

Liu Bei



Whenever you **Slay** a character, you may opt to **Recruit** them instead.

3 Emperor of Heroes 3

Ma Chao



When Duelling:
+5 to first **Duelling** card.
When losing, This character can only be **Wounded**.

6 Sky-God General 0

Huang Zhong



When Duelling:
Set 1 ♥ card to Ace (14).

6 The Trueshot 1

Zhao Yun



Your other characters cannot be **Slain** outside of **Duels**.

When Duelling:
You may **Redraw** (1)

6 The Savior 2

Guan Yu



When Duelling:
+2 to ♥ cards.

Duel Stalemate or Victory:
Convert all ♥ cards used into **Wine**.

6 The Martial Saint 1

Zhang Fei



Deploy:
Select a player. They must choose one of their characters to be **Slain** by Zhang Fei.

When Duelling:
Set 1 card to 8.

6 Never-Yielding 1

Zhuge Liang



Action Phase:
Treat 1 poker card in your hand to any other card.

1 Genius Incarnate 6

Guo Jia



Whenever another player targets you with an effect or action, **Pour** (2).

1 The Young Prophet 5

Sima Yi



Action Phase:
You may play 2 hands each turn.

2 The Tomb Tiger 5

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Cao Cao



When **Commending**, you only need to **Dismiss** 2 characters.

3 Hero of Chaos 4

黄全 魏

Dian Wei



Dian Wei may duel while **Wounded**, gaining +1 **Martial**.
If **Defeated** while **Wounded**, **Slay** Dian Wei.

6 Elai Reborn 0

黄全 魏

Xiahou Dun



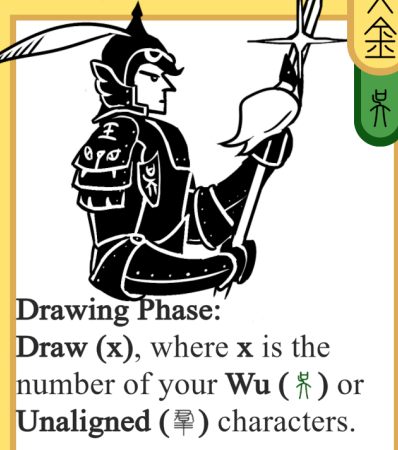
Xiahou Dun cannot be **Wounded**.

When **Duelling**:
Cards **Minimum** (6).

5 Eye-Eater 2

黄全 魏

Sun Ce



Drawing Phase:
Draw (x), where x is the number of your **Wu** (呉) or **Unaligned** (羣) characters.

When **Duelling**:
Set 8s to K(13).

5 The Little Conqueror 1

黄全 呉

Sun Quan



Action Phase:
Treat up to x ♦ cards in hand as K, where x is the number of your **Wu** (呉) or **Unaligned** (羣) characters.

2 The August 4

黄全 呉

Sun Jian



Your **OTHER** **Wu** (呉) and **Unaligned** (羣) characters have +1 **Martial**.

When **Duelling**:
Set 1 card to K(13).

4 Tiger of the East 1

黄全 呉

Zhou Yu



ALL of your x effects may be increased by 2.

3 Red Cliff's End 5

黄全 呉

Lü Bu



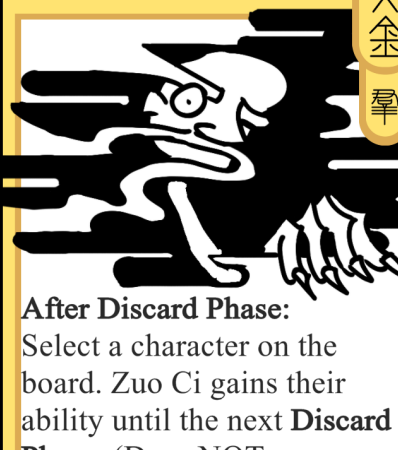
When **Slain** in a duel, Lü Bu is instead **Captured**.

When **Duelling**:
Treat J and Q as K.

7 God of War 0

黄全 羣

Zuo Ci



After **Discard Phase**:
Select a character on the board. Zuo Ci gains their ability until the next **Discard Phase**. (Does NOT copy **Martial**, **Intrigue**, **Hero Points**, or **Faction**).

1 The Immortal Sage 3

黄全 羣

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Dong Zhuo



Discard Phase:
Convert ALL poker cards in hand into **Wine**.

3 The Tyrant 2

Hua Tuo



Action Phase:
Discard (1/2/3) ♥ cards to Heal a **Wounded Bronze / Silver / Gold** character.

1 Father of Medicine 2

Ju Shou



As long as you **DON'T** control a **Unaligned** (羣) character with 2 or less **Intrigue**, gain 1 extra each time you gain **Imperial Favour**.

1 The Ironheart 3

Wang Yun & Diao Chan



Drawing Phase:
Select 2 characters from the same player. They must choose to **Wound** one of them.

1 The Tyrantslayers 4

Yuan Shao



Drawing Phase:
Draw (x), where x is the number of your **Bronze** characters.

3 The Coalition's Head 2

Gao Shun

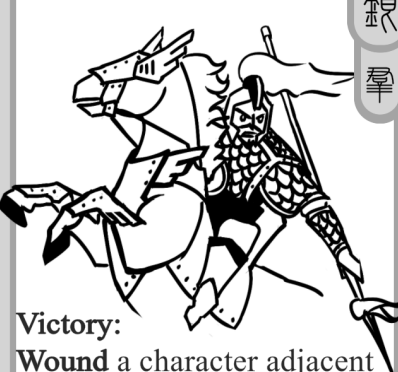


When Duelling:
+4 to first **Duelling** card.

Whenever you play a straight, **Wound** a **Bronze** character.

4 The Spearhead 0

Zhang Xiu

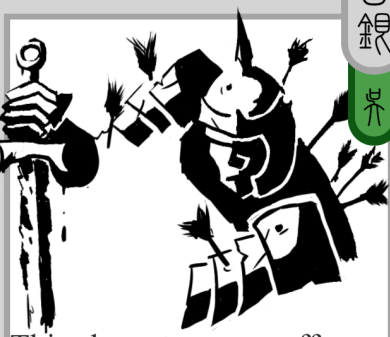


Victory:
Wound a character adjacent to your opponent.

When Duelling:
Your Aces count as 15.

5 Lord of the Lance 0

Zhou Tai



This character may suffer **Duel Defeat** consequences in place of other characters.

When Duelling:
Enemy cards **Maximum** (9).

4 Unbreakable Vajra 0

Taishi Ci



At any time, **Discard** (5) to prevent a **Slay** effect.

When Duelling:
Your J cards are Aces.

5 Vowkeeper 1



Silver



Silver



Silver



Silver



Silver



Silver



Silver



Silver



Silver

Lu Su



Action Phase:
Select any number of players. They each **Pour** (1). You **Pour** (x), where x is the number of players you selected.

1 The Great Diplomat 3

Gan Ning



Action Phase:
When one of your characters win a **Duel**, **Pour** (x), where x is the duel's **Victory Score**.

5 The Hundred Raiders 1

Cheng Pu



Action Phase:
You may add up to x to the value of a card in your hand, where x is the number of your **Wu** (吳) characters.
When Duelling:
+x to x **Duelling Cards**.

4 Tiger of Tigers 1

Huang Gai



Active Phase:
You may **Wound** this character to **Draw** (x) OR **Pour** (x), where x is the **Intrigue** value of any other character of yours.

3 Willingly-Broken 3

Zhang Zhao



+x **Hand Size**
where x is the number of your **Wu** (吳) or **Unaligned** (陣) characters.

1 The Venerable 4

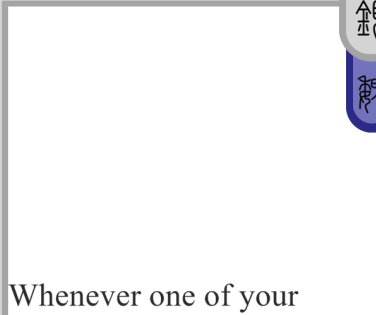
Xu Chu



You **MUST** accept **Duels** with this character.
(You may still initiate them with other characters)

6 Tiger Fool 0

Jia Xu



Whenever one of your characters is **Slain** during your turn, you may **Wound** 1 character.
Should Jia Xu be **Slain**, a different character of yours must be **Slain** instead.

1 The Toxic Tongue 4

Xu Huang



Victory:
The opponent must **Discard** (x), where x is the duel's **Victory Score**.

5 Spirit of Zhou Ya Fu 1

Xun You



When **Recruiting**, you may look at the top of the character deck before you choose.
You may use **Headhunt** for free.

1 The Hundred Schemes 4



Silver



Silver



Silver



Silver



Silver



Silver



Silver



Silver



Silver

Xun Yu

When **Recruiting Unaligned** (無) or **Wei characters** (魏) with **Wine**, pay 1/2/3 **Wine** less for Bronze/ Silver / Gold characters.

1 Assayer of Man 4

Liu Ye

Action Phase:
Add 1 to the value of up to **x** cards in hand, where **x** is the amount of **Wei** (魏) and **Unaligned** (無) characters you control.

2 The Unheeded 4

Zhang Liao



When **Duelling**:
Cards **Minimum** (5).

5 The Ancient Tiger 2

Wei Yan

Deploy:
Slay a Bronze character.

When **Duelling**:
Set 1 ♥ card to 10.

4 Blade of Hanzhong 0

Pang Tong

Whenever you play a straight or flush, you may make a player discard **x** **Wine**, where **x** is the amount of cards you just played.

1 Phoenix of Chains 5

Fa Zheng



During duels of your **Shu** (蜀) or **Unaligned** (無) characters, you may replace 1 of their **Duelling Cards** with one of the same suit from your hand.

1 Polytropos 4

Ma Liang



Action Phase:
After playing a pair, you may play another pair or a three-of-a-kind.

1 White Brow 3

Ma Su

Adjacent characters may **Redraw** (1) during **Duels**.

Should one of your characters ever be **Defeated** in a **Duel**, **Slay** Ma Su.

2 The Overzealous 3

Xu Shu

Action Phase:
You may **Headhunt** an additional time for free. For each character with 4 or more **Intrigue** revealed during your turn, **Pour** (1).

1 The Pious Son 4



Silver



Silver



Silver



Silver



Silver



Silver



Silver



Silver



Silver

Li Jue

青銅 羣



Drawing Phase:
If you control no other **Unaligned (羣)** character, +1 **Imperial Favour**.

3 Emperor's Jailor 0

Guo Si

青銅 羣



Drawing Phase:
If you control no other **Unaligned (羣)** character, **Draw (1)** or **Pour (1)**.

3 Court's Abductor 0

Yan Bai Hu

青銅 羣



Whenever another character is **Wounded**, **Pour (1)**

2 The White Tiger 0

Hu Che Er

青銅 羣



Deploy:
Select a character. Steal their **Weapon** and equip it to Hu Che Er after your **Discard Phase**.

2 The Daggerax Thief 1

Kong Rong

青銅 羣



Your ♥ **Wine** cards count as 2 **Wine**.

1 The Prodigy 2

Tao Qian

青銅 羣

Action Phase:
Select another player. You both **Draw (1)** and **Pour (1)**.

1 The Benefactor 2

Zhang Yan

青銅 羣



Drawing Phase:
Draw (x), where x is the number of adjacent empty roster slots or **Wounded** characters.

3 The Bandit King 0

Liu Zhang

青銅 羣

You may treat any of your ♣ cards (including **Wine** and **Duelling** cards) as any suit.

However, your characters may not initiate **Duels**.

1 The Pacifist 2

Chen Gong

青銅 羣

Action Phase:
After playing a hand, **Draw (1)**.

1 The Hindsighted 3

青銅

Bronze

青銅

Bronze

青銅

Bronze

青銅

Bronze

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Bronze

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Bronze

青銅

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青銅

Bronze

青銅

Bronze

Yuan Shu



J and Q cards in your hand can be treated as K.

1 Pretender Emperor 1

Lady Xu

Action Phase:
You may look at the top card of ONE card deck, character deck, or weapon deck.

1 The Farseer 2

Han Dang

Drink (1):
You may add up to 5 to the number of a poker card in your hand.

4 The Old Guard 0

Gu Yong

Whenever you draw a ♦ card to your hand, you may reveal it to Draw (1).

1 Silent Chancellor 3

Zhuge Jin

Every turn, you may treat 1 single ♦ card in your hand as a 3, 4, 5, or 6.

1 The Unbetraying 3

Kan Ze

Action Phase:
You may increase all of your x effects by 1.

1 The Eloquent 3

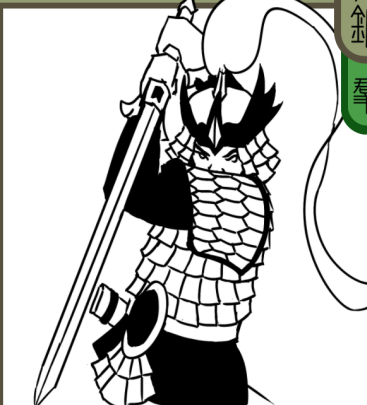
The Qu-E Soldier

When Duelling:
+5 to ♦ cards.

Victory:
Remove this character from the game and Recruit a random Gold character.

2 Nameless Legend 0

Lady Sun



Before a player can declare a Duel against you, they must first Discard (1).

3 Warrior Maiden 2

Bu Zhi

Action Phase:
Redraw (x), where x is the number of your Unaligned (羣) or Wu (吳) characters.

1 The Melon-Eater 3

青銅

Bronze

青銅

Bronze

青銅

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Bronze

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Bronze

青銅

Bronze

Cai Mao

青銅

魏

Your 7s, 8s, and 9s are interchangeable (they may be treated as each other).

You CANNOT play a hand that does not have at least 1 ♠ card.

2 The Squall Sailor 2

Wang Lang

青銅

魏



You may treat your ♣ cards as ♠ cards and vice versa (including Wine and Duelling cards).

2 The Scholar-Governor 3

Yue Jin

青銅

魏

When Duelling:
+1 to first Duelling card.

If your opponent is Claiming the Throne, +7 instead.

4 The Ferocious 0

Man Chong

青銅

魏

Action Phase:

Discard a ♠ card. You can then add the value of the discarded card to another ♠ card in your hand.

2 The Resourceful 2

Zang Ba

青銅

魏

Whenever you play 3 or more cards at once, you may Pour (2).

2 The Gregarious 2

Yang Xiu

青銅

魏

All cards can be treated as the one higher. (2 as 3, 3 as 4, etc.)

You cannot play J, Q, K, or Aces from hand.

1 The Serpentine Brush 3

Chen Lin

青銅

魏

Whenever you Recruit Unaligned (羣) or Wei (魏) characters:

Draw (2)

1 The Ink-Bolt 3

Zhu Rong

青銅

蜀



Whenever your characters win a Duel that you declared, Wound any 1 Bronze character.

3 Daughter of Flame 0

Zhang Song

青銅

蜀



Action Phase:

You may shuffle any amount of ♥ cards into your draw deck to Draw (x), where x is the amount you shuffled.

1 The Mapmaker 3

青銅

Bronze

青銅

Bronze

青銅

Bronze

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Bronze

青銅

Bronze

青銅

Bronze

青銅

Bronze

青銅

Bronze

Sun Qian

青銅

蜀

Drink (1):

Draw (3). Select 1 to add to your hand. You may choose to shuffle the other 2 in either the Draw pile or Discard pile.

1

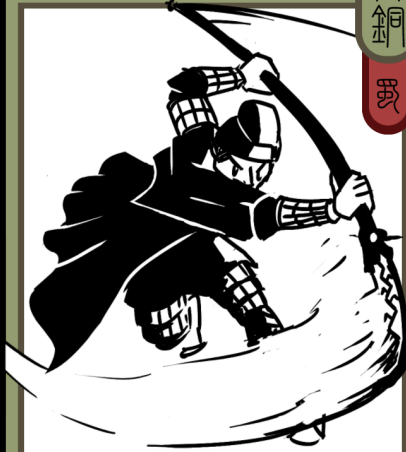
Silvertongue

3

Guan Xing

青銅

蜀



When Duelling:

+2 to ♥ cards.

4

Saint's Successor

0

Lady Bian

青銅

蜀

2 and Ace cards in your hand can be treated as 7.

1

The Moderate

2

Yan Yan

青銅

蜀



Duel Stalemate or Defeat:
Draw (2)

4

Unbowed

0

Meng Huo

青銅

蜀

Whenever this character enters a duel, **Draw (2)**.

When Duelling:

You may **Redraw** 1 ♥ card.

3

The Barbarian King

0

Liao Hua

青銅

蜀

Drawing Phase:

If this character is adjacent to at least 1 **Shu** (蜀) character, **Draw (1)**.

4

The Ancient General

0

Jian Yong

青銅

蜀

All of your **Pour** effects are increased by 1.

1

The Amiable

3

Mi Zhu

青銅

蜀

Action Phase:

You may treat 1 card as a ♥ card (including **Wine** and **Duelling** cards).

+1 Hand Size

1

East Sea Ancient

2

Zhou Cang

青銅

蜀

The character to the right of this gains +1 to their ♥ **Duelling** cards.

If they have a **Weapon**, +3 to ♥ instead.

3

Blade Bearer

0

青銅

Bronze

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Crescent Blade

+2 to ♥
Duelling Cards



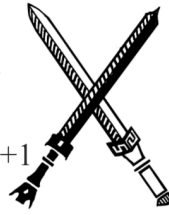
Serpent Spear

Set 1 of your
Duelling Cards
to 8



Lover Blades

Adjacent
characters of
the same
Faction gain +1
Martial



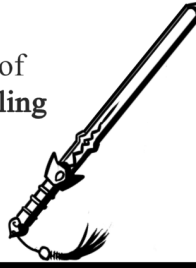
Seven-Star Dagger

Double the
value of one
of your
Duelling Cards.



Sword of Heaven

+3 to one of
your Duelling
cards.



Azure Steel Sword

During Duels,
set your 10, J,
and Q to K
(13).



Hardiron Whips

Ignore the
opponent
character's
When Duelling
abilities.



Iron Tribulus

When you
draw a 2, draw
another



Twin Daggeraxes

During Duels
that you did
NOT initiate,
+1 to all your
Duelling Cards.



Three-Prong Glaive

You may
Redraw 1 of
your Duelling
Cards.



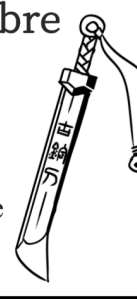
Heavenly Halberd

+2 to all of
your Duelling
Cards.



Guding Sabre

+x to any 2 of
your Duelling
Cards, where x
is the difference
in Martial skill.



Repeating Crossbow

This character
may use their
Intrigue value
for Duelling.



Dragontongue Bow

Set all your
Aces to 18.



Tigerhead Lance

During the first
Round of each
Duel, +1 to all
of your
Duelling Cards.



Conscription

Drawing Phase:
Draw (1)



Militia Service

Drawing Phase:
Draw (1)



Fief Tax

Drawing Phase:
Pour (1)



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謀略

Silver Stratagem

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Silver Stratagem

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Silver Stratagem

Trade Ships



Drawing Phase:
Pour (1)

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Swift Horses



Action Phase:

You may swap 1 card from hand with 1 from your **Wine Reserve**.

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Smoke Signals



Action Phase:

You may swap 1 card from hand with 1 from your **Wine Reserve**.

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Court Ambassador



Action Phase:

You may **Discard (1)** or **Drink (1)** to gain 1 **Imperial Favour**.

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Provide Tribute



Action Phase:

You may **Discard (1)** or **Drink (1)** to gain 1 **Imperial Favour**.

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Talent Stipends



Action Phase:

Recruiting with Wine and **Headhunting** costs 1 **Wine** less.

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Ambushers



Action Phase:

You may initiate 1 **Duel** for free. If it is **Declined**, **Draw (1)**.

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Logistic Officers



+2 **Hand Size**

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Warehouses



+2 **Hand Size**

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Reorganization



Action Phase:
Redraw (2)

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Advisory Council



Action Phase:
Redraw (2)

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Bureaucracy



Action Phase:
+1 to an **x** effect.

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Final Stand



Use when Duelling:

+1 **Martial** for this **Duel**. If your character is **Defeated**, they are **Slain**. This effect cannot be prevented by **ANY** means. **Once per turn**.

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Burn the Boats



Use when Duelling:

+1 **Martial** for this **Duel**. If your character is **Defeated**, they are **Slain**. This effect cannot be prevented by **ANY** means. **Once per turn**.

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Sure Footing



Use when Duelling:

You may **Redraw (1)** during this **Duel**. If you win this **Duel**, your **Victory Score** is set to 1. **Once per turn**.

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Defensive Stance



Use when Duelling:

You may **Redraw (1)** during this **Duel**. If you win this **Duel**, your **Victory Score** is set to 1. **Once per turn**.

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Feigned Flight



Use when Duelling:

After **Yielding** an **Exchange**, +7 to your next **Duelling Card**. **Once per turn**.

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Loot the Camps



Use after Duel Victory:

The opponent must **Discard (x)** while you **Draw (x)**, where **x** is your **Victory Score**. **Once per turn**.

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Silver Stratagem

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Raid the Stores



Use after **Duel Victory**:

The opponent must discard **x Wine cards** while you **Pour (x)**, where **x** is your **Victory Score**.
Once per turn.

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Mind Games



Use before **Duelling**:

You may use a character's unmodified **Intrigue** value as their **Martial** value.
Once per turn.

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Illusionism



Use before **Duelling**:

You may use a character's unmodified **Intrigue** value as their **Martial** value.
Once per turn.

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Ten-fold Plan



Use at **Any Time**:

Set 1 of your poker, **Duelling**, or **Wine** card's numerical value to a 10.
Once per turn.

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Imperial Seal



+1 **Hero Point**

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Puppet Emperor



+1 **Hero Point**

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Blitz Doctrine



Use during **Action Phase**:

One of your characters can immediately initiate a **Duel** for free, even if they already have this turn.
Once per turn.

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Astromancy



Use at **Any Time**:

View the top card of any draw, character, or weapon deck. Place it back. You may choose to then shuffle the deck.
Once per turn.

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Two Steps Ahead



Use during **Action Phase**:

Drink (1) to play 1 additional poker hand this turn.
Once per turn.

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Gold Stratagem

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Gold Stratagem

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