**Monarch**

ROLE Card

Death of all the rebels and turn-coat/s.

**Minister**

ROLE Card

Protect the monarch no matter the cost (victory conditions are the same as the monarch).

**Minister**

ROLE Card

Protect the monarch no matter the cost (victory conditions are the same as the monarch).

**Minister**

ROLE Card

Protect the monarch no matter the cost (victory conditions are the same as the monarch).

**Rebel**

ROLE Card

Death of the Monarch (without leaving one turn-coat as the sole survivor).

**Rebel**

ROLE Card

Death of the Monarch (without leaving one turn-coat as the sole survivor).

**Rebel**

ROLE Card

Death of the Monarch (without leaving one turn-coat as the sole survivor).

**Rebel**

ROLE Card

Death of the Monarch (without leaving one turn-coat as the sole survivor).

**Turn-coat**

ROLE Card

Death of every other player (including the other turn-coat), with the last death of the Monarch.

**Turn-coat**

ROLE Card

Death of every other player (including the other turn-coat), with the last death of the Monarch.

**Wine**

Basic Card

Usages:

1. Next Strike’s damage +1, do not stack, expires at end of your round.

2. Revive 1 unit of health only when your character has zero (or negative) units of health.

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Usages:

1. Next Strike’s damage +1, do not stack, expires at end of your round.

2. Revive 1 unit of health only when your character has zero (or negative) units of health.

**Peach Garden**

Scroll Card

Effect: All Heroes regain 1 unit of life in turn order, starting with the Hero who used this card.

**Arrow Barrage**

Scroll Card

All other Heroes in turn order must play a "Dodge" or take 1 damage.

**Red Hare**

Equipment Card

Offensive Mount

**Dà Yuān**

Equipment Card

Offensive Mount

**Violet X**

Equipment Card

Offensive Mount

**Shadow Runner**

Equipment Card

Defensive Mount

**Dí Lú**

Equipment Card

Defensive Mount

**Huá Liú**

Equipment Card

Defensive Mount

**Yellow Lighting**

Equipment Card

Defensive Mount

**Eight Diagram Formation**

Equipment Card

Armor

Anytime you need to play a "Dodge", you may reveal a judgment; if the judgment is a red color suit then, it is treated as a "Dodge".

**Eight Diagram Formation**

Equipment Card

Armor

Anytime you need to play a "Dodge", you may reveal a judgment; if the judgment is a red color suit then, it is treated as a "Dodge".

**Sage King Shield**

Equipment Card

Armor

**Passive** Effect: Black colored suited "Strike" have no effect against you.

**Silver Lion**

Equipment Card

Armor

**Passive** Effect: Take up to 1 damage per instance; heal one unit of health when un-equipped.

**Rattan Armor**

Equipment Card

Armor

**Passive** Effect: Immune to Array Barrage, Barbarian Invasion and regular Strike; Fire Strike’s damage +1.

**Rattan Armor**

Equipment Card

Armor

**Passive** Effect: Immune to Array Barrage, Barbarian Invasion and regular Strike; Fire Strike’s damage +1.

**Lightning**

Scroll Card

Delayed Scroll

During affected Hero's judgment phase, reveal the top card of the deck; if it is a ♠ 2 to 9, that Hero receives 3 points of lightning damage and this card goes to discard pile. Otherwise The "Lightning" move to the next player.

**Lightning**

Scroll Card

Delayed Scroll

During affected Hero's judgment phase, reveal the top card of the deck; if it is a ♠ 2 to 9, that Hero receives 3 points of lightning damage and this card goes to discard pile. Otherwise The "Lightning" move to the next player.

**Contentment**

Scroll Card

Delayed Scroll

Effect: During target's judgment phase, reveal the top card of the deck as a judgment if the suit is not ♥, target Hero skips his/her **action phase**!

**Contentment**

Scroll Card

Delayed Scroll

Effect: During target's judgment phase, reveal the top card of the deck as a judgment if the suit is not ♥, target Hero skips his/her **action phase**!

**Contentment**

Scroll Card

Delayed Scroll

Effect: During target's judgment phase, reveal the top card of the deck as a judgment if the suit is not ♥, target Hero skips his/her **action phase**!

**Rations Depleted**

Scroll Card

Delayed Scroll

**Target**: Another Hero within distance of 1

**Effect**: During target's judgment phase, reveal the top card of the deck as a judgment if the suit is not ♣, target Hero skips his/her **drawing phase**!

**Rations Depleted**

Scroll Card

Delayed Scroll

**Target**: Another Hero within distance of 1

**Effect**: During target's judgment phase, reveal the top card of the deck as a judgment if the suit is not ♣, target Hero skips his/her **drawing phase**!

**Zhu Ge Crossbow**

Equipment Card

Weapon

Range 1

When equipped you can use any number of "Strike"(s) during your play phase.

**Zhu Ge Crossbow**

Equipment Card

Weapon

Range 1

When equipped you can use any number of "Strike"(s) during your play phase.

**Ancient Scimitar**

Equipment Card

Weapon

Range 2

**Passive** Effect: When you use Strike, damage increase by 1 if the target has no card in his/her hand.

**Frost Sword**

Equipment Card

Weapon

Range 2

When your "Strike" damages a Hero, you may prevent that damage by discarding any two cards from target's hand or equipment field (discarding one card at a time).

**Yin-Yang Swords**

Equipment Card

Weapon

Range 2

When Striking a Hero of the opposite gender, target Hero must choose to discard a hand card or let you draw a card before that "Strike" resolves.

**Blue Steel Blade**

Equipment Card

Weapon

Range 2

**Passive** Effect: Your "Strike" ignores the Effect of target's Armor

**Rock Cleaving Axe**

Equipment Card

Weapon

Range 3

When your "Strike" is "Dodged", you may discard two of your cards to force the target to take damage from the "Strike".

**Green Dragon Crescent Blade**

Equipment Card

Weapon

Range 3

You may use another "Strike" on the target who "Dodged" your last "Strike".

**Serpent Halberd**

Equipment Card

Weapon

Range 3

You may treat two hand cards as a "Strike" to use or play.

**Heavenly Double Halberd**

Equipment Card

Weapon

Range 4

If you use a "Strike" as your last hand card, you may attack one or two more additional targets of your choice.

**Qilin Bow**

Equipment Card

Weapon

Range 5

When your "Strike" deals damage to the target, you can eliminate one equipped mount card of your choice from the target.

**Fan of Phoenix**

Equipment Card

Weapon

Range 4

You can choose to add fire attribute damage to a normal Strike you use.

**Borrowed Sword**

Scroll Card

Target: Another Hero with an equipped weapon

Effect: Order a Hero to use a "Strike" on another Hero within his/her weapon range, if not, you receive his/her weapon card.

**Borrowed Sword**

Scroll Card

Target: Another Hero with an equipped weapon

Effect: Order a Hero to use a "Strike" on another Hero within his/her weapon range, if not, you receive his/her weapon card.

**Something for Nothing**

Scroll Card

Effect: Draw two cards

**Barbarian Invasion**

Scroll Card

Effect: All other Heroes in turn order must play a "Strike" or take 1 damage.

**Barbarian Invasion**

Scroll Card

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**Barbarian Invasion**

Scroll Card

Effect: All other Heroes in turn order must play a "Strike" or take 1 damage.

**Bountiful Harvest**

Scroll Card

Effect: Reveal top X cards from the deck where X is the number of Heroes alive. Starting with the Hero who used this card, each Hero chooses and keeps a card in turn order from the revealed cards. A "Ward" can be used to negate the effect of "Bountiful Harvest" on one Hero.

**Bountiful Harvest**

Scroll Card

Effect: Reveal top X cards from the deck where X is the number of Heroes alive. Starting with the Hero who used this card, each Hero chooses and keeps a card in turn order from the revealed cards. A "Ward" can be used to negate the effect of "Bountiful Harvest" on one Hero.

**Duel**

Scroll Card

Effect: Target Hero must play a "Strike". If he/she does, then you must use a "Strike". Continue until a Hero does not use a "Strike". That Hero then takes 1 damage.

**Duel**

Scroll Card

Effect: Target Hero must play a "Strike". If he/she does, then you must use a "Strike". Continue until a Hero does not use a "Strike". That Hero then takes 1 damage.

**Duel**

Scroll Card

Effect: Target Hero must play a "Strike". If he/she does, then you must use a "Strike". Continue until a Hero does not use a "Strike". That Hero then takes 1 damage.

**Blaze**

Scroll Card

Effect: Target Hero must reveal a hand card to everyone, and if you discard a hand card that has the same suit, target receive 1 fire damage.

**Blaze**

Scroll Card

Effect: Target Hero must reveal a hand card to everyone, and if you discard a hand card that has the same suit, target receive 1 fire damage.

**Blaze**

Scroll Card

Effect: Target Hero must reveal a hand card to everyone, and if you discard a hand card that has the same suit, target receive 1 fire damage.

**Something for Nothing**

Scroll Card

Effect: Draw two cards

**Something for Nothing**

Scroll Card

Effect: Draw two cards

**Something for Nothing**

Scroll Card

Effect: Draw two cards

**Snatch**

Scroll Card

Effect: Take any one card from target's (within range of 1) fields (Hand, Equipment, Judgment).

**Snatch**

Scroll Card

Effect: Take any one card from target's (within range of 1) fields (Hand, Equipment, Judgment).

**Snatch**

Scroll Card

Effect: Take any one card from target's (within range of 1) fields (Hand, Equipment, Judgment).

**Snatch**

Scroll Card

Effect: Take any one card from target's (within range of 1) fields (Hand, Equipment, Judgment).

**Snatch**

Scroll Card

Effect: Take any one card from target's (within range of 1) fields (Hand, Equipment, Judgment).

**Iron Shackles**

Scroll Card

**Pick one**

1.Select 1 or 2 hero/es to be chained or reset.

2.Reform: Discard this card and draw another card.

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Scroll Card

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**Iron Shackles**

Scroll Card

**Pick one**

1.Select 1 or 2 hero/es to be chained or reset.

2.Reform: Discard this card and draw another card.

**Iron Shackles**

Scroll Card

**Pick one**

1.Select 1 or 2 hero/es to be chained or reset.

2.Reform: Discard this card and draw another card.

**Ward**

Scroll Card

Effect: Negate the effect of a Scroll card before the effect activates on a target.

**Ward**

Scroll Card

Effect: Negate the effect of a Scroll card before the effect activates on a target.

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Effect: Negate the effect of a Scroll card before the effect activates on a target.

**Ward**

Scroll Card

Effect: Negate the effect of a Scroll card before the effect activates on a target.

**Dismantle**

Scroll Card

Effect: Discard any one card from target's fields (Hand, Equipment, Judgment).

**Dismantle**

Scroll Card

Effect: Discard any one card from target's fields (Hand, Equipment, Judgment).

**Dismantle**

Scroll Card

Effect: Discard any one card from target's fields (Hand, Equipment, Judgment).

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Scroll Card

Effect: Discard any one card from target's fields (Hand, Equipment, Judgment).

**Dismantle**

Scroll Card

Effect: Discard any one card from target's fields (Hand, Equipment, Judgment).

**Dismantle**

Scroll Card

Effect: Discard any one card from target's fields (Hand, Equipment, Judgment).

**Cao Cao**

Wei

Warrior Emperor of the Kingdom of Wei

-Treachery: "After damage taken", you may acquire the card(s) that inflicted damage on you.

-Escort: **Monarch Ability**: Heroes from "WEI" can play a "Dodge" for you when you needed.

**SiMa Yi**

Wei

The Devil with eyes behind his head

-**Feedback**: "After damage taken", you may acquire a card belonging to your damage source.

-**Sorcery**: You may replace any Hero's judgment draw with a card from your hand before calculating the judgment result.

**XiaHou Dun**

Wei

One-eyed Demon

-Unyielding: "After damage taken", you may reveal a judgment draw. If the result is not a ♥, then the damage source must discard two hand cards or take 1 point of damage from you.

**Zhang Liao**

Wei

General of the Frontline

-Assault: During the draw phase, instead of drawing from the deck, you may draw up to two hand cards, each must be from a different Hero with card(s).

**Xu Chu**

Wei

Insane Tiger

-Armorless: During draw phase, you may draw one card instead of two. If you do so, all of your "Strike" and "Duel" inflict +1 damage for that phase (only when you are the damage source of a Duel).

**Guo Jia**

Wei

The oracle who died young

-**Talented**: Keep your judgment card after the effect is activated.

-**Legacy:** You may look at the top two cards from the deck after every 1 "damage taken", then you must give any amount of those cards to any Hero(es) including yourself.

**Zhen Ji**

Wei

The ill-fated Beauty

-**Siren**: During your Start phase, you may use this ability to reveal a judgment and acquire the card if the result is a black color suit. You may use this ability again until a red color suit is revealed. Discard that judgment card afterwards and end the phase.

-**Gorgeous:** All your black color suit hand cards may be treated as "Dodge".

**Guan Yu**

Shu

Bearded Gentleman

-**Master of Warfare**: You may use or play your red color suit card(s) as "Strike".

**Zhang Fei**

Shu

Unstoppable

-Battlecry: During your play phase, you may use any amount of "Strike" cards.

**Liu Bei**

Shu

The ambitious leader in tumultuous times

-Kindness: During play phase, you may give any amount of hand cards to another Hero. You regain 1 life if the total amount of cards given is more than or equal to two.

-Goad: **Monarch Ability**: Heroes from "SHU" can supply a "Strike" for you when needed. You become the source of that "Strike".

**ZhuGe Liang**

Shu

Prime minister who has passed his prime

-**Astrology**: During the Start phase of your turn, you may look at "X" amount of cards from the top of the deck (where X is the number of Heroes alive, up to a max of five). You may then put any amount of cards back to the top of the deck in any order, and the rest to the bottom of the deck.

-**Empty Fortress**: **Passive Ability**: You cannot be the target of "Strike" or "Duel" when you have no hand cards.

**Zhao Yun**

Shu

The young general

-Courage: You may treat your "Strike" as a "Dodge" or your "Dodge" as a "Strike".

**Ma Chao**

Shu

The unstoppable knight

-**Horsemanship:** **Passive Ability**: When calculating your distance to other Heroes, subtract 1.

-**Cavalry:** When you target a Hero with "Strike", you may reveal a judgment. If the result is a red color suit, then your "Strike" cannot be "Dodged".

**Huang Yueying**

Shu

Veiled heroine

-**Intuition:** Anytime you use a "Scroll" card you immediately draw a card from the deck before calculating the effect of the "Scroll" card.

-**Wizardry** Your "Scroll" cards have infinite range.

**Sun Quan**

Wu

Young and Virtuous Ruler

-Balance**:** During play phase, you may discard any amount of cards and redraw an equal amount from the deck (may only be used once per phase). -Support**:** **Monarch Passive Ability**: You gain an extra 1 unit of life points from a "Peach" used on you by a "WU" Hero during your Near Death state.

**Lü Meng**

Wu

Crossing the river in White Robes

-Discipline: If you did not use or play any "Strike" during your play phase, then you may skip your discard phase for that turn.

**Sun Shangxiang**

Wu

The lady with bow and arrows

-**Engagement:** During your play phase, you may discard two hand cards to target a male Hero and heal 1 unit of life for both of you (only if the male Hero is not at full life).

-**Heroine:** Immediately draw two cards from the deck upon losing a card from the equipment field.

**Zhou Yu**

Wu

Supreme Commander-in-Chief

-**Heroic:** During your draw phase, you may draw one extra card from the deck.

-**Counter Spy:** During your play phase, you may select another Hero, and ask that Hero to pick a suit. That Hero takes a hand card from you and shows it to you. If the resulting suit is not the same as his/her pick, then you cause 1 damage to your target (The target keeps that card regardless of the result, once per phase).

**Da Qiao**

Wu

The Flower of restrained

-**Beauty:** During your play phase, you may use any of your ♦ cards as "Contentment". -**Outcast:** You may discard one of your cards to transfer a "Strike" targeting you to another Hero within your weapon range, except for the attacker.

**Lu Xun**

Wu

The meek scholar with Valiant talents

-**Humble**: **Passive Ability**: You cannot be the target of "Snatch" and/or "Contentment". –**Alliance:** Draw a card if you have no hand cards.

**Huang Gai**

Wu

Sacrificing the Flesh for the Country

-Desperation: During your play phase, you may choose to lose one unit of life to draw two cards from the deck.

**Gan Ning**

Wu

The wild warlord

-Ambush: During play phase, you may treat any of your black color suit cards as "Dismantle".

**Hua Tuo**

Neutral

Miracle Physician

-**Triage**: Outside of your turn, you may use any of your red color suit cards as "Peach".

-**First Aid:** During your play phase, you may discard one hand card and heal any Hero 1 unit of life (only once per phase).

**Lü Bu**

Neutral

Ultimate Combat Skills - Personified

-**Unrivaled:** **Passive Ability**: When you use "Strike", your target must use two "Dodge" to dodge your "Strike", when you use "Duel" your target must play two "Strike" to counter one of your "Strike".

**Diao Chan**

Neutral

The Dancer with Unrivaled Beauty

-**Mischief**: During your play phase, you may discard one card and select two Male Heroes and have them "Duel" each other. You must pick which Hero to play "Strike" first (This "Duel" cannot be "Warded" and can only occur once per phase).

**-Eclipse:** Immediately draw one card at the start of End phase.

**Cao Ren**

Wei

The Great General

- Entrenched: After the discard phase of your turn, you can draw an additional 3 cards from the deck. By doing so, you will skip your next turn.

**Zhang Jiao**

Neutral

General of Heaven

- Lightning Strike: Whenever you use a DODGE, you can target any player to make a judgment. If the judgment card is of the "spades" suit, the target player take 2 units of lightning damage.

**-** Dark Sorcery**:** You can exchange the judgment card of any player before it takes effect with any of his "spades" or "clubs" suit cards (on-hand or equipped).

- Amber Sky: **Monarch Ability**: Other Neutral hero character can give you “Dodge” or “Lightning” card during their turn.

**Yu Ji**

Neutral

Priest of Supreme Peace

- **Bewilder:** Whenever you use a Basic Card or Non-Delayed-Scroll card, you can verbalize the intended card but play the card faced down on the table. If nobody doubts the authenticity of the card, the card takes the effect as verbalized. If there is (are) any player(s) that doubt the authenticity of the card, the card must be flipped over to expose the true identity of the card.

\* If the card is real, every player that expressed doubted will lose 1 unit of health.

\* If the card is a fake, every player that expressed doubt gets to draw 1 card from the deck.

Regardless whether the card is real or fake, the card is rendered useless as long as it has been flipped over UNLESS the card is both real and has a suit of "hearts", in which case the card still is effective.

**Wei Yan**

Shu

The blood-thirsty lone-wolf

- Bloodrage: Whenever you cause damage to any player within range of 1, you regain 1 unit of health for every 1 unit of damage caused.

**Huang Zhong**

Shu

Old but vigorous

- Marksmanship: You Strike can not be dodged under the following 2 circumstances:

1. The number of hand cards of the target player is less than or equal to your attack range.

2. The number of hand cards of the target player is more than or equal to the units of health you have remaining.

**Xiao Qiao**

Wu

The Flower of Unconventional

- **Heavenly Scent:** Whenever you receive any damage, you can choose to pass the damage on to any other player by discarding a hand card that has a suit of "hearts". The victim that receives the damage gets to draw X number of cards from the deck, X being the total amount of health loss (measured from the character's maximum health level) after the deflection.

- **Youthful Beauty: Passive Ability**: You will always treat all cards with a suit of "spades" as the suit of "hearts".

**Hua Xiong**

Neutral

Demon General

- **Reckless**: **Passive Ability**: Every instance that you suffer damage from a red Strike or Wine + Strike, your maximum health limit is reduced by 1.

**Zhou Tai**

Wu

Body scarred like a Battle record

- **Perseverance:** When your health reaches zero (brink of death), flip a card from deck and placed on your character card. You are not considered as dead at this point and the game continues. Whenever you lose an additional unit of health from now on, an additional card will be added on top of your character card. As long as none of these cards have the same "number", you will remain alive. Whenever there is a card or more placed on your character card, you will always be considered as being on the "brink of death".

**XiaHou Yuan**

Wei

Lightning-fast Cheetah

- Godspeed: You can use either or both of the following options listed below. When any of the options below are activated, it is equivalent to using an “Strike” on any player (no distance limitations).

1. Skip your judgment phase as well as drawing phase.

2. Skip your action phase as well as discard one Equipment card.

**Pang De**

Neutral

Ride and Rider as One

**- Horsemanship:** **Passive Ability**: When calculating your distance to other Heroes, subtract 1.

- **Fearsome Advance:** Whenever your “Strike” is “Dodged”, you can discard one of your opponent's cards (hand or equipped).

**Demi-God Lü Meng**

Demi-God

The Minister with Divine Enlightenment

- **Dabble**: During your drawing phase, you can choose to carry out the following action to replace the drawing of cards: Flip over 5 cards from the top of the deck and take 1 card of each suit. Discard the remainder.

- **Mind Reading:** During your action phase, you can view all the hand cards of 1 player. You can then pick 1 card with a suit of "hearts" from this player's hand cards and display it for every player to see. After doing so, you can choose to either discard this "hearts" card or place it at the top of the deck.

**Demi-God Guan Yu**

Demi-God

The Return of the Ultimate Ghost

- **God of War**: **Passive Ability**: Every "heart" suited card will be regarded as “Strike”. When you use one of these "heart" suited cards, the ATTACK has no range limitations.

- **Warrior Spirit:** For every 1 unit of damage that any player that dealt on you, that player will receive 1 "Nightmare" token. When you die, the player with the most number of Nightmare tokens must flip a judgment card. Unless the judgment card is PEACH or PEACH GARDEN, that player dies immediately.

**Cao Pi**

Wei

The Successor of Dominator

- Unnatural Death: You can immediately take possession of all the cards (both on-hand and equipped) of any player that dies.

**-** Exile**:** Every time you suffer damage, you can force any other player to draw X number of cards. X being the units of health you have lost. By doing so, this player will have to "Flip Character Card" (skip next turn).

- Exalt the Powerful: **Monarch Ability**: Whenever other Wei Character makes a judgment, if the judgment card that takes effect is the suit of "clubs" or "spades", that character can choose to let you draw 1 card from the deck.

**Dong Zhuo**

Neutral

King of Demon

- Pool of Wine: You can use any of your hand cards with a suit of "spades" as WINE.

**-** Garden of Lust**: Passive Ability**: When you use “Strike” on a female character and vice versa, the targeted character needs to use 2 DODGE cards to evade the attack.

**-** Disintegrate**: Passive Ability**: At you end phase, if your health is not the lowest or tie for lowest, you must lose 1 unit of health or reduce his maximum health by 1 unit.

- Tyranny: **Monarch Ability**: When Neutral Heroes cause any damage to other players, he/she can flip a judgment card. If the judgment card is the suit of "spades", Dong Zhuo will regain 1 unit of health.

**Jia Xu**

Neutral

“Cold-blooded Counsellor”

- Unmitigated Murder: **Passive Ability**: During your turn, with the exception of yourself, only characters who are on the brink of death (health equals zero or less) can use PEACH.

**-** Descend into Chaos**: Single-Use Ability:** During your action phase, you can force every player, other than yourself, to use a Strike on another player at the least distance away. If a player is unable to do, the player will lose 1 unit of health.

- Behind the Curtain: **Passive Ability**: You cannot become the target of Scroll cards with the suit of "clubs" or "spades".

**Sun Jian**

Wu

Emperor of Vigorous Combat

- **Lingering Spirit:** In the beginning of every turn, you can carry out one of the options listed below if you are not at maximum health (X represents the number of units of health you have lost).

1. Draw X cards, then discard 1 card.

2. Draw 1 card, then discard X cards.

Limited to one use per turn.

**Lu Su**

Wu

The Maverick Diplomat

- **Altruism:** In the drawing phase, you can choose to draw 2 more cards. If you have more than 5 hand cards as a result, you must give half of your hand cards (rounded down to a whole number) to a other player with the least amount of hand cards.

- **Alliance:** During your action phase, you can choose to force 2 other players to exchange their entire hand cards by discarding X number of cards, X being the difference between the number of hand cards between these 2 players. Limited to one use per turn.

**Meng Huo**

Shu

King of the Southern Barbarians

- The Smoking Gun: **Passive Ability**: Immune to Barbarian Invasion. You will be the source of any damage caused by the use of Barbarian Invasion.

- Arise Again: During the drawing phase, if you are not at full health, you can choose to give up the drawing phase and, instead, flip X number of cards from the deck (X being the amount of health you have lost thus far). Of these X cards, you will regain 1 unit of health for every card with the suit of "hearts". The cards with "hearts" will be discarded and you keep the rest.

**Zhu Rong**

Shu

Queen of Savage

- Giant Elephant: **Passive Ability**: Immune to Barbarian Invasion. You will get the Barbarian Invasion after it is going to discard pile when user by other player.

- Fearsome Blade: Whenever your “Strike” successfully damages your target player, you can choose to "Points Duel" with that same target player. If you win the Points Duel, you get to take 1 card (hand or equipped) from the target and keep for yourself.

**Xu Huang**

Wei

Reminiscence of Zhou Ya Fu

- Blockade: During the action phase, you can choose to use any of your Basic Cards or Equipment Cards with the suit of "clubs" or "spades" as RATIONS DEPLETED. Your range for RATIONS DEPLETED is extended to distance of 2.

**Xun Yu**

Wei

Advisor of Kings

- **Rouse the Tiger**: In your action phase, you can choose to "Points Duel" with another character with more health than you. If your score is higher, that player will cause 1 unit to damage to another player within his/her attacking range of your choice. If your score is lower, that player will cause 1 unit of damage to you.

- **Eternal Loyalty**: Every 1 unit of damage that you suffer, you can allow any player of your choice to replenish that player's hand cards to the maximum health level.

**Demi-God Lü Bu**

Demi-God

The Way of the Asura

- **Rage**: **Passive Ability**: At the beginning of the game, you get 2 "Rage" tokens. Every unit of damage you dealt or suffer, you gain 1 Rage token.

- **Simpleton**: **Passive Ability**: Every time you use a Non-Delayed-Scroll card, you must discard 1 Rage token or lose 1 unit of health.

- **Unprecedented**: During your action phase, you can discard 2 Rage tokens and select 1 target player. For the rest of your turn, the target player's Armor becomes ineffective. In addition, you acquire Lü Bu's **Unrivaled**

**- Asura's Wrath**: During your action phase, you can discard 6 Rage tokens. Every other player will: (Carried out in order from 1 to 3) 1. Receive 1 unit of damage 2. Discard all equipped cards 3. Discard 4 hand cards; After this is done, you must flip your character card. Limited to once per turn.

**Demi-God Cao Cao**

Demi-God

A Hero that transcends time

- **Homage**: For every 1 unit of damage that you receive, you can draw one card from every character in play (equipped cards, hand cards, or pending judgment cards). After doing so, you must flip character card.

- **Flying Shadow**: **Passive Ability**: When other characters consider their distance from you, you will always have additional +1 distance away.

**Dian Wei**

Wei

The Chinese Hercules

- Ferocious Assault: Once per turn. During the action phase of your turn, you can deal 1 unit of damage to any player within your attacking range by either 1. Reducing 1 unit of your own health, or 2. Discarding 1 "weapon card" (can be on-hand or currently equipped)

**Pang Tong**

Shu

Rising Phoenix

- **Shackle**: **Passive Ability**: Every hand card that has the suit of "clubs" can be used as IRON SHACKLES.

- **Nirvana**: **Single-use ability**: When you are on the brink of death, you can choose to discard all your cards and resurrect yourself. You will have 3 units of health after resurrection and can immediately draw 3 cards from the deck.

**TaiShi Ci**

Wu

Ardent and Loyal Warrior

- **Justice of Heaven:** During your action phase, you can conduct Points Duel with any other character. Limited to one use per turn. If you win the Points Duel - 1. You will have unlimited attacking range 2. You can use 1 additional “Strike” card in that turn 3. Each “Strike” can target 1 additional character. If you lose the Points Duel, you cannot use “Strike” till the end of that turn.

**Yan Liang & Wen Chou**

Neutral

Tiger & Wolf Brothers

**- Dual Heroes:** During the drawing phase, you can choose to forfeit the drawing phase and opt for a judgment card to be flipped. Unlike usual judgment cards, this particular judgment card can be kept into your hand. Note the color of the suit (black or red) of this judgment card. For the rest of your action phase, you can choose to use any hand card with a different color from this judgment card as DUEL.

**Deng Ai**

Wei

The Staunch Warrior

- Amassing Terrain: Every instance that you lose card(s) (hand or equipped) outside your turn, you can flip a judgment card. If the judgment is not the suit of "hearts", you can put the judgment card (referred to as "Terrain") atop your character card. Every "Terrain" that you amass, your distance to other players decreases by -1.

- Conduit: **Awakening Ability**: At the beginning of your turn, if you have more than or equal to 3 "Terrains", you must reduce your maximum health by 1 unit. You will then permanently acquire the ability "Blitz" (In the action phase, you can use any of your "Terrains" as Snatch)

**Zhang He**

Wei

The Military Clairvoyant

- Flexibility: You can discard one hand card to skip one of your phases (excluding beginning phase and ending phase). If you skip your drawing phase using this method, you draw 1 hand card from a maximum of two other players. If you skip your action phase using this method, you can relocate a card (in the equipment area or in the pending judgment area) from its original location to another identical location.

**Yang Xiu**

Wei

Genius Unrestrained

- Have your Cake: When you are targeted by a scroll card that also affects other players, you can immediately draw a card. If you do so, that scroll card has no effect on you.

- The Wishing Bone: Whenever you receive damage, you can voice out a card type (basic, scroll or equipment). The damage source can no longer use, play, or discard any hand cards of that type until the end of that round.

**Cao Zhi**

Wei

Eight-Tenths of the world's Talent

- Falling Bloom: When other players discard or flip judgment cards with "clubs" into the discard pile, you can take possession of these cards.

- Drunken Quatrain: When your character card is facing up, you can choose to flip over your character card and this will be considered as having used Wine.

**Guan Yu**

Wei

Marquis of HanShou

-**Master of Warfare**: You may use or play your red color suit card(s) as "Strike".

-**Master of Warfare**: **Awakening Ability**: At the beginning of your turn, if your number of hand cards is larger than your current health units, AND the RULER for the game is Cao Cao, you must reduce your maximum health by 1 unit. You then permanently acquire the ability “**Horsemanship**”

**SP. Cao Ren**

Wei

Quitting is not an option

- Break Out: At the Ending phase of your turn, you may draw 2 + X cards, then flip your character card over. If you do so, you must discard X cards at the beginning of your next drawing phase. X is the total number of weapon cards in all the equipped areas of all characters.

- Discipline: If the number of your hand cards is larger than your health, you may use any of your equipped cards as Ward.

**Yu Jin**

Wei

Mainstay of the Wei Military

- Resolute: **Passive Ability**: When you have no armor equipped, black-suited Strike cards have no effect on you.

**Zhang ChunHua**

Wei

Cold-blooded Empress

- **Ruthless**: **Passive Ability**: All damage caused by you is viewed as "loss of health".

- **Bereavement**: With the exception of the discard phase, whenever your number of hand cards is less than the number of units of health loss thus far, you can immediately draw from the deck till your hand cards equal number of units of health loss.

**Zhang ChunHua**

Wei

Cold-blooded Empress

- **Ruthless**: **Passive Ability**: All damage you are about to inflict is converted to "loss of health".

- **Bereavement**: With the exception of the discard phase, your minimum number of hand cards is X, X being the number of units of health you have loss and X has a maximum of 2.

**Cai WenJi**

Neutral

The Lone Dame in Foreign Lands

- **Dirge**: Every instance a player suffers damage from an “Strike”, you can discard a card (hand or equipped), and the player who suffered the damage flips a judgment card. If the judgment is "hearts", the victim regains 1 unit of health; "diamonds", the victim draws 2 cards; "clubs", the attacker discards 2 cards; "spades", the attacker flips his/her character card over.

- **Sorrow**: **Passive Ability**: The player who kills you loses all of his/her character abilities until the end of the game.

**Zhong Hui**

Wei

The Audacious Schemer

- **Amassing Power**: After you receive 1 unit of damage, you can draw 1 card, then place 1 hand card on your character card. This card will be known as a "Power" card. Every "Power" card you have on your character card, your hand card limit increases by +1.

- **Uprising**: **Awakening ability:** At the beginning of your turn, if you have 3 or more "Power" cards, you must reduce 1 unit of your maximum health limit, then either regain 1 unit of health or draw 2 cards. You also acquire the ability "**Eradicate**". (In the action phase, you can discard 1 "Power" card and allow any player to draw 2 cards. After drawing 2 cards, if that player has more hand cards than you, you deal 1 unit of damage on that player. Limited to once per phase.)

**Cao Zhang**

Wei

The Yellow Beard

- Versatile Fighter: During the drawing phase, you can choose 1 of 2 options. 1. Draw 1 extra card. If you do so, you cannot use or play any Strike cards until your turn is over. 2. Draw 1 card less. If you do so, any Strike cards used during your action phase has unlimited range. You can also use 1 more Strike card in that turn. Effects last till your turn is over.

**Xun You**

Wei

Master Strategist of Cao Wei

- **Contrivance**: In the action phase, you can use all your hand cards (minimum of one) as any one non-time-delay tool card. Limited to once per turn.

- **Playing Dumb**: Every instance after you receive damage, you can draw a card, then display all your hand cards. If all your hand cards are of the same color, the source of your damage must discard one hand card.

**Wang Yi**

Wei

"The Elated Damsel

- **Death over Desecration**: Before your judgment card takes effect, you can display the top card of the deck and use it as a substitute.

- **Hatch a Plan**: If you are injured before the beginning (or ending) phase of your turn, you can flip a judgment card. If the judgment card is black-suited, you can view X cards from the top of the deck (X being units of health lost), then give these cards to any player.

**Yuan Shao**

Neutral

Aristocratic Ancestry

- **Chaos Strike**: During your action phase, you can choose to discard any 2 hand cards with the same suit as Arrow Barrage.

- **Bloodline: Monarch Ability**: **Passive Ability**: Your limit for hand cards at the end of your turn increases by 2 for every other one Neutral character still in play.

**Zuo Ci**

Neutral

The Mystical Immortal

- **Shape shift**: After everyone has selected their character cards, you select two unused character cards randomly from the deck. Select one of these two characters and place it before you, then state one of that character's abilities (excluding Single-use ability, awakening ability and monarch ability). You will obtain the stated ability, the allegiance, and the gender of this character until you have replaced it. At the beginning and end of each turn, you can replace the character with another character and/or re-state another ability.

- **Germinate**: For every 1 unit of damage you receive, you can acquire another new character card for "Shape shift".

**GongSun Zan**

Neutral

The Whitehorse General

- **Righteous Cavalry**: When your health is more than 2 units, you have -1 distance in any range calculations. When your health is equal or less than 2 units, other people have +1 distance in any range calculations with you.

**Liu Biao**

Neutral

Lord of Southern Han

- **Self-preservation**: During the drawing phase, you may draw additional X number of cards (X being the number of units of health lost thus far), then skip your action phase.

- **House of Royalty**: **Passive Ability**: For every allegiance still in play, your hand card limit is increased by +1.

**Yuan Shu**

Neutral

The Emperor of Zhong Dynasty

- **Mediocrity**: During your drawing phase, you draw an extra X cards, X being the total number of allegiances still in play. During your discard phase, you must discard at least as many cards as there are allegiances still in play. If you have less cards than there are allegiances, you must discard all of them.

- **The Pseudo-Emperor**: You possess the monarch ability of the current monarch.

**SP. Zhao Yuan**

Neutral

The Vanguard on a White Horse

- **Dragon Heart**: All “Strike” and “Dodge” cards can be used interchangeably.

- **Formation Piercer**: Whenever you use or play a hand card to activate “Dragon Heart”, you can immediately take a hand card from the target.

**Liao Hua**

Shu

Put through the Mill of Time

- **Forefront**: **Passive Ability**: At the beginning of the turn, you perform an extra action phase.

- **Longetivity**: **Single-Use ability**: When you are on the brink of death, you can regain X units of health (X being the number of allegiances still in play). After which you must flip your character card.

**SP. Diao Chan**

Neutral

The Malevolent Puppeteer

- **Soul Surrender**: In the action phase, you can discard one card and flip over your character card. If you do so, you can acquire all the hand cards of one male character. At the end of the action phase, you must return that male character one card for every remaining health unit that he has. Limited to one use per turn.

- **Envious Moon**: At the end of your turn, you can draw one card from the deck.

**Chen Gong**

Neutral

Upright and Heroic

- **Brilliant Scheme**: During your action phase, you can give an equipment card or an “Strike” card to any other player (the recipient). The recipient must then choose between 1 of 2 options. 1. This action would be viewed as having used an “Strike” on another player of your choice within the recipient's attacking range. 2. Draw a card from the deck. Limited to one use per turn.

- **Cerebral Delay**: Whenever you receive damage during another player's turn, any Strike or Scroll cards (except Time-delayed tool cards) have no effect on you until that turn ends.

**Gao Shun**

Neutral

No Siege is Unsuccessful

- **Ambush**: During your action phase, you can Points Duel with another player. If you win, you possess the following abilities till your turn ends. - Disregard any distance between you and that player - Disregard any equipped armor of that player. - You can use as many “Strike” cards as you wish on that player. If you lose, you cannot use any “Strike” cards for the rest of this turn. Limited to one use per turn.

- **Abnegation**: **Passive Ability**: All your “Wine” cards must be regarded as “Strike” cards.

**Demi-God Zhou Yu**

Demi-God

The God of Fire at Red Cliffs

- **The Sound of Koto**: During your discard phase, when you discard 2 or more on-hand cards, you can choose to force all players (including yourself) to regain 1 unit of health or lose 1 unit of health.

- **Searing Heat**: **Single-Use ability**: During your action phase, you can select 1 to 3 players and distribute a total of 3 units of fire attribute damage between them. If you allocate 2 units or more of damage to any of the players, you need to discard 1 card of each suit (4 cards in total) and lose 3 units of health.

**Demi-God Zhao Yun**

Demi-God

Aura of the Dragon

- **Adversity**: During the drawing phase, the number of cards you draw is equal to the health you have lost thus far plus 2. Your on-hand card limit will always be +2 more than usual.

- **Soul of the Dragon**: You can use or play X cards with the same suit as the following: "Hearts" as "PEACH" "Diamonds" as "Strike" with fire attributes "Clubs" as "Dodge" "Spades" as "Ward" (X is the units of health you have currently. X has a minimum of 1.)

**Demi-God ZhuGe Liang**

Demi-God

The Sorcerer at the Red Cliffs

- **Seven Stars**: At the very beginning of the game, when the initial 4 cards are being distributed amongst all players, you will be given a total of 11 cards. Pick 4 out of these 11 to be your starting hand, while the remaining cards are placed face down elsewhere (out of the game area). These extra cards will be referred to as "Stars". During your turn, right after the drawing phase, you can interchange any number of your hand cards with an identical number of your Stars.

- **Gale**: At the end of your turn, you can discard 1 of your "Stars" and select 1 target player. From then till your next turn, this target player will suffer 1 additional unit of damage for all fire attribute damage.

- **Heavy Fog**: At the end of your turn, you can discard X number of "Stars" and select X number of target players. From then till your next turn, these target players will be protected from all damage except Lightning attribute damage.

**ZhuGe Liang**

Shu

Hidden Dragon

- **Eight Trigrams Formation**: When no armor is equipped, you will always have the protection of the Eight Diagram Formation

armor by default.

- **Arson**: All your on-hand cards with a red suit can be used as Blaze during your action phase.

- **See Through**: All your hand cards with a black suit can be used as Ward.

**Jiang Wei**

Shu

The Protégé of the Dragon

- **Taunt**: During the action phase, you can pick a player that is able to user “Strike” on you. That player must use an “Strike” on you. Otherwise, you can discard one of his/her card. Limited to once per turn.

- **Recommence the Legacy**: **Awakening ability:** At the start of your turn, if you have no on-hand cards, you must regain 1 unit of health or draw 2 cards, then reduce your maximum health by 1 unit, and permanently acquire the ability “**Astrology**”.

**Demi-God SiMa Yi**

Demi-God

The Founder of Jin Empire

- **Restraint**: **Passive Ability**: For every 1 unit of damage you receive or every 1 card you discard during your discard phase you receive a “Restraint” token.

- **Promotion: Awakening ability:** At the start of your turn, if you have 4 or more Restraint tokens, you must reduce your maximum health by 1 unit, and you permanently acquire the ability "**Extreme Tactic**".

- **Extreme Tactic** Discard a Restraint token to execute one of the following abilities: Sorcery (Sima Yi) - Change judgment card;

Exile (Cao Pi) - Flip character card;

Unmitigated murder (Jia Xu) - Peach can't save others; Balance (Sun Quan) - Change hand/equipped cards;

Wizardry (Huang Yueying) - Draw 1 card when use a Scroll card

- **Domino Victory:** If you kill one or more players within your turn, once your turn ends, you get to play an extra turn.

**Cheng Pu**

Wu

Minister spanning three Generations

- **Toxic Pyre**: You can use 1 normal Strike as Fire Strike. If this Fire Strike causes damage, you lose 1 unit of health after all damage calculations has been concluded. When you use Fire Strike, you can select 1 additional target player.

- **Superior Vintage**: When the ending phase of your turn begins, if there are no cards on your character card, you can place any number of Strike cards on your character card (these cards are referred to as "VINTAGE"). When a player is on the brink on death, you can discard a VINTAGE card and this is viewed as the player having used Wine.

**Liu Shan**

Shu

The King with a Laissez-faire Destiny

- **Relish**: Whenever other player use “Strike” at you, he/she must discard a basic card, or that “Strike” has no effect on you.

- **Devolution**: You can skip your action phase. If you do so, you can discard a hand card at the end of your turn and let another player go an extra turn.

- **Eiron**: **Monarch Ability**: **Awakening ability:**  At the start of your turn, if your health is the least or among the least, you must raise your maximum health by 1 unit, regain 1 unit of health and permanently acquire get the ability "**Goad**”

**Fa Zheng**

Shu

The Wind beneath Shu Kingdom's Wings

- **Reciprocation**: **Passive Ability**: Whenever any other player regains your health by 1 unit, that player can draw 1 card. Every instance that any other player dealt to you damage, that player must give you an hand card of the "hearts" suit, or else that player will lose 1 unit of health.

- **Artifice of the Masses**: In your action phase, you can give one hand card with the suit of "hearts" to any other player, then take any 1 card from that player and immediately give it to any other player (include yourself). Limited to one use per turn.

**Fa Zheng**

Shu

The Wind beneath Shu Kingdom's Wings

- **Reciprocation**: Whenever you receive 2 or more cards from another player, you can allow that player to draw 1 card. Whenever you have received 1 unit of damage, you can make the source of the damage give you 1 on-hand card, otherwise he/she loses 1 unit of health.

- **Artifice of the Masses**: In the drawing phase, you can forgo drawing cards and force another player to draw 2 cards, then let that player use an “Strike” on another player of your choice that is within his/her attacking range. If the player does not abide by your instructions, you will take 2 cards from that player.

**Ma Su**

Shu

The Conceited Talent

- **Winning Hearts**: In your action phase, if your number of on-hand cards exceeds your maximum health units, you can view the top 3 cards of the deck. Of these 3, display any number of cards that are of the heart suit, then keep them in your hand. Replace the remainder of the 3 cards (if any) in any order back on the top of the deck. Limited to once per turn.

- **Tears of Reluctance**: **Passive Ability**: The player that kills you must discard all his or her cards (both on-hand and equipped) immediately.

**Xu Shu**

Shu

The Loyal Gallant

- **Silence**: **Passive Ability**: With the exception of Time-delayed scroll cards, all other scroll cards used by you have no effect on all other players. Similar scroll cards used by all other players have no effect on you.

- **Dragon's Advocate**: In the action phase, you can discard up to 3 cards, then allow 1 other player of your choice to draw an equal number of cards from the deck. If you discard 3 cards of similar type (basic, tool card, equipment card), you regain 1 unit of health. Limited to once per turn.

**Xu Shu**

Shu

The Loyal Gallant

- **Silence**: **Passive Ability**: All damage caused by, or received from, scroll cards is prevented.

- **Dragon's Advocate**: When the ending phase of your turn begins, you can discard 1 non-Basic card. If you do so, you let another player choose 1 of the following 3 possible actions: 1. Draw 2 cards. 2. Regain 1 unit of health. 3. Flip over the character card such that it faces right-side up, and rotated in the vertical orientation.

**Xu Sheng**

Wu

The Steel Barricade of Jiang Dong

- **Annihilate**: Whenever your “Strike” causes damage, you can force your victim to draw X cards from the deck (X being the number of health units the victim currently has. X has a maximum of 5), after which the victim must flip his or her character card over.

**Guan Xing & Zhang Bao**

Shu

Cubs of the Generals

- **Spirit of their Fathers**: In the drawing phase, you can forfeit the drawing of cards and, instead, display the top two cards from the deck, then receive them. If the two cards displayed are of different colors, you receive the abilities "**Master of Warfare**" and "**Battlecry**" till the end of your turn.

**Ma Dai**

Shu

Entrusted during the crisis

- **Horsemanship**: **Passive Ability**: When calculating your distance to other Heroes, subtract 1.

- **Backstab**: Whenever you use Strike to cause damage to a player within distance of 1, you can flip a judgment card. If the judgment is not hearts, you prevent this damage and instead cause the player reduce his max health units by 1.

**SP. Zhang Fei**

Shu

Spear-Ready, Horse-Mounted

- **Indignation**: When you use red-suited “Strike” cards, the damage caused is +1.

- **Eternal Loyalty**: During your action phase, you can pick a player to points duel. If you win, all “Dodge” cards of that player that are not hearts-suit become ineffective till the end of the turn. You can pass the points duel card of that player to any player whose health is not more than yours. If you lose, you must reveal your hand of cards and select one card to discard. Limited to once per turn.

**Sun Ce**

Wu

The Young Conqueror of Jiang Dong

- **Ardor**: Whenever you use (or become the target of) DUEL or a red-suited “Strike”, you can draw a card.

- **Divine Aura**: **Awakening ability:**  At the beginning of your turn, if your health is 1 unit, you must reduce your maximum health by 1 unit. You then permanently acquire the abilities "**Heroic** " and "**Lingering Spirit**".

- **Hegemony**: **Monarch Ability**: During the action phase of other Wu characters, they can choose to “Points Duel” once with you. If they do not win the “Points Duel”, you can take the cards used in “Points Duel” from both parties. After your Awakening ability activates, you can refuse the "Points Duel".

**Zhang Zhao & Zhang Hong**

Wu

Talents to administrate Heaven and Earth

- **Blunt advice**: In the action phase, you can put an equipment card on hand in the equipped card area of another character (you cannot replace an equipment already equipped). If you do so, you can draw a card.

- **Stabilization**: At the end of other players’ discard phase, you can return a card that was discarded in this phase to the player. If you do so, you can take the other cards discarded in this phase as your own hand cards.

**Ling Tong**

Wu

Forthright and Courageous

- **Tempest**: Whenever a card is removed from your equipped items area, you can carry out either 1 of the following 2 options: 1. Viewed as having used an “Strike” on any player (this Strike will not be considered in calculating the number of Strike card used per turn). 2. Cause 1 unit of damage to a player within range of 1.

**Ling Tong**

Wu

Forthright and Courageous

**-Tempest**: Each instance that you lose equipped cards, or you discard 2 or more cards in your discard phase, you can discard a total of 2 cards (one card at a time) from up to maximum of 2 players.

**Wu Guo Tai**

Wu

Fearsome Militant Empress

- **Heavenly Essence**: In the action phase, you can choose 2 players to exchange all of their equipped cards. The difference in the number of equipped cards between the 2 players must not be more than X, where X is the amount of health you have lost thus far. Limited to once per turn

- **Ameliorate**: When a player is at the brink of death, you can display one of the hand cards of that player. If that card is not a basic card, the player will discard that card and regain 1 unit of health.

**Bu Liang Shi**

Wu

The Uncrowned Queen

- **Pacify**: In the action phase, you can choose 2 players (other than yourself) with different number of hand cards. The player with less hand cards will acquire 1 hand card from the other player, and display it to all players. If that card is not the suit of Spades, you can draw 1 card from the deck. Limited to once per turn.

- **In Loving Memory**: When you die, you can choose one player (other than yourself and the player who killed you) to draw 3 cards and regain 1 unit of health.

**Han Dang**

Wu

Marquis of Shi Cheng

- **Mounted Archer**: You can use or play one equipment card as a Strike card. The Strike used via this ability has no distance limitations.

- **Resolver of Troubles**: When any player is at the brink of death, you can use a Strike on the player whose turn it currently is. If this Strike causes damage, you prevent the damage and is instead viewed as having used peach on the player at the brink of death.