

Build Siege Weapons

Costs 5 gold.

Settlement to be attacked loses
unit defence bonus.

Use on A

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Gambling with Toph

Highest score player. Rolls one d20.

1. Lose next income.

2 -> 9. Donate next income equally
amongst other players – may keep
remainder.

10 -> 15. 50% of income goes to
lowest score player.

16->18. Trade incomes with lowest
scoring player for two turns

19, 20. Multiply next income by 2

Instant

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Instant

Kuvira 3 x 20+4 (3) 3 30	Chief Bè Fong 1 x 20+3x6 (3) 2 35	Fire Nation Guy 1 x 6 (1) 1 25	The Hippo 2 x 6 (2) 1 25	The Boulder 3 x 6 (2) 1 40	Swords master 3 x 6 +5 (3) 4 20	Asami 1 x 20 (1) 2 15 +1gold/turn
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Dai Lee agents defend.

Use during any battle against Ba Sing Se. One Hero on the attacking side is captured by the Dai Lee. Hero is brainwashed and joins the defending team. Hero is permanently on defenders team if defender wins. If the hero is the last standing on the defence team then the hero is reclaimed by the attacker.

Use on A.

That's just not fair...

You and target player lose all Dev cards. (Not lowest scoring player)

Instant.

Spies in the city!

Every player reveals their Dev cards.

Or pay 10 gold to buy the spies' silence.

Instant

Fool's Gold

Half card holder's stored gold is fake. Discard it.

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Fire Bender's develop Zeplins

When Sozan's Comet is played all fire benders gain +2 movement for one turn. Bonus only applies to non-road travel.

Instant

Economic Stagnation

Chosen player may not build any new settlements or upgrade existing ones for 2 turns. (Cannot be used on lowest scoring player)

Instant

On the job training.

Convert any number of apprentice benders to master benders paying 3 gold per unit.

Use on A

Kuvira

3 x 20+4
(3)

3

30

Chief Bê

Fong
1 x 20+3x6
(3)

2

35

Fire Nation

Guy
1 x 6 (1)

1

25

The Hippo

2 x 6 (2)

1

25

The Boulder

3 x 6 (2)

1

40

Swords
master

3 x 6 +5 (3)

4

20

Asami

1 x 20 (1)

2

15

+1gold/turn

Loyal to a fault

Use after any action that attempts to gain control of one of your heroes – living or “dead”. Once hero has been brought back and under the control of another player play this card to regain your hero’s loyalty.

Your hero gains 2 movement (if outside battle) to return to you.

Use on A + B

Cause that’s tots fair

Player to your left rolls a d20. You lose that much gold on your next income/s.

If you are the lowest score player you gain that much gold instead.

Instant.

Loaded dice

You may choose two separate dies this turn and change them to any number you want. May be played after a die roll.

Use on A + B

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Use on A + B

Beaurocracy.

Permanent -1 gold per income to highest scoring player.

Instant

Clean your city!

3 cities in the game are severely polluted. Cities no longer count any victory points. Lowest scoring player chooses.

Cities can be made green and clean. Costs 10 gold each. Takes 2 turns to come into effect.

Instant.

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We lack a leader!

4 unguarded settlements gain new democratically elected leaders and become unaffiliated. These settlements gain 1 master bender per settlement level.

Card holder chooses which settlements rebel, including their highest level unguarded settlement.

Instant

Steal the heroes shoes

All opposing heroes lose 1 movement point for 1 turn.

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