

## Arcanosorcerer



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Fan card by SWS

### CDCA Scientist

The first time this card untucks in a turn, you may target a Character :: Inflict 1 non-combat damage on target.

*The remnants of the CDCA are well hidden deep in the Netherworld.*

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## Hell Squad



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Fan card by SWS

### Fanatic NeoBuro Soldiers

**Loyalty. Guts. Immunity** to Events you own.

*Only a small handful of Bonengel's most loyal troops escaped 1944 with him.*

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## Lo Kan



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Fan card by SWS

### Veteran Monster Hunter

**Unique. Ambush.** Once per turn, when a **Demon** or **Spirit** card controlled by another player is smoked, you may play an **Abomination** Character at -X cost. X = the cost of the smoked card.

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## Homo Omega



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Fan card by SWS

### Renegade Cyborg Mastermind

**Unique. Toughness: 3. Loyalty.** Until the end of the turn this card enters play, no player may play cards. No player may play cards in response to this card being played.

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## Nachtshreck



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Fan card by SWS

### CDCA Cyborg

**Tactics.** When you play an Event, this card gains +1 Fighting until it leaves play.

*Created by the CDCA, but covertly reprogrammed by Omega in 2060.*

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## Desdemona Deathangel



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### Abomination

**Unique. Ambush.** When this card would smoke a Character in combat, it instead becomes a State on this card. This card copies the rules text of such States. Sacrifice a State on this card :: This card gains +1 Fighting until the end of the turn.

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## CHAR II



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### 2nd Generation BuroMil Cyborg

Only Characters declared in an interception chain can intercept this card. **Fire** Events cost an additional power to play.

*"CHAR was already unbeatable! Why would they upgrade it?!"*

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## Buro Armory



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### Edge

**Limited.** When you play a Character from your hand, you may immediately play a **Weapon** State on it from your smoked pile at -1 cost.

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## Field Research



### Arcanowave Edge

When you play a \* or ♦ card, you may choose a Character :: That Character gains +1 Fighting until the end of the turn.  
*Once again, the CDCA has started to rebuild.*



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## Hands Up!



### Cop Event

**Limited.** Target an opponent's attacking Character :: Target's controller may choose to have target cease attacking. If they do not, cancel target until the end of the turn and inflict 4 non-combat damage on it.

*The Buro is not known for a subtle approach to crowd control.*



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## Advanced Scouting Report



### Event

Target a location :: Reveal any unrevealed Sites at target. Attacking Characters at target gain **Toughness: 1** until the end of the turn.

*"Looks like there's an angry monkey, an old man with a sword, and a glowing orb. Nothing out of the ordinary."*



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## BuroMil Encampment



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1 6

Fan card by SW/S

### Battleground Site

Turn and target a Character :: Until the end of the turn, target gains **Tactics** and when that Character uses **Tactics** before combat against an opponent's card, inflict 1 non-combat damage on that card.

## Arcanowave Link



1 0

### State

**Not Cumulative.** Subject Character gains +1 Fighting. Target a Character at this location and sacrifice this card :: Inflict 1 non-combat damage on target.

*Used by Omega to download his consciousness to a Nachtschreck unit.*

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## Grafted Hellharrower



1 3

### Dangerous State

**Weapon.** Subject Character gains +4 Fighting. If subject inflicts combat damage on a Feng Shui Site during an attack you declared, you may burn that Site.

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## Neural Grepper



0 1

Fan card by SW/S

### State

**Schtrick. Not Cumulative.** Play on a Character you control. Subject inflicts +2 combat damage. Sacrifice this card and toast subject :: Gain 2 power.



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## BK97 Attack Chopper



1 2

### State

**Vehicle.** Subject gains +3 Fighting and **Unstoppable**.

*"Magic don't mean crap against a minigun."*



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## Master Swordsman



1 3

### Righteous Warrior

+1 Fighting while the subject of a **Sword** State. While the subject of a **Weapon**, this card gains **Unstoppable**.  
*True patriots lend their blades to our cause.*



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4

Fan card by SW/S

## The Wrath of Kong



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Fan card by SWS

### Big Angry Monkey

**Unique. Unstoppable.** You may seize or burn any Site this card inflicts combat damage on. (You can only burn Feng Shui Sites.)

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## Claw of Fury



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Fan card by SWS

### Sorcerer Assassin

**Assassinate.** When an opponent targets you (not a card or location you control) with an Event, you may play this card from your hand at no cost.

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## Path of the Fire Righteous



Fan card by SWS

### Netherworld State

Play on a **Fire** Character. Subject gains +1 Fighting and **Unstoppable**.

*The Hand aren't the only ones who know kung fu.*

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## Fortune Teller



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Fan card by SWS

### Sinister Seer

Turn :: Look at the top 3 cards of your deck and return them in any order.

*"Through the power of paradox, things you will see. Other places. The future, the past."*

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## Magic Box



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Fan card by SWS

### Mathemagical Construct

Damage inflicted on this card by 1-cost Characters is reduced to 0.

*Isan has been growing more concerned with Vincenzo's creations...*

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## Arcane Illusionist



Fan card by SWS

### Circus Sorcerer

Turn :: Reveal and toast the top card of your deck. If that card is a non-Character card, gain 1 power.

*"Behold! Illusions that dazzle and distract! That terrify and derange!"*

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## Madame Jiang Lai



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Fan card by SWS

### Suan Ming Seer

**Unique.** Turn :: Draw up to X cards from your deck, then place the same number of cards on the top or bottom of your deck in any order. X = the number of Power-generating Sites you control.

*"The real magic is that the mind sees what it wants."*

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## Mimes



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Fan card by SWS

### Silent Sorcerers

When this card enters combat with a canceled card, this card gains +1 Fighting until it leaves play. Once per turn, when a Character is about to enter combat with this card, you may cancel that Character until the end of the turn.

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## Occult Geomancer



Fan card by SWS

### Purist Sorcerer

**Uncopyable.** When this card enters play, and at the start of each turn, choose a Site :: This card copies all bold-faced abilities currently possessed by or printed in the rules text of that Site until that Site leaves play or the end of the turn.

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## Penrose Contortionists



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Fan card by SWS

### Unsettling Constructs

**Toughness:** 1. When this card is healed, it gains **Toughness:** 1 until it leaves play.

*The Purists have long embraced impossibility in its purest forms.*

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Fan

## Jirani Parker



7

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### Master Geomancer

**Unique. Mobility.** Once per turn, when a card you control is targeted by an effect generated by a Site, you may discard a card in response :: Change the target of that effect.

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Fan

## The Magnificent Vincenzo!



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Fan card by SWS

### Murderous Magician

**Unique. Assassinate. Unstoppable.** When this card smokes a Character, place a counter on this card. Once per turn, you may remove a counter and choose a Site :: Cancel that Site until the end of the turn.

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Fan

## The Makyoh



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### Mirror Spirit

**Unique.** When this card is about to enter combat, you may target up to three cards at this card's location :: Cancel targets until the end of the turn.

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Fan

## Paradox Cube



Fan card by SWS

Fan

### Edge

**Unique.** Once per turn, you may inflict 1 non-combat damage on a Character you own and choose an opponent's Edge or Feng Shui Site :: Copy the text from the chosen card to this card until the end of your next turn, or until you use this ability again.

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Fan

## Temporal Dislocation



Fan card by SWS

### Event

Target a player :: You may rearrange all the Sites in target's Site structure. This cannot move a Site to a position that was not previously occupied. Then, you may move all Characters you control to any location in your Site structure. This may change the target of an attack.

*"Time is an illusion. Madness is reality."*

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1

Fan

## Ritualistic Chanting



Fan card by SWS

Fan

### Cultist Event

**Limited. Toast It.** Play during your Main Shot, except during an attack. Reveal cards from the top of your deck until you reveal a **Spirit** Character. You may play that card at normal cost. Reshuffle all unplayed revealed cards back into your deck.

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## Folded Palace



Fan card by SWS

Fan

### Hidden Netherworld Site of Paradox

**Unique.** Your hand size is increased by one. Turn and target a Site :: Cancel target until the end of the turn.

*Deep in the Netherworld, one last remnant of paradox remained after the Critical Shift.*

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2

## Evil Ventriloquist's Dummy



Fan card by SWS

Fan

### State

Play on a Character. At the start of your turn, inflict 2 non-combat damage on subject. At the start of subject's controller's turn, inflict 1 non-combat damage on subject.

*"Don't be afraid, it's just a doll..."*

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Fan

## Glimpse of Paradox



## Carnies' Caravan



## Pang Po



### State of Insanity

**Not Cumulative.** Play on a Character you control. Subject gains **Loyalty**, +1 Fighting, and is not a legal subject for opponents' States.

*No one who looks into a Paradox  
Cube is wholly sane after.*



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### State

**Vehicle.** Subject gains **Mobility**, **Toughness: 1**, and +3 Fighting. While subject is attacking, all Sites at subject's location are canceled.

*It's like a clown car. But full of paradox.*



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### Master of the Very Tasty Dumpling

**Unique. Guts.** Play at -1 cost for each opponent who has fewer Characters in their smoked pile than you do.



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## Planetologist



Fan card by SWS

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### Terraforming Techie

While turned, damage this card inflicts on Characters is reduced to 0.

*Superior chi, advanced technology, and devoted planetologists reduced terraforming time from two centuries to two decades.*



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## Free-Runner



Fan card by SWS

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### Rooftop Acrobat

When this card enters play, you may **Reload** a State. When you play a State, this card gains **Superleap** until the end of the turn.



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## Hydroponic Gardener



Fan card by SWS

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### Corporate Botanist

Turn during any Main Shot and discard a **Q** card :: Play a **Q** card regardless of type from any smoked pile, ignoring resource conditions. Events played in this way gain **Toast It**.



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## Forest Sheng



Fan card by SWS

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### Dragon's Heir

**Unique. Influence: 2. Ambush.** If this card is smoked by an Event or by non-combat damage, return it to play at the beginning of your next turn.



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## Space Cowboys



Fan card by SWS

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### Final Frontier Rebels

Turn a **\*** or **Q** State on this card and target a Character at this location :: Inflict 1 non-combat damage on target, or heal 1 damage from target.

*None of them are named "Maurice".*



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## Yamada Hanako



Fan card by SWS

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### Corporate Nightclub Hostess

**Unique. Uncopyable. Influence: 2.** Characters you control gain +X fighting. X = their **Influence**.

*"A word to the wise is sufficient."*



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## Ono Hideyoshi



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Fan card by SWS

### Street Smart Hard Target

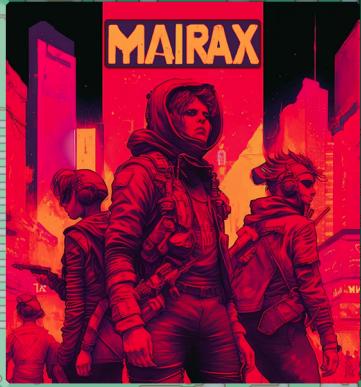
Unique. Influence: 2. Turn X Influence :: Reduce the damage inflicted on this card from any one source by X. Turn X Influence in response to an Event of X cost or less :: This card gains Immunity to that Event. X must be at least 1.

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## Mars Colony Miscreants



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Fan card by SWS

### Street Hoods

Unstoppable. Influence: 2. Once per turn, while this card is attacking, you may use its Influence without turning it.

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## Tamura Yumi



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### Mars Colony Prefect

Unique. Influence: 4. Tactics. Once per turn, when a card uses Tactics or turns to provide Influence, you may unturn that card.

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## Ishii Mifune



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### Corporate Mastermind

Unique. Unstoppable. Tactics. Once per turn, when this card would enter combat with the target of its attack, you may change the target of its attack to any other Character or Site (including back-row Sites) at the same location.

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## Energy Regulation Network



Fan card by SWS

### Cybernetic Edge by MAIRAX

Turn this card, turn X Influence, and target Characters with a total Fighting of X+2 or less :: Unturn targets. Centralized AI optimizes remotely for maximum performance.

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Fan card by SWS

## Zero-G Kung Fu



Fan card by SWS

### Event

Target an attacking Character :: Inflict 2 non-combat damage on all cards controlled by all opponents at target's location. Target gains Superleap until the end of the turn.

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## Contract



Fan card by SWS

### Corporate Event

Turn any amount of Influence and target a Character whose cost is less than X plus the amount of Influence turned :: Smoke target.

The best way to maintain a competitive edge.

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Fan card by SWS

## The Mars Colony



Fan card by SWS

### Corporate Feng Shui Site

Unique. Influence: 1. Once per turn, you may turn X Influence and target a Mars Character or a Character at this location :: You may either inflict X non-combat on target or heal X damage from target.

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Fan card by SWS

## Branch Office



Fan card by SWS

### Corporate Site

Influence: 2.

When a corporate juggernaut expands into new territory, the first step is to establish a presence there. Mars was no exception.

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## Herbert Suit



## Neurolinked Sword



### State

Subject Character gains **Tactics**. When subject is targeted by an effect, you may sacrifice this card in response :: Cancel that effect.

*Survival gear by Ishii Corp let the Syndicate establish a toehold in 2125's wastelands.*



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### Cybermod State

**Weapon**. Subject Character gains +3 Fighting while this card is unturned. When an attack is declared, you may turn this card :: Until the end of the attack, subject inflicts damage at the same time as an attacker with **Ambush** would.



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