














































2	Spy (Spy)		1	Solider (Soldier)		1	Pet (Pet)	
When I take VP, take it from the target rather than the <i>Pool</i> .						I cannot confront Animates.		
5	2	1	3	3	3	1	5	2
2	Handler (Soldier)		3	Savage Pet (Pet)		2	Sergeant (Soldier)	
Up to 2 Pets cannot be confronted.			I cannot confront Animates.			Your Animates cannot be confronted on opponents' first turn after playing me.		
4	1	3	1	8	2	5	3	4
3	Thief (Thief)		3	Assasin		2	Assasin-In-Training (Thief)	
When I take xVP, you get x.			When I confront Animates, they are discarded if my <i>Wit</i> is higher.			When I confront Animates, you get 1R if my <i>Wit</i> is higher.		
3	2	3	3	3	2	3	2	2

3	Guard		0	Civilian		1	Activist	
						<i>xR</i> : <i>xVP</i> is added to the <i>Pool</i> .		
<i>5</i> T	<i>2</i> POWER	<i>6</i> RESIST	<i>1</i> T	<i>1</i> POWER	<i>1</i> RESIST	<i>3</i> T	<i>1</i> POWER	<i>1</i> RESIST
1	Sabatouer		5	Architect (Engineer)		1	Prophet	
If I attack an opponet, they lose VP equal to the damage. You don't get any VP.			The cost of Structure is reduced by 1. You cannot play another 'Architect'.			-6 <i>R</i> , Discard Me: If you have <i>x</i> cards in your hand, draw <i>x</i> cards then discard <i>x</i> cards.		
<i>3</i> T	<i>3</i> POWER	<i>3</i> RESIST	<i>3</i> T	<i>2</i> POWER	<i>3</i> RESIST	<i>3</i> T	<i>2</i> POWER	<i>1</i> RESIST
6	Veteran (Soldier)		2	Actor (Artist)		3	Dancer (Artist)	
			-1 <i>R</i> : When you would discard me, next shuffle me back into your deck.			-1 <i>R</i> : When you would discard me, next put me on top of your deck.		
<i>6</i> T	<i>6</i> POWER	<i>6</i> RESIST	<i>3</i> T	<i>1</i> POWER	<i>2</i> RESIST	<i>3</i> T	<i>4</i> POWER	<i>3</i> RESIST

3	Doctor (Medic)		2	Miner (Miner)		1	Infant (Innocent)	
All of your Animates get +1 <i>Resist</i> .			During your draw step, take 1VP from the <i>Pool</i> .			All opponents' Animates get -1 <i>Wit</i> .		
4	POWER	1	1	POWER	1	0	POWER	0
7	General (Leader)		2	Zealot		2	Cute Pet (Pet)	
All Animates get +2 <i>Power</i> .			No opponent can defend against me.			I cannot confront Animates. I cannot be confronted.		
5	POWER	3	0	POWER	1	1	POWER	1
5	Beserker (Soldier)		2	Binoculars		2	Shield	
Discard a card from your hand: You get +2 VP.			<i>User</i> gets +2 <i>Wit</i> .			<i>User</i> gets +3 <i>Resist</i> .		
2	POWER	2						

<div>3</div> <div>Flare</div> <div></div>	<div>4</div> <div>Smoke</div> <div></div>	<div>4</div> <div>Lit Fuse</div> <div></div>
<div>Discard Me: If <i>User</i> would be discarded through an attack this turn, play an Animate from your hand.</div>	<div>Discard Me: If <i>User</i> would be discarded through an attack this turn, <i>User</i> remains in play.</div>	<div>Discard Me before the next of your turns after I was played: <i>User</i> gets +4 <i>Power</i>.</div>
<div>1</div> <div>Lockpick</div> <div>(Thieves' Tool)</div> <div></div>	<div>2</div> <div>Med Kit</div> <div></div>	<div>2</div> <div>Excavator</div> <div>(Miners' Tool)</div> <div></div>
<div>-1<i>R</i> when Thief <i>User</i> confronts or attacks: Attacked opponent gets -1<i>R</i> and you get +1<i>R</i>.</div>	<div>When <i>User</i> defends, if <i>User</i> is discarded but damage taken is < 3, put <i>User</i> back in play. If <i>User</i> is a Medic, this effect can apply to any one Animate per turn.</div>	<div>Discard Miner <i>User</i>: Take 5VP from the <i>Pool</i>.</div>
<div>1</div> <div>Metal Detector</div> <div></div>	<div>1</div> <div>Green Light</div> <div>(Engineers' Tool)</div> <div></div>	<div>3</div> <div>Landmine</div> <div></div>
<div><i>User</i> gets +1 <i>Wit</i> Discard me at any time. When I am discarded, shuffle three cards from discard into your deck.</div>	<div>Discard <i>User</i>: Play one card from your hand.</div>	<div>Choose an Attacking Animate, Discard Me: Chosen Animate is discarded.</div>
		<div>POWER</div> <div>RESIST</div>

2	Refinery		2	Lookout		0	Bank	
I start <i>With</i> 8 charges. Each draw step, use a charge: Get +1 <i>R</i> . Discard Me after my last is used.			Each Animate gets +1 <i>Wit</i> .			-5 <i>R</i> : At the end of your next turn, get +8 <i>R</i> .		
POW0ER		RES7IST	POW1ER		RES7IST	POW0ER		RES7IST
1	Armourer		5	Blast		2	Factory	
All of your Animates get +1 <i>Resist</i> .			Discard Me: Destroy any Structure.			All of your Soliders get +1 <i>Power</i> .		
POW2ER		RES7IST	POW6ER		RES6IST	POW2ER		RES7IST
1	Day Market		2	Time Portal		1	Night Market	
(x <= 3) <i>R</i> , Discard Me: Draw x cards.			Discard Me: Play a card from your hand after paying its cost			I start <i>With</i> 3 charges. At the start of one opponent's turns, you must use a charge. Draw a card whenever that opponent does. Discard me at the start of		
POW0ER		RES3IST	POW1ER		RES7IST	POW2ER		RES8IST

1	Moat		5	Resonator		0	Time Rift	
You get +1 <i>Resist</i> .			Discard Me: Discard every Too1 in play.			Once per turn, -3 <i>R</i> , Discard your hand: Draw 5 cards		
<i>POWER</i> 1		<i>RESIST</i> 10	<i>POWER</i> 0		<i>RESIST</i> 5	<i>POWER</i> 1		<i>RESIST</i> 7
2	Time Chasm		1	Theatre		4	Hospital	
Discard Your Hand, Discard Me: Draw 8 cards, you now have 0 <i>R</i> .			When an Artist is discarded choose one of the following: 0: Next, shuffle it back into your deck 0: Next, Place it on top of your deck -2 <i>R</i> : Place it into your hand			Once per turn, -3 <i>R</i> : Return an Animate that was discarded on an opponent's last turn from discard to your hand. Once per your turn, -3 <i>R</i> : If you have a Medic in play,		
<i>POWER</i> 1		<i>RESIST</i> 7	<i>POWER</i> 0		<i>RESIST</i> 8	<i>POWER</i> 0		<i>RESIST</i> 8
2	Time Freeze		2	Wall		3	Weather Machine	
No player may draw a card outside of a draw step.			I start <i>With</i> 5 charges. Use a charge: I defend you from an attack like an Animate. You may discard me from play at any time.			Once per your turn, 1 <i>R</i> : An opponent discards 2 cards from the top of their deck.		
<i>POWER</i> 0		<i>RESIST</i> 7	<i>POWER</i> 0		<i>RESIST</i> 8	<i>POWER</i> 1		<i>RESIST</i> 7