

THE ENHANCED EDITION CAME OUT IN 2012, WITH ERRATA AND UPDATES TO MANY OF THE CARDS.

# HEROES

<b>ABSOLUTE ZERO</b>	OLD TEXT	NEW TEXT
"COOLANT BLAST"	<b>POWER:</b> IF ABSOLUTE ZERO WAS DEALT FIRE DAMAGE SINCE THE END OF YOUR LAST TURN, HE DEALS 1 NON-HERO TARGET COLD DAMAGE EQUAL TO THE AMOUNT OF FIRE DAMAGE THAT HAS BEEN DEALT TO ABSOLUTE ZERO SINCE THE END OF YOUR LAST TURN.	<b>POWER:</b> ABSOLUTE ZERO DEALS 1 NON-HERO TARGET X COLD DAMAGE WHERE X = THE AMOUNT OF FIRE DAMAGE THAT HAS BEEN DEALT TO ABSOLUTE ZERO SINCE THE END OF YOUR LAST TURN.
"ONBOARD MODULE INSTALLATION"	SEARCH YOUR DECK FOR A MODULE CARD AND PUT IT INTO YOUR HAND. SHUFFLE YOUR DECK.  YOU MAY DRAW A CARD. YOU MAY PLAY A CARD.	YOU MAY DRAW A CARD.  SEARCH YOUR DECK FOR A MODULE CARD AND PUT IT INTO YOUR HAND. SHUFFLE YOUR DECK.  YOU MAY PLAY A CARD.
<b>BUNKER</b>	OLD TEXT	NEW TEXT
"ADHESIVE FOAM GRENADE"	THE ENVIRONMENT DECK CANNOT PLAY CARDS ON ITS NEXT TURN.	ENVIRONMENT CARDS CANNOT BE PLAYED UNTIL THE START OF YOUR NEXT TURN.
"RECHARGE MODE"	YOU CANNOT PLAY CARDS. YOU CANNOT USE POWERS. YOU MAY DRAW AN ADDITIONAL CARD DURING YOUR DRAW PHASE. REDUCE DAMAGE DEALT TO BUNKER BY 1.  AT THE START OF YOUR TURN, YOU MAY DESTROY THIS CARD. WHEN THIS CARD ENTERS PLAY, DESTROY ALL OTHER MODE CARDS.	WHEN THIS CARD ENTERS PLAY, DESTROY ALL OTHER MODE CARDS.  YOU CANNOT PLAY CARDS OR USE POWERS. YOU MAY DRAW AN ADDITIONAL CARD DURING YOUR DRAW PHASE. REDUCE DAMAGE DEALT TO BUNKER BY 1. AT THE START OF YOUR TURN, YOU MAY DESTROY THIS CARD.
"TURRET MODE"	YOU CANNOT PLAY CARDS. YOU MAY USE AN ADDITIONAL POWER DURING YOUR POWER PHASE. YOU CANNOT DRAW CARDS . INCREASE DAMAGE DEALT BY BUNKER BY 1.  AT THE START OF YOUR TURN, YOU MAY DESTROY THIS CARD. WHEN THIS CARD ENTERS PLAY, DESTROY ALL OTHER MODE CARDS.	WHEN THIS CARD ENTERS PLAY, DESTROY ALL OTHER MODE CARDS.  YOU CANNOT PLAY OR DRAW CARDS. YOU MAY USE AN ADDITIONAL POWER DURING YOUR POWER PHASE. INCREASE DAMAGE DEALT BY BUNKER BY 1. AT THE START OF YOUR TURN, YOU MAY DESTROY THIS CARD.
"UPGRADE MODE"	YOU MAY PLAY AN ADDITIONAL CARD DURING YOUR PLAY PHASE. YOU CANNOT USE POWERS.  AT THE START OF YOUR TURN, YOU MAY DESTROY THIS CARD. WHEN THIS CARD ENTERS PLAY, DESTROY ALL OTHER MODE CARDS.	WHEN THIS CARD ENTERS PLAY, DESTROY ALL OTHER MODE CARDS.  YOU MAY PLAY AN ADDITIONAL CARD DURING YOUR PLAY PHASE. YOU CANNOT USE POWERS. AT THE START OF YOUR TURN, YOU MAY DESTROY THIS CARD.

<b>FANATIC</b>	<b>OLD TEXT</b>	<b>NEW TEXT</b>
"ABSOLUTION"	<p><i>EQUIPMENT, LIMITED</i></p> <p>INCREASE FANATIC'S MAXIMUM HP BY 1.</p> <p><b>POWER:</b> SELECT MELEE, FIRE, OR RADIANT AS THIS CARD'S DAMAGE TYPE. FANATIC DEALS 1 TARGET 3 DAMAGE OF THAT TYPE.</p>	<p><i>EQUIPMENT, RELIC, LIMITED</i></p> <p>WHEN THIS CARD ENTERS PLAY, FANATIC REGAINS 1 HP.</p> <p><b>POWER:</b> SELECT MELEE, FIRE, OR RADIANT AS THIS CARD'S DAMAGE TYPE. FANATIC DEALS 1 TARGET 3 DAMAGE OF THAT TYPE.</p>
"AEGIS OF RESURRECTION"	<p><i>EQUIPMENT, LIMITED</i></p> <p>WHEN FANATIC DROPS TO 0 OR FEWER HP, RESTORE FANATIC TO 10 HP.</p> <p>DESTROY THIS CARD.</p>	<p><i>EQUIPMENT, RELIC, LIMITED</i></p> <p>WHEN FANATIC DROPS TO 0 OR FEWER HP, RESTORE FANATIC TO 10 HP. THEN, DESTROY THIS CARD.</p>
"CHASTISE"	<p>PLAY NEXT TO A TARGET OTHER THAN THE VILLAIN CHARACTER CARD. THAT TARGET IS IMMUNE TO DAMAGE AND CANNOT DEAL DAMAGE.</p> <p>AT THE START OF YOUR TURN, EITHER FANATIC DEALS HERSELF 1 PSYCHIC DAMAGE OR THIS CARD IS DESTROYED.</p>	<p>PLAY NEXT TO A TARGET OTHER THAN A CHARACTER CARD. THAT TARGET IS IMMUNE TO DAMAGE AND CANNOT DEAL DAMAGE.</p> <p>AT THE START OF YOUR TURN, EITHER FANATIC DEALS HERSELF 2 PSYCHIC DAMAGE OR THIS CARD IS DESTROYED.</p>
"DIVINE FOCUS"	<p>AT THE START OF EVERY YTURN, YOU MAY DISCARD A CARD. IF YOU DO, FANATIC DEALS THE VILLAIN CHARACTER CARD 2 RADIANT DAMAGE.</p> <p>AT THE START OF YOUR TURN, EITHER FANATIC DEALS HERSELF 4 FIRE DAMAGE OR THIS CARD IS DESTROYED.</p>	<p>AT THE START OF EVERY TURN, YOU MAY DISCARD A CARD. IF YOU DO, FANATIC DEALS THE VILLAIN TARGET WITH THE HIGHEST HP 2 RADIANT DAMAGE.</p> <p>AT THE START OF YOUR TURN, EITHER FANATIC DEALS HERSELF 4 FIRE DAMAGE OR THIS CARD IS DESTROYED.</p>
"DIVINE SACRIFICE"	<p>FANATIC DEALS UP TO 3 TARGETS 1 RADIANT DAMAGE EACH. DAMAGE DEALT BY THOSE TARGETS IS REDIRECTED TO FANATIC UNTIL THE START OF YOUR NEXT TURN.</p>	<p>FANATIC DEALS UP TO 3 TARGETS 1 IRREDUCIBLE RADIANT DAMAGE EACH.</p> <p>DAMAGE DEALT BY THOSE TARGETS IS REDIRECTED TO FANATIC UNTIL THE START OF YOUR NEXT TURN.</p>
"END OF DAYS"	<p>AT THE START OF THE ENVIRONMENT TURN, DESTROY ALL CARDS IN PLAY, EXCEPT FOR THE HERO AND VILLAIN CHARACTER CARDS.</p>	<p>AT THE START OF THE ENVIRONMENT TURN, DESTROY ALL CARDS IN PLAY, OTHER THAN THIS CARD, CHARACTER CARDS, AND RELICS.</p> <p>THEN, DESTROY THIS CARD.</p>

"FINAL DIVE"	<p>DESTROY A TARGET WITH FEWER THAN 5 HP, OTHER THAN THE VILLAIN CHARACTER CARD.</p> <p>FANATIC DEALS 1 TARGET PROJECTILE DAMAGE EQUAL TO THE DESTROYED TARGET'S CURRENT HP.</p>	<p>DESTROY A TARGET WITH 4 OR FEWER HP, OTHER THAN A CHARACTER CARD.</p> <p>FANATIC DEALS 1 TARGET X PROJECTILE DAMAGE, WHERE X = THE DESTROYED TARGET'S CURRENT HP BEFORE IT WAS DESTROYED.</p>
"ZEALOUS OFFENSE"	<p>AT THE START OF YOUR TURN, SELECT UP TO 2 CARDS, OTHER THAN THE VILLAIN CHARACTER CARD. THOSE CARDS CANNOT DEAL DAMAGE UNTIL THE START OF YOUR NEXT TURN.</p> <p>AT THE END OF YOUR TURN, IF YOU HAVE NOT DEALT AT LEAST 3 DAMAGE THIS TURN, DESTROY THIS CARD.</p>	<p>AT THE START OF YOUR TURN, SELECT UP TO 2 NON-CHARACTER CARD TARGETS. THOSE TARGETS CANNOT DEAL DAMAGE UNTIL THE START OF YOUR NEXT TURN.</p> <p>AT THE END OF YOUR TURN, IF YOU HAVE NOT DEALT AT LEAST 3 DAMAGE THIS TURN, DESTROY THIS CARD.</p>
<b>HAKA</b>	<b>OLD TEXT</b>	<b>NEW TEXT</b>
"DOMINION"	WHENEVER AN ENVIRONMENT CARD IS DESTROYED, DRAW A CARD.	WHENEVER AN ENVIRONMENT CARD IS DESTROYED, YOU MAY DRAW A CARD.
"GROUND POUND"	<p>WHEN THIS CARD ENTERS PLAY, DISCARD 2 CARDS.</p> <p>NON-HERO CARDS CANNOT DEAL DAMAGE.</p> <p>AT THE START OF YOUR TURN, DESTROY THIS CARD.</p>	<p>WHEN THIS CARD ENTERS PLAY, DISCARD 2 CARDS OR DESTROY THIS CARD.</p> <p>NON-HERO CARDS CANNOT DEAL DAMAGE.</p> <p>AT THE START OF YOUR TURN, DESTROY THIS CARD.</p>
"SAVAGE MANA"	<p>WHENEVER DAMAGE DEALT BY HAKA DESTROYS A TARGET, YOU MAY PUT THAT CARD BENEATH THIS CARD.</p> <p>POWER: DESTROY ALL CARDS BENEATH THIS CARD. HAKA DEALS 1 TARGET 2 TOXIC DAMAGE FOR EACH CARD DESTROYED THIS WAY.</p>	<p>WHENEVER HAKA DESTROYS A TARGET, YOU MAY PUT THAT CARD BENEATH THIS CARD.</p> <p>POWER: DESTROY ALL CARDS BENEATH THIS CARD. HAKA DEALS 1 TARGET X TOXIC DAMAGE, WHERE X = THE NUMBER OF CARDS DESTROYED THIS WAY TIMES 2.</p>
<b>LEGACY</b>	<b>OLD TEXT</b>	<b>NEW TEXT</b>
"DANGER SENSE"	PREVENT DAMAGE THAT WOULD BE DEALT TO LEGACY BY ENVIRONMENT CARDS.	LEGACY IS IMMUNE TO DAMAGE FROM ENVIRONMENT CARDS.
"HEROIC INTERCEPTION"	<p>LEGACY DEALS HIMSELF 3 MELEE DAMAGE.</p> <p>EACH HERO OTHER THAN LEGACY IS IMMUNE TO DAMAGE UNTIL THE START OF YOUR NEXT TURN.</p>	<p>WHEN THIS CARD ENTERS PLAY, LEGACY DEALS HIMSELF 3 MELEE DAMAGE.</p> <p>HERO TARGETS OTHER THAN LEGACY ARE IMMUNE TO DAMAGE.</p> <p>AT THE START OF YOUR TURN, DESTROY THIS CARD.</p>

"INSPIRING PRESENCE"	<p>INCREASE EACH HERO'S MAXIMUM HP BY 1.</p> <p>INCREASE DAMAGE DEALT BY HEROES BY 1.</p> <p>(WHENEVER A TARGET'S MAXIMUM HP IS INCREASED, THAT TARGET'S CURRENT HP IS INCREASED BY THE SAME AMOUNT.)</p>	<p>WHEN THIS CARD ENTERS PLAY, EACH HERO TARGET REGAINS 1 HP.</p> <p>INCREASE DAMAGE DEALT BY HERO TARGETS BY 1.</p>
"TAKE DOWN"	<p>VILLAIN CARDS CANNOT BE PLAYED.</p> <p>AT THE END OF YOUR TURN, THE VILLAIN CHARACTER CARD DEALS LEGACY 2 DAMAGE.</p> <p>AT THE START OF YOUR TURN, DESTROY THIS CARD.</p>	<p>VILLAIN CARDS CANNOT BE PLAYED.</p> <p>AT THE END OF YOUR TURN, THE VILLAIN TARGET WITH THE HIGHEST HP DEALS LEGACY 2 ENERGY DAMAGE.</p> <p>AT THE START OF YOUR TURN, DESTROY THIS CARD.</p>
"GALVANIZE" (INNATE POWER)	<b>POWER:</b> UNTIL THE START OF YOUR NEXT TURN, INCREASE DAMAGE DEALT BY HEROES BY 1.	<b>POWER:</b> UNTIL THE START OF YOUR NEXT TURN, INCREASE DAMAGE DEALT BY HERO TARGETS BY 1.
<b>RA</b>	<b>OLD TEXT</b>	<b>NEW TEXT</b>
"DRAWN TO THE FLAME"	<b>POWER:</b> RA DEALS EACH NON-HERO TARGET 1 FIRE DAMAGE FOR EACH VILLAIN ONGOING CARD IN PLAY.	<b>POWER:</b> RA DEALS EACH NON-HERO TARGET X FIRE DAMAGE, WHERE X = THE NUMBER OF VILLAIN ONGOING CARDS IN PLAY.
"FLAME BARRIER"	THE FIRST TIME RA IS DEALT DAMAGE BY A TARGET EACH TURN, DEAL THAT TARGET 2 FIRE DAMAGE.	THE FIRST TIME RA IS DEALT DAMAGE BY A TARGET EACH TURN, RA DEALS THAT TARGET 2 FIRE DAMAGE.
"FLESH OF THE SUN GOD"	<p>RA IS IMMUNE TO FIRE DAMAGE.</p> <p><b>POWER:</b> EACH HERO IS IMMUNE TO FIRE DAMAGE UNTIL THE START OF YOUR NEXT TURN.</p>	<p>RA IS IMMUNE TO FIRE DAMAGE.</p> <p><b>POWER:</b> HERO CHARACTER CARDS ARE IMMUNE TO FIRE DAMAGE UNTIL THE START OF YOUR NEXT TURN.</p>
"IMBUED FIRE"	<p>ALL FIRE DAMAGE IS INCREASED BY 1.</p> <p>CHANGE THE DAMAGE TYPE OF DAMAGE DEALT BY HEROES TO FIRE.</p> <p><b>POWER:</b> DESTROY THIS CARD.</p>	<p>INCREASE ALL FIRE DAMAGE BY 1.</p> <p>CHANGE THE DAMAGE TYPE OF DAMAGE DEALT BY HERO TARGETS TO FIRE.</p> <p><b>POWER:</b> DESTROY THIS CARD.</p>
"THE STAFF OF RA"	<p><i>EQUIPMENT, LIMITED</i></p> <p>INCREASE ALL DAMAGE DEALT BY RA BY 1. INCREASE RA'S MAXIMUM HP BY 5.</p> <p><b>POWER:</b> RA DEALS 1 TARGET 3 PROJECTILE DAMAGE. DESTROY THIS CARD.</p>	<p><i>EQUIPMENT, RELIC, LIMITED</i></p> <p>WHEN THIS CARD ENTERS PLAY, RA REGAINS 3 HP.</p> <p>INCREASE DAMAGE DEALT BY RA BY 1.</p> <p><b>POWER:</b> RA DEALS 1 TARGET 3 PROJECTILE DAMAGE. DESTROY THIS CARD.</p>

TACHYON	OLD TEXT	NEW TEXT
"FLEET OF FOOT"	EACH PLAYER DRAWS A CARD.  YOU MAY PLAY AN ADDITIONAL CARD THIS TURN.	EACH PLAYER MAY DRAW A CARD.  YOU MAY PLAY A CARD.
"LIGHTNING REFLEXES"	YOU MAY PLAY UP TO 2 ADDITIONAL CARDS THIS TURN.	YOU MAY PLAY UP TO 2 CARDS NOW.
"SONIC VORTEX"	TACHYON DEALS X TARGETS 3 SONIC DAMAGE, WHERE X = THE NUMBER OF BURST CARDS IN YOUR TRASH.	TACHYON DEALS UP TO X TARGETS 3 SONIC DAMAGE, WHERE X = THE NUMBER OF BURST CARDS IN YOUR TRASH.
TEMPEST	OLD TEXT	NEW TEXT
"CLEANSING DOWNPOUR"	<b>POWER:</b> EACH HERO REGAINS 2 HP.	<b>POWER:</b> EACH HERO TARGET REGAINS 2 HP.
"GENE-BOUND SHACKLES"	INCREASE DAMAGE DEALT BY TEMPEST TO THE VILLAIN CHARACTER CARD BY 2.	INCREASE DAMAGE DEALT BY TEMPEST TO THE VILLAIN TARGET WITH THE HIGHEST HP BY 2.
"INTO THE STRATOSPHERE"	CHOOSE 1 VILLAIN CARD IN PLAY AND PUT IT ON TOP OF THE VILLAIN DECK.  TEMPEST DEALS THE VILLAIN 2 PROJECTILE DAMAGE.	SELECT 1 NON-INDESTRUCTIBLE VILLAIN CARD IN PLAY, OTHER THAN A CHARACTER CARD, AND PUT IT ON TOP OF THE VILLAIN DECK.  TEMPEST DEALS THE VILLAIN TARGET WITH THE HIGHEST HP 2 PROJECTILE DAMAGE.
"SHIELDING WINDS"	WHENEVER A HERO WOULD BE DEALT 5 OR MORE DAMAGE FROM A SINGLE SOURCE, REDUCE THAT DAMAGE BY 2.	WHENEVER A HERO TARGET WOULD BE DEALT 5 OR MORE DAMAGE FROM A SINGLE SOURCE, REDUCE THAT DAMAGE BY 2.
"VICIOUS CYCLONE"	PLAY THIS CARD NEXT TO A TARGET AND TEMPEST DEALS THAT TARGET 2 PROJECTILE DAMAGE.  AT THE START OF YOUR TURN, YOU MAY DISCARD UP TO 3 CARDS. TEMPEST DEALS THIS CARD'S TARGET 1 PROJECTILE DAMAGE FOR EACH CARD DISCARDED THIS WAY.	PLAY THIS CARD NEXT TO A TARGET.  AT THE START OF YOUR TURN, DISCARD UP TO 3 CARDS. TEMPEST DEALS THAT TARGET 1 PROJECTILE DAMAGE FOR EACH CARD DISCARDED THIS WAY.  IF THE TARGET LEAVES PLAY, DESTROY THIS CARD.
INCAPACITATED ABILITIES	<ul style="list-style-type: none"> <li>• SELECT A HERO. THAT HERO MAY USE A POWER NOW.</li> <li>• ALL HEROES ARE IMMUNE TO A DAMAGE TYPE OF YOUR CHOICE UNTIL THE START OF YOUR NEXT TURN.</li> <li>• PUT AN ONGOING CARD FROM A TRASH INTO PLAY.</li> </ul>	<ul style="list-style-type: none"> <li>• ONE HERO MAY USE A POWER NOW.</li> <li>• HEROES ARE IMMUNE TO A DAMAGE TYPE OF YOUR CHOICE UNTIL THE START OF YOUR NEXT TURN.</li> <li>• ONE PLAYER MAY TAKE AN ONGOING CARD FROM THEIR TRASH INTO THEIR HAND.</li> </ul>

<b>VISIONARY</b>	OLD TEXT	NEW TEXT
"BRAIN BURN"	<p>PUT THE VILLAIN TRASH ON THE BOTTOM OF THE VILLAIN DECK.</p> <p>THE VISIONARY DEALS HERSELF 1 PSYCHIC DAMAGE FOR EACH CARD REMOVED FROM THE VILLAIN TRASH IN THIS WAY.</p>	<p>PUT THE VILLAIN TRASH ON THE BOTTOM OF THE VILLAIN DECK.</p> <p>THIS VISIONARY DEALS HERSELF X PSYCHIC DAMAGE, WHERE X = THE NUMBER OF CARDS REMOVED FROM THE VILLAIN TRASH THIS WAY.</p>
"DECOY PROJECTION"	<p><i>ONGOING, LIMITED</i></p> <p>WHENEVER THE VISIONARY WOULD BE DEALT DAMAGE, REDIRECT THAT DAMAGE TO THIS CARD INSTEAD.</p>	<p><i>DISTORTION, LIMITED</i></p> <p>WHENEVER THE VISIONARY WOULD BE DEALT DAMAGE, REDIRECT THAT DAMAGE TO THIS CARD.</p>
"DEMORALIZATION"	<p>DECREASE THE MAXIMUM HP OF EACH NON-HERO TARGET BY 1.</p> <p>(WHENEVER A TARGET'S MAXIMUM HP IS DECREASED, THAT TARGET'S CURRENT HP IS DECREASED BY THE SAME AMOUNT.)</p>	<p>AT THE START OF YOUR TURN, THE VISIONARY DEALS EACH VILLAIN TARGET 1 PSYCHIC DAMAGE.</p>
"WREST THE MIND"	<p>PLAY THIS CARD NEXT TO A TARGET. WHENEVER THAT TARGET DEALS DAMAGE, YOU MAY REDIRECT THAT DAMAGE TO ANOTHER TARGET. IF YOU DO, THE VISIONARY DEALS 2 PSYCHIC DAMAGE TO THAT TARGET AND 2 PSYCHIC DAMAGE TO HERSELF.</p> <p>IF THE TARGET LEAVES PLAY, DESTROY THIS CARD.</p>	<p>PLAY THIS CARD NEXT TO A TARGET, OTHER THAN A CHARACTER CARD.</p> <p>WHENEVER THAT TARGET DEALS DAMAGE, YOU MAY REDIRECT THAT DAMAGE TO ANOTHER TARGET. IF YOU DO, THE VISIONARY DEALS THIS CARD'S TARGET AND HERSELF 3 PSYCHIC DAMAGE EACH.</p> <p>IF THE TARGET LEAVES PLAY, DESTROY THIS CARD.</p>
<b>WRAITH</b>	OLD TEXT	NEW TEXT
"STUN BOLT"	<p><b>POWER:</b> THE WRAITH DEALS 1 TARGET 1 PROJECTILE DAMAGE. UNTIL THE START OF YOUR NEXT TURN, REDUCE ALL DAMAGE DEALT BY THAT TARGET BY 2.</p>	<p><b>POWER:</b> THE WRAITH DEALS 1 TARGET 1 PROJECTILE DAMAGE. UNTIL THE START OF YOUR NEXT TURN, REDUCE ALL DAMAGE DEALT BY THAT TARGET BY 1.</p>
"THROAT JAB"	<p>THE WRAITH DEALS 1 TARGET 2 MELEE DAMAGE.</p> <p>THAT TARGET CANNOT DEAL DAMAGE UNTIL THE START OF YOUR NEXT TURN.</p>	<p>THE WRAITH DEALS 1 TARGET 2 MELEE DAMAGE.</p> <p>THE TARGET DEALT DAMAGE THIS WAY CANNOT DEAL DAMAGE UNTIL THE START OF YOUR NEXT TURN.</p>
"UTILITY BELT"	<p>YOU MAY USE 1 ADDITIOANL POWER EACH TURN.</p>	<p>YOU MAY USE AN ADDITIONAL POWER DURING YOUR POWER PHASE.</p>
"STEALTH" (INNATE POWER)	<p><b>POWER:</b> PREVENT THE NEXT 2 DAMAGE THAT WOULD BE DEALT TO THE WRAITH.</p>	<p><b>POWER:</b> REDUCE THE NEXT DAMAGE THAT WOULD BE DEALT TO THE WRAITH BY 2.</p>

# VILLAINS

<b>BARON BLADE</b>	OLD TEXT	NEW TEXT
"BACKLASH FIELD"	<p>THE FIRST TIME BARON BLADE IS DEALT DAMAGE EACH TURN, HE DEALS 3 LIGHTNING DAMAGE TO THE SOURCE OF THAT DAMAGE.</p> <p>WHENEVER BARON BLADE IS DEALT 5 OR MORE DAMAGE IN A SINGLE TURN, PUT THE TOP CARD OF THE VILLAIN DECK INTO THE VILLAIN TRASH.</p>	<p>THE FIRST TIME BARON BLADE IS DEALT DAMAGE BY A TARGET EACH TURN, BARON BLADE DEALS THAT TARGET 3 LIGHTNING DAMAGE.</p>
"CONSIDER THE PRICE OF VICTORY"	<p>EACH PLAYER DISCARDS 1 CARD AND BARON BLADE DEALS EACH HERO TARGET 2 SONIC DAMAGE.</p> <p>PUT AS MANY CARDS FROM THE TOP OF THE VILLAIN DECK INTO THE VILLAIN TRASH AS THE TOTAL NUMBER OF CARDS DISCARDED THIS WAY.</p>	<p>EACH PLAYER DISCARDS 1 CARD. BARON BLADE DEALS EACH HERO TARGET 2 SONIC DAMAGE.</p> <p>DISCARD X CARDS FROM THE TOP OF THE VILLAIN DECK, WHERE X = THE NUMBER OF HERO CARDS DISCARDED THIS TURN.</p>
"ELEMENTAL REDISTRIBUTOR"	<p>WHENEVER BARON BLADE WOULD BE DEALT FIRE, COLD, OR LIGHTNING DAMAGE, PREVENT ALL OF IT: THIS CARD DEALS AS MUCH ENERGY DAMAGE TO THE HERO TARGET WITH THE LOWEST HP AS DAMAGE PREVENTED.</p>	<p>WHENEVER BARON BLADE WOULD BE DEALT FIRE, COLD, OR LIGHTNING DAMAGE, REDIRECT THAT DAMAGE TO THE HERO TARGET WITH THE LOWEST HP.</p>
"POWERED REMOTE TURRET"	<p>AT THE END OF THE VILLAIN TURN, THIS CARD DEALS EACH HERO TARGET 2 PROJECTILE DAMAGE.</p> <p>IF "MOBILE DEFENSE PLATFORM" IS IN PLAY, INCREASE DAMAGE DEALT BY THIS CARD BY 1.</p>	<p>AT THE END OF THE VILLAIN TURN, THIS CARD DEALS EACH HERO TARGET 2 PROJECTILE DAMAGE.</p> <p>INCREASE DAMAGE DEALT BY THIS CARD BY 1 FOR EACH MOBILE DEFENSE PLATFORM IN PLAY.</p>
"SLASH AND BURN"	<p>BARON BLADE DEALS THE HERO TARGET WITH THE CURRENT LOWEST HP 4 MELEE DAMAGE.</p> <p>BARON BLADE DEALS THE HERO TARGET WITH THE CURRENT HIGHEST HP 6 FIRE DAMAGE</p>	<p>BARON BLADE DEALS THE HERO TARGET WITH THE LOEST HP "H" MELEE DAMAGE.</p> <p>BARON BLADE DEALS THE HERO TARGET WITH THE HIGHEST HP "H" PLUS 2 FIRE DAMAGE.</p>

<p>CHARACTER CARD - TEXT FRONT</p>	<p>AT THE START OF THE GAME, PUT BARON BLADE'S VILLAIN CHARACTER CARD AND THIS CARD INTO PLAY, "TERRALUNAR IMPULSION BEAM INVENTOR" SIDE UP.</p> <p>LOOK THROUGH THE VILLAIN DECK FOR THE CARD "MOBILE DEFENSE PLATFORM" AND PUT IT INTO PLAY. SHUFFLE THE VILLAIN DECK.</p> <p>AT THE START OF THE VILLAIN TURN, IF THE VILLAIN TRASH HAS 15 OR MORE CARDS IN IT, BARON BLADE'S TERRALUNAR IMPULSION BEAM ACTIVATES, DRAGGING THE MOON INTO THE EARTH. GAME OVER.</p> <p>WHEN BARON BLADE IS REDUCED TO 0 OR FEWER HP, FLIP BARON BLADE'S VILLAIN CHARACTER CARD AND THIS CARD.</p> <p><b>ADVANCED:</b> AT THE END OF EACH VILLAIN TURN, PUT THE TOP CARD OF THE VILLAIN DECK INTO THE VILLAIN TRASH.</p>	<p><b>SETUP:</b> AT THE START OF THE GAME, PUT BARON BLADE'S VILLAIN CHARACTER CARDS INTO PLAY, TERRALUNAR IMPULSION BEAM INVENTOR SIDE UP.</p> <p>SEARCH THE VILLAIN DECK FOR THE CARD MOBILE DEFENSE PLATFORM AND PUT IT INTO PLAY. SHUFFLE THE VILLAIN DECK.</p> <p><b>GAME PLAY:</b> AT THE START OF THE VILLAIN TURN, IF THERE ARE 15 OR MORE CARDS IN THE VILLAIN TRASH, BARON BLADE'S TERRALUNAR IMPULSION BEAM ACTIVATES, PULLING THE MOON INTO THE EARTH. GAME OVER.</p> <p>WHEN BARON BLADE WOULD BE DESTROYED, FLIP BARON BLADE'S VILLAIN CHARACTER CARDS INSTEAD.</p> <p><b>ADVANCED:</b> AT THE END OF THE VILLAIN TURN, DISCARD THE TOP "H" MINUS 2 CARDS OF THE VILLAIN DECK.</p>
<p>CHARACTER CARD - TEXT BACK</p>	<p>WHEN FLIPPED TO THE "VENGEFUL MAD SCIENTIST" SIDE, BARON BLADE'S MAXIMUM HP IS 30, AND HIS CURRENT HP IS RESTORED TO 30. PUT THE VILLAIN TRASH ON TOP OF VILLAIN DECK AND PUT ALL 3 COPIES OF "MOBILE DEFENSE PLATFORM" INTO THE VILLAIN TRASH. SHUFFLE THE VILLAIN DECK.</p> <p>AT THE END OF THE VILLAIN TURN, BARON BLADE DEALS THE HERO TARGET WITH THE HIGHEST HP 4 ENERGY DAMAGE.</p> <p>WHEN BARON BLADE IS REDUCED TO 0 OR FEWER FP, THE HEROES HAVE WON.</p> <p><b>ADVANCED:</b> REDUCE DAMAGE DEALT TO BARON BLADE BY 1.</p>	<p><b>GAME PLAY:</b> WHEN FLIPPED TO THIS SIDE, RESTORE BARON BLADE TO 30 HP. THEN, PUT THE VILLAIN TRASH ON TOP OF THE VILLAIN DECK. PUT ALL 3 COPIES OF "MOBILE DEFENSE PLATFORM" INTO THE VILLAIN TRASH. SHUFFLE THE VILLAIN DECK.</p> <p>AT THE END OF THE VILLAIN TURN, BARON BLADE DEALS THE HERO TARGET WITH THE HIGHEST HP "H" ENERGY DAMAGE.</p> <p><b>ADVANCED:</b> REDUCE DAMAGE DEALT TO BARON BLADE BY 1.</p>

<b>CITIZEN DAWN</b>	<b>OLD TEXT</b>	<b>NEW TEXT</b>
"CHANNEL THE ECLIPSE"	<p>AT THE END OF THE VILLAIN TURN, CITIZEN DAWN DEALS HERSELF 2 COLD DAMAGE; PLAY THE TOP CARD OF THE VILLAIN DECK.</p>	<p>AT THE END OF THE VILLAIN TURN, CITIZEN DAWN DEALS HERSELF 2 COLD DAMAGE.</p> <p>AT THE START OF THE VILLAIN TURN, PLAY THE TOP CARD OF THE VILLAIN DECK.</p>
"CITIZEN BLOOD"	<p>AT THE END OF THE VILLAIN TURN, THIS CARD DEALS THE HERO TARGET WITH THE LOWEST HP 1 MELEE DAMAGE.</p> <p>IF "CITIZEN SWEAT" IS IN PLAY, THIS CARD DEALS ITS DAMAGE TO EACH HERO TARGET.</p> <p>IF "CITIZEN TEARS" IS IN PLAY, INCREASE THIS CARD'S DAMAGE BY 2.</p>	<p>AT THE END OF THE VILLAIN TURN, THIS CARD DEALS THE HERO TARGET WITH THE LOWEST HP 1 MELEE DAMAGE.</p> <p>IF CITIZEN SWEAT IS IN PLAY, THIS CARD DEALS EACH HERO TARGET 1 MELEE DAMAGE.</p> <p>IF CITIZEN TEARS IS IN PLAY, INCREASE DAMAGE DEALT BY CITIZEN BLOOD BY 1.</p>
CITIZEN DARE"	<p>INCREASE ALL DAMAGE DEALT TO HERO TARGETS BY 1.</p> <p>WHEN "CITIZEN TRUTH" COMES INTO PLAY, THIS CARD DEALS EACH HERO TARGET 1 PSYCHIC DAMAGE; DESTROY THIS CARD.</p> <p>THIS CARD DOES NOT COUNT AS A CITIZEN WHEN DRAWING CITIZENS DURING GAME SETUP.</p>	<p>INCREASE DAMAGE DEALT TO HERO TARGETS BY 1.</p> <p>WHEN CITIZEN TRUTH ENTERS PLAY, THIS CARD DEALS EACH HERO TARGET 1 IRREDUCIBLE PSYCHIC DAMAGE AND DESTROYS THIS CARD.</p> <p>CITIZEN DARE CANNOT BE ONE OF THE INITIAL CITIZENS AT THE START OF THE GAME.</p>
"CITIZEN TEARS"	<p>AT THE END OF THE VILLAIN TURN, EACH PLAYER DISCARDS 1 CARD.</p> <p>IF "CITIZEN BLOOD" IS IN PLAY, THIS CARD DEALS EACH HERO MELEE DAMAGE EQUAL TO THE NUMBER OF CARDS DISCARDED BY THEIR PLAYERS THIS TURN.</p> <p>IF "CITIZEN SWEAT" IS IN PLAY, EACH PLAYER DISCARDS 2 CARDS.</p>	<p>AT THE END OF THE VILLAIN TURN, EACH PLAYER DISCARDS 1 CARD.</p> <p>IF CITIZEN SWEAT IS IN PLAY, EACH PLAYER DISCARDS 1 MORE CARD.</p> <p>IF CITIZEN BLOOD IS IN PLAY, THIS CARD DEALS EACH HERO MELEE DAMAGE EQUAL TO THE NUMBER OF CARDS DISCARDED BY THEIR PLAYERS THIS TURN.</p>
"LUMINOUS LEADERSHIP"	<p>INCREASE EACH CITIZEN'S MAXIMUM HP BY 1.</p> <p>(WHENEVER A TARGET'S MAXIMUM HP IS INCREASED, THAT TARGET'S CURRENT HP IS INCREASED BY THE SAME AMOUNT.)</p>	<p>AT THE START OF THE VILLAIN TURN, EACH CITIZEN REGAINS 1 HP.</p>

<p>CHARACTER CARD - TEXT FRONT</p>	<p>AT THE START OF THE GAME, PUT THIS CARD AND CITIZEN DAWN'S VILLAIN CHARACTER CARD INTO PLAY, "LEADER OF THE CITIZENS OF THE SUN" SIDE UP. SHUFFLE THE VILLAIN DECK AND DRAW CARDS UNTIL 3 CITIZEN CARDS ARE REVEALED. PUT THEM INTO PLAY. SHUFFLE THE VILLAIN DECK.</p> <p>AT THE START OF THE VILLAIN TURN, IF THERE ARE 5 OR MORE CITIZENS IN THE VILLAIN TRASH, FLIP CITIZEN DAWN'S CHARACTER CARD AND THIS CARD. CITIZEN DAWN MAY ONLY BE FLIPPED ONCE THIS WAY PER GAME.</p> <p>AT THE END OF THE VILLAIN TURN, CITIZEN DAWN DEALS THE HERO TARGET WITH THE HIGHEST HP 2 ENERGY DAMAGE.</p> <p><b>ADVANCED:</b> INCREASE ALL DAMAGE DEALT BY CITIZENS BY 1.</p>	<p><b>SETUP:</b> AT THE START OF THE GAME, PUT CITIZEN DAWN'S VILLAIN CHARACTER CARDS INTO PLAY, LEADER OF THE CITIZENS OF THE SUN SIDE UP. SHUFFLE THE VILLAIN DECK AND REVEAL CARDS UNTIL "H" MINUS 1 CITIZENS ARE REVEALED. PUT THEM INTO PLAY. SHUFFLE THE OTHER REVEALED CARDS BACK INTO THE VILLAIN DECK.</p> <p><b>GAME PLAY:</b> AT THE START OF THE VILLAIN TURN, IF THERE ARE 5 OR MORE CITIZENS IN THE VILLAIN TRASH, FLIP CITIZEN DAWN'S VILLAIN CHARACTER CARDS. SHE MAY ONLY FLIP THIS WAY ONCE PER GAME.</p> <p>AT THE END OF THE VILLAIN TURN, CITIZEN DAWN DEALS THE HERO TARGET WITH THE HIGHEST HP "H" MINUS 2 ENERGY DAMAGE.</p> <p><b>ADVANCED:</b> INCREASE DAMAGE DEALT BY CITIZENS BY 1.</p>
<p>CHARACTER CARD - TEXT BACK</p>	<p>CITIZEN DAWN IS IMMUNE TO DAMAGE.</p> <p>AT THE START OF THE VILLAIN TURN, IF THERE ARE 3 OR MORE CITIZENS IN PLAY, FLIP CITIZEN DAWN'S CHARACTER CARD AND THIS CARD.</p> <p>AT THE END OF THE VILLAIN TURN, PLAY THE TOP CARD OF THE VILLAIN DECK.</p> <p><b>ADVANCED:</b> DO NOT FLIP CITIZEN DAWN UNTIL THERE ARE 5 OR MORE CITIZENS IN PLAY.</p>	<p><b>GAME PLAY:</b> CITIZEN DAWN IS IMMUNE TO DAMAGE.</p> <p>AT THE START OF THE VILLAIN TURN, IF THERE ARE "H" MINUS 1 OR MORE CITIZENS IN PLAY, FLIP CITIZEN DAWN'S VILLAIN CHARACTER CARDS.</p> <p>AT THE END OF THE VILLAIN TURN, PLAY THE TOP CARD OF THE VILLAIN DECK.</p> <p><b>ADVANCED:</b> DO NOT FLIP CITIZEN DAWN'S VILLAIN CHARACTER CARDS UNTIL THERE ARE "H" PLUS 1 OR MORE CITIZENS IN PLAY.</p>
<p><b>GRAND WARLORD VOSS</b></p>	<p>OLD TEXT</p>	<p>NEW TEXT</p>
<p>"FIRST LIEUTENANT VYKTOR"</p>	<p>INCREASE DAMAGE DEALT TO HEROES BY 1.</p>	<p>INCREASE DAMAGE DEALT TO HERO TARGETS BY 1.</p>
<p>"QUARK-DRIVE TRANSLOCATOR"</p>	<p>THE FIRST TIME A MINION CARD IS PLAYED EACH VILLAIN TURN, PLAY THE TOP CARD OF THE VILLAIN DECK.</p>	<p>THE FIRST TIME A MINION ENTERS PLAY EACH TURN, PLAY THE TOP CARD OF THE VILLAIN DECK.</p>

<p>"TCF STALWART"</p>	<p>THIS CARD IS IMMUNE TO MELEE DAMAGE.</p> <p>AT THE START OF THE VILLAIN TURN, THIS CARD DEALS EACH HERO TARGET 3 ENERGY DAMAGE.</p> <p>AT THE END OF THE VILLAIN TURN, IF THERE ARE 2 OR FEWER MINION CARDS IN PLAY, SHUFFLE THE VILLAIN TRASH AND DRAW FROM THE TOP UNTIL 2 MINION CARDS ARE REVEALED. PUT THEM INTO PLAY.</p>	<p>THIS CARD IS IMMUNE TO MELEE DAMAGE.</p> <p>AT THE START OF THE VILLAIN TURN, THIS CARD DEALS EACH HERO TARGET 3 ENERGY DAMAGE.</p> <p>AT THE END OF THE VILLAIN TURN, SHUFFLE THE VILLAIN TRASH AND REVEAL CARDS UNTIL A MINION IS REVEALED. PUT IT INTO PLAY. PUT THE OTHER REVEALED CARDS BACK INTO THE TRASH.</p>
<p>CHARACTER CARD - TEXT FRONT</p>	<p>AT THE START OF THE GAME, PUT GRAND WARLORD VOSS'S VILLAIN CHARACTER CARD AND THIS CARD INTO PLAY, "CONQUERING ALIEN WARLORD" SIDE UP.</p> <p>SHUFFLE THE VILLAIN DECK AND DRAW CARDS UNTIL 4 MINION CARDS ARE REVEALED. PUT THEM INTO PLAY. SHUFFLE THE VILLAIN DECK.</p> <p>AT THE START OF THE VILLAIN TURN, IF THERE ARE NO MINIONS IN PLAY, FLIP GRAND WARLORD VOSS'S VILLAIN CHARACTER CARD AND THIS CARD.</p> <p>REDUCE DAMAGE TO GRAND WARLORD VOSS BY 2 FOR EACH MINION IN PLAY.</p> <p>AT THE START OF THE VILLAIN TURN, IF 10 OR MORE MINIONS ARE IN PLAY, THE PLANET HAS BEEN OVERRUN BY THE THORATHIAN ARMY. GRAND WARLORD VOSS HAS CONQUERED THE EARTH. GAME OVER.</p> <p><b>ADVANCED:</b> DECREASE DAMAGE DEALT BY HEROES BY 1.</p>	<p><b>SETUP:</b> AT THE START OF THE GAME, PUT GRAND WARLORD VOSS'S VILLAIN CHARACTER CARDS INTO PLAY, CONQUERING ALIEN WARLORD SIDE UP.</p> <p>SHUFFLE THE VILLAIN DECK. REVEAL CARDS FROM THE TOP UNTIL "H" MINIONS ARE REVEALED. PUT THEM INTO PLAY. SHUFFLE THE OTHER REVEALED CARDS INTO THE VILLAIN DECK.</p> <p><b>GAME PLAY:</b> AT THE START OF THE VILLAIN TURN, IF THERE ARE NO MINIONS IN PLAY, FLIP GRAND WARLORD VOSS'S VILLAIN CHARACTER CARDS.</p> <p>AT THE START OF THE VILLAIN TURN, IF THERE ARE 10 OR MORE MINIONS IN PLAY, THE PLANET HAS BEEN OVERRUN BY THE THORATHIAN ARMY. GAME OVER.</p> <p>REDUCE DAMAGE TO GRAND WARLORD VOSS BY 2 FOR EACH MINION IN PLAY.</p> <p><b>ADVANCED:</b> REDUCE DAMAGE DEALT BY HEROES BY 1.</p>

<p>CHARACTER CARD - TEXT BACK</p>	<p>AT THE START OF THE VILLAIN TURN, IF THERE ARE 2 OR MORE MINIONS IN PLAY, FLIP GRAND WARLORD VOSS'S VILLAIN CHARACTER CARD AND THIS CARD.</p> <p>REDUCE DAMAGE TO GRAND WARLORD VOSS BY 1 FOR EACH MINION IN PLAY.</p> <p>AT THE END OF THE VILLAIN TURN, GRAND WARLORD VOSS DEALS THE HERO TARGET WITH THE HIGHEST HP 3 ENERGY DAMAGE AND THE HERO TARGET WITH THE LOWEST HP 2 FIRE DAMAGE.</p> <p><b>ADVANCED:</b> AT THE END OF THE VILLAIN TURN, PLAY A VILLAIN CARD.</p>	<p><b>GAME PLAY:</b> AT THE START OF THE VILLAIN TURN, IF THERE ARE 2 OR MORE MINIONS IN PLAY, FLIP GRAND WARLORD VOSS'S VILLAIN CHARACTER CARDS.</p> <p>REDUCE DAMAGE TO GRAND WARLORD VOSS BY 1 FOR EACH MINION IN PLAY.</p> <p>AT THE END OF THE VILLAIN TURN, GRAND WARLORD VOSS DEALS THE HERO TARGET WITH THE HIGHEST HP "H" MINUS 1 ENERGY DAMAGE AND THE HERO TARGET WITH THE LOWEST HP "H" MINUS 2 FIRE DAMAGE.</p> <p><b>ADVANCED:</b> AT THE END OF THE VILLAIN TURN, PLAY THE TOP CARD OF THE VILLAIN DECK.</p>
<p><b>OMNITRON</b></p>	<p>OLD TEXT</p>	<p>NEW TEXT</p>
<p>"DISINTEGRATION RAY"</p>	<p>AT THE START OF THE VILLAIN TURN, OMNITRON DEALS 5 ENERGY DAMAGE TO THE HERO TARGET WITH THE HIGHEST HP.</p> <p>DESTROY THIS CARD WHEN OMNITRON IS DEALT 7 OR MORE DAMAGE IN ONE ROUND.</p>	<p>AT THE START OF THE VILLAIN TURN, OMNITRON DEALS "H" PLUS 1 ENERGY DAMAGE TO THE HERO TARGET WITH THE HIGHEST HP.</p> <p>DESTROY THIS CARD WHEN OMNITRON IS DEALT 7 OR MORE DAMAGE IN ONE ROUND.</p>
<p>"ELECTRO-MAGNETIC RAILGUN"</p>	<p>AT THE START OF THE VILLAIN TURN, OMNITRON DEALS THE 2 HERO TARGETS WITH THE HIGHEST HP 3 PROJECTILE DAMAGE EACH.</p> <p>DESTROY THIS CARD WHEN OMNITRON IS DEALT 7 OR MORE DAMAGE IN ONE ROUND.</p>	<p>AT THE START OF THE VILLAIN TURN, OMNITRON DEALS THE 2 HERO TARGETS WITH THE HIGHEST HP "H" MINUS 1 PROJECTILE DAMAGE EACH.</p> <p>DESTROY THIS CARD WHEN OMNITRON IS DEALT 7 OR MORE DAMAGE IN ONE ROUND.</p>
<p>"SEDATIVE FLECHETTES"</p>	<p>OMNITRON DEALS EACH HERO TARGET 5 PROJECTILE DAMAGE.</p> <p>DESTROY ALL HERO ONGOING CARDS.</p>	<p>OMNITRON DEALS EACH HERO TARGET "H" PLUS 1 PROJECTILE DAMAGE.</p> <p>DESTROY ALL HERO ONGOING CARDS.</p>
<p>"S-84 AUTOMATON DRONE"</p>	<p>AT THE END OF THE VILLAIN TURN, THIS CARD DEALS THE HERO TARGET WITH THE HIGHEST HP X ENERGY DAMAGE, WHERE X = THE CURRENT HP OF THIS CARD.</p> <p>* : THE NUMBER OF DRONE CARDS IN PLAY PLUS 1.</p>	<p>AT THE END OF THE VILLAIN TURN, THIS CARD DEALS THE HERO TARGET WITH THE HIGHEST HP X ENERGY DAMAGE WHERE X = THE CURRENT HP OF THIS CARD.</p> <p>* = "H"</p>

<p>"TECHNOLOGICAL SINGULARITY"</p>	<p>DESTROY ALL EQUIPMENT CARDS.</p> <p>OMNITRON DEALS EACH HERO 2 LIGHTNING DAMAGE FOR EACH EQUIPMENT CARD BELONGING TO THAT HERO DESTROYED BY THIS CARD.</p>	<p>DESTROY ALL EQUIPMENT CARDS.</p> <p>OMNITRON DEALS EACH HERO CHARACTER CARD 2 LIGHTNING DAMAGE FOR EACH EQUIPMENT CARD BELONGING TO THAT HERO DESTROYED THIS WAY.</p>
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## ENVIRONMENTS

<b>INSULA PRIMALIS</b>	OLD TEXT	NEW TEXT
<p>"ENRAGED T-REX"</p>	<p>AT THE END OF THE ENVIRONMENT TURN, THIS CARD DEALS THE TARGET WITH THE SECOND HIGHEST HP 5 MELEE DAMAGE.</p>	<p><b>DINOSAUR</b></p> <p>AT THE END OF THE ENVIRONMENT TURN, THIS CARD DEALS THE TARGET OTHER THAN ITSELF WITH THE SECOND HIGHEST HP 5 MELEE DAMAGE.</p>
<p>"OBSIDIAN FIELD"</p>	<p>INCREASE ALL DAMAGE DEALT BY 1.</p> <p>AT THE END OF THEIR TURN, 1 PLAYER MUST DISCARD 2 CARDS TO DESTROY THIS CARD.</p>	<p>INCREASE ALL DAMAGE DEALT BY 1.</p> <p>AT THE END OF THEIR TURN, 1 PLAYER MAY DISCARD 2 CARDS TO DESTROY THIS CARD.</p>
<p>"PRIMORDIAL PLANT LIFE"</p>	<p>REDUCE MELEE AND PROJECTILE DAMAGE BY 1.</p> <p>AT THE END OF THE ENVIRONMENT TURN, EACH HERO MAY DESTROY 1 OF THEIR ONGOING CARDS. THIS CARD DEALS ANY HERO THAT DESTROYS AN ONGOING CARD 2 TOXIC DAMAGE. THIS CARD DEALS ANY HERO THAT DOES NOT DESTROY AN ONGOING CARD 4 TOXIC DAMAGE.</p> <p>AT THE START OF THE ENVIRONMENT TURN, DESTROY THIS CARD.</p>	<p>WHEN THIS CARD ENTERS PLAY, EACH HERO MAY DESTROY 1 OF THEIR ONGOING CARDS. DEAL ANY HERO THAT DESTROYS AN ONGOING CARD 2 TOXIC DAMAGE. DEAL ANY HERO THAT DOES NOT DESTROY AN ONGOING CARD 4 TOXIC DAMAGE.</p> <p>AT THE END OF THE ENVIRONMENT TURN, DESTROY THIS CARD.</p>
<p>"PTERODACTYL THIEF"</p>	<p>AT THE START OF THE ENVIRONMENT TURN, DESTROY ALL EQUIPMENT CARDS. PUT ANY CARDS DESTROYED THIS WAY BENEATH THIS CARD. AT THE END OF THE ENVIRONMENT TURN, THIS CARD DEALS EACH HERO 1 SONIC DAMAGE PER CARD BENEATH THIS CARD.</p> <p>WHEN THIS CARD IS DESTROYED, RETURN THE EQUIPMENT CARDS BENEATH THIS CARD TO THE PLAYERS' HANDS.</p>	<p>AT THE START OF THE ENVIRONMENT TURN, DESTROY ALL EQUIPMENT CARDS. PUT CARDS DESTROYED THIS WAY BENEATH THIS CARD. THEN, THIS CARD DEALS EACH HERO TARGET X SONIC DAMAGE, WHERE X = THE NUMBER OF CARDS BENEATH THIS CARD.</p> <p>WHEN THIS CARD IS DESTROYED, RETURN CARDS BENEATH THIS CARD TO THE PALYERS' HANDS.</p>

<p>"RIVER OF LAVA"</p>	<p>AT THE END OF THE ENVIRONMENT TURN, EACH PLAYER MAY DESTROY 1 OF THEIR EQUIPMENT CARDS. THIS CARD DEALS ANY HERO THAT DESTROYS AN EQUIPMENT CARD 2 FIRE DAMAGE. THIS CARD DEALS ANY HERO THAT DOES NOT DESTROY AN EQUIPMENT CARD 4 FIRE DAMAGE.</p> <p>AT THE START OF THE ENVIRONMENT TURN, EACH PLAYER MAY DISCARD THE TOP 3 CARDS OF THEIR DECK TO DESTROY THIS CARD.</p>	<p>AT THE END OF THE ENVIRONMENT TURN, EACH HERO MAY DESTROY 1 OF THEIR EQUIPMENT CARDS. DEAL ANY HERO THAT DOES NOT DESTROY AN EQUIPMENT CARD "H" FIRE DAMAGE.</p> <p>AT THE START OF THE ENVIRONMENT TURN, IF EACH PLAYER DISCARDS THE TOP 3 CARDS OF THEIR DECK, DESTROY THIS CARD.</p>
<p>"VELOCIRAPTOR PACK"</p>	<p>AT THE END OF THE ENVIRONMENT TURN, THIS CARD DEALS THE NON-ENVIRONMENT TARGET WITH THE LOWEST HP 2 MELEE DAMAGE FOR EACH COPY OF "VELOCIRAPTOR ATTACK" IN PLAY.</p>	<p>(USED TO BE CALLED "VELOCIRAPTOR ATTACK")</p> <p><i>DINOSAUR</i></p> <p>AT THE END OF THE ENVIRONMENT TURN, THIS CARD DEALS THE NON-ENVIRONMENT TARGET WITH THE LOWEST HP X MELEE DAMAGE, WHERE X = THE NUMBER OF VELOCIRAPTOR PACKS IN PLAY TIMES 2.</p>
<p>"VOLCANIC ERUPTION"</p>	<p>AT THE START OF THE ENVIRONMENT TURN, THIS CARD DEALS EACH TARGET 7 FIRE DAMAGE.</p> <p>AT THE START OF THEIR TURN, A PLAYER MAY SKIP THE REST OF THEIR TURN TO DESTROY THIS CARD.</p> <p>WHEN THIS CARD IS DESTROYED, LOOK THROUGH THE ENVIRONMENT TRASH FOR A COPY OF THE CARD "OBSIDIAN FIELD" AND PUT IT INTO PLAY.</p>	<p>AT THE START OF THE ENVIRONMENT TURN, DEAL EACH TARGET 7 FIRE DAMAGE. AT THE START OF THEIR TURN, A PLAYER MAY SKIP THE REST OF THEIR TURN TO DESTROY THIS CARD.</p> <p>WHEN THIS CARD IS DESTROYED, MOVE 1 COPY OF THE CARD OBSIDIAN FIELD FROM THE ENVIRONMENT TRASH INTO PLAY.</p>
<p><b>MEGALOPOLIS</b></p>	<p>OLD TEXT</p>	<p>NEW TEXT</p>
<p>"CRAMPED QUARTERS COMBAT"</p>	<p>ALL DAMAGE IS CONVERTED TO MELEE DAMAGE. INCREASE ALL DAMAGE DEALT BY 1.</p> <p>AT THE START OF THE ENVIRONMENT TURN, DESTROY THIS CARD.</p>	<p>CHANGE THE TYPE OF ALL DAMAGE TO MELEE DAMAGE.</p> <p>INCREASE ALL DAMAGE DEALT BY 1.</p> <p>AT THE START OF THE ENVIRONMENT TURN, DESTROY THIS CARD.</p>

<p>"POLICE BACKUP"</p>	<p>AT THE END OF THE ENVIRONMENT TURN, THIS CARD DEALS 1 PROJECTILE DAMAGE TO THE VILLAIN CHARACTER CARD.</p> <p>WHENEVER A VILLAIN CARD WOULD FORCE A PLAYER TO DISCARD A CARD, THIS CARD IS DESTROYED.</p>	<p>AT THE END OF THE ENVIRONMENT TURN, DEAL 1 PROJECTILE DAMAGE TO THE VILLAIN TARGET WITH THE HIGHEST HP.</p> <p>WHENEVER A VILLAIN CARD WOULD MAKE A PLAYER DISCARD A CARD, DESTROY THIS CARD.</p>
<p>"ROOFTOP COMBAT"</p>	<p>INCREASE ALL DAMAGE DEALT BY 1. WHEN THIS CARD ENTERS PLAY, DESTROY ALL OTHER ENVIRONMENT CARDS.</p> <p>WHILE THIS CARD IS IN PLAY, ENVIRONMENT CARDS CANNOT BE PLAYED.</p> <p>DEAL THE VILLAIN CHARACTER CARD 10 OR MORE DAMAGE IN A SINGLE ROUND TO DESTROY THIS CARD.</p>	<p>INCREASE ALL DAMAGE DEALT BY 1. WHEN THIS CARD ENTERS PLAY, DESTROY ALL OTHER ENVIRONMENT CARDS. WHILE THIS CARD IS IN PLAY, ENVIRONMENT CARDS CANNOT BE PLAYED.</p> <p>WHEN HERO TARGETS DEAL NON-HERO CHARACTER CARDS 10 OR MORE DAMAGE IN A SINGLE ROUND, DESTROY THIS CARD.</p>
<p>"TARGETING INNOCENTS"</p>	<p>AT THE START OF THE ENVIRONMENT TURN, THIS CARD DEALS EACH HERO TARGET 3 FIRE DAMAGE. LOOK THROUGH THE ENVIRONMENT TRASH FOR A COPY OF THE CARD "IMPENDING CASUALTY" AND PUT IT INTO PLAY.</p> <p>DEAL THE VILLAIN CHARACTER CARD 5 OR MORE DAMAGE IN A SINGLE ROUND TO DESTROY THIS CARD.</p>	<p>(NOW HAS 10 HP AND IS A TARGET)</p> <p>AT THE START OF THE ENVIRONMENT TURN, THIS CARD DEALS EACH HERO TARGET "H" MINUS 1 FIRE DAMAGE. THEN, LOOK THROUGH THE ENVIRONMENT TRASH FOR IMPENDING CASUALTY AND PUT IT INTO PLAY.</p>
<p>"TRAFFIC PILEUP"</p>	<p>PLAYERS CANNOT DRAW HERO CARDS.</p>	<p>PLAYERS CANNOT DRAW CARDS.</p>
<p><b>RUINS OF ATLANTIS</b></p>	<p>OLD TEXT</p>	<p>NEW TEXT</p>
<p>"HALLWAY COLLAPSE"</p>	<p>AT THE END OF THE ENVIRONMENT TURN, THIS CARD DEALS EACH TARGET 3 MELEE DAMAGE.</p> <p>AT THE START OF THE ENVIRONMENT TURN, DESTROY THIS CARD.</p>	<p>WHEN THIS CARD ENTERS PLAY, DEAL EACH TARGET 3 MELEE DAMAGE.</p> <p>AT THE END OF THE ENVIRONMENT TURN, DESTROY THIS CARD.</p>
<p>"THE KRAKEN"</p>	<p>AT THE END OF THE ENVIRONMENT TURN, DEAL THE NON-ENVIRONMENT TARGET WITH THE LOWEST HP 5 MELEE DAMAGE.</p>	<p>APPENDAGE</p> <p>AT THE END OF THE ENVIRONMENT TURN, THIS CARD DEALS THE NON-ENVIRONMENT TARGET WITH THE LOWEST HP 5 MELEE DAMAGE.</p>

<p>"TOXIC SEAWEED"</p>	<p>WHENEVER A HERO USES A POWER, THIS CARD DEALS THAT HERO 3 TOXIC DAMAGE.</p> <p>AT THE END OF THE ENVIRONMENT TURN, 1 PLAYER MAY DISCARD THEIR HAND TO DESTROY THIS CARD.</p>	<p>WHENEVER A HERO USES A POWER, DEAL THAT HERO "H" MINUS 1 TOXIC DAMAGE.</p> <p>AT THE END OF THE ENVIRONMENT TURN, 1 PLAYER MAY DISCARD THEIR HAND TO DESTROY THIS CARD.</p>
<p><b>WAGNER MARS BASE</b></p>	<p>OLD TEXT</p>	<p>NEW TEXT</p>
<p>"FIRE IN THE BIOSPHERE"</p>	<p>AT THE END OF THE ENVIRONMENT TURN, THIS CARD DEALS ALL TARGETS 2 FIRE DAMAGE. EACH HERO MUST EITHER DESTROY 1 OF THEIR ONGOING CARDS OR TAKE 2 MORE FIRE DAMAGE.</p> <p>AT THE START OF THE ENVIRONMENT TURN, 1 PLAYER MAY DISCARD 2 CARDS TO DESTROY THIS CARD.</p>	<p>AT THE END OF THE ENVIRONMENT TURN, THIS CARD DEALS EACH TARGET 2 FIRE DAMAGE. EACH HERO MUST EITHER DESTROY 1 OF THEIR ONGOING CARDS OR TAKE 2 MORE FIRE DAMAGE.</p> <p>AT THE START OF THE ENVIRONMENT TURN, 1 PLAYER MAY DISCARD 2 CARDS TO DESTROY THIS CARD.</p>
<p>"MAINTENANCE LEVEL"</p>	<p>AT THE END OF THE ENVIRONMENT TURN, PLAY THE NEXT ENVIRONMENT CARD.</p> <p>AT THE START OF THE ENVIRONMENT TURN, EACH PLAYER MAY SHUFFLE THEIR TRASH INTO THEIR HERO DECK TO DESTROY THIS CARD.</p> <p>IF "SELF-DESTRUCT SEQUENCE" IS IN PLAY, PUT THIS CARD INTO THE COUNTDOWN PILE WHEN IT IS DESTROYED.</p>	<p>AT THE END OF THE ENVIRONMENT TURN, PLAY THE NEXT ENVIRONMENT CARD.</p> <p>AT THE START OF THE ENVIRONMENT TURN, IF EACH PLAYER SHUFFLES THEIR TRASH INTO THEIR HERO DECK, DESTROY THIS CARD.</p> <p>WHEN THIS CARD IS DESTROYED, IF "SELF-DESTRUCT SEQUENCE" IS IN PLAY, PUT THIS CARD ON TOP OF THE COUNTDOWN PILE.</p>
<p>"METEOR STORM"</p>	<p>HERO AND VILLAIN CARDS AND POWERS CANNOT DEAL DAMAGE.</p> <p>AT THE START OF THEIR TURN, A PLAYER MAY SKIP THE REST OF THEIR TURN TO DESTROY THIS CARD.</p>	<p>ALL TARGETS ARE IMMUNE TO DAMAGE.</p> <p>AT THE START OF THEIR TURN, A PLAYER MAY SKIP THE REST OF THEIR TURN TO DESTROY THIS CARD.</p>
<p>"OXYGEN LEAK"</p>	<p>REDUCE ALL FIRE DAMAGE BY 3. AT THE START OF THE ENVIRONMENT TURN, THIS CARD DEALS ALL TARGETS TOXIC DAMAGE EQUAL TO THE NUMBER OF CARDS IN THE ENVIRONMENT TRASH.</p> <p>AT THE END OF THE ENVIRONMENT TURN, 1 PLAYER MAY DISCARD 1 ONGOING CARD TO DESTROY THIS CARD.</p>	<p>REDUCE ALL FIRE DAMAGE BY 3. AT THE END OF THE ENVIRONMENT TURN, 1 PLAYER MAY DISCARD 1 CARD TO DESTROY THIS CARD.</p> <p>AT THE START OF THE ENVIRONMENT TURN, DEAL EACH TARGET X TOXIC DAMAGE, WHERE X = THE NUMBER OF CARDS IN THE ENVIRONMENT TRASH.</p>

<p>"PERVASIVE RED DUST"</p>	<p>AT THE END OF THE ENVIRONMENT TURN, DESTROY ALL EQUIPMENT CARDS.</p> <p>AT THE START OF THE ENVIRONMENT TURN, ALL PLAYERS MAY DISCARD 1 CARD TO DESTROY THIS CARD. WHEN THIS CARD IS DESTROYED, EACH PLAYER MAY PUT 1 EQUIPMENT CARD FROM THEIR TRASH INTO PLAY.</p>	<p>AT THE END OF THE ENVIRONMENT TURN, DESTROY "H" EQUIPMENT CARDS.</p> <p>AT THE START OF THE ENVIRONMENT TURN, IF EACH PLAYER DISCARDS 1 CARD, DESTROY THIS CARD. WHEN THIS CARD IS DESTROYED, EACH PLAYER MAY PUT 1 EQUIPMENT CARD FROM THEIR TRASH INTO PLAY.</p>
<p>"SELF-DESTRUCT SEQUENCE"</p>	<p>PUT THE TOP 3 CARDS OF THE ENVIRONMENT DECK FACE DOWN NEXT TO THIS CARD. THAT PILE IS THE COUNTDOWN PILE. IF THE COUNTDOWN PILE IS EVER EMPTY, EVERYONE DIES. GAME OVER.</p> <p>AT THE END OF THE ENVIRONMENT TURN, PUT 1 CARD FROM THE COUNTDOWN PILE INTO THE ENVIRONMENT TRASH.</p> <p>AT THE START OF THEIR TURN, A PLAYER MAY SKIP THE REST OF THEIR TURN TO ADD 1 CARD FROM THE TOP OF THE ENVIRONMENT DECK TO THE COUNTDOWN PILE. IF THE COUNTDOWN PILE EVER CONTAINS 5 CARDS, THE SEQUENCE IS ABORTED, DESTROYING THIS CARD AND THE COUNTDOWN PILE.</p>	<p>WHEN THIS CARD COMES INTO PLAY, PUT THE TOP 2 CARDS OF THE ENVIRONMENT DECK FACE DOWN NEXT TO IT. THAT PILE IS THE COUNTDOWN PILE. IF THE COUNTDOWN PILE IS EVER EMPTY, EVERYONE DIES. GAME OVER.</p> <p>AT THE START OF THEIR TURN, A PLAYER MAY SKIP THE REST OF THEIR TURN TO PUT THE TOP CARD OF THE ENVIRONMENT DECK ONTO THE COUNTDOWN PILE.</p> <p>AT THE START OF THE ENVIRONMENT TURN, IF THE COUNTDOWN PILE CONTAINS "H" PLUS 2 CARDS, THE SEQUENCE HAS BEEN ABORTED AND THE COUNTDOWN PILE AND THIS CARD ARE DESTROYED. OTHERWISE, DISCARD TOP CARD OF THE COUNTDOWN PILE.</p>
<p>"VILLAINOUS WEAPONRY"</p>	<p>INCREASE DAMAGE DEALT TO HERO TARGETS BY 1.</p>	<p>INCREASE DAMAGE DEALT BY VILLAIN TARGETS BY 1.</p>

IN LATE 2013, THE ENHANCED EDITION OF THE GAME WAS REPRINTED WITH CHANGES ON A FEW OF THE CARDS. PLAYERS CAN PURCHASE A PACK OF THE UPDATED CARDS FROM THE GREATER THAN GAMES STORE TO REPLACE THEIR OLD VERSIONS.

THE CHANGES IN THIS UPDATE CENTERED AROUND IMPROVING CLARITY ON CARDS WHICH MUST DEAL SOME AMOUNT OF DAMAGE OR ELSE BE DESTROYED.

- SPIFF

## **FANATIC**

- “CHASTISE”
  - THE WORDING OF THE SECOND PARAGRAPH HAS BEEN CLARIFIED, AND NOW READS “AT THE START OF YOUR TURN, FANATIC MAY DEAL HERSELF 2 PSYCHIC DAMAGE. IF SHE TAKES NO DAMAGE THIS WAY, THIS CARD IS DESTROYED.”
- “EMBOLDEN”
  - THE FIRST AND SECOND SENTENCES HAVE BEEN COMBINED INTO A SINGLE PARAGRAPH.
  - THE WORDING OF THE SECOND PARAGRAPH HAS BEEN CLARIFIED, AND NOW READS “AT THE END OF THAT HERO’S TURN, FANATIC MAY DEAL THEM 2 RADIANT DAMAGE. IF THEY TAKE NO DAMAGE THIS WAY, DESTROY THIS CARD.”

## **RA**

- “SOLAR FLARE”
  - THE WORDING OF THE SECOND PARAGRAPH HAS BEEN CLARIFIED, AND NOW READS “AT THE END OF YOUR TURN, RA MAY DEAL HIMSELF 4 PSYCHIC DAMAGE. IF HE TAKES NO DAMAGE THIS WAY, THIS CARD IS DESTROYED.”

## **TACHYON**

- “PUSHING THE LIMITS”
  - THE WORDING OF THE SECOND PARAGRAPH HAS BEEN CLARIFIED, AND NOW READS “AT THE START OF YOUR TURN, TACHYON MAY DEALS HERSELF 2 SONIC DAMAGE. IF SHE TAKES NO DAMAGE THIS WAY, THIS CARD IS DESTROYED.”
  - THE WORD “DEALS” ON THE UPDATED CARD IS A MISSPELLING. IT SHOULD BE “DEAL”. MOST LIKELY, FUTURE PRINTINGS WILL CORRECT THIS MISTAKE.

IN LATE 2013, THE ROOK CITY AND INFERNAL RELICS EXPANSIONS WERE REPRINTED AND COMBINED INTO A SINGLE BOX CONTAINING BOTH EXPANSIONS. SOME OF THE CARDS RECEIVED UPDATES IN THIS PRINTING.

THE INFORMATION BELOW WAS COMPILED BY JIMMYTHERAT, A DEDICATED MEMBER OF THE GREATER THAN GAMES FORUMS. THANKS FOR THE HARD WORK, JIMMY!

- SPIFF

## **HEROES**

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### **EXPATRIETTE**

- **CHARACTER CARD CHANGES**
  - THE WORDING OF SOME OF EXPATRIETTE'S INCAPACITATED POWERS HAS CHANGED SLIGHTLY:
    - INCAP POWER #1: "SELECT A HERO. THAT HERO MAY USE A POWER NOW." HAS BECOME "ONE HERO MAY USE A POWER NOW."
    - INCAP POWER #2: NO CHANGE.
    - INCAP POWER #3: THE PHRASE "HERO'S PLAYER USES" BECOMES "HERO USES". THE POWER NOW READS "SELECT A HERO. THE NEXT TIME THAT HERO USES A POWER, THAT HERO ALSO DEALS 1 TARGET 1 PROJECTILE DAMAGE."
- **CARD CHANGES**
  - "LIQUID NITROGEN ROUNDS"
    - EACH SENTENCE IS NOW ITS OWN PARAGRAPH, BUT THE TEXT IS UNCHANGED.
  - "PRIDE"
    - ADDED THE WORD "NOW" TO THE END OF THE POWER'S LAST SENTENCE. IT NOW READS "IF 'PREJUDICE' IS IN PLAY, YOU MAY USE ITS POWER NOW".
  - "SHOCK ROUNDS"
    - EACH SENTENCE ON THE CARD IS NOW ITS OWN PARAGRAPH. ALSO, THE PHRASE "ALL NON-HERO TARGETS" HAS CHANGED TO "EACH NON-HERO TARGET".
  - "SPEED LOADING"
    - THE LAST SENTENCE NOW READS "AT THE START OF YOUR TURN, YOU MAY PLAY 1 AMMO CARD." INSTEAD OF "PLAY AN AMMO CARD".

### **MR. FIXER**

- **CHARACTER CARD CHANGES**
  - THE WORDING OF SOME OF MR. FIXER'S INCAPACITATED POWERS HAS CHANGED SLIGHTLY:
    - INCAP POWER #1: NO CHANGE.
    - INCAP POWER #2: INSTEAD OF SAYING "THAT PLAYER MAY DRAW A CARD NOW", IT SAYS "THAT PLAYER MAY DRAW 1 CARD NOW."
    - INCAP POWER #3: NO CHANGE.

- **CARD CHANGES**
  - "GREASE MONKEY FIST"
    - THE FIRST TWO SENTENCES ON THE CARD HAVE BEEN COMBINED INTO A SINGLE PARAGRAPH. THE TEXT OF THE CARD IS UNCHANGED.
  - "DUAL CROWBARS"
    - "THE SAME AMOUNT OF DAMAGE" HAS BEEN CHANGED TO "THAT DAMAGE". SO, THE FIRST SENTENCE NOW READS "WHENEVER MR. FIXER DEALS DAMAGE, HE MAY DEAL THAT DAMAGE TO 1 OTHER TARGET AS WELL."

## VILLAINS

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### THE CHAIRMAN

- **CHARACTER CARD CHANGES**
  - THE SETUP INSTRUCTIONS FOR THE CHAIRMAN'S "MASTER OF THE UNDERWORLD" SIDE REMOVED AN UNNEEDED COMMA FROM THE TEXT.

### THE MATRIARCH

- **CHARACTER CARD CHANGES**
  - GAME PLAY RULES ON BOTH OF HER SIDES HAS AN ADDED LINE STATING "WHENEVER A FOWL CARD IS PLAYED FROM THE VILLAIN DECK, PLAY THE TOP CARD OF THE VILLAIN DECK." THIS IS THE SAME RULE THAT WAS ON EACH FOWL CARD IN THE ORIGINAL PRINTING. IT'S NOW BEEN MOVED TO HER CHARACTER CARD AND REMOVED FROM THE FOWL CARDS THEMSELVES.
  - ON THE ORIGINAL "RULER OF THE FLOCK" SIDE, THE WORD "FOWL" IN THE FIRST SENTENCE WAS IN QUOTES BUT NOT IN THE SECOND SENTENCE. NOW, THE QUOTES HAVE BEEN REMOVED AND NEITHER HAVE THEM.
- **CARD CHANGES**
  - ALL FOWL CARDS
    - THE LINE "WHEN THIS CARD IS PLAYED FROM THE VILLAIN DECK, PLAY THE TOP CARD OF THE VILLAIN DECK" HAS BEEN REMOVED FROM ALL THE FOWL CARDS. THAT RULE HAS BEEN ADDED TO THE MATRIARCH'S CHARACTER CARD INSTEAD.
  - "DARKEN THE SKY"
    - THE ORIGINAL PRINTING'S ART WAS BADLY PIXELATED DUE TO A PRINTING MIX UP. IT HAS BEEN FIXED IN THE REPRINT.
  - "HORRID CACOPHONY"
    - THE CARD NOW SPECIFIES THE SOURCE OF THE CARD'S DAMAGE. THE SECOND SENTENCE NOW READS "THE MATRIARCH DEALS EACH NON-VILLAIN TARGET (H) MINUS 2 SONIC DAMAGE."
  - "MUNINN"
    - THE FIRST TWO SENTENCES ON THE CARD HAVE BEEN COMBINED INTO A SINGLE PARAGRAPH. THE TEXT OF THE CARD IS UNCHANGED.

## **PLAGUE RAT**

- **CHARACTER CARD CHANGES**
  - THE FIRST TWO SENTENCES ON PLAGUE RAT'S "FILTHY VERMIN" SIDE HAVE BEEN COMBINED INTO A SINGLE PARAGRAPH AND THE REDUNDANT "AT THE START OF THE VILLAIN TURN" HAS BEEN REMOVED. THAT PARAGRAPH NOW READS "AT THE START OF THE VILLAIN TURN, PLAGUE RAT DEALS EACH **INFECTED** HERO 2 TOXIC DAMAGE. THEN, IF ANY HEROES ARE NOT **INFECTED**, FLIP PLAGUE RAT'S VILLAIN CHARACTER CARDS."
- **CARD CHANGES**
  - "SEWER FIEND"
    - THE SECOND AND THIRD SENTENCES HAVE BEEN COMBINED INTO A SINGLE PARAGRAPH. THEIR TEXT IS UNCHANGED.

## **SPITE**

- **CARD CHANGES**
  - "GOOD SAMARITAN"
    - THE FIRST TWO SENTENCES HAVE BEEN COMBINED INTO A SINGLE PARAGRAPH. THE TEXT IS UNCHANGED.
  - "INNOCENT BYSTANDER"
    - IN THE FIRST SENTENCE, THE PHRASE "AT THE START OF A HERO TURN" HAS BEEN CHANGED TO "AT THE START OF EACH HERO TURN". ALSO, THE SECOND SENTENCE HAS BEEN COMBINED WITH THE FIRST ONE TO BECOME A SINGLE PARAGRAPH.
  - "LAB RAID"
    - EACH SENTENCE IS NOW ITS OWN PARAGRAPH. THE TEXT IS UNCHANGED.
  - "LOST CHILD"
    - IN THE SECOND SENTENCE, THE PHRASE "FROM SPITE" IS REMOVED AND A COMMA HAS BEEN TAKEN OUT OF THE SENTENCE. IT NOW READS "IF THEY TAKE DAMAGE THIS WAY PUT THIS CARD UNDER THE SAFE HOUSE CARD".
    - THE REMOVAL OF THE COMMA MAY HAVE BEEN A MISTAKE, SINCE IT WAS CORRECT ORIGINALLY AND THE CURRENT WORDING HAS NO SEPARATION OF THE DEPENDENT CLAUSE.
  - "MYND-PHYRE"
    - THE PHRASE "DESTROYED BY THIS CARD" HAS BEEN CHANGED TO "DESTROYED THIS WAY". THE SECOND SENTENCE NOW READS "SPITE DEALS EACH HERO TARGET X PSYCHIC DAMAGE, WHERE X = THE NUMBER OF ENVIRONMENT CARDS DESTROYED THIS WAY."
  - "PL626 COMPOUND XI"
    - THE CARD USED TO BE TITLED "PL626 6 COMPOUND XI". THAT SECOND "6" WAS A TYPO THOUGH, AND IT'S NOW BEEN REMOVED.
  - "POTENTIAL SIDEKICK"
    - THE THIRD AND FOURTH SENTENCES ARE NOW IN THEIR OWN SEPARATE PARAGRAPHS. THE TEXT IS UNCHANGED.

## **ENVIRONMENTS**

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### **ROOK CITY**

- **“DR. TREMATA”**
  - THE WORD “ONE” HAS BEEN CHANGED TO THE NUMERAL “1”. THE THIRD SENTENCE NOW READS “PUT 1 ON TOP OF THE ENVIRONMENT DECK AND 1 ON THE BOTTOM.”
  - STRANGELY, THE “TONY TAURUS” CARD, WHICH USES SIMILAR WORDING, WAS NOT CHANGED. IT STILL USES “ONE” INSTEAD OF “1”.
- **“FALLING STATUARY”**
  - THE PHRASE “THIS CARD DEALS” IS NOW JUST “DEAL”. THE FIRST SENTENCE NOW READS “WHEN THIS CARD ENTERS PLAY, DEAL THE TARGET WITH THE SECOND LOWEST HP 3 IRREDUCIBLE PROJECTILE DAMAGE.”
- **“SCUM AND VILLAINY”**
  - THE SECOND SENTENCE HAS BEEN SPLIT INTO SEPARATE SENTENCES FOR CLARITY. THE SECOND PARAGRAPH NOW READS “AT THE START OF THE ENVIRONMENT TURN, THE VILLAIN CHARACTER CARD DEALS EACH HERO TARGET (H) MINUS 1 MELEE DAMAGE. THEN, DESTROY THIS CARD.”
- **“TOXIC SLUDGE”**
  - THE PHRASE “THIS CARD DEALS” IS NOW JUST “DEAL”. THE FIRST SENTENCE NOW READS “AT THE END OF THE ENVIRONMENT TURN, DEAL EACH TARGET WITH AT LEAST 5 HP 2 TOXIC DAMAGE, THEN DEAL EACH TARGET WITH AT LEAST 10 HP 3 TOXIC DAMAGE.”
  - THE SECOND SENTENCE HAS BEEN UPDATED FOR CLARITY. IT NOW READS “AT THE START OF THE ENVIRONMENT TURN, EACH PLAYER MAY DISCARD 1 CARD. ANY PLAYER THAT DOES MAY DESTROY 1 ENVIRONMENT CARD.”