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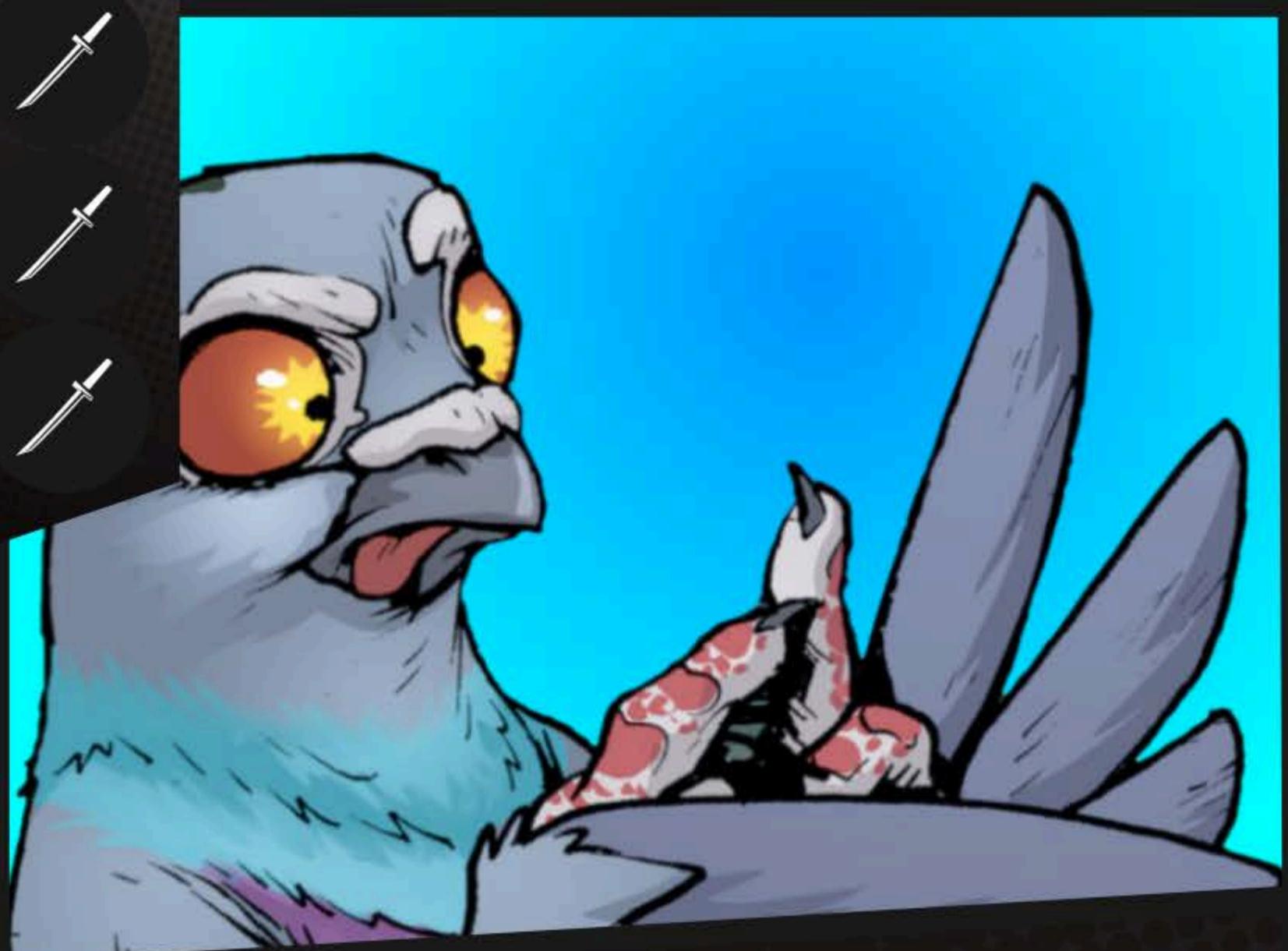
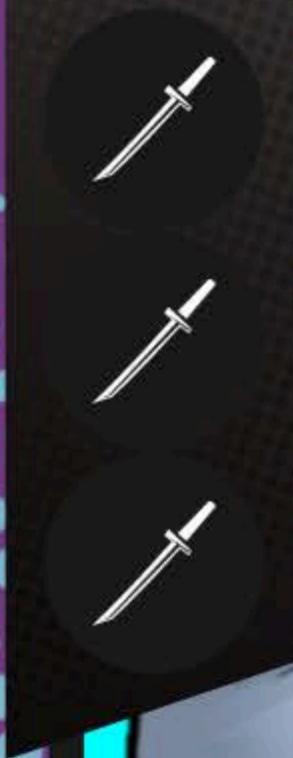


OPERATION: MUTANT SHIELD

IF AN ADJACENT FRIENDLY FIGURE IS
ATTACKED, PETE MAY INSTEAD
CHOOSE TO BE THE TARGET OF THE
ATTACK.

AFTERWARDS, PETE REGAINS 1
FOCUS.

PIGEON PETE



DIVEBOMB

PETE LEAPS UP TO 3 SPACES IN A STRAIGHT LINE, THEN HE MAY MAKE AN ATTACK +1 (+2 DICE PER LIFE SPENT) MELEE STRIKE.

PIGEON PETE



HI, I'M PETE

"HI, I'M PETE! WANT TO BE FRIENDS?
HAVE THIS TOKEN."

CHOOSE AN ENEMY FIGURE WITHIN 2
SPACES OF PETE, THAT FIGURE IS
STUNNED.

PIGEON PETE



WHATS THAT PAL?

PETE MAY DRAW 2 CARDS FROM THE VILLAIN DECK OR THE INITIATIVE DECK.

HE MAY RETURN THE CARDS IN ANY ORDER TO THE TOP OR BOTTOM OF THE DECK.

PIGEON PETE



UNDEFEATED

WHILE THIS CARD IS ACTIVE, PETE MAY REROLL HIS BATTLE DICE ONCE FOR FREE. THIS DOESN'T COUNT AS A FOCUS REROLL.

PETE MAY PAY 1 FOCUS TO USE 1 ADDITIONAL SKILL CARD THIS TURN.

PIGEON PETE

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CHEF BOY-BIRDY

PETE AND ANY FRIENDLY FIGURES
WITHIN 2 SPACES OF PETE ROLL +1
BATTLE DIE WHEN ROLLING TO HEAL.

PIGEON PETE



PEW! PEW!

PETE MAY SPEND HIS MELEE ICONS AS IF THEY WERE RANGED ICONS.

IN ADDITION, PETE'S RANGED STRIKES DO NOT WEAKEN FOR THE FIRST 4 SPACES.

PIGEON PETE



STEALTH-O-RAMA

WHILE THIS CARD IS ACTIVE, ENEMY FIGURES MAY NOT TARGET MONDO. RETURN THIS CARD TO YOUR HAND IF MONDO MAKES AN ACTION OTHER THAN MOVE.

IF THIS CARD IS RETURNED TO YOUR HAND MONDO IS STILL CONSIDERED TO HAVE PLAYED A SPECIAL MOVE CARD THIS TURN.

MONDO GECKO



TIME TO GET GNARLY

MONDO MAKES AN ATTACK +2 RANGED STRIKE THAT IGNORES THE FIRST BLOCK MADE AGAINST IT.

MONDO GECKO



POP SHOVE IT

MONDO LEAPS UP TO 4 SPACES IN A STRAIGHT LINE, THEN HE MAY MAKE AN ATTACK +1 (+1 DIE PER ADDITIONAL SKATEBOARD SPENT) MELEE STRIKE.

MONDO GECKO

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OFF THE WALL

MONDO GAINS THE MOBILITY TRAIT.

MOBILITY:

WHILE MOVING, FIGURES WITH MOBILITY DO NOT NEED TO BREAK AWAY FROM ENEMY FIGURES, MAY MOVE THROUGH (BUT NOT END A MOVE ACTION ON) FIGURES, AND IGNORE NON-BLOCKING TERRAIN EFFECTS.

MONDO GECKO



REPTILE TENDANCIES

AFTER AN ENEMY FIGURE MAKES AN ATTACK ACTION AGAINST MONDO HE MAY PLAY THIS CARD FROM HIS HAND.

MONDO EVADES THE ATTACK SUFFERING NO WOUNDS AND MAY NOT BE TARGETED BY ENEMY FIGURES FOR THE REST OF THE TURN.

THIS CARD DOES NOT COUNT TOWARDS YOUR PLAYED SKILL CARD LIMIT, REMAINS ACTIVE AND IS NOT RETURNED TO THE PLAYERS HAND UNTIL MONDO PAYS 2 FOCUS.

MONDO GECKO

88



50:50 TO MANUAL TO 5-0

MONDO MAY SPEND 1 MOVE ICON WHILE GRINDING TO MOVE UP TO 3 SPACES.

IF THE SPACE MONDO ENDS IN IS GRINDABLE HE MAY CONTINUE HIS CURRENT GRIND TERRAIN MOVE.

MONDO GECKO



SUPPRESSION FIRE!

HERMAN MAKES AN ATTACK +2 RANGED STRIKE THAT DOESN'T WEAKEN FOR THE FIRST 3 SPACES.

AT ANY TIME, HERMAN MAY PAY 1 FOCUS TO ACTIVATE THIS SKILL CARD AGAIN.

HERMAN



BRING THE NOISE!

HERMAN MAKES AN ATTACK +4 RANGED STRIKE THAT DOES NOT WEAKEN FOR THE FIRST 4 SPACES.

IF HERMAN ROLLS AT LEAST 1 DOUBLE HIT, THE DEFENDING FIGURE IS STUNNED.

HERMAN



VICE GRIP

PLAY THIS CARD AFTER HERMAN MAKES
A SUCCESSFUL MELEE STRIKE AGAINST
AN ENEMY MINION FIGURE.

WHILE THIS CARD IS ACTIVE AND
HERMAN HAS NOT MADE ANY FURTHER
ACTIONS, THAT FIGURE MAY NOT
ACTIVATE.

HERMAN

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COUNTER MEASURES

HERMAN IS ALWAYS CONSIDERED TO BE IN A SPACE OF COVERED TERRAIN. IF AN ENEMY DECLARES AN ATTACK AGAINST HERMAN, HE MAY PAY 2 FOCUS TO TAKE COVER.

HERMAN

8



CLAW UPGRADE

*HERMAN'S MELEE STRIKES COUNT
DOUBLE HITS AS TRIPLE HITS.*

HERMAN



TARGET ACQUIRED

CHOOSE AN ENEMY FIGURE IN LINE OF SIGHT OF RAY.

WHILE THIS CARD IS ACTIVE, WHEN ATTACKING, OTHER MUTANIMAL FIGURES RECIEVE ATTACK +1 WHEN ATTACKING THAT FIGURE.

MAN RAY



EXPLOSIVE ROUNDS

RAY MAKES AN ATTACK +2
RANGED STRIKE.

FOR EACH DOUBLE HIT ROLLED,
ROLL 1 ADDITIONAL BATTLE DIE.
IF ANOTHER DOUBLE HIT IS ROLLED
APPLY THIS EFFECT AGAIN.

MAN RAY



POISON BARB

RAY MAKES 2 ATTACK +2 RANGED STRIKES AGAINST THE SAME OR DIFFERENT ENEMY FIGURES.

IF A STRIKE HITS, THAT FIGURE IS POISONED.

POISON:

AT THE END OF A POISONED FIGURE'S TURN; THAT FIGURE SUFFERS UNBLOCKABLE WOUNDS EQUAL TO THE HITS ROLLED ON ONE BATTLE DIE, THEN REMOVES 1 POISON TOKEN.

MAN RAY



STRIKE WHEN THE TIME IS RIGHT

SPEND 1 NON-SHELL ACTION DICE ICON AND THEN PLACE A DICE PLACEHOLDER TOKEN MATCHING THE ICON YOU SPENT ONTO RAY'S CHARACTER SHEET.

THIS ICON IS AVAILABLE TO SPEND AT ANY TIME DURING RAY'S TURN AND MAY BE COMBINED WITH HIS ACTION DICE.

RAY MAY HAVE NO MORE THAN 2 TOKENS STOCKPILED THIS WAY

MAN RAY



HE'S
GONE
MAD!

YAAGGGH.



A SOUND STRATEGY

COMPETITIVE MODE:

RAY MAY DRAW 2 CARDS FROM THE VILLAIN DECK AND PLACE THEM BACK ON THE TOP OR BOTTOM OF THE DECK IN ANY ORDER.

COOPERATIVE MODE:

AT THE START OF THE NEXT ROUND, RAY MAY SELECT TWO CARDS FROM THE INITIATIVE DECK TO BE PLACED ON TOP IN ANY ORDER AFTER THE DECK IS SHUFFLED.

MAN RAY

88



LOCKED AND LOADED

IF RAY KO'S AN ENEMY MINION FIGURE,
HE RECIEVES A SINGLE NON-SHELL
ICON TO SPEND IMMEDIATELY.

THIS ICON MAY BE COMBINED WITH
RAY'S REMAINING ICONS BUT IS LOST
IF NOT SPENT IMMEDIATELY AFTER
RECEIVING IT.

MAN RAY



SEARCH AND RESCUE

SALLY MAY MOVE UP TO 5 SPACES (MOVING THROUGH BUT NOT LANDING ON FRIENDLY FIGURES) IGNORING BREAKAWAY.

IF SALLY MOVES THROUGH ANY FRIENDLY FIGURES, SHE MAY PLACE 1 OF THEM IN AN EMPTY SPACE ADJACENT TO HER AFTER THE MOVE ACTION ENDS.

SALLY PRIDE



FIELD MEDIC

CHOOSE A FRIENDLY FIGURE ADJACENT TO SALLY (EVEN IF KNOCKED DOWN) AND ROLL 3 BATTLE DICE. THAT FIGURE REGAINS LIFE EQUAL TO THE NUMBER OF HITS ROLLED.

SALLY PRIDE



COVER FIRE!

SALLY MAKES 3 SEPARATE ATTACK +1
RANGED STRIKES AGAINST UP TO 3
DIFFERENT ENEMY FIGURES.

ALL FRIENDLY FIGURES ADJACENT TO
SALLY RECEIVE DEFEND +1.

SALLY PRIDE



TIME TO SLEEP

CHOOSE AN ADJACENT ENEMY FIGURE.
ROLL 2 BATTLE DICE, THAT FIGURE
RECIEVES STUN TOKENS EQUAL TO THE
NUMBER OF HITS ROLLED.

SALLY PRIDE



JOYRIDE

PLAY ONLY WHEN SALLY IS STANDING ON A CAR TOKEN.

SALLY MAY MOVE UP TO 6 SPACES IN A STRAIGHT LINE MOVING THROUGH, BUT NOT LANDING ON ANOTHER FIGURE. EACH FIGURE SHE PASSES THROUGH SUFFERS AN ATTACK +3 MELEE STRIKE.

ANY PROP TOKEN SALLY MAKES CONTACT WITH WHEN MOVING (INCLUDING THE CAR) IS REMOVED FROM THE BATTLE.

SALLY PRIDE

8



IMPROVISED WEAPON

SALLY RECEIVES +1 ATTACK WHEN
MAKING MELEE STRIKES.

SALLY PRIDE

8



SELF DESTRUCTIVE

SEYMOUR MAY PAY 1 LIFE TO HAVE A FRIENDLY MUTANIMAL FIGURE WITHIN 2 SPACES REGAIN 1 LIFE OR FOCUS.

SEYMOUR GUTZ

8



FRIENDSHIP

ENEMY FIGURES MAY NOT DRAW
LINE OF SIGHT THROUGH SEYMOUR.

FRIENDLY FIGURES MAY MOVE
THROUGH BUT NOT END THEIR
ACTION ON SEYMOUR.

SEYMOUR GUTZ

8



HEAVY ARTILLERY

SEYMOUR'S RANGED STRIKES
DON'T WEAKEN FOR THE FIRST 4
SPACES.

SEYMOUR GUTZ

8



BRAVERY

SEYMOUR RECEIVES ATTACK +2
WHEN MAKING AN ATTACK ACTION
AGAINST AN ENEMY FIGURE WITH
MORE LIFE THAN HIM.

SEYMOUR GUTZ

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THE UNKNOWN

NON-MACHINE ENEMY FIGURES
ADJACENT TO SEYMOUR SUFFER -1
TO THEIR BLOCK RESULT WHEN
DEFENDING AGAINST AN ATTACK.

SEYMOUR GUTZ

88



BASIC TRAINING

OTHER MUTANIMALS FIGURES RECEIVE
SKILL +1 FOR THIS BATTLE.

OLD HOB

X



PLAN B

YOU MAY RESELECT OLD HOB'S
NON-CONSTANT SKILL CARDS,
JUST LIKE THE START OF THE BATTLE.

THEN, DISCARD THIS CARD.
PLAN B MAY ONLY BE USED ONCE PER
BATTLE.

OLD HOB

8



UNEASY ALLIANCE

AT THE START OF THE BATTLE GIVE THIS CARD TO A FRIENDLY FIGURE, THAT FIGURE NOW HAS THE MUTANIMALS FACTION IN ADDITION TO THEIR OWN.

OLD HOB

8



UNEASY ALLIANCE

AT THE START OF THE BATTLE GIVE THIS CARD TO A FRIENDLY FIGURE, THAT FIGURE NOW HAS THE MUTANIMALS FACTION IN ADDITION TO THEIR OWN.

OLD HOB

88



STRAY

WHILE HE CAN SEE AT LEAST 1 OTHER FRIENDLY MUTANIMAL FIGURE, OLD HOB RECEIVES DEFEND +1.

HOWEVER, IF THERE ARE NO FRIENDLY MUTANIMAL FIGURES IN THE BATTLE APPART FROM OLD HOB HE RECEIVES ATTACK +1.

OLD HOB

88



PSYCHOTHEROPIC COMPOUND

*SLASH'S FOCUS ATTRIBUTE IS
INCREASED BY 1.*

SLASH



FULL FORCE

WHILE ACTIVE, SLASH COUNTS DOUBLE HITS AS TRIPLE HITS WHEN MAKING MELEE STRIKES.

SLASH



BOUND

*SLASH MAY SPEND HIS MELEE ICONS
AS IF THEY WERE MOVE ICONS.*

SLASH

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GO IT ALONE

AFTER ACTION DICE ARE ROLLED AND ANY REROLLS MADE SLASH MAY SPEND 1 FOCUS TO ACTIVATE GO IT ALONE.

FOR THIS ROUND, SLASH RECEIVES +1 TO HIS MOVE, ATTACK AND DEFEND ATTRIBUTES, HOWEVER HE CANNOT SHARE OTHER HEROES' ACTION DICE.

OTHER FRIENDLY HEROES CONTINUE TO SHARE SLASH'S DICE AS USUAL.

SLASH

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CAN...DEE!

AT ANY TIME, AN ADJACENT FRIENDLY FIGURE MAY SPEND 1 FOCUS TO ALLOW SLASH TO REGAIN 1 FOCUS.

SLASH



LOW BLOW

MIKEY MAKES AN ATTACK +3
MELEE STRIKE.

ANY ENEMY FIGURE ROLLING TO DEFEND AGAINST THIS STRIKE ONLY BLOCKS ON DOUBLE HIT RESULTS OR IF THE DEFENDING ENEMY IS AI CONTROLLED, THAT FIGURE HALVES THEIR BLOCK STAT ROUNDED UP.

MICHELANGELO



WHIRLING SHIELD

WHILE THIS CARD IS ACTIVE, MIKEY RECEIVES DEFEND +2 AND ALL ADJACENT FRIENDLY FIGURES RECEIVE DEFEND +1.

IN ADDITION, WHEN DEFENDING, IF MIKEY ROLLS AT LEAST 1 DOUBLE HIT HE DEALS 1 UNBLOCKABLE WOUND TO THE ATTACKING ENEMY FIGURE.

IF MIKEY IS ATTACKED BY MULTIPLE ENEMY FIGURES AT ONCE, ONLY SELECT 1 FIGURE TO SUFFER 1 UNBLOCKABLE WOUND.

MICHELANGELO

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GRAPPLING HOOK

MIKEY RECEIVES +1 TO HIS MELEE RANGE.

HOWEVER, MELEE STRIKES CANNOT BE MADE THROUGH ENEMY FIGURES.

MICHELANGELO

88



TURTLE LINE

MIKEY GAINS THE MOBILITY TRAIT.

MOBILITY:
WHILE MOVING, FIGURES WITH MOBILITY
DO NOT NEED TO BREAK AWAY FROM
ENEMY FIGURES, MAY MOVE THROUGH
(BUT NOT END A MOVE ACTION ON)
FIGURES, AND IGNORE NON-BLOCKING
TERRAIN EFFECTS.

MICHELANGELO



GET OVER HERE DUDE!

MIKEY MOVES A NON-GIANT FIGURE HE CAN SEE UP TO 3 SPACES AWAY IN A STRAIGHT LINE TOWARDS HIM AS IF THEY WERE LEAPING.

IF THE FIGURE IS AN ENEMY, THEY SUFFER AN ATTACK +2 MELEE STRIKE.

IF MIKEY HAS TAKEN THE GRAPPLING HOOK CARD TO THIS BATTLE HE MAY SPEND KATANA IN PLACE OF SHURIKEN FOR THE COST OF THIS CARD.

MICHELANGELO



ALL TIED UP!

MIKEY MAKES AN ATTACK +3 RANGED STRIKE THAT ENTANGLES (3) IF IT HITS.

IF MIKEY HAS TAKEN THE GRAPPLING HOOK CARD TO THIS BATTLE HE MAY SPEND KATANA IN PLACE OF SHURIKEN FOR THE COST OF THIS CARD.

MICHELANGELO

8



10 FOOT POLE +1

DONNIE RECEIVES +1 TO HIS
MELEE RANGE.
MELEE STRIKES CANNOT BE MADE
THROUGH ENEMY FIGURES.

DONATELLO



FLING PERSON

DONNIE MAY MOVE A NON-GIANT FIGURE ADJACENT TO HIM UP TO 3 SPACES IN A STRAIGHT LINE AS THOUGH IT WERE LEAPING. IF IT IS A MINION, IT MAY NOT BE ACTIVATED WHILE THIS CARD IS ACTIVE.

DONATELLO



DUZ_MACHINES_84

*WHILE THIS CARD IS ACTIVE,
DONNIE ROLLS +1 BATTLE DIE WHEN
ATTACKING OR DEFENDING
AGAINST MACHINE ENEMIES AND
WHEN MAKING FOCUS CHECKS.*

DONATELLO



PROBING ATTACK

WHILE THIS CARD IS ACTIVE,
LEO MAY REROLL HIS BATTLE DICE
ONCE FOR FREE WHEN MAKING A
MELEE STRIKE.
THIS COUNTS AS A FOCUS REROLL.

LEONARDO

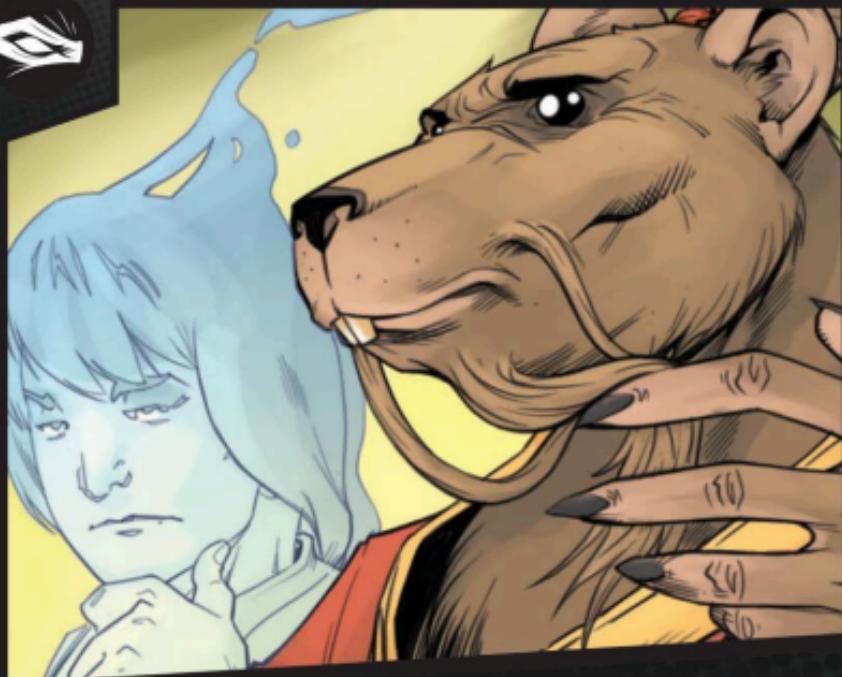


BURNING RAGE

RAPH MAY TURN ANY NUMBER OF HIS SHELL ACTION DICE ICONS TO EITHER THEIR KATANA OR DOUBLE SHURIKEN SIDES.

SHELLS DO NOT ALL HAVE TO BE TURNED TO THE SAME SIDE, THEY MAY BE MIXED AND MATCHED. WHILE THIS CARD IS ACTIVE RAPH MAY NOT GO ON THE DEFENSIVE.

RAPHAEL



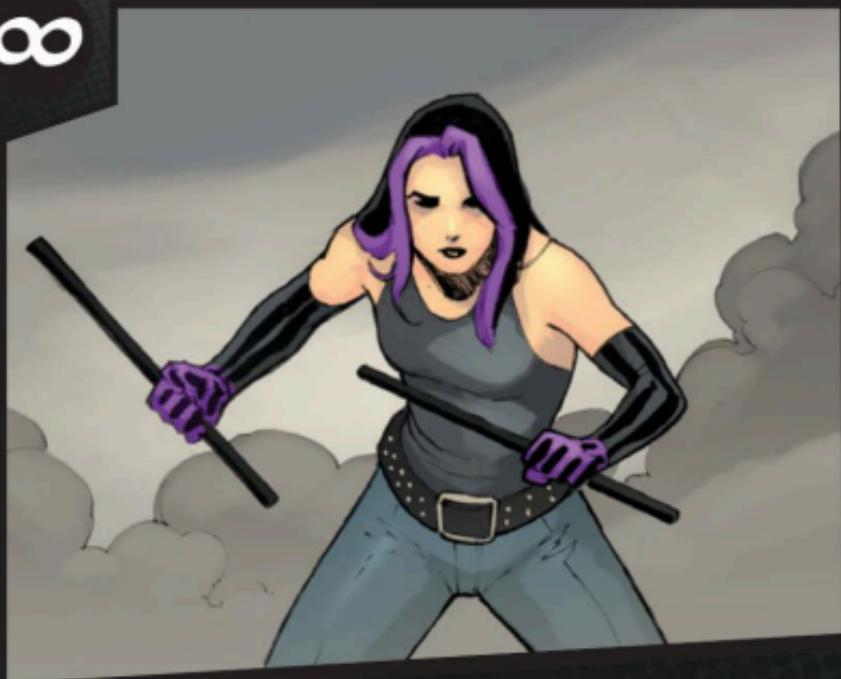
KNOWLEDGE

COMPETITIVE MODE:
CHOOSE AN ENEMY FIGURE. THE VILLAIN
DISCARDS ALL CARDS IN THEIR HAND
CORRESPONDING TO THAT FIGURE, THEN
REFILLS THEIR HAND.

COOPERATIVE MODE:
DRAW 3 EVENT CARDS AND RETURN
THEM TO THE TOP OR BOTTOM OF THE
DECK IN ANY ORDER.

SPLINTER

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ESCRIMA STICKS

ANGEL ROLLS +1 BATTLE DIE
WHEN MAKING MELEE STRIKES.

ANGEL BRIDGE