

Absolute Zero	Plugged In: Whenever Absolute Zero would be forced to discard an equipment card that is in play, he may instead choose to take 4 non-modifiable melee damage. <i>After being played three times in the campaign, replace this card with either Card A-1 or Card A-2.</i>	Cold to the Touch: Whenever Absolute Zero takes at least 1 point of melee damage, the attacker suffers 2 cold damage. <i>After being played three times in the campaign, replace this card with either Card B-1 or Card B-2.</i>	
Plugged In: Whenever Absolute Zero would be forced to discard an equipment card that is in play, he may instead choose to take 4 non-modifiable melee damage. Suit Up!: Absolute Zero starts the game with one equipment card in play. The player should choose this card prior to shuffling his hero deck and drawing his starting hand. <i>After being played six times in the campaign, replace this card with either Card A-1-a or Card A-1-b.</i>	Plugged In: Whenever Absolute Zero would be forced to discard an equipment card that is in play, he may instead choose to take 4 non-modifiable melee damage. Redundant Systems: Absolute Zero may ignore the "Limited" attribute on his equipment cards. <i>After being played six times in the campaign, replace this card with either Card A-2-a or Card A-2-b.</i>	Cold to the Touch: Whenever Absolute Zero takes at least 1 point of melee damage, the attacker suffers 2 cold damage. Chill Factor: Absolute Zero may choose to ignore effects that change the damage type of his cold attacks. <i>After being played six times in the campaign, replace this card with either Card B-1-a or Card B-1-b.</i>	Cold to the Touch: Whenever Absolute Zero takes at least 1 point of melee damage, the attacker suffers 2 cold damage. Permafrost: On any turn that Absolute Zero is able to generate 10 or more total cold damage, he may remove an environment card rather than deal that damage. <i>After being played six times in the campaign, replace this card with either Card B-2-a or Card B-2-b.</i>

Absolute Zero

Card B

Absolute Zero

Card A

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Absolute Zero

Card B-2

Absolute Zero

Card B-1

Absolute Zero

Card A-2

Absolute Zero

Card A-1

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Plugged In: Whenever Absolute Zero would be forced to discard an equipment card that is in play, he may instead choose to take 4 non-modifiable melee damage. Suit Up!: Absolute Zero starts the game with one equipment card in play. The player should choose this card prior to shuffling his hero deck and drawing his starting hand. Buckle Up!: The item put in play using the Suit Up! ability cannot be forcibly removed by villain or environment cards. In those situations, treat the card as though it were not in play and resolve the encounter normally.	Plugged In: Whenever Absolute Zero would be forced to discard an equipment card that is in play, he may instead choose to take 4 non-modifiable melee damage. Redundant Systems: Absolute Zero may ignore the "Limited" attribute on his equipment cards. Double Redundancy: If Absolute Zero is forced to remove equipment cards, he may discard just one of any duplicate equipment cards in play.	Cold to the Touch: Whenever Absolute Zero takes at least 1 point of melee damage, the attacker suffers 2 cold damage. Chill Factor: Absolute Zero may choose to ignore effects that change the damage type of his cold attacks. Catching Cold (Power): Absolute Zero may choose to redirect any cold damage to himself until the start of his next turn.	Cold to the Touch: Whenever Absolute Zero takes at least 1 point of melee damage, the attacker suffers 2 cold damage. Permafrost: On any turn that Absolute Zero is able to generate 10 or more total cold damage, he may remove an environment card rather than deal that damage. Ice Age: Absolute Zero may choose to skip his turn and discard three cards. If he does, skip the next environment turn.
Plugged In: Whenever Absolute Zero would be forced to discard an equipment card that is in play, he may instead choose to take 4 non-modifiable melee damage. Suit Up!: Absolute Zero starts the game with one equipment card in play. The player should choose this card prior to shuffling his hero deck and drawing his starting hand. Improper Shutdown Procedure: If the item put in play using the Suit Up! ability is removed by villain or environment cards, it explodes in a freezing burst. Absolute Zero may selectively do x cold damage to each target, where x=the campaign game number.	Plugged In: Whenever Absolute Zero would be forced to discard an equipment card that is in play, he may instead choose to take 4 non-modifiable melee damage. Redundant Systems: Absolute Zero may ignore the "Limited" attribute on his equipment cards. Recycling: Absolute Zero may choose to skip his turn and place one card from his discard pile into his hand.	Cold to the Touch: Whenever Absolute Zero takes at least 1 point of melee damage, the attacker suffers 2 cold damage. Chill Factor: Absolute Zero may choose to ignore effects that change the damage type of his cold attacks. Frozen in Their Tracks: Absolute Zero may discard two cards. If he does, he can choose one non-hero target. That target cannot deal damage until after Absolute Zero's next turn.	Cold to the Touch: Whenever Absolute Zero takes at least 1 point of melee damage, the attacker suffers 2 cold damage. Permafrost: On any turn that Absolute Zero is able to generate 10 or more total cold damage, he may remove an environment card rather than deal that damage. Numbing Cold (Power): Absolute Zero calls forth an arctic chill which slows his enemies. Every second villain card in play (the villain card counts as number one) does not act until the start of Absolute Zero's next turn.

Absolute Zero

Card B-2-a

Absolute Zero

Card B-1-a

Absolute Zero

Card A-2-a

Absolute Zero

Card A-1-a

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Absolute Zero

Card B-2-b

Absolute Zero

Card B-1-b

Absolute Zero

Card A-2-b

Absolute Zero

Card A-1-b

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The Argent Adept	Duet (Power): Activate an <u>Accompany</u> text. <i>After being played three times in the campaign, replace this card with either Card A-1 or Card A-2.</i>	Ready to Rock: If The Argent Adept has no instrument cards in play at the start of his turn, draw cards until an instrument is revealed and put it into play. Shuffle the other cards drawn this way into the deck. <i>After being played three times in the campaign, replace this card with either Card B-1 or Card B-2.</i>	
Duet (Power): Activate an <u>Accompany</u> text. Motivating Melody: Whenever The Argent Adept activates the <u>Perform</u> text of an instrument card, he may discard cards from his hand. One other player may draw as many cards as The Argent Adept discards. <i>After being played six times in the campaign, replace this card with either Card A-1-a or Card A-1-b.</i>	Duet (Power): Activate an <u>Accompany</u> text. Focused Volume: If The Argent Adept activates at least one <u>Perform</u> text and <u>Accompany</u> text on his turn, he may choose one villain card other than the villain character card. Treat that card as if it were not in play until the start of The Argent Adept's next turn. <i>After being played six times in the campaign, replace this card with either Card A-2-a or Card A-2-b.</i>	Ready to Rock: If The Argent Adept has no instrument cards in play at the start of his turn, draw cards until an instrument is revealed and put it into play. Shuffle the other cards drawn this way into the deck. Second-Hand Band (Power): The Argent Adept may search his discard pile for an instrument card and place it in his hand. <i>After being played six times in the campaign, replace this card with either Card B-1-a or Card B-1-b.</i>	Ready to Rock: If The Argent Adept has no instrument cards in play at the start of his turn, draw cards until an instrument is revealed and put it into play. Shuffle the other cards drawn this way into the deck. Shattered Eardrums (Power): The Argent Adept may do X sonic damage to one target, where X=two times the number of instrument cards in play. <i>After being played six times in the campaign, replace this card with either Card B-2-a or Card B-2-b.</i>

The Argent Adept

Card B

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The Argent Adept

Card A

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The Argent Adept

Card B-2

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The Argent Adept

Card B-1

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The Argent Adept

Card A-2

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The Argent Adept

Card A-1

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Duet (Power): Activate an <u>Accompany</u> text. Motivating Melody: Whenever The Argent Adept activates the <u>Perform</u> text of an instrument card, he may discard cards from his hand. One other player may draw as many cards as The Argent Adept discards. The Show Must Go On!: Whenever The Argent Adept takes 3 or more damage from a single attack, he may draw a card.	Duet (Power): Activate an <u>Accompany</u> text. Focused Volume: If The Argent Adept activates at least one <u>Perform</u> text and <u>Accompany</u> text on his turn, he may choose one villain card other than the villain character card. Treat that card as if it were not in play until the start of The Argent Adept's next turn. Fearsome Chords (Power): The Argent Adept may discard two cards. If he does, he may take one card from the villain trash and put it at the bottom of the villain deck.	Ready to Rock: If The Argent Adept has no instrument cards in play at the start of his turn, draw cards until an instrument is revealed and put it into play. Shuffle the other cards drawn this way into the deck. Second-Hand Band (Power): The Argent Adept may search his discard pile for an instrument card and place it in his hand. Key Change: During the Play phase of his turn, The Argent Adept may replace an instrument in play with one from his hand, and place the original instrument in his hand. This does not count as playing a card.	Ready to Rock: If The Argent Adept has no instrument cards in play at the start of his turn, draw cards until an instrument is revealed and put it into play. Shuffle the other cards drawn this way into the deck. Shattered Eardrums (Power): The Argent Adept may do X sonic damage to one target, where X=two times the number of instrument cards in play. Public Concert (Power): If The Argent Adept activates an Instrument card on his turn, he may discard a card. If he does, he may take one card from the environment discard pile and put it into play..
Duet (Power): Activate an <u>Accompany</u> text. Motivating Melody: Whenever The Argent Adept activates the <u>Perform</u> text of an instrument card, he may discard cards from his hand. One other player may draw as many cards as The Argent Adept discards. Perfect Harmony: Whenever The Argent Adept plays a one-shot card, one other hero may also use that card (ignoring any text specific to cards in The Argent Adept's deck).	Duet (Power): Activate an <u>Accompany</u> text. Focused Volume: If The Argent Adept activates at least one <u>Perform</u> text and <u>Accompany</u> text on his turn, he may choose one villain card other than the villain character card. Treat that card as if it were not in play until the start of The Argent Adept's next turn. Screeching Verse (Power): The Argent Adept does 1 sonic damage to all targets. This damage is irreducible and ignores effects that change damage type.	Ready to Rock: If The Argent Adept has no instrument cards in play at the start of his turn, draw cards until an instrument is revealed and put it into play. Shuffle the other cards drawn this way into the deck. Second-Hand Band (Power): The Argent Adept may search his discard pile for an instrument card and place it in his hand. Orchestration: If The Argent Adept has at least one of each type of instrument (wind, string, and percussion) in play, he may use an additional power on his turn.	Ready to Rock: If The Argent Adept has no instrument cards in play at the start of his turn, draw cards until an instrument is revealed and put it into play. Shuffle the other cards drawn this way into the deck. Shattered Eardrums (Power): The Argent Adept may do X sonic damage to one target, where X=two times the number of instrument cards in play. Smashing Finale (Power): The Argent Adept may discard any instrument cards in play. He deals X melee damage to one target, where X=four times the number of instrument cards removed. <i>After being played six times in the</i>

The Argent Adept

Card B-2-a

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The Argent Adept

Card B-1-a

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The Argent Adept

Card A-2-a

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The Argent Adept

Card A-1-a

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The Argent Adept

Card B-2-b

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The Argent Adept

Card B-1-b

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The Argent Adept

Card A-2-b

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The Argent Adept

Card A-1-b

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Bunker	Field Repair (Power): Bunker may discard one card and regain 1 hit point. You may use another power. <i>After being played three times in the campaign, replace this card with either Card A-1 or Card A-2.</i>	Incendiary Rounds: Bunker may discard two cards. If he does, all projectile damage done by Bunker this turn does an additional 1 point of irreducible fire damage. <i>After being played three times in the campaign, replace this card with either Card B-1 or Card B-2.</i>	
Field Repair (Power): Bunker may discard one card and regain 1 hit point. You may use another power. Improved Alloy: Bunker reduces all damage done to him by 1. This includes damage that is otherwise irreducible. <i>After being played six times in the campaign, replace this card with either Card A-1-a or Card A-1-b.</i>	Field Repair (Power): Bunker may discard one card and regain 1 hit point. You may use another power. Bunkmate: At the start of each turn, Bunker may designate one hero to protect. That hero reduces all damage received from villain and environment cards by 2. <i>After being played six times in the campaign, replace this card with either Card A-2-a or Card A-2-b.</i>	Incendiary Rounds: Bunker may discard two cards. If he does, all projectile damage done by Bunker this turn does an additional 1 point of irreducible fire damage. Armor Penetrating Rounds: Bunker's projectile damage is irreducible. <i>After being played six times in the campaign, replace this card with either Card B-1-a or Card B-1-b.</i>	Incendiary Rounds: Bunker may discard two cards. If he does, all projectile damage done by Bunker this turn does an additional 1 point of irreducible fire damage. Ready for Anything: Bunker may have two Mode cards in play. At the start of Bunker's turn, he must declare which mode is active for that turn. <i>After being played six times in the campaign, replace this card with either Card B-2-a or Card B-2-b.</i>

Bunker

Card B

Bunker

Card A

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Bunker

Card B-2

Bunker

Card B-1

Bunker

Card A-2

Bunker

Card A-1

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Field Repair (Power): Bunker may discard one card and regain 1 hit point. You may use another power. Improved Alloy: Bunker reduces all damage done to him by 1. This includes damage that is otherwise irreducible. Air Defense (Power): Bunker sets up a defensive firing array, reducing all non-melee damage from villain cards by 2 until the start of Bunker's next turn.	Field Repair (Power): Bunker may discard one card and regain 1 hit point. You may use another power. Bunkmate: At the start of each turn, Bunker may designate one hero to protect. That hero reduces all damage received from villain and environment cards by 2. Seismic Readings: When an environment card is played, Bunker may discard three cards to discard the environment card immediately. Draw another environment card.	Incendiary Rounds: Bunker may discard two cards. If he does, all projectile damage done by Bunker this turn does an additional 1 point of irreducible fire damage. Armor Penetrating Rounds: Bunker's projectile damage is irreducible. <i>After being played six times in the campaign, replace this card with either Card B-1-a or Card B-1-b.</i>	Incendiary Rounds: Bunker may discard two cards. If he does, all projectile damage done by Bunker this turn does an additional 1 point of irreducible fire damage. Ready for Anything: Bunker may have two Mode cards in play. At the start of Bunker's turn, he must declare which mode is active for that turn. <i>After being played six times in the campaign, replace this card with either Card B-2-a or Card B-2-b.</i>
Field Repair (Power): Bunker may discard one card and regain 1 hit point. You may use another power. Improved Alloy: Bunker reduces all damage done to him by 1. This includes damage that is otherwise irreducible. Air Defense (Power): Bunker sets up a flak cannon, reducing all non-melee damage from villain cards by 2 until the start of Bunker's next turn.	Field Repair (Power): Bunker may discard one card and regain 1 hit point. You may use another power. Bunkmate: At the start of each turn, Bunker may designate one hero to protect. That hero reduces all damage received from villain and environment cards by 2. Omni-Triage: When firing the Omni-Cannon, Bunker can choose to heal one target instead. That target regains a number of hit points equal to the damage the Omni-Cannon would have done.	Incendiary Rounds: Bunker may discard two cards. If he does, all projectile damage done by Bunker this turn does an additional 1 point of irreducible fire damage. Armor Penetrating Rounds: Bunker's projectile damage is irreducible. Armory: When doing damage, Bunker may choose whether it is energy, fire, or projectile. He may choose to ignore effects that change damage type.	Incendiary Rounds: Bunker may discard two cards. If he does, all projectile damage done by Bunker this turn does an additional 1 point of irreducible fire damage. Ready for Anything: Bunker may have two Mode cards in play. At the start of Bunker's turn, he must declare which mode is active for that turn. Improved Omni-Cannon: Omni-Cannon now does 3 damage per card.

Bunker

Card B-2-a

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Bunker

Card B-1-a

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Bunker

Card A-2-a

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Bunker

Card A-1-a

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Bunker

Card B-2-b

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Bunker

Card B-1-b

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Bunker

Card A-2-b

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Bunker

Card A-1-b

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Expatriette	Did She Fire Six Shots or Only Five?: At the start of Expatriette's turn, if there are no ammo cards in play she may play one from her hand for free. <i>After being played three times in the campaign, replace this card with either Card A-1 or Card A-2.</i>	Weapons Drawn: If Expatriette has no gun cards in play at the start of her turn, draw cards until a gun is revealed and put it into play. Shuffle the other cards drawn this way into the deck. <i>After being played three times in the campaign, replace this card with either Card B-1 or Card B-2.</i>	
Did She Fire Six Shots or Only Five?: At the start of Expatriette's turn, if there are no ammo cards in play she may play one from her hand for free. Matrix-Style Reloading: When Expatriette activates a gun with ammo, she may choose to discard the gun instead of the ammo, and move the ammo card to a new gun immediately. <i>After being played six times in the campaign, replace this card with either Card A-1-a or Card A-1-b.</i>	Did She Fire Six Shots or Only Five?: At the start of Expatriette's turn, if there are no ammo cards in play she may play one from her hand for free. High-Yield Ammo: Expatriette's ammo does an additional 1 point of damage. <i>After being played six times in the campaign, replace this card with either Card A-2-a or Card A-2-b.</i>	Weapons Drawn: If Expatriette has no gun cards in play at the start of her turn, draw cards until a gun is revealed and put it into play. Shuffle the other cards drawn this way into the deck. Cold, Dead Hands: At the end of her turn, Expatriette may name one gun in play as her favorite. That gun cannot be forcibly removed by villain or environment cards. In those situations, treat the card as though it were not in play and resolve the encounter normally. Only one gun may be her favorite at a time. <i>After being played six times in the campaign, replace this card with either Card B-1-a or Card B-1-b.</i>	Weapons Drawn: If Expatriette has no gun cards in play at the start of her turn, draw cards until a gun is revealed and put it into play. Shuffle the other cards drawn this way into the deck. Quick Redraw: Once per round (refreshed at the start of Expatriette's turn), if any guns are forcibly removed from play she may recover up to two of them and put them back into play immediately. <i>After being played six times in the campaign, replace this card with either Card B-2-a or Card B-2-b.</i>

Expatriette

Card B

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Expatriette

Card A

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Expatriette

Card B-2

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Expatriette

Card B-1

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Expatriette

Card A-2

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Expatriette

Card A-1

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Did She Fire Six Shots or Only Five?: At the start of Expatriette's turn, if there are no ammo cards in play she may play one from her hand for free. Matrix-Style Reloading: When Expatriette activates a gun with ammo, she may choose to discard the gun instead of the ammo, and move the ammo card to a new gun immediately. <i>After being played six times in the campaign, replace this card with either Card A-1-a or Card A-1-b.</i>	Did She Fire Six Shots or Only Five?: At the start of Expatriette's turn, if there are no ammo cards in play she may play one from her hand for free. High-Yield Ammo: Expatriette's ammo does an additional 1 point of damage. Quick Swapping: At the start of her turn, Expatriette may rearrange in-play ammo cards for free.	Weapons Drawn: If Expatriette has no gun cards in play at the start of her turn, draw cards until a gun is revealed and put it into play. Shuffle the other cards drawn this way into the deck. Cold, Dead Hands: At the end of her turn, Expatriette may name one gun in play as her favorite. That gun cannot be forcibly removed by villain or environment cards. In those situations, treat the card as though it were not in play and resolve the encounter normally. Only one gun may be her favorite at a time. That's Why it's My Favorite: Expatriette's current favorite gun deals 2 additional damage.	Weapons Drawn: If Expatriette has no gun cards in play at the start of her turn, draw cards until a gun is revealed and put it into play. Shuffle the other cards drawn this way into the deck. Quick Redraw: Once per round (refreshed at the start of Expatriette's turn), if any guns are forcibly removed from play she may recover up to two of them and put them back into play immediately. Double-Tap: Expatriette may use an additional power from a gun currently in play that has not been used this turn.
Did She Fire Six Shots or Only Five?: At the start of Expatriette's turn, if there are no ammo cards in play she may play one from her hand for free. Armor-Piercing Rounds: When Expatriette uses a gun with ammo, that gun's damage is irreducible. They're in a Line?: Once per turn, Expatriette can cause a gun's damage to penetrate and strike an additional target. The extra target takes half of the original attack's damage.	Did She Fire Six Shots or Only Five?: At the start of Expatriette's turn, if there are no ammo cards in play she may play one from her hand for free. High-Yield Ammo: Expatriette's ammo does an additional 1 point of damage. Loaded for Bear: Expatriette's guns can each hold an additional ammo card.	Weapons Drawn: If Expatriette has no gun cards in play at the start of her turn, draw cards until a gun is revealed and put it into play. Shuffle the other cards drawn this way into the deck. Cold, Dead Hands: At the end of her turn, Expatriette may name one gun in play as her favorite. That gun cannot be forcibly removed by villain or environment cards. In those situations, treat the card as though it were not in play and resolve the encounter normally. Only one gun may be her favorite at a time. Favorite Things: Expatriette's current favorite gun can hold an unlimited number of ammo cards.	Weapons Drawn: If Expatriette has no gun cards in play at the start of her turn, draw cards until a gun is revealed and put it into play. Shuffle the other cards drawn this way into the deck. Quick Redraw: Once per round (refreshed at the start of Expatriette's turn), if any guns are forcibly removed from play she may recover up to two of them and put them back into play immediately. Weapon Block: Whenever Expatriette would take damage, she can instead destroy a gun currently in play and avoid the damage.

Expatriette

Card B-2-a

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Expatriette

Card B-1-a

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Expatriette

Card A-2-a

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Expatriette

Card A-1-a

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Expatriette

Card B-2-b

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Expatriette

Card B-1-b

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Expatriette

Card A-2-b

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Expatriette

Card A-1-b

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Fanatic	Unshakable Faith: All radiant damage and healing done by Fanatic is increased by 1. <i>After being played three times in the campaign, replace this card with either Card A-1 or Card A-2.</i>	Holy Warrior: All non-radiant damage done by Fanatic is increased by 1. <i>After being played three times in the campaign, replace this card with either Card B-1 or Card B-2.</i>	
Unshakable Faith: All radiant damage and healing done by Fanatic is increased by 1. Glorious Wrath: Whenever Fanatic removes a non-hero card from play, she may restore 3 hit points to the hero of her choice (not increased by Unshakable Faith). <i>After being played six times in the campaign, replace this card with either Card A-1-a or Card A-1-b.</i>	Unshakable Faith: All radiant damage and healing done by Fanatic is increased by 1. Faith in Friends: Fanatic may choose to skip her turn. If she does, all other heroes deal an extra 1 point of irreducible radiant damage until the start of Fanatic's next turn. <i>After being played six times in the campaign, replace this card with either Card A-2-a or Card A-2-b.</i>	Holy Warrior: All non-radiant damage done by Fanatic is increased by 1. Radiant Smite: When Fanatic deals single-target melee damage, the target is blinded and cannot deal damage until the start of Fanatic's next turn. The target must take at least 1 point of damage for this effect to occur. <i>After being played six times in the campaign, replace this card with either Card B-1-a or Card B-1-b.</i>	Holy Warrior: All non-radiant damage done by Fanatic is increased by 1. Arc of the Reverent: When fanatic uses a single-target melee damage attack, targets directly to the left and right of her target also subject to it. (The main villain character is to the "left" of the first villain card in play, and to the "right" of the last). <i>After being played six times in the campaign, replace this card with either Card B-2-a or Card B-2-b.</i>

Fanatic

Card B

Fanatic

Card A

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Fanatic

Card B-2

Fanatic

Card B-1

Fanatic

Card A-2

Fanatic

Card A-1

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Unshakable Faith: All radiant damage and healing done by Fanatic is increased by 1. Glorious Wrath: Whenever Fanatic removes a non-hero card from play, she may restore 3 hit points to the hero of her choice (not increased by Unshakable Faith). Faith Healing (Power): Fanatic may heal up to (H)x2 hit points, distributed among targets however she wishes. Fanatic suffers 2 irreducible radiant damage.	Unshakable Faith: All radiant damage and healing done by Fanatic is increased by 1. Faith in Friends: Fanatic may choose to skip her turn. If she does, all other heroes deal an extra 1 point of irreducible radiant damage until the start of Fanatic's next turn. Divine Retribution (Power): Until the start of her next turn, Fanatic deals 1 point of irreducible radiant damage to attackers whenever she takes damage.	Holy Warrior: All non-radiant damage done by Fanatic is increased by 1. Radiant Smite: When Fanatic deals single-target melee damage, the target is blinded and cannot deal damage until the start of Fanatic's next turn. The target must take at least 1 point of damage for this effect to occur. Holy Ground (Power): Fanatic consecrates the area. Discard 1 card. Remove 1 environment card that does not have a hit point counter.	Holy Warrior: All non-radiant damage done by Fanatic is increased by 1. Arc of the Reverent: When fanatic uses a single-target melee damage attack, targets directly to the left and right of her target also subject to it. (The main villain character is to the "left" of the first villain card in play, and to the "right" of the last). <i>After being played six times in the campaign, replace this card with either Card B-2-a or Card B-2-b.</i>
Unshakable Faith: All radiant damage and healing done by Fanatic is increased by 1. Glorious Wrath: Whenever Fanatic removes a non-hero card from play, she may restore 3 hit points to the hero of her choice (not increased by Unshakable Faith). Afterlife (Power): Once per fight, Fanatic may revive a fallen ally. That ally skips his next turn, and on his second turn following the use of Afterlife flips his card back over and revives with the amount of hit points Fanatic had at the time of using Afterlife. For the rest of the fight, Fanatic's damage is reduced by 2 (this overrides Irreducible).	Unshakable Faith: All radiant damage and healing done by Fanatic is increased by 1. Faith in Friends: Fanatic may choose to skip her turn. If she does, all other heroes deal an extra 1 point of irreducible radiant damage until the start of Fanatic's next turn. Walking Through the Valley of the Shadow of Death (Power): Discard two cards. Until the start of Fanatic's next turn, she is immune to damage.	Holy Warrior: All non-radiant damage done by Fanatic is increased by 1. Radiant Smite: When Fanatic deals single-target melee damage, the target is blinded and cannot deal damage until the start of Fanatic's next turn. The target must take at least 1 point of damage for this effect to occur. Conversion (Power): Discard 2 cards. Fanatic picks a target that can attack. She is subject to that card's attack immediately. Until the start of Fanatic's next turn, that card allies with heroes. Resolve its action at its normal time.	Holy Warrior: All non-radiant damage done by Fanatic is increased by 1. Arc of the Reverent: When fanatic uses a single-target melee damage attack, targets directly to the left and right of her target also subject to it. (The main villain character is to the "left" of the first villain card in play, and to the "right" of the last). Righteous Aggression: When one of Fanatic's attacks removes a card from play, she may use that same attack on another target immediately. This can only occur once per round (reset at the start of Fanatic's turn).

Fanatic

Card B-2-a

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Fanatic

Card B-1-a

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Fanatic

Card A-2-a

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Fanatic

Card A-1-a

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Fanatic

Card B-2-b

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Fanatic

Card B-1-b

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Fanatic

Card A-2-b

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Fanatic

Card A-1-b

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Haka	Property Damage: Whenever Haka deals melee damage, he can choose to convert the attack to Projectile damage instead. <i>After being played three times in the campaign, replace this card with either Card A-1 or Card A-2.</i>	Where's My Stick?: If Haka has no weapons in play, he draws an extra card during his draw phase. <i>After being played three times in the campaign, replace this card with either Card B-1 or Card B-2.</i>	
Property Damage: Whenever Haka deals melee damage, he can choose to convert the attack to Projectile damage instead. Stunning Blow: Whenever Haka deals 5 or more damage to a target in a single turn, that target's damage is reduced by 1 on its next turn. <i>After being played six times in the campaign, replace this card with either Card A-1-a or Card A-1-b.</i>	Property Damage: Whenever Haka deals melee damage, he can choose to convert the attack to Projectile damage instead. Knockback: Whenever Haka uses a single-target melee or projectile attack, he can choose a second target to knock the first one into. Apply the original attack to the second target. <i>After being played six times in the campaign, replace this card with either Card A-2-a or Card A-2-b.</i>	Where's My Stick?: If Haka has no weapons in play, he draws an extra card during his draw phase. Resolve: Haka's healing and damage reducing effects are increased by 1. <i>After being played six times in the campaign, replace this card with either Card B-1-a or Card B-1-b.</i>	Where's My Stick?: If Haka has no weapons in play, he draws an extra card during his draw phase. Focused Rage: Whenever Haka triggers an effect that is based on the number of cards discarded or destroyed, add 2 to the number of cards actually discarded or destroyed to determine the effect. <i>After being played six times in the campaign, replace this card with either Card B-2-a or Card B-2-b.</i>

Haka
Card B

Haka
Card A

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Haka
Card B-2

Haka
Card B-1

Haka
Card A-2

Haka
Card A-1

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Property Damage: Whenever Haka deals melee damage, he can choose to convert the attack to Projectile damage instead. Stunning Blow: Whenever Haka deals 5 or more damage to a target in a single turn, that target's damage is reduced by 1 on its next turn. Staggering Blow: Whenever Haka deals 8 or more damage to a target in a single turn, that target is unable to cause damage until the start of Haka's next turn.	Property Damage: Whenever Haka deals melee damage, he can choose to convert the attack to Projectile damage instead. Knockback: Whenever Haka uses a single-target melee or projectile attack, he can choose a second target to knock the first one into. Apply the original attack to the second target. Puny God!: Whenever the main villain card suffers at least 6 damage from Haka, increase that damage by 5.	Where's My Stick?: If Haka has no weapons in play, he draws an extra card during his draw phase. Resolve: Haka's healing and damage reducing effects are increased by 1. Tribal Taunt (Power): Haka chooses a target that deals single-target damage. Until the start of Haka's next turn, that target will only attack Haka.	Where's My Stick?: If Haka has no weapons in play, he draws an extra card during his draw phase. Focused Rage: Whenever Haka triggers an effect that is based on the number of cards discarded or destroyed, add 2 to the number of cards actually discarded or destroyed to determine the effect. Sacrifice Strike (Power): Haka may deal himself up to 4 damage and/or discard up to 4 cards. Haka deals one target X damage, where X=the damage taken this way plus the number of cards discarded.
Property Damage: Whenever Haka deals melee damage, he can choose to convert the attack to Projectile damage instead. Stunning Blow: Whenever Haka deals 5 or more damage to a target in a single turn, that target's damage is reduced by 1 on its next turn. Crouching Crush (Power): Haka deals 1 target 2 melee damage and enters a defensive stance. Reduce the next damage done to Haka by X, where X=the amount of damage he has done this turn.	Property Damage: Whenever Haka deals melee damage, he can choose to convert the attack to Projectile damage instead. Knockback: Whenever Haka uses a single-target melee or projectile attack, he can choose a second target to knock the first one into. Apply the original attack to the second target. Dual-Wielding Frenzy: Haka ignores the "Limited" property of his equipment. If he has at least two melee weapons of any type in play, all damage done by Haka is increased by 2.	Where's My Stick?: If Haka has no weapons in play, he draws an extra card during his draw phase. Resolve: Haka's healing and damage reducing effects are increased by 1. Tribal Teachings (Power): Haka discards (H)-1 cards. Any healing and/or damage reducing effects played by Haka this turn are applied to all other hero targets.	Where's My Stick?: If Haka has no weapons in play, he draws an extra card during his draw phase. Focused Rage: Whenever Haka triggers an effect that is based on the number of cards discarded or destroyed, add 2 to the number of cards actually discarded or destroyed to determine the effect. Fueled Fury (Power): Haka may draw 3 cards. Haka regains up to 2 hit points.

Haka
Card B-2-a

Haka
Card B-1-a

Haka
Card A-2-a

Haka
Card A-1-a

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Haka
Card B-2-b

Haka
Card B-1-b

Haka
Card A-2-b

Haka
Card A-1-b

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Legacy	Blocking: Whenever Legacy redirects damage from another hero to himself, that damage is reduced by 1. <i>After being played three times in the campaign, replace this card with either Card A-1 or Card A-2.</i>	Prepared for Battle: Legacy starts the game with the Legacy Ring equipped. <i>After being played three times in the campaign, replace this card with either Card B-1 or Card B-2.</i>	
Blocking: Whenever Legacy redirects damage from another hero to himself, that damage is reduced by 1. Inspiring Courage: Whenever another hero would have taken damage, but due to Legacy's redirection or immunity, does not, that hero adds 1 to all damage dealt until the end of that hero's next turn. This effect cannot stack with itself. <i>After being played six times in the campaign, replace this card with either Card A-1-a or Card A-1-b.</i>	Blocking: Whenever Legacy redirects damage from another hero to himself, that damage is reduced by 1. Breathing Room: Whenever Legacy redirects damage from another hero to himself, that hero may draw a card. <i>After being played six times in the campaign, replace this card with either Card A-2-a or Card A-2-b.</i>	Prepared for Battle: Legacy starts the game with the Legacy Ring equipped. Determination: If Legacy does not use any cards or powers that cause damage on his turn, he may take a one-shot card from his discard pile and put it in his hand at the end of his turn. <i>After being played six times in the campaign, replace this card with either Card B-1-a or Card B-1-b.</i>	Prepared for Battle: Legacy starts the game with the Legacy Ring equipped. Really Prepared for Battle: Legacy starts the game with an ongoing card of his choice in play. <i>After being played six times in the campaign, replace this card with either Card B-2-a or Card B-2-b.</i>

Legacy

Card B

Legacy

Card A

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Legacy

Card B-2

Legacy

Card B-1

Legacy

Card A-2

Legacy

Card A-1

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Blocking: Whenever Legacy redirects damage from another hero to himself, that damage is reduced by 1. Inspiring Courage: Whenever another hero would have taken damage, but due to Legacy's redirection or immunity, does not, that hero adds 1 to all damage dealt until the end of that hero's next turn. This effect cannot stack with itself. Attack of Opportunity: Whenever Legacy redirects damage from another player to himself, he may play a card (whether or not that attack did any damage to Legacy).	Blocking: Whenever Legacy redirects damage from another hero to himself, that damage is reduced by 1. Breathing Room: Whenever Legacy redirects damage from another hero to himself, that hero may draw a card. Second Wind: Whenever Legacy redirects damage from another hero to himself, that hero regains 1 hit point.	Prepared for Battle: Legacy starts the game with the Legacy Ring equipped. Determination: If Legacy does not use any cards or powers that cause damage on his turn, he may take a one-shot card from his discard pile and put it in his hand at the end of his turn. Powerful Strikes: Legacy's one-shot cards that deal damage affect one more target than listed on the card.	Prepared for Battle: Legacy starts the game with the Legacy Ring equipped. Really Prepared for Battle: Legacy starts the game with an ongoing card of his choice in play. Truly Prepared: If Legacy is forced to discard or destroy an equipment or ongoing card in play, and he has a duplicate of that card in his hand, he does not discard or destroy the card. The card that initiated the discard or destroy action takes 2 irresistible melee damage if it has hit points, or is itself destroyed.
Blocking: Whenever Legacy redirects damage from another hero to himself, that damage is reduced by 1. Inspiring Courage: Whenever another hero would have taken damage, but due to Legacy's redirection or immunity, does not, that hero adds 1 to all damage dealt until the end of that hero's next turn. This effect cannot stack with itself. Bastion of Power: If Legacy has redirected damage from another hero to himself since his last turn, he may use an additional power.	Blocking: Whenever Legacy redirects damage from another hero to himself, that damage is reduced by 1. Breathing Room: Whenever Legacy redirects damage from another hero to himself, that hero may draw a card. Distraction: Whenever Legacy redirects damage from another hero to himself, that hero may play a card.	Prepared for Battle: Legacy starts the game with the Legacy Ring equipped. Determination: If Legacy does not use any cards or powers that cause damage on his turn, he may take a one-shot card from his discard pile and put it in his hand at the end of his turn. Justice, not Revenge: If Legacy takes damage from an attack, he may immediately play a one-shot card.	Prepared for Battle: Legacy starts the game with the Legacy Ring equipped. Really Prepared for Battle: Legacy starts the game with an ongoing card of his choice in play. Overly Prepared for Battle (Power): Legacy discards up to (H)-1 cards. Up to X players may immediately play an equipment, relic, mechanical golem, or ongoing card, where X=the number of cards discarded by Legacy.

Legacy

Card B-2-a

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Legacy

Card B-1-a

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Legacy

Card A-2-a

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Legacy

Card A-1-a

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Legacy

Card B-2-b

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Legacy

Card B-1-b

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Legacy

Card A-2-b

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Legacy

Card A-1-b

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Mr. Fixer	Fighting With Style: Mr. Fixer starts the game with a style of the player's choice in play. <i>After being played three times in the campaign, replace this card with either Card A-1 or Card A-2.</i>	The Right Tool for the Job: Mr. Fixer starts the game with a tool of the player's choice in play. <i>After being played three times in the campaign, replace this card with either Card B-1 or Card B-2.</i>	
Fighting With Style: Mr. Fixer starts the game with a style of the player's choice in play. Flowing Water: Mr. Fixer can have up to two style cards in play. At the start of his turn, he must declare which is active. <i>After being played six times in the campaign, replace this card with either Card A-1-a or Card A-1-b.</i>	Fighting With Style: Mr. Fixer starts the game with a style of the player's choice in play. On-The-Job Training (Power): Mr. Fixer may designate another hero to be his pupil for the moment. That hero benefits from Mr. Fixer's active style until the start of Mr. Fixer's next turn. <i>After being played six times in the campaign, replace this card with either Card A-2-a or Card A-2-b.</i>	The Right Tool for the Job: Mr. Fixer starts the game with a tool of the player's choice in play. SAE or Metric?: Mr. Fixer can have up to two tool cards in play. At the start of his turn, he must declare which is active. <i>After being played six times in the campaign, replace this card with either Card B-1-a or Card B-1-b.</i>	The Right Tool for the Job: Mr. Fixer starts the game with a tool of the player's choice in play. Put it Back Where You Got it From! (Power): Mr. Fixer can lend one of his in-play tools to another hero. That hero may use it until the start of Mr. Fixer's next turn, at which point it goes in Mr. Fixer's discard pile. <i>After being played six times in the campaign, replace this card with either Card B-2-a or Card B-2-b.</i>

Mr. Fixer

Card B

Mr. Fixer

Card A

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Mr. Fixer

Card B-2

Mr. Fixer

Card B-1

Mr. Fixer

Card A-2

Mr. Fixer

Card A-1

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Fighting With Style: Mr. Fixer starts the game with a style of the player's choice in play. Flowing Water: Mr. Fixer can have up to two style cards in play. At the start of his turn, he must declare which is active. Changing With the Seasons: When Mr. Fixer is the target of an attack, he may discard two cards to change his active style to another one already in play. This is done before the effects of the attack are applied.	Fighting With Style: Mr. Fixer starts the game with a style of the player's choice in play. On-The-Job Training (Power): Mr. Fixer may designate another hero to be his pupil for the moment. That hero benefits from Mr. Fixer's active style until the start of Mr. Fixer's next turn. The Miyagi Maneuver (Power): Mr. Fixer may heal up to 4 hit points on the hero most recently designated as his pupil.	The Right Tool for the Job: Mr. Fixer starts the game with a tool of the player's choice in play. SAE or Metric?: Mr. Fixer can have up to two tool cards in play. At the start of his turn, he must declare which is active. Monkeywrench Grip: Mr. Fixer's active tool is not considered an equipment card for purposes of being forcibly removed by villain or environment cards.	The Right Tool for the Job: Mr. Fixer starts the game with a tool of the player's choice in play. Put it Back Where You Got it From! (Power): Mr. Fixer can lend one of his in-play tools to another hero. That hero may use it until the start of Mr. Fixer's next turn, at which point it goes in Mr. Fixer's discard pile. Now Where Did I Put That? (Power): Mr. Fixer draws cards until he reveals a tool. Reshuffle the non-tool cards drawn this way back into the deck.
Fighting With Style: Mr. Fixer starts the game with a style of the player's choice in play. Flowing Water: Mr. Fixer can have up to two style cards in play. At the start of his turn, he must declare which is active. Yin and Yang (Power): Mr. Fixer can have up to two style cards active until the start of his next turn.	Fighting With Style: Mr. Fixer starts the game with a style of the player's choice in play. On-The-Job Training (Power): Mr. Fixer may designate another hero to be his pupil for the moment. That hero benefits from Mr. Fixer's active style until the start of Mr. Fixer's next turn. Leaves in the Hurricane: Mr. Fixer's current pupil may play a one-shot card at the end of Mr. Fixer's turn	The Right Tool for the Job: Mr. Fixer starts the game with a tool of the player's choice in play. SAE or Metric?: Mr. Fixer can have up to two tool cards in play. At the start of his turn, he must declare which is active. SAE AND Metric!: If Mr. Fixer has two tool cards in play and is attacking multiple targets, he may choose which tool's to apply to each target separately.	The Right Tool for the Job: Mr. Fixer starts the game with a tool of the player's choice in play. Put it Back Where You Got it From! (Power): Mr. Fixer can lend one of his in-play tools to another hero. That hero may use it until the start of Mr. Fixer's next turn, at which point it goes in Mr. Fixer's discard pile. That's Not Where it Belongs! (Power): Mr. Fixer can take the topmost tool card from his discard pile and place it in his hand.

Mr. Fixer

Card B-2-a

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Mr. Fixer

Card B-1-a

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Mr. Fixer

Card A-2-a

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Mr. Fixer

Card A-1-a

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Mr. Fixer

Card B-2-b

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Mr. Fixer

Card B-1-b

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Mr. Fixer

Card A-2-b

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Mr. Fixer

Card A-1-b

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Nightmist	Artifacts Abound!: Nightmist starts the game with one relic of her choice in play. <i>After being played three times in the campaign, replace this card with either Card A-1 or Card A-2.</i>	Prepared Spells (Power): Nightmist may draw from her deck until a spell is revealed. Place that spell in your hand and discard the non-spell cards revealed this way. <i>After being played three times in the campaign, replace this card with either Card B-1 or Card B-2.</i>	
Artifacts Abound!: Nightmist starts the game with one relic of her choice in play. Breaking the Seal (Power): Nightmist may choose to discard a relic card currently in play. If she does, reveal the top card from her deck. She may immediately play up to X spell cards, where X=the spell power on the revealed card. Discard the revealed card. <i>After being played six times in the campaign, replace this card with either Card A-1-a or Card A-1-b.</i>	Artifacts Abound!: Nightmist starts the game with one relic of her choice in play. Mystical Bond: At the start of her turn, Nightmist may search her discard pile for a relic card and put that card into play. <i>After being played six times in the campaign, replace this card with either Card A-2-a or Card A-2-b.</i>	Prepared Spells (Power): Nightmist may draw from her deck until a spell is revealed. Place that spell in your hand and discard the non-spell cards revealed this way. Conjuration Control: Once per turn, Nightmist may adjust the spell power of a card by 1. <i>After being played six times in the campaign, replace this card with either Card B-1-a or Card B-1-b.</i>	Prepared Spells (Power): Nightmist may draw from her deck until a spell is revealed. Place that spell in your hand and discard the non-spell cards revealed this way. Lingering Magic (Power): Nightmist may discard two cards. If she does, she may place the topmost spell card in her discard pile into her hand. <i>After being played six times in the campaign, replace this card with either Card B-2-a or Card B-2-b.</i>

Nightmist

Card B

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Nightmist

Card A

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Nightmist

Card B-2

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Nightmist

Card B-1

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Nightmist

Card A-2

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Nightmist

Card A-1

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Artifacts Abound!: Nightmist starts the game with one relic of her choice in play. Breaking the Seal (Power): Nightmist may choose to discard a relic card currently in play. If she does, reveal the top card from her deck. She may immediately play up to X spell cards, where X=the spell power on the revealed card. Discard the revealed card. Malevolent Magic: Whenever Nightmist discards a relic, she deals one target X damage, where X=the spell power on the discarded relic.	Artifacts Abound!: Nightmist starts the game with one relic of her choice in play. Mystical Bond: At the start of her turn, Nightmist may search her discard pile for a relic card and put that card into play. Bewitching Bling: Nightmist may ignore the Limited attribute of relics.	Prepared Spells (Power): Nightmist may draw from her deck until a spell is revealed. Place that spell in your hand and discard the non-spell cards revealed this way. Conjuration Control: Once per turn, Nightmist may adjust the spell power of a card by 1. Complete Control: Twice per turn, Nightmist may adjust the spell power of a card by 1.	Prepared Spells (Power): Nightmist may draw from her deck until a spell is revealed. Place that spell in your hand and discard the non-spell cards revealed this way. Lingering Magic (Power): Nightmist may discard two cards. If she does, she may place the topmost spell card in her discard pile into her hand. Necromancy (Power): Nightmist may discard any number of spell cards. If their total spell power is at least 7, she may save one defeated hero. That hero remains defeated for this fight, but may be played again later in the campaign.
Artifacts Abound!: Nightmist starts the game with one relic of her choice in play. Breaking the Seal (Power): Nightmist may choose to discard a relic card currently in play. If she does, reveal the top card from her deck. She may immediately play up to X spell cards, where X=the spell power on the revealed card. Discard the revealed card. Benevolent Magic: Whenever Nightmist discards a relic, she heals one target for X hit points, where X=the spell power on the discarded relic.	Artifacts Abound!: Nightmist starts the game with one relic of her choice in play. Mystical Bond: At the start of her turn, Nightmist may search her discard pile for a relic card and put that card into play. Ley Lines (Power): Nightmist may confer the benefits of one of her equipped relics to another hero until the start of Nightmist's next turn. Nightmist loses the benefits of the relic during this time.	Prepared Spells (Power): Nightmist may draw from her deck until a spell is revealed. Place that spell in your hand and discard the non-spell cards revealed this way. Conjuration Control: Once per turn, Nightmist may adjust the spell power of a card by 1. Chain Casting: If Nightmist plays a spell card on her play phase, she may immediately play another spell card from her hand.	Prepared Spells (Power): Nightmist may draw from her deck until a spell is revealed. Place that spell in your hand and discard the non-spell cards revealed this way. Lingering Magic (Power): Nightmist may discard two cards. If she does, she may place the topmost spell card in her discard pile into her hand. Magic Unleashed (Power): Nightmist may discard any number of spell cards. If their total spell power is at least 7, she may do X irresistible infernal damage to one target, where X=the total spell power of the discarded spells.

Nightmist

Card B-2-a

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Nightmist

Card B-1-a

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Nightmist

Card A-2-a

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Nightmist

Card A-1-a

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Nightmist

Card B-2-b

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Nightmist

Card B-1-b

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Nightmist

Card A-2-b

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Nightmist

Card A-1-b

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Omnitron-X	Sturdy Components: Omnitron-X's components are now removed when he takes 6 damage in one turn. <i>After being played three times in the campaign, replace this card with either Card A-1 or Card A-2.</i>	Reinforced Plating: Omnitron-X's plating cards reduce damage by 3. <i>After being played three times in the campaign, replace this card with either Card B-1 or Card B-2.</i>	
Sturdy Components: Omnitron-X's components are now removed when he takes 6 damage in one turn. Electrical Empathy: Whenever one of Omnitron-X's components would be destroyed, Omnitron-X may choose to be dealt 1 non-modifiable, non-redirectable, immunity-bypassing damage to keep the component in play. <i>After being played six times in the campaign, replace this card with either Card A-1-a or Card A-1-b.</i>	Sturdy Components: Omnitron-X's components are now removed when he takes 6 damage in one turn. Independent Robotic Lifeforms: Omnitron-X may skip the play, power, and draw phases of his turn. If he does so, he may convert one component card. That card is no longer treated as equipment, and does not get removed on the "If Omnitron-X takes x or more damage..." condition. <i>After being played six times in the campaign, replace this card with either Card A-2-a or Card A-2-b.</i>	Reinforced Plating: Omnitron-X's plating cards reduce damage by 3. Integrated Plating: Omnitron-X's plating cards cannot be destroyed by villain or environment cards. <i>After being played six times in the campaign, replace this card with either Card B-1-a or Card B-1-b.</i>	Reinforced Plating: Omnitron-X's plating cards reduce damage by 3. Compound Plating: Omnitron-X may have two plating cards in play. The second plating card reduces damage of its types by 1, and is ignored by Reactive Plating Subroutine and Defensive Blast. <i>After being played six times in the campaign, replace this card with either Card B-2-a or Card B-2-b.</i>

Omnitron-X

Card B

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Omnitron-X

Card A

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Omnitron-X

Card B-2

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Omnitron-X

Card B-1

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Omnitron-X

Card A-2

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Omnitron-X

Card A-1

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Sturdy Components: Omnitron-X's components are now removed when he takes 6 damage in one turn. Electrical Empathy: Whenever one of Omnitron-X's components would be destroyed, Omnitron-X may choose to be dealt 1 non-modifiable, non-redirectable, immunity-bypassing damage to keep the component in play. Robotics Factory (Power): Omnitron-X may choose to be dealt up to 5 non-modifiable, non-redirectable, immunity-bypassing damage. If he does so, he may play as many component cards as hit points of damage taken this way.	Sturdy Components: Omnitron-X's components are now removed when he takes 6 damage in one turn. Independent Robotic Lifeforms: Omnitron-X may skip the play, power, and draw phases of his turn. If he does so, he may convert one component card. That card is no longer treated as equipment, and does not get removed on the "If Omnitron-X takes x or more damage..." condition. Untethered (Power): Omnitron-X may move 1 card converted by his Independent Robotic Lifeforms ability to another player's play area.	Reinforced Plating: Omnitron-X's plating cards reduce damage by 3. Integrated Plating: Omnitron-X's plating cards cannot be destroyed by villain or environment cards. Adaptive Plating: Whenever Omnitron-X takes damage of a type that is not reduced by a plating card, he temporarily adds that damage type to his current plating card. If there was already a temporary addition, it is removed and replaced by the new damage type. Only one additional damage type may be applied to the plating card at any given time.	Reinforced Plating: Omnitron-X's plating cards reduce damage by 3. Compound Plating: Omnitron-X may have two plating cards in play. The second plating card reduces damage of its types by 1, and is ignored by Reactive Plating Subroutine and Defensive Blast. Improved Compound: Omnitron-X's second plating card reduces damage of its types by 2, and is ignored by Subroutine and Defensive Blast. It does, however, trigger Reactive Plating.
Sturdy Components: Omnitron-X's components are now removed when he takes 6 damage in one turn. Electrical Empathy: Whenever one of Omnitron-X's components would be destroyed, Omnitron-X may choose to be dealt 1 non-modifiable, non-redirectable, immunity-bypassing damage to keep the component in play. Rampaging Robot: At the end of Omnitron-X's turn, he may activate the text of up to (H) component cards. Components activated this way are destroyed.	Sturdy Components: Omnitron-X's components are now removed when he takes 6 damage in one turn. Independent Robotic Lifeforms: Omnitron-X may skip the play, power, and draw phases of his turn. If he does so, he may convert one component card. That card is no longer treated as equipment, and does not get removed on the "If Omnitron-X takes x or more damage..." condition. Orbital Defense: Whenever Omnitron-X would take damage, he may destroy up to 5 converted component cards to reduce the damage taken by the amount of cards destroyed this way.	Reinforced Plating: Omnitron-X's plating cards reduce damage by 3. Integrated Plating: Omnitron-X's plating cards cannot be destroyed by villain or environment cards. Perfect Plating: Omnitron-X's plating cards reduce damage by 4.	Reinforced Plating: Omnitron-X's plating cards reduce damage by 3. Compound Plating: Omnitron-X may have two plating cards in play. The second plating card reduces damage of its types by 1, and is ignored by Reactive Plating Subroutine and Defensive Blast. Complex Compound: Omnitron-X may have three plating cards in play. The third plating card reduces damage of its types by 1, and is ignored by Reactive Plating Subroutine and Defensive Blast.

Omnitron-X

Card B-2-a

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Omnitron-X

Card B-1-a

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Omnitron-X

Card A-2-a

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Omnitron-X

Card A-1-a

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Omnitron-X

Card B-2-b

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Omnitron-X

Card B-1-b

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Omnitron-X

Card A-2-b

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Omnitron-X

Card A-1-b

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Ra	Archaeology (Power): One hero may search his discard pile for an equipment, mechanical golem, or relic card and place it in his hand. Ra can deal no fire damage this turn. <i>After being played three times in the campaign, replace this card with either Card A-1 or Card A-2.</i>	Hail to the Sun God, He is a Fun God! (Power): Ra calls on the belief of his worshippers. Ra's fire attacks do 1 extra damage this turn. <i>After being played three times in the campaign, replace this card with either Card B-1 or Card B-2.</i>	
Archaeology (Power): One hero may search his discard pile for an equipment, mechanical golem, or relic card and place it in his hand. Ra can deal no fire damage this turn. Site Survey (Power): If the Staff of Ra is not in play, Ra may discard 1 card. If he does, he may discard one environment card currently in play. <i>After being played six times in the campaign, replace this card with either Card A-1-a or Card A-1-b.</i>	Archaeology (Power): One hero may search his discard pile for an equipment, mechanical golem, or relic card and place it in his hand. Ra can deal no fire damage this turn. Acclimation: If the Staff of Ra is not in play, hero targets reduce damage from environment cards by 2. <i>After being played six times in the campaign, replace this card with either Card A-2-a or Card A-2-b.</i>	Hail to the Sun God, He is a Fun God! (Power): Ra calls on the belief of his worshippers. Ra's fire attacks do 1 extra damage this turn. Mandjet (Power): Until the start of his next turn, Ra regains 1 hit point each time an ability that causes fire damage is used. <i>After being played six times in the campaign, replace this card with either Card B-1-a or Card B-1-b.</i>	Hail to the Sun God, He is a Fun God! (Power): Ra calls on the belief of his worshippers. Ra's fire attacks do 1 extra damage this turn. Mesektet (Power): Until the start of Ra's next turn, no fire damage can occur. Each time an ability that would cause fire damage is used, Ra loses 1 hit point. <i>After being played six times in the campaign, replace this card with either Card B-2-a or Card B-2-b.</i>

Ra
Card B

Ra
Card A

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Ra
Card B-2

Ra
Card B-1

Ra
Card A-2

Ra
Card A-1

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Archaeology (Power): One hero may search his discard pile for an equipment or relic card and place it in his hand. Ra can deal no fire damage this turn. Site Survey (Power): If the Staff of Ra is not in play, Ra may discard 1 card. If he does, he may discard one environment card currently in play. Asps...very dangerous. You go first. (Power): Ra may look at the top card of the environment deck. He may place it on the top or the bottom of the environment deck.	Archaeology (Power): One hero may search his discard pile for an equipment or relic card and place it in his hand. Ra can deal no fire damage this turn. Acclimation: If the Staff of Ra is not in play, hero targets reduce damage from environment cards by 2. Only Human (Power): Ra may discard any equipment and/or ongoing cards he has in play. If he does, he deals all non-hero targets X damage, where X=3 times the number of cards discarded.	Hail to the Sun God, He is a Fun God! (Power): Ra calls on the belief of his worshippers. Ra's fire attacks do 1 extra damage this turn. Mandjet (Power): Until the start of his next turn, Ra regains 1 hit point each time an ability that causes fire damage is used. Desert Sun: Ra may choose to ignore effects that change his fire damage to another damage type.	Hail to the Sun God, He is a Fun God! (Power): Ra calls on the belief of his worshippers. Ra's fire attacks do 1 extra damage this turn. Mesektet (Power): Until the start of Ra's next turn, no fire damage can occur. Each time an ability that would cause fire damage is used, Ra loses 1 hit point. Power of the Pyramid: If the modified fire damage done by Ra to any target is divisible by 3, Ra heals himself for X hit points, where X=the damage dealt divided by 3.
Archaeology (Power): One hero may search his discard pile for an equipment, mechanical golem, or relic card and place it in his hand. Ra can deal no fire damage this turn. Site Survey (Power): If the Staff of Ra is not in play, Ra may discard 1 card. If he does, he may discard one environment card currently in play. Well-Traveled: Whenever an environment card is removed from play, Ra may discard 3 cards to put it back into play. If the environment card has a hit point counter, it is fully replenished.	Archaeology (Power): One hero may search his discard pile for an equipment, mechanical golem, or relic card and place it in his hand. Ra can deal no fire damage this turn. Acclimation: If the Staff of Ra is not in play, hero targets reduce damage from environment cards by 2. Are You a God? (Power): Ra calls on Anubis for a favor. One defeated hero will be revived after the current battle. Ra discards all of his cards and becomes a mortal with 10 hit points. Ra (if he survives the fight) and the defeated hero are no eligible for the next scenario in the campaign.	Hail to the Sun God, He is a Fun God! (Power): Ra calls on the belief of his worshippers. Ra's fire attacks do 1 extra damage this turn. Mandjet (Power): Until the start of his next turn, Ra regains 1 hit point each time an ability that causes fire damage is used. Dawn (Power): Ra begins the day. Until the start of Ra's next turn, all fire damage is redirected to Ra. This damage cannot be redirected away from Ra.	Hail to the Sun God, He is a Fun God! (Power): Ra calls on the belief of his worshippers. Ra's fire attacks do 1 extra damage this turn. Mesektet (Power): Until the start of Ra's next turn, no fire damage can occur. Each time an ability that would cause fire damage is used, Ra loses 1 hit point. Dusk (Power): Ra ends the day. Until the start of his next turn, Ra's fire damage is reduced by 2. All other heroes increase their damage by 2.

Ra

Card B-2-a

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Ra

Card B-1-a

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Ra

Card A-2-a

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Ra

Card A-1-a

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Ra

Card B-2-b

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Ra

Card B-1-b

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Ra

Card A-2-b

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Ra

Card A-1-b

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Tachyon	Sprint (Power): Tachyon adds 1 to the number of burst cards in her discard pile. This effect can be applied multiple times. <i>After being played three times in the campaign, replace this card with either Card A-1 or Card A-2.</i>	Moving Target: Damage dealt to Tachyon is reduced by 1. <i>After being played three times in the campaign, replace this card with either Card B-1 or Card B-2.</i>	
Sprint (Power): Tachyon adds 1 to the number of burst cards in her discard pile. This effect can be applied multiple times. Burst of Speed (Power): Tachyon may discard up to 3 cards from her hand. <i>After being played six times in the campaign, replace this card with either Card A-1-a or Card A-1-b.</i>	Sprint (Power): Tachyon adds 1 to the number of burst cards in her discard pile. This effect can be applied multiple times. Fast Forward (Power): All heroes may draw a card. <i>After being played six times in the campaign, replace this card with either Card A-2-a or Card A-2-b.</i>	Moving Target: Damage dealt to Tachyon is reduced by 1. Speed Reading (Power): Tachyon may draw (H)-1 cards. <i>After being played six times in the campaign, replace this card with either Card B-1-a or Card B-1-b.</i>	Moving Target: Damage dealt to Tachyon is reduced by 1. Organized Operations (Power): Each other hero may play 1 equipment, relic, or mechanical golem card. <i>After being played six times in the campaign, replace this card with either Card B-2-a or Card B-2-b.</i>

Tachyon

Card B

Tachyon

Card A

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Tachyon

Card B-2

Tachyon

Card B-1

Tachyon

Card A-2

Tachyon

Card A-1

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Sprint (Power): Tachyon adds 1 to the number of burst cards in her discard pile. This effect can be applied multiple times. Burst of Speed (Power): Tachyon may discard up to 3 cards from her hand. Everywhere at Once: Whenever Tachyon uses burst cards as a basis for damage, she may distribute that damage among multiple targets freely.	Sprint (Power): Tachyon adds 1 to the number of burst cards in her discard pile. This effect can be applied multiple times. Fast Forward (Power): All heroes may draw a card. Rewind: When a villain card or environment card is drawn, Tachyon may skip her next turn to place the card back on top of its pile.	Moving Target: Damage dealt to Tachyon is reduced by 1. Speed Reading (Power): Tachyon may draw (H)-1 cards. Nudge (Power): Draw two cards. One target's damage dealt is reduced by 2 until the start of Tachyon's next turn.	Moving Target: Damage dealt to Tachyon is reduced by 1. Organized Operations (Power): Each other hero may play 1 equipment, relic, or mechanical golem card. Adrenaline in a Bottle (Power): One hero may play an additional power on his next turn.
Sprint (Power): Tachyon adds 1 to the number of burst cards in her discard pile. This effect can be applied multiple times. Burst of Speed (Power): Tachyon may discard up to 3 cards from her hand. Hyperspeed: When Tachyon uses burst cards as a basis for damage, she may add 5 to the number of burst cards in her discard pile for this turn. At the end of her turn, shuffle Tachyon's discard pile into her deck.	Sprint (Power): Tachyon adds 1 to the number of burst cards in her discard pile. This effect can be applied multiple times. Fast Forward (Power): All heroes may draw a card. Oh, No, You Didn't!: Immediately following a villain or environment card activating, Tachyon may run backwards through time. The effects of that card are ignored this time. Tachyon skips her next turn.	Moving Target: Damage dealt to Tachyon is reduced by 1. Speed Reading (Power): Tachyon may draw (H)-1 cards. Running Interference (Power): Draw two cards. One target's damage taken is reduced by 2 until the start of Tachyon's next turn.	Moving Target: Damage dealt to Tachyon is reduced by 1. Organized Operations (Power): Each other hero may play 1 equipment, relic, or mechanical golem card. Time and Motion Study: Tachyon chooses efficient paths. Whenever she deals damage, she may apply that damage to 1 additional target.

Tachyon
Card B-2-a

Tachyon
Card B-1-a

Tachyon
Card A-2-a

Tachyon
Card A-1-a

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Tachyon
Card B-2-b

Tachyon
Card B-1-b

Tachyon
Card A-2-b

Tachyon
Card A-1-b

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Tempest	Accustomed to the Weather: Cold and electric damage done to Tempest is reduced by 1. <i>After being played three times in the campaign, replace this card with either Card A-1 or Card A-2.</i>	Lightning Lord: Electrical damage done by Tempest is increased by 1. <i>After being played three times in the campaign, replace this card with either Card B-1 or Card B-2.</i>	
Accustomed to the Weather: Cold and electric damage done to Tempest is reduced by 1. Tornado (Power): Tempest selects 1 villain target other than the villain character card. That target cannot act until the start of Tempest's next turn. <i>After being played six times in the campaign, replace this card with either Card A-1-a or Card A-1-b.</i>	Accustomed to the Weather: Cold and electric damage done to Tempest is reduced by 1. Second Wind (Power): One hero regains 3 hit points. <i>After being played six times in the campaign, replace this card with either Card A-2-a or Card A-2-b.</i>	Lightning Lord: Electrical damage done by Tempest is increased by 1. Thunderstrike: When dealing electric damage, Tempest may discard 1 card. If he does, increase the electric damage of that attack by 2. <i>After being played six times in the campaign, replace this card with either Card B-1-a or Card B-1-b.</i>	Lightning Lord: Electrical damage done by Tempest is increased by 1. Thunderclap: Whenever Tempest uses an ability that causes electric damage, he also does 1 sonic damage to the target(s). <i>After being played six times in the campaign, replace this card with either Card B-2-a or Card B-2-b.</i>

Tempest

Card B

Tempest

Card A

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Tempest

Card B-2

Tempest

Card B-1

Tempest

Card A-2

Tempest

Card A-1

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Accustomed to the Weather: Cold and electric damage done to Tempest is reduced by 1. Tornado (Power): Tempest selects 1 villain target other than the villain character card. That target cannot act until the start of Tempest's next turn. Sucked Into a Vortex!: Tempest chooses a target and may discard any number of cards. If the number of cards discarded is equal to or greater than the current hit points of the chosen target, remove that target from play.	Accustomed to the Weather: Cold and electric damage done to Tempest is reduced by 1. Second Wind (Power): One hero regains 3 hit points. Room Temperature (Power): One hero reduces 5 from cold and fire damage taken until the start of Tempest's next turn.	Lightning Lord: Electrical damage done by Tempest is increased by 1. Thunderstrike: When dealing electric damage, Tempest may discard 1 card. If he does, increase the electric damage of that attack by 2. Thunderstorm (Power): Tempest may discard cards from his hand. For each card he discards, he may deal 1 target 5 electric damage.	Lightning Lord: Electrical damage done by Tempest is increased by 1. Thunderclap: Whenever Tempest uses an ability that causes electric damage, he also does 1 sonic damage to the target(s). Torrential Downpour (Power): Tempest may discard cards from his hand. For each card he discards, he may deal 1 target 1 sonic damage and heal 1 target for 1 hit point.
Accustomed to the Weather: Cold and electric damage done to Tempest is reduced by 1. Tornado (Power): Tempest selects 1 villain target other than the villain character card. That target cannot act until the start of Tempest's next turn. Flash Flood (Power): Tempest may discard 2 cards. If he does, remove 1 environment card from play.	Accustomed to the Weather: Cold and electric damage done to Tempest is reduced by 1. Second Wind (Power): One hero regains 3 hit points. A Breath of Fresh Air (Power): Each hero may draw 2 cards.	Lightning Lord: Electrical damage done by Tempest is increased by 1. Thunderstrike: When dealing electric damage, Tempest may discard 1 card. If he does, increase the electric damage of that attack by 2. Lightning Strike (Power): Tempest may discard cards from his hand. He deals 1 target X damage, where X=2 times the number of cards discarded.	Lightning Lord: Electrical damage done by Tempest is increased by 1. Thunderclap: Whenever Tempest uses an ability that causes electric damage, he also does 1 sonic damage to the target(s). Peals of Thunder (Power): Tempest stuns 1 target. That target cannot do any damage until after the start of Tempest's next turn.

Tempest

Card B-2-a

Tempest

Card B-1-a

Tempest

Card A-2-a

Tempest

Card A-1-a

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Tempest

Card B-2-b

Tempest

Card B-1-b

Tempest

Card A-2-b

Tempest

Card A-1-b

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Unity	The Right Parts (Power): If Unity has no golems in play, she may draw a card. <i>After being played three times in the campaign, replace this card with either Card A-1 or Card A-2.</i>	Field Maintenance (Power): 1 mechanical golem regains 1 hit point. <i>After being played three times in the campaign, replace this card with either Card B-1 or Card B-2.</i>	
The Right Parts (Power): If Unity has no golems in play, she may draw a card. Searching the Wreckage: Whenever one of Unity's mechanical golems is destroyed, she may draw a card. <i>After being played six times in the campaign, replace this card with either Card A-1-a or Card A-1-b.</i>	The Right Parts (Power): If Unity has no golems in play, she may draw a card. Parting Shot: Whenever one of Unity's mechanical golems is destroyed, she may immediately play a one-shot card. <i>After being played six times in the campaign, replace this card with either Card A-2-a or Card A-2-b.</i>	Field Maintenance (Power): 1 mechanical golem regains 1 hit point. Quality Construction: All of Unity's mechanical golems other than Bee Bots reduce damage taken by 1. <i>After being played six times in the campaign, replace this card with either Card B-1-a or Card B-1-b.</i>	Field Maintenance (Power): 1 mechanical golem regains 1 hit point. Recycling (Power): Unity may sacrifice one of her mechanical golems currently in play. One other golem regains X hit points, where X=the original hit points of the sacrificed golem. <i>After being played six times in the campaign, replace this card with either Card B-2-a or Card B-2-b.</i>

Unity
Card B

Unity
Card A

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Unity
Card B-2

Unity
Card B-1

Unity
Card A-2

Unity
Card A-1

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The Right Parts (Power): If Unity has no golems in play, she may draw a card. Searching the Wreckage: Whenever one of Unity's mechanical golems is destroyed, she may draw a card. Salvage (Power): Unity may discard up to 2 cards. If she does so, she may move X cards from her discard pile to the top of her deck, where X=the number of cards discarded.	The Right Parts (Power): If Unity has no golems in play, she may draw a card. Parting Shot: Whenever one of Unity's mechanical golems is destroyed, she may immediately play a one-shot card. Improved Weaponry: Unity's mechanical golems increase damage dealt by 1.	Field Maintenance (Power): 1 mechanical golem regains 1 hit point. Quality Construction: All of Unity's mechanical golems other than Bee Bots reduce damage taken by 1. Overprotectiveness: Whenever a mechanical golem card would be dealt damage, Unity may redirect that damage to herself.	Field Maintenance (Power): 1 mechanical golem regains 1 hit point. Recycling (Power): Unity may sacrifice one of her mechanical golems currently in play. One other golem regains X hit points, where X=the original hit points of the sacrificed golem. Reboot (Power): Unity may discard two cards. If she does, she may take one mechanical golem from her discard pile and put it back into play.
The Right Parts (Power): If Unity has no golems in play, she may draw a card. Searching the Wreckage: Whenever one of Unity's mechanical golems is destroyed, she may draw a card. Streamlined Inventory (Power): Unity may discard any number of cards. For every 3 cards she discards, she may choose 1 card from the discard pile and put it in her hand.	The Right Parts (Power): If Unity has no golems in play, she may draw a card. Parting Shot: Whenever one of Unity's mechanical golems is destroyed, she may immediately play a one-shot card. Coordinated Assault Matrix: If 2 or more mechanical golems attack the same target during a turn, the damage they do is irreducible.	Field Maintenance (Power): 1 mechanical golem regains 1 hit point. Quality Construction: All of Unity's mechanical golems other than Bee Bots reduce damage taken by 1. Coordinated Defense Matrix: Whenever a mechanical golem card would be dealt damage, Unity may redirect that damage to any other mechanical golem in play.	Field Maintenance (Power): 1 mechanical golem regains 1 hit point. Recycling (Power): Unity may sacrifice one of her mechanical golems currently in play. One other golem regains X hit points, where X=the original hit points of the sacrificed golem. Constructive Feedback: Whenever Unity deals damage, she may repair her golems. She may apply a pool of X hit points among her golems, where X=the damage she dealt.

Unity
Card B-2-a

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Unity
Card B-1-a

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Unity
Card A-2-a

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Unity
Card A-1-a

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Unity
Card B-2-b

DRAFT – Dec. 12, 2012

Unity
Card B-1-b

DRAFT – Dec. 12, 2012

Unity
Card A-2-b

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Unity
Card A-1-b

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The Visionary	Intuition (Power): Visionary may look at the top card of any deck. She may place that card back in its deck on the top or the bottom. <i>After being played three times in the campaign, replace this card with either Card A-1 or Card A-2.</i>	Psychic Backlash: Whenever Visionary suffers at least 2 points of damage from a single attack, her attacker suffers 1 non-modifiable psychic damage. <i>After being played three times in the campaign, replace this card with either Card B-1 or Card B-2.</i>	
Intuition (Power): Visionary may look at the top card of any deck. She may place that card back in its deck on the top or the bottom. Mind Trick: Whenever Visionary would be the target of an attack due to being the highest (or lowest) hit point hero target, she may discard 2 cards. If she does, the hero target with the next-highest (or lowest) hit points becomes the target instead. <i>After being played six times in the campaign, replace this card with either Card A-1-a or Card A-1-b.</i>	Intuition (Power): Visionary may look at the top card of any deck. She may place that card back in its deck on the top or the bottom. Clouding Men's Minds: Whenever a villain or environment card would remove an ongoing card, Visionary may discard another card from her hand instead and keep the ongoing card in play. <i>After being played six times in the campaign, replace this card with either Card A-2-a or Card A-2-b.</i>	Psychic Backlash: Whenever Visionary suffers at least 2 points of damage from a single attack, her attacker suffers 1 non-modifiable psychic damage. Focused Thoughts: Visionary's psychic damage is increased by 2. <i>After being played six times in the campaign, replace this card with either Card B-1-a or Card B-1-b.</i>	Psychic Backlash: Whenever Visionary suffers at least 2 points of damage from a single attack, her attacker suffers 1 non-modifiable psychic damage. Happy Thoughts (Power): Until the start of Visionary's next turn, all psychic damage is reduced by 3. <i>After being played six times in the campaign, replace this card with either Card B-2-a or Card B-2-b.</i>

The Visionary

Card B

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The Visionary

Card A

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The Visionary

Card B-2

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The Visionary

Card B-1

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The Visionary

Card A-2

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The Visionary

Card A-1

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Intuition (Power): Visionary may look at the top card of any deck. She may place that card back in its deck on the top or the bottom. Mind Trick: Whenever Visionary would be the target of an attack by a villain card due to being the highest (or lowest) hit point hero target, she may discard 2 cards. If she does, the hero target with the next-highest (or lowest) hit points becomes the target instead. Displacement: Similar to Mind Trick, except Visionary may discard 3 cards to redirect damage aimed at another hero. <i>This cannot be used in conjunction with Mind Trick.</i>	Intuition (Power): Visionary may look at the top card of any deck. She may place that card back in its deck on the top or the bottom. Clouding Men's Minds: Whenever a villain or environment card would remove an ongoing card, Visionary may discard another card from her hand instead and keep the ongoing card in play. Perception is Reality (Power): Visionary discards 2 cards and skips the rest of her turn. One ongoing card currently in play is ignored until the start of Visionary's next turn. This power may only be used on Visionary's turn.	Psychic Backlash: Whenever Visionary suffers at least 2 points of damage from a single attack, her attacker suffers 1 non-modifiable psychic damage. Focused Thoughts: Visionary's psychic damage is increased by 2. It's All in Your Mind (Power): Visionary chooses a target. Until the start of Visionary's next turn, all damage directed at that target is converted to psychic damage.	Psychic Backlash: Whenever Visionary suffers at least 2 points of damage from a single attack, her attacker suffers 1 non-modifiable psychic damage. Happy Thoughts (Power): Until the start of Visionary's next turn, all psychic damage is reduced by 3. Second Thoughts (Power): Visionary chooses a villain card that deals single-target damage. Until the start of Visionary's next turn, that card ignores what would be its intended target and chooses its target as if that character were not present. That card's attacks do 1 less damage than normal.
Intuition (Power): Visionary may look at the top card of any deck. She may place that card back in its deck on the top or the bottom. Mind Trick: Whenever Visionary would be the target of an attack by a villain card due to being the highest (or lowest) hit point hero target, she may discard 2 cards. If she does, the hero target with the next-highest (or lowest) hit points becomes the target instead. Mind Fog: Whenever an environment card specifies damage to hero targets, Visionary may discard 5 cards. Treat "hero target(s)" as "villain target(s)" for this turn only.	Intuition (Power): Visionary may look at the top card of any deck. She may place that card back in its deck on the top or the bottom. Clouding Men's Minds: Whenever a villain or environment card would remove an ongoing card, Visionary may discard another card from her hand instead and keep the ongoing card in play. Repressed Memories (Power): Villain character cards forget their nemeses. Until the start of Visionary's next turn, villain character cards do not gain bonus damage against their nemeses. They do still take extra damage from their actual nemeses, however.	Psychic Backlash: Whenever Visionary suffers at least 2 points of damage from a single attack, her attacker suffers 1 non-modifiable psychic damage. Focused Thoughts: Visionary's psychic damage is increased by 2. Daydream Believer (Power): Visionary chooses a target. Until the start of Visionary's next turn, that target does not deal any damage (though it will think it does). For each of the target's attacks prevented in this way, that target regains 1 hit point.	Psychic Backlash: Whenever Visionary suffers at least 2 points of damage from a single attack, her attacker suffers 1 non-modifiable psychic damage. Happy Thoughts (Power): Until the start of Visionary's next turn, all psychic damage is reduced by 3. Deep Thoughts (Power): Visionary chooses a villain target. That target cannot attack until the start of Visionary's next turn.

The Visionary

Card B-2-a

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The Visionary

Card B-1-a

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The Visionary

Card A-2-a

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The Visionary

Card A-1-a

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The Visionary

Card B-2-b

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The Visionary

Card B-1-b

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The Visionary

Card A-2-b

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The Visionary

Card A-1-b

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The Wraith	Super Sneaky: If an attack does less damage than is prevented by Wraith's Stealth power, the extra Stealth points remain for the next attack on Wraith. <i>After being played three times in the campaign, replace this card with either Card A-1 or Card A-2.</i>	Backup Hardware: Whenever Wraith must remove one or more Equipment cards from play, she may choose one of those cards and place it in her hand. <i>After being played three times in the campaign, replace this card with either Card B-1 or Card B-2.</i>	
Super Sneaky: If an attack does less damage than is prevented by Wraith's Stealth power, the extra Stealth points remain for the next attack on Wraith. Nigh-Invisible!: When activating her Stealth power, Wraith may discard up to 3 cards. For each card discarded, she may add 1 more to her Stealth counter. <i>After being played six times in the campaign, replace this card with either Card A-1-a or Card A-1-b.</i>	Super Sneaky: If an attack does less damage than is prevented by Wraith's Stealth power, the extra Stealth points remain for the next attack on Wraith. Untargetable (Power): Wraith may not activate her Stealth power until the start of her next turn. Until that time, if her Stealth counter is at least twice the amount of any given attack directed at her, the attack misses and no points are removed from her Stealth counter. <i>After being played six times in the campaign, replace this card with either Card A-2-a or Card A-2-b.</i>	Backup Hardware: Whenever Wraith must remove one or more Equipment cards from play, she may choose one of those cards and place it in her hand. Off-Panel Setup: When Wraith is able to put an equipment card into play, she may place an additional equipment card into play. <i>After being played six times in the campaign, replace this card with either Card B-1-a or Card B-1-b.</i>	Backup Hardware: Whenever Wraith must remove one or more Equipment cards from play, she may choose one of those cards and place it in her hand. Don't Leave Home Without It: Whenever Wraith would be forced to discard an equipment card that is in play, she may instead discard a duplicate of that card from her hand if she has one. <i>After being played six times in the campaign, replace this card with either Card B-2-a or Card B-2-b.</i>

The Wraith

Card B

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The Wraith

Card A

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The Wraith

Card B-2

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The Wraith

Card B-1

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The Wraith

Card A-2

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The Wraith

Card A-1

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Super Sneaky: If an attack does less damage than is prevented by Wraith's Stealth power, the extra Stealth points remain for the next attack on Wraith. Nigh-Invisible!: When activating her Stealth power, Wraith may discard up to 3 cards. For each card discarded, she may add 1 more to her Stealth counter. Black on Black: Wraith's Stealth power may be activated as many times in a turn as she is allowed to use powers.	Super Sneaky: If an attack does less damage than is prevented by Wraith's Stealth power, the extra Stealth points remain for the next attack on Wraith. Untargetable (Power): Wraith may not activate her Stealth power until the start of her next turn. Until that time, if her Stealth counter is at least twice the amount of any given attack directed at her, the attack misses and no points are removed from her Stealth counter.	Backup Hardware: Whenever Wraith must remove one or more Equipment cards from play, she may choose one of those cards and place it in her hand. Off-Panel Setup: When Wraith is able to put an equipment card into play, she may place an additional equipment card into play. Improvised Weaponry: When dealing melee damage, Wraith may destroy one equipment card in play to add 4 damage to the attack.	Backup Hardware: Whenever Wraith must remove one or more Equipment cards from play, she may choose one of those cards and place it in her hand. Don't Leave Home Without It: Whenever Wraith would be forced to discard an equipment card that is in play, she may instead discard a duplicate of that card from her hand if she has one. <i>After being played six times in the campaign, replace this card with either Card B-2-a or Card B-2-b.</i>
Super Sneaky: If an attack does less damage than is prevented by Wraith's Stealth power, the extra Stealth points remain for the next attack on Wraith. Nigh-Invisible!: When activating her Stealth power, Wraith may discard up to 3 cards. For each card discarded, she may add 1 more to her Stealth counter. Sneak Attack: Wraith zeroes out her Stealth counter. For every 2 points of Stealth lost (rounded down) she may add 1 damage to 1 of her attacks.	Super Sneaky: If an attack does less damage than is prevented by Wraith's Stealth power, the extra Stealth points remain for the next attack on Wraith. Untargetable (Power): Wraith may not activate her Stealth power until the start of her next turn. Until that time, if her Stealth counter is at least twice the amount of any given attack directed at her, the attack misses and no points are removed from her Stealth counter. Watching From the Rooftops: If Wraith's current Stealth counter is at least 5, she may ignore the effects of environment cards.	Backup Hardware: Whenever Wraith must remove one or more Equipment cards from play, she may choose one of those cards and place it in her hand. Off-Panel Setup: When Wraith is able to put an equipment card into play, she may place an additional equipment card into play. Parrying Machine: Wraith zeroes out her Stealth counter. For every 2 points of Stealth lost (rounded down) she may destroy 1 equipment card and ignore 1 attack against her.	Backup Hardware: Whenever Wraith must remove one or more Equipment cards from play, she may choose one of those cards and place it in her hand. Don't Leave Home Without It: Whenever Wraith would be forced to discard an equipment card that is in play, she may instead discard a duplicate of that card from her hand if she has one. Well-Equipped (Power): Until the start of her next turn, Wraith adds X damage to all of her attacks, where X=the number of equipment cards she has in play divided by 2 (round down).

The Wraith

Card B-2-a

The Wraith

Card B-1-a

The Wraith

Card A-2-a

The Wraith

Card A-1-a

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The Wraith

Card B-2-b

The Wraith

Card B-1-b

The Wraith

Card A-2-b

The Wraith

Card A-1-b

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