Costs 5 gold.

Settlement to be attacked loses unit defence bonus.

Use on A

Build Siege Weapons

Costs 5 gold.

Settlement to be attacked loses unit defence bonus.

Use on A

Build Siege Weapons

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

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

Gambling with Toph

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

Instant.

That’s just not fair…

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.

Dai Lee agents defend.

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

Instant

Fool’s Gold

Every player reveals their Dev cards.

Or pay 10 gold to buy the spies’ silence.

Instant

Spies in the city!

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

Instant

**Fire Bender’s develop Zeplins**

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

Instant

Fool’s Gold

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

Use on A

On the job training.

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

Instant

Economic Stagnation

Chief Bê Fong

1 x 20+3x6 (3)

2

35

Fire Nation Guy

1 x 6 (1)

1

25

Asami

1 x 20 (1)

2

15

+1gold/turn

Swords master

3 x 6 +5 (3)

4

20

The Boulder

3 x 6 (2)

1

40

The Hippo

2 x 6 (2)

1

25

Kuvira

3 x 20+4 (3)

3

30

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

Loyal to a fault

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.

Cause that’s tots fair

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

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

Loaded dice

Permanent -1 gold per income to highest scoring player.

Instant

Beaurocracy.

Permanent -1 gold per income to highest scoring player.

Instant

Beaurocracy.

Permanent -1 gold per income to highest scoring player.

Instant

Beaurocracy.

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.

Clean your city!

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

We lack a leader!

All opposing heroes lose 1 movement point for 1 turn.

Use on A.

Steal the heroes shoes

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

Instant.

That’s just not 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.

Cause that’s tots fair

This card is useless.

Instant.

You get nothing.

This card is useless. You lose 1 gold on your next income.

Instant.

Lose 1 gold.

This card is useless. You get 1 gold in recompense.

Instant.

Gain 1 gold.

Awarded to player with the most units. Minimum 20.

3vp

Largest Army