

6

•BOMB MAN•

x+0



F Discard 2 cards: Your unblocked face up attacks get +3 damage for the rest of this turn.

E: If your attack is partially blocked, your opponent destroys 1 of their foundations.

G: M
Ht: ??
Wt: ??
BT: ??

6

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4

x + 1

Bomb Slam

Attack



Stun: 1

E: If this attack is partially blocked, your opponent commits 1 of their foundations.

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3

5

Hyper Bomb•

Attack

**Stun: 2 • Weapon**

E: If this attack is not blocked, draw 1 card.

E Commit 1 foundation: If your opponent has more vitality than you do, destroy 1 foundation that was committed due to this attack's stun ability.

3

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Accurate Aim

Foundation



First E Commit: Choose a block zone.
If your opponent attempts to block this
attack with a block of the chosen zone,
their control check to play that
block gets -3.

5

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6

CUT MAN.

x+0



7

19



G: M
Ht: ??
Wt: ??
BT: ??

R: After 1 or more cards are removed from your momentum during your opponent's turn, add the top card of your deck to your staging area face down.

E Destroy 1 foundation: Your attack gets +X damage. Your next control check to play a block this turn gets +X. X equals 3 minus the printed difficulty of the destroyed foundation (minimum 0).

6

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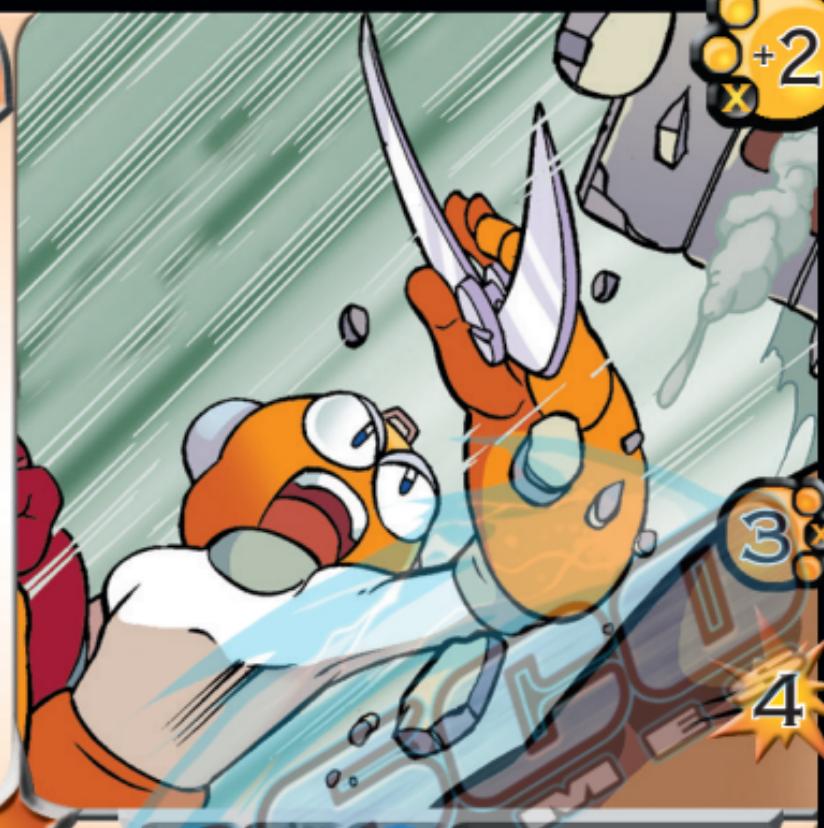
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Cut Slam

Attack

**Reversal**

E: If this attack played as a reversal deals damage, add it to your momentum.

3

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Rolling Cutter

Attack



x+3

3x

5

Reversal • Weapon

E: If this attack is added to your momentum this turn, add it face up.

R: Add this card to your hand: After your opponent plays an ability that grants a speed bonus, cancel its effects. Only playable while this card is face up in your momentum.

3

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Ceratinium Blades

Foundation



E Flip, discard 1 momentum: Add 1 card from your opponent's discard pile to their card pool face down.

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6

•ELEC MAN•

x+0



E Commit 1 foundation: Your attack gets +1 damage and +3 speed.

E Commit: If there are 2 different attack zones in your card pool that do not match your attack's zone, discard 2 cards from your card pool and then draw 3 cards.

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Elec Slam

Attack



4

4

Combo (High Attack)

Combo E: Your control checks get +1 for the rest of this turn.

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5

Thunder Beam

4^x

6

Attack



Ranged

E: If this attack has received a speed bonus this Enhance Step, change its zone to any other zone.

E Discard 1 momentum: If this attack deals damage, multiple abilities may not be played until the beginning of your next turn.

3

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2

x+3

Conceited

Foundation

E Destroy: If there are 2 different attack zones in your card pool that do not match your attack's zone, add the top 2 cards of your deck to your momentum.

5

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•FIRE MAN•



E: Your attack gets +X damage. X equals half the printed damage of the preceding attack in your card pool. (rounded up)

R Commit 1 foundation: After you block with an attack card, your opponent's next attack this turn gets -X damage. X equals half the printed damage of the blocked attack. (rounded up)

G: M
Ht: ??
Wt: ??
BT: ??

6

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Fire Slam

Attack

Breaker: 1

E: If this attack deals damage, add it to your hand at the start of this turn's End Phase.

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6

Fire Storm

x+0

4

7

Attack**Ranged**

R: After you play this card, foundations may not be destroyed for the rest of this turn. Your opponent may lose 4 vitality to cancel this effect.

R: After you block an attack with this card, during the next turn you may play 1 copy of this card in your discard pile once as though it were in your hand.

3

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1

3000 Degrees

Foundation



E Commit: This attack gets +1 or -1 damage. If it deals damage, the next attack this turn gets +1 or -1 damage.

5

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6

•GUTS MAN•



5

32



G: M
Ht: ??
Wt: ??
BT: ??

R: After you check an attack, add it to your hand. Only playable once per turn.

First E Add 1 foundation from your staging area to your card pool face down: Your non-throw attack with a damage of 4 or more gets +3 damage and **Stun: 2**.

6

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4

Guts Slam

Attack

x+3

2

4

Powerful: 2

E: If this attack deals damage, the first foundation your opponent plays during their next turn is discarded. Only playable if your printed hand size is less than or equal to your opponent's.

3

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4

Super Arm

Attack

+3
x

2x

5

Ranged

E: Name a card. Copies of the named card may not be added to either player's momentum until the beginning of your next turn.

E Discard 1 face down card from your card pool: This attack gets +2 damage and +2 speed.

3

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2

Ground Shaker

Foundation



R: After you check a foundation, re-check.
(only one re-check per control check) Only
playable once per turn.

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6

•ICE MAN•



F Commit: Discard all multiple copies from your card pool, then add the top card of your deck to your momentum for each card discarded in this way.

R: After you check a 2 or less, draw 1 card.

G: M
Ht: ??
Wt: ??
BT: ??

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2

Ice Slam

Attack



x+2

2

2

Multiple: 1

3

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4

Ice Slasher

Attack



+ 1

3

4

Multiple: 2 • Ranged

E Commit 1 foundation: This attack may not be blocked by attack cards.

E Commit 1 foundation: Draw 2 cards and then discard 2 cards.

2

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2

200 Below Zero

Foundation



R Commit: After you check a 2 or less,
that check gets +2.

5

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5

x+3

Reprogramming

Action



First F Discard 1 momentum: For the rest of this turn, your attacks get +2 to the control checks to play them and +X damage. X equals the number of printed resource symbols that attack shares with your character.

4

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3

x+1

Sisterly Scolding

Action



R Remove: After you lose vitality during your turn due to your opponent's attack or effect, gain that much vitality.

R: After you block an attack with this card, ignore progressive difficulty when playing blocks for the rest of this turn.

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2

x+2

Rush

Asset

**Ally • Unique**

F Commit: The next time you attempt to play a non-attack card with a printed difficulty of 6 or less this turn, the control check to play it passes (no control check necessary).

E Destroy: Change the zone of this attack to any other zone. Playable while committed.

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2

Yellow Scarf

Asset



X +2

Unique

R Commit: After an attack is discarded from your card pool during the Combat Phase, draw 1 card.

E Destroy: You may use any ranged attack in your hand to attempt to block this attack as if it had a +0 mid block modifier.

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1

A World Unprepared

Foundation

x+2

**ROBOT
RAMPAGE**

Desperation E Commit: Choose 1 of your opponent's foundations. That foundation is considered to have a blank text box for the rest of this turn.

5

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2

Housekeeper

Foundation

F Commit: Discard 1 action from your card pool.

R Flip: After your attack's speed is reduced due to your opponent's effect, return it to its printed speed.

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3



Nobel Prize

Foundation

F Flip: Name a card. Abilities printed on copies of the named card in card pools may not be played for the rest of this turn.

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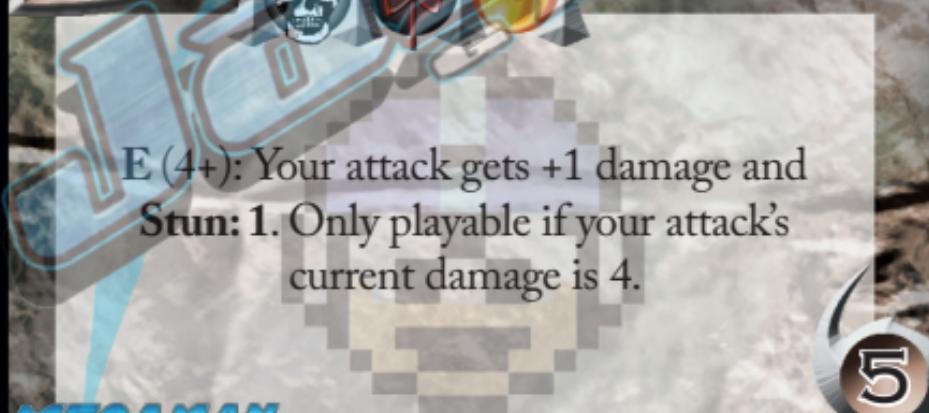
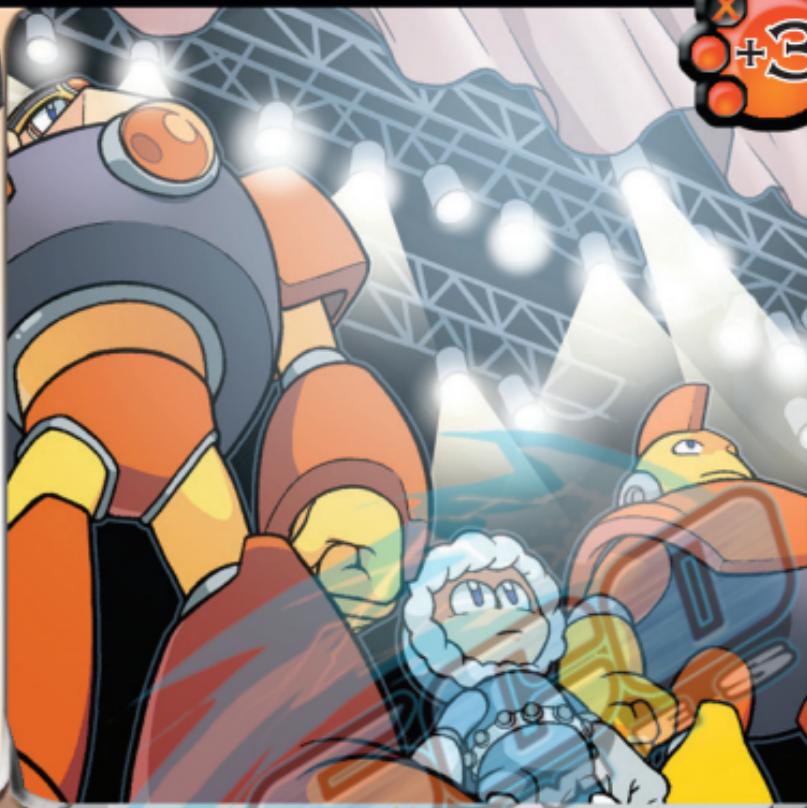
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2

Robot Masters

Foundation



E (4+): Your attack gets +1 damage and
Stun: 1. Only playable if your attack's current damage is 4.

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2

Robots' Father

Foundation



E Remove: If you have played at least 5 other enhance abilities printed on foundations this Enhance Step, add 1 non-Unique foundation that you could normally play from your discard pile to your staging area.

4

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1

Sons of Dr. Light

Foundation

E Commit: If you block this attack with a ranged attack, that block gets **Breaker: 1**.

R: After your opponent's Ready Phase, ready 1 of your foundations with a printed blank text box.

4

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2

The Year 200X

Foundation



F First E Destroy: Both players discard 1 card.

R Commit 1 foundation: After you play an attack, it gets +1 speed.

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