

ROCKET LAUNCHER

BUILD COST: 4 🏠

Get 2 🏠

Choose 1 🏠 in the same Wall Section.

Draw 1 Rocket Shot card and deal 6 as indicated.

6 dealt to empty or covered places are lost.

SHOOT COST

1 🏠

CANNON

BUILD COST: 2 🏠, 2 🏠

Get 1 🏠

Choose 1 🏠 in the same Wall Section.

Look at the Cannon Shot card and deal 6 as indicated.

6 placed on empty or covered places are lost.

SHOOT COST

2 🏠

IRON DRAGON

SETUP:

Place the Iron Dragon deck below the board.

BEGINNING OF EVERY SPRING:

Reveal the top card of the deck.

This card shows the Targets

of the Iron Dragon for the current Year

If there are no more cards to reveal,

reshuffle the deck and reveal a new card.

For each last 6 you deal to a 🏠, discard 1 🏠.

GLORY STEALER

Show yourself at the right time and bask in undeserved glory.

After your Activation step,

pay 1 🏠 to Attack with all your 🏠 from Rest Zones.

LANCE MAKER

It's an art to make a lance that breaks when needed.

When you get 🏠, you may pay 1 🏠 to discard 1 🏠. You may repeat it for each 🏠 you get.

COURT MUSICIAN

A crafty distraction to avoid the stigma of failure.

Each time at least 1 of your would be Killed, you may save 1 of them for free.

SURVIVALIST

You may Recruit each 🏠 for 1 🏠 less.

HERALD

Outshout others – people will only hear about your glory.

Each time you Upgrade 🏠, Upgrade 🏠 for 2 🏠 less.

SPIRITUAL LEADER

When you're lost, follow the Tao.



IRON DRAGON

Rules:

1. This card acts as a Location with 3  slots for games with 1-3 players, and with 4  slots for games with 4-5 players.
2. The Iron Dragon is a unique location. Players cannot Move their  to this Location using the normal rules. Instead, each time a player Moves any number of Clerks, they may pay 1  to Move 1 additional  from their pool to this Location.
3. When the Iron Dragon is Activated, any  currently Targeted is immediately Defeated. Scoring  and  follow the normal rules. Then, each player with any  in the Iron Dragon Location gets 2 .



SU DONGPO

ABILITY:

After revealing Command cards, get 2 for each Command card with the same name as the one you played (including your Command card).

Su Dongpo is well-known for his versatility – he is a hydraulic engineer, poet, and politician. He is also a meditation practitioner, but his true passion is food. He invented the Dongpo pork – a fragrant dish that brings delight to many tired soldiers.

SETUP:

4 6 4 4 6 2 98



5

ZHOU TONG

ABILITY:

During the Overseer Income step, get 2 for each Wall Section with at least 1 of your on Firing spots.

An indispensable teacher of martial arts and archery, Zhou Tong trained many young heroes when he abandoned his role as a protector of Henan. He is an inspiring person whose teachings bloom in many eager, brave souls.

SETUP:

6 3 3 5 2 40



BI SHENG

ABILITY:

You cannot Upgrade and use
Each of your counts as
in each Location except Gold Mine.

Bi Sheng was a commoner, but his wits gained him the fame of a miraculous inventor – his movable type technology changed the Chinese world of writing. Now, many militaristic books and economic treatises are printed in great numbers.

SETUP:

3 5 4 4 0 15



5

CAI XIANG

ABILITY:

During your Activation step take
or Attack with up to
for each Activated Location
with at least 2 of your
You cannot mix that effects.

He holds many prosperous positions: a judge, a court writer, a constructor, and, in free time, a tea expert. One of his most famous works is Wan'an Bridge, which construction took seven years.

SETUP:

5 5 4 2 1 69





SHEN KUO

ABILITY:

Other Players must pay you  to place  on a Tower with your .

His many science discoveries and outstanding art enriched the Chinese culture and gave an advantage over the Empire's foes. In his free time, Shen Kuo crushes many interlocutors in rhetoric battles, using his unmatched diplomatic skills.

SETUP:

 4  5  3  4  1  26



YANG YE

ABILITY:

Each time you Save , get 1  and 2 .

The great defender of the Yanmen Pass is a great hunter, horse archer, and a dog as well as falcon breeder. He uses his experience with animals to train and command soldiers.

SETUP:

 2  4  3  7  2  55



JIA SIDAO

ABILITY:

Each time any  is Killed, get 2 .

Some say it was his fault that the Battle of Xiangyang ended up in defeat. But who could stand up to the heavy mass of Mongolian invaders? But he is a clever and sly man, so it may be true – maybe he somewhat earned from the Chinese rout?

SETUP:

 6  4  3  3  1  39



LADDERS

When this  is in the first row during Assault phase: This Wall Section is automatically Breached! Additionally Kill all  and discard any  in the Rest Zone of this Wall Section.

30

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