English Translation of Cards from LTK (Legends of Three Kingdoms, Sanguosha or 三国条)

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Basic Cards

[Attack]

Once per main phase, you may play this card to attack any hero within your attack range. That hero may use a [Dodge]. If a [Dodge] is not used by them, they receive 1 damage from you.



[Dodge]

Whenever a hero plays an [Attack] on you, you may use this card to cancel the [Attack].



[Peach]

If this card is played during your main phase, you gain 1 health. (Cannot exceeding your maximum health)

If any hero is on the brink of death, you may use this card and that hero gain 1 health.



[Wine]

Your next [Attack] damage +1.

If you are on the brink of death, you may use this card and gain 1 health.



[Fire Attack]

Once per main phase, you may play this card to attack any hero within your attack range. That hero may use a [Dodge]. If a [Dodge] is not used by them, they receive 1 fire damage from you.



[Thunder Attack]

Once per main phase, you may play this card to attack any hero within your attack range. That hero may use a [Dodge]. If a [Dodge] is not used by them, they receive 1 thunder damage from you.



Spell Cards

[Barbarians Assault]

In the main phase, target all heroes except you. All targets may use a [Attack] (of any kind) or take 1 damage from you.



[Hail of Arrows]

In the main phase, target all heroes except you. All targets may use a [Dodge] or take 1 damage from you.



[Oath of Peach Garden]

In the main phase, target all heroes. All targets gain 1 health.



[Harvest]

In the main phase, target all heroes.

Reveal X cards from the top of the library, where X equals to the number of surviving heroes. Each target picks a revealed card and put it into their hand in the playing order.



[Sleight of Hand]

In the main phase, target yourself. Draw two cards.



[Ward]

Before any spell card (including another [Ward]) effects, you may play this to cancel its effect on one of the targets.



[Duress]

In the main phase, target a hero equipped with a weapon except you, and choose another hero in their attack range. The target may play a [Attack] (of any kind) on another hero, or give their equipped weapon to your hand.



[Burn Bridges]

In the main phase, target a hero except you. Discard any 1 card from them. Including hand cards, equipment cards or cards in their judgement zone.



[Duel]

In the main phase, target a hero except you. The target may use an [Attack] (of any kind), and if they do, you may use an [Attack] (of any kind). Repeat the process until one of you (the 'loser') does not. The loser receives 1 damage from the winner.



[Pilfer]

In the main phase, target a hero with distance ≤1 except you. Take any 1 card from the them and put in your hand.

Including hand cards, equipment cards or cards in their judgement zone.



[Blaze]

In the main phase, target a hero with at least one card in hand. The target reveals a card from his hand, and you may discard a card with the same suit. If you do, the target receive 1 fire damage from you.



[Iron Shackles]

In the main phase, target up to 2 heroes. Tap all untapped targets and untap all tapped targets.

If a tapped hero receives any elemental (fire/thunder) damage, all tapped heroes receive the same damage and become untapped.



In the main phase, you may also discard this card to draw 1 card.

Delay Spell Cards

[Acedia]

In the main phase, put this in another hero's judgement zone. If the judgement card is not ♥, skip their main phase.

(At the judgement phase of your turn, if you have cards in your judgement zone, reveal and discard a card from the top of library as the "judgement card".)



[Lightning Bolt]

In the main phase, put this in your judgement zone. If the judgement card is ♠2-9, receive 3 thunder damage.

If the judgement failed or this spell is canceled by [Ward], move this card to the next player's judgement zone.

(At the judgement phase of your turn, if you have cards in your judgement zone, reveal and discard a card from the top of library as the "judgement card".)



[Rations Depleted]

In the main phase, put this in another hero's judgement zone. If the judgement card is not ♣, skip their draw phase.

(At the judgement phase of your turn, if you have cards in your judgement zone, reveal and discard a card from the top of library as the "judgement card".)



Equipment Cards: Weapons

[Zhuge Crossbow]

Attack Range: 1

During your main phase, you may play any number of [Attack].



[Sword of Blue Steel]

Attack Range: 2

(Passive) Whenever you play an [Attack] on a hero, ignore the effect of their equipped armor.



[Frost Blade]

Attack Range: 2

Whenever your [Attack] deals damage to a target, you may prevent that damage. If you do, discard any 2 cards from the target.



[Twin Swords]

Attack Range: 2

Whenever you target a hero of the opposite gender with an [Attack], the target chooses one of the following before the [Attack] effects:

1. Discard a card from their hand; 2. You draw a card.



[Azure Dragon Crescent Blade]

Attack Range: 3

Whenever your [Attack] is canceled by a [Dodge], you may play another [Attack] with the same target.



[Serpent Spear]

Attack Range: 3

Whenever you need to play or use an [Attack], you can discard 2 hand cards instead.



[Rock Cleaving Axe]

Attack Range: 3

Whenever your [Attack] is canceled by a [Dodge], you may discard any 2 cards. If so, your [Attack] still effects and cannot be canceled again.



[Heaven Halberd]

Attack Range: 4

Whenever you play an [Attack] as your final hand card, you can target at most 3 heroes.



[Kirin Bow]

Attack Range: 5

Whenever your [Attack] deals damage to a target, you may discard 1 mount from the target's equipment zone.



[Ancient Scimitar]

Attack Range: 2

(Passive) Whenever your [Attack] deals damage, if the target has no cards in hand, that [Attack] damage+1.



[Vermilion Fan]

Attack Range: 4

You may play your [Attack] as [Fire Attack].



Equipment Cards: Armor

[Eight Trigrams]

Whenever you need to play or use a [Dodge], you can reveal and discard a card from the top of library do a judgement; if the judgement card is ♥/♠, you are considered played or used a [Dodge].

[Shield of Ren Wang]

(Passive) Ignore the effects of all ♠/♣ [Attack] targeting you.

[Rattan Armor]

Attack Range: 2

(Passive) Ignore the effect of [Barbarian Assault], [Hail of Arrows] and normal [Attack] targeting you. Whenever you receive fire damage, damage+1.

[Platinum Lion]

(Passive) Whenever you take damage, the damage is 1 at maximum. When this card leaves your equipment zone, gain 1 health.







Equipment Cards: Mounts

[Defender Horses]

All mounts with +1 have the same effect.

The distance from other heroes to you is considered +1.

[Attacker Horses]

All mounts with -1 have the same effect.

The distance from you to other heroes is considered -1.

