power for each damaged Character you control.

Characters

Card Name	Cost	Res.	Designator	Fight	Ability
Everyday Hero	(d4) 2	d	Brave Scrapper	2	<i>Guts.</i>
Ex-Commando	(d2) 3 dd	d	Dangerous Vet	3	Ex-Commando unturns when a Weapon or <i>Gun</i> State is played on him.
Hacker	(d3) 2	dH	Gun-Totin' Techie	2	When an opponent plays an Event that steals Power from you or that toasts any card other than itself, you may play Hacker from your hand at no cost in response :: Cancel that Event.
Johnny Tso	(d1) 3 ddd	d	Heroic Gunman	4	Unique. <i>Assassinate</i> against <i>Eaters of the Lotus</i> Characters. You may play Weapons on Johnny Tso at no cost.
Karate Cop	(d3) 3 d	d	Martial Artist	4	Gains +2 damage and <i>Toughness: 1</i> while any opponent is closer to victory than you.
Redeemed Gunman	(d5) 1	d	Reforming Hood	1	Cannot intercept. When Redeemed Gunman turns to attack a turned Site, he gains +2 Fighting until the end of the turn.
Steven Wu	(d1) 5 dd	d	Zen Gunman	8	Unique. <i>Independent.</i> Cannot have his damage redirected or reduced. Opponents cannot take control of him.
Ting Ting	(d1) 4 dd	ddC	Martial Artist	6	Unique. <i>Independent.</i> +2 Fighting for each opponent who controls more Power-generating Sites than you. Opponents cannot take control of Ting Ting.
Tricia Kwok	(d1) 4 dd	d	Undercover Cop	6	Unique. Gains <i>Toughness: 1</i> and +1 Fighting while she is the subject of any Weapon State.

Eaters of the Lotus

Events

Card Name	Cost	Ability
Die!!! (e2)	0 eee	Turn X <i>Eaters of the Lotus</i> Characters you control to smoke any number of opponents' Characters whose total cost is less than X+2. (X may be zero.)
Flying Sleeves (e2)	0 ee	Toast It. Change one attacker's target to any Character you control.
Glimpse of the Abyss (e2)	0 eee	Toast It. 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.
Tortured Memories (e2)	2 e	Take control of target Character until the end of the turn.

Characters

Card Name	Cost	Res.	Designator	Fight	Ability
Big Brother Tsien (e1)	2	e	Demon Hood	2	Unique. Once per turn, you may pay 1 Power to give Big Brother Tsien +3 Fighting until the end of the turn.
Claw of Fury (e4)	2	e	Shadowy Assassin	2	Assassinate. When an opponent targets you (not a card or location you control) with an Event, you may play Claw of Fury from your hand at no cost.
Four Burning Fists (e1)	3 eeeM	e	Demon Martial Artist	5	Unique. You must toast a Feng Shui Site you control when Four Burning Fists enters play, otherwise toast this card. Gains +2 Fighting and <i>Regenerate</i> while any opponent is closer to victory than you.
Kan Li (e1)	4 eee	e	Martial Artist	7	Unique. When Kan Li enters combat, you may smoke any States on Characters he is in combat with.
Poison Thorns (e3)	3 e	e	Dangerous Hoods	4	Toughness: 2 against <i>Cop</i> and <i>Police</i> cards. When they inflict combat damage on a Site controlled by a player who is closer to victory than you, gain 1 Power.
Sinister Priest (e5)	1	eM	Macabre Sorcerer	1	
Tommy Hsu (e1)	5 eee	eMM	Hood Sorcerer	8	Unique. Sacrifice a <i>Hood</i> card to inflict 1 damage on any target. Once per turn, you may inflict 3 damage on him to change the target of an Event.
Vassals of the Lotus (e3)	1	e	Ancient Hoods	1	
Walking Corpses (e2)	2 e	e	Undead Servitors	4	Cannot turn to change location. Damage cannot be removed from Walking Corpses.
White Disciple (e2)	2 e	eM	Eunuch Sorcerer	2	Turn and inflict 1 damage on White Disciple :: Inflict 2 damage on any target.

Four Monarchs

Edges

Card Name	Cost	Ability
The Legacy (m1)	0 m	Unique. At the end of your turn, put a counter on this card if you control any <i>Thunder</i> cards. Do likewise for <i>Fire</i> , <i>Darkness</i> , and <i>Ice</i> . Remove 4 counters :: Gain 1 Power.

States

Card Name	Cost	Ability
Claws of Darkness (m2)	1 m	Triumvirate State. Weapon. Subject Character gains +1 Fighting. If subject is still in play at the end of any turn in which it smoked one or more Characters by inflicting combat damage, you gain 1 Power.
Ice Diadem (m1)	1 mM	Turn Ice Diadem to heal subject Character.
Thunder Sword (m1)	2 m	Unique. Weapon. Subject Character gains +4 Fighting and cannot turn to attack Sites.

Events

Card Name	Cost	Ability
Avenging Thunder (m1)	0 m	One-Shot. Play when an opponent seizes or burns for victory a Site you control. Choose a Character that damaged that Site this turn :: Gain Power equal to that Character's cost and toast it.
Brain Fire (m2)	0 mm	Play in response to an Event. Choose an equal number of new and different legal targets for that Event :: These targets replace the original targets of that Event.
Mark of Fire (m3)	1 m	Target exactly four Characters and/or Sites :: Inflict 1 damage on each target.

Characters

Card Name	Cost	Res.	Designator	Fight	Ability
Blade of Darkness (m2)	4 mm	m	Netherworld Killer	6	When Blade of Darkness smokes an interceptor by inflicting combat damage, gain Power equal to the number of resources that interceptor provides.
Butterfly Knight (m2)	3 m	m	Thunder Warrior	3	If unturned, Butterfly Knight may attack without turning once during your Main Shot.
Darkness Warriors (m4)	2	m	Netherworld Soldiers	2	Sacrifice to gain 1 Power.
Fire Acolytes (m4)	1	mM	Netherworld Disciples	1	When Fire Acolytes are smoked, you may inflict 1 damage on a Character at their location if you control another <i>Fire</i> Character.
Fire Mystic (m3)	3 mm	mM	Netherworld Sorcerer	4	When an opponent plays an Event, you may inflict 1 damage on a card that player controls.
Ice Healer (m4)	1	mM	Netherworld Sorceress	1	When an opponent turns a Character to heal, you may remove one damage from a Character you control.
Lord Hawkmoor (m1)	5 mm	m	Thunder Champion	8	Unique. Guts. Gain 2 Power if he is smoked by an opponent.
Lord Shi (m1)	4 mm	m	Netherworld Warrior	6	Unique. When Lord Shi attacks, until the end of the attack, all attackers (including him) gain +1 Fighting and <i>Tactics</i> .
Thunder Bishop (m2)	2 m	mM	Netherworld Sorcerer	2	Turn and maintain to give target Character <i>Toughness: 1</i> .

Guiding Hand

Sites

Card Name	Cost	Res.	Power	Body	Ability
Shaolin Sanctuary (g1)	2	g	1	5	Shaolin Sanctuary provides one <i>Chi</i> resource for each <i>Shaolin</i> Character and each <i>Monk</i> Character you control.

Edges

Card Name	Cost	Res.	Ability
Shield of Pure Soul (g1)	0 gC		Limited. When a Site you control is seized or burned, you gain 1 Power and may search your deck and select a card. Reshuffle your deck, then place the selected card on top of your deck.

Events

Card Name	Cost	Ability
Confucian Stability (g2)	1 g	Play in response to an Event or State :: Cancel and smoke that card.
Heat of Battle (g3)	0 g	Play during an attack on a card you control by an opponent who controls more Power-generating Sites than you. Gain Power equal to the cost of target attacking Character. You can play only one "Heat of Battle" each attack.
Iron and Silk (g2)	0 g	Choose any Character :: Until the end of the turn, that Character takes no combat damage while intercepting.

Characters

Card Name	Cost	Res.	Designator	Fight	Ability
Blue Monk (g2)	3 g	gC	Kung Fu Infiltrator	4	Choose a designator when Blue Monk enters play. Blue Monk cannot be intercepted by Characters with the chosen designator.
Bulletproof Monk (g2)	3 gg	gC	Martial Artist	4	<i>Toughness: 1</i> while attacking.
Derek Han (g1)	6 ggg	gC	Martial Artist	11	Unique. Pay 1 Power to give him <i>Superleap</i> until the end of the turn. Pay 2 Power :: He is not affected by Events until the end of the turn.
Golden Candle Society (g5)	1	gC	Secret Society	1	
Instrument of the Hand (g4)	2	gC	Martial Artist	2	
The Iron Monkey (g1)	4 gg	gC	Masked Hero	5	Unique. <i>Superleap.</i> When The Iron Monkey inflicts combat damage on the target of his attack, steal half the Power (round down) of his target's controller and give that Power to any player you choose.
Kung Fu Student (g3)	1	g	Fledgling Shaolin	1	+1 Fighting while any non- Unique Feng Shui Site in your front row has a Body of 4 or less.
Shih Ho Kuai (g1)	3 ggg	gC	Martial Arts Master	X	Unique. X = the number of <i>Chi</i> resources in your pool.
Virtuous Hood (g2)	4 gg	g	Martial Artist	6	When Virtuous Hood turns to attack, take a point of Power from the pool of one of the players with the most Power and give it to one of the players with the least Power.
Yellow Geomancer (g2)	1 g	gC	Crafty Monk	1	Turn to redirect one damage inflicted on a Site to any other target.

Jammers

Sites

Card Name	Cost	Res.	Power	Body	Ability
Bomb Factory (j1)	2	jH	1	5	Turn and maintain to give target Character +1 damage to Sites.

Edges

Card Name	Cost	Ability
Payback Time (j1)	0 j	Limited. When an opponent reduces the Body of a Site you control to 0, you gain 1 Power and may inflict 1 damage each on up to 3 Sites controlled by that opponent.

States

Card Name	Cost	Ability
Homemade Tank (j2)	2 jH	Toast It. Vehicle. Subject Character gains <i>Toughness: 1</i> and +4 Fighting. Flip a coin at the start of your turn. Heads: Toast Homemade Tank.

Events

Card Name	Cost	Ability
Close Call (j2)	1 jj	Redirect up to 3 damage from a single source that would damage a Character to a Site controlled by that source's controller.
Death-O-Rama (j2)	0 jj	Play during an attack. All Characters inflict +2 damage on Characters during the attack.
Scrounging (j3)	0 j	Limited. Play at the start of your turn. No other card you control or play generates Power during your Establishing Shot. Choose State, Edge, Character, Feng Shui Site, or non-Feng Shui Site. Scrounging generates Power equal to the number of cards of the chosen type that target opponent controls, minus the number of cards in your burned-for-victory pile.
Street Riot (j2)	0 j	Play during an attack you declared on a Site. Inflict X damage, divided any way you choose, on non-attacking Characters at the location of the attack. X = the number of attackers.
Who's the Monkey Now? (j1)	1 jj	Play in response to an Event played by an opponent that would damage or smoke a card you control :: Cancel that Event, and you may smoke a card controlled by that opponent of the same type as a card that would have been damaged or smoked by the Event.

Characters

Card Name	Cost	Res.	Designator	Fight	Ability
Dallas Rocket (j2)	3 j	j	Fanatic Guerrilla	3	Ambush against PubOrd or Buro Characters. Dallas Rocket inflicts +3 damage on the target of her attack.
Edge Warrior (j3)	1	j	Subversive Op	1	Cannot be intercepted by Buro , PubOrd , or Cop Characters.
Furious George (j1)	6 jjjH	jH	Flying Monkey	10	Unique. <i>Guts.</i> When Furious George enters combat, inflict 1 damage on each Character he is in combat with. (Before combat damage is dealt.)
Gorilla Fighter (j1)	4 jjH	jH	Flying Monkey	6	Independent. Gorilla Fighter's cost 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.
Just Another Consumer (j4)	1	j	Scrappy Rebel	1	When Just Another Consumer turns to attack a Site that shares a designator with another Site in play, he gains +1 Fighting until the end of the turn.
Napalm Addict (j2)	4 jj	j	Pyromaniac Anarchist	6	<i>Guts</i> while attacking. When he smokes a Site by inflicting combat damage, gain Power equal to that Site's printed cost, or 2 Power if it has no printed cost.
Professional Killer (j3)	3 j	j	Mercenary Hood	4	<i>Stealth</i> while attacking alone.

		Resistance Squad	(j5)	2	jH	Techie Guerrillas	2	Any time Resistance Squad is in your hand when an opponent attempts to look at your hand or force you to discard a card, you may play Resistance Squad at no cost in response :: Cancel that effect.

Purists

Sites

Card Name	Cost	Res.	Power	Body	Ability
Paradox Garden (p1)	2	p	1	5	Turn to look at the top card of your deck. You may put it on the bottom.

Edges

Card Name	Cost	Ability
Quantum Sorcery (p1)	1 ppMM	Turn this card and a <i>Magic</i> Character you control :: Gain one Power or draw a card.

States

Card Name	Cost	Ability
Pain Feedback (p2)	0 p	One point of subject Character's combat damage is redirected back onto itself.

Events

Card Name	Cost	Ability
Entropy Sphere (p3)	1 pp	Smoke target Character and inflict X damage on a front-row Feng Shui Site you control. X= the target's cost.
Entropy Tap (p2)	0 pM	Limited. Play when a Site you control takes combat damage but its Body is not reduced to 0 :: Gain X Power. X= half (round down) the damage inflicted.

Characters

Card Name	Cost	Res.	Designator	Fight	Ability
Arcane Scientist (p4)	2	pM	Initiate of Paradox	2	Turn to draw a card during your Main Shot.
Cognitive Spirit (p3)	3 pp	pM	Self-Aware Construct	4	Select a Character when this card attacks :: That Character may not intercept until the end of the attack.
Father of Chaos (p1)	6 pppM	pM	Spirit of Destruction	11	Unique. Father of Chaos takes no combat damage from Characters whose Fighting is less than the number of cards in their controller's hand.
Inoue Oram (p1)	2 p	pM	Sorcerer Mastermind	2	Unique. If you drew any cards during your draw phase, gain 1 Power at the start of your Main Shot if the number of cards drawn was even.
Isomorphic Spirit (p2)	4 pp	p	Paradox Construct	6	+2 Fighting while two or more non-Edge cards in play have the same title.
Kallisti (p1)	5 pp	pM	Daughter of Entropy	8	Unique. Flip a coin when Kallisti smokes a Character by inflicting combat damage. Heads: remove 3 damage from her and you may inflict 3 damage on any Character.
Mathemagician (p5)	1	pM	Arcane Student	1	Provides an additional <i>Purists</i> while in play.
Purist Aspirant (p3)	1	pM	Expendable Lackey	1	Sacrifice to reduce to 0 all non-combat damage from a single source to Characters you control.

		Void Sorcerer	(p2)	3 p	pM	Mysterious Geomancer	4	Target a Site when Void Sorcerer enters play :: Treat that Site's rules text as if it were blank while Void Sorcerer is in play.