

Bunker Security

1



Fan card by SWS

Enclave Survivors

This card gains +1 combat damage and **Stealth** while at the location of a non-Feng Shui Site, or if this card turns to attack from the location of a non-Feng Shui Site, it gains +1 combat damage and **Stealth** until the end of the attack.

1

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Old Buzzard

2



Fan card by SWS

Sworn Survivor

Sentinel. When an effect generated by an opponent returns a card to play, you may return this card to play.

"Bring out yer dead!"

2

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Cut-Out

2



Fan card by SWS

Enclave Recruiter

Turn :: Play a Character at -1 cost.

They blend right in, up to the moment they are convincing you to take up their cause.

2

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Street Rat

3



Fan card by SWS

Transformed Hood Survivor

Stealth. Tactics. When this card inflicts combat damage on a non-Feng Shui Site, you may seize that Site.

This isn't survival. It's a lifestyle choice.

3

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Puppet Dictator

5



Fan card by SWS

Enclave Politician

Cannot turn to change location. Cannot be declared as a single attacker. When an opponent controls exactly one Character at this location, reduce all damage inflicted by that Character to 0.

4

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Enclave Historian

1



Fan card by SWS

Creative Archivist

+1 combat damage for each Edge or Event with a different title in your smoked pile.

Writing an accurate history is even harder when the actual details keep changing.

1

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Paratroopers

4



Fan card by SWS

Enclave Soldiers

This card cannot be intercepted during the turn it enters play. When you play an Edge, you may **Reload** this card.

3

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Shamali Storm

4



Fan card by SWS

Wasteland Survivor Clone

Unique. Stealth. During your Main Shot, if this card has not used **Stealth** this turn, it gains +2 combat damage until the end of the turn.

"I thought you were a cop? Wait, that's the other one?"

3

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Katerina Sa

6



Fan card by SWS

Enclave Mentor

Unique. Stealth. When this card enters play, you may target a Character with a cost of 3 or less :: Take control of target while this card is in play.

"No obligation. Just think of it as a favor for an old friend."

5

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Kennedy Rose

9



Fan card by SWS

Martial Artist

Unique. Assassin. When this card turns to attack, you may target a turned Character :: Smoke target.

Sent to the future by Raven Li to stop the head Monkey.

6

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The Professional

7



Fan card by SWS

Wandering Killer

Unique. Lethal. Stealth.

"It's just business."

4

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The Mouse

5



Fan card by SWS

Master Manipulator

Unique. Choose a designator and turn and maintain :: Take control of all Characters with the chosen designator. Any player may pay 2 power to cancel this card until the end of the turn.

5

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Val Tarroza



Aquila

8



Fan card by SWS

Reascended Eagle

Unique. Superleap. Once per turn, when another Character is smoked at this location, pay power equal to half that Character's cost (rounded up) :: Return that Character to play under your control.

5

Artwork © 2023
Val Tarroza



Long Term Investments

2



Fan card by SWS

Edge

When you play a Feng Shui Site or take control of one or more cards, you may put a counter on this card. Remove 3 or more counters and sacrifice :: Gain 3 power.

2

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Cleaning House

1



Fan card by SWS

Security Edge

Once per turn when you discard one or more cards from your hand, you may give a Site you control +1 Body until it leaves play.

1

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Deep Pockets

0



Fan card by SWS

Edge

When you spend 3 or more Power at once, you may turn and target a Character :: Target gains +1 Fighting until it leaves play.

0

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Playing Possum

0



Fan card by SWS

Event

Toast a Character in your smoked pile and choose a different non-Event card in your smoked pile :: Reload the chosen card and gain 1 Power.
Folks tend not to look past the first corpse.

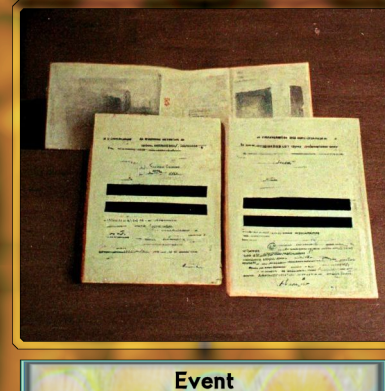
0

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Forged Orders

1



Fan card by SWS

Event

Target both an opponent and a Character :: Look at target opponent's hand and you may force them to discard one card of your choice. Inflict X non-combat damage on target Character. X = the printed cost of the discarded card.
"Seems legit."

1

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Anonymous Tip



Fan card by SWS

Event

Play when an attack is declared and target a Character controlled by an opponent: Target gains **Mobility** until the end of the attack and must be declared as an interceptor if possible.

"Me? I'm just a helpful citizen."

0

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Inside Job



Fan card by SWS

Event

Look at an opponent's hand and choose a card which cannot be played in response to this card :: You may play that card at no cost, ignoring resource conditions, and regardless of type.

Working 9 to 5:30.

3

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Framed!



Fan card by SWS

State

Play on a Character that requires two or fewer resources. Take control of subject. Toast a Character in your smoked pile when this card enters play, or toast this card.

Everyone is guilty of something.

3

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Ghillie Suit



Fan card by SWS

State

Not Cumulative. Subject Character gains **Assassinate**, **Stealth**, and +3 **Fighting**. Once per turn, when subject smokes a Character that was the target of its attack, unturn subject.

Wears, shoots and leaves.

3

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Scrapper



Fan card by SWS

Wandering Bruiser

+1 **Fighting** and **Guts** while you control a damaged Character.

"I don't usually throw the first punch."

1

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Highway Patrol



Fan card by SWS

Makeshift Wasteland Cops

Mobility. You may play this card from your hand as a State with the following rules text: **"Vehicle.** Subject gains +2 **Fighting** and **Mobility.**"

2

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Wasteland Guide



Fan card by SWS

Grizzled Survivor

Turn and maintain and target a Character you control :: Target gains **Immunity** to Events that target.

"Follow me - I know the way!"

1

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Heroic Drunk



Fan card by SWS

Bar-Room Brawler

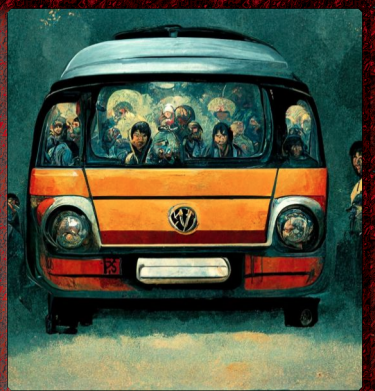
Guts. When this card turns to attack, inflict 1 non-combat damage on all Characters in play.

"Imagine if I hadn't been drunk!"

2

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Van Full of Students



Fan card by SWS

Kung Fu Prodigies

Mobility. Sacrifice :: Put two "Student" tokens into play.

Nothing more out of place in a wasteland than a van. Apart from students.

2

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Max Lancaster



4

Fan card by SWS

Genius Skirmisher

Unique. Independent. While this card is attacking, opponents with an equal or greater amount of Power than you may not play cards.

Some call him mad, but they don't understand his brilliance.

3

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Akiko, Fire of the Phoenix



4

Fan card by SWS

Kami Master of Temple Wakahisa

Unique. Cannot be sacrificed. If this card is in your smoked pile at the start of your Establishing Shot, return it to play and inflict 1 non-combat damage on all non-Fire Characters. Your Fire Characters inflict +X combat damage. X = the number of different faction resources in your pool.

5

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Arra Rendi

Dr. Malcolm Isan



2

Fan card by SWS

Heretic Mathematician

Unique. Opponents may only play one Event per Main Shot. Turn and maintain :: Characters you control with an even printed Fighting gain +1 Fighting.

The Purists were so preoccupied with whether or not they could, they didn't stop to think if they should.

2

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Maverick Bodyguard



3

Fan card by SWS

Inspirational Hero

Guts. When an opponent damages this card, put a "Hero" token into play.

"The paying job's just a gig. This is what I need to do."

3

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Yingl Bojue



4

Fan card by SWS

Techie Sorcerer

Unique. Unstoppable. Once per turn, when an effect targets a card you control, you may discard a card of the same type that generated that effect :: Cancel that effect.

"I didn't come two thousand years into the future to let you get away with that jank."

3

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
Ace McFadden



6

Fan card by SWS

Relentless Hero

Unique. Loyalty. Independent. When this card enters play from your hand, you may play a  Event at no cost from your smoked pile. That card gains Toast It.

4

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Val Tarroza

Bunch of Angry Folks with Pipes



5

Fan card by SWS

Fed Up Townies

Guts. Toughness: 1. +1 Fighting for each player with a card in their Burned For Victory pile.

You can really get someone's attention with this mob behind you.

4

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Portal Crawler



6

Fan card by SWS

Netherworld Scout

When this card is played from your hand, smoke all Edges. This card gains +1 Fighting until it leaves play for each Edge you control that is smoked in this way.

Someone had to get the sitrep back to Zheng.

4

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Snowmark



6

Fan card by SWS

Redeemed Corporate Samurai

Unique. Ambush. Independent. While any opponent is closer to victory than you, this card has +1 Fighting and while intercepting, it inflicts its combat damage at the same time an attacker with Ambush would.

5

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The Warrior



Fan card by SWS

Gritty Biker

Unique. Unstoppable. Mobility. Once per turn when this card is targeted by an Event, you may change the target of that Event to any legal target you control.

"Come with me if you want to live!"



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Rolling Battle



Fan card by SWS

Edge

Except in response to an effect that would remove this card from play, sacrifice :: Inflict 2 **Unstoppable** non-combat damage on all Characters in play.

"Let's roll!"

2

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Going Down Fighting



Fan card by SWS

Edge

When an opponent reduces the Body of a Feng Shui Site you control to 0, all Characters you control gain +1 Fighting until they leave play, if that opponent is now closer to victory than you.



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Jenny Zheng's Gambit



Fan card by SWS

Event

Play when an opponent who is at least as close to victory as you declares an attack. Target a Character you control :: Unturn target. Until the end of the turn target gains **Superleap** and can attack during an opponent's turn.

"I'd swear she said 'Nyaaah Nyaaah!!!"



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Driving Force



Fan card by SWS

Event

Choose a **Vehicle** and a Character in your smoked pile :: Return the chosen Character to play, then return the chosen **Vehicle** to play on the Character.



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Evening the Odds



Fan card by SWS

Event

Toast It. Target an opponent :: Gain X Power. X = the number of Characters controlled by target. The number of Feng Shui Sites you need for victory is increased by one.

"I can take 'em!"



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Dust Bowl Donnybrook



Fan card by SWS

Event

Choose one: inflict 5 non-combat damage on all Characters with a Fighting of 6 or greater; or inflict 5 non-combat damage on all Characters with a Fighting of 5 or less.



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Unrelenting Attack



Fan card by SWS

Event

For the rest of the turn, when an attack is declared, Characters you control gain +1 Fighting until the end of the turn.

The Dragons never pause for breath, and only rarely for thought.



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Dying Wish



Fan card by SWS

State

Toast a Character in your smoked pile when this card enters play or toast this card. Subject Character gains +X Fighting. X = the number of resources required and provided by the toasted Character.

"...Kick ass."



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Interceptor



Fan card by SWS

State

Vehicle. Subject gains +2 combat damage, **Independent**, and **Mobility**. When subject smokes an attacking Character, gain 1 Power.

"It's just me, the car, and the Wasteland."



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Teamwork



Fan card by SWS

State

Not cumulative. Subject Character gains +7 Fighting and **Tactics**. Play at -1 cost for each Character you control with a different title.

It takes two flints to make a fire.



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Wasteland Gardener



Fan card by SWS

Ascetic Monk

When a player generates or gains Power from an Event they played, all other players gain 1 Power.

Like life itself, a garden is always a series of losses set against a few triumphs.



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Twin Steels



Fan card by SWS

Yellow Principle Gardener

Sentinel. Once per turn, when damage is inflicted on this card, you may redirect 1 point of that damage to a Site you control.

"I protect the land. It protects me."



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Kite Sailor



Fan card by SWS

Wind-Blown Rebel

Superleap. Tactics.

Kites rise highest against the wind – not with it.



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Kung Fu Collaborators



Fan card by SWS

Loyalist Peasants

Immunity to opponents' Events. +1 Fighting while you have ♣ in your pool. Reduce to 0 any damage this card inflicts on cards you own.

Sometimes order comes with a price only some are willing to pay.



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Kings in Yellow



Fan card by SWS

Capricious Acrobats

Once per turn, when damage is redirected to a single card, you may instead divide that damage any way you choose on any number of targets controlled by the same player.



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Warrior Poet



Fan card by SWS

Martial Artist

Superleap. Once per turn, when an opponent plays an Event, you may play an Event or State at -1 cost.

Each moment shapes the subsequent response.



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Peasant Hero



Fan card by SWS

Rebel Master

Combat damage inflicted on this card by Characters with a Fighting of 8 or more is reduced to 0. Target a damaged **Peasant** Character you control and **Reload** this card :: Heal target.



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Wasteland Sage

2



Fan card by SWS

Peasant Survivor

Opponents' Events played during any Main Shot cost an additional Power to play.

"I give advice freely. Consider your decisions. Consider the consequences."

🍵🍵

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Wandering Tracker

5



Fan card by SWS

Violet Principle Ranger

While this card is attacking or intercepting a Character, you may copy the rules text of that Character to this card.

"Tastes... tangy."

🍵🍵🍵

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Xiang Wu

6



Fan card by SWS

Violet Master

Unique. Once per turn, you may target a Character :: Copy the rules text from target to this card until the end of the turn. Once per turn, you may target a Character at this location and pay 1 Power :: Cancel target until the end of the turn.

🍵🍵🍵🍵

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The Red Turtle

5



Fan card by SWS

Kung Fu Protector

Unique. Superleap. Toughness: 2. Once per turn, when you declare one or more interceptors, gain 1 Power.

🍵🍵🍵🍵

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The Master

9



Fan card by SWS

Yellow Martial Artist

Unique. Unstoppable. Once per turn, you may redirect all damage that would be inflicted on this card by a single source to any undamaged Character.

🍵🍵🍵🍵🍵

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Dawning Light

1



Fan card by SWS

Edge

When a Character or Site you control returns, heal 1 damage from that card.

Every morning gives us a fresh opportunity to start again.

1

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First, Do No Harm

2



Fan card by SWS

Yellow Event

Target a Character or Site :: Redirect one damage that would be inflicted on target to a different Character at this location. If this damage does not smoke that Character, gain 1 Power.

🍵🍵

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Voices on the Wind

2



Fan card by SWS

Violet Event

Limited. Play during an attack against a card you control. You may return up to X Characters from your smoked pile to play. These Characters cannot be sacrificed and you must smoke them at the end of the attack. X = the number of attacking Characters.

🍵🍵

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Pushed to the Edge

2



Fan card by SWS

Event

Play when a Character you control is smoked. Return that Character to play turned and immediately inflict X **Unstoppable** non-combat damage on it. X = that Character's Fighting - 1.

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Revolution



Fan card by SWS

Peasant Event

Play when you declare an attack. Target all opponents' Characters with a cost of 1 or 2 :: Take control of all targets until the end of the attack. All targets turn and join the attack and cannot be sacrificed or toasted.

1/1/1/2

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Stance of the Wandering Toad



Fan card by SWS

State

Subject Character gains +1 Fighting, **Toughness: 1**, and **Immunity** to opponents' Events. **Reload:** ♣0.

It ain't pretty – but it works.

1/2

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Finding Your Balance



Fan card by SWS

Red State

Schück. Subject Character gains **Superleap**. Turn and target a Character at this location :: Target gains **Superleap** until the end of the turn.

1/1/1

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Sage's Footsteps



Fan card by SWS

Teacher State

Limited. Schück. Play on a Character. Copy subject Character's bold faced abilities to other Characters you control at this location.

"Now follow."

1/1/1/0

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Absolute Maniacs



Fan card by SWS

Wasteland Fanatics

While this card is attacking, all damage inflicted on this card by Characters with a higher Fighting is reduced to 0.

"We blew it all up!"

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1

Netherworld Scavenger



Fan card by SWS

Resource Thief

Guts. +3 combat damage against cards controlled by an opponent with 3 or more Power in their pool.

"We should share."

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2

Rebel Janitors



Fan card by SWS

Lowly Saboteurs

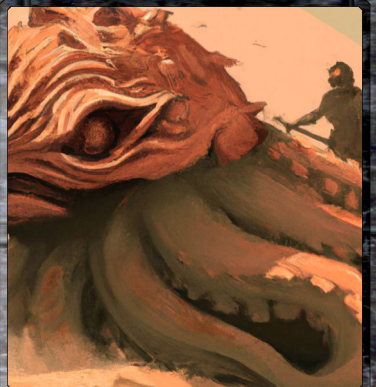
When this card inflicts combat damage on a Site you own, you may seize that Site.

Nobody ever notices the janitors.

1

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Sand Squid Riders



Fan card by SWS

Wasteland Rebels

Mobility. +X combat damage to Characters and Sites. X = the amount of damage currently on that Character or Site.

"Not as safe as it looks."

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2

The Scientist



Fan card by SWS

Weird Genetic Botanist

Unique. When this card enters play, you may toast a Character in your smoked pile and target a Site :: Copy the rules text of the toasted Character to target until it leaves play. Target does not have Fighting and cannot attack.

2

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Duct Ape



Fan card by SWS

Simian Ninja

Unstoppable. This card gains **Stealth** during attacks against cards controlled by an opponent with **Power** in their pool.

If you can't fix it with duct apes, you aren't using enough duct apes.

3

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Silverback Law



Fan card by SWS

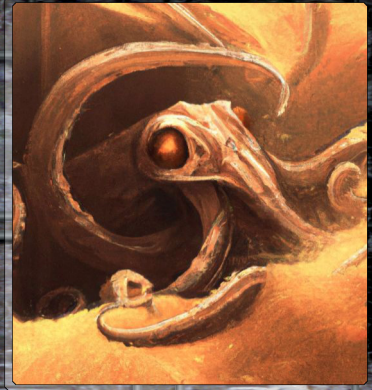
Cybernetic Simian Revolutionaries

When you play this card, you may toast exactly one Character from your smoked pile to reduce this card's cost by 1. At the start of your Main Shot, inflict 1 non-combat damage on all Feng Shui Sites in play.

3

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Giant Sand Squid



Fan card by SWS

Wasteland Burrower

Mobility. This card gains **Stealth** while attacking a target at a location with a back-row Site.

"Face your fear – then ride it." – The Scientist.

4

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Queen Sand Squid



Fan card by SWS

Wasteland Monster

Unique. Mobility. Toughness: 1. When this card enters play from your hand, each opponent starting clockwise from you may sacrifice a Site they control. You may return a Site in your smoked pile to play for each opponent that does not sacrifice a Site.

6

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Killer Kimm



Fan card by SWS

Punk Bassist

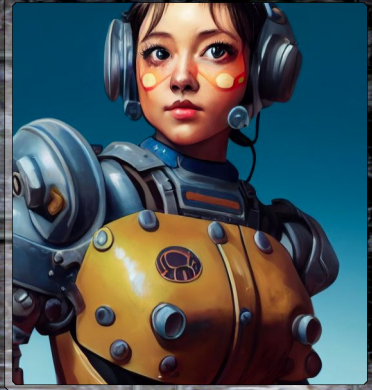
Unique. Guts. Once per turn, when this card reduces a Site's body to zero, you may unturn this card.

"Looks like they want an encore."

4

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Jet Pack Jenny



Fan card by SWS

Supercharged Fanatic

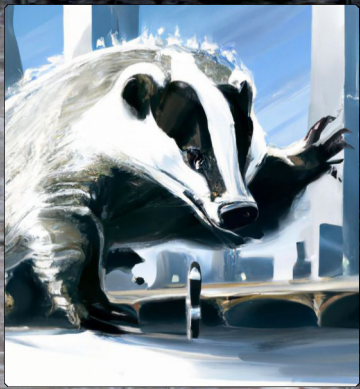
Unique. Play during any Main Shot. May attack during opponents' turns. Inflict 2 non-combat damage on this card :: This card gains **Superleap** until the end of the turn.

"Wheeeeeee! Oh nooooooo!"

4

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Attack of the Fifty Foot Badger



Fan card by SWS

Weird Science Project

Unique. Unstoppable. Toughness: 1. At the start of each turn, this card gains +1 Fighting until it leaves play.

Turns out that size does matter.

6

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Aftershocks



Fan card by SWS

Edge

Not Cumulative. Turn when combat damage is inflicted on a Site, and the body of that Site is not reduced to zero :: Play a non-Site card at -1 cost, regardless of type.

The sounds of combat attract the squid.

2

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Langur Management Program



Fan card by SWS

Edge

When a Character you control is smoked by an opponent, you may return that Character to play. It gains **Toast It** and is toasted at the end of the turn.

2

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Gibbons Moon



Fan card by SW S

Event

Play in response to a State played on a card you control or an Event that targets a card you control :: Cancel and smoke that card, then put a "Monkey" token into play.
"Just don't mention waxing."

1

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"What's the Worst that Could Happen?"



Fan card by SW S

Weird Science Event

Target a Character :: Toast target, and target's controller must cut their deck and play the revealed card at no cost and regardless of type. Reshuffle.
"Ah."

2

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Underground Underdog



Fan card by SW S

Event

Limited. Toast It. Play during your Main Shot. For each opponent with 2 or more Power in their pool gain 1 Power and you may **Reload** a card.
"Don't look down."

0

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Toxic Spill



Fan card by SW S

Event

Target a Site :: Inflict 2 **Corrupted** non-combat damage on target and on all Sites to the left, right, in front of, or behind target. You may substitute ☹ for ☹ when playing this card.
"Ooh, that's going to leave a mark."

1

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BOOM-erang



Fan card by SW S

State

Weapon. Subject Character inflicts +2 combat damage. Once per turn, when you **Reload** a card, you may target a card at this location :: Inflict 2 non-combat damage on target. **Reload:** Randomly toast a Character in your smoked pile.

1

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Suitcase Bomb



Fan card by SW S

State

Toast It. Crisis: ☹☹☹☹2. If you paid the **Crisis** cost, you may play this card during any Main Shot. Play on a Character. When subject is smoked, smoke all Characters in play.
It turns out you can teach a new monkey old tricks.

3

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Doom Wagon



Fan card by SW S

Tank State

Unique. Vehicle. Subject Character gains +6 Fighting, **Unstoppable**, and **Toughness: 1**. Turn this card and target a Site to the left, right, or behind the front row Site at this location :: Inflict 2 non-combat damage on target.

4

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Burning Thorns



Fan card by SW S

Eunuch Sorcerers

When an attack you declare or join fails, smoke this card. Once per turn, when an attack you join succeeds, you may return exactly one "Burning Thorns" to play. This ability is active in your smoked pile.

1

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Raider Flamer



Fan card by SW S

Hood Convoy Gunner

Corrupted. Unstoppable. Not a legal subject for **Weapon** or **Vehicle** States.
"Witness this!"

1

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Wasteland Raiders

1



2

Fan card by SWS

Abysmal Hoods

Assassinate. When an opponent gains Power from an Event they played or a Site they control, you may target a card that opponent controls :: Inflict 2 non-combat damage on target.

2

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Scarred Knife-Thrower

1



1

Fan card by SWS

Hood Raider

When you play one or more Characters other than this one, you may target a Character :: Inflict 1 non-combat damage on target.
You can never have too many Knives.

1

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Abysmal Echoes

1



2

Fan card by SWS

Geomantic Ghosts

Turn and maintain this card and a Site you control and target an Edge or a Site :: Cancel target.

Remnants of a dead world.

2

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Bei Feng Bao

1



4

Fan card by SWS

Future Darkness Clone

Unique. Assassinate. When this card smokes a Character in combat, you may return a non-Unique foundation card from your smoked pile to play.

"Oh, so you're the evil one?"

3

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Howling Banshee

1



4

Fan card by SWS

Vengeful Spirit

Corrupted. When this card enters play, target a Character :: Cancel target until that card leaves play.

They come mostly at night.

3

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Kun Kan Khan

1



5

Fan card by SWS

Demon Raider Boss

Unique. Immunity to Sites. Once during your Main Shot, you may play a Site from any smoked pile at -1 cost.

"The Dragons task me. They task me, and I shall have them!"

3

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The Sorceress

1



8

Fan card by SWS

Darkness Vizier

Unique. Assassinate. When this card is smoked, return it to play as a State on a Character that damaged it this turn with the following rules text: "You control subject Character."

5

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Abysmal Son

1



1

Fan card by SWS

Underworld Mastermind

Turn and target a Character ::

Smoke target.

It runs in the family.

4

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Stalking Horrors

1



6

Fan card by SWS

Darkness Creatures

Regenerate. Corrupted. +1 combat damage for each Corrupted damage on cards in play.

Not being able to see them will seem a blessing, though not for long.

4

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Basatan



8

Fan card by SWS

Crab Demon

Unique. Twice per turn, you may sacrifice a non-token Character at this location :: Put 2 "Undead" tokens into play.

Snip-Snip.

☠☠☠☠5

Artwork © 2023 Secret War Society

☠☠

Dark Ruler Ishak



7

Fan card by SWS

Undead Lotus Sorcerer

Unique. Regenerate. Lethal. When this is played from your hand, you may sacrifice another Character you control :: Play a different Character from your smoked pile at -X cost. X = the printed cost of the sacrificed Character.

☠☠☠☠☠☠5

Artwork © 2023 Val Tarroza

☠☠☠

Occult Symbols



7

Fan card by SWS

Edge

Once per turn, when a Character inflicts damage on a Site you control, you may inflict 1 non-combat damage on that Character and all Characters that share a designator with it.

2

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☠☠☠

Bloodbath



7

Fan card by SWS

Darkness Edge

When a Character is smoked or sacrificed, Characters you control gain +1 combat damage until the end of the turn.

"If you are breaking eggs, you may as well make an omelette." - Not a traditional saying.

☠☠☠☠2

Artwork © 2023 Secret War Society

☠☠

Revivication Shard



7

Fan card by SWS

Unearthly Edge

Once per turn, when a player returns a Character to play or plays one or more Characters from a player's smoked pile, gain 1 power.

There may not be gold in the hills, but there certainly are bodies!

☠☠☠☠2

Artwork © 2023 Secret War Society

☠☠☠

Pyrrhic Victory



7

Fan card by SWS

Eunuch Event

Play after a player makes a successful attack :: The attack is instead considered a failed attack, and that player may declare no further attacks this turn. When an attack you declare succeeds, you may **Reload** this card.

"A win's a win, right?"

☠☠0

Artwork © 2023 Secret War Society

☠☠

Desecrated Graves



7

Fan card by SWS

Event

Toast X Characters in your smoked pile :: Toast X non-foundation cards in each opponent's smoked pile.

Even the dead are not safe from the Lotus' depredations. And there are more now than ever.

☠☠☠☠0

Artwork © 2023 Secret War Society

☠☠

Empty Gesture



7

Fan card by SWS

Event

Limited. Target an opponent :: Gain 1 Power and put an "Undead" token into play under target's control.

"Oh, no - I insist."

☠☠☠☠0

Artwork © 2023 Secret War Society

☠☠☠

Guest of Honor



7

Fan card by SWS

Cannibal Event

Randomly toast a Character in your smoked pile and target a Character :: Smoke Target.

The irony of a wasteland is that nothing is wasted...

☠☠☠☠1

Artwork © 2023 Secret War Society

☠☠☠

Branded



Fan card by SWS

Event

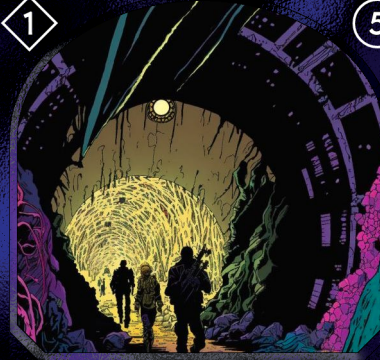
Take control of all damaged Characters until the end of the turn.

It's simple to harness the mob's anger over petty hurts and grievances. It doesn't even matter that you were the cause.



Artwork © 2023
Secret War Society

Abandoned Metro Tunnels



Fan card by SWS

Site

Damage inflicted on Characters at this location is **Corrupted**.

No one wants to fight through the tunnels, but sometimes you have little choice.



Artwork © 2023
Secret War Society

Curse of Misfortune



Fan card by SWS

State

Limited. Play on an opponent's Character. All Events that could legally target subject must target subject. Immediately smoke this card if another "Curse of Misfortune" enters play.
"Luck that bad can only come from demonic magic."



Artwork © 2023
Secret War Society

Demonic Heritage



Fan card by SWS

State

Subject Character gains +5 Fighting, **Regenerate**, and the designator **Demon**.

The Kun lineage is as bloody as it is long.



Artwork © 2023
Secret War Society

Road Warriors



Fan card by SWS

Thunder Soldiers

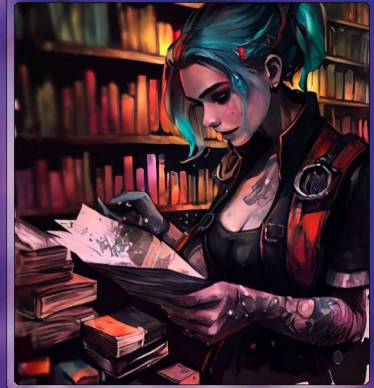
Once per turn, gain 1 Power when a card that is the subject of a State is smoked. You may ignore resource conditions when playing **Vehicle** States.

"The road is my battlefield."



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Secret War Society

Netherworld Cartographer



Fan card by SWS

Ice Scholar

Turn exactly one "Netherworld Cartographer" and target an unrevealed Feng Shui Site, which may not be revealed in response :: Reveal the target. If the target is **Unique** or **Netherworld**, gain 1 Power.



Artwork © 2023
Secret War Society

The Doctor



Fan card by SWS

Dis-Timed Ice Healer

Unique. Turn :: Turn all damaged cards in play. Heal all Characters in play.

"Good folk don't need rules."



Artwork © 2023
Secret War Society

Wasteland Rangers



Fan card by SWS

Thunder Warriors

Warriors you control at this location gain **Ambush**.

In the Wasteland you will not have the luxury of being able to react. Strike first.



Artwork © 2023
Secret War Society

Nomad Band



Fan card by SWS

Thunder Survivors

Mobility. +2 combat damage against Sites. The rules text of any Site targeted by this card in an attack is canceled until the end of the turn.

Home is where the yurt is.



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Fire Emissary



Fan card by SWS

Warrior Diplomat

When this card enters play, immediately toast up to 3 Characters in your smoked pile. This card's Fighting is equal to the total printed Fighting of the toasted Characters, and it gains all bold-faced abilities possessed by those Characters.

4

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Blighted Platoon



Fan card by SWS

Irradiated Fire Warriors

Corrupted. Once per turn, you may target a Character at this location :: Inflict X non-combat damage on target. X = the damage on this card.

"Pity should not negate fear."

4

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Commodore Watson



Fan card by SWS

Warrior of the Sunless Sea

Unique. Loyalty. Toughness: 1 while you control at least two Characters with different titles. **Ambush** while you control at least three Characters with different titles.

4

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Val Tarroza

Duelling Champion



Fan card by SWS

Ice Soldier

When this card is attacking a Character, or is the target of an attack, the combat damage of Characters at this location with Fighting lower than this card is reduced to 0.

4

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Secret War Society

Marshal Masterson



Fan card by SWS

Veteran Thunder Soldier

Unique. Ambush. Tactics. When this card ceases attacking, you may choose another Character that is still attacking. That Character gains **Ambush** until the end of the attack.

4

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Secret War Society

Li Ting



Fan card by SWS

King of the Fire Pagoda

Unique. Damaged Characters cannot intercept **Fire** Characters you control. When this card turns to attack, target up to three Characters :: Inflict 3 non-combat damage, divided any way you choose, on target.

6

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Secret War Society

Summoning Circle



Fan card by SWS

Spirit Edge

At the start of your turn, put a "Spirit" token into play.

With Ming I's attention diverted elsewhere, it was even easier for her siblings to take advantage of these powerful tools.

2

Artwork © 2023
Secret War Society

Vigilance



Fan card by SWS

Edge

Unturned Characters you control gain +1 Fighting for each column in your Site structure.

Eking a living from such desolate terrain requires both ambition and caution – a rare combination.

2

Artwork © 2023
Secret War Society

Amnesty



Fan card by SWS

Event

Return all States in play to their owners' hands. Each owner gains power equal to the total cost of States returned to their hand. No player may play States until the end of the turn.

1

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Secret War Society

Vengeance in the Ashes



Fan card by SWS

Fire Event

Choose a Character in your smoked pile, and target a Character :: Toast the chosen Character and inflict X+3 non-combat damage on target. X = the toasted Character's printed Fighting.

1

Artwork © 2023
Secret War Society

Tip of the Wedge



Fan card by SWS

Event

Target a Character :: Target gains **Tactics** and +1 combat damage until the end of the turn for every Character you control that shares a designator with target.
It's an uncomfortable place to be.

00

Artwork © 2023
Secret War Society

Reveille



Fan card by SWS

Event

Limited. Play when a Character you control enters combat. Choose one: gain 2 Power; or put a "Warrior" token into play.

Li Ting's presence is as a rising sun to his followers. A call to arms.

001

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Secret War Society

Spiked War Rig



Fan card by SWS

State

Vehicle. Subject gains +4 Fighting. When subject is about to enter combat with a Character, inflict 2 non-combat damage on that Character.
"How do I get in?"

003

Artwork © 2023
Secret War Society

Soul Fire



Fan card by SWS

Netherworld State

Not cumulative. Subject Character gains +5 Fighting and **Loyalty**. When an effect removes one or more cards other than "Soul Fire" from any smoked pile and puts them into play, you may return one copy of this card to play on a legal subject.

004

Artwork © 2023
Secret War Society

Facilitator



2

Fan card by SWS

Netherworld Mediator

Your hand size is increased by 1. Once per turn, you may choose a resource you have in your pool :: Play a card ignoring one of the chosen resource conditions. You may generate this effect while this card is in your smoked pile.

2

Artwork © 2023
Secret War Society



Johann Bonengel



Fan card by SWS

Dis-Timed NeoBuro President

Unique. Uncopyable. You must have at least three resources of the same faction to play this card. The number of Sites you need for victory is reduced by one. When this card is smoked, you may toast two cards in your smoked pile :: Shuffle this card back into your deck.

4

Artwork © 2023
Secret War Society



Sprung-Li



Fan card by SWS

Duplicitous Sorcerer

Unique. Uncopyable. When a Character token enters play under another player's control, put a token of the same description into play under your control. When this card enters play, put an "Undead" token into play under each player's control.

3

Artwork © 2023
Val Tarroza



Dream Team



Fan card by SWS

Event

Target two Characters that share a designator :: Both targets gain **Unstoppable, Toughness: 1,** and +1 Fighting until the end of the turn.

1

Artwork © 2023
Secret War Society

Curse of Binding



Event

Choose a designator :: until the end of the turn, Characters with that designator cannot be turned.

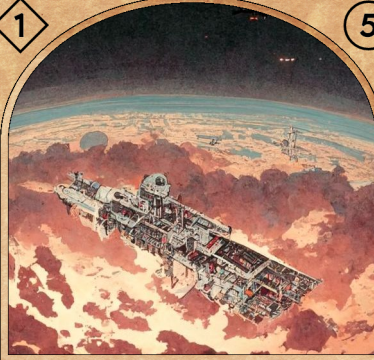
"Stay."



Artwork © 2023
Secret War Society

Fan card by SWS

Hohman Station Alpha



Orbital Feng Shui Site

Unique. Turn and maintain and target a Feng Shui Site, which cannot be revealed in response :: If target is unrevealed, inflict 2 non-combat damage on it. All other non-combat damage inflicted on target is increased by 1.

Artwork © 2023
Secret War Society

Fan card by SWS

Sunken City District



Feng Shui Site

Turn and target an opponent's back row Site :: Until the end of the turn, target is a legal target for attack.

A broken, lawless society works for some better than others.

Artwork © 2023
Secret War Society

Fan card by SWS

Abandoned Old Shop



Feng Shui Site

Immediately place a counter on this card when it is revealed. Remove a counter and target a non-Site card you own :: Return target to its owner's hand.

Artwork © 2023
Secret War Society

Fan card by SWS

Ancient Tollbridge



Netherworld Feng Shui Site

Cannot be burned. Damage inflicted on this card by an opponent with no Power in their pool is reduced to 0.

Some traditions remain.

Artwork © 2023
Secret War Society

Fan card by SWS

Beached Supertanker



Feng Shui Site

-X Body. At the start of your turn, put a counter on this card. X = the number of these counters on this card. When this Site is seized, remove all of these counters from this card.

Not all solutions need to be permanent.

Artwork © 2023
Secret War Society

Fan card by SWS

Echoing Cavern



Feng Shui Site

When an opponent is closer to victory than you and gains, generates, or steals Power due to an Event they played, turn :: Gain an equal amount of Power.

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Secret War Society

Fan card by SWS

Golden Sky Island



Feng Shui Site

Turn in response to an effect generated by an opponent that changes the target of an attack, or would cause an attacker to cease attacking :: Cancel that effect.

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Secret War Society

Fan card by SWS

Hall of Parliament



Feng Shui Site

Turn :: Play a non-foundation Edge at -1 cost.

The buildings may be gone, but the ambition remains.

Artwork © 2023
Secret War Society

Fan card by SWS

Isolated Banyan Grove

1

6



Fan card by SWS

Feng Shui Site

Sites at this location gain **Toughness:1** and **Immunity** to opponents' effects that would damage them or remove them from play.

The Hand work to preserve what remains.

Artwork © 2023
Secret War Society

Prismatic Waterfall

1

9



Fan card by SWS

Feng Shui Site

Limited. After you play this card, you may only declare one more attack until the beginning of your next turn.

The scintillating colors obscure the many wonders hidden here.

2

Artwork © 2023
Secret War Society



Salt Mine

1

7



Fan card by SWS

Feng Shui Site

Limited. When an opponent who is closer to victory than you starts their Main Shot, you may either unturn this card or turn :: Gain 1 Power.

Artwork © 2023
Secret War Society

Shifting Sands

1

8



Fan card by SWS

Feng Shui Site

Turn and target a Character or a Site :: Redirect 1 damage inflicted on this card to target. **Reload:** discard a Character.

Be warned – missteps have huge consequences.

Artwork © 2023
Secret War Society

Traveling Theater

1

8



Fan card by SWS

Netherworld Feng Shui Site

Turn and target a Character or Site :: Redirect 1 damage inflicted on target to this card.

The Magnificent Vincenzo's performance warps the mind in more than one way.

Artwork © 2023
Secret War Society

Undisturbed Rainforest

1

7



Fan card by SWS

Feng Shui Site

Limited. This card generates an additional Power while all of your Sites are undamaged.

Can humanity be trusted to manage a resource without destroying it? History suggests not.

Artwork © 2023
Secret War Society

Walled Enclave

1

7



Fan card by SWS

Feng Shui Site

Limited. Turn when an opponent plays a card with a printed cost of 0 :: Gain 1 Power.

The Ascended have cut themselves off and closely guard what remains of their wealth.

Artwork © 2023
Secret War Society

Wasteland Steppes

1

7



Fan card by SWS

Feng Shui Site

Turn and target an Edge controlled by an opponent :: Cancel target until the end of the turn.

This desolate future leaves no time for grand plans. Only for the meager survival of the here and now.

Artwork © 2023
Secret War Society

IKTV Radio Outpost

1

6



Fan card by SWS

Netherworld Site

Turn and flip a coin :: Heads: gain 1 power.

Keep fighting that good fight. We'll be waging it with you every day on the airwaves.

2

Artwork © 2023
Secret War Society



Jacktown

1

6



Fan card by SWS

Battleground Site

Unique. Turn this card and a Character you control, and target an opponent's Character with Fighting no lower than two less than your Character's :: The two Characters enter a **Face-Off**. The controller of the winner of the **Face-Off** gains one power.

2

Artwork © 2023 Secret War Society

Wasteland Exchange

1

7



Fan card by SWS

Junkyard Site

Turn and target a State you control :: Move the target to any legal subject you control.

Sometimes there are fights. I guess that's a different sort of auction.

2

Artwork © 2023 Secret War Society

Valhalla

2

8



Fan card by SWS

Site

Limited. Your hand size is reduced by 2. When you spend Power, you may draw a card.

There's rumors of a place where things still grow. Some believe you only get there if you die in battle.

3

Artwork © 2023 Secret War Society

Defense Perimeter



Fan card by SWS

Enclave State

Play during any Main Shot. Subject Site and the Sites to subject's immediate left and right gain +3 Body and the designator **Battleground**.

The Ascended are still carving out what they think is theirs.

1

Artwork © 2023 Secret War Society

Specialist



Fan card by SWS

State

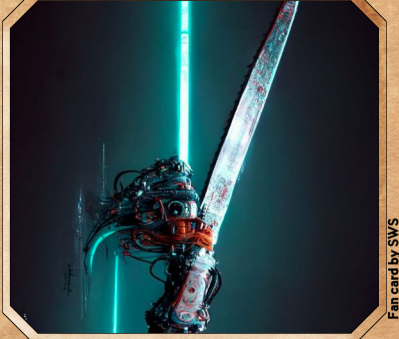
Not Cumulative. Play on a Character you own. Subject copies its own rules text.

"I have a particular set of skills. Like, really particular."

1

Artwork © 2023 Secret War Society

Chainsword



Fan card by SWS

Sword State

Weapon. You must have at least two of the same talent resource in your pool to play this card.

Subject Character gains +4 combat damage and **Immunity** to non-Site cards with a printed cost of 0.

No bullets? No problem.

2

Artwork © 2023 Secret War Society

Brain-Tape



Fan card by SWS

State

Play during any Main Shot in response to a Character leaving play. Subject Character copies the rules text of the Character that left play.

"Downloading... Decoding... Capture complete."

✖0

Artwork © 2023 Secret War Society

The Beast



Fan card by SWS

Tank State

Unique. Vehicle. Subject gains +5 Fighting and **Toughness: 2**. Turn this card and target a non-**Unique** Character at this location with Fighting of 3 or less :: Smoke target.

✖✖✖✖✖4

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