**ENRAGED T-REX (15 HP)**

**DINOSAUR**

At the end of the environment turn, this card deals the target other than itself with the second highest HP 5 melee damage.

Belching with rage, the colossal Tyrannosaurus Rex burst through the trees, snapping eagerly at the heels of the fleeing citizens.

Art by Adam Rothbard, ©2014-2015 Greater Than Games, LLC

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**RIVER OF LAVA**

At the end of the environment turn, each hero may destroy 1 or their equipment cards. Deal any hero that does not destroy an equipment card 1 fire damage.

At the start of the environment turn, if each player discards the top 3 cards of their deck, destroy this card.

The fast flowing stream of molten rock burned a path through the forest, consuming all it touched.

Art by Jamie Nystrom, ©2014-2015 Greater Than Games, LLC

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**OBSIDIAN FIELD**

Increase all damage dealt by 1.

At the end of their turn, 1 player may discard 2 cards to destroy this card.

The shining black field stood as a stark, lifeless clearing in the otherwise verdant landscape.

Art by Adam Rothbard, ©2014-2015 Greater Than Games, LLC

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**VELOCIRAPTOR PACK (5 HP)**

**DINOSAUR**

At the end of the environment turn, this card deals the non-environment target with the lowest HP x melee damage, where x is the number of Velociraptor packs in play times 2.

"Clever Sulf," Bunker growled as he noticed the second Velociraptor stalking through the tall grass toward him...

Art by Adam Rothbard, ©2014-2015 Greater Than Games, LLC

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**PRIMORDIAL PLANT LIFE**

When the card enters play, each hero may destroy 1 of their ongoing cards. Deal any hero that destroys an ongoing card 2 toxic damage. Deal any hero that does not destroy an ongoing card 4 toxic damage.

At the end of the environment turn, destroy this card.

The ancient vines wrapped tighter and tighter, rolling forward ever closer to a green-haired man, dripping with digestive acids.

Art by Adam Rothbard, ©2014-2015 Greater Than Games, LLC

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**VOLCANIC ERUPTION**

At the start of the environment turn, deal each target 3 fire damage. At the start of their turn, a player may skip the rest of their turn to destroy this card.

When this card is destroyed, move 1 copy of the card obsidian field from the environment trash into play.

Blasting a dense cloud of ash into the sky, the volcano was lit only by the fire burning across the island as the lava raced towards the heroes.

Art by Adam Rothbard, ©2014-2015 Greater Than Games, LLC

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**PTERODACTYL THIEF (5 HP)**

**DINOSAUR**

At the start of the environment turn, destroy all equipment cards, put cards destroyed this way beneath this card. Then, this card deals each hero target x sonic damage, where x is the number of cards beneath this card.

With a screech, the giant prehistoric creature dove towards the heroes, attracted by the smell of one of Extinction’s weapons.

Art by Adam Rothbard, ©2014-2015 Greater Than Games, LLC
MEGALOPOLIS

CRAMPED QUARTERS COMBAT

CHANGE THE TYPE OF ALL DAMAGE TO MELEE DAMAGE.
INCREASE ALL DAMAGE DEALT BY 1.
AT THE START OF THE ENVIRONMENT TURN, DESTROY THIS CARD.

THE HEROES DODGED EACH OTHER, EACH STRUGGLING TO GET TO GRIND WARD'S WIDOW BEFORE HE COULD RISE ANOTHER BLAST OF TERRIBLE ENERGY.

ART BY ADAM ROOFTOP, @2003-2003 GREATER THAN GAMES, LLC.

PLUMMETING MONORAIL (10 HP)

TRAIN
AT THE START OF THE ENVIRONMENT TURN, THIS CARD DEALS 2 TARGETS WITH THE HIGHEST HP 5 MELEE DAMAGE EACH.

"LOOK OUT!" LEGACY SHOUTED, FLYING AS FAST AS HE COULD TO STOP THE TRAIN BEFORE IT CRUSHED INOCES IN ITS PATH.

ART BY ADAM ROOFTOP, @2003-2003 GREATER THAN GAMES, LLC.

HOSTAGE SITUATION

HERO CARDS CANNOT BE PLAYED.
AT THE START OF THE ENVIRONMENT TURN, EACH PLAYER MAY DISCARD 1 CARD EACH TO DESTROY THIS CARD.

"COME ON, HERO... TAKE ANOTHER STEP." THREATENED THE MASKED MAN. THE WEALTH NEGLECTED AS THE VILLAIN'S CAPTIVE CRIED OUT AGAIN IN FEAR.

ART BY ADAM ROOFTOP, @2003-2003 GREATER THAN GAMES, LLC.

POLICE BACKUP

AT THE END OF THE ENVIRONMENT TURN, DEAL 1 PSYCHIC DAMAGE TO THE VILLAIN TARGET WITH THE HIGHEST HP.
WHENEVER A VILLAIN CARD WOULD MAKE A PLAYER DISCARD A CARD, DESTROY THIS CARD.

WHILE SOMETIMES AT CODES WITH "COSTUMED VENGEANCE", WHEN THE CITIES OF THE SUN BEGAN THEIR INVASION OF MEGALOPOLIS IT WAS CLEAR WHICH SIDE THE POLICE WERE ON.

ART BY ADAM ROOFTOP, @2003-2003 GREATER THAN GAMES, LLC.

IMPEXING CASUALTY

AT THE START OF THE ENVIRONMENT TURN, EACH HERO MAY DESTROY 1 OF THEIR ONGOING CARDS. THIS CARD DEALS ANY HERO THAT DOES NOT DESTROY AN ONGOING CARD 3 PSYCHIC DAMAGE.
AT THE END OF THE ENVIRONMENT TURN, 1 PLAYER MAY DISCARD 1 CARD TO DESTROY THIS CARD.

THE SCENE WAS A BLEAK ONE. CHINOOK'S DRONES HAD OBSERVED THE CITY, IT WAS ALL THE HEROES COULD DO TO SAVE THE VICTIM VICTIMS THEY CAME ACROSS.

ART BY ADAM ROOFTOP, @2003-2003 GREATER THAN GAMES, LLC.

ROOFTOP COMBAT

INCREASE ALL DAMAGE DEALT BY 1.
WHEN THIS CARD ENTERS PLAY, DESTROY ALL OTHER ENVIRONMENT CARDS. WHILE THIS CARD IS IN PLAY, ENVIRONMENT CARDS CANNOT BE PLAYED.

WHEN HERO TARGETS DEAL NON-HERO CHARACTER CARDS 10 OR MORE DAMAGE IN A SINGLE ROUNDS, DESTROY THIS CARD.

"LET'S TAKE THIS RIGHT TO THE ROOF!" THE WREATH YELLED AS SHE UNCOILED HER GRABBING HOOK.

ART BY ADAM ROOFTOP, @2003-2003 GREATER THAN GAMES, LLC.

PAPARAZZI ON THE SCENE

HEROES CANNOT USE POWERS.
AT THE START OF THE ENVIRONMENT TURN, EACH PLAYER MAY DISCARD 1 CARD EACH TO DESTROY THIS CARD.

THE BRIGHT LIGHTS OF THE FLASHLIGHTS BLUNDERED SLICKER'S BROTHER AS THE PRESS CASUALLY TOOK SNAPSHOT AFTER SNAPSHOT OF THE HEROES IN ACTION.

ART BY ADAM ROOFTOP, @2003-2003 GREATER THAN GAMES, LLC.

TARGETING INNOCENTS (10 HP)

TRAFFIC PILEUP (10 HP)

PLAYERS CANNOT DRAW CARDS.

BLADE'S ATTACK CAUSED A PANIC RESULTING IN A PILEUP ON THE FREEWAY. THE HEROES WOULD HAVE TO GET PAST THE WALL OF VEHICLES TO CONFIRM THE MAD SCIENTIST!

ART BY ADAM ROOFTOP, @2003-2003 GREATER THAN GAMES, LLC.
ATLANTEAN FONT OF POWER

AT THE END OF THE ENVIRONMENT TURN, PLAY THE TOP CARD OF THE VILLAIN DECK. PLAY THE TOP CARD OF EACH HERO DECK IN TURN ORDER. IF THE PLAYED CARD IS A LIMITED CARD ALREADY IN PLAY, DISCARD THAT CARD AND PLAY THE NEXT CARD.

AT THE START OF THE ENVIRONMENT TURN, DESTROY THIS CARD.

PHOSPHORESCENT CHAMBER

INCREASE DAMAGE DEALT BY 1. INCREASE HP RECOVERY BY 1.

AT THE END OF THE ENVIRONMENT TURN, EACH PLAYER MUST DISCARD A CARD.

AT THE START OF THE ENVIRONMENT TURN, EACH PLAYER MAY DISCARD 1 CARD TO DESTROY THIS CARD.

HALLWAY COLLAPSE

WHEN THIS CARD ENTERS PLAY, DEAL EACH TARGET 5 MILEE DAMAGE.

AT THE END OF THE ENVIRONMENT TURN, DESTROY THIS CARD.

THE KRAKEN (15 HP)

APPENDAGE

THE MIGHTY TENTACLE BURST THROUGH THE NURBINES IN THE CEILING OF THE ROOM, THE STONE WALLS CRACKED AS A PILLAR OF WATER BEGAN TO FLOW AROUND THE HEROES.

THE MIGHTY TENTACLE BURST THROUGH THE NURBINES IN THE CEILING OF THE ROOM, THE STONE WALLS CRACKED AS A PILLAR OF WATER BEGAN TO FLOW AROUND THE HEROES.

LEAKING ROOM

PLAYERS CANNOT PLAY HERO CARDS, INCREASE ALL LIGHTNING DAMAGE BY 2.

AT THE START OF THE ENVIRONMENT TURN, DESTROY THIS CARD.

THE PILLARS OF HERCULES

PLAYERS MAY PLAY AN ADDITIONAL CARD, USE ADDITIONAL POWER, AND DRAW AN ADDITIONAL CARD ON THEIR TURNS. AT THE START OF EVERY TURN, PLAY THE TOP CARD OF THE VILLAIN DECK.

AT THE START OF THEIR TURN, A PLAYER MAY SKIPE THE REST OF THEIR TURN TO DESTROY THIS CARD.

Mystical Defenses (15 HP)

AT THE END OF THE ENVIRONMENT TURN, THIS CARD DEALS EACH NON-ENVIRONMENT TARGET 2 ENERGY DAMAGE.

TOXIC SEAWeed

WHENEVER A HERO USES A POWER, DEAL 1 MINUS 1 DAMAGE.

AT THE END OF THE ENVIRONMENT TURN, 1 PLAYER MAY DISCARD THEIR HAND TO DESTROY THIS CARD.

THE DAMP GREEN LEAVES THAT CLOTH TO THE ANCIENT WALLS REEKED OF ROTTING BLOOD REPLACING THOSE WHO ENTERED THE ROOM.
**WAGNER MARS BASE**

**FIRE IN THE BIOSPHERE**

At the end of the environment turn, this card deals each target 2 fire damage. Each hero must either destroy 1 of their incoming cards or take 2 more fire damage.

At the start of the environment turn, 1 player may discard 1 card to destroy this card.

**PERVASIVE RED DUST**

At the end of the environment turn, destroy 2 equipment cards.

At the start of the environment turn, if each player discards 1 card, destroy this card. When this card is destroyed, each player may put 1 equipment card from their trash into play.

**MAINTENANCE LEVEL**

At the end of the environment turn, play the next environment card.

At the start of the environment turn, if each player shuffles their trash into their hero deck, destroy this card. When this card is destroyed, if "self-destruct sequence" is in play, put this card on top of the countdown pile.

**SELF-DESTRUCT SEQUENCE**

When this card comes into play, put the top 2 cards of the environment deck face down next to it. That pile is the countdown pile. If the countdown pile is ever empty, everyone dies, game over.

At the start of their turn, a player may skip the rest of their turn to put the top card of the environment deck onto the countdown pile.

At the start of the environment turn, if the countdown pile contains [equipment], plus 1 card, the sequence has been aborted and the countdown pile and this card are destroyed. Otherwise, discard top card of the countdown pile.

**METEOR STORM**

All targets are immune to damage.

At the start of their turn, a player may skip the rest of their turn to destroy this card.

**VILLAINOUS WEAPONRY (5 HP)**

Increase damage dealt by villain targets by 1.

**OXYGEN LEAK**

Reduce all fire damage by 2. At the end of the environment turn, 1 player may discard 1 card to destroy this card.

At the start of the environment turn, deal each target 1 toxic damage, with each the number of cards in the environment trash.

*Gasping for breath, Haka blamed his pursuers into the emergency fuel control panel. "Work, damn you!"*