



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 1 39



LU XIUFU



ABILITY:

Each time a is Defeated with your or on it, get 2 .

Lu Xiufu was a diplomat sent to Mongol generals to negotiate peace, but he was captured instead. After his failure, he dedicated his life to protect the Empire from the Mongol invasion, and now he does everything he can to fulfill his promise.



SETUP:

6 6 4 0 1 1 86



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 1 26



SU SONG



ABILITY:

Each time you Fire get 2 and 1 .

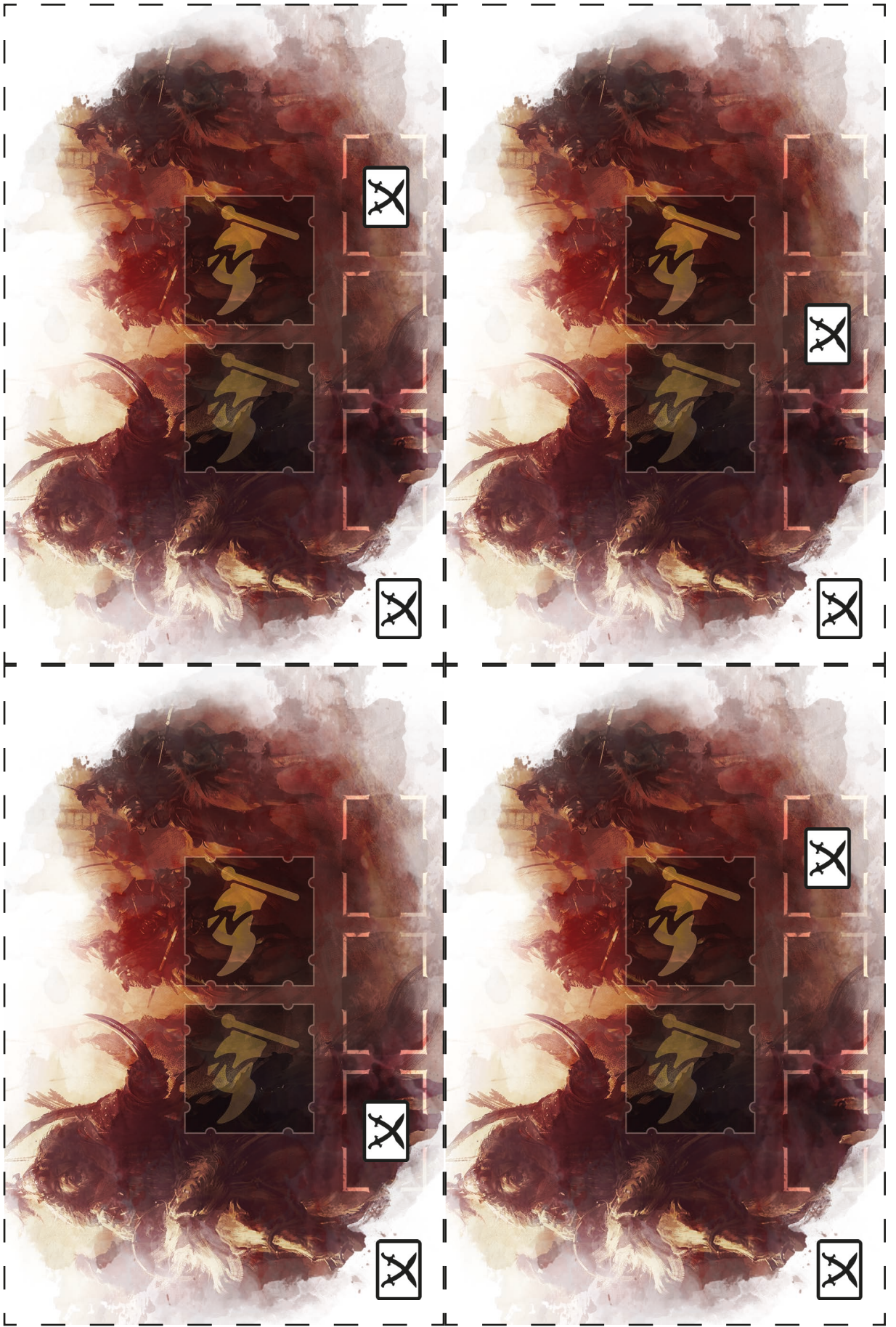
A brilliant engineer who explores horology. His ingenious utilization of waterwheels and chain drives optimizes many fields of labor. He also conceals medicaments used to increase the capabilities of the human body.

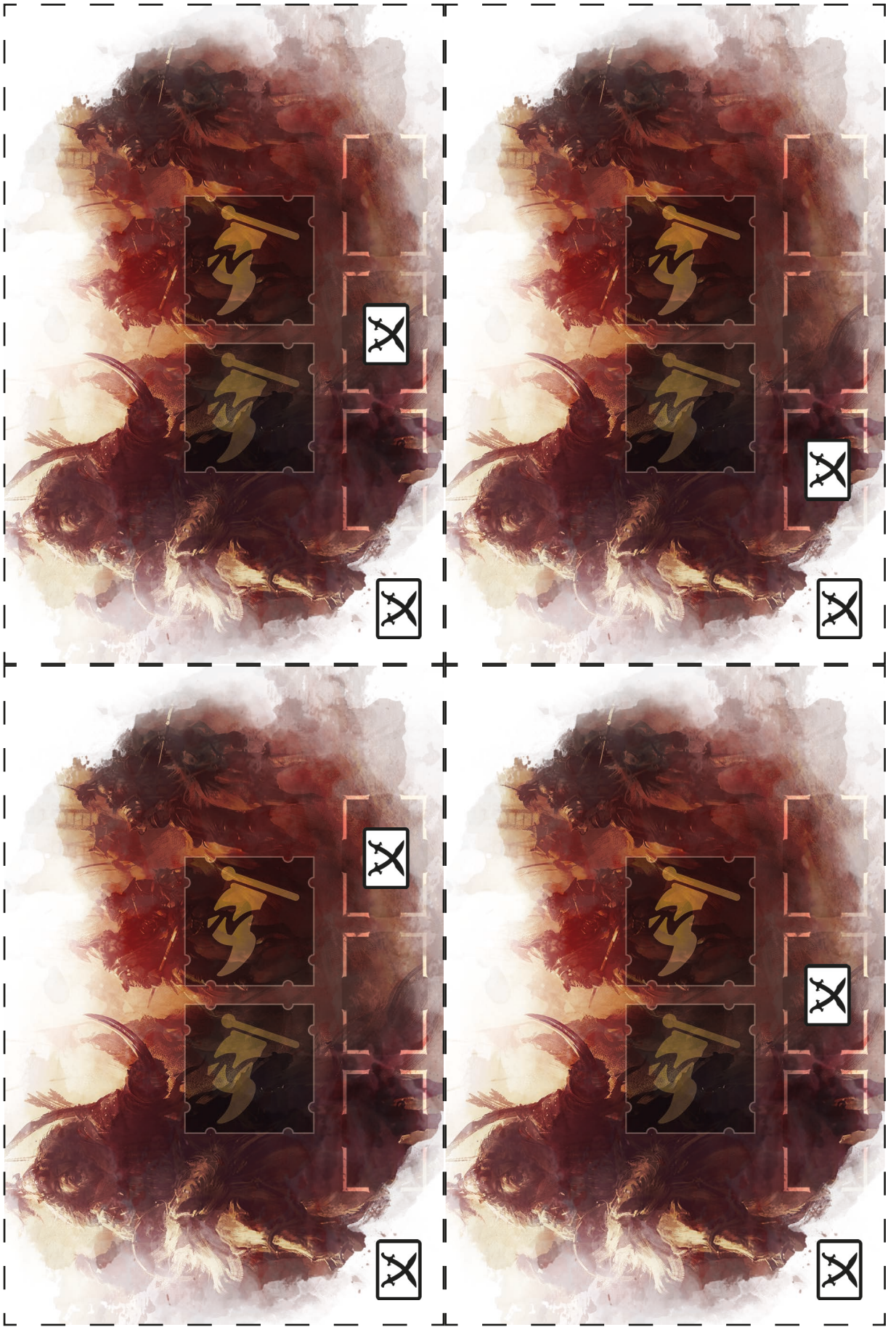


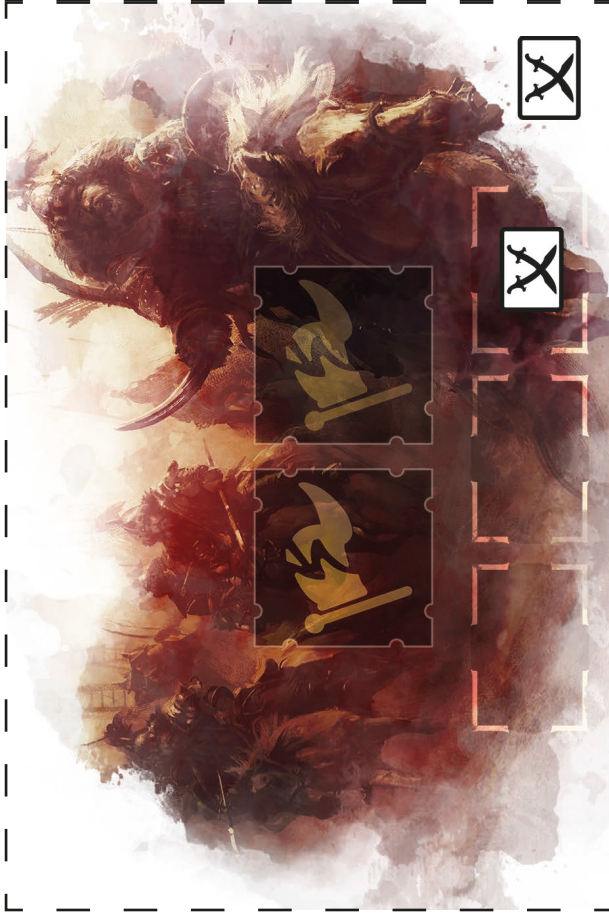
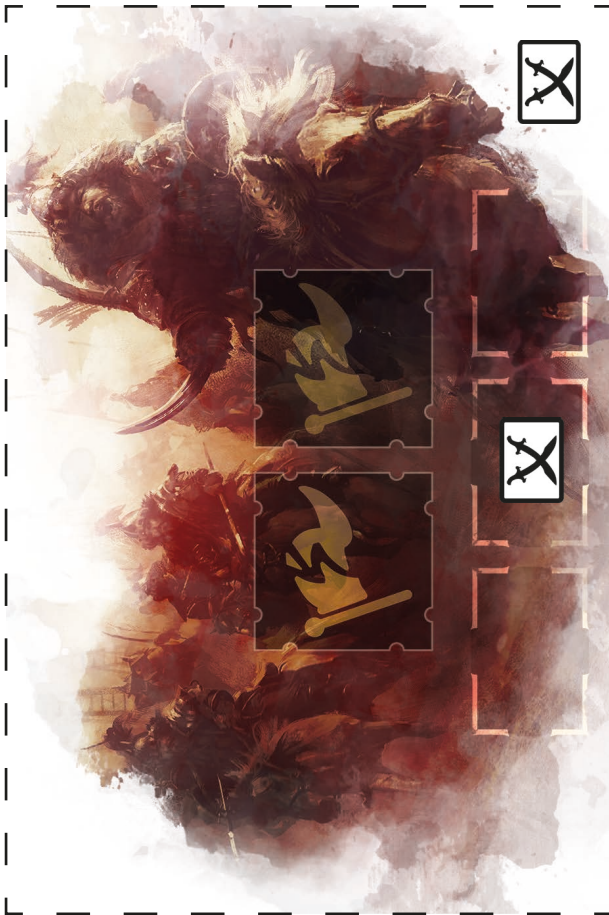
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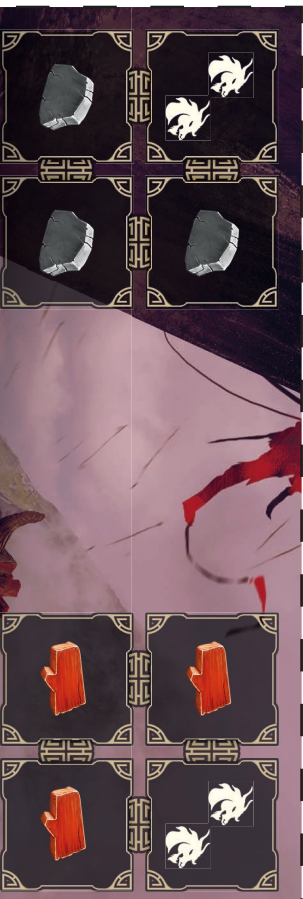
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











BATTERING RAM

After the Assault phase, swap this  with the  from the row closer to the  on the same Wall Section. If this  is in the first row: After the Assault phase, destroy 1  level in this Wall Section.








TREBUCHET

This  can only be placed in the 3rd row and can never move closer to the . After the Assault phase, destroy 1  level in this Wall Section.



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6 



4 



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.

0 



4 



TREBUCHET

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6 



4 



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0 



4 

White Phoenix	White Phoenix
Red Brick	White Phoenix
Blue Gem	White Phoenix
White Phoenix	Yellow Gem
Red Brick	White Phoenix
White Phoenix	Grey Hat

VETERANS

9

7

White Phoenix	White Phoenix
Red Brick	White Phoenix
Blue Gem	White Phoenix
White Phoenix	Yellow Gem
Red Brick	White Phoenix
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VETERANS

9

7

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4

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White Phoenix	Red Brick
White Phoenix	White Phoenix
White Phoenix	Yellow Gem
White Phoenix	Red Brick
White Phoenix	Grey Hat

VETERANS

9

7





ROCKET LAUNCHER

BUILD COST: 4 

Get 2 

Choose 1  the same Wall Section.

Draw 1 Rocket Shot card and deal  as indicated.

 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  as indicated.

 placed on empty or covered places are lost.

SHOOT COST

2 




BALLISTA CARD

BUILD COST: 4 

Choose 1  in the same Wall Section.

Look at The Ballista Shoot card and deal  as indicated.

 placed on empty or covered places are lost.

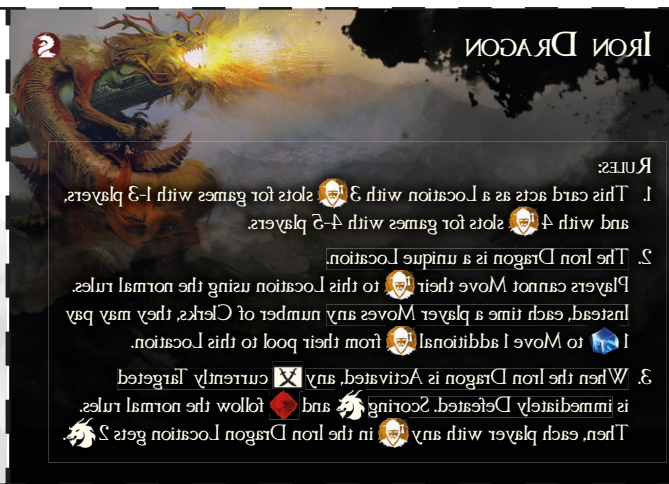
SHOOT COST








FREE

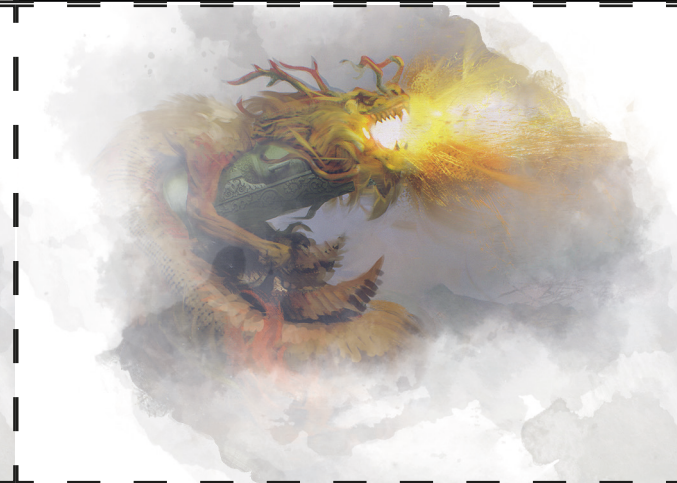


IRON DRAGON

2



- Rules:
1. This card acts as a Location with 3  slots for games with 1-3 players and with 4  slots for games with 4-6 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 and number of Clarks they may buy 1 to Move 1 additional  from their pool to this Location.
 3. When the Iron Dragon is Activated, and  currently targeted is immediately Destroyed. Scoring and  follow the normal rules. Then, each player with any  in the Iron Dragon Location gets 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.

IRON DRAGON



IRON DRAGON



IRON DRAGON



IRON DRAGON



IRON DRAGON
















Each time at least 1 of your  is Killed, get 2 .



MORTICIAN


The mortician's work goes beyond the mere burial of corpses – he provides consolation and peace of mind.

After your Activation step, you may Attack with 1  on each Wall Section.



WARDEN


The safety of the wall is his honor. His purpose is to protect, his reason is to serve. Always vigilant, always focused, always aware of his duty.

After your Activation step, get income from 1 .



TASKMASTER



There is no task he could not instruct someone to do.



After your Activation step, you may Attack with all  on one Wall Section.



ARCHER COMMANDER

Even the greatest archers mean nothing if they don't know where to aim their sharp arrows.



Each time you play a , get 2 .

If you Boost that , get 4  instead.



LIBRARIAN

Say the topics out loud, and he will find you a scroll.

You may Recruit  for 3  instead of their normal cost.



HORSE BREEDER



Purebred horses inspire admiration, both within your ranks and among your enemies.

When you Upgrade , Upgrade  for 2  less.



ALCHEMIST

Turn lead into gold, turn an enemy into a poisoned corpse.

During the Overseer Income step, each of your  gives you 1 additional  of the corresponding type.



SUPERVISOR

Workers are most efficient when they know that someone watches.

Each time you Recruit at least 1 ,
Recruit 1 additional  for free
in a chosen Rest Zone.



STANDARD BEARER




*The banner adorns the sky with our proud colors,
drawing eyes of faltering soldiers, and awakening the flame
in their souls.*

Each time you Upgrade ,
Upgrade  for 2  less.



STONE MASON


*Thanks to masons' work,
no one wants to besiege fortified outposts and cities.*

Each time you build ,
get 1  for each 2  spent
from your pool.






MILITARY ENGINEER

*An untrained warrior behind a deadly contraption can fell
a hundred soldiers who trained for their whole lives.*

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








SURVIVALIST

Each time you deal the last 
to a  get 2 .



TACTICIAN MONK



He spent years of thinking and training for war to avoid fighting.

 may Attack 
on other Wall Sections.
For each  dealt by ,
get 1 .



MYSTICAL ARCHER

*The arrow flies swiftly,
phoenix feathers whistle ominously in the air.*

Each time you Upgrade ,
pay 1  less.



EXEMPLARY CLERK



*He finds passion where everyone else
would find monotonous labor.*

After the Overseer Income
step, you may exchange
1 Command card from your
hand with a Command card
from the discard pile.



INFORMANT



*Planning a counter-strategy is much easier
when you know the plans of your enemy.*

After your Activation step,
pay 1  to Move 2 
from your pool.



CLERK MANAGER



*With too much work, clerks don't have time to be allured
by corruption's sweet sin.*

During the other players
Command step, you can pay 1 
to Move 1 additional 
to any Location.



SMUGGLER




Even in time of war, some goods are illegal.




Each time you build ,
you may pay 1  to Recruit 1 
on the same Wall Section.



EAGER ARCHER

The new one has to show off to be accepted in his unit.

You can build 
and  using .

Each time you build ,
get 1  for each 2 
spent from your pool.



FOREMAN


*When they see his hard work, they look at their weak arms.
Their shame will turn into your profit*

Each time
you Attack with ,
get 1 



GLORIOUS LIEUTENANT





*Soldiers bask in his splendidous aura
and contribute to his glory.*

During the Overseer Income step,
you may choose 1  of any other
player and get additional
Income from it.



RACKETEER




*Sometimes, you need one violent man
instead of several merchants skilled in their craft.*

Each time you Attack
with a , you may pay 1 
to deal 2 additional 
to the same .



VERSATILE WARRIOR

*Bow to strike from afar, spear to defend from cavalry,
sword to duel honorably, and horse to rush the frontlines.*

Each time you Recruit a ,
you may choose to place it
in a Rest Zone,
to Recruit 1  and 1 
in the same Rest Zone
for free.



MERCENARY CAPTAIN



Sometimes gold is worth less than the lives of your soldiers.

After your Activation step,
perform 1 Advanced Activation.



TYRANT




*People hate him and listen to his orders.
They won't do it, they will end hacked
and hanging from meat hooks.*

Each time a Regular Location
is Activated with at least
1 of your , get 2 .



BRIBER

One man with enough money can replace many.

Each time a Location
with your  is Activated,
you may pay 1  to leave 1  on this Location.



CONTRACTOR



Why should you do it yourself when you can pay for it?

Each time at least 1
of your  is Killed,
get 2 .



CAVALRY CAPTAIN



A swift charge may determine the fate of a battle.

Each time you play a ,
remove 1 .



FOREST GUIDE

*Woods can be fortresses, and the guide knows
how to defend or storm them.*

Each time you get a ,
get 2 .



IMPERIAL JUDGE

*War crimes have to be judged strictly, but no local commander
wants to be the arbiter of their soldiers.*

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.



MANUFACTURER




*It's not about working harder but achieving more
with the same amount of effort.*

Each time you Upgrade ,
Upgrade  for 2  less.



SPIRITUAL LEADER

When you're lost, follow the Tao.

For each last 
you deal to a ,
discard 1 .



GLORY STEALER



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

Each time you build ,
you may Recruit 1  for free,
in a chosen Rest Zone.



SPECIALIST

*He decided to abandon general knowledge
to focus on mastering one discipline.*

Each time you build ,
move your Tea marker
on the top of .



HEAD ARCHITECT

*Think first, then think a little more, and,
after a few final touches, build indestructible fortifications.*

You may always Save
your  for free.



ARMORED HORSEMAN

*Heavy barding covers steeds in chainmail,
their riders armed to their teeth.*


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.



After your Command step,
Move 1 .

You may place this 
in a full Location.



JINSHI

One of the wisest scholars in the whole Empire.

After your Activation step,
you may Upgrade 1  for 2 .



TINKERER

Scraps and leftovers to ammunition and armor.

After your Activation step,
get 1 🏰 from a Emperor's Embassy
for free.



YIJI

*Her many talents are appreciated by those
who find pleasure in arts and intellectual discourse.*

Each time a ☒ is Defeated,
get 2 🐛 if you have
at least 1 📍 on that card.



CHRONICLER

*Watching your life from behind, describing every success,
and omitting all failures.*

Each time the Barracks are Activated
with only your 🏰,
you may discard 1 🏰
instead of getting one.



LOGISTICIAN

*An army is nothing without well-planned supply routes,
detailed maps, and realizable timelines.*

After your Activation step,
pay 1 🏰 to get 3 🏰, except 🏰.



MASTER MERCHANT

*Resourceful merchants know
that war is the most profitable period.*









HAN SHIZHONG



ABILITY:

Each time you play get 2 .

Years of service left him with an armor of scars and took one finger from each of his hands. Han Shizhong's enemies yield at his sight, and his soldiers benefit from pathbreaking training routines and inventions.

SETUP:

4 4 3 4 3 2



LIANG HONGYU



ABILITY:

Each time one of your is Killed, get 2 .

She leads her people under the name of a Red Jade, her true name lost in the past. Breaking the chains of her own slavery, she became a brave general who crushed a dangerous coup and earned the title of the Lady Protector of the Nation.



SETUP:

5 3 3 5 2 65



KENG HSIEN-SENG



ABILITY:

You may use as . In Overseer Income step get 2 .

The Imperial Court employed this mysterious figure – an alchemist and magician. She uses her abilities to extract precious metals from ores and produce intoxicating perfumes. Or, as some say, to poison the Empire's enemies with quicksilver vapors.



SETUP:

4 6 3 2 0 2



YANG MIAOZHEN



ABILITY:

Each time you Recruit , Recruit for 2 each.

Shaped by war and harsh time, she overtook a group of fearsome bandits. Along with her ten thousand warriors, she pledged allegiance to the Song dynasty, but, despite her best attempts, she isn't fully trusted.





SETUP:

3 6 3 4 2 20



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

SONG CI

ABILITY:

Each time you Upgrade , get 2 .



His wise and righteous words can often be heard in court. He makes use of medical knowledge and unmatched cunning to examine scenes of violence personally. People under his rule feel treated fairly and follow Song Ci without hesitation.

SETUP:

 5  5  3  3  0  81

ZHANG SHIJE

ABILITY:

During the Overseer Income step, draw 1 . Each time you play , get 2 .



A former soldier of the Mongol Empire, Zhang fled under the wings of the Song dynasty and became a useful and apt admiral of the Chinese army. He uses the knowledge earned in his former life to defend his new Emperor from formidable enemies.

SETUP:

 4  4  2  6  3  36

YU YUNWEN

ABILITY:

Each time you Recruit at least 1 , get 2 .



Yu Yunwen was only responsible for paying the army, but when the dire times came, he acted as a true general. As a million soldiers threatened the Song lands at the Yangzi river, Yu personally encouraged the warriors to stand against the enemy and fight.

SETUP:

 6  6  4  0  2  47

QIN HUI



ABILITY:

If you have only 1 in the Activated Location, count this as .

In his political struggle to bring an end to the war, Qin Hui made many enemies. And he uses all of his power to crush them, framing them for treason or unloyalty. Even if his intentions are noble, he gained infamy of a cruel, sly man.



SETUP:

3 7 4 4 2 2 1 45



LIU KAI



ABILITY:

Each time you Recruit, lower the total (not for each) cost by 2 .

A brutal commander and brilliant scholar. His aggressive fighting style inspires fear in his enemies, who believe he is mutilating the defeated and eats their livers. He constantly asks his superiors to send him to the frontline.



SETUP:

3 5 4 4 4 2 52



CAI XIANG



ABILITY:

Each time a Special Location is Activated, get 2 if there are at least 2 of yours in this Location.

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



TONG GUAN



ABILITY:

After your Activation step, you may discard card to Attack with .

A man of strong character and well-trained body who became the most trusted general and advisor of his Emperor. He retired long ago, but he is called for duty once again, as his irreplaceable skills are needed one more time.



SETUP:

3 3 4 6 3 21



QUI JUISHAO

Moves to the Lowest Locations.

Activates Locations in order from the Highest to the Lowest. Attacks on the Wall Section pointed by the Invasion indicator.

Wounding Vital spots from left to right

During Activation, gets level for each .

When a Location with his Activates, move the corresponding Resource to the Highest Location.

An unknown general reported to the duty at the Great Wall.

He will do anything to prove himself worthy in the eyes of the Emperor!

LOCATION TRACK:



LIU MEI

ABILITY:

Each time you Attack with , get 3 .

Liu Mei started as a simple silversmith and, in the end, became a cavalry commander. It was probably because of his vague relationship with Empress Liu, but his troops are well-led despite that.

SETUP:

3 4 5 4 2 63



REED CLAN GENERAL

Always place the Reed Clan Command Card on the first empty Slot.

The Reed Clan can have only 1 in the same location.

REED IN LOCATIONS:

Barracks: Recruit 1 .

The Active player places 1 Reed Clan on a .

Gold Mine/Quarry/Lumber Mill: Donate 1 Resource.

Temple: Active player discard 1 .

Tea House: Move the Reed Clan token up.

Builder's Encampment: The Active player builds 1 on any Wall Section for free.

Emperor's Embassy: The Active player discards 1 .

Logistic Center/War Academy: Nothing Happens

ARMY:

The Reed Clan doesn't get or from .

The Reed Clan doesn't Save .

The Reed Clan never has in Rest Zones.

When the Reed Clan Defeats , discard it and Kill all Reed Clan on it.

He desires nothing more than a good life for his people. He will do what's necessary to achieve that goal.



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Your  give you  except .






LANDOWNER

Landowners prefer money, but when the times are harsh, they also accept more mundane offerings.



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 the Barracks are Activated, treat yourself as being on the top of the Tea track.



SIFU

Respect those who live long enough to grow gray hair, as their wisdom may save you from dying young.



During the Overseer Income step, get 2  for each your  in play (in a Rest Zone, on a  or .



PLOWMAN

Horses are great tools for killing people, but also for clearing trees, hauling stone, or turning fields.





WEN TIANXIANG



ABILITY:

After Setup and after Reclaiming Command cards, put up to on other players' General cards. You may take back 1 of your on another General card to use that General's special ability once.

He is one of the Three Loyal Princes of Song, a symbol of patriotism and justice. He was there to raise an army in a vain effort to repel Mongol forces when they invaded the Chinese Empire.

SETUP:

5 5 3 3 2 8



SHE SAIHUA



ABILITY:

During your Command step, resolve your Command card as if there was more matching Command cards played by other players.

Wielder of the dragon-headed cane, mother of many, fearless leader of the Empire's army, symbol of justice, and a mourning widow. She is one of the most trusted commanders under the Emperor's command.

SETUP:

3 3 5 5 1 83



SU DONGPO



ABILITY:

After revealing Command cards, get 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 6 2 98



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







YUE FEI



ABILITY:

Each time you Attack with you may deal more. Pay 1 for each additional .

His talents – exceptional strength and aptitude for a bow – were discovered by the famous teacher Zhou Tong. Recently, the Song court acknowledged Yue Fei's abilities and made him a general of a great army.

SETUP:

4 4 3 6 1 67



XIN QIJI



ABILITY:

Each time you Recruit , you may Attack with up to .

His words are as sharp as his spear, and his talent in a field poets in a way his sword skill overwhelms warriors. He prevailed loyal despite many intrigues aimed at him – his reputation of a steadfast and encouraging man inspires both soldiers and laborers.

SETUP:

6 5 3 2 2 22



MU GUIYING



ABILITY:

After your Horde Defeat check step, you may Attack with .

She learned martial arts from her father, a bandit warlord. One of her most legendary feats was to break the imbricable Heavenly Gate Formation during the battle with Kithans. Her resolve and bravery are an inspiration to many.

SETUP:

3 5 4 4 2 60



YANG YE



ABILITY:

Each time you Save , get 1 and 2 .

The great defender of the Yamen 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



HIDENORI

ABILITY:

After your Activation step, discard  .

You would find her always surrounded by books and wonderful art. She survived the torching of her house, and she managed to protect a vast collection of priceless tomes. Her poetry lifts the spirits of Song soldiers stationed in solitary outposts.

SETUP:

 6  2  6  2  0  0  99



DI QING

ABILITY:

Each time you build a , I chosen player Reclaims 1 Command Card. Each time you build , get  .

Warriors quickly learned to flee from the general who dons the bronze mask. His bravery and tenacity during his twenty-five battles brought him Empire-wide fame and glory.

SETUP:

 4  8  4  0  0  1  25



WAN YI

ABILITY:

After your Activation step, get income from  .

She has been running a Royal silk factory since she was a young girl. With her strong, assertive personality, she stands out against other repressed women. She became one of the greatest silk giants in the Empire because of her business skill and aptitude for mathematics.

SETUP:

 5  4  3  2  0  0  66



ZHANGXIAN MINGSU

ABILITY:

Each time you get , , you can give up to  of them to any 1 other player. Get 3  for each  given that way.

Zhangxian Mingsu wandered the path from an orphaned girl, through a young singer and drummer, to a powerful woman reigning the Empire as a regent for many years. Her political aptitude is acknowledged by everyone in the court.

SETUP:

 5  5  6  0  0  0  30

