

Adventurer

Intercept. Draw a card each time this hero is attacked.

Attack: Pick up the top card of your deck. Either put it into play in your Vanguard, or add it to your hand.

Attack: Pick up the top card of your deck. Play it for its order effect, or add it to your hand.

Name a card. Search your deck for that card, then put it into play anywhere in your unit as a hero.

Trias Blackwind
The Tall Tale Tellers

When you recruit a hero, draw a card. When you are forced to discard those cards by an opponent's card effect, shuffle those cards into your deck instead and draw a card for each card discarded.

61

Assistant

Your other heroes and leaders cannot be targeted by melee attacks.

Your other heroes are immune to 'apply damage' effects.

Your other heroes are immune to 'defeat' effects.

Ongoing: Your heroes cannot take more than 3 damage from a single source at one time.

Doc Silman
Secondhand Sidekick Squad

Heroes and leaders in your unit cannot take more than 4 damage from a single source at one time.

20

Baron

Intercept

Forerunner has +3 Attack Strength against heroes.

You may discard this hero when your unit is attacked in melee. If you do, defeat the attacking hero.

Defeat a hero who made a melee attack during this wave.

Lord Eustace
The Blue Barons

At the start of each wave, you may freely restructure heroes to that wave of your unit. Those heroes can still attack during this wave.

19

Brawler

Melee attacks by heroes in your unit have +1 Attack Strength.

Forerunner has +4 Life.

+4 Attack Strength.

Ongoing: Opponents' Flank and Rear heroes lose all abilities.

Warlaw O'Brien
Big Bad Brawling Battalion

Heroes and leaders in this unit can make melee attacks, even when not in melee.

17

Calculator

This hero's Attack Strength equals the opponent's hand size.

Forerunner has a bonus to Attack Strength equal to Supporter's Attack Strength.

Attack: Apply 2 damage to each enemy hero in the current wave.

Remove up to 4 damage from a hero and give it +1 Attack Strength during this wave per damage removed.

Rixia Van Sorrel
The Problem Solvers

As an action, you can place or remove a Flip Marker from any hero. When you recruit a hero, you may place a Flip Marker on it immediately. Heroes with Flip Markers have their Attack Strength and Life stats switched.

19

Coordinator

Attack Strength and Life boosts apply double to this hero.

Ranged Attack. Attacks do twice as much damage to heroes.

Ranged Attack. Takes no damage from Ranged Attacks.

Ongoing: Attack Strength and Life boosts apply double to your unit.

Vinsei Arlington
Gameday Gamblers

Attack Strength and Life bonuses on heroes (not Orders) in your unit are increased by +2 (so "Forerunner has +2 Attack Strength" would become "Forerunner has +4 Attack Strength").

24

Dispatcher

Intercept. Your other Vanguard heroes have +1 Attack Strength.

Forerunner has "The first time you make a melee attack with this hero is a free action."

Attack: Another hero in this unit makes a melee attack.

Choose an opposing leader whose unit has fewer heroes than you. Apply damage to his leader equal to the difference in your unit sizes.

Arret Draamivur
Kombat Kaisers

You can recruit up to 2 extra heroes per row. Extend your playing field to the left and right by one column each.

18

Doomspeaker

Intercept. When this hero would take damage, you may discard a card to prevent that damage.

Whenever forerunner attacks, the opponent discards a card at random.

Forerunner has +3 Attack Strength.

All players draw 3 cards, then discard 3 cards.

Gaspar Geddou
Heralds of the Void

When a hero in your unit would take damage, you may discard a card from your hand to prevent that damage.

23

Dreamseer

Your opponents play with their hands revealed.

Attack: Draw a card, take another action.

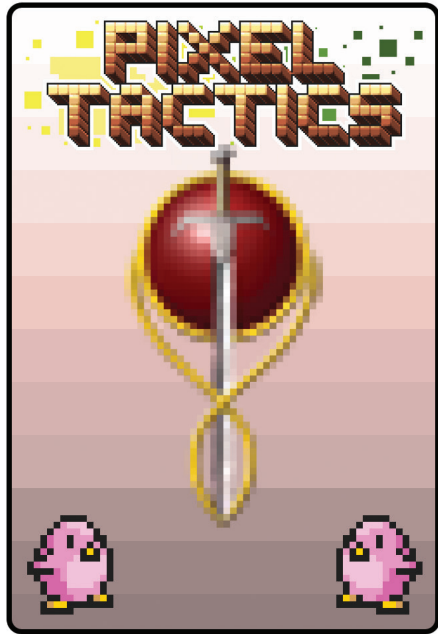
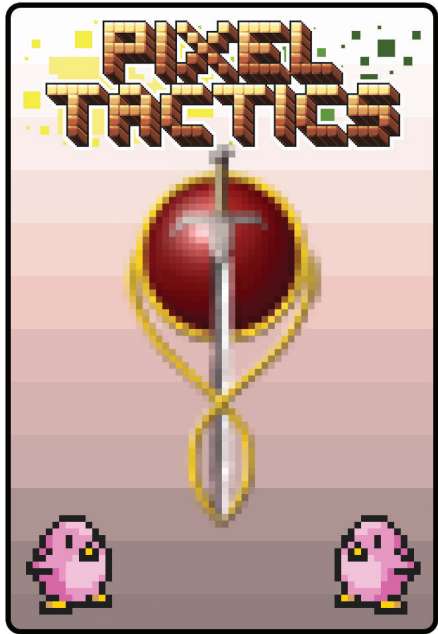
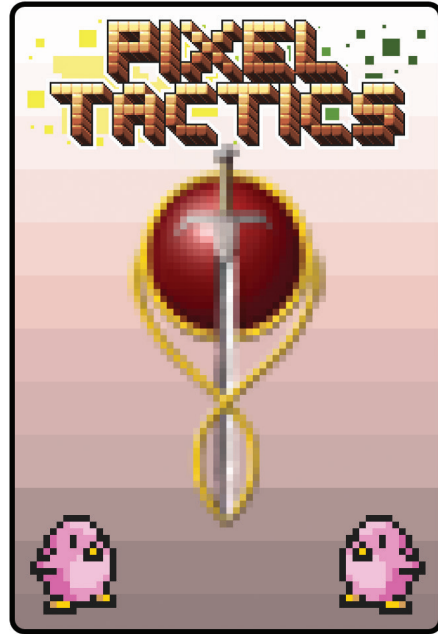
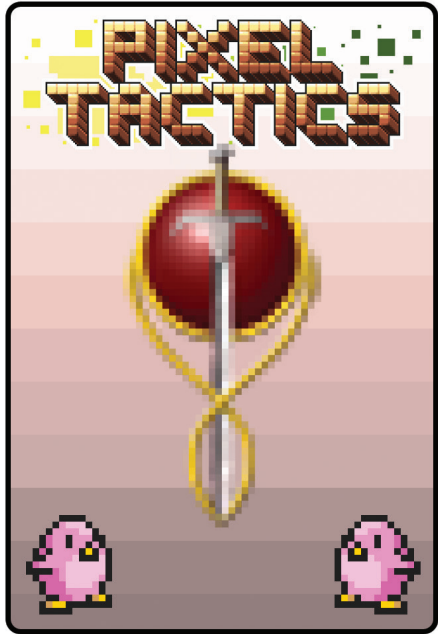
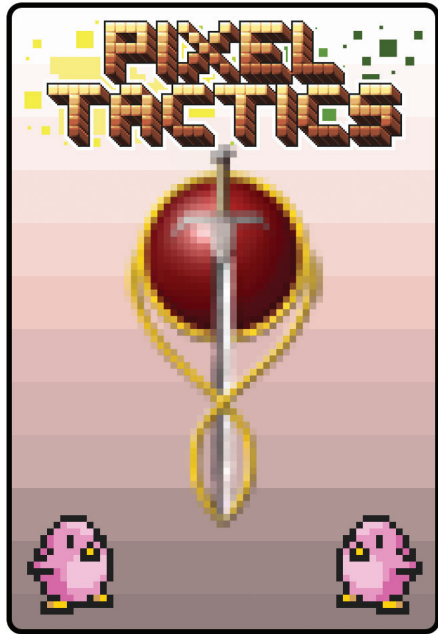
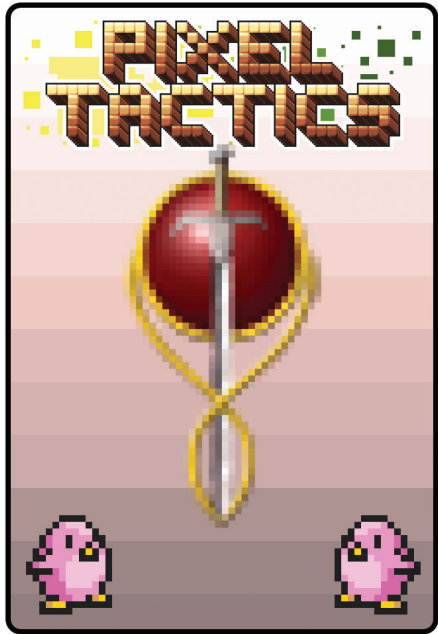
Attack: Draw 2 cards, then discard one of them.

Each opponent may discard a card. If he cannot or does not, his leader takes 3 damage.

All actions are free actions for you. You cannot take the same kind of action more than once per wave. (You can only declare one attack, do one restructure, use one draw, etc.)

Cherri Seneca
Idea Accumulation Agents

24



Drone

2 **3**

Intercept

Your Vanguard heroes have Intercept.

You have one additional action during the Flank turn (not the turn you play this).

Your Rear heroes have Ranged Attack.

Ongoing: Opponents' Vanguard heroes lose all abilities.

Bonuses that affect 'supporters' and 'forerunners' apply to entire rows for your unit.

Support Drone Division

81 **4**

Aria

Dryad

2 **6**

Intercept

Attack: Shuffle exactly 3 cards in your discard pile back into your deck.

Forerunner has +4 life.

Remove all damage from two heroes with at least 1 damage on them.

As an action, you can reshuffle any number of cards from your discard pile back into your deck. When you do, remove 2 damage from a hero for each card shuffled in this way, then draw 1 card.

Forestry Fighters

23 **2**

Exhūtern Le Marigras

Elementalist

2 **5**

+3 Attack Strength

Attack: Defeat an opposing hero. That hero's controller may then defeat one of your heroes.

Attack: Discard a card, then make a Ranged Attack with +2 Attack Strength.

Ongoing: Your heroes have +2 Attack Strength.

All heroes in your unit with attack strength of two or lower have their printed attack strength changed to 3.

The Elements of Power

19 **5**

Archmage Demarg

Failsafe

2 **6**

Intercept

When your leader takes damage from an attack, you may transfer all of that damage to this hero.

When another hero would be defeated, you may defeat this hero instead and remove all damage from the other hero.

Discard your leader and put another card from your hand in its place. All damage on the old leader is transferred to the new.

Have the Leader power of the attached card. At the end of each round, then draw 1 card. You may attach a card from your hand to this leader. Remove any attached card from the game at the end of each round.

As a free action once per round, you may attach a card from your hand to this leader.

Prolific Protocol Practitioners

25 **3**

Alice Zero

Galaxy Mage

4 **2**

Attack: Discard 3 cards from the top of your deck to defeat a hero.

Attack: Discard up to 3 cards from the top of your deck. Remove 1 damage from your leader per card discarded this way.

Attack: Discard 3 cards from the top of your deck to rearrange heroes and corpses in your unit freely.

Discard the top 4 cards of any deck.

When you attack with a hero or leader, you may discard the top card of your deck. If you do, that attack has +2 Attack Strength.

Interplanar Interlopers

22 **3**

Oriana Vellopholetta

Gambler

2 **4**

+3 Attack Strength. Target an opponent's unit with your attack, and he selects a legal target for it to hit.

Attack: Name a card and reveal the top card of any deck. If you reveal the named card, its owner draws it. Otherwise, discard it.

Attack: Name a card. If that card is in your opponent's hand, he must discard it and his leader takes 3 damage.

Pick up and shuffle all heroes and corpses in the unit of your choice. Randomly deal them back into the previously occupied spaces.

When an opponent declares that they will recruit that hero or play an order, they must select that card to play at random from their hand.

Coordinated Risk Controllers

22 **3**

Wilhelm Barts

General

3 **5**

Attack: If you have a supporter, perform a melee attack, then swap places with that supporter.

Attack: If you have a forerunner, swap places with that card, then perform a melee attack.

Your vanguard heroes have +2 life.

Ongoing: Your heroes and leaders are immune to ranged attacks and 'apply damage' effects.

All heroes in both units have +2 Attack Strength. Your heroes have +2 life.

Kings of Steel

36 **6**

Alexian XXXVII

Golem

3 **8**

Super!

All opposing ranged attacks must target this hero. Your unit cannot declare ranged attacks.

Attack: Do 3 damage to this hero and each enemy hero in melee.

Attack: Do 4 damage to a hero in melee.

Do 3 damage to each hero in all units.

Whenever an opponent recruits a hero, that hero restructures as far backwards as possible in the same column of his unit.

Shock and Awesome

26 **4**

Udstad

Gunslinger

4 **4**

Ranged Attack
This hero can attack twice in the same wave.

Ranged Attack

Ranged Attack
+4 Attack Strength when making melee attacks.

A hero in your unit makes an attack (this can be an Attack Power).

Power can only be used once per wave.

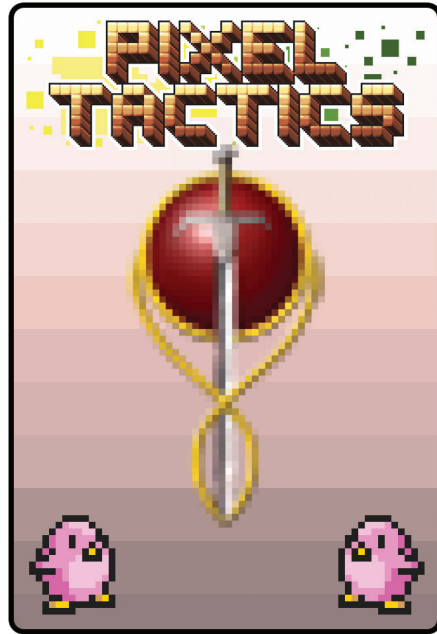
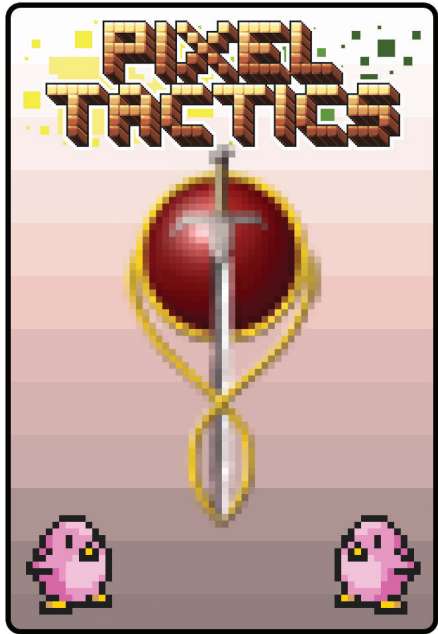
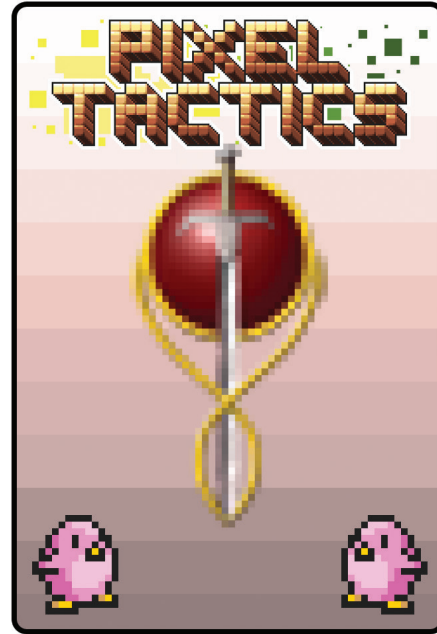
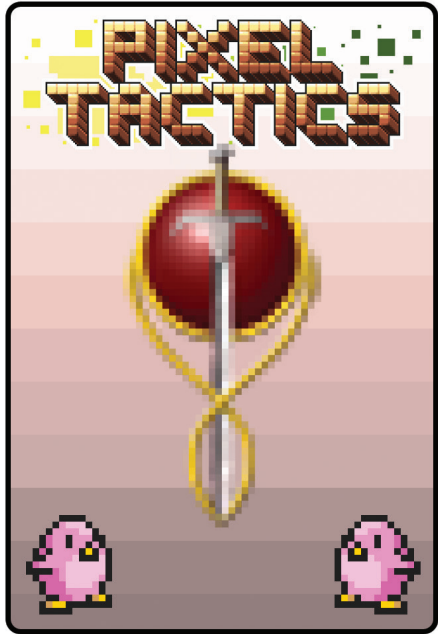
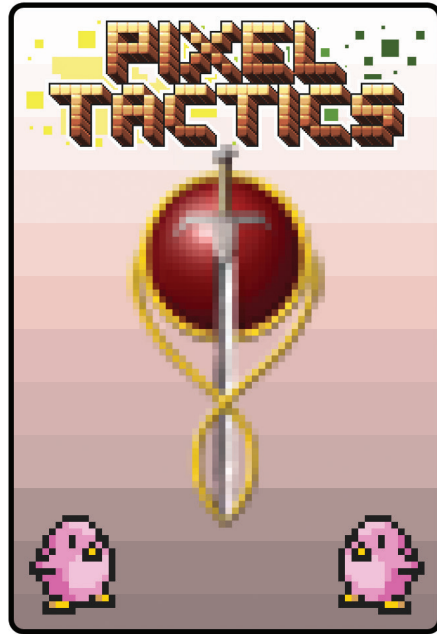
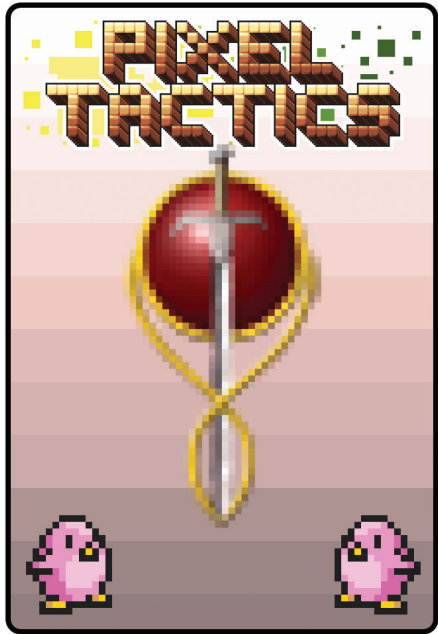
Heroes and leaders in this unit may attack twice in the same wave. These attacks can be used for Attack Powers, but each Attack Power can only be used once per wave.

This leader's attack is ranged.

Wanted Foster Boys

19 **4**

Gill Gorgeous



Huntress

3 4

Intercept. Ranged Attack. After you attack with this hero, restructure it.

Ranged Attack. Supporter has Ranged Attack.

Ranged Attack. Forerunner has Ranged Attack.

named Name a card. Your opponent searches his deck and hand for the named card and discards it.

After the Round 1 ceasefire, as an action, you may place a hero from your hand into play. You can use Attack Powers and Ranged Attacks in this way.

22 4 E
Eireen Lemina Kobor

Mercenary

3 4

When this hero takes damage, you can apply any amount of that damage to your leader instead.

anywhere Attack: Recruit a hero into any wave of your unit.

anywhere Attack: Defeat a hero in your unit. Do damage equal to its attack strength to all rear enemy heroes.

anywhere Ongoing: You can recruit to any wave of your unit when recruiting.

You can attack during the round 1 ceasefire. You can only attack once per round. heroes can only attack once per round.

20 4 E
Gerard Matranga

Professor

1 5

Attack: Return this hero to your hand and recruit another hero in its place.

Attack: Clear up to 3 corpses.

Attack: Restructure up to 4 times.

Return an allied hero to your hand. Play another hero in its place.

You can recruit to any empty slot in your unit, regardless of the current wave.

17 2 E
Xel Ezra

Repossessor

2 6

Intercept

Whenever a corpse is cleared, place it at the bottom of its owner's deck.

Attack: Cancel and discard an ongoing order.

take Take a random card from an opponent's hand and add it to your hand.

When you take a Draw action, you may draw a random card from the opponent's hand. You may trade a card from your hand with a random card from the opponent's deck. As an action, you may trade a card from your hand with a random card from the opponent's deck.

23 3 E
Endrbyt

Shadow

3 5

+1 Attack strength for each empty space in your vanguard.

Whenever an enemy hero is defeated, draw a card.

Ranged attack. +1 Attack strength for each empty space in your rear.

Return another hero in your unit to your hand, and put this hero in its place.

As an action, you may discard a hero to remove damage equal to the discarded hero's life from a hero in your unit.

16 4 E
Alumis

Spy

3 5

Intercept. Attack Powers and Orders cannot apply damage to your heroes.

'Defeat' effects cannot target your other heroes.

When an order is played, you may reveal the same-named card from your hand to cancel and discard that order.

same Search your deck for a hero in your opponent's unit. If you find it, discard it to defeat the opponent's hero.

Whenever a hero dies in any unit, you may clear its corpse as a free action. If you do this to an opponent's hero, also draw a card.

22 3 E
Barnabas Mikal

Zone Warrior

4 3

Intercept Supporter is immune to 'apply damage' effects.

Supporter has Ranged Attack.

Your Rear heroes' ranged attacks can ignore intercept.

Draw 7 cards, then discard 7 cards.

Attacking with this leader is a free action. Whenever a hero in this unit attacks, you must restructure that hero. You cannot recruit if you would not have at least 1 empty space in this unit.

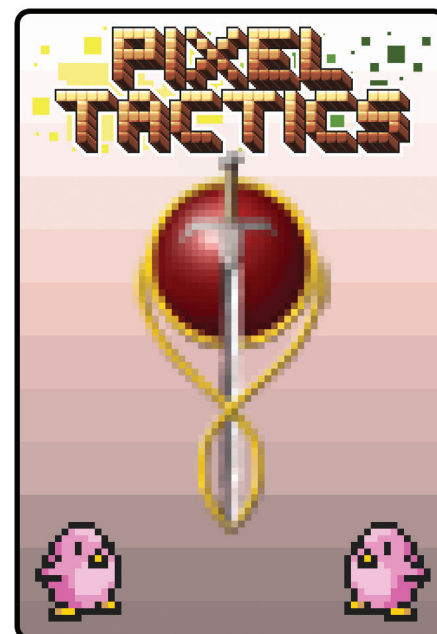
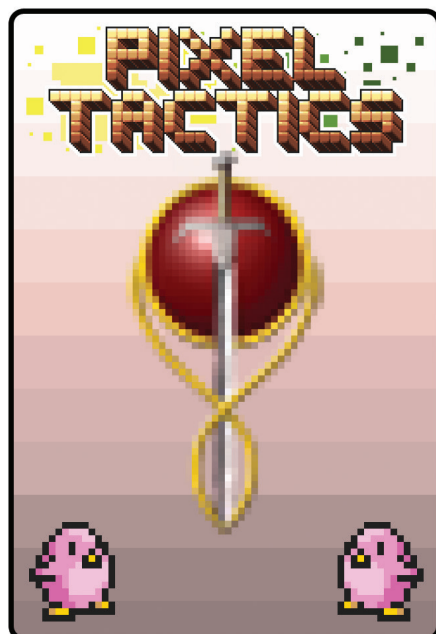
6 3 E
Varles

First Player Current Wave


The first player takes two actions with his current wave. Then the second player takes two actions with his current wave.

After this, move the Current Wave marker back to the next wave.


Once all waves are completed, first and second player trade badges, and the game resumes with the vanguard wave.





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
 **RECRUIT**
To recruit, place a hero from your hand into any empty place in your current wave. Heroes recruited during this wave may not attack.

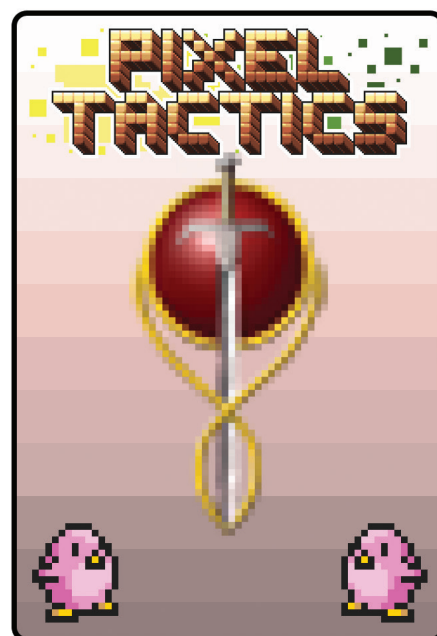
 **ATTACK**
Choose a hero who has not performed an attack action. He may make a melee attack. Heroes with Ranged Attacks or Attack Powers may use these effects instead.

 **ORDER**
Play a hero from your hand for its Order effect, then place it into your discard pile.

 **CLEAR CORPSE**
Place a corpse from your unit into your discard pile.

 **DRAW**
Draw one card from your deck.

 **RESTRUCTURE**
Move a hero from any position in your unit to any empty position in your unit. A hero cannot move and attack during the same wave.



Adventurer

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Attack: Pick up the top card of your deck. Either put it into play in your Vanguard, or add it to your hand.

Attack: Pick up the top card of your deck. Play it for its order effect, or add it to your hand.

Name a card. Search your deck for that card, then put it into play anywhere in your unit as a hero.

Trias Blackwind
The Tall Tale Tellers

When you recruit a hero, draw a card. When you are forced to discard cards by an opponent's card effect, shuffle those cards into your deck instead and draw a card for each card discarded.

Assistant

Your other heroes and leaders cannot be targeted by melee attacks.

Your other heroes are immune to 'apply damage' effects.

Your other heroes are immune to 'defeat' effects.

Ongoing: Your heroes cannot take more than 3 damage from a single source at one time.

Doc Silman
Secondhand Sidekick Squad

Heroes and leaders in your unit cannot take more than 4 damage from a single source at one time.

Baron

Intercept

Forerunner has +3 Attack Strength against heroes.

You may discard this hero when your unit is attacked in melee. If you do, defeat the attacking hero.

Defeat a hero who made a melee attack during this wave.

Lord Eustace
The Blue Barons

At the start of each wave, you may freely restructure heroes to that wave of your unit. Those heroes can still attack during this wave.

Brawler

Melee attacks by heroes in your unit have +1 Attack Strength.

Forerunner has +4 Life.

+4 Attack Strength.

Ongoing: Opponents' Flank and Rear heroes lose all abilities.

Mingard Milquetoast
Heal Rad Roundhouse Rulers

Heroes and leaders in this unit can make melee attacks, even when not in melee.

Calculator

This hero's Attack Strength equals the opponent's hand size.

Forerunner has a bonus to Attack Strength equal to Supporter's Attack Strength.

Attack: Apply 2 damage to each enemy hero in the current wave.

Remove up to 4 damage from a hero and give it +1 Attack Strength during this wave per damage removed.

Rixia Van Sorrel
The Problem Solvers

As an action, you can place or remove a Flip Marker from any hero. When you recruit a hero, you may place a Flip Marker on it immediately. Heroes with Flip Markers have their Attack Strength and Life stats switched.

Coordinator

Attack Strength and Life boosts apply double to this hero.

Ranged Attack. Attacks do twice as much damage to heroes.

Ranged Attack. Takes no damage from Ranged Attacks.

Ongoing: Attack Strength and Life boosts apply double to your unit.

Vinsei Arlington
Gameday Gamblers

Attack Strength and Life bonuses on heroes (not Orders) in your unit are increased by +2 (so "Forerunner has +2 Attack Strength" would become "Forerunner has +4 Attack Strength").

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Forerunner has "The first time you make a melee attack with this hero is a free action."

Attack: Another hero in this unit makes a melee attack.

Choose an opposing leader whose unit has fewer heroes than you. Apply damage to his leader equal to the difference in your unit sizes.

Arret Draamivur
Kombat Kaisers

You can recruit up to 2 extra heroes per row. Extend your playing field to the left and right by one column each.

Doomspeaker

Intercept. When this hero would take damage, you may discard a card to prevent that damage.

Whenever forerunner attacks, the opponent discards a card at random.

Forerunner has +3 Attack Strength.

All players draw 3 cards, then discard 3 cards.

Gaspar Geddou
Heralds of the Void

When a hero in your unit would take damage, you may discard a card from your hand to prevent that damage.

Dreamseer

Your opponents play with their hands revealed.

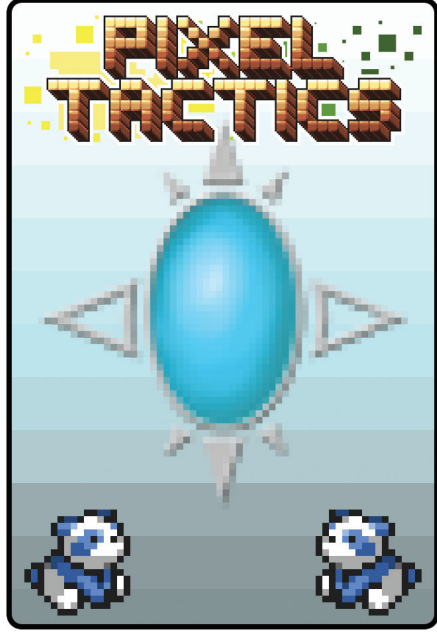
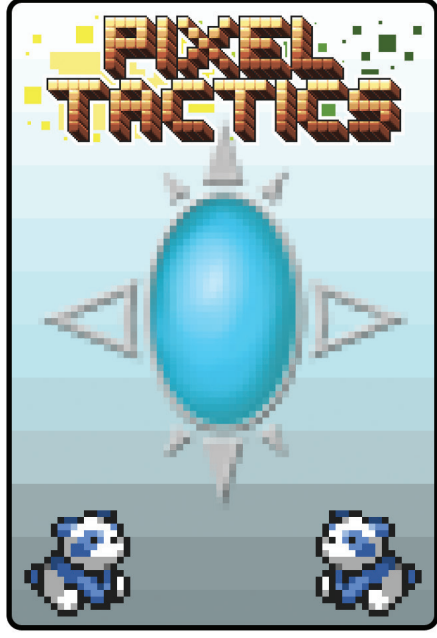
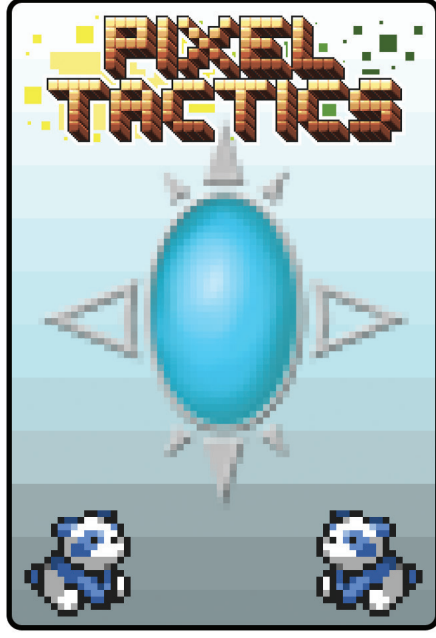
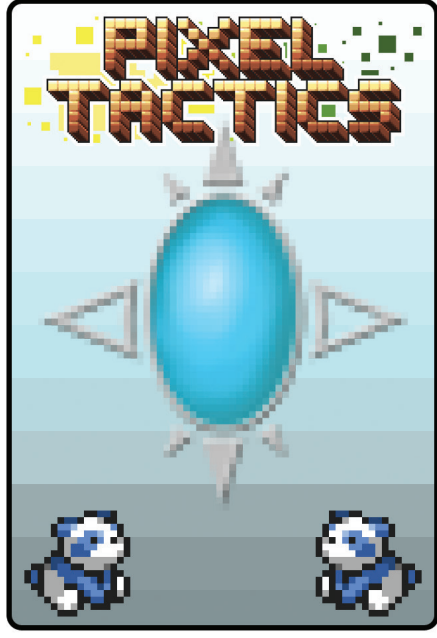
Attack: Draw a card, take another action.

Attack: Draw 2 cards, then discard one of them.

Each opponent may discard a card. If he cannot or does not, his leader takes 3 damage.

Cherri Seneca
Idea Accumulation Agents

All actions are free actions for you. You cannot take the same kind of action more than once per wave. (You can only declare one attack, do one restructure, use one draw, etc.)



Drone

2 3

Your Vanguard heroes have Intercept.

You have one additional action during the Flank turn (not the turn you play this).

Your Rear heroes have Ranged Attack.

Ongoing: Opponents' Vanguard heroes lose all abilities.

As an action, you can reshuffle any number of cards from your discard pile back into your deck. When you do, remove 2 damage from a hero for each card shuffled in this way, then draw 1 card.

Support Drone Division

Aria

Dryad

2 6

Intercept

Attack: Shuffle exactly 3 cards in your discard pile back into your deck.

Forerunner has +4 life.

Remove all damage from two heroes with at least 1 damage on them.

Foresty Fighters

Exhūtern Le Marigras

Elementalist

2 5

+3 Attack Strength

Attack: Defeat an opposing hero. That hero's controller may then defeat one of your heroes.

Attack: Discard a card, then make a Ranged Attack with +2 Attack Strength.

Ongoing: Your heroes have +2 Attack Strength.

All heroes in your unit with attack strength of two or lower have their printed attack strength changed to 3.

The Elements of Power

Archmage Demarg

Failsafe

2 6

Intercept

When your leader takes damage from an attack, you may transfer all of that damage to this hero.

When another hero would be defeated, you may defeat this hero instead and remove all damage from the other hero.

Discard your leader and put another card from your hand in its place. All damage on the old leader is transferred to the new.

As a free action once per round, you may attach a card from your hand to this leader. Remove any attached card from the game at the end of each round, then draw 1 card. You have the leader power of the attached card.

Prolific Protocol Practitioners

Alice Zero

Galaxy Mage

4 2

Attack: Discard 3 cards from the top of your deck to defeat a hero.

Attack: Discard up to 3 cards from the top of your deck. Remove 1 damage from your leader per card discarded this way.

Attack: Discard 3 cards from the top of your deck to rearrange heroes and corpses in your unit freely.

Discard the top 4 cards of any deck.

When you attack with a hero or leader, you may discard the top card of your deck. If you do, that attack has +2 Attack Strength.

Interplanar Interlopers

Oriana Vellopholettta

Gambler

2 4

+3 Attack Strength. Target an opponent's unit with your attack, and he selects a legal target for it to hit.

Attack: Name a card and reveal the top card of any deck. If you reveal the named card, its owner draws it. Otherwise, discard it.

Attack: Name a card. If that card is in your opponent's hand, he must discard it and his leader takes 3 damage.

Pick up and shuffle all heroes and corpses in the unit of your choice. Randomly deal them back into the previously occupied spaces.

When an opponent declares that they will recruit that hero or play an order, they must select that card to play at random from their hand.

Coordinated Risk Controllers

Wilhelm Barts

General

3 5

Attack: If you have a supporter, perform a melee attack, then swap places with that supporter.

Attack: If you have a forerunner, swap places with that card, then perform a melee attack.

Your vanguard heroes have +2 life.

Ongoing: Your heroes and leaders are immune to ranged attacks and 'apply damage' effects.

All heroes in both units have +2 Attack Strength. Your heroes have +2 life.

Kings of Steel

Alexian XXXVII

Golem

3 8

Super! All opposing ranged attacks must target this hero. Your unit cannot declare ranged attacks.

Attack: Do 3 damage to this hero and each enemy hero in melee.

Attack: Do 4 damage to a hero in melee.

Do 3 damage to each hero in all units.

Whenever an opponent recruits a hero, that hero restructures as far backwards as possible in the same column of his unit.

Shock and Awesome

Udstad

Gunslinger

4 4

Ranged Attack This hero can attack twice in the same wave.

Ranged Attack

Ranged Attack +4 Attack Strength when making melee attacks.

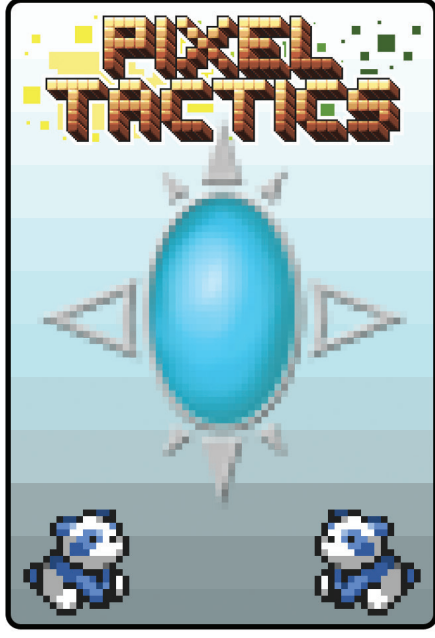
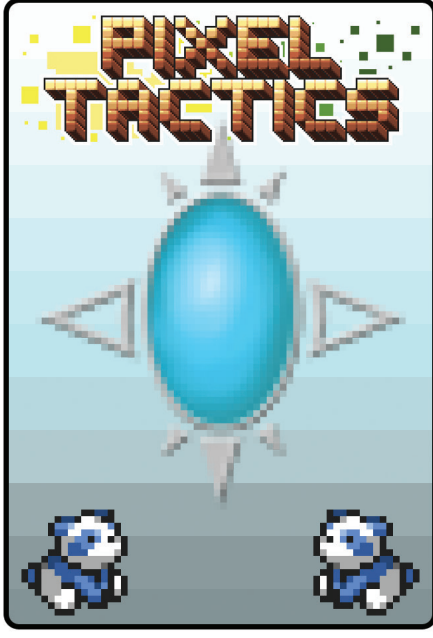
A hero in your unit makes an attack (this can be an Attack Power).

Power can only be used once per wave.

Heroes and leaders in this unit may attack twice in the same wave. These attacks can be used for Attack Powers, but each Attack Power can only be used once per wave.

Wanted Foster Boys

Gill Gorgeous



Huntress

3 4

Intercept. Ranged Attack. After you attack with this hero, restructure it.

Ranged Attack. Supporter has Ranged Attack.

Ranged Attack. Forerunner has Ranged Attack.

named Name a card. Your opponent searches his deck and hand for the named card and discards it.

After the Round 1 ceasefire, as an action, you may place a hero from your hand into play. You can use Attack Powers and Ranged Attacks in this way.

22 4 E
Eireen Lemina Kobor

Mercenary

3 4

When this hero takes damage, you can apply any amount of that damage to your leader instead.

anywhere Attack: Recruit a hero into any wave of your unit.

anywhere Attack: Defeat a hero in your unit. Do damage equal to its attack strength to all rear enemy heroes.

anywhere Ongoing: You can recruit to any wave of your unit when recruiting.

You can attack during the round 1 ceasefire. You can only attack once per round. Heroes can only attack during the round 1 ceasefire.

20 4 E
Gerard Matranga

Professor

1 5

Attack: Return this hero to your hand and recruit another hero in its place.

Attack: Clear up to 3 corpses.

Attack: Restructure up to 4 times.

Return an allied hero to your hand. Play another hero in its place.

You can recruit to any empty slot in your unit, regardless of the current wave.

17 2 E
Xel Ezra

Repossessor

2 6

Intercept

Whenever a corpse is cleared, place it at the bottom of its owner's deck.

Attack: Cancel and discard an ongoing order.

take Take a random card from an opponent's hand and add it to your hand.

When you take a Draw action, you may draw a card from your hand with a random card from the opponent's hand.

23 2 E
Endrbyt

Shadow

3 5

+1 Attack strength for each empty space in your vanguard.

Whenever an enemy hero is defeated, draw a card.

Ranged attack. +1 Attack strength for each empty space in your rear.

Return another hero in your unit to your hand, and put this hero in its place.

As an action, you may discard a hero to remove damage equal to the discarded hero's life from a hero in your unit.

16 4 E
Alumis

Spy

3 5

Intercept. Attack Powers and Orders cannot apply damage to your heroes.

'Defeat' effects cannot target your other heroes.

When an order is played, you may reveal the same-named card from your hand to cancel and discard that order.

same Search your deck for a hero in your opponent's unit. If you find it, discard it to defeat the opponent's hero.

Whenever a hero dies in any unit, you may clear its corpse as a free action. If you do this to an opponent's hero, also draw a card.

22 3 E
Barnabas Mikal

Zone Warrior

4 3

Intercept Supporter is immune to 'apply damage' effects.

Supporter has Ranged Attack.

Your Rear heroes' ranged attacks can ignore intercept.

Draw 7 cards, then discard 7 cards.

Attacking with this leader is a free action. Whenever a hero in this unit attacks, you must restructure that hero. You cannot recruit if you would not have at least 1 empty space in this unit.

6 3 E
Varles

Second Player Current Wave

The first player takes two actions with his current wave. Then the second player takes two actions with his current wave.

After this, move the Current Wave marker back to the next wave.

Once all waves are completed, first and second player trade badges, and the game resumes with the vanguard wave.



Action Reference

RECRUIT
To recruit, place a hero from your hand into any empty place in your current wave. Heroes recruited during this wave may not attack.

ATTACK
Choose a hero who has not performed an attack action. He may make a melee attack. Heroes with Ranged Attacks or Attack Powers may use these effects instead.

ORDER
Play a hero from your hand for its Order effect, then place it into your discard pile.

CLEAR CORPSE
Place a corpse from your unit into your discard pile.

DRAW
Draw one card from your deck.

RESTRUCTURE
Move a hero from any position in your unit to any empty position in your unit. A hero cannot move and attack during the same wave.



Shekhtur Lenmorre

Kamikaze Shock Squad



4

19

Whenever a hero in this unit is defeated, that hero immediately makes a free melee attack. (The damage from this attack occurs after checking all casualties if it happens during the end of a wave.)

Baenvier Marlgrove

Anathematic Antagonists



4

23

At the end of each round, place a Curse Counter on this leader. Once per wave as a free action, you can discard a Curse Counter to give heroes you control +2 Attack Strength and to skip casualty checks for that wave.

Cadenza

Clockwork Infantry Division



4

20

Your heroes and leader take 1 less damage from attacks.

Kaitlyn Van Sorrel

Planar Patrolers



2

16

You can use Restructure actions to affect your opponent's unit. It takes two actions to restructure enemy heroes with the Intercept ability.

Devil's Advocate

1

4

You determine the legal targets of your opponents' melee attacks against your unit.

Attack: An opponent defeats a hero in your unit, then you may defeat a hero in that opponent's unit.

Attack: An opponent picks one for you to do:
- Draw 2 cards
- Apply 3 damage to a hero.

GAME OVER or If your opponent agrees, the current game ends in a draw. Otherwise, draw 2 cards.

At the end of each round, you may propose an alteration to the game's rules that will affect all players. If all players agree, the rule stands for this game. Otherwise, you may draw 2 cards.

Grimesby Tape the Town Red

Robot

3

5

When this hero's melee attack defeats a hero, remove that hero from this game and the next game.

Attack: Move an enemy hero to any unoccupied space in the same unit.

Attack: Defeat a hero in your unit and another hero in any opponent's unit.

2 ft. Throw this card onto the table from a height of 2 feet. Any heroes it overlaps are defeated.

you may after the game state freely when your opponent is not watching. If you undo them and this leader loses 4 life. After a complete wave passes, all changes stand.

Mark PTO Titans of Troublemaking

Game Geek

3

5

+1 Attack Strength for every game you have won today against the opponent.

Attack: Flip a coin. If it comes up heads, defeat a hero of choice. Otherwise, defeat this hero.

Attack: Draw a card for each game you have lost today against the opponent.

Draw 2 cards now, and then again at the beginning of the next game with this same opponent.

later

Heroes in this unit have +1 Attack Strength and +1 Life for each game of Pixel Tactics you have lost against the opponent since you last won a game against him/her. When you win a game with this leader, you pick the next game.

Ernie the Geek The Game Masters

Mech Pilot

2

5

Ranged Attack

Forerunner has +2 Attack Strength

Attack: Target player discards a card from his hand face-down to an empty space in his unit.

Ongoing: Target hero has +2 Attack Strength, +2 Life, Intercept, and is immune to 'defeat' effects.

When you recruit a hero, you may place a card from your hand face-down beneath it. That hero has +2 Attack Strength, Intercept, +2 Life, and is immune to 'defeat' effects. (Clear corpse clears only one card at a time.)

Goichi Matsuda You've Been Framed

CCG Player

0

4

Attack: Discard your hand, then defeat an enemy hero.

Attack: If your leader has less damage than your opponent's leader, apply 2 damage to your opponent's leader.

Your Vanguard Heroes are not affected by 'defeat' effects.

Reshuffle!

Reshuffle your discard pile and hand into your deck, then draw 2 cards. Remove this card from the game.

At the start of each of your turns, draw a card.

You cannot use the 'draw' action.

Deques Apprenti Deckbuilding Duellists

