

BARON BLADE

UNCHANGED CARDS

BLADE BATTALION
DEVIOUS DISRUPTION
FLESH-REPAIR NANITES
HASTEN DOOM
LIVING FORCE FIELD
MOBILE DEFENSE PLATFORM

CHANGED CARDS

CHARACTER CARD - TEXT FRONT

TERRALUNAR IMPULSION BEAM INVENTOR

SETUP

AT THE START OF THE GAME, PUT BARON BLADE'S VILLAIN CHARACTER CARDS INTO PLAY, TERRALUNAR IMPULSION BEAM INVENTOR SIDE UP.

SEARCH THE VILLAIN DECK FOR THE CARD MOBILE DEFENSE PLATFORM AND PUT IT INTO PLAY. SHUFFLE THE VILLAIN DECK.

GAME PLAY

AT THE START OF THE VILLAIN TURN, IF THERE ARE 15 OR MORE CARDS IN THE VILLAIN TRASH, BARON BLADE'S TERRALUNAR IMPULSION BEAM ACTIVATES, PULLING THE MOON INTO THE EARTH. GAME OVER.

WHEN BARON BLADE WOULD BE DESTROYED, FLIP BARON BLADE'S VILLAIN CHARACTER CARDS INSTEAD.

ADVANCED

AT THE END OF THE VILLAIN TURN, DISCARD THE TOP (M) MINUS 2 CARDS OF THE VILLAIN DECK.

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CHARACTER CARD - TEXT BACK

VENGEFUL MAD SCIENTIST

GAME PLAY

WHEN FLIPPED TO THIS SIDE, RESTORE BARON BLADE TO 30 HP. THEN, PUT THE VILLAIN TRASH ON TOP OF THE VILLAIN DECK. PUT ALL 3 COPIES OF "MOBILE DEFENSE PLATFORM" INTO THE VILLAIN TRASH. SHUFFLE THE VILLAIN DECK.

AT THE END OF THE VILLAIN TURN, BARON BLADE DEALS THE HERO TARGET WITH THE HIGHEST HP (M) ENERGY DAMAGE.

ADVANCED

REDUCE DAMAGE DEALT TO BARON BLADE BY 1.

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CHANGED CARDS

BACKLASH FIELD

THE FIRST TIME BARON BLADE IS DEALT DAMAGE BY A TARGET EACH TURN, BARON BLADE DEALS THAT TARGET 3 LIGHTNING DAMAGE.

"LIKE LAMBS TO THE SLAUGHTER . . ."
- BARON BLADE, MOONFALL #4

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"CONSIDER THE PRICE OF VICTORY"

EACH PLAYER DISCARDS 1 CARD. BARON BLADE DEALS EACH HERO TARGET 2 SONIC DAMAGE.

DISCARD X CARDS FROM THE TOP OF THE VILLAIN DECK, WHERE X = THE NUMBER OF HERO CARDS DISCARDED THIS TURN.

"BEFORE THIS DAY IS ENDED, THE ENTIRE PLANET SHALL GROVEL HELPLESSLY AT MY FEET!"
- BARON BLADE, MOONFALL #5

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ELEMENTAL REDISTRIBUTOR (10 HP)

WHENEVER BARON BLADE WOULD BE DEALT FIRE, COLD, OR LIGHTNING DAMAGE, REDIRECT THAT DAMAGE TO THE HERO TARGET WITH THE LOWEST HP.

BARON BLADE'S INVENTIONS PROVIDE HIM OFFENSIVE AND DEFENSIVE VERSATILITY AND ALLOW HIM TO CATCH THE HEROES UNPREPARED.

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POWERED REMOTE TURRET (7 HP)

AT THE END OF THE VILLAIN TURN, THIS CARD DEALS EACH HERO TARGET 2 PROJECTILE DAMAGE.

INCREASE DAMAGE DEALT BY THIS CARD BY 1 FOR EACH MOBILE DEFENSE PLATFORM IN PLAY.

"ARMING THIS PLATFORM HAS BEEN ONE OF MY BEST DECISIONS. IT'S THE LITTLE THINGS, REALLY."
- BARON BLADE, FREEDOM FIVE #49

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SLASH AND BURN

BARON BLADE DEALS THE HERO TARGET WITH THE LOWEST HP (M) MELEE DAMAGE.

BARON BLADE DEALS THE HERO TARGET WITH THE HIGHEST HP (M) PLUS 2 FIRE DAMAGE.

"HEROES! JUST IN TIME TO TEST MY LATEST UPGRADES!"
- BARON BLADE, FREEDOM FIVE #47

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CITIZEN DAWN

UNCHANGED CARDS

BLINDING BLAST	CITIZEN SUMMER
CITIZEN ANVIL	CITIZEN SWEAT
CITIZEN ASSAULT	CITIZEN TRUTH
CITIZEN AUTUMN	CITIZEN WINTER
CITIZEN BATTERY	DEVASTATING AURORA
CITIZEN HAMMER	HEALING LIGHT
CITIZEN SPRING	RETURN WITH THE DAWN

CHANGED CARDS

CHARACTER CARD - TEXT FRONT

LEADER OF THE CITIZENS OF THE SUN

SETUP

AT THE START OF THE GAME, PUT CITIZEN DAWN'S VILLAIN CHARACTER CARDS INTO PLAY, LEADER OF THE CITIZENS OF THE SUN SIDE UP. SHUFFLE THE VILLAIN DECK AND REVEAL CARDS UNTIL (E) MINUS 1 CITIZENS ARE REVEALED. PUT THEM INTO PLAY. SHUFFLE THE OTHER REVEALED CARDS BACK INTO THE VILLAIN DECK.

GAME PLAY

AT THE START OF THE VILLAIN TURN, IF THERE ARE 5 OR MORE CITIZENS IN THE VILLAIN TRASH, FLIP CITIZEN DAWN'S VILLAIN CHARACTER CARDS. SHE MAY ONLY FLIP ONCE THIS WAY PER GAME.

AT THE END OF THE VILLAIN TURN, CITIZEN DAWN DEALS THE HERO TARGET WITH THE HIGHEST HP (E) MINUS 2 ENERGY DAMAGE.

ADVANCED

INCREASE DAMAGE DEALT BY CITIZENS BY 1.

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CHARACTER CARD - TEXT BACK

MERGED WITH THE POWER OF THE SUN

GAME PLAY

CITIZEN DAWN IS IMMUNE TO DAMAGE.

AT THE START OF THE VILLAIN TURN, IF THERE ARE (E) MINUS 1 OR MORE CITIZENS IN PLAY, FLIP CITIZEN DAWN'S VILLAIN CHARACTER CARDS.

AT THE END OF THE VILLAIN TURN, PLAY THE TOP CARD OF THE VILLAIN DECK.

ADVANCED

DO NOT FLIP CITIZEN DAWN'S VILLAIN CHARACTER CARDS UNTIL THERE ARE (E) PLUS 1 OR MORE CITIZENS IN PLAY.

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CHANGED CARDS

CHANNEL THE ECLIPSE

AT THE END OF THE VILLAIN TURN, CITIZEN DAWN DEALS HERSELF 2 COLD DAMAGE.

AT THE START OF THE VILLAIN TURN, PLAY THE TOP CARD OF THE VILLAIN DECK.

"WILL MY POWERS KILL ME? CERTAINLY. BUT THEY WILL SURELY KILL YOU FIRST!"
- CITIZEN DAWN, SUNRISE #11

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CITIZEN BLOOD

AT THE END OF THE VILLAIN TURN, THIS CARD DEALS THE HERO TARGET WITH THE LOWEST HP 1 MELEE DAMAGE.

IF CITIZEN SWEAT IS IN PLAY, THIS CARD DEALS EACH HERO TARGET 1 MELEE DAMAGE.

IF CITIZEN TEARS IS IN PLAY, INCREASE DAMAGE DEALT BY CITIZEN BLOOD BY 1.

"MAN WALKS DOWN THE STREET IN A HAT LIKE THAT, YOU KNOW HE'S NOT AFRAID OF ANYTHING..."
- BUNKER, SUNRISE #2

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CITIZEN DARE

INCREASE DAMAGE DEALT TO HERO TARGETS BY 1.

WHEN CITIZEN TRUTH ENTERS PLAY, THIS CARD DEALS EACH HERO TARGET 1 IRREDUCIBLE PSYCHIC DAMAGE AND DESTROYS THIS CARD.

CITIZEN DARE CANNOT BE ONE OF THE INITIAL CITIZENS AT THE START OF THE GAME.

"I'M LISTENING, BUT I'M ALSO THINKING ABOUT KILLING YOU."
- CITIZEN DARE, SUNRISE #12

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CITIZEN TEARS

AT THE END OF THE VILLAIN TURN, EACH PLAYER DISCARDS 1 CARD.

IF CITIZEN SWEAT IS IN PLAY, EACH PLAYER DISCARDS 1 MORE CARD.

IF CITIZEN BLOOD IS IN PLAY, THIS CARD DEALS EACH HERO MELEE DAMAGE EQUAL TO THE NUMBER OF CARDS DISCARDED BY THEIR PLAYERS THIS TURN.

"TO PREY ON THE FEAR OF OTHERS, YOU MUST FIRST MASTER YOUR OWN."
- CITIZEN TEARS, SUNRISE #2

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LUMINOUS LEADERSHIP

AT THE START OF THE VILLAIN TURN, EACH CITIZEN REGAINS 1 HP.

"DAWN'S ABILITY TO MANIPULATE LIFE FORCES HAS OBVIOUS COMBAT APPLICATIONS."
- TACHYON, FREEDOM FIVE #238

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GRAND WARLORD VOSS

UNCHANGED CARDS

FIELD LIEUTENANT TAMAR
FORCED DEPLOYMENT
GENE-BOUND BANSHEE
GENE-BOUND BIONAUT
GENE-BOUND FIRESWORN
GENE-BOUND FROSTHOUND
GENE-BOUND GUARD
GENE-BOUND ION-LANCER
GENE-BOUND PSI-WEAVER
GENE-BOUND SHOCK INFANTRY
GENE-BOUND SOLDIER
TCF CONQUEROR

CHANGED CARDS

CHARACTER CARD - TEXT FRONT

CONQUERING ALIEN WARLORD

SETUP

AT THE START OF THE GAME, PUT GRAND WARLORD VOSS'S VILLAIN CHARACTER CARDS INTO PLAY, CONQUERING ALIEN WARLORD SIDE UP.

SHUFFLE THE VILLAIN DECK. REVEAL CARDS FROM THE TOP UNTIL (H) MINIONS ARE REVEALED. PUT THEM INTO PLAY. SHUFFLE THE OTHER REVEALED CARDS INTO THE VILLAIN DECK.

GAME PLAY

AT THE START OF THE VILLAIN TURN, IF THERE ARE NO MINIONS IN PLAY, FLIP GRAND WARLORD VOSS'S VILLAIN CHARACTER CARDS.

AT THE START OF THE VILLAIN TURN, IF THERE ARE 10 OR MORE MINIONS IN PLAY, THE PLANET HAS BEEN OVERRUN BY THE THORATHIAN ARMY. GAME OVER.

REDUCE DAMAGE TO GRAND WARLORD VOSS BY 2 FOR EACH MINION IN PLAY.

ADVANCED

REDUCE DAMAGE DEALT BY HEROES BY 1.

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CHARACTER CARD - TEXT BACK

SUPER-THORATHIAN WARRIOR

GAME PLAY

AT THE START OF THE VILLAIN TURN, IF THERE ARE 2 OR MORE MINIONS IN PLAY, FLIP GRAND WARLORD VOSS'S VILLAIN CHARACTER CARDS.

REDUCE DAMAGE TO GRAND WARLORD VOSS BY 1 FOR EACH MINION IN PLAY.

AT THE END OF THE VILLAIN TURN, GRAND WARLORD VOSS DEALS THE HERO TARGET WITH THE HIGHEST HP (H) MINUS 1 ENERGY DAMAGE AND THE HERO TARGET WITH THE LOWEST HP (H) MINUS 2 FIRE DAMAGE.

ADVANCED

AT THE END OF THE VILLAIN TURN, PLAY THE TOP CARD OF THE VILLAIN DECK.

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CHANGED CARDS

FIRST LIEUTENANT VYKTOR (HP 5)

INCREASE DAMAGE DEALT TO HERO TARGETS BY 1.

"AGONY IS MUCH TOO TIME CONSUMING. MY PRIMARY OBJECTIVE IS TO KILL YOU QUICKLY."
- VYKTOR, FREEDOM FIVE #512

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QUARK-DRIVE TRANSLOCATOR (HP 10)

THE FIRST TIME A MINION ENTERS PLAY EACH TURN, PLAY THE TOP CARD OF THE VILLAIN DECK.

"I CAN SAFELY SAY THAT THE THORATHIANS UNDERSTAND QUANTUM MECHANICS."
- TACHYON, SCIENCE & PROGRESS ONE-SHOT

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TCF STALWART (HP 18)

THIS CARD IS IMMUNE TO MELEE DAMAGE.

AT THE START OF THE VILLAIN TURN, THIS CARD DEALS EACH HERO TARGET 3 ENERGY DAMAGE.

AT THE END OF THE VILLAIN TURN, SHUFFLE THE VILLAIN TRASH AND REVEAL CARDS UNTIL A MINION IS REVEALED. PUT IT INTO PLAY. PUT THE OTHER REVEALED CARDS BACK IN THE TRASH.

"YOU SHALL WITNESS THE DESTRUCTION OF YOUR WRETCHED LITTLE PLANET!"
- GRAND WARLORD VOSS, FREEDOM FIVE #512

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OMNITRON

UNCHANGED CARDS

CHARACTER CARDS
ADAPTIVE PLATING SUBROUTINE
ELECTRO-PULSE EXPLOSIVE
INTERPOLATION BEAM
S-83 ASSAULT DRONE
S-85 REPAIR DRONE

CHANGED CARDS

DISINTEGRATION RAY

AT THE START OF THE VILLAIN TURN, OMNITRON DEALS Ⓜ PLUS 1 ENERGY DAMAGE TO THE HERO TARGET WITH THE HIGHEST HP.

DESTROY THIS CARD WHEN OMNITRON IS DEALT 7 OR MORE DAMAGE IN ONE ROUND.

"MOMENTARY SUSPENSION OF QUANTUM CHROMODYNAMICS IS SUFFICIENT TO REDUCE ANY MATTER TO ELEMENTARY PARTICLES."

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ELECTRO-MAGNETIC RAILGUN

AT THE START OF THE VILLAIN TURN, OMNITRON DEALS THE 2 HERO TARGETS WITH THE HIGHEST HP Ⓜ MINUS 1 PROJECTILE DAMAGE EACH.

DESTROY THIS CARD WHEN OMNITRON IS DEALT 7 OR MORE DAMAGE IN ONE ROUND.

"GAS EXPANSION AS PROJECTILE ACCELERANT HAS OBVIOUS LIMITATIONS. THUS, MAGNETIC FLUX."
- TACHYON, SCIENCE & PROGRESS ONE-SHOT

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SEDATIVE FLECHETTES

OMNITRON DEALS EACH HERO TARGET Ⓜ PLUS 1 PROJECTILE DAMAGE.

DESTROY ALL HERO ONGOING CARDS.

"A KEY WEAKNESS OF FLESH IS ITS SUSCEPTIBILITY TO A WIDE RANGE OF CHEMICAL TRIGGERS."

- OMNITRON, FREEDOM FIVE #307

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S-84 AUTOMATON DRONE (HP: ✱)

AT THE END OF THE VILLAIN TURN, THIS CARD DEALS THE HERO TARGET WITH THE HIGHEST HP X ENERGY DAMAGE WHERE X = THE CURRENT HP OF THIS CARD.

$\text{✱} = \text{Ⓜ}$

"THE ENDLESS SOUNDS OF STOMPING METAL FEET FILLED THE AIR. THERE WAS NO ELEMENT OF SURPRISE. THEY DIDN'T NEED IT."

- THE WRAITH, SINGULARITY #7

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TECHNOLOGICAL SINGULARITY

DESTROY ALL EQUIPMENT CARDS.

OMNITRON DEALS EACH HERO CHARACTER CARD 2 LIGHTNING DAMAGE FOR EACH EQUIPMENT CARD BELONGING TO THAT HERO DESTROYED THIS WAY.

"ASSUMING DIRECT CONTROL . . ."

- OMNITRON, SINGULARITY #8

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