

## DISPLACED ARMORY

### CHRONO-RANGER

#### TEMPORAL GRENADE (X2)

EQUIPMENT

POWER: CHRONO-RANGER DEALS UP TO 3 TARGETS 1 ENERGY DAMAGE EACH. YOU MAY DESTROY 1 ONGOING OR ENVIRONMENT CARD.

DESTROY THIS CARD.

#### NEURO-TOXIN DART THROWER (X1)

EQUIPMENT

POWER: CHRONO-RANGER DEALS 1 TARGET 1 TOXIC DAMAGE. REDUCE DAMAGE DEALT BY THAT TARGET BY 1 UNTIL THE START OF YOUR NEXT TURN.

#### THE MASADAH (X1)

EQUIPMENT

POWER: CHRONO-RANGER DEALS 1 TARGET X IRREDUCIBLE ENERGY DAMAGE, WHERE X = THE NUMBER OF BOUNTY CARDS IN PLAY.

#### COMPOUND BOW (X1)

EQUIPMENT

POWER: CHRONO-RANGER DEALS 1 TARGET 1 PROJECTILE DAMAGE AND 1 DAMAGE OF A TYPE OF YOUR CHOICE.

#### DANNY-BOY (X1)

EQUIPMENT

POWER: CHRONO-RANGER DEALS UP TO X TARGETS 2 FIRE DAMAGE EACH, WHERE X = THE NUMBER OF BOUNTY CARDS IN PLAY.

#### JIM'S HAT (X1)

EQUIPMENT

YOU MAY PLAY AN ADDITIONAL CARD DURING YOUR PLAY PHASE. AT THE START OF YOUR TURN, YOU MAY DESTROY A BOUNTY CARD.

## SUDDEN CONTRACT

### CHRONO-RANGER

#### "KILL ON SIGHT" (X1)

ONGOING, BOUNTY

PLAY THIS CARD NEXT TO A NON-HERO TARGET. WHEN THAT TARGET LEAVES PLAY, DRAW 3 CARDS AND DESTROY THIS CARD.

#### "BY ANY MEANS" (X1)

ONGOING, BOUNTY

PLAY THIS CARD NEXT TO A NON-HERO TARGET. INCREASE DAMAGE DEALT TO THAT TARGET BY 1. WHEN THAT TARGET LEAVES PLAY, DESTROY THIS CARD.

#### "DEAD OR ALIVE" (X1)

ONGOING, BOUNTY

PLAY THIS CARD NEXT TO A NON-HERO TARGET. AT THE START OF YOUR TURN, CHRONO-RANGER REGAINS 1 HP. WHEN THAT TARGET LEAVES PLAY, DRAW 1 CARD AND DESTROY THIS CARD.

#### "NO EXECUTIONS" (X1)

ONGOING, BOUNTY

PLAY THIS CARD NEXT TO A NON-CHARACTER CARD TARGET. WHEN THAT TARGET WOULD BE DESTROYED, PUT IT ON THE BOTTOM OF ITS DECK INSTEAD. THEN, DESTROY THIS CARD.

#### "THE WHOLE GANG" (X1)

ONGOING, BOUNTY

PLAY THIS CARD NEXT TO A NON-HERO TARGET. WHEN THAT TARGET LEAVES PLAY, YOU MAY DESTROY A TARGET WITH 4 OR FEWER HP. THEN, DESTROY THIS CARD.

#### "THE ULTIMATE TARGET" (X1)

ONGOING, BOUNTY

PLAY THIS CARD NEXT TO A NON-HERO TARGET. INCREASE DAMAGE DEALT BY CHRONO-RANGER TO THAT TARGET BY 1. THE FIRST TIME THAT TARGET DEALS DAMAGE EACH TURN, YOU MAY USE A POWER.

## IMPROMPTU INVENTION

MYSTERY COMICS PRESENTS

### WRAITH

#### STUN BOLT (X3)

EQUIPMENT

POWER: THE WRAITH DEALS 1 TARGET 1 PROJECTILE DAMAGE. UNTIL THE START OF YOUR NEXT TURN, REDUCE ALL DAMAGE DEALT BY THAT TARGET BY 1.

#### MEGA COMPUTER (X3)

EQUIPMENT

REDUCE DAMAGE DEALT BY ENVIRONMENT CARDS BY 1.

#### INFRARED EYEPiece (X3)

EQUIPMENT

POWER: REVEAL THE TOP 2 CARDS OF THE VILLAIN DECK. PUT 1 OF THEM ON THE TOP OF THE VILLAIN DECK AND THE OTHER ON THE BOTTOM. DRAW A CARD.

#### RAZOR ORDNANCE (X3)

EQUIPMENT, LIMITED

POWER: THE WRAITH DEALS 1 TARGET 3 PROJECTILE DAMAGE.

#### THROWING KNIVES (X3)

EQUIPMENT, LIMITED

POWER: THE WRAITH DEALS UP TO 3 TARGETS 1 PROJECTILE DAMAGE EACH.

#### UTILITY BELT (X3)

EQUIPMENT, LIMITED

YOU MAY USE AN ADDITIONAL POWER DURING YOUR POWER PHASE.

#### SMOKE BOMB (X2)

EQUIPMENT, LIMITED

WHENEVER A VILLAIN CARD WOULD DEAL DAMAGE TO THE HERO TARGET WITH THE LOWEST HP, REDIRECT THAT DAMAGE TO THE HERO TARGET WITH THE HIGHEST HP. REDUCE DAMAGE REDIRECTED THIS WAY BY 1.

#### MICRO TARGETING COMPUTER (X3)

EQUIPMENT, LIMITED

INCREASE PROJECTILE DAMAGE DEALT BY THE WRAITH BY 2.

## INSTRUMENTAL CONJURATION

### ARGENT ADEPT

#### DRAKE'S PIPES (X1)

POWER: ACTIVATE THE PERFORM TEXT OF UP TO 2 DIFFERENT MELODY CARDS.

#### EYDISAR'S HORN (X1)

POWER: ACTIVATE THE PERFORM TEXT OF A MELODY CARD AND THE ACCOMPANY TEXT OF A HARMONY CARD.

#### XU'S BELL (X1)

POWER: ACTIVATE THE PERFORM TEXT OF A RHYTHM CARD AND THE ACCOMPANY TEXT OF EITHER A RHYTHM OR A HARMONY CARD.

#### MUSARAGNI'S HARP (X1)

POWER: ACTIVATE THE PERFORM TEXT OF A HARMONY CARD AND THE ACCOMPANY TEXT OF A HARMONY CARD.

#### TELAMON'S LYRA (X1)

POWER: ACTIVATE THE PERFORM TEXT OF A HARMONY CARD AND THE ACCOMPANY TEXT OF A RHYTHM CARD.

#### AKPUNKU'S DRUM (X1)

POWER: ACTIVATE THE ACCOMPANY TEXT OF A RHYTHM CARD AND THE PERFORM TEXT OF A MELODY CARD.

	MELODY	HARMONY	RHYTHM
DRAKE'S PIPES	PERFORM & PERFORM		
EYDISAR'S HORN	PERFORM	& ACCOMPANY	
XU'S BELL		(ACCOMPANY OR ACCOMPANY)	PERFORM & PERFORM
MUSARAGNI'S HARP		PERFORM & ACCOMPANY	
TELAMON'S LYRA		PERFORM &	ACCOMPANY
AKPUNKU'S DRUM	PERFORM	&	ACCOMPANY



MISTER  
FIXER

## MEDITATION MR. FIXER

### ALTERNATING TIGER CLAW (X2)

ONGOING, STYLE

DAMAGE DEALT BY MR. FIXER IS IRREDUCIBLE. WHEN THIS CARD ENTERS PLAY, DESTROY ALL OTHER STYLE CARDS.

### RIVETING CRANE (X2)

ONGOING, STYLE

AFTER MR. FIXER DAMAGES A TARGET, ALL DAMAGE DEALT TO THAT TARGET IS IRREDUCIBLE UNTIL THE START OF YOUR NEXT TURN. WHEN THIS CARD ENTERS PLAY, DESTROY ALL OTHER STYLE CARDS.

### DRIVING MANTIS (X2)

ONGOING, STYLE

THE FIRST TIME EACH TURN THAT MR. FIXER WOULD BE DEALT 2 OR LESS DAMAGE, YOU MAY REDIRECT THAT DAMAGE TO A TARGET OF YOUR CHOICE. WHEN THIS CARD ENTERS PLAY, DESTROY ALL OTHER STYLE CARDS.

### GREASE MONKEY FIST (X2)

ONGOING, STYLE

WHENEVER MR. FIXER DEALS DAMAGE, YOU MAY CHOOSE THE TYPE OF THAT DAMAGE. INCREASE DAMAGE DEALT BY MR. FIXER BY 1. WHEN THIS CARD ENTERS PLAY, DESTROY ALL OTHER STYLE CARDS.

## ONBOARD INSTALLATION MODULE ABSOLUTE ZERO

### ISOTHERMIC TRANSDUCER (X4)

EQUIPMENT, LIMITED, MODULE

WHENEVER ABSOLUTE ZERO IS DEALT FIRE DAMAGE, ABSOLUTE ZERO DEALS 1 TARGET THAT MUCH COLD DAMAGE.

### NULL POINT CALIBRATION UNIT (X4)

EQUIPMENT, LIMITED, MODULE

WHENEVER ABSOLUTE ZERO IS DEALT COLD DAMAGE, HE REGAINS THAT MANY HP INSTEAD.

## KEEP MOVING

THE SCHOLAR

### MORTAL FORM TO ENERGY (X3)

ONGOING, ELEMENTAL

AT THE START OF YOUR TURN, EITHER DISCARD 1 CARD OR DESTROY THIS CARD. WHENEVER THE SCHOLAR REGAINS HP, THE SCHOLAR ALSO DEALS 1 TARGET THAT MUCH ENERGY DAMAGE.

### SOLID TO LIQUID (X3)

ONGOING, ELEMENTAL

AT THE START OF YOUR TURN, EITHER DISCARD 1 CARD OR DESTROY THIS CARD. WHENEVER THE SCHOLAR REGAINS HP, INCREASE THE AMOUNT OF HP REGAINED BY 1.

### FLESH TO IRON (X3)

ONGOING, ELEMENTAL

AT THE START OF YOUR TURN, EITHER DISCARD 1 CARD OR DESTROY THIS CARD. REDUCE DAMAGE DEALT TO THE SCHOLAR BY 2.

## TECHNOLOGICAL ADVANCEMENT

OMNITRON-X

### PLATING

#### TEMPORAL SHIELDING (X2)

EQUIPMENT, PLATING

REDUCE PSYCHIC, INFERNAL, RADIANT, AND SONIC DAMAGE DEALT TO OMNITRON-X BY 2. WHEN THIS CARD ENTERS PLAY, RETURN ALL OTHER PLATING CARDS TO YOUR HAND.

#### ABLATIVE COATING (X2)

EQUIPMENT, PLATING

REDUCE MELEE, PROJECTILE, AND TOXIC DAMAGE DEALT TO OMNITRON-X BY 2. WHEN THIS CARD ENTERS PLAY, RETURN ALL OTHER PLATING CARDS TO YOUR HAND.

#### ELEMENTAL EXOCHASSIS (X2)

EQUIPMENT, PLATING

REDUCE COLD, FIRE, LIGHTNING, AND ENERGY DAMAGE DEALT TO OMNITRON-X BY 2. WHEN THIS CARD ENTERS PLAY, RETURN ALL OTHER PLATING CARDS TO YOUR HAND.

### COMPONENTS

#### ELECTRO-DEPLOYMENT UNIT (X2)

EQUIPMENT, COMPONENT

AT THE START OF YOUR TURN, EITHER DRAW A CARD OR PLAY A CARD. IF OMNITRON-X IS DEALT 5 OR MORE DAMAGE IN ONE TURN, DESTROY THIS CARD.

#### INNERVATION RAY (X2)

EQUIPMENT, COMPONENT

AT THE START OF YOUR TURN, UP TO 3 HEROES MAY REGAIN 1 HP EACH. IF OMNITRON-X IS DEALT 5 OR MORE DAMAGE IN ONE TURN, DESTROY THIS CARD.

#### FOCUSED PLASMA CANNON (X2)

EQUIPMENT, COMPONENT

AT THE START OF YOUR TURN, OMNITRON-X MAY DEAL 1 TARGET 2 IRREDUCIBLE FIRE DAMAGE. IF OMNITRON-X IS DEALT 5 OR MORE DAMAGE IN ONE TURN, DESTROY THIS CARD.

#### GAUSSIAN COIL BLASTER (X2)

EQUIPMENT, COMPONENT

AT THE START OF YOUR TURN, OMNITRON-X DEALS UP TO 3 TARGETS 1 LIGHTNING DAMAGE EACH. IF OMNITRON-X IS DEALT 5 OR MORE DAMAGE IN ONE TURN, DESTROY THIS CARD.

## FLASH FORGE

UNITY

### MECHANICAL GOLEMS

#### BEE BOT (X3) 1 HP

WHEN THIS CARD IS DESTROYED, UNITY DEALS 1 TARGET 2 PROJECTILE DAMAGE AND YOU MAY DESTROY 1 ONGOING OR 1 ENVIRONMENT CARD.

#### RAPTOR BOT (X3) 2 HP

AT THE END OF YOUR TURN, THIS CARD DEALS 1 TARGET X MELEE DAMAGE, WHERE X = THE NUMBER OF MECHANICAL GOLEMS IN PLAY PLUS 1.

#### PLATFORM BOT (X3) 3 HP

REDUCE DAMAGE DEALT TO THIS CARD BY 1. AT THE END OF YOUR TURN, THIS CARD DEALS 1 TARGET 3 ENERGY DAMAGE.

#### STEALTH BOT (X1) 5 HP

REDUCE DAMAGE DEALT TO THIS CARD BY 1. WHENEVER A HERO TARGET WOULD BE DEALT DAMAGE, YOU MAY REDIRECT IT TO THIS CARD.

#### SWIFT BOT (X1) 6 HP

YOU MAY PLAY AN ADDITIONAL CARD DURING YOUR PLAY PHASE. YOU MAY DRAW AN ADDITIONAL CARD DURING YOUR DRAW PHASE.

#### CRYO BOT (X1) 7 HP

THIS CARD IS IMMUNE TO COLD DAMAGE. WHENEVER THIS CARD IS DEALT DAMAGE, IT DEALS EACH NON-HERO TARGET 1 COLD DAMAGE.

#### CHAMPION BOT (X1) 8 HP

INCREASE DAMAGE DEALT BY UNITY AND BY MECHANICAL GOLEMS BY 1.

#### TURRET BOT (X1) 9 HP

AT THE START OF YOUR TURN, THIS CARD DEALS 1 TARGET 3 PROJECTILE DAMAGE.

### EQUIPMENT

#### CONSTRUCTION PYLON (X3)

POWER: PUT UP TO 2 MECHANICAL GOLEMS FROM HAND INTO PLAY AND DESTROY THIS CARD.

#### MODULAR WORKBENCH (X2)

POWER: DISCARD 1 CARD. IF YOU DO, PUT 1 MECHANICAL GOLEM FROM HAND INTO PLAY.

#### SCRAP METAL (X2)

AT THE END OF YOUR TURN, EITHER TAKE 1 MECHANICAL GOLEM FROM PLAY BACK INTO YOUR HAND, OR DESTROY THIS CARD. AT THE START OF YOUR TURN, YOU MAY PLAY A CARD. IF YOU DO, DESTROY THIS CARD.

#### SUPPLY CRATE (X3)

WHEN THIS CARD ENTERS PLAY, DRAW A CARD. AT THE START OF YOUR TURN, YOU MAY DESTROY THIS CARD TO DRAW 2 CARDS.

#### VOLATILE PARTS (X2)

WHENEVER A MECHANICAL GOLEM IS DESTROYED, UNITY DEALS THE NON-HERO TARGET WITH THE LOWEST HP 2 FIRE DAMAGE.



## THE SENTINELS UNIQUE CAPABILITIES THE SENTINELS

### AURA OF VISION (X1) - THE IDEALIST

ONGOING, SIGNATURE

AT THE START OF YOUR TURN, IF THE IDEALIST IS ACTIVE, SELECT 1 PLAYER. THAT PLAYER MAY DRAW 1 CARD.

### CALINGINOS FORM (X1) - WRITHE

ONGOING, SIGNATURE

THE FIRST TIME WRITHE WOULD BE DEALT DAMAGE EACH TURN, REDUCE THAT DAMAGE BY 2 AND REDIRECT IT TO THE VILLAIN TARGET WITH THE HIGHEST HP.

### DURASTEEL CHAINS (X1) - MAINSTAY

ONGOING, SIGNATURE

INCREASE DAMAGE DEALT BY MAINSTAY BY 1.

REDUCE DAMAGE DEALT TO MAINSTAY BY 1.

### HIPPOCRATIC OATH (X1) - DR. MEDICO

ONGOING, SIGNATURE

WHENEVER DR. MEDICO WOULD DEAL DAMAGE, PREVENT THAT DAMAGE AND INSTEAD 1 HERO TARGET REGAINS THAT MUCH HP. AT THE END OF YOUR TURN, IF DR. MEDICO IS ACTIVE, UP TO 3 TARGETS REGAIN 1 HP EACH.

## THE NATURALIST TRANSFORM THE NATURALIST

### THE DEADLY CROCODILE (X1)

ONGOING, FORM

WHEN THIS CARD ENTERS PLAY, DESTROY ANY OTHER FORM CARDS. INCREASE DAMAGE DEALT BY THE NATURALIST BY 1.

POWER: THE NATURALIST DEALS 1 TARGET 2 MELEE DAMAGE.

YOU MAY ACTIVATE [CROCODILE] EFFECTS.

### THE FORMIDABLE RHINOCEROS (X1)

ONGOING, FORM

WHEN THIS CARD ENTERS PLAY, DESTROY ANY OTHER FORM CARDS. REDUCE DAMAGE DEALT TO THE NATURALIST BY 1.

POWER: ONE PLAYER MAY DRAW 2 CARDS.

YOU MAY ACTIVATE [RHINO] EFFECTS.

### THE NIMBLE GAZELLE (X1)

ONGOING, FORM

WHEN THIS CARD ENTERS PLAY, DESTROY ANY OTHER FORM CARDS.

POWER: THE NATURALIST REGAINS 4 HP.

YOU MAY ACTIVATE [GAZELLE] EFFECTS.

## MICRO-ASSEMBLER

SKY-SCRAPER

NOTE: MICRO-ASSEMBLER MAY BE PLAYED IN FRONT OF ANY HERO CHARACTER CARD, NOT JUST SKY-SCRAPER'S.

### AGGRESSION MODULATOR (X2)

EQUIPMENT, LINK

PLAY THIS CARD IN FRONT OF AN ENVIRONMENT TARGET. REDUCE DAMAGE DEALT BY THAT TARGET TO HERO TARGETS BY 2. INCREASE DAMAGE DEALT BY THAT TARGET TO VILLAIN TARGETS BY 1.

### COMPULSION CANNISTER (X2)

EQUIPMENT, LINK

PLAY THIS CARD IN FRONT OF A TARGET. THAT TARGET DEALS ITSELF AND ONE OTHER NON-HERO TARGET 2 IRREDUCIBLE PSYCHIC DAMAGE NOW.

### CORTEX HYPERSTIMULATOR (X2)

EQUIPMENT, LINK

PLAY THIS CARD IN FRONT OF A TARGET. REDUCE THE FIRST DAMAGE DEALT BY THAT TARGET EACH TURN BY 1. AT THE END OF ITS TURN, THAT TARGET DEALS ITSELF 1 LIGHTNING DAMAGE.

### MICRO-ASSEMBLER (X2)

EQUIPMENT, LINK

PLAY THIS CARD IN FRONT OF A HERO CHARACTER CARD. THAT HERO GAINS THE FOLLOWING POWER:

POWER: DISCARD A CARD. THEN, SEARCH YOUR DECK FOR AN EQUIPMENT CARD AND PUT IT EITHER INTO YOUR HAND OR INTO PLAY. THEN SHUFFLE YOUR DECK.

### NEUTRALIZING RESONATOR (X2)

EQUIPMENT, LINK

PLAY THIS CARD IN FRONT OF A VILLAIN CHARACTER CARD AND DISCARD THE TOP CARD OF THAT VILLAIN'S DECK. AT THE START OF YOUR TURN, YOU MAY DESTROY 1 ONGOING CARD. IF YOU DO, DESTROY THIS CARD.

### REBOUNTING DEBILITATOR (X2)

EQUIPMENT, LINK

PLAY THIS CARD IN FRONT OF A NON-HERO TARGET. WHEN THAT TARGET WOULD DEAL 3 OR MORE DAMAGE, PREVENT THAT DAMAGE, THEN EITHER DESTROY THIS CARD OR PUT IT ON TOP OF YOUR DECK.

## INSTANTANEOUS MATURATION

AKASH'THRIYA

### CREEPING MOLD (X3) 3 HP

WHEN THIS CARD IS PLAYED FROM THE ENVIRONMENT DECK, IT DEALS UP TO 3 TARGETS 2 TOXIC DAMAGE EACH.

WHEN THIS CARD IS DESTROYED, EITHER DESTROY AN ONGOING OR ENVIRONMENT CARD OR DISCARD A CARD.

### HEALING POLLEN (X3) 3 HP

WHEN THIS CARD IS PLAYED FROM THE ENVIRONMENT DECK, ONE HERO TARGET REGAINS 4 HP.

WHEN THIS CARD IS DESTROYED, DRAW A CARD AND EACH HERO TARGET REGAINS 1 HP.

### NOXIOUS POD (X3) 3 HP

WHEN THIS CARD IS PLAYED FROM THE ENVIRONMENT DECK, YOU MAY DISCARD ANY NUMBER OF CARDS. DRAW AS MANY CARDS AS YOU DISCARD THIS WAY PLUS 1.

WHEN THIS CARD IS DESTROYED, IT FIRST DEALS UP TO 3 TARGETS 1 TOXIC DAMAGE EACH.

### STRANGLING ROOTS (X3) 3 HP

WHEN THIS CARD IS PLAYED FROM THE ENVIRONMENT DECK, SELECT UP TO 3 TARGETS. REDUCE DAMAGE DEALT BY THOSE TARGETS BY 2 UNTIL THE START OF YOUR TURN.

WHEN THIS CARD IS DESTROYED, YOU MAY DESTROY 1 ENVIRONMENT CARD OR A TARGET WITH 3 OR FEWER HP.

### VITALIZED THORNS (X3) 3 HP

IF THIS CARD WAS NOT PLAYED FROM THE ENVIRONMENT DECK, DESTROY IT.

WHENEVER A NON-HERO TARGET DEALS DAMAGE TO AKASH'THRIYA, THIS CARD DEALS THAT TARGET 1 MELEE DAMAGE.

WHEN THIS CARD IS DESTROYED, IT FIRST DEALS 1 TARGET 3 PROJECTILE DAMAGE.

## **DANGEROUS VISION**

LUMINARY

### **ALL ACCORDING TO PLAY (X2)**

ONGOING, LIMITED

INCREASE DAMAGE DEALT BY DEVICES BY 1.

WHENEVER A DEVICE IS DESTROYED, EITHER DISCARD THE TOP CARD OF YOUR DECK OR LUMINARY DEALS 1 TARGET 1 TOXIC DAMAGE.

### **EXPLOSIVE RECONSTRUCTOR (X1) 5 HP**

DEVICE, DOOMSDAY

POWER: IF THERE ARE 15 OR MORE CARDS IN YOUR TRASH, MOVE ALL DEVICES FROM YOUR TRASH INTO PLAY AND THIS CARD DEALS EACH NON-HERO TARGET 2 FIRE DAMAGE. THEN, SHUFFLE YOUR TRASH INTO YOUR DECK AND DESTROY THIS CARD.

### **ORBITAL DEATH-LASER (X1) 5 HP**

DEVICE, DOOMSDAY

POWER: IF THERE ARE 15 OR MORE CARDS IN YOUR TRASH, THIS CARD DEALS 1 TARGET X IRREDUCIBLE ENERGY DAMAGE, WHERE X = THE NUMBER OF CARDS IN YOUR TRASH. THEN, SHUFFLE YOUR TRASH INTO YOUR DECK AND DESTROY THIS CARD.

### **TERRALUNAR TRANSLOCATOR (X1) 5 HP**

DEVICE, DOOMSDAY

POWER: IF THERE ARE 15 OR MORE CARDS IN YOUR TRASH, FOR EVERY 2 CARDS IN YOUR TRASH YOU MAY DESTROY ONE NON-CHARACTER CARD OTHER THAN THIS CARD. THEN, SHUFFLE YOUR TRASH INTO YOUR DECK AND DESTROY THIS CARD.

## **CONCEPTUALIZE**

THE IDEALIST

### **FLYING STABBY KNIVES (X2)**

ONGOING, CONCEPT

POWER: DESTROY ALL CARDS UNDER THIS CARD. THE IDEALIST DEALS UP TO X TARGETS 2 PSYCHIC DAMAGE EACH, WHERE X = THE NUMBER OF CARDS DESTROYED THIS WAY.

### **GIANT FLOATY HEAD (X2)**

ONGOING, CONCEPT

POWER: DESTROY ALL CARDS UNDER THIS CARD. DRAW X CARDS, WHERE X = THE NUMBER OF CARDS DESTROYED THIS WAY PLUS 1. IF YOU DESTROY AT LEAST 1 CARD THIS WAY, YOU MAY DESTROY AN ONGOING, CONCEPT, OR ENVIRONMENT CARD.

### **KARATE ROBOT (X2)**

ONGOING, CONCEPT

POWER: DESTROY ALL CARDS UNDER THIS CARD. THE IDEALIST DEALS 1 TARGET X MELEE DAMAGE AND X PSYCHIC DAMAGE, WHERE X = THE NUMBER OF CARDS DESTROYED THIS WAY PLUS 1.

### **MONSTER OF ID (X1)**

CONCEPT

WHEN THIS CARD ENTERS YOUR HAND, PUT IT INTO PLAY.

INCREASE DAMAGE DEALT BY THE IDEALIST BY 1.

AT THE END OF YOUR TURN, MOVE 1 CARD FROM UNDER ANOTHER CONCEPT IN PLAY TO UNDER THIS CARD. IF NO CARD MOVES THIS WAY, THE IDEALIST DEALS HERSELF X PSYCHIC DAMAGE, WHERE X = THE NUMBER OF CARDS UNDER THIS CARD PLUS 1.

## **STYLISH ARMOUR**

STUNTMAN

### **HIDDEN MINE (X2)**

EQUIPMENT, LIMITED

WHEN STUNTMAN IS DEALT DAMAGE BY A NON-HERO TARGET, DESTROY THIS CARD.

WHEN THIS CARD IS DESTROYED, STUNTMAN DEALS EACH TARGET 1 PROJECTILE DAMAGE, THEN DEALS EACH NON-HERO TARGET 3 FIRE DAMAGE.

### **LANCE-FLAMMES (X2)**

EQUIPMENT, LIMITED

POWER: STUNTMAN DEALS UP TO 4 TARGETS 2 FIRE DAMAGE EACH. WHEN THIS POWER IS USED OUTSIDE YOUR TURN AND REDUCES A TARGET TO 2 OR FEWER HP, DESTROY THE TARGET.

### **PISTOLET-MITRAILLEUR (X2)**

EQUIPMENT, LIMITED

POWER: STUNTMAN DEALS EACH NON-HERO TARGET 1 PROJECTILE DAMAGE. WHEN THIS POWER IS USED OUTSIDE YOUR TURN, YOU MAY THEN PLAY A CARD.

### **STYLISH ARMOUR (X2)**

EQUIPMENT, LIMITED

REDUCE DAMAGE DEALT TO STUNTMAN BY 1.

WHEN THIS CARD IS DESTROYED, YOU MAY SEARCH YOUR DECK FOR AN EQUIPMENT CARD. PUT IT INTO YOUR HAND. SHUFFLE YOUR DECK. THEN, YOU MAY PLAY A CARD OR USE A POWER.