





REFLECT




BURDEN YOURSELF.
MOVE YOUR HERO.


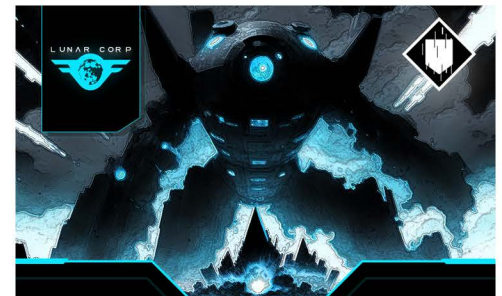
 0	 3	 6
 1	 3	 2

AMBUSH







DRAW A COORDINATE CARD, WHEN A
PLAYER OCCUPIES THAT CARD, SPAWN 2
DRONES ON THAT LOCATION. DISCARD THE
COORDINATE CARD



 3	 5	 9
DRAW 1	DRAW 2	DRAW 3

ENSNARE




SUMMON A DRONE ON EACH OF YOUR
HERO'S ADJACENT TERRITORY



 3	 5	 9
1 	2 	3 

BARRIER




BURDEN YOURSELF.
ATTACK YOUR HEROES ADJACENT
TERRITORIES. DESTROY THOSE UNITS



 4	 6	 8
ATK 2	ATK 3	ATK 4

PREPARATION







ADD +1 TO YOUR HERO'S NEXT FLIP(S)


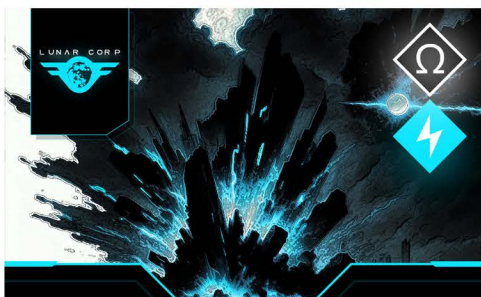
 1	 3	 7
2FLIPS	4FLIPS	6FLIPS

HINDER







GIVE A BURDEN CARD TO ANY PLAYER(S)



 2	 5	 10
 1	 2	 3



PURIFY


SPAWN A DRONE ON YOUR HERO, HAVE IT
BATTLE WITH ANY TERRITORY ON THE
GAME BOARD



 6	 9	 12
1 	2 	3 

YOUR HERO WINS TIES WHEN DEFENDING.
DISCARD A HERO ABILITY TO RE-FLIP A
CARD AT ANYTIME









YOUR HERO WINS TIES WHEN DEFENDING.
DISCARD A HERO ABILITY TO RE-FLIP A CARD
AT ANYTIME
REMOVE ALL 1'S FROM YOUR BATTLE DECK
DISCARD A HERO ABILITY TO PREVENT A 

CHARITY




FLIP AND GAIN THAT MANY CREDITS


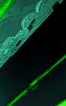
 1	 4	 7
FLIP 1	FLIP 2	FLIP 3

PROPHECY




DRAW 3 CARDS FROM ANY DECK
PLACE THEM BACK IN ANY ORDER


 2	 5	 8
DRAW 3	DRAW 5	DRAW 7

REPRISE


IF YOUR HERO DIES, UNTIL THE START
OF YOUR NEXT TURN, HEAL THEM INSTEAD



 3	 6	 10
HEAL 1	HEAL 3	HEAL 5

EXHORT



SPAWN DRONES ON YOUR HERO



 0	 1	 3
1 	2 	FLIP 

BLINK







DRAW COORDINATE CARD(S), PICK ONE,
MOVE YOUR HERO TO ITS LOCATION



 3	 5	 9
DRAW 1	DRAW 2	DRAW 3

NOURISH







HEAL YOUR HERO OR
ANOTHER HERO WITHIN RANGE

 0	 2	 5
HEAL 1  1	HEAL 2  2	FLIP  3

CHARISMA

TARGET A TERRITORY WITHIN RANGE,
ATTACK THE DRONES THERE
CONVERT THEM TO ONE OF YOUR DRONES

 5	 8	 12
 1 ATK 3	 2 ATK 4	 3 ATK 6





1

SEE THE TOP CARD OF A DECK AT ANY TIME
DISCARD A HERO ABILITY TO SHUFFLE A DECK AT
ANY TIME




1


SEE THE TOP CARD OF A DECK AT ANY TIME
DISCARD A HERO ABILITY TO SHUFFLE A DECK AT
ANY TIME
ON YOUR TURN  2, +1 TO ANY FLIP
ON ANOTHER PLAYERS TURN  3,



FLASH

GAIN MP FOR YOUR HERO THIS TURN

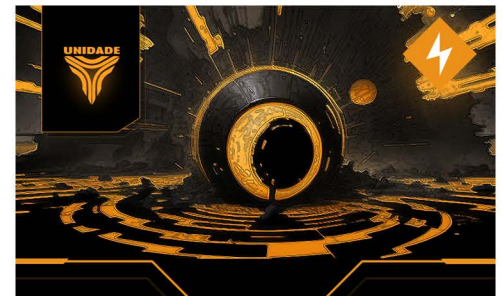
1	2	4
2	3	5



SCATTER

DRAW A COORDINATE CARD(S), SUMMON A DRONE ON THE LOCATION(S)


3	6	10
DRAW 1	DRAW 2	DRAW 3



INERTIA

EVERY TIME YOUR HERO MOVES ADD +1 TO YOUR HERO'S' NEXT FLIP THIS TURN


4	6	9
1 FLIPS	2 FLIPS	4 FLIPS



WARP

MOVE YOUR HERO TO A TERRITORY


3	5	9
1	2	3



DEPLOY

SPAWN 2 DRONES ON A TERRITORY


2	4	6
0	1	2



CHARGE

PICK A TERRITORY IN RANGE. MOVE THOSE UNITS.

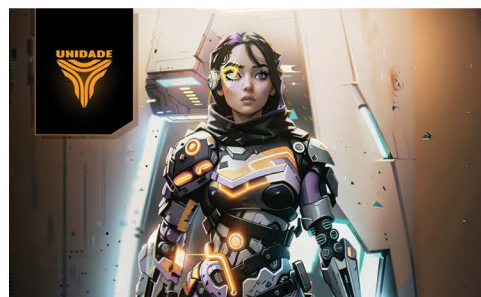
2	4	6
1	2	3
1	2	3



STRIKE

PICK A TERRITORY IN RANGE, SPAWN DRONES ON THAT LOCATION

7	9	12
1	2	3
2	3	5



+1 FOR YOUR HERO.


DISCARD A HERO ABILITY TO MOVE A 1



+1 FOR YOUR HERO.

DISCARD A HERO ABILITY TO MOVE A 1


SPAWN A ON YOUR HERO EVERY TIME YOUR HERO MOVES



TRANSFUSE

FOR EVERY MISSING HP SUMMON A DRONE
ON YOUR HERO'S LOCATION


3	5	7
HEAL 0	HEAL 1	HEAL 2



DOOM

ATTACK A TERRITORY RANGE 1
DISCARD HERO ABILITIES TO +1 RANGE

1	4	8
ATK 2	ATK 4	ATK 6



FORGE

DISCARD A HERO ABILITY USE THAT HERO
ABILITY


3	6	9
TIER I	TIER II	TIER III



SIPHON

SWAP HP BETWEEN ANY TWO HEROES
WITHIN RANGE


1	3	5
3	5	7



SURGE

DISCARD ANY AMOUNT OF HERO ABILITIES
TO MOVE YOUR HERO THIS TURN


1	2	6
1	2	3



RELINQUISH

SWAP LOCATIONS WITH ONE OF YOUR
DRONES WITHIN RANGE


1	4	8
1	3	6



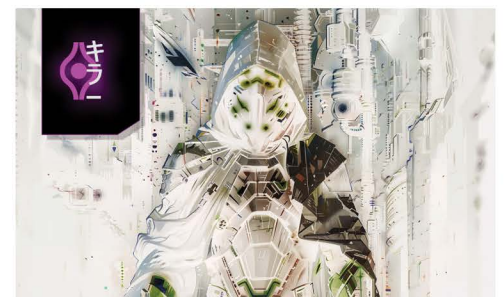
CATAclysm

ATTACK A TERRITORY WITHIN RANGE
FOR EVERY UNIT DEFEATED, ATTACK
ANOTHER TERRITORY WITHIN ITS RANGE

6	8	12
1	1	2
ATK 2	ATK 5	ATK 6




ONCE PER TURN REFRESH A HERO ABILITY.
DISCARD A HERO ABILITY TO ATK 2 1



ONCE PER TURN REFRESH A HERO ABILITY.
DISCARD A HERO ABILITY TO ATK 2 1


PLACE A TOKEN ON YOUR HERO, THIS TOKEN
ACTS AS A SECOND HERO SHARING HP



RAVAGE

ATTACK A TERRITORY, DESTROY THOSE UNITS


3	6	10
2	3	4
ATK 3	ATK 4	ATK 6



REVISE

ADD OR SUBTRACT FROM ANY FLIP
DISCARD A HERO ABILITY TO REFRESH THIS CARD


1	2	3
+/- 1	+/- 2	+/- 3



BOLSTER

ADD TO ANY BENEFIT CARDS FLIPPED THIS TURN


3	6	10
+1	+2	+3



FOCUS

FLIP CARDS, HEAL 1 HP FOR EVERY BENEFIT CARD FLIPPED


2	4	6
FLIP 3	FLIP 5	FLIP 7



ASSAULT

ATTACK A TERRITORY, THEN MOVE YOUR HERO TO THAT LOCATION

3	6	11
1	1	2
ATK 2	ATK 3	ATK 5



SPITE

EVERY TIME A HERO LOSES HP THIS TURN GAIN A CREDIT

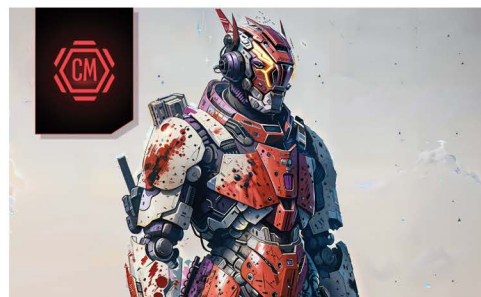
2	5	9
GAIN 1	GAIN 2	GAIN 3



WRATH

YOUR HERO FLIPS 2 CARDS INSTEAD OF 1 WHEN IN BATTLE FOR YOUR HERO'S NEXT (X) FLIPS

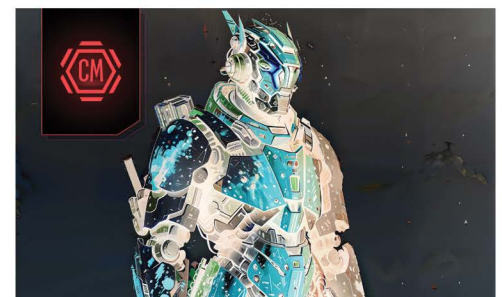
7	9	12
3	6	9



WRATH

WHEN YOUR HERO WINS A BATTLE, HE MOVES 1

DISCARD 2 HERO ABILITIES AND GAIN




WRATH

WHEN YOUR HERO WINS A BATTLE, HE MOVES 1

DISCARD 2 HERO ABILITIES AND GAIN


WHEN YOU FLIP AND WIN SPAIN



DISSECT

DEAL DAMAGE TO YOUR HERO, SPAWN DRONES ON YOUR HERO


1	5	10
2	5	8
1 HP	2 HP	3 HP



UTILIZE

USE ANOTHER PLAYER'S HERO ABILITY
X = COST OF THE USED ABILITY


X	X	X
+1	+2	+4



DETONATE

DESTROY ALL OF YOUR DRONES ON YOUR HERO'S TERRITORY. ATK 2 FOR EVERY DRONE DESTROYED


5	7	10
1	2	3



ANNEX

STEAL CREDITS FROM A PLAYERS ARK WITHIN RANGE


1HP	3HP	5HP
5	7	10
1	2	3



INFUSE

DISCARD A HERO ABILITY ANYTIME DURING YOUR TURN AND ADD TO A FLIPPED BATTLECARD


2	4	6
+1	+2	+3



RECTIFY

DESTROY ANY OF YOUR DRONES WITHIN RANGE AND GAIN CREDITS FOR EACH DRONE


0	2	4
GAIN 1	GAIN 2	GAIN 3
1	2	3



EFFECIENCY

REMOVE A BATTLE CARD

3	6	12
1 CARD	2 CARDS	3 CARDS



SUMMON

2 DRAW A HERO ABILITY
DISCARD HERO ABILITIES TO SUMMON ON YOUR HERO



SUMMON

2 DRAW A HERO ABILITY
DISCARD HERO ABILITIES TO SUMMON ON YOUR HERO
PLAY HERO ABILITIES FROM YOUR HAND, THEN DISCARD THEM