UNCHANGED CARDS

- Character Card
- Cold Snap
- Cryo Chamber
- Fueled Freeze
- Glacial Structure
- Hoarfire
- Impale
- Isothermal Transducer
- Modular Realignment
- Null-Point Calibration Unit
- Sub-Zero Atmosphere
- Thermal Shockwave

CHANGED CARDS

- Coolant Blast

ONBOARD MODULE INSTALLATION

- You may draw a card.
- Search your deck for a module card and put it into your hand.
- Shuffle your deck.
- You may play a card.
UNCHANGED CARDS

CHARACTER CARD
AMMO DROP
AUXILIARY POWER SOURCE
DECOMMISSIONED HARDWARE
EXTERNAL COMBUSTION
FLAK CANNON
GATLING GUN
GRENADE LAUNCHER
HEAVY PLATING
MAINTENANCE UNIT
OMNI-CANNON

CHANGED CARDS

ADHESIVE FOAM GRENADE

ENVIRONMENT CARDS CANNOT BE PLAYED UNTIL THE START OF YOUR NEXT TURN.

NOT ALL HEAVY WEAPONS DO MASSIVE DAMAGE.

RECHARGE MODE

WHEN THIS CARD ENTERS PLAY, DESTROY ALL OTHER MODE CARDS.

YOU CANNOT PLAY CARDS OR USE POWERS. YOU MAY DRAW AN ADDITIONAL CARD DURING YOUR DRAW PHASE. REDUCE DAMAGE DEALT TO BUNKER BY 1. AT THE START OF YOUR TURN, YOU MAY DESTROY THIS CARD.

TACHYOM: "I’VE GOT A SPARE D-CELL BUNKER. I Doubted to fill it with." FREDOM AND RIOART BY ADAM LETTERER. ©2021-2023 TANNER BUNKER, LLC

TURRET MODE

WHEN THIS CARD ENTERS PLAY, DESTROY ALL OTHER MODE CARDS.

YOU CANNOT PLAY OR DRAW CARDS. YOU MAY USE AN ADDITIONAL POWER DURING YOUR POWER PHASE. INCREASE DAMAGE DEALT BY BUNKER BY 1. AT THE START OF YOUR TURN, YOU MAY DESTROY THIS CARD.

UPGRADE MODE

WHEN THIS CARD ENTERS PLAY, DESTROY ALL OTHER MODE CARDS.

YOU MAY PLAY AN ADDITIONAL CARD DURING YOUR PLAY PHASE. YOU CANNOT USE POWERS. AT THE START OF YOUR TURN, YOU MAY DESTROY THIS CARD.

"IT’S ALL ABOUT THE RIGHT TOOLS FOR THE JOB AND BY TOOLS, I MEAN GUNS." BUNKER, FREEDOM AND RIO

ART BY ADAM LETTERER. ©2021-2023 TANNER BUNKER, LLC
UNCHANGED CARDS

BRUTAL CENSURE
CONSECRATED GROUND
EMBOLDEN
HOLY NOVA
PRAYER OF DESPERATION
SACROSANCT MARTYR
SANCTIFYING STRIKE
SMITE THE TRANSGRESSOR
UNDAunted
WRATHFUL RETRIBUTION

CHANGED CARDS

“ABSOLUTION”

EQUIPMENT, RELic, LIMITED
WHEN THIS CARD ENTERS PLAY, FANATIC REGAINS 1 HP.
POWER: SELECT MELEE, FIRE, OR RADIANT AS THIS CARD’S DAMAGE TYPE. FANATIC DEALS 1 TARGET 1 DAMAGE OF THAT TYPE.

“ABSOLUTION YOU ARE CALLED, AND ABSOLUTION YOU SHALL DELIVER…”
FANATIC ABSOLUTION #1

ART BY ADAM ROBERTS. ©2023-2015 GREATER Than MANGE LLC

CHASTISE

PLAY NEXT TO A TARGET OTHER THAN A CHARACTER CARD. THAT TARGET IS IMMUNE TO DAMAGE AND CANNOT DEAL DAMAGE.

AT THE START OF YOUR TURN, EITHER FANATIC DEALS HERSELF 2 PSYCHIC DAMAGE OR THIS CARD IS DESTROYED.

“BE STILL.”
FANATIC MYSTERY COMES SOON

ART BY ADAM ROBERTS. ©2023-2015 GREATER Than MANGE LLC

AEGIS OF RESURRECTION

EQUIPMENT, RELic, LIMITED
WHEN FANATIC DROPS TO 0 OR FEWER HP, RESTORE FANATIC TO 10 HP. THEN, DESTROY THIS CARD.

“THINE ARMOR, IT SUSTENETH ME.”
FANATIC RESURRECTION #1

ART BY ADAM ROBERTS. ©2023-2015 GREATER Than MANGE LLC

DIVINE FOCUS

AT THE START OF EVERY TURN, YOU MAY DISCARD A CARD. IF YOU DO, FANATIC DEALS THE VILLAIN TARGET WITH THE HIGHEST HP 2 RADIANT DAMAGE.

“FEEL THE UNDYING WRATH OF THE LORD!”
FANATIC, STRANGER IN A STRANGEN WORLD #9

ART BY ADAM ROBERTS. ©2023-2015 GREATER Than MANGE LLC

FINAL DIVE

DESTROY A TARGET WITH 4 OR FEWER HP, OTHER THAN A CHARACTER CARD.
FANATIC DEALS 1 TARGET X PROJECTILE DAMAGE, WHERE X = THE DESTROYED TARGET’S CURRENT HP BEFORE IT WAS DESTROYED.

“MEET THY MAKER.”
FANATIC ABSOLUTION #12

ART BY ADAM ROBERTS. ©2023-2015 GREATER Than MANGE LLC

DIVINE SACRIFICE

FANATIC DEALS UP TO 3 TARGETS 1 IRREDUCIBLE RADIANT DAMAGE EACH.
DAMAGE DEALT BY THOSE TARGETS IS REDIRECTED TO FANATIC UNTIL THE START OF YOUR NEXT TURN.

“FACE ME AND TREMBLE!”
FANATIC, BAPTIST BY FIRE #6

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ZEALOUS OFFENSE

AT THE START OF YOUR TURN, SELECT UP TO 2 NON-CHARACTER CARD TARGETS. THOSE TARGETS CANNOT DEAL DAMAGE UNTIL THE START OF YOUR NEXT TURN.
AT THE END OF YOUR TURN, IF YOU HAVE NOT DEALT AT LEAST 5 DAMAGE THIS TURN, DESTROY THIS CARD.

“REPEL!”
FANATIC RESURRECTION #7

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END OF DAYS

AT THE START OF THE ENVIRONMENT TURN, DESTROY ALL CARDS IN PLAY, OTHER THAN THIS CARD, CHARACTER CARDS, AND RELICS.
THEN, DESTROY THIS CARD.

“THE SIGHT UPON THIS LAND BE CLEANSED!”
FANATIC ABSOLUTION #8

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UNCHANGED CARDS

CHARACTER CARD
ELBOW SMASH
ENDURING INTERCESSION
HAKA OF BATTLE
HAKA OF RESTORATION
HAKA OF SHIELDING
PUNISH THE WEAK
RAMPAGE
TA MOKO
TAIAHA
VITALITY SURGE

CHANGED CARDS

DOMINION
Whenever an Environment Card is destroyed, you may draw a card.

GROUND POUND
When this card enters play, discard 2 cards or destroy this card. Non-hero cards cannot deal damage. At the start of your turn, destroy this card.

SAVAGE MANA
Whenever Haka destroys a target, you may put that card beneath this card.
Power: Destroy all cards beneath this card. Haka deals 1 target x toxic damage, where x = the number of cards destroyed this way times 2.

"The essence of defeated opponents serves well to strengthen a warrior." - Ambrose, the Drifter, 1915
UNCHANGED CARDS

INCAPACITATED ABILITIES
BACK-FIST STRIKE
BOLSTER ALLIES
FLYING SMASH
FORTITUDE
LEAD FROM THE FRONT
MOTIVATIONAL CHARGE
NEXT EVOLUTION
SUPERHUMAN DURABILITY
SURGE OF STRENGTH
THE LEGACY RING
“THOKK!”

CHANGED CARDS

INNATE POWER

DANGER SENSE

HEROIC INTERCEPTION

INSPIRING PRESENCE

TAKE DOWN

VILLAIN CARDS CANNOT BE PLAYED.
AT THE END OF YOUR TURN, THE VILLAIN
TARGET WITH THE HIGHEST HP DEALS
LEGACY 2 ENERGY DAMAGE.
AT THE START OF YOUR TURN, DESTROY
THIS CARD.

“YOUR INJUSTICES END HERE!”
- LEGACY, AMERICA’S FINEST LEGACY #328

LEGACY IS IMMUNE TO DAMAGE FROM
ENVIRONMENT CARDS.

“TOO CLOSE! TOO CLOSE FOR COMFORT!”
- LEGACY, JUSTICE COMIC #99

WHEN THIS CARD ENTERS PLAY, LEGACY
DEALS HIMSELF 3 MILEE DAMAGE.
HERO TARGETS OTHER THAN LEGACY ARE
IMMUNE TO DAMAGE.
AT THE START OF YOUR TURN, DESTROY
THIS CARD.

“NO SACRIFICE TOO GREAT!”
- YOUNG LEGACY, FORESTHIRE IRON #1

WHEN THIS CARD ENTERS PLAY, EACH HERO
TARGET REGAINS 1 HP.
INCREASE DAMAGE DEALT BY HERO
TARGETS BY 1.

FOR FREEDOM, FOR LIBERTY,
FOR JUSTICE... FOR AMERICA!
- LEGACY, INDEPENDENCE DAY APPRECIATION!

ART BY ASHANG ROBERTSON. ©2015-2023 BETTER THAN BARKER, LLC.
UNCHANGED CARDS
BLAZING TORNADO
EXCAVATION
FIRE BLAST
FLAME SPIKE
INFERNO
LIVING CONFLAGRATION
SCORCHED EARTH
SOLAR FLARE
SUMMON STAFF
WRATHFUL GAZE

CHANGED CARDS
DRAWN TO THE FLAME
POWER: RA DEALS EACH NON-HERO TARGET \( x \) FIRE DAMAGE, WHERE \( x \) = THE NUMBER OF VILLAIN ONGOING CARDS IN PLAY.

FLAME BARRIER
THE FIRST TIME RA IS DEALT DAMAGE BY A TARGET EACH TURN, RA DEALS THAT TARGET \( 2 \) FIRE DAMAGE.

FLESH OF THE SUN GOD
RA IS IMMUNE TO FIRE DAMAGE.

THE STAFF OF RA
EQUIPMENT, RELIC, LIMITED
WHEN THIS CARD ENTERS PLAY, RA REGAINS 3 HP.
INCREASE DAMAGE DEALT BY RA BY 1.
POWER: RA DEALS 1 TARGET 3 PROJECTILE DAMAGE, DESTROY THIS CARD.

IMBUED FIRE
INCREASE ALL FIRE DAMAGE BY 1.
CHANGE THE DAMAGE TYPE OF DAMAGE DEALT BY HERO TARGETS TO FIRE.
POWER: DESTROY THIS CARD.

"BLENNED IS THE SUN AND CURSES FOR THOSE WHO OPPOSE YOU."
- RA, BAPTISM BY FIRE 88
UNCHANGED CARDS

CHARACTER CARD
ACCELERATED ASSAULT
BLINDING SPEED
HUD GOGGLES
HYPERSPEED ASSAULT
LIGHTSPEED BARRAGE
NIMBLE STRIKE
PUSHING THE LIMITS
QUICK INSIGHT
RESEARCH GRANT
SONIC VORTEX
SUCKER PUNCH
SUPERSPEED RESPONSE
SYNAPTIC INTERRUPTION

CHANGED CARDS

FLEET OF FOOT

EACH PLAYER MAY DRAW A CARD.
YOU MAY PLAY A CARD.

“DUDE, YOU ARE NOT MY NEMESIS!”
— TACHYON, LIGHTSPEED +

LIGHTNING REFLEXES

YOU MAY PLAY UP TO 2 CARDS NOW.

“WE’RE UNDER ATTACK! SUIT UP!”
— TACHYON, FREEDOM FIVE ANNUAL #1

ART BY ASH NAGHTFALD. ©SQUIRREL SQUAD, INC. (VOL. 1)
UNCHANGED CARDS

INNATE POWER
AQUATIC CORRESPONDENCE
BALL LIGHTNING
CHAIN LIGHTNING
ELECTRICAL STORM
ELEMENTAL SUBWAVE INDUCER
FLASH FLOOD
GRIEVIOUS HAIL SOTRM
LIGHTNING SLASH
LOCALIZED HURRICANE
OTHERWORLDLY RESILIENCE
RECLAIM FROM THE DEEP

CHANGED CARDS

INCAPACITATED ABILITIES

1. ONE HERO MAY USE A POWER NOW.
2. HEROES ARE IMMUNE TO A DAMAGE TYPE OF YOUR CHOICE UNTIL THE START OF YOUR NEXT TURN.
3. ONE PLAYER MAY TAKE AN ONGOING CARD FROM THEIR TRASH INTO THEIR HAND.

CLEANSING DOWNPOUR

POWER: EACH HERO TARGET REGAINS 2 HP.

“WATER CURSED WALE STILL IN THE ATMOSPHERE PRODUCES A MOST RESTORING RAIN.”
- TEMPEST, FREEDOM FOR ANIMAL ALL

GENE-BOUND SHACKLES

INCREASE DAMAGE DEALT BY TEMPEST TO THE VILLAIN TARGET WITH THE HIGHEST HP BY 2.

VIVAX DALTON BROKE FREE FROM THE WRECKAGE, BUT HE KEPT THE SHACKLES AS A REMINDER... AND A PROMISE.

INTO THE STRATOSPHERE

SELECT 1 NON-INDESTRUCTIBLE VILLAIN CARD IN PLAY, OTHER THAN A CHARACTER CARD, AND PUT IT ON TOP OF THE VILLAIN DECK.

TEMPEST DEALS THE VILLAIN TARGET WITH THE HIGHEST HP 2 PROJECTILE DAMAGE.

“AWAY WITH YOU!”
- TEMPEST, JURASSIC COMES AROUND
UNCHANGED CARDS

CHARACTER CARD
CEREBRAL HEMORRHAGE
FORESIGHT
MASS LEVITATION
MENTAL DIVERGENCE
MIND SPIKE
PRECognition
PROPHETIC VISION
PSYCHIC MAELSTROM
SUGGESTION
TELEKINETIC COCOON
TWIST THE ETHER

CHANGED CARDS

BRAIN BURN
PUT THE VILLAIN TRASH ON THE BOTTOM OF THE VILLAIN DECK.
THE VISIONARY DEALS HERSELF X PSYCHIC DAMAGE, WHERE X = THE NUMBER OF CARDS REMOVED FROM THE VILLAIN TRASH THIS WAY.

DECOY PROJECTION (5 HP)

DISTORTION, LIMITED
WHENEVER THE VISIONARY WOULD BE DEALT DAMAGE, REDIRECT THAT DAMAGE TO THIS CARD.

DEMORALIZATION
AT THE START OF YOUR TURN, THE VISIONARY DEALS EACH VILLAIN TARGET 1 PSYCHIC DAMAGE.

WREST THE MIND
PLAY THIS CARD NEXT TO A TARGET, OTHER THAN A CHARACTER CARD.
WHENEVER THAT TARGET DEALS DAMAGE, YOU MAY REDIRECT THAT DAMAGE TO ANOTHER TARGET. IF YOU DO, THE VISIONARY DEALS THE CARD'S TARGET AND HERSELF 1 PSYCHIC DAMAGE EACH. IF THE TARGET LEAVES PLAY, DESTROY THIS CARD.

THE FREE-MINDS ARE ALWAYS SUSCEPTIBLE TO SUGGESTION.
THE VISIONARY, AND OVER MATTER #1.
UNCHANGED CARDS

INCAPACITATED ABILITIES
COMBAT STANCE
GRAPPLING HOOK
IMPROMPTU INVENTION
INFRARED EYEPIECE
INVENTORY BARRAGE
MEGA COMPUTER
MICRO TARGETING COMPUTER
RAZOR ORDNANCE
SMOKE BOMBS
SUTURE SELF
THROWING KNIVES
TRUST FUND

CHANGED CARDS

INNATE POWER

STEALTH
POWER: REDUCE THE NEXT DAMAGE THAT WOULD BE DEALT TO THE WRAITH BY 1.

STUN BOLT

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

THROAT JAB

THE WRAITH DEALS 1 TARGET 2 MELEE
DAMAGE.

THE TARGET DEALT DAMAGE THIS WAY
CANNOT DEAL DAMAGE UNTIL THE START
OF YOUR NEXT TURN.

UTILITY BELT

YOU MAY USE AN ADDITIONAL POWER
DURING YOUR POWER PHASE.

BUNKER: "A LIVE RIGHT"
THE WRAITH: "THE TRUE COUNSELOR ALWAYS
CARRIES EVERYTHING SHE NEEDS
IN HER LOYALTY BELT TIES!"

- FREEDOM THE WRAITH