

MORTIFICATOR SPOILER LIST

WARRIORS

BAUHAUS SECURITY GUARD

WARRIOR / BAUHAUS

3/5/7/6

While in your Squad, only you may manipulate your Destiny Points and Promotion Points, and they are unaffected by all card effects unless you say otherwise.

CRENSHAW THE REDEEMER

WARRIOR / BROTHERHOOD

7/4/6/7

PERSONALITY. MORTIFICATOR. The Redeemer may cast all aspects of the Art. Warriors wounded by the Redeemer are automatically killed and removed from the game. The Redeemer will never attack a Brotherhood warrior.

ERWIN STAHLER

WARRIOR / BAUHAUS & DARK LEGION

6/6/7/7

PERSONALITY. You may add Stahler to either your Squad or your Kohort. He is considered both a Doomtrooper and a Dark Legion Heretic. He may receive DARK SYMMETRY GIFTS and GIFTS OF ALGEROTH. As one action you may move him to and from your Squad and Kohort.

GOLGOTHA UNLEASHED

WARRIOR / DARK LEGION

8 /- / 8 / 12

FOLLOWER AND NEPHARITE OF ALGEROTH. PERSONALITY. May never participate in a Shoot combat or be in cover. May only be wounded by a Doomtrooper equipped with any Relic. May cast any Art spell on any warrior.

JAKE KRAMER

WARRIOR / CAPITOL

5/6/5/6

PERSONALITY. Kramer may be given any non-Dark Legion Equipment. Kramer may use two actions to Attack and gain +5 to F, S and A.

LOCAL THUG

WARRIOR / GENERAL

15/5/13/5

The Thug is not considered a Doomtrooper, Dark Legion warrior, or Freelancer. Place it aside from your Squad or Kohort. All points earned by the Thug must be converted to D. If it is wounded, it is killed.

MERCENARY

WARRIOR / GENERAL

15/15/15/?

ADD TO YOUR SQUAD. CONSIDERED A DOOMTROOPER. PERSONALITY.
Pay whatever you wish in D when adding the Mercenary. This is the opening bid.
Then go around the table, each player bidding. Highest bid keeps the Mercenary.
Its base V equals its final price.

METROPOLITAN PROPHET
WARRIOR / DARK LEGION
4/5/5/7

CONSIDERED A FOLLOWER OF ALL FIVE APOSTLES. The Prophet always attacks first in combat. If the opponent survives, it may retaliate.

SPIRIT OF NATHANIEL
WARRIOR / BROTHERHOOD
-/-/-/30

PERSONALITY. May never participate in combat or be in cover. While in play, all Brotherhood warriors in play may cast all Art spells, and automatically kill any Dark Legion warrior they wound in combat. As FOUR actions, the Spirit will discard any APOSTLE.

WOLFE
WARRIOR / BAUHAUS
3/9/9/8

PERSONALITY. CONSIDERED A VENUSIAN RANGER. If Wolfe uses a DEATHLOCKDRUM in combat, he gains an additional +5 to S.

DARK SYMMETRY

MORAL DECAY
DARK SYMMETRY / DARK LEGION

GIFT OF DEMNOGONIS. As three actions, this warrior may remove this card from the game and convert any non-Personality Doomtrooper into a FOLLOWER OF DEMNOGONIS. The warrior loses all affiliations, attachments and abilities (not restrictions). Place it in your Kohort; you control it.

POUND OF FLESH
DARK SYMMETRY / DARK LEGION

DARK SYMMETRY GIFT. MAY NOT BE BESTOWED ON A HERETIC.
This warrior may remove this card from the game to force any player to discard his or her entire hand, or discard any one specific Doomtrooper in play, or lose 20 D (your choice).

SYMMETRY FLOW
DARK SYMMETRY / DARK LEGION

DARK SYMMETRY GIFT. MAY NOT BE BESTOWED ON A HERETIC.
This warrior may be bestowed with multiple copies of any DARK SYMMETRY GIFT that provides bonuses to F, S, A and/or V.

ART

REPUDIATE

ART (GENERIC ASPECT) / BROTHERHOOD

THIS SPELL MAY BE CAST BY ANY WARRIOR ABLE TO CAST AN ART SPELL. Cast immediately after any player plays any Special card. That card has no effect on play and is discarded. If any actions or D were spent, they are lost. Once cast, remove this card from the game.

FORTIFICATIONS

CLUB ARKADIN

FORTIFICATION / GENERAL

PUT INTO PLAY AS ONE ACTION. Club ArkaDin is not in your Squad or Kohort; it is separate. While in play, all warriors with the General affiliation gain +5 to F, S and A. You may only have one Club ArkaDin in play.

GOLGATHA'S CITADEL

FORTIFICATION / DARK LEGION

ADD TO YOUR KOHORT AS ONE ACTION. While in play, all your FOLLOWERS OF ALGEROTH automatically kill any warrior they wound. You may only have one Golgatha's Citadel in play. If discarded, remove it from the game.

LUNA MEMORIAL HOSPITAL

FORTIFICATION / CAPITOL

ADD TO YOUR SQUAD AS ONE ACTION. While in play, wounded warriors in the Squad may be healed as two actions. This card may be put back into your hand as two actions, even from the discard pile. You may only have one Luna Memorial Hospital in play.

REACTIVE ARMOR PLATES

FORTIFICATION / GENERAL

ATTACH TO ANY VEHICLE AS TWO ACTIONS. The Vehicle may not be discarded unless this card is discarded first. If the warrior in the Vehicle is killed or discarded, this card and the Vehicle are also discarded. A Vehicle may only have one Reactive Armor Plates at a time.

REPLICANT LAB

FORTIFICATION / GENERAL

ADD TO YOUR SQUAD OR KOHORT AS ONE ACTION. While in play, copies of your non-Personality warriors already in play may be added to your Squad/Kohort with no D cost. A warrior may only use a Lab if it is in the same Squad or Kohort. You may only have one Replicant Lab in play.

THE STAHLER PALACE

FORTIFICATION / DARK LEGION

ADD TO YOUR KOHORT AS ONE ACTION. While in play, your Heretics may only be attacked if the Attacker first pays 10 D. MORTIFICATORS are not affected. You may only have one Stahler Palace in play.

WATCH TOWER

FORTIFICATION / GENERAL

ADD TO YOUR SQUAD AS ONE ACTION. As one action you may move one warrior into or out of the Watch Tower (it holds one warrior). While inside, all of your like-affiliated Squad members strike first in combat. If opponent survives, it may retaliate. You may only have up to two Watch Towers in play.

EQUIPMENT

ARMOR-PIERCING AMMO

EQUIPMENT / GENERAL

ATTACH TO ANY NON-FLAMETHROWER SHOOT WEAPON. All opponents of the warrior who uses the affected weapon lose all ARMOR they possess. The ARMOR is removed from the game.

AUTOGYRO

EQUIPMENT / BAUHAUS

GIVE TO ANY DOOMTROOPER. AIRSHIP AND VEHICLE. A warrior may only have one VEHICLE. Warrior gains +4 to S and A and its opponents may not gain the effects of Fortifications or defend from Warzones.

BLACK VENOM

EQUIPMENT / BROTHERHOOD

POISON. ATTACH TO ANY MORTIFICATOR'S WEAPON. If the weapon wounds a warrior in a Fight combat, discard this card to paralyze the wounded opponent. It may not perform actions until healed, and may not retaliate if attacked.

CARDINAL'S BLOOD

EQUIPMENT / BROTHERHOOD

POISON. ATTACH TO ANY MORTIFICATOR'S WEAPON. A warrior wounded by the affected weapon in a Fight combat is not wounded, but its unmodified F, S, and A drop to 1.

CENSER DROPS

EQUIPMENT / BROTHERHOOD

POISON. GIVE TO ANY MORTIFICATOR. Discard at any time to prevent all the members of any one Kohort from attacking until the beginning of your next turn. This will also cancel any combat with a Kohort member.

FORESEEING TALISMAN

EQUIPMENT / BROTHERHOOD

GIVE TO ANY MORTIFICATOR. You may spend 12 D immediately after any player plays any Special card. That card has no effect on play and is discarded. If any actions or points were spent, they are lost.

LIFEGUARD ARMOR

EQUIPMENT / GENERAL

GIVE TO ANY DOOMTROOPER. ARMOR. Warriors A is -4. If warrior is wounded, wound the Armor instead; the warrior is unaffected. If wounded twice or "automatically killed", remove the Armor from the game. May never be repaired. A warrior may only have one suit of ARMOR.

LOTUS BLOSSOM

EQUIPMENT / BROTHERHOOD

POISON. GIVE TO ANY MORTIFICATOR. If the Mortificator survives a Fight combat, it may discard this card immediately after the combat to wound its opponent (even if it was already wounded) If the warrior is killed, points are earned.

MINDSLAYER

EQUIPMENT / BROTHERHOOD

POISON. ATTACH TO ANY MORTIFICATOR'S WEAPON. A warrior wounded by the affected weapon in a Fight combat is not wounded but loses all special abilities written on its card (not restrictions), and any attached Special cards you choose.

PANDORA'S BOX

EQUIPMENT / DARK LEGION

GIVE TO ANY DARK LEGION WARRIOR. As one action, you may attach any one Dark Symmetry card to the Box. For every card attached to the Box, the warrior gains +1 to F and S. The Dark Symmetry effects are ignored.

PANIC BUTTON

EQUIPMENT / GENERAL

When the warrior is in combat, remove the Panic Button from the game to call one reinforcement of the same affiliation from the same Squad/Kohort. The reinforcement adds its F, S, A, V and any special abilities to the warrior. The opponent must attack the original warrior.

PLATINUM DREAM

EQUIPMENT / BROTHERHOOD

POISON. GIVE TO ANY MORTIFICATOR. The Mortificator may discard the card at any time to permanently remove any warrior's immunity to the Art.

SACHS 9000GL

EQUIPMENT / BAUHAUS

GIVE TO ANY COMMANDER. If the Commander is ever wounded or killed in a Shoot combat, you may discard this bullet-proof car to return the Commander to its status before the combat began.

SMOKE SCREEN

EQUIPMENT / GENERAL

ATTACH TO ANY WARRIOR AS THREE ACTIONS. You may discard the Smoke Screen immediately after any Special card is played to return the warrior and its Equipment to your hand BEFORE the card takes effect. Any other cards attached to the warrior are discarded.

SPIRALING DEATH

EQUIPMENT / BROTHERHOOD

POISON. ATTACH TO ANY MORTIFICATOR'S WEAPON. A warrior wounded by the weapon in a Fight combat is not wounded, but unless its controller spends 3 D during the Draw step each turn, the warrior is killed (you earn the points).

STUN GRENADE

EQUIPMENT / GENERAL

GIVE TO ANY MORTIFICATOR. The Mortificator may discard the Grenade before any combat it is involved in to strike first. The opponent may not retaliate, even if it

was not wounded.

**SURFACE-TO-AIR MISSILE
EQUIPMENT / GENERAL**

PLACE IN YOUR SQUAD AS ONE ACTION. If you or your Squad member is attacked with an AIRSHIP you may discard the Missile and wound the Attacker. If the warrior survives, combat continues. If the Attacker is killed, points are earned.

**SURVEILLANCE SHIP
EQUIPMENT / MISHIMA**

GIVE TO ANY MISHIMA WARRIOR. As one action, this warrior will allow you to look at the top three cards of any Draw pile. For each additional action, you may discard one of the cards you inspect. Return the others in their original order.

MISSIONS

**SOLIDARITY
MISSION / GENERAL**

ASSIGN TO ANY PLAYER. Choose one Corporate (non Brotherhood) affiliation. Each time the player adds a warrior from that Corp to his or her Squad, you earn 1 Promotion Point or 2D. If there are ever no warriors from that Corp in the Squad, discard this Mission.

**SPECIAL ORDERS
MISSION / GENERAL**

ASSIGN TO ANY PERSONALITY. The affected warrior may only attack Personalities until this Mission is fulfilled. If the affected warrior kills a Personality, the mission is fulfilled and the affected warriors controller gains 20 D in addition to the normal points.

SPECIALS

**ADMONISH RESISTANCE
SPECIAL / DARK LEGION**

PLAY AS THREE ACTIONS. THIS CARD REMAINS IN PLAY. While in play, all Dark Legion warriors in play may only attack Brotherhood warriors if there are any in play. A player is not forced to attack his or her own warriors.

**AIR-TO-GROUND MISSILE
SPECIAL / GENERAL**

PLAY AT ANY TIME. Any one TANK in play is discarded. No points are earned if the TANK is also a warrior.

**AMNESIA
SPECIAL / GENERAL**

ATTACH TO ANY WARRIOR AT ANY TIME. While in play, the affected warrior loses all special abilities (but not restrictions) written on its card. Its F, S, A, and V are unaffected.

**AND STAY DEAD!
SPECIAL / GENERAL**

PLAY AT ANY TIME AND REMOVE THIS CARD FROM THE GAME. You may look through an opponent's Discard pile and remove any two cards from the game.

ANTIDOTE

SPECIAL / GENERAL

PLAY IMMEDIATELY ON ANY WARRIOR INFLUENCED BY A POISON. The effects of the POISON are completely ignored.

BACK DOOR

SPECIAL / GENERAL

PLAY DURING COMBAT IN WHICH ONE COMBATANT DEFENDS FROM A WARZONE. The Attacker also gains the modifiers to F, S A and V (both positive and negative) that the Warzone provides.

BATTLE CRY

SPECIAL / GENERAL

PLAY DURING YOUR TURN AS THREE ACTIONS. Every warrior in your Squad must attack a separate Dark Legion warrior in play (if able). Choose Attackers and Defenders (only one Attacker per Defender). Your extra Squad members do nothing. Conduct each attack separately, in any order you choose.

BITE THE DUST

SPECIAL / GENERAL

PLAY IMMEDIATELY AFTER A COMBAT IN WHICH YOUR WARRIOR WOUNDS ANOTHER WARRIOR. Your warrior may immediately Attack the wounded warrior. This costs no actions.

BLASTING AWAY

SPECIAL / GENERAL

ATTACH TO ANY WARRIOR AS TWO ACTIONS. The affected warrior is allowed to Attack while in cover, but only with a Shoot combat.

BLESSED BLOOD

SPECIAL / GENERAL

ATTACH TO ANY WARRIOR AS TWO ACTIONS. The affected warrior is immune to POISON. POISON cards may not be played against the warrior, but it may use its own POISONS (if allowed).

BLESSED BY APOSTLE

SPECIAL / DARK LEGION

ATTACH TO ANY DARK LEGION WARRIOR AS ONE ACTION. The affected warrior is now considered a FOLLOWER of any one Apostle (chose which one) in addition to any other affiliation. It may receive GIFTS of that Apostle, provided it is allowed to have Dark Symmetry cards.

BLUFF

SPECIAL / GENERAL

PLAY IMMEDIATELY AFTER ANY SECRET IS REVEALED. The secreted Special cards have no effect on play and are removed from the game, along with the SECRET card.

BOOBY TRAP

SPECIAL / GENERAL

PLAY IMMEDIATELY AFTER ANY WARRIOR HAS BEEN ADDED TO THE GAME.

The warrior springs a trap and is immediately wounded, even if the warrior may only be "automatically killed".

BRIBERY

SPECIAL / GENERAL

PLAY DURING COMBAT ON ANY COMBATING WARRIOR. Pay twice the warrior's V in D. The warrior is now working for you. You control the warrior until the combat is over. If the warrior earns any points during this combat, they are yours.

BURGLARY

SPECIAL / GENERAL

PLAY AS THREE ACTIONS ON ANY PLAYER. All the player's Relics are discarded.

CARNAGE

SPECIAL / GENERAL

PLAY AS THREE ACTIONS IF YOU HAVE AT LEAST ONE WARRIOR IN PLAY. All players must discard their warriors in play until each has no more than the player with the fewest number of warriors in play. Each player chooses which warriors to discard.

CERTIFIED OPERATOR

SPECIAL / GENERAL

ATTACH TO ANY DOOMTROOPER AS TWO ACTIONS. The affected Doomtrooper may be equipped with any VEHICLE, regardless of affiliation, except those affiliated with the Dark Legion.

CONCEALED WEAPON

SPECIAL / GENERAL

PLAY DURING COMBAT ON ANY COMBATING WARRIOR. You may immediately Equip the affected warrior with any WEAPON from your hand. You may take the weapon from your Discard pile if you first pay 8 D.

CORNERED

SPECIAL / GENERAL

PLAY DURING COMBAT. No player may play any more Special cards that affect this combat (not even you), except cards that affect THIS card.

CURRENCY EXCHANGE

SPECIAL / GENERAL

PLAY AT ANY TIME DURING A TEAM GAME. When played, you and your partner(s) may freely move D between one another.

CURSED ARTIFACT

SPECIAL / GENERAL

ATTACH TO ANY RELIC AS THREE ACTIONS. The Relics controller must pay 2 Promotion Points to use its powers.

DAY OF MOURNING

SPECIAL / BAUHAUS

PLAY AT ANY TIME. ONCE PLAYED, REMOVE THIS CARD FROM THE GAME.

All Bauhaus-affiliated warriors in play are -5 to F, S and A until the beginning of your next turn.

DEAD ZONE

SPECIAL / GENERAL

ATTACH TO ANY WARZONE AS TWO ACTIONS. While in play, warriors may not cast Art spells or use Dark Symmetry abilities while combating in this Warzone.

DEAL WITH IT

SPECIAL / GENERAL

ATTACH TO ANY PLAYER AS THREE ACTIONS. While in play the affected player may never have more than 4 cards in his or her hand (discard extras). Each time the player plays a card, immediately draw a new one. Player may never discard a card during the Discard step.

DEATH MAZE

SPECIAL / BROTHERHOOD

POISON. GIVE TO ANY MORTIFICATOR. If the Mortificator survives a Fight combat, it may remove this card from the game immediately after the combat to automatically kill its opponent (even if it was not wounded). Points are earned.

NOTE: DEATH MAZE was originally supposed to be an Equipment card, but some gremlin turned it into a Special and we didn't realize it until it was too late. Regardless, for all intents and purposes, it is STILL considered a SPECIAL!!! We're NOT going to make you assume it's an Equipment card. To clarify, the first line should read GIVE TO ANY MORTIFICATOR AS ONE ACTION. Remember, it is a SPECIAL card!

DEFENSIVE BARRIER

SPECIAL / GENERAL

ATTACH TO ANY FORTIFICATION CARD AS ONE ACTION. The affected Fortification may not be discarded or destroyed unless this card is discarded or destroyed first. A Fortification may only have one Defensive Barrier at a time.

DEJA VU

SPECIAL / GENERAL

PLAY AS THREE ACTIONS AND REMOVE THIS CARD FROM THE GAME. You may switch your Draw pile with your Discard pile. Other players may pay 25 D at this time to switch their piles as well. All affected piles are shuffled.

DONT CALL AGAIN!

SPECIAL / GENERAL

ATTACH TO ANY WARRIOR AT ANY TIME. While in play, the affected warrior may not perform actions. The warriors controller may discard this card by spending FOUR actions (cards which provide "attack actions" may be used for this total).

DWINDLING FAITH

SPECIAL / BROTHERHOOD

ATTACH TO ANY BROTHERHOOD WARRIOR AS TWO ACTIONS. While in play, whenever the affected Brother casts an Art spell requiring D, he must pay double the D cost.

EAT THIS!

SPECIAL / GENERAL

PLAY AT ANY TIME. All warriors in play are immediately wounded, even those that may only be "automatically killed" or are "killed when wounded" (the warrior is not killed). Warriors already wounded are unaffected.

ECONOMIC BREAKDOWN

SPECIAL / GENERAL

PLAY AT ANY TIME. THIS CARD REMAINS IN PLAY. While in play, no player may have more than 15 D. All players with more must give up the excess. Cards that prevent the manipulation of D (i. e. CARDINALS BANK) have no effect on the Economic Breakdown.

EMBASSY

SPECIAL / GENERAL

PLAY AT ANY TIME. THIS CARD REMAINS IN PLAY. Choose any Fortification CARD in play. While in play, you and/or your forces also gain the effects of the Fortification, as if you played it. If the Fortification is discarded, so is this card.

ENTITLEMENT

SPECIAL / GENERAL

PLAY DURING COMBAT IMMEDIATELY AFTER THE ATTACKER AND DEFENDER ARE ANNOUNCED. No other players besides the players involved in this combat may affect this combat in any way.

FALLING MARKET

SPECIAL / GENERAL

PLAY AT ANY TIME. THIS CARD REMAINS IN PLAY. While in play, all players' Meditate actions do not produce D. This card will cause any RISING MARKET cards to be discarded.

FILL EM UP

SPECIAL / GENERAL

PLAY AT ANY TIME EXCEPT DURING YOUR TURN. All players may immediately fill their hands to seven cards.

GHOST IN THE MACHINE

SPECIAL / CYBERTRONIC

PLAY AS THREE ACTIONS AND SPEND 10 D. All Cybertronic warriors in play run amok to their respective discard piles. No points are earned.

GUNG HO

SPECIAL / MISHIMA

PLAY AS ONE ACTION. While in play, all of your Mishima warriors strike first in any combat. If the opponent survives, it may retaliate.

HASTY GETAWAY

SPECIAL / GENERAL

PLAY DURING COMBAT ON ANY COMBATING WARRIOR. The affected warrior returns to its owners hand, along with all Equipment and attached Special cards. Other players cards on the warrior are discarded. Then remove this card from the game.

HIDDEN

SPECIAL / BROTHERHOOD

ATTACH TO ANY MORTIFICATOR AS ONE ACTION. While in play, affected warrior may not attack or be attacked. You may remove this card from the game at any time (except during combat) to allow the warrior to make a free and immediate Attack.

HOLY PROTECTOR

SPECIAL / BROTHERHOOD

PLAY ON YOUR MORTIFICATOR DURING A COMBAT IN WHICH YOUR DOOMTROOPER IS INVOLVED. The Mortificator attacks the Doomtrooper's opponent before it can attack your Doomtrooper. The opponent may not retaliate.

ILLUMINATION

SPECIAL / DARK SYMMETRY

ATTACH TO ANY WARRIOR WITH DARK SYMMETRY IMMUNITY AS ONE ACTION. The affected warrior is no longer immune to any Dark Symmetry cards.

INCONVENIENT PHONE CALL

SPECIAL / GENERAL

AS TWO ACTIONS, ATTACH TO ANY WARRIOR THAT PROVIDES RATINGS MODIFIERS OR SPECIAL ABILITIES TO OTHER WARRIORS. This card remains in play. While in play, the affected warrior no longer provides the modifiers or abilities.

INFERIOR TECHNOLOGY

SPECIAL / CYBERTRONIC

ATTACH TO ANY CYBERTRONIC WARRIOR AS ONE ACTION. The affected warrior may not perform any Attack actions until this card is removed. If attacked, it may retaliate as normal.

INFORMANTS

SPECIAL / GENERAL

PLAY DURING YOUR TURN. You may secretly look at the cards under any number of SECRET cards in play.

INTO THE DARK

SPECIAL / GENERAL

PLAY DURING COMBAT IN WHICH ONE COMBATANT DEFENDS FROM A WARZONE. The Defender is hindered by unknown terrain and suffers an additional -5 to F, S and A.

IT SHALL BE DONE, EXCELLENCY

SPECIAL / BROTHERHOOD

ATTACH TO ANY BROTHERHOOD WARRIOR AT ANY TIME. Choose one of the five Apostles. While in play, each D spent while casting Art spells against Followers of that Apostle counts as 2 D.

JOKER!

SPECIAL / GENERAL

This card represents an exact copy of any card currently in play. It may not represent a Personality or Relic. Follow all rules when playing this

card as if you were playing the original.

LIFE INSURANCE

SPECIAL / GENERAL

PLAY IMMEDIATELY AFTER ONE OF YOUR DOOMTROOPERS IS KILLED.

You gain the killed warriors modified V (at the time of its death) in D.

LISTEN UP!

SPECIAL / GENERAL

ATTACH TO ANY PLAYER AT ANY TIME. While in play, affected player may not play Equipment cards that are placed directly in a Squad/Kohort (those that are not given to warriors). Discard any such Equipment in the player's Squad and Kohort.

LIVING ON THE EDGE

SPECIAL / GENERAL

PLAY AS THREE ACTIONS. All players must remove their Discard piles from the game or pay 20 D.

MASTER OF DISGUISE

SPECIAL / GENERAL

PLAY ON ANY WARRIOR IN YOUR SQUAD AS TWO ACTIONS. You may replace the warrior with any non-Personality Doomtrooper from your hand. All cards attached to the original warrior remain with the new warrior (if allowed). Discard the original warrior.

NO LOOSE ENDS

SPECIAL / BROTHERHOOD

PLAY DURING COMBAT ON ANY COMBATING MORTIFICATOR. The Mortificator's unmodified F is tripled until the combat is over.

OH YEAH?

SPECIAL / GENERAL

PLAY IMMEDIATELY AFTER ANY PLAYER SEARCHES THROUGH HIS OR HER DRAW OR DISCARD PILE FOR A SPECIFIC CARD. Replace the selected card with a random card from the same pile. Place the selected card on the bottom of that pile.

PLAY IT AGAIN

SPECIAL / GENERAL

PLAY AS ONE ACTION, SPEND 10 D AND REMOVE THIS CARD FROM THE GAME. You may immediately shuffle your Discard pile into your Draw pile to form a new Draw pile.

POWERFUL COMMAND

SPECIAL / DARK LEGION

PLAY DURING YOUR TURN AS THREE ACTIONS. Every warrior in your Kohort must attack a separate Doomtrooper in play (if able). Choose Attackers and Defenders (only one Attacker per Defender). Your extra Kohort members do nothing. Conduct each attack separately, in any order you choose.

PUNCH DRUNK

SPECIAL / GENERAL

PLAY ON ANY WARRIOR IMMEDIATELY AFTER IT IS WOUNDED, EVEN IF THAT WOUND WOULD KILL IT. The warrior is not wounded. Return it to its pre-combat status. Instead, it is dazed and is -4 to F, S and A while this card is in play.

PURSUIT

SPECIAL / GENERAL

PLAY IMMEDIATELY AFTER ANY COMBAT. The Attacker of the previous combat must immediately Attack the same Defender again. This costs no actions or points.

RAGE

SPECIAL / GENERAL

ATTACH TO YOUR WARRIOR AS ONE ACTION. Select one other warrior card in play. The affected warrior gains +8 to F and S when combating that specific warrior card. Discard this card if the selected warrior is discarded.

REFLECTION

SPECIAL / BROTHERHOOD

PLAY IMMEDIATELY AFTER ANY ART SPELL HAS BEEN CAST. The effect of the spell is reflected back to the caster, who is affected by the spell as if it was the true target. Or the effects of the spell may be negated instead of reflected (as per the FIZZLE card).

RISING MARKET

SPECIAL / GENERAL

PLAY AT ANY TIME. THIS CARD REMAINS IN PLAY. While in play, all players' Meditate actions produce 2 D. Only one RISING MARKET affects play. This card will cause any FALLING MARKET cards to be discarded.

ROBBED BLIND

SPECIAL / GENERAL

PLAY AS TWO ACTIONS ON ANY PLAYER WITH CARDINAL'S BANK IN PLAY. Once played, remove this card from the game. Your internal spies manage to steal all of the affected player's D and give them to you.

RUSSIAN ROULETTE

SPECIAL / GENERAL

PLAY AT ANY TIME. Select two warriors in play with the same modified V. Assign "Heads" or "Tails" to each. Flip a coin. The warrior that loses (his face of the coin face down) is discarded along with all attachments. No points are earned.

SECRET

SPECIAL / GENERAL

PLAY AS ONE ACTION. This card may never be discarded. You may play Special cards under this card as one action each. You may remove this card from the game at any time to play ALL of the Special cards underneath (if able). You must try to play all the cards. funable, unplayed cards are removed from the game.

SHORE LEAVE

SPECIAL / GENERAL

PLAY ON YOUR DOOMTROOPER AT ANY TIME. Move the affected warrior to the side; it may no tnothing nad may not be attacked. For every one of your full turns it remains on leave it permanently gains +1 to F, S and A. Return to play at any time. If the warrior was wounded, it is healed.

SUPERIOR QUALITY

SPECIAL / BAUHAUS

ATTACH TO ANY EQUIPMENT CARD AS ONE ACTION. The affected Equipment card may not be discarded unless this card is discarded first.

SUPPRESSING FIRE

SPECIAL / GENERAL

PLAY ON ANY SQUAD OR KOHORT AS ONE ACTION. All of the warriors in the affected Squad/Kohort that are not in cover must immediately go into cover or become wounded (even if the warrior may only be "automatically killed"). Warriors that may never be in cover are exempt.

SWITCHED LABELS

SPECIAL / GENERAL

PLAY IMMEDIATELY AFTER ANY WOUNDED WARRIOR IS HEALED. The affected warrior is killed instead. You earn half the points, rounded down.

TEMPORARY INSANITY

SPECIAL / DARK LEGION

PLAY WHEN YOUR DARK LEGION WARRIOR IS ATTACKED BY A DOOMTROOPER AND SPEND 10 D. The Doomtrooper goes insane! Choose any other warrior in play; the Doomtrooper attacks that warrior instead. If either warrior is killed, you earn the points.

TERRORIST ATTACK

SPECIAL / DARK LEGION

PLAY AT ANY TIME. You may immediately remove any Brotherhood-affiliated Fortification from the game.

THE CURATOR'S GIFT

SPECIAL / DARK LEGION

ATTACH TO ANY FOLLOWER OF DEMNOGONIS AS ONE ACTION. The affected warrior may use POISONS, as if it was a MORTIFICATOR.

THINK AGAIN

SPECIAL / GENERAL

PLAY DURING COMBAT IMMEDIATELY AFTER THE ATTACKER AND DEFENDER ARE ANNOUNCED. No player EXCEPT YOU may play Special cards during this combat.

THROWING IT ALL AWAY

SPECIAL / GENERAL

PLAY AS ONE ACTION. THIS CARD REMAINS IN PLAY. While this card is in play, no player may draw more than one card during his or her Draw step.

TO BE OR NOT TO BE

SPECIAL / GENERAL

PLAY DURING COMBAT ON ANY COMBATING WARRIOR. The warrior either gains +4 to F and S, or loses -4 to F and S, your choice. Then remove this card from the game.

TRAIL OF EVIDENCE

SPECIAL / BROTHERHOOD

PLAY ON ANY DARK LEGION WARRIOR AS TWO ACTIONS. All your MORTIFICATORS may immediately attack the affected warrior once. Conduct each attack separately, in any order you choose. Then remove this card from the game.

TRAINING

SPECIAL / GENERAL

PLAY ON ANY SQUAD OR KOHORT AS ONE ACTION. Discard this card at the beginning of your next turn. While in play, the warriors in the affected Squad/Kohort are in training and may not attack or be attacked.

TRUST IN THE ARMS

SPECIAL / DARK LEGION

PLAY AS ONE ACTION. All warriors in play lose the ability to cast Art spells until the beginning of your next turn. This includes any warriors added after this card has been played.

TRY AND STOP ME!

SPECIAL / GENERAL

PLAY ON ANY WARRIOR AS ONE ACTION. The affected warrior may not be "automatically killed". If the warrior is given a wound that "kills automatically", the warrior is only wounded. This card does not prevent the warrior from being killed by a second wound.

UNTOUCHABLE

SPECIAL / GENERAL

ATTACH TO ANY PLAYER AS ONE ACTION. While in play, the affected PLAYER is immune to Art and Dark Symmetry effects. The player's forces are not affected by this card.

WANNA PLAY?

SPECIAL / GENERAL

ATTACH TO ANY PLAYER AS ONE ACTION. For every card the affected player draws from his Draw pile, he must pay 1 D. Discard this card if the player ever has 0 D at the beginning of his turn. This card will cause any FALLING MARKET cards to be discarded.

WATCHFUL EYE

SPECIAL / GENERAL

ATTACH TO ANY PLAYER AS THREE ACTIONS. While in play, the affected player must pay 1 D each time he or she wishes to play any SPECIAL card. Multiple Watchful Eyes are cumulative.

WHAT HAVE WE HERE?

SPECIAL / GENERAL

PLAY IMMEDIATELY AFTER A COMBAT WHERE YOUR WARRIOR KILLS

ANOTHER. You may take one Relic card from the slain warrior and immediately give it to any legal warrior in your Squad or Kohort (even if your warrior is of opposing affiliation).