

Sanguosha Translation 2018 by adrianhoex

1. Sequence of Phase:

Beginning of your turn → Judgment Phase → Draw Phase → Main Phase → Discard Phase → End of Turn

Sequence of Damage Calculation

Deals damage → The target was dealt damage → Loss of health → Effect that triggers after a damage is dealt → Effect that triggers after the damage was received

(If damage is treated as loss of health, effects that triggers after damage is dealt and received will not triggered)

2. Keywords:

1. Play:

To play a card, you announce the card name and target a hero, its effect will trigger and after it resolves, it will enter the discard pile

2. Use:

Whenever a card or effect asks you to use a card, it means you response to that effect by revealing and discards the card you have “used”. Its effect will not be triggered

4. Give

To give a card, you pass the card face down to another player, that hero owns that card from onwards

5. Discard

Put the discarded card into graveyard, you can only discard if an effect of a phase or card asked you to

7. Replace

To replace a card, you use the new card to replace the target card and the target card will be discarded

9. Countered

Whenever a card or effect is countered, ignore all its effect.

10. Perform a judgment

To perform a judgment, that hero flips the top card of the library and reveal it. That card is known as the judgment card. After the judgment effect is resolved, the judgment card will be put into graveyard

11. Brink of death

Whenever a hero health becomes zero, he will enter the brink of death status, starting from the current player, each player may use a "Peach" on him, if he received a "Peach", he gain 1 Health and the game continues. If he does not, he is considered as dead and will be removed from the game

12. Current health

Your hero's current health, will be changed by damaged received and health recover

13. Max health

Your hero maximum health, will not be changed by damage and health recover, but some effects might change it

14. Lost health

Amount of health you have lost, which is max health-current health

15. Treat as (an action or an effect)

If certain criteria is met, this condition will be considered as played a card or triggered an effect

16. Range

Range is the number of players between you and the target player plus 1, For example, if there is one player between you and the target player, the distance between you two is 1
Range can be countered clockwise or counterclockwise

A hero is considered within your range if the range between you and him is 1

17. Attack Range

Your attack range decided if you can "Attack" or some effects or not. All heroes started with 1 attack range, which means they can only attack players within a range of 1 with them. It can be changed by equipping weapons

18. Faction

Faction is the country that the hero belongs to, it can be Wei (Blue), Shu (Red), Wu (Green) and Kingdomless(Grey)

19. Rank

The number on the top left hand corner on the card, range from A to K. Ace is the smallest and K is the largest

20. Suit

The Suit of the card is on the top left hand corner. It can be ♠ (Spade), ♥(Heart), ♦(Diamond), ♣(Club)

21. Color

The color of the card depends on the suit of the card, ♠♣ cards are black while ♥♦ are red, otherwise is colorless

22. Attacker/Defender

Whenever an “Attack” played by a hero targeting another hero, hero who play the attack is the attacker and the target hero is the defender.



24. Identity

The 4 identities are Rebels, Loyalist, Traitor and Emperor

3. Short form used

- a. Beginning of turn= BOT
- b. End of turn= EOD
- c. +/- (a number)= Increased/Decreased by that number

Basic Cards

<p>1. Attack</p>  <p>The card is the 10 of Clubs. It features a black and white illustration of a winged figure, possibly a demon or a fallen angel, with long, dark hair and a skeletal face. The figure is holding a large, dark, winged object. The card has a yellowish, aged appearance with a black border.</p>	<p>Once per main phase, you may play this card to attack any hero within your attack range, that hero may play a “Dodge”, if he does not play a “Dodge”, you deal 1 damage to him</p>
<p>2. Dodge</p>  <p>The card is the 7 of Diamonds. It features a black and white illustration of a person in a dark, ornate outfit, possibly a samurai or a knight, holding a large, dark, winged object. The card has a yellowish, aged appearance with a black border.</p>	<p>Whenever a hero plays an ‘Attack’ on you, you may play this card to cancel the ‘Attack’</p>
<p>3. Peach</p>  <p>The card is the 2 of Hearts. It features a black and white illustration of two large, round, textured objects, possibly peaches or apples, with leaves. The card has a yellowish, aged appearance with a black border.</p>	<p>If this card is played during your main phase, gain 1 health (You cannot gain health exceeding your maximum health”</p> <p>If any hero is on the brink of death, you may use this card and that hero gain 1 health</p>

Tactics Card

1. Barbarians Assault



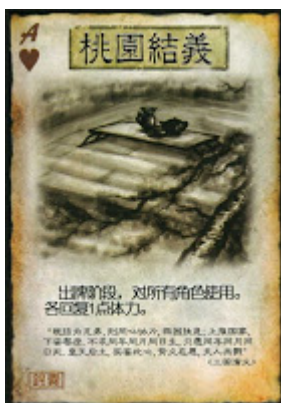
All heroes except you may use an “Attack”.
If a hero does not, you deal 1 damage to him

2. Hail of Arrows



All heroes except you may use a
“Dodge”. If a hero does not, you deal 1 damage to him

3. Oath of Peach Garden



All heroes gain 1 Health

4. Harvest



Reveal X cards from the top of the Library, where X equals to the number of surviving heroes.

Starting from you, each hero picks a revealed card and put it into his hand

5. Sleight of Hand



Draw two cards

6. Impeccable Plan



Cancel target tactics card effect to a hero or target "Impeccable Plan"

7. Burn Bridges



Discard target equipment or target delay tactics card, or discard a card from target hero's hand

8. Duress



Target a hero (except you) equipped with a weapon.

He may play an "Attack" on another target hero. If he does not, put that weapon card into your hand.

9. Duel



Target a hero to start a Duel.

Target hero may discard an attack card, if he does, you may discard an attack card and repeat the process.

The hero who did not discard an attack card is the loser of the duel and the winner deals 1 damage to the loser

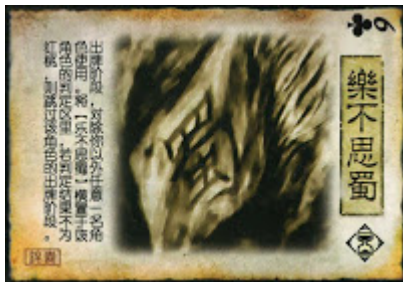
10. Plifer



Target a hero within your range (not attack range). You take one card from his hand, equipment zone or judgment zone and put it into your hand

Delay tactics card

1. Acedia

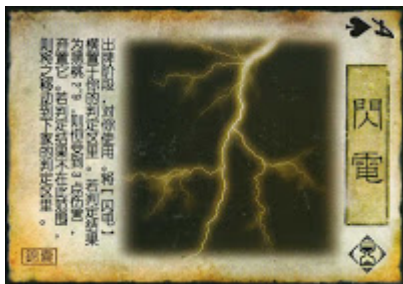


Put this card into your judgment zone when you play it

At the beginning of a hero's turn, if this card is in that hero's judgment zone, he performs a judgment.

If the judgment card is not ♥, that hero skips his next main phase.

2. Lightning Bolt



Put this card into your judgment zone when you play it

At the beginning of a hero's turn, if this card is in that hero's judgment zone, he performs a judgment.

If the result of the judgment is ♠2 to ♠9, Lightning Bolt deals 3 thunder damage to him, otherwise move this card to the judgment zone of the next hero on the right hand side.

If this card's effect is cancelled, move it to the next hero's judgment zone instead.

Equipment cards

Weapons

1. Zhuge Crossbow



Attack Range: 1

Effect: During your main phase, you may play any number of “Attack”

2. Sword of Blue Steel



Attack Range: 2

Effect: (Passive) Whenever you play an “Attack” on a hero, ignore the effect of armor equipped on that hero

3. Frost Blade



Attack Range: 2

Effect: Whenever your “Attack” deals damage to a hero, you may prevent that damage. If you do, choose 2 cards in that hero’s hand or equipment zone and discard them.

4. Twin Swords



Attack Range: 2

Effect: Whenever you target a hero of the opposite gender with an “Attack”, that hero choose one of the following:

1. Discard a card from his hand
2. You draw a card

5. Azure Dragon Crescent Blade



Attack Range: 3

Effect:

Whenever your “Attack” is canceled by a “Dodge” by target hero, you may play another “Attack” targeting the same hero.

6. Serpent Spear



Attack Range: 3

Effect: Whenever you need to play or discard an “Attack”, you may discard 2 cards from your hand instead

7. Rock Cleaving Axe



Attack Range:

Effect: When your “Attack” is cancelled by a “Dodge” play by target hero, you may discard two cards from your hand or equipment zone. If you do, ignore that “Dodge” and deals damage to that hero

8. Heaven Halberd

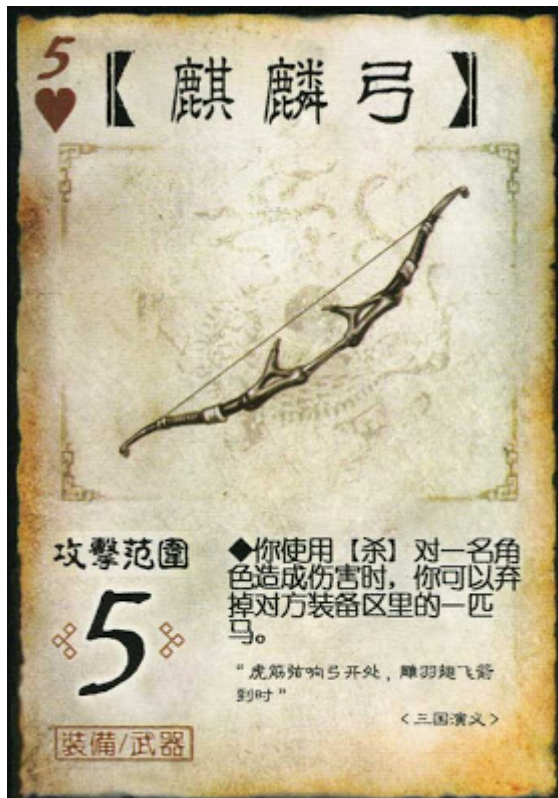


Attack Range: 4

Effect:

Whenever you play an “Attack” targeting a hero, if you have no cards in your hand, you may target up to 2 additional heroes.

9. Kirin Bow



Attack Range: 5

Effect: Whenever your “Attack” deals damage to a target hero, you may discard one of his equipped mounts

1. Eight Trigrams



Effect:

Whenever you need to play or discard a “Dodge”, you may perform a judgment. If the result is red, you are considered to have played or discarded a “Dodge”

Mounts

1. Red Hare



Effect:

Your range with other heroes is reduced by 1

2. Da Yuan



Effect:

Your range with other heroes is reduced by 1

5. Hua Liu



Effect:

Your range with other heroes is increased by 1

6. The Shadow



Effect:

Your range with other heroes is increased by 1

1. Liu Bei



Title: Hero Through Troubled Times

Health/Gender: 4M

Ability:

Kindness: Once per main phase, you may give any number of cards in your hand to another hero. Then that hero cannot receive any “Kindness” cards until the end of the turn.

During your main phase, whenever you give out the second “Kindness” card, you may treat this as playing a basic card

Rouse: (Emperor Ability) Whenever you need to play or use an ‘Attack’, any other Shu heroes can play or use for you

2. Guan Yu (OD)



Title: Bearded Gentleman

Health/Gender: 4M

Ability:

Saint Warrior:

You may play or use any red cards from your hand or equipment zone as 'Attack'.

Your ♦ "Attack" is not limited by attack range

3. Zhang Fei (OD)



Title: A match for ten thousand warriors

Health/Gender:4M

Ability:

Roar:

You may play any number of “Attack” during your turn. As long as you have played an “Attack” during your turn, “Attack” you play during your turn is not limited by attack range.

4. Zhuge Liang



Title: Prime minister who has passed his prime

Health/Gender:3M

Ability:

Stargazing:

At the beginning of the turn, you may look at the top 5 cards of your library,(When surviving heroes are 3 or less, top 3 cards instead of 5) , you may choose to put any number of these cards on top of the library and bottom of the library in any order.

If you put all cards to the bottom of the library, you may use “Stargazing” again at the end of turn.

Empty Fort:

(Passive) When you have no cards in your hand, you cannot be the target of “Attack” or “Duel

5. Zhang Yun



Title: The Young General

Health/Gender: 4M

Ability:

Dragon Courage:

You may play or use "Attack" as "Dodge" and vice versa

6. Ma Chao (OD)



Title: Lone horseman that can outmatch a thousand troops

Health/Gender: 4M

Ability:

Horsemanship:

Your range with other heroes is always reduced by 1

Iron Calvary:

Whenever you play an "Attack" targeting a hero, you may perform a judgment and have that hero lose all non-passive abilities until the end of the turn.

Unless that hero discard a card with the same suit as the judgment card, the "Attack" cannot be responded by "Dodge"

7. Huang Yue Ying



Title: Veiled Heroine

Health/Gender: 3F

Ability:

Gathering Wisdom:

Whenever you play a non-delay tactics card, you may draw a card. If this card is a basic card, you may discard this card and this turn your maximum hand size is increase by 1.

Wondrous Talent:

Ignore range when you play a tactics card.
Other heroes cannot discard your armor and treasure cards in your equipment zone.

1. Sun Quan



Title: Young and Worthy Lord

Health/Gender:4M

Ability:

Balance of Power:

Once per main phase, you may discard any number of card in your hand and equipment zone and draw that many cards. If you discard all cards in your hand this way, draw that many cards plus 1 instead.

Rescue:

(Emperor ability) Whenever other Wu heroes play a "Peach", if they have greater health than you, they can choose to let you gain 1 health instead, then that hero draws a card.

2. Gan Ning (OD)



Title: Pirate with Silk Sails

Health/Gender: 4M

Ability:

Surprise Raid:

During your main phase, you may play any black cards in your hand and equipment zone as “Burn Bridges”

3. Lu Meng (OD)



Title: The Rising Underdog

Health/Gender: 4M

Ability:

Self-Restraint:

If you did not play or use any “Attack” during your main phase, you may skip your discard phase

4. Huang Gai (OD)



Title: Sacrificing for the Country

Health/Gender:4M

Ability:

Sacrificial Injury:

Once per main phase, you may discard a card from hand or equipment zone and lose 1 health.

5. Zhou Yu (OD)



Title: Wu Viceroy

Health/Gender: 3M

Ability:

Dashing Hero:

(Passive) During your drawing phase, draw an additional card. Your hand size is equal to your max health

Sow Discord:

Once per main phase, you may reveal a card from your hand and give it to another hero.

He choose one of the following:

1. Reveal all cards in his hand and discard all cards in his hand and equipment zone with the same color.
2. Lose 1 health.

6. Da Qiao (OD)



Title: Reserved Beauty

Health/Gender:3F

Ability:

National Beauty:

Once per main phase, you may choose one of the following:

1. Treat and play a ♦ card in your hand or equipment zone as “Acedia”
2. Discard a ♦ card in your hand or equipment zone and then discard an “Acedia” in play

After the choice has been made, you draw a card.

Displace:

Whenever you became the target of an “Attack”, you may discard a card from your hand or equipment zone. If you do, choose another target hero (except the attacker) within your attack range, that hero becomes the new target of the “Attack”

7. Lu Xun



Title: The meek scholar with Valiant talents

Health/Gender:3M

Ability:

Humility:

Whenever a delayed tactics card in your judgment zone is triggered or you are targeted by a non-delay tactics card played by another hero, you may remove all cards in your hand from game and put them onto your hero card. At the end of your turn, return all the cards to your hand.

One after another:

Whenever you lose cards in your hand, if you have no cards in your hand, you may target X heroes and each of them draw a card. (X is the number of cards you have lost.)

8. Sun Shang Xiang



Title: Archery Princess

Health/Gender: 3F

Ability:

Marriage:

Once per main phase, you may choose a male hero, then discard a card from hand or move an equipment card from your equipment zone to his corresponding equipment zone (Cannot replace equipment). If you do, the hero with greater health draws a card and the one with less health gains 1 health.

Warrior Princess:

Whenever a card is removed from your equipment zone, draw 2 cards

1. Cao Cao (OD)



Title: Martial Emperor of Wei

Health/Gender:4M

Ability:

Villainous Hero:

Whenever you are dealt damage, you may draw a card. Then if the damage is dealt through a card's effect, you put that card into your hand

Escort:

(Emperor ability) Whenever you need to play or use a "Dodge", other Wei heroes can play or use a "Dodge" for you

2. Sima Yi



Title: Ever Watchful Wolf

Health/Gender: 3M

Ability:

Retaliation: Whenever a hero deals damage to you, for each damage you have taken, you may put 1 card from his hand or equipment zone into your hand

Demonic talent: Whenever a judgment card is revealed, you may replace that card with a card from your hand or equipment zone

3. Xiahou Dun (OD)



Title: One-eyed warrior

Health/Gender:4M

Ability:

Staunch:

Whenever you are dealt damage, for each damage you have taken, you may perform a judgment.

If the result is red, you deal 1 damage to the source of damage; if the result is black, you discard a card from his hand or equipment zone.

4. Zhang Liao (OD)



Title: General of the Vanguard

Health/Gender:4M

Ability:

Ambush:

During your draw phase, you may draw
X cards less, then target X heroes

you take a card from each target hero's
hand and put them into your hand

5. Xu Chu (OD)



Title: Crazy Tiger

Health/Gender: 4M

Ability:

Bare-chested:

At the start of your draw phase, reveal the top 3 cards of the library. You may put all basic cards, “Duel” and weapon cards into your hand and discard the rest. If you do, skip your draw and until the start of your next turn, Damage of your “Attack” and “Duel” is increased by 1.

6. Guo Jia (OD)



Title: The Prophet with an early end

Health/Gender:3M

Ability:

Heaven's Envy:

Whenever your judgment is resolved, you may put that judgment card into your hand

Bestowed Rouse:

Whenever you are dealt damage, for each damage you receive, draw 2 cards. Then you may give a maximum of 2 cards to a maximum of 2 heroes. They put the cards into their hand.

7. Zhen Ji



Title: Unfortunate Beauty

Health/Gender: 3F

Ability:

Gorgeous Beauty:

You may play or use any black cards in your hand as “Dodge”

Goddess of Luo :

At the beginning of your upkeep, you may perform a judgement, if the result is black, put that card into your hand and repeat this process. Cards you get from “Goddess of Luo” this turn do not count towards your hand limit.

1. Hua Tuo (OD)



Title: Miracle Physician

Health/Gender:3M

Ability:

First Aid:

If it is not your turn, you may play red cards in your hand and equipment zone as "Peach"

The Book of Green Vesicle

Once per turn, you may discard a card in hand and target a hero, that hero gains 1 health. If the card you discard is red, you may activate this ability again, but cannot target the same hero.

2. Lu Bu (OD)



Title: Embodiment of Force

Health/Gender: 5M

Ability:

Matchless:

(Passive) If you are the source of an "Attack", the defending player needs to respond with 2 "Dodge" instead of one to cancel

If you are involved in a duel, the other player needs to use 2 "Attack" in response to your "Attack"

3. Diao Chan



Title: Unrivalled dancing princess

Health/Gender: 3M

Ability:

Wedge Driving:

Once per main phase, you may choose 2 male heroes and discard a card from hand or equipment zone. If you do, treat this as one of them play a “Duel” targeting the other. (You choose who is the user and who is the target)

Eclipse:

At the end of your turn, you may draw a card. If you have no cards in your hand, draw 2 cards instead.