Liu Bei

黃金 戰



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

3 Emperor of Heroes 3

Ma Chao

黃金 戰



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

6 Sky-God General 0

Huang Zhong

黃金 戰



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

6 The Trueshot 1

Zhao Yun

黃金 戰



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

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

6 The Savior 2

Guan Yu

黃金 戰



When Dueling:
+2 to ♥ cards.

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

6 The Martial Saint 1

Zhang Fei

黃金 戰



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

黃金 戰



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

1 Genius Incarnate 6

Guo Jia

黃金 魏



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

1 The Young Prophet 5

Sima Yi

黃金 魏



Action Phase:
You may play 2 hands each turn.

2 The Tomb Tiger 5


黃金
Gold

黃金
Gold

黃金
Gold

黃金
Gold

黃金
Gold

黃金
Gold

黃金
Gold

黃金
Gold

黃金
Gold

Cao Cao

黃金 魏



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

3 Hero of Chaos 4

Dian Wei

黃金 魏



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

6 Elai Reborn 0

Xiahou Dun

黃金 魏



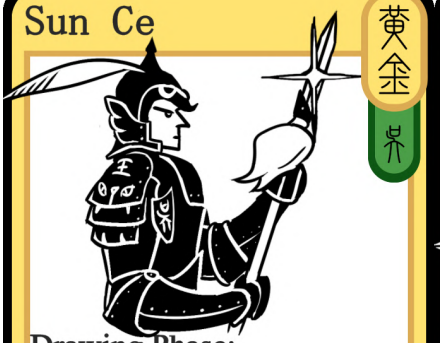
Xiahou Dun cannot be **Wounded**.

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

5 Eye-Eater 2

Sun Ce

黃金 吳



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

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

5 The Little Conqueror 1

Sun Quan

黃金 吳



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

2 The August 4

Sun Jian

黃金 吳

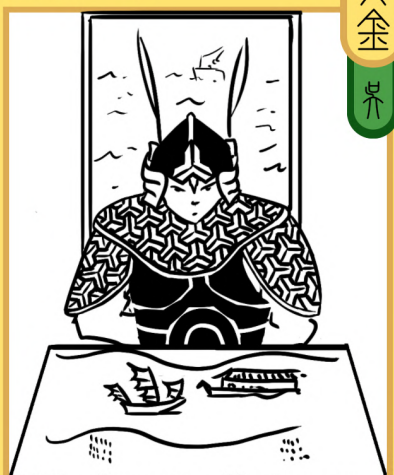


Your OTHER **Wu (吳)** and **Unaligned (羣)** characters have +1 **Martial**.
When Duelling:
Set 1 card to K(13).

4 Tiger of the East 1

Zhou Yu

黃金 吳



ALL of your **x** effects may be increased by 2.

3 Red Cliff's End 5

Lü Bu

黃金 羣



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

When Duelling:
Treat J and Q as K.

7 God of War 0

Zuo Ci

黃金 羣



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


黃金
Gold

黃金
Gold

黃金
Gold

黃金
Gold

黃金
Gold

黃金
Gold

黃金
Gold

黃金
Gold

黃金
Gold

Dong Zhuo

銀 羣



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

3 The Tyrant 2

© 2026 Cweepers

Hua Tuo

銀 羣



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

1 Father of Medicine 2

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Ju Shou

銀 羣



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

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Wang Yun & Diao Chan

銀 羣



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

1 The Tyrantslayers 4

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Yuan Shao

銀 羣



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

3 The Coalition's Head 2

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Gao Shun

銀 羣



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

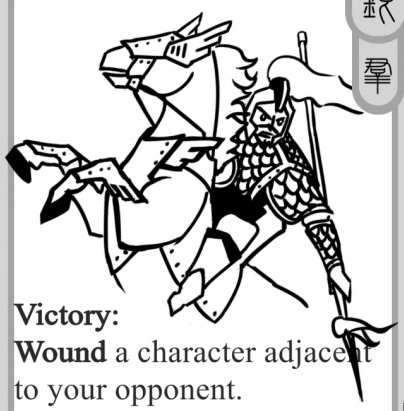
Whenever you play a straight, **Wound** a Bronze character.

4 The Spearhead 0

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Zhang Xiu

銀 羣



Victory:
Wound a character adjacent to your opponent.

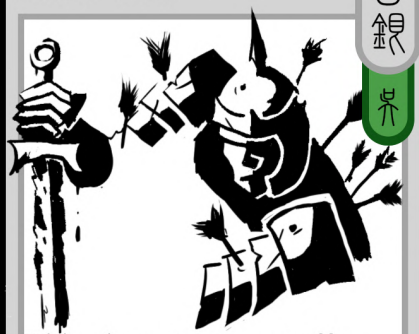
When Duelling:
Your Aces count as 15.

5 Lord of the Lance 0

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Zhou Tai

銀 羣 衆



This character may suffer **Duel Defeat** consequences in place of other characters.
When Duelling:
Enemy cards **Maximum (9)**.

4 Unbreakable Vajra 0

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Taishi Ci

銀 衆

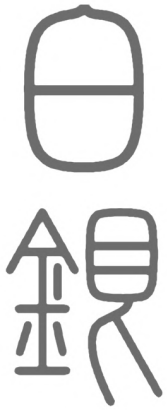


At any time, **Discard (5)** to prevent a **Slay** effect.

When Duelling:
Your J cards are Aces.

5 Vowkeeper 1

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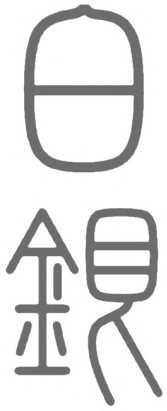
Silver



Silver



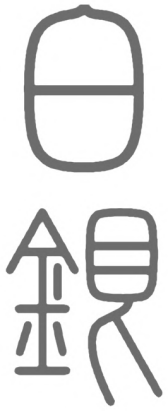
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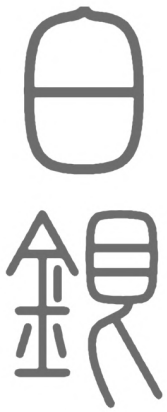
Silver



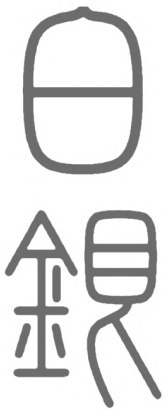
Silver



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 (武)** 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 a different character of yours.

3 Willingly-Broken 3

Zhang Zhao

+**x Hand Size**

where **x** is the number of your **Wu (武)** or **Unaligned (羣)** 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 number of your **Wei (魏)** characters.

5 Spirit of Zhou Ya Fu 1

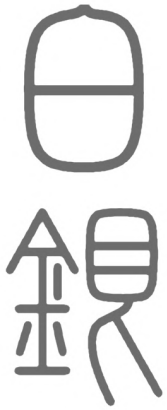
Xun You



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



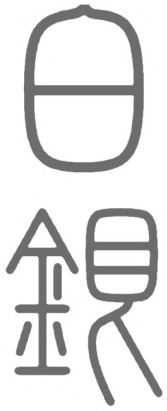
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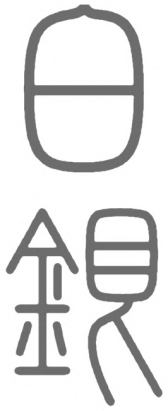
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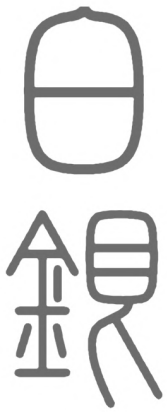
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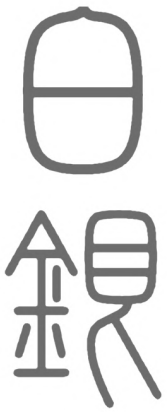
Silver



Silver



Silver



Silver



Silver

Xun Yu

銀 魏

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

1 Assayer of Man 4

Liu Ye

銀 魏

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

2 The Unheeded 4

Zhang Liao

銀 魏



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

5 The Ancient Tiger 2

Wei Yan

銀 蜀

Deploy:
Slay a Bronze character.

When Duelling:
Set 1 ♥ card to 10.

4 Blade of Hanzhong 0

Pang Tong

銀 蜀

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

銀 蜀



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

1 Polytropos 4

Ma Liang

銀 蜀



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

1 White Brow 3

Ma Su

銀 蜀

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

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

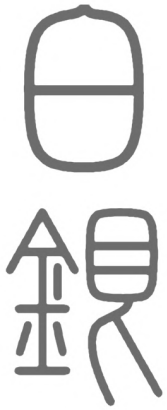
2 The Overzealous 3

Xu Shu

銀 蜀

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



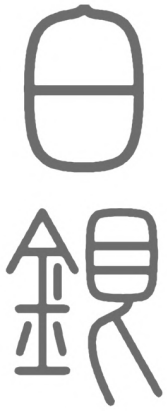
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Silver



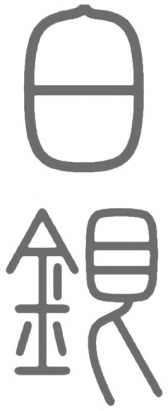
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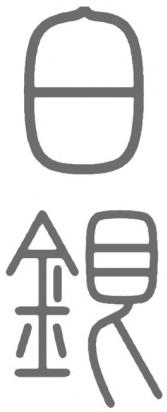
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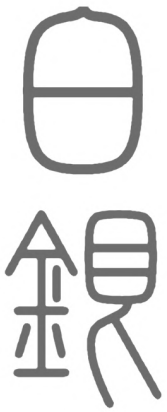
Silver



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

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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

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Yan Bai Hu

青銅 羣



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

2 The White Tiger 0

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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

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Kong Rong

青銅 羣



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

1 The Prodigy 2

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Tao Qian

青銅 羣

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

1 The Benefactor 2

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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

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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

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Chen Gong

青銅 羣

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

1 The Hindsighted 3

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Bronze



Bronze



Bronze



Bronze



Bronze



Bronze



Bronze



Bronze



Bronze

Yuan Shu

青銅 羣



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

1 Pretender Emperor 1

Lady Xu

青銅 弟

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

1 The Farseer 2

Han Dang

青銅 弟

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

青銅 弟

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

1 Silent Chancellor 3

Zhuge Jin

青銅 弟

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

1 The Unbetraying 3

Kan Ze

青銅 弟

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

1 The Eloquent 3

The Qu-E Soldier

青銅 弟

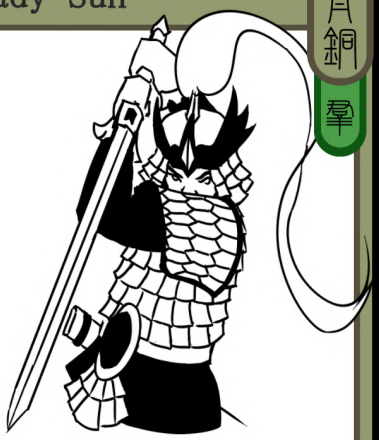
When Duelling:
+5 to ♦ cards.

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

2 Nameless Legend 0

Lady Sun

青銅 羣



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

3 Warrior Maiden 2

Bu Zhi

青銅 弟

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

1 The Melon-Eater 3



Bronze



Bronze



Bronze



Bronze



Bronze



Bronze



Bronze



Bronze



Bronze

Cai Mao

青銅 魏

Your 7s, 8s, and 9s are interchangable (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

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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

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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

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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

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Zang Ba

青銅 魏

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

2 The Gregarious 2

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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

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Chen Lin

青銅 魏

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

Draw (2)

1 The Ink-Bolt 3

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Zhu Rong

青銅 蜀



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

3 Daughter of Flame 0

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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

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Bronze



Bronze



Bronze



Bronze



Bronze



Bronze



Bronze



Bronze



Bronze

Sun Qian

青銅 吳

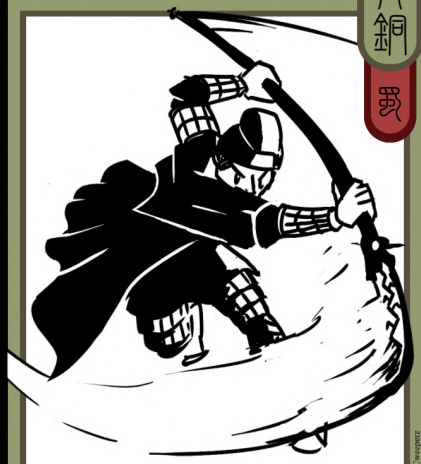
Drink (1):
Draw (3). Select 1 to add to your hand. You may choose to shuffle the other 2 in either the Draw pile or Discard pile.

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1 Silvertongue 3

Guan Xing

青銅 吳



When Duelling:
+2 to ♥ cards.

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4 Saint's Successor 0

Lady Bian

青銅 吳

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

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1 The Moderate 2

Yan Yan

青銅 吳



Duel Stalemate or **Defeat**:
Draw (2)

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4 Unbowed 0

Meng Huo

青銅 吳

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

When Duelling:
You may **Redraw** 1 ♥ card.

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3 The Barbarian King 0

Liao Hua

青銅 吳



Drawing Phase:
If this character is adjacent to at least 1 **Shu** (吳) character, **Draw (1)**.

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4 The Ancient General 0

Jian Yong

青銅 吳

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

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1 The Amiable 3

Mi Zhu

青銅 吳

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

+1 Hand Size

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1 East Sea Ancient 2

Zhou Cang

青銅 吳



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

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

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3 Blade Bearer 0



Bronze



Bronze



Bronze



Bronze



Bronze



Bronze



Bronze



Bronze



Bronze

Crescent Blade

寶物 壹



+2 to ♥ **Duelling Cards**

+1

Serpent Spear

寶物 壹



Set 1 of your **Duelling Cards** to 8

+1

Lover Blades

寶物 壹



Adjacent characters of the same **Faction** gain +1 **Martial**

+1

Seven-Star Dagger

寶物 壹



Double the value of one of your **Duelling Cards**.

+0

Sword of Heaven

寶物 壹



+3 to one of your **Duelling cards**.

+1

Azure Steel Sword

寶物 壹



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

+1

Hardiron Whips

寶物 壹



Ignore the opponent character's **When Duelling** abilities.

+1

Iron Tribulus

寶物 壹



When you draw a 2, draw another

+1

Twin Daggeraxes

寶物 壹



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

+1

Three-Prong Glaive

寶物 壹



You may **Redraw** 1 of your **Duelling Cards**.

+1

Heavenly Halberd

寶物 壹



+2 to all of your **Duelling Cards**.

+0

Guding Sabre

寶物 壹



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

+1

Repeating Crossbow

寶物 壹



This character may use their **Intrigue** value for **Duelling**.

+0

Dragontongue Bow

寶物 壹



Set all your Aces to 18.

+1

Tigerhead Lance

寶物 壹



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

+1

Conscription

謀略

Drawing Phase:
Draw (1)

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Militia Service

謀略

Drawing Phase:
Draw (1)

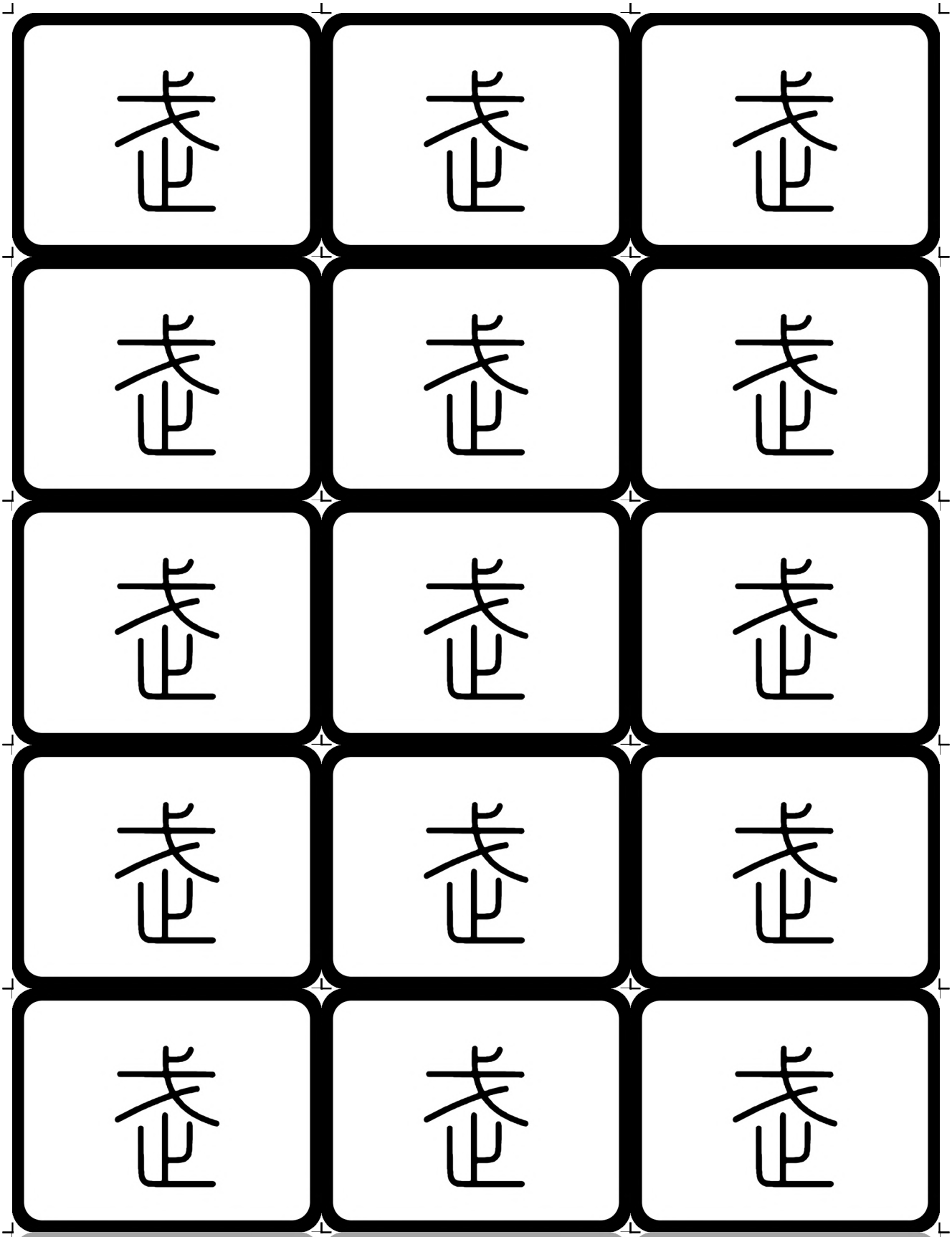
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Fief Tax

謀略

Drawing Phase:
Pour (1)

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謀略

Silver Stratagem



Silver Stratagem



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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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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