

## *Killers of the Three Kingdoms Card Translations*

<p><b>Guan Yu (Shu)</b> Can use any <b>red</b>-suited card as a Kill card.</p>	<p><b>Zhang Fei (Shu)</b> Can play any number of Kill cards in one turn.</p>	<p><b>Huang Gai (Wu)</b> Can sacrifice life point(s) to obtain two cards per life point</p>
<p><b>Zhao Yun (Shu)</b> Can play a Kill card as a Dodge card and vice versa.</p>	<p><b>False Accusation</b> Draw two cards from draw pile.</p>	<p><b>Ma Chao (Wei/Shu)</b> Plays as if equipped with a -1 horse and a +1 horse.</p>
<p><b>Zhang Liao (Wei)</b> May draw one card from up to two player's hands rather than from draw pile.</p>	<p><b>Xu Zhu (Wei)</b> Successful play of a Kill card (not including in Duel) against a player gives two damage.</p>	<p><b>Sun Shang Xiang (F) (Wu)</b> Not affected by other player equipment cards though role abilities do have an effect.</p>
<p><b>Zhou Yu (Wu)</b> 1) Can draw three cards not two in Draw Phase. 2) Once per turn can borrow a player's weapon.</p>	<p><b>Oath of the Peach Orchard</b> Each player may add a life point up to but not beyond maximum life.</p>	<p><b>Gan Ning (Wu) (Cannot be Prince)</b> Can at any time reveal identity and add one to current life and maximum life.</p>
<p><b>Diao Chan (F) (other)</b> 1) At the end of the discard phase, draw a card. 2) Discard a card and force two male roles to have a Duel and designate which goes first.</p>	<p><b>Guo Jia (Wei)</b> 1) Puts all resolution cards played in own turn in hand. 2) Takes two cards from draw pile every time receives a point of damage.</p>	<p><b>Lü Meng (Wu)</b> If no Kill card played in a turn (including in Duel) then does not need to discard in discard phase and no hand limit for that turn.</p>
<p><b>Prince Liu Bei (Shu)</b> 1) For every two cards given to other player(s), recover one life. 2) Can ask a player from Shu to play a Kill card on Prince's behalf.</p>	<p><b>Prince Sun Quan (Wu)</b> 1) At end of Discard Phase draw up to current life; can voluntarily discard. 2) Can ask any Wu player in Wu player's turn to give Prince a card.</p>	<p><b>Hua Tuo (other)</b> 1) Can heal one life point of any player (including self) by discarding a <b>red</b> card. 2) Can discard any card in hand or equipment to heal own life one point.</p>
<p><b>Zhuge Liang (Shu)</b> 1) Can examine and then re-order the top three cards of the draw pile before drawing. 2) If hand has no cards, Kill cards (including in Duels) have no effect.</p>	<p><b>Close Ranks</b> Play as equipment. Anytime the player could play a Dodge, may first draw a card. If it is <b>heart</b>-suited, it acts as a Dodge. The drawn card is always discarded.</p>	<p><b>Xiahou Dun (Wei)</b> If anyone plays a card (e.g. Kill card) to reduce player's life then attacker must draw a card. If <b>black</b>, then attacker must lose a life point or discard two cards</p>
<p><b>Zhen Ji (F) (Wei)</b> 1) After conducting normal resolutions (e.g. <b>Prison</b>) can voluntarily draw cards in resolution phase until a <b>red</b> card is drawn, placing <b>black</b> cards in hand. 2) Can use any card as a Dodge card.</p>	<p><b>Lu Xun (Wu)</b> 1) Not affected by <b>Joyfully Forgetting Shu Kingdom</b> or <b>Slyly Steal a Sheep</b> cards. 2) If at any time no cards in hand, draw card. (Note: If last card damages <b>Sima Yi</b> then draw before <b>Sima Yi</b> draws from hand.)</p>	<p><b>Da Qiao (F) (Wu)</b> 1) Can use any diamond-suited card as a <b>Joyfully Forgetting Shu Kingdom</b>. 2) When the target of a Kill card (not in a Duel), can discard one card and move the Kill card to make the target a player within his/her own range</p>
<p><b>Duel</b> Target must play a Kill in response or lose a life level. If the target plays a Kill card the player must play a Kill card in response or lose a level, etc.</p>	<p><b>Duel</b> Target must play a Kill in response or lose a life level. If the target plays a Kill card the player must play a Kill card in response or lose a level, etc.</p>	<p><b>Duel</b> Target must play a Kill in response or lose a life level. If the target plays a Kill card the player must play a Kill card in response or lose a level, etc.</p>

<p><b>Huang Yue Ying (F) (Shu)</b>  1) After playing Action Card, immediately takes a card from draw pile. (If card played damages <b>Sima Yi</b> then takes card first and <b>Sima Yi</b> then draws a card.)  2) Use any Action Card without a range limitation</p>	<p><b>Sima Yi (Wei)</b>  1) If card played to reduce player's life then can pick random card from attacker's hand.  2) After a player (including self) has revealed card in resolution phase, can play a card from hand to replace result. (If used against <b>Guo Jia</b>, then <b>Guo Jia</b> takes new card).</p>	<p><b>Prince Cao Cao (Wei)</b>  1) If another player uses card(s) to reduce life (including via role powers) then this player receives the card(s). Does not include Kill cards in a Duel)  2) Can any time request a player from Wei play a Dodge card on his behalf.</p>
<p><b>Borrow a Weapon to Kill a Man</b>  Use for one turn any other player's weapon as if it were player's own. Player may attack at the range (from his or her own position) and with the special abilities of the borrowed weapon. Player does not take possession of the weapon and does not need to discard his own equipped weapon.</p>	<p><b>Borrow a Weapon to Kill a Man</b>  Use for one turn any other player's weapon as if it were player's own. Player may attack at the range (from his or her own position) and with the special abilities of the borrowed weapon. Player does not take possession of the weapon and does not need to discard his own equipped weapon.</p>	<p><b>Lü Bu (other)</b>  The target of his Kill card, must play two Dodge cards to avoid. If using <b>Close Ranks</b> card, must resolve twice successfully. When playing <b>Southern Barbarians Invade</b> or <b>Launching 10,000 Arrows</b> card, all players must discard an extra card as well as play the usual card (Dodge for <b>10,000 Arrows</b> or Kill for <b>Southern Barbarians</b>) or lose a life level.</p>
<p><b>Cross the River, Destroying the Bridge</b>  Force another player to discard a hand card or equipment.</p>	<p><b>Cross the River, Destroying the Bridge</b>  Force another player to discard a hand card or equipment.</p>	<p><b>Cross the River, Destroying the Bridge</b>  Force another player to discard a hand card or equipment.</p>
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<p><b>Slyly Steal a Sheep</b>  Draw a random card from another's hand or equipment. Target must be at range 1.</p>	<p><b>Slyly Steal a Sheep</b>  Draw a random card from another's hand or equipment. Target must be at range 1.</p>	<p><b>Slyly Steal a Sheep</b>  Draw a random card from another's hand or equipment. Target must be at range 1.</p>
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<p><b>Southern Barbarians Invade</b>  All other players must play a Kill card or lose a life.</p>	<p><b>Southern Barbarians Invade</b>  All other players must play a Kill card or lose a life.</p>	<p><b>Southern Barbarians Invade</b>  All other players must play a Kill card or lose a life.</p>
<p><b>False Accusation</b>  Draw two cards from draw pile.</p>	<p><b>False Accusation</b>  Draw two cards from draw pile.</p>	<p><b>False Accusation</b>  Draw two cards from draw pile.</p>
<p><b>Armor</b>  Play when attacked to cancel one Kill.</p>	<p><b>Famous Sword</b>  Ignores <b>Armor</b>.</p>	<p><b>Famous Sword</b>  When losing a life level due to Kill, may discard 2 cards instead.</p>

<p><b>Bountiful Harvest</b> Draw and expose a number of cards equal to the current number of players. Starting with the player who played the card and proceeding clockwise, each player takes one of the exposed cards.</p>	<p><b>Bountiful Harvest</b> Draw and expose a number of cards equal to the current number of players. Starting with the player who played the card and proceeding clockwise, each player takes one of the exposed cards.</p>	<p><b>Invulnerable</b> Play at any time to cancel effect of any Action Card (i.e. <b>not</b> Kill, Dodge, Peach, Weapon, Horse, or Close Ranks cards). If played against a card that affects several players (e.g. <b>Launching 10,000 Arrows</b>) then this card cancels the effect only on one player.</p>
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<p><b>Joyfully Forgetting Shu Kingdom</b> Play in front of another player, who next turn must draw a <b>heart</b>-suited card in the Resolution Phase or lose turn. Then this card is discarded.</p>	<p><b>Joyfully Forgetting Shu Kingdom</b> Play in front of another player, who next turn must draw a <b>heart</b>-suited card in the Resolution Phase or lose turn. Then this card is discarded.</p>	<p><b>Joyfully Forgetting Shu Kingdom</b> Play in front of another player, who next turn must draw a <b>heart</b>-suited card in the Resolution Phase or lose turn. Then this card is discarded.</p>
<p><b>Avoiding Lightning</b> Play in front of oneself. In the next turn, draw a card during Resolution Phase and if the card is a <b>2-9 of Spades</b>, lose <b>3</b> life. Otherwise place the card in front of player to the left, who repeats process in his or her turn.</p>	<p><b>Avoiding Lightning</b> Play in front of oneself. In the next turn, draw a card during Resolution Phase and if the card is a <b>2-9 of Spades</b>, lose <b>3</b> life. Otherwise place the card in front of player to the left, who repeats process in his or her turn.</p>	<p><b>Close Ranks</b> Play as equipment. Anytime the player could play a Dodge, may first draw a card. If it is <b>heart</b>-suited, it acts as a Dodge. The drawn card is always discarded.</p>
<p><b>Crossbow</b> Weapon removes the restriction of 1 Kill play per turn.</p>	<p><b>Crossbow</b> Weapon removes the restriction of 1 Kill play per turn.</p>	
<p><b>Twin Swords</b> When a Kill card wounds a character of the opposite sex, the target must choose either to discard a card or to allow attacker to take card from the draw pile.</p>	<p><b>Battle Axe</b> When a target has avoided player's Kill by playing a Dodge or a Close Ranks card, player may discard 2 cards and force the target to lose a life point.</p>	<p><b>Halberd</b> When player's life is greater than 2, after target has avoided a Kill card player may play another Kill card, which the target may also avoid with a Dodge or a Close Ranks card.</p>
<p><b>Spear</b> May play any card as a Kill card in a Duel.</p>	<p><b>Bladed Spear</b> After playing a Kill card as last card in hand, player may attack up to 3 players in range simultaneously.</p>	<p><b>Longbow</b> A successfully attacked target must discard an equipped horse.</p>