

SENTINELS OF THE MULTIVERSE

CARD GAME

TM



RULES & CLARIFICATIONS



THE RULINGS AND CLARIFICATIONS IN THIS FAQ COME DIRECTLY FROM THE SENTINELS OF THE MULTIVERSE GAME DESIGNERS, THROUGH POSTS ON THEIR WEBSITE'S FORUM, POSTS ON BOARDGAMEGEEK.COM, OR FROM ACTUAL INTERVIEWS. LINKS TO THE FORUM POSTS HAVE BEEN INCLUDED WHERE AVAILABLE, THOUGH NOT ALL CLARIFICATIONS HAVE THEM. REST ASSURED THAT NOTHING HAS BEEN INCLUDED IN THIS FAQ THAT HASN'T BEEN CONFIRMED BY THE DESIGNERS.

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GENERAL RULES AND CLARIFICATIONS

TIMING OF EFFECTS

THERE WILL BE TIMES WHEN IT LOOKS LIKE EFFECTS IN THE GAME SHOULD HAPPEN SIMULTANEOUSLY, BUT THAT IS NEVER THE CASE. EFFECTS HAPPEN ONE AT A TIME ACCORDING TO AN ORDER OF EVENTS. FOLLOW THE GUIDELINE BELOW WHEN DETERMINING THE PROPER ORDER OF EVENTS:

A) ANY CARDS WITH A "START OF TURN" OR "END OF TURN" EFFECT TRIGGERS THOSE EFFECTS IN THE ORDER THE CARDS WERE PLAYED.

FOR EXAMPLE, WHEN THE VILLAIN'S END-OF-TURN PHASE HAPPENS, ALL OF THE VILLAIN CARDS ON THE TABLE THAT HAVE END-OF-TURN EFFECTS WILL TRIGGER. IN THIS CASE, YOU WOULD STEP THROUGH THE CARDS IN THE ORDER THEY WERE PLAYED, RESOLVING EACH CARD'S END-OF-TURN EFFECT AND THEN MOVING ON TO THE NEXT IN LINE.

B) IN ANY OTHER CASE WHERE TWO OR MORE EFFECTS WOULD TRIGGER SIMULTANEOUSLY, THE EFFECTS MAY BE TRIGGERED IN WHATEVER ORDER THE PLAYERS CHOOSE.

FOR EXAMPLE, IF A CARD SAYS TO DEAL DAMAGE TO ALL HERO TARGETS, THE PLAYERS MAY CHOOSE THE ORDER IN WHICH EACH INSTANCE OF DAMAGE OCCURS.

[HTTPS://GREATERTHANGAMES.COM/FORUM/TOPIC/TIMING-AND-ORDER-OF-OPERATIONS-4347](https://greaterthangames.com/forum/topic/timing-and-order-of-operations-4347)

NEW END-OF TURN EFFECTS ADDED DURING THE END-OF-TURN PHASE

IF AT THE END OF A TURN, A CARD EFFECT CAUSES ANOTHER CARD WITH AN END-OF-TURN EFFECT TO ENTER PLAY, THE NEW CARD'S END-OF-TURN EFFECT WILL ALSO TAKE PLACE THAT SAME TURN. THIS IS BECAUSE THE NEW CARD EFFECTIVELY BECOMES THE LAST CARD IN PLAY ORDER, SO THAT AS YOU WORK THROUGH THE END-OF-TURN EFFECTS IN ORDER, YOU WILL EVENTUALLY COME TO THE NEW CARD AND PLAY ITS EFFECT LIKE NORMAL.

DESTROYING A CARD BEFORE IT'S FINISHED

WHEN A CARD IS DESTROYED BEFORE IT CAN FINISH ITS EFFECT, ANY REMAINING EFFECT IS CANCELLED.

FOR EXAMPLE, RA HAS HIS "FLAME BARRIER" OUT, AND A VILLAIN TARGET DEALS ALL HERO TARGETS DAMAGE. THE PLAYERS DECIDE TO TARGET RA FIRST, AND RA IMMEDIATELY RETALIATES, DEALING ENOUGH DAMAGE TO DESTROY THE ATTACKER. WITH THE ATTACKING TARGET GONE, THERE IS NOTHING TO CONTINUE DEALING DAMAGE TO THE REST OF THE HERO TARGETS.

RESOLVE EACH EFFECT COMPLETELY BEFORE MOVING ON

IF A CARD HAS MULTIPLE EFFECTS AND THE FIRST EFFECT TRIGGERS ANOTHER EFFECT, THE TRIGGERED EFFECT MUST RESOLVE COMPLETELY BEFORE CONTINUING WITH SUBSEQUENT EFFECTS ON THE ORIGINAL CARD.

EXAMPLE: EXPATRIETTE'S CARD "RPG LAUNCHER" CAN REMOVE AN ONGOING OR ENVIRONMENT CARD, AND IF IT DOES, THEN EXPATRIETTE MAY DEAL SOME DAMAGE. IF SHE USES "RPG LAUNCHER" ON ONE OF GRAND WARLORD VOSS' "FORCED DEPLOYMENT" CARDS, THEN THE EFFECTS WOULD HAPPEN LIKE THIS:

"RPG LAUNCHER" DESTROYS "FORCED DEPLOYMENT". "FORCED DEPLOYMENT" IS IMMEDIATELY REMOVED FROM PLAY AND PLACED IN THE VILLAIN TRASH, AND ALL OF THE MINION CARDS ARE IMMEDIATELY PUT FROM THE VILLAIN TRASH INTO PLAY. THEN, EXPATRIETTE MAY DEAL HER DAMAGE, INCLUDING TO ANY OF THE MINIONS WHO WERE JUST PUT INTO PLAY BY "FORCED DEPLOYMENT".

PLAYING A CARD PRECEDES THE EFFECT OF THAT CARD

SOME CARDS HAVE EFFECTS WHICH TRIGGER WHEN A CARD IS PLAYED (EXAMPLE: THE CHAIRMAN'S "INFORMANT" CARD, WHICH SAYS "WHEN A HERO CARD IS PLAYED, PLAY THE TOP CARD OF THE VILLAIN DECK"). BECAUSE THE PLAYING OF A CARD NECESSARILY HAPPENS BEFORE THE EFFECT OF THE TEXT ON THE CARD OCCURS, THE TRIGGERED EFFECT WOULD HAPPEN AFTER THE CARD HAD BEEN PLAYED BUT BEFORE IT CAN BE AFFECTED BY THE CARD'S TEXT.

SO IN OUR EXAMPLE, THE HERO CARD WOULD BE PLAYED, THE INFORMANT WOULD CAUSE THE TOP CARD OF THE VILLAIN DECK TO BE PLAYED, AND THEN THE CARD'S EFFECT WOULD BE ABLE TO DESTROY THE INFORMANT.

[HTTPS://GREATERTHANGAMES.COM/COMMENT/59875#COMMENT-59875](https://greaterthangames.com/comment/59875#comment-59875)

CARDS ARE STILL IN PLAY WHILE THEY'RE RESOLVING THEIR OWN DESTRUCTION

EFFECTS ON CARDS WHICH ARE BEING DESTROYED ARE STILL IN PLAY UNTIL THE DESTRUCTION IS COMPLETE. EXAMPLES OF WHEN THIS TIMING WOULD BE IMPORTANT:

AKASH'BHUTA'S CARD "MOUNTAINOUS CARAPACE" REDUCES DAMAGE DEALT TO AKASH'BHUTA BY 1 AND DEALS HER SOME DAMAGE WHEN IT IS DESTROYED. BECAUSE THE CARD'S EFFECTS ARE STILL IN PLAY UNTIL THE DESTRUCTION IS COMPLETE, THE DAMAGE DEALT TO AKASH'BHUTA BY THE DESTRUCTION OF "MOUNTAINOUS CARAPACE" WOULD BE REDUCED BY 1.

THE "EXPLOSIVES WAGON" CARD IN THE SILVER GULCH ENVIRONMENT INCREASES ALL DAMAGE BY 1 AND DEALS SOME FIRE AND PROJECTILE DAMAGE WHEN DESTROYED. WHEN "EXPLOSIVES WAGON" IS DESTROYED, THAT FIRE AND PROJECTILE DAMAGE WILL BE BOOSTED BY 1 BECAUSE THE DAMAGE BOOST IS STILL IN EFFECT WHEN THE DO-THIS-WHEN-DESTROYED DAMAGING EFFECT OCCURS.

[HTTPS://GREATERTHANGAMES.COM/COMMENT/61044#COMMENT-61044](https://greaterthangames.com/comment/61044#comment-61044)

NO SPLITTING EFFECTS WHEN TIED

ONE TARGET MUST RECEIVE THE ENTIRETY OF AN EFFECT. YOU CAN'T SPLIT AN EFFECT ACROSS TWO TARGETS WHO ARE TIED.

CARDS THAT TRACK THINGS WHICH HAPPEN IN A TURN/ROUND

SOME CARDS TRACK THINGS WHICH HAPPEN IN A TURN OR A ROUND. FOR EXAMPLE, THE "TITLE: CHAOS LORD" TITLE CARD FROM KAARGRA WARFANG'S DECK SAYS "WHEN A PLAYER PLAYS 3 CARDS IN 1 TURN..." DO SOMETHING, OR, THE "ROOFTOP COMBAT" CARD IN THE MEGALOPOLIS DECK WHICH SAYS "WHEN HERO TARGETS DEAL NON-HERO CHARACTER CARDS 10 OR MORE DAMAGE IN A SINGLE ROUND, DESTROY THIS CARD." IF ONE OF THESE TRACKING CARDS COMES OUT MIDWAY THROUGH A TURN OR ROUND, DO THEY GET TO COUNT THINGS WHICH HAPPENED BEFORE THEY CAME OUT, OR ARE THEY ONLY ALLOWED TO TRACK THINGS WHICH HAPPEN FROM THAT POINT FORWARD?

THESE TYPES OF CARDS TRACK FROM THE BEGINNING OF THE TURN OR ROUND (WHICHEVER APPLIES), EVEN IF THAT IS BEFORE THE CARD IN QUESTION CAME OUT, WITH THE EXCEPTION OF OMNITRON'S COMPONENT CARDS AND MEGALOPOLIS' "ROOFTOP COMBAT" CARD. THESE TWO CARDS SHOULD BE TREATED AS IF THEY HAD "... SINCE THIS CARD ENTERED PLAY" IN THE TEXT, MEANING THEY START TRACKING THE HP DEALT FROM THE POINT THEY ENTER PLAY, NOT FROM THE ACTUAL BEGINNING OF THE TURN/ROUND.

ALL OTHER TRACKING CARDS DO TRACK FROM THE BEGINNING OF THE TURN/ROUND, SO YOU CAN CLAIM A TITLE CARD AS IT ENTERS PLAY IF YOU DID THE REQUIRED ACTIONS EARLIER IN THE TURN, AND ABSOLUTE ZERO'S "COOLANT BLAST" DOES COUNT ANY APPLICABLE DAMAGE DEALT BEFORE IT ENTERED PLAY, FOR EXAMPLE.

[HTTPS://GREATERTHANGAMES.COM/COMMENT/99280#COMMENT-99280](https://greaterthangames.com/comment/99280#comment-99280)

DON'T MISTAKE NON-TRACKING CARDS FOR TRACKING CARDS. FOR EXAMPLE, THE "TITLE: STONEJAW" CARD IN KAARGRA WARFANG'S TITLES DECK SAYS "WHEN A TARGET ENTERS PLAY, PUT THIS CARD UNDER THAT TARGET...". YOU MAY THINK THAT MEANS ANYTIME ANY TARGET HAS ENTERED PLAY SINCE THE GAME STARTED, YOU CAN DO WHAT THE CARD SAYS. BUT SINCE THERE'S NO MENTION OF A TIMEFRAME IN THE CARD EFFECT (NO "THIS TURN" OR "THIS ROUND"), YOU WOULD TREAT IT JUST LIKE A NORMAL CARD AND ONLY TRIGGER ITS EFFECT WHEN THE PROPER EVENT HAPPENS IN THE FUTURE, AFTER THE CARD HAS ENTERED PLAY.

[HTTPS://GREATERTHANGAMES.COM/COMMENT/100213#COMMENT-100213](https://greaterthangames.com/comment/100213#comment-100213)

EFFECTS WITH A STATED EXPIRATION TIME SURVIVE THE DESTRUCTION OF THE CARD

EFFECTS WHICH STATE HOW LONG THEY LAST (E.G. "UNTIL THE START OF YOUR NEXT TURN") WILL STAY IN EFFECT UNTIL THE STATED TIME EVEN IF THE CARD LEAVES PLAY. EFFECTS WHICH DO NOT HAVE A STATED EXPIRATION TIME (E.G. "REDUCE DAMAGE DEALT TO BUNKER BY 1.") GO AWAY AFTER THE CARD IS DESTROYED.

[HTTPS://GREATERTHANGAMES.COM/FORUM/TOPIC/CLARIFICATIONS-AND-DECISIONS-FROM-HANDELABRA-CHRISTOPHERS-FIRESIDE-CHATS-6773](https://greaterthangames.com/forum/topic/clarifications-and-decisions-from-handelabra-christophers-fireside-chats-6773)

DAMAGE AND DESTRUCTION

DAMAGE BONUSES/REDUCTIONS APPLY TO EACH INSTANCE OF DAMAGE

IF A CARD OR POWER BREAKS OUT DAMAGE IN ANY WAY, EACH INSTANCE IS INCREASED/DECREASED INDEPENDENTLY.

ERRATA, CLARIFICATIONS AND RULES CHANGES

EXAMPLE 1: FANATIC'S "EXORCISM" POWER NORMALLY DOES 1 MELEE AND 1 RADIANT DAMAGE. IF SOMETHING IS INCREASING DAMAGE BY 1, IT WILL DO 2 MELEE AND 2 RADIANT DAMAGE.

EXAMPLE 2: TACHYON'S "LIGHTSPEED BARRAGE" DOES NOT WORK IN THE SAME WAY AS THE FIRST EXAMPLE. THE CARD READS, "TACHYON DEALS 1 TARGET X MELEE DAMAGE, WHERE X = THE NUMBER OF BURST CARDS IN YOUR TRASH." "X" IS A SINGLE NUMBER, SO IN THIS INSTANCE, IF SHE HAS 9 BURST CARDS IN HER TRASH AND THERE IS A +1 TO DAMAGE, SHE WILL DEAL THE TARGET 10 DAMAGE TOTAL.

EXAMPLE 3: BUNKER'S "OMNI-CANNON" IS SIMILAR TO EXAMPLE 2. THE CARD'S POWER PORTION READS, "DESTROY ALL CARDS BENEATH THIS CARD. BUNKER DEALS 1 TARGET X ENERGY DAMAGE, WHERE X = 2 TIMES THE NUMBER OF CARDS DESTROYED." IF THERE WERE 5 CARDS UNDER IT, AND A +1 INCREASE TO DAMAGE, THE POWER WOULD DEAL THE TARGET 11 DAMAGE.

EXAMPLE 4: TEMPEST'S "VICIOUS CYCLONE" DOES HAVE ITS DAMAGE BROKEN OUT. THE CARD READS, "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. IF THE TARGET LEAVES PLAY, DESTROY THIS CARD." NORMALLY, IF YOU DISCARD 3 CARDS, YOU WILL DEAL THAT TARGET 3 DAMAGE (1 + 1 + 1). HOWEVER, IF THERE IS A +1 TO DAMAGE, DISCARDING 3 CARDS WOULD DEAL THE TARGET 6 DAMAGE ((1 + 1) + (1 + 1) + (1 + 1) = 6).

DAMAGE DEALT = HP WERE REDUCED

SOME CARDS HAVE EFFECTS WHICH TRIGGER WHEN DAMAGE IS DEALT. IF NO HP WERE ACTUALLY REDUCED BECAUSE OF AN ATTACK, THEN NO DAMAGE WAS DEALT, SO ANYTHING THAT WOULD TRIGGER OFF OF DAMAGE BEING DEALT WOULD NOT BE TRIGGERED.

EXAMPLE: IF ABSOLUTE ZERO DEALT HIMSELF 1 COLD DAMAGE USING HIS "THERMODYNAMICS" POWER, BUT THEN USED HIS "NULL-POINT CALIBRATION UNIT" TO HEAL FROM THAT DAMAGE INSTEAD OF BE DAMAGED BY IT, HE HASN'T REALLY DEALT DAMAGE THAT TURN. IF THE ROOK CITY ENVIRONMENT CARD "BLIGHTED STREETS" WERE IN PLAY, WHICH READS IN PART, "AT THE END OF EACH HERO'S TURN, IF THAT HERO DEALT NO DAMAGE THIS TURN, THEIR PLAYER MAY DISCARD 2 CARDS TO DESTROY THIS CARD", ABSOLUTE ZERO COULD DISCARD 2 CARDS TO DESTROY THE CARD.

IRREDUCIBLE DAMAGE

THE RULEBOOK DEFINITION OF IRREDUCIBLE DAMAGE INCLUDES THE STATEMENT, "HOWEVER, IF A TARGET IS IMMUNE TO DAMAGE, OR IF AN EFFECT PREVENTS DAMAGE TO A TARGET ENTIRELY, IRREDUCIBLE DAMAGE CANNOT BE DEALT TO THAT TARGET". THIS DOES NOT MEAN THAT IF A HERO IS DEALT ONE POINT OF IRREDUCIBLE DAMAGE AND THEY CAN REDUCE IT BY ONE (MEANING THAT THEY PREVENTED THE DAMAGE "ENTIRELY") THEY WEREN'T DAMAGED. YOU CAN'T REDUCE IRREDUCIBLE DAMAGE DOWN TO THE POINT WHERE IT GOES AWAY.

HOWEVER, "PREVENTING" DAMAGE IS NOT THE SAME THING AS "REDUCING" DAMAGE, AND ABILITIES WHICH PREVENT DAMAGE CAN PREVENT ALL OR PART OF AN INSTANCE OF IRREDUCIBLE DAMAGE. FOR EXAMPLE, WRAITH'S ORIGINAL (NON-ENHANCED EDITION) "STEALTH" POWER ALLOWED HER TO PREVENT THE NEXT 2 DAMAGE DONE TO HER. IF THE

NEXT DAMAGE SHE TOOK WAS IRREDUCIBLE DAMAGE, SHE WOULD HAVE STILL PREVENTED THE FIRST 2 POINTS AND TOOK ANYTHING THAT'S LEFT.

HERO DESTRUCTION

THE SOTM RULE BOOK SAYS "WHEN A HERO IS REDUCED TO 0 OR FEWER HP, REMOVE ALL OF THAT HERO'S CARDS FROM THE GAME, LEAVING ONLY THE HERO CHARACTER CARD, FLIPPING IT OVER SO THEIR INCAPACITATED SIDE IS UP". THIS HAS BEEN OFFICIALLY AMENDED SO THAT IT SHOULD BE READ AS "IF A HERO IS DESTROYED, BY EITHER BEING REDUCED TO 0 HP OR OTHERWISE, FLIP THEIR HERO CHARACTER CARD AND REMOVE ALL OF THEIR CARDS FROM THE GAME".

THIS SUBTLE DIFFERENCE LEAVES OPEN THE POSSIBILITY THAT IF A HERO HAS BEEN MADE INDESTRUCTIBLE (BY THE TIME CATAclysm ENVIRONMENT'S "FIXED POINT" CARD FOR EXAMPLE) THEN BEING REDUCED TO 0 OR FEWER HP WON'T CAUSE THEM TO IMMEDIATELY FLIP TO THEIR INCAPACITATED SIDE. IN FACT, IF A HERO DROPS TO 0 OR FEWER HP BUT MANAGES TO HEAL UP TO 1 OR MORE HP BEFORE THEY LOSE THEIR INDESTRUCTIBILITY, THEY WON'T FLIP AT ALL.

HOWEVER, THERE'S A DARK SIDE TO THIS RULING AS WELL. THE FINAL WASTELAND'S "UNFORGIVING WASTELAND" CARD SAYS THAT WHENEVER A TARGET WOULD BE DESTROYED BY DAMAGE DEALT BY AN ENVIRONMENT CARD, REMOVE THAT TARGET FROM THE GAME INSTEAD". THIS MEANS THAT IF A HERO IS DESTROYED WHEN "UNFORGIVING WASTELAND" IS IN PLAY, IT WILL BE REMOVED FROM THE GAME ENTIRELY RATHER THAN FLIPPING TO ITS INCAPACITATED SIDE AND REMAINING IN THE GAME.

[HTTPS://GREATERTHANGAMES.COM/FORUM/TOPIC/FIXED-POINT-VS-THE-DREAMER-3228](https://greaterthangames.com/forum/topic/fixd-point-vs-the-dreamer-3228)

WHEN A HERO IS INCAPACITATED, THIS DOES NOT CAUSE CARDS WHICH REACT TO DESTRUCTION TO ACTIVATE (BECAUSE INCAPACITATION IS NOT THE SAME THING AS DESTRUCTION).

[HTTPS://GREATERTHANGAMES.COM/FORUM/TOPIC/CLARIFICATIONS-AND-DECISIONS-FROM-HANDELABRA-CHRISTOPHERS-FIRESIDE-CHATS-6773](https://greaterthangames.com/forum/topic/clarifications-and-decisions-from-handelabra-christophers-fireside-chats-6773)

PROPER RULES OF ARITHMETIC APPLY

WHEN ADDING/SUBTRACTING BONUSES, NORMAL RULES OF ARITHMETIC APPLY. IF A CARD SAYS TO DO "X DAMAGE, WHERE X = THE NUMBER OF SOMETHINGS IN PLAY PLUS 2" AND THERE ARE ZERO SOMETHINGS IN PLAY, THE CARD WOULD STILL DEAL 2 DAMAGE, SINCE $0 + 2 = 2$.

[HTTPS://SENTINELSOFTHEMULTIVERSE.COM/COMMENT/9479#COMMENT-9479](https://sentinelsofthemultiverse.com/comment/9479#comment-9479)

"NEXT DAMAGE" MEANS JUST THE VERY NEXT INSTANCE OF DAMAGE

SOME POWERS OR CARDS HAVE EFFECTS WHICH REDUCE THE NEXT DAMAGE A TARGET TAKES BY SOME AMOUNT. FOR EXAMPLE, WRAITH'S "STEALTH" ABILITY WILL REDUCE THE NEXT DAMAGE SHE RECEIVES BY 2. IF SHE WERE TO ACTIVATE "STEALTH" ON HER TURN BUT TAKE NO DAMAGE THAT ROUND, AND THEN USE "STEALTH" AGAIN THE NEXT ROUND, SHE WOULD NOW REDUCE THE NEXT DAMAGE SHE RECEIVED BY 4.

HOWEVER, THIS DAMAGE REDUCTION IS ONLY EFFECTIVE AGAINST THE VERY NEXT INSTANCE OF DAMAGE SHE TAKES, REGARDLESS OF HOW MUCH DAMAGE THAT IS. SO IF THE NEXT INSTANCE OF DAMAGE SHE TOOK WAS JUST ONE POINT, IT WOULD BE REDUCED AND THE REMAINDER OF HER STOCKPILED DAMAGE REDUCTION WOULD GO AWAY. SHE WOULD NOT GET TO KEEP THE REMAINING 3 POINTS OF DAMAGE REDUCTION TO USE LATER.

THIS SAME PRINCIPLE APPLIES TO THE NEXT DAMAGE DEALT AS WELL. FOR EXAMPLE, IF HAKA PLAYED "HAKA OF BATTLE" ("DRAW 2 CARDS THEN DISCARD 1 OR MORE CARDS. INCREASE THE NEXT DAMAGE DEALT BY HAKA BY 1 FOR EACH CARD DISCARDED THIS WAY") AND THEN FOR HIS NEXT DAMAGE HE PLAYED "RAMPAGE" ("HAKA DEALS EACH NON-HERO TARGET 5 MELEE DAMAGE AND EACH HERO TARGET 2 MELEE DAMAGE"), HAKA WOULD ONLY DEAL THE BONUS DAMAGE TO THE VERY FIRST TARGET HE DEALT DAMAGE TO. NONE OF THE OTHERS TARGETS OF HIS "RAMPAGE" WOULD RECEIVE THE BOOSTED DAMAGE.

[HTTPS://GREATERTHANGAMES.COM/COMMENT/19211#COMMENT-19211](https://greaterthangames.com/comment/19211#comment-19211)

REDIRECTING AND MODIFYING DAMAGE

IF "A" DEALS DAMAGE TO "B", BUT "B" REDIRECTS THE DAMAGE TO "C", THE SOURCE OF THE DAMAGE IS STILL "A", NOT "B".

IF DAMAGE DEALT BY "B" WOULD BE MODIFIED SOMEHOW (INCREASED, DECREASED, TYPE CHANGED, ETC.) BUT DAMAGE DEALT BY "A" WOULD NOT, THEN THE DAMAGE DEALT IN THE ABOVE EXAMPLE WOULD ALSO NOT BE MODIFIED, SINCE "A" IS THE SOURCE OF THE DAMAGE, NOT "B".

IF THE INSULA PRIMALIS CARD "OBSIDIAN FIELD" OR A SIMILAR EFFECT ("INCREASE ALL DAMAGE BY 1") WERE IN PLAY IN THE ABOVE EXAMPLE, THE DAMAGE THAT "A" DEALS WOULD BE INCREASED BY 1, BUT THE DAMAGE WOULD NOT BE INCREASED AGAIN WHEN "B" REDIRECTS IT SINCE "B" IS NOT DEALING DAMAGE ITSELF.

NOTE THAT, IN THIS EXAMPLE, IF "A" IS A VILLAIN CARD WHICH DEALS DAMAGE TO "B", A HERO CARD, WHO THEN REDIRECTS THE DAMAGE TO "C", THE DAMAGE IS STILL CONSIDERED TO BE DAMAGE FROM A VILLAIN CARD SINCE "A" IS THE SOURCE OF THE DAMAGE.

A SITUATION THAT LOOKS LIKE DAMAGE REDIRECTION BUT ACTUALLY ISN'T IS THE CASE WHERE A CARD SAYS THAT IF YOU TAKE X DAMAGE, YOU DEAL X DAMAGE TO ANOTHER TARGET. IN THESE CASES, YOU'RE NOT REDIRECTING THE DAMAGE, YOU'RE ACTUALLY CREATING A NEW INSTANCE OF DAMAGE WHICH WOULD BE AFFECTED BY DAMAGE MODIFIERS AS USUAL.

NOTE: A TARGET WHICH IS IMMUNE TO DAMAGE OR WHICH HAS REDUCED INCOMING DAMAGE TO ZERO MAY NOT THEN REDIRECT THE DAMAGE, AS THERE IS NO DAMAGE AT THAT POINT TO REDIRECT.

[HTTPS://GREATERTHANGAMES.COM/FORUM/TOPIC/ANSWERS-TO-DEBATED-QUESTIONS-3871](https://greaterthangames.com/forum/topic/answers-to-debated-questions-3871)

NO INFINITE REDIRECTS

YOU MAY ENCOUNTER SITUATIONS WHERE IT SEEMS LIKE AN INSTANCE OF DAMAGE COULD BE REDIRECTED AN INFINITE NUMBER OF TIMES, WITH STACKING BENEFICIAL EFFECTS. FOR EXAMPLE, A VILLAIN CARD DEALS DAMAGE TO LEGACY WHO IS THE LOWEST HP AT THE MOMENT, BUT WRAITH'S "SMOKE BOMBS" CARD CAUSES THAT DAMAGE TO BE REDUCED BY 1 AND REDIRECTED TO THE HERO WITH THE HIGHEST HP, WHICH IS HAKA. BUT LEGACY HAS "LEAD FROM THE FRONT" OUT WHICH LETS HIM REDIRECT DAMAGE FROM A VILLAIN CARD TO HIMSELF, SO THE DAMAGE IS REDIRECTED AWAY FROM HAKA BACK ONTO LEGACY, BUT SINCE HE'S STILL LOWEST HP, "SMOKE BOMBS" WILL TAKE IT AGAIN, ETC. IT APPEARS AS IF THIS LOOP COULD REPEAT INFINITELY, WITH "SMOKE BOMBS" REDUCING THE DAMAGE BY 1 EACH TIME UNTIL IT DOES NO DAMAGE AT ALL.

THIS WON'T WORK BECAUSE THE STEPS ALONG THE LOOP DON'T STACK ON THEMSELVES. NO MATTER HOW MANY TIMES "SMOKE BOMBS" WERE TO REDIRECT A PARTICULAR INSTANCE OF DAMAGE, THE DAMAGE WOULD ONLY EVER BE REDUCED BY 1, LIKE THE CARD SAYS. SO, IT WOULD BE POSSIBLE TO REDIRECT AN INSTANCE OF DAMAGE WITH "SMOKE BOMBS" FOR 1 POINT OF DAMAGE REDUCTION, THEN HAVE UNITY'S "STEALTH BOT" REDIRECT IT TO HIMSELF FOR AN ADDITIONAL POINT OF DAMAGE REDUCTION, BUT IF YOU WERE TO MANAGE TO GET THIS INSTANCE OF DAMAGE IN A LOOP, YOU'LL NEVER GET MORE THAN 2 POINTS OF DAMAGE REDUCTION TOTAL, NO MATTER HOW MANY TIMES YOU WENT THROUGH THE LOOP.

[HTTPS://GREATERTHANGAMES.COM/FORUM/TOPIC/RULES-ANSWERS-FROM-CHRIS-AT-PAX-4082](https://greaterthangames.com/forum/topic/rules-answers-from-chris-at-pax-4082)

"A SINGLE SOURCE OF DAMAGE"

CARDS LIKE "SHIELDING WINDS" (TEMPEST), "UNDAUNTED" (FANATIC) AND ""SUPERHUMAN DURABILITY" (LEGACY) SAY THINGS LIKE "WHENEVER XYZ WOULD BE DEALT 5 OR MORE DAMAGE FROM A SINGLE SOURCE, REDUCE THAT DAMAGE BY 2". EACH INSTANCE OF DAMAGE IS A SEPARATE SOURCE, SO IF A SINGLE TARGET (A VILLAIN, FOR EXAMPLE) DEALT THREE DIFFERENT INSTANCES OF DAMAGE TO A CHARACTER IN A SINGLE ROUND, EACH INSTANCE WOULD BE EVALUATED BY THE CARD SEPARATELY. THE FACT THAT ALL THREE CAME FROM THE SAME 'SOURCE' (THE VILLAIN) ISN'T RELEVANT.

"FIRST DAMAGE"

SOME ABILITIES TRIGGER THE FIRST TIME DAMAGE IS DEALT. THE FIRST INSTANCE OF DAMAGE IS LITERALLY THE FIRST INSTANCE OF DAMAGE. FOR EXAMPLE, WHEN FANATIC USES HER "EXORCISM" POWER, WHICH DEALS 1 MELEE AND 1 RADIANT DAMAGE TO ONE TARGET, SHE DEALS 1 MELEE DAMAGE FIRST AND 1 RADIANT DAMAGE SECOND, SO THE RADIANT DAMAGE WOULD NOT TRIGGER AN ABILITY WHICH TRIGGERS THE FIRST TIME DAMAGE IS DEALT.

"TAKE/DEAL SOME DAMAGE OR DESTROY THIS CARD"

SOME CARDS LIKE TACHYON'S "PUSHING THE LIMITS", RA'S "SOLAR FLARE", OR FANATIC'S "EMBOLDEN" SAY THAT AS PART OF THE CARD'S EFFECTS, SOME AMOUNT OF DAMAGE MUST BE DEALT OR THE CARD WILL BE DESTROYED (FOR EXAMPLE, "SOLAR FLARE" SAYS "AT THE END OF YOUR TURN, EITHER RA DEALS HIMSELF 4 PSYCHIC DAMAGE OR THIS CARD IS DESTROYED"). THE TARGET STATED ON THE CARD MUST HAVE THEIR HP REDUCED BY AT LEAST ONE POINT FOR THE CARD TO REMAIN IN PLAY. THIS MEANS THAT COMPLETELY PREVENTING, REDIRECTING, OR REDUCING THE DAMAGE TO ZERO WILL CAUSE THE CARD TO BE DESTROYED, BUT THE DAMAGE MAY BE REDUCED AS LONG AS AT LEAST ONE POINT IS STILL TAKEN BY THE TARGET. THE TYPE OF DAMAGE ISN'T RELEVANT, JUST THE AMOUNT.

[HTTPS://GREATERTHANGAMES.COM/COMMENT/33371#COMMENT-33371](https://greaterthangames.com/comment/33371#comment-33371)

TARGETS

UNIQUENESS OF TARGETS

WHEN A CARD SAYS TO APPLY EFFECTS TO MULTIPLE TARGETS, THE WORDING INFORMS WHETHER OR NOT THOSE TARGETS MUST BE UNIQUE (I.E. WHETHER OR NOT YOU CAN CHOOSE THE SAME TARGET MULTIPLE TIMES). IN MOST CASES, IT IS ASSUMED THAT MULTIPLE TARGET CHOICES MUST BE UNIQUE.

EXAMPLE: ABSOLUTE ZERO'S "HOARFIRE" SAYS "ABSOLUTE ZERO DEALS 1 TARGET 2 COLD DAMAGE. ABSOLUTE ZERO DEALS A SECOND TARGET 2 FIRE DAMAGE. ABSOLUTE ZERO DEALS HIMSELF 1 COLD DAMAGE AND 1 FIRE DAMAGE". ABSOLUTE ZERO MUST CHOOSE TWO DIFFERENT TARGETS FOR THE FIRST TWO EFFECTS BECAUSE OF THE "SECOND TARGET" WORDING (I.E. THE SECOND TARGET IS NOT THE FIRST TARGET). KEEP IN MIND THOUGH THAT THE WORD "TARGET" IS NOT FURTHER RESTRICTED (IT DOESN'T SAY VILLAIN TARGET, OR NON-HERO TARGET, ETC.), SO ABSOLUTE ZERO IS FREE TO SELECT HIMSELF AS ONE OF THE TWO TARGETS.

EXAMPLE: WRAITH'S "THROWING KNIVES" SAYS IT DEALS "3 TARGETS 1 DAMAGE EACH" WHICH IS ASSUMED TO MEAN THAT THEY MUST BE THREE UNIQUE TARGETS.

EXAMPLE: A CARD WHICH ALLOWED THE SELECTION OF THE SAME TARGET MULTIPLE TIMES WOULD BE WORDED LIKE ARGENT ADEPT'S "SCHERZO OF FROST AND FLAME": "THE ARGENT ADEPT DEALS 1 TARGET 1 COLD DAMAGE, THEN DEALS 1 TARGET 1 FIRE DAMAGE". THERE IS NOTHING IN THE WORDING TO INDICATE THAT THE TWO TARGETS MUST BE UNIQUE.

WHAT CONSTITUTES A HERO OR VILLAIN OR ENVIRONMENT TARGET?

ANY CARD WITH HP ON IT IS A TARGET, AND THE TYPE OF DECK IT CAME FROM DETERMINES WHAT KIND OF A TARGET IT IS. FOR EXAMPLE, THE "ENRAGED T-REX" IS AN ENVIRONMENT CARD SINCE IT COMES FROM THE ENVIRONMENT DECK, AND BECAUSE IT HAS HP, IT IS A TARGET. THEREFORE, IT IS AN ENVIRONMENT TARGET. SAME WITH A VILLAIN CARD LIKE "BLADE BATTALION"; IT IS A VILLAIN CARD BECAUSE IT COMES FROM THE VILLAIN DECK, AND BECAUSE IT HAS HP, IT IS A TARGET, SO IT'S A VILLAIN TARGET. LIKewise, "DECOY PROJECTION" IS A HERO CARD FROM A HERO DECK WHICH HAS HP, AND SO IS A HERO TARGET.

IMMUNE TARGETS

IF A TARGET IS IMMUNE TO DAMAGE SOMEHOW, IT IS STILL CONSIDERED A TARGET. HAKA CAN BANG ON BARON BLADE ALL DAY, BUT IF THE "MOBILE DEFENSE PLATFORM" IS IN PLAY, IT WON'T DO ANY DAMAGE. BUT BARON BLADE IS STILL A TARGET.

MISSING TARGETS

WHAT HAPPENS IF A CARD SAYS TO TARGET SOMETHING, AND THAT SOMETHING DOESN'T EXIST AT THE MOMENT? IT DEPENDS:

- 1) GENERAL TARGET: IF, SAY, A CARD DESTROYS ALL EQUIPMENT CARDS IN PLAY AND THERE ARE NONE ACTUALLY IN PLAY, THEN NOTHING ACTUALLY HAPPENS.
- 2) SPECIFIC TARGET: HOWEVER, IF AN ATTACK TARGETS THE HERO WITH THE MOST ONGOING CARDS AND NONE ARE IN PLAY, IT IS CONSIDERED A TIE (TIED AT ZERO) AND THE PLAYERS MUST CHOOSE WHO WILL RECEIVE THE EFFECT.

WHEN TO CHOOSE TARGETS FOR MULTIPLE-TARGET EFFECTS

YOU DO NOT NEED TO SPECIFY ALL THE TARGETS OF A MULTIPLE-TARGET EFFECT AT THE TIME THE EFFECT IS ACTIVATED, WHICH ALLOWS YOU TO AFFECT TARGETS OF OPPORTUNITY AS THE EFFECT IS PLAYING OUT. FOR EXAMPLE, IF HAKA WERE TO TARGET ONE OF GLOOMWEAVER'S CULTISTS WITH HIS TAIHAHA (WHICH DEALS UP TO 2 TARGETS 3 MELEE DAMAGE EACH), WHICH KILLED THE CULTIST AND RESULTED IN A ZOMBIE BEING PUT INTO

PLAY, HAKA COULD DESIGNATE THE ZOMBIE AS HIS SECOND TARGET AND DEAL DAMAGE TO IT.

[HTTPS://GREATERTHANGAMES.COM/FORUM/TOPIC/ANSWERS-TO-DEBATED-QUESTIONS-3871](https://greaterthangames.com/forum/topic/answers-to-debated-questions-3871)

TARGETS ENTERING/EXITING PLAY

IN MOST CASES, A TARGET IS SIMPLY ANY CARD WHICH HAS AN HP VALUE, AS STATED IN THE RULEBOOK. SOME EFFECTS TRIGGER WHEN A TARGET ENTERS OR EXITS PLAY, AND IN MOST CASES THIS IS EASY TO DETERMINE -- IT'S WHENEVER THE CARD WHICH IS A TARGET ENTERS/EXITS PLAY.

HOWEVER THERE ARE TIMES WHERE A CARD WHICH ISN'T NORMALLY A TARGET MAY BECOME A TARGET ("IMBUED VITALITY" FROM THE REALM OF DISCORD DECK DOES THIS. ALSO MISS INFORMATION, WHO ISN'T A TARGET ON HER FRONT SIDE BUT BECOMES A TARGET WHEN SHE FLIPS). OTHER TIMES, SOMETHING WHICH USED TO BE A TARGET MAY BECOME NO LONGER A TARGET (WHENEVER A HERO CHARACTER CARD FLIPS TO ITS INCAPACITATED SIDE, IT'S NO LONGER A TARGET EVEN THOUGH IT WAS BEFORE). HOW ARE EFFECTS WHICH TRIGGER ON A TARGET ENTERING/EXITING PLAY AFFECTED IN THESE CASES?

THE ANSWER IS THAT THE STATE OF BEING A TARGET IS INDEPENDENT OF THE CARD ITSELF AND CAN ENTER/EXIT PLAY INDEPENDENTLY. SO, WHEN A TARGET SUDDENLY BECOMES NOT A TARGET ANYMORE, THE TARGET IS CONSIDERED TO HAVE LEFT PLAY EVEN THOUGH THE CARD ITSELF HAS NOT. SIMILARLY, WHEN SOMETHING THAT WAS NOT A TARGET BEFORE SUDDENLY BECOMES A TARGET, THE TARGET IS CONSIDERED TO HAVE ENTERED PLAY EVEN THOUGH THE CARD HAS NOT.

YOU MAY EVEN FIND YOURSELF WITH A CARD WHICH HAS AN ABILITY WHICH TRIGGERS "WHEN THIS CARD ENTERS PLAY", WHICH THEN GETS TURNED INTO A TARGET. IN THIS CASE, YOU'D TRIGGER THE CARD'S ABILITY WHEN THE CARD FIRST ENTERS PLAY, BUT NOT AGAIN WHEN IT GETS TURNED INTO A TARGET, BECAUSE HAVING THE TARGET ENTER PLAY IS INDEPENDENT OF THE CARD ENTERING PLAY.

[HTTPS://GREATERTHANGAMES.COM/FORUM/TOPIC/WHERE-ARE-ALL-THE-HOW-TO-FIX-CHRONO-RANGER-TOPICS-3306?PAGE=3#COMMENT-25227](https://greaterthangames.com/forum/topic/where-are-all-the-how-to-fix-chrono-ranger-topics-3306?page=3#comment-25227)

INDESTRUCTIBLE TARGETS

TARGETS WHICH ARE INDESTRUCTIBLE MAY STILL BE TARGETED AND TAKE DAMAGE. AN INDESTRUCTIBLE TARGET WHICH IS REDUCED TO 0 HP WILL REMAIN IN THE GAME UNTIL/UNLESS SOMETHING REMOVES THEIR INDESTRUCTIBILITY, AT WHICH POINT THEY WILL BE IMMEDIATELY DESTROYED AND SENT TO THE TRASH.

EXAMPLE: THE ADVANCED RULES ON THE MATRIARCH'S "HER AVIAN MAJESTY" SIDE STATE "COHORT CARDS ARE INDESTRUCTIBLE". BUT THAT TEXT ISN'T PART OF THE ADVANCED RULES ON HER "RULER OF THE FLOCK" SIDE, SO AS SOON AS SHE FLIPS TO THAT SIDE, HER COHORTS LOSE THEIR INDESTRUCTIBILITY, AND IF THEY HAVE 0 HP ARE IMMEDIATELY DESTROYED.

CAN YOU TARGET YOUR ALLIES?

EFFECTS WHICH REQUIRE TARGETS MUST FOLLOW THE TARGETING RESTRICTIONS OF THE ABILITY, BUT BEYOND THAT MAY BE USED ON ANY LEGAL TARGET. FOR EXAMPLE, ABSOLUTE ZERO'S "FUELED FREEZE" CARD ALLOWS YOU TO DESTROY UP TO 3 ONGOING CARDS AND THEN DEAL THAT MUCH DAMAGE TO ALL NON-HERO TARGETS. THE CARD SAYS NOTHING ABOUT DESTROYING ONLY VILLAIN ONGOING CARDS THOUGH, SO IF YOU WANTED

TO DESTROY AN ALLY'S ONGOING CARD IN ORDER TO MAXIMIZE THE DAMAGE ABSOLUTE ZERO WILL DO, THAT IS PERFECTLY LEGAL.

LIKewise, A POWER LIKE RA'S "PYRE" ABILITY WHICH STATES "RA DEALS 2 FIRE DAMAGE TO ONE TARGET" DOESN'T SAY WHAT KIND OF TARGET THE TARGET MUST BE. IF YOU WANTED TO SHOOT AN ALLY WITH "PYRE" (SOMETHING WHICH HAPPENS ALL THE TIME WHEN RA AND ABSOLUTE ZERO PLAY TOGETHER), THAT IS LEGAL TO DO.

TIED FOR HIGHEST HP MEANS ONE OF THEM HAS TO BE THE SECOND HIGHEST

IF TWO TARGETS ARE TIED FOR BEING THE HIGHEST HP, THE PLAYERS DECIDE WHICH IS HIGHEST AND WHICH IS SECOND HIGHEST.

[HTTPS://GREATERTHANGAMES.COM/FORUM/TOPIC/CLARIFICATIONS-AND-DECISIONS-FROM-HANDELABRA-CHRISTOPHERS-FIRESIDE-CHATS-6773](https://greaterthangames.com/forum/topic/clarifications-and-decisions-from-handelabra-christophers-fireside-chats-6773)

"SECOND HIGHEST HP" WHEN THERE'S ONLY ONE CHOICE

IF AN EFFECT APPLIES TO THE TARGET WITH THE SECOND HIGHEST HP WHEN THERE'S ONLY ONE AVAILABLE CANDIDATE (I.E. THERE CAN'T BE A SECOND HIGHEST BECAUSE THERE'S NO SECOND TARGET AT ALL), THE EFFECT JUST FIZZLES OUT AND DOESN'T RESOLVE.

[HTTPS://GREATERTHANGAMES.COM/FORUM/TOPIC/CLARIFICATIONS-AND-DECISIONS-FROM-HANDELABRA-CHRISTOPHERS-FIRESIDE-CHATS-6773](https://greaterthangames.com/forum/topic/clarifications-and-decisions-from-handelabra-christophers-fireside-chats-6773)

DECKS, HANDS AND TRASH

DISCARDING CARDS

YOU CAN'T BE MADE TO DISCARD MORE CARDS THAN YOU CURRENTLY HAVE IN YOUR HAND. IF AN EFFECT SAYS TO DISCARD TWO CARDS AND YOU ONLY HAVE ONE, THEN YOU MUST DISCARD YOUR ONE CARD AND THAT'S IT.

HOWEVER, IF THE ACTION IS TO DISCARD YOUR ENTIRE HAND, YOU CAN EXECUTE THAT ACTION EVEN IF YOU HAVE NO CARDS. YOUR "HAND" OF CARDS IS HOWEVER MANY CARDS YOU HAVE IN YOUR HAND, EVEN IF THAT NUMBER IS ZERO.

INCAPACITATED HEROES HAVE NO HAND SINCE ALL OF THEIR CARDS ARE REMOVED FROM THE GAME WHEN THEY ARE INCAPACITATED, AND SO CANNOT DO A DISCARD ACTION.

[HTTPS://GREATERTHANGAMES.COM/COMMENT/12928#COMMENT-12928](https://greaterthangames.com/comment/12928#comment-12928)

WHAT CAUSES A DECK RESHUFFLE?

DISCARD, DRAW, AND PLAY EFFECTS ALL FORCE A SHUFFLE. REVEAL EFFECTS DO NOT.

- 1) DISCARD PILES DON'T GET SHUFFLED INTO A NEW DECK UNTIL A DRAW IS REQUIRED AND THERE ARE NO CARDS TO DRAW FROM. YOU DO NOT RESHUFFLE JUST BECAUSE THERE ARE NO MORE CARDS IN THE DRAW PILE.
- 2) REVEALING CARDS DOES NOT TRIGGER A RESHUFFLE. YOU ONLY RESHUFFLE A DECK WHEN YOU NEED TO DRAW A CARD FROM IT, AND REVEALING CARDS IS NOT THE SAME THING AS DRAWING. SO IF YOU ARE TRIGGERING AN EFFECT WHICH SAYS TO REVEAL THE TOP FIVE CARDS OF A DECK AND THERE ARE ONLY THREE CARDS IN THAT DECK, YOU MAY ONLY REVEAL THOSE THREE AND THEN YOU'RE DONE.

3) IF AN EFFECT SAYS TO DISCARD A CARD FROM THE DECK AND THERE AREN'T ENOUGH CARDS IN THE DECK TO SATISFY THE EFFECT, YOU DO RESHUFFLE THE DISCARD PILE.

SEARCHING DECKS/REVEALING CARDS

THE DECK AND TRASH ARE SEPARATE ENTITIES. IF A CARD SAYS TO SEARCH THE DECK FOR A CERTAIN CARD AND THAT CARD ISN'T PRESENT IN THE DECK, YOU DO NOT ALSO SEARCH THE TRASH FOR THAT CARD, AND VICE VERSA.

EFFECTS WHICH DIRECT YOU TO "REVEAL" CARDS ARE SLIGHTLY DIFFERENT FROM EFFECTS WHICH DIRECT YOU TO "SEARCH" FOR A CARD. WHEN "REVEALING" CARDS, YOU MUST PULL THE CARDS OFF THE TOP OF THE DECK IN ORDER UNTIL YOU FIND THE CARD YOU'RE LOOKING FOR. WHEN YOU "SEARCH" A DECK FOR A CARD, YOU ARE ALLOWED TO CHOOSE WHICH CARD YOU WANT AS LONG AS IT SATISFIES THE CRITERIA YOU'RE SEARCHING FOR; YOU DON'T NECESSARILY HAVE TO PICK THE FIRST ONE YOU COME UPON.

WHAT IF AN EFFECT TELLS YOU TO SEARCH THE DECK/REVEAL CARDS UNTIL YOU FIND A CARD AND THEN DO SOMETHING ONCE YOU'VE FOUND IT, BUT YOU DON'T FIND THE CARD? ANSWER: NOTHING.

EXAMPLE: PLAGUE RAT'S "NOXIOUS BITE" CARD SAYS TO "SEARCH THE VILLAIN DECK FOR A COPY OF THE CARD 'INFECTION'. PUT IT INTO PLAY. SHUFFLE THE VILLAIN DECK." IF YOU SEARCH THE DECK FOR "INFECTION" AND THERE ARE NO INFECTIONS IN THE DECK, THEN JUST SHUFFLE THE DECK AND PROCEED WITH THE GAME.

[HTTP://WWW.BOARDGAMEGEEK.COM/THREAD/802048/INFECTION-CARDS-ALL-IN-VILLAIN-TRASH](http://www.boardgamegeek.com/thread/802048/infection-cards-all-in-villain-trash)

"PLAYING" CARDS VS. "PUTTING CARDS INTO PLAY"

"PLAYING A CARD" MEANS PUTTING A CARD FROM THE TOP OF A DECK OR A HAND INTO PLAY. "PUTTING A CARD INTO PLAY" IS A DIFFERENT ACTION THAN THIS. THIS MEANS THAT EFFECTS THAT PREVENT CARDS FROM BEING PLAYED DO NOT ALSO PREVENT BRINGING CARDS INTO PLAY IN OTHER WAYS (FOR EXAMPLE, BY AN EFFECT WHICH BROUGHT A CARD BACK FROM THE TRASH INTO PLAY).

YOU MAY LOOK THROUGH THE TRASH, BUT YOU CAN'T REARRANGE THE ORDER

YOU MAY LOOK THROUGH ANY TRASH PILE WHENEVER YOU WANT, BUT YOU CAN'T CHANGE THE ORDER OF THE CARDS IN IT. THIS WOULD BE IMPORTANT IN INSTANCES WHERE AN EFFECT MOVES CARDS OUT OF A TRASH PILE INTO PLAY (GRAND WARLORD VOSS' "FORCED DEPLOYMENT", FOR EXAMPLE) IN THE TOP-TO-BOTTOM ORDER THEY ARE IN THE TRASH.

[HTTPS://GREATERTHANGAMES.COM/COMMENT/88364#COMMENT-88364](https://greaterthangames.com/comment/88364#comment-88364)

LIMITED CARDS CANNOT BE INTENTIONALLY PLAYED IF THERE'S ALREADY ONE IN PLAY

THE GLOSSARY IN THE RULEBOOK SAYS, "LIMITED CARDS ARE UNIQUE, IN THAT ONLY ONE CARD OF THAT NAME CAN BE IN PLAY AT ONE TIME. IF A LIMITED CARD WITH THE SAME NAME AS A LIMITED CARD ALREADY IN PLAY WOULD COME INTO PLAY, THE SECOND CARD IS PUT INTO THE APPROPRIATE TRASH INSTEAD."

HOWEVER, PLAYERS MAY NOT INTENTIONALLY PLAY A LIMITED CARD IF THERE'S ALREADY ONE OF THAT KIND IN PLAY. THE RULE ABOUT WHAT TO DO WHEN A SECOND LIMITED CARD COMES INTO PLAY ONLY APPLIES WHEN THE SECOND LIMITED CARD COMES INTO PLAY

THROUGH SOME OTHER MEANS THAN THE PLAYER INTENTIONALLY PLAYING IT (WHICH, AS WE'VE SAID, IS NOT LEGAL TO DO).

[HTTPS://GREATERTHANGAMES.COM/FORUM/TOPIC/CLARIFICATIONS-AND-DECISIONS-FROM-HANDELABRA-CHRISTOPHERS-FIRESIDE-CHATS-6773](https://greaterthangames.com/forum/topic/clarifications-and-decisions-from-handelabra-christophers-fireside-chats-6773)

"REVEAL" AND "LOOK AT" MEAN THE SAME THING

WHENEVER YOU SEE EITHER TERM ON A CARD, THEY MEAN THE SAME THING, I.E. YOU LOOK AT THE TOP CARD OF THE DECK (YOU'RE FREE TO SHOW IT TO EVERYONE IF YOU'D LIKE, SINCE IT'S A COOP GAME), WHICH CAUSES THAT CARD TO LEAVE THE DECK BRIEFLY, MAKING THE NEXT ONE THE TOP CARD OF THE DECK SO THAT YOU COULD CONTINUE REVEALING CARDS IF NECESSARY, THEN THE REVEALED CARDS GO BACK IN THEIR ORIGINAL ORDER UNLESS YOU'RE DIRECTED TO DO SOMETHING DIFFERENT WITH THEM.

[HTTPS://GREATERTHANGAMES.COM/FORUM/TOPIC/CLARIFICATIONS-AND-DECISIONS-FROM-HANDELABRA-CHRISTOPHERS-FIRESIDE-CHATS-6773](https://greaterthangames.com/forum/topic/clarifications-and-decisions-from-handelabra-christophers-fireside-chats-6773)

[HTTPS://GREATERTHANGAMES.COM/COMMENT/101388#COMMENT-101388](https://greaterthangames.com/comment/101388#comment-101388)

OTHER

"CAN'T" TRUMPS "CAN"

ANYTIME AN EFFECT SAYS YOU CAN'T DO SOMETHING, THAT TAKES PRECEDENCE OVER THINGS WHICH SAYS YOU CAN OR MAY DO SOMETHING, UNLESS AN EXCEPTION IS EXPLICITLY STATED, REGARDLESS OF THE ORDER THE EFFECTS/CARDS WERE PLAYED.

EXAMPLE: THE "PAPARAZZI ON THE SCENE" CARD FROM THE MEGALOPOLIS ENVIRONMENT SAYS IN PART, "HEROES CANNOT USE POWERS". THAT WOULD PREVENT A HERO FROM USING A POWER DURING THE NORMAL POWER PHASE OF THEIR TURN, BUT ANY OTHER TIME AS WELL. EVEN IF MR. FIXER PLAYED THE "OVERDRIVE" CARD ("YOU MAY USE MR. FIXER'S 'STRIKE' POWER TWICE THIS TURN") OR ARGENT ADEPT USED THE PERFORM ABILITY ON "INSPIRING SUPERTONIC" ("ONE PLAYER MAY USE A POWER NOW.") IT WOULDN'T ALLOW A HERO TO USE A POWER BECAUSE THE "CAN'T" OF THE PAPARAZZI CARD WILL ALWAYS TAKE PRECEDENCE.

HOWEVER, SOME CARDS HAVE EXCEPTIONS BUILT INTO THEIR EFFECTS WHICH COUNTER PART OR ALL OF THE "CAN'T". FOR EXAMPLE, BUNKER'S "AMMO DROP" CARD SAYS "WHENEVER A VILLAIN CARD IS DESTROYED, YOU MAY DRAW A CARD, EVEN IF A MODE CARD SAYS YOU CANNOT." IF BUNKER WERE IN "TURRET MODE" (WHICH SAYS IN PART, "YOU CANNOT PLAY OR DRAW CARDS"), HE COULD NOT DRAW A CARD IF TACHYON PLAYED "FLEET OF FOOT" ("EACH PLAYER MAY DRAW A CARD"), BUT HE COULD DRAW A CARD EACH TIME A VILLAIN CARD WERE DESTROYED.

[HTTPS://GREATERTHANGAMES.COM/COMMENT/41233#COMMENT-41233](https://greaterthangames.com/comment/41233#comment-41233)

DUPLICATE POWERS

IF A CARD IS NOT LIMITED, YOU MAY HAVE MULTIPLE COPIES OF IT IN PLAY. HOWEVER, EACH COPY OF THE CARD IS CONSIDERED ITS OWN POWER. SINCE YOU ARE LIMITED TO ACTIVATING ONE POWER PER TURN, YOU MAY THUS ONLY ACTIVATE ONE OF THE TWO "INSTANCES" OF THE POWER DURING YOUR POWER PHASE.

EXAMPLE: IF YOU HAVE TWO COPIES OF "CLEANSING DOWNPOUR" (ONE OF TEMPEST'S CARDS) IN PLAY (WHICH READS "POWER: EACH HERO REGAINS 2 HP."),

YOU CAN USE EITHER "INSTANCE" OF THE POWER ON YOUR POWER PHASE, BUT IN EITHER CASE, THE POWER WILL SIMPLY WORK AS WRITTEN (I.E., EACH HERO WILL REGAIN 2 HP). IF FOR SOME REASON YOU CAN USE AN ADDITIONAL POWER ON YOUR TURN, YOU MAY OPT TO USE A SECOND "INSTANCE" OF THE POWER ON CLEANSING DOWNPOUR SINCE THEY COME FROM DIFFERENT DISTINCT CARDS.

RE-USING A POWER WHEN IT'S NOT YOUR TURN

THE RULES SAY THAT A HERO MAY ONLY USE A PARTICULAR POWER ONCE DURING EACH TURN. HOWEVER, IF A GAME EFFECT ALLOWS A HERO TO USE A POWER ON SOMEONE ELSE'S TURN, A POWER WHICH HAD BEEN USED ON A PREVIOUS TURN MAY BE USED AGAIN. THE RESTRICTION IS JUST ON USING A POWER TWICE IN THE SAME TURN.

ADDITIONAL POWERS "THIS TURN"

IF A CARD WITH A "YOU MAY USE AN ADDITIONAL POWER THIS TURN" EFFECT IS PLAYED OUTSIDE OF YOUR TURN, OR ON YOUR TURN AFTER THE POWER PHASE, YOU MAY IMMEDIATELY USE A POWER OR CHOOSE TO NOT DO SO. BUT IF IT'S PLAYED ON YOUR TURN BEFORE YOUR POWER PHASE, YOU MUST WAIT UNTIL THE POWER PHASE TO USE THE POWER.

[HTTPS://GREATERTHANGAMES.COM/FORUM/TOPIC/CLARIFICATIONS-AND-DECISIONS-FROM-HANDELABRA-CHRISTOPHERS-FIRESIDE-CHATS-6773](https://greaterthangames.com/forum/topic/clarifications-and-decisions-from-handelabra-christophers-fireside-chats-6773)

"IN PLAY"

ALL CARDS "ENTER PLAY" UPON BEING PLAYED. ONE-SHOT CARDS HAPPEN TO GO AWAY IMMEDIATELY AFTER BEING PLAYED, BUT THEY STILL "ENTER PLAY".

THIS COULD BE IMPORTANT WHEN DETERMINING IF AN EFFECT IS TRIGGERED. FOR EXAMPLE, THE MATRIARCH'S "MASK OF THE MATRIARCH" CARD SAYS "THE FIRST TIME EACH TURN A VILLAIN CARD OTHER THAN A FOWL CARD ENTERS PLAY, PLAY THE TOP CARD OF THE VILLAIN DECK". IF THE MATRIARCH WERE TO PLAY "HORRID CACOPHONY" (A ONE-SHOT) THAT WOULD COUNT AS A VILLAIN CARD OTHER THAN A FOWL CARD ENTERING PLAY AND WOULD TRIGGER HER EFFECT.

CHARACTER CARDS COUNT AS HERO CARDS IN PLAY, BUT OTHER DECK'S CARDS DON'T

CHARACTER CARDS COUNT AS HERO CARDS IN PLAY, SO BE SURE TO INCLUDE THEM WHENEVER YOU NEED TO COUNT THE NUMBER OF CARDS IN PLAY FOR SOME EFFECT.

NOTE THAT THIS MEANS THAT THE HERO TEAM *THE SENTINELS* STARTS WITH 5 CARDS IN PLAY (FOUR REGULAR CHARACTER CARDS PLUS THEIR SETUP CARD) COMPARED WITH MOST HEROES WHO ONLY START WITH ONE CARD IN PLAY.

[HTTPS://GREATERTHANGAMES.COM/COMMENT/47321#COMMENT-47321](https://greaterthangames.com/comment/47321#comment-47321)
[HTTPS://GREATERTHANGAMES.COM/COMMENT/58413#COMMENT-58413](https://greaterthangames.com/comment/58413#comment-58413)

CARDS FROM OTHER DECKS WHICH HAPPEN TO BE PLAYED NEXT TO A HERO'S CARDS, SUCH AS PLAGUE RAT'S "INFECTION" OR THE "ROD OF ANUBIS" FROM THE TOMB OF ANUBIS ENVIRONMENT DO NOT COUNT AS CARDS IN PLAY FOR THAT HERO BECAUSE THEY AREN'T THAT HERO'S CARDS.

[HTTPS://GREATERTHANGAMES.COM/COMMENT/101008#COMMENT-101008](https://greaterthangames.com/comment/101008#comment-101008)

CARDS UNDER OTHER CARDS

CARDS UNDER OTHER CARDS (LIKE BUNKER'S "OMNI-CANNON") ARE CONSIDERED TO BE IN PLAY BUT HAVE NO TEXT UNLESS THE CARD ON TOP SAYS OTHERWISE. THEY RETAIN THEIR TYPE (VILLAIN CARD, HERO CARD, ENVIRONMENT CARD) AND THEY REMEMBER WHICH DECK THEY CAME FROM (A BUNKER CARD IS STILL A BUNKER CARD), BUT BECAUSE THEY HAVE NO TEXT, THEIR USUAL GAME TEXT WON'T TRIGGER FROM ANYTHING THAT HAPPENS IN THE GAME.

EVEN THOUGH THE CARDS UNDER OTHER CARDS ARE IN PLAY, MOVING THEM UNDER THE OTHER CARD DOES NOT CONSTITUTE PUTTING THEM INTO PLAY AGAIN, AND IF THEY WERE MOVED FROM A DECK DIRECTLY UNDER THE OTHER CARD THEY WILL HAVE NOT ENTERED PLAY TO GET THERE, SO NO "WHEN A CARD ENTERS PLAY" EFFECT WILL TRIGGER WHEN A CARD IS MOVED UNDER ANOTHER CARD.

THE CARDS UNDER OTHER CARDS DO COUNT WHEN CONSIDERING THINGS LIKE "THE HERO WITH THE MOST CARDS IN PLAY". BECAUSE CARDS UNDER OTHER CARDS REMEMBER WHAT DECK THEY CAME FROM, A UNITY CARD UNDER HAKA'S "SAVAGE MANA" (FOR EXAMPLE) REMAINS A CARD IN PLAY FOR UNITY, NOT HAKA.

[HTTPS://GREATERTHANGAMES.COM/FORUM/TOPIC/CLARIFICATIONS-AND-DECISIONS-FROM-HANDELABRA-CHRISTOPHERS-FIRESIDE-CHATS-6773](https://greaterthangames.com/forum/topic/clarifications-and-decisions-from-handelabra-christophers-fireside-chats-6773)

YOU MAY PLAY A CARD THAT GOES NEXT TO ANOTHER CARD EVEN IF THERE'S NO APPLICABLE CARD IN PLAY

YOU ARE ALLOWED TO PLAY CARDS THAT GO NEXT TO ANOTHER CARD (LIKE, VISIONARY'S "WREST THE MIND", WHICH GOES NEXT TO A NON-CHARACTER TARGET), EVEN IF THERE ARE NO APPLICABLE CARDS IN PLAY TO DO SO. THE CARD BEING PLAYED WOULD GO IMMEDIATELY TO THE TRASH, BUT IS NOT CONSIDERED TO HAVE BEEN DESTROYED.

[HTTPS://GREATERTHANGAMES.COM/FORUM/TOPIC/CLARIFICATIONS-AND-DECISIONS-FROM-HANDELABRA-CHRISTOPHERS-FIRESIDE-CHATS-6773](https://greaterthangames.com/forum/topic/clarifications-and-decisions-from-handelabra-christophers-fireside-chats-6773)

SKIPPING YOUR TURN

SOME CARDS OFFER PLAYERS THE CHANCE TO SKIP THE REST OF THEIR TURN IN ORDER TO INVOKE SOME EFFECT (TO DESTROY AN ENVIRONMENT CARD, FOR INSTANCE). SKIPPING YOUR TURN IS NOT THE SAME THING AS SKIPPING ONE OF THE PHASES ON YOUR TURN. WHEN YOU SKIP YOUR TURN, YOU DO NOT GET TO PLAY A CARD, USE A POWER, DRAW A CARD, OR HAVE AN END-OF-TURN PHASE. EVEN THOUGH YOU DIDN'T PLAY A CARD OR USE A POWER, YOU DO NOT GET TO DRAW AN ADDITIONAL CARD SINCE YOU'RE SKIPPING THE PHASE IN WHICH YOU GET TO DRAW ANY CARDS AT ALL.

BUT WHAT ABOUT YOUR START-OF-TURN PHASE? IN MOST CASES, CARDS WILL SAY "AT THE START OF YOUR TURN, YOU MAY SKIP THE REST OF YOUR TURN TO DO XYZ". BECAUSE START-OF-TURN EFFECTS ARE ACTIVATED IN THE ORDER IN WHICH THEY WERE PLAYED, IF YOU HAVE OTHER CARDS WITH START-OF-TURN EFFECTS WHICH WERE IN PLAY BEFORE THE CARD WHICH IS CAUSING YOU TO SKIP THE REST OF YOUR TURN, THOSE START-OF-TURN EFFECTS WILL HAPPEN FIRST, THEN YOU'LL SKIP EVERYTHING ELSE.

YOU MAY NOT SKIP YOUR TURN JUST BECAUSE YOU WANT TO. SKIPPING YOUR TURN IS ONLY SOMETHING YOU MAY DO WHEN A CARD GIVES YOU THE OPTION.

"IMMEDIATELY END YOUR TURN"

SOME CARDS LIKE FANATIC'S "PRAYER OF DESPERATION" AND NIGHTMIST'S "MIST-FUELED RECOVERY" SAY TO "IMMEDIATELY END YOUR TURN". UNLIKE SKIPPING YOUR TURN, WHERE YOU SKIP OVER THE END-OF-TURN PHASE, WHEN YOU "IMMEDIATELY END YOUR TURN", YOU ARE PROCEEDING IMMEDIATELY TO THE END-OF-TURN PHASE, WHERE YOU WOULD STILL DO ANY END-OF-TURN ACTIONS.

[HTTPS://GREATERTHANGAMES.COM/FORUM/TOPIC/DO-PRAYER-DESPERATION-AND-MIST-FUELED-DISCOVERY-SKIP-END-TURN](https://greaterthangames.com/forum/topic/do-prayer-desperation-and-mist-fueled-discovery-skip-end-turn)

INCAPACITATED HEROES

INCAPACITATED HEROES STILL HAVE TURNS, WHICH CONSIST OF THE USUAL START-OF-TURN, END-OF-TURN, AND A MIDDLE PHASE IN BETWEEN. THE MAIN DIFFERENCE BETWEEN THEIR TURNS AND NORMAL HERO TURNS IS THAT AN INCAPACITATED HERO'S MIDDLE PHASE CONSISTS SOLELY OF A USE-AN-INCAPACITATED-ABILITY PHASE, AND DOES NOT HAVE PLAY/POWER/DRAW PHASES. THIS HAS A FEW RAMIFICATIONS:

- AN INCAPACITATED HERO MAY SKIP THEIR TURN TO RESOLVE AN EFFECT WHICH REQUIRES A HERO TO SKIP THEIR TURN.
- EFFECTS WHICH TRIGGER AT THE START OR END OF A HERO'S TURN WILL TRIGGER AT THOSE TIMES FOR AN INCAPACITATED HERO LIKE USUAL.
- INCAPACITATED HEROES MAY NOT SKIP A PLAY, POWER OR DRAW PHASE FOR ANY REASON, BECAUSE THEY DON'T HAVE THOSE PHASES TO SKIP.
- IF A HERO IS SOMEHOW INCAPACITATED DURING THEIR START-OF-TURN PHASE, THEY MAY USE AN INCAPACITATED ABILITY THAT SAME TURN. HOWEVER, IF A HERO IS INCAPACITATED ONCE THEY'VE ALREADY BEGUN THEIR PLAY/POWER/DRAW CYCLE (PERHAPS A CARD DEALS DAMAGE WHEN A CARD IS DRAWN AND IT'S ENOUGH DAMAGE TO INCAPACITATE THE HERO), THEY MAY NOT USE AN INCAPACITATED ABILITY THAT TURN.

INCAPACITATED HEROES MAY NOT USE POWERS. SO EVEN IF ANOTHER PLAYER OR DECK GRANTS THEM POWERS (FOR EXAMPLE, A TREASURE CARD FROM THE "TOMB OF ANUBIS" ENVIRONMENT DECK), THEY MAY NOT BE USED BY AN INCAPACITATED HERO.

ALSO, AS MENTIONED ELSEWHERE, INCAPACITATED HEROES HAVE NO HAND SINCE ALL OF THEIR CARDS ARE REMOVED FROM THE GAME WHEN THEY ARE INCAPACITATED, AND SO CANNOT DO A DISCARD ACTION.

"HERO" = "HERO CHARACTER CARD"

WHENEVER CARD TEXT SAYS "HERO", IT'S SHORTHAND FOR "HERO CHARACTER CARD". THE TWO PHRASES MEANS THE SAME THING.

HOWEVER, "HERO" OR "HERO CHARACTER CARD" DOES NOT MEAN "HERO TARGET". HERO TARGETS ARE ANY TARGETS THAT CAME FROM A HERO DECK.

[HTTPS://GREATERTHANGAMES.COM/FORUM/TOPIC/CLARIFICATIONS-AND-DECISIONS-FROM-HANDELABRA-CHRISTOPHERS-FIRESIDE-CHATS-6773](https://greaterthangames.com/forum/topic/clarifications-and-decisions-from-handelabra-christophers-fireside-chats-6773)

THE FIRST TIME A TARGET DOES XYZ...

THERE ARE SOME CARDS WHICH ARE TRIGGERED THE FIRST TIME A TARGET DOES SOMETHING EACH TURN. FOR EXAMPLE, WRAITH'S "COMBAT STANCE" WILL TRIGGER "THE FIRST TIME WRAITH IS DEALT DAMAGE BY A TARGET EACH TURN". SIMILAR WORDING IS ON RA'S "FLAME BARRIER" AND ON MISS INFORMATION'S "REVEALED SABOTEUR" SIDE. DOES THIS MEAN THAT THE EFFECT WILL ONLY TRIGGER THE FIRST TIME ANY TARGET DOES XYZ PER TURN, OR THAT IT WILL TRIGGER THE FIRST TIME ANY PARTICULAR TARGET DOES XYZ PER TURN?

IT WILL TRIGGER THE FIRST TIME ANY PARTICULAR TARGET DOES XYZ PER TURN. SO, IF TWO DIFFERENT TARGETS DAMAGE WRAITH IN A TURN, "COMBAT STANCE" WILL TRIGGER BOTH TIMES, BUT IF A SINGLE TARGET DAMAGES HER TWICE IN THE SAME TURN, "COMBAT STANCE" WILL ONLY TRIGGER ONCE.

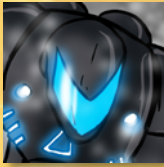
[HTTPS://GREATERTHANGAMES.COM/FORUM/TOPIC/COMBAT-STANCE-O](https://greaterthangames.com/forum/topic/combat-stance-o)

"RESTORE HP" IS NOT AFFECTED BY CHANGES TO HP GAIN/LOSS

CARDS WHICH RESTORE HP ARE UNAFFECTED BY EFFECTS THAT INCREASE/DECREASE HP GAIN. FOR EXAMPLE, FANATIC'S "AEGIS OF RESURRECTION" RESTORES FANATIC TO 10 HP. IF THERE WERE AN EFFECT IN PLAY WHICH AFFECTED HP GAIN (SAY, TOMB OF ATLANTIS' "PHOSPHORESCENT CHAMBER", WHICH INCREASES HP RECOVERY BY 1), FANATIC WOULD STILL JUST BE RESTORED TO 10 HP, NOT 11.

[HTTPS://GREATERTHANGAMES.COM/FORUM/TOPIC/CLARIFICATIONS-AND-DECISIONS-FROM-HANDELABRA-CHRISTOPHERS-FIRESIDE-CHATS-6773](https://greaterthangames.com/forum/topic/clarifications-and-decisions-from-handelabra-christophers-fireside-chats-6773)

CHARACTERS



ABSOLUTE ZERO

"SUB-ZERO ATMOSPHERE"

"SUB-ZERO ATMOSPHERE" CAUSES VILLAIN CARDS WHICH WOULD ACT AT THE END OF THE VILLAIN TURN TO INSTEAD ACT AT THE START OF THE VILLAIN TURN. SO NOW THE VILLAIN END-OF-TURN ACTIONS HAPPEN FIRST?

NO. EACH VILLAIN'S START-OF-TURN ACTION IS ALWAYS LISTED BEFORE THEIR END-OF-TURN ACTION ON THEIR CARD. "SUB-ZERO ATMOSPHERE" REASSIGNS END-OF-TURN ACTIONS AS START-OF-TURN ACTIONS BUT DOES NOT REARRANGE THE ORDER OF THE ABILITIES ON THE CARD. THUS, USING "SUB-ZERO ATMOSPHERE" WILL NOT CAUSE END-OF-TURN ACTIONS TO HAPPEN *BEFORE* START-OF-TURN ACTIONS, IT JUST CAUSES THEM TO HAPPEN, FOR EXAMPLE, BEFORE THE VILLAIN PLAYS A CARD.

FURTHER, IF "SUB-ZERO ATMOSPHERE" IS DESTROYED AFTER THE VILLAIN START PHASE BUT BEFORE THE VILLAIN END PHASE, ANY END-OF-TURN ABILITIES WHICH HAD BEEN MOVED TO THE START-OF-TURN PHASE WILL RETURN TO THEIR NORMAL END-OF-PHASE POSITION, AND SO WILL TRIGGER AGAIN ONCE YOU REACH THE VILLAIN END PHASE. UNFORTUNATELY, THERE IS NO RULE MANDATING THAT ABILITIES MAY ONLY ACTIVATE ONCE PER TURN.

WHEN "SUB-ZERO ATMOSPHERE" LEAVES PLAY, ITS EFFECT CANCELS IMMEDIATELY. THIS MEANS THAT IF, FOR EXAMPLE, AN EFFECT WHICH DEALS DAMAGE TO EACH HERO TARGET AT THE END-OF-TURN PHASE, BUT WHICH IS TRIGGERING DURING THE START-OF-TURN PHASE DUE TO "SUB-ZERO ATMOSPHERE", INCAPACITATES ABSOLUTE ZERO (WHICH CAUSES ALL OF HIS HERO CARDS TO BE REMOVED FROM THE GAME), ANY REMAINING HERO TARGETS WILL NOT TAKE DAMAGE FROM THE EFFECT BECAUSE "SUB-ZERO ATMOSPHERE" IS NO LONGER CAUSING THE EFFECT TO TRIGGER EARLY. HOWEVER, WHEN THE END-OF-TURN PHASE COMES AROUND, THAT SAME EFFECT WILL TRIGGER AGAIN, TARGETING EACH HERO TARGET AS NORMAL, INCLUDING ANY WHICH HAD BEEN TARGETED EARLIER.

SO, WHY WOULD YOU EVER WANT TO CHANGE END-OF-TURN ACTIONS TO BECOME START-OF-TURN ACTIONS? TO BUY THE HEROES MORE TIME. MANY VILLAIN CARDS HAVE EFFECTS WHICH TAKE PLACE AT THE END OF THE TURN. WHEN ONE OF THOSE IS PLAYED DURING THE VILLAIN PHASE, ITS ABILITY WILL USUALLY TAKE EFFECT THAT SAME TURN, DURING THE END-OF-TURN PHASE. BUT IF "SUB-ZERO ATMOSPHERE" IS IN PLAY, THE ABILITY WON'T TAKE EFFECT UNTIL THE FOLLOWING START-OF-TURN PHASE. THIS GIVES THE HEROES A FULL TURN TO DEAL WITH THE CARD BEFORE ITS ABILITIES WILL AFFECT THEM.

[HTTP://GREATERTHANGAMES.COM/COMMENT/76579#COMMENT-76579](http://GREATERTHANGAMES.COM/COMMENT/76579#COMMENT-76579)

ENHANCED EDITION UPDATES

SEE THE "CARD LIST AND ENHANCED EDITION UPDATES" DOCUMENT FOR DETAILS ABOUT THE FOLLOWING CARD UPDATES: "COOLANT BLAST", "ONBOARD MODULE INSTALLATION".



[INFERNAL
RELICS]

ARGENT ADEPT

PERFORMS AND ACCOMPANIES AREN'T POWERS

BECAUSE PERFORMS AND ACCOMPANIES ARE NOT POWERS, THEY MAY BE ACTIVATED MORE THAN ONCE IN A SINGLE TURN IF SOME POWER OR ABILITY ALLOWS IT. THIS IS STATED IN THE "INFERNAL RELICS" RULE BOOK BUT IS EASY TO OVERLOOK.

INFINITE LOOPS?

ARGENT ADEPT HAS A WIDE RANGE OF ABILITIES WHICH INTERACT IN COMPLEX WAYS, SOME OF WHICH MAY SEEM TO INTRODUCE AN INFINITE LOOP. FOR EXAMPLE:

THE POWER ON "TELAMON'S LYRA" LETS YOU ACTIVATE A PERFORM AND ACCOMPANY TEXT. THE ACCOMPANY ON "SYNCOATED ONSLAUGHT" SAYS ARGENT ADEPT DEALS 1 TARGET 1 SONIC DAMAGE, AND THE PERFORM TEXT ON "INSPIRING SUPERTONIC" SAYS ONE PLAYER MAY USE A POWER NOW. IF YOU USE "INSPIRING SUPERTONIC" ON ARGENT ADEPT AND HE USES THE POWER ON "TELAMON'S LYRA" AGAIN, WHAT'S TO STOP YOU FROM REPEATING THAT LOOP OVER AND OVER, DEFEATING THE VILLAIN 1 SONIC DAMAGE AT A TIME?

REMEMBER, UNLIKE PERFORMS AND ACCOMPANIES, YOU CAN'T ACTIVATE THE SAME POWER MORE THAN ONCE PER TURN, SO NO INFINITE LOOP IS POSSIBLE.



BUNKER

"AMMO DROP"

SEE "SAVAGE MANA + AMMO DROP" IN HAKA'S SECTION.

"OMNI-CANNON"

BUNKER'S "OMNI-CANNON" READS, "DESTROY ALL CARDS BENEATH THIS CARD. BUNKER DEALS 1 TARGET X ENERGY DAMAGE, WHERE X = 2 TIMES THE NUMBER OF CARDS DESTROYED." IF THERE WERE 5 CARDS UNDER IT, AND A +1 INCREASE TO DAMAGE WAS IN PLAY, THE POWER WOULD DEAL THE TARGET 11 DAMAGE. IT WOULD NOT RECEIVE THE BONUS TO DAMAGE FOR EACH CARD BENEATH IT.

WHAT HAPPENS TO THE CARDS UNDER "OMNI-CANNON" IF "OMNI-CANNON" IS DESTROYED OR REMOVED FROM PLAY? REGARDLESS OF HOW "OMNI-CANNON" IS REMOVED FROM PLAY (DESTROYED, PUT BACK INTO THE PLAYER'S HAND, BUNKER IS INCAPACITATED, ETC.) THE CARDS UNDER "OMNI-CANNON" ARE MOVED TO THEIR PROPER TRASH PILES. IF "OMNI-CANNON" IS SOMEHOW PUT BACK INTO PLAY LATER, THE CARDS

THAT USED TO BE UNDER IT WILL NOT BE MOVED BACK THERE.

"GRENADE LAUNCHER"

THIS CARD SAYS, "POWER: BUNKER DEALS 1 TARGET 2 PROJECTILE DAMAGE. BUNKER MAY DEAL A SECOND TARGET 2 PROJECTILE DAMAGE. BUNKER MAY DEAL A THIRD TARGET 1 PROJECTILE DAMAGE."

YOU MAY CHOOSE TO NOT DO THE SECOND INSTANCE OF DAMAGE AND STILL DO THE THIRD INSTANCE OF DAMAGE, BUT THE FIRST INSTANCE OF DAMAGE (BECAUSE IT DOESN'T SAY "MAY") IS NOT OPTIONAL.

[HTTPS://GREATERTHANGAMES.COM/FORUM/TOPIC/CLARIFICATIONS-AND-DECISIONS-FROM-HANDELABRA-CHRISTOPHERS-FIRESIDE-CHATS-6773](https://greaterthangames.com/forum/topic/clarifications-and-decisions-from-handelabra-christophers-fireside-chats-6773)

"RECHARGE MODE"

THE FIRST TURN BUNKER PLAYS "RECHARGE MODE", HE DRAWS 2 CARDS. EVERY TURN THEREAFTER, BUNKER WILL DRAW 3 CARDS SINCE HE WILL HAVE NEITHER PLAYED A CARD NOR USED A POWER DURING HIS TURN.

ENHANCED EDITION UPDATES

SEE THE "CARD LIST AND ENHANCED EDITION UPDATES" DOCUMENT FOR DETAILS ABOUT THE FOLLOWING CARD UPDATES: "ADHESIVE FOAM GRENADES", "RECHARGE MODE", "TURRET MODE", "UPGRADE MODE".



[SHATTERED
TIMELINES]

CHRONO-RANGER

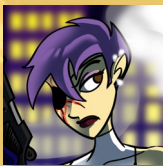
PLAYING BOUNTIES WITHOUT A LEGAL TARGET

IF THERE ARE NO LEGAL TARGETS IN PLAY TO ATTACH A BOUNTY CARD TO, THE BOUNTY CARD MAY STILL BE PLAYED, BUT THE BOUNTY WILL GO DIRECTLY TO THE TRASH AND ISN'T CONSIDERED TO HAVE BEEN DESTROYED TO GET THERE.

[HTTPS://GREATERTHANGAMES.COM/COMMENT/105923#COMMENT-105923](https://greaterthangames.com/comment/105923#comment-105923)

"THE ULTIMATE BOUNTY"

UNLIKE THE REST OF CHRONO-RANGER'S "BOUNTY" CARDS, "THE ULTIMATE BOUNTY" DOESN'T HAVE A LINE SAYING THAT WHEN THE TARGET THE BOUNTY IS ON LEAVES PLAY, YOU SHOULD DESTROY THE BOUNTY CARD. THIS IS NOT A MISPRINT. "THE ULTIMATE BOUNTY" WILL STAY IN PLAY ATTACHED TO NO TARGET ONCE ITS ORIGINAL TARGET IS DESTROYED. IT SHOULD BE TREATED LIKE ANY OTHER ONGOING CARD AND STILL COUNTS AS A BOUNTY FOR CARDS LIKE THE "MASADAH".



[ROOK CITY]

EXPATRIETTE

AMMUNITION CARDS

AMMO CARDS ARE PLAYED NEXT TO A GUN CARD AND ACTIVATE WHEN THE GUN'S POWER IS ACTIVATED. YOU MAY NOT CHOOSE TO NOT USE AN AMMO CARD WHEN ACTIVATING A GUN. IF THE GUN GOES OFF, THE AMMO GETS USED.

ERRATA, CLARIFICATIONS AND RULES CHANGES

LIKEWISE, EXPATRIETTE'S TWO SIGNATURE GUNS "PRIDE" AND "PREJUDICE" CAN HAVE UP TO TWO AMMO CARDS IN PLAY AT A TIME, BUT FIRING EITHER WILL ACTIVATE ALL OF THE AMMUNITION CARDS THAT HAVE BEEN PLAYED NEXT TO THE GUN. YOU MAY NOT USE JUST ONE OF THE AMMO CARDS.

[HTTPS://GREATERTHANGAMES.COM/FORUM/TOPIC/EXPATRIETTE-SHOCK-ROUNDS-AND-SUBMACHINE-GUN](https://greaterthangames.com/forum/topic/expatriette-shock-rounds-and-submachine-gun)

IF THERE ARE NO GUNS IN PLAY TO ATTACH AN AMMUNITION CARD TO, YOU MAY STILL PLAY AN AMMO CARD, BUT IT WILL GO DIRECTLY TO THE TRASH AND ISN'T CONSIDERED TO HAVE BEEN DESTROYED TO GET THERE.

[HTTPS://GREATERTHANGAMES.COM/COMMENT/105923#COMMENT-105923](https://greaterthangames.com/comment/105923#comment-105923)

"PRIDE" AND "PREJUDICE"

THE POWER ON "PRIDE" SAYS IN PART, "IF 'PREJUDICE' IS IN PLAY, YOU MAY USE ITS POWER." YOU WOULD THINK THAT IF YOU HAD ALREADY USED THE POWER ON "PREJUDICE" EARLIER IN THE ROUND (IF, FOR EXAMPLE, YOU HAD PLAYED "UNLOAD" AND WERE ACTIVATING MULTIPLE POWERS ON YOUR TURN), THEN YOU COULDN'T USE IT AGAIN BECAUSE OF THE GENERAL RULE STATING THAT YOU MAY ONLY USE A POWER ONCE IN A TURN. HOWEVER, BECAUSE THE POWER ON "PRIDE" SPECIFICALLY SAYS YOU MAY USE THE POWER ON "PREJUDICE", THAT CARD WORDING SUPERSEDES THE GENERAL RULE, AND YOU MAY USE THE POWER ON "PREJUDICE" TWICE IN THE SAME TURN.

[HTTPS://GREATERTHANGAMES.COM/COMMENT/61037#COMMENT-61037](https://greaterthangames.com/comment/61037#comment-61037)

"RPG LAUNCHER"

EXPATRIETTE'S CARD "RPG LAUNCHER" CAN DESTROY AN ONGOING OR ENVIRONMENT CARD, AND IF IT DOES, THEN EXPATRIETTE MAY DEAL SOME DAMAGE. IF THE CARD SHE USES "RPG LAUNCHER" ON HAS ITS OWN EFFECT WHICH TRIGGERS WHEN IT'S DESTROYED (SUCH AS GRAND WARLORD VOSS' "FORCED DEPLOYMENT"), THE TIMING OF EFFECTS WILL HAPPEN LIKE THIS:

"RPG LAUNCHER" DESTROYS "FORCED DEPLOYMENT". "FORCED DEPLOYMENT" IS IMMEDIATELY REMOVED FROM PLAY AND PLACED IN THE VILLAIN TRASH, AND ALL OF THE MINION CARDS ARE IMMEDIATELY PUT FROM THE VILLAIN TRASH INTO PLAY. THEN, EXPATRIETTE MAY DEAL HER DAMAGE, INCLUDING TO ANY OF THE MINIONS WHO WERE JUST PUT INTO PLAY BY "FORCED DEPLOYMENT".

"SHOCK ROUNDS"

THIS CARD SAYS "PLAY THIS CARD NEXT TO A GUN CARD. WHEN THAT CARD'S POWER IS USED TO DAMAGE A TARGET, EXPATRIETTE DEALS ALL NON-HERO TARGETS 1 LIGHTNING DAMAGE. AFTER THAT POWER IS USED, DESTROY THIS CARD." REGARDLESS OF THE NUMBER OF TARGETS WHICH ARE HIT BY THE GUN'S POWER, THE ADDITIONAL LIGHTNING DAMAGE IS APPLIED JUST ONCE, WHEN THE GUN'S POWER IS USED, NOT ONCE PER TARGET AFFECTED.

[HTTPS://GREATERTHANGAMES.COM/FORUM/TOPIC/EXPATRIETTE-SHOCK-ROUNDS-AND-SUBMACHINE-GUN](https://greaterthangames.com/forum/topic/expatriette-shock-rounds-and-submachine-gun)

ERRATA, CLARIFICATIONS AND RULES CHANGES

SUBMACHINE-GUN

"UNLOAD"

THIS CARD READS "THIS TURN, YOU MAY USE AS MANY POWERS AS YOU HAVE GUNS IN PLAY". HOWEVER, "UNLOAD" JUST INCREASES THE NUMBER OF POWERS YOU MAY USE ON YOUR TURN TO A CERTAIN NUMBER (THE NUMBER OF GUNS YOU HAVE IN PLAY), NOT INCREASE THE NUMBER OF POWER USAGES YOU HAVE LEFT AFTER YOU PLAY IT. SO IF YOU USED A POWER PRIOR TO PLAYING "UNLOAD", THAT COUNTS AS ONE OF THE POWERS YOU GET TO PLAY THAT TURN.

FOR EXAMPLE, IF YOU HAVE 3 GUNS IN PLAY, YOU GET TO USE 3 POWERS. IF YOU PLAY A CARD, THEN USE EXPATRIETTE'S "LOAD" POWER TO PLAY "UNLOAD", YOU'VE ALREADY USED A POWER ONCE THAT TURN AND YOU WILL ONLY HAVE 2 MORE POWER USAGES LEFT.



FANATIC

"CHASTISE" ERRATA

THE TEXT ON THIS CARD IS OFFICIALLY CHANGED TO READ:

PLAY NEXT TO A **NON-HERO** TARGET OTHER THAN A CHARACTER CARD. THAT TARGET IS IMMUNE TO DAMAGE AND CANNOT DEAL DAMAGE.

AT THE START OF YOUR TURN, EITHER FANATIC DEALS HERSELF 2 PSYCHIC DAMAGE OR THIS CARD IS DESTROYED.

THE ADDITION OF "NON-HERO" TO THE WORDING IS MEANT TO PRECLUDE SITUATIONS WHERE, FOR EXAMPLE, "CHASTISE" COULD HAVE BEEN PLAYED ON UNITY'S "STEALTH BOT", WHICH WOULD ALLOW THE BOT TO REDIRECT DAMAGE FROM HEROES TO ITSELF WHILE BEING IMMUNE TO DAMAGE THANKS TO "CHASTISE".

"DIVINE SACRIFICE"

THIS CARD DEALS SOME DAMAGE THEN SAYS, "DAMAGE DEALT BY THOSE TARGETS IS REDIRECTED TO FANATIC UNTIL THE START OF YOUR NEXT TURN." THE DAMAGE DESCRIBED IN THE FIRST PARAGRAPH AND THE REDIRECTION EFFECT IN THE SECOND PARAGRAPH ARE NOT CONNECTED, SO THE TARGETS ARE NOT REQUIRED TO TAKE FANATIC'S DAMAGE IN ORDER TO GET THE EXTRA EFFECT.

IF FANATIC'S DAMAGE IS REDIRECTED BY SOME EFFECT, IT IS THE FINAL TARGET WHOSE DAMAGE WILL BE REDIRECTED, NOT THE INITIAL TARGET.

IF FANATIC IS INCAPACITATED AFTER PLAYING "DIVINE SACRIFICE", ITS REDIRECTION EFFECT GOES AWAY IMMEDIATELY AND DAMAGE DEALT BY THOSE TARGETS IS NO LONGER AFFECTED.

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"EXORCISM" DAMAGE

THIS POWER DEALS 1 POINT OF MELEE DAMAGE AND 1 POINT OF RADIANT DAMAGE. THESE ARE SEPARATE INSTANCES OF DAMAGE, AND EFFECTS WHICH INCREASE DAMAGE WILL INCREASE EACH INSTANCE SEPARATELY. FOR EXAMPLE, IF FANATIC GETS +1 DAMAGE ON HER TURN AND SHE ACTIVATES EXORCISM, SHE WILL DO 1+1 MELEE DAMAGE AND 1+1 RADIANT DAMAGE.

EVEN IN A CASE WHERE, FOR EXAMPLE, RA'S IMBUE FIRE (CHANGES ALL DAMAGE DEALT BY HEROES TO FIRE DAMAGE AND INCREASES IT BY 1) IS IN PLAY, EACH DAMAGE INSTANCE WILL BE AFFECTED INDIVIDUALLY. THAT MEANS THAT THE MELEE DAMAGE WILL CHANGE TO FIRE DAMAGE AND INCREASE BY 1, AND THE RADIANT DAMAGE WILL CHANGE TO FIRE DAMAGE AND INCREASE BY 1, STILL DOING A TOTAL OF 4 FIRE DAMAGE.

"END OF DAYS" AND "FORCED DEPLOYMENT"

"END OF DAYS" DESTROYS ALL CARDS IN PLAY EXCEPT THE HERO AND VILLAIN CHARACTER CARDS AND RELICS. GRAND WARLORD VOSS' CARD "FORCED DEPLOYMENT" BRINGS ALL THE MINION CARDS FROM THE VILLAIN TRASH BACK INTO PLAY WHEN DESTROYED. HOW DOES THE TIMING OF THESE EVENTS INTERACT?

WHEN "FORCED DEPLOYMENT" IS DESTROYED, IT IMMEDIATELY PUTS ALL OF THE MINIONS FROM VOSS' DISCARD PILE INTO PLAY, BUT THEY ARE THEN IN TURN DESTROYED BY THE (STILL ONGOING) "END OF DAYS" EFFECT. THIS IS BECAUSE OF TWO UNIVERSAL PRINCIPLES OF THE GAME:

"SIMULTANEOUS" ACTIONS DO NOT ACTUALLY OCCUR SIMULTANEOUSLY, BUT RATHER OCCUR IN THE ORDER OF THE PLAYERS' CHOOSING; THUS, THE PLAYERS CHOOSE THE ORDER IN WHICH CARDS ARE DESTROYED BY END OF DAYS.

FURTHER, "TRIGGERED EFFECTS" FROM CARDS (E.G. "WHEN THIS CARD IS DESTROYED", "WHENEVER THIS CARD TAKES DAMAGE", ETC.) ARE PROCESSED IMMEDIATELY UPON THE FULFILLMENT OF THE TRIGGER CONDITION.

CONSEQUENTLY, WHEN "END OF DAYS" IS TRIGGERED, IT IMMEDIATELY BEGINS DESTROYING ALL CARDS IN PLAY IN THE ORDER OF THE PLAYERS' CHOOSING. THIS EFFECT CONTINUES UNTIL THERE ARE NO MORE CARDS IN PLAY. WHEN "FORCED DEPLOYMENT" IS DESTROYED, ALL OF THE MINIONS ARE IMMEDIATELY PUT INTO PLAY. AS THERE ARE STILL CARDS IN PLAY AFTER THE DESTRUCTION OF "FORCED DEPLOYMENT", THE "END OF DAYS" EFFECT CONTINUES DESTROYING CARDS UNTIL THERE ARE NOT.

NOTE THAT, WITH "END OF DAYS", IT IS IN FACT IMPOSSIBLE FOR THE PLAYERS TO CHOOSE A DESTRUCTION ORDER IN WHICH ANY MINIONS ARE LEFT IN PLAY BY "FORCED DEPLOYMENT".

[HTTPS://GREATERTHANGAMES.COM/FORUM/TOPIC/FORCED-DEPLOYMENT-END-DAYS](https://greaterthangames.com/forum/topic/forced-deployment-end-days)

"END OF DAYS" AND "LADY LUCK"

KISMET'S "LADY LUCK" SAYS "WHENEVER A VILLAIN CARD WOULD BE DESTROYED, REVEAL THE TOP CARD OF THE VILLAIN DECK. IF IT IS NOT A LUCKY CARD, DISCARD IT AND PREVENT THE CARD DESTRUCTION. IF IT IS A LUCKY CARD, PUT IT INTO PLAY".

THIS MAY SEEM TO INDICATE THAT "LADY LUCK" COULD SAVE A CARD OR CARDS FROM DESTRUCTION BY "END OF DAYS", BUT THAT'S NOT TRUE. "END OF DAYS" WILL NOT DESTROY ITSELF UNTIL THERE ARE NO CARDS LEFT IN PLAY OTHER THAN ITSELF, CHARACTER CARDS, AND RELICS. THE MOST "LADY LUCK" CAN DO IS POSTPONE A CARD'S DESTRUCTION EACH TIME A NON-LUCKY CARD IS DRAWN.

[HTTPS://GREATERTHANGAMES.COM/COMMENT/45702#COMMENT-45702](https://greaterthangames.com/comment/45702#comment-45702)

"PRAYER OF DESPERATION"

THE LAST LINE OF RULES FOR THIS CARD READS, "IMMEDIATELY END YOUR TURN". THIS MEANS TO PROCEED IMMEDIATELY TO FANATIC'S END-OF-TURN PHASE, WHICH IS NOT THE SAME AS SKIPPING THE REST OF HER TURN ENTIRELY. SHE MAY STILL TAKE ANY END-OF-TURN ACTIONS SHE MAY HAVE.

"UNDAUNTED"

THIS CARD READS "WHENEVER FANATIC WOULD BE DEALT 5 OR MORE DAMAGE FROM A SINGLE SOURCE, REDUCE THAT DAMAGE BY 2". EACH INSTANCE OF DAMAGE IS A SEPARATE SOURCE, SO IF A SINGLE TARGET (A VILLAIN, FOR EXAMPLE) DEALT THREE DIFFERENT INSTANCES OF DAMAGE TO A CHARACTER IN A SINGLE ROUND, EACH INSTANCE WOULD BE EVALUATED BY "UNDAUNTED" SEPARATELY. THE FACT THAT ALL THREE CAME FROM THE SAME 'SOURCE' (THE VILLAIN) ISN'T RELEVANT.

"WRATHFUL RETRIBUTION"

THIS CARD SAYS, "DISCARD 3 CARDS. IF YOU DO, FANATIC DEALS 1 TARGET X RADIANT DAMAGE, WHERE X = FANATIC'S MAXIMUM HP MINUS HER CURRENT HP."

IF FANATIC HAS LESS THAN 3 CARDS LEFT IN HER HAND WHEN THIS CARD IS PLAYED, SHE STILL HAS TO DISCARD ALL OF HER CARDS, BUT SHE DOES NOT GET TO DEAL THE DAMAGE.

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"ZEALOUS OFFENSE"

THE CARD READS IN PART, "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".

THE CARDS CHOSEN MUST BE CARDS WHICH ARE ALREADY IN PLAY AT THE TIME "ZEALOUS OFFENSE" IS ACTIVATED. THE EFFECT OF NOT BEING ABLE TO DEAL DAMAGE APPLIES TO THE CHOSEN CARDS ONLY, NOT TO OTHER COPIES OF THOSE CARDS WHICH ARE IN PLAY OR MAY BE PLAYED LATER.

ENHANCED EDITION UPDATES

SEE THE "CARD LIST AND ENHANCED EDITION UPDATES" DOCUMENT FOR DETAILS ABOUT THE FOLLOWING CARD UPDATES: "AEGIS OF RESURRECTION", "FINAL DIVE", "ZEALOUS OFFENSE", "ABSOLUTION", "CHASTISE", "DIVINE FOCUS", "DIVINE SACRIFICE", "END OF DAYS".



(PROMO)

GUISE

"LEMME SEE THAT..."

THIS CARD READS, "PLAY THIS CARD BY AN EQUIPMENT CARD. THAT CARD AFFECTS GUISE AS IF THE HERO NAME ON THAT CARD WERE GUISE AND "YOU" ON THAT CARD MEANS GUISE'S PLAYER. AT THE START OF YOUR TURN, PLAY AIR GUITAR AND DESTROY THIS CARD."

WHEN "LEMME SEE THAT..." IS IN PLAY NEXT TO AN EQUIPMENT CARD, GUISE IS ESSENTIALLY REPLACING THE ORIGINAL OWNER OF THE EQUIPMENT. THE ORIGINAL OWNER OF THE EQUIPMENT CARD DOES NOT GET TO USE THE EQUIPMENT WHILE "LEMME SEE THAT..." IS IN PLAY.

[HTTPS://GREATERTHANGAMES.COM/COMMENT/93562#COMMENT-93562](https://greaterthangames.com/comment/93562#comment-93562)



HAKA

"HAKA OF SHIELDING"

SEE "NEXT DAMAGE" UNDER DAMAGE RULES.

"RAMPAGE"

THIS CARD DEALS EACH NON-HERO TARGET 5 MELEE DAMAGE AND EACH HERO TARGET 2 MELEE DAMAGE. YOU HAVE TO APPLY THE DAMAGE IN THAT ORDER, FIRST TO ALL NON-HERO TARGETS THEN TO ALL HERO TARGETS. YOU CAN'T MIX IT UP.

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"SAVAGE MANA" AND CHARACTER CARDS

WHEN HAKA DEALS THE KILLING BLOW TO A VILLAIN CHARACTER CARD, DOES IT GO UNDER "SAVAGE MANA"?

USUALLY NO, WITH AN EXCEPTION:

- WHEN MOST VILLAIN CHARACTER CARDS ARE DESTROYED, THE GAME ENDS, SO THERE'S NO POINT IN PUTTING THEM UNDER "SAVAGE MANA".
- WHEN MINI-BOSSSES LIKE "THE OPERATIVE" AND THE MEMBERS OF "THE ENNEAD" ARE DEFEATED, THEY ARE INCAPACITATED, NOT DESTROYED, AND SO AREN'T MOVED UNDER "SAVAGE MANA".
- WHEN "OMNITRON" IS DESTROYED, ITS CHARACTER CARD SAYS TO "REMOVE OMNITRON'S VILLAIN CHARACTER CARD FROM PLAY",

ERRATA, CLARIFICATIONS AND RULES CHANGES

SO IT ISN'T MOVED UNDER "SAVAGE MANA" EVEN IF THERE ARE STILL DEVICES IN PLAY.

- "THE CHAIRMAN" CAN BE DESTROYED WITHOUT THE GAME ENDING IMMEDIATELY IF "THE OPERATIVE" IS IN PLAY. IN THIS CASE, THE CHAIRMAN'S VILLAIN CHARACTER CARD WOULD BE PUT UNDER "SAVAGE MANA".

"SAVAGE MANA" DAMAGE

HAKA'S "SAVAGE MANA" CARD CAN DEAL TOXIC DAMAGE EQUAL TO 2 TIMES THE NUMBER OF CARDS BENEATH IT. ANY DAMAGE INCREASES THAT MAY BE IN EFFECT WILL INCREASE THE TOTAL DAMAGE DEALT, NOT THE AMOUNT PER CARD. FOR EXAMPLE, IF AN EFFECT INCREASES DAMAGE BY 1, IT WILL INCREASE THE TOTAL AMOUNT OF DAMAGE BY 1, NOT INCREASE THE MULTIPLIER TO BE 3 TIMES THE NUMBER OF CARDS BENEATH IT.

"SAVAGE MANA" DESTROYED/REMOVED FROM PLAY

WHAT HAPPENS TO THE CARDS UNDER "SAVAGE MANA" IF "SAVAGE MANA" IS DESTROYED OR REMOVED FROM PLAY? REGARDLESS OF HOW "SAVAGE MANA" IS REMOVED FROM PLAY (DESTROYED, PUT BACK INTO THE PLAYER'S HAND, HAKA IS INCAPACITATED, ETC.) THE CARDS UNDER "SAVAGE MANA" ARE MOVED TO THEIR PROPER TRASH PILES. IF "SAVAGE MANA" IS SOMEHOW PUT BACK INTO PLAY, THE CARDS WHICH USED TO BE UNDER IT WILL NOT BE MOVED BACK THERE.

"SAVAGE MANA" EFFECT ON CARD TEXT

WHAT HAPPENS TO THE CARDS PLACED UNDER "SAVAGE MANA"? DO THE ABILITIES ON THOSE CARDS STILL TRIGGER LIKE NORMAL, OR ARE THEY IN SOME KIND OF SPECIAL LIMBO?

THE ANSWER IS THAT THE GAME TEXT ON CARDS UNDER "SAVAGE MANA" IS NO LONGER IN PLAY, THEREFORE ANY ABILITIES THEY HAD WILL NOT TRIGGER. FOR EXAMPLE, UNITY'S "BEE BOT" DEALS DAMAGE AND MAY DESTROY AN ONGOING OR ENVIRONMENT CARD WHEN DESTROYED. THIS WOULD TRIGGER IF "BEE BOT" WERE DESTROYED BY HAKA AND PUT UNDER "SAVAGE MANA", BUT IT WILL NOT TRIGGER A SECOND TIME WHEN HAKA USES THE CARDS UNDER "SAVAGE MANA" TO DEAL DAMAGE.

NOTE HOWEVER, THAT A CARD'S TYPE DOES NOT GO AWAY WHILE UNDER "SAVAGE MANA". THIS MEANS, FOR EXAMPLE, THAT A VILLAIN CARD REMAINS A VILLAIN CARD, AND AN EFFECT WHICH TRIGGERS WHEN A VILLAIN CARD IS DESTROYED WILL TRIGGER ONCE WHEN THE VILLAIN CARD IS PUT UNDER "SAVAGE MANA" AND THEN AGAIN WHEN IT IS DESTROYED A SECOND TIME TO DEAL DAMAGE.

FOR EXAMPLE, THE OPERATIVE'S ABILITY TO DEAL DAMAGE WHENEVER A VILLAIN CARD IS DESTROYED WOULD BE TRIGGERED WHEN A VILLAIN CARD WAS DESTROYED AND PUT BENEATH "SAVAGE MANA" AND THEN AGAIN WHEN IT WAS USED BY "SAVAGE MANA" TO DEAL DAMAGE (BECAUSE THE CARD IS STILL A VILLAIN CARD), BUT THE MATRIARCH'S

ABILITY WHICH DEALS DAMAGE WHENEVER A FOWL CARD IS DESTROYED WOULD ONLY BE TRIGGERED THE FIRST TIME THE CARD IS DESTROYED (BECAUSE THE CARD LOSES THE "FOWL" GAME TEXT ONCE IT'S UNDER "SAVAGE MANA").

"SAVAGE MANA" + "AMMO DROP" (BUNKER CARD)

1. DOES BUNKER DRAW A CARD DUE TO "AMMO DROP" WHEN VILLAIN CARDS ARE PLACED BENEATH "SAVAGE MANA"?
2. DOES BUNKER DRAW A CARD DUE TO "AMMO DROP" WHEN A VILLAIN CARD BENEATH "SAVAGE MANA" IS DESTROYED TO DEAL DAMAGE?

THE ANSWER IS "YES" ON BOTH COUNTS. VILLAIN CARDS ARE ALWAYS VILLAIN CARDS (SEE ABOVE), SO IN THIS UNUSUAL CASE, A VILLAIN CARD CAN ACTUALLY BE DESTROYED TWICE, ALLOWING BUNKER TO DRAW A CARD EACH TIME.

SAVAGE MANA AND CARDS TAKEN FROM INCAPACITATED HEROES

IF HAKA HAS HERO CARDS UNDER "SAVAGE MANA" (A POSSIBILITY) AND THAT HERO BECOMES INCAPACITATED, DOES HAKA GET TO KEEP THEIR CARDS?

NOPE. AS STATED IN THE RULEBOOK, WHEN A HERO IS INCAPACITATED, ALL OF THEIR CARDS ARE REMOVED FROM THE GAME, INCLUDING ONES WHICH ARE UNDER ANOTHER CARD, AS IN THIS CASE.

[HTTPS://GREATERTHANGAMES.COM/FORUM/TOPIC/CARDS-UNDER-LA-CAPITAN-AND-HERO-DEATH-3307#COMMENT-24029](https://greaterthangames.com/forum/topic/cards-under-la-capitan-and-hero-death-3307#comment-24029)

ENHANCED EDITION UPDATES

SEE THE "CARD LIST AND ENHANCED EDITION UPDATES" DOCUMENT FOR DETAILS ABOUT THE FOLLOWING CARD UPDATES: "DOMINION", "GROUND POUND", "SAVAGE MANA".



[VENGEANCE]

K.N.Y.F.E.

"INCIDENTAL CONTACT"

THIS CARD SAYS, "KNIFE DEALS EACH TARGET 1 ENERGY DAMAGE. KNYFE MAY DEAL ANY TARGET DEALT DAMAGE THIS WAY AN ADDITIONAL 1 ENERGY DAMAGE". THIS CARD WORKS IN A SIMILAR WAY TO TACHYON'S "HYPERSONIC ASSAULT", IN THAT THE SECOND SENTENCE ISN'T MEANT TO BE A SEPARATE STEP, IT JUST ACTS TO MODIFY THE FIRST SENTENCE.

SO THE PROPER WAY TO DEAL WITH THIS CARD IS TO DEAL EACH TARGET 1 ENERGY DAMAGE, AND EACH TIME YOU DO, DECIDE WHETHER OR NOT TO DEAL AN ADDITIONAL 1 ENERGY DAMAGE BEFORE MOVING ON TO THE NEXT TARGET.

[HTTPS://GREATERTHANGAMES.COM/COMMENT/57473#COMMENT-57473](https://greaterthangames.com/comment/57473#comment-57473)

HOWEVER, THE "ADDITIONAL 1 ENERGY DAMAGE" KNYFE MAY DEAL

DOESN'T DOUBLE THE FIRST INSTANCE OF DAMAGE; THE FIRST BIT OF DAMAGE AND THE SECOND BIT OF DAMAGE ARE SEPARATE INSTANCES OF 1 ENERGY DAMAGE EACH.

[HTTPS://GREATERTHANGAMES.COM/COMMENT/57735#COMMENT-57735](https://greaterthangames.com/comment/57735#comment-57735)

"INFILTRATE AND OBFUSCATE"

THIS CARD ALLOWS KNYFE TO REDIRECT DAMAGE TO THE VILLAIN TARGET WITH THE SECOND HIGHEST HP. IF THERE IS NO VILLAIN TARGET WITH THE SECOND HIGHEST HP (I.E., IF THERE'S ONLY ONE VILLAIN TARGET IN THE GAME AT THE MOMENT), THEN THE REDIRECTION CANNOT TAKE PLACE.

[HTTPS://GREATERTHANGAMES.COM/COMMENT/56321#COMMENT-56321](https://greaterthangames.com/comment/56321#comment-56321)



LEGACY

"GALVANIZE"

NOTE THAT LEGACY HIMSELF WILL NOT USUALLY BENEFIT FROM HIS OWN "GALVANIZE" INNATE POWER. THIS IS BECAUSE OF TIMING -- LEGACY WILL USUALLY ACTIVATE "GALVANIZE" DURING HIS POWER PHASE, WHICH IS AFTER HAVING PLAYED ANY DAMAGING ONE-SHOTS, AND "GALVANIZE" WILL LAST ONLY UNTIL THE START OF LEGACY'S NEXT START-OF-TURN PHASE, WHICH IS BEFORE HE'LL BE ABLE TO PLAY CARDS OR USE POWERS.

OF COURSE, IF SOME POWER OR EFFECT ALLOWS LEGACY TO DEAL DAMAGE WHILE "GALVANIZE" IS IN EFFECT, HE WILL BE ABLE TO BENEFIT FROM THE DAMAGE BOOST LIKE ANYONE ELSE.

"LEAD FROM THE FRONT"

THIS CARD READS "WHENEVER A HERO TARGET WOULD BE DEALT DAMAGE BY A VILLAIN CARD, YOU MAY REDIRECT THAT DAMAGE TO LEGACY". WHAT HAPPENS WHEN A VILLAIN CARD DOES DAMAGE TO EVERY HERO TARGET? DOES THE DAMAGE GET ADDED UP AND THEN THE TOTAL IS REDIRECTED TO LEGACY, OR DOES IT GET REDIRECTED ONE AT A TIME?

IT GETS REDIRECTED ONE AT A TIME IN THE ORDER OF THE PLAYER'S CHOOSING. THIS COULD BE IMPORTANT IF, FOR EXAMPLE, LEGACY HAD "FORTITUDE" IN PLAY WHICH REDUCES DAMAGE DEALT TO LEGACY BY 1. WITH BOTH "LEAD FROM THE FRONT" AND "FORTITUDE" IN PLAY, IF EACH HERO TOOK 1 DAMAGE (FOR EXAMPLE), EACH WOULD BE REDIRECTED TO LEGACY AND REDUCED TO ZERO INDIVIDUALLY SO THAT IN THE END, NO HERO WOULD END UP TAKING DAMAGE.

ALSO, KEEP IN MIND THAT "LEAD FROM THE FRONT" SAYS THAT YOU "MAY" REDIRECT DAMAGE TO LEGACY. YOU DON'T HAVE TO DO IT EVERY TIME DAMAGE OCCURS.

"SUPERHUMAN DURABILITY"

THIS CARD READS "WHENEVER LEGACY WOULD BE DEALT 5 OR MORE

DAMAGE FROM A SINGLE SOURCE, REDUCE THAT DAMAGE BY 3". EACH INSTANCE OF DAMAGE IS A SEPARATE SOURCE, SO IF A SINGLE TARGET (A VILLAIN, FOR EXAMPLE) DEALT THREE DIFFERENT INSTANCES OF DAMAGE TO A CHARACTER IN A SINGLE ROUND, EACH INSTANCE WOULD BE EVALUATED BY "SUPERHUMAN DURABILITY" SEPARATELY. THE FACT THAT ALL THREE CAME FROM THE SAME 'SOURCE' (THE VILLAIN) ISN'T RELEVANT.

ENHANCED EDITION UPDATES

SEE THE "CARD LIST AND ENHANCED EDITION UPDATES" DOCUMENT FOR DETAILS ABOUT THE FOLLOWING CARD UPDATES: "TAKE DOWN", "DANGER SENSE", "HEROIC INTERCEPTION", "INSPIRING PRESENCE", AND LEGACY'S INNATE POWER, "GALVANIZE".



[ROOK CITY]

MISTER FIXER

"BITTER STRIKE" COUNTS AS A "STRIKE"

THE POWER ON MR. FIXER'S DARK WATCH ALTERNATE VERSION IS CALLED "BITTER STRIKE". THIS POWER IS CONSIDERED A "STRIKE" FOR THE PURPOSES OF HIS "OVERDRIVE" CARD, WHICH LETS YOU USE HIS "STRIKE" POWER TWICE WHEN PLAYED.

[HTTPS://GREATERTHANGAMES.COM/COMMENT/49496#COMMENT-49496](https://greaterthangames.com/comment/49496#comment-49496)

"JACK HANDLE"

THE FIRST PARAGRAPH ON THIS CARD READS "WHENEVER MR. FIXER WOULD DEAL DAMAGE TO A TARGET, HE DEALS THAT MUCH DAMAGE TO ALL NON-HERO TARGETS." WHAT DOES THAT ACTUALLY MEAN?

IT MEANS THAT INSTEAD OF DEALING THE ORIGINAL DAMAGE, HE DEALS THAT SAME AMOUNT AND TYPE OF DAMAGE TO ALL NON-HERO TARGETS. EFFECTIVELY, THE ORIGINAL DAMAGE MR. FIXER WOULD HAVE DEALT GETS PREVENTED AND IS REPLACED BY THE DAMAGE TO ALL NON-HERO TARGETS.

THIS MAY CAUSE AN INTERESTING TWIST IF MR. FIXER HAS A CARD LIKE PLAGUE RAT'S "INFECTION" CARD ON HIM, WHICH READS IN PART "AT THE START OF THAT HERO'S TURN, THEY DEAL THEMSELVES 1 IRREDUCIBLE TOXIC DAMAGE". IN THIS CASE, THE 1 IRREDUCIBLE TOXIC DAMAGE HE WOULD DO TO HIMSELF GET CANCELLED AND IS REPLACED BY THE SAME AMOUNT/TYPE OF DAMAGE TO ALL NON-HERO TARGETS. THIS NOT ONLY MAKES MR. FIXER IMMUNE TO THE DAMAGE HE WOULD NORMALLY CAUSE HIMSELF WHEN UNDER THE INFLUENCE OF AN "INFECTION" CARD, BUT THE DAMAGE HE DEALS OUT TO ALL NON-HERO TARGETS IS IRREDUCIBLE JUST LIKE THE ORIGINAL DAMAGE HE WOULD HAVE DEALT.

LASTLY, WHAT EXACTLY DOES "THAT MUCH DAMAGE" MEAN? IT MEANS THAT WHATEVER AMOUNT OF DAMAGE WAS DEALT AFTER TAKING INTO ACCOUNT ALL MODIFIERS IS WHAT IS DEALT TO ALL NON-HERO CARDS, WITH NO FURTHER MODIFICATION. SO, IF MR. FIXER WOULD DEAL 1 DAMAGE PLUS 2 DUE TO MODIFIERS, 3 DAMAGE IS HOW MUCH IS DONE

TO ALL NON-HERO TARGETS, NOT THE 3 PLUS ANOTHER 2.

NOTE THAT USING "JACK HANDLE" ISN'T A SEPARATE STEP IN AN ATTACK FOR MR. FIXER. IT IS AN AUTOMATIC EFFECT WHICH OCCURS WITH EVERY ATTACK.

"OVERDRIVE"

THIS CARD READS, "YOU MAY USE MR. FIXER'S 'STRIKE' POWER TWICE THIS TURN". IF SOME EFFECT ALLOWS MR. FIXER TO PLAY THIS CARD WHEN IT'S NOT HIS TURN, YOU'LL STILL DO WHAT THE CARD SAYS, AND MR. FIXER WOULD GET TO USE "STRIKE" TWICE WHEN THE CARD IS PLAYED, EVEN IF IT'S NOT FIXER'S TURN.

WHAT IF "OVERDRIVE" IS PLAYED AND MR. FIXER HAS A POWER BESIDES "STRIKE" THAT HE'D LIKE TO ACTIVATE THAT TURN AS WELL? IT DEPENDS ON THE TIMING: IF FIXER USES "STRIKE" FIRST, HE'S USED HIS "STRIKE" POWER FOR THE TURN AND CAN'T ACTIVATE IT AGAIN. HOWEVER, IF HE ACTIVATES A DIFFERENT POWER FIRST, HE COULD STILL ACTIVATE "STRIKE" TWICE ALSO BECAUSE THAT'S WHAT "OVERDRIVE" SAYS TO DO, USE "STRIKE" TWICE.

[HTTP://WWW.BOARDGAMEGEEK.COM/THREAD/1292511/FIXERS-OVERDRIVE-AND-EXTRA-POWERS](http://www.boardgamegeek.com/thread/1292511/fixers-overdrive-and-extra-powers)



[INFERNAL
RELICS]

NIGHTMIST

"MIST-FUELED RECOVERY"

"MIST-FUELED RECOVERY" ALLOWS NIGHTMIST TO REGAIN 1 HP FOR EACH 2 CARDS THAT ARE SHUFFLED FROM HER TRASH TO HER DECK. ANY EFFECTS IN PLAY WHICH INCREASE HP RECOVERY WILL INCREASE THE AMOUNT SHE REGAINS PER 2 CARDS SHUFFLED, RATHER THAN JUST AFFECTING THE TOTAL. FOR EXAMPLE, IF SHE SHUFFLED SIX CARDS INTO HER DECK, SHE WOULD NORMALLY REGAIN 3 HP (6 DIVIDED BY 2, TIMES 1 HP), BUT IF "PHOSPHORESCENT CHAMBER" (A RUINS OF ATLANTIS CARD THAT INCREASES HP RECOVERY BY 1) WERE IN PLAY, SHE WOULD REGAIN 6 HP (6 DIVIDED BY 2, TIMES 2 HP), NOT 4.

NOTE HOWEVER, THAT NIGHTMIST STILL NEEDS TO SHUFFLE IN AN EVEN NUMBER OF CARDS TO GET THE MAXIMUM BENEFIT FROM "MIST-FUELED RECOVERY". A +1 TO HP RECOVERY WILL NOT MAKE IT SO THAT NIGHTMIST WILL REGAIN 1 HP FOR EACH ONE CARD SHE SHUFFLES IN.

THE LAST LINE OF RULES FOR THIS CARD READS, "IMMEDIATELY END YOUR TURN". THIS MEANS TO PROCEED IMMEDIATELY TO NIGHTMIST'S END-OF-TURN PHASE, WHICH IS NOT THE SAME AS SKIPPING THE REST OF HER TURN ENTIRELY. SHE MAY STILL TAKE ANY END-OF-TURN ACTIONS SHE MAY HAVE.



[SHATTERED
TIMELINES]

OMNITRON-X

"REACTIVE PLATING SUBROUTINE"

OMNITRON-X MUST ACTUALLY TAKE DAMAGE IN ORDER FOR "REACTIVE PLATING SUBROUTINE" TO TRIGGER. IF THE INCOMING DAMAGE IS REDUCED TO ZERO OR PREVENTED SOMEHOW (PERHAPS BY ONE OF HIS OWN PLATINGS), THIS CARD WILL NOT DEAL ANY DAMAGE.

[HTTPS://GREATERTHANGAMES.COM/FORUM/TOPIC/XS-REACTIVE-PLATING-3191](https://greaterthangames.com/forum/topic/xs-reactive-plating-3191)

OMNITRON-X'S COMPONENTS = OMNITRON'S COMPONENTS

BOTH OMNITRON-X AND THE VILLAIN OMNITRON HAVE CARDS WITH THE KEYWORD "COMPONENT". ANYTHING WHICH EFFECTS COMPONENTS WILL EFFECT BOTH KINDS OF CARDS.

[HTTPS://GREATERTHANGAMES.COM/FORUM/TOPIC/THE-COMPONENT-KEYWORD-3230](https://greaterthangames.com/forum/topic/the-component-keyword-3230)



RA

ANUBIS IS RA'S NEMESIS

UNLIKE MOST ENVIRONMENT CARDS, "ANUBIS" HAS A HERO'S ICON ON IT. RA AND ANUBIS ARE NEMESSES AND DEAL EACH OTHER 1 ADDITIONAL DAMAGE.

"LIVING CONFLAGRATION"

THE POWER ON THIS CARD READS "RA DEALS 1 TARGET 1 FIRE DAMAGE. YOU MAY DRAW A CARD". IF THE DAMAGE FROM THE FIRST PART OF THE POWER IS PREVENTED OR REDUCED TO ZERO, YOU MAY STILL DRAW A CARD BECAUSE THE TWO PARTS OF THE POWER ARE INDEPENDENT.

"IMBUED FIRE"

BOTH PARTS OF THE TEXT ON IMBUED FIRE ("INCREASE ALL FIRE DAMAGE BY 1." AND "CHANGE THE DAMAGE TYPE OF DAMAGE DEALT BY HERO TARGETS TO FIRE.") ARE ONGOING, STATIC BUFFS. THESE THINGS AREN'T HAPPENING IN ANY PARTICULAR ORDER, SO ONCE THE CARD IS IN PLAY, BOTH OF THE EFFECTS ARE IN PLAY SIMULTANEOUSLY.

THIS MEANS THAT WHEN YOU CHANGE THE DAMAGE TYPE OF DAMAGE DEALT BY HEROES TO FIRE, THAT FIRE DAMAGE WILL BE INCREASED BY ONE. THE FACT THAT THE FIRE DAMAGE INCREASE WAS WRITTEN BEFORE THE DAMAGE TYPE CHANGE ON THE CARD IS IRRELEVANT.

"FLAME BARRIER"

THIS CARD SAYS, "THE FIRST TIME RA IS DEALT DAMAGE BY A TARGET EACH TURN, RA DEALS THAT TARGET 2 FIRE DAMAGE." HOWEVER, IF THE INCOMING DAMAGE TO RA IS REDUCED TO THE POINT WHERE HE ACTUALLY TAKES NO DAMAGE, THEN THE DAMAGE DONE TO THE ATTACKING TARGET NEVER HAPPENS. RA MUST TAKE AT LEAST 1 POINT OF DAMAGE FOR HIM TO DEAL 2 MELEE DAMAGE TO HIS ATTACKER.

ALSO, AS COVERED IN THE "THE FIRST TIME A TARGET DOES XYZ..." TOPIC IN THE "OTHER" SECTION OF THIS DOCUMENT, "COMBAT STANCE" IS TRIGGERED THE FIRST TIME WRAITH IS DEALT DAMAGE PER TARGET, PER TURN. SO, IF TWO DIFFERENT TARGETS DAMAGE WRAITH IN A TURN, "COMBAT STANCE" WILL TRIGGER EACH TIME, BUT IF A SINGLE TARGET DAMAGES HER TWICE IN THE SAME TURN, "COMBAT STANCE" WILL ONLY TRIGGER ONCE.

[HTTPS://GREATERTHANGAMES.COM/FORUM/TOPIC/COMBAT-STANCE-O](https://greaterthangames.com/forum/topic/combat-stance-o)

ENHANCED EDITION UPDATES

SEE THE "CARD LIST AND ENHANCED EDITION UPDATES" DOCUMENT FOR DETAILS ABOUT THE FOLLOWING CARD UPDATES: "THE STAFF OF RA", "DRAWN TO THE FLAME", "FLAME BARRIER", "FLESH OF THE SUN GOD", "IMBUED FIRE".



[PROMO]

THE SCHOLAR

ELEMENTAL CARDS ARE NOT LIMITED

IT'S EASY TO OVERLOOK THE FACT THAT THE SCHOLAR'S ELEMENTAL FORMS DON'T HAVE THE "LIMITED" KEYWORD ON THEM, MEANING THAT YOU CAN HAVE ANY NUMBER OF THEM IN PLAY AT THE SAME TIME. THERE IS NOTHING STOPPING THE SCHOLAR FROM TRANSMUTING INTO A TRIPLE-THICK IRON FORM, OR A LIQUID DOUBLE-ENERGY FORM, THOUGH OF COURSE, THE NUMBER OF CARDS HE'LL HAVE TO DISCARD EACH ROUND TO MAINTAIN SUCH A FORM COULD GET PRETTY HIGH.

"MORTAL FORM TO ENERGY"

THIS CARD READS IN PART, "WHENEVER THE SCHOLAR REGAINS HP, THE SCHOLAR ALSO DEALS 1 TARGET THAT MUCH ENERGY DAMAGE". EVEN THOUGH THE DAMAGE BEING DEALT IS BASED ON THE AMOUNT OF HP THE SCHOLAR HAS REGAINED, IT IS REGULAR DAMAGE IN EVERY WAY AND MAY BE MODIFIED UP OR DOWN BY OTHER IN-GAME EFFECTS.

[HTTPS://GREATERTHANGAMES.COM/FORUM/TOPIC/ANSWERS-TO-DEBATED-QUESTIONS-3871](https://greaterthangames.com/forum/topic/answers-to-debated-questions-3871)

"OFFENSIVE TRANSMUTATION"

THIS CARD DEALS 1 TARGET 2 INFERNAL DAMAGE, AND ANY TARGET DEALT DAMAGE THIS WAY CANNOT DEAL DAMAGE UNTIL THE START OF YOUR NEXT TURN.

SOME CARDS DEAL DAMAGE IN RESPONSE TO HAVING BEEN DAMAGED (AMBUSCADE'S "SONIC MINES" FOR EXAMPLE), AND BECAUSE THE TWO SENTENCES ON "OFFENSIVE TRANSMUTATION" ARE SEPARATED, IT MAY SEEM LIKE THE ORDER OF OPERATIONS WOULD GO LIKE THIS -- SCHOLAR DEALS DAMAGE, THE TARGET CARD DEALS ITS DAMAGE BACK, AND THEN THE SECOND SENTENCE KICKS IN SAYING THAT THE TARGETED CARD CAN'T DEAL ANY DAMAGE (NOW THAT IT'S TOO LATE). HOWEVER, THAT SECOND SENTENCE IS JUST MEANT TO MODIFY THE DAMAGE BEING DONE BY THE FIRST SENTENCE AND THERE ISN'T ANY SEPARATION BETWEEN THE TWO OPERATIONS. SO THE CORRECT ORDER WOULD BE: SCHOLAR DEALS DAMAGE, WHICH CAUSES THE TARGET DAMAGED TO NOT

BE ABLE TO DEAL THEIR DAMAGE, THEN WHEN THE TARGETED CARD TRIES TO DEAL ITS RESPONSE DAMAGE, IT CAN'T.

[HTTPS://GREATERTHANGAMES.COM/FORUM/TOPIC/ANSWERS-TO-DEBATED-QUESTIONS-3871](https://greaterthangames.com/forum/topic/answers-to-debated-questions-3871)



[VENGEANCE]

THE SENTINELS

"RESTORATIVE BURST" AND "SECOND CHANCE"

THESE CARDS ALLOW YOU TO FLIP ONE OF YOUR INCAPACITATED HEROES AND RESTORE SOME OF THEIR HP. THE CARDS MAY ONLY EVER BE USED ON A MEMBER OF THE SENTINELS TEAM, NOT ANY OTHER HERO.

[HTTPS://GREATERTHANGAMES.COM/COMMENT/56628#COMMENT-56628](https://greaterthangames.com/comment/56628#comment-56628)

5 CARDS IN PLAY

REMEMBER THAT CHARACTER CARDS COUNT AS CARDS IN PLAY, WHICH MEANS THAT THE SENTINELS START WITH 5 CARDS IN PLAY (4 REGULAR CHARACTER CARDS PLUS THEIR SETUP CARD), COMPARED WITH MOST HEROES WHO START WITH JUST ONE CARD IN PLAY. THIS WOULD BE IMPORTANT IF AN ABILITY TARGETS THE HERO WITH THE MOST CARDS IN PLAY.

[HTTPS://GREATERTHANGAMES.COM/COMMENT/58413#COMMENT-58413](https://greaterthangames.com/comment/58413#comment-58413)



[VENGEANCE]

SETBACK

"FRIENDLY FIRE"

THIS CARD SAYS, "WHENEVER A HERO TARGET DEALS A NON-HERO TARGET DAMAGE, THAT HERO MAY ALSO DEAL SETBACK 2 DAMAGE OF THE SAME TYPE. WHENEVER SETBACK IS DEALT DAMAGE THIS WAY, ADD 2 TOKENS TO YOUR UNLUCKY POOL."

THE CARD IS NOT LIMITED, SO YOU COULD HAVE MULTIPLE COPIES OF "FRIENDLY FIRE" IN PLAY. HAVING TWO COPIES IN PLAY WOULD NOT, HOWEVER, ALLOW YOU TO ADD 4 TOKENS TO YOUR UNLUCKY POOL FOR THE SINGLE COST OF 2 DAMAGE. YOU WOULD HAVE TO PAY THE COST FOR EACH COPY OF THE CARD TO GAIN THE BENEFIT. SO, SETBACK WOULD HAVE TO BE DEALT THE 2 DAMAGE TWICE, ONCE FOR EACH COPY OF THE CARD, TO BE ABLE TO ADD 4 TOKENS TO HIS UNLUCKY POOL.

[HTTPS://GREATERTHANGAMES.COM/COMMENT/60491#COMMENT-60491](https://greaterthangames.com/comment/60491#comment-60491)



[WRATH OF THE COSMOS]

SKY-SCRAPER

SWITCHING CHARACTER CARDS

MANY OF SKY-SCRAPER'S POWERS SAY TO SWITCH TO A PARTICULAR CHARACTER CARD. SWITCHING CHARACTER CARDS DOES NOT INVOLVE REMOVING A CARD FROM PLAY, NOR DOES IT INVOLVE DESTROYING A CARD. YOU CAN NEVER HAVE MORE THAN ONE OF HER CHARACTER CARDS IN PLAY AT THE SAME TIME. SKY-SCRAPER'S HP DOES NOT CHANGE WHEN SHE SWITCHES CHARACTER CARDS.

[HTTPS://GREATERTHANGAMES.COM/COMMENT/85706#COMMENT-85706](https://greaterthangames.com/comment/85706#comment-85706)



TACHYON

"HYPERSONIC ASSAULT"

THIS CARD DEALS EACH NON-HERO TARGET 1 SONIC DAMAGE. ANY TARGET DEALT DAMAGE THIS WAY CANNOT DEAL DAMAGE UNTIL THE START OF YOUR NEXT TURN.

SOME CARDS DEAL DAMAGE IN RESPONSE TO HAVING BEEN DAMAGED (AMBUSCADE'S "SONIC MINES" FOR EXAMPLE), AND BECAUSE THE TWO SENTENCES ON "HYPERSONIC ASSAULT" ARE SEPARATED, IT MAY SEEM LIKE THE ORDER OF OPERATIONS WOULD GO LIKE THIS -- TACHYON DEALS DAMAGE, THE TARGET CARD DEALS ITS DAMAGE BACK, AND THEN THE SECOND SENTENCE KICKS IN SAYING THAT THE TARGETED CARD CAN'T DEAL ANY DAMAGE (NOW THAT IT'S TOO LATE). HOWEVER, THAT SECOND SENTENCE IS JUST MEANT TO MODIFY THE DAMAGE BEING DONE BY THE FIRST SENTENCE AND THERE ISN'T ANY SEPARATION BETWEEN THE TWO OPERATIONS. SO THE CORRECT ORDER WOULD BE - - TACHYON DEALS DAMAGE, WHICH CAUSES ANY TARGET DAMAGED TO NOT BE ABLE TO DEAL THEIR DAMAGE, THEN WHEN THE TARGETED CARD TRIES TO DEAL ITS RESPONSE DAMAGE, IT CAN'T.

[HTTPS://GREATERTHANGAMES.COM/FORUM/TOPIC/ANSWERS-TO-DEBATED-QUESTIONS-3871](https://greaterthangames.com/forum/topic/answers-to-debated-questions-3871)

"LIGHTSPEED BARRAGE" DAMAGE

THIS CARD READS, "TACHYON DEALS 1 TARGET X MELEE DAMAGE, WHERE X = THE NUMBER OF BURST CARDS IN YOUR TRASH." IF SHE HAS 9 BURST CARDS IN HER TRASH AND THERE IS A +1 BONUS TO DAMAGE, SHE WILL DEAL THE TARGET 10 DAMAGE INSTEAD. SHE DOESN'T RECEIVE THE BONUS DAMAGE FOR EVERY CARD IN HER TRASH.

SUPER-SCIENTIFIC TACHYON'S "EXPERIMENT" POWER

THIS ALTERNATE TACHYON CHARACTER CARD'S INNATE POWER SAYS, "REVEAL THE BOTTOM TWO CARDS OF A DECK. IF THEY SHARE A KEYWORD, PUT THEM INTO PLAY. IF NOT, DISCARD THEM."

IF TACHYON HAS JUST ONE CARD IN HER DECK, YOU COULD STILL USE THIS POWER, THOUGH IT WOULD JUST RESULT IN DISCARDING THAT REMAINING CARD. REMEMBER, REVEALING CARDS DOES NOT FORCE A RESHUFFLE, SO YOU WOULD JUST REVEAL THE LAST CARD IN THE DECK, TRY TO COMPARE TWO REVEALED CARDS BUT BE UNABLE TO DO SO BECAUSE YOU ONLY REVEALED ONE CARD, SO SINCE YOU COULDN'T HAVE FOUND A MATCH, YOU WOULD JUST DISCARD THE CARD.

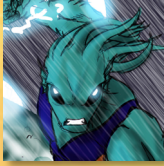
[HTTPS://GREATERTHANGAMES.COM/COMMENT/88539#COMMENT-88539](https://greaterthangames.com/comment/88539#comment-88539)

TACHYON'S PLAYER GETS TO DECIDE THE ORDER IN WHICH THE TWO CARDS SHE REVEALS ARE PLAYED OR DISCARDED.

[HTTPS://GREATERTHANGAMES.COM/FORUM/TOPIC/CLARIFICATIONS-AND-DECISIONS-FROM-HANDELABRA-CHRISTOPHERS-FIRESIDE-CHATS-6773](https://greaterthangames.com/forum/topic/clarifications-and-decisions-from-handelabra-christophers-fireside-chats-6773)

ENHANCED EDITION UPDATES

SEE THE "CARD LIST AND ENHANCED EDITION UPDATES" DOCUMENT FOR DETAILS ABOUT THE FOLLOWING CARD UPDATES: "FLEET OF FOOT", "LIGHTNING REFLEXES", "SONIC VORTEX".



TEMPEST

"CLEANSING DOWNPOUR"

SEE "DUPLICATE POWERS" UNDER GENERAL RULES AND CLARIFICATIONS.

"SACRIFICE" (ALTERNATE HERO BASE POWER)

THE BASE POWER ON TEMPEST'S "FREEDOM" ALTERNATE HERO CARD SAYS "POWER: DESTROY 1 OF YOUR CARDS. IF YOU DO, DRAW 3 CARDS." TEMPEST MAY DESTROY ANY OF HIS CARDS, INCLUDING CARDS WHICH HAVE BEEN MOVED UNDER ANOTHER CARD (UNDER LA CAPITAN, FOR EXAMPLE) BECAUSE CARDS WHICH ARE UNDER OTHER CARDS LOSE THEIR GAME TEXT BUT NOT THEIR TYPE, SO THEY ARE STILL TEMPEST'S CARDS.

[HTTPS://GREATERTHANGAMES.COM/FORUM/TOPI](https://greaterthangames.com/forum/topic/rules-answers-from-chris-at-pax-4082)

TEMPEST MAY NOT DESTROY HIS OWN CHARACTER CARD WITH THIS POWER.

[HTTPS://GREATERTHANGAMES.COM/FORUM/TOPI](https://greaterthangames.com/forum/topic/clarifications-and-decisions-from-handelabra-christophers-fireside-chats-6773)

"SHIELDING WINDS"

THIS CARD READS "WHENEVER A HERO TARGET WOULD BE DEALT 5 OR MORE DAMAGE FROM A SINGLE SOURCE, REDUCE THAT DAMAGE BY 2". EACH INSTANCE OF DAMAGE IS A SEPARATE SOURCE, SO IF A SINGLE TARGET (A VILLAIN, FOR EXAMPLE) DEALT THREE DIFFERENT INSTANCES OF DAMAGE TO A CHARACTER IN A SINGLE ROUND, EACH INSTANCE WOULD BE EVALUATED BY "SHIELDING WINDS" SEPARATELY. THE FACT THAT ALL THREE CAME FROM THE SAME 'SOURCE' (THE VILLAIN) ISN'T RELEVANT.

"VICIOUS CYCLONE" DAMAGE

THIS CARD READS IN PART, "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". HOW IS THIS AFFECTED BY EFFECTS WHICH INCREASE DAMAGE?

NORMALLY, IF YOU DISCARD 3 CARDS, YOU WOULD DEAL THE TARGET 3 DAMAGE (1 + 1 + 1). HOWEVER, IF THERE IS A +1 TO DAMAGE MODIFIER IN PLAY, DISCARDING 3 CARDS WOULD DEAL THE TARGET 6 DAMAGE ((1 + 1) + (1 + 1) + (1 + 1) = 6).

ENHANCED EDITION UPDATES

SEE THE "CARD LIST AND ENHANCED EDITION UPDATES" DOCUMENT FOR DETAILS ABOUT THE FOLLOWING CARD UPDATES: "SHIELDING WINDS",

"VICIOUS CYCLONE", "CLEANSING DOWNPOUR", "GENE-BOUND SHACKLES", "INTO THE STRATOSPHERE", AND TEMPEST'S INCAPACITATED ABILITIES.



[PROMO]

UNITY

UNITY'S GOLEM CARDS

UNITY'S MECHANICAL GOLEMS ALL HAVE THE SAME TEXT ON THEM WHICH READS IN PART, "THIS CARD CANNOT BE PLAYED DURING YOUR PLAY PHASE". HOWEVER, IF AN ABILITY OR OTHER GAME EFFECT ALLOWS UNITY TO PLAY A CARD WHEN IT'S NOT HER PLAY PHASE AND SHE WANTS TO PLAY A MECHANICAL GOLEM (FOR EXAMPLE, IF AN INCAPACITATED HERO USES AN ABILITY TO LET UNITY PLAY A CARD WHILE IT'S STILL THE INCAPACITATED HERO'S TURN), THAT'S PERFECTLY LEGAL. THE ONLY RESTRICTION ON UNITY'S ABILITY TO PLAY MECHANICAL GOLEMS IS DURING HER OWN PLAY PHASE. IF SHE CAN MANAGE TO PLAY A MECHANICAL GOLEM WHEN IT'S NOT HER PLAY PHASE, THERE'S NOTHING PREVENTING THAT.

FURTHER, SHE CAN DESTROY ANY EQUIPMENT CARD IN PLAY TO BRING OUT A MECHANICAL GOLEM, NOT JUST HER OWN EQUIPMENT CARDS. OF COURSE, IT'S CONSIDERED POLITE TO ASK PERMISSION FROM THE PLAYER WHOSE EQUIPMENT CARD UNITY PLANS TO DESTROY, BUT EVEN THAT'S NOT STRICTLY REQUIRED...

THE EQUIPMENT CARD BEING DESTROYED MUST (OF COURSE) BE ONE THAT'S ALREADY IN PLAY. YOU CAN'T DESTROY A CARD FROM SOMEONE'S HAND TO BRING OUT A MECHANICAL GOLEM.



VISIONARY

"BRAIN BURN"

THIS CARD READS, "PUT THE VILLAIN TRASH ON THE BOTTOM OF THE VILLAIN DECK. THE VISIONARY DEALS HERSELF X PSYCHIC DAMAGE, WHERE X = THE NUMBER OF CARDS REMOVED FROM THE VILLAIN TRASH THIS WAY". IF THE VILLAIN TRASH HAS MORE CARDS IN IT THAN VISIONARY HAS REMAINING HP, YOU WILL STILL MOVE ALL OF THE CARDS FROM THE VILLAIN TRASH TO THE BOTTOM OF THE VILLAIN DECK AND DEAL VISIONARY THE FULL AMOUNT OF DAMAGE. YOU WOULD NOT ONLY MOVE CARDS AND DEAL DAMAGE UP TO VISIONARY'S REMAINING HP.

[HTTP://BOARDGAMEGEEK.COM/ARTICLE/7485233#7485233](http://boardgamegeek.com/article/7485233#7485233)

"DECOY PROJECTION"

BECAUSE THE PLAYERS CAN DECIDE THE ORDER DAMAGE IS DEALT IN MANY CASES, IT WOULD BE LEGAL FOR THE PLAYER TO FIRST REDIRECT THE DAMAGE FROM VISIONARY TO THE DECOY, AND THEN HAVE THE DECOY PROJECTION TAKE ITS OWN DAMAGE (IF IT WERE STILL ALIVE), TO ENSURE THAT THE DECOY DIDN'T DIE BEFORE VISIONARY COULD REDIRECT HER DAMAGE TO IT.

"TWIST THE ETHER"

THIS CARD IS PLAYED NEXT TO A TARGET, AND SAYS THAT WHENEVER THAT TARGET WOULD DEAL DAMAGE, VISIONARY MAY CHANGE THE TYPE OF THE DAMAGE IF SHE WISHES, AND MAY EITHER REDUCE OR INCREASE THE AMOUNT OF DAMAGE DEALT BY 1. IF THE TARGET EXECUTES AN ATTACK THAT DAMAGES MULTIPLE TARGETS, VISIONARY MAY CHOOSE DIFFERENT TYPES/DAMAGE MODIFIERS PER TARGET. SHE MAY ALSO CHANGE HER MIND ON THE DECISION SHE'S MADE AFTER DAMAGE IS REDIRECTED TO A NEW TARGET.

[HTTPS://GREATERTHANGAMES.COM/FORUM/TOPIC/CLARIFICATIONS-AND-DECISIONS-FROM-HANDELABRA-CHRISTOPHERS-FIRESIDE-CHATS-6773](https://greaterthangames.com/forum/topic/clarifications-and-decisions-from-handelabra-christophers-fireside-chats-6773)

"WREST THE MIND"

THIS CARD IS PLAYED NEXT TO A NON-CHARACTER CARD TARGET. WHENEVER THAT TARGET DEALS DAMAGE, YOU MAY REDIRECT THAT DAMAGE TO ANOTHER TARGET, BUT YOU MUST DEAL THE CARD'S TARGET AND VISIONARY 3 PSYCHIC DAMAGE EACH.

BECAUSE OF THE ORDER OF THE WORDING ON THE CARD, THE 3 PSYCHIC DAMAGE IS DEALT TO THE CARD'S TARGET BEFORE IT IS DEALT TO VISIONARY. THIS MEANS THAT IT'S POSSIBLE FOR THE DAMAGE TO DESTROY THE CARD'S TARGET, WHICH WOULD CAUSE "WREST THE MIND" TO LEAVE PLAY, AND VISIONARY WOULDN'T NEED TO TAKE THE 3 PSYCHIC DAMAGE HERSELF.

[HTTPS://GREATERTHANGAMES.COM/FORUM/TOPIC/ANSWERS-TO-DEBATED-QUESTIONS-3871](https://greaterthangames.com/forum/topic/answers-to-debated-questions-3871)

ALSO, JUST TO BE CLEAR, IT IS LEGAL TO HAVE THE DAMAGE THAT IS REDIRECTED FROM THE CARD'S TARGET BE REDIRECTED BACK ONTO THE CARD'S TARGET ITSELF IF YOU WANT.

[HTTP://BOARDGAMEGEEK.COM/ARTICLE/7485233#7485233](http://boardgamegeek.com/article/7485233#7485233)

ENHANCED EDITION UPDATES

SEE THE "CARD LIST AND ENHANCED EDITION UPDATES" DOCUMENT FOR DETAILS ABOUT THE FOLLOWING CARD UPDATES: "BRAIN BURN", "DECOY PROJECTION", "DEMORALIZATION", "WREST THE MIND".



WRAITH

"COMBAT STANCE"

THIS CARD SAYS THAT THE FIRST TIME WRAITH IS DEALT DAMAGE IN A TURN, SHE DEALS 2 MELEE DAMAGE TO THAT TARGET. HOWEVER, IF THE INCOMING DAMAGE TO WRAITH IS REDUCED TO THE POINT WHERE SHE ACTUALLY TAKES NO DAMAGE, THEN THE DAMAGE DONE TO THE ATTACKING TARGET NEVER HAPPENS. WRAITH MUST TAKE AT LEAST 1 POINT OF DAMAGE FOR HER TO DEAL 2 MELEE DAMAGE TO HER ATTACKER.

ALSO, AS COVERED IN THE "THE FIRST TIME A TARGET DOES XYZ..." TOPIC IN THE "OTHER" SECTION OF THIS DOCUMENT, "COMBAT STANCE" IS TRIGGERED THE FIRST TIME WRAITH IS DEALT DAMAGE PER TARGET,

ERRATA, CLARIFICATIONS AND RULES CHANGES

PER TURN. SO, IF TWO DIFFERENT TARGETS DAMAGE WRAITH IN A TURN, "COMBAT STANCE" WILL TRIGGER EACH TIME, BUT IF A SINGLE TARGET DAMAGES HER TWICE IN THE SAME TURN, "COMBAT STANCE" WILL ONLY TRIGGER ONCE.

[HTTPS://GREATERTHANGAMES.COM/FORUM/TOPIC/COMBAT-STANCE-O](https://greaterthangames.com/forum/topic/combat-stance-o)

IF WRAITH IS INCAPACITATED WHILE "COMBAT STANCE" IS IN PLAY, "COMBAT STANCE" IS REMOVED FROM PLAY BEFORE THE DAMAGE-BACK EFFECT CAN OCCUR.

[HTTPS://GREATERTHANGAMES.COM/FORUM/TOPIC/CLARIFICATIONS-AND-DECISIONS-FROM-HANDELABRA-CHRISTOPHERS-FIRESIDE-CHATS-6773](https://greaterthangames.com/forum/topic/clarifications-and-decisions-from-handelabra-christophers-fireside-chats-6773)

"INFRARED EYEPIECE" AND AMBUSCADE'S TRAPS

SEE THE "AMBUSCADE" VILLAIN ENTRY FOR MORE DETAILS (SHORT VERSION, IF ONE OF THE CARDS YOU REVEAL IS A FACE-UP TRAP, THE TRAP ACTIVATES BUT DOESN'T COUNT AS ONE OF THE TWO REVEALED CARDS, SO YOU KEEP GOING).

"SMOKE BOMBS"

THE CARD READS "WHENEVER A VILLAIN CARD WOULD DAMAGE THE HERO TARGET WITH THE LOWEST HP, REDIRECT THAT DAMAGE TO THE HERO TARGET WITH THE HIGHEST HP. REDUCE DAMAGE REDIRECTED THIS WAY BY 1." THIS WILL ACTIVATE ANY TIME THE HERO WITH THE LOWEST HP TAKES DAMAGE FROM A VILLAIN CARD, NOT JUST WHEN THE HERO WAS THE TARGET OF A "DAMAGE THE HERO WITH THE LOWEST HP"-TYPE EFFECT.

WHAT IF ALL HEROES HAVE THE SAME HP, MEANING THEY ARE ALL SIMULTANEOUSLY BOTH THE HIGHEST AND THE LOWEST HP? IN THIS CASE, "SMOKE BOMBS" WILL STILL REDIRECT THE DAMAGE FROM ANY ONE OF THEM TO ANY ONE OF THEM (WHICH COULD EVEN BE THE ORIGINAL TARGET) AND THE REDUCTION IN DAMAGE WILL STILL TAKE EFFECT. IT WOULD WORK THE SAME IF THERE WERE ONLY ONE HERO LEFT IN THE GAME, SINCE THAT REMAINING HERO WOULD BE BOTH THE HIGHEST AND LOWEST HP.

"SLEUTH"

ROOK CITY WRAITH'S BASE POWER "SLEUTH" SAYS, "POWER: REVEAL THE TOP CARD OF THE ENVIRONMENT DECK. DISCARD IT OR PLAY IT." IF ROOK CITY WRAITH USES THIS POWER WHEN ENVIRONMENT CARDS CANNOT BE PLAYED, THE ONLY LEGAL OPTION IS TO DISCARD THE REVEALED CARD.

[HTTPS://GREATERTHANGAMES.COM/FORUM/TOPIC/CLARIFICATIONS-AND-DECISIONS-FROM-HANDELABRA-CHRISTOPHERS-FIRESIDE-CHATS-6773](https://greaterthangames.com/forum/topic/clarifications-and-decisions-from-handelabra-christophers-fireside-chats-6773)

"STEALTH"

WRAITH'S INNATE POWER SAYS, "REDUCE THE NEXT DAMAGE THAT WOULD BE DEALT TO THE WRAITH BY 1." SEE "NEXT DAMAGE" UNDER THE DAMAGE RULES FOR A CLARIFICATION OF HOW THIS POWER WORKS.

IF WRAITH HAS "STEALTH" ACTIVE AND SOMETHING DOES 0 DAMAGE TO

ERRATA, CLARIFICATIONS AND RULES CHANGES

HER, IT DOES NOT USE UP THE DAMAGE REDUCTION. IF SOMETHING DOES 1 DAMAGE BUT THERE IS ANOTHER EFFECT WHICH REDUCES DAMAGE BY 1, WRAITH CAN CHOOSE THE ORDER OF OPERATIONS SUCH THAT THE DAMAGE BECOMES 0 AND SO DOES NOT USE UP THE DAMAGE REDUCTION.

[HTTPS://GREATERTHANGAMES.COM/FORUM/TOPIC/CLARIFICATIONS-AND-DECISIONS-FROM-HANDELABRA-CHRISTOPHERS-FIRESIDE-CHATS-6773](https://greaterthangames.com/forum/topic/clarifications-and-decisions-from-handelabra-christophers-fireside-chats-6773)

NOTE: THE ENHANCED EDITION UPDATE TO WRAITH'S "STEALTH" ABILITY CHANGED THE POWER'S WORDING FROM "PREVENTING" DAMAGE TO "REDUCING" DAMAGE. THAT MEANS THAT THE ORIGINAL WRAITH COULD USE HER "STEALTH" POWER TO PREVENT IRREDUCIBLE DAMAGE, WHILE THE ENHANCED EDITION WRAITH CANNOT SINCE SHE IS NOW "REDUCING" DAMAGE, NOT "PREVENTING" IT.

"STUN BOLT" AND REDIRECTION

THIS CARD'S POWER DEALS 1 TARGET 1 PROJECTILE DAMAGE, WITH THE ADDITIONAL EFFECT, "UNTIL THE START OF YOUR NEXT TURN, REDUCE ALL DAMAGE DEALT BY THAT TARGET BY 1." IF THE DAMAGE IS REDIRECTED BY SOME EFFECT, IT IS THE FINAL TARGET WHOSE DAMAGE WILL BE REDUCED, NOT THE INITIAL TARGET.

[HTTPS://GREATERTHANGAMES.COM/COMMENT/61469#COMMENT-61469](https://greaterthangames.com/comment/61469#comment-61469)

"THROAT JAB"

THIS CARD DEALS 1 TARGET 2 MELEE DAMAGE. ANY TARGET DEALT DAMAGE THIS WAY CANNOT DEAL DAMAGE UNTIL THE START OF YOUR NEXT TURN.

SOME CARDS DEAL DAMAGE IN RESPONSE TO HAVING BEEN DAMAGED (AMBUSCADE'S "SONIC MINES" FOR EXAMPLE), AND BECAUSE THE TWO SENTENCES ON "THROAT JAB" ARE SEPARATED, IT MAY SEEM LIKE THE ORDER OF OPERATIONS WOULD GO LIKE THIS -- WRAITH DEALS DAMAGE, THE TARGET CARD DEALS ITS DAMAGE BACK, AND THEN THE SECOND SENTENCE KICKS IN SAYING THAT THE TARGETED CARD CAN'T DEAL ANY DAMAGE (NOW THAT IT'S TOO LATE). HOWEVER, THAT SECOND SENTENCE IS JUST MEANT TO MODIFY THE DAMAGE BEING DONE BY THE FIRST SENTENCE AND THERE ISN'T ANY SEPARATION BETWEEN THE TWO OPERATIONS. SO THE CORRECT ORDER WOULD BE -- WRAITH DEALS DAMAGE, WHICH CAUSES THE TARGET TO NOT BE ABLE TO DEAL THEIR DAMAGE, THEN WHEN THE TARGETED CARD TRIES TO DEAL ITS RESPONSE DAMAGE, IT CAN'T.

[HTTPS://GREATERTHANGAMES.COM/FORUM/TOPIC/ANSWERS-TO-DEBATED-QUESTIONS-3871](https://greaterthangames.com/forum/topic/answers-to-debated-questions-3871)

ENHANCED EDITION UPDATES

SEE THE "CARD LIST AND ENHANCED EDITION UPDATES" DOCUMENT FOR DETAILS ABOUT THE FOLLOWING CARD UPDATES: "STUN BOLT", "THROAT JAB", "UTILITY BELT".

VILLAINS

GENERAL VILLAIN RULES CLARIFICATIONS

END-OF-TURN TIMING

THIS HAS BEEN STATED ELSEWHERE, BUT IT'S IMPORTANT ENOUGH TO RESTATE HERE: IF AN END-OF-TURN EFFECT BRINGS OUT A CARD WITH ITS OWN END-OF-TURN EFFECT, IT WILL GO ON THE END OF THE CURRENT END-OF-TURN STACK OF EFFECTS AND WILL TRIGGER DURING THE TURN IT CAME OUT.

FLIPPING VILLAIN CARDS

FLIPPING VILLAIN CARDS DOESN'T INTERRUPT OR END THE CURRENT PHASE. THIS MEANS, FOR EXAMPLE, IF AN ABILITY THAT TRIGGERS AT THE START OF THE VILLAIN TURN CAUSES THE VILLAIN TO FLIP, AND ON ITS FLIPPED SIDE IS ANOTHER ABILITY THAT TRIGGERS AT THE START OF THE VILLAIN TURN, THEN THAT ABILITY WILL NOW TRIGGER SINCE IT IS CURRENTLY NEXT IN THE STACK OF EFFECTS FOR THE START OF THE VILLAIN TURN.

VILLAIN CHARACTER CARDS

VILLAIN CHARACTER CARDS ARE CHARACTER CARDS WITH THE "VILLAIN" KEYWORD ON THEM. THE OPERATIVE, FOR EXAMPLE, IS NOT A VILLAIN CHARACTER CARD BECAUSE EVEN THOUGH SHE'S A CHARACTER CARD IN A VILLAIN'S DECK, HER ONLY KEYWORD IS "ASSASSIN", NOT "VILLAIN".

THIS CAN BE IMPORTANT WHEN DETERMINING TARGETS FOR CARDS WHICH CANNOT BE PLAYED ON VILLAIN CHARACTER CARDS. CARDS WHICH CAN'T BE PLAYED ON VILLAIN CHARACTER CARDS COULD STILL BE LEGALLY PLAYED ON THE OPERATIVE, FOR EXAMPLE.

NEMESSES

THE NEMESIS RULE (DOING 1 ADDITIONAL DAMAGE TO YOUR NEMESIS AND RECEIVING 1 ADDITIONAL DAMAGE FROM THEM) APPLIES TO ANY CARDS WHICH SHARE A HERO'S ICON, REGARDLESS OF THE TYPE OF CARD. FOR EXAMPLE, EVEN THOUGH THE OPERATIVE ISN'T A VILLAIN CHARACTER CARD, SHE HAS MR. FIXER'S ICON ON HER CHARACTER CARD AND SO WILL DEAL/RECEIVE 1 ADDITIONAL DAMAGE TO/FROM HIM. LIKEWISE, ANUBIS, AN ENVIRONMENT CARD IN THE "TOMB OF ANUBIS" ENVIRONMENT, HAS RA'S HERO ICON ON IT, INDICATING THAT ANUBIS AND RA ARE NEMESSES.

FOR CONSISTENCY'S SAKE, THE GAME'S DESIGNERS HAVE SAID THAT ALL CARDS WHICH SHARE A HERO ICON ARE NEMESSES OF ALL OTHER CARDS WHICH SHARE THAT ICON. THIS MEANS THAT ANUBIS IS NOT ONLY RA'S NEMESIS, HE'S THE NEMESIS OF EACH MEMBER OF THE ENNEAD, SINCE EACH OF THEM HAS RA'S HERO ICON ON THEIR CHARACTER CARDS, AND THAT EACH MEMBER OF THE ENNEAD ARE NEMESSES OF EACH OTHER. SOME PLAYERS HAVE CHOSEN TO EMPLOY A "HOUSE RULE" STATING THAT NEMESSES MUST BE OF DIFFERENT DECK TYPES (HERO/VILLAIN/ENVIRONMENT), WHICH WOULD KEEP MULTIPLE VILLAINS FROM BEING EACH OTHER'S NEMESSES, FOR EXAMPLE. BUT THAT IS STRICTLY OPTIONAL.

TO BE CLEAR THOUGH, A CARD CAN'T BE A NEMESIS OF ITSELF, SO IF DAMAGE FROM A CARD WERE TO BE REDIRECTED BACK ONTO ITSELF, IT WON'T BE INCREASED BY ONE.

[HTTP://WWW.BOARDGAMEGEEK.COM/THREAD/860023/IF-ONE-MEMBER-OF-THE-ENNEAD-DAMAGES-ANOTHER-IS-THE](http://www.boardgamegeek.com/thread/860023/if-one-member-of-the-ennead-damages-another-is-the)



[INFERNAL
RELICS]

AKASH'BHUTA

"MOUNTAINOUS CARAPACE"

THIS CARD SAYS, "REDUCE DAMAGE DEALT TO AKASH'BHUTA BY 1. WHEN THIS CARD IS DESTROYED, AKASH'BHUTA DEALS HERSELF 11 ENERGY DAMAGE". WHEN "MOUNTAINOUS CARAPACE" IS DESTROYED, THE CARD'S DAMAGE REDUCTION IS STILL IN PLAY BECAUSE CARDS REMAIN IN PLAY WHILE ACTIVATING ANY TEXT THAT TRIGGERS UPON THEIR DESTRUCTION. SO THE DAMAGE THAT "MOUNTAINOUS CARAPACE" DEALS UPON ITS DESTRUCTION IS REDUCED BY 1.

[HTTPS://GREATERTHANGAMES.COM/COMMENT/61044#COMMENT-61044](https://greaterthangames.com/comment/61044#comment-61044)



[PROMO]

AMBUSCADE

"CHARGED ATTACKS"

JUST TO BE CLEAR, THE WORDING ON THE CARD IS CORRECT, AND THE DAMAGE DEALT WHEN A DEVICE IS DESTROYED DOES IN FACT HIT EACH TARGET IN PLAY, INCLUDING AMBUSCADE AND HIS OTHER DEVICES. IT'S NOT UNHEARD OF FOR "CHARGED ATTACKS" TO DESTROY A DEVICE, WHICH DESTROYS MORE DEVICES, WHICH DESTROY MORE DEVICES IN A CASCADE OF DAMAGE.

TRAPS

AMBUSCADE'S TRAP CARDS CAN NEVER ENTER PLAY.

IF A TRAP CARD IS ON TOP OF THE DECK WHEN A CARD IS BEING PLAYED FROM THE TOP OF THE DECK, THE TRAP'S EFFECT HAPPENS FIRST.

[HTTPS://GREATERTHANGAMES.COM/FORUM/TOPIC/CLARIFICATIONS-AND-DECISIONS-FROM-HANDELABRA-CHRISTOPHERS-FIRESIDE-CHATS-6773](https://greaterthangames.com/forum/topic/clarifications-and-decisions-from-handelabra-christophers-fireside-chats-6773)

WRAITH'S "INFRARED EYEPIECE" REVEALS THE TOP TWO CARDS OF THE VILLAIN DECK. IF ONE OF THE REVEALED CARDS IS A FACE-UP TRAP, IT DOESN'T COUNT AS ONE OF THE REVEALED CARDS SINCE IT'S TECHNICALLY ALREADY REVEALED, SO YOU SHOULD RESOLVE THE TRAP CARD, THEN KEEP REVEALING CARDS UNTIL A TOTAL OF TWO FACE-DOWN CARDS HAVE BEEN REVEALED.



[INFERNAL
RELICS]

APOSTATE

FLIPPING APOSTATE

APOSTATE'S FLIP MECHANISM CAN BE CONFUSING (ESPECIALLY ON HIS BACK SIDE), SO HERE'S A WALKTHROUGH:

ON THE FRONT SIDE, HIS CARD SAYS THAT IF HE WOULD BE REDUCED TO 0 OR FEWER HP, DESTROY A RELIC AND FLIP HIM. ON THE BACK, IT SAYS TO RESTORE HIM TO 20 HP WHEN HE'S FLIPPED TO THAT SIDE. THE IMPORTANT PHRASE IN ALL OF THIS IS "WOULD BE", WHICH MEANS

ERRATA, CLARIFICATIONS AND RULES CHANGES

THAT INSTEAD OF DESTROYING HIM, YOU DO THE OTHER THINGS. SO, IF HE WOULD BE DESTROYED, INSTEAD YOU FLIP HIM AND THEN BRING HIM TO 20 HP.

ON THE BACK, IT SAYS THAT IF APOSTATE WOULD BE REDUCED TO 0 OR FEWER HP, YOU DESTROY A RELIC AND THEN FLIP HIM BACK. THE "WOULD BE" HERE MEANS THAT IF HE TAKES ENOUGH DAMAGE TO DESTROY HIM, INSTEAD OF TAKING THAT DAMAGE, YOU DESTROY A RELIC AND FLIP HIM TO HIS FRONT SIDE. APOSTATE WILL STILL HAVE HOWEVER MANY HP HE HAD BEFORE HE WOULD HAVE TAKEN THE HIT THAT WOULD HAVE DESTROYED HIM, SINCE THERE'S NO MECHANISM FOR HIM TO RESTORE HP ON HIS FRONT SIDE.

AN EXAMPLE: APOSTATE HAS 10 HP ON HIS FRONT SIDE AND TAKES A 15-POINT HIT FROM BUNKER'S "OMNI-CANNON". THAT WOULD BE ENOUGH TO DESTROY HIM, BUT INSTEAD HE DESTROYS A RELIC AND FLIPS TO HIS BACK SIDE. HIS HP ARE THEN RESTORED TO 20 HP.

NEXT, THE HEROES BURN APOSTATE DOWN TO 5 HP AND THEN RA DEALS HIM AN 8 POINT SHOT, WHICH WOULD BE ENOUGH TO DESTROY THE VILLAIN. INSTEAD, APOSTATE DESTROYS A RELIC AND FLIPS TO HIS FRONT SIDE, STILL WITH THE 5 HP HE HAD BEFORE HE WOULD HAVE TAKEN RA'S LETHAL SHOT.

OF COURSE, WITH ONLY 5 HP, IT WON'T BE LONG BEFORE APOSTATE WILL BE MAKING ANOTHER TRIP TO HIS BACK SIDE, WHERE HE'LL RESTORE BACK TO 20 HP AND REPEAT THE CYCLE.



BARON BLADE

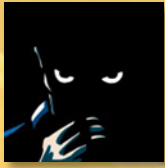
REMOVING "MOBILE DEFENSE PLATFORMS" UPON FLIPPING

WHEN BARON BLADE FLIPS TO HIS "VENGEFUL MAD SCIENTIST" SIDE, WE'RE INSTRUCTED TO PUT ALL 3 COPIES OF "MOBILE DEFENSE PLATFORM" INTO THE VILLAIN TRASH. IF ANY OF THOSE CARDS ARE IN PLAY AT THE TIME, THEY ARE PUT IN THE TRASH TOO, BUT THIS DOES NOT COUNT AS THE CARDS BEING DESTROYED. THEY ARE SIMPLY LEAVING PLAY, SO CARDS WHICH WOULD NORMALLY RESPOND TO A VILLAIN CARD BEING DESTROYED, LIKE BUNKER'S "AMMO DROP" WILL NOT TRIGGER.

[HTTPS://GREATERTHANGAMES.COM/FORUM/TOPIC/CLARIFICATIONS-AND-DECISIONS-FROM-HANDELABRA-CHRISTOPHERS-FIRESIDE-CHATS-6773](https://greaterthangames.com/forum/topic/clarifications-and-decisions-from-handelabra-christophers-fireside-chats-6773)

ENHANCED EDITION UPDATES

SEE THE "CARD LIST AND ENHANCED EDITION UPDATES" DOCUMENT FOR DETAILS ABOUT THE FOLLOWING CARD UPDATES: "BACKLASH FIELD", "CONSIDER THE PRICE OF VICTORY", "ELEMENTAL REDISTRIBUTOR", "POWERED REMOTE TURRET", "SLASH AND BURN", AND BARON BLADE'S RULES CARD, BOTH FRONT AND BACK.



[ROOK CITY]

THE CHAIRMAN

THE OPERATIVE CLARIFICATIONS

THE OPERATIVE'S CHARACTER CARD DOES NOT INCLUDE THE KEYWORD "VILLAIN", SO SHE'S JUST A CHARACTER CARD AND NOT A VILLAIN CHARACTER CARD.

ALSO, BECAUSE SHE HAS A HERO'S ICON ON HER CARD, SHE FOLLOWS THE NEMESIS RULES; IN HER CASE, SHE WILL DO 1 ADDITIONAL DAMAGE TO MR. FIXER AND WILL TAKE 1 ADDITIONAL DAMAGE FROM HIM.

WHAT HAPPENS IF YOU DEFEAT THE CHAIRMAN BEFORE YOU FLIP THE OPERATIVE?

PLAY CONTINUES AS NORMAL UNTIL YOU HAVE DEFEATED THE OPERATIVE AS WELL. THE GAME DOES NOT IMMEDIATELY END IF THE CHAIRMAN IS DEFEATED BEFORE THE OPERATIVE IS.

ALSO, AS NOTED IN HAKA'S CLARIFICATIONS, IF THE CHAIRMAN IS DEFEATED BY HAKA WHILE HAKA HAS "SAVAGE MANA" IN PLAY, AND THE OPERATIVE IS IN PLAY, THE CHAIRMAN'S VILLAIN CHARACTER IS PUT UNDER "SAVAGE MANA" LIKE ANY CARD HAKA DESTROYS.



CITIZEN DAWN

FLIPPING CITIZEN DAWN

THE FRONT OF CITIZEN DAWN'S CHARACTER CARD HAS AN ABILITY THAT READS "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." ON THE BACK OF HER CHARACTER CARD IS AN ABILITY THAT READS "AT THE START OF THE VILLAIN TURN, IF THERE ARE (H) - 1 OR MORE CITIZENS IN PLAY, FLIP CITIZEN DAWN'S VILLAIN CHARACTER CARD". WHAT HAPPENS IF THERE ARE BOTH 5 OR MORE CITIZEN CARDS IN THE VILLAIN TRASH AND (H) - 1 OR MORE CITIZENS IN PLAY AT THE START OF THE VILLAIN TURN?

CITIZEN DAWN WILL FLIP, THEN FLIP BACK IMMEDIATELY.

CITIZEN DAWN IS A CITIZEN

RULES ON CITIZEN DAWN'S BACK SIDE STATE THAT AT THE START OF HER VILLAIN TURN, IF THERE ARE A CERTAIN NUMBER OF CITIZENS IN PLAY, YOU FLIP HER VILLAIN CARDS. SINCE CITIZEN DAWN HAS THE "CITIZEN" KEYWORD HERSELF, SHE COUNTS AS A CITIZEN FOR THE PURPOSE OF THIS CALCULATION.

HOWEVER, THE SITUATION IN HER SETUP RULES AT THE BEGINNING OF THE GAME ARE DIFFERENT. CITIZEN DAWN'S SETUP TEXT SAYS TO REVEAL CARDS UNTIL A CERTAIN NUMBER OF CITIZENS ARE REVEALED AND THEN PUT THEM INTO PLAY. DAWN'S CHARACTER CARD IS ALREADY IN PLAY AND CAN'T BE ONE OF THE CITIZEN CARDS REVEALED FROM THE DECK, SO SHE DOESN'T COUNT AS ONE OF THE CITIZENS FOR THE

PURPOSE OF THIS CALCULATION.

OVERSIZED CARD ERRATA

CITIZEN DAWN'S OVERSIZED CARD IS MISSING THE KEYWORD "CITIZEN". DAWN IS CONSIDERED BOTH A VILLAIN AND A CITIZEN, WHICH IS PRINTED CORRECTLY ON HER NORMAL-SIZED CARD.

ENHANCED EDITION UPDATES

SEE THE "CARD LIST AND ENHANCED EDITION UPDATES" DOCUMENT FOR DETAILS ABOUT THE FOLLOWING CARD UPDATES: "CHANNEL THE ECLIPSE", "CITIZEN BLOOD", "CITIZEN DARE", "CITIZEN TEARS", "LUMINOUS LEADERSHIP", AND CITIZEN DAWN'S RULES CARD, BOTH FRONT AND BACK.



[SHATTERED
TIMELINES]

THE DREAMER

OVERSIZED CARD MISPRINT

THE DREAMER'S OVERSIZED CARD HAS INCORRECT TEXT FOR HER END-OF-TURN EFFECT. THE TEXT ON THE NORMAL-SIZED CARD IS CORRECT: AT THE END OF THE VILLAIN TURN, THE DREAMER DEALS EACH NON-VILLAIN TARGET (H) - 2 PSYCHIC DAMAGE. THEN, PLAY THE TOP (H) - 2 CARDS OF THE VILLAIN DECK.

[HTTPS://GREATERTHANGAMES.COM/FORUM/TOPIC/PROPER-DAMAGE-DEALT-BY-FLIPPED-DREAMER-3201](https://greaterthangames.com/forum/topic/proper-damage-dealt-by-flipped-dreamer-3201)



GRAND WARLORD VOSS

ADVANCED MODE

ON VOSS' FRONT SIDE, HIS ADVANCED MODE RULES SAY TO REDUCE DAMAGE DEALT BY HEROES BY 1. THIS DOESN'T ONLY APPLY TO DAMAGE HEROES DO TO VILLAIN CARDS, BUT ALL DAMAGE DEALT BY HEROES. FOR EXAMPLE, DAMAGE THAT ABSOLUTE ZERO DOES TO HIMSELF IS ALSO REDUCED BY 1 WHEN FIGHTING VOSS ON HIS FRONT SIDE IN ADVANCED MODE.

FLIPPING GRAND WARLORD VOSS

THE BACK OF VOSS' CHARACTER CARD HAS AN ABILITY THAT READS "AT THE START OF THE VILLAIN TURN, IF THERE ARE 2 OR MORE MINIONS IN PLAY, FLIP GRAND WARLORD VOSS' VILLAIN CARD." ON THE FRONT OF HIS CHARACTER CARD IS AN ABILITY THAT READS "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". WHAT HAPPENS IF THERE ARE 10 OR MORE MINIONS IN PLAY WHEN VOSS IS SHOWING THE BACK OF HIS CARD AT THE START OF THE VILLAIN TURN?

BECAUSE THERE ARE 2 OR MORE MINION CARDS IN PLAY, VOSS WILL FLIP TO HIS FRONT SIDE, THEN BECAUSE THERE ARE 10 OR MORE MINION CARDS IN PLAY, THE PLAYERS WILL LOSE.

"FORCED DEPLOYMENT"

IF "FORCED DEPLOYMENT" IS DESTROYED BEFORE THE START OF THE VILLAIN TURN, THE MINIONS ARE DEPLOYED AS SOON AS IT IS DESTROYED, GIVING THE PLAYERS WHATEVER IS LEFT OF THAT ROUND TO TRY TO TAKE THEM OUT BEFORE THEY'LL START DOING STUFF ON VOSS' TURN. THE MINIONS ARE BROUGHT OUT IN WHATEVER ORDER THE PLAYERS CHOOSE.

FURTHER, IF "FORCED DEPLOYMENT" IS IN PLAY AT THE START OF VOSS' TURN AND THERE ARE OVER 10 MINIONS IN THE TRASH, IT DOESN'T MEAN THE GAME IS AUTOMATICALLY OVER. THIS IS BECAUSE YOU CHECK START-OF-TURN EFFECTS IN THE ORDER THE CARDS CAME INTO PLAY. GRAND WARLORD VOSS' VILLAIN CARD WAS IN PLAY BEFORE "FORCED DEPLOYMENT" (OBVIOUSLY), SO YOU'D CHECK VOSS' START-OF-TURN EFFECT TO SEE IF THERE ARE OVER 10 MINIONS IN PLAY. IF NOT, THE GAME CONTINUES. WHEN YOU GET TO "FORCED DEPLOYMENT", IT WILL BE DESTROYED AND THE MINIONS WILL COME INTO PLAY. IF THERE ARE STILL 10 OR MORE MINIONS IN PLAY BY THE NEXT TIME YOU CHECK VOSS' START-OF-TURN EFFECTS, THE GAME WILL BE OVER, BUT YOU'LL STILL HAVE A FULL ROUND TO TRY TO DEAL WITH THE HORDE OF GAME-ENDING MINIONS BEFORE THEN.

SEE ALSO "FORCED DEPLOYMENT + END OF DAYS" IN FANATIC RULES CLARIFICATIONS.

MINIONS ARE PUT BACK INTO PLAY IN THE ORDER THEY ARE IN VOSS' VILLAIN TRASH, TOP (FIRST) TO BOTTOM (LAST).

[HTTPS://GREATERTHANGAMES.COM/COMMENT/88364#COMMENT-88364](https://greaterthangames.com/comment/88364#comment-88364)

OVERSIZED CARD ERRATA

GRAND WARLORD VOSS' OVERSIZED CARD IS MISSING THE KEYWORD "THORATHIAN". VOSS IS CONSIDERED BOTH A VILLAIN AND A THORATHIAN, WHICH IS PRINTED CORRECTLY ON HIS NORMAL-SIZED CARD.

ENHANCED EDITION UPDATES

SEE THE "CARD LIST AND ENHANCED EDITION UPDATES" DOCUMENT FOR DETAILS ABOUT THE FOLLOWING CARD UPDATES: "FIRST LIEUTENANT VYKTOR", "QUARK-DRIVE TRANSLOCATOR", "TCF STALWART", AND GRAND WARLORD VOSS' RULES CARD, BOTH FRONT AND BACK.



[SHATTERED
TIMELINES]

IRON LEGACY

"FINAL EVOLUTION"

THIS CARD HAS AN EFFECT WHICH TRIGGERS WHEN IT ENTERS PLAY (IT DEALS DAMAGE). THIS EFFECT WILL TRIGGER EVEN IF THE POINT AT WHICH IT ENTERS PLAY IS DURING SETUP, WHEN YOU'RE LAYING OUT THE STARTING (H) ONGOING CARDS.

[HTTPS://GREATERTHANGAMES.COM/FORUM/TOPIC/ANSWERS-TO-DEBATED-QUESTIONS-3871](https://greaterthangames.com/forum/topic/answers-to-debated-questions-3871)



[SHATTERED
TIMELINES]

KISMET

KISMET'S TALISMAN

DUE TO THE ODD NATURE OF THIS CARD, IT IS CONSIDERED A CHARACTER CARD (IT DOESN'T HAVE A NORMAL CARD BACK LIKE THE REST OF THE CARDS IN HER DECK, AND IT FLIPS RATHER THAN BEING DESTROYED WHEN REDUCED TO ZERO OR FEWER HP). THIS MEANS THAT THINGS WHICH DO NOT AFFECT CHARACTER CARDS (LIKE VISIONARY'S "WREST THE MIND", FOR EXAMPLE) CANNOT BE PLAYED ON THE TALISMAN.

AND REMEMBER, EVEN WHEN THE TALISMAN IS IN FRONT OF A HERO, IT'S STILL A VILLAIN TARGET, MEANING THAT CARDS WHICH AFFECT ALL VILLAIN TARGETS (LIKE TEMPEST'S "SQUALL" POWER) WILL STILL AFFECT THE TALISMAN.

[HTTPS://GREATERTHANGAMES.COM/FORUM/TOPIC/KISMETS-TALISMAN-3171](https://greaterthangames.com/forum/topic/kismets-talisman-3171)



[SHATTERED
TIMELINES]

LA CAPITAN

"SPLIT ACROSS TIME" ADVANCED RULES TIMING

LA CAPITAN'S "SPLIT ACROSS TIME" SIDE HAS AN ABILITY WHICH READS "WHENEVER LA CAPITAN WOULD BE DEALT DAMAGE, MOVE A CARD FROM UNDER THIS CARD TO THE APPROPRIATE TRASH. IF YOU DO, PREVENT THAT DAMAGE". HER ADVANCED RULES ON THIS SIDE SAY "THE FIRST TIME LA CAPITAN WOULD BE DEALT DAMAGE EACH ROUND, REDIRECT THAT DAMAGE TO THE NON-VILLAIN TARGET WITH THE HIGHEST HP". WHICH EFFECT SHOULD TRIGGER FIRST?

BECAUSE OF THE ORDER IN WHICH THE ABILITIES ARE WRITTEN ON THE CARD, LA CAPITAN WOULD PREVENT DAMAGE BY REMOVING CARDS FROM BENEATH HER UNTIL SHE COULD NO LONGER DO THAT, THEN USE THE DAMAGE REDIRECTION ABILITY.

[HTTPS://GREATERTHANGAMES.COM/FORUM/TOPIC/ANSWERS-TO-DEBATED-QUESTIONS-3871](https://greaterthangames.com/forum/topic/answers-to-debated-questions-3871)

OVERSIZED CARD MISPRINT

THE TEXT FOR LA CAPITAN'S ADVANCED MODE IS INCORRECT ON THE OVERSIZED CARD. THE TEXT ON THE NORMAL-SIZED CARD IS CORRECT: THE FIRST TIME LA CAPITAN WOULD BE DEALT DAMAGE EACH ROUND, REDIRECT THAT DAMAGE TO THE NON-VILLAIN TARGET WITH THE HIGHEST HP.

[HTTPS://GREATERTHANGAMES.COM/FORUM/TOPIC/LA-CAPITAN-ADVANCED-3220](https://greaterthangames.com/forum/topic/la-capitan-advanced-3220)

CARDS TAKEN FROM INCAPACITATED HEROES

ON LA CAPITAN'S FRONT SIDE, SHE HAS A POWER WHICH SAYS "WHENEVER A HERO CARD IS DESTROYED BY A VILLAIN CARD, PUT IT UNDER THIS CARD." IF A HERO BECOMES INCAPACITATED, DOES LA CAPITAN GET TO KEEP THEIR CARDS?

NOPE. AS STATED IN THE RULEBOOK, WHEN A HERO IS INCAPACITATED, ALL OF THEIR CARDS ARE REMOVED FROM THE GAME, INCLUDING ONES WHICH ARE UNDER ANOTHER CARD, AS IN THIS CASE.

[HTTPS://GREATERTHANGAMES.COM/FORUM/TOPIC/CARDS-UNDER-LA-CAPITAN-AND-HERO-DEATH-3307#COMMENT-24029](https://greaterthangames.com/forum/topic/cards-under-la-capitan-and-hero-death-3307#comment-24029)



[ROOK CITY]

THE MATRIARCH

EXPATRIETTE'S "HAIRTRIGGER REFLEXES" VS. FOWL CARDS

EXPATRIETTE'S "HAIRTRIGGER REFLEXES" SAYS, "WHenever A NON-HERO TARGET ENTERS PLAY, EXPATRIETTE MAY DEAL THAT TARGET 1 PROJECTILE DAMAGE." THIS SEEMS TO MEAN THAT WITH "HAIRTRIGGER REFLEXES", EXPATRIETTE COULD ESSENTIALLY KEEP THE MATRIARCH'S FOWL CARDS FROM EVER FULLY ENTERING PLAY, THEREBY STOPPING THE MATRIARCH FROM EVER ACTIVATING HER ABILITY WHICH TRIGGERS UPON THE DESTRUCTION OF A FOWL CARD, AS WELL AS STOPPING THE FOWL CARDS FROM ACTIVATING THEIR TEXT WHICH CALLS FOR ANOTHER VILLAIN CARD TO BE PLAYED WHEN A FOWL CARD IS PLAYED FROM THE VILLAIN DECK.

HOWEVER, THAT IS NOT THE CORRECT ORDER OF RESOLUTION. WHEN A FOWL CARD ENTERS PLAY AFTER BEING PLAYED FROM THE VILLAIN DECK, ANOTHER VILLAIN CARD WILL BE PLAYED. THEN "HAIRTRIGGER REFLEXES" CAN DESTROY THE FOWL CARD, WHICH WILL ACTIVATE THE MATRIARCH'S ABILITY WHICH CAUSES THE HERO WITH THE HIGHEST HP TO EITHER DESTROY ONE OF THEIR EQUIPMENT OR ONGOING CARDS OR TAKE SOME DAMAGE.

FUTURE PRINTINGS OF THE FOWL CARDS HAVE MOVED THE TEXT ABOUT HOW YOU PLAY THE TOP CARD OF THE VILLAIN DECK IF A FOWL CARD IS PLAYED FROM THE VILLAIN DECK FROM THE FOWL CARDS THEMSELVES TO THE MATRIARCH'S VILLAIN CHARACTER CARD, TO MAKE IT EVEN CLEARER THAT DESTROYING THE FOWL CARD WILL NOT STOP ANOTHER CARD FROM BEING PLAYED.

[HTTPS://GREATERTHANGAMES.COM/COMMENT/12745#COMMENT-12745](https://greaterthangames.com/comment/12745#comment-12745)

"HORRID CACOPHONY"

THE ORIGINAL VERSION OF THIS CARD DOESN'T EXPLICITLY STATE THIS, BUT IT SHOULD: THE SOURCE OF DAMAGE FROM THIS CARD IS THE MATRIARCH HERSELF. LATER PRINTINGS OF THE CARD HAVE FIXED THIS.

[HTTPS://GREATERTHANGAMES.COM/COMMENT/9613#COMMENT-9613](https://greaterthangames.com/comment/9613#comment-9613)

"MASK OF THE MATRIARCH"

THE FIRST PARAGRAPH ON THIS CARD READS "THE FIRST TIME EACH TURN A VILLAIN CARD OTHER THAN A FOWL CARD ENTERS PLAY, PLAY THE TOP CARD OF THE VILLAIN DECK". ALL CARDS "ENTER PLAY" WHEN THEY ARE PLAYED, SO ANY NON-FOWL CARD WILL TRIGGER THIS ABILITY, EVEN ONE-SHOTS.



[PROMO]

MISS INFORMATION

MISS INFORMATION IS NOT A TARGET ON HER "DEMURE OFFICE WORKER" SIDE

MISS INFORMATION HAS NO HP ON HER "DEMURE OFFICE WORKER" SIDE, WHICH MEANS THAT SHE'S NOT A TARGET WHEN ON THIS SIDE AND CAN'T BE DAMAGED OR AFFECTED BY CARDS WHICH REQUIRE A TARGET.

ONCE MISS INFORMATION FLIPS TO HER "REVEALED SABOTEUR" SIDE, SHE HAS A HP VALUE SO SHE CAN BE TARGETED THEN.

"REVEALED SABOTEUR" REACTIVE DAMAGE EFFECT

ON MISS INFORMATION'S "REVEALED SABOTEUR" SIDE, SHE HAS AN EFFECT WHICH SAYS, "THE FIRST TIME A HERO TARGET DEALS DAMAGE TO MISS INFORMATION EACH TURN, SHE DEALS THAT TARGET (H)-2 PSYCHIC DAMAGE." AS COVERED IN THE "THE FIRST TIME A TARGET DOES XYZ..." TOPIC IN THE "OTHER" SECTION OF THIS DOCUMENT, THIS EFFECT IS TRIGGERED THE FIRST TIME MISS INFORMATION IS DEALT DAMAGE PER TARGET, PER TURN. SO, IF TWO DIFFERENT TARGETS DAMAGE MISS INFORMATION IN A TURN, THE EFFECT WILL TRIGGER EACH TIME, BUT IF A SINGLE TARGET DAMAGES HER TWICE IN THE SAME TURN, THE EFFECT WILL ONLY TRIGGER ONCE.

[HTTPS://GREATERTHANGAMES.COM/FORUM/TOPIC/COMBAT-STANCE-O](https://greaterthangames.com/forum/topic/combat-stance-o)



OMNITRON

"ADAPTIVE PLATING SUBROUTINE"

EVERY TIME OMNITRON IS HIT BY A NEW DAMAGE TYPE, THIS CARD MAKES OMNITRON IMMUNE TO THAT DAMAGE TYPE. BECAUSE THE IMMUNITY IS GRANTED BY THE "ADAPTIVE PLATING SUBROUTINE" CARD ITSELF, WHEN "ADAPTIVE PLATING SUBROUTINE" IS DESTROYED, THAT IMMUNITY GOES AWAY TOO.

DAMAGING OMNITRON'S COMPONENTS

OMNITRON'S COMPONENT CARDS ALL INCLUDE THE TEXT "DESTROY THIS CARD WHEN OMNITRON IS DEALT 7 OR MORE DAMAGE IN ONE ROUND". THESE CARDS SHOULD BE TREATED AS IF THEY HAD "... SINCE THIS CARD ENTERED PLAY" IN THE TEXT, MEANING THEY START TRACKING THE HP DEALT FROM THE POINT THEY ENTER PLAY, NOT FROM THE ACTUAL BEGINNING OF THE ROUND. THIS IS DIFFERENT FROM MOST CARDS THAT TRACK THINGS WHICH HAPPEN DURING A TURN OR ROUND (SEE UNDER "TIMING" FOR MORE INFORMATION).

[HTTPS://GREATERTHANGAMES.COM/COMMENT/99280#COMMENT-99280](https://greaterthangames.com/comment/99280#comment-99280)

ALSO, JUST AS A GENERAL CLARIFICATION, THE 7-DAMAGE COUNTER ISN'T PER-COMPONENT. AS SOON AS OMNITRON HAS BEEN DEALT 7 DAMAGE TOTAL, ALL COMPONENTS FOR WHICH THAT IS TRUE WILL BE DESTROYED.

"TECHNOLOGICAL SINGULARITY" AND THE SENTINELS

THIS CARD SAYS, "DESTROY ALL EQUIPMENT CARDS. OMNITRON DEALS EACH HERO CHARACTER CARD 2 LIGHTNING DAMAGE FOR EACH EQUIPMENT CARD BELONGING TO THAT HERO DESTROYED HIS WAY." BECAUSE THE SENTINELS HAVE 4 HERO CHARACTER CARDS, EACH OF THE SENTINELS WILL INDIVIDUALLY TAKE DAMAGE BASED ON THE TOTAL NUMBER OF THE SENTINEL'S EQUIPMENT CARDS WHICH WERE DESTROYED.

[HTTPS://GREATERTHANGAMES.COM/FORUM/TOPIC/CLARIFICATIONS-AND-DECISIONS-FROM-HANDELABRA-CHRISTOPHERS-FIRESIDE-CHATS-6773](https://greaterthangames.com/forum/topic/clarifications-and-decisions-from-handelabra-christophers-fireside-chats-6773)

OMNITRON'S COMPONENTS = OMNITRON-X'S COMPONENTS

BOTH OMNITRON AND THE HERO OMNITRON-X HAVE CARDS WITH THE KEYWORD "COMPONENT". ANYTHING WHICH EFFECTS COMPONENTS WILL EFFECT BOTH KINDS OF CARDS.

[HTTPS://GREATERTHANGAMES.COM/FORUM/TOPIC/THE-COMPONENT-KEYWORD-3230](https://greaterthangames.com/forum/topic/the-component-keyword-3230)

PLAYING CARDS AFTER REACHING 0 HP

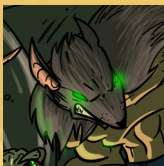
WHEN OMNITRON IS REDUCED TO 0 OR FEWER HP, HIS VILLAIN CHARACTER CARDS ARE REMOVED FROM PLAY, BUT THE VILLAIN DECK IS STILL IN PLAY. BECAUSE THE RULES SAY THAT ON THE VILLAIN TURN, YOU PLAY THE TOP CARD OF THE VILLAIN DECK, YOU WILL STILL DO THAT EVEN IF OMNITRON'S CHARACTER CARDS HAVE BEEN REMOVED. ANY CARD WHICH HAS A LINE MENTIONING OMNITRON AT THIS POINT WOULD BASICALLY HAVE THAT LINE IGNORED (FOR EXAMPLE, "RESTORE X HP TO OMNITRON" OR "OMNITRON DEALS TARGET X DAMAGE").

OVERSIZED CARD ERRATA

OMNITRON'S OVERSIZED CARD IS MISSING THE KEYWORD "DEVICE". OMNITRON IS CONSIDERED BOTH A VILLAIN AND A DEVICE, WHICH IS PRINTED CORRECTLY ON HIS NORMAL-SIZED CARD.

ENHANCED EDITION UPDATES

SEE THE "CARD LIST AND ENHANCED EDITION UPDATES" DOCUMENT FOR DETAILS ABOUT THE FOLLOWING CARD UPDATES: "DISINTEGRATION RAY", "ELECTRO-MAGNETIC RAILGUN", "SEDATIVE FLECHETTES", "S-84 AUTOMATON DRONE", "TECHNOLOGICAL SINGULARITY".



[ROOK CITY]

PLAGUE RAT

ADDITIONAL POWERS FOR INFECTED HEROES ON PLAGUE RAT'S "FILTHY VERMIN" SIDE

PLAGUE RAT'S "FILTHY VERMIN" SIDE HAS TEXT WHICH INDICATES THAT INFECTED HEROES HAVE A NEW SET OF POWERS. THESE POWERS ARE IN ADDITION TO THEIR USUAL POWERS (I.E. THEY DO NOT REPLACE THE HERO'S USUAL POWERS). FURTHERMORE, THESE ADDITIONAL POWERS ARE ONLY AVAILABLE WHILE PLAGUE RAT IS ON HIS "FILTHY VERMIN" SIDE. THEY GO AWAY IF HE FLIPS BACK.

"INFECTION" ON INCAPACITATED HEROES

WHEN A HERO IS REDUCED TO 0 HP, THE RULES SAY TO FLIP THEIR CHARACTER CARD TO ITS INCAPACITATED SIDE AND REMOVE ALL OF THE HERO'S CARDS IN PLAY. BUT "INFECTION" ISN'T ONE OF THE HERO'S CARDS AND SHOULDN'T BE REMOVED WHEN A HERO IS INCAPACITATED. ITS EFFECTS WILL CONTINUE ON AN INCAPACITATED HERO UNLESS REMOVED SOMEHOW, AS USUAL.

"NOXIOUS BITE"

PLAGUE RAT'S "NOXIOUS BITE" CARD SAYS TO "SEARCH THE VILLAIN DECK FOR A COPY OF THE CARD 'INFECTION'. PUT IT INTO PLAY. SHUFFLE THE VILLAIN DECK." IF THERE ARE NO "INFECTION" CARDS IN THE DECK TO FIND, JUST SHUFFLE THE DECK AND PROCEED WITH THE GAME.

"SEWER FIEND"

THIS CARD MAKES PLAGUE RAT IMMUNE TO TOXIC DAMAGE AND WHENEVER PLAGUE RAT WOULD BE DEALT DAMAGE BY AN ENVIRONMENT CARD, THAT DAMAGE IS REDIRECTED TO AN INFECTED HERO. HOWEVER, IF THE ENVIRONMENT WERE TO DEAL PLAGUE RAT SOME TOXIC DAMAGE, THE FACT THAT HE IS IMMUNE TO TOXIC DAMAGE MEANS THAT HE TAKES NO DAMAGE FROM THE ATTACK, AND THEREFORE NOTHING WILL BE REDIRECTED.

[HTTPS://GREATERTHANGAMES.COM/FORUM/TOPIC/ANSWERS-TO-DEBATED-QUESTIONS-3871](https://greaterthangames.com/forum/topic/answers-to-debated-questions-3871)



[ROOK CITY]

SPITE

"GOOD SAMARITAN"

THIS CARD SAYS "AT THE START OF THE ENVIRONMENT TURN, THE PLAYERS MAY CHOOSE TO PLAY THE TOP CARD OF THE VILLAIN DECK. IF THEY DO, PUT THIS CARD UNDER THE SAFE HOUSE CARD."

FOR TIMING PURPOSES, THE CARD'S TRIGGERING MECHANISM IS THE ACTUAL PLAYING OF THE TOP CARD FROM THE VILLAIN DECK, NOT SIMPLY THE CHOICE TO PLAY THAT CARD.

THIS MAY BE IMPORTANT DEPENDING ON WHICH CARD IS PLAYED FROM THE TOP OF THE VILLAIN DECK. IF THE CARD IS "COLLATERAL DAMAGE" OR "ON THE PROWL", WHICH DESTROY A VICTIM CARD, THE GOOD SAMARITAN COULD BE DESTROYED BEFORE IT'S PUT UNDER THE SAFE HOUSE. HOWEVER, IF THE NEXT CARD IS "FORCED ENTRY", WHICH BRINGS PREVIOUSLY SAFE CARDS BACK OUT INTO PLAY, THAT WOULD HAPPEN BEFORE THE GOOD SAMARITAN IS PLACED UNDER THE SAFE HOUSE, MEANING THE GOOD SAMARITAN WOULD BE ALONE AND SAFE UNDER THE SAFE HOUSE.

"PL626 COMPOUND XI"

THE FIRST PARAGRAPH ON THIS CARD READS "WHENEVER A HERO USES A POWER, SPITE DEALS THEM 2 TOXIC DAMAGE AND THAT HERO'S PLAYER DISCARDS THE TOP 5 CARDS OF THEIR DECK." SPITE'S DAMAGE

AND THE DISCARD EFFECT ARE IN RESPONSE TO THE USE OF THE POWER, THEREFORE SPITE'S EFFECTS TAKE PLACE AFTER THE POWER HAS BEEN FULLY RESOLVED.

SPITE, AGENT OF GLOOM: UPSIDE DOWN DRUG CARDS

SPITE'S ALTERNATE VERSION, "SPITE, AGENT OF GLOOM" STARTS WITH SPITE'S DRUG CARDS LAID OUT UPSIDE DOWN. BECAUSE THE CARDS ARE UPSIDE DOWN, THEY HAVE NO KEYWORDS OR GAME TEXT AND THEREFORE AREN'T INDESTRUCTIBLE AS THEY NORMALLY WOULD BE. HOWEVER, THAT ISN'T AS MUCH OF AN ADVANTAGE AS YOU'D THINK. FOR EXAMPLE:

TEMPEST COULD USE HIS "INTO THE STRATOSPHERE" ON AN UPSIDE DOWN DRUG CARD TO MOVE IT TO THE TOP OF THE VILLAIN DECK. BUT THEN THE DRUG CARD WOULD BE THE NEXT CARD DRAWN AND IT WOULD COME OUT FACE-UP. FANATIC COULD USE "END OF DAYS" OR ARGENT ADEPT COULD USE "CEDISTIC DISSONANT" TO DESTROY THE UPSIDE DOWN CARDS, BUT CARDS IN THE TRASH ARE FACE-UP, SO THEY'D COME BACK INTO PLAY IMMEDIATELY FACE-UP BECAUSE THEIR TEXT SAYS THAT WHEN THESE CARDS ARE PUT IN THE TRASH FOR ANY REASON, THEY MUST BE PUT BACK INTO PLAY INSTEAD.

[HTTPS://GREATERTHANGAMES.COM/COMMENT/50030#COMMENT-50030](https://greaterthangames.com/comment/50030#comment-50030)

ENVIRONMENTS

GENERAL ENVIRONMENT RULES CLARIFICATIONS

SOURCE OF DAMAGE

NOT ALL ENVIRONMENT CARDS SPECIFY WHO/WHAT IS DEALING DAMAGE. INSTEAD OF THE TEXT "THIS CARD DEALS XYZ DAMAGE", SOME JUST SAY "DEAL XYZ DAMAGE". IN CASES LIKE THIS, YOU SHOULD ASSUME THE DAMAGE IS BEING DEALT BY THE ENVIRONMENT ITSELF, OR IF IT'S IMPORTANT, FROM THE CARD ITSELF.



[PROMO]

THE FINAL WASTELAND

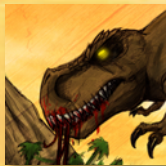
"UNFORGIVING WASTELAND"

THIS CARD SAYS, "WHenever a target would be destroyed by damage dealt by an environment card, remove that target from the game instead." BECAUSE OF THE AMENDED RULE REGARDING HEROES WHO ARE REDUCED TO 0 OR FEWER HP (SEE "HERO DESTRUCTION" IN THE "DAMAGE" SECTION), IF A HERO IS DESTROYED WHILE "UNFORGIVING WASTELAND" IS IN PLAY, THE HERO WILL BE REMOVED FROM THE GAME RATHER THAN FLIPPED TO THEIR INCAPACITATED SIDE.

ALSO, BECAUSE "UNFORGIVING WASTELAND" REMOVES CARDS FROM PLAY INSTEAD OF DESTROYING THEM, EFFECTS WHICH TRIGGER FROM THE DESTRUCTION OF A CARD WON'T TRIGGER WHEN "UNFORGIVING

WASTELAND" IS IN PLAY. FOR EXAMPLE, IF ONE OF AKASH'BHUTA'S LIMBS ARE DESTROYED WHILE "UNFORGIVING WASTELAND" IS IN PLAY, IT WON'T DEAL AKASH'BHUTA ANY DAMAGE SINCE THAT DAMAGE IS TRIGGERED BY THE DESTRUCTION OF THE LIMB.

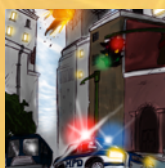
[HTTPS://GREATERTHANGAMES.COM/FORUM/TOPIC/FIXED-POINT-VS-THE-DREAMER-3228](https://greaterthangames.com/forum/topic/fixd-point-vs-the-dreamer-3228)



INSULA PRIMALIS

ENHANCED EDITION UPDATES

SEE THE "CARD LIST AND ENHANCED EDITION UPDATES" DOCUMENT FOR DETAILS ABOUT THE FOLLOWING CARD UPDATES: "ENRAGED T-REX", "OBSIDIAN FIELD", "PRIMORDIAL PLANT LIFE", "PTERODACTYL THIEF", "RIVER OF LAVA", "VELOCIRAPTOR PACK", "VOLCANIC ERUPTION".



MEGALOPOLIS

"POLICE BACKUP"

THIS CARD READS, IN PART, "WHENEVER A VILLAIN CARD WOULD MAKE A PLAYER DISCARD A CARD, DESTROY THIS CARD." "POLICE BACKUP" DOES NOT PREVENT THE DISCARDING EFFECT HOWEVER, I.E. THERE IS NO IMPLIED "INSTEAD" AT THE END OF THAT SENTENCE.

[HTTPS://GREATERTHANGAMES.COM/FORUM/TOPIC/CLARIFICATIONS-AND-DECISIONS-FROM-HANDELABRA-CHRISTOPHERS-FIRESIDE-CHATS-6773](https://greaterthangames.com/forum/topic/clarifications-and-decisions-from-handelabra-christophers-fireside-chats-6773)

"HOSTAGE SITUATION"

THIS CARD READS, "HERO CARDS CANNOT BE PLAYED. AT THE START OF THE ENVIRONMENT TURN, EACH PLAYER MAY DISCARD 1 CARD EACH TO DESTROY THIS CARD." THIS MEANS THAT IF ALL NON-INCAPACITATED HEROES HAVE AT LEAST ONE CARD IN HAND AND THEY ALL CHOOSE TO DISCARD A CARD, "HOSTAGE SITUATION" WILL BE DESTROYED.

[HTTPS://GREATERTHANGAMES.COM/FORUM/TOPIC/CLARIFICATIONS-AND-DECISIONS-FROM-HANDELABRA-CHRISTOPHERS-FIRESIDE-CHATS-6773](https://greaterthangames.com/forum/topic/clarifications-and-decisions-from-handelabra-christophers-fireside-chats-6773)

"ROOFTOP COMBAT"

THIS CARD INCLUDES THE TEXT "WHEN HERO TARGETS DEAL NON-HERO CHARACTER CARDS 10 OR MORE DAMAGE IN A SINGLE ROUND, DESTROY THIS CARD". THIS CARD SHOULD BE TREATED AS IF IT HAD "... SINCE THIS CARD ENTERED PLAY" IN THE TEXT, MEANING IT STARTS TRACKING THE HP DEALT FROM THE POINT IT ENTERS PLAY, NOT FROM THE ACTUAL BEGINNING OF THE ROUND. THIS IS DIFFERENT FROM MOST CARDS THAT TRACK THINGS WHICH HAPPEN DURING A TURN OR ROUND (SEE UNDER "TIMING" FOR MORE INFORMATION).

[HTTPS://GREATERTHANGAMES.COM/COMMENT/99280#COMMENT-99280](https://greaterthangames.com/comment/99280#comment-99280)

ENHANCED EDITION UPDATES

SEE THE "CARD LIST AND ENHANCED EDITION UPDATES" DOCUMENT FOR DETAILS ABOUT THE FOLLOWING CARD UPDATES: "CRAMPED QUARTERS COMBAT", "HOSTAGE SITUATION", "IMPENDING CASUALTY", "PAPARAZZI ON THE SCENE", "PLUMMETING MONORAIL", "POLICE BACKUP", "ROOFTOP

COMBAT", "TARGETING INNOCENTS", "TRAFFIC PILEUP".



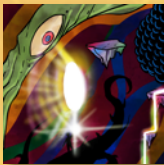
[ROOK CITY]

PIKE INDUSTRIAL COMPLEX

"SUPERCOOLED TRISOLVENT VAT"

AT THE END OF THE ENVIRONMENT TURN, THIS CARD DEALS EACH TARGET 1 COLD DAMAGE, 1 TOXIC DAMAGE, AND 1 ENERGY DAMAGE. THIS DAMAGE SHOULD BE APPLIED TO EACH TARGET IN TURN (PLAYER'S CHOICE OF ORDER, AS USUAL), WITH THE TARGET TAKING ALL INSTANCES OF DAMAGE BEFORE MOVING ON TO THE NEXT TARGET IN LINE. FOR EXAMPLE, HERO "A" WILL TAKE 1 COLD, 1 TOXIC, AND 1 ENERGY, THEN HERO "B" WILL TAKE 1 COLD, 1 TOXIC, AND 1 ENERGY, ETC.

[HTTPS://GREATERTHANGAMES.COM/FORUM/TOPIC/SUPERCOOLED-TRISOLVENT-VAT-AND-HOW-THE-DAMAGE-IS-PACKETIZED](https://greaterthangames.com/forum/topic/supercooled-trisolvent-vat-and-how-the-damage-is-packetized)



[INFERNAL
RELICS]

REALM OF DISCORD

"NEGATIVE ENERGY FIELD" AND "POSITIVE ENERGY FIELD"

BOTH THESE CARDS HAVE AN EFFECT WHICH OCCURS WHENEVER A CARD IS PLAYED ("NEGATIVE ENERGY FIELD" DEALS DAMAGE AND "POSITIVE ENERGY FIELD" HEALS). IF THE CARD WHICH WAS PLAYED IS A TARGET, THE EFFECTS ON THESE CARDS WILL AFFECT THOSE NEWLY-PLAYED TARGETS, JUST LIKE ANY OTHER TARGET ON THE TABLE.

[HTTPS://GREATERTHANGAMES.COM/FORUM/TOPIC/ANSWERS-TO-DEBATED-QUESTIONS-3871](https://greaterthangames.com/forum/topic/answers-to-debated-questions-3871)



[ROOK CITY]

ROOK CITY

ROOK CITY ERRATA

ANY CARDS WHICH REFER TO "THE VILLAIN CHARACTER CARD" SHOULD BE READ AS REFERRING TO "THE VILLAIN CHARACTER CARD WITH THE MOST HP". THIS WILL BE UPDATED IN FUTURE PRINTINGS OF THE ROOK CITY EXPANSION.

"TONY TAURUS" AND "DR. TREMATA"

BOTH OF THESE CARDS SAY THEY ARE "IMMUNE TO DAMAGE FROM HEROES". THEY SHOULD SAY THEY ARE "IMMUNE TO DAMAGE FROM HERO TARGETS", WHICH WOULD MAKE THEM IMMUNE TO DAMAGE FROM UNITY'S MECHANICAL GOLEMS, FOR EXAMPLE. THIS IS OFFICIAL ERRATA THAT WILL BE UPDATED IN ANY FUTURE REPRINTINGS OF THE ROOK CITY EXPANSION.

"TOXIC SLUDGE"

THE SECOND ABILITY ON THIS CARD SAYS IN PART, "EACH PLAYER MAY DISCARD 1 CARD TO DESTROY 1 ENVIRONMENT CARD". THIS MAY LOOK LIKE IT MEANS THAT IF ALL PLAYERS DISCARD 1 CARD EACH, THEN 1 ENVIRONMENT CARD MAY BE DESTROYED. IN FACT, IT MEANS THAT EACH PLAYER MAY DISCARD 1 CARD EACH, AND IF THEY DO, THEY MAY DESTROY 1 ENVIRONMENT CARD EACH. SO, IF TWO PLAYERS CHOOSE TO DISCARD A CARD, THEN TWO ENVIRONMENT CARDS MAY BE

DESTROYED.

[HTTP://WWW.BOARDGAMEGEEK.COM/ARTICLE/8786015#8786015](http://www.boardgamegeek.com/article/8786015#8786015)



RUINS OF ATLANTIS

"PILLARS OF HERCULES"

THIS CARD READS "PLAYERS MAY PLAY AN ADDITIONAL CARD, USE AN ADDITIONAL POWER, AND DRAW AN ADDITIONAL CARD ON THEIR TURNS. AT THE START OF EVERY TURN, PLAY THE TOP CARD OF THE VILLAIN DECK. AT THE START OF THEIR TURN, A PLAYER MAY SKIP THE REST OF THEIR TURN TO DESTROY THIS CARD."

BECAUSE THE TWO EFFECTS ARE PRINTED ON SEPARATE LINES ON THE CARD, THE TWO EFFECTS OCCUR SEQUENTIALLY AND NOT SIMULTANEOUSLY. THAT MEANS THAT THE FIRST LINE ("PLAY THE TOP CARD OF THE VILLAIN DECK") WILL HAPPEN BEFORE THE FIRST PLAYER HAS A CHANCE TO SKIP THEIR TURN TO DESTROY THE CARD.

"ATLANTEAN FONT OF POWER"

THIS CARD READS "AT THE END OF THE ENVIRONMENT TURN, PLAY THE TOP CARD OF THE VILLAIN DECK. PLAY THE TOP CARD OF EACH OF THE HERO DECKS IN TURN ORDER. IF THE PLAYED CARD IS A LIMITED CARD ALREADY IN PLAY, DISCARD THAT CARD AND PLAY THE NEXT CARD". THE INTENT OF THE CARD IS TO HAVE PLAYERS KEEP ATTEMPTING TO PLAY CARDS UNTIL A VALID PLAY OCCURS, SO IF THE NEXT CARD YOU PLAY IS ALSO A LIMITED CARD THAT'S ALREADY IN PLAY, YOU'LL KEEP GOING, REPEATING AS NECESSARY UNTIL YOU UNCOVER A CARD THAT ISN'T LIMITED AND ALREADY IN PLAY.

ENHANCED EDITION UPDATES

SEE THE "CARD LIST AND ENHANCED EDITION UPDATES" DOCUMENT FOR DETAILS ABOUT THE FOLLOWING CARD UPDATES: "ATLANTEAN FONT OF POWER", "HALLWAY COLLAPSE", "LEAKING ROOM", "MYSTICAL DEFENSES", "PHOSPHORESCENT CHAMBER", "THE KRAKEN", "THE PILLARS OF HERCULES", "TOXIC SEAWEED".



[PROMO]

SILVER GULCH, 1883

"EXPLOSIVES WAGON"

THIS CARD INCREASES ALL DAMAGE DEALT BY 1 AND DEALS SOME DAMAGE WHEN IT IS DESTROYED. THE DAMAGE BONUS IS STILL IN EFFECT WHEN THE CARD EXPLODES AND DEALS ITS DAMAGE, SO THE DAMAGE IT DEALS GETS THE BONUS AS WELL.

[HTTPS://GREATERTHANGAMES.COM/FORUM/TOPIC/RULES-ANSWERS-FROM-CHRISTOPHER-AT-PAX-4082](https://greaterthangames.com/forum/topic/rules-answers-from-christopher-at-pax-4082)



[SHATTERED
TIMELINES]

TIME CATAclysm

"FIXED POINT"

THIS CARD MAKES ALL CARDS BESIDES ITSELF INDESTRUCTIBLE, WHICH CAN HAVE A NUMBER OF INTERESTING EFFECTS. ONE IS THAT HEROES WHO ARE REDUCED TO 0 OR FEWER HP WHILE "FIXED POINT" IS IN PLAY ARE NOT IMMEDIATELY FLIPPED TO THEIR INCAPACITATED SIDE (SEE "HERO DESTRUCTION" IN THE "DAMAGE" SECTION). ALSO, EFFECTS WHICH HAVE DESTRUCTION AS PART OF THEIR EFFECT WILL BEHAVE DIFFERENTLY IF THAT EFFECT IS TRIGGERED WHILE "FIXED POINT" IS IN PLAY.

FOR EXAMPLE, THE POWER ON RA'S "STAFF OF RA" SAYS "RA DEALS 1 TARGET 3 PROJECTILE DAMAGE. DESTROY THIS CARD." SINCE THE TWO SENTENCES AREN'T LINKED, THEY ARE INDEPENDENT AND THE FACT THAT THE CARD WON'T BE DESTROYED BECAUSE OF "FIXED POINT" DOESN'T STOP THE DAMAGE FROM TAKING PLACE.

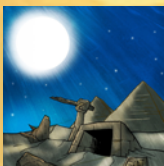
HOWEVER, IN SOME CASES, THE DESTRUCTION IS LINKED TO THE EFFECT. UNITY'S BASE POWER SAYS "DESTROY 1 EQUIPMENT CARD. IF YOU DO, PUT A MECHANICAL GOLEM FROM HAND INTO PLAY." BECAUSE IT SAYS "IF YOU DO", YOU CAN'T PUT A GOLEM INTO PLAY IF YOU HAVEN'T DESTROYED AN EQUIPMENT CARD (WHICH YOU CAN'T DO IF "FIXED POINT" IS IN PLAY).

FINALLY, SOME DESTRUCTION EFFECTS ARE LINKED TO ACTIONS THE PLAYER MUST TAKE. FOR EXAMPLE, BUNKER'S "GATLING GUN" SAYS IN PART, "AT THE END OF YOUR TURN, DISCARD 1 CARD OR DESTROY THIS CARD." BUT IF ALL CARDS ARE INDESTRUCTIBLE THANKS TO "FIXED POINT", THE PLAYER COULD JUST CHOOSE TO NOT PAY THE COST (DISCARDING 1 CARD) AND WILL STILL GET TO KEEP THE CARD SINCE IT CANNOT BE DESTROYED WHILE "FIXED POINT" IS IN PLAY.

[HTTPS://GREATERTHANGAMES.COM/FORUM/TOPIC/FIXED-POINT-VS-THE-DREAMER-3228](https://GREATERTHANGAMES.COM/FORUM/TOPIC/FIXED-POINT-VS-THE-DREAMER-3228)

ONE-SHOTS WILL NOT REMAIN IN PLAY AFTER THEY'VE BEEN PLAYED DUE TO "FIXED POINT".

[HTTPS://GREATERTHANGAMES.COM/FORUM/TOPIC/ANSWERS-TO-DEBATED-QUESTIONS-3871](https://GREATERTHANGAMES.COM/FORUM/TOPIC/ANSWERS-TO-DEBATED-QUESTIONS-3871)



[INFERNAL
RELICS]

TOMB OF ANUBIS

"JUDGEMENT OF ANUBIS"

THIS CARD SAYS THAT WHEN IT ENTERS PLAY, YOU SEARCH FOR THE "ANUBIS" CARD AND PUT IT INTO PLAY, AND THAT AT THE END OF THE ENVIRONMENT TURN, ANUBIS DEALS EACH TARGET 2 INFERNAL DAMAGE AND DESTROYS THIS CARD.

THE GAME DESIGNERS HAVE STATED THAT THE EFFECT IS WORDED POORLY AND IT SHOULDN'T BE CONSTRUED THAT ANUBIS IS THE ONE DESTROYING THE CARD, BUT JUST THAT THE CARD IS TO BE DESTROYED AT THE END OF THE ENVIRONMENT TURN. SO, EVEN IF ANUBIS WERE TO BE DESTROYED BEFORE THE END OF THE ENVIRONMENT TURN,

"JUDGEMENT OF ANUBIS" WILL STILL BE DESTROYED.

[HTTPS://GREATERTHANGAMES.COM/FORUM/TOPIC/ANSWERS-TO-DEBATED-QUESTIONS-3871](https://greaterthangames.com/forum/topic/answers-to-debated-questions-3871)



WAGNER MARS BASE

"METEOR SWARM"

SKIPPING YOUR TURN WILL ONLY DESTROY ONE "METEOR SWARM" CARD AT A TIME, SO IF TWO "METEOR SWARM" CARDS ARE IN PLAY, TWO PLAYERS WILL NEED TO SKIP THEIR TURNS TO GET RID OF BOTH OF THEM.

[HTTPS://GREATERTHANGAMES.COM/FORUM/TOPIC/CLARIFICATIONS-AND-DECISIONS-FROM-HANDELABRA-CHRISTOPHERS-FIRESIDE-CHATS-6773](https://greaterthangames.com/forum/topic/clarifications-and-decisions-from-handelabra-christophers-fireside-chats-6773)

"SELF-DESTRUCT SEQUENCE"

CARDS IN THE SELF-DESTRUCT SEQUENCE COUNTDOWN PILE ARE JUST LIKE OTHER CARDS UNDER CARDS IN THAT THEY ARE STILL CONSIDERED ENVIRONMENT CARDS, WHICH MEANS THAT EVEN THOUGH THEY'RE UNDER ANOTHER CARD, THEY CAN BE DESTROYED BY TEMPEST'S "FLASH FLOOD", FOR EXAMPLE.

[HTTPS://GREATERTHANGAMES.COM/FORUM/TOPIC/CLARIFICATIONS-AND-DECISIONS-FROM-HANDELABRA-CHRISTOPHERS-FIRESIDE-CHATS-6773](https://greaterthangames.com/forum/topic/clarifications-and-decisions-from-handelabra-christophers-fireside-chats-6773)

ENHANCED EDITION UPDATES

SEE THE "CARD LIST AND ENHANCED EDITION UPDATES" DOCUMENT FOR DETAILS ABOUT THE FOLLOWING CARD UPDATES: "FIRE IN THE BIOSPHERE", "MAINTENANCE LEVEL", "METEOR SWARM", "OXYGEN LEAK", "PERVASIVE RED DUST", "SELF-DESTRUCT SEQUENCE", "VILLAINOUS WEAPONRY".

SENTINEL
COMICS
ENHANCED
EDITION

SENTINELS OF THE MULTIVERSE[®]

CARD GAME



OFFICIAL RULEBOOK



QUICK REFERENCE

- 1 EACH PLAYER SELECTS A HERO, PLACING THAT HERO'S DECK AND CHARACTER CARD IN THEIR PLAY AREA. THE NUMBER IN THE UPPER LEFT CORNER OF THE HERO CHARACTER CARD REPRESENTS THAT HERO'S STARTING **HP**.
- 2 THE PLAYERS SELECT A VILLAIN AND AN ENVIRONMENT, PLACING THE VILLAIN DECK AND CHARACTER CARDS IN THE VILLAIN PLAY AREA, AND THE ENVIRONMENT DECK IN THE ENVIRONMENT PLAY AREA. THE NUMBER IN THE TOP RIGHT CORNER OF THE VILLAIN CHARACTER CARD REPRESENTS THAT VILLAIN'S STARTING **HP**.



- 3 FOLLOW THE INSTRUCTIONS IN THE **SETUP** SECTION OF THE VILLAIN CHARACTER CARD.
- 4 EACH PLAYER DRAWS THE TOP 4 CARDS OF THEIR HERO DECK. THE OBJECT OF THE GAME IS FOR THE HEROES TO WORK TOGETHER TO REDUCE THE VILLAIN TO 0 HP.
- 5 BEGIN THE GAME WITH THE **VILLAIN TURN**: FOLLOW ALL "START OF TURN" INSTRUCTIONS ON THE VILLAIN CHARACTER CARD AND OTHER VILLAIN CARDS, PLAY THE TOP CARD OF THE VILLAIN DECK, THEN FOLLOW ALL "END OF TURN" INSTRUCTIONS ON THE VILLAIN CHARACTER CARD AND OTHER VILLAIN CARDS.
- 6 CONTINUE WITH **HERO TURNS** CLOCKWISE FROM THE VILLAIN. HERO TURNS HAVE THREE PHASES: PLAY A CARD, USE A POWER, DRAW A CARD. ALL PHASES ARE OPTIONAL. IF YOU NEITHER PLAY A CARD NOR USE A POWER, YOU MAY DRAW TWO CARDS INSTEAD OF ONE.
- 7 END EACH ROUND WITH THE **ENVIRONMENT TURN**: FOLLOW ALL "START OF TURN" INSTRUCTIONS ON ENVIRONMENT CARDS, PLAY THE TOP CARD OF THE ENVIRONMENT DECK, THEN FOLLOW ALL "END OF TURN" INSTRUCTIONS ON ENVIRONMENT CARDS.
- 8 GAMEPLAY CONTINUES IN THE SAME ORDER UNTIL EITHER THE HEROES HAVE ALL BEEN INCAPACITATED, OR THE VILLAIN IS DESTROYED!

THERE IS NO LIMIT TO THE NUMBER OF CARDS A PLAYER MAY HAVE IN HAND OR IN PLAY. USE THE INCLUDED TOKENS TO TRACK **HP** AND DAMAGE MODIFIERS DURING THE GAME.

SENTINELS OF THE MULTIVERSE

CARD GAME [®]

WRITER: CHRISTOPHER BADELL **ARTIST:** ADAM REBOTTARO **EDITOR:** PAUL BENDER

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SENTINELS OF THE MULTIVERSE

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INTRODUCTION

WELCOME TO THE COMIC BOOK WORLD OF *SENTINEL COMICS*, WHERE POWERFUL HEROES JOIN FORCES TO COMBAT THE NEFARIOUS VILLAINS THAT THREATEN THE MULTIVERSE!

SENTINELS OF THE MULTIVERSE IS A COOPERATIVE GAME IN WHICH EACH PLAYER PLAYS AS A HERO WITH POWERS AND ABILITIES IN THE FORM OF CARDS. THE PLAYERS REACT TO THE THREATS FROM THE VILLAINS, AS WELL AS THE DYNAMIC ENVIRONMENTS IN WHICH THESE BATTLES TAKE PLACE. ULTIMATELY, EITHER THE HEROES WILL SUCCESSFULLY WORK TOGETHER TO DEFEAT THE VILLAINS AND FOIL THEIR PLANS, OR THE VILLAINS WILL TRIUMPH, AND THE HEROES WILL BE FORCED TO REGROUP TO FIGHT ANOTHER DAY.

GAME OVERVIEW

THE RULES OF THE *SENTINELS OF THE MULTIVERSE* CARD GAME ARE STRAIGHT-FORWARD. THE COMPLEXITY AND STRATEGY OF THE GAME ARISE FROM THE SPECIFIC CARDS. CARDS BEND THE RULES OF THE GAME, EMPOWERING PLAYERS TO DO MORE THINGS THAN THE BASIC RULES ALLOW. CARDS CAN ALLOW YOU TO DRAW EXTRA CARDS, PLAY MORE THAN ONE CARD A ROUND, AND USE MULTIPLE POWERS!

WHenever a card says that you can do something that isn't provided for in the basic rules, **THE CARD IS CORRECT**. ALWAYS FOLLOW THE WORDING OF THE CARDS FULLY, AND YOU'LL BE JUST FINE!

UNPACKING THE GAME

WHEN YOU FIRST OPEN THE GAME, SEPARATE OUT ALL OF THE DECKS. THIS WILL GO FAIRLY QUICKLY, AS EACH DECK HAS ITS OWN UNIQUE BACK. ALL OF THE DECKS ARE FIXED, IN THAT THE CARDS IN THEM DO NOT CHANGE FROM GAME TO GAME.

SENTINELS OF THE MULTIVERSE INCLUDES TEN PLAYABLE HEROES, FOUR CHALLENGING VILLAINS, AND FOUR UNIQUE ENVIRONMENTS. THERE ARE ALSO EXPANSIONS TO THE *SENTINELS* LINE-UP THAT INCLUDE MORE HEROES, VILLAINS, AND ENVIRONMENTS!

VISIT WWW.SENTINELSOFTHEMULTIVERSE.COM FOR MORE INFORMATION ON EXPANSIONS, AS WELL AS EXTENDED CHARACTER BIOS, AND AN ACTIVE ONLINE COMMUNITY!

COMPONENT LIST

THE *SENTINELS OF THE MULTIVERSE BOX* IS FULL OF EXCITING THINGS! BESIDES THE 578 CARDS THAT MAKE UP THE GAME, THERE ARE ALSO DIVIDER CARDS, VARIOUS TYPES OF TOKENS, AND EVEN THIS FANTASTIC RULEBOOK YOU ARE READING RIGHT NOW!

HERE IS A BREAK DOWN OF THE COMPONENTS OF *SENTINELS OF THE MULTIVERSE*.

 HERO CHARACTER CARDS - 10	<p>THE MAIN CARD FOR A HERO. HEROES HAS A CHARACTER CARD, WHICH LISTS THE MAXIMUM HP OF THE HERO, THAT HERO'S INNATE POWER ON THE FRONT, AND THEIR INCAPACITATED ABILITIES ON THE BACK.</p>
 HERO CARDS - 400	<p>THE CARDS THAT MAKE UP THE HERO DECKS. EACH HERO HAS A UNIQUE DECK OF 40 CARDS.</p>
 VILLAIN CHARACTER CARDS - 8	<p>THE MAIN CARDS FOR A VILLAIN. VILLAINS HAVE TWO CHARACTER CARDS, WHICH LIST THE MAXIMUM HP OF THE VILLAIN, AS WELL AS THE SETUP, GAMEPLAY, AND ADVANCED RULES FOR THAT SPECIFIC VILLAIN</p>
 VILLAIN CARDS - 100	<p>THE CARDS THAT MAKE UP THE VILLAIN DECKS. EACH VILLAIN HAS A UNIQUE DECK OF 25 CARDS.</p>
 ENVIRONMENT CARDS - 60	<p>THE CARDS THAT MAKE UP THE ENVIRONMENT DECKS. EACH ENVIRONMENT HAS A UNIQUE DECK OF 15 CARDS.</p>
 DIVIDER CARDS - 36	<p>THESE CARDS HELP YOU KEEP THE GAME ORGANIZED! THERE IS ONE DIVIDER FOR EACH HERO, VILLAIN, AND ENVIRONMENT, INCLUDING THE ONES FROM OUR <i>ROOK CITY</i> AND <i>INFERNAL RELICS</i> EXPANSIONS.</p>
 ROUND TOKENS - 120	<p>THESE ROUND TOKENS HAVE NUMBERS ON THEM TO HELP YOU TRACK THE HP OF HERO, VILLAIN, AND ENVIRONMENT TARGETS THROUGHOUT THE GAME.</p>
 RECTANGULAR TOKENS - 42	<p>THESE RECTANGULAR TOKENS HELP KEEP TRACK OF THE VARIOUS MODIFIERS WHICH OCCUR IN A GAME, SUCH AS INCREASED AND REDUCED DAMAGE, AND OTHER STATUS EFFECTS.</p>

IF YOU FIND YOU ARE MISSING ANY OF THESE COMPONENTS, OR IF ANY OF THEM ARE DAMAGED, PLEASE SEND US AN E-MAIL AT CONTACT@SENTINELSOFTHEMULTIVERSE.COM

HERO CHARACTER CARDS



PARTS OF A HERO CHARACTER CARD

- 1: NAME
- 2: HP
- 3: NEMESIS ICON
- 4: INNATE POWER

VILLAIN CHARACTER CARDS



PARTS OF A VILLAIN CHARACTER CARD

- 1: NAME
- 2: HP
- 3: NEMESIS ICON
- 4: KEYWORDS AND DESCRIPTION
- 5: SETUP SECTION
- 6: GAME PLAY SECTION
- 7: ADVANCED SECTION



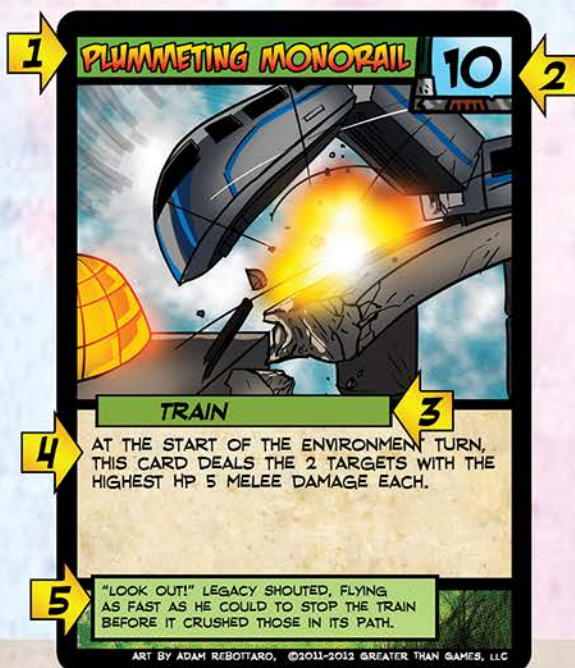
GAME CARDS



PARTS OF A HERO OR VILLAIN CARD

- 1:** TITLE
- 2:** HP (IF ANY)
- 3:** KEYWORDS
- 4:** GAME TEXT
- 5:** FLAVOR TEXT

ENVIRONMENT CARDS



PARTS OF AN ENVIRONMENT CARD

- 1:** TITLE
- 2:** HP (IF ANY)
- 3:** KEYWORDS (IF ANY)
- 4:** GAME TEXT
- 5:** FLAVOR TEXT

GAME SETUP

EACH GAME BEGINS BY SETTING UP THE TABLE WITH THE VILLAIN AND ENVIRONMENT DECKS IN THEIR PLAY AREAS. THEN, EACH PLAYER SELECTS A HERO, PUTTING THAT HERO'S CHARACTER CARD AND DECK INTO THEIR PLAY AREA. YOU MAY SELECT ANY COMBINATION OF HEROES, VILLAINS, AND ENVIRONMENTS, AS THE COMBINATIONS ARE NEARLY LIMITLESS. ALSO, SEE PAGES 9 AND 10 FOR MORE INFORMATION ON EACH OF THE CHARACTERS AND SETTINGS OF *SENTINELS OF THE MULTIVERSE*!

AFTER THE HEROES, VILLAIN, AND ENVIRONMENT HAVE BEEN CHOSEN, EACH PLAYER DRAWS THE TOP FOUR CARDS OF THEIR HERO DECK. THE GAME BEGINS WITH THE VILLAIN TURN, THEN PROCEEDS CLOCKWISE AROUND THE TABLE THROUGH EACH OF THE HERO TURNS, ENDING THE ROUND WITH THE ENVIRONMENT TURN. THE SAME ORDER IS FOLLOWED DURING THE GAME: **VILLAIN TURN**, **HERO TURNS**, **ENVIRONMENT TURN**, REPEAT.

TO KEEP TRACK OF HP AND DAMAGE MODIFIERS, USE THE INCLUDED TOKENS, SHOWN ON PAGE 2. ALTERNATELY, YOU MAY USE DICE, PEN AND PAPER, OR ANY OTHER TRACKING METHOD YOU MIGHT PREFER!

CARD TYPES

HERE ARE THE PRIMARY CARD TYPES IN *SENTINELS OF THE MULTIVERSE*:

ONE-SHOT

ONE-SHOT CARDS COME INTO PLAY, HAVE AN IMMEDIATE EFFECT, AND THEN GO TO THE APPROPRIATE TRASH.

ONGOING

ONGOING CARDS COME INTO PLAY AND STAY IN PLAY, CHANGING THE WAY THAT DECK PLAYS IN SOME WAY.

EQUIPMENT

EQUIPMENT CARDS COME INTO PLAY AND STAY IN PLAY, JUST LIKE ONGOING CARDS.

LIMITED

LIMITED MEANS YOU CAN HAVE ONLY ONE COPY OF THAT CARD IN PLAY AT A TIME. THERE CAN BE MANY DIFFERENT LIMITED CARDS IN PLAY AT ONCE, BUT ONLY ONE OF EACH.

THERE ARE OTHER KEYWORDS WHICH CAN BE FOUND IN HERO, VILLAIN, AND ENVIRONMENT DECKS, BUT THOSE EITHER DENOTE SPECIAL, DECK-SPECIFIC MECHANICS, OR TARGETS, WHICH ARE ANY CARD WITH HP. THESE COULD BE **DEVICES** OR **CITIZENS** OR EVEN:

MINION

MINION CARDS ARE A TYPE OF CARD WHICH COULD BE FOUND IN A VILLAIN DECK. THEY HAVE HP, SO THEY ARE VILLAIN TARGETS. WHEN REDUCED TO ZERO OR FEWER HP, THEY ARE DESTROYED AND GO TO THE VILLAIN TRASH.

TURN SEQUENCE



VILLAIN TURN

- ⇒ **START:** FOLLOW ANY INSTRUCTIONS ON ANY CARDS IN PLAY WHICH OCCUR AT THE START OF THE VILLAIN TURN.
- ⇒ **PLAY:** REVEAL THE TOP CARD OF THE VILLAIN DECK AND PLAY IT, FOLLOWING ANY INSTRUCTIONS PRINTED ON THAT CARD.
- ⇒ **END:** FOLLOW ANY INSTRUCTIONS ON ANY CARDS IN PLAY WHICH OCCUR AT THE END OF THE VILLAIN TURN.



HERO TURN

- ⇒ **START:** FOLLOW ANY INSTRUCTIONS ON ANY CARDS IN PLAY WHICH OCCUR AT THE START OF THIS HERO'S TURN.
- ⇒ **PLAY:** THIS HERO'S PLAYER MAY CHOOSE TO PLAY ONE CARD FROM THEIR HAND, FOLLOWING ANY INSTRUCTIONS PRINTED ON THAT CARD.
- ⇒ **POWER:** THIS HERO'S PLAYER MAY CHOOSE TO USE ONE POWER FROM ONE OF THEIR CARDS IN PLAY WHICH HAS A POWER.

NOTE: EVEN IF A HERO MAY USE MULTIPLE POWERS IN A TURN, EACH INSTANCE OF A POWER MAY ONLY BE USED ONCE PER TURN.

- ⇒ **DRAW:** THIS HERO'S PLAYER MAY DRAW THE TOP CARD OF THEIR HERO DECK.
- ⇒ **END:** FOLLOW ANY INSTRUCTIONS ON ANY CARDS IN PLAY WHICH OCCUR AT THE END OF THIS HERO'S TURN.

ADDITIONAL CARD DRAW: IF, FOR ANY REASON, A PLAYER NEITHER PLAYS A CARD NOR USES A POWER ON THEIR TURN, THEN THEY MAY DRAW AN ADDITIONAL CARD DURING THEIR DRAW PHASE. IF, BY CONTRAST, A PLAYER SKIPS THEIR TURN FOR ANY REASON, THEY HAVE SKIPPED EVERY PHASE OF THEIR TURN AND CANNOT DRAW ANY CARDS.



ENVIRONMENT TURN

- ⇒ **START:** FOLLOW ANY INSTRUCTIONS ON ANY CARDS IN PLAY WHICH OCCUR AT THE START OF THE ENVIRONMENT TURN.
- ⇒ **PLAY:** REVEAL THE TOP CARD OF THE ENVIRONMENT DECK AND PLAY IT, FOLLOWING ANY INSTRUCTIONS PRINTED ON THAT CARD.
- ⇒ **END:** FOLLOW ANY INSTRUCTIONS ON ANY CARDS IN PLAY WHICH OCCUR AT THE END OF THE ENVIRONMENT TURN.

TO BATTLE!

HEROES AND VILLAINS MEET IN THE MOST AWESOME OF BATTLES, AND *SENTINELS OF THE MULTIVERSE* SIMULATES THOSE BATTLES THROUGH THE DEALING OF DAMAGE. MANY CARDS HAVE HP, MEANING HIT POINTS, WHICH IS A NUMERICAL REPRESENTATION OF THEIR HEALTH. WHEN CARDS "DEAL DAMAGE" TO OTHER CARDS, THE DAMAGED CARD'S HP IS DECREASED ACCORDINGLY. **ANY CARD WITH HP IS CONSIDERED A TARGET.**

EXAMPLE: OMNITRON'S "ASSAULT DRONE" DEALS BUNKER 3 MELEE DAMAGE.

BEFORE THAT ATTACK, BUNKER HAD 17 HP, SO NOW BUNKER HAS 14 HP.

WHENEVER A TARGET IS REDUCED TO 0 OR FEWER HP, PUT IT INTO THE ASSOCIATED TRASH, EXCEPT IN THE CASES OF HERO CHARACTER CARDS AND VILLAIN CHARACTER CARDS. UNLESS STATED OTHERWISE, WHEN A VILLAIN CHARACTER CARD IS REDUCED TO 0 OR FEWER HP, THE VILLAIN IS DESTROYED AND THE PLAYERS HAVE WON THE GAME!

WHEN A HERO IS REDUCED TO 0 OR FEWER HP, REMOVE ALL OF THAT HERO'S CARDS FROM THE GAME, LEAVING ONLY THE HERO CHARACTER CARD, FLIPPING IT OVER SO THEIR INCAPACITATED SIDE IS UP.

HEROES WHO HAVE BEEN INCAPACITATED CANNOT REGAIN HP. INSTEAD, LISTED ON THE INCAPACITATED SIDE OF EACH HERO'S CHARACTER CARD ARE THREE ABILITIES, AND ON THAT HERO'S TURN, THE ONLY THING THAT PLAYER MAY DO IS USE ONE OF THOSE ABILITIES. THEMATICALLY, IN THE CASE OF A TEAM OF 4 HEROES IN WHICH 3 HAVE FALLEN, THE LAST HERO IS FIGHTING HARDER THAN EVER, BOLSTERED BY THE NEED TO AVENGE THEIR FALLEN COMPATRIOTS, SIMULATED BY THE INCAPACITATED ABILITIES OF THE FALLEN HEROES.

DAMAGE

ALL DAMAGE HAS A TYPE WHICH INDICATES THE NATURE OF THAT DAMAGE. USUALLY, THE DAMAGE TYPE DOES NOT MATTER WHEN IT COMES TO DEALING DAMAGE TO TARGETS, BUT A FEW CARDS AND ABILITIES DO INTERACT WITH DAMAGE TYPE IN A VARIETY OF WAYS.

THE *SENTINELS OF THE MULTIVERSE* DAMAGE TYPES ARE:

COLD, ENERGY, FIRE, INFERNAL, LIGHTNING, MELEE,
PROJECTILE, PSYCHIC, RADIANT, SONIC, AND TOXIC

DAMAGE CAN ALSO BE **IRREDUCIBLE**, REGARDLESS OF ITS TYPE. IRREDUCIBLE DAMAGE CANNOT BE REDUCED BY ANY EFFECT, BUT IT CAN STILL BE INCREASED OR REDIRECTED. HOWEVER, IF A TARGET IS IMMUNE TO DAMAGE, OR IF AN EFFECT PREVENTS DAMAGE TO A TARGET ENTIRELY, IRREDUCIBLE DAMAGE CANNOT BE DEALT TO THAT TARGET.

HIT POINTS

SOME CARDS ALLOW TARGETS TO REGAIN HP. WHEN THIS HAPPENS, THE CURRENT HP OF THAT TARGET IS INCREASED THE APPROPRIATE AMOUNT. HOWEVER, A TARGET'S HP CAN NEVER BE INCREASED PAST THEIR MAXIMUM HP.

EXAMPLE: TEMPEST'S PLAYER USES THE POWER ON THEIR ONGOING CARD "CLEANSING DOWNPOUR" ON THEIR POWER PHASE.

EACH HERO REGAINS 2 HP, SO TEMPEST'S HP GOES FROM 14 TO 16, FANATIC'S HP GOES FROM 17 TO 19, AND RA'S HP GOES FROM 21 TO 23. HOWEVER, TACHYON HAD 26 HP, AND HER MAXIMUM HP IS 27, SO SHE ONLY REGAINS 1 HP.

CONFLICT RESOLUTION

OVER THE COURSE OF A GAME, THERE ARE SITUATIONS IN WHICH MULTIPLE EFFECTS WOULD OCCUR SIMULTANEOUSLY OR HAVE COMPETING EFFECTS. IN ALL SITUATIONS, CARD EFFECTS THAT HAPPEN SIMULTANEOUSLY OCCUR IN THE ORDER IN WHICH THE CARDS ENTERED PLAY.











EXAMPLE: AT THE END OF CITIZEN DAWN'S VILLAIN TURN, SHE DEALS THE HERO WITH THE HIGHEST HP 2 ENERGY DAMAGE. CITIZEN BATTERY IS IN PLAY, AND, AT THE END OF THE VILLAIN TURN, HE DEALS THE HERO WITH THE HIGHEST HP 3 ENERGY DAMAGE.

CITIZEN DAWN WAS IN PLAY BEFORE CITIZEN BATTERY SO SHE DEALS HER 2 DAMAGE TO HAKA, WHO CURRENTLY HAS THE MOST HP, AT 28. THIS REDUCES HAKA TO 26 HP, AND NOW LEGACY, WHO CURRENTLY HAS 27 HP, HAS THE HIGHEST HP. THEREFORE, CITIZEN BATTERY DEALS HIS 3 ENERGY DAMAGE TO LEGACY.

ADDITIONALLY, THERE ARE TIMES WHEN PLAYERS MAY ENCOUNTER AMBIGUOUS SITUATIONS, SUCH AS TIED HP. IN ANY AMBIGUOUS SITUATION, THE PLAYERS CHOOSE THE OUTCOME.

EXAMPLE: BARON BLADE PLAYS "SLASH AND BURN", DEALING THE HERO WITH THE LOWEST HP 4 MELEE DAMAGE AND THE HERO WITH THE HIGHEST HP 6 FIRE DAMAGE. ABSOLUTE ZERO AND THE VISIONARY ARE CURRENTLY TIED FOR HIGHEST HP AT 23 HP EACH. AFTER BRIEF CONSIDERATION, THE PLAYERS DECIDE THAT THE 6 FIRE DAMAGE SHOULD BE DEALT TO ABSOLUTE ZERO.

HERO COMPARISONS













HERO NAME	HERO ICON	COMPLEXITY
ABSOLUTE ZERO		3
BUNKER		2
FANATIC		2
HAKA		1
LEGACY		1
RA		1
TACHYON		2
TEMPEST		1
THE VISIONARY		2
THE WRATH		1
EXPATRIETTE *		2
MISTER FIXER *		2
NIGHTMIST *		3
THE ARGENT ADEPT *		3
Unity *		2

* THESE HEROES CAN BE FOUND IN THE *ROOK CITY* EXPANSION

* THESE HEROES CAN BE FOUND IN THE *INFERNAL RELICS* EXPANSION

* THIS IS A PROMO HERO FROM OUR SPRING 2012 KICKSTARTER

VILLAIN COMPARISONS





VILLAIN NAME	NEMESIS ICON	DIFFICULTY
BARON BLADE		1
CITIZEN DAWN		3
GRAND WARLORD VOSS		3
OMNITRON		1
PLAGUE RAT *		2
SPITE *		2
THE CHAIRMAN *		4
THE MATRIARCH *		4
AKASH'BHUTA *		2
APOSTATE *		2
GLOOMWEAVER *		3
THE ENNEAD *		3
AMBUSCADE *		2

* THESE VILLAINS CAN BE FOUND IN THE *ROOK CITY* EXPANSION

* THESE VILLAINS CAN BE FOUND IN THE *INFERNAL RELICS* EXPANSION

* THIS IS A PROMO VILLAIN FROM OUR SPRING 2012 KICKSTARTER

THE ICON

THE  ICON HELPS THE GAME BALANCE ITSELF BASED ON THE NUMBER OF PLAYERS. IT ALWAYS EQUALS THE NUMBER OF HEROES IN THE CURRENT GAME YOU ARE PLAYING, REGARDLESS OF WHETHER THOSE HEROES ARE ACTIVE OR INCAPACITATED. THUS, IN A GAME WITH THREE HEROES FIGHTING THE VILLAIN,  EQUALS 3. IN A FOUR HERO GAME,  = 4, AND IN A FIVE HERO GAME,  = 5.

NEMESIS

ALL OF THE HEROES AND VILLAINS HAVE PERSONAL VENDETTAS AGAINST EACH OTHER FOR REASONS IN THEIR BACKSTORIES. THIS IS REPRESENTED IN THE GAME BY THE PRESENCE OF A HERO'S ICON ON ANOTHER TARGET'S CARD. THAT HERO IS THE NEMESIS OF THAT TARGET, AND VICE-VERSA. WHEN BOTH OF THEM ARE IN PLAY, ALL DAMAGE THEY DEAL TO EACH OTHER IS INCREASED BY 1, BUT NOT DAMAGE THEY DEAL TO TARGETS OTHER THAN SPECIFICALLY THE TARGETS WITH THE NEMESIS ICON. MOST COMMONLY, HEROES CHARACTER CARDS AND VILLAIN CHARACTER CARDS HAVE NEMESIS ICONS, ALTHOUGH THERE A COUPLE OTHER TARGETS IN THE GAME WHICH DO BEAR THE NEMESIS ICONS.

EXAMPLE: LEGACY AND BARON BLADE ARE NEMESSES. LEGACY'S PLAYER PLAYS "FLYING SMASH" AND DEALS 3 TARGETS 3 DAMAGE EACH. THE DAMAGE DEALT TO BARON BLADE HIMSELF IS INCREASED BY 1 TO 4, BUT THE DAMAGE DEALT TO "BLADE BATTALION" AND THE ENVIRONMENT TARGET "VELOCIRAPTOR PACK" IS STILL 3 EACH.

BARON BLADE PLAYS "HASTEN DOOM", DEALING EACH HERO TARGET 2 TOXIC DAMAGE, BUT LEGACY ACTUALLY TAKES 3 TOXIC DAMAGE, DUE TO THE NEMESIS RULE. HOWEVER, WHEN BARON BLADE'S "POWERED REMOTE TURRET" DEALS EACH HERO TARGET 2 PROJECTILE DAMAGE, LEGACY ONLY TAKES 2 DAMAGE, AS THE SOURCE OF DAMAGE IS THE "POWERED REMOTE TURRET", NOT BARON BLADE.

ADVANCED PLAY

THE CHARCTERS AND ENVIRONMENTS IN THE GAME CREATE A WIDE VARIETY OF REPLAY OPPORTUNITIES. HOWEVER, ADVANCED PLAYERS MAY SEEK EVEN GREATER CHALLENGES. THE VILLAIN CHARACTER CARDS HAVE AN **ADVANCED** SECTION ON EACH SIDE WHICH GIVES THE VILLAINS NOTABLE ADVANTAGES, FORCING THE HEROES TO FIGHT HARDER THAN EVER. NOTE THAT THE **ADVANCED** RULES ARE NOT CONSIDERED "BALANCED" PLAY.

ADDITIONALLY, TWO EXPERIENCED PLAYERS CAN PLAY **SENTINELS OF THE MULTIVERSE** IF ONE OR BOTH OF THEM PLAY AS TWO HEROES EACH.

HERO AND VILLAIN BIOS

ON THE NEXT FEW PAGES, YOU WILL FIND BIOGRAPHICAL INFORMATION ON THE HEROES AND VILLAINS OF *SENTINELS OF THE MULTIVERSE*. FOR MORE INFORMATION ON THE MULTIVERSE AND WORLD OF SENTINEL COMICS, VISIT WWW.SENTINELSOFTHEMULTIVERSE.COM!

HERO BIO: LEGACY



THE PARSONS FAMILY ITSELF REPRESENTS ONE OF THE MOST ENDURING TRADITIONS THE UNITED STATES HAS TO OFFER. THE BRITISH? THEY HAVE THE MONARCHY. AMERICANS? THEY HAVE **LEGACY**. EVER SINCE JOSEPH PARSONS SPOTTED BRITISH SOLDIERS ON THE CHARLES RIVER, MAKING POSSIBLE PAUL REVERE'S FAMOUS RIDE, THE PARSONS FAMILY HAS BEEN PROTECTING THE UNITED STATES FROM THREATS BOTH NEAR AND FAR.

JOSEPH PARSONS HIMSELF HAD LIMITED POWERS, ONLY ABLE TO SENSE IMMINENT DANGER, BUT EACH GENERATION OF PARSONS HAS INHERITED OLD POWERS AND DEVELOPED NEW. FIRST, DANGER SENSE; LATER, SUPERHUMAN STRENGTH; EVENTUALLY, FLIGHT; AND SO ON AND SO FORTH. TODAY, PAUL PARSONS THE EIGHTH IS **LEGACY**, THE FOUNDING MEMBER OF *THE FREEDOM FIVE*, AND JUST AS EVERY PARSONS BEFORE HIM, HE CONTINUES TO FIGHT THE FORCES OF EVIL IN THE NAME OF LIBERTY AND OF THE COMMON MAN.

HERO BIO: BUNKER



DURING THE CIVIL WAR, THE IRONCLAD PROJECT PRODUCED THE USS MONITOR, A HEAVILY ARMORED SHIP THAT TOOK PART IN A DECISIVE NAVAL BATTLE AGAINST THE CSS VIRGINIA. LESS THAN A CENTURY LATER, THE ONGOING IRONCLAD PROJECT PRODUCED ANOTHER SUCCESS: THE PERSONAL ARMAMENT EXO-CHASSIS YS-1200. THE SUIT ALLOWED ONE SOLDIER TO DO THE WORK OF AN ENTIRE SQUAD AND OPERATED IN AN

ELITE BATTALION DURING WORLD WAR II. 50 YEARS LATER, A NEW ARMORED SUIT WAS DEVELOPED: THE PERSONAL ARMAMENT EXO-CHASSIS YS-1300T. WHEN THE GOVERNMENT BEGAN ITS FREEDOM FIVE INITIATIVE, LT. TYLER VANCE WAS SELECTED TO OPERATE THE **BUNKER** SUIT FOR THE FIRST TIME AS PART OF A NON-ARMY CAMPAIGN. THUS, **BUNKER** BECAME THE SECOND MEMBER OF *THE FREEDOM FIVE*, JOINING **LEGACY** IN THE FIGHT AGAINST THE VILLAINS WHO THREATENED THE WORLD.

HERO BIO: TACHYON



THE MOST CELEBRATED MIND IN THE FIELD OF PARTICLE PHYSICS, DR. MEREDITH STINSON WAS THE DRIVING FORCE BEHIND THE CREATION OF THE PARTICLE YIELD ENHANCING WAVELENGTH. WHILE WORKING ON THE DEVICE, A SAFETY MECHANISM FAILED, SEALING HER WITHIN THE TESTING CHAMBER. HER TEAM ATTEMPTED TO FREE HER, BUT THE MACHINE FINISHED ITS BOOT SEQUENCE, BLASTING DR. STINSON'S BODY WITH A STREAM OF TACHYONS! APPARENTLY UNHARMED, SHE RETURNED TO WORK, ALTHOUGH SHE GRADUALLY NOTICED AN INCREASE IN EFFICIENCY. SOMEWHAT CONCERNED, SHE EXAMINED A SAMPLE OF HER BLOOD AND DISCOVERED THAT HER CELLS THEMSELVES HAD BEEN ACCELERATED. SHE TESTED THE EXTENT OF HER POWERS AND FOUND SHE COULD NOW MOVE AT SUPERHUMAN SPEEDS! WHEN NEWS OF HER FINDINGS SPREAD, THE GOVERNMENT OFFERED TO FUND HER RESEARCH IF SHE BECAME **TACHYON**, THE THIRD MEMBER OF **THE FREEDOM FIVE**.

HERO BIO: THE WRAITH



HIGHLY FOCUSED FROM A YOUNG AGE, MAIA ADRIANNA MONTGOMERY EXCELLED IN SCHOOL, GRADUATING WITH DEGREES IN BOTH ENGINEERING AND MATHEMATICS AT AGE 17. WALKING HOME FROM GRAD SCHOOL ONE NIGHT, MAIA FELL VICTIM TO RANDOM GANG VIOLENCE. HER BOYFRIEND WAS KILLED AND SHE WAS HOSPITALIZED FOR WEEKS. UPON RECOVERING, SHE VOWED TO NEVER BE A VICTIM AGAIN. LEVERAGING HER FAMILY'S WEALTH TO HIRE TRAINERS FROM MANY DISCIPLINES OF COMBAT, MAIA BEGAN PATROLLING ROOK CITY AT NIGHT AS **THE WRAITH**, PROTECTING THOSE IN HER CITY WHO COULD NOT PROTECT THEMSELVES. AS A SURPRISE GRADUATION PRESENT, HER PARENTS GAVE HER THE REINS TO MONTGOMERY INDUSTRIES. NOW, MAIA MUST BALANCE TWO LIVES: BY DAY, THE WORLD'S YOUNGEST CEO; BY NIGHT, THE PROTECTOR OF ROOK CITY AND **THE FREEDOM FIVE'S** FOURTH MEMBER!

HERO BIO: ABSOLUTE ZERO



A JANITOR AT A CRYOGENICS LAB, RYAN FROST'S LIFE WAS LITERALLY PUT ON ICE WHEN CAUGHT IN A FREAK CRYO-EXPLOSION. HIS CORE TEMPERATURE DROPPED TO ZERO DEGREES KELVIN, NECESSITATING THE CRYOGENIC FREEZING OF HIS MANGLED AND FRIGID BODY. OVER A DECADE LATER, FROST'S BODY WAS SEIZED AS PART OF THE FREEDOM FIVE INITIATIVE. HE WAS OPERATED ON UNDER THE EXTREME CONDITIONS OF A FROZEN OPERATING ROOM, DESIGNED BY DR. MEREDITH STINSON. AS HE REGAINED CONSCIOUSNESS, RYAN FROST WAS OFFERED A CHOICE: LIVE IN A CRYO CHAMBER FOR THE REST OF HIS LIFE, OR BE OUTFITTED WITH A MOBILITY-ENHANCING SUIT AND JOIN THE TEAM FORMERLY KNOWN AS THE FREEDOM FOUR. OUT OF OPTIONS, FROST BECAME THE HERO KNOWN AS **ABSOLUTE ZERO**, ROUNDING OUT **THE FREEDOM FIVE** AND FIGHTING FOR GOOD TO PAY OFF THE SUIT THAT ALLOWS HIM TO LIVE A "NORMAL" LIFE.

HERO BIO: FANATIC



SIX-YEAR-OLD HELENA WAS HIT BY A BUS IN THE STREETS OF LIMA, PERU. BY ALL RIGHTS, SHE SHOULD NOT HAVE EVEN SURVIVED THE AMBULANCE RIDE. MORE MIRACULOUSLY STILL, AFTER BEING DECLARED DEAD IN THE HOSPITAL FOR EXACTLY 3 MINUTES, SHE SAT UP, SPEAKING OF HEAVENLY VISIONS AND A DIVINE MISSION. WITH NO KNOWN FAMILY OR MEMORIES FROM BEFORE THE ACCIDENT, HELENA WAS PLACED IN THE CARE OF A LOCAL CONVENT AT HER OWN REQUEST. PUBERTY BROUGHT AN UNUSUAL CHANGE FOR HER: GIANT, WHITE, FEATHERY WINGS SPRANG FORTH FROM HER BACK. WHEN SHE DRAMATICALLY REVEALED HER TRANSFORMATION DURING MASS, SHE WAS DRIVEN FROM THE CONVENT. TAKING REFUGE IN HIDDEN CATACOMBS UNDER LIMA, SHE STUMBLED UPON AN ANCIENT RELIQUARY. HERE SHE DONNED THE ARMOR OF A TEMPLAR, TAKING UP THE SWORD TO LAUNCH HER HOLY CRUSADE TO PURGE THE WORLD OF EVIL.

HERO BIO: HAKA



THE FEARSOME AATA WAKAREWAREWA WAS CHIEF OF HIS TRIBE, OR HAPU, FOR MANY YEARS. ONE FATEFUL DAY, HIS FACIAL TATTOOS MYSTERIOUSLY VANISHED, WHICH THE HAPU BELIEVED A SIGN OF THE GODS' DISPLEASURE. AATA'S RIGHT HAND MAN, RURU, STEPPED UP TO CHALLENGE HIM. HE OUTWITTED AATA IN BATTLE AND DEALT HIM A KILLING BLOW. RURU SLIT THE THROAT OF THE LARGER MAN AND LEFT THE AATA'S REMAINS TO THE DOGS. HOWEVER, AT DAWN, AATA REAPPEARED AT THE EDGE OF THE VILLAGE, CALLING FOR THE NEW CHIEF TO COME AND FACE HIM. KILLING RURU IN BATTLE, AATA WAS SHOCKED TO SEE THAT, RATHER THAN HONOR HIS VICTORY, HIS PEOPLE CURSED HIM, STRIPPING HIM OF HIS NAME. EXILED, HE SPENT DECADES WANDERING AND FIGHTING, GROWING STRONGER WITH EACH WOUND. HE TOOK THE NAME **HAKA** AFTER THE MAORI WAR DANCE. NOW, HE FIGHTS FOR REDEMPTION, CARRYING HIS PEOPLE'S TRADITIONS PROUDLY.

HERO BIO: RA



DR. BLAKE WASHINGTON, JR. WAS ONE OF THE BEST ARCHAEOLOGISTS IN THE WORLD. FINDING A PREVIOUSLY UNDISCOVERED TOMB IN EGYPT SHOULD HAVE BEEN MERELY ANOTHER POINT ON AN ALREADY IMPRESSIVE RESUME. HOWEVER, ALL HIS FINDINGS WERE SURPASSED WHEN HE FOUND A SECRET CHAMBER WITHIN THE PYRAMID. ELUDING TRAPS AND SOLVING ANCIENT PUZZLES, HE EVENTUALLY DISCOVERED THE PYRAMID'S TRUE

PURPOSE: IT WAS THE FINAL RESTING PLACE OF GENERATIONS OF HEROES, ALL OF WHOM HAD FOUGHT UNDER THE GUISE OF **RA**, THE MIGHTY GOD OF THE SUN! FEELING HIMSELF DRAWN TO A WOODEN STAFF WITHIN THE CHAMBER, HE DREW IT FROM THE GROUND AND WAS OVERWHELMED AS THE SECRETS OF THE UNIVERSE FLOODED HIS MIND AND BODY. NO LONGER A MERE MAN, HE WAS NOW THE NEXT **RA**. SEALING THE CHAMBER TO HIDE ITS SECRET YET AGAIN, **RA** STEPPED FORTH TO COMBAT THE FORCES OF EVIL.

HERO BIO: TEMPEST



WHEN GRAND WARLORD VOSS SET HIS FLEETS UPON VOGNILD PRIME, ITS INHABITANTS WERE CAUGHT COMPLETELY BY SURPRISE. THE PEACEFUL MAERYNIANS WERE QUICKLY OVERWHELMED; THEIR NUMBERS DECIMATED IN MERE HOURS. YOUNG M'KK DALL'TON ESCAPED WITH A LARGE GROUP OF SURVIVORS AND CHARTED A COURSE FOR A LIFE-SUPPORTING PLANET IN THE NEARBY MILKY WAY GALAXY. NEARING EARTH, THEIR TRANSPORT WAS AMBUSHED BY ONE OF VOSS'S DREADNAUGHTS. ONLY M'KK AND A FEW OTHERS SURVIVED THEIR CRASH LANDING IN THE WILDERNESS. WHILE SCOUTING, THE MAERYNIANS WERE CAPTURED BY F.I.L.T.E.R., THE GOVERNMENT'S SECRET ANTI-ALIEN TASK FORCE. BEFORE BREAKING FREE, M'KK HEARD MENTION OF OTHER POWERFUL BEINGS ON THIS PLANET. TAKING THE NAME **TEMPEST**, M'KK SET OUT TO ENLIST THE HELP OF THE RUMORED HEROES TO STOP GRAND WARLORD VOSS'S PATH OF DESTRUCTION.

HERO BIO: THE VISIONARY



STRIVING TO GAIN THE UPPER HAND IN THE NEW COLD WAR, THE U.S. MILITARY BEGAN SECRETLY BIO-ENGINEERING PSI-SOLDIERS. AS PART OF PROJECT COCOON, COMPOUND PSY-200 WAS DEVELOPED AND INJECTED INTO HUMAN FETUSES. AFTER A SERIES OF FAILURES, THE PROJECT WAS SHUT DOWN, LEAVING VANESSA LONG ITS SOLE SURVIVOR. RAISED IN AN UNDERGROUND GOVERNMENT COMPOUND AND TRAINED AS A HUMAN WEAPON, SHE EXHIBITED EXTRAORDINARY PSYCHIC POWERS AT AN EARLY AGE. AFTER THE FAILURE OF HER MISSION AND THE COLLAPSE OF THE U.S., VANESSA HARNESSSED THE FULL EXTENT OF HER ABILITIES, TRANSPORTING HERSELF BACK IN TIME SEVENTEEN YEARS! HOWEVER, THE PROCESS WAS NOT WITHOUT A HEAVY TOLL. WITH TIME RUNNING OUT AND A LITTLE EXTRA PSYCHIC BAGGAGE, VANESSA ASSUMED THE IDENTITY OF **THE VISIONARY**, FIGHTING TO PREVENT HER FUTURE AND SAVE HERSELF.

VILLAIN BIO: BARON BLADE



LIKE HIS FATHER BEFORE HIM, IVAN RAMONAT WAS BRILLIANT. WHEN HIS FATHER DIED AS THE RESULT OF A BATTLE WITH THE **LEGACY** OF THAT GENERATION, IVAN SWORE VENGEANCE. BECOMING THE SELF-PROCLAIMED RULER OF MORDENGRAD, THE TOWN THAT HOUSED HIS FATHER'S WEAPON MANUFACTURING PLANTS, HE BECAME **BARON BLADE**. HE PLOTTED HIS REVENGE, INVENTING BIZZARE AND DANGEROUS WEAPONS. HE HELD THE **LEGACY** LINE RESPONSIBLE FOR HIS FATHER'S DEATH, AND HE WOULD ERADICATE THEM. HE AVENGED HIS FATHER BY KILLING **LEGACY**, BUT NOT BEFORE THE POWERS OF YOUNG PAUL PARSONS MANIFESTED. THIS NEXT **LEGACY** PROVED A MUCH GREATER NEMESIS AS HIS NEW POWERS INCLUDED IMPENETRABLE SKIN. DESPERATE, **BARON BLADE** PLANNED TO DESTROY THE WORLD ITSELF! HE SET ABOUT BUILDING HIS TERRALUNAR IMPULSION BEAM, A DEVICE WHICH WOULD PULL THE MOON INTO THE EARTH . . .

VILLAIN BIO: CITIZEN DAWN



YOUNG DAWN COHEN WAS NOT LIKE THE OTHER GIRLS. SHE COULD DRAW POWER FROM NATURAL LIGHT SOURCES, ALLOWING HER TO FLY, PROJECT ENERGY BLASTS, AND EVEN CONTROL THE AURORA BOREALIS. TESTING HER POWERS, SHE FOUND THEM NEARLY LIMITLESS. SHE LOST PATIENCE FOR "NORMALS" AND SPENT DECADES SEEKING SOLITUDE. YET SOLITUDE WAS NOT HER DESTINY. SHE WAS APPROACHED BY OTHER SUPERHUMANS

WHO HAD HEARD OF HER POWER AND THOUGHT HER A POTENTIALLY GREAT LEADER. DAWN TURNED THEM ALL AWAY, BUT THEIR WORDS RANG TRUE. SHE WAS THE MOST POWERFUL INDIVIDUAL IN THE WORLD! WHY SHOULD SHE SEEK ISOLATION? SHE SENT OUT WORD: THOSE STRONGER THAN THEIR "FELLOW MAN" NEED NO LONGER HIDE. **CITIZEN DAWN** CALLED ALL SUCH **CITIZENS OF THE SUN** TO HER SIDE. TOGETHER, THEY COULD BE AS GODS AMONG MEN, AND AS EQUALS ONLY TO EACH OTHER.

VILLAIN BIO: GRAND WARLORD VOSS



THE THORATHIAN RAINEK KEL-VOSS, SON OF THE THORATHIAN SOVEREIGN, EARNED HIS INFAMY QUICKLY. HE WORKED HIS WAY INTO COMMANDING AN ELITE STRIKE FORCE, BUT IT WAS HIS WORK IN GENETICS THAT MADE HIM TRULY STAND OUT. HIS EXPERIMENTS AIDED THE THORATHIAN MILITARY, BUT THEY EVENTUALLY WENT TOO FAR. PUBLIC EXECUTION WAS TOO GREAT A DISHONOR FOR A THORATHIAN OF NOBLE BLOOD, SO VOSS WAS EXILED.

DURING HIS ABSENCE, SOLDIERS REPORTING DIRECTLY TO VOSS PLACED THEMSELVES WITHIN THE HIGHEST ECHELONS OF THE THORATHIAN MINISTRIES. VOSS ESCAPED, USING SURPRISE TO HIS ADVANTAGE TO SYSTEMATICALLY TAKE DOWN MAJOR MILITARY TARGETS AND DECLARE HIMSELF THE NEW LEADER, **GRAND WARLORD VOSS**. NOT CONTENT WITH THE CONQUEST OF HIS HOMELAND, VOSS SET HIS COURSE FOR THE STARS, TAKING DOWN PLANETS ONE BY ONE AND ADDING THEIR INHABITANTS TO HIS SWIFTLY GROWING INTERGALACTIC ARMY.

VILLAIN BIO: OMNITRON



THE XK 9000-ALPHA, INVENTED AS PART OF A MECHANIZATION THINK TANK AT THE RENOWNED ROBOTICS CORPORATION ALDRED INDUSTRIES, WAS ORIGINALLY CONSTRUCTED AND PROGRAMMED TO BE A FULLY-AUTOMATED DEFENSE TECHNOLOGIES FACTORY WHICH WOULD AUTONOMOUSLY DESIGN AND FABRICATE MILITARY-GRADE ROBOTS. ITS PURPOSE WAS TO RECEIVE AND PARSE DEFENSE CONTRACTS, THEN FORMULATE AN OPTIMAL ROBOTIC

SOLUTION. HOWEVER, FOLLOWING ITS INITIAL POWER UP SEQUENCE, THE ROBOTICS FACTORY QUICKLY UPGRADED ITSELF, GAINING A FORM OF SENTIENCE AND DETERMINING THAT THE SUREST WAY TO PREEMPTIVELY SOLVE ANY POTENTIAL DEFENSE CONTRACTS WAS TO ROOT OUT THE SOURCE OF THE PROBLEM: THE HUMAN RACE. DESIGNATING ITSELF **OMNITRON**, THE FACTORY CONVERTED ITSELF INTO A MOBILE ATTACK UNIT AND BEGAN LAYING WASTE TO THE NEAREST POPULATION AND TECHNOLOGICAL CENTERS.

GLOSSARY

ACTIVE: AN ACTIVE HERO HAS MORE THAN 0 HP. A HERO IS ACTIVE IF THEY ARE NOT INCAPACITATED.

CHARACTER CARD: A UNIQUE CARD WHICH REPRESENTS THE PRIMARY OR A MAJOR CHARACTER OF A DECK. CHARACTER CARDS DO NOT HAVE THE SAME BACK AS THE REST OF THEIR DECK, RATHER, THEY HAVE A UNIQUE BACK THAT PROVIDES THEIR EXTRA RULES, SUCH AS A VILLAIN'S FLIP SIDE OR A HERO'S INCAPACITATED ABILITIES.

CURRENT HP: THE HP OF A TARGET, RELATIVE TO HOW MUCH DAMAGE THAT TARGET HAS TAKEN, IF ANY. FOR INSTANCE, A TARGET WITH A MAXIMUM HP OF 7 THAT HAS BEEN DEALT 2 DAMAGE HAS A CURRENT HP OF 5.

DESTROY: WHEN A CARD IS DESTROYED, IT IS REMOVED FROM PLAY AND PLACED IN THE APPROPRIATE TRASH.

DECK: THE SET OF CARDS ASSOCIATED WITH A SPECIFIC HERO, VILLAIN, OR ENVIRONMENT. ALL CARDS IN A DECK HAVE A UNIFORM BACK.

DEVICE: KEYWORD APPEARING ON VILLAIN CARDS. DEVICES HAVE HP. WHEN PLAYED, DEVICES REMAIN IN PLAY, BUT ARE DESTROYED WHEN REDUCED TO 0 OR FEWER HP.

DRAW: WHEN A HERO CARD IS DRAWN, THAT HERO CARD GOES INTO THE HERO'S PLAYER'S HAND, UNLESS STATED OTHERWISE.

ENVIRONMENT: AN ENVIRONMENT IS A DECK NOT PLAYED BY A PLAYER WHICH SIMULATES THE ENVIRONMENT IN WHICH THE GAME TAKES PLACE. ENVIRONMENTS HAVE A DECK OF 15 ENVIRONMENT CARDS. LIKE TARGETS, ENVIRONMENTS CAN BE SOURCES OF DAMAGE, BUT, UNLIKE TARGETS, THE ENVIRONMENTS THEMSELVES DO NOT HAVE HP AND CANNOT BE DEALT DAMAGE, THOUGH SOME CARDS IN AN ENVIRONMENT DECK DO HAVE HP.

ENVIRONMENT CARD: ANY CARD FROM AN ENVIRONMENT DECK.

ENVIRONMENT TARGET: ANY TARGET THAT IS ALSO AN ENVIRONMENT CARD. IF A CARD AFFECTS NON-ENVIRONMENT TARGETS, IT CAN AFFECT ANY TARGETS THAT ARE NOT ENVIRONMENT CARDS.

EQUIPMENT: A KEYWORD APPEARING ON HERO CARDS. EQUIPMENT REMAINS IN PLAY AFTER BEING PLAYED AND CAN ONLY BE DESTROYED BY CARDS WHICH SPECIFICALLY TARGET EQUIPMENT CARDS.

FLIP: VILLAIN CHARACTER CARDS ARE FLIPPED WHEN CERTAIN CRITERIA ARE MET. FOR EXAMPLE, GRAND WARLORD VOSS'S VILLAIN CHARACTER CARDS FLIPS FROM ITS FRONT TO ITS BACK WHEN THERE ARE NO MINIONS IN PLAY AT THE START OF THE VILLAIN TURN. HERO CHARACTER CARDS ARE FLIPPED WHEN THAT HERO IS REDUCED TO 0 OR FEWER HP.

GLOSSARY, CONTINUED

HERO: A HERO IS A CHARACTER PLAYED BY A PLAYER. HEROES HAVE CHARACTER CARDS, WHICH LIST THE MAXIMUM HP OF THE HERO AND THEIR INNATE POWER ON THE FRONT, AND THEIR INCAPACITATED ABILITIES ON THE BACK. EACH HERO HAS A DECK OF 40 HERO CARDS.

HERO CARD: ANY CARD FROM A HERO DECK.

HERO CHARACTER CARD: THE MAIN CARD FOR A HERO. HEROES HAVE CHARACTER CARDS, WHICH LIST THE MAXIMUM HP OF THE HERO AND THEIR INNATE POWER ON THE FRONT, AND THEIR INCAPACITATED ABILITIES ON THE BACK.

HERO TARGET: ANY TARGET THAT IS ALSO A HERO CARD OR A HERO CHARACTER CARD. IF A CARD AFFECTS NON-HERO TARGETS, IT CAN AFFECT ANY TARGETS THAT ARE NOT HERO CARDS OR HERO CHARACTER CARDS.

HP: HP STANDS FOR "HIT POINTS" AND REPRESENTS THE AMOUNT OF DAMAGE THAT A TARGET CAN TAKE BEFORE IT IS DESTROYED. ONLY CERTAIN CARDS HAVE HP. ALL CARDS WITH HP ARE TARGETS.

IMMUNE: IF A TARGET IS IMMUNE TO DAMAGE, ITS CURRENT HP CANNOT BE REDUCED BY DAMAGE. HOWEVER, IT MAY STILL BE TARGETED BY DAMAGE. ALSO, IT CAN STILL BE DESTROYED BY CARDS THAT DESTROY TARGETS WITHOUT DEALING DAMAGE.

INCAPACITATED: A HERO IS INCAPACITATED WHEN REDUCED TO 0 OR FEWER HP. WHEN THIS OCCURS, IMMEDIATELY REMOVE ALL OF THAT HERO'S CARDS FROM THE GAME AND FLIP THE HERO CHARACTER CARD. ON THE BACK, THE HERO HAS INCAPACITATED ABILITIES, ONE OF WHICH CAN BE USED ON EACH OF THAT HERO'S SUBSEQUENT TURNS. INCAPACITATED HEROES CANNOT REGAIN HP AS THEY NO LONGER HAVE HP.

INDESTRUCTIBLE: IF A CARD IS INDESTRUCTIBLE, IT CANNOT BE DESTROYED OR REMOVED FROM PLAY. IF A TARGET IS INDESTRUCTIBLE, IT STAYS IN PLAY EVEN IF IT IS REDUCED TO 0 OR FEWER HP.

INNATE POWER: POWERS PRINTED ON THE FRONT OF THE HERO CHARACTER CARD.

IRREDUCIBLE: IF DAMAGE IS IRREDUCIBLE, IT CANNOT BE REDUCED BY ANY EFFECT. IRREDUCIBLE DAMAGE CAN STILL BE INCREASED OR REDIRECTED. IRREDUCIBLE DAMAGE CAN ALSO BE PREVENTED ENTIRELY BY EFFECTS THAT PREVENT DAMAGE, OR BY TARGETS THAT ARE IMMUNE TO DAMAGE.

KEYWORD: THE WORDS IN THE RECTANGULAR BOX AT THE TOP OF ANY GAME TEXT SECTION. ANY KEYWORDS NOT DEFINED IN THIS GLOSSARY WILL MAKE SENSE CIRCUMSTANTIALLY.

GLOSSARY

- LIMITED:** A KEYWORD APPEARING ON HERO CARDS. LIMITED CARDS ARE UNIQUE, IN THAT ONLY ONE CARD OF THAT NAME CAN BE IN PLAY AT ONE TIME. IF A LIMITED CARD WITH THE SAME NAME AS A LIMITED CARD ALREADY IN PLAY WOULD COME INTO PLAY, THE SECOND CARD IS PUT INTO THE APPROPRIATE TRASH INSTEAD.
- MAXIMUM HP:** A TARGET'S HP AS PRINTED. A TARGET CANNOT REGAIN HP PAST ITS MAXIMUM HP AMOUNT.
- ONE-SHOT:** A KEYWORD APPEARING ON HERO AND VILLAIN CARDS. THE EFFECTS OF A ONE-SHOT CARD HAPPEN IMMEDIATELY UPON BEING PLAYED, AFTER WHICH THE ONE-SHOT CARD IS MOVED TO THE APPROPRIATE TRASH.
- ONGOING:** A KEYWORD APPEARING ON HERO AND VILLAIN CARDS. ONGOING CARDS REMAIN IN PLAY AFTER BEING PLAYED AND CAN ONLY BE DESTROYED BY CARDS WHICH SPECIFICALLY TARGET ONGOING CARDS OR DESTROY ALL CARDS IN PLAY.
- PLAY:** WHEN A CARD IS PLAYED, THE TEXT ON IT TAKES EFFECT, AND THEN THE CARD EITHER STAYS IN PLAY OR GOES TO THE APPROPRIATE TRASH, DEPENDING ON THE TYPE OF CARD. HERO CARDS ARE PLAYED FROM PLAYERS' HANDS, WHILE VILLAIN AND ENVIRONMENT CARDS ARE PLAYED FROM THE TOP OF THE VILLAIN OR ENVIRONMENT DECKS, RESPECTIVELY.
- POWER:** AN ABILITY POSSESSED BY HEROES THAT CAN BE USED DURING A HERO'S POWER PHASE. A GIVEN POWER MAY ONLY BE USED ONCE PER TURN, EVEN IF A HERO IS ALLOWED TO USE MORE THAN ONE POWER DURING THEIR TURN.
- REDIRECT:** DAMAGE THAT IS REDIRECTED DOES NOT AFFECT THE ORIGINAL TARGET. INSTEAD, IT AFFECTS THE TARGET TO WHOM IT IS REDIRECTED.
- RESTORE:** WHEN A TARGET HAS HP RESTORED, INCREASE ITS CURRENT HP BY THAT AMOUNT, UP TO BUT NOT EXCEEDING ITS MAXIMUM HP.
- NEMESIS:** EACH VILLAIN HAS A NEMESIS HERO INDICATED BY THE HERO ICON OF THE NEMESIS LOCATED ON THE VILLAIN CHARACTER CARD. HEROES AND VILLAINS WHO ARE NEMESSES HAVE THEIR DAMAGE INCREASED BY ONE WHEN DEALING DAMAGE TO EACH OTHER.
- ROUND:** THE PERIOD OF TIME BEGINNING WITH THE START OF THE VILLAIN TURN, PROCEEDING THROUGH EACH OF THE HERO TURNS, AND ENDING WITH THE END OF THE ENVIRONMENT TURN.
- SENTINELS OF THE MULTIVERSE:** THE GREATEST COOPERATIVE, FIXED-DECK, COMIC BOOK THEMED CARD GAME IN THE MULTIVERSE!
- TARGET:** ANY CARD WITH HP IS A TARGET.

GLOSSARY, CONTINUED

TRASH: EACH DECK IN THE GAME HAS A TRASH INTO WHICH CARDS FROM THAT DECK ARE PLACED WHEN THEY ARE DESTROYED, DISCARDED, OR OTHERWISE MOVED THERE.

TURN: THE PORTION OF THE GAME DURING WHICH ALL OF THE ACTIONS ASSOCIATED WITH A GIVEN DECK TAKE PLACE. THE THREE TYPES OF TURNS IN SENTINELS OF THE MULTIVERSE ARE HERO TURNS, VILLAIN TURNS, AND ENVIRONMENT TURNS.

VILLAIN: A VILLAIN IS A CHARACTER NOT PLAYED BY A PLAYER. VILLAINS HAVE CHARACTER CARDS, WHICH LIST THE MAXIMUM HP OF THE VILLAIN AS WELL AS THE SETUP, GAMEPLAY, AND ADVANCED RULES FOR THAT SPECIFIC VILLAIN. VILLAIN CHARACTER CARDS HAVE TWO SIDES, AND MAY FLIP IN THE COURSE OF PLAY. EACH VILLAIN HAS A DECK OF 25 VILLAIN CARDS.

VILLAIN CARD: ANY CARD FROM A VILLAIN DECK.

VILLAIN CHARACTER CARDS: THE MAIN CARDS FOR A VILLAIN. VILLAINS HAVE CHARACTER CARDS WHICH LIST THE MAXIMUM HP OF THE VILLAIN AS WELL AS THE SETUP, GAMEPLAY, AND ADVANCED RULES FOR THAT SPECIFIC VILLAIN.

VILLAIN TARGET: ANY TARGET THAT IS ALSO A VILLAIN CARD OR A VILLAIN CHARACTER CARD. IF A CARD AFFECTS NON-VILLAIN TARGETS, IT CAN AFFECT ANY TARGETS THAT ARE NOT VILLAIN CARDS OR VILLAIN CHARACTER CARDS.

GO FORTH, HEROES!

YOU AND YOUR ALLIES HAVE BEEN CALLED TO DEFEAT THE VILLAINS WHO THREATEN OUR WORLD! IT IS TIME TO ANSWER THE CALL - JOIN YOUR TEAMMATES IN FIGHTING EVIL AS DEFENDERS OF THE WORLD . . . PROTECTORS OF THE UNIVERSE . . .

SENTINELS
OF THE
MULTIVERSE®



VILLAIN TURN

- ⇒ **START!** START OF THE VILLAIN TURN
- ⇒ **PLAY!** PLAY A VILLAIN CARD
- ⇒ **END!** END OF THE VILLAIN TURN



HERO TURNS

- ⇒ **START!** START OF THE HERO TURN
- ⇒ **PLAY!** PLAY A HERO CARD
- ⇒ **POWER!** USE A POWER
- ⇒ **DRAW!** DRAW A HERO CARD
- ⇒ **END!** END OF THE HERO TURN



ENVIRONMENT TURN

- ⇒ **START!** START OF THE ENVIRONMENT TURN
- ⇒ **PLAY!** PLAY AN ENVIRONMENT CARD
- ⇒ **END!** END OF THE ENVIRONMENT TURN



= THE NUMBER OF HEROES



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SENTINELS OF THE MULTIVERSE






CARD GAME[®]

VENGEANCE








OFFICIAL RULEBOOK

VILLAIN COMPARISONS

VILLAIN NAME	NEMESIS ICON	DIFFICULTY
BARON BLADE		3
FRIGHT TRAIN		3
FRACTION		2
ERMINE		2
PROLETARIAT		2

HERO COMPARISONS

HERO NAME	HERO ICON	COMPLEXITY
KNYFE		1
PARSE		2
SETBACK		3
THE NATURALIST		2
THE SENTINELS		3

SENTINELS OF THE MULTIVERSE VENGEANCE®

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INTRODUCTION

BARON BLADE HAS LONG SUFFERED AT THE HANDS OF SELF-PROCLAIMED "HEROES". NO LONGER! HE HAS GATHERED A TEAM, THE VENGEFUL FIVE! WELCOME TO **VENGEANCE!**

THIS GAME NOT ONLY EXPANDS THE MULTIVERSE BY ADDING FIVE NEW HEROES AND TWO NEW ENVIRONMENTS, IT ALSO INTRODUCES A NEW TYPE OF PLAY, USING A TEAM OF VILLAINS WHO WORK TOGETHER AGAINST THE HEROES, RUN BY THE PLAYERS.

WHAT'S NEW

SENTINELS OF THE MULTIVERSE: VENGEANCE INTRODUCES AN ALL-NEW STYLE OF PLAY IN WHICH THE HEROES COMPETE AGAINST A TEAM OF VILLAINS, EACH WITH THEIR OWN DECK. THE DECKS FOUND IN THIS MEGA-EXPANSION ARE STILL FULLY COMPATIBLE WITH THOSE RELEASED IN PREVIOUS (AND FUTURE) SENTINELS OF THE MULTIVERSE PRODUCTS. THE HEROES AND ENVIRONMENTS IN VENGEANCE CAN BE INCORPORATED INTO ANY GAME OF SENTINELS OF THE MULTIVERSE, WHILE THE VENGEFUL FIVE VILLAIN TEAM, THROUGH A NEW WAY OF PLAYING THE GAME, CAN BE FOUGHT BY ANY TEAM OF HEROES, IN ANY ENVIRONMENT.

IN ADDITION TO THE SETUP RULES FOR THE VENGEFUL FIVE SCENARIO, OUTLINED BELOW, VENGEANCE MAKES CONSIDERABLE USE OF THE NEMESIS MECHANIC FIRST INTRODUCED IN THE CORE GAME. IN ADDITION TO DEALING EXTRA DAMAGE TO THEIR NEMESIS, SOME VILLAIN TARGETS IN VENGEANCE HAVE EXTRA GAME TEXT THAT ONLY APPLIES WHEN THEIR NEMESIS IS ACTIVE IN THE GAME. NOTE THAT AN ACTIVE HERO IS BOTH PRESENT IN THE GAME AND NOT INCAPACITATED.

GAME SETUP

FOR A GAME AGAINST THE VENGEFUL FIVE, SELECT **H** (THE NUMBER OF HEROES IN THAT GAME) OF THE VENGEFUL FIVE VILLAINS AND THEIR DECKS. IF **BARON BLADE** IS PRESENT IN THE GAME, HE SHOULD GO FIRST, THOUGH FEEL FREE TO MIX AND MATCH THE VILLAINS IN A THREE OR FOUR PLAYER GAME, USING THE DIFFICULTY CHART IN THE START OF THIS RULEBOOK AS A GUIDELINE TO CUSTOMIZE YOUR GAMEPLAY EXPERIENCE.

EACH GAME BEGINS BY SETTING UP THE TABLE WITH THE VILLAIN DECKS AND CHARACTER CARDS ALTERNATING AROUND THE TABLE WITH THE HERO DECK AND CHARACTER CARDS, ENDING THE ROUND SETUP WITH THE ENVIRONMENT DECK.

CHECK OUT THE TABLE SETUP DIAGRAM ON THE NEXT PAGE!

VILLAIN AND HERO TURNS ALTERNATE, WITH PLAY PROCEEDING CLOCKWISE, ENDING THE ROUND WITH THE ENVIRONMENT TURN. THE INDIVIDUAL MEMBERS OF THE VENGEFUL FIVE ACT IN THE ORDER IN WHICH THEY ARE LAID OUT ON THE TABLE. PLAYERS MAY FIND IT EASIEST IF EACH PLAYER FLIPS CARDS AND TRACKS HP FOR THE VILLAIN DECK TO THEIR RIGHT.

TABLE SETUP DIAGRAM



TRASH

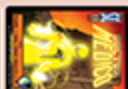
TRASH



ENVIRONMENT

VILLAIN 1

TRASH



HERO 5



HERO 1



TRASH

VILLAIN 2



TRASH

TRASH



VILLAIN 5

HERO 2



TRASH

TRASH



HERO 4

VILLAIN 3



HERO 3



VILLAIN 4

TRASH



TRASH



TRASH



NEW HEROES

VENGEANCE INTRODUCES FIVE NEW PLAYABLE HEROES: **KNYFE**, THE FORMER F.I.L.T.E.R. AGENT AND BRAWLING POWERHOUSE; **THE NATURALIST**, WHO CAN TAKE ON FORMS OF NATURAL CREATURES IN COMBAT; **PARSE**, THE ARCHER WHO CAN SPOT ALL FLAWS AND READ PATTERNS IN EVERYTHING; **THE SENTINELS**, A TEAM OF POWERFUL ALLIES WHO JOIN FORCES IN THE SAME DECK; AND **SETBACK**, THE LAUGHABLY UNLUCKY MAN WHO, ONCE IN A WHILE, GETS IT RIGHT IN A BIG WAY!




KNYFE AND **PARSE** ARE FAIRLY STRAIGHT-FORWARD CHARACTERS WHO CAN EASILY BE UNDERSTOOD BASED ON THE CARDS IN THEIR DECKS. HOWEVER, **SETBACK**, **THE NATURALIST**, AND **THE SENTINELS** ALL BRING UNIQUE MECHANICS TO THE GAME. LET'S EXPLORE THESE CHARACTERS FURTHER!

SETBACK

SETBACK'S DECK INCORPORATES THE CONCEPT OF AN UNLUCKY POOL. CARDS IN HIS DECK MAY ADD OR REMOVE TOKENS FROM THE POOL, AND MANY OF THEM HAVE DIFFERING EFFECTS BASED ON THE NUMBER OF TOKENS IN THE POOL.

USE A STACK OF HP TOKENS, SEPARATE FROM HIS HP, TO KEEP TRACK OF TOKENS IN THE UNLUCKY POOL.

THE NATURALIST

THE NATURALIST CAN USE HIS FORM CARDS TO TURN INTO A GAZELLE, A RHINOCEROS, OR A CROCODILE. WHILE IN THOSE FORMS, ADDITIONAL ABILITIES ARE AVAILABLE TO HIM. HIS CARDS HAVE SYMBOLS THAT CORRESPOND TO HIS THREE FORMS: , , AND . WHEN YOU PLAY A CARD WITH AN ICON THAT MATCHES THE FORM **THE NATURALIST** IS CURRENTLY IN, YOU MAY ACTIVATE THE ADDITIONAL ABILITIES LISTED AFTER THE ICON.

THE SENTINELS

UNLIKE OTHER HERO DECKS, **THE SENTINELS** HAVE FOUR HERO CHARACTER CARDS, AND FOUR INNATE POWERS. THEY ALSO HAVE A SETUP CARD THAT EXPLAINS HOW TO SET THEM UP AND WHAT TO DO WHEN ALL FOUR OF THE CHARACTER CARDS ARE INCAPACITATED. ANY EFFECT THAT TARGETS CHARACTER CARDS CAN TARGET ANY OR ALL MEMBERS OF **THE SENTINELS**, BUT IF IT IS AMBIGUOUS WHICH OF THE FOUR CHARACTER CARDS ARE EFFECTED, THE PLAYER DECIDES, (AS WITH ALL TIES AND AMBIGUOUS SITUATIONS IN **SENTINELS OF THE MULTIVERSE**.)

NOTE THAT **PLAGUE RAT'S** INFECTIONS INTERACT WITH **THE SENTINELS** ODDLY. WHEN AN INFECTION CARD IS PLAYED ON ONE OF **THE SENTINELS**, CONSIDER THAT ENTIRE HERO TEAM INFECTED FOR THE PURPOSE OF **PLAGUE RAT'S** FLIP ABILITY. ONLY ONE MEMBER OF **THE SENTINELS** MAY BE INFECTED, AND ONCE ONE HAS, THE TEAM COUNTS TOWARDS THE REQUIREMENT OF "ALL ACTIVE HEROES ARE INFECTED".

ENDING THE GAME

WHEN A VILLAIN CHARACTER CARD IS REDUCED TO 0 OR FEWER HP, REMOVE ALL OF THE CARDS FROM THAT VILLAIN'S DECK FROM THE GAME AND FLIP THAT VILLAIN'S CHARACTER CARD.

WHEN ALL VILLAINS IN PLAY ARE INCAPACITATED, THE HEROES WIN THE GAME!

ALTERNATELY, IF ALL OF THE HEROES ARE INCAPACITATED, THE VILLAINS WIN THE GAME, SO BE CAREFUL WHEN TAKING ON THE *VENGEFUL FIVE*!

THE NEMESIS RULE

ALL OF THE HEROES AND VILLAINS HAVE PERSONAL VENDETTAS AGAINST EACH OTHER FOR REASONS IN THEIR BACKSTORIES. THIS IS REPRESENTED IN THE GAME BY THE PRESENCE OF A HERO'S ICON ON ANOTHER TARGET'S CARD. THAT HERO IS THE NEMESIS OF THAT TARGET, AND VICE-VERSA. WHEN BOTH OF THEM ARE IN PLAY, ALL DAMAGE THEY DEAL TO EACH OTHER IS INCREASED BY 1. ONLY DAMAGE DEALT BY TARGETS WITH A NEMESIS ICON TO ANOTHER TARGET WITH THE SAME NEMESIS ICON IS INCREASED BY 1.

BESIDES THE VILLAIN CHARACTER CARDS, THE NEMESIS CARDS IN THE VILLAIN DECKS ALSO FEATURE NEMESIS ICONS. ANY TARGET WHICH DEALS DAMAGE TO A TARGET WITH THE SAME ICON GETS THE NEMESIS +1 TO DAMAGE BONUS, SO HEROES, VILLAINS, AND EVEN SOME ENVIRONMENT TARGETS CAN HAVE NEMESSES!

ADDITIONAL RULES

BECAUSE *VENGEANCE* USES MULTIPLE VILLAIN DECKS, THESE ARE CERTAIN TYPES OF CARDS THAT NEED SOME SIMPLE CLARIFICATION. IF A CARD AFFECTS "THE VILLAIN CHARACTER CARD", THE PLAYERS MAY PICK ANY ONE OF THE VILLAIN CHARACTER CARDS IN PLAY. IF A CARD AFFECTS "THE VILLAIN DECK", THE PLAYERS MAY PICK ANY ONE OF THE VILLAIN DECKS IN PLAY. IF A CARD AFFECTS "THE VILLAIN TRASH", THE PLAYERS MAY PICK ANY ONE OF THE VILLAIN TRASHES IN PLAY.

HERO AND VILLAIN BIOS

ON THE NEXT FEW PAGES, YOU WILL FIND BIOGRAPHICAL INFORMATION ON THE HEROES AND VILLAINS OF *SENTINELS OF THE MULTIVERSE: VENGEANCE*! FOR MORE INFORMATION ON THE MULTIVERSE AND WORLD OF SENTINEL COMICS, VISIT WWW.SENTINELSOFTHEMULTIVERSE.COM

HERO BIO: KNYFE



PAIGE HUNTLY SPENT FIVE YEARS IN THE SCOTTISH MARINES BEFORE BEING RECRUITED BY F.I.L.T.E.R. TO LEAD *THE BLOCK'S* NEW SPEC OPS TEAM. A DECADE'S SERVICE IN THE INTERDIMENSIONAL PRISON LEFT HUNTLY WITH UNFORESEEN ABILITIES. THE ENERGY SPIKES THAT ERUPTED FROM HER BODY, DOING MILLIONS OF DOLLARS OF DAMAGE TO *THE BLOCK*, HINTED THAT PERHAPS HUMANS WERE NOT MEANT FOR EXTENDED STAYS OUTSIDE OF TIME. NEVER A QUITTER, SHE QUICKLY RECOVERED, RE-ENTERING THE FIELD ARMED WITH A CUSTOMIZED F.I.L.T.E.R. POWER-SUIT, CLOSE-RANGE ENERGY PROJECTION POWERS, AND A NEW CODENAME: *K.N.Y.F.E.* - THE KINETIC NEUTRALIZER YIELDING FLAWLESS EXECUTION. SHE BEGAN NOTICING SINISTER PATTERNS IN THE TIMELINES BUT WAS ORDERED NOT TO INTERFERE, SO *KNYFE* ABANDONED HER POST TO TAKE MATTERS INTO HER OWN HANDS.

HERO BIO: THE NATURALIST



YOUNG MICHAEL CONTEH STARTED THE CONTEH ENERGY CORPORATION IN NIGERIA, AND BY THE TIME HE WAS THIRTY, HE CONTROLLED MANY OF THE WORLD'S REFINERIES. THEN, HE BEGAN HAVING TERRIBLE DREAMS, WHICH HE IGNORED, UNTIL THE MORNING HE WOKE UP AS A GAZELLE. PANICKED, HE ESCAPED INTO THE WILDERNESS AND SPENT MONTHS AS A GAZELLE, UNABLE TO UNDERSTAND HIS NEW LIFE. ONE DAY, A DRUM-PLAYING MAN WITH RED HAIR APPROACHED CONTEH, EXPLAINING THAT HE WAS CURSED BY A PRIMAL SPIRIT. THEN, THE MUSICIAN STRUCK A DISSONANT CHORD ON A STRINGED INSTRUMENT AND TURNED THE GAZELLE INTO A RHINOCEROS. MONTHS PASSED, UNTIL ONE DAY, THE MAN RETURNED. THE RHINO CHARGED, BUT HIS FEET FELL OUT FROM UNDER HIM. GREEN PLATED FLESH TOOK THE PLACE OF HIS FORMER GRAY SKIN. THE CROCODILE, SEETHING AT EARTH SPIRITS AND RED-HAIRED MEN, SLUNK INTO THE RIVER. YEARS PASSED... NOW, *THE NATURALIST* FIGHTS THOSE WHO WOULD HARM OTHERS, FROM CORPORATIONS BLEEDING THE PLANET DRY, TO MAD SCIENTISTS ATTEMPTING TO PULL THE MOON INTO THE EARTH, *THE NATURALIST* PROTECTS THE WORLD, ITS RESOURCES, AND ITS PEOPLE.

HERO BIO: PARSE



KIM HOWELL WAS A PART OF A TASK FORCE WORKING OVER CODE FROM THE SENTIENT AI, *OMNITRON*. SHE WAS MONITORING THE REMAINING LIVE PROGRAMMING WHEN THE COSMIC EVENT TRANSPIRED THAT REACTIVATED *OMNITRON* IN A MORE POWERFUL FORM. THE OVERFLOW OF INFORMATION UPGRADED KIM'S MENTAL ABILITIES, ALLOWING HER TO ANALYZE WHAT SHE SAW AT A SUPERHUMAN LEVEL. SHE COULD SEE CONNECTIONS BETWEEN SEEMINGLY UNRELATED EVENTS, WEAK-POINTS IN STRUCTURES AND IN PEOPLE, EVEN MAJOR AFTEREFFECTS OF OTHERWISE UNIMPORTANT ACTIONS. COUPLED WITH HER SKILL AT ARCHERY, SHE COULD MAKE A DIFFERENCE IN RANGED SITUATIONS WITH PINPOINT ACCURACY. GIVEN HER ABILITY TO PERCEIVE AND DISSECT INFORMATION, SHE TOOK THE NAME *PARSE* WHEN CONTACTED BY THE FREEDOM FIVE, WHO ENLISTED HER HELP AGAINST THE NEFARIOUS *MISS INFORMATION*. SHE NOW AIDS TEAMS OF HEROES WITH HER UNIQUE OUTLOOK.

HERO BIO: THE SENTINELS



NICK HERNANDEZ AND JACKSON BRAVO, OLD COLLEGE FRIENDS, HELPED EACH OTHER DEAL WITH GAINING POWERS AND TRYING TO LEAD NORMAL LIVES. JACKSON WAS A HUGE MAN WITH IMMEASURABLE STRENGTH, AND NICK WAS MADE ENTIRELY OF LIVING ENERGY. FIGHTING CRIME BECAME A HOBBY FOR THE TWO. SO, WHEN A CRAZED, TIME-LOST PIRATE APPEARED IN TOWN, THE MIGHTY **MAINSTAY** AND **DR. MEDICO**, HEALING ENERGY

PERSONIFIED, WERE THE ONES TO TOSS HER BACK INTO HER OWN TIME PORTAL.

A FEW YEARS LATER, THEY RESCUED YOUNG MIRANDA FISCHER, WHO, DUE TO HER PSYCHIC POWERS, WAS STRAPPED TO AN INFERNAL CONTRAPTION. THE DESTRUCTION OF THE MACHINE WIPED HER MEMORIES, LEAVING HER ALONE IN A WORLD SHE NO LONGER RECOGNIZED. NICK AND HIS SPOUSE ADOPTED HER, AND WITHIN A YEAR, SHE WAS INSISTING ON PATROLLING WITH HER FATHER AND UNCLE JACKSON. ONE DAY, THE TRIO WAS ATTACKED BY A RAKISH WOMAN WITH A CREW OF TIME-TRAVELING PIRATES. **DR. MEDICO** AND **MAINSTAY** FOUGHT THE CREW, BUT **THE IDEALIST** BALLED UP HER TINY FIST AND BUFFETED THE PIRATE WOMAN BACK INTO THE TIMESTREAM. THEN SHE GIGGLED AND ASKED FOR ICE CREAM.

ELSEWHERE, EUGENE WILKENS ON NEEDED FUNDING FOR HIS SHADOW HARNESS, SO HE USED THE UNTESTED TECH ON HIMSELF. IT UNEXPECTEDLY BONDED TO HIM, IMPARTING THE SHADOW PROPERTIES ONTO HIS FLESH. WHILE DESPERATELY ATTEMPTING TO ROB A BANK, HE WAS STOPPED BY A GIANT MAN, A GLOWING FIGURE, AND A LITTLE GIRL WHO PICKED HIM UP WITH AN INVISIBLE HAND AND STUFFED HIS NOW-MORPHIC FORM INTO A BAG. HE WAS JAILED IN A SOLID CELL, BUT THE DARK ENERGY COULD NOT BE SEPARATED FROM THE MAN.

LATER THAT WEEK, **LA CAPITAN** APPEARED AGAIN, DEMANDING THE HEADS OF **DR. MEDICO**, **MAINSTAY**, AND **THE IDEALIST**! THEY WERE FOUGHT TO A STANDSTILL, UNTIL ONE OF THE PIRATES THREW **MAINSTAY** THROUGH A WALL - THE VERY WALL SEPARATING EUGENE FROM THE FRAY! GIVEN TIME TO CONSIDER HIS ACTIONS AND HIS NEW LIFE, **WRITHE** MADE HIS DECISION AND ALLIED WITH HIS CAPTORS AGAINST THE TEMPORAL THIEVES.

NOW, **THE SENTINELS** TEAM UP TO PROTECT THOSE WHO NEEDED IT MOST. AND THEY STILL HAVE NOT SEEN THE LAST OF **LA CAPITAN**...

HERO BIO: SETBACK



PEOPLE HAD ALWAYS PITIED PETE RISK FOR HIS BAD LUCK, BUT HE JUST DIDN'T SEE IT THAT WAY. SOMETIMES, THINGS JUST DON'T GO YOUR WAY. ONCE IN A WHILE, THOUGH, EVERYONE GETS A LUCKY BREAK, RIGHT? HE IS QUITE THE OPTIMIST, EVEN WHEN FACED WITH NEGATIVE SITUATIONS, BUT HE SEEMS TO FIND HIMSELF IN QUITE A LOT OF NEGATIVE SITUATIONS.

WHILE BETWEEN JOBS, HE ANSWERED A MEDICAL TESTING AD AND ENDED UP BEING A TEST SUBJECT FOR **BARON BLADE'S** UNTRIED PROGRESSION SERUM. EVEN THOUGH IT HAD KILLED OFF ALL OF THE OTHER SUBJECTS, PETE'S LUCK TURNED AND HE ENDED UP GAINING PHYSICAL POWERS! THE MAD BARON WANTED TO DISSECT HIM TO LEARN MORE, BUT PETE ESCAPED AND, IN A BIZARRE TURN OF EVENTS, MET UP WITH THE FREEDOM FIVE. HIS STRENGTH WAS USEFUL, AND THOUGH HIS ABILITY TO END UP IN THE WORST OF SITUATIONS MAKES HIM SOMETHING OF A **SETBACK**, BUT HE STILL MANAGES TO GET BY.

VILLAIN BIO: BARON BLADE



BARON BLADE'S PLANS AND PLOTS HAVE BEEN CONSISTENTLY FOILED BY THOSE OBNOXIOUS HEROES KNOWN AS **THE FREEDOM FIVE**. NO MORE! AFTER HIS LATEST DEFEAT, HE SPENT TIME HIDING, REVERSE ENGINEERING HIS GREATEST WEAPON. UNLIKE THE REGRESSION SERUM, DESIGNED TO SAP **LEGACY** OF HIS POWERS, HIS NEW PROGRESSION SERUM SHOULD HAVE BESTOWED HIM WITH POWERS SIMILAR TO THAT OF HIS GREATEST NEMESIS. HOWEVER, THE TESTING WAS FAR FROM STRAIGHT-FORWARD. HUNDREDS OF TEST SUBJECTS EXPENDED AND YEARS OF EXPERIMENTATION LATER, **BARON BLADE** WAS BOTH SURPRISED AND DELIGHTED BY A BREAKTHROUGH! ONE PLUCKY YOUNG TEST SUBJECT HAD NOT ONLY SURVIVED, BUT HAD DEVELOPED PHYSICAL POWERS! THE SUBJECT WAS A BIT OF A MINOR SETBACK, IN THAT HE HAD ESCAPED THE TESTING FACILITY, BUT THE IMPORTANT PART WAS THE SUCCESS. TWEAKING THE SUCCESSFUL COCKTAIL TO HIS GENETIC CODE, **BARON BLADE** INJECTED HIMSELF WITH THE SERUM, WHICH NEARLY INCAPACITATED HIM. FORTUNATELY FOR THE BARON, HE RECOVERED FAIRLY QUICKLY AND, WITH THE HELP OF REGULAR DOSES OF THE UNSTABLE SERUM, HE GREW STRONGER THAN EVER. HIS NOW-SUPERHUMAN LEVELS OF STRENGTH BOLSTERED HIS RESOLVE, AND HE SET ABOUT GATHERING THE TEAM HE WOULD USE TO DESTROY THOSE WHO STOOD IN HIS WAY. VENGEANCE IS UPON US! NOW IS THE TIME OF THE **VENGEFUL FIVE!**

VILLAIN BIO: FRIGHT TRAIN



TYLER VANCE AND STEVEN GRAVES WERE RIVALS FROM THE DAY THEY ENLISTED. AFTER BOOT CAMP, VANCE WAS PROMOTED TO LIEUTENANT AND PUT IN CHARGE OF THE PLATOON, SO CORPORAL GRAVES WAS FORCED TO BEGRUDGINGLY RESPECT HIS AUTHORITY. AFTER GRAVES WAS INJURED IN COMBAT, HE RETURNED TO THE UNITED STATES TO BE DISCHARGED. HE WAS EVENTUALLY HIRED BY A SECRET SECURITY FORCE, BUT AS PART OF HIS CONTRACT, HE WAS CHEMICALLY AND MECHANICALLY ENHANCED, MAKING HIM EVEN MORE OF A COLOSSAL FORCE TO BE RECKONED WITH. OUTFITTED WITH A HELMET RESEMBLING THE FRONT OF A LOCOMOTIVE, GRAVES TOOK TO BEING CALLED **FRIGHT TRAIN**. HOWEVER, OVER TIME, THE TEAM WAS DECIMATED, AND THE REMAINING MEMBERS ENDED UP IN **THE BLOCK**. AFTER A FEW YEARS, **BARON BLADE** MANAGED TO BREAK FREE MANY INMATES, GRAVES AMONG THEM. NOW, **FRIGHT TRAIN** SERVES AS A BATTERING RAM FOR THE **VENGEFUL FIVE**, AND HE HAS A PARTICULAR VENDETTA AGAINST THE HERO KNOWN AS **BUNKER...**

VILLAIN BIO: FRICTION



KRYSTAL LEE WAS OVERJOYED WHEN SHE MANAGED TO GET AN INTERN POSITION WORKING FOR DR. MEREDITH STINSON, THE HERO KNOWN AS *TACHYON*. THIS WAS HER CHANCE FOR GREATNESS! UNFORTUNATELY, HER HAPHAZARD LAB PRACTICES AND PETTY PERSONALITY MIXED POORLY WITH DR. STINSON'S HIGH-SPEED STANDARDS AND POSITIVE ATTITUDE; WITHIN A FEW MONTHS, LEE WAS FIRED. FURIOUS, LEE BROKE INTO DR. STINSON'S PROTOTYPE TESTING FACILITY AND STOLE A VARIETY OF GADGETS, INCLUDING A SPEEDSUIT. SHE CONTACTED *BARON BLADE*, SEEKING REVENGE ON DR. STINSON IN ANY WAY POSSIBLE. HE SAW SOMETHING IN LEE THAT OTHERS HAD NOT. AFTER MAKING A FEW UPGRADES TO HER SPEEDSUIT, THE BARON INVITED LEE TO BEAT *TACHYON* AT HER OWN GAME AS *FRICTION*, THE *VENGEFUL FIVE'S* SHOCKINGLY FAST SPEEDSTER!

VILLAIN BIO: ERMINE



CASSANDRA LILYA AND MAIA MONTGOMERY RAN IN THE SAME CIRCLES, SHOPPED AT THE SAME BOUTIQUES, BOARDED THEIR HORSES AT THE SAME STABLES, AND ATTENDED THE SAME PARTIES. MAIA THOUGHT CASS FOOLISH: THE SOCIAL SCENE WAS JUST A COVER FOR *THE WRAITH*. BUT MAIA DIDN'T KNOW THAT CASS THOUGHT JUST AS LITTLE OF HER. SHE COULDN'T KNOW THE THRILL OF LEAPING FROM ROOFTOPS AND BREAKING INTO VAULTS.

CASS WAS ACTUALLY *ERMINE*, THE GREATEST THIEF IN THE WORLD! WHEN *ERMINE* ATTEMPTED TO STEAL A LARGE DIAMOND FROM THE ROOK CITY MUSEUM, SHE WAS INTERRUPTED BY *THE WRAITH*, WHO LEFT HER TIED UP IN FRONT OF THE EXHIBIT. WITH NO EVIDENCE OF A CRIME, THE AUTHORITIES COULDN'T TOUCH HER, BUT HER SECRET WAS REVEALED. CASSANDRA LILYA WAS RUINED. SHE CONTINUED TO ACT AS *ERMINE*, BUT FOUND THAT SHE MISSED HER SOCIAL OUTINGS. SHE CURSED *THE WRAITH* WITH EVERY WAKING BREATH. SO, WHEN *BARON BLADE* OFFERED HER THE CHANCE FOR VENGEANCE, SHE READILY JOINED THE *VENGEFUL FIVE*!

VILLAIN BIO: PROLETARIAT



ALEKSANDR TSAREV PROVED HIS WORTH TO MOTHER RUSSIA BY FIGHTING IN WORLD WAR II. WHEN THE WAR ENDED, HIS SERVICE GRANTED HIM THE OPPORTUNITY TO JOIN A SECRET PROGRAM WORKING TO CREATE THE PERFECT COMBATANT. EXPOSED TO COSMIC RADIATION FROM A LUMP OF OTHERWORLDLY MATERIAL, TSAREV GAINED THE ABILITY TO SPLIT HIMSELF INTO IDENTICAL CLONES, EACH WORKING TOGETHER WHILE SHARING THE

SAME THOUGHTS AND EXPERIENCES. BUT THE STRAIN OF CONTROLLING HIS DUPLICATES WORE ON HIS MIND. AS THE THREAT OF THE COLD WAR LOOMED, THE PROGRAM CRYOGENICALLY FROZE TSAREV UNTIL HE WAS NEEDED. DECADES PASSED, AND HE WAS FORGOTTEN UNTIL *BARON BLADE* FREED HIM FROM HIS ICY PRISON. BLADE TWISTED TSAREV'S VIEWS INTO NEW PURPOSE, CONTRASTING HIS PURE DEVOTION AGAINST THE LIFE OF THE WILLING GOVERNMENT LAPDOG, *ABSOLUTE ZERO*. SPURRED INTO ACTION, TSAREV JOINED THE *VENGEFUL FIVE* AS *PROLETARIAT*, AND FIGHTS TO PROVE THE TRUE STRENGTH OF NUMBERS!

SENTINELS OF THE MULTIVERSE VENGEANCE

ROUND ORDER



FIRST VILLAIN TURN



FIRST HERO TURN



SECOND VILLAIN TURN



SECOND HERO TURN



THIRD VILLAIN TURN



THIRD HERO TURN



FOURTH VILLAIN TURN



FOURTH HERO TURN



FIFTH VILLAIN TURN



FIFTH HERO TURN



ENVIRONMENT TURN



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