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# WELCOME TO THE OVERPOWER UNIVERSE!

Welcome to OverPower, the ultimate super-hero fantasy card game. All the information you need to play Overpower is included in this Comprehensive Rule Book - all you have to do is read through these updated game rules, find yourself a worthy opponent who also has a deck of OverPower cards, and go to it!

## THE OBJECTIVE

OverPower is a game that allows the player to simulate combat between super heroes, villains, and other super powered Characters while strategically attempting to complete a mission. For the purpose of these game rules, we refer to all of the above as Characters. We do this for the sake of clarity and because in the comic world, today's villain may be tomorrow's hero (and vice versa!). The objective of OverPower is twofold: Knock out all of your opponent's Characters, or complete all of the pieces of your mission. A player is victorious if either objective is achieved. In addition, if a player is forced to abandon his mission then he must forfeit the game, and his opponent is victorious. (See The Venture)

## THE CARDS

Before we begin, let's take a look at the various types of cards used in OverPower.



**Character Cards:** Character cards represent each of the Characters who will be battling it out in any given game of OverPower. Every OverPower Character is rated in each of the four Power Types. These ratings make up what is called the Character's Power Grid. The Power Grid appears on the right side of the card and consists of four icons (representing the four Power Types), and a Rating for each. This Rating determines what Power Cards may be used by that Character. A Character may only use Power cards with a Value equal to, or less than, their

Rating in that Power Type. For example, if a Character had an Energy Rating of 6 on his Power Grid, then that Character could use Energy Power cards Valued 1 through 6, but not 7 or 8. In addition, some Character cards have an Inherent Ability (See Inherent Ability) that allow that particular Character to perform or function in some unique way. Inherent abilities are listed beneath a Character's Power Grid, and have an explanation of what it does printed on the card itself. Some Character cards also have a code on them indicating whether the character appearing on the card is a "Hero" or "Villain". This code is used as an optional rule. (See The OverPower Code Rule) If you are playing OverPower with the optional rule, and you are using Character cards that do not have a Code, the uncoded Character cards may be used as either a hero or villain at any time during the game.



**Power Cards:** Power cards are the basic unit of attack and defense in OverPower. Each Power card contains two important pieces of information: the Power Type, and the Value. The Power Type is represented by an icon found in the upper left, and lower right corner of the card.

The Power Types are as follows:

- Energy, represented by a yellow starburst icon
- Fighting, represented by a red fist icon
- Strength, represented by a green weight icon
- Intellect, represented by a blue head icon

The Value is represented by a number contained within the icon. Values range from 1 to 8, with 1 being the lowest and 8 being the highest.

There are also certain Power cards called MultiPower cards. These function identically to regular Power cards, except that instead of being designated as one specific Power Type, they should be considered wild cards; giving you a choice of Power Type. MultiPower cards may be used as any Power Type indicated on the card, and may be changed to any Power Type indicated on the card at any time during the game. MultiPower cards may be played only if all 4 Ratings in the Character's Power Grid is greater or equal to the Value listed on the card, and can be combined with any Universe Card.

There are also certain Power cards called Any-Power cards. These function identically to regular Power cards, except

that they are solely a numerical card, and represent no specific Power Type. Any-Power cards may be played by any Character with the ability to use the Value listed on the card, but may only be used along with a specific Any-Power Universe card.

MultiPower Power cards and Any-Power Power cards cannot be included in the same deck.



**Basic Universe Cards:** Basic Universe cards represent various objects and situations that could increase the Character's effectiveness in combat. On every Basic Universe card, the Power Type and Value required for a specific Character to use the card is listed, as well as the bonus it will give the Character that uses it. The Character must have a Rating on his Power Grid of the appropriate Power Type that is equal to or greater than the Value required to use the card. The bonus is applied to the Value of a Power card used in conjunction with the Basic Universe card, not to the Character's Power Grid. For example, "Kryptonite" requires an 8 Energy to use, and gives a +2

Bonus to Energy. This means that a Character must have a Rating of 8 in Energy on his Power Grid in order to use the card. If so, that Character may use "Kryptonite" along with any Energy Power card that he may use (in this case, level 1 through 8); and, in doing so, increase the Value of that Power card by +2. A Basic Universe card may only be used once, and is then discarded.



**Universe: Training Cards:** Universe: Training cards (a.k.a. Training cards) represent assistance in areas in which a Character is weak. Training cards are similar to Basic Universe cards, except that they list two different Power Types, and the condition that must be met in order for a Character to use the card is different. Unlike a Basic Universe card, which requires a Character to match the Power Type and meet or exceed the Value listed on the card, a Training card requires that a Character have a Rating of 5 or less in a particular Power Type on his Power Grid that matches one of the Power Types listed on the card. The Character may choose either of the two Power Types on the card, and does not need to have a 5 or less in both Power Types. If the conditions are met, then

the Character may use the bonus listing in the Training card. Like a Basic Universe card, the bonus is applied to the Value of a Power card used in conjunction with the Training card, not to the Character's Power Grid. A Training card may only be used once, and is then discarded.



**Universe: Teamwork Cards:** Universe: Teamwork cards (a.k.a Teamwork cards) represent a coordinated attack by two or more of your Characters. Like Basic Universe cards, Teamwork cards have a Power Type and Value required for a specific Character to use the card. The Character must have a Rating on his Power Grid of the appropriate Power Type that is equal to or greater than the Value required to use the card. A Character that does not have at least the required Rating on their Power Grid in the required Power Type may not use the Teamwork card. Instead of giving the Character a bonus, like the Basic Universe card, or the Training card, the Teamwork card acts as an attack of a Power Type and Value listed on the card. In addition, the Teamwork card allows up to

two other team members to also make immediate attacks of different Power Types. These additional attack receive the bonuses listed on the Teamwork card. The player does not have to make both of the additional attacks, but must make at least one of them. If the player can not make at least one of the additional attacks, then he or she may not play the Teamwork card. Once a Character initiates a Teamwork attack, and uses the free attack listed on the card, then that Character may no longer make any attacks associated with that Teamwork card (i.e., A Character may not be his own teammate). Therefore, if a player were to have only one Character remaining, he would not be able to use Teamwork cards.



**Universe: Ally Cards:** Universe: Ally cards (a.k.a Ally cards) represent friends, cohorts, and assistants that might help a Character out for a brief moment. Like Basic Universe cards, Ally cards have a Power Type and Value required for a specific Character to use the card. A Character that does not have at least the required Rating on their Power Grid in the required Power Type may not use the Ally card. Like Teamwork cards, Ally cards also act as an attack of a Power Type and Value listed on the card. In addition to the attack, the Ally card requires that one teammate play a Special card. (See Special Cards) If a teammate can not play a Special card, the Ally card may not be played.

Therefore, if a player were to have only one Character remaining, he would not be able to use Ally

cards.



**Tactic: Doubleshot Cards:** Doubleshot cards represent two teammates working together to make an attack or defense. Doubleshot cards have a Power Type and Value required for a specific Character to use the card. Doubleshot cards act as a certain level and type Power card for the Character using it. For Tactic: Doubleshots there is a requirement that a teammate must contribute a specified type of Power card to this attack or defense. This "teammate" must have at least the required Rating on the Power Grid in the required Power Type in order to join his Power card to the action. The Power card that is combined with the Tactic card must be of the specific Power Type asked for on the card.



**Tactic: Artifact Cards:** Artifact cards represent various items of cosmic, mystic, or even scientific origin that can permanently affect one of your characters, your entire team, or even the very mechanic of the game!

Each Artifact card has a Power Type and Icon listed in the upper left corner of the card that specifies exactly what a Front Line Character needs in order to begin to use the card. For example, a red fist icon with a number 6 in it would indicate that the Front Line Character would need a Fighting of 6 or greater on their Power Grid in order to begin to use that particular Artifact card.

However, like all Tactic cards, Artifact cards require two Front Line Characters to use. Just beneath the Icon in the upper left, below the words "And Teammate With" is another Icon and Value. This indicates what Value in which appropriate Power Type that the 2nd Front Line Character must have in order to use the Artifact card. For example, a red fist icon with a number 5, and the words "Or Less" in it would indicate that the Front Line Teammate would need a Fighting of 5 or less on their Power Grid in order to participate in that particular Artifact card.

If the player has at least two different Front Line Characters that meet all of the conditions that are required on the card, then the card is considered usable. The 1st Front Line Character would then play the Tactic: Artifact card onto his Front Line Teammate, changing the Teammate or giving the Teammate the ability to do whatever is specifically listed on that Artifact card. Each Artifact card has an explanation of what it does printed on the card.

In some cases, the effect of the Artifact is immediate and modifies the Character or the team in some way, for the remainder of the game, or until the Artifact is removed from play. In other cases, the effect of the Artifact is not immediate and must be initiated in some way. In such cases, exactly how and when the game effect of an Artifact card is to be used is printed on the card itself. Remember, the game effect of an Artifact card can not be used while the Artifact card is Placed. An Artifact must be Played onto a Front Line Character in order for the game effect to be used.



**Special Cards:** Special cards represent the super powers and abilities unique to each individual Character. Each Special card has an explanation of what it does printed on the top of the card itself, as well as a Power Type and Value, if appropriate. In most cases, a Special card may only be played by the Character listed on the card; however, there are some Special cards that may be played by any Character. Certain Special cards are labeled "One Per Deck", meaning that no more than one of that exact card may be used in a player's deck. (See Building Your Deck)



**Aspect Cards:** Aspect cards represent unique people, situations, or items of interest for each specific Location. Each Aspect card has an explanation of what it does printed on the top of the card itself, as well as a Power Type and Value, if appropriate. In most cases, an Aspect card may only be played by the Location listed on the card; however, there are some Aspect cards that may be played by "Any Home Base". Certain Aspect cards are labeled "One Per Deck", meaning that no more than one of that exact card may be used in a player's deck. (See Building Your Deck) Aspect cards may only be played when the Location card listed on the Aspect card is being used as the players Home Base.

(See Location Cards) If the player is not using the designated Location card as a Home Base, then the Aspect card may not be put in the players deck. An Aspect card may be Placed to the Home Base and played during battle in the same way that a Special card, Power card, Universe card or Tactic card may be Placed to a Character card (See Placing Cards) and with all the same rules regarding duplication and playability.



**Mission Cards:** Mission cards represent the various circumstances and adventures undertaken by the Characters while the game is going on. They are used to keep track of who is winning the game and, ultimately, who wins the game. Some Mission cards are Ventured each battle, and are won or lost, depending on the outcome of the battle. (See The Venture)



**Event Cards:** Event cards represent specific incidents during the Mission. Like Special cards, each Event card has an explanation of what it does printed on the card itself; however, unlike Special cards, Event cards always affect both players. Event cards are linked to Mission cards, such that certain Event cards may only be played if the player is also using a specific set of seven Mission cards. For example, the Event cards from "Race Against Crime" may only be played if the player is also using the Mission cards from "Race Against Crime". However, there are some Event cards that may be played with any Mission. In all cases, all Event cards are to be considered "One Per Deck" cards, meaning that no more than one of each Event card may be used in a player's deck.

**Location Cards:** Location cards are a new type of card, introduced in Monumental OverPower. Location cards represent each of the various Places in the Marvel Universe, and beyond. Each Location card contains two important pieces of information: The Character List, and the Inherent Ability. The Character List is a list of six different OverPower Characters that is found along the left side of the card. The Inherent Ability is a line of text at the bottom of each Location card. How a Location card is used will dictate how the Character List and Inherent Ability are used. Location cards can be used in many ways, as a Home Base or as a Battlesite.



**The Home Base:** The first way that a Location card can be used is as a Home Base. To use a Location card as a Home Base, first look at the Character List on the Location card you wish to use. Each Character on your team must appear on the Character List of the desired Location card (see Character cards). If you have one or more Characters on your team that do not appear on the desired Location card, then that particular Location card may not be used as a Home Base with that particular team. If all four Characters on your team appear in the Character List on the desired Location card then that particular Location card may be used as a Home Base. In addition, any team of Characters that is listed on a Location card is considered a legal team for tournament deckbuilding while using that Location card as a home base (See Sum Deck Rule).

Once you have assembled a team of Characters, and chosen a Home Base that corresponds to those Characters, then your team must use the Inherent Ability for that particular Location card (See Inherent Ability). The Location card's Inherent Ability may be used in addition to any Inherent Abilities that might appear on any of the Character cards of the Characters on your team.

Remember, it is not necessary to use a Location card as a Home Base in order to play OverPower. In fact, some of your favorite teams may not even be listed in the Character Lists of any of the Location cards. If your team of Characters does not correspond to any given Location card, simply do not use a Location card as a Home Base.



**The Battlesite:** The second way that a Location card can be used is as a Battlesite. To use a Location card as a Battlesite, first look at the Character List on the Location card you wish to use. No Character on your team may appear on the Character List of the desired Location card (see Character cards). If you have one or more Characters on your team who appear on the desired Location card, then that particular Location card may not be used as a Battlesite with that particular team. If none of the four Characters on your team appear in the Character List for the desired Location card, then that particular Location card may be used as a Battlesite. If you are using a Location card as a Battlesite, then the Inherent Ability listed on that particular Battlesite is not used and should be ignored. Inherent Abilities on Location cards are only used when using the Location card as a Home Base (See Home Base). However, A Location card that is used as a Battlesite does allow you to use Special cards for Characters who are not currently on your team (See Special cards) These Special cards are put beneath the Battlesite during Set Up (See Setting Up) There are, however, a few rules regarding what Special cards may be used:

- Only Special cards that are for Characters listed on the Character List of the Battlesite may be used.



- Only One "One Per Deck" Special may be used per Battlesite, regardless of how many different Characters' Specials you choose to use.
- Other Special cards must have a unique Special Code. Meaning, if two Specials have the same Special code, only one of them may be included and placed beneath your Battlesite.
- You can't have more than 12 Special cards under your Battlesite.
- For each Special card beneath your Battlesite, an Activator card corresponding to that Special MUST be included in your deck (See Activator cards). Meaning, if you choose to put three Special cards for Spider-Man under the Daily bugle Location card, then you must put three Spider-Man Activator cards in your deck.
- If you are using a Location card that does not have Characters listed on it (e.g. Marvel Universe, Marvel Manhattan, Team Overpower), then you can include Any Hero or Any Character Special cards in your deck instead. These Special cards are not placed beneath the Battlesite during Set Up, but rather included in your Draw Pile. There is the same restriction of being only able to include 12 Any Hero or Any Character Special cards in your deck.

**Activator Cards:** Activator cards represent Guest Stars who arrive to assist your team of Characters during battle. Unlike most of the other cards in OverPower, the Activator card is simply a Character card that has been shuffled into your deck instead of separated out and used on your Front Line, or as your Reserve (See Character cards) However, Activator cards correspond directly to Location cards being used as Battlesites, and may not be included in your deck if you are only using the Location card as a Home Base (See Battlesite).

## **BUILDING YOUR DECK**

Before the game begins, each player builds his own customized deck of OverPower cards or plays with a pre-customized Starter Deck. This deck represents all of the options available to a player during the course of the game, and as such it must be compiled wisely. A deck consists of three main components:

- Your Team – This is made up of 4 Character cards, and up to 2 Location cards which can function as a Homebase and/or Battlesite.
- One complete seven-card Mission
- Playable cards – This will make up the Draw Pile at the beginning of the game.

**Your Team:** To begin construction of your Team, you will need to select 4 (four) Character cards. If you are using a Homebase, then first you must pick a Location card that will function as your Homebase. Once you have selected your Homebase, selection of the 4 Characters on your Team must be from the list of 6 (six) Characters specified on the Homebase Location card.

If you are NOT using a Homebase, then selection of your Characters must be based on the Point Value system. Each Character card is given a Point Value (see Character Point Value Table). The total value of the Point Values for the 4 Characters that you select for your Team must not exceed 80 points. If you choose to include Any-Power cards (this includes both Power cards and Universe cards) into your deck, the Point Values limit will drop from 80 points to 76 points.

You may also select a Location card which can function as a Battlesite. Be aware that certain Homebase Location cards may forbid the use of a Battlesite. If you choose a Battlesite with Character names listed on it, then the Specials you select (up to 12) for the Battlesite will be placed under the Battlesite, but not included in the Playable cards component of your deck. Only the Activator cards corresponding to each Special under the Battlesite are placed into the Playable cards component of your deck. If you choose a Battlesite without Character names listed on it, then you can select up to 12 Any Hero/Character cards in your deck instead, which are included into the Playable cards component of your deck.

**One complete seven-card Mission:** A complete set of seven Mission cards should also be selected. The Mission card set you select will determine what Event cards can be included in your deck.

**Playable cards:** The Playable cards component of your deck may include any type of card, excluding Mission Cards and Location cards. While there is no limit to the total number of cards you may have in your deck, you must have at least 56 cards (51 if you are not playing with Event cards). As stated before, all Event cards, and certain Special, Aspect and Artifact cards may indicate that you can only include one of each in your deck. Also, if you are using a

Battlesite, you can only have either 12 Any Hero/Character Specials or 12 Specials from Characters listed on the Battlesite with 12 corresponding Activator cards. Other than that, you're free to do what you like, and put as many or as few of each card in your deck as you choose.

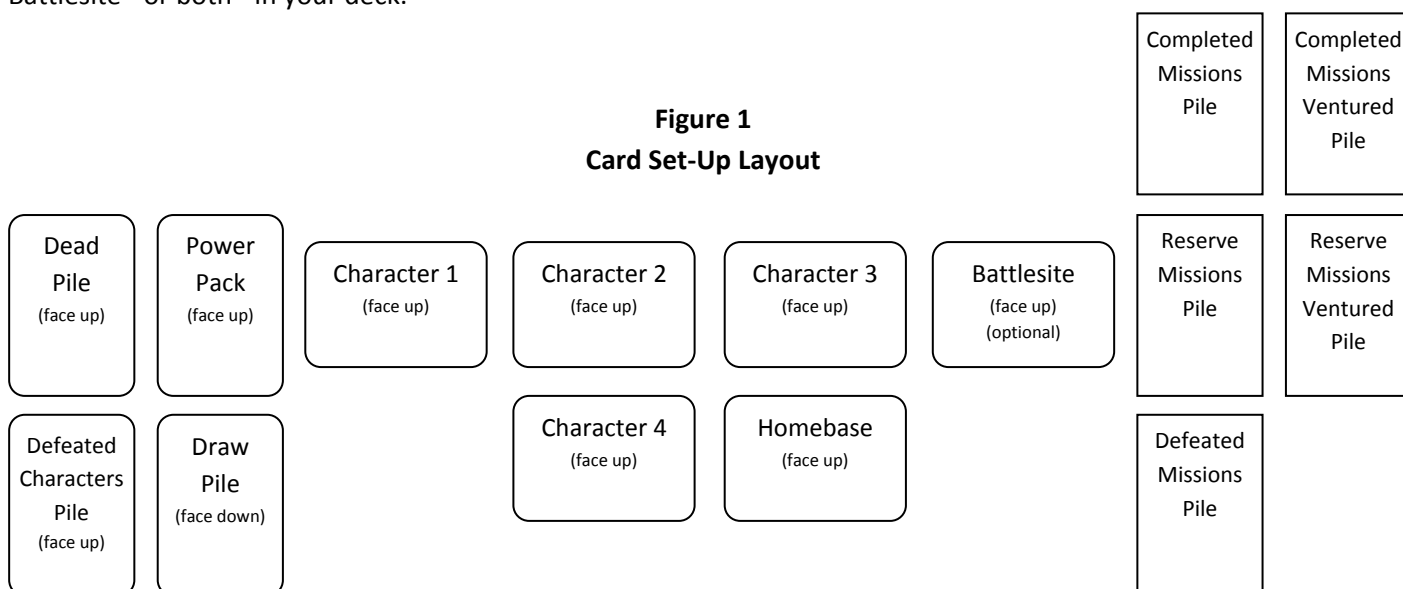
Remember that if you choose to include Any-Power cards (specifically Power Cards and Universe cards) into your deck, you are then unable to include MultiPower cards.

Experiment with different compositions for your deck, including changing characters and locations, and utilising different types and proportions of cards to maximise the effectiveness of your team. Overpower may take only a few moments to learn, but may take years to master!

## SETTING UP

To begin the game, choose three of the four Characters what you wish to enter combat first and put them face-up, side-by-side on the table in front of you. These three Characters are called your Front Line. Your fourth Character is put face-up, directly behind the Front Line. The fourth Character is called your Reserve (see Figure 1). Next, take the Location card that you will be using as your Home Base and put it face up to the left of the Reserve Character (See Home Base) If you are using a Battlesite: take the Location card you will be using as your Battlesite and put it face up directly beside, and to the right, of your Reserve Character (See Battlesite). Finally, take any Special cards that are going to be used at your Battlesite and put them face down, beneath your Battlesite. (See Attack Your Opponent With, or Play, an Activator card) Note: Location cards are optional. It is not a required you have a Home Base, Battlesite - or both - in your deck.

**Figure 1**  
**Card Set-Up Layout**



Your complete seven-card Mission is put face-up to the right of the Front Line Characters. This is called the Reserve Missions Pile. During the game, Mission cards are ventured by shifting them from the Reserve Pile into the Reserve Mission Ventured Pile located to the right. As the game progresses, Missions may be won or lost. Mission cards that are won move into the Completed Missions Pile, located directly above the Reserve Missions Pile. Mission cards that are lost move into the Defeated Missions Pile, located directly beneath the Reserve Missions Pile. Once there are Mission cards in the Completed Missions Pile, they can also be ventured by shifting them to the Completed Missions Ventured Pile located to the right of the Completed Missions Pile. At the beginning of the game, all Mission cards will be in the Reserve Missions Pile. (See The Venture)

Next, the Playable Cards component of each player's deck is thoroughly shuffled and put face-down to the left of the Front Line Characters. This is called the Draw Pile. As cards from the Draw Pile are used, they will be discarded into one of three different piles. Power cards that are still usable by your team of Characters are discarded into the Power Pack, located directly above the Draw Pile. Special cards, all types of Universe cards, Activator cards and Power cards that are no longer usable by your team of Characters are discarded into the Dead Pile, located above the Power Pack. Character cards that are knocked out of the game, Event cards, Specials used in conjunction with the Battlesite and any other cards that are permanently removed from the game, are discarded into the Defeated Characters Pile, located to the left of the Draw Pile. At the beginning of the game, there will be no cards in the Power Pack, the Dead Pile, or the Defeated Characters Pile.

Players should be face-to-face, across from each other, so that each of them is set up as described above.

## SEQUENCE OF PLAY

The game of Overpower is divided into a series of Rounds. Each Round consists of phases as outlined in Figure 2, and will be used to explain how to play the game.

### Figure 2 - Phases of a Round

1. Pre-Battle
  - 1.1 Draw Cards
  - 1.2 Events Resolution
  - 1.3 Hand Management
  - 1.4 Mission Venture
  - 1.5 Pre-Battle Conceding
2. Battle
  - 2.1 Offensive Action
  - 2.2 Defensive Action
  - 2.3 Ending The Battle
3. Post-Battle
  - 3.1 Venture Resolution
  - 3.2 Team Management

### Phase 1 – Pre-Battle

#### 1.1 Draw Cards

Each player draws eight cards from the Draw Pile from the Draw Pile without revealing them to his opponent. These eight cards make up the Player's Hand.

#### 1.2 Event Resolution

After drawing a Hand, each player should check to see if he has one or more Event cards. If so, simply announce "I have an Event!". If a player draws two or more Events, he must choose only one, since each player may only play one Event per battle. Each player plays his chosen Event card face up, in the area designated for "Cards Affecting Both Player and Opponent" (see Figure 6 – Card Position Overview). Event cards that are not played are discarded into the Defeated Characters Pile. He then immediately redraws one card to replace only the Event card that was played, not the Event card(s) that

was/were discarded. After drawing the necessary replacement cards, read the Event card; both players must do whatever the Event card says. Sometimes the effect of the Event card is executed immediately, sometimes it doesn't take place until later in the Round (see Rules for Usage of Event Cards). If both players have an Event, then first resolve the Event played by the player who is going first, then resolve the Event played by the player who is going second. If both players play the same Event during the same battle, the Event should not be resolved twice; however, both players should still redraw a card for the played Event. If neither player has an Event, then simply move on to the next step of the game.

#### 1.3 Hand Management

The Hand Management phase, involves **a)** discarding duplicate and unusable cards and **b)** placing cards.

##### Discarding

After the Event, or very possibly because of the Event, both players must now look at their Hands and Discard all duplicate and Unusable cards. Duplicate and Unusable cards are defined as following:

- Duplicate Power Cards**—A Hand may only include one of each Value Power card, regardless of Power Type. So if you draw a Fighting Power card with a Value of 3, an Energy Power card with a Value of 3, and a MultiPower card with a Value of 3, you may only keep one of them (of your choice). The others must be immediately discarded.
- Duplicate Basic Universe Cards**—A Hand may only include one of each specific Basic Universe card. Meaning, Basic Universe cards are only duplicates if they are identical in Power Type, Value and Bonus. For example, a Basic Universe card that requires a 6 Fighting to use is not a duplicate of a Basic Universe that requires a 6 Energy to use, or a Basic Universe card that requires a 7 Fighting to use. A Basic Universe is a duplicate if it matches the Type, Value, and Bonus, regardless of what the name of the specific Basic Universe card is. For example, "Nerve Pinch" requires at least a 7 Strength to use, and offers a bonus of +3; likewise, "Taxi Cab" requires at least a 7 Strength to use, and offers a bonus of +3. Even though these cards do not have the same name, they are considered duplicates.
- Duplicate Universe: Training cards**—A Hand may only include one of each specific Universe: Training card. Meaning, Universe: Training cards are only duplicates if they are identical in Power Type, Value and Bonus. For example, a Universe: Training card that requires a 5 or less in either Fighting or Energy to use is not a duplicate of a Universe: Training card that requires a 5 or less Fighting or Strength to use. A Universe: Training card is only a duplicate if it matches the Type, Value, and Bonus, regardless of what image is on the specific Universe: Training card.
- Duplicate Universe: Teamwork cards**—A Hand may only include Universe: Teamwork cards which do NOT have the same requirement to use. Meaning, Universe: Teamwork cards are duplicates if they have the same Power Type, and Value requirement to use. For example, a Universe: Teamwork card that requires a 6 Fighting to use is not a duplicate of a Universe: Teamwork card that requires a 6 Energy to use, or a Universe: Teamwork card that requires a 7 Fighting to use. A Universe: Teamwork card is a duplicate if it matches the Type, and Value, regardless of the



Bonus to additional attacks, or what image is on the specific Universe: Teamwork card. For example, a Universe: Teamwork card that requires at least a 7 Strength to use, and offers a bonus to Fighting and Intellect is considered a duplicate of a Universe: Teamwork card that requires a 7 Strength to use, but offers a bonus to Energy and Fighting. However, a Universe: Teamwork card that requires at least a 7 Strength to use, and offers a bonus to Fighting and Intellect is not considered a duplicate of a Universe: Teamwork card that requires at least an 8 Strength to use, and offers a bonus to Fighting and Intellect.

- Duplicate Universe: Ally Cards**—A Hand may only include one of each specific Universe: Ally card. Meaning, Universe: Ally cards are only duplicates if they are identical in Power Type, and Value. For example, a Universe: Ally card that requires a 6 Fighting to use is not a duplicate of a Universe: Ally that requires a 6 Strength to use. A Universe: Ally card only is a duplicate if it matches the Type, and Value regardless of what the image is on the specific Universe: Ally card.

- Duplicate Tactic: Doubleshot cards**—A Hand may only include Tactic: Doubleshot cards which do NOT have the same requirements to use. Meaning, Tactic: Doubleshots are duplicates if the "TO USE" requirement as well as the "TEAMMATE WITH" requirement is the same as another in your Hand. This is regardless of the image of the specific Tactic: Doubleshot card.

- Duplicate Tactic: Artifact cards**—A Hand may only include one of each Artifact card. Artifact cards are duplicate if they have the same name.

- Duplicate Special Cards**—A Hand may only include one of each specific Special card. Duplicates must be immediately discarded. Remember, a number of different Characters can do the same things. Special cards that function the same, but are for two different Characters are not duplicates.

- Duplicate Event Cards**—A player may only play one Event card per battle. In any Hand where more than one Event card is drawn, then one Event card is chosen to be played and all other Event cards must be discarded. Remember, a player gets to replace one card after playing an Event. This replacement card is also subject to all of the Discard rules.

- Duplicate Activator Cards**—A Hand may only include one of each Named Activator card, regardless of how many Special cards correspond to that particular Activator card. Meaning, if you are using "Four Freedoms Plaza" as a Battlesite and you have two "Mr. Fantastic" Special cards beneath the "Four Freedoms Plaza" Location card, and you happen to draw two Mr. Fantastic Activator cards in the same Hand, then one of the Mr. Fantastic Activator cards MUST be discarded as a duplicate even though the two Specials beneath "Four Freedoms Plaza" are not duplicates. Conversely, a player may keep two Activator cards provided that they are two different named Activators. For example, one Mr. Fantastic Activator card and one Human Torch Activator card would not be considered duplicates, even if the corresponding Special cards that are beneath "Four Freedoms Plaza" have identical game effects. In addition, all Activator cards should be considered Unusable once the player's Battlesite has been K.O.'d (See K.O.'s).

- Duplicate Aspect Cards**—A Hand may only include one of each specific Aspect card. Duplicates must be immediately discarded. Remember, a number of different Home Bases may be able to do the same things. You can not have Aspect cards from a Home Base other than the Home Base you are using in your deck.

- Unusable Cards**—Any cards that have been rendered Unusable due to one or more of your Characters being K.O.'d (See The Battle) must be immediately discarded. This includes any Power cards or Universe cards with higher Values than can be used by your remaining Characters.

- Other Discarding Considerations**—If any cards remain Placed (See Placing Cards) on any Front Line Characters from a previous battle, they must be considered part of your Hand for purposes of discarding. In other words, if one of your Front Line Characters has a Power card with a Value of 6 already Placed on him when you draw your Hand, any Value 6 Power card you draw must be discarded. The same is true for any Placed Special cards or Universe cards. The exception to this rule is the cards Placed to the Reserve Character. Cards Placed to the Reserve Character are not considered part of your Hand for purposes of discarding unless the Reserve Character has the ability to play those Placed cards during the battle (e.g., their Inherent Ability or the Special card allows them to play it from Reserve). Therefore, if the Reserve Character has the ability to play the card Placed to them during a battle, duplicates that are drawn in subsequent hands must still be discarded.

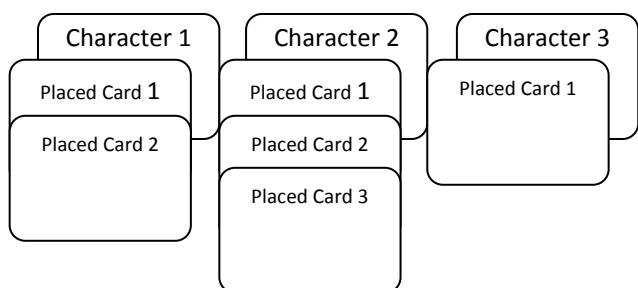
Remember, if you are playing with the DC OverPower Code Rule (See OverPower Code Rule) then the code must also be considered when discarding.

- Special Discard Rule**—A player does not have to discard a card that is itself Unusable if the card can become usable through other cards that are available to the player. For example, if a player has a Universe: Teamwork card, but no Power card to use as a follow up (See Universe: Ally cards), the Teamwork card would be considered Unusable. If it could be Placed, then it would not need to be discarded. If it could not be Placed, it would need to be discarded. Also, if the Player had a Special card which read "Draw 1 Power card from the Power Pack" then they would be able to keep the Teamwork card in Hand since the ability to make it usable existed.

Also, a player does not have to discard after the battle has started, unless specifically indicated by another card. Therefore, if a card becomes Unusable during battle, either because a Character was K.O.'d or for another reason, it does not have to be discarded.

**Where to Discard** - Once it has been determined what must be discarded, the next question is where to put the discards. As mentioned above, there are a number of Places where the cards are Discarded. All duplicate Power cards are discarded into the Power Pack, which will eventually be reshuffled and used again when the Draw Pile has been depleted. All duplicate Basic Universe cards, Training cards, Teamwork cards, Ally cards, Tactic cards, Aspect cards, Special cards from any of your Front Line or Reserve Characters, Activator cards, and all cards that are Unusable are discarded to the Dead Pile. Event cards and K.O.'d Character, and Special cards that were played from a Battlesite are discarded to the Defeated Characters Pile. Cards in the Dead Pile and Defeated Characters Pile are considered out of play, and can only be replayed under very special circumstances. Each player must show his opponent the faces of all the cards he is discarding.

**Figure 3**  
**Placing Cards**



### **Placing Cards**

Beginning with the player going first, both players now take turns **Placing** cards. Placing a card is taking a card from your Hand and assigning it to a specific Character to be used later in the coming battle, or possible in a future battle. To Place a card, simply take the desired card from your Hand and Place it face up on top of the Character card it is being placed to, as shown in Figure 3. Both players should be able to see all Placed cards. Each Character may have a maximum of one Power card, one Universe Card, one Tactic card, and one Special card Placed on him at any given time. Remember, there are a number of different types of Universe cards. Only one Universe card may be Placed, not one of each type.

Cards that are placed to a Character may not be switched for a different card later in the game. Cards Placed to a Character may only be played by that Character; therefore, you may not Place a card to a Character if that Character may not use that card. As long as these rules are followed, and there are spots available, there is no limit to the amount of cards that each player may Place at this time. Players may choose not to Place any cards. If one player does not wish to Place cards or only wishes to Place a few cards, the other player may continue to Place cards alone until he is finished. Once a player passes during the Placing Phase, he may not Place anymore cards, no matter how many his opponent Places.

Unlike cards in your Hand, which are discarded at the end of the battle, the only way to remove a card that has been Placed to a Character is to play it during battle. (See Phase 2 - Battle) In other words, at the end of the each battle, Placed cards are not discarded with the remainder of both players' Hands. Placed cards remain Placed until they are used.

It should be noted that Aspect cards are not Placed to Character cards. An Aspect card may only be Placed to a Home Base. A Home Base may only have one Aspect card Placed to it at any given time. Furthermore, a Home Base may never have any type a card other than an Aspect card Placed to it, and may never have an "Any Home Base" Aspect card Placed to it. With the above exceptions in mind, Aspect cards obey all of the above rules and regulations of Placing.

### **1.4 Mission Venture**

Once both players have finished Placing cards, they must each Venture a number of their Mission cards on the outcome of the current battle. How many cards you wish to Venture depends on how successful you believe you will be with the Hand you are holding and the cards you have Placed, then take into account the cards you have seen your opponent Discard and Place. The player who is going first, must also Venture first. You may Venture up to as many Mission cards as you choose, but you must Venture at least one. Players do not have to Venture the same amount of Mission cards. Be aware, there is a penalty for Venturing more than two Mission cards on a specific battle. If you Venture three Mission cards, your opponent may draw one card from his Draw Pile and add it to his Hand. If you Venture four Mission cards, he may draw two cards from his Draw Pile. For Venturing Five Mission cards, your opponent may draw three cards from his Draw Pile. Upon Venturing six Mission cards, he may draw four

cards. If you Venture all seven Mission cards, your opponent may draw five cards from his Draw Pile. There is a downside for your opponent though, as any new cards drawn as a result of a Venture must be discarded if they are duplicates, or Unusable. (See Discarding) No cards drawn as a result of a Venture may be Placed.

To Venture a Mission card, simply take the card or cards you wish to Venture, and put them next to the Pile from which they are being Ventured (as shown in Figure 1). As mentioned earlier, in the beginning of the game, all of a player's Mission cards reside in the Reserve Missions Pile; however, later in the game, Mission cards may be divided into the Reserve Missions Pile, the Completed Missions Pile, and the Defeated Missions Pile. Mission cards may be Ventured from either the Reserve Missions Pile, the Completed Missions Pile, or both, but never from the Defeated Missions Pile. You may only Venture Mission cards from the completed Missions Pile if there are Mission cards in the Defeated Missions Pile.

After the battle (See The Battle) Ventured Mission cards move up and down between the piles like a ladder, depending on whether the battle was won or lost.

Mission cards move as follows:

- Mission cards that were Ventured from the Reserve Missions Pile and lost, move down one Pile into the Defeated Missions Pile.
- Mission cards that were Ventured from the Reserve Missions Pile and won, move up one Pile into the Completed Missions Pile.
- Mission cards that were Ventured from the Completed Missions Pile and lost, move down one Pile into the Reserve Missions Pile.
- Mission cards that were Ventured from the Completed Missions Pile and won, enable the player to move a Mission card from the Defeated Missions Pile into the Reserve Missions Pile.
- Also, for every two Mission card Ventured from the Completed Missions Pile and won, a player may move one Mission card from the Defeated Missions Pile into the Completed Missions Pile.

Therefore, as you win battles, Mission cards move up and as you lose battles, Mission cards move down.

As mentioned earlier, one of the two ways to win the game (See The Victory) hinges on the Venture. If you can manage, after a series of battles, to Venture successfully enough so that you have all seven of your Mission cards in the Completed Missions Pile, then you win the game regardless of all other circumstances. Also, if you can force your opponent to abandon his Mission (in other words, force him to have all seven of his Mission cards in the Defeated Missions Pile) you win the game, regardless of all other circumstances.

### 1.5 Pre-Battle Conceding

Before players begin to actually battle each other, each player has the option to Concede. (See Concede)

## Phase 2 – Battle

Starting with the player who is going first, the players take alternating turns until the battle is ended. (See Ending The Battle). Each Turn starts with an Offensive Action phase and ends in a Defensive action phase, resulting in a cycle of Offensive and Defensive Actions, as shown in Figure 4.

### 2.1 Offensive Action Phase

On your turn, you may perform one, and only one, of the following actions during your Offensive Action phase:

- Attack with a Power card
- Attack with a Power card together with a Basic Universe card
- Attack with a Power card together with a Universe: Training card
- Attack with a Universe: Teamwork card, followed by a Power card or cards
- Attack with a Universe: Ally card, followed by a Special card
- Attack with a Tactic: Doubleshot card
- Attack with, or play a Special or Aspect Card

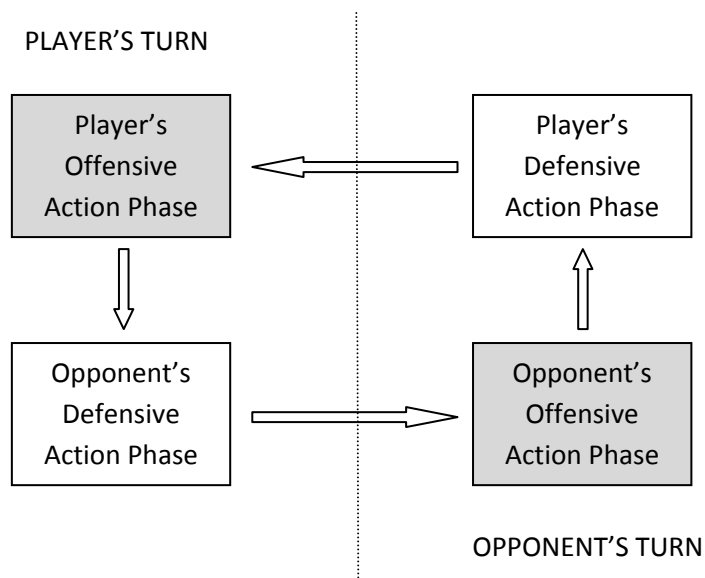


Figure 4 – The Battle Cycle

- Attack with, or play an Activator card
- Concede
- Pass

On your turn, you may play either Placed cards, cards from your Hand or, if more than one card is required, a combination of the two. Placed cards may only be used by the Character on whom they are Placed, but cards played from your Hand may be used by any of your Front Line Characters. Unless otherwise indicated (on a Special card), the Reserve Character may not Attack.

Except for Special cards and Aspect cards which have specific circumstances for use (see Rules for Usage of Special/Aspect cards), all the above attacks can be made against any of your Opponent's Front Line Characters or your Opponent's Battlesite. Remember, only an Opponent's Battlesite may be attacked in this manner; a Home Base may never be attacked (See Home Base). There are, however, different rules for how a Battlesite may defend itself (See Defensive Actions).

**The Reserve Character**—Characters who are in Reserve may not play any cards or be attacked. Certain Special cards may allow a Reserve Character to Attack or be attacked. If attacked in this manner, the Reserve Character may play a Defensive Action. You may Place cards to your Reserve Character just as you would your Front Line Characters. They have the same limit of one Power card, one Universe card, one Tactic card and one Special card. The only difference is that cards Placed to the Reserve Character are not considered part of your Hand for purposes of discarding duplicates and Unusables. However, in order for a card Placed to the Reserve Character to not count as a duplicate, it must have been Placed in a previous battle. For example, two Power cards with a Value of 7 drawn in the same Hand would be considered duplicates. But a Power card with a Value of 7 that was Placed to the Reserve Character in a previous battle would not be considered a duplicate of any Value 7 Power cards drawn in a later battle. (See Discarding) Also, if you draw certain cards that can only be used by a Reserve Character you must either Place them to the Reserve Character (if possible) or Discard them as you would any other Unusable cards. If a player has one of his Front Line Characters K.O.'d during a battle (See K.O.'s) his Reserve Character is moved up to become one of the Front Line Characters at the start of the next battle. The Reserve Character is not moved to the Front Line during the same battle in which a Front Line Character is K.O.'d. From that point on, the Reserve Character is to be considered a Front Line Character.

•**Attack With a Power Card**—In order for a Character to Attack with a Power card, he must first be able to use it. (See Power Cards, and Character Cards) To determine whether a Power card is playable by a certain Character, compare the Value of the Power card with the Rating listed under the same Power Type on the Character's Power Grid. If the Value of the Power card is less than or equal to the Rating of that same Power Type on the Character's Power Grid, it may be used. If the Power card has a higher Value than indicated for that Power Type on the Character's Power Grid, it may not be used by that Character.

For example, in order to use a Value 7 Fighting Power card, a Character must have a Rating of at least 7 for Fighting listed on his Power Grid.

Once a player determines that a Power card may be played by one of his Characters, he must decide which of the opponent's Character he will be attacking. When that choice is made, the attacking player puts the Power card in front of the Character card he wishes to Attack. The opponent may immediately play a card as a Defensive Action, and prevent the Attack from succeeding (See Defensive Actions).

If the Attack is blocked, the Power card used to Attack is immediately discarded into the Power Pack of the attacking player. Likewise, the card used to block the Attack is discarded into the appropriate pile of the defending player. If the Attack is not blocked, the Attack is considered successful and the Character being attacked has taken a Hit (See Hits).

•**Attack with a Power card together with a Basic Universe card**—As above, in order for a Character to make an Attack with a Power card, he must first be able to use it (See Attack your Opponent with a Power card).

As with Power cards, a Character must also be capable of using a Basic Universe card in order to play it. To determine whether a Character can use a specific Basic Universe card, compare the Value and Power Type required to use listed on the Basic Universe card with the Rating of the same Power Type on the Character's Power Grid. In

this case, the Character's Rating must be equal to, or greater than the Value on the Basic Universe card. If the Value on the Basic Universe card is higher than the Rating on the Character's Power Grid, he can't use it.

Once it is determined that the Character is able to use the Basic Universe card, the Bonus listed on the Basic Universe card (indicated by a +, followed by a Value) is added to the Power card for a single Attack Value.

Once a Basic Universe card has been played as an Attack, and your opponent has decided if he can defend it (See Defensive Actions), it is discarded into the attacking player's Dead Pile. If the Attack is successful, only the Power card used with the Basic Universe card remains as a Hit (See Hits).

•**Attack with a Power card together with a Universe: Training card**—As above, in order for a Character to make an Attack with a Power card, he must first be able to use it (See Attack your opponent with a Power card).

The use of Training cards works exactly the same way as a Basic Universe card with one exception. The Training card lists two different requirements to use. The attacking Character may use either one, but not both, of the two. Also, the attacking player need only fulfill one, not both of the requirements.

As with Basic Universe cards, once a Training card has been played as an Attack, and your opponent has decided if he can defend it (See Defensive Actions), it is discarded into the attacking player's Dead Pile. If the Attack is successful, only the Power card used with the Training card remains as a Hit (See Hits).

•**Attack with a Universe: Teamwork card, followed by a Power card or cards**—To play a Universe: Teamwork card, you must first decide which Character is going to use it. Next, check the Power Type and Value required to use against the Character's Power Grid, just like you would with a Basic Universe card or a Power card.

Once a player determines that a Teamwork card may be played by one of his Characters, he must decide which of the opponent's Character he will be attacking. When that choice is made, the attacking player puts the Teamwork card in front of the Character card he wishes to Attack. Below the Power Type and Value icon showing what is required to use the Teamwork card you will find two separate Bonuses listed. This means that up to two of the chosen Character's teammates may make follow-up attacks, each teammate using one of the bonuses. A player does not have to make all of the follow-up attacks from a Teamwork card, but must make at least one follow-up Attack. Each of the follow-up attacks must be made with a Power card from a different Front Line teammate, and each must be of a different Power Type. The follow-up attacks do not have to be made against the same target Character who the initial Attack was made against, and they cannot be combined with any other Universe cards, or Special cards. As usual, attacks by teammates must be made with Power cards that the selected teammates are able to use.

Once all desired attacks are made, the opponent may then respond to the attacks individually and in any order. If the initial Attack made with the Teamwork card itself is blocked, the Teamwork card used to Attack is discarded into the Dead Pile of the attacking player; if the follow-up Attacks made with Power cards are blocked, the Power cards are discarded into the Power Pack of the attacking player. Likewise, the card used to block the Attack is discarded into the appropriate pile of the defending player. If any Attacks are not blocked, these Attacks are considered successful and the Character being attacked will take a Hit for each attack not blocked (See Hits).

It is important to know that all follow-up attacks should be all made together (i.e. within the same Offensive Action phase). Keep in mind: if, following the initial Attack from a Teamwork card, you cannot make at least one follow-up Attack, then the Teamwork card cannot be used.

•**Attack with a Universe: Ally card, followed by a Special card**—To play a Universe: Ally card, you must first decide which Character is going to use it. Next, check the Power Type and Value required to use against the Character's Power Grid, just like you would with a Basic Universe card or a Power card.

Once a player determines that an Ally card may be played by one of his Characters, he must decide which of the opponent's Characters he will be attacking. When that choice is made, the attacking player puts the Ally card in front of the Character card he wishes to Attack.

Similar to Teamwork Cards, Universe: Ally cards require a teammate of the Character that made the initial Attack to follow up with an action of his own. In the case of the Ally card, the follow up action may be, but does not have to be

an Attack. The only conditions for the follow up action are that the action be made by a Front Line teammate of the Character that played the Ally card, and that the action be made with a Special card. This Special card must be played. In many cases, Special cards allow for additional attacks, or additional actions. If such a Special card is used to follow an Ally card, then all of the rules for playing that particular Special still apply (see Rules for Usage of Specials Cards).

Once all desired attacks (or actions) are made, the opponent may then respond to each action individually and in any order. If the initial Attack made with the Ally card is blocked, the Ally card used to Attack is immediately discarded into the Dead Pile of the attacking player; if the follow-up action made with the Special card is defended successfully or negated (see Rules for Usage of Special Cards), the Special card is also immediately discarded into the Dead Pile of the attacking player. Likewise, the card used to block the Attack is discarded into the appropriate pile of the defending player. If the Attacks are not blocked, the attacks are considered successful and the Character being attacked will take a Hit for each attack not blocked (See Hits).

•**Attack with a Tactic: Doubleshot card**—To play a Tactic: Doubleshot card, you must decide which Character is going to use it. Next, check the Power Type and Value required to use against the Character's Power Grid. Once it is determined that the Tactic may be played by that Character, you must now check to see if a teammate meets the secondary contributing requirement on the card. If this is okay, you now must check in your Hand to see if you have the correct Power card level which will be played together with the Tactic: Doubleshot.

If this is all okay, the Tactic: Doubleshot may be played in two different ways. The first way is to combine the Power card and the Tactic: Doubleshot card into one attack. The attacking player puts both the Tactic: Doubleshot card and the Power card in front of the Character card he wishes to attack. The level of the attack is equal to the sum of the Tactic: Doubleshot card and the Power card, and is of the Power Types of both the Tactic: Doubleshot card and Power card. If the Attack is blocked, the Power card used to Attack is immediately discarded into the Power Pack of the attacking player, and the Tactic: Doubleshot card is discarded into the Dead Pile of the attacking player. Likewise, the card used to block the Attack is discarded into the appropriate pile of the defending player. If the Attack is not blocked, the Attack is considered successful and the Character being attacked will take two separate Hits, one for the Tactic: Doubleshot Card, and one for the Power card (See Hits).

The other way to use the Tactic: Doubleshot card is to use the Power card and Tactic: Doubleshot cards as separate attacks. The attacking player puts the Tactic: Doubleshot card in front of the Character card he wishes to attack. The Power card is used as a follow-up attack, and does not have to be made against the same target Character who the initial Attack was made against, and it cannot be combined with any other Universe cards, or Special cards. The opponent may then respond to each action individually and in any order. If the initial Attack made with the Tactic: Doubleshot card itself is blocked, the Doubleshot card used to Attack is discarded into the Dead Pile of the attacking player; if the follow-up Attack made with the Power card is blocked, the Power card is discarded into the Power Pack of the attacking player. Likewise, the card used to block the Attack is discarded into the appropriate pile of the defending player. If any Attacks are not blocked, these Attacks are considered successful and the Character being attacked will take a Hit for each attack not blocked (See Hits).

•**Attack with, or play a Special or Aspect Card**—A Special or Aspect card may only be played by the Character or Home Base listed on the card. In the case of Special cards and Aspect cards, and only for Special cards and Aspect Cards, any Power Type and Value that might appear on the card does not need to be compared to the Character's Power Grid. A Special card may be played by the Character listed on the Special regardless of what appears on the card. An Aspect card may be played by the Home Base regardless of the specific team used from that Home Base. Some Special and Aspect cards can only be used to Attack, and some only to defend. The card itself will usually explain the effect of the card and whether that card should be played during your turn, or as a Defensive Action (See Defensive Actions).

Special cards and Aspect cards that act as attacks usually have a Power Type and Value listed on the card; however, there are also some cards that act as attacks that do not have a Power Type or Value. If a Special card or Aspect affects any of your opponent's Characters or your opponent's team of Characters, even if it does no damage, it is considered an Attack. To Attack with a Special card or Aspect Card, the attacking player must decide which of the opponent's Characters he will be attacking. When that choice is made, the attacking player puts the card in front of the Character card he wishes to Attack. The opponent may immediately play a card as a Defensive Action and prevent the Attack from succeeding (See Defensive Actions).



If the Attack is blocked, the Special card or Aspect card used to Attack is immediately discarded into the Dead Pile of the attacking player. Likewise, the card used to block the Attack is discarded into the appropriate pile of the defending player. If the Attack is not blocked, the Attack is considered successful and the Character being attacked has taken a Hit. (See Hits) If a Special card allows for the Character, or a teammate of the Character, to make additional attacks, then those additional attacks may be made with any card, except a Teamwork card or an Ally card, and are resolved in normal fashion. Unless noted on the Special card itself, all Special cards may not be combined or used along with any kind of Universe card.

It is important to know that if a Special card that acts as an attack allows the player to make an additional attack, each subsequent attack should be attempted only after the preceding attack has been resolved. In other words, the player using the Special card should wait for his opponent to respond to the current attack (by making a Defensive Action or allowing the attack to Hit) before initiating any subsequent attacks. The player using the Special card should not play the Special card and any other cards used for subsequent attacks at the same time. Effectively, the attacking player makes the initial attack and additional attack in two different Offensive Action phases, which are both followed by a corresponding Defensive Action phase for a defense to be made. This is distinctly different from how follow-up attacks are made with Teamwork, Ally and Doubleshot cards.

Some Special cards and Aspect cards do not act as attacks, and are not used as Defensive Actions. These include, but are not limited to, cards that affect the Venture, cards that affect a Character's own Power Grid, and cards that affect the Battle. Specials and Aspects of this type are played on your turn just as if you were making an attack. The only way for your opponent to make a Defensive Action in these circumstances is to play a Special card with a Negate effect.

Due to the very extensive rules for usage of Special cards and Aspect cards, they have been given their own section in this Rule Book detailing the specific situations and circumstances for use.

•**Attack with, or play an Activator card**—An Activator card may be played by any Front Line Character. The player must inform his opponent which Front Line Character is playing the Activator card. In the case of Activator cards, the Power Grid of the Character appearing on the Activator card does not need to correspond to the Power Grid of the Character that is playing the Activator card. Playing an Activator card allows the Character that played the Activator to immediately exchange the Activator card for any one Special card that is beneath that player's Battlesite, which is played by the Character that played the Activator card. The Special card that is retrieved must correspond to the Activator card. For example, a Wolverine Activator card may only be exchanged for a Wolverine Special card. Just like Special cards played by your Front Line and (in some cases, your Reserve Characters), some Special cards can only be used to attack, and some only to defend. The Special card itself will explain the effect of the card. If a player is exchanging an Activator card for a Special card that acts as an attack, then the Activator card must immediately be played as an attack. (See Attack your opponent with, or play a Special or Aspect card, and Defensive Actions). Also similar to Special card, in order to Attack with an Activator card, the attacking player must decide which of the opponent's Characters he will be attacking. When the choice is made, the attacking player puts the Activator card in front of the Character card he wishes to attack. He then immediately exchanges the Activator card with the desired Special card from beneath his Battlesite (See Battlesite). The opponent may immediately play a card as a Defensive Action to prevent the attack from succeeding. If the attack is blocked, the Special card used to make the attack is immediately discarded to the Defeated Characters Pile of the attacking player. Likewise, the card used to block the attack is discarded into the appropriate pile of the defending player. If the attack is not blocked, the Attack is considered successful and the Character being attacked has taken a Hit (See Hits). Any subsequent effects of the Special card are resolved in normal fashion. Like Special cards, it is important to note that if a Special card that has been played because an Activator card allows the player to make an additional attack, each subsequent attack should be attempted only after the preceding attack has been resolved. (See Attack your opponent with, or play a Special or Aspect card)

If a player is exchanging an Activator card for a Special card that is to be used for a Defensive Action, then the Activator card must be played as a Defensive Action. The defending player would simply play the Activator card in response to an incoming attack as if it were the desired Special card, and upon playing, immediately exchange the Activator for the desired defensive Special card (See Defensive Actions).

- **Concede**—Conceding is retreating to fight again next battle and is a good way to save your Characters from receiving a beating, especially if you have a bad Hand. Each player has the option of conceding immediately after the Venture, before the battle begins. Once the battle has begun, a player may Concede at any time during the course of the battle on his turn only. A player may not Concede as a follow up Attack or action after an initial Attack or action has been made. In other words, if a player wishes to Concede, then Conceding is the only thing he can do on his turn.

When a player Concedes, the Offensive Action phase is over. The Opponent may still have the opportunity phase to play a card which is playable when a player concedes, during their Defensive Action phase. This may grant them an opportunity to make another attack, or even stop a player from conceding. If the Opponent is unable to play any cards during their Defensive Action phase after a player declares their intention to concede, the Battle is then considered over. The Round then progresses to the Post-Battle phase. Any cards remaining in either player's Hand are immediately discarded; however, Placed cards remain, as discussed previously. (See Placing). During the Post-Battle phase, the player who Concedes the battle automatically loses the Venture, and must move his Mission cards into the appropriate pile or piles.

- **Pass**—If a player is out of playable cards, or cannot Attack with any cards from his Hand, and does not wish to Concede, he must Pass his turn. It is then his opponent's turn. His opponent may still Attack, play a Special card, or do whatever he wishes, which may be defended, if possible. After the opponent's turn, it is the passing player's turn again; however, once he has Passed, he may no longer Attack for the remainder of the battle. He now has the option to Concede, or Pass again. If he Passes again, his opponent may take a turn as normal. If both players Pass consecutively, the battle is over. (See Ending the Battle) Remember, a player may have cards he is able to Attack with Placed to one or more of his Character and still Pass, choosing to save these cards for a future battle.

## **2.2 Defensive Action Phase**

A card, or cards, may be played as a **Defensive Action** in response to any Attack, or Attacks, made on any of your Characters during your Opponent's Offensive Action Phase. The Defensive Action Phase is not considered your turn; it is your response to your opponent's Offensive Action Phase and is considered part of his turn, just as your opponent's Defensive Actions Phase is a part of your turn (see Figure 4 – The Battle Cycle).

An incoming Attack can only be blocked by the Character at which the Attack is directed (except in the case of certain defensive Special cards.) If the Defensive Action is successful, the Attack is blocked and both the attacking and defending cards are discarded into the appropriate Discard piles of the players who played them.

In order to successfully block an incoming Attack, the Character who is being attacked must play one of the following Defensive Actions:

- A Power card with a Value equal to or greater than the Value of the incoming Attack.
- A Power card plus a Basic Universe card that, added together, are equal to or greater than the Value of the incoming Attack.
- A Power card plus a Universe: Training card that, added together, are equal to or greater than the Value of the incoming Attack.
- A Tactic: Doubleshot combined with a Power card as a single defense. The Tactic card protects only the Character playing the card, not the Teammate.
- A defensive Special or Aspect card that defeats the specific Power Type and/or Value of the incoming Attack.
- An Activator card that may be immediately exchanged with a defensive Special card from beneath a Battlesite that defeats the specific Power Type and/or Value of the incoming attack. Remember, when playing Power cards or Universe cards as Defensive Actions, it must first be determined that the Character is able to use the desired Power card or Universe card. Just as above, a Power card is playable by a certain Character if the Value of the Power card is equal to or less than the Rating listed until the same Power Type on the Character's Power Grid. Each Universe card has what is required to use it listed on the card. Teamwork cards, and Ally cards may not be used for Defensive Actions.

When playing a Defensive Action, any Power Type of defense may be used to defend against any Power Type of Attack. For example, a Character being attacked with a Strength Power card with a Value of 5 may successfully defend with an Energy Power card with a Value of 5 or even with a Fighting Power card with a Value of 3 combined with a Universe card that gives a bonus of +2 or more to Fighting (3+2=5)

A Supplemental Defensive card (which may be a Special, Artifact or Aspect card) can be played in combination with any Defensive Action. The cards that are considered Supplemental Defensive cards and the rules and circumstances for legal play are detailed in the Rules for Usage sections.

A player is never obligated to play a Defensive Action and may simply choose to allow the Attack to succeed and take the Hit (See Hits).

**Defending against follow-up attacks**—As described above, Universe: Teamwork cards, Universe: Ally cards and Tactic: Doubleshot cards all permit follow-up attacks. Follow-up attacks are attacks made within the same Offensive Action phase. This is distinctly different from Additional Attacks which are attacks which are made in two separate Offensive Action phases, a circumstance which is granted from a Special card). If a situation arises where a follow-up attack is made against your Characters, then each attack can be dealt with individually. Meaning, one Defensive Action can be made for each attack.

In this circumstance, it is also possible to use a Tactic: Doubleshot card to make two separate Defensive Actions. The Tactic: Doubleshot is used to defend only the Character playing the card, but the follow-up Power card can then be used by the contributing Teammate to defend ANY other Character. The Power card must be usable by the contributing Character, but also adhere to the requirements stated on the Tactic: Doubleshot card.

For example, if your Opponent attacks your Character with a Teamwork card which acts as a level 6 Energy attack, and then two follow-up attacks are made with the Teamwork card, which act as a level 4 Fighting attack and level 5 Strength attack after the bonuses are applied. A Tactic: Doubleshot card which acts as a level 4 Power card used along with a level 5 Power card could be used as two separate Defensive Actions to block both the level 4 Fighting attack and level 5 Strength attack. This would leave only the level 6 Energy attack to deal with separately.

Defensive Actions made against each attack can also be combined with a Supplemental Defensive card.

**Defending the Battlesite**—Defending a Battlesite is similar, but not identical, to defending one of your Front Line Characters (See Defensive Actions). A Battlesite may defend itself in the following manner:

- Defend with a Power card - To begin with, since a Location card does not have a Power Grid (See Power Grid), it must rely on the Power Grids of your Front Line Characters. In other words, a Battlesite may defend itself with any Power card that is usable by your at least one of your Active Front Line Characters. If a Power card is not usable by one of your Active Front Line Characters, then it is also not usable by your Battlesite. In addition, a Battlesite may never use either Basic Universe cards, or Universe: Training cards along with a Power card to defend itself.
- Defend with an Activator card - A Battlesite may play any Activator card that can be immediately exchanged for a Special card that will defeat the Power Type or Value of the incoming attack, just as a Front Line Character could (See Defensive Actions). At no time may any of your Front Line Characters play Special cards to defend a Battlesite unless the Special card itself specifically says so.
- Defend with an Any Hero or Any Character card – If you are using a Battlesite which does not allow for Activator cards (i.e. Marvel Manhattan, Marvel Universe or Team Overpower), then an Any Hero or Any Character card that will defeat the Power Type or Value of the incoming attack can be used.

**Defensive Actions against Offensive Actions that are not Character targeted attacks**—As described in the Offensive Action phase segment, it is possible to play a card (e.g. Special card or Artifact card) that does not function as a Character targeted attack. In these situations, you can still counter the effects of these cards, by using Defensive cards that have the ability to “negate” the effect of another card.

For example, let’s say your Opponent plays a Special card that allows one of their Characters to remove 1 Hit from their Permanent Record. During your Defensive Action phase, you could play a Special card which has a “negate” effect, in order to stop the effects of the Special card played by your Opponent from taking place.

Alternatively, let’s say your Opponent plays an Artifact card to increase their Power Grid Ratings. During your Defensive Action phase, you could play an Artifact card which has a “negate” effect (e.g. The Ultimate Nullifier), in order to stop the effects of the Artifact card played by your Opponent from taking place.

**Defensive Actions when your Opponent concedes**—Certain cards can be played on the Defensive Action phase after your Opponent concedes. This may grant you the ability to make another attack, or even stop your Opponent from conceding altogether. See the Rules for Usage of Special Cards segment for more details.

**Hits**—When an Attack is successful, the card that was used to make the Attack is left in front of the attacked Character card to indicate that he has taken a Hit.

**Hits From The Current Battle**—Successful Hits From The Current Battle are left in front of the Character that has been hit until the end of the battle. They should not be tucked under the Character card to become part of that Character's Permanent Record (See Permanent Record) until after the Venture Total (See Venture Total) has been determined. It is important to keep Hits that were scored in the current battle separate from hits that were scored in previous battles (referred to as Hits on Permanent Record).

**Cards producing an effect on Character**—When a Special or Aspect card is played against a Character that has an effect that lasts for more than 1 Turn, then it is also left in front of the attacked Character card but is positioned to the left of the Hits taken. These are only discarded when their effect is lifted, usually as described on the card.

**K.O.'s**—A Character is considered K.O.'d when one of the following occurs:

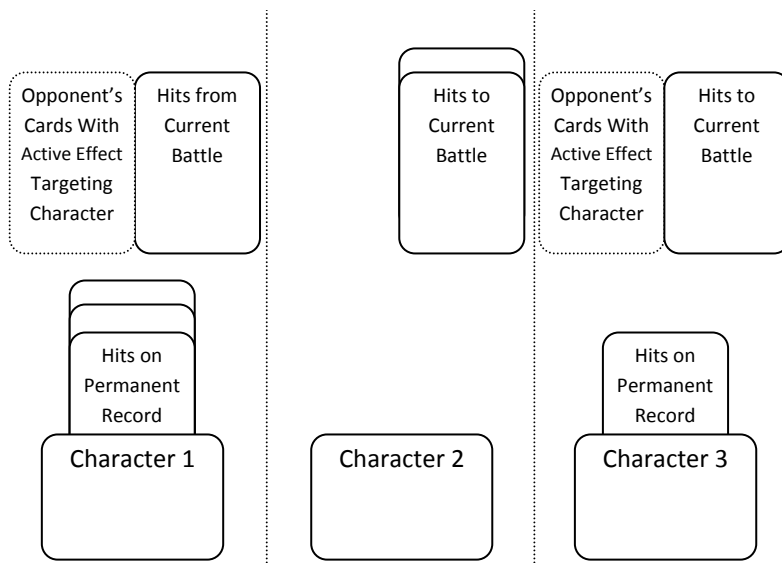
- The Cumulative K.O.—At the moment the Values of all of the Hits taken by a Character add up to 20 or more. This includes all Hits in the Permanent Record, and Hits From The Current Battle (See Hits From the Current Battle and Permanent Record).
- The Spectrum K.O.—At the moment a Character has taken at least three of the four Power Types as a Hit, regardless of their Value. Any-Power cards do NOT act as a Power Type and do not contribute to Spectrum K.O. Hits which can function as more than one Power Type at any one time (e.g. MultiPower Power cards, Special cards which act as two or more Power Types, etc.) are considered of the MultiPower Power Type. All MultiPower card Hits must function as one Power Type. That one Power Type may change if the attacking player that scored the Hits so chooses; however any change affects all MultiPower cards on that Character. MultiPower cards scored as hits on other Characters may be of other Power Types. MultiPower Hits that only have two or three icons automatically pick up additional icons once another MultiPower Hit that contains other icons joins it as a Hit on the same Character.

When a Character is K.O.'d, a number of things occur. They are as follows:

- The Character Card is immediately removed from play and placed into the Defeated Characters Pile.
- Any cards Placed to the K.O.'d Character are immediately discarded into the appropriate Discard piles.
- Any cards played by your Team that has an active effect on the K.O.'d Character (positioned in area for “Player’s Cards with Effect on Own Character”, see Figure 6 – Card Position Overview) are immediately discarded, and any effects granted by these cards is immediately lifted.
- All Hits in the K.O.'d Character's Permanent Record (See Permanent Record) are immediately returned to the player who played them to be discarded into his appropriate Discard piles.

However, Hits scored on the Character from the Current Battle (See Hits From the Current Battle) should remain until the end of the battle. After the Venture Total (See Venture Total) has been determined, those Hits should be returned to the player who played them and then discarded into his appropriate Discard piles. Also, any of the Opponent’s Cards with an active effect on the K.O.'d Character should remain until the end of the battle. Only when they are discarded are the effects lifted. Bear in mind, this is different from your cards played by yourself with an active effect on the K.O.'d Character – these are discarded immediately.

**Figure 5**  
**Hits**



When a Character is K.O.'d, the cards in your Hand that only he can use (for example, a Special card), should not be discarded in the middle of the battle. These cards may be kept in your Hand, and used to bluff, but may no longer be played. However, after that battle and for as long as the Character remains K.O.'d, cards that only the recently K.O.'d Character can use should be considered Unusable, and discarded accordingly.

**Knocking Out the Battlesite**—A Battlesite is K.O.'d in the same way as a Character, either via Cumulative K.O. or Spectrum K.O.

When a Battlesite is K.O.'d, a number of things occur. They are as follows:

- The Battlesite is immediately removed from play and discarded into the Defeated Characters Pile.
- Any Special cards that remained beneath the Battlesite at the moment it was K.O.'d are immediately discarded into the Defeated Characters Pile.
- All Hits in the K.O.'d Battlesite's Permanent Record (See Permanent Record) are immediately returned to the player who played them, and discarded into the appropriate discard piles.
- At the end of the Current Battle any Hits that were in the K.O.'d Battlesite's Hits From the Current Battle are returned to the player who played them, and discarded into the appropriate discard piles.

### **2.3 Ending the Battle**

A battle is considered over if any of these situations occur:

- Both players Pass, consecutively.
- One player has no Front Line Characters.
- One player Concedes.

When a battle is over, all cards remaining in both player's Hands are discarded into the appropriate Discard piles, but all Placed cards remain.

## **Phase 3 – Post-Battle**

### **3.1 Venture Resolution**

**The Venture Total**—When the battle is over, the Venture Total must be determined. To figure out your Venture Total, add the Values of all of the Hits from the Current Battle inflicted on any of your opponent's Characters and HALF the Values of all of the Hits from the Current Battle inflicted on your Opponent's Battlesite. This includes Hits from Power Cards, Teamwork cards, Ally cards, and Special cards. Do not add any bonuses from Universe cards, or any Hits from a Character's Permanent Record. Compare your Venture Total to your opponent's. The player with the higher Venture Total wins the battle and moves his Mission cards up, while the player with the lower Venture total loses the battle and moves his Mission cards down. (See Venture) The player with the higher Venture Total also starts first during the next Round. If this results in one player having completed his entire Mission, or one player having to abandon his Mission, then the game is over (See Victory).

If the Venture Totals are the same, then the Battle is declared a draw. If this is the case, leave the current Ventured Mission cards where they are, draw fresh Hands, and begin a new battle with the same player going first who went first last time. Remember to Discard, Place, and Venture additional Mission cards on the outcome of the new battle.

### **3.2 Team Management**

**The Permanent Record**—At the end of each battle, after the Venture Total has been determined (See Venture Total), all Hits that were scored against each Character should be tucked under the front of that Character card. This is the Character's Permanent Record of Hits. All Power Types and Values of hits in every Character's Permanent Record should be visible to both players.

**Reserve Advancement**—If there are fewer than three Front Line Characters on your team (which may be due to one or more of your Front Line Characters being K.O.'d, or circumstances created by certain cards during the game), the Reserve Character is moved up to the Front Line. If there is more than one Reserve Character present, then as many Reserve Characters are moved up to the Front Line as long as there are no more than three Characters in the Front Line.

**One-Battle-Lifespan Characters and Resurrected Characters**—Certain cards played during the game may grant Characters a special circumstance called a One Battle Lifespan. Characters that have been given this special circumstance and have just completed Battle in this same Round are now discarded, including all placed cards and cards with active effects. Any Characters which are to be resurrected for the next Round (due to effects of certain cards) are also re-introduced to the Front Line at this point.

### **Next Round**

When the Round is over, and neither player has achieved Victory (see Victory), it is time to begin a new Round. To begin a new Round, start the whole process over again beginning with the Pre-Battle phase. This time, the player who had the higher Venture Total from the previous battle must go first.

If, after a number of Rounds, a player does not have enough cards in his Draw Pile to draw the needed amount of cards, the Power Pack is immediately reshuffled and becomes the new Draw Pile. This process is repeated over and over, as many times as is necessary to complete the game.

### **Victory**

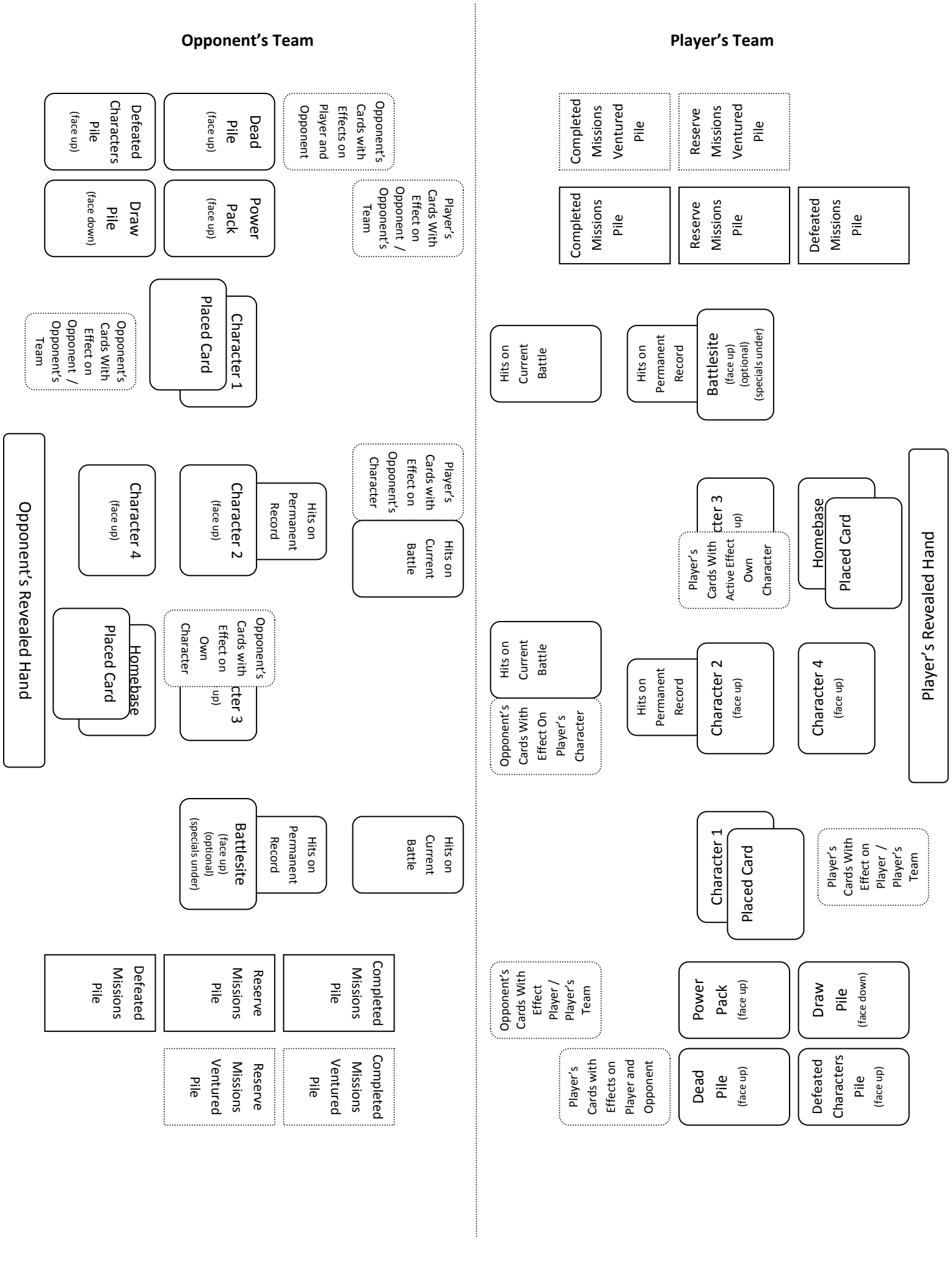
There are two ways to win the game.

- K.O. all of your opponent's Characters—This means K.O. all of his Front Line Characters, and his Reserve Character. This does not have to be done in one Round. And, more likely, will be accomplished over a number of Rounds.
- Complete your Mission—This is accomplished by managing to get all seven pieces of your Mission into the Completed Missions Pile. Again, this does not have to be done in one Round. And, more likely, will be accomplished over a number of Rounds.

It should also be noted that if you are forced to abandon your Mission (i.e. If you ever have all seven pieces of your Mission in your Defeated Missions Pile) then you are unable to Venture and must forfeit the game. Your opponent immediately wins the game.



**Figure 6**  
**Card Position Overview**



# INTRODUCTION TO DETAILED RULES

This is the nitty-gritty of Overpower, where we cover the intricacies of the rules for use of specific cards. To assist with clear explanation of the rules, very specific terminology will be used from here onwards, which will be detailed in the “Terminology” section of this Introduction.

In general, the description for each card will include a Target, description of when it can be played (i.e. offensively, defensively, whether it functions as an attack, whether it can be used supplementally), how it is played and its duration.

**Targeting**—A 1<sup>o</sup> Target or 2<sup>o</sup> Target can only refer to ONE character, unless it refers to “Player’s/Opponent’s Team” or “Player’s/Opponent’s Teammates” (specifically plural). The chosen targets for each particular Special card CANNOT CHANGE for the life of the Special card once it has been defined at the point of use. The possible options for the targets are listed in the information box for each Special card. With the exception of Event cards which are always positioned in the area designated for “Player’s Cards with Effect on Player and Opponent”, the 1<sup>o</sup> Target listed in the description dictates where the card should be positioned when it is played.

If a card played by the Player targets an Opponent’s Character, it is positioned in front of the Opponent’s Character, in an area separate from the “Hits from Current Battle” area and “Player’s Cards with Effect on Opponent’s Character” area. Only when the attack is successful does it get moved into the respective areas. If a card played by the Player targets an Opponent/Opponent’s Team or targets both Player and Opponent, it is immediately positioned in the area designated for “Player’s Cards with Effect on Opponent/Opponent’s Team” or “Player’s Cards with Effect on Player and Opponent” respectively.

If a card played by the Player targets one of his own Characters, or himself/his Team, or targets both Player and Opponent, it is immediately positioned in the area designated for “Player’s Cards with Effect on Own Character” or “Player’s Cards with Effect on Player/Player’s Team” or “Player’s Cards with Effects on Player and Opponent” respectively.

**Offensive/Defensive**— If a card can be used offensively or defensively, this means it is playable on an Offensive or Defensive Action phase. If a Special card is considered a Supplemental Defensive card, then it can be played with any Defensive Action, but still has to adhere to the correct circumstances for use of that Supplemental Defensive card.

**Durations**—The duration of effect for any particular card is described. If one of the effects of a Special is a Numerical attack which becomes a Hit, no duration for this effect nor information about when to discard this Special card will be specified. This is because it functions as any other normal Hit - i.e. will remain in play until it is either removed or the Character who hit by the card is KO’d).

## **Terminology**

**Player** – You, the person playing the game.

**Opponent** – The person playing on the opposing side.

**Character** – A specific Character, represented by a Character card.

**Teammate(s)** – Used in context of a specific Character, referring to one (or more) other Character on the same team, including Front Line and Reserve Characters. This does not refer to a Battlesite or Home Base.

**Team** – Any or All of the Characters in Front Line and Reserve, as well as the Battlesite and Homebase.

**Front Line** – Position for Characters that can normally participate in offensive and defensive actions in battle.

**Reserve** – Position for Characters that cannot normally participate in offensive and defensive actions except in circumstances dictated by a Special card or Event card. Defensive actions may be made if directly targeted by a Special card.

**Initiator** – The Character that made an action.

**Offensive Action** – Action played on your turn.

**Attack** – An Offensive Action that has an effect on an Opponent, Opponent’s Characters or Opponent’s Battlesite. This may be a Numeric or Non-Numeric attack.

**Numeric Attack** – An attack that contains a Numeric value. This will often also include a Power Type.

**Non-Numeric Attack** – An attack where the effect does not have a Numeric value.

**Follow up attack** - Another attack made within the same Offensive Action phase.

**Additional attack** - An attack made as a result of an extra Offensive Action phase granted by a Special card.

**Additional Attack Circumstance** – An extra Player’s Offensive Action phase granted by a Special card, and unless otherwise specified, is followed by a corresponding Opponent’s Defensive Action phase.

**Concede Attack Circumstance** – An extra Player’s Offensive Action phase granted by a Special card in the event that Opponent Concedes, and unless otherwise specified, is followed by a corresponding Opponent’s Defensive Action phase, after which the Battle will end.

**Self Attack Circumstance** – An extra Player’s Offensive Action phase granted by a Special card which allows one of Player’s Characters to attack a Teammate, which is followed by a corresponding Player’s Defensive Action phase.

**Defensive Action** – Action played in response to an Offensive Action.

**Defense** – A Defensive Action that has a direct effect on an attack (avoiding, shifting, blocking). Supplemental Defensive Actions are not considered the actual defense, just made in combination with the defense.

**Avoid** – A Non-Numerical Defensive Action to stop a Numerical or Non-Numerical attack from hitting.

**Block** – A Numerical Defensive Action to stop a Numerical attack from hitting.

**Supplemental** – This term is used to describe a Defensive card which is used to enhance a defense but are not part of the actual defense itself. Supplemental Defensive Actions either restrict a similar attack from being made on the Character being attacked, or enhance a Character’s abilities to allow a successful defense to be made. Circumstances for each Supplemental Defensive Special card are described in the Rules for Usage of Special Cards.

**Power Type** – Describes one of 6 possible categories, including Energy, Fighting, Strength, Intellect, Any-Power, MultiPower.

**<Power type> attack** – Refers to a Numeric attack of the specified <power type>. Offensive cards with a Multi Power icon can be used to make a Multi Power attack, which must be declared as an Energy, Fighting, Strength or Intellect attack at the point of use.

**<Power type> card** – Refers to a card that when used to attack or defend, can only function as a <power type> attack or defense. Since MultiPower Power and Special cards can function as more than just a <power type> card, they cannot be included in this definition.

**<Power type> icon** – Refers to the Energy icon (yellow star), Fighting icon (red fist), Strength (green weight), Intellect (blue head) or Any-Power (white circle with grey outline).

**Card with/contains a <power type> icon** – Refers to a card that has the <power type> icon somewhere on it, even if the icon may not be used.

**Attack with a <power type> icon** – Refers to an attack that includes at least one card that contains a <power type> icon.

**<power type> Rating** - Character's Power Grid value for <power type>.

**Power Grid** – The four numbers on a Character card, which indicate the Character’s ability to use cards that have a Numerical requirement.

**Power card attack** – Any attack that includes the use of a Power card. This includes a Power card, a Power card and Basic Universe card, a Power card and Training card, a Power card as a follow up to a Teamwork card, a Power card in combination with a Special card.

**Universe card attack** – Any attack that includes the use of a Universe card. This includes Power card and a Basic Universe card, a Power card and a Training card, a Teamwork card, a Power card as a follow up to a Teamwork card, an Ally card as well as the Special following the Ally card (providing the Special is an attack), a Power card and Basic Universe card and AK Special card, a Power card and Training Universe card and AK Special card.

**Duplicate** – Refers to several different circumstances:

- 1) Two Power cards of the same value
- 2) Two copies of the same Special card, Basic Universe card, Training card, Ally card, Artifact card
- 3) Two Teamwork cards that have the same requirements to use
- 4) Two DoubleShot cards that have the same requirements to use (both Character and Teammate)

**Usable** – Have the appropriate requirement to play.

**Playable** – Is permitted to play. This card may be usable, but due to effects from other cards (such as Special, Events, or Aspects), may possibly not be playable.

**Sort through** – Inspect each card in order from top to bottom of deck.

**Look through** – Inspect entire deck in any order.

**One Battle Lifespan** - A special circumstance where a particular Character functions are a normal Character, but is discarded into the Defeated Characters Pile at the end of that battle, regardless of what Hits are present on Character's record. Character with a One Battle Lifespan may still be KO'd before the end of that battle via normal KO rules.

**Hit** - A card that contributes to points of damage and/or Power Type damage. Unless specified, a Hit can include a card on Hits to Current Battle or Permanent Record.

**Remove** (in reference to a Hit or Hits) - Card that acts as Hit no longer functions as a Hit and is discarded into Opponent's Draw Pile.

**On The Table** - All cards that in play. This does not include cards in Player and Opponent's hand (both concealed and revealed), cards in Draw Pile, Dead Pile, Power Pack and Defeated Characters Pile, and Activator Specials under Battlesites.

**Active/ In Play** - This term applies to Characters that are still part of the game and have not yet been KO'd, or cards which have already been played and are able to or currently producing an effect on the game (e.g. Specials, Artifacts, Aspects, Events).

**Activator Special card** - Special card located under a Battlesite, which is normally retrieved by an Activator card.

**Discard** - To take a card and put it into the Power Pack, Dead Pile or Defeated Characters Pile.

**Battle** - The phase where Offensive and Defensive Action phases occur.

**Round** - The collective group of phases from the beginning of "Pre-Battle" phase, all the way up to the end of the "Post-Battle" phase.

**Bonus** - A Numerical value added to an attack or defense, usually offered by a Special card, Universe card, Event card or Inherent Ability.

# RULES FOR USAGE OF SPECIAL CARDS

## ===== AA =====

**Basic Text:** Acts as a level # <power type> attack. May make 1 additional attack.

<b>Offensive:</b>	Y	<b>Defensive:</b>	N	<b>1<sup>o</sup> Target:</b>	Opponent's Character [FL]	<b>2<sup>o</sup> Target:</b>	None
<b>Attack:</b>	Y	<b>Supplemental:</b>	N		Opponent's Battlesite		

**How to Play Offensively:** As a single card targeting 1<sup>o</sup> Target. Player's Offensive Action phase is over, and Opponent's Defensive Action phase begins. If not negated, effect takes place.

**Effect:** Acts as a level # <power type> Numerical attack. If attack is successful, acts as a level # <power type> Hit. After Opponent's Defensive Action phase ends, an Additional Attack Circumstance may be opened by Player, if attack can be made by Initiator. During Player's Offensive Action phase of Additional Attack Circumstance, Initiator makes an attack on 1<sup>o</sup> Target. This is followed by a corresponding Opponent's Defensive Action phase for a defense to be made.

**Variant Text:** Acts as a level # <power type> attack. May make 1 additional attack against a different opponent.

<b>Offensive:</b>	Y	<b>Defensive:</b>	N	<b>1<sup>o</sup> Target:</b>	Opponent's Character [FL]	<b>2<sup>o</sup> Target:</b>	Opponent's Teammate [FL]
<b>Attack:</b>	Y	<b>Supplemental:</b>	N		Opponent's Battlesite		

**How to Play Offensively:** As a single card targeting 1<sup>o</sup> Target. Player's Offensive Action phase is over, and Opponent's Defensive Action phase begins. If not negated, effect takes place.

**Effect:** Acts as a level # <power type> Numerical attack. If attack is successful, acts as a level # <power type> Hit. After Opponent's Defensive Action phase ends, an Additional Attack Circumstance may be opened by Player, if attack can be made by Initiator. During Player's Offensive Action phase of Additional Attack Circumstance, Initiator makes an attack on 2<sup>o</sup> Target. This is followed by a corresponding Opponent's Defensive Action phase for a defense to be made.

**Additional notes:** Additional Attack must be made without contribution from any other Teammate. If the additional attack is a Special that grants an extra additional attack, another Additional Attack Circumstance may then be opened.

**Exception cards:** Dr. Strange's Eye of Agamatto should be **AJ**. Hawkeye's Arrow Assault should be **GJ**.

## ===== AB =====

**Basic Text:** Acts as a level # <power type> attack, may make 1 additional <power type> attack.

<b>Offensive:</b>	Y	<b>Defensive:</b>	N	<b>1<sup>o</sup> Target:</b>	Opponent's Character [FL]	<b>2<sup>o</sup> Target:</b>	None
<b>Attack:</b>	Y	<b>Supplemental:</b>	N		Opponent's Battlesite		

**How to Play Offensively:** As a single card targeting 1<sup>o</sup> Target. Player's Offensive Action phase is over, and Opponent's Defensive Action phase begins. If not negated, effect takes place.

**Effect:** Acts as a level # <power type> Numerical attack. If attack is successful, acts as a level # <power type> Hit, if attack can be made by Initiator. After Opponent's Defensive Action phase ends, an Additional Attack Circumstance may be opened by Player. During Player's Offensive Action phase of Additional Attack Circumstance, Initiator makes a <power type> attack on 1<sup>o</sup> Target. This is followed by a corresponding Opponent's Defensive Action phase for a defense to be made.

**Variant Text:** Acts as a level # <power type> attack, may make 1 additional <power type> attack against a different opponent.

<b>Offensive:</b>	Y	<b>Defensive:</b>	N	<b>1º Target:</b>	Opponent's Character [FL]	<b>2º Target:</b>	Opponent's Teammate [FL]
<b>Attack:</b>	Y	<b>Supplemental:</b>	N		Opponent's Battlesite		

**How to Play Offensively:** As a single card targeting 1º Target. Player's Offensive Action phase is over, and Opponent's Defensive Action phase begins. If not negated, effect takes place.

**Effect:** Acts as a level # <power type> Numerical attack. If attack is successful, acts as a level # <power type> Hit. After Opponent's Defensive Action phase ends, an Additional Attack Circumstance may be opened by Player, if attack can be made by Initiator. During Player's Offensive Action phase of Additional Attack Circumstance, Initiator makes a <power type> attack on 2º Target. This is followed by a corresponding Opponent's Defensive Action phase for a defense to be made.

**Additional notes:** Additional Attack must be made without contribution from any other Teammate. If the additional attack is a Special that grants an extra additional attack, another Additional Attack Circumstance may then be opened.

===== **AC** =====

**Basic Text:** Attack made on <Initiator> is now made on teammate of his choice, who may defend it.

<b>Offensive:</b>	N	<b>Defensive:</b>	Y	<b>1º Target:</b>	Initiator	<b>2º Target:</b>	Player's Teammate (FL)
<b>Attack:</b>	N	<b>Supplemental:</b>	N				

**How to Play Defensively:** As a single card; or together with a Supplemental Defensive Special, when a Numeric or Non-Numeric attack is made on 1º Target. Effect takes place. This Special is then discarded.

**Effect:** Attack made on 1º Target is shifted to 2º Target. The 2º Target may make another Defensive action without contributions from any Teammate, Location, or 'Any Hero/Character' Specials. The Defensive action cannot include shifting the attack again.

**Additional Notes:** The attack cannot be shifted to a Character that would result in the shifted attack having no effect.

**Variant Text:** Attack on Teammate is now made on <Initiator>, who may defend it

<b>Offensive:</b>	N	<b>Defensive:</b>	Y	<b>1º Target:</b>	Player's Teammate [FL]	<b>2º Target:</b>	Initiator
<b>Attack:</b>	N	<b>Supplemental:</b>	N				

**How to Play Defensively:** As a single card; or together with a Supplemental Defensive Special, when Numeric or Non-Numeric attack is made 1º Target. Effect takes place. This Special is then discarded.

**Effect:** Attack made on 1º Target is shifted to 2º Target. The 2º Target may make another Defensive action without contributions from any Teammate, Location, or 'Any Hero/Character' Specials. The Defensive action cannot include shifting the attack again. The attack cannot be shifted to a Character that would result in the shifted attack having no effect.

**Additional Notes:** The attack cannot be shifted to a Character that would result in the shifted attack having no effect.

===== **AD** =====

**Basic Text:** [<Initiator>] / [Teammate] / [<Initiator> or Teammate] may avoid 1 <power type> attack. (May be played while <Initiator> is in reserve.)

<b>Offensive:</b>	N	<b>Defensive:</b>	Y	<b>1º Target:</b>	Initiator	<b>2º Target:</b>	None
<b>Attack:</b>	N	<b>Supplemental:</b>	N		Player's Teammate [FL+R]		

**How to Play Defensively:** As a single card; or together with a Supplemental Defensive Special, when Numerical <power type> attack is made on 1º Target (which may be the Initiator or teammate as specified). If specified, Initiator can be a Reserve Character. Effect takes place. This Special is then discarded.

**Effect:** Attack made on 1º Target is avoided.

**Additional Notes:** This card can still be played if the <power type> Power type is part of a combined attack (e.g. with an AE Special card, combined Power cards due to DW Special card). The entire attack made on 1º Target would be defended.

**Variant Text 1:** [<Initiator>] / [Teammate] / [<Initiator> or Teammate] may avoid 1 attack of # or less. (May be played while <Initiator> is in reserve.)

<b>Offensive:</b>	N	<b>Defensive:</b>	Y	<b>1º Target:</b>	Initiator	<b>2º Target:</b>	None
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<b>Attack:</b>	N	<b>Supplemental:</b>	N		Player's Teammate [FL+R]		
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**How to Play Defensively:** As a single card; or together with a Supplemental Defensive Special, when Numerical attack of # or less is made on 1<sup>o</sup> Target (which may be the Initiator or teammate as specified by the Special card). If specified, Initiator can be a Reserve Character. Effect takes place. This Special is then discarded.

**Effect:** Attack made on 1<sup>o</sup> Target is avoided.

**Additional Notes:** The Numerical value of the attack is not affected by bonuses or penalties that the Player's Team or Player's Character have.

**Variante Text 2:** [<Initiator> or teammate] / [Teammate] may avoid 1 attack.

<b>Offensive:</b>	N	<b>Defensive:</b>	Y	<b>1<sup>o</sup> Target:</b>	Initiator	<b>2<sup>o</sup> Target:</b>	None
<b>Attack:</b>	N	<b>Supplemental:</b>	N		Player's Teammate [FL+R]		

**How to Play Defensively:** As a single card; or together with a Supplemental Defensive Special, when Numerical or Non-Numerical attack is made on 1<sup>o</sup> Target (which may be the Initiator or teammate as specified by the Special card). Effect takes place. This Special is then discarded.

**Effect:** Attack made on 1<sup>o</sup> Target is avoided.

**Variante Text 3:** [<Initiator>] / [Teammate] / [<Initiator> or Teammate] may avoid any numerical attack.

<b>Offensive:</b>	N	<b>Defensive:</b>	Y	<b>1<sup>o</sup> Target:</b>	Initiator	<b>2<sup>o</sup> Target:</b>	None
<b>Attack:</b>	N	<b>Supplemental:</b>	N		Player's Teammate [FL+R]		

**How to Play Defensively:** As a single card; or together with a Supplemental Defensive Special, when Numerical attack is made on 1<sup>o</sup> Target (which may be the Initiator or teammate as specified by the Special card). Effect takes place. This Special is then discarded.

**Effect:** Attack made on 1<sup>o</sup> Target is avoided.

**Variante Text 4:** Avoid 1 attack that contains a <power type> icon.

<b>Offensive:</b>	N	<b>Defensive:</b>	Y	<b>1<sup>o</sup> Target:</b>	Initiator	<b>2<sup>o</sup> Target:</b>	None
<b>Attack:</b>	N	<b>Supplemental:</b>	N				

**How to Play Defensively:** As a single card; or together with a Supplemental Defensive Special, when Numerical attack that contains a <power type> icon is made on 1<sup>o</sup> Target. The <power type> icon may be present anywhere on any of the cards that comprise the attack, even if the icon is not being used in the attack. Effect takes place. This Special is then discarded.

**Effect:** Attack made on 1<sup>o</sup> Target is avoided.

**Variante Text 5:** Avoid any attack made with a <card type> Card.

<b>Offensive:</b>	N	<b>Defensive:</b>	Y	<b>1<sup>o</sup> Target:</b>	Initiator	<b>2<sup>o</sup> Target:</b>	None
<b>Attack:</b>	N	<b>Supplemental:</b>	N				

**How to Play Defensively:** As a single card; or together with a Supplemental Defensive Special, when attack made with a <card type> Card is made on 1<sup>o</sup> Target. Effect takes place. This Special is then discarded.

**Effect:** Attack made on 1<sup>o</sup> Target is avoided.

**Exception cards:** Blob's Blubber Block and Scarlet Spider's Scarlet Saviour should be **AG**.

===== **AE** =====

**Basic Text:** Acts as a level # <power type 1> attack. (Teammate) may combine with 1 <power type 2> (and <power type 3> card for a single attack.

<b>Offensive:</b>	Y	<b>Defensive:</b>	N	<b>1<sup>o</sup> Target:</b>	Opponent's Character [FL]	<b>2<sup>o</sup> Target:</b>	None
<b>Attack:</b>	Y	<b>Supplemental:</b>	N		Opponent's Battlesite		

**How to Play Offensively:**

**Option 1)** As a single card targeting 1<sup>o</sup> Target. Player's Offensive Action phase is over, and Opponent's Defensive Action phase begins. If not negated, effect takes place.

**Effect 1:** Acts as a level # <power type> Numerical attack. If attack is successful, acts as a level # <power type> Hit.

**Option 2)** Together with one <power type 2> or <power type 3> Power card playable by the contributing Character (which may be the Initiator or teammate as specified). Player's Offensive Action phase is over, and Opponent's Defensive Action phase begins. If negated, all attack cards must be discarded. If not negated, effect takes place.

**Effect:** Acts as a [#+ Power card value] Numerical attack with Power Types of both Special and Power card. If attack is successful, the Special and the Power card act as two separate Hits to Current Battle. The Special card acts as a level # <power type> Hit.



**Additional Notes:** If one part of the attack is defended (e.g. the Fighting Power card component is defended with “Avoid 1 attack that contains a <power type> icon”), then the entire attack is avoided. If negated, both the Special card and Power card are discarded. Once the single attack hits, removing or negating the Special card would have no effect on the Power card.

===== **AF** =====

**Basic Text:** Add # to <Initiator’s> venture total (or opponent -# to venture total) for this battle. (May be played from Reserve.)

<b>Offensive:</b>	Y	<b>Defensive:</b>	N	<b>1° Target:</b>	PLAYER	<b>2° Target:</b>	None
<b>Attack:</b>	Y/N	<b>Supplemental:</b>	N		OPPONENT		

**How to Play Offensively:** As a single card (which may be played from Reserve if specified), targeting 1° Target. Player’s Offensive Action phase is over, and Opponent’s Defensive Action phase begins. If not negated, this Special is active and effect takes place at “Battle Resolution” phase, when this Special discarded.

**Effect:** Player’s Venture Total for current Battle increases by # if 1° Target is Player, or Opponent’s Venture Total for current battle decreases by # if 1° Target is Opponent.

===== **AG** =====

**Basic Text:** Avoid 1 attack.

<b>Offensive:</b>	N	<b>Defensive:</b>	Y	<b>1° Target:</b>	Initiator	<b>2° Target:</b>	None
<b>Attack:</b>	N	<b>Supplemental:</b>	N				

**How to Play Defensively:** As a single card; or together with a Supplemental Defensive Special, when Numeric or Non-Numeric attack is made on Initiator. Effect takes place. This Special is then discarded.

**Effect:** Attack made on 1° Target is avoided.

**Exception cards:** Alpha Flight’s Guardian, Cable’s Cover Fire, Captain America’s Mighty Shield, Mr. Fantastic’s Protect Teammate, Nightcrawler’s Bamf!, Silver Surfer’s Energy Protection, Wonder Woman’s Gift of Flight, Supergirl’s Telekinetic Shield should be **AD**.

===== **AH** =====

**Basic Text:** No <card type> cards may be played against <Initiator> for remainder of battle.

<b>Offensive:</b>	Y	<b>Defensive:</b>	Y	<b>1° Target:</b>	Initiator	<b>2° Target:</b>	None
<b>Attack:</b>	N	<b>Supplemental:</b>	Y				

**How to Play Offensively:** As a single card targeting Initiator. Player’s Offensive Action phase is over, and Opponent’s Defensive Action phase begins. If not negated, effect takes place. This Special is discarded at the end of Battle.

**How to Play Defensively:**

**Option 1)** As a single card targeting Initiator, allowing attack made with <card type> card on Initiator to be successful, if this will not cause Initiator to be KO’d. Effect takes place. This Special is discarded at end of Battle.

**Option 2)** As a Supplemental Defensive Special targeting Initiator, together with a successful defense, when attack with <card type> is made on Initiator. Effect takes place. Defensive action made with the other cards is resolved. This Special is discarded at the end of Battle.

**Effect (UEOB):** During Opponent’s Offensive Action phase, Initiator cannot be attacked with <card type> cards.

**Variant Text 1:** No cards with a <power type> icon may be played against <Initiator> for remainder of battle.

<b>Offensive:</b>	Y	<b>Defensive:</b>	Y	<b>1° Target:</b>	Initiator	<b>2° Target:</b>	None
<b>Attack:</b>	N	<b>Supplemental:</b>	Y				

**How to Play Offensively:** As a single card targeting Initiator. Player’s Offensive Action phase is over, and Opponent’s Defensive Action phase begins. If not negated, effect takes place. This Special is discarded at the end of Battle.

**How to Play Defensively:**

**Option 1)** As a single card targeting Initiator, allowing attack with card with a <power type> icon made on Initiator to be successful, if this will not cause Initiator to be KO’d. Effect takes place. This Special is discarded at end of Battle.

**Option 2)** As a Supplemental Defensive Special targeting Initiator, together with a successful defense, when attack with <power type> icon is made on Initiator. Effect takes place. Defensive action made with the other cards is resolved. This Special is discarded at the end of Battle.

**Effect (UEOB):** During Opponent’s Offensive Action phase, Initiator cannot be attacked with cards with <power type> icon.

**Variante Text 2:** Avoid 1 attack with a <power type> icon. No cards with a <power type> icon may be played against <Initiator> for remainder of battle.

<b>Offensive:</b>	Y	<b>Defensive:</b>	Y	<b>1º Target:</b>	Initiator	<b>2º Target:</b>	None
<b>Attack:</b>	N	<b>Supplemental:</b>	N				

**How to Play Defensively:** As a single card; or together with a Supplemental Defensive Special, when attack made with a <power type> icon is made on 1º Target. Effect takes place. This Special is discarded at the end of Battle.

**Effect:** Attack made on Initiator is avoided. Sub-effect takes place.

**Sub-effect (UEOB):** During Opponent's Offensive Action phase, Initiator cannot be attacked with cards with <power type> icon.

===== AI =====

**Basic Text:** Opponent must (immediately) discard 1 placed (<card type>) card of <Initiator>'s choice.

<b>Offensive:</b>	Y	<b>Defensive:</b>	N	<b>1º Target:</b>	Opponent's Team	<b>2º Target:</b>	None
<b>Attack:</b>	N	<b>Supplemental:</b>	N				

**How to Play Offensively:** As a single card targeting 1º Target, if there is at least 1 card (which may have to be a <card type> card as specified) placed on 1º Target. Player's Offensive Action phase is over, and Opponent's Defensive Action phase begins. If not negated, effect takes place. This Special is then discarded.

**Effect:** 1 card (which may have to be a <card type> card as specified) placed on 1º Target of Player's choice is discarded to Dead Pile.

**Variante Text:** Target hero must discard 1 placed (<card type>) card of <Initiator>'s choice.

<b>Offensive:</b>	Y	<b>Defensive:</b>	N	<b>1º Target:</b>	Opponent's Character [FL]	<b>2º Target:</b>	None
<b>Attack:</b>	Y	<b>Supplemental:</b>	N				

**How to Play Offensively:** As a single card targeting 1º Target, if there is at least 1 card (which may have to be a <card type> card as specified) placed on 1º Target. Player's Offensive Action phase is over, and Opponent's Defensive Action phase begins. If not negated, effect takes place. This Special is then discarded.

**Effect:** Acts as a Non-Numerical attack. If attack is successful, 1 card (which may have to be a <card type> card as specified) placed on 1º Target of Player's choice is discarded to Dead Pile.

===== AJ =====

**Basic Text:** Opponent must reveal # cards chosen at random from his hand.

<b>Offensive:</b>	Y	<b>Defensive:</b>	N	<b>1º Target:</b>	OPPONENT	<b>2º Target:</b>	None
<b>Attack:</b>	Y	<b>Supplemental:</b>	N				

**How to Play Offensively:** As a single card targeting Opponent, if Opponent has at least 1 card in hand. Player's Offensive Action phase is over, and Opponent's Defensive Action phase begins. If not negated, effect takes place. This Special is then discarded.

**Effect:** # cards of Opponent's choice from Opponent's Hand are put into Opponent's Revealed Hand.

**Variante Text 1:** Opponent must reveal any <card type> cards currently held in hand.

<b>Offensive:</b>	Y	<b>Defensive:</b>	N	<b>1º Target:</b>	OPPONENT	<b>2º Target:</b>	None
<b>Attack:</b>	Y	<b>Supplemental:</b>	N				

**How to Play Offensively:** As a single card targeting Opponent, if Opponent has at least 1 card in hand. Player's Offensive Action phase is over, and Opponent's Defensive Action phase begins. If not negated, effect takes place. This Special is then discarded.

**Effect:** All <card type> cards from Opponent's Hand are put into Opponent's Revealed Hand.

**Additional Notes:** If Opponent has no <card type> cards in his/her hand, this Special has no effect.

**Variante Text 2:** You may look at top # cards in opponent's Draw Pile.

<b>Offensive:</b>	Y	<b>Defensive:</b>	N	<b>1º Target:</b>	OPPONENT	<b>2º Target:</b>	None
<b>Attack:</b>	Y	<b>Supplemental:</b>	N				

**How to Play Offensively:** As a single card targeting Opponent. Player's Offensive Action phase is over, and Opponent's Defensive Action phase begins. If not negated, effect takes place. This Special is then discarded.

**Effect:** Top # cards from top of Opponent's Draw Pile are shown to Player. When Player is ready, these cards are returned face down back to the same position in the Draw Pile.

**Additional Notes:** If there are insufficient cards in Draw Pile, the Power Pack is shuffled and becomes the new Draw Pile. If there are no more Power cards remaining in the Power Pack, then the player must continue with as many cards as he/she has.

===== **AK** =====

**Basic Text:** Play with 1 action involving a Universe card, Universe card bonus is doubled.

<b>Offensive:</b>	Y	<b>Defensive:</b>	Y	<b>1<sup>o</sup> Target:</b>	Opponent's Character	<b>2<sup>o</sup> Target:</b>	None
<b>Attack:</b>	N	<b>Supplemental:</b>	Y		Initiator		

**How to Play Offensively:** Together with an attack made with a Basic Universe or Training card, targeting Opponent's Character. Player's Offensive Action phase is over, and Opponent's Defensive Action phase begins. If negated, the entire attack is avoided. If not negated, effect takes place. This Special is then discarded.

**How to Play Defensively:** As a Supplemental Defensive Special targeting Initiator, together a defense using a Universe card, which would not be otherwise successful without the effects of this Special. Effect of takes place. Defensive action made with the other cards is resolved. This Special is then discarded.

**Effect:** Value of the bonus(es) stated on the Universe cards is doubled.

**Additional Notes:** Bonuses to attack do not count to damage or Venture Total.

===== **AL** =====

**Basic Text:** Remove 1 hit from [the <Initiator>'s Permanent Record] / [Permanent Record of any 1 teammate]. (<Initiator>'s <power type> Rating increases to # for remainder of Battle.)

<b>Offensive:</b>	Y	<b>Defensive:</b>	N	<b>1<sup>o</sup> Target:</b>	Initiator	<b>2<sup>o</sup> Target:</b>	None
<b>Attack:</b>	N	<b>Supplemental:</b>	N		Player's Teammate [FL]		

**How to Play Offensively:** As a single card targeting 1<sup>o</sup> Target, if there is at least one Hit on Permanent Record of 1<sup>o</sup> Target (which may be the Initiator or the Player's Teammate as specified). Player's Offensive Action phase is over, and Opponent's Defensive Action phase begins. If not negated, effect takes place. This Special is then discarded.

**Effect:** 1 Hit of Player's choice on Permanent Record of 1<sup>o</sup> Target is removed. If specified, sub-effect takes place.

**Sub-effect (UEOB):** Initiator's <power type> Rating increases to #.

**Variant Text 1:** Remove 1 Hit from [<Initiator>'s] / [<Initiator> or teammate's] [Hits from Current Battle] / [Permanent Record or Hits from Current Battle]. (Affects Venture Total.)

<b>Offensive:</b>	Y	<b>Defensive:</b>	N	<b>1<sup>o</sup> Target:</b>	Initiator	<b>2<sup>o</sup> Target:</b>	None
<b>Attack:</b>	N	<b>Supplemental:</b>	N		Player's Teammate [FL]		

**How to Play Offensively:** As a single card targeting 1<sup>o</sup> Target, if there is a Hit (which may be on the Current Battle or Permanent Record as specified) on 1<sup>o</sup> Target (which may be the Initiator or the Player's Teammate as specified). Player's Offensive Action phase is over, and Opponent's Defensive Action phase begins. If not negated, effect takes place. This Special is then discarded.

**Effect:** 1 Hit of Player's choice (which may be on Current Battle or Permanent Record as specified) from 1<sup>o</sup> Target is removed. If it is a Hit on Current Battle, then the Venture Total will be affected.

**Variant Text 2:** Acts as a level # <power type> attack. If successful, remove 1 hit from <Initiator>'s Permanent Record.

<b>Offensive:</b>	Y	<b>Defensive:</b>	N	<b>1<sup>o</sup> Target:</b>	Opponent's Character [FL]	<b>2<sup>o</sup> Target:</b>	Initiator
<b>Attack:</b>	Y	<b>Supplemental:</b>	N		Opponent's Battlesite		

**How to Play Offensively:** As a single card. Player's Offensive Action phase is over, and Opponent's Defensive Action phase begins. If not negated, effect takes place. This Special is then discarded.

**Effect:** Acts as a level # <power type> Numerical attack. If attack is successful, acts as a level # <power type> Hit, and 1 Hit of Player's choice on 2<sup>o</sup> Target may be removed.

**Additional Notes:** If this Special is negated after it hits the 1<sup>o</sup> Target, the Numerical or Non-Hit that was present on 2<sup>o</sup> Target is not brought back from the Dead Pile.

**Exception Cards:** Reyes' Reluctant Hero should be AI.

===== **AM** =====

**Basic Text:** <Initiator> / [<Initiator or teammate>] gains +# to [defense] / [all actions] for remainder of battle.

<b>Offensive:</b>	Y	<b>Defensive:</b>	Y	<b>1<sup>o</sup> Target:</b>	Initiator	<b>2<sup>o</sup> Target:</b>	None
<b>Attack:</b>	N	<b>Supplemental:</b>	Y		Player's Teammate [FL]		

**How to Play Offensively:** As a single card targeting 1<sup>o</sup> Target. Player's Offensive Action phase is over, and Opponent's Defensive Action phase begins. If not negated, effect takes place. This Special is discarded at the end of Battle.

**How to Play Defensively:** As a Supplemental Defensive Special targeting 1<sup>o</sup> Target, together with a defense which would not be otherwise successful without the effects of this Special. Effect takes place. Defensive action made with the other cards is resolved. This Special is discarded at the end of Battle.

**Effect (UEOB):** During Player's Defensive Action phase, any Numerical defense receives a # bonus. (If "all actions" are specified, then during Player's Offensive Action phase, any Numerical attack also receives a # bonus.)

**Additional Notes:** Any bonuses to attack do not count to damage or Venture Total.

**Variant Text:** Opponent's hero is -# to defense for remainder of battle.

<b>Offensive:</b>	Y	<b>Defensive:</b>	N	<b>1<sup>o</sup> Target:</b>	Opponent's Character [FL]	<b>2<sup>o</sup> Target:</b>	None
<b>Attack:</b>	Y	<b>Supplemental:</b>	N				

**How to Play Offensively:** As a single card targeting Opponent's Character. Player's Offensive Action phase is over, and Opponent's Defensive Action phase begins. If not negated, effect takes place. This Special is discarded at the end of Battle.

**Effect:** Acts as a Non-Numerical attack. If successful, sub-effect takes place.

**Sub-effect (UEOB):** During Opponent's Defensive Action phase, a Numerical defense receives a penalty of #.

===== AN =====

**Basic Text:** Acts as a level # <power type> attack. May be used against opponent in Reserve, who may defend.

<b>Offensive:</b>	Y	<b>Defensive:</b>	N	<b>1<sup>o</sup> Target:</b>	Opponent's Character [FL/R]	<b>2<sup>o</sup> Target:</b>	None
<b>Attack:</b>	Y	<b>Supplemental:</b>	N				

**How to Play Offensively:** As a single card targeting 1<sup>o</sup> Target. Player's Offensive Action phase is over, and Opponent's Defensive Action phase begins. If not negated, effect takes place.

**Effect:** Acts as a level # <power type> Numerical attack. 1<sup>o</sup> Target may still defend even if in Reserve. If attack is successful, acts as a level # <power type> Hit.

===== AO =====

**Basic Text:** Negates the effect of any 1 Special card played by opponent.

<b>Offensive:</b>	Y	<b>Defensive:</b>	Y	<b>1<sup>o</sup> Target:</b>	<b>PLAYER</b>		<b>2<sup>o</sup> Target:</b>	None
					Initiator	Player's Teammate		
<b>Attack:</b>	Y/N	<b>Supplemental:</b>	N	<b>1<sup>o</sup> Target:</b>	Player's Team	<b>2<sup>o</sup> Target:</b>	None	
					Player's Battlesite			
					<b>OPPONENT</b>			
					Opponent's Character			
					Opponent's Team			
					Opponent's Battlesite			

**How to Play Offensively:** As a single card targeting 1<sup>o</sup> Target, if there is a Special with effect on 1<sup>o</sup> Target or acting as a Hit on Player's Team or Battlesite. Player's Offensive Action phase is over, and Opponent's Defensive Action phase begins. If not negated, effect takes place. This Special is then discarded.

**Effect:** Player's choice of Special with effect on or Special acting as a Hit on 1<sup>o</sup> Target is discarded. Any effects produced by the Special is lifted.

**Additional Notes:** If used to remove a Special after the turn on which the Special was played, then any other benefits that might have been attained are not negated. For example, if an AE Special combined with a Power card hits the Player's Character and the Player chose not to block the attack with the AO Special, later in the Battle, if the AO Special is used to negate the AE Special, only the AE Special is removed from the hits, not the Power card that it was combined with. If the negate targets Opponent or Opponent's Team (including any Characters or Battlesites), then it is considered an attack.

**How to Play Defensively:** As a single card; or together with a Supplemental Defensive Special, when an Opponent's Team plays Offensive Special on 1<sup>o</sup> Target. Effect takes place. This Special is then discarded.

**Effect:** The Special played by the Opponent's Team is discarded, along with any cards the Special may have been played together with. Effect of the Special played by Opponent's Team does not take place.

**Additional Notes:** If a Special indicates that it cannot be defended by a Special card, then a Negate cannot be used to defend the attack (although it may be used afterwards offensively to negate the effect). If a Special card indicates that it can only be defended by a specific type of card (and does not mention negates), then a negate Special cannot be used to defend.

===== AP =====

**Basic Text:** Acts as a level # <power type 1> attack. Cannot be defended by a card with a <power type 2> icon.

<b>Offensive:</b>	Y	<b>Defensive:</b>	N	<b>1<sup>o</sup> Target:</b>	Opponent's Character [FL]	<b>2<sup>o</sup> Target:</b>	None
<b>Attack:</b>	Y	<b>Supplemental:</b>	N		Opponent's Battlesite		

**How to Play Offensively:** As a single card targeting 1<sup>o</sup> Target. Player's Offensive Action phase is over, and Opponent's Defensive Action phase begins. If not negated, effect takes place.

**Effect:** Acts as a level # <power type> Numerical attack. During Opponent's Defensive Action phase, 1<sup>o</sup> Target cannot use cards with <power type 2> icon to defend against this attack. If attack is successful, acts as a level # <power type> Hit.

**Exception card:** Rhino's Rhino Charge should read "Acts as a level 6 Strength attack, cannot be defended by a card with an Energy icon."

===== AQ =====

**Basic Text:** Acts as a level # <power type 1>, <power type 2>, <power type 3> (or <power type 4>) attack.

<b>Offensive:</b>	Y	<b>Defensive:</b>	N	<b>1<sup>o</sup> Target:</b>	Opponent's Character [FL]	<b>2<sup>o</sup> Target:</b>	None
<b>Attack:</b>	Y	<b>Supplemental:</b>	N		Opponent's Battlesite		

**How to Play Offensively:** As a single card targeting 1<sup>o</sup> Target, declaring what Power Type the attack will act as. Player's Offensive Action phase is over, and Opponent's Defensive Action phase begins. If not negated, effect takes place.

**Effect:** Acts as a level # <power type 1>, <power type 2>, <power type 3> (or <power type 4>) Numerical attack as declared. If attack is successful, acts as a level # MultiPower Hit.

===== AR =====

**Basic Text:** Acts as a level # <power type> attack. (If successful, <Initiator> gains skill levels of target opponent for remainder of battle.)

<b>Offensive:</b>	Y	<b>Defensive:</b>	N	<b>1<sup>o</sup> Target:</b>	Opponent's Character [FL]	<b>2<sup>o</sup> Target:</b>	None
<b>Attack:</b>	Y	<b>Supplemental:</b>	N		Opponent's Battlesite		

**How to Play Offensively:** As a single card targeting 1<sup>o</sup> Target. Player's Offensive Action phase is over, and Opponent's Defensive Action phase begins. If not negated, effect takes place.

**Effect:** Acts as a level # <power type> Numerical attack. If attack is successful, act as a level # <power type> Hit and if specified, sub-effect takes place if 1<sup>o</sup> Target is not a Battlesite.

**Sub-effect (UEOB):** Power Grid of the Initiator changes to that of the 1<sup>o</sup> Target. This does not include effects from Specials and Artifacts on 1<sup>o</sup> Target.

**Additional Notes:** Any cards that become unusable as a result of this change do not have to be discarded. If the hit lands and is later negated, the Power Grid of the Initiator does not revert back to before the hit landed. If the Power Grid of the Initiator changes, any cards that have an effect on the Power Grid still remain (such as Artifacts and certain Specials). Any cards which are placed to Initiator remain but can only be played if the new skill ratings allow them to be played.

===== AS =====

**Basic Text:** Acts as a level # <power type> attack. (<Initiator> may not attack for remainder of battle.)

<b>Offensive:</b>	Y	<b>Defensive:</b>	N	<b>1<sup>o</sup> Target:</b>	Opponent's Character [FL]	<b>2<sup>o</sup> Target:</b>	None
<b>Attack:</b>	Y	<b>Supplemental:</b>	N		Opponent's Battlesite		

**How to Play Offensively:** As a single card targeting 1<sup>o</sup> Target. Player's Offensive Action phase is over, and Opponent's Defensive Action phase begins. If not negated, effect (or effects if there is more than 1 specified) take place.

**Effect:** Acts as a level # <power type> Numerical attack. If attack is successful, acts as a level # <power type> Hit.

**Effect 2 (UEOB):** If specified, during Player's Offensive Action phase, Initiator may not attack.

**Additional Notes:** Offensive actions which are not attacks are still permitted.

**Variant Text:** Acts as a level # <power type> attack, +1 for each Hit on <Initiator>'s Permanent Record.

<b>Offensive:</b>	Y	<b>Defensive:</b>	N	<b>1<sup>o</sup> Target:</b>	Opponent's Character [FL]	<b>2<sup>o</sup> Target:</b>	None
<b>Attack:</b>	Y	<b>Supplemental:</b>	N		Opponent's Battlesite		

**How to Play Offensively:** As a single card targeting 1<sup>o</sup> Target. Player's Offensive Action phase is over, and Opponent's Defensive Action phase begins. If not negated, effect takes place.



**Effect:** Acts as a [# + bonus] <power type> Numerical attack. Value of bonus equivalent to number of hits on Initiator's Permanent Record. If attack is successful, acts as a level # <power type> Hit. Bonus does not count to damage or Venture Total.

**Variant Text 2:** Acts as a level # <power type 1> or <power type 2> attack.

<b>Offensive:</b>	Y	<b>Defensive:</b>	N	<b>1<sup>o</sup> Target:</b>	Opponent's Character [FL]	<b>2<sup>o</sup> Target:</b>	None
<b>Attack:</b>	Y	<b>Supplemental:</b>	N		Opponent's Battlesite		

**How to Play Offensively:** As a single card targeting 1<sup>o</sup> Target, declaring what Power Type the attack will act as. Player's Offensive Action phase is over, and Opponent's Defensive Action phase begins. If not negated, effect takes place.

**Effect:** Acts as a level # <power type 1> or <power type 2> Numerical attack as declared. If attack is successful, acts as a level # Multipower Hit.

**Exception Cards:** Havok's Annihilate, Kingpin's Sumo Knowledge and The Ray's In A Blaze Of Power should be **HR**.

===== **AT** =====

**Basic Text:** Draw 1 card, do not discard if duplicate.

<b>Offensive:</b>	Y	<b>Defensive:</b>	N	<b>1<sup>o</sup> Target:</b>	PLAYER	<b>2<sup>o</sup> Target:</b>	None
<b>Attack:</b>	N	<b>Supplemental:</b>	N				

**How to Play Offensively:** As a single card targeting Player. Player's Offensive Action phase is over, and Opponent's Defensive Action phase begins. If not negated, effect takes place. This Special is then discarded.

**Effect:** 1 card is drawn from top of Player's Draw Pile and put into Player's hand. Duplicates are not discarded, unusable cards are discarded.

**Additional Notes:** If there are insufficient cards in Draw Pile, the Power Pack is shuffled and becomes the new Draw Pile. If there are no more Power cards remaining in the Power Pack, then the player must continue with as many cards as he/she has.

===== **AU** =====

**Basic Text:** Opponent must immediately discard all/# placed <card type> cards (of <Initiator>'s choice).

<b>Offensive:</b>	Y	<b>Defensive:</b>	N	<b>1<sup>o</sup> Target:</b>	Opponent's Team	<b>2<sup>o</sup> Target:</b>	None
<b>Attack:</b>	N	<b>Supplemental:</b>	N				

**How to Play Offensively:** As a single card targeting 1<sup>o</sup> Target, if there is at least 1 card placed on 1<sup>o</sup> Target. Player's Offensive Action phase is over, and Opponent's Defensive Action phase begins. If not negated, effect takes place. This Special is then discarded.

**Effect:** All or # of cards (which may have to be a <card type> card as specified) placed on 1<sup>o</sup> Target are discarded. If Opponent Team has more placed cards (of <card type> if specified) than #, then Player dictates which placed card(s) to discard.

**Variant Text 1:** Opponent must discard all <card type> cards held in hand or all placed <card type> cards, whichever is a greater number.

<b>Offensive:</b>	Y	<b>Defensive:</b>	N	<b>1<sup>o</sup> Target:</b>	OPPONENT	<b>2<sup>o</sup> Target:</b>	None
<b>Attack:</b>	Y	<b>Supplemental:</b>	N		Opponent's Team		

**How to Play Offensively:** As a single card targeting 1<sup>o</sup> Target, providing Opponent's Team has at least one placed <card type> card or Opponent has at least one card in hand. Player's Offensive Action phase is over, and Opponent's Defensive Action phase begins. If not negated, effect takes place. This Special is then discarded.

**Effect:** Opponent must count number of <card type> cards placed on his/her team and compare with number of <card type> cards in hand. All <card type> cards in the group with the greater number are discarded to Dead Pile.

**Variant Text 2:** Target hero must immediately discard all placed cards.

<b>Offensive:</b>	Y	<b>Defensive:</b>	N	<b>1<sup>o</sup> Target:</b>	Opponent's Character [FL]	<b>2<sup>o</sup> Target:</b>	None
<b>Attack:</b>	Y	<b>Supplemental:</b>	N				

**How to Play Offensively:** As a single card targeting 1<sup>o</sup> Target, if there is at least 1 card (which may have to be a <card type> card as specified) placed on 1<sup>o</sup> Target. Player's Offensive Action phase is over, and Opponent's Defensive Action phase begins. If not negated, effect takes place. This Special is then discarded.

**Effect:** Acts as a Non-Numerical attack. If attack is successful, all cards placed on 1<sup>o</sup> Target are discarded.



===== AV =====

**Basic Text:** Target opponent may not attack for remainder of battle.

<b>Offensive:</b>	Y	<b>Defensive:</b>	N	<b>1<sup>o</sup> Target:</b>	Opponent's Character [FL]	<b>2<sup>o</sup> Target:</b>	None
<b>Attack:</b>	Y	<b>Supplemental:</b>	N				

**How to Play Offensively:** As a single card targeting 1<sup>o</sup> Target. Player's Offensive Action phase is over, and Opponent's Defensive Action phase begins. If not negated, effect takes place. This Special is discarded at the end of Battle.

**Effect:** Acts as a Non-Numerical attack. If attack is successful, sub-effect takes place.

**Sub-effect (UEOB):** During Opponent's Offensive Action phase, 1<sup>o</sup> Target may not attack. Offensive actions that are not attacks are permitted.

**Exception card:** Longshot's One In A Million should be CV.

===== AW =====

**Basic Text:** Add # to Venture total for this battle.

<b>Offensive:</b>	Y	<b>Defensive:</b>	N	<b>1<sup>o</sup> Target:</b>	PLAYER	<b>2<sup>o</sup> Target:</b>	None
<b>Attack:</b>	N	<b>Supplemental:</b>	N				

**How to Play Offensively:** As a single card targeting Player. Player's Offensive Action phase is over, and Opponent's Defensive Action phase begins. If not negated, this Special is active and effect takes place during "Battle Resolution" phase, when this Special is discarded.

**Effect:** Player's Venture Total increases by #.

**Variant Text:** Opponent -# to venture total for this battle.

<b>Offensive:</b>	Y	<b>Defensive:</b>	N	<b>1<sup>o</sup> Target:</b>	OPPONENT	<b>2<sup>o</sup> Target:</b>	None
<b>Attack:</b>	Y	<b>Supplemental:</b>	N				

**How to Play Offensively:** As a single card targeting Opponent. Player's Offensive Action phase is over, and Opponent's Defensive Action phase begins. If not negated, this Special is active and effect takes place during "Battle Resolution" phase, when this Special is discarded.

**Effect:** Opponent's Venture Total decreases by #.

===== AX =====

**Basic Text:** <Initiator> and target hero/character may not attack for remainder of battle.

<b>Offensive:</b>	Y	<b>Defensive:</b>	N	<b>1<sup>o</sup> Target:</b>	Opponent's Character [FL]	<b>2<sup>o</sup> Target:</b>	Initiator
<b>Attack:</b>	Y	<b>Supplemental:</b>	N				

**How to Play Offensively:** As a single card targeting Opponent's Character. Player's Offensive Action phase is over, and Opponent's Defensive Action phase begins. If not negated, effect takes place. This Special is discarded at the end of Battle.

**Effect:** Acts as a Non-Numerical attack. If attack is successful, sub-effect takes place.

**Sub-effect (UEOB):** During Opponent's Offensive Action phase, 1<sup>o</sup> Target may not attack. Offensive actions that are not attacks are permitted. During Player's Offensive Action phase, 2<sup>o</sup> Target may not attack. Offensive actions that are not attacks are permitted.

**Additional Notes:** Even if 1<sup>o</sup> Target is KO'd, effect is not lifted.

===== AY =====

**Basic Text:** <Initiator>'s <power type> skill increases to # for remainder of battle.

<b>Offensive:</b>	Y	<b>Defensive:</b>	Y	<b>1<sup>o</sup> Target:</b>	Initiator	<b>2<sup>o</sup> Target:</b>	None
<b>Attack:</b>	N	<b>Supplemental:</b>	Y				

**How to Play Offensively:** As a single card targeting Initiator. Player's Offensive Action phase is over, and Opponent's Defensive Action phase begins. If not negated, effect takes place. This Special is discarded at end of Battle.

**How to Play Defensively:** As a Supplemental Defensive Special targeting Initiator, together with a defense which would not be otherwise playable without the effects of this Special. Effect takes place, and Defensive action made with the other cards is resolved.

**Effect (UEOB):** Initiator's <power type> Rating increases to #.

**Variant Text 1:** <Initiator>'s <power type> Rating increases to # for remainder of game.

<b>Offensive:</b>	Y	<b>Defensive:</b>	Y	<b>1<sup>o</sup> Target:</b>	Initiator	<b>2<sup>o</sup> Target:</b>	None
<b>Attack:</b>	N	<b>Supplemental:</b>	Y				

**How to Play Offensively:** As a single card targeting Initiator. Player's Offensive Action phase is over, and Opponent's Defensive Action phase begins. If not negated, effect takes place.

**How to Play Defensively:** As a Supplemental Defensive Special targeting Initiator, together with a defense which would not be otherwise playable without the effects of this Special. Effect takes place, and Defensive action made with the other cards is resolved.

**Effect (UEOG):** Initiator's <power type> Rating increases to #.

**Variant Text 2:** Avoid 1 <power type> attack. <Initiator>'s <power type> skill is increased to # for remainder of battle.

<b>Offensive:</b>	N	<b>Defensive:</b>	Y	<b>1<sup>o</sup> Target:</b>	Initiator	<b>2<sup>o</sup> Target:</b>	None
<b>Attack:</b>	N	<b>Supplemental:</b>	N				

**How to Play Defensively:** As a single card; or together with a Supplemental Defensive Special, when Numerical <power type> attack is made on 1<sup>o</sup> Target. Effect of this Special (and Supplemental Defensive Special card) takes place. This Special is discarded at the end of Battle.

**Effect:** Attack made on Initiator is avoided. Sub-effect takes effect.

**Sub-effect (UEOB):** Initiator's <power type> Rating increases to #.

**Additional Notes:** This card can still be played if the <power type> Power type is part of a combined attack (e.g. with an AE Special card, combined Power cards due to DW Special card). The entire attack made on 1<sup>o</sup> Target would be defended.

===== **AZ** =====

**Basic Text:** Target opponent may not attack <Initiator> for remainder of battle unless he/she attacks him first.

<b>Offensive:</b>	Y	<b>Defensive:</b>	N	<b>1<sup>o</sup> Target:</b>	Opponent's Character [FL]	<b>2<sup>o</sup> Target:</b>	None
<b>Attack:</b>	Y	<b>Supplemental:</b>	N				

**How to Play Offensively:** As a single card targeting Opponent's Character. Player's Offensive Action phase is over, and Opponent's Defensive Action phase begins. If not negated, effect takes place. This Special is discarded at the end of Battle, or if Initiator attacks 1<sup>o</sup> Target.

**Effect:** Acts as a Non-Numerical attack on 1<sup>o</sup> Target. If attack is successful, sub-effect takes place.

**Sub-effect (UEOB or until Initiator attacks 1<sup>o</sup> Target):** During Opponent's Offensive Action phase, 1<sup>o</sup> Target may not attack Initiator. Attacks on Player's Teammates and Battlesite are still permitted, as well as Offensive actions that are not attacks.

===== **BA** =====

**Basic Text:** Acts as a level # <power type> attack. Cannot be defended by a male hero.

<b>Offensive:</b>	Y	<b>Defensive:</b>	N	<b>1<sup>o</sup> Target:</b>	Opponent's Character [FL]	<b>2<sup>o</sup> Target:</b>	None
<b>Attack:</b>	Y	<b>Supplemental:</b>	N		Opponent's Battlesite		

**How to Play Offensively:** As a single card targeting 1<sup>o</sup> Target. Player's Offensive Action phase is over, and Opponent's Defensive Action phase begins. If not negated, effect takes place.

**Effect:** Acts as a level # <power type> Numerical attack. A defense cannot be made if the Character contributing to the defense is male; the defense does not have to come from the 1<sup>o</sup> Target. This includes avoiding, blocking or negating the attack. If attack is successful, acts as a level # <power type> Hit.

**Additional Notes:** Character that do not fall into clear male or female genders should be considered neuter. A Character card which represents a group of Characters (Brood, Sentinels, Starjammers, etc.) are considered neuter gender (not male or female).

**Variant Text 1:** Acts as a level # <power type> attack, can only be defended by a defensive Special card.

<b>Offensive:</b>	Y	<b>Defensive:</b>	N	<b>1<sup>o</sup> Target:</b>	Opponent's Character [FL]	<b>2<sup>o</sup> Target:</b>	None
<b>Attack:</b>	Y	<b>Supplemental:</b>	N		Opponent's Battlesite		

**How to Play Offensively:** As a single card targeting 1<sup>o</sup> Target. Player's Offensive Action phase is over, and Opponent's Defensive Action phase begins. If not negated, effect takes place.

**Effect:** Acts as a level # <power type> Numerical attack. 1<sup>o</sup> Target can only make a defense that includes a Special card. If attack is successful, acts as a level # <power type> Hit.

**Variant Text 2:** Acts as a level # <power type 1>, <power type 2>, (<power type 3>) attack. Can only be defended by a defensive Special card.

<b>Offensive:</b>	Y	<b>Defensive:</b>	N	<b>1<sup>o</sup> Target:</b>	Opponent's Character [FL]	<b>2<sup>o</sup> Target:</b>	None
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<b>Attack:</b>	Y	<b>Supplemental:</b>	N		Opponent's Battlesite		
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**How to Play Offensively:** As a single card targeting 1<sup>o</sup> Target, declaring what Power Type this attack will act as. Player's Offensive Action phase is over, and Opponent's Defensive Action phase begins. If not negated, effect takes place.

**Effect:** Acts as a level # <power type 1>, <power type 2> (or <power type 3>) Numerical attack as declared. 1<sup>o</sup> Target can only make a defense that includes a Special card. If attack is successful, acts as a level # MultiPower Hit.

**Variant Text 3:** Acts as a level # <power type> attack. Can only be defended by a card with a <power type 2> icon.

<b>Offensive:</b>	Y	<b>Defensive:</b>	N	<b>1<sup>o</sup> Target:</b>	Opponent's Character [FL]	<b>2<sup>o</sup> Target:</b>	None
<b>Attack:</b>	Y	<b>Supplemental:</b>	N		Opponent's Battlesite		

**How to Play Offensively:** As a single card targeting 1<sup>o</sup> Target. Player's Offensive Action phase is over, and Opponent's Defensive Action phase begins. If not negated, effect takes place.

**Effect:** Acts as a level # <power type> Numerical attack. During Defensive Action phase, 1<sup>o</sup> Target can only make a defense that includes a card with a <power type 2> icon. If attack is successful, acts as a level # <power type> Hit.

===== **BB** =====

**Basic Text:** Play after <Initiator> takes a hit. <Initiator> is +2 for remainder of battle vs. opponent who just hit him.

<b>Offensive:</b>	Y	<b>Defensive:</b>	Y	<b>1<sup>o</sup> Target:</b>	Initiator	<b>2<sup>o</sup> Target:</b>	Opponent's Character [FL]
<b>Attack:</b>	N	<b>Supplemental:</b>	N				

**How to Play Offensively:** As a single card targeting 1<sup>o</sup> Target, if there is a Hit on 1<sup>o</sup> Target made by 2<sup>o</sup> Target. If not negated, effect takes place. This Special is discarded at the end of Battle.

**How to Play Defensively:** As a single card targeting 1<sup>o</sup> Target; or together with a Supplemental Defensive Special, when Initiator takes a hit from 2<sup>o</sup> Target. Effect of this Special (and Supplemental Defensive Special card) takes place. This Special is discarded at the end of Battle.

**Effect (UEOB):** During Player's Offensive Action phase, any Numerical attack made by 1<sup>o</sup> Target against 2<sup>o</sup> Target is given a bonus of 2. During Player's Defensive Action phase, any Numerical defense made by 1<sup>o</sup> Target against 2<sup>o</sup> Target is given a bonus of 2. Bonuses do not count to damage or Venture Total.

**Additional Notes:** If the attack is an Any Hero card or an Activator retrieved Special, the bonus is applied to the Character who played the Any Hero or Activator card.

===== **BC** =====

**Basic Text:** Play when opponent's hero is KO'd. Reserve must skip a battle before entering.

<b>Offensive:</b>	Y	<b>Defensive:</b>	N	<b>1<sup>o</sup> Target:</b>	OPPONENT	<b>2<sup>o</sup> Target:</b>	None
<b>Attack:</b>	Y	<b>Supplemental:</b>	N				

**How to Play Offensively:** As a single card targeting 1<sup>o</sup> Target, in battle that Opponent's Front Line Character has been KO'd and would result in Reserve moving into Front Line during "Team Management" phase. Player's Offensive Action phase is over, and Opponent's Defensive Action phase begins. If not negated, this Special is active. Effect takes place at "Team Management" phase, when this Special is discarded.

**Effect:** Opponent's Reserve may not move up to the Front Line.

**Variant Text:** Play when opponent brings in reserve, reserve may not enter until next battle.

<b>Offensive:</b>	Y	<b>Defensive:</b>	N	<b>1<sup>o</sup> Target:</b>	OPPONENT	<b>2<sup>o</sup> Target:</b>	None
<b>Attack:</b>	Y	<b>Supplemental:</b>	N				

**How to Play Offensively:** As a single card targeting 1<sup>o</sup> Target, in battle when Opponent's Front Line has less than three active Characters. Player's Offensive Action phase is over, and Opponent's Defensive Action phase begins. If not negated, this Special is active. Effect takes place at "Team Management" phase, when this Special is discarded.

**Effect:** Opponent's Reserve may not move up to the Front Line.

===== **BD** =====

**Basic Text:** Target opponent may not use (1) skill/Power type of <Initiator>'s choice for remainder of battle.

<b>Offensive:</b>	Y	<b>Defensive:</b>	N	<b>1<sup>o</sup> Target:</b>	Opponent's Character [FL]	<b>2<sup>o</sup> Target:</b>	None
<b>Attack:</b>	Y	<b>Supplemental:</b>	N				

**How to Play Offensively:** As a single card targeting Opponent's Character, declaring which Power Type this Special will affect. Player's Offensive Action phase is over, and Opponent's Defensive Action phase begins. If not negated, effect takes place. This Special is discarded at end of Battle.

**Effect:** Acts as a Non-Numerical attack. If attack is successful, then sub-effect takes place.

**Sub-effect (UEOB):** During Opponent's Offensive and Defensive Action phases, 1° Target's Rating in the Power Type as declared is reduced to 0.

**Additional Notes:** When a Special affects the skills that a person can use, it affects their ability to use any cards that have a skill requirement. It does not affect their ability to play cards that do not have a skill requirement (such as Specials). Cards that are affected include Power, Tactic and Universe cards.

===== **BE** =====

**Basic Text:** <Initiator> may make 1 attack after opponent has conceded the battle, opponent may defend.

<b>Offensive:</b>	Y	<b>Defensive:</b>	Y	<b>1° Target:</b>	Initiator	<b>2° Target:</b>	None
<b>Attack:</b>	N	<b>Supplemental:</b>	N				

**How to Play Offensively:** As a single card targeting Initiator. Player's Offensive Action phase is over, and Opponent's Defensive Action phase begins. If not negated, card is active. Effect takes place during Player's Defensive Action phase, if Opponent concedes. This Special is discarded at end of Battle.

**How to Play Defensively:** As a single card targeting initiator, when Opponent concedes. Effect takes place.

**Effect:** A Concede Attack circumstance is opened for Player. During Player's Offensive Action phase of Conceded Attack Circumstance, Initiator makes an attack on Opponent's Character. Corresponding Opponent's Defensive Action phase allows Opponent's Character to make a defense.

**Additional Notes:** If the opponent does not concede within this battle, or if the Initiator is unable to attack, this Special will not be able to take effect.

===== **BF** =====

**Basic Text:** <Initiator>'s hits to K.O. number is increased to 30.

<b>Offensive:</b>	Y	<b>Defensive:</b>	N	<b>1° Target:</b>	Initiator	<b>2° Target:</b>	None
<b>Attack:</b>	N	<b>Supplemental:</b>	N				

**How to Play Offensively:** As a single card targeting Initiator. Player's Offensive Action phase is over, and Opponent's Defensive Action phase begins. If not negated, effect takes place.

**Effect (UEOG):** <Initiator> will require 30 Numerical points of damage to Cumulative KO.

**Additional Notes:** Other Specials that affect Initiator's points of damage to Cumulative KO are calculated on top of this Special's effect. If the negation of this Special will result in Initiator's points of damage being greater than the requirement for Cumulative KO, then said negation will immediately result in Initiator being KO'd and then discarded into the Defeated Characters Pile.

===== **BG** =====

**Basic Text:** Team gains +# to all actions (for this battle).

<b>Offensive:</b>	Y	<b>Defensive:</b>	Y	<b>1° Target:</b>	Player's Team	<b>2° Target:</b>	None
<b>Attack:</b>	N	<b>Supplemental:</b>	Y				

**How to Play Offensively:** As a single card targeting Player's Team. Player's Offensive Action phase is over, and Opponent's Defensive Action phase begins. If not negated, effect takes place. This Special is discarded at the end of Battle.

**How to Play Defensively:** As a Supplemental Defensive Special targeting Player's Team, together with a Defensive action that would not be otherwise successful without the effects of this Special. Effect takes place, and Defensive action made with the other cards is resolved. This Special is discarded at the end of Battle.

**Effect (UEOB):** During Player's Offensive Action phase, any Numerical attack made by 1° Target will receive a bonus of #. During Player's Defensive Action phase, any Numerical defense made by 1° Target receives a bonus of #.

**Additional Notes:** Any bonuses to attack do not count to damage or Venture Total.

**Exception Cards:** Wonder Woman's Blessed By The Gods should be **BQ**.

===== **BH** =====

**Basic Text:** Team gains +2 to defense for remainder of battle.

<b>Offensive:</b>	Y	<b>Defensive:</b>	Y	<b>1° Target:</b>	Player's Team	<b>2° Target:</b>	None
<b>Attack:</b>	N	<b>Supplemental:</b>	Y				

**How to Play Offensively:** As a single card targeting Player's Team. Player's Offensive Action phase is over, and Opponent's Defensive Action phase begins. If not negated, effect takes place. This Special is discarded at the end of Battle.

**How to Play Defensively:** As a Supplemental Defensive Special targeting Player's Team, together with a Defensive action that would not be otherwise successful without the effects of this Special. Effect takes place, and Defensive action made with the other cards is resolved. This Special is discarded at the end of Battle.

**Effect (UEOB):** During Player's Defensive Action phase, any Numerical defense made by 1<sup>o</sup> Target receives a bonus of #.

**Additional Notes:** Any bonuses to attack do not count to damage or Venture Total.

===== **BI** =====

**Basic Text:** Teammate may make 1 <power type 1> or <power type 2> attack at +4.

<b>Offensive:</b>	Y	<b>Defensive:</b>	N	<b>1<sup>o</sup> Target:</b>	Player's Teammate [FL]	<b>2<sup>o</sup> Target:</b>	None
<b>Attack:</b>	N	<b>Supplemental:</b>	N				

**How to Play Offensively:** As a single card targeting 1<sup>o</sup> Target, if 1<sup>o</sup> Target is able to make a <power type 1> or <power type 2> attack. Player's Offensive action phase is over, and Opponent's Defensive action phase begins. If not negated, effect takes place. This Special is then discarded.

**Effect:** An Additional Attack Circumstance is opened for 1<sup>o</sup> Target to make a <power type 1> or <power type 2> attack. During Player's Offensive Action phase of Additional Attack Circumstance, Numerical attack is given a bonus of +4, followed by a corresponding Opponent's Defensive Action phase for a defense.

**Additional Notes:** Bonus does not count to damage or Venture Total.

===== **BJ** =====

**Basic Text:** <Initiator>/Teammate may not be attacked for remainder of battle.

<b>Offensive:</b>	Y	<b>Defensive:</b>	Y	<b>1<sup>o</sup> Target:</b>	Initiator	<b>2<sup>o</sup> Target:</b>	None
<b>Attack:</b>	N	<b>Supplemental:</b>	Y		Player's Teammate		

**How to Play Offensively:** As a single card targeting 1<sup>o</sup> Target. Player's Offensive Action phase is over, and Opponent's Defensive Action phase begins. If not negated, effect takes place. This Special is discarded at end of Battle.

**How to Play Defensively:**

**Option 1)** As a single card targeting 1<sup>o</sup> Target, allowing attack made on 1<sup>o</sup> Target to be successful, if this will not cause 1<sup>o</sup> Target to be KO'd. Effect takes place. This Special is discarded at end of Battle.

**Option 2)** As a Supplemental Defensive Special targeting 1<sup>o</sup> Target, together with a successful Defensive action, when Numeric or Non-Numeric attack is made on 1<sup>o</sup> Target. Effect takes place. This Special is discarded at end of Battle.

**Effect (UEOB):** During Opponent's Offensive Action phase, 1<sup>o</sup> Target may not be attacked.

**Additional Notes:** Once the Special is in play, it is ineffective against subsequent attacks which are shifted onto the Character.

===== **BK** =====

**Basic Text:** <Initiator> plays numerical attacks face down for remainder of battle. Opponent must guess defense.

<b>Offensive:</b>	Y	<b>Defensive:</b>	N	<b>1<sup>o</sup> Target:</b>	Initiator	<b>2<sup>o</sup> Target:</b>	None
<b>Attack:</b>	N	<b>Supplemental:</b>	N				

**How to Play Offensively:** As a single card, targeting Initiator. Player's Offensive Action phase is over, and Opponent's Defensive Action phase begins. If not negated, effect takes place. This Special is discarded at end of Battle.

**Effect (UEOB):** During the Player's Offensive Action phase, all Numerical attacks made by Initiator are made face down against Opponent's Character to be attacked. If more than one card is used during the Offensive Action phase (e.g. Teamwork cards, DoubleShot cards), the Player must identify how many individual attacks are actually made. MultiPower cards still need to have their power type declared, but the value of the card does not. Attacks not made by the Initiator must still be played face up. During the Defensive Action phase, the Opponent may either guess what card to play in defense and play it, or choose to take the hit. The Initiator then flips over the cards that make up the each attack and the attack is resolved. If the card(s) used in defense is/are not sufficient to defend, the card(s) used in the defense is/are discarded and the attack hits.

**Additional Notes:** Any type of Numerical attack is permitted to be played face down, as long as it classifies as a Numerical attack.

**Exception Cards:** Grey King's Leader should be CF.

===== **BL** =====

**Basic Text:** Play when Opponent concedes battle. Opponent may not concede battle.

<b>Offensive:</b>	N	<b>Defensive:</b>	Y	<b>1<sup>o</sup> Target:</b>	OPPONENT	<b>2<sup>o</sup> Target:</b>	None
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<b>Attack:</b>	N	<b>Supplemental:</b>	N			
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**How to Play Defensively:** As a single card targeting Opponent, if Opponent has conceded. Effect takes place. This Special is discarded at end of Battle.

**Effect (UEOB):** Battle continues, and during Opponent's Offensive Action phase, Opponent may not concede.

**Additional Notes:** This cannot be played in response to Opponent conceding before the battle begins since cards cannot be played outside the Battle phase. When this Special is used, it will be used during Player's Defensive Action phase, which is then followed by Player's Offensive Action phase. While this Special is still in effect, it can be negated at which point the battle will immediately be over as if the Opponent had just conceded.

**Variant Text:** On your turn, play before opponent concedes. Opponent may not concede battle. This card may be placed.

<b>Offensive:</b>	Y	<b>Defensive:</b>	N	<b>1° Target:</b>	OPPONENT	<b>2° Target:</b>	None
<b>Attack:</b>	Y	<b>Supplemental:</b>	N				

**How to Play Offensively:** As a single card targeting Opponent. Player's Offensive Action phase is over, and Opponent's Defensive Action phase begins. If not negated, effect takes place. This Special is discarded at end of Battle.

**Effect (UEOB):** During Opponent's Offensive Action phase, Opponent may not concede.

**Additional Notes:** After this Special takes effect, it can be negated on the Opponent's Offensive Action phase. Opponent is then free to concede the battle on their Offensive Action phase.

===== **BM** =====

**Basic Text:** Acts as a level # <power type> attack, if successful target opponent/hero/character may not attack for remainder of battle.

<b>Offensive:</b>	Y	<b>Defensive:</b>	N	<b>1° Target:</b>	Opponent's Character [FL]	<b>2° Target:</b>	None
<b>Attack:</b>	Y	<b>Supplemental:</b>	N		Opponent's Battlesite		

**How to Play Offensively:** As a single card targeting 1° Target. Player's Offensive Action phase is over, and Opponent's Defensive Action phase begins. If not negated, effect takes place.

**Effect:** Acts as a level # <power type> Numerical attack. If attack is successful, acts as a level # <power type> Hit, and if 1° Target is not a Battlesite, sub-effect takes place.

**Sub-effect (UEOB):** During Opponent's Offensive Action phase, 1° Target may not attack.

===== **BN** =====

**Basic Text:** Acts as a level # <power type> attack. If attack succeeds, add +2 to damage.

<b>Offensive:</b>	Y	<b>Defensive:</b>	N	<b>1° Target:</b>	Opponent's Character [FL]	<b>2° Target:</b>	None
<b>Attack:</b>	Y	<b>Supplemental:</b>	N		Opponent's Battlesite		

**How to Play Offensively:** As a single card targeting 1° Target. Player's Offensive Action phase is over, and Opponent's Defensive Action phase begins. If not negated, effect takes place.

**Effect:** Acts as a level # <power type> Numerical attack. If attack is successful, acts as a level #+2 <power type> Hit.

===== **BO** =====

**Basic Text:** Acts as a level # <power type> attack. May combine with 1 <power type> card for a single attack.

<b>Offensive:</b>	Y	<b>Defensive:</b>	N	<b>1° Target:</b>	Opponent's Character [FL]	<b>2° Target:</b>	None
<b>Attack:</b>	Y	<b>Supplemental:</b>	N		Opponent's Battlesite		

**How to Play Offensively:**

**Option 1)** As a single card targeting 1° Target. Player's Offensive Action phase is over, and Opponent's Defensive Action phase begins. If not negated, effect takes place.

**Effect 1:** Acts as a level # <power type> Numerical attack. If attack is successful, acts as a level # <power type> Hit.

**Option 2)** Together with a <power type> Power card playable by Initiator. Player's Offensive Action phase is over, and Opponent's Defensive Action phase begins. If negated, all attack cards must be discarded. If not negated, effect takes place.

**Effect 2:** Acts as a [#+ Power card value] <power type> Numerical attack. If attack is successful, the Special and the Power card act as two separate Hits to Current Battle. The Special card acts as a level # <power type> Hit.

**Additional Notes:** Once the single attack hits, removing or negating the Special card would have no effect on the Power card.

===== **BP** =====

**Basic Text:** Acts as a level # <power type> attack, may be made while <Initiator> is in reserve.

<b>Offensive:</b>	Y	<b>Defensive:</b>	N	<b>1° Target:</b>	Opponent's Character [FL]	<b>2° Target:</b>	None
<b>Attack:</b>	Y	<b>Supplemental:</b>	N		Opponent's Battlesite		

**How to Play Offensively:** As a single card targeting 1° Target, even if Initiator is in Reserve. Player's Offensive Action phase is over, and Opponent's Defensive Action phase begins. If not negated, effect takes place.

**Effect:** Acts as a level # <power type> Numerical attack. If attack is successful, acts as a level # <power type> Hit.

===== **BQ** =====

**Basic Text:** Play during battle. <Initiator> may exchange this card for any 1 Special card in Dead Pile not playable by <Initiator> and play it immediately.

<b>Offensive:</b>	Y	<b>Defensive:</b>	N	<b>1° Target:</b>	Initiator	<b>2° Target:</b>	None
<b>Attack:</b>	N	<b>Supplemental:</b>	N				

**How to Play Offensively:** As a single card targeting Initiator, if there is at least 1 card in Dead Pile. Player's Offensive Action phase is over, and Opponent's Defensive Action phase begins. If not negated, effect takes place. This Special is then discarded.

**Effect:** Player looks through Dead Pile and selects any 1 Special card that is not playable by Initiator. The selected Special must be able to be played Offensively, and cannot include Any Hero/Character Specials. An Additional Attack Circumstance is opened, and during Player's Offensive Action phase of Additional Attack Circumstance, this Special is played.

**Additional Notes:** If upon searching through the Dead Pile and no cards that meet the criteria can be found, then Additional Attack Circumstance is not opened.

**Variant Text:** Immediately exchange this card for any 1 card in Dead Pile.

<b>Offensive:</b>	Y	<b>Defensive:</b>	N	<b>1° Target:</b>	Initiator	<b>2° Target:</b>	None
<b>Attack:</b>	N	<b>Supplemental:</b>	N				

**How to Play Offensively:** As a single card targeting 1° Target, if there is at least 1 card in Dead Pile. Player's Offensive Action phase is over, and Opponent's Defensive Action phase begins. If not negated, effect takes place. This Special is then discarded.

**Effect:** Player looks through Dead Pile and selects any 1 card and place it in his/her hand. The selected Special cannot include Any Hero/Character Specials or Activator cards.

===== **BR** =====

**Basic Text:** <Initiator> may have 1 additional (<card type>, <card type 2> or <card type 3>) card Placed on him/her until <Initiator> is KO'd. (May be played from Reserve. May not be duplicate.)

<b>Offensive:</b>	Y	<b>Defensive:</b>	N	<b>1° Target:</b>	Initiator	<b>2° Target:</b>	None
<b>Attack:</b>	N	<b>Supplemental:</b>	N				

**How to Play Offensively:** As a single card (which may be played from Reserve if specified), targeting Initiator. Player's Offensive Action phase is over, and Opponent's Defensive Action phase begins. If not negated, effect takes place.

**Effect (UEOG):** Initiator may have 1 additional card placed on him/her, which may need to be of the card type as specified.

**Additional Notes:** Unless otherwise specified, cards may not be placed during the battle, but only during the Placing Cards phase. Negation of this Special will remove the effect from the Initiator. Any cards which are no longer permitted to be placed are discarded immediately.

===== **BS** =====

**Basic Text:** For remainder of battle, if <Initiator> can block a Power card attack with an equal value Power card, <Initiator>'s Power card hits attacker.

<b>Offensive:</b>	Y	<b>Defensive:</b>	Y	<b>1° Target:</b>	Initiator	<b>2° Target:</b>	None
<b>Attack:</b>	N	<b>Supplemental:</b>	Y				

**How to Play Offensively:** As a single card targeting Initiator. Player's Offensive Action phase is over, and Opponent's Defensive Action phase begins. If not negated, effect takes place. This Special is discarded at end of Battle.

**Effect (UEOB):** During all of Player's Defensive Action phases, if Initiator uses an equal Numerical value Power card to defend Opponent's Character's attacking Power card, the Power card used to defend will be added to Opponent's Character's Hits to Current Battle.

**How to Play Defensively:** As a Supplemental Defensive Special card targeting Initiator, together with a Power card that matches Numerical value of Opponent's Character's attacking Power card. Effect takes place, and Defensive action made with the other cards is resolved. This Special is discarded at the end of Battle.

**Sub-effect (UEOB):** During all of Player's Defensive Action phases, if Initiator uses an equal Numerical value Power card to defend Opponent's Character's attacking Power card, the Power card used to defend will be added to Opponent's Character's Hits to Current Battle, including the Power card used during this Defensive Action phase.

===== **BT** =====

**Basic Text:** Opponent's <power type> Power cards do not count in the Venture total for this battle.

<b>Offensive:</b>	Y	<b>Defensive:</b>	N	<b>1° Target:</b>	<b>OPPONENT</b>	<b>2° Target:</b>	None
<b>Attack:</b>	Y	<b>Supplemental:</b>	N				

**How to Play Offensively:** As a single card targeting Opponent. Player's Offensive Action phase is over, and Opponent's Defensive Action phase begins. If not negated, this Special is active. Effect takes place at "Battle Resolution" phase, when this Special is discarded.

**Effect:** All Opponent's <power type> Power cards are not included in calculation of Venture Total.

**Additional Notes:** This Special only affects what cards are counted towards Venture. This Special causes no change to how those same cards are counted towards KO.

===== **BU** =====

**Basic Text:** <Initiator> may combine <power type> Power cards level 1 thru 4 for a single attack. May be blocked as a whole or in parts.

<b>Offensive:</b>	Y	<b>Defensive:</b>	N	<b>1° Target:</b>	Opponent's Character [FL]	<b>2° Target:</b>	None
<b>Attack:</b>	Y	<b>Supplemental:</b>	N		Opponent's Battlesite		

**How to Play Offensively:** Together with up to 4 <power type> Power Cards with a Numerical value of 1 to 4, targeting 1° Target. Player's Offensive Action phase is over, and Opponent's Defensive Action phase begins. If not negated, effect takes place. This Special is then discarded.

**Effect:** Opponent may separate Power cards played by Initiator into smaller groups, or leave all Power cards in one larger group. Each group of Power cards acts as a <power type> attack with Numerical value equal to sum of Power card(s) in the group. 1° Target may defend each attack. Power cards included in attacks that hit act as individual Hits.

===== **BV** =====

**Basic Text:** <Initiator> may make as many Power card attacks as possible. Opponent may defend.

<b>Offensive:</b>	Y	<b>Defensive:</b>	N	<b>1° Target:</b>	Initiator	<b>2° Target:</b>	None
<b>Attack:</b>	N	<b>Supplemental:</b>	N				

**How to Play Offensively:** As a single card targeting Initiator, if at least 1 Power card is playable by Initiator. Player's Offensive Action phase is over, and Opponent's Defensive Action phase begins. If not negated, effect takes place. This Special is then discarded.

**Effect:** Additional Attack Circumstance is opened for Initiator. During Player's Offensive Action phase of Additional Attack Circumstance, Initiator makes a Power card attack on Opponent's Team or Opponent's Battlesite, followed by a corresponding Opponent's Defensive Action phase to allow for a defense. If at least 1 Power card is still playable by Initiator, Player may continue to open another Additional Attack Circumstance, until there are no more Power cards playable by Initiator.

**Variant Text:** Play with any Power card attack. <Initiator> may make as many additional <power type 1> or <power type 2> Power card attacks as possible. Opponent may defend.

<b>Offensive:</b>	Y	<b>Defensive:</b>	N	<b>1° Target:</b>	Opponent's Character [FL]	<b>2° Target:</b>	None
<b>Attack:</b>	Y	<b>Supplemental:</b>	N		Opponent's Battlesite		

**How to Play Offensively:** Together with a Power card attack playable by Initiator, targeting 1° Target. Player's Offensive Action phase is over, and Opponent's Defensive Action phase begins. If negated, the associated Power card attack is also discarded. If not negated, effect takes place. This Special is then discarded.

**Effect:** Power card functions as normal. If at least 1 <power type 1> or <power type 2> Power card is still playable by Initiator, Player may open an Additional Attack Circumstance. During Player's Offensive Action phase of Additional Attack Circumstance, Initiator makes a <power type 1> or <power type 2> Power card attack, followed by a corresponding Opponent's Defensive Action phase to allow for a defense. If at least 1 <power type 1> or <power type 2> Power card is still playable by Initiator, Player may continue to open another Additional Attack Circumstance, until there are no more Power cards playable by Initiator.



**Exception card:** Quicksilver's Fast and Furious should be **BX**.

===== **BW** =====

**Basic Text:** Opponent must discard top 5 cards from Power Pack into Dead Pile.

<b>Offensive:</b>	Y	<b>Defensive:</b>	N	<b>1<sup>o</sup> Target:</b>	OPPONENT	<b>2<sup>o</sup> Target:</b>	None
<b>Attack:</b>	Y	<b>Supplemental:</b>	N				

**How to Play Offensively:** As a single card targeting Opponent, if there is at least 1 card in Opponent's Power Pack. Player's Offensive Action phase is over, and Opponent's Defensive Action phase begins. If not negated, effect takes place. This Special is then discarded.

**Effect:** Top 5 cards from Opponent's Power Pack are discarded into Dead Pile. If there are fewer than 5 cards in the Power Pack, then whole Power Pack is discarded into the Dead Pile.

===== **BX** =====

**Basic Text:** Acts as a level # MultiPower attack. May be combined with a Universe card, excluding Teamwork. Universe not added to damage or venture total.

<b>Offensive:</b>	Y	<b>Defensive:</b>	N	<b>1<sup>o</sup> Target:</b>	Opponent's Character [FL]	<b>2<sup>o</sup> Target:</b>	None
<b>Attack:</b>	Y	<b>Supplemental:</b>	N		Opponent's Battlesite		

**How to Play Offensively:**

**Option 1)** As a single card targeting 1<sup>o</sup> Target, declaring what Power Type the attack will act as. Player's Offensive Action phase is over, and Opponent's Defensive Action phase begins. If not negated, effect takes place.

**Option 2)** Together with a Basic Universe Card or Training Card playable by Initiator targeting 1<sup>o</sup> Target, declaring what Power Type the attack will act as. Player's Offensive Action phase is over, and Opponent's Defensive Action phase begins. If not negated, effect takes place.

**Effect:** Acts as a level [# + Universe card bonus] MultiPower Numerical attack as declared. Bonus is specified by Universe card used (if at all). If attack is successful, acts as a level # MultiPower Hit.

**Additional Notes:** Bonus is not added to damage or Venture Total.

**Variant Text:** Acts as a level # <power type> attack. May combined with a Universe card. Universe bonus added to Venture total for this battle.

<b>Offensive:</b>	Y	<b>Defensive:</b>	N	<b>1<sup>o</sup> Target:</b>	Opponent's Character [FL]	<b>2<sup>o</sup> Target:</b>	None
<b>Attack:</b>	Y	<b>Supplemental:</b>	N		Opponent's Battlesite		

**How to Play Offensively:**

**Option 1)** As a single card targeting 1<sup>o</sup> Target. Player's Offensive Action phase is over, and Opponent's Defensive Action phase begins. If not negated, effect takes place.

**Option 2)** Together with a Basic Universe Card or Training Card playable by Initiator, targeting 1<sup>o</sup> Target. Player's Offensive Action phase is over, and Opponent's Defensive Action phase begins. If not negated, effect takes place.

**Effect:** Acts as a level [# + Universe card bonus] <power type> Numerical attack. Bonus is specified by Universe card used (if at all). If attack is successful, acts as level # <power type> Hit. Universe card is left on the Hits to Current Battle of 1<sup>o</sup> Target for addition to Venture total during "Battle Resolution Phase". If the Universe card is on the Hits to Current Battle of a Battlesite, then the contribution of the Universe card to the Venture total is halved. Universe card is discarded at end of Battle.

===== **BY** =====

**Basic Text:** [Errata: Play as a Non-Numerical attack targeting one of Opponent's Front Line Characters. If successful, ] opponent must immediately discard 4 cards of opponent's choice with icon of Leech's choice currently placed or in hand.

<b>Offensive:</b>	Y	<b>Defensive:</b>	N	<b>1<sup>o</sup> Target:</b>	Opponent's Character [FL]	<b>2<sup>o</sup> Target:</b>	None
<b>Attack:</b>	Y	<b>Supplemental:</b>	N				

**How to Play Offensively:** As a single card targeting 1<sup>o</sup> Target, declaring Power Type icon is to be affected. Player's Offensive Action phase is over, and Opponent's Defensive Action phase begins. If not negated, effect takes place. This Special is then discarded.

**Effect:** Acts as a Non-Numerical attack. If attack is successful, 4 cards that contain declared Power Type icon from collective pool of cards in Opponent's hand and placed on Opponent's Team are discarded.

**Variant Text 1:** Opponent must immediately discard all cards with a <power type> icon currently held in hand.

<b>Offensive:</b>	Y	<b>Defensive:</b>	N	<b>1<sup>o</sup> Target:</b>	OPPONENT	<b>2<sup>o</sup> Target:</b>	None
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<b>Attack:</b>	Y	<b>Supplemental:</b>	N			
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**How to Play Offensively:** As a single card targeting Opponent. Player's Offensive Action phase is over, and Opponent's Defensive Action phase begins. If not negated, effect takes place. This Special is then discarded.  
**Effect:** All cards that contain <power type> icon from cards in Opponent's hand are discarded.

**Variante Text 2:** <Initiator> must discard all cards with an <power type> icon currently in Hand. Opponent must discard all cards with an <power type> icon currently Placed and in Hand.

<b>Offensive:</b>	Y	<b>Defensive:</b>	N	<b>1º Target:</b>	OPPONENT	<b>2º Target:</b>	Initiator
<b>Attack:</b>	Y	<b>Supplemental:</b>	N				

**How to Play Offensively:** As a single card targeting Opponent. Player's Offensive Action phase is over, and Opponent's Defensive Action phase begins. If not negated, effect takes place. This Special is then discarded.  
**Effect:** All cards that contain <power type> icon from collective pool of cards in Player's Hand, Opponent's hand and placed on Opponent's Team are discarded.

===== BZ =====

**Basic Text:** Opponent must reveal hand and play open handed for remainder of battle.

<b>Offensive:</b>	Y	<b>Defensive:</b>	N	<b>1º Target:</b>	OPPONENT	<b>2º Target:</b>	None
<b>Attack:</b>	Y	<b>Supplemental:</b>	N				

**How to Play Offensively:** As a single card targeting Opponent. Player's Offensive Action phase is over, and Opponent's Defensive Action phase begins. If not negated, effect takes place. This Special is discarded at end of Battle.

**Effect (UEOB):** Cards in Opponent's Hand are put into Opponent's Revealed Hand.

**Additional Notes:** If this Special is negated, cards are returned to Opponent's Hand.

===== CA =====

**Basic Text:** <Initiator> may switch entire permanent record with any front line teammate.

<b>Offensive:</b>	Y	<b>Defensive:</b>	N	<b>1º Target:</b>	Initiator	<b>2º Target:</b>	Player's Teammate [FL]
<b>Attack:</b>	N	<b>Supplemental:</b>	N				

**How to Play Offensively:** As a single card targeting Initiator declaring 2º Target, if Initiator or 2º Target have at least 1 hit on Permanent Record. Player's Offensive Action phase is over, and Opponent's Defensive Action phase begins. If not negated, effect takes place. This Special is then discarded.

**Effect:** All Hits on Permanent Record of 1º Target and 2º Target are exchanged.

===== CB =====

**Basic Text:** <Initiator> can combine 1 Power card with 1 of opponent's placed Universe cards, excluding Teamwork, to attack.

<b>Offensive:</b>	Y	<b>Defensive:</b>	N	<b>1º Target:</b>	Initiator	<b>2º Target:</b>	None
<b>Attack:</b>	N	<b>Supplemental:</b>	N				

**How to Play Offensively:** As a single card targeting Initiator. Player's Offensive Action phase is over, and Opponent's Defensive Action phase begins. If not negated, effect takes place. This Special is then discarded.

**Effect:** Additional Attack Circumstance is opened. During Player's Offensive Action phase of Additional Attack Circumstance, Initiator combines 1 Power card playable by Initiator in Player's Hand and 1 Universe card playable by Initiator placed on Opponent's Team (including Reserve) to attack Opponent's Team (Front Line).

===== CC =====

**Basic Text:** Acts as a level # <power type> Power card. May be used to attack or defend. May not be combined with Universe cards.

<b>Offensive:</b>	Y	<b>Defensive:</b>	Y	<b>1º Target:</b>	Opponent's Character [FL]	<b>2º Target:</b>	None
<b>Attack:</b>	Y	<b>Supplemental:</b>	N		Opponent's Battlesite		

**How to Play Offensively:**

**Option 1)** As a single card targeting 1º Target, Player's Offensive Action phase is over, and Opponent's Defensive Action phase begins. If not negated, effect takes place.

**Effect:** Acts as a level # <power type> Numerical attack. If attack is successful, acts as a level # <power type> Hit.

**Option 2)** As a power card, being used together with a card which requests a <power type> Power card for an attack. If not negated, effect takes place.

**Effect:** Acts as a level # <power type> Power card for the purposes of the card it is combined with.

**How to Play Defensively:**

**Option 1)** As a single card; or together with a Supplemental Defensive Special, when Numerical attack less than or equal to # is made on 1<sup>o</sup> Target. Effect of this Special (and Supplemental Defensive Special card) takes place.

**Effect:** Acts as a level # <power type> Numerical defense.

**Option 2)** As a power card, being used together with a card which requests a <power type> Power card for a defense. Effect takes place.

**Effect:** Acts as a level # <power type> Power card for the purposes of the card it is combined with.

**Additional Notes:** These Specials act exactly Power cards once the effect takes place, but not before. Events that restrict use of Power cards do not have an effect on these cards, since they don't act as Power cards until after that have already been played. After the effect takes place, they don't count towards X-Babies K.O., they can be removed with an EE Special, and they can be used with other Specials which call for a <power type> card, they can be combined with Tactic Doubleshot cards. However, they can still be negated since they are still a Special card.

===== **CD** =====

**Basic Text:** Only attacks made with <card type> cards may be played against <Initiator> for remainder of battle.

<b>Offensive:</b>	Y	<b>Defensive:</b>	Y	<b>1<sup>o</sup> Target:</b>	Initiator	<b>2<sup>o</sup> Target:</b>	None
<b>Attack:</b>	N	<b>Supplemental:</b>	Y				

**How to Play Offensively:** As a single card targeting Initiator. Player's Offensive Action phase is over, and Opponent's Defensive Action phase begins. If not negated, effect takes place. This Special is discarded at end of Battle.

**How to Play Defensively:**

**Option 1)** As a single card targeting Initiator, allowing attack with <card type> card made on Initiator to be successful, if this will not cause Initiator to be KO'd. Effect takes place. This Special is discarded at end of Battle.

**Option 2)** As a Supplemental Defensive Special targeting Initiator, together with a successful Defensive action, when attack with <card type> card is made on Initiator. Effect takes place, and Defensive action made with the other cards is resolved. This Special is discarded at end of Battle.

**Effect (UEOB):** During Opponent's Offensive Action phase, Initiator can only be attacked if the attack includes a <card type> card.

**Additional Notes:** Any other type of card may be combined with the attack, as long as it includes a <card type> card.

**Variant Text:** Only <power type> attacks may be played against <Initiator> for remainder of battle.

<b>Offensive:</b>	Y	<b>Defensive:</b>	Y	<b>1<sup>o</sup> Target:</b>	Initiator	<b>2<sup>o</sup> Target:</b>	None
<b>Attack:</b>	N	<b>Supplemental:</b>	Y				

**How to Play Offensively:** As a single card targeting Initiator. Player's Offensive Action phase is over, and Opponent's Defensive Action phase begins. If not negated, effect takes place. This Special is discarded at end of Battle.

**How to Play Defensively:**

**Option 1)** As a single card targeting Initiator, allowing <power type> attack made on Initiator to be successful, if this will not cause Initiator to be KO'd. Effect takes place. This Special is discarded at end of Battle.

**Option 2)** As a Supplemental Defensive Special targeting Initiator, together with a successful Defensive action, when <power type> attack with is made on Initiator. Effect takes place, and Defensive action made with the other cards is resolved. This Special is discarded at end of Battle.

**Effect (UEOB):** During Opponent's Offensive Action phase, Initiator can only be attacked if the attack is a <power type> attack.

===== **CE** =====

**Basic Text:** Opponent must discard top card from Draw Pile into Dead Pile.

<b>Offensive:</b>	Y	<b>Defensive:</b>	N	<b>1<sup>o</sup> Target:</b>	OPPONENT	<b>2<sup>o</sup> Target:</b>	None
<b>Attack:</b>	Y	<b>Supplemental:</b>	N				

**How to Play Offensively:** As a single card targeting Opponent, Player's Offensive Action phase is over, and Opponent's Defensive Action phase begins. If not negated, effect takes place. This Special is then discarded.

**Effect:** Opponent must discard top card from Draw Pile into Dead Pile.

**Additional Notes:** If there are insufficient cards in Draw Pile, the Power Pack is shuffled and becomes the new Draw Pile. If there are no more Power cards remaining in the Power Pack, then the player must continue with as many cards as he/she has.

===== **CF** =====

**Basic Text:** <Initiator> may increase either his team's or opponent's ventured Mission cards by 1.

<b>Offensive:</b>	Y	<b>Defensive:</b>	N	<b>1<sup>o</sup> Target:</b>	PLAYER	<b>2<sup>o</sup> Target:</b>	None
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<b>Attack:</b>	N/Y	<b>Supplemental:</b>	N		<b>OPPONENT</b>		
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**How to Play Offensively:** As a single card targeting 1<sup>o</sup> Target, if a legal increase in venture for either the Player or Opponent can be made. Player's Offensive Action phase is over, and Opponent's Defensive Action phase begins. If not negated, effect takes place. This Special is then discarded.

**Effect:** If 1<sup>o</sup> Target is Player, then Player may immediately take a Mission card from either his/her own Reserve Mission Pile or Completed Missions Pile and add it to the Player's Mission cards ventured for the current Battle. If 1<sup>o</sup> Target is Opponent, then Player may immediately take a Mission card from Opponent's Reserve Mission Pile or Completed Missions Pile and add it to the Opponent's Mission cards ventured for the current Battle.

**Additional Notes:** Neither player receives any additional benefits from the additional ventured Mission card. When Venture is increased, it is still within the limits of what can be legally ventured. One cannot venture a card from the Completed Mission Pile unless there are cards in the Defeated Missions Pile.

===== **CG** =====

**Basic Text:** <Initiator> cannot be Spectrum K.O.'d for remainder of game.

<b>Offensive:</b>	Y	<b>Defensive:</b>	N	<b>1<sup>o</sup> Target:</b>	Initiator	<b>2<sup>o</sup> Target:</b>	None
<b>Attack:</b>	N	<b>Supplemental:</b>	N				

**How to Play Offensively:** As a single card targeting Initiator. Player's Offensive Action phase is over, and Opponent's Defensive Action phase begins. If not negated, effect takes place.

**Effect (UEOG):** Initiator cannot be KO'd via a Spectrum KO.

**Additional Notes:** If Initiator meets requirements for both Spectrum KO and Cumulative KO, then the Initiator is considered KO'd regardless of whether this Special is in effect. If this Special is negated when Initiator has been Hit by more than 3 Power Types, Initiator will immediately be KO'd and discarded into the Defeated Characters Pile.

===== **CH** =====

**Basic Text:** Target hero must discard all placed cards and may not attack for remainder of battle.

<b>Offensive:</b>	Y	<b>Defensive:</b>	N	<b>1<sup>o</sup> Target:</b>	Opponent's Character [FL]	<b>2<sup>o</sup> Target:</b>	None
<b>Attack:</b>	Y	<b>Supplemental:</b>	N				

**How to Play Offensively:** As a single card targeting 1<sup>o</sup> Target, Player's Offensive Action phase is over, and Opponent's Defensive Action phase begins. If not negated, effect takes place. This Special is discarded at end of Battle.

**Effect:** Acts as a Non-Numerical attack. If attack is successful, all cards on 1<sup>o</sup> Target are discarded and sub-effect takes place.

**Sub-effect (UEOB):** During Opponent's Offensive Action phase, 1<sup>o</sup> Target may not attack.

===== **CI** =====

**Basic Text:** Play with an <power type> Power card attack. If attack succeeds, add +2 to damage.

<b>Offensive:</b>	Y	<b>Defensive:</b>	N	<b>1<sup>o</sup> Target:</b>	Opponent's Character [FL]	<b>2<sup>o</sup> Target:</b>	None
<b>Attack:</b>	Y	<b>Supplemental:</b>	N		Opponent's Battlesite		

**How to Play Offensively:** Together with a <power type> Power card usable by Initiator, targeting 1<sup>o</sup> Target. Player's Offensive Action phase is over, and Opponent's Defensive Action phase begins. If not negated, effect takes place.

**Effect:** Acts as Numerical attack equal to value and power type of Power card. If attack is successful, the Power Card and Special act as two separate hits on Permanent Record. The Special card will act as a level 2 Hit with no Power Type (i.e. not even Any-Power) which also contributes to Venture Total.

**Additional Notes:** If negated, both the Special card and Power card are discarded. Once the single attack hits, removing or negating the Special card would have no effect on the Power card. The Special card hit can be removed as per any other Hit to Current Battle or Permanent Record.

===== **CJ** =====

**Basic Text:** Play when <Initiator> makes a Power card attack. If defended, <Initiator>'s Power card is returned to top of Draw Pile.

<b>Offensive:</b>	Y	<b>Defensive:</b>	N	<b>1<sup>o</sup> Target:</b>	Opponent's Character [FL]	<b>2<sup>o</sup> Target:</b>	None
<b>Attack:</b>	Y	<b>Supplemental:</b>	N		Opponent's Battlesite		

**How to Play Offensively:** Together with a Power card usable by Initiator, targeting 1<sup>o</sup> Target. Player's Offensive Action phase is over, and Opponent's Defensive Action phase begins. If negated, both cards are discarded into the appropriate piles. If not negated, effect takes place. This Special is then discarded.

**Effect:** Power card attack functions as normal. If Initiator's attack is defended (avoided), the Power card used by Initiator to attack is immediately placed on top of Draw Pile.

**Additional Notes:** This cannot be combined with a CC Special since the CC Special starts off as a Special and only becomes a Power card during the Opponent's Defensive Action phase, but not at the time it is played.

===== CK =====

**Basic Text:** Play in current battle to resurrect any KO'd teammate next battle. Teammate is discarded at end next of battle.

<b>Offensive:</b>	Y	<b>Defensive:</b>	N	<b>1<sup>o</sup> Target:</b>	Player's Teammate [KO'd]	<b>2<sup>o</sup> Target:</b>	None
<b>Attack:</b>	N	<b>Supplemental:</b>	N				

**How to Play Offensively:** As a single card targeting 1<sup>o</sup> Target in Defeated Characters Pile, Player's Offensive Action phase is over, and Opponent's Defensive Action phase begins. If not negated, this Special is active. Effect takes place at "Team Management" phase, when this Special is discarded.

**Effect:** 1<sup>o</sup> Target becomes active for a One Battle Lifespan, and is placed on Front Line even if there are already 3 Characters on Front Line.

**Additional Notes:** 1<sup>o</sup> Target can act just as if he had no hits on Permanent Record, but may still be KO'd during the next Battle by a Spectrum KO or Cumulative KO. Any Specials which were in play on the 1<sup>o</sup> Target before KO would no longer be in effect. At the end of the next Battle, regardless Hits to Current Battle, 1<sup>o</sup> Target must be placed in the Defeated Characters pile. If the case arises that this Special is in effect when the Initiator is the last Character on your team and becomes KO'd during the course of the current battle, the current Battle would end and the winner of the Battle would be resolved. The 1<sup>o</sup> Target would come into play next Battle. If the 1<sup>o</sup> Target can manage to knock out all the Opponent's Characters or win the game through Venture, then Player would win.

===== CL =====

**Basic Text:** Play in current battle. <Initiator> may play any KO'd teammate's Specials in next battle.

<b>Offensive:</b>	Y	<b>Defensive:</b>	N	<b>1<sup>o</sup> Target:</b>	Initiator	<b>2<sup>o</sup> Target:</b>	Player's Teammate [KO'd]
<b>Attack:</b>	N	<b>Supplemental:</b>	N				

**How to Play Offensively:** As a single card targeting Initiator, declaring which KO'd Teammate is 2<sup>o</sup> Target. Player's Offensive Action phase is over, and Opponent's Defensive Action phase begins. If not negated, this Special is active. Effect takes place at beginning of next Battle. This Special is discarded at the end of next Battle.

**Effect (UEOB):** Initiator can use and play 2<sup>o</sup> Target's Special.

**Additional Notes:** Initiator may place one (or more if permitted) of 2<sup>o</sup> Target's Specials during "Place Cards" phase of next battle. If placed Special(s) is/are not played during that Battle, it/they remains there for the remainder of the game or until Initiator is KO'd. These Specials may become usable and playable if another CL Special card comes into effect. If a Special allows for a permanent effect on the Initiator, the effect still remains even after the Battle regardless of whether the Initiator would still be able to play the Special.

===== CM =====

**Basic Text:** Opponent's team is -# to all (<power type>) attacks (against <Initiator>) for remainder of battle.

<b>Offensive:</b>	Y	<b>Defensive:</b>	N	<b>1<sup>o</sup> Target:</b>	Opponent's Team	<b>2<sup>o</sup> Target:</b>	Initiator (if specified)
<b>Attack:</b>	N	<b>Supplemental:</b>	N				

**How to Play Offensively:** As a single card targeting Opponent's Team, Player's Offensive Action phase is over, and Opponent's Defensive Action phase begins. If not negated, effect takes place. This Special is discarded at end of Battle.

**Effect (UEOB):** During Opponent's Offensive Action phase, all Numerical attacks (which may require to be a <power type> attack as specified) made by Opponent's Team (which may require to be on Initiator if specified) will have a penalty of #. Penalty is not subtracted from damage or Venture Total.

===== CN =====

**Basic Text:** No <card type> cards may be played against <Initiator> for remainder of battle.

<b>Offensive:</b>	Y	<b>Defensive:</b>	Y	<b>1<sup>o</sup> Target:</b>	Initiator	<b>2<sup>o</sup> Target:</b>	None
<b>Attack:</b>	N	<b>Supplemental:</b>	Y				

**How to Play Offensively:** As a single card targeting Initiator. Player's Offensive Action phase is over, and Opponent's Defensive Action phase begins. If not negated, effect takes place. This Special is discarded at end of Battle.

**How to Play Defensively:**



**Option 1)** As a single card targeting Initiator, allowing attack made with <card type> card on Initiator to be successful, if this will not cause Initiator to be KO'd. Effect takes place. This Special is discarded at end of Battle.

**Option 2)** As a Supplemental Defensive Special targeting Initiator, together with a successful Defensive action, when attack with <card type> card is made on Initiator. Effect takes place, and Defensive action made with the other cards is resolved. This Special is discarded at end of Battle.

**Effect (UEOB):** During Opponent's Offensive Action phase, Initiator cannot be attacked with <card type> cards.

**Variant Text 1:** No <power type> Power cards may be played against <Initiator> for remainder of battle.

<b>Offensive:</b>	Y	<b>Defensive:</b>	Y	<b>1° Target:</b>	Initiator	<b>2° Target:</b>	None
<b>Attack:</b>	N	<b>Supplemental:</b>	Y				

**How to Play Offensively:** As a single card targeting Initiator. Player's Offensive Action phase is over, and Opponent's Defensive Action phase begins. If not negated, effect takes place. This Special is discarded at end of Battle.

**How to Play Defensively:**

**Option 1)** As a single card targeting Initiator, allowing attack with <power type> Power card made on Initiator to be successful, if this will not cause Initiator to be KO'd. Effect takes place. This Special is discarded at end of Battle.

**Option 2)** As a Supplemental Defensive Special targeting Initiator, together with a successful Defensive action, when attack made with <power type> Power card is made on Initiator. Effect takes place, and Defensive action made with the other cards is resolved. This Special is discarded at end of Battle.

**Effect (UEOB):** During Opponent's Offensive Action phase, Initiator cannot be attacked with <power type> Power cards.

**Variant Text 2:** Play with any Power card usable by <Initiator>. No cards of that Power type may be played against <Initiator> for remainder of battle.

<b>Offensive:</b>	Y	<b>Defensive:</b>	Y	<b>1° Target:</b>	Opponent's Character [FL]	<b>2° Target:</b>	Initiator
<b>Attack:</b>	Y	<b>Supplemental:</b>	Y		Opponent's Battlesite		

**How to Play Offensively:** Together with a Power card playable by Initiator, targeting 1° Target. Player's Offensive Action phase is over, and Opponent's Defensive Action phase begins. If not negated, effect takes place. This Special is discarded at end of Battle.

**How to Play Defensively:**

**Option 1)** Together with a Power card matching Power Type of attack made on Initiator, targeting Initiator, allowing attack to be successful, if this will not cause Initiator to be KO'd. Effect takes place. This Special is discarded at end of Battle.

**Option 2)** As a Supplemental Defensive Special targeting Initiator, together with both **a)** a Power card matching <power type> of attack made on Initiator, and **b)** a successful Defensive action. Effect takes place, and Defensive action made with the other cards is resolved. This Special is discarded at end of Battle.

**Effect (UEOB):** Power card played with this Special is discarded positioned next to Special on Initiator indicating both cards are active on Initiator. During Opponent's Offensive Action phase, Initiator cannot be attacked with Power type on Power card used by Initiator.

===== CO =====

**Basic Text:** Opponent may not play any Universe cards from his hand this battle.

<b>Offensive:</b>	Y	<b>Defensive:</b>	N	<b>1° Target:</b>	OPPONENT	<b>2° Target:</b>	PLAYER
<b>Attack:</b>	Y	<b>Supplemental:</b>	N				

**How to Play Offensively:** As a single card targeting Opponent, Player's Offensive Action phase is over, and Opponent's Defensive Action phase begins. If not negated, effect takes place. This Special is discarded at end of Battle.

**Effect (UEOB):** During Offensive and Defensive Action phases, Opponent may not use any Universe cards in Hand, but may use Universe cards placed on Front Line Characters.

**Additional Notes:** Universe cards in Opponent's hand do not have to be discarded.

===== CP =====

**Basic Text:** May exchange remaining cards in hand with equal number of cards from top of Draw Pile. May keep duplicates.

<b>Offensive:</b>	Y	<b>Defensive:</b>	N	<b>1° Target:</b>	PLAYER	<b>2° Target:</b>	None
<b>Attack:</b>	N	<b>Supplemental:</b>	N				

**How to Play Offensively:** As a single card targeting Player, Player's Offensive Action phase is over, and Opponent's Defensive Action phase begins. If not negated, effect takes place. This Special is then discarded.

**Effect:** All cards in Player's Hand are discarded, and the same number of cards discarded are drawn from Player's Draw Pile. Duplicates are kept, unplayable cards are discarded.

**Additional Notes:** This Special, once played, is no longer in Player's Hand and therefore does not count as a "remaining card". If there are insufficient cards in Draw Pile, the Power Pack is shuffled and becomes the new Draw Pile. If there are no more Power cards remaining in the Power Pack, then the player must continue with as many cards as he/she has.

===== CQ =====

**Basic Text:** All <Initiator> Special cards are doubled when determining Venture total this battle.

<b>Offensive:</b>	Y	<b>Defensive:</b>	N	<b>1º Target:</b>	PLAYER	<b>2º Target:</b>	None
<b>Attack:</b>	N	<b>Supplemental:</b>	N				

**How to Play Offensively:** As a single card targeting Player, Player's Offensive Action phase is over, and Opponent's Defensive Action phase begins. If not negated, this Special is active. Effect takes place at "Battle Resolution" phase, when this Special is discarded.

**Effect:** All Initiator's Special cards acting as Hits have their contribution to Venture Total doubled.

**Additional Notes:** Contribution to Venture total of Special Hits to Opponent's Battlesite is not doubled, but taken as written on the Special card, since the Venture contribution from hits on Battlesites needs to be halved first.

===== CR =====

**Basic Text:** <Initiator> may switch any two Power cards of equal value on any two of opponent's heroes.

<b>Offensive:</b>	Y	<b>Defensive:</b>	N	<b>1º Target:</b>	Opponent's Team	<b>2º Target:</b>	Opponent's Character [FL]
<b>Attack:</b>	Y	<b>Supplemental:</b>	N			<b>3º Target:</b>	Opponent's Teammate [FL]

**How to Play Offensively:** As a single card targeting Opponent's Team if 2º Target and 3º Target have Power card hits on Permanent record with equal value. Player's Offensive Action phase is over, and Opponent's Defensive Action phase begins. If not negated, effect takes place. This Special is then discarded.

**Effect:** Two Power cards of equal Numerical value from the Permanent Record of 2º Target and 3º Target are exchanged.

**Additional Notes:** If the exchanging of Power cards results in a Spectrum KO for either or both Characters, then the KO takes effect immediately.

===== CS =====

**Basic Text:** Choose 1 Universe card, excluding Teamwork or Training, from Draw Pile and place in hand. Reshuffle Draw Pile.

<b>Offensive:</b>	Y	<b>Defensive:</b>	N	<b>1º Target:</b>	PLAYER	<b>2º Target:</b>	None
<b>Attack:</b>	N	<b>Supplemental:</b>	N				

**How to Play Offensively:** As a single card targeting Player, Player's Offensive Action phase is over, and Opponent's Defensive Action phase begins. If not negated, effect takes place. This Special is then discarded.

**Effect:** Player looks through Draw Pile and chooses 1 Basic Universe or Ally card and places it in hand. Draw Pile is reshuffled.

**Additional Notes:** If there are no Basic Universe cards or Ally cards in the Draw Pile, Player may not take any card from Draw Pile and put in hand.

===== CT =====

**Basic Text:** All attacks made on <Initiator> are made on target teammate until teammate is KO'd. Teammate may defend.

<b>Offensive:</b>	N	<b>Defensive:</b>	Y	<b>1º Target:</b>	Initiator	<b>2º Target:</b>	Player's Teammate (FL)
<b>Attack:</b>	N	<b>Supplemental:</b>	N				

**How to Play Offensively:** As a single card targeting Initiator, Player's Offensive Action phase is over, and Opponent's Defensive Action phase begins. If not negated, effect takes place.

**Effect (UEOB):** During Player's Defensive Action phase, any attack made on 1º Target is shifted to 2º Target. The 2º Target may make another Defensive action without contributions from any Teammate, Location, or 'Any Hero/Character' Specials. The Defensive action cannot include shifting the attack again.

**Additional Notes:** The attack cannot be shifted to a Character that would result in the shifted attack having no effect.

**How to Play Defensively:** As a single card; or together with a Supplemental Defensive Special, when Numeric or Non-Numeric attack is made 1<sup>o</sup> Target. Effect of this Special card (and Supplemental Defensive Special card) takes place.

**Effect (UEOB):** During Player’s Defensive Action phase (including this one), any attack made on 1<sup>o</sup> Target is shifted to 2<sup>o</sup> Target. The 2<sup>o</sup> Target may make another Defensive action without contributions from any Teammate, Location, or ‘Any Hero/Character’ Specials. The Defensive action cannot include shifting the attack again.

**Additional Notes:** The attack cannot be shifted to a Character that would result in the shifted attack having no effect.

===== **CU** =====

**Basic Text:** Acts as a level # <power type> attack. If successful, target hero must immediately discard 1 placed card (of opponent’s choice).

<b>Offensive:</b>	Y	<b>Defensive:</b>	N	<b>1<sup>o</sup> Target:</b>	Opponent’s Character [FL]	<b>2<sup>o</sup> Target:</b>	None
<b>Attack:</b>	Y	<b>Supplemental:</b>	N		Opponent’s Battlesite		

**How to Play Offensively:** As a single card targeting 1<sup>o</sup> Target, Player’s Offensive Action phase is over, and Opponent’s Defensive Action phase begins. If not negated, effect takes place.

**Effect:** Acts as a level # <power type> Numerical attack. If attack is successful, acts as a level # <power type> Hit, and if 1<sup>o</sup> Target is a Character and not a Battlesite, 1 card of Opponent’s choice placed on 1<sup>o</sup> Target is discarded.

===== **CW** =====

**Basic Text:** Avoid 1 attack. May not be attacked for remainder of battle.

<b>Offensive:</b>	N	<b>Defensive:</b>	Y	<b>1<sup>o</sup> Target:</b>	Initiator	<b>2<sup>o</sup> Target:</b>	None
<b>Attack:</b>	N	<b>Supplemental:</b>	N				

**How to Play Defensively:** As a single card; or together with a Supplemental Defensive Special, when Numerical or Non-Numerical attack is made on Initiator. Effect of this Special card (and Supplemental Defensive Special card) takes place. This Special is discarded at end of Battle.

**Effect (UEOB):** Attack is avoided. During Opponent’s Offensive Action phase, 1<sup>o</sup> Target may not be attacked.

**Additional Notes:** Once the Special is in play, it is ineffective against subsequent attacks which are shifted onto the Character.

===== **CX** =====

**Basic Text:** Acts as a level # <power type> attack. May combine with any 1 Power card for a single attack.

<b>Offensive:</b>	Y	<b>Defensive:</b>	N	<b>1<sup>o</sup> Target:</b>	Opponent’s Character [FL]	<b>2<sup>o</sup> Target:</b>	None
<b>Attack:</b>	Y	<b>Supplemental:</b>	N		Opponent’s Battlesite		

**How to Play Offensively:**

**Option 1)** As a single card targeting 1<sup>o</sup> Target. Player’s Offensive Action phase is over, and Opponent’s Defensive Action phase begins. If not negated, effect takes place.

**Effect:** Acts as a Numerical <power type> attack of # value.

**Option 2)** Together with one Power card playable by Initiator targeting 1<sup>o</sup> Target. Player’s Offensive Action phase is over, and Opponent’s Defensive Action phase begins. If negated, the entire attack is avoided. If not negated, effect takes place.

**Effect:** Acts as a [#+ Power card value] Numerical attack with Power Types of both Special and Power card. If attack is successful, the Special and the Power card act as two separate Hits to Current Battle. The Special card acts as a level # <power type> Hit.

**Additional Notes:** If one part of the attack is defended (e.g. the Fighting Power card component is defended with “Avoid 1 attack that contains a <power type> icon”), then the entire attack is avoided. If negated, both the Special card and Power card are discarded. Once the single attack hits, removing or negating the Special card would have no effect on the Power card.

===== **CY** =====

**Basic Text:** Acts as a level # <power type> attack. <Initiator> may make 1 additional <power type 2> and/or 1 additional <power type 3> Power card attack.

<b>Offensive:</b>	Y	<b>Defensive:</b>	N	<b>1<sup>o</sup> Target:</b>	Opponent’s Character [FL]	<b>2<sup>o</sup> Target:</b>	None
<b>Attack:</b>	Y	<b>Supplemental:</b>	N		Opponent’s Battlesite		

**How to Play Offensively:** As a single card targeting 1<sup>o</sup> Target. Player’s Offensive Action phase is over, and Opponent’s Defensive Action phase begins. If not negated, effect takes place.



**Effect:** Acts as a level # <power type> Numerical attack. If attack is successful, acts as a level # <power type> Hit. If Initiator is able to make a <power type 2> and/or <power type 3> attack, then a separate Additional Attack Circumstance can be opened by Player for each attack to be made. Each attack is made against 1<sup>o</sup> Target during Player's Offensive Action phase, and is followed by a corresponding Opponent's Defensive Action phase for a defense to be made.

===== CZ =====

**Basic Text:** Acts as a level # <power type> attack. If successful, Target Character must discard all Placed cards into Dead Pile.

<b>Offensive:</b>	Y	<b>Defensive:</b>	N	<b>1<sup>o</sup> Target:</b>	Opponent's Character [FL]	<b>2<sup>o</sup> Target:</b>	None
<b>Attack:</b>	Y	<b>Supplemental:</b>	N		Opponent's Battlesite		

**How to Play Offensively:** As a single card targeting 1<sup>o</sup> Target. Player's Offensive Action phase is over, and Opponent's Defensive Action phase begins. If not negated, effect takes place.

**Effect:** Acts as a level # <power type> Numerical attack. If attack is successful, acts as a level # <power type> Hit, and if 1<sup>o</sup> Target is a Character and not a Battlesite, all cards placed on 1<sup>o</sup> Target are discarded into Dead Pile.

===== DA =====

**Basic Text:** Target hero may not defend with power type of <Initiator>'s choice for remainder of battle.

<b>Offensive:</b>	Y	<b>Defensive:</b>	N	<b>1<sup>o</sup> Target:</b>	Opponent's Character [FL]	<b>2<sup>o</sup> Target:</b>	None
<b>Attack:</b>	Y	<b>Supplemental:</b>	N				

**How to Play Offensively:** As a single card targeting 1<sup>o</sup> Target, declaring which Power Type is affected. Player's Offensive Action phase is over, and Opponent's Defensive Action phase begins. If not negated, effect takes place. This Special is discarded at end of Battle.

**Effect (UEOB):** During Defensive Action phase, 1<sup>o</sup> Target cannot use cards that act as a defense of the declared Power Type. A Multipower card can be used providing it does not function as the selected Power Type at the point of use.

===== DB =====

**Basic Text:** Avoids all attacks from 1 Teamwork card, or target hero must discard 1 placed Teamwork card.

<b>Offensive:</b>	Y	<b>Defensive:</b>	Y	<b>1<sup>o</sup> Target:</b> (offensive)	Opponent's Character [FL]	<b>2<sup>o</sup> Target:</b>	None
<b>Attack:</b>	Y	<b>Supplemental:</b>	N	<b>1<sup>o</sup> Target:</b> (defensive)	Initiator		

**How to Play Offensively:** As a single card targeting 1<sup>o</sup> Target, if there is at least 1 Teamwork card placed on the 1<sup>o</sup> Target. Player's Offensive Action phase is over, and Opponent's Defensive Action phase begins. If not negated, effect takes place.

**Effect:** Opponent must discard to the Dead Pile 1 Teamwork card placed on to 1<sup>o</sup> Target. If a Special allows for the placement of more than 1 Teamwork card on 1<sup>o</sup> Target, Opponent may decide which placed card to discard.

**How to Play Defensively:** As a single card; or together with a Supplemental Defensive Special, when attack(s) is/are made together with a Teamwork card on 1<sup>o</sup> Target. Effect of this Special card (and Supplemental Defensive Special card) takes place.

**Effect:** All attacks from Teamwork card made on Initiator are avoided.

**Additional Notes:** This includes the attack from the Teamwork itself, as well as the Power Card(s) used in the follow-up attack(s). Attacks from the Teamwork card that are made on other Characters are NOT avoided.

===== DC =====

No Specials.

===== DD =====

**Basic Text:** Discard 1 <power type> Power card usable by <Initiator>. <Initiator> is +2 to all Power card attacks against Target Character for remainder of game.

<b>Offensive:</b>	Y	<b>Defensive:</b>	N	<b>1<sup>o</sup> Target:</b>	Initiator	<b>2<sup>o</sup> Target:</b>	Opponent's Character [FL]
<b>Attack:</b>	Y	<b>Supplemental:</b>	N				

**How to Play Offensively:** As a single card targeting 1<sup>o</sup> Target and declaring 2<sup>o</sup> Target, if Player has 1 <power type> Power card usable by 1<sup>o</sup> Target in hand. Player's Offensive Action phase is over, and Opponent's Defensive Action phase begins. If not negated, effect takes place.

**Effect (UEOG):** 1 Power card usable by 1<sup>o</sup> Target is discarded; this Special card is transferred to area for Player's Specials affecting 2<sup>o</sup> Target. During Player's Offensive Action phase, all Power card attacks made on 2<sup>o</sup> Target are given a bonus of 2. Bonus does not count to damage or Venture Total.

===== DE =====

**Basic Text:** Play when teammate is wounded. Teammate gains +# to all attacks for remainder of battle.

<b>Offensive:</b>	Y	<b>Defensive:</b>	Y	<b>1<sup>o</sup> Target:</b>	Player's Teammate [FL]	<b>2<sup>o</sup> Target:</b>	None
<b>Attack:</b>	N	<b>Supplemental:</b>	N				

**How to Play Offensively:** As a single card targeting 1<sup>o</sup> Target, if 1<sup>o</sup> Target has a Hit on Hits to Current Battle or Permanent Record. Player's Offensive Action phase is over, and Opponent's Defensive Action phase begins. If not negated, effect takes place. This Special is discarded at end of Battle.

**How to Play Defensively:** As a single card targeting 1<sup>o</sup> Target; or together with a Supplemental Defensive Special, when Initiator takes a Hit. Effect of this Special (and Supplemental Defensive Special card) takes place. This Special is discarded at the end of Battle.

**Effect (UEOB):** During Player's Offensive Action phase, any Numerical attack made by 1<sup>o</sup> Target is given a bonus of 2. Bonus does not count to damage or Venture Total.

===== DF =====

**Basic Text:** Reshuffle Power Pack into Draw Pile.

<b>Offensive:</b>	Y	<b>Defensive:</b>	N	<b>1<sup>o</sup> Target:</b>	PLAYER	<b>2<sup>o</sup> Target:</b>	None
<b>Attack:</b>	N	<b>Supplemental:</b>	N				

**How to Play Offensively:** As a single card targeting Player, if Player has at least 1 Power card in Power Pack. Player's Offensive Action phase is over, and Opponent's Defensive Action phase begins. If not negated, effect takes place. This Special is then discarded.

**Effect:** Player's Power Pack is shuffled back into Player's Draw Pile.

**Exception Card:** Any Hero The Savage Land should be BL.

===== DG =====

**Basic Text:** Acts as a level # <power type> attack. May make 2 additional attacks.

<b>Offensive:</b>	Y	<b>Defensive:</b>	N	<b>1<sup>o</sup> Target:</b>	Opponent's Character [FL]	<b>2<sup>o</sup> Target:</b>	None
<b>Attack:</b>	Y	<b>Supplemental:</b>	N		Opponent's Battlesite		

**How to Play Offensively:** As a single card targeting 1<sup>o</sup> Target. Player's Offensive Action phase is over, and Opponent's Defensive Action phase begins. If not negated, effect takes place.

**Effect:** Acts as a level # <power type> Numerical attack. If attack is successful, acts as a level # <power type> Hit. After Opponent's Defensive Action phase ends, up to two Additional Attack Circumstances may be opened by Player, if attack(s) can be made by Initiator. During Player's Offensive Action phase of each Additional Attack Circumstance, Initiator makes an attack on 1<sup>o</sup> Target. Each Player's Offensive Action phase of the Additional Attack Circumstance is followed by a corresponding Opponent's Defensive Action phase.

**Additional notes:** If the additional attack is a Special that grants an extra additional attack, another Additional Attack Circumstance may then be opened.

**Exception Card:** Quicksilver's Rapid Fire Punches should be ID.

===== DH =====

**Basic Text:** Acts as a level # <power type> attack. May make 2 additional <power type> attacks.

<b>Offensive:</b>	Y	<b>Defensive:</b>	N	<b>1<sup>o</sup> Target:</b>	Opponent's Character [FL]	<b>2<sup>o</sup> Target:</b>	None
<b>Attack:</b>	Y	<b>Supplemental:</b>	N		Opponent's Battlesite		

**How to Play Offensively:** As a single card targeting 1<sup>o</sup> Target. Player's Offensive Action phase is over, and Opponent's Defensive Action phase begins. If not negated, effect takes place.

**Effect:** Acts as a level # <power type> Numerical attack. If attack is successful, acts as a level # <power type> Hit. After Opponent's Defensive Action phase ends, up to two Additional Attack Circumstances may be opened by Player, if <power type> attack(s) can be made by Initiator. During Player's Offensive Action phase of each Additional Attack Circumstance, Initiator makes an attack on 1<sup>o</sup> Target. Each Player's Offensive Action phase of the Additional Attack Circumstance is followed by a corresponding Opponent's Defensive Action phase.

**Additional notes:** If the additional attack is a Special that grants an extra additional attack, another Additional Attack Circumstance may then be opened.

===== DI =====

**Basic Text:** Opponent's team may not use Universe cards to attack or defend against <Initiator>.

<b>Offensive:</b>	Y	<b>Defensive:</b>	N	<b>1º Target:</b>	Opponent's Team	<b>2º Target:</b>	None
<b>Attack:</b>	Y	<b>Supplemental:</b>	N				

**How to Play Offensively:** As a single card targeting Opponent's Team. Player's Offensive Action phase is over, and Opponent's Defensive Action phase begins. If not negated, effect takes place. This Special is discarded at end of Battle.

**Effect (UEOB):** During Opponent's Offensive Action phase, Opponent's Team cannot include Universe cards (Basic, Training, Teamwork) in an attack against Initiator. During Opponent's Defensive Action phase, Opponent's Team cannot include Universe (Basic, Training) cards in a defense made by Initiator.

**Additional Notes:** A Power card as a follow up to a Teamwork card is still considered using a Universe card to attack. A Special as a follow up to an Ally card is also still considered using a Universe card to attack.

===== DJ =====

**Basic Text:** <Initiator> may switch a hit from his "hits from current battle" with a hit from his "permanent record". Affects Venture total.

<b>Offensive:</b>	Y	<b>Defensive:</b>	N	<b>1º Target:</b>	Initiator	<b>2º Target:</b>	None
<b>Attack:</b>	N	<b>Supplemental:</b>	N				

**How to Play Offensively:** As a single card targeting Initiator, if there is at least one Hit on Initiator's Hits to Current Battle and at least one hit on Initiator's Permanent Record. Player's Offensive Action phase is over, and Opponent's Defensive Action phase begins. If not negated, effect takes place. This Special is then discarded.

**Effect:** One Hit of Player's choice on Initiator's Hits to Current Battle and one Hit of Player's choice on Initiator's Permanent Record is exchanged. This may have an effect on the Venture Total at the end of the battle.

===== DK =====

**Basic Text:** Play when <Initiator> is wounded. <Initiator> gains +2 to all attacks for remainder of battle.

<b>Offensive:</b>	Y	<b>Defensive:</b>	Y	<b>1º Target:</b>	Initiator	<b>2º Target:</b>	None
<b>Attack:</b>	N	<b>Supplemental:</b>	N				

**How to Play Offensively:** As a single card targeting Initiator, if Initiator has a Hit. Player's Offensive Action phase is over, and Opponent's Defensive Action phase begins. If not negated, effect takes place. This Special is discarded at end of Battle.

**How to Play Defensively:** As a single card targeting Initiator; or together with a Supplemental Defensive Special, when Initiator takes a Hit. Effect of this Special (and Supplemental Defensive Special card) takes place. This Special is discarded at the end of Battle.

**Effect (UEOB):** During Player's Offensive Action phase, any Numerical attack made by 1º Target is given a bonus of 2. Bonus does not count to damage or Venture Total.

===== DL =====

**Basic Text:** Target hero is -2 to attacks/+2 to defense for remainder of battle.

<b>Offensive:</b>	Y	<b>Defensive:</b>	Y	<b>1º Target:</b>	Initiator	<b>2º Target:</b>	None
<b>Attack:</b>	Y	<b>Supplemental:</b>	Y		Player's Teammate [FL]		
					Opponent's Character [FL]		

**How to Play Offensively:**

**Option 1:** As a single card targeting 1º Target which is Opponent's Character. Player's Offensive Action phase is over, and Opponent's Defensive Action phase begins. If not negated, effect takes place. This Special is discarded at end of Battle.

**Effect (UEOB):** During Opponent's Defensive Action phase, any Numerical defense made by 1º Target receives a bonus of 2. Acts as a Non-Numerical attack. If attack is successful, during Opponent's Offensive Action phase, any Numerical attack made by 1º Target receives a penalty of 2. Penalty does not affect damage or Venture Total.

**Option 2:** As a single card targeting 1º Target which is Initiator or Player's Teammate. Player's Offensive Action phase is over, and Opponent's Defensive Action phase begins. If not negated, effect takes place. This Special is discarded at end of Battle.

**Effect (UEOB):** During Player's Defensive Action phase, any Numerical defense made by 1º Target receives a bonus of 2. Player's Offensive Action phase, any Numerical attack made by 1º Target receives a penalty of 2. Penalty does not affect damage or Venture Total.

**How to Play Defensively:** As a Supplemental Defensive Special targeting 1<sup>o</sup> Target, together with a defense that would otherwise be unsuccessful without the effects of this Special. Effect takes place, and Defensive action made with the other cards is resolved. This Special is discarded at end of Battle.

**Effect (UEOB):** During Player's Defensive Action phase (including this one), any Numerical defense made by 1<sup>o</sup> Target receives a bonus of 2. Player's Offensive Action phase, any Numerical attack made by 1<sup>o</sup> Target receives a penalty of 2. Penalty does not affect damage or Venture Total.

===== **DM** =====

**Basic Text:** <Initiator>'s <power type> Power cards are +2 for remainder of battle.

<b>Offensive:</b>	Y	<b>Defensive:</b>	Y	<b>1<sup>o</sup> Target:</b>	Initiator	<b>2<sup>o</sup> Target:</b>	None
<b>Attack:</b>	N	<b>Supplemental:</b>	Y				

**How to Play Offensively:** As a single card targeting Initiator. Player's Offensive Action phase is over, and Opponent's Defensive Action phase begins. If not negated, effect takes place. This Special is discarded at end of Battle.

**Effect (UEOB):** During Player's Defensive Action phase, any <power type> Power card defense made by 1<sup>o</sup> Target receives a bonus of 2. During Player's Offensive Action phase, any <power type> Power card attack made by 1<sup>o</sup> Target receives a bonus of 2. Bonus does not affect damage or Venture Total.

**How to Play Defensively:** As a Supplemental Defensive Special targeting Initiator, together with a <power type> Power card which would be otherwise unsuccessful without the effects of this Special. Effect takes place, and Defensive action made with the other cards is resolved. This Special is discarded at end of Battle.

**Effect (UEOB):** During Player's Defensive Action phase (including this one), any <power type> Power card defense made by 1<sup>o</sup> Target receives a bonus of 2. During Player's Offensive Action phase, any <power type> Power card attack made by 1<sup>o</sup> Target receives a bonus of 2. Bonus does not affect damage or Venture Total.

===== **DN** =====

**Basic Text:** <Initiator> gains +2 to all actions for remainder of battle if <Initiator>'s team is outnumbered.

<b>Offensive:</b>	Y	<b>Defensive:</b>	Y	<b>1<sup>o</sup> Target:</b>	Initiator	<b>2<sup>o</sup> Target:</b>	None
<b>Attack:</b>	N	<b>Supplemental:</b>	Y				

**How to Play Offensively:** As a single card targeting Initiator, if number of Characters on Player's Team is less than number of Characters on Opponent's Team. Player's Offensive Action phase is over, and Opponent's Defensive Action phase begins. If not negated, effect takes place. This Special is discarded at end of Battle.

**Effect (UEOB):** During Player's Defensive Action phase, any Numerical defense made by 1<sup>o</sup> Target receives a bonus of # to defense value. During Player Offensive Action phase, any Numerical attack made by 1<sup>o</sup> Target receives a bonus of #. Bonus does not affect damage or Venture Total. This effect is lifted if number of Characters on Player's Team is no longer less than number of Characters on Opponent's Team, but is reinstated if number of Characters on Player's Team is less than number of Characters on Opponent's Team again.

**How to Play Defensively:** As a Supplemental Defensive Special targeting Initiator, together with a Numerical defense that would otherwise be unsuccessful without the effects of this Special. Can only be used if number of Characters on Player's Team is less than number of Characters on Opponent's Team. Effect takes place, and Defensive action made with the other cards is resolved.

**Effect (UEOB):** During Player's Defensive Action phase, any Numerical defense made by 1<sup>o</sup> Target receives a bonus of # to defense value. During Player Offensive Action phase, any Numerical attack made by 1<sup>o</sup> Target receives a bonus of #. Bonus does not affect damage or Venture Total. This effect is lifted if number of Characters on Player's Team is no longer less than number of Characters on Opponent's Team, but is reinstated if number of Characters on Player's Team is less than number of Characters on Opponent's Team again.

===== **DO** =====

**Basic Text:** Negates the effect of any 1 Special card played by opponent against <Initiator> only.

<b>Offensive:</b>	Y	<b>Defensive:</b>	Y	<b>1<sup>o</sup> Target:</b>	Initiator	<b>2<sup>o</sup> Target:</b>	None
<b>Attack:</b>	N	<b>Supplemental:</b>	N				

**How to Play Offensively:** As a single card targeting Initiator, if there is a Special with effect on or acting as a Hit on <Initiator>. Player's Offensive Action phase is over, and Opponent's Defensive Action phase begins. If not negated, effect takes place. This Special is then discarded.

**Effect:** Player's choice of Special with direct effect on or Special acting as a Hit on Initiator is discarded. Any effects produced by the Special are lifted.

**Additional Notes:** If used to remove a Special after the turn on which the Special was played, then any other benefits that might have been attained are not negated. For example, if an AE Special combined with a Power card hits the Player's Character and the Player chose not to block the attack with the DO Special, later in the Battle, if the DO

Special is used to negate the AE Special, only the AE Special is removed from the hits, not the Power card that it was combined with. Only Specials directly affecting Initiator can be negated with this Special. If the effect of a Special is on the entire team, this DO Special cannot be used.

**How to Play Defensively:** As a single card; or together with a Supplemental Defensive Special, when an Opponent's Team plays Offensive Special on Initiator. Effect takes place. This Special is then discarded.

**Effect:** The Special played by the Opponent's Team on Initiator is discarded, along with any cards the Special may have been played together with. Effect of the Special played by Opponent's Team does not take place.

**Additional Notes:** If a Special indicates that it cannot be defended by a Special card, then a Negate cannot be used to defend the attack (although it may be used afterwards offensively to negate the effect). If a Special card indicates that it can only be defended by a specific type of card (and does not mention negates), then a negate Special cannot be used to defend.

===== DP =====

**Basic Text:** Target hero may not use cards with icon of <Initiator>'s choice for remainder of battle.

<b>Offensive:</b>	Y	<b>Defensive:</b>	N	<b>1° Target:</b>	Opponent's Character [FL]	<b>2° Target:</b>	None
<b>Attack:</b>	Y	<b>Supplemental:</b>	N				

**How to Play Offensively:** As a single card targeting Opponent's Character, declaring with Power Type icon is affected. Player's Offensive Action phase is over, and Opponent's Defensive Action phase begins. If not negated, effect takes place. This Special is discarded at end of Battle.

**Effect (UEOB):** 1° Target may not make use cards with declared icon for any Offensive or Defensive action.

**Additional Notes:** The icon declared can be an Any-Power icon.

===== DQ =====

**Basic Text:** <Initiator>'s (Battlesite's) hits to K.O. number is increased by # points for remainder of game.

<b>Offensive:</b>	Y	<b>Defensive:</b>	N	<b>1° Target:</b>	Initiator	<b>2° Target:</b>	None
<b>Attack:</b>	N	<b>Supplemental:</b>	N		Player's Battlesite		

**How to Play Offensively:** As a single card targeting 1° Target. Player's Offensive Action phase is over, and Opponent's Defensive Action phase begins. If not negated, effect takes place.

**Effect (UEOG):** <Initiator> (or Player's Battlesite as specified) points of damage to Cumulative KO is increased by #.

**Additional Notes:** Other Specials that affect the 1° Target's Numerical points of damage to Cumulative KO need to also be taken into account. If the negation of this Special will result in the KO of the 1° Target, then the 1° Target is considered to be KO'd immediately and must be discarded.

**Variant Text 1:** Target Character's Hits to K.O. number is decreased by # points for remainder of game.

<b>Offensive:</b>	Y	<b>Defensive:</b>	N	<b>1° Target:</b>	Opponent's Character [FL]	<b>2° Target:</b>	None
<b>Attack:</b>	Y	<b>Supplemental:</b>	N				

**How to Play Offensively:** As a single card targeting Opponent's Character. Player's Offensive Action phase is over, and Opponent's Defensive Action phase begins. If not negated, effect takes place.

**Effect (UEOG):** Acts as a Non-Numerical attack. If attack is successful, 1° Target's points of damage to Cumulative KO is decreased by #.

**Additional Notes:** Other Specials that affect the 1° Target's Cumulative KO requirement need to also be taken into account. If playing this Special brings the Cumulative KO requirement down to a level below the current points of damage against the 1° Target, then the 1° Target is considered to be KO'd immediately and must be discarded.

**Variant Text 2:** Opponent's team's Hits to K.O. number is decreased by 3 points for remainder of battle.

<b>Offensive:</b>	Y	<b>Defensive:</b>	N	<b>1° Target:</b>	Opponent's Team	<b>2° Target:</b>	None
<b>Attack:</b>	Y	<b>Supplemental:</b>	N				

**How to Play Offensively:** As a single card targeting Opponent's Team. Player's Offensive Action phase is over, and Opponent's Defensive Action phase begins. If not negated, effect takes place.

**Effect (UEOB):** Opponent's Team's points of damage to Cumulative KO is decreased by #.

**Additional Notes:** Other Specials that affect each Character's Cumulative KO requirement need to also be taken into account. If playing this Special brings the Cumulative KO requirement of any Character on Opponent's Team down to a level below that Character's current points of damage, then that Character is considered to be KO'd immediately and must be discarded.

===== DR =====



**Basic Text:** Opponent must draw one card from Draw pile. Drawn card and any duplicate of it, placed or in hand, must be discarded.

<b>Offensive:</b>	Y	<b>Defensive:</b>	N	<b>1º Target:</b>	OPPONENT	<b>2º Target:</b>	PLAYER
<b>Attack:</b>	Y	<b>Supplemental:</b>	N				

**How to Play Offensively:** As a single card targeting Opponent. Player's Offensive Action phase is over, and Opponent's Defensive Action phase begins. If not negated, effect takes place. This Special is then discarded.

**Effect:** Opponent immediately draws 1 card from his/her Draw Pile and lays it face up on the table. Any duplicate of this card in Opponent's Hand or placed on Opponent's Team is immediately discarded. Drawn card is also discarded.

**Additional Notes:** If there are insufficient cards in Draw Pile, the Power Pack is shuffled and becomes the new Draw Pile. If there are no more Power cards remaining in the Power Pack, then the player must continue with as many cards as he/she has.

===== DS =====

**Basic Text:** Choose one <Initiator> Special from Draw Pile and place in hand. Cannot be a duplicate. Reshuffle Draw pile.

<b>Offensive:</b>	Y	<b>Defensive:</b>	N	<b>1º Target:</b>	PLAYER	<b>2º Target:</b>	None
<b>Attack:</b>	N	<b>Supplemental:</b>	N				

**How to Play Offensively:** As a single card targeting Player, Player's Offensive Action phase is over, and Opponent's Defensive Action phase begins. If not negated, effect takes place. This Special is then discarded.

**Effect:** Player looks through Draw Pile and chooses 1 Special usable by the Initiator that is not a duplicate using normal duplicate rules and places it in Player's Hand. Draw Pile is reshuffled.

**Additional Notes:** If there are no Specials usable by the Initiator in the Draw Pile, Player may not take any card from Draw Pile and put it in hand.

===== DT =====

**Basic Text:** <Initiator> may not be attacked by a Power card with the same value as any Power cards on <Initiator>'s Permanent Record for remainder of game.

<b>Offensive:</b>	Y	<b>Defensive:</b>	Y	<b>1º Target:</b>	Initiator	<b>2º Target:</b>	None
<b>Attack:</b>	N	<b>Supplemental:</b>	Y				

**How to Play Offensively:** As a single card targeting Initiator, Player's Offensive Action phase is over, and Opponent's Defensive Action phase begins. If not negated, effect takes place.

**How to Play Defensively:**

**Option 1)** As a single card targeting Initiator, allowing attack with a Power card that has the same value as a Power card currently on Initiator's Permanent Record made on Initiator to be successful, if this will not cause Initiator to be KO'd. Effect takes place. This Special is discarded at end of Battle.

**Option 2)** As a Supplemental Defensive Special targeting Initiator, together with a successful Defensive action to an attack with a Power card that has the same value as a Power card currently on Initiator's Permanent Record made on Initiator. Effect takes place, and Defensive action made with the other cards is resolved.

**Effect:** During Opponent's Offensive Action phase, Opponent may not make an attack targeting Initiator that contains a Power card with the same value as any Power card on Initiator's Permanent record.

**Additional Notes:** This restriction applies regardless of what other cards may be combined with the Power card used to attack. This does not stop the Opponent from using Specials or Teamwork cards with the same value as Power cards on the Initiator's Permanent record.

===== DU =====

**Basic Text:** <Initiator> may make 4 attacks, 3 attacks at +1 each, 2 attacks at +2 each, or 1 attack at +3. Bonus not applied to damage, or Venture total.

<b>Offensive:</b>	Y	<b>Defensive:</b>	N	<b>1º Target:</b>	Initiator	<b>2º Target:</b>	None
<b>Attack:</b>	N	<b>Supplemental:</b>	N				

**How to Play Offensively:** As a single card targeting Initiator, if Initiator is able to make at least 1 attack, declaring how many attacks are to be made. Player's Offensive Action phase is over, and Opponent's Defensive Action phase begins. If not negated, effect takes place. This Special is then discarded.

**Effect:** For each attack Player wants to make (up to 4), an Additional Attack Circumstance is opened, where each attack may be made against Opponent's Team. Bonuses to the attack value are applied depending on how many attacks the Player had previously declared, as specified on the card. Player's Offensive Action phase of each

Additional Attack Circumstance is followed by a corresponding Defensive Action phase for a defense to be made. Bonuses do not contribute to damage or Venture Total.

**Variant Text:** <Initiator> may make 2 Power card attacks at +2 each, or 1 Power card attack at +3. Bonus not applied to damage, or Venture Total.

<b>Offensive:</b>	Y	<b>Defensive:</b>	N	<b>1<sup>o</sup> Target:</b>	Initiator	<b>2<sup>o</sup> Target:</b>	None
<b>Attack:</b>	N	<b>Supplemental:</b>	N				

**How to Play Offensively:** As a single card targeting Initiator, if Initiator is able to make at least 1 Power card attack, declaring how many attack are to be made. Player's Offensive Action phase is over, and Opponent's Defensive Action phase begins. If not negated, effect takes place. This Special is then discarded.

**Effect:** For each attack Player wants to make (up to 2), an Additional Attack Circumstance is opened, where each Power card attack may be made against Opponent's Team. Bonuses to the attack value are applied depending on how many attacks the Player had previously declared, as specified on the card. Player's Offensive Action phase of each Additional Attack Circumstance is followed by a corresponding Defensive Action phase for a defense to be made. Bonuses do not count to damage or Venture Total.

===== DV =====

**Basic Text:** <Initiator> may make 1 attack at +4. May not be combined with Universe cards.

<b>Offensive:</b>	Y	<b>Defensive:</b>	N	<b>1<sup>o</sup> Target:</b>	Initiator	<b>2<sup>o</sup> Target:</b>	None
<b>Attack:</b>	N	<b>Supplemental:</b>	N				

**How to Play Offensively:** As a single card targeting Initiator, if Initiator is able to make a Numerical attack. Player's Offensive action phase is over, and Opponent's Defensive action phase begins. If not negated, effect takes place. This Special is then discarded.

**Effect:** An Additional Attack Circumstance is opened for Initiator to make a Numerical attack, which may not be combined with Universe cards. During Player's Offensive Action phase of Additional Attack Circumstance, Numerical attack is given a bonus of +4, followed by a corresponding Opponent's Defensive Action phase for a defense.

**Additional Notes:** Bonus does not count to damage or Venture Total.

===== DW =====

**Basic Text:** <Initiator> may combine 1 <power type 1> Power card with 1 <power type 2> or <power type 3> Power card for a single attack, for remainder of battle.

<b>Offensive:</b>	Y	<b>Defensive:</b>	N	<b>1<sup>o</sup> Target:</b>	Initiator	<b>2<sup>o</sup> Target:</b>	None
<b>Attack:</b>	N	<b>Supplemental:</b>	N				

**How to Play Offensively:** As a single card targeting Initiator. Player's Offensive Action phase is over, and Opponent's Defensive Action phase begins. If not negated, effect takes place. This Special is discarded at end of Battle.

**Effect (UEOB):** During Player's Offensive Action phase, Initiator may combine a <power type 1> Power card with 1 <power type 2> or <power type 3> Power card for a single attack. The attack will function as a Numerical attack with a value of the sum of the values on both Power cards, with a Power Type of both Power Types on the Power cards. If attack is successful, it will act as two separate hits.

===== DX =====

**Basic Text:** <Initiator> gains the Power Grid of any active hero for remainder of battle.

<b>Offensive:</b>	Y	<b>Defensive:</b>	Y	<b>1<sup>o</sup> Target:</b>	Initiator	<b>2<sup>o</sup> Target:</b>	Player's Teammate
<b>Attack:</b>	N	<b>Supplemental:</b>	Y				Opponent's Character

**How to Play Offensively:** As a single card targeting Initiator, declaring 2<sup>o</sup> Target. Player's Offensive Action phase is over, and Opponent's Defensive Action phase begins. If not negated, effect takes place.

**Effect (UEOB):** Initiator's Power Grid changes to that of the 2<sup>o</sup> Target.

**How to Play Defensively:** As a Supplemental Defensive Special targeting Initiator, together with a Defensive action that would not be otherwise playable without the effects of this Special. Effect takes place, and Defensive action made with the other cards is resolved.

**Effect (UEOB):** Initiator's Power Grid changes to that of the 2<sup>o</sup> Target.

===== DY =====

**Basic Text:** This Special acts identical to any [Hit in <Initiator>'s Hits from the Current Battle or Permanent Record] / [Special currently on table].

<b>Offensive:</b>	Y	<b>Defensive:</b>	Y	<b>1<sup>o</sup> Target:</b>	See Special code	<b>2<sup>o</sup> Target:</b>	See Special code
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<b>Attack:</b>	Y/N	<b>Supplemental:</b>	Y/N		of copied Special		of copied Special
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**How to Play Offensively:** Player must declare which card this will function as. Effect takes place. Card must be played according to rules of card being copied. If the card being copied is a Special, see the relevant Special code for How to Play Offensively.

**How to Play Defensively:** Player must declare which card this will function as. Effect takes place. Card must be played according to rules of card being copied. If the card being copied is a Special, see the relevant Special code for How to Play Defensively.

**Effect:** The Special will function in exactly the same manner as the card it copies. If the card being copied is a Special, see the relevant Special code for relevant effects. Once this Special has been allocated a card to copy, it cannot be changed.

**Additional Note:** This Special can be negated by an AO Special when it is used Offensively after it has been targeted, regardless of what card it copies. This Special can also be negated by a DO Special when it is used Offensively to target the character with the DO Special. This Special can also be negated by a ED Special when it is not used as a Numerical attack. Care must be taken to remember which card this Special copies, especially when the copied card is removed from table.

===== **DZ** =====

**Basic Text:** Target hero may not attack or be attacked for remainder of battle.

<b>Offensive:</b>	Y	<b>Defensive:</b>	Y	<b>1<sup>o</sup> Target:</b> (offensive)	Initiator Player's Teammate [FL] Opponent's Character [FL]	<b>2<sup>o</sup> Target:</b>	None
<b>Attack:</b>	Y/N	<b>Supplemental:</b>	Y/N	<b>1<sup>o</sup> Target:</b> (defensive)	Initiator Player's Teammate [FL]		

**How to Play Offensively:**

**Option 1)** As a single card targeting 1<sup>o</sup> Target which is Opponent's Character. Player's Offensive Action phase is over, and Opponent's Defensive Action phase begins. If not negated, effect takes place. This Special is discarded at end of Battle.

**Effect:** Acts as a Non-Numerical attack. If attack is successful, sub-effect takes place.

**Sub-effect (UEOB):** During Opponent's Offensive Action phases, 1<sup>o</sup> Target may not attack. During Player's Offensive Action phases, Opponent's Team may not make attacks on 1<sup>o</sup> Target.

**Option 2)** As a single card targeting 1<sup>o</sup> Target which is Initiator or Player's Teammate. Player's Offensive Action phase is over, and Opponent's Defensive Action phase begins. If not negated, effect takes place. This Special is discarded at end of Battle.

**Effect (UEOB):** During Player's Offensive Action phases, 1<sup>o</sup> Target may not attack. During Opponent's Offensive Action phases, Opponent's Team may not make attacks on 1<sup>o</sup> Target.

**How to Play Defensively:**

**Option 1)** As a single card targeting 1<sup>o</sup> Target, allowing attack made on 1<sup>o</sup> Target to be successful, if this will not cause 1<sup>o</sup> Target to be KO'd. Effect takes place. This Special is discarded at end of Battle.

**Option 2)** As a Supplemental Defensive Special targeting 1<sup>o</sup> Target, together with a successful defense to an attack targeting 1<sup>o</sup> Target. Effect takes place, and Defensive action made with the other cards is resolved. This Special is discarded at end of Battle.

**Effect (UEOB):** During Player's Offensive Action phases, 1<sup>o</sup> Target may not attack. During Opponent's Offensive Action phases, Opponent's Team may not make attacks on 1<sup>o</sup> Target.

===== **EA** =====

**Basic Text:** Remove all hits with a <power type> icon from <Initiator>'s Permanent Record.

<b>Offensive:</b>	Y	<b>Defensive:</b>	N	<b>1<sup>o</sup> Target:</b>	Initiator	<b>2<sup>o</sup> Target:</b>	None
<b>Attack:</b>	N	<b>Supplemental:</b>	N				

**How to Play Offensively:** As a single card targeting 1<sup>o</sup> Target, if there is a Hit with a <power type> icon on Permanent Record of 1<sup>o</sup> Target (which may be the Initiator or the Player's Teammate as specified). Player's Offensive Action phase is over, and Opponent's Defensive Action phase begins. If not negated, effect takes place. This Special is then discarded.

**Effect:** All hits with cards that contain a <power type> icon on Initiator's Permanent record are discarded. If the <power type> icon is present anywhere on the cards, it should be removed.

===== **EB** =====

**Basic Text:** Play this card in front of <Initiator>. <Initiator> may not be attacked until this Special is attacked. <Initiator> may not defend this card.



<b>Offensive:</b>	Y	<b>Defensive:</b>	N	<b>1° Target:</b>	Initiator	<b>2° Target:</b>	None
<b>Attack:</b>	N	<b>Supplemental:</b>	N				

**How to Play Offensively:** As a single card targeting Initiator. Player's Offensive Action phase is over, and Opponent's Defensive Action phase begins. If not negated, effect takes place.

**Effect (UEOG):** During Opponent's Offensive Action phases, Initiator may not be attacked until this Special is attacked with any Numerical or Non-Numerical attack first. When this Special is attacked, during Player's corresponding Defensive Action phase, this Special may not be defended, and is discarded.

**Additional Notes:** Attacks made on Player's Teammates cannot be shifted onto this Special, but would have to be shifted directly onto the Initiator. Initiator may still defend during Defensive Action phase.

**Variant Text 1:** Play during battle. For remainder of battle, any attack made on <Initiator> may be moved to <this Special>. <Initiator>'s team may not defend. <This Special> is KO'd with 1 Hit.

<b>Offensive:</b>	Y	<b>Defensive:</b>	N	<b>1° Target:</b>	Initiator	<b>2° Target:</b>	None
<b>Attack:</b>	N	<b>Supplemental:</b>	N				

**How to Play Offensively:** As a single card targeting 1° Target. Player's Offensive Action phase is over, and Opponent's Defensive Action phase begins. If not negated, effect takes place. This Special is then discarded at end of Battle.

**Effect (UEOB):** During Opponent's future Offensive actions phases, Opponent's Team may attack this Special with any Numerical or Non-Numerical attack, which may not be defended during Player's Defensive Action phase and must be immediately discarded. If Opponent's Team chooses to attack Initiator directly with any Numerical or Non-Numerical attack, Player may shift attack from Initiator to this Special if he/she so chooses, at which point the Special must be immediately discarded.

**Additional Notes:** Attacks made on Player's Teammates cannot be shifted onto this Special, but would have to be shifted directly onto the Initiator. Initiator may still defend during Defensive Action phase.

**Variant Text 2:** Play during battle. For remainder of game, any attack made on <Initiator> may be moved to <this Special>. <Initiator>'s team may not defend. <This Special> is K.O.'d with 1 Hit.

<b>Offensive:</b>	Y	<b>Defensive:</b>	N	<b>1° Target:</b>	Initiator	<b>2° Target:</b>	None
<b>Attack:</b>	N	<b>Supplemental:</b>	N				

**How to Play Offensively:** As a single card targeting 1° Target. Player's Offensive Action phase is over, and Opponent's Defensive Action phase begins. If not negated, effect takes place.

**Effect (UEOG):** During Opponent's future Offensive actions phases, Opponent may choose to attack this Special with any Numerical or Non-Numerical attack, which may not be defended during Player's Defensive Action phase and must be immediately discarded. If Opponent chooses to attack Initiator directly with any Numerical or Non-Numerical attack, Player may shift attack from Initiator to this Special if he/she so chooses, at which point the Special must be immediately discarded.

**Additional Notes:** Attacks cannot be shifted onto this Special, but would have to be shifted directly onto the Initiator. Initiator may still defend during Defensive Action phase.

===== EC =====

**Basic Text:** Opponent must discard any 1 Special card currently held in his hand, opponent's choice.

<b>Offensive:</b>	Y	<b>Defensive:</b>	N	<b>1° Target:</b>	OPPONENT	<b>2° Target:</b>	PLAYER
<b>Attack:</b>	Y	<b>Supplemental:</b>	N				

**How to Play Offensively:** As a single card targeting Opponent. Player's Offensive Action phase is over, and Opponent's Defensive Action phase begins. If not negated, effect takes place. This Special is then discarded.

**Effect:** Opponent must immediately discard 1 Special card currently held in his/her hand. If Opponent's hand has no Special cards, Player's EC Special has no effect. If Opponent's hand has more than 1 Special card, Opponent may choose which Special to discard.

===== ED =====

**Basic Text:** Negates the effects of any 1 Special card. May not be used to avoid a numerical attack, or remove a Hit.

<b>Offensive:</b>	Y	<b>Defensive:</b>	Y	<b>1° Target:</b>	PLAYER	<b>2° Target:</b>	None
					Initiator		
<b>Attack:</b>	N	<b>Supplemental:</b>	N		Player's Teammate		
					Player's Team		
					Player's Battlesite		
					OPPONENT		
					Opponent's Character		

					Opponent's Team		
					Opponent's Battlesite		

**How to Play Offensively:** As a single card targeting 1<sup>o</sup> Target, if there is a Special with effect on but NOT acting as a Hit on 1<sup>o</sup> Target. Player's Offensive Action phase is over, and Opponent's Defensive Action phase begins. If not negated, effect takes place. This Special is then discarded.

**Effect:** Player's choice of Special with effect on 1<sup>o</sup> Target is discarded. Any effects produced by the Special is lifted.

**Additional Notes:** If the negate targets Opponent or Opponent's Team (including any Characters or Battlesites), then it is considered an attack.

**How to Play Defensively:** As a single card; or together with a Supplemental Defensive Special, when an Opponent's Team plays Offensive Special that is NOT a Numerical attack on 1<sup>o</sup> Target. Effect takes place. This Special is then discarded.

**Effect:** The Special played by the Opponent's Team is discarded, along with any cards the Special may have been played together with. Effect of the Special played by Opponent's Team does not take place.

**Additional Notes:** If a Special indicates that it cannot be defended by a Special card, then a Negate cannot be used to defend the attack (although it may be used afterwards offensively to negate the effect). If a Special card indicates that it can only be defended by a specific type of card (and does not mention negates), then a negate Special cannot be used to defend.

===== EE =====

**Basic Text:** Avoid 1 attack made with a Power card or remove 1 Power card hit from <Initiator> or teammate.

<b>Offensive:</b>	Y	<b>Defensive:</b>	Y	<b>1<sup>o</sup> Target:</b> (offensive)	Initiator	<b>2<sup>o</sup> Target:</b>	None
					Player's Teammate		
<b>Attack:</b>	N	<b>Supplemental:</b>	N	<b>1<sup>o</sup> Target:</b> (defensive)	Initiator		

**How to Play Offensively:** As a single card targeting 1<sup>o</sup> Target, if there is a Hit on 1<sup>o</sup> Target. Player's Offensive Action phase is over, and Opponent's Defensive Action phase begins. If not negated, effect takes place. This Special is then discarded.

**Effect:** Power card Hit of Player's choice from 1<sup>o</sup> Target is removed. If it is a Hit on Current Battle, then the Venture Total will be affected.

**How to Play Defensively:** As a single card; or together with a Supplemental Defensive Special, when attack made with a Power Card is made on Initiator. Effect of this Special (and Supplemental Defensive Special card) takes place. This Special is then discarded.

**Effect:** Attack made on Initiator is avoided.

**Additional Notes:** This Special cannot avoid the first attack of a Teamwork card, but can avoid the subsequent attacks.

===== EF =====

**Basic Text:** Discard all cards not usable by <Initiator> from hand. Replace with same number of cards from Draw Pile. May keep duplicates.

<b>Offensive:</b>	Y	<b>Defensive:</b>	N	<b>1<sup>o</sup> Target:</b>	PLAYER	<b>2<sup>o</sup> Target:</b>	None
<b>Attack:</b>	N	<b>Supplemental:</b>	N				

**How to Play Offensively:** As a single card targeting Player, if Player's Hand contains cards not usable by Initiator. Player's Offensive Action phase is over, and Opponent's Defensive Action phase begins. If not negated, effect takes place. This Special is then discarded.

**Effect:** All cards not usable by Initiator are discarded from Player's Hand. The same number of cards discarded are drawn from Player's Draw Pile. Duplicates are not discarded, but unusable cards are still discarded.

**Additional Notes:** If there are insufficient cards in Draw Pile, the Power Pack is shuffled and becomes the new Draw Pile. If there are no more Power cards remaining in the Power Pack, then the player must continue with as many cards as he/she has.

===== EG =====

**Basic Text:** Acts as a level # <power type> attack. If successful, opponent must discard all [Special cards] / [cards with <power type 2> icon] from hand.

<b>Offensive:</b>	Y	<b>Defensive:</b>	N	<b>1<sup>o</sup> Target:</b>	Opponent's Character [FL]	<b>2<sup>o</sup> Target:</b>	None
<b>Attack:</b>	Y	<b>Supplemental:</b>	N		Opponent's Battlesite		

**How to Play Offensively:** As a single card targeting 1<sup>o</sup> Target. Player's Offensive Action phase is over, and Opponent's Defensive Action phase begins. If not negated, effect takes place.

**Effect:** Acts as a level # <power type> Numerical attack. If attack is successful, acts as a level # <power type> Hit. Opponent must discard to the Dead Pile specified cards (which may be Special cards or cards with <power type 2> icon as specified) in Opponent's Hand.

===== EH =====

**Basic Text:** Acts as a level # <power type> attack. If successful, <Initiator> may not attack or be attacked for remainder of battle.

<b>Offensive:</b>	Y	<b>Defensive:</b>	N	<b>1° Target:</b>	Opponent's Character [FL]	<b>2° Target:</b>	Initiator
<b>Attack:</b>	Y	<b>Supplemental:</b>	N		Opponent's Battlesite		

**How to Play Offensively:** As a single card targeting 1° Target. Player's Offensive Action phase is over, and Opponent's Defensive Action phase begins. If not negated, effect takes place.

**Effect:** Acts as a level # <power type> Numerical attack. If attack is successful, acts as a level # <power type> Hit, and if 1° Target is not a Battlesite, sub-effect takes place.

**Sub-effect (UEOB):** During Player's Offensive Action phase, Initiator may not make any attacks (actions that are not attacks are still permitted). During Opponent's Offensive Action phase, Opponent's Team may not attack Initiator.

===== EI =====

**Basic Text:** Acts as a level # <power type> attack. May be made after opponent has conceded the battle, opponent may defend.

<b>Offensive:</b>	Y*	<b>Defensive:</b>	Y	<b>1° Target:</b> (offensive)	Opponent's Character [FL]	<b>2° Target:</b>	None
<b>Attack:</b>	Y	<b>Supplemental:</b>	N		Opponent's Battlesite		
				<b>1° Target:</b> (defensive)	Initiator		

**How to Play Offensively:** As a single card targeting 1° Target. Player's Offensive Action phase is over, and Opponent's Defensive Action phase begins. If not negated, effect takes place.

**Effect:** Acts as a level # <power type> Numerical attack. If attack is successful, acts as a level # <power type> Hit.

**How to Play Defensively:** As a single card targeting Initiator, when Opponent has conceded. Effect of this Special takes place.

**Effect:** After Player's Defensive action phase, a Concede Attack Circumstance is opened for Player. During Player's Offensive Action phase of Concede Attack Circumstance, Initiator uses this Special to attack Opponent's Team (Front Line). At corresponding Opponent's Defensive Action phase, this Special acts as a level # <power type> attack. If attack is successful, acts as a level # <power type> Hit.

**Additional Notes:** This card may not be played if the Initiator is unable to attack.

===== EJ =====

**Basic Text:** Acts as a level # <power type 1> attack. If successful, acts as a level ? <power type 2> Power card.

<b>Offensive:</b>	Y	<b>Defensive:</b>	N	<b>1° Target:</b>	Opponent's Character [FL]	<b>2° Target:</b>	None
<b>Attack:</b>	Y	<b>Supplemental:</b>	N		Opponent's Battlesite		

**How to Play Offensively:** As a single card targeting 1° Target. Player's Offensive Action phase is over, and Opponent's Defensive Action phase begins. If not negated, effect takes place.

**Effect:** Acts as a level # <power type 1> Numerical attack. If attack is successful, acts as a level ? <power type 2> Power card Hit.

**Additional Notes:** These Specials act exactly Power cards after they hit. As a result, they don't count towards X-Babies K.O., they can be removed with an EE Special, and they can be used with other Specials which call for a <power type> card, they can be combined with Tactic Doubleshot cards. However, they can still be negated since they are still a Special card.

===== EK =====

**Basic Text:** <Initiator> cannot be Cumulative KO'd for remainder of game.

<b>Offensive:</b>	Y	<b>Defensive:</b>	N	<b>1° Target:</b>	Initiator	<b>2° Target:</b>	None
<b>Attack:</b>	N	<b>Supplemental:</b>	N				

**How to Play Offensively:** As a single card targeting Initiator. Player's Offensive Action phase is over, and Opponent's Defensive Action phase begins. If not negated, effect takes place.

**Effect (UEOG):** Initiator can no longer be KO'd via a Cumulative KO.

**Additional Notes:** If Initiator meets requirements for both Spectrum KO and Cumulative KO, then the Initiator is considered KO'd regardless of whether this Special is in effect.

===== EL =====

**Basic Text:** Acts as a level # <power type> attack. If successful, Target Character may not use cards with a <power type> icon for remainder of battle.

<b>Offensive:</b>	Y	<b>Defensive:</b>	N	<b>1<sup>o</sup> Target:</b>	Opponent's Character [FL]	<b>2<sup>o</sup> Target:</b>	None
<b>Attack:</b>	Y	<b>Supplemental:</b>	N		Opponent's Battlesite		

**How to Play Offensively:** As a single card targeting 1<sup>o</sup> Target. Player's Offensive Action phase is over, and Opponent's Defensive Action phase begins. If not negated, effect takes place.

**Effect:** Acts as a level # <power type> Numerical attack. If attack is successful, acts as a level # <power type> Hit, and if 1<sup>o</sup> Target is not a Battlesite, then sub-effect takes place.

**Sub-effect (UEOB):** 1<sup>o</sup> Target may not use cards with <power type> icon.

===== EM =====

**Basic Text:** Acts as a level # <power type> attack. If successful, opponent must discard 1 card of opponent's choice from hand.

<b>Offensive:</b>	Y	<b>Defensive:</b>	N	<b>1<sup>o</sup> Target:</b>	Opponent's Character [FL]	<b>2<sup>o</sup> Target:</b>	None
<b>Attack:</b>	Y	<b>Supplemental:</b>	N		Opponent's Battlesite		

**How to Play Offensively:** As a single card targeting 1<sup>o</sup> Target. Player's Offensive Action phase is over, and Opponent's Defensive Action phase begins. If not negated, effect takes place.

**Effect:** Acts as a level # <power type> Numerical attack. If attack is successful, acts as a level # <power type> Hit, and 1 card of Opponent's choice in Opponent's Hand is discarded.

===== EN =====

**Basic Text:** Play on your turn to concede battle. <Initiator>'s Mission cards return to pile Ventured from. Opponent's Mission cards advance as normal.

<b>Offensive:</b>	Y	<b>Defensive:</b>	N	<b>1<sup>o</sup> Target:</b>	PLAYER	<b>2<sup>o</sup> Target:</b>	None
<b>Attack:</b>	N	<b>Supplemental:</b>	N				

**How to Play Offensively:** As a single card targeting Player, declaring intention to concede. Player's Offensive Action phase is over, and Opponent's Defensive Action phase begins. If not negated, this Special is active. Effect takes place at "Battle Resolution" phase, when this card is discarded.

**Effect:** Player's Mission cards return to pile Ventured from. Opponent's Mission cards advance as normal.

**Additional Notes:** This Special will still be in effect, even if Opponent has played a Special to prevent Player from conceding. This Special may not be played if some effect, either from an Event or another Special, prevents conceding.

**Variant Text:** Play to concede battle. All Mission cards Ventured this battle return to piles Ventured from. May be Placed. Counts as a duplicate of all "Any Hero/Character" EN Specials. (*Errata: May not be used in a Battle where Player has ventured more than 2 Missions cards.*)

<b>Offensive:</b>	Y	<b>Defensive:</b>	N	<b>1<sup>o</sup> Target:</b>	PLAYER	<b>2<sup>o</sup> Target:</b>	None
<b>Attack:</b>	N	<b>Supplemental:</b>	N				

**How to Play Offensively:** As a single card targeting Player, declaring intention to concede, if Player has not ventured more than 2 Mission cards. Player's Offensive Action phase is over, and Opponent's Defensive Action phase begins. If not negated, this Special is active. Effect takes place at "Battle Resolution" phase, when this card is discarded.

**Effect:** Player's and Opponent's Mission cards return to pile Ventured from.

**Additional Notes:** This Special will still be in effect, even if Opponent has played a Special to prevent Player from conceding. This Special may not be played if some effect, either from an Event or another Special, prevents conceding.

**Exception cards:** Cyclops' X-Men Strategy and Hazard's Cutting Laser should be **BN**.

===== EO =====

**Basic Text:** Acts as a level # <power type> attack. If successful, <Initiator> and target character may not attack for remainder of battle.

<b>Offensive:</b>	Y	<b>Defensive:</b>	N	<b>1<sup>o</sup> Target:</b>	Opponent's Character [FL]	<b>2<sup>o</sup> Target:</b>	Initiator
<b>Attack:</b>	Y	<b>Supplemental:</b>	N		Opponent's Battlesite		

**How to Play Offensively:** As a single card targeting 1<sup>o</sup> Target. Player's Offensive Action phase is over, and Opponent's Defensive Action phase begins. If not negated, effect takes place.

**Effect:** Acts as a level # <power type> Numerical attack. If attack is successful, acts as a level # <power type> Hit and if 1<sup>o</sup> Target is not a Battlesite, sub-effect takes place.

**Sub-effect (UEOB):** During Opponent's Offensive Action phase, 1<sup>o</sup> Target may not attack. During Player's Offensive Action phase, Initiator may not attack.

===== EP =====

**Basic Text:** <Initiator> may cut opponent's Draw Pile. Discard to the Dead Pile the card cut to.

<b>Offensive:</b>	Y	<b>Defensive:</b>	N	<b>1<sup>o</sup> Target:</b>	PLAYER	<b>2<sup>o</sup> Target:</b>	None
<b>Attack:</b>	N	<b>Supplemental:</b>	N				

**How to Play Offensively:** As a single card targeting Player. Player's Offensive action phase is over, and Opponent's Defensive action phase begins. If not negated, effect takes place. This Special is then discarded.

**Effect:** Opponent's Draw Pile is cut by Player. Card that is cut to is discarded to Dead Pile.

===== EQ =====

**Basic Text:** For remainder of battle, <Initiator>'s <power type 1> and <power type 2> actions are +#, <power type 3> (and <power type 4>) actions are -?.

<b>Offensive:</b>	Y	<b>Defensive:</b>	Y	<b>1<sup>o</sup> Target:</b>	Initiator	<b>2<sup>o</sup> Target:</b>	None
<b>Attack:</b>	N	<b>Supplemental:</b>	Y				

**How to Play Offensively:** As a single card targeting Initiator. Player's Offensive action phase is over, and Opponent's Defensive action phase begins. If not negated, effect takes place. This Special is discarded at end of Battle.

**How To Play Defensively:** As a Supplemental Defensive special targeting Initiator, together with a Numerical defense that would be otherwise unsuccessful without the effect of this Special. Effect takes place. This Special is discarded at end of Battle.

**Effect (UEOB):** During Player's Defensive action phase, <power type 1> and <power type 2> defenses made by 1<sup>o</sup> Target receives a bonus of #, and <power type 3> (and <power type 4> if specified) defenses receive a penalty of ?. During Player's Offensive action phase, <power type 1> and <power type 2> attacks made by 1<sup>o</sup> Target receives a bonus of #, and <power type 3> (and <power type 4> if specified) attacks receive a penalty of ?.

===== ER =====

**Basic Text:** Choose 1 power card usable by <Initiator>, excluding <power type>, from Draw Pile and place in hand. Reshuffle Draw Pile.

<b>Offensive:</b>	Y	<b>Defensive:</b>	N	<b>1<sup>o</sup> Target:</b>	Initiator	<b>2<sup>o</sup> Target:</b>	None
<b>Attack:</b>	N	<b>Supplemental:</b>	N				

**How to Play Offensively:** As a single card targeting Initiator. Player's Offensive action phase is over, and Opponent's Defensive action phase begins. If not negated, effect takes place. This Special is then discarded.

**Effect:** Player looks through Draw Pile and chooses 1 Power card, that is not a <power type> Power card, usable by <Initiator> and places it in Player's Hand.

===== ES =====

**Basic Text:** <Initiator> may combine <power type 1> Power cards with <power type 2> Power cards to attack for remainder of battle. May not be combined with Universe cards.

<b>Offensive:</b>	Y	<b>Defensive:</b>	N	<b>1<sup>o</sup> Target:</b>	Initiator	<b>2<sup>o</sup> Target:</b>	None
<b>Attack:</b>	N	<b>Supplemental:</b>	N				

**How to Play Offensively:** As a single card targeting Initiator. Player's Offensive action phase is over, and Opponent's Defensive action phase begins. If not negated, effect takes place. This Special is discarded at end of Battle.

**Effect (UEOB):** During Player's Offensive Action phase, <Initiator> may combine as at least 1 <power type 1> Power card with at least 1 <power type 2> Power card to attack. The attack made will act as a single Numerical attack with value equal to sum of all included Power cards and Power types of both <power type 1> and <power type 2>. This attack cannot be combined with a Universe card. If attack is not defended successfully, each Power card function as a separate Hits to Current Battle.

**Additional Notes:** If one part of the attack is defended (e.g. the <power type 3> Power card component is defended with "Avoid 1 attack that contains a <power type 3> icon"), then the entire attack is avoided.

===== ET =====

**Basic Text:** Remove up to 2 Hits ([that each have more than one icon each]/[with a <power type> icon]) from [<Initiator>'s]/[one Teammate's] Permanent Record.

<b>Offensive:</b>	Y	<b>Defensive:</b>	N	<b>1<sup>o</sup> Target:</b>	Initiator	<b>2<sup>o</sup> Target:</b>	None
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<b>Attack:</b>	N	<b>Supplemental:</b>	N		Player's Teammate		
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**How to Play Offensively:** As a single card targeting 1<sup>o</sup> Target, which may be Initiator or Teammate as specified, if 1<sup>o</sup> Target has at least 1 Hit with more than one icon or with <power type> icon as specified on Permanent Record. Player's Offensive action phase is over, and Opponent's Defensive action phase begins. If not negated, effect takes place. This Special is then discarded.

**Effect:** Up to and including 2 Hits (which may have to have more than one icon on each card, or with a <power type> icon as specified) is removed from 1<sup>o</sup> Target.

===== EU =====

**Basic Text:** <Initiator> may combine <power type 1> Power cards with <power type 2> Power cards to attack for remainder of battle. May not be combined with Universe cards.

<b>Offensive:</b>	Y	<b>Defensive:</b>	N	<b>1<sup>o</sup> Target:</b>	Initiator	<b>2<sup>o</sup> Target:</b>	None
<b>Attack:</b>	N	<b>Supplemental:</b>	N				

**How to Play Offensively:** As a single card targeting Initiator. Player's Offensive action phase is over, and Opponent's Defensive action phase begins. If not negated, effect takes place. This Special is discarded at end of Battle.

**Effect (UEOB):** During Player's Offensive Action phase, <Initiator> may combine as at least 1 <power type 1> Power card with at least 1 <power type 2> Power card to attack. The attack made will act as a single Numerical attack with value equal to sum of all included Power cards and Power types of both <power type 1> and <power type 2>. This attack cannot be combined with a Universe card. If attack is not defended successfully, each Power card function as a separate Hits to Current Battle.

**Additional Notes:** If one part of the attack is defended (e.g. the <power type 3> Power card component is defended with "Avoid 1 attack that contains a <power type 3> icon"), then the entire attack is avoided.

===== EV =====

**Basic Text:** <Initiator> may remove all hits with icon of <Initiator>'s choice from her Permanent Record.

<b>Offensive:</b>	Y	<b>Defensive:</b>	N	<b>1<sup>o</sup> Target:</b>	Initiator	<b>2<sup>o</sup> Target:</b>	None
<b>Attack:</b>	N	<b>Supplemental:</b>	N				

**How to Play Offensively:** As a single card targeting Initiator, declaring icon to be affected, if Initiator has at least 1 Hit with declared icon on Permanent Record. Player's Offensive action phase is over, and Opponent's Defensive action phase begins. If not negated, effect takes place. This Special is then discarded.

**Effect:** All Hits with icon as declared from Permanent Record of Initiator are removed.

===== EW =====

**Basic Text:** Teammate may make 1 attack at +2.

<b>Offensive:</b>	Y	<b>Defensive:</b>	N	<b>1<sup>o</sup> Target:</b>	Player's Teammate [FL]	<b>2<sup>o</sup> Target:</b>	None
<b>Attack:</b>	N	<b>Supplemental:</b>	N				

**How to Play Offensively:** As a single card targeting 1<sup>o</sup> Target, if 1<sup>o</sup> Target is able to make a Numerical attack. Player's Offensive action phase is over, and Opponent's Defensive action phase begins. If not negated, effect takes place. This Special is then discarded.

**Effect:** An Additional Attack Circumstance is opened for 1<sup>o</sup> Target to make a Numerical attack. During Player's Offensive Action phase of Additional Attack Circumstance, Numerical attack is given a bonus of +2, followed by a corresponding Opponent's Defensive Action phase for a defense.

**Additional Notes:** Bonus does not count to damage or Venture Total.

===== EX =====

**Basic Text:** Target Character may not use cards with a <power type> icon for remainder of battle.

<b>Offensive:</b>	Y	<b>Defensive:</b>	N	<b>1<sup>o</sup> Target:</b>	Opponent's Character [FL]	<b>2<sup>o</sup> Target:</b>	None
<b>Attack:</b>	Y	<b>Supplemental:</b>	N				

**How to Play Offensively:** As a single card targeting 1<sup>o</sup> Target. Player's Offensive action phase is over, and Opponent's Defensive action phase begins. If not negated, effect takes place. This Special is discarded at end of Battle.

**Effect:** Acts as a Non-Numerical attack on Opponent's Character. If attack is successful, sub-effect takes place.

**Sub-effect (UEOB):** Opponent's Character may not use cards with a <power type> icon during both Offensive and Defensive action phases.

===== EY =====

**Basic Text:** Opponent's team may not use cards with an <power type> icon for remainder of battle.

<b>Offensive:</b>	Y	<b>Defensive:</b>	N	<b>1º Target:</b>	Opponent's Team	<b>2º Target:</b>	None
<b>Attack:</b>	Y	<b>Supplemental:</b>	N				

**How to Play Offensively:** As a single card targeting Opponent's Team. Player's Offensive action phase is over, and Opponent's Defensive action phase begins. If not negated, effect takes place. This Special is discarded at end of Battle.

**Effect (UEOB):** Opponent's Team may not use cards with a <power type> icon during both Offensive and Defensive action phases.

===== EZ =====

**Basic Text:** Play in the current battle. <Initiator>'s <power type 1> and <power type 2> ratings are increased to 7 in the next battle.

<b>Offensive:</b>	Y	<b>Defensive:</b>	N	<b>1º Target:</b>	Initiator	<b>2º Target:</b>	None
<b>Attack:</b>	N	<b>Supplemental:</b>	N				

**How to Play Offensively:** As a single card targeting Initiator. Player's Offensive action phase is over, and Opponent's Defensive action phase begins. If not negated, this Special is active. Effect takes place at the beginning of the next Battle. This Special is discarded at end of next Battle.

**Effect (UEOB):** Initiator's <power type 1> and <power type 2> Ratings are increased to 7.

**Additional Notes:** Power Grid returns to normal after effect is lifted at end of Battle.

===== FA =====

**Basic Text:** <Initiator> may not attack or be attacked for remainder of battle.

<b>Offensive:</b>	Y	<b>Defensive:</b>	Y	<b>1º Target:</b>	Initiator	<b>2º Target:</b>	None
<b>Attack:</b>	N	<b>Supplemental:</b>	Y				

**How to Play Offensively:** As a single card targeting Initiator. Player's Offensive action phase is over, and Opponent's Defensive action phase begins. If not negated, effect takes place. This Special is discarded at end of Battle.

**How to Play Defensively:**

**Option 1)** As a single card targeting Initiator, allowing attack made on Initiator to be successful, if this will not cause Initiator to be KO'd. Effect takes place. This Special is discarded at end of Battle.

**Option 2)** As a Supplemental Defensive Special targeting Initiator, together with a successful Defensive action to attack made on 1º Target. Effect takes place. Defensive action made with the other cards is resolved. This Special is discarded at end of Battle.

**Effect (UEOB):** During Player's Offensive Action phase, 1º Target may not attack. During Opponent's Offensive Action phase, 1º Target may not be attacked.

===== FB =====

**Basic Text:** Draw top card from Draw Pile. If drawn card is an attack. <Initiator> may use it, if drawn card is not an attack, discard it to the Dead Pile.

<b>Offensive:</b>	Y	<b>Defensive:</b>	N	<b>1º Target:</b>	PLAYER	<b>2º Target:</b>	Initiator
<b>Attack:</b>	N	<b>Supplemental:</b>	N				

**How to Play Offensively:** As a single card targeting Player. Player's Offensive action phase is over, and Opponent's Defensive action phase begins. If not negated, effect takes place. This Special is then discarded.

**Effect:** Player draws one card from top of Draw Pile. If drawn card can act as an attack, an Additional Attack Circumstance is opened for Initiator to use it to make an attack, regardless of whether it is usable or playable by Initiator. During Player's Offensive Action phase of Additional Attack Circumstance, this attack is made, followed by a corresponding Opponent's Defensive Action phase for a defense.

**Variant Text:** Target character must choose 1 card from <Initiator>'s hand. If card is an attack, Target is Hit. If not, chosen card is discarded to the Power Pack.

<b>Offensive:</b>	Y	<b>Defensive:</b>	N	<b>1º Target:</b>	Opponent's Character [FL]	<b>2º Target:</b>	PLAYER
<b>Attack:</b>	Y	<b>Supplemental:</b>	N				

**How to Play Offensively:** As a single card targeting 1º Target. Player's Offensive action phase is over, and Opponent's Defensive action phase begins. If not negated, effect takes place. This Special is then discarded.

**Effect:** Acts as a Non-Numerical attack. If attack is successful, Opponent chooses 1 card from Player's Hand. If chosen card can act as an attack, card is added as a Hit to 1º Target. If chosen card cannot act as an attack, card is discarded to the Power Pack.

===== FC =====

**Basic Text:** Play with any <power type 1>, <power type 2>, (or <power type 3>) Power card attack. Power card must be blocked twice.

<b>Offensive:</b>	Y	<b>Defensive:</b>	N	<b>1° Target:</b>	Opponent's Character [FL]	<b>2° Target:</b>	None
<b>Attack:</b>	Y	<b>Supplemental:</b>	N		Opponent's Battlesite		

**How to Play Offensively:** Together with a <power type 1>, <power type 2>, (or <power type 3 if specified) Power card attack playable by Initiator, targeting 1° Target. Player's Offensive action phase is over, and Opponent's Defensive action phase begins. If negated, this Special and combined Power card are discarded. If not negated, effect takes place. This Special is then discarded.

**Effect:** During Opponent's Defensive Action phase, Power card attack made by Initiator requires two successful Numerical Defensive actions (i.e. being blocked) to prevent Power card attack from hitting 1° Target.

**Additional Notes:** Avoiding is not the same as blocking. Power card attack can be defended if avoided once.

===== FD =====

**Basic Text:** Only <Initiator> and Target Character may attack, be attacked, or defend this battle.

<b>Offensive:</b>	Y	<b>Defensive:</b>	N	<b>1° Target:</b>	Opponent's Character [FL]	<b>2° Target:</b>	Initiator
<b>Attack:</b>	Y	<b>Supplemental:</b>	N				

**How to Play Offensively:** As a single card targeting 1° Target. Player's Offensive action phase is over, and Opponent's Defensive action phase begins. If not negated, effect takes place. This Special is discarded at end of Battle.

**Effect:** Acts as a Non-Numerical attack. If attack is successful, sub-effect takes place.

**Sub-effect (UEOB):** During Opponent's Offensive Action phase, only 1° Target may attack. Any attack made by 1° Target must be on 2° Target. During Player's Defensive Action phase, only 2° Target may make a Defensive action – no other Teammate may contribute to the defense. During Player's Offensive Action phase, only 2° Target may attack. Any attack made by 2° Target must be on 1° Target. During Opponent's Defensive Action phase, only 1° Target may make a Defensive action – no other Teammate may contribute to the defense.

**Additional Notes:** If 1° Target is KO'd, effect is still in play. Offensive Actions not considered attacks can still be made by other Characters during Offensive Action phase.

===== FE =====

**Basic Text:** Acts as a level # <power type> attack. Each Front Line teammate may make 1 additional attack.

<b>Offensive:</b>	Y	<b>Defensive:</b>	N	<b>1° Target:</b>	Opponent's Character [FL]	<b>2° Target:</b>	Player's Teammates [FL]
<b>Attack:</b>	Y	<b>Supplemental:</b>	N		Opponent's Battlesite		

**How to Play Offensively:** As a single card targeting 1° Target. Player's Offensive Action phase is over, and Opponent's Defensive Action phase begins. If not negated, effect takes place.

**Effect:** Acts as a level # <power type> Numerical attack. If attack is successful, acts as a level # <power type> Hit. After Opponent's Defensive Action phase ends, an Additional Attack Circumstance may be opened for each teammate who is able to make an attack. During Player's Offensive Action phase of each Additional Attack Circumstance, one Teammate makes an attack on 1° Target. Each Player's Offensive Action phase of the Additional Attack Circumstance is followed by a corresponding Opponent's Defensive Action phase for a defense to be made.

===== FF =====

**Basic Text:** <Initiator>'s Hits to KO is reduced by 5 points and <power type> Power cards are +3 for remainder of battle.

<b>Offensive:</b>	Y	<b>Defensive:</b>	Y	<b>1° Target:</b>	Initiator	<b>2° Target:</b>	None
<b>Attack:</b>	N	<b>Supplemental:</b>	Y				

**How to Play Offensively:** As a single card targeting 1° Target. Player's Offensive Action phase is over, and Opponent's Defensive Action phase begins. If not negated, effect takes place. This Special is discarded at end of Battle.

**How To Play Defensively:** As a Supplemental Defensive special targeting Initiator, together with a <power type> Power card defense that would be unsuccessful without the effect of this Special. Effect takes place. Defensive action made with the other cards is resolved. This Special is discarded at end of Battle.

**Effect (UEOB):** Initiator's points of damage to KO is reduced by 5 points. During Player's Defensive Action phase, any defense made by Initiator with a <power type> Power card receives a bonus of 3. During Player's Offensive Action phase, any attack made by Initiator with a <power type> Power card receives a bonus of 3. Bonus does not count toward damage or Venture Total.



===== FG =====

**Basic Text:** Acts as a level # <power type> attack. If not successful, Opponent is -1 to Venture.

<b>Offensive:</b>	Y	<b>Defensive:</b>	N	<b>1<sup>o</sup> Target:</b>	Opponent's Character [FL]	<b>2<sup>o</sup> Target:</b>	None
<b>Attack:</b>	Y	<b>Supplemental:</b>	N		Opponent's Battlesite		

**How to Play Offensively:** As a single card targeting 1<sup>o</sup> Target. Player's Offensive Action phase is over, and Opponent's Defensive Action phase begins. If not negated, effect takes place.

**Effect:** Acts as a level # <power type> Numerical attack. If attack is successful, acts as a level # <power type> Hit. If attack doesn't hit, card is transferred to "cards affecting Opponent" area, and Special stays active until sub-effect takes place during "Battle Resolution" phase, when this Special is discarded.

**Sub-effect:** Opponent receives a penalty of 1 to Venture.

===== FH =====

**Basic Text:** Acts as a level # <power type> attack. If successful, remove all <power type> Power card Hits from <Initiator> and teammate's Permanent Record and Hits from Current Battle.

<b>Offensive:</b>	Y	<b>Defensive:</b>	N	<b>1<sup>o</sup> Target:</b>	Opponent's Character [FL]	<b>2<sup>o</sup> Target:</b>	None
<b>Attack:</b>	Y	<b>Supplemental:</b>	N		Opponent's Battlesite		

**How to Play Offensively:** As a single card targeting 1<sup>o</sup> Target. Player's Offensive Action phase is over, and Opponent's Defensive Action phase begins. If not negated, effect takes place.

**Effect:** Acts as a level # <power type> Numerical attack. If attack is successful, acts as a level # <power type> Hit, and all <power type> Power card Hits from Player's Team are removed.

===== FI =====

**Basic Text:** Acts as a level # <power type> attack. If successful, <Initiator> may immediately draw 2 cards from top of Draw Pile. Discard if duplicate.

<b>Offensive:</b>	Y	<b>Defensive:</b>	N	<b>1<sup>o</sup> Target:</b>	Opponent's Character [FL]	<b>2<sup>o</sup> Target:</b>	None
<b>Attack:</b>	Y	<b>Supplemental:</b>	N		Opponent's Battlesite		

**How to Play Offensively:** As a single card targeting 1<sup>o</sup> Target. Player's Offensive Action phase is over, and Opponent's Defensive Action phase begins. If not negated, effect takes place.

**Effect:** Acts as a level # <power type> Numerical attack. If attack is successful, acts as a level # <power type> Hit, and Player draws 2 cards from top of Draw Pile. Duplicates, unusable and unplayable cards are discarded.

===== FJ =====

**Basic Text:** Acts as a level # Energy, Fighting, Strength, or Intellect attack. <Initiator> may not attack for remainder of battle.

<b>Offensive:</b>	Y	<b>Defensive:</b>	N	<b>1<sup>o</sup> Target:</b>	Opponent's Character [FL]	<b>2<sup>o</sup> Target:</b>	None
<b>Attack:</b>	Y	<b>Supplemental:</b>	N		Opponent's Battlesite		

**How to Play Offensively:** As a single card targeting 1<sup>o</sup> Target. Player's Offensive Action phase is over, and Opponent's Defensive Action phase begins. If not negated, effect takes place.

**Effect 1:** Acts as a level # <power type> Numerical attack. If attack is successful, acts as a level # <power type> Hit.

**Effect 2:** During Player's Offensive Action phase, Initiator may not attack.

===== FK =====

**Basic Text:** Look at top 8 cards of Draw Pile and choose any 4 cards. Reshuffle Draw Pile. Put four chosen cards on top of Draw Pile.

<b>Offensive:</b>	Y	<b>Defensive:</b>	N	<b>1<sup>o</sup> Target:</b>	PLAYER	<b>2<sup>o</sup> Target:</b>	None
<b>Attack:</b>	N	<b>Supplemental:</b>	N				

**How to Play Offensively:** As a single card targeting Player. Player's Offensive Action phase is over, and Opponent's Defensive Action phase begins. If not negated, effect takes place. This Special is then discarded.

**Effect:** Player looks at top 8 cards of Draw Pile and chooses any 4 cards. Draw Pile is reshuffled without these 4 cards. These 4 cards are then placed on top of Draw Pile in any order.

===== FL =====

**Basic Text:** For remainder of game, cards on <Initiator>'s Hits to Current Battle with <power type 1> or <power type 2> icons do not count towards Opponent's Venture Total.

<b>Offensive:</b>	Y	<b>Defensive:</b>	N	<b>1<sup>o</sup> Target:</b>	Initiator	<b>2<sup>o</sup> Target:</b>	None
<b>Attack:</b>	N	<b>Supplemental:</b>	N				

**How to Play Offensively:** As a single card targeting Initiator. Player's Offensive Action phase is over, and Opponent's Defensive Action phase begins. If not negated, effect takes place.

**Effect (UEOG):** During "Battle Resolution" phase, Hits on Initiator's Hits to Current Battle with <power type 1> or <power type 2> icons do not count towards Opponent's Venture Total.

===== FM =====

**Basic Text:** Opponent may not play any Aspect cards for remainder of battle.

<b>Offensive:</b>	Y	<b>Defensive:</b>	N	<b>1º Target:</b>	Opponent's Homebase	<b>2º Target:</b>	None
<b>Attack:</b>	Y	<b>Supplemental:</b>	N				

**How to Play Offensively:** As a single card targeting Opponent's Homebase. Player's Offensive Action phase is over, and Opponent's Defensive Action phase begins. If not negated, effect takes place. This Special is discarded at end of Battle.

**Effect (UEOB):** During Opponent's Offensive Action phase, Opponent's Homebase may not play Aspect cards.

===== FN =====

**Basic Text:** Target Character may not attack or play Special cards for remainder of battle.

<b>Offensive:</b>	Y	<b>Defensive:</b>	N	<b>1º Target:</b>	Opponent's Character [FL]	<b>2º Target:</b>	None
<b>Attack:</b>	Y	<b>Supplemental:</b>	N				

**How to Play Offensively:** As a single card targeting 1º Target. Player's Offensive Action phase is over, and Opponent's Defensive Action phase begins. If not negated, effect takes place. This Special is discarded at end of Battle.

**Effect:** Acts as a Non-Numerical attack. If attack is successful, sub-effect takes place.

**Sub-effect (UEOB):** During Opponent's Offensive Action phase, 1º Target may not attack. 1º Target also may not make any Offensive and Defensive Actions using Special cards.

===== FO =====

**Basic Text:** Target Character must discard 1 Placed card. If successful, Opponent must discard 1 card from Hand for each Hit on <Initiator>'s Permanent Record.

<b>Offensive:</b>	Y	<b>Defensive:</b>	N	<b>1º Target:</b>	Opponent's Character [FL]	<b>2º Target:</b>	None
<b>Attack:</b>	Y	<b>Supplemental:</b>	N				

**How to Play Offensively:** As a single card targeting 1º Target. Player's Offensive Action phase is over, and Opponent's Defensive Action phase begins. If not negated, effect takes place. This Special is discarded at end of Battle.

**Effect:** Acts as a Non-Numerical attack. If attack is successful, 1 card of Player's choice placed on 1º Target is discarded, and for each hit on Initiator's Permanent Record, 1 card from Opponent's Hand is discarded.

===== GA =====

**Basic Text:** Target character may not play Specials for remainder of battle.

<b>Offensive:</b>	Y	<b>Defensive:</b>	N	<b>1º Target:</b>	Opponent's Character [FL]	<b>2º Target:</b>	None
<b>Attack:</b>	Y	<b>Supplemental:</b>	N				

**How to Play Offensively:** As a single card targeting 1º Target. Player's Offensive Action phase is over, and Opponent's Defensive Action phase begins. If not negated, effect takes place. This Special is discarded at end of Battle.

**Effect:** Acts as a Non-Numerical attack. If attack is successful, sub-effect takes place.

**Sub-effect (UEOB):** 1º Target may not make any Offensive and Defensive Actions using Special cards.

===== GB =====

**Basic Text:** Acts as a level # <power type> attack. If successful, <Initiator> may move 1 Mission Card from the Defeated Missions Pile to the Reserve Missions Pile.

<b>Offensive:</b>	Y	<b>Defensive:</b>	N	<b>1º Target:</b>	Opponent's Character [FL]	<b>2º Target:</b>	None
<b>Attack:</b>	Y	<b>Supplemental:</b>	N		Opponent's Battlesite		

**How to Play Offensively:** As a single card targeting 1º Target. Player's Offensive Action phase is over, and Opponent's Defensive Action phase begins. If not negated, effect takes place.

**Effect:** Acts as a level # <power type> Numerical attack. If attack is successful, acts as a level # <power type> Hit, and if Player has at least 1 Mission card in Defeated Missions Pile, Player may move 1 Mission Card from Defeated Missions Pile to Reserve Mission Pile.

**Variante Text:** Acts as a level # <power type> attack. If successful, opponent must move 1 Mission card from the Completed Missions Pile to the Reserve Missions Pile.

<b>Offensive:</b>	Y	<b>Defensive:</b>	N	<b>1º Target:</b>	Opponent's Character [FL]	<b>2º Target:</b>	None
<b>Attack:</b>	Y	<b>Supplemental:</b>	N		Opponent's Battlesite		

**How to Play Offensively:** As a single card targeting 1º Target. Player's Offensive Action phase is over, and Opponent's Defensive Action phase begins. If not negated, effect takes place.

**Effect:** Acts as a level # <power type> Numerical attack. If attack is successful, acts as a level # <power type> Hit, and if Player has at least 1 Mission card in Defeated Missions Pile, Player may move 1 Mission Card from Defeated Missions Pile to Reserve Mission Pile.

===== GC =====

**Basic Text:** Remove 1 hit from the Permanent Record of <Initiator> or teammate for every card in the Defeated Missions Pile.

<b>Offensive:</b>	Y	<b>Defensive:</b>	N	<b>1º Target:</b>	Initiator	<b>2º Target:</b>	None
<b>Attack:</b>	N	<b>Supplemental:</b>	N		Player's Teammate [FL]		

**How to Play Offensively:** As a single card targeting 1º Target, if there is at least 1 Hit on Permanent Record of 1º Target. Player's Offensive Action phase is over, and Opponent's Defensive Action phase begins. If not negated, effect takes place. This Special is then discarded.

**Effect:** For every card in Player's Defeated Missions Pile, 1 Hit from Permanent Record of 1º Target is removed.

===== GD =====

**Basic Text:** Acts a level # <power type 1> attack. If successful, acts as a level ? <power type 2> or <power type 3> Power Card.

<b>Offensive:</b>	Y	<b>Defensive:</b>	N	<b>1º Target:</b>	Opponent's Character [FL]	<b>2º Target:</b>	None
<b>Attack:</b>	Y	<b>Supplemental:</b>	N		Opponent's Battlesite		

**How to Play Offensively:** As a single card targeting 1º Target. Player's Offensive Action phase is over, and Opponent's Defensive Action phase begins. If not negated, effect takes place.

**Effect:** Acts as a level # <power type 1> Numerical attack. If attack is successful, acts as a level ? MultiPower Hit (2 icon, <power type 2> and <power type 3>).

**Basic Text:** Acts as a level # Any-Power attack. If successful, acts as a level ? Energy, Fighting, Strength or Intellect power card.

<b>Offensive:</b>	Y	<b>Defensive:</b>	N	<b>1º Target:</b>	Opponent's Character [FL]	<b>2º Target:</b>	None
<b>Attack:</b>	Y	<b>Supplemental:</b>	N		Opponent's Battlesite		

**How to Play Offensively:** As a single card targeting 1º Target. Player's Offensive Action phase is over, and Opponent's Defensive Action phase begins. If not negated, effect takes place.

**Effect:** Acts as a level # Any-Power Numerical attack. If attack is successful, acts as a level ? MultiPower Hit (4 icon).

===== GE =====

**Basic Text:** KO any one of <Initiator>'s teammates. All of teammate's Hits from Current Battle are discarded and do not get added to Venture Total for this battle.

<b>Offensive:</b>	Y	<b>Defensive:</b>	N	<b>1º Target:</b>	Player's Teammate [FL]	<b>2º Target:</b>	None
<b>Attack:</b>	N	<b>Supplemental:</b>	N				

**How to Play Offensively:** As a single card targeting 1º Target. Player's Offensive Action phase is over, and Opponent's Defensive Action phase begins. If not negated, effect takes place. This Special is then discarded.

**Effect:** 1º Target is KO'd and Character card as well as all Hits from Current Battle are discarded. During "Battle Resolution" phase, Hits from Current Battle that were discarded do not count towards Venture Total.

===== GF =====

**Basic Text:** Move all hits from <Initiator>'s Hits from Current Battle into Permanent Record. Affects Venture Total.

<b>Offensive:</b>	Y	<b>Defensive:</b>	N	<b>1º Target:</b>	Initiator	<b>2º Target:</b>	None
<b>Attack:</b>	N	<b>Supplemental:</b>	N				

**How to Play Offensively:** As a single card targeting Initiator. Player's Offensive Action phase is over, and Opponent's Defensive Action phase begins. If not negated, effect takes place. This Special is then discarded.

**Effect:** All Hits on Initiator's Hits from Current Battle are moved to Permanent Record. This will affect Venture Total.

**Additional Notes:** All Hits taken by Initiator after this Special has been discarded are not affected.

**Variant Text 1:** Move all Hits from Current Battle into the Permanent Records of all Characters. Affects Venture total.

<b>Offensive:</b>	Y	<b>Defensive:</b>	N	<b>1º Target:</b>	Player's Team	<b>2º Target:</b>	None
<b>Attack:</b>	N	<b>Supplemental:</b>	N				

**How to Play Offensively:** As a single card targeting Player's Team. Player's Offensive Action phase is over, and Opponent's Defensive Action phase begins. If not negated, effect takes place. This Special is then discarded.

**Effect:** All Hits on Player's Team's Hits from Current Battle are moved to Permanent Record. This will affect Venture Total.

**Additional Notes:** All Hits taken by Player's Team after this Special has been discarded are not affected.

**Variant Text 2:** Acts as a level # <power type> attack. If successful, move all Hits from <Initiator>'s Hits from Current Battle into Permanent Record. Affects Venture Total.

<b>Offensive:</b>	Y	<b>Defensive:</b>	N	<b>1º Target:</b>	Opponent's Character [FL]	<b>2º Target:</b>	Initiator
<b>Attack:</b>	Y	<b>Supplemental:</b>	N		Opponent's Battlesite		

**How to Play Offensively:** As a single card targeting 1º Target. Player's Offensive Action phase is over, and Opponent's Defensive Action phase begins. If not negated, effect takes place.

**Effect:** Acts as a level # <power type> Numerical attack. If attack is successful, acts as a level # <power type> Hit, and all Hits on Initiator's Hits from Current Battle are moved to Permanent Record. This will affect Venture Total.

===== **GG** =====

**Basic Text:** All cards currently in opponent's Dead Pile are removed from game.

<b>Offensive:</b>	Y	<b>Defensive:</b>	N	<b>1º Target:</b>	OPPONENT	<b>2º Target:</b>	None
<b>Attack:</b>	Y	<b>Supplemental:</b>	N				

**How to Play Offensively:** As a single card targeting Opponent. Player's Offensive Action phase is over, and Opponent's Defensive Action phase begins. If not negated, effect takes place. This Special is then discarded.

**Effect:** All cards currently in Opponent's Dead Pile are removed from game.

===== **GH** =====

**Basic Text:** <Initiator> may attack any Front Line teammate using 1 of opponent's Placed cards. Teammate may defend.

<b>Offensive:</b>	Y	<b>Defensive:</b>	N	<b>1º Target:</b>	Initiator	<b>2º Target:</b>	Player's Teammate
<b>Attack:</b>	N	<b>Supplemental:</b>	N				

**How to Play Offensively:** As a single card targeting Initiator, if Opponent's Team has at least 1 card that can be used to attack. Player's Offensive Action phase is over, and Opponent's Defensive Action phase begins. If not negated, effect takes place. This Special is then discarded.

**Effect:** A Self Attack Circumstance is opened for Initiator to make an attack against 2º Target. During Player's Offensive Action phase of Self Attack Circumstance, 1 card of Player's choice placed on Opponent's Team is used by Initiator (regardless of whether this card is usable/playable by Initiator) to attack 2º Target, followed by a corresponding Player's Defensive Action phase for a defense.

===== **GI** =====

**Basic Text:** <Initiator> is not affected by Event cards for remainder of game.

<b>Offensive:</b>	Y	<b>Defensive:</b>	N	<b>1º Target:</b>	Initiator	<b>2º Target:</b>	None
<b>Attack:</b>	N	<b>Supplemental:</b>	N				

**How to Play Offensively:** As a single card targeting Initiator. Player's Offensive Action phase is over, and Opponent's Defensive Action phase begins. If not negated, effect takes place.

**Effect (UEOG):** Initiator is not affected by Event card effects, including effects from Event cards currently active.

**Additional Notes:** This card cannot be played during "Events Resolution" phase or any time outside Battle.

===== **GJ** =====

**Basic Text:** Acts as a level # <power type 1>, <power type 2>, (<power type 3> or <power type 4>) attack. May make 1 additional attack.

<b>Offensive:</b>	Y	<b>Defensive:</b>	N	<b>1º Target:</b>	Opponent's Character [FL]	<b>2º Target:</b>	None
<b>Attack:</b>	Y	<b>Supplemental:</b>	N		Opponent's Battlesite		

**How to Play Offensively:** As a single card targeting 1<sup>o</sup> Target, declaring what Power Type this attack will act as. Player's Offensive Action phase is over, and Opponent's Defensive Action phase begins. If not negated, effect takes place.

**Effect:** Acts as a level # <power type 1>, <power type 2>, (<power type 3> or <power type 4> if specified) Numerical attack as declared. If attack is successful, acts as a level # MultiPower Hit (2-4 icon as specified). After Opponent's Defensive Action phase ends, an Additional Attack Circumstance may be opened by Player, if attack can be made by Initiator. During Player's Offensive Action phase of Additional Attack Circumstance, Initiator makes an attack on 1<sup>o</sup> Target. Player's Offensive Action phase of the Additional Attack Circumstance is followed by a corresponding Opponent's Defensive Action phase.

===== GK =====

**Basic Text:** Move all of target opponent's Hits from Permanent Record into Hits from Current Battle. Affects Venture total.

<b>Offensive:</b>	Y	<b>Defensive:</b>	N	<b>1<sup>o</sup> Target:</b>	Opponent's Character [FL]	<b>2<sup>o</sup> Target:</b>	None
<b>Attack:</b>	Y	<b>Supplemental:</b>	N		Opponent's Battlesite		

**How to Play Offensively:** As a single card targeting Initiator. Player's Offensive Action phase is over, and Opponent's Defensive Action phase begins. If not negated, effect takes place. This Special is then discarded.

**Effect:** Acts as Non-Numerical attack on 1<sup>o</sup> Target. If attack is successful, all Hits on 1<sup>o</sup> Targets' Hits on Permanent Record are move to Hits to Current Battle. This will affect Venture Total (Battlesite Hits are still only half value).

**Additional Notes:** All Hits taken by 1<sup>o</sup> Target after this Special has been discarded are not affected.

===== GL =====

**Basic Text:** Sort through opponent's Draw Pile. Choose any 1 card and remove it from the game. Reshuffle Draw Pile.

<b>Offensive:</b>	Y	<b>Defensive:</b>	N	<b>1<sup>o</sup> Target:</b>	OPPONENT	<b>2<sup>o</sup> Target:</b>	None
<b>Attack:</b>	Y	<b>Supplemental:</b>	N				

**How to Play Offensively:** As a single card targeting Opponent. Player's Offensive Action phase is over, and Opponent's Defensive Action phase begins. If not negated, effect takes place. This Special is then discarded.

**Effect:** Player looks through Opponent's Draw Pile. 1 card of Player's choice from Opponent's Draw Pile is removed from game.

===== HA =====

**Basic Text:** Target hero may not defend against level 1 or 2 Power cards for remainder of game. Level 1 or 2 Power card Hits do not count for Spectrum KO.

<b>Offensive:</b>	Y	<b>Defensive:</b>	N	<b>1<sup>o</sup> Target:</b>	Opponent's Character [FL]	<b>2<sup>o</sup> Target:</b>	None
<b>Attack:</b>	Y	<b>Supplemental:</b>	N				

**How to Play Offensively:** As a single card targeting 1<sup>o</sup> Target. Player's Offensive Action phase is over, and Opponent's Defensive Action phase begins. If not negated, effect takes place.

**Effect:** Acts as a Non-Numerical attack. If attack is successful, then sub-effect takes place.

**Sub-effect (UEOG):** During Opponent's Defensive Action phase, 1<sup>o</sup> Target cannot make a defense against an attack that includes a level 1 or 2 Power card. All level 1 and 2 Power cards Hits do not count to Spectrum KO.

**Additional Notes:** Any existing level 1 and 2 Power cards also do not count for Spectrum KO. If a level 1 or 2 Power card is combined with a DoubleShot card or Special for a single attack, then the attack may be defended.

===== HB =====

**Basic Text:** Sort through opponent's Power Pack and remove any 3 cards of <Initiator>'s choice. Discard chosen cards into Dead Pile. Reshuffle Power Pack.

<b>Offensive:</b>	Y	<b>Defensive:</b>	N	<b>1<sup>o</sup> Target:</b>	OPPONENT	<b>2<sup>o</sup> Target:</b>	PLAYER
<b>Attack:</b>	Y	<b>Supplemental:</b>	N				

**How to Play Offensively:** As a single card targeting Opponent. Player's Offensive Action phase is over, and Opponent's Defensive Action phase begins. If not negated, effect takes place. This Special is then discarded.

**Effect:** Player looks through Opponent's Power Pack and 3 cards of Player's choice are discarded into Dead Pile. Power Pack is reshuffled.

===== HC =====

**Basic Text:** <Initiator> may combine multiple Basic Universe cards with each Power card attack for remainder of battle.

<b>Offensive:</b>	Y	<b>Defensive:</b>	N	<b>1° Target:</b>	Initiator	<b>2° Target:</b>	None
<b>Attack:</b>	N	<b>Supplemental:</b>	N				

**How to Play Offensively:** As a single card targeting Initiator. Player's Offensive Action phase is over, and Opponent's Defensive Action phase begins. If not negated, effect takes place. This Special is discarded at end of Battle.

**Effect (UEOB):** During Player's Offensive Action phase, Initiator may combine more than one Basic Universe card playable by Initiator with any Power card attack.

**Additional Notes:** Universe cards must still be played with the correct power type and be usable by Initiator. If combined with a MultiPower Power card, Universe cards must match the power type the MultiPower Power card is declared to be.

===== HD =====

**Basic Text:** Sort through Defeated Heroes Pile and remove 1 Event card. Put Event card into Draw Pile. Reshuffle Draw Pile.

<b>Offensive:</b>	Y	<b>Defensive:</b>	N	<b>1° Target:</b>	PLAYER	<b>2° Target:</b>	None
<b>Attack:</b>	N	<b>Supplemental:</b>	N				

**How to Play Offensively:** As a single card targeting Player. Player's Offensive Action phase is over, and Opponent's Defensive Action phase begins. If not negated, effect takes place. This Special is then discarded.

**Effect:** Player looks through Defeated Characters Piles and 1 Event card is selected and put in Draw Pile. Draw Pile is reshuffled.

===== HE =====

**Basic Text:** Heroes on Opponent's Team with <power type> 7 or 8 may not use cards with a <power type> icon to attack for remainder of battle.

<b>Offensive:</b>	Y	<b>Defensive:</b>	N	<b>1° Target:</b>	Opponent's Team	<b>2° Target:</b>	None
<b>Attack:</b>	Y	<b>Supplemental:</b>	N				

**How to Play Offensively:** As a single card targeting Opponent's Team. Player's Offensive Action phase is over, and Opponent's Defensive Action phase begins. If not negated, effect takes place. This Special is discarded at end of Battle.

**Effect:** During Opponent's Offensive Action phase, Opponent's Team with <power type> Rating of 7 or 8 may not use cards with <power type> icon to attack.

**Variante Text:** Opponent's Team with Power Grid of 7 or 8 in Power Type of <Initiator>'s choice may not use Power cards of that Power Type to attack for remainder of battle.

<b>Offensive:</b>	Y	<b>Defensive:</b>	N	<b>1° Target:</b>	Opponent's Team	<b>2° Target:</b>	None
<b>Attack:</b>	Y	<b>Supplemental:</b>	N				

**How to Play Offensively:** As a single card targeting Opponent's Team, declaring what Power Type is affected. Player's Offensive Action phase is over, and Opponent's Defensive Action phase begins. If not negated, effect takes place. This Special is discarded at end of Battle.

**Effect:** During Opponent's Offensive Action phase, Opponent's Team with Rating of 7 or 8 in declared Power Type may not use <power type> Power cards to attack.

**Additional Notes:** Effects of from other cards (e.g. Artifacts, Specials, Inherent Abilities) are not taken into account, just the printed Power Grid on the Character card.

===== HF =====

**Basic Text:** Acts as a level # <power type 1> or <power type 2> attack.

<b>Offensive:</b>	Y	<b>Defensive:</b>	N	<b>1° Target:</b>	Opponent's Character [FL]	<b>2° Target:</b>	None
<b>Attack:</b>	Y	<b>Supplemental:</b>	N		Opponent's Battlesite		

**How to Play Offensively:** As a single card targeting 1° Target, declaring what Power Type this attack will act as. Player's Offensive Action phase is over, and Opponent's Defensive Action phase begins. If not negated, effect takes place.

**Effect:** Acts as a level # <power type 1> or <power type 2> Numerical attack as declared. If attack is successful, acts as a level # MultiPower Hit (2 icon, <power type 1> and <power type 2>).

===== HG =====

**Basic Text:** <Initiator> may use <power type> Power cards level 6 through 8 to avoid any attack made against <Initiator> or teammate for remainder of battle.



<b>Offensive:</b>	Y	<b>Defensive:</b>	Y	<b>1° Target:</b>	Initiator	<b>2° Target:</b>	Player's Team
<b>Attack:</b>	N	<b>Supplemental:</b>	Y				

**How to Play Offensively:** As a single card targeting Initiator. Player's Offensive Action phase is over, and Opponent's Defensive Action phase begins. If not negated, effect takes place. This Special is discarded at end of Battle.

**How To Play Defensively:** As a Supplemental Defensive special targeting Initiator, together with a <power type> Power card defense that would be unsuccessful without the effect of this Special. Effect takes place. Defensive action made with the other cards is resolved. This Special is discarded at end of Battle.

**Effect (UEOB):** During Player's Defensive Action phase, Initiator may use level 6 to 8 <power type> Power cards to avoid any attack made on Initiator or 2° Targets.

===== **HH** =====

**Basic Text:** <Initiator> may have an unlimited number of Special cards placed on him until <Initiator> is KO'd. Specials may not be duplicates.

<b>Offensive:</b>	Y	<b>Defensive:</b>	N	<b>1° Target:</b>	Initiator	<b>2° Target:</b>	None
<b>Attack:</b>	N	<b>Supplemental:</b>	N				

**How to Play Offensively:** As a single card targeting Initiator. Player's Offensive Action phase is over, and Opponent's Defensive Action phase begins. If not negated, effect takes place.

**Effect (UEOG):** Initiator may have an unlimited number of Special cards, usable by Initiator, placed on him/her. Specials may not be duplicates.

===== **HI** =====

**Basic Text:** <Initiator> may Place and play any <Character> Special cards for remainder of game.

<b>Offensive:</b>	Y	<b>Defensive:</b>	N	<b>1° Target:</b>	Initiator	<b>2° Target:</b>	None
<b>Attack:</b>	N	<b>Supplemental:</b>	N				

**How to Play Offensively:** As a single card targeting Initiator. Player's Offensive Action phase is over, and Opponent's Defensive Action phase begins. If not negated, effect takes place.

**Effect (UEOG):** Initiator may use and have placed on him/her Special which belong to Character specified.

**Additional Notes:** Even specified Character is not on Player's Team, Specials belonging to this Character can be included in the deck. However, even though these Special cards are usable by Initiator, they are not considered as Specials belonging to the Initiator.

**Exception Cards:** Comm. Gordon and the G.C.P.D.'s The Bat Signal should be **HU**.

===== **HJ** =====

**Basic Text:** <Initiator> may switch any two cards with an <power type> icon on the Permanent Record of any two Front Line heroes on his team.

<b>Offensive:</b>	Y	<b>Defensive:</b>	N	<b>1° Target:</b>	Initiator	<b>2° Target:</b>	Player's Teammates [FL]
<b>Attack:</b>	N	<b>Supplemental:</b>	N				

**How to Play Offensively:** As a single card targeting Initiator. Player's Offensive Action phase is over, and Opponent's Defensive Action phase begins. If not negated, effect takes place. This Special is then discarded.

**Effect:** Two Hits with <power type> icon on Permanent record of two 2° Targets are switched.

===== **HK** =====

**Basic Text:** Target Character must make as many attacks as possible. <Initiator>'s team may defend.

<b>Offensive:</b>	Y	<b>Defensive:</b>	N	<b>1° Target:</b>	Opponent's Character [FL]	<b>2° Target:</b>	None
<b>Attack:</b>	Y	<b>Supplemental:</b>	N		Opponent's Battlesite		

**How to Play Offensively:** As a single card targeting 1° Target. Player's Offensive Action phase is over, and Opponent's Defensive Action phase begins. If not negated, effect takes place. This Special is then discarded.

**Effect:** Acts as a Non-Numerical attack. If attack is successful, sub-effect takes place on Opponent's Turn.

**Sub-effect:** During Opponent's Offensive Action phase, 1° Target must make an attack against Player's Team, followed by a corresponding Defensive Action phase for a defense to be made. If 1° Target is still able to make an attack, an Additional Attack Circumstance is opened for 1° Target to make an attack during Opponent's Offensive Action phase. Additional Attack Circumstances will continue to be opened until 1° Target can no longer make an attack. After each Opponent's Offensive Action phase, a corresponding Player's Defensive Action phase follows to allow for a defense to be made.

===== **HL** =====



**Basic Text:** Opponent's team may not use <power type> Power cards level 6 through 8 to attack for remainder of battle.

<b>Offensive:</b>	Y	<b>Defensive:</b>	N	<b>1º Target:</b>	Opponent's Team	<b>2º Target:</b>	None
<b>Attack:</b>	Y	<b>Supplemental:</b>	N				

**How to Play Offensively:** As a single card targeting Opponent's Team. Player's Offensive Action phase is over, and Opponent's Defensive Action phase begins. If not negated, effect takes place. This Special is discarded at end of Battle.

**Effect (UEOB):** During Opponent's Offensive Action phase, Opponent's Team may not use level 6 to 8 <power type> Power cards to attack.

===== **HM** =====

**Basic Text:** Draw one card for each card discarded this battle, including duplicate and unusable cards. Do not discard if duplicate.

<b>Offensive:</b>	Y	<b>Defensive:</b>	N	<b>1º Target:</b>	PLAYER	<b>2º Target:</b>	None
<b>Attack:</b>	N	<b>Supplemental:</b>	N				

**How to Play Offensively:** As a single card targeting Opponent's Team. Player's Offensive Action phase is over, and Opponent's Defensive Action phase begins. If not negated, effect takes place. This Special is then discarded.

**Effect:** Player draws 1 card for each card which was discarded this Round, including cards discarded during "Hand Management" phase (which may have been due to even cards, or being duplicate, unusable and unplayable), as well as during Battle due to effects (from Specials, Inherent Abilities, etc.). Cards discarded through normal usage are not included. Out of drawn cards, duplicates are not discarded, but cards that are unusable are discarded.

===== **HN** =====

**Basic Text:** Acts as a level # Any-Power attack. Does not count toward Spectrum KO.

<b>Offensive:</b>	Y	<b>Defensive:</b>	N	<b>1º Target:</b>	Opponent's Character [FL]	<b>2º Target:</b>	None
<b>Attack:</b>	Y	<b>Supplemental:</b>	N		Opponent's Battlesite		

**How to Play Offensively:** As a single card targeting 1º Target. Player's Offensive Action phase is over, and Opponent's Defensive Action phase begins. If not negated, effect takes place.

**Effect:** Acts as a level # Any-Power Numerical attack. If attack is successful, acts as a level # Any-Power Hit.

===== **HO** =====

**Basic Text:** Acts as a level # <power type> attack. If successful, Opponent is -4 to Venture.

<b>Offensive:</b>	Y	<b>Defensive:</b>	N	<b>1º Target:</b>	Opponent's Character [FL]	<b>2º Target:</b>	None
<b>Attack:</b>	Y	<b>Supplemental:</b>	N		Opponent's Battlesite		

**How to Play Offensively:** As a single card targeting 1º Target. Player's Offensive Action phase is over, and Opponent's Defensive Action phase begins. If not negated, effect takes place.

**Effect:** Acts as a level # <power type> Numerical attack. If attack is successful, acts as a level # <power type> Hit, and sub-effect takes place at "Battle Resolution" phase.

**Sub-effect:** Opponent Venture Total decreases by 4.

**Additional Notes:** Sub-effect occurs for current Battle only.

**Variant Text:** Acts as a level # <power type> attack. If opponent has <Mission Card Set> Mission, opponent also -3 to Venture Total for this battle.

<b>Offensive:</b>	Y	<b>Defensive:</b>	N	<b>1º Target:</b>	Opponent's Character [FL]	<b>2º Target:</b>	None
<b>Attack:</b>	Y	<b>Supplemental:</b>	N		Opponent's Battlesite		

**How to Play Offensively:** As a single card targeting 1º Target. Player's Offensive Action phase is over, and Opponent's Defensive Action phase begins. If not negated, effect takes place.

**Effect:** Acts as a level # <power type> Numerical attack. If attack is successful, acts as a level # <power type> Hit, and if Opponent is using <Mission Card Set> Mission, sub-effect takes place at "Battle Resolution" phase.

**Sub-effect:** Opponent Venture Total decreases by 3.

**Additional Notes:** Sub-effect occurs for current Battle only.

===== **HP** =====

**Basic Text:** Play in current battle, after one teammate is KO'd. Immediately exchange KO'd teammate and <Initiator>. Discard all Placed cards. All Hits remain.

<b>Offensive:</b>	Y	<b>Defensive:</b>	N	<b>1º Target:</b>	Initiator	<b>2º Target:</b>	Player's Teammate [KO'd]
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<b>Attack:</b>	N	<b>Supplemental:</b>	N				
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**How to Play Offensively:** As a single card targeting Initiator, if 2<sup>o</sup> Target is KO'd. Player's Offensive Action phase is over, and Opponent's Defensive Action phase begins. If not negated, effect takes place.

**Effect:** Initiator from Front Line and 2<sup>o</sup> Target from Defeated Character's Pile are exchanged. All cards that were placed or active on Initiator are discarded, but all Hits remain.

**Additional Notes:** This Special does not need to be used in the same battle that 2<sup>o</sup> Target was KO'd.

===== **HQ** =====

**Basic Text:** Draw 3 cards. Discard duplicates.

<b>Offensive:</b>	Y	<b>Defensive:</b>	N	<b>1<sup>o</sup> Target:</b>	PLAYER	<b>2<sup>o</sup> Target:</b>	None
<b>Attack:</b>	N	<b>Supplemental:</b>	N				

**How to Play Offensively:** As a single card targeting Player. Player's Offensive Action phase is over, and Opponent's Defensive Action phase begins. If not negated, effect takes place. This Special is then discarded.

**Effect:** Player draws 3 cards from Draw Pile. Duplicates and unusable cards are discarded.

===== **HR** =====

**Basic Text:** Acts as a level # <power type 1> or <power type 2> attack.

<b>Offensive:</b>	Y	<b>Defensive:</b>	N	<b>1<sup>o</sup> Target:</b>	Opponent's Character [FL]	<b>2<sup>o</sup> Target:</b>	None
<b>Attack:</b>	Y	<b>Supplemental:</b>	N		Opponent's Battlesite		

**How to Play Offensively:** As a single card targeting 1<sup>o</sup> Target, declaring what Power Type this attack will act as. Player's Offensive Action phase is over, and Opponent's Defensive Action phase begins. If not negated, effect takes place.

**Effect:** Acts as a level # <power type 1> or <power type 2> Numerical attack as declared. If attack is successful, acts as a level # MultiPower Hit (2 icon, <power type 1> and <power type 2>).

===== **HS** =====

**Basic Text:** Play in current battle. Do not discard duplicates in next battle.

<b>Offensive:</b>	Y	<b>Defensive:</b>	N	<b>1<sup>o</sup> Target:</b>	PLAYER	<b>2<sup>o</sup> Target:</b>	None
<b>Attack:</b>	N	<b>Supplemental:</b>	N				

**How to Play Offensively:** As a single card targeting Player. Player's Offensive Action phase is over, and Opponent's Defensive Action phase begins. If not negated, this Special is active. Effect takes place at "Hand Management" phase of next Round, when this Special is discarded.

**Effect:** Duplicates are not discarded, but unusable cards are still discarded.

===== **HT** =====

**Basic Text:** Choose 1 Power card (not) usable by <Initiator> from Power Pack and place in hand. May be duplicate. Reshuffle Power Pack.

<b>Offensive:</b>	Y	<b>Defensive:</b>	N	<b>1<sup>o</sup> Target:</b>	PLAYER	<b>2<sup>o</sup> Target:</b>	None
<b>Attack:</b>	N	<b>Supplemental:</b>	N				

**How to Play Offensively:** As a single card targeting Player. Player's Offensive Action phase is over, and Opponent's Defensive Action phase begins. If not negated, effect takes place. This Special is then discarded.

**Effect:** Player looks through Power Pack and chooses 1 Power card (which may have to be usable or not usable by Initiator as specified), which may be a duplicate of any cards currently in Player's Hand. Chosen Power card is put in Player's Hand. Power Pack is reshuffled.

**Variant Text 1:** Choose 1 Special card not usable by <Initiator> from Draw Pile and place in hand. May not be a "One Per Deck". May be duplicate. Reshuffle Draw Pile.

<b>Offensive:</b>	Y	<b>Defensive:</b>	N	<b>1<sup>o</sup> Target:</b>	PLAYER	<b>2<sup>o</sup> Target:</b>	None
<b>Attack:</b>	N	<b>Supplemental:</b>	N				

**How to Play Offensively:** As a single card targeting 1<sup>o</sup> Target. Player's Offensive Action phase is over, and Opponent's Defensive Action phase begins. If not negated, effect takes place. This Special is then discarded.

**Effect:** Player looks through Power Pack and chooses 1 Special card not usable by Initiator, that is not a One Per Deck Special, but may be a duplicate of any cards currently in Player's Hand. Chosen Power card is put in Player's Hand. Draw Pile is reshuffled.

**Variante Text 2:** Discard any number of cards from Hand to appropriate Discard Piles. Sort through Power Pack and draw an equal number of cards. May not be duplicates.

<b>Offensive:</b>	Y	<b>Defensive:</b>	N	<b>1º Target:</b>	PLAYER	<b>2º Target:</b>	None
<b>Attack:</b>	N	<b>Supplemental:</b>	N				

**How to Play Offensively:** As a single card targeting 1º Target. Player's Offensive Action phase is over, and Opponent's Defensive Action phase begins. If not negated, effect takes place. This Special is then discarded.

**Effect:** Player discards any number of cards of Player's choice from Player's Hand. Player looks through Power Pack and chooses an equal number of cards, which are not duplicates, and puts them in Player's Hand.

===== HU =====

**Basic Text:** <Initiator> may Place and play <Character>'s <Character Special 1>, <Character Special 2>, and <Character Special 3> Special cards for remainder of game.

<b>Offensive:</b>	Y	<b>Defensive:</b>	N	<b>1º Target:</b>	Initiator	<b>2º Target:</b>	None
<b>Attack:</b>	N	<b>Supplemental:</b>	N				

**How to Play Offensively:** As a single card targeting Initiator. Player's Offensive Action phase is over, and Opponent's Defensive Action phase begins. If not negated, effect takes place.

**Effect (UEOG):** Initiator may use and have placed on him/her the Specials specified which belong to Character specified.

**Additional Notes:** Even specified Character is not on Player's Team, Specials belonging to this Character can be included in the deck. However, even though these Special cards are usable by Initiator, they are not considered as Specials belonging to the Initiator.

===== HV =====

**Basic Text:** <Initiator> may have an unlimited number of Teamwork cards placed on her until <Initiator> is KO'd. Teamwork cards may not be duplicates.

<b>Offensive:</b>	Y	<b>Defensive:</b>	N	<b>1º Target:</b>	Initiator	<b>2º Target:</b>	None
<b>Attack:</b>	N	<b>Supplemental:</b>	N				

**How to Play Offensively:** As a single card targeting Initiator. Player's Offensive Action phase is over, and Opponent's Defensive Action phase begins. If not negated, effect takes place.

**Effect (UEOG):** Initiator may have an unlimited number of Teamwork cards, usable by Initiator, placed on him/her. Teamwork cards may not be duplicates.

**Additional Notes:** Any Teamwork cards present will still occupy the Universe card slot for placing cards.

===== HW =====

**Basic Text:** Sort through opponent's Dead Pile. Choose any two cards and put them into opponent's Draw Pile. Reshuffle Draw Pile.

<b>Offensive:</b>	Y	<b>Defensive:</b>	N	<b>1º Target:</b>	OPPONENT	<b>2º Target:</b>	None
<b>Attack:</b>	Y	<b>Supplemental:</b>	N				

**How to Play Offensively:** As a single card targeting Opponent. Player's Offensive Action phase is over, and Opponent's Defensive Action phase begins. If not negated, effect takes place. This Special is then discarded.

**Effect:** Player looks through Opponent's Dead Pile and chooses any 2 cards. Chosen cards are put in Opponent's Draw Pile. Opponent's Draw Pile is reshuffled.

===== HX =====

**Basic Text:** <Initiator>'s team is +# to all numeric Special cards for remainder of battle. Bonus not applied to damage or Venture total. May be played from Reserve.

<b>Offensive:</b>	Y	<b>Defensive:</b>	Y	<b>1º Target:</b>	Player's Team	<b>2º Target:</b>	None
<b>Attack:</b>	N	<b>Supplemental:</b>	Y				

**How to Play Offensively:** As a single card which may be played from Reserve, targeting Player's Team. Player's Offensive Action phase is over, and Opponent's Defensive Action phase begins. If not negated, effect takes place. This Special is discarded at the end of Battle.

**How to Play Defensively:** As a Supplemental Defensive Special targeting Player's Team, together with a Special card acting as a Numerical defense, that would otherwise be unsuccessful without the effects of this Special. This Special is discarded at the end of Battle.

**Effect (UEOB):** During Player's Defensive Action phase, any Numerical defense made with a Special card receives a bonus of #. During Player's Offensive Action phase, and Numerical attack made with a Special card received a bonus of #. Any bonuses to attack do not count to damage or Venture Total.

===== **HY** =====

**Basic Text:** Acts as a level # <power type> attack. If successful, Target Character must discard 2 cards of opponent's choice. Cards may be Placed or in Hand.

<b>Offensive:</b>	Y	<b>Defensive:</b>	N	<b>1° Target:</b>	Opponent's Character [FL]	<b>2° Target:</b>	None
<b>Attack:</b>	Y	<b>Supplemental:</b>	N		Opponent's Battlesite		

**How to Play Offensively:** As a single card targeting 1° Target, Player's Offensive Action phase is over, and Opponent's Defensive Action phase begins. If not negated, effect takes place.

**Effect:** Acts as a level # <power type> Numerical attack. If attack is successful, acts as a level # <power type> Hit, and 2 cards from collective pool of cards in Opponent's Hand and placed on Opponent's 1° Target (if not a Battlesite) are discarded.

===== **HZ** =====

**Basic Text:** Sort through opponent's Dead Pile. Choose any 2 cards and put them into opponent's Draw Pile. Reshuffle Draw Pile.

<b>Offensive:</b>	Y	<b>Defensive:</b>	N	<b>1° Target:</b>	OPPONENT	<b>2° Target:</b>	PLAYER
<b>Attack:</b>	Y	<b>Supplemental:</b>	N				

**How to Play Offensively:** As a single card targeting Opponent. Player's Offensive Action phase is over, and Opponent's Defensive Action phase begins. If not negated, effect takes place. This Special is then discarded.

**Effect:** Player looks through Opponent's Dead Pile and chooses any 2 cards. Chosen cards are put in Opponent's Draw Pile. Opponent's Draw Pile is reshuffled.

===== **IA** =====

**Basic Text:** Target Hero must discard all Placed cards and move into Reserve for remainder of battle.

<b>Offensive:</b>	Y	<b>Defensive:</b>	N	<b>1° Target:</b>	Opponent's Character [FL]	<b>2° Target:</b>	None
<b>Attack:</b>	Y/N	<b>Supplemental:</b>	N		Player's Teammate [FL]		
					Initiator		

**How to Play Offensively:** As a single card targeting 1° Target. Player's Offensive Action phase is over, and Opponent's Defensive Action phase begins. If not negated, effect takes place. This Special is then discarded.

**Effect:** Acts as a Non-Numerical attack if 1° Target is Opponent's Character. If attack is successful, sub-effect takes place. If 1° Target is not Opponent's Character, then sub-effect takes place immediately.

**Sub-effect:** All cards placed on 1° Target are discarded 1° Target is moved into Reserve.

**Additional Notes:** This may result in more than 1 Character in Reserve. During "Team Management" phase of this Round, Characters may only be brought up from Reserve if it will not result in more than 3 Characters in Front Line.

===== **IB** =====

**Basic Text:** Opponent must discard all placed Universe/Ally/Tactic cards, and is -3 to Venture total.

<b>Offensive:</b>	Y	<b>Defensive:</b>	N	<b>1° Target:</b>	OPPONENT	<b>2° Target:</b>	None
<b>Attack:</b>	Y	<b>Supplemental:</b>	N				

**How to Play Offensively:** As a single card targeting Opponent. Player's Offensive Action phase is over, and Opponent's Defensive Action phase begins. If not negated, effect takes place. This Special is discarded at "Battle Resolution" phase.

**Effect:** All Universe, Ally or Tactic cards as specified placed on Opponent's Team are discarded. Card stays active, and sub-effect takes place at "Battle Resolution" phase.

**Sub-effect:** Opponent Venture Total decreases by 3.

===== **IC** =====

**Basic Text:** <Initiator>'s <Initiator's Special 1> and <Initiator's Special 2> become Any Character Specials for remainder of game.

<b>Offensive:</b>	Y	<b>Defensive:</b>	N	<b>1° Target:</b>	Player's Team	<b>2° Target:</b>	None
<b>Attack:</b>	N	<b>Supplemental:</b>	N				

**How to Play Offensively:** As a single card targeting Player's Team. Player's Offensive Action phase is over, and Opponent's Defensive Action phase begins. If not negated, effect takes place.

**Effect (UEOG):** Both Specials specified which belong to Initiator act as Any Character Specials.

**Additional Notes:** Like all Any Character Specials, these affected Specials will no longer be able to be placed, retrieved with a BQ card, be used as a follow-up to an Ally card, or used during an Additional Attack Circumstance.

===== ID =====

**Basic Text:** Acts as a level 1 Energy attack. May make 2 additional attacks at +1, or 1 additional attack at +2. Bonus not applied to damage, or Venture Total.

<b>Offensive:</b>	Y	<b>Defensive:</b>	N	<b>1º Target:</b>	Opponent's Character [FL]	<b>2º Target:</b>	None
<b>Attack:</b>	Y	<b>Supplemental:</b>	N		Opponent's Battlesite		

**How to Play Offensively:** As a single card targeting 1º Target, if Initiator is able to make at least 1 attack, declaring how many attacks are to be made. Player's Offensive Action phase is over, and Opponent's Defensive Action phase begins. If not negated, effect takes place. This Special is then discarded.

**Effect:** For each attack Player wants to make (up to 4), an Additional Attack Circumstance is opened, where each attack may be made against Opponent's Team. Bonuses to the attack value are applied depending on how many attacks the Player had previously declared, as specified on the card. Player's Offensive Action phase of each Additional Attack Circumstance is followed by a corresponding Defensive Action phase for a defense to be made. Bonuses do not contribute to damage or Venture Total.

===== IE =====

**Basic Text:** Play during battle. At end of battle, opponent may only move 1 Mission card. Other Mission cards return to piles Ventured from.

<b>Offensive:</b>	Y	<b>Defensive:</b>	N	<b>1º Target:</b>	OPPONENT	<b>2º Target:</b>	None
<b>Attack:</b>	Y	<b>Supplemental:</b>	N				

**How to Play Offensively:** As a single card targeting Opponent, if Opponent has ventured more than 1 Mission card. Player's Offensive Action phase is over, and Opponent's Defensive Action phase begins. If not negated, this Special is active. Effect takes place at "Battle Resolution" phase, when this card is discarded.

**Effect:** If Mission cards need to be moved following Venture Total calculation, only 1 Mission card can be moved. All other Mission cards return to piles they were ventured from.

===== IF =====

**Basic Text:** Play when opponent concedes battle. <Initiator>'s team may discard any number of cards to top of Draw Pile.

<b>Offensive:</b>	N	<b>Defensive:</b>	Y	<b>1º Target:</b>	PLAYER	<b>2º Target:</b>	OPPONENT
<b>Attack:</b>	N	<b>Supplemental:</b>	N				

**How to Play Defensively:** As a single card targeting Player, if Opponent has conceded. Effect takes place. This Special is then discarded.

**Effect:** Player may put any number of cards in Hand on top of Draw Pile.

**Basic Text:** Play as <Initiator> concedes battle. <Initiator>'s team may discard 3 cards to top of Draw Pile.

<b>Offensive:</b>	Y	<b>Defensive:</b>	N	<b>1º Target:</b>	PLAYER	<b>2º Target:</b>	OPPONENT
<b>Attack:</b>	N	<b>Supplemental:</b>	N				

**How to Play Offensively:** As a single card targeting Player, declaring intention to concede. Player's Offensive Action phase is over, and Opponent's Defensive Action phase begins. If not negated, effect takes place. This Special is then discarded.

**Effect:** After Player's concede has taken place, Player may put 3 cards in Hand on top of Draw Pile.

===== IG =====

**Basic Text:** Remove any cards from <Initiator>'s Draw Pile and discard into Dead Pile. Reshuffle Draw Pile.

<b>Offensive:</b>	Y	<b>Defensive:</b>	N	<b>1º Target:</b>	PLAYER	<b>2º Target:</b>	None
<b>Attack:</b>	N	<b>Supplemental:</b>	N				

**How to Play Offensively:** As a single card targeting Player. Player's Offensive Action phase is over, and Opponent's Defensive Action phase begins. If not negated, effect takes place. This Special is then discarded.

**Effect:** Player looks through Draw Pile and any number of cards of Player's choice are discarded into Dead Pile. Draw Pile is reshuffled.

===== JA =====



**Basic Text:** Discard one Energy Power card usable by <Initiator> to draw 4 cards from top of the Draw Pile. May keep duplicates.

<b>Offensive:</b>	Y	<b>Defensive:</b>	N	<b>1° Target:</b>	PLAYER	<b>2° Target:</b>	None
<b>Attack:</b>	N	<b>Supplemental:</b>	N				

**How to Play Offensively:** As a single card targeting Player. Player's Offensive Action phase is over, and Opponent's Defensive Action phase begins. If not negated, effect takes place. This Special is then discarded.

**Effect:** 1 Energy Power card usable by <Initiator> is discarded from Player's Hand. Player draws 4 cards from top of Draw Pile. Duplicates are kept, but unusable cards are discarded.

===== **JB** =====

**Basic Text:** Remove all Hits from <Initiator>'s Permanent Record and Current Battle, and switch places with the Reserve.

<b>Offensive:</b>	Y	<b>Defensive:</b>	N	<b>1° Target:</b>	Initiator	<b>2° Target:</b>	Player's Teammate [R]
<b>Attack:</b>	N	<b>Supplemental:</b>	N				

**How to Play Offensively:** As a single card targeting Initiator. Player's Offensive Action phase is over, and Opponent's Defensive Action phase begins. If not negated, effect takes place. This Special is then discarded.

**Effect:** All Hits on Initiator are removed, and Initiator is immediately moved into Reserve. If there is a Character in Reserve, he/she is immediately moved to Front Line.

**Additional Notes:** Cards placed on and cards with cards active on Initiator and 2° Target are not removed.

**Exception cards:** Blue Beetle's Frictionless Foam should be **IB**.

===== **JC** =====

**Basic Text:** Acts as a level # <power type> attack. <Initiator> may play 1 additional Special card.

<b>Offensive:</b>	Y	<b>Defensive:</b>	N	<b>1° Target:</b>	Opponent's Character [FL]	<b>2° Target:</b>	None
<b>Attack:</b>	Y	<b>Supplemental:</b>	N		Opponent's Battlesite		

**How to Play Offensively:** As a single card targeting 1° Target. Player's Offensive Action phase is over, and Opponent's Defensive Action phase begins. If not negated, effect takes place.

**Effect:** Acts as a level # <power type> Numerical attack. If attack is successful, acts as a level # <power type> Hit. After Opponent's Defensive Action phase ends, an Additional Attack Circumstance may be opened by Player, if a Special card can be played by Initiator as an Offensive action. During Player's Offensive Action phase of Additional Attack Circumstance, Initiator plays a Special card as an Offensive action. This is followed by a corresponding Opponent's Defensive Action phase for a Defensive action to be made.

**Variante Text 1:** Acts as a level # Energy, Fighting, Strength, or Intellect attack. <Initiator> may play 1 additional Special card.

<b>Offensive:</b>	Y	<b>Defensive:</b>	N	<b>1° Target:</b>	Opponent's Character [FL]	<b>2° Target:</b>	None
<b>Attack:</b>	Y	<b>Supplemental:</b>	N		Opponent's Battlesite		

**How to Play Offensively:** As a single card targeting 1° Target, declaring what Power Type this attack will act as. Player's Offensive Action phase is over, and Opponent's Defensive Action phase begins. If not negated, effect takes place.

**Effect:** Acts as a level # Energy, Fighting, Strength or Intellect Numerical attack as declared. If attack is successful, acts as a level # MultiPower Hit (4 icon). After Opponent's Defensive Action phase ends, an Additional Attack Circumstance may be opened by Player, if a Special card can be played by Initiator as an Offensive action. During Player's Offensive Action phase of Additional Attack Circumstance, Initiator plays a Special card as an Offensive action. This is followed by a corresponding Opponent's Defensive Action phase for a Defensive action to be made.

**Variante Text 2:** Acts as a level # <power type> attack. <Initiator> may make 1 additional attack with a Teammate's Special card.

<b>Offensive:</b>	Y	<b>Defensive:</b>	N	<b>1° Target:</b>	Opponent's Character [FL]	<b>2° Target:</b>	None
<b>Attack:</b>	Y	<b>Supplemental:</b>	N		Opponent's Battlesite		

**How to Play Offensively:** As a single card targeting 1° Target. Player's Offensive Action phase is over, and Opponent's Defensive Action phase begins. If not negated, effect takes place.

**Effect:** Acts as a level # <power type> Numerical attack. If attack is successful, acts as a level # <power type> Hit. After Opponent's Defensive Action phase ends, an Additional Attack Circumstance may be opened by Player, if Player's Hand has a Special card that does not belong to Initiator that can act as an attack. During Player's Offensive Action phase of Additional Attack Circumstance, Initiator makes an attack with the aforementioned type of Special

card on 1<sup>o</sup> Target, regardless of whether it is usable by Initiator. This is followed by a corresponding Opponent's Defensive Action phase for a defense to be made.

===== JD =====

**Basic Text:** <Initiator> may not attack or be attacked with Basic Universe cards for remainder of game.

<b>Offensive:</b>	Y	<b>Defensive:</b>	Y	<b>1<sup>o</sup> Target:</b>	Initiator	<b>2<sup>o</sup> Target:</b>	None
<b>Attack:</b>	N	<b>Supplemental:</b>	Y				

**How to Play Offensively:** As a single card targeting Initiator. Player's Offensive Action phase is over, and Opponent's Defensive Action phase begins. If not negated, effect takes place.

**How to Play Defensively:**

**Option 1)** As a single card targeting Initiator, allowing attack made on Initiator to be successful, if this will not cause Initiator to be KO'd. Effect takes place.

**Option 2)** As a Supplemental Defensive Special targeting Initiator, together with a successful defense, when attack with Basic Universe card is made on Initiator. Effect takes place. Defensive action made with the other cards is resolved.

**Effect (UEOG):** During Opponent's Offensive Action phase, Initiator may not be attacked with an attack which includes a Basic Universe card. During Player's Offensive Action phase, Initiator may not make an attack which includes a Basic Universe card.

===== JE =====

**Basic Text:** Any cards with more than 1 icon on <Initiator>'s Permanent Record become Any-Power cards for the remainder of the game.

<b>Offensive:</b>	Y	<b>Defensive:</b>	N	<b>1<sup>o</sup> Target:</b>	Initiator	<b>2<sup>o</sup> Target:</b>	None
<b>Attack:</b>	N	<b>Supplemental:</b>	N				

**How to Play Offensively:** As a single card targeting Initiator. Player's Offensive Action phase is over, and Opponent's Defensive Action phase begins. If not negated, effect takes place.

**Effect (UEOG):** Hits with cards that contain more than one different type of icon, on Initiator's Permanent Record, act as Any-Power Hits.

**Additional Notes:** This Special has no effect on the Hits to Current Battle.

===== JF =====

**Basic Text:** All Any-Power cards on Target Character's Permanent Record become <power type> cards for remainder of game.

<b>Offensive:</b>	Y	<b>Defensive:</b>	N	<b>1<sup>o</sup> Target:</b>	Opponent's Character [FL]	<b>2<sup>o</sup> Target:</b>	None
<b>Attack:</b>	Y	<b>Supplemental:</b>	N				

**How to Play Offensively:** As a single card targeting 1<sup>o</sup> Target. Player's Offensive Action phase is over, and Opponent's Defensive Action phase begins. If not negated, effect takes place.

**Effect (UEOG):** Any-Power Hits on Initiator's Permanent Record act as <power type> Hits.

**Additional Notes:** This Special has no effect on the Hits to Current Battle. This Special may cause 1<sup>o</sup> Target to be Spectrum KO'd at Battle Resolution phase, when Hits from Current Battle are transferred to Permanent Record.

===== JG =====

**Basic Text:** <Initiator> may play any <power type 1> or <power type 2> Teamwork cards for remainder of game.

<b>Offensive:</b>	Y	<b>Defensive:</b>	N	<b>1<sup>o</sup> Target:</b>	Initiator	<b>2<sup>o</sup> Target:</b>	None
<b>Attack:</b>	N	<b>Supplemental:</b>	N				

**How to Play Offensively:** As a single card targeting Initiator. Player's Offensive Action phase is over, and Opponent's Defensive Action phase begins. If not negated, effect takes place.

**Effect (UEOG):** During Player's Offensive Action phase, Initiator may play any <power type 1> or <power type 2> Teamwork cards, regardless of what requirements the Teamwork card may have to use.

===== JH =====

**Basic Text:** Acts as a level # <power type> attack. If successful, Target Character -2 to defense for remainder of battle.

<b>Offensive:</b>	Y	<b>Defensive:</b>	N	<b>1<sup>o</sup> Target:</b>	Opponent's Character [FL]	<b>2<sup>o</sup> Target:</b>	None
<b>Attack:</b>	Y	<b>Supplemental:</b>	N		Opponent's Battlesite		



**How to Play Offensively:** As a single card targeting 1<sup>o</sup> Target. Player's Offensive Action phase is over, and Opponent's Defensive Action phase begins. If not negated, effect takes place.

**Effect:** Acts as a level # <power type> Numerical attack. If attack is successful, acts as a level # <power type> Hit, and if 1<sup>o</sup> Target is not a Battlesite, sub-effect takes place.

**Sub-effect:** During Opponent's Defensive Action phase, 1<sup>o</sup> Target receives a penalty of 2 to any Numerical defense.

===== **J** =====

**Basic Text:** Play during battle. At end of battle, Opponent may not move any Mission cards from the Defeated Missions Pile.

<b>Offensive:</b>	Y	<b>Defensive:</b>	N	<b>1<sup>o</sup> Target:</b>	<b>OPPONENT</b>	<b>2<sup>o</sup> Target:</b>	None
<b>Attack:</b>	Y	<b>Supplemental:</b>	N				

**How to Play Offensively:** As a single card targeting Opponent, if Opponent has Ventured at least 1 Mission Card from Completed Mission Pile. Player's Offensive Action phase is over, and Opponent's Defensive Action phase begins. If not negated, this Special is active. Effect takes place at "Battle Resolution" phase, when this card is discarded.

**Effect:** If Mission cards need to be moved from Defeated Missions Pile following Venture Total calculation, these cards may not move and are returned to the Defeated Missions Pile.

===== **JJ** =====

**Basic Text:** Discard 1 Power card usable by <Initiator> to remove all Hits with same icon from <Initiator>'s Permanent Record. May not discard a MultiPower card.

<b>Offensive:</b>	Y	<b>Defensive:</b>	N	<b>1<sup>o</sup> Target:</b>	Initiator	<b>2<sup>o</sup> Target:</b>	None
<b>Attack:</b>	N	<b>Supplemental:</b>	N				

**How to Play Offensively:** As a single card targeting Initiator. Player's Offensive Action phase is over, and Opponent's Defensive Action phase begins. If not negated, effect takes place. This Special is then discarded.

**Effect:** 1 Power card usable by Initiator is discarded from Player's Hand. All Hits with cards that contain the same Power Type icon as discarded Power card on Initiator's Permanent record is discarded. If the <power type> icon is present anywhere on the cards, it should be removed.

===== **JK** =====

**Basic Text:** All Hits with only <power type> icons in the Permanent Record of all Front Line teammates are moved to the Permanent Record of <Initiator>.

<b>Offensive:</b>	Y	<b>Defensive:</b>	N	<b>1<sup>o</sup> Target:</b>	Player's Team [FL]	<b>2<sup>o</sup> Target:</b>	Initiator
<b>Attack:</b>	N	<b>Supplemental:</b>	N				

**How to Play Offensively:** As a single card targeting 1<sup>o</sup> Target. Player's Offensive Action phase is over, and Opponent's Defensive Action phase begins. If not negated, effect takes place. This Special is then discarded.

**Effect:** All Hits with only <power type> Power Type icon on Permanent Record of Player's Team are moved to Permanent Record of Initiator.

**Additional Notes:** If there is another icon anywhere on the card which is not of the <power type> Power Type, then it is not moved.

===== **JL** =====

**Basic Text:** Play during battle. At the end of the battle, all Hits from The Current Battle for all characters are discarded and not added to the Permanent Record.

<b>Offensive:</b>	Y	<b>Defensive:</b>	N	<b>1<sup>o</sup> Target:</b>	Player's Team	<b>2<sup>o</sup> Target:</b>	Opponent's Team
<b>Attack:</b>	N	<b>Supplemental:</b>	N				

**How to Play Offensively:** As a single card targeting Player and Opponent. Player's Offensive Action phase is over, and Opponent's Defensive Action phase begins. If not negated, this Special is active. Effect takes place at "Battle Resolution" phase, when this Special is discarded.

**Effect:** All Hits on Hits to Current Battle of 1<sup>o</sup> Targets and 2<sup>o</sup> Targets are discarded, and not moved to Permanent Record.

**Additional Notes:** Any Characters KO'd during the Battle remain KO'd.

===== **JM** =====

**Basic Text:** <Initiator> may move 1 Mission Card from the Defeated Missions Pile to the Reserve Missions Pile.

<b>Offensive:</b>	Y	<b>Defensive:</b>	N	<b>1<sup>o</sup> Target:</b>	PLAYER	<b>2<sup>o</sup> Target:</b>	None
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<b>Attack:</b>	N	<b>Supplemental:</b>	N				
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**How to Play Offensively:** As a single card targeting Player, if Player has at least 1 Mission card in Defeated Missions Pile. Player's Offensive Action phase is over, and Opponent's Defensive Action phase begins. If not negated, effect takes place. This Special is then discarded.

**Effect:** 1 Mission Card from Defeated Missions Pile is moved to Reserve Mission Pile.

**Additional Notes:** Ventured Mission cards are not considered to be part of the pile they are Ventured from.

===== **JN** =====

**Basic Text:** Acts as a level # <power type 1> attack, +1 for each card in <Initiator>'s hand. If successful, acts as a level ? <power type 2> or <power type 3> Power card.

<b>Offensive:</b>	Y	<b>Defensive:</b>	N	<b>1º Target:</b>	Opponent's Character [FL]	<b>2º Target:</b>	None
<b>Attack:</b>	Y	<b>Supplemental:</b>	N		Opponent's Battlesite		

**How to Play Offensively:** As a single card targeting 1º Target. Player's Offensive Action phase is over, and Opponent's Defensive Action phase begins. If not negated, effect takes place.

**Effect:** Acts as a level [#+bonus] <power type 1> Numerical attack. Bonus is equivalent to number of cards in Player's Hand. If attack is successful, acts as a level ? MultiPower Hit (2 icon, <power type 2> and <power type 3>).

**Additional Notes:** This Special will not count as being in Player's Hand, since it will have been played when effect takes place.

===== **JO** =====

**Basic Text:** <Initiator>'s Hits to K.O. is reduced by 7 points. <Initiator>'s <power type 1> and <power type 2> Power Grid Ratings increase to 8 for the remainder of game.

<b>Offensive:</b>	Y	<b>Defensive:</b>	Y	<b>1º Target:</b>	Initiator	<b>2º Target:</b>	None
<b>Attack:</b>	N	<b>Supplemental:</b>	Y				

**How to Play Offensively:** As a single card targeting Initiator. Player's Offensive Action phase is over, and Opponent's Defensive Action phase begins. If not negated, effect takes place.

**How To Play Defensively:** As a Supplemental Defensive special targeting Initiator, together with a Defensive Action that would be otherwise unusable without the effect of this Special, if the effect will not result in the Initiator being KO'd. Effect takes place. Defensive action made with the other cards is resolved. This Special is discarded at end of Battle.

**Effect (UEOG):** Initiator's points of damage to KO is reduced by 7, and Initiator's <power type 1> and <power type 2> Ratings increase to 8.

===== **JP** =====

**Basic Text:** <Initiator>'s Hits to K.O. is increased by 4 and <Initiator> is -1 to all actions for remainder of game.

<b>Offensive:</b>	Y	<b>Defensive:</b>	N	<b>1º Target:</b>	Initiator	<b>2º Target:</b>	None
<b>Attack:</b>	N	<b>Supplemental:</b>	N				

**How to Play Offensively:** As a single card targeting Initiator. Player's Offensive Action phase is over, and Opponent's Defensive Action phase begins. If not negated, effect takes place.

**Effect (UEOG):** Initiator's points of damage to KO is increased by 4. During Player's Offensive Action phase, Initiator's Numerical attacks are given a penalty of 1. During Player's Defensive Action phase, Initiator's Numerical defenses are given a penalty of 1.

===== **JQ** =====

**Basic Text:** <Initiator> +3 to Venture Total for this battle. If opponent has <Mission Card Set> Mission, <Initiator> +6 to Venture Total for this battle.

<b>Offensive:</b>	Y	<b>Defensive:</b>	N	<b>1º Target:</b>	PLAYER	<b>2º Target:</b>	None
<b>Attack:</b>	N	<b>Supplemental:</b>	N				

**How to Play Offensively:** As a single card targeting Player. Player's Offensive Action phase is over, and Opponent's Defensive Action phase begins. If not negated, this Special is active. Effect takes place at "Battle Resolution" phase, where this Special is discarded.

**Effect:** If Opponent is not using <Mission Card Set> Mission, Player's Venture Total increases by 3. If Opponent is using <Mission Card Set> Mission, Player's Venture Total increases by 6.

===== **JR** =====

**Basic Text:** <Initiator> may attack with any Special cards or Power cards in Hand for remainder of battle.

<b>Offensive:</b>	Y	<b>Defensive:</b>	N	<b>1° Target:</b>	Initiator	<b>2° Target:</b>	None
<b>Attack:</b>	N	<b>Supplemental:</b>	N				

**How to Play Offensively:** As a single card targeting Initiator. Player's Offensive Action phase is over, and Opponent's Defensive Action phase begins. If not negated, effect takes place. This Special is discarded at end of Battle.

**Effect (UEOB):** During Opponent's Offensive Action phase, any Special cards or Power cards in Player's Hand become usable by Initiator.

===== JS =====

**Basic Text:** <Initiator> may combine MultiPower or <power type> Power cards with <power type> Basic Universe cards usable by <Initiator> to avoid any attack, for remainder of game.

<b>Offensive:</b>	Y	<b>Defensive:</b>	Y	<b>1° Target:</b>	Initiator	<b>2° Target:</b>	None
<b>Attack:</b>	N	<b>Supplemental:</b>	Y				

**How to Play Offensively:** As a single card targeting Initiator. Player's Offensive Action phase is over, and Opponent's Defensive Action phase begins. If not negated, effect takes place.

**How To Play Defensively:** As a Supplemental Defensive special targeting Initiator, together with a Defensive Action that would be otherwise unsuccessful without the effect of this Special. Effect takes place. Defensive action made with the other cards is resolved.

**Effect (UEOG):** During Player's Defensive Action phase, Initiator may combine 1 MultiPower card or 1 <power type> Power card usable by Initiator with 1 <power type> Basic Universe card usable by Initiator to avoid any attack made on Initiator.

===== JT =====

**Basic Text:** <Initiator> may discard up to 4 cards from Hand. Opponent must discard an equal number of cards from Hand, and 1 Placed card of opponent's choice.

<b>Offensive:</b>	Y	<b>Defensive:</b>	N	<b>1° Target:</b>	PLAYER	<b>2° Target:</b>	None
<b>Attack:</b>	N	<b>Supplemental:</b>	N				

**How to Play Offensively:** As a single card targeting Player. Player's Offensive Action phase is over, and Opponent's Defensive Action phase begins. If not negated, effect takes place. This Special is then discarded.

**Effect:** Up to 4 cards from Player's Hand may be discarded. Equal number of cards from Opponent's Hand are discarded, as well as 1 card of Opponent's choice placed on Opponent's Team.

===== JU =====

**Basic Text:** <Initiator> may make 1 or 2 follow up attacks after <Initiator> plays a Universe: Teamwork card for remainder of game.

<b>Offensive:</b>	Y	<b>Defensive:</b>	N	<b>1° Target:</b>	Initiator	<b>2° Target:</b>	None
<b>Attack:</b>	N	<b>Supplemental:</b>	N				

**How to Play Offensively:** As a single card targeting Initiator. Player's Offensive Action phase is over, and Opponent's Defensive Action phase begins. If not negated, effect takes place.

**Effect (UEOG):** During Player's Offensive Action phase, if Initiator makes an attack using a Universe: Teamwork card, Initiator may make one or both follow up attacks, in place of Player's Teammates normal contribution.

===== JV =====

**Basic Text:** Acts as a level # <power type> attack. If successful, opponent must reveal Hand and play open-handed for remainder of battle.

<b>Offensive:</b>	Y	<b>Defensive:</b>	N	<b>1° Target:</b>	Opponent's Character [FL]	<b>2° Target:</b>	None
<b>Attack:</b>	Y	<b>Supplemental:</b>	N		Opponent's Battlesite		

**How to Play Offensively:** As a single card targeting 1° Target. Player's Offensive Action phase is over, and Opponent's Defensive Action phase begins. If not negated, effect takes place.

**Effect:** Acts as a level # <power type> Numerical attack. If attack is successful, acts as a level # <power type> Hit, and all cards in Opponent's Hand are put into Opponent's Revealed Hand.

===== JW =====

**Basic Text:** Acts as a level # <power type> attack. May make 1 additional Power card attack. Neither attack may be defended with a Special card.

<b>Offensive:</b>	Y	<b>Defensive:</b>	N	<b>1° Target:</b>	Opponent's Character [FL]	<b>2° Target:</b>	None
<b>Attack:</b>	Y	<b>Supplemental:</b>	N		Opponent's Battlesite		

**How to Play Offensively:** As a single card targeting 1<sup>o</sup> Target. Player's Offensive Action phase is over, and Opponent's Defensive Action phase begins. If not negated, effect takes place.

**Effect:** Acts as a level # <power type> Numerical attack, Opponent may not use a Special card to make a defense. If attack is successful, acts as a level # <power type> Hit. After Opponent's Defensive Action phase ends, an Additional Attack Circumstance may be opened by Player, if attack can be made by Initiator. During Player's Offensive Action phase of Additional Attack Circumstance, Initiator makes an attack on 1<sup>o</sup> Target, Opponent may not use a Special card to make a defense. Each Player's Offensive Action phase of the Additional Attack Circumstance is followed by a corresponding Opponent's Defensive Action phase.

**Exception Cards:** Polaris' Magnetic Field, The Shi'ar's Fang, Thunderbird's Powerhouse and Typhoid Mary's Fractured Personality should be **JZ**.

===== **JX** =====

**Basic Text:** Acts as a level # <power type> attack. If Target Character is K.O.'d by this Hit, <Initiator> may move 1 Mission card from the Defeated Pile to the Completed Pile.

<b>Offensive:</b>	Y	<b>Defensive:</b>	N	<b>1<sup>o</sup> Target:</b>	Opponent's Character [FL]	<b>2<sup>o</sup> Target:</b>	None
<b>Attack:</b>	Y	<b>Supplemental:</b>	N		Opponent's Battlesite		

**How to Play Offensively:** As a single card targeting 1<sup>o</sup> Target. Player's Offensive Action phase is over, and Opponent's Defensive Action phase begins. If not negated, effect takes place.

**Effect:** Acts as a level # <power type> Numerical attack. If attack is successful, acts as a level # <power type> Hit, and if 1<sup>o</sup> Target is KO'd as a result of this Hit, 1 Mission card is moved from Player's Defeated Missions Pile to Completed Missions Pile.

===== **JY** =====

**Basic Text:** Acts as a level # <power type> attack. May not be affected by a card with the word "teammate" on it.

<b>Offensive:</b>	Y	<b>Defensive:</b>	N	<b>1<sup>o</sup> Target:</b>	Opponent's Character [FL]	<b>2<sup>o</sup> Target:</b>	None
<b>Attack:</b>	Y	<b>Supplemental:</b>	N		Opponent's Battlesite		

**How to Play Offensively:** As a single card targeting 1<sup>o</sup> Target. Player's Offensive Action phase is over, and Opponent's Defensive Action phase begins. If not negated, effect takes place.

**Effect:** Acts as a level # <power type> Numerical attack, which may not be affected by the effects of a Special card with the text "teammate" anywhere on the card. If attack is successful, acts as a level # <power type> Hit.

===== **JZ** =====

**Basic Text:** Acts as a level # <power type> attack. May not be defended with a Special card.

<b>Offensive:</b>	Y	<b>Defensive:</b>	N	<b>1<sup>o</sup> Target:</b>	Opponent's Character [FL]	<b>2<sup>o</sup> Target:</b>	None
<b>Attack:</b>	Y	<b>Supplemental:</b>	N		Opponent's Battlesite		

**How to Play Offensively:** As a single card targeting 1<sup>o</sup> Target. Player's Offensive Action phase is over, and Opponent's Defensive Action phase begins. If not negated, effect takes place.

**Effect:** Acts as a level # <power type> Numerical attack, Opponent may not use a Special card to make a defense. If attack is successful, acts as a level # <power type> Hit.

===== **KA** =====

**Basic Text:** Acts as a level # Energy, Fighting, Strength, or Intellect attack, +1 for each Character K.O.'d this game.

<b>Offensive:</b>	Y	<b>Defensive:</b>	N	<b>1<sup>o</sup> Target:</b>	Opponent's Character [FL]	<b>2<sup>o</sup> Target:</b>	None
<b>Attack:</b>	Y	<b>Supplemental:</b>	N		Opponent's Battlesite		

**How to Play Offensively:** As a single card targeting 1<sup>o</sup> Target, declaring which Power type the Special will act as. Player's Offensive Action phase is over, and Opponent's Defensive Action phase begins. If not negated, effect takes place.

**Effect:** Acts as a level [# + bonus] Energy, Fighting, Strength or Intellect attack. Bonus is equivalent to total number of Characters KO'd, which includes Player's KO'd Characters and Opponents KO'd Characters. If attack is successful, acts as a level # Multipower Hit.

===== **KB** =====

**Basic Text:** Acts as a level # <power type> attack. If successful, acts as a level ? Strength Hit. Hit goes on Target Character's Permanent Record. Does not count toward Venture Total.

<b>Offensive:</b>	Y	<b>Defensive:</b>	N	<b>1<sup>o</sup> Target:</b>	Opponent's Character [FL]	<b>2<sup>o</sup> Target:</b>	None
<b>Attack:</b>	Y	<b>Supplemental:</b>	N		Opponent's Battlesite		

**How to Play Offensively:** As a single card targeting 1<sup>o</sup> Target. Player's Offensive Action phase is over, and Opponent's Defensive Action phase begins. If not negated, effect takes place.

**Effect:** Acts as a level # <power type> attack. If attack is successful, acts as a level # Multipower Hit which goes straight to Permanent Record and does not count toward Venture Total.

===== **KC** =====

**Basic Text:** All attacks by Opponent's team must be made against <Initiator> (at -#) until <Initiator> is KO'd or cannot be attacked.

<b>Offensive:</b>	Y	<b>Defensive:</b>	Y	<b>1<sup>o</sup> Target:</b>	Initiator	<b>2<sup>o</sup> Target:</b>	None
<b>Attack:</b>	N	<b>Supplemental:</b>	Y				

**How to Play Offensively:** As a single card targeting Initiator. Player's Offensive Action phase is over, and Opponent's Defensive Action phase begins. If not negated, effect takes place.

**How to Play Defensively:**

**Option 1)** As a single card targeting Initiator, when attack is made on Player's Teammate, allowing attack to be successful. Effect takes place. This Special is discarded at end of Battle.

**Option 2)** As a Supplemental Defensive Special targeting Initiator, together with a successful Defensive action to attack made on Player's Teammate. Effect takes place. Defensive action made with the other cards is resolved. This Special is discarded at end of Battle.

**Effect (UEOG):** During Opponent's Offensive Action phases, all attacks by Opponent's Team must be made on Initiator. (If attack is Numerical, the value of the attack is decreased by # if specified.)

**Additional Notes:** Effect is lifted temporarily if an effect is in place that does not allow Initiator to be attacked, but reinstated once Initiator can be attacked again.

===== **KD** =====

**Basic Text:** All <power type> Power Card Hits on Target Character are doubled when determining Cumulative K.O. for remainder of game. Does not count toward Venture Total.

<b>Offensive:</b>	Y	<b>Defensive:</b>	N	<b>1<sup>o</sup> Target:</b>	Opponent's Character [FL]	<b>2<sup>o</sup> Target:</b>	None
<b>Attack:</b>	Y	<b>Supplemental:</b>	N				

**How to Play Offensively:** As a single card targeting Opponent's Team. Player's Offensive Action phase is over, and Opponent's Defensive Action phase begins. If not negated, effect takes place.

**Effect:** Acts as a Non-Numerical attack. If attack is successful, sub-effect takes place.

**Sub-effect (UEOG):** All <power type> Power card Hits on 1<sup>o</sup> Target contribute twice the points of damage. The contribution of each Power card on Hits to Current Battle still contribute the same amount toward Venture Total.

===== **KE** =====

**Basic Text:** Draw 2 cards from top of <Initiator>'s Draw Pile. Put 1 card on bottom of Draw Pile. Put 1 card in Hand. May be duplicate.

<b>Offensive:</b>	Y	<b>Defensive:</b>	N	<b>1<sup>o</sup> Target:</b>	PLAYER	<b>2<sup>o</sup> Target:</b>	None
<b>Attack:</b>	N	<b>Supplemental:</b>	N				

**How to Play Offensively:** As a single card targeting Player. Player's Offensive Action phase is over, and Opponent's Defensive Action phase begins. If not negated, effect takes place. This Special is then discarded.

**Effect:** Player must draw 2 cards from top of his/her Draw Pile. Player must choose to put one of these cards at the bottom of Player's Draw Pile, and put the other card in his/her Hand, and may be kept if it is a duplicate, but must be discarded if unusable.

===== **KF** =====

**Basic Text:** For every Hit in <Initiator>'s Permanent Record, move 1 Mission card from the Defeated Missions Pile to the Reserve Missions Pile.

<b>Offensive:</b>	Y	<b>Defensive:</b>	N	<b>1<sup>o</sup> Target:</b>	PLAYER	<b>2<sup>o</sup> Target:</b>	None
<b>Attack:</b>	N	<b>Supplemental:</b>	N				

**How to Play Offensively:** As a single card targeting Player, if Player has at least 1 Mission card in Defeated Missions Pile. Player's Offensive Action phase is over, and Opponent's Defensive Action phase begins. If not negated, effect takes place. This Special is then discarded.

**Effect:** For every Hit in Initiator's Permanent Record, 1 Mission card is moved from Player's Defeated Missions Pile to Reserve Missions Pile.



===== KG =====

**Basic Text:** <Initiator> may not be attacked by a card with a Value of # or greater for remainder of battle.

<b>Offensive:</b>	Y	<b>Defensive:</b>	Y	<b>1° Target:</b>	Initiator	<b>2° Target:</b>	None
<b>Attack:</b>	N	<b>Supplemental:</b>	Y				

**How to Play Offensively:** As a single card targeting Initiator. Player's Offensive Action phase is over, and Opponent's Defensive Action phase begins. If not negated, effect takes place. This Special is discarded at end of Battle.

**How to Play Defensively:**

**Option 1)** As a single card targeting Initiator, allowing attack with a card that has a value of # or greater made on Initiator to be successful, if this will not cause Initiator to be KO'd. Effect takes place. This Special is discarded at end of Battle.

**Option 2)** As a Supplemental Defensive special targeting Initiator, together with a successful defense to attack with a card that has a value of # or greater made on Initiator. Effect takes place. This Special is discarded at end of Battle.

**Effect (UEOB):** During Opponent's Offensive Action phases, Initiator may not be attacked using a card that has an attack value of # or greater.

**Additional Notes:** Bonuses offered by any other cards (e.g. Special or Universe cards) are not taken into account.

===== KI =====

**Basic Text:** Opponent's team may not play any cards with the word "teammate" for remainder of battle. Affected cards do not have to be discarded.

<b>Offensive:</b>	Y	<b>Defensive:</b>	N	<b>1° Target:</b>	Opponent's Team	<b>2° Target:</b>	None
<b>Attack:</b>	Y	<b>Supplemental:</b>	N				

**How to Play Offensively:** As a single card targeting Opponent's Team. Player's Offensive Action phase is over, and Opponent's Defensive Action phase begins. If not negated, effect takes place. This Special is discarded at end of Battle.

**Effect (UEOB):** During Opponent's Offensive and Defensive Action phases, Opponent Team may not play any cards which contain the word "teammate". Cards in Opponent's hand that cannot be played as a result of this effect are not discarded.

**Additional Notes:** Any cards already in effect are not affected, even if the word "teammate" is contained on the card.

===== KJ =====

**Basic Text:** Play during battle. After being K.O.'d, <Initiator> is resurrected at beginning of next battle, remains in play until end of Battle, and is discarded at end of Battle.

<b>Offensive:</b>	Y	<b>Defensive:</b>	N	<b>1° Target:</b>	Initiator	<b>2° Target:</b>	None
<b>Attack:</b>	N	<b>Supplemental:</b>	N				

**How to Play Offensively:** As a single card targeting Initiator. Player's Offensive Action phase is over, and Opponent's Defensive Action phase begins. If not negated, this Special is active. Effect takes place at "Team Management" phase after Initiator is KO'd, when this Special is discarded.

**Effect:** 1° Target becomes active for a One Battle Lifespan, and is placed on Front Line even if there are already 3 Characters on Front Line.

**Additional Notes:** 1° Target can act just as if he had no hits on Permanent Record, but may still be KO'd during the next Battle by a Spectrum KO or Cumulative KO. Any Specials which were in play on the 1° Target before KO would no longer be in effect. At the end of the next Battle, regardless Hits to Current Battle, 1° Target must be placed in the Defeated Characters pile. If the case arises that this Special is in effect when the Initiator is the last Character on your team and becomes KO'd during the course of the current battle, the current Battle would end and the winner of the Battle would be resolved. The 1° Target would come into play next Battle. If the 1° Target can manage to knock out all the Opponent's Characters or win the game through Venture, then Player would win.

===== KK =====

**Basic Text:** Play during battle. Both players move all Mission cards to Reserve Missions Pile. Mission cards Ventured this battle are now Ventured from Reserve Missions Pile.

<b>Offensive:</b>	Y	<b>Defensive:</b>	N	<b>1° Target:</b>	PLAYER AND OPPONENT	<b>2° Target:</b>	None
<b>Attack:</b>	Y	<b>Supplemental:</b>	N				

**How to Play Offensively:** As a single card targeting Player and Opponent together. Player's Offensive Action phase is over, and Opponent's Defensive Action phase begins. If not negated, effect takes place. This Special is then discarded.



**Effect:** Player and Opponent must move all their Mission cards back to the Reserve Missions Pile. Mission cards ventured this battle are now ventured from Reserve Missions Pile.

===== **KL** =====

**Basic Text:** Opponent must immediately discard all Special cards in play that affect the "remainder of the battle" or the "remainder of the game."

<b>Offensive:</b>	Y	<b>Defensive:</b>	N	<b>1º Target:</b>	OPPONENT	<b>2º Target:</b>	PLAYER
<b>Attack:</b>	Y	<b>Supplemental:</b>	N				

**How to Play Offensively:** As a single card targeting Opponent. Player's Offensive Action phase is over, and Opponent's Defensive Action phase begins. If not negated, effect takes place. This Special is then discarded.

**Effect:** All of Opponent's Special cards that are in effect, that have an effect duration that lasts until the end of the battle (i.e. specifically marked UEOB) or until the end of the game (i.e. specifically marked UEOG) are discarded. All effects from the discarded Special cards are lifted.

**Additional Notes:** This includes cards such coded OD, which can't be negated. Player's Special cards are not discarded.

===== **KM** =====

**Basic Text:** Play this Special card with any other Special card from Hand. Value of Special card is added to <Initiator>'s Venture Total for this battle.

<b>Offensive:</b>	Y	<b>Defensive:</b>	N	<b>1º Target:</b>	PLAYER	<b>2º Target:</b>	None
<b>Attack:</b>	N	<b>Supplemental:</b>	N				

**How to Play Offensively:** Together with a Special card that can act as a Numerical attack, targeting Player. Player's Offensive Action phase is over, and Opponent's Defensive Action phase begins. If not negated, this Special is active. Effect takes place at "Battle Resolution" phase, when both Specials are discarded.

**Effect:** Other Special card's value is added to Player's Venture Total.

===== **KN** =====

**Basic Text:** Play with any Basic Universe card. <Initiator>'s Power Grid gets Bonus in that Power Type for remainder of game.

<b>Offensive:</b>	Y	<b>Defensive:</b>	N	<b>1º Target:</b>	Initiator	<b>2º Target:</b>	None
<b>Attack:</b>	N	<b>Supplemental:</b>	N				

**How to Play Offensively:** Together with any Basic Universe card, targeting Initiator. Player's Offensive Action phase is over, and Opponent's Defensive Action phase begins. If not negated, effect takes place.

**How To Play Defensively:** As a Supplemental Defensive special targeting Initiator, together with any Basic Universe card and a Defensive Action that would be otherwise unusable without the effect of this Special. Effect takes place. Defensive action made with the other cards is resolved. This Special is discarded at end of Battle.

**Effect (UEOG):** Initiator's Rating increases in the Power Type of the Basic Universe card, by a value of the bonus offered by the Basic Universe card.

**Additional Notes:** Basic Universe card does not have to be usable by Initiator. Basic Universe card cannot be of the Any-Power Power Type, as it would have no effect.

===== **KO** =====

**Basic Text:** Play with any <power type> Power Card attack. If attack is successful, remove all Hits of equal or lesser value from <Initiator>'s Permanent Record.

<b>Offensive:</b>	Y	<b>Defensive:</b>	N	<b>1º Target:</b>	Opponent's Character [FL]	<b>2º Target:</b>	None
<b>Attack:</b>	Y	<b>Supplemental:</b>	N		Opponent's Battlesite		

**How to Play Offensively:** Together with a Power card attack playable by Initiator targeting 1º Target, if Initiator has at least 1 Hit in Permanent Record. Player's Offensive Action phase is over, and Opponent's Defensive Action phase begins. If not negated, effect takes place. This Special is then discarded.

**Effect:** Power card attack functions normally. If Power card attack that this Special was played with hits, all Hits of equal or lesser value to Power card used in attack are removed from Initiator's Permanent Record.

===== **KP** =====

**Basic Text:** Play with any Power card usable by <Initiator>. <Initiator> may not be attacked by a Power card of equal or lesser value for remainder of battle.

<b>Offensive:</b>	Y	<b>Defensive:</b>	N	<b>1º Target:</b>	Initiator	<b>2º Target:</b>	None
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<b>Attack:</b>	N	<b>Supplemental:</b>	N				
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**How to Play Offensively:** Together with a Power card usable by Initiator, targeting Initiator. Player's Offensive Action phase is over, and Opponent's Defensive Action phase begins. If not negated, effect takes place. This Special and Power card played with Special are discarded at end of Battle.

**Effect (UEOB):** During Opponent's Offensive Action phases, Initiator may not be attacked by a Power card of equal or lesser value to Power card played with Special.

===== **KQ** =====

**Basic Text:** Remove 1 Hit from <Initiator>'s Battlesite.

<b>Offensive:</b>	Y	<b>Defensive:</b>	N	<b>1° Target:</b>	Player's Battlesite	<b>2° Target:</b>	None
<b>Attack:</b>	N	<b>Supplemental:</b>	N				

**How to Play Offensively:** As a single card targeting Player's Battlesite. Player's Offensive Action phase is over, and Opponent's Defensive Action phase begins. If not negated, effect takes place. This Special is then discarded.

**Effect:** 1 Hit is removed from Player's Battlesite.

===== **KR** =====

**Basic Text:** Remove 1 Hit of 5 or less from the Permanent Record or Hits From Current Battle of Reyes or teammate. May affect Venture Total.

<b>Offensive:</b>	Y	<b>Defensive:</b>	N	<b>1° Target:</b>	Initiator	<b>2° Target:</b>	None
<b>Attack:</b>	N	<b>Supplemental:</b>	N		Player's Teammate [FL]		

**How to Play Offensively:** As a single card targeting 1° Target, if 1° Target has a Hit of 5 or less. Player's Offensive Action phase is over, and Opponent's Defensive Action phase begins. If not negated, effect takes place. This Special is then discarded.

**Effect:** 1 Hit of 5 or less is removed from 1° Target. If Hit is removed from Hits from Current Battle, this will affect the Venture Total during the "Battle Resolution" phase.

===== **KS** =====

**Basic Text:** Remove a Power card Hit from <Initiator>'s or Teammate's Permanent Record.

<b>Offensive:</b>	Y	<b>Defensive:</b>	N	<b>1° Target:</b>	Initiator	<b>2° Target:</b>	None
<b>Attack:</b>	N	<b>Supplemental:</b>	N		Player's Teammate [FL]		

**How to Play Offensively:** As a single card targeting 1° Target, if 1° Target has Power card Hit. Player's Offensive Action phase is over, and Opponent's Defensive Action phase begins. If not negated, effect takes place. This Special is then discarded.

**Effect:** 1 Power card Hit from Permanent Record of 1° Target is removed.

===== **KT** =====

**Basic Text:** Target Character may not attack for remainder of battle until Target or teammate attacks this Special. Attack does not count toward Venture Total.

<b>Offensive:</b>	Y	<b>Defensive:</b>	N	<b>1° Target:</b>	Opponent's Character [FL]	<b>2° Target:</b>	None
<b>Attack:</b>	Y	<b>Supplemental:</b>	N				

**How to Play Offensively:** As a single card targeting 1° Target. Player's Offensive Action phase is over, and Opponent's Defensive Action phase begins. If not negated, effect takes place. This Special is discarded at end of Battle.

**Effect:** As as a Non-Numerical attack. If attack is successful, sub-effect takes place.

**Sub-effect (UEOB):** During Opponent's Offensive Action phase, 1° Target is restricted to only being able to make an attack on this Special, but not against Player's Team. If this Special is attacked (either by 1° Target or Opponent's Teammates), then this card is discarded and sub-effect is lifted.

===== **LA** =====

**Basic Text:** Target Battlesite must discard 1 Placed card chosen at random.

<b>Offensive:</b>	Y	<b>Defensive:</b>	N	<b>1° Target:</b>	Opponent's Battlesite	<b>2° Target:</b>	None
<b>Attack:</b>	Y	<b>Supplemental:</b>	N				

**How to Play Offensively:** As a single card targeting Opponent's Battlesite. Player's Offensive Action phase is over, and Opponent's Defensive Action phase begins. If not negated, effect takes place. This Special is then discarded.

**Effect:** 1 Activator Special card under Opponent's Battlesite must be discarded. The Activator Special must be chosen while still face down, but is revealed to both Player and Opponent prior to discarding into the Dead Pile.

===== LB =====

**Basic Text:** Avoid 1 attack from a Battlesite. <Initiator> may not be attacked from a Battlesite for remainder of battle.

<b>Offensive:</b>	Y	<b>Defensive:</b>	N	<b>1° Target:</b>	Initiator	<b>2° Target:</b>	None
<b>Attack:</b>	N	<b>Supplemental:</b>	N				

**How to Play Defensively:** As a single card; or together with a Supplemental Defensive Special, when attack is made by Opponent using Opponent's Activator Special card targeting Initiator. Effect takes place.

**Effect:** Opponent's Activator Special card attack is avoided. Sub-effect takes place.

**Sub-effect (UEOB):** During Opponent's Offensive Action phase, Initiator may not be attacked with an Activator Special card.

===== LC =====

**Basic Text:** Acts as a level # <power type> attack against Target Character, or a level ? Any-Power attack against Target Battlesite.

<b>Offensive:</b>	Y	<b>Defensive:</b>	N	<b>1° Target:</b>	Opponent's Character [FL]	<b>2° Target:</b>	None
<b>Attack:</b>	Y	<b>Supplemental:</b>	N		Opponent's Battlesite		

**How to Play Offensively:** As a single card targeting 1° Target. Player's Offensive Action phase is over, and Opponent's Defensive Action phase begins. If not negated, effect takes place.

**Effect:** Acts as a level # <power type> attack if 1° Target is not a Battlesite, or level ? Any-Power attack if 1° Target is a Battlesite. If attack is successful, acts as a level # <power type> Hit if 1° Target is not a Battlesite, or level ? Any-Power attack if 1° Target is a Battle site.

**Variant Text 1:** Acts as a level # MultiPower attack against Target Character, or a level ? Any-Power attack against Target Battlesite.

<b>Offensive:</b>	Y	<b>Defensive:</b>	N	<b>1° Target:</b>	Opponent's Character [FL]	<b>2° Target:</b>	None
<b>Attack:</b>	Y	<b>Supplemental:</b>	N		Opponent's Battlesite		

**How to Play Offensively:** As a single card targeting 1° Target, declaring what Power Type the attack will act as. Player's Offensive Action phase is over, and Opponent's Defensive Action phase begins. If not negated, effect takes place.

**Effect:** Acts as a level # attack with Power Type as declared if 1° Target is not a Battlesite, or level ? Any-Power attack if 1° Target is a Battlesite. If attack is successful, acts as a level # MultiPower Hit if 1° Target is not a Battlesite, or level ? Any-Power attack if 1° Target is a Battle site.

===== LD =====

**Basic Text:** Opponent may not attack or defend with cards from Battlesite for remainder of battle.

<b>Offensive:</b>	Y	<b>Defensive:</b>	N	<b>1° Target:</b>	Opponent's Team	<b>2° Target:</b>	None
<b>Attack:</b>	Y	<b>Supplemental:</b>	N				

**How to Play Offensively:** As a single card targeting Opponent's Team. Player's Offensive Action phase is over, and Opponent's Defensive Action phase begins. If not negated, effect takes place. This Special is discarded at the end of Battle.

**Effect (UEOB):** During Opponent's Offensive Action phase, Opponent's Team may not use Activator Specials to attack. During Opponent's Defensive Action phase, Opponent's Team may not use Activator Specials to defend.

**Additional Notes:** Activator Specials that do not act as attack (e.g. Remove Hit) or defense (e.g. Supplemental Defensive Specials) can still be used.

===== LE =====

**Basic Text:** Target Character may not use Tactic cards for the remainder of battle.

<b>Offensive:</b>	Y	<b>Defensive:</b>	N	<b>1° Target:</b>	Opponent's Character [FL]	<b>2° Target:</b>	None
<b>Attack:</b>	Y	<b>Supplemental:</b>	N				

**How to Play Offensively:** As a single card targeting Opponent's Character. Player's Offensive Action phase is over, and Opponent's Defensive Action phase begins. If not negated, effect takes place. This Special is discarded at the end of Battle.

**Effect:** Acts as a Non-Numerical attack on Opponent's Character. If attack is successful, sub-effect takes place.

**Sub-effect (UEOB):** Opponent's Character may not use Tactic cards during both Offensive and Defensive Action phases.

===== LF =====

**Basic Text:** Target Character must discard 1 Placed Tactic card.

<b>Offensive:</b>	Y	<b>Defensive:</b>	N	<b>1º Target:</b>	Opponent's Character [FL]	<b>2º Target:</b>	None
<b>Attack:</b>	Y	<b>Supplemental:</b>	N				

**How to Play Offensively:** As a single card targeting Opponent's Character, if Opponent's Character has a Tactic card placed on him/her. Player's Offensive Action phase is over, and Opponent's Defensive Action phase begins. If not negated, effect takes place. This Special is then discarded.

**Effect:** Acts as a Non-Numerical attack on Opponent's Character. If attack is successful, 1 Tactic card placed on Opponent's Character must be discarded.

===== LG =====

**Basic Text:** Play during battle. In the battle that <Initiator> is KO'd <Initiator> may continue to fight and are not discarded (until <Initiator> has taken 1 additional Hit, or) until the end of the battle.

<b>Offensive:</b>	Y	<b>Defensive:</b>	N	<b>1º Target:</b>	Initiator	<b>2º Target:</b>	None
<b>Attack:</b>	N	<b>Supplemental:</b>	N				

**How to Play Offensively:** As a single card targeting Initiator. Player's Offensive Action phase is over, and Opponent's Defensive Action phase begins. If not negated, this Special is active. Effect takes place when Initiator is KO'd. This Special is discarded at end of Battle that Initiator is KO'd.

**Effect:** Initiator is not discarded into the Dead Pile. Sub-effect takes place.

**Sub-effect (UEOB):** Initiator remains active until this Special is discarded at end of Battle that Initiator is KO'd. (If specified, this may only be until Initiator takes 1 more Hit, at which point Initiator must be immediately discarded.)

**Additional Notes:** If this Special is negated while effect is in place, Initiator is immediately discarded.

===== LH =====

**Basic Text:** Play during battle. Next battle <Initiator> may Venture up to 4 Mission cards with no penalty. May not Venture more than 4 Mission cards.

<b>Offensive:</b>	Y	<b>Defensive:</b>	N	<b>1º Target:</b>	PLAYER	<b>2º Target:</b>	None
<b>Attack:</b>	N	<b>Supplemental:</b>	N				

**How to Play Offensively:** As a single card targeting Player. Player's Offensive Action phase is over, and Opponent's Defensive Action phase begins. If not negated, this Special is active. Effect takes place at "Venture Mission phase" of next round, when this Special is discarded.

**Effect:** Player may Venture up to and including 4 Mission cards, but no more. If more than 2 Mission cards are Ventured, Opponent may not draw any extra cards from Draw Pile.

===== LI =====

**Basic Text:** Discard all cards Placed to <Initiator> and remove all Hits in <Initiator>'s Permanent Record.

<b>Offensive:</b>	Y	<b>Defensive:</b>	N	<b>1º Target:</b>	Initiator	<b>2º Target:</b>	None
<b>Attack:</b>	N	<b>Supplemental:</b>	N				

**How to Play Offensively:** As a single card targeting Initiator, if Initiator has at least 1 card placed on him/her or has at least 1 Hit in Permanent Record. Player's Offensive Action phase is over, and Opponent's Defensive Action phase begins. If not negated, effect takes place. This Special is then discarded.

**Effect:** All cards placed on Initiator and all Hits on Initiator's Permanent Record are discarded.

===== LJ =====

**Basic Text:** Choose one Activator card from Draw Pile and place in hand. Cannot be a duplicate. Reshuffle Draw Pile.

<b>Offensive:</b>	Y	<b>Defensive:</b>	N	<b>1º Target:</b>	PLAYER	<b>2º Target:</b>	None
<b>Attack:</b>	N	<b>Supplemental:</b>	N				

**How to Play Offensively:** As a single card targeting Player. Player's Offensive Action phase is over, and Opponent's Defensive Action phase begins. If not negated, effect takes place. This Special is then discarded.

**Effect:** One Activator card is chosen from Draw Pile into Player's hand. Chosen card must not be a duplicate. Draw Pile is reshuffled.

===== LK =====

**Basic Text:** <Initiator> may attack the Reserve Character for the remainder of battle. Reserve may defend.

<b>Offensive:</b>	Y	<b>Defensive:</b>	N	<b>1º Target:</b>	Initiator	<b>2º Target:</b>	None
<b>Attack:</b>		<b>Supplemental:</b>					

<b>Attack:</b>	N	<b>Supplemental:</b>	N			
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**How to Play Offensively:** As a single card targeting Initiator. Player's Offensive Action phase is over, and Opponent's Defensive Action phase begins. If not negated, effect takes place. This Special is discarded at the end of Battle.

**Effect (UEOB):** During Player's Offensive Action phase, Initiator may attack Opponent's Character in Reserve. Reserve may still defend during Opponent's Defensive Action phase.

===== LL =====

No specials

===== LM =====

**Basic Text:** Acts as a level # Any-Power attack. +3 when used to attack a Battlesite. Bonus counts toward damage.

<b>Offensive:</b>	Y	<b>Defensive:</b>	N	<b>1° Target:</b>	Opponent's Character [FL]	<b>2° Target:</b>	None
<b>Attack:</b>	Y	<b>Supplemental:</b>	N		Opponent's Battlesite		

**How to Play Offensively:** As a single card targeting 1° Target. Player's Offensive Action phase is over, and Opponent's Defensive Action phase begins. If not negated, effect takes place.

**Effect:** Acts as a level # Any-Power attack if 1° Target is not a Battlesite, or level #+3 Any-Power attack if 1° Target is a Battlesite. If attack is successful, acts as a level # Any-Power Hit if 1° Target is not a Battlesite, or level #+3 Any-Power Hit if 1° Target is a Battlesite.

===== LN =====

**Basic Text:** Any attack made on <Initiator> or teammate may be made on Front Line Character of <Initiator>'s choice for remainder of battle. Character may defend.

<b>Offensive:</b>	Y	<b>Defensive:</b>	N	<b>1° Target:</b>	Initiator	<b>2° Target:</b>	Initiator
<b>Attack:</b>	N	<b>Supplemental:</b>	N		Player's Teammate [FL]		Player's Teammate [FL]

**How to Play Offensively:** As a single card targeting 1° Target, declaring 2° Target. Player's Offensive Action phase is over, and Opponent's Defensive Action phase begins. If not negated, effect takes place. This Special is discarded at end of Battle.

**How to Play Defensively:** As a single card targeting 1° Target, declaring 2° Target. Effect takes place. This Special is discarded at end of Battle.

**Effect:** Attack made on 1° Target is shifted to 2° Target. 2° Target may make a defense. Sub-effect takes place.

**Sub-effect (UEOB):** During Player's Defensive Action phase, attack made on 1° Target is shifted to 2° Target.

===== LO =====

**Basic Text:** <Initiator> or teammate may avoid 1 attack of 4 or less. <Initiator> may draw 1 card from the top of the Draw Pile. Discard duplicates.

<b>Offensive:</b>	Y	<b>Defensive:</b>	N	<b>1° Target:</b>	Initiator	<b>2° Target:</b>	None
<b>Attack:</b>	N	<b>Supplemental:</b>	N		Player's Teammate [FL]		

**How to Play Defensively:** As a single card; or together with a Supplemental Defensive Special, when attack of 4 or less is made on 1° Target. Effect takes place. This Special is then discarded.

**Effect:** Attack is avoided. Player may draw 1 card from top of Player's Draw Pile. Duplicates in Player's Hand are discarded.

**Variante Text 1:** Avoid 1 attack made with a Power card. <Initiator> may draw 1 card from the top of the Draw Pile. Discard duplicates.

<b>Offensive:</b>	Y	<b>Defensive:</b>	N	<b>1° Target:</b>	Initiator	<b>2° Target:</b>	None
<b>Attack:</b>	N	<b>Supplemental:</b>	N				

**How to Play Defensively:** As a single card; or together with a Supplemental Defensive Special, when Power card attack is made on 1° Target. Effect takes place. This Special is then discarded.

**Effect:** Attack is avoided. Player may draw 1 card from top of Player's Draw Pile. Duplicates in Player's Hand are discarded.

**Variante Text 2:** Avoid 1 attack with a <power type> icon. <Initiator> may draw 1 card from the top of the Draw Pile. Discard duplicates.

<b>Offensive:</b>	Y	<b>Defensive:</b>	N	<b>1° Target:</b>	Initiator	<b>2° Target:</b>	None
<b>Attack:</b>	N	<b>Supplemental:</b>	N				

**How to Play Defensively:** As a single card; or together with a Supplemental Defensive Special, when attack with a <power type> icon is made on 1<sup>o</sup> Target. Effect takes place. This Special is then discarded.

**Effect:** Attack is avoided. Player may draw 1 card from top of Player's Draw Pile. Duplicates in Player's Hand are discarded.

===== LP =====

**Basic Text:** Play in the current battle. Negates the effect of all Event cards in the next battle. Both players may still redraw for played Event cards.

<b>Offensive:</b>	Y	<b>Defensive:</b>	N	<b>1<sup>o</sup> Target:</b>	PLAYER AND	<b>2<sup>o</sup> Target:</b>	None
<b>Attack:</b>	Y	<b>Supplemental:</b>	N		OPPONENT		

**How to Play Offensively:** As a single card targeting Player and Opponent. Player's Offensive Action phase is over, and Opponent's Defensive Action phase begins. If not negated, this Special is active. Effect takes place at "Events Resolution" phase of next round, when this Special is discarded.

**Effect:** Event cards, if drawn, are discarded immediately before their effects take place. Event cards drawn by Player and Opponent are still replaced with cards drawn from respective Draw Piles.

===== LQ =====

**Basic Text:** Acts as a level # <power type> attack. If successful, may make 1 additional <power type> attack against same Character. Additional attack may not be defended.

<b>Offensive:</b>	Y	<b>Defensive:</b>	N	<b>1<sup>o</sup> Target:</b>	Opponent's Character [FL]	<b>2<sup>o</sup> Target:</b>	None
<b>Attack:</b>	Y	<b>Supplemental:</b>	N		Opponent's Battlesite		

**How to Play Offensively:** As a single card targeting 1<sup>o</sup> Target. Player's Offensive Action phase is over, and Opponent's Defensive Action phase begins. If not negated, effect takes place.

**Effect:** Acts as a # <power type> attack. If attack is successful, Opponent's Defensive Action phase ends, and Player may create an Additional Attack Circumstance if Initiator is able to make another <power type> attack against 1<sup>o</sup> Target. Additional Attack Circumstance opens an extra Offensive Action phase for Player, to allow <power type> attack to be made on 1<sup>o</sup> Target, which must hit since no Defensive Action phase is opened for Opponent to allow attack to be defended.

===== LR =====

**Basic Text:** Acts as a level # <power type 1> or <power type 2> attack. May combine with 1 <power type 3> card for a single attack.

<b>Offensive:</b>	Y	<b>Defensive:</b>	N	<b>1<sup>o</sup> Target:</b>	Opponent's Character [FL]	<b>2<sup>o</sup> Target:</b>	None
<b>Attack:</b>	Y	<b>Supplemental:</b>	N		Opponent's Battlesite		

**How to Play Offensively:**

**Option 1)** As a single card targeting 1<sup>o</sup> Target, declaring which Power type the Special will act as. Player's Offensive Action phase is over, and Opponent's Defensive Action phase begins. Effect takes place if this Special is not negated.

**Effect:** Acts as a # <power type> or <power type 2> attack, as declared. If attack is successful, acts as a # Multipower Hit.

**Option 2)** Together with one <power type 3> Power card playable by Initiator, declaring which Power type the Special will act as. Player's Offensive Action phase is over, and Opponent's Defensive Action phase begins. If negated, entire attack is also avoided. If not negated, effect takes place.

**Effect:** Acts as a single Numerical attack of [# value + Power card value] and Power types of both the Special card (either <power type 1> or <power type 2> as declared earlier) and Power card against 1<sup>o</sup> Target. If attack is not defended successfully, the Special and the Power card function as two separate Hits to Current Battle. The Special will act as a # Multipower Hit.

**Additional Notes:** If one part of the attack is defended (e.g. the <power type 3> Power card component is defended with "Avoid 1 attack that contains a <power type 3> icon"), then the entire attack is avoided. Once the single attack hits, removing or negating the Special card would have no effect on the Power card.

===== LS =====

**Basic Text:** Play during battle. Next Battle, opponent may not play any Activator cards.

<b>Offensive:</b>	Y	<b>Defensive:</b>	N	<b>1<sup>o</sup> Target:</b>	Opponent's Team	<b>2<sup>o</sup> Target:</b>	None
<b>Attack:</b>	Y	<b>Supplemental:</b>	N				



**How to Play Offensively:** As a single card targeting Opponent's Team. Player's Offensive Action phase is over, and Opponent's Defensive Action phase begins. If not negated, this Special is active. Effect takes place at the beginning of the NEXT battle. This Special is discarded at the end of NEXT battle.

**Effect (UEOB):** During Opponent's Offensive and Defensive Action phases, Opponent's team may not play any Activator cards.

===== **LT** =====

**Basic Text:** Acts as a level # <power type> attack, +1 for each Mission card in <Initiator>'s Defeated Missions Pile.

<b>Offensive:</b>	Y	<b>Defensive:</b>	N	<b>1° Target:</b>	Opponent's Character [FL]	<b>2° Target:</b>	None
<b>Attack:</b>	Y	<b>Supplemental:</b>	N		Opponent's Battlesite		

**How to Play Offensively:** As a single card targeting 1° Target. Player's Offensive Action phase is over, and Opponent's Defensive Action phase begins. If not negated, effect takes place.

**Effect:** Acts as a level [# + bonus] <power type> attack. Bonus is equivalent to total number of Mission cards in Player's Defeated Missions Pile. If attack is successful, acts as a level # <power type> Hit.

===== **LU** =====

**Basic Text:** Target Character's Tactic: Artifact cards may not be removed from play for remainder of game.

<b>Offensive:</b>	Y	<b>Defensive:</b>	Y	<b>1° Target:</b>	Initiator	<b>2° Target:</b>	None
<b>Attack:</b>	N	<b>Supplemental:</b>	Y		Player's Teammate [FL]		

**How to Play Offensively:** As a single card targeting 1° Target. Player's Offensive Action phase is over, and Opponent's Defensive Action phase begins. If not negated, effect takes place.

**How to Play Defensively:** As a single card, when 1° Target's Artifact card has been negated.

**Effect (UEOG):** 1° Target may not have effect of Tactic: Artifact cards removed by effects of any other card.

===== **LV** =====

**Basic Text:** Choose one Tactic: Artifact card from Dead pile and place in hand. Cannot be a duplicate.

<b>Offensive:</b>	Y	<b>Defensive:</b>	N	<b>1° Target:</b>	PLAYER	<b>2° Target:</b>	None
<b>Attack:</b>	N	<b>Supplemental:</b>	N				

**How to Play Offensively:** As a single card targeting Player. Player's Offensive Action phase is over, and Opponent's Defensive Action phase begins. If not negated, effect takes place. This Special is then discarded.

**Effect:** Player must through Dead Pile and choose one Tactic: Artifact that does not function as a duplicate of any other card currently in Player's Hand, and put it in Player's Hand.

===== **LW** =====

**Basic Text:** Target Character's Special cards may not be negated for remainder of game.

<b>Offensive:</b>	Y	<b>Defensive:</b>	Y	<b>1° Target:</b>	Initiator	<b>2° Target:</b>	None
<b>Attack:</b>	N	<b>Supplemental:</b>	Y		Player's Teammate [FL]		

**How to Play Offensively:** As a single card targeting 1° Target. Player's Offensive Action phase is over, and Opponent's Defensive Action phase begins. If not negated, effect takes place.

**How to Play Defensively:**

**Option 1)** As a single card targeting 1° Target, allowing Opponent's Offensive negate targeting 1° Target's Special card to be successful. Effect takes place.

**Option 2)** As a Supplemental Defensive special targeting 1° Target, together with a negate Special card (code AO or ED) which functions as a successful defense to Opponent's Offensive negate targeting 1° Target's Special card. Effect takes place.

**Effect (UEOG):** During Opponent's Offensive and Defensive Action phase, a negate Special cannot target any Special cards played by 1° Target.

**Additional Notes:** If this Special is negated, then the effects are lifted, and 1° Target's Specials may be negated once again. This effect is lifted when Initiator if KO'd.

===== **LX** =====

**Basic Text:** For remainder of game, if Opponent draws cards during battle, <Initiator> may draw an equal number from Draw Pile. <Initiator> must show drawn cards. May not keep duplicates.

<b>Offensive:</b>	Y	<b>Defensive:</b>	N	<b>1° Target:</b>	PLAYER	<b>2° Target:</b>	None
<b>Attack:</b>	N	<b>Supplemental:</b>	N				

**How to Play Offensively:** As a single card targeting Initiator. Player's Offensive Action phase is over, and Opponent's Defensive Action phase begins. If not negated, effect takes place.

**Effect (UEOG):** If Opponent draws cards during battle, Player may draw an equal number of cards from Draw Pile into Player's Revealed Hand. Duplicates must be discarded. This effect is lifted when Initiator is KO'd.

===== LY =====

**Basic Text:** Play with any Power card usable by <Initiator>. For remainder of game, <Initiator> does not have to discard duplicates of chosen Power card's Power Type and Value.

<b>Offensive:</b>	Y	<b>Defensive:</b>	N	<b>1° Target:</b>	Initiator	<b>2° Target:</b>	None
<b>Attack:</b>	N	<b>Supplemental:</b>	N				

**How to Play Offensively:** Together with a Power card usable by Initiator, targeting Initiator. Player's Offensive Action phase is over, and Opponent's Defensive Action phase begins. If not negated, effect takes place.

**Effect (UEOG):** During Draw Phase, any functionally identical Power cards (i.e. same value and Power Type) to the Power card this Special was played with do not need to be discarded by Player.

**Additional Notes:** For example, if the Power card used in the attack or defense was a 5 Strength, if multiple copies of the 5 Strength Power cards are drawn during the Draw Phase, they do not need to be discarded. This effect is lifted when Initiator is KO'd.

===== LZ =====

**Basic Text:** Acts as a level # <power type> attack. May be used against Reserve, who may defend. If successful against Reserve, <Initiator> may attack Reserve for remainder of game.

<b>Offensive:</b>	Y	<b>Defensive:</b>	N	<b>1° Target:</b>	Opponent's Character [FL/R]	<b>2° Target:</b>	None
<b>Attack:</b>	Y	<b>Supplemental:</b>	N		Opponent's Battlesite		

**How to Play Offensively:** As a single card targeting 1° Target. Player's Offensive Action phase is over, and Opponent's Defensive Action phase begins. If not negated, effect takes place.

**Effect:** Acts as a level # <power type> attack, a defensive action is permitted by 1° Target even if in Reserve. If attack is successful, acts as a level # <power type> Hit and if 1° Target is in Reserve, sub-effect takes place.

**Sub-effect (UEOG):** During Player's Offensive Action phase, Initiator may attack Opponent's Character in Reserve.

===== MA =====

**Basic Text:** Acts as a level # <power type 1> or <power type 2> attack. May not be defended by a card from a Battlesite.

<b>Offensive:</b>	Y	<b>Defensive:</b>	N	<b>1° Target:</b>	Opponent's Character [FL]	<b>2° Target:</b>	None
<b>Attack:</b>	Y	<b>Supplemental:</b>	N		Opponent's Battlesite		

**How to Play Offensively:** As a single card targeting 1° Target, declaring which Power type the Special will act as. Player's Offensive Action phase is over, and Opponent's Defensive Action phase begins. If not negated, effect takes place.

**Effect:** Acts as a level # <power type 1> or <power type 2> (Power type as declared) attack. This card may not be defended by an Activator Special card. If attack is successful, acts as a level # MultiPower Hit.

===== MB =====

**Basic Text:** Acts as a level # Any-Power attack. If successful, Target Character is KO'd by next level ? <power type> Power Card Hit, regardless of Inherent Abilities and other Special cards.

<b>Offensive:</b>	Y	<b>Defensive:</b>	N	<b>1° Target:</b>	Opponent's Character [FL]	<b>2° Target:</b>	None
<b>Attack:</b>	Y	<b>Supplemental:</b>	N		Opponent's Battlesite		

**How to Play Offensively:** As a single card targeting 1° Target. Player's Offensive Action phase is over, and Opponent's Defensive Action phase begins. If not negated, effect takes place.

**Effect:** Acts as a level # <power type> attack. If attack is successful, acts as a level # Any-Power Hit and if 1° Target is not a Battlesite, sub-effect takes place.

**Sub-effect (UEOG):** 1° Target is KO'd by next level ? <power type> Power Card Hit, regardless of effect of Inherent Abilities and other Special cards.

===== MC =====

**Basic Text:** Acts as a level # <power type 1>, <power type 2>, or <power type 3> attack. <Initiator>'s Team may not attack for remainder of battle.

<b>Offensive:</b>	Y	<b>Defensive:</b>	N	<b>1° Target:</b>	Opponent's Character [FL]	<b>2° Target:</b>	Player's Team
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<b>Attack:</b>	Y	<b>Supplemental:</b>	N		Opponent's Battlesite		
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**How to Play Offensively:** As a single card targeting 1<sup>o</sup> Target, declaring which Power type the Special will act as. Player's Offensive Action phase is over, and Opponent's Defensive Action phase begins. If not negated, effect takes place.

**Effect:** Acts as a level # <power type 1> or <power type 2> (Power type as declared) attack. If attack is successful, acts as a level # MultiPower Hit and sub-effect takes place.

Sub-effect (UEOB): During Player's Offensive Action phase, Player's Team may not attack.

===== **MD** =====

**Basic Text:** Add 3 to Venture Total for this battle. <Initiator> may play with <power type 1> or <power type 2> Power card usable by <Initiator>. Value of Power Card is also added to Venture Total for this battle.

<b>Offensive:</b>	Y	<b>Defensive:</b>	N	<b>1<sup>o</sup> Target:</b>	PLAYER	<b>2<sup>o</sup> Target:</b>	None
<b>Attack:</b>	N	<b>Supplemental:</b>	N				

**How to Play Offensively:**

**Option 1:** As a single card targeting Player. Player's Offensive Action phase is over, and Opponent's Defensive Action phase begins. If not negated, this Special is active. Effect takes place at "Battle Resolution" phase, when this Special is discarded.

**Effect:** A value of 3 is added to Player's Venture Total.

**Option 2:** Together with a <power type 1> or <power type 2> Power card usable by Initiator, targeting Player. Player's Offensive Action phase is over, and Opponent's Defensive Action phase begins. If not negated, this Special is active. Effect takes place at "Battle Resolution" phase, when this Special and Power card played with Special are discarded.

**Effect:** A value of 3+bonus is added to Player's Venture Total, with bonus equal to the value of the Power card this Special was played with.

**Variant Text:** Play with <power type> Power card usable by <Initiator>. Value of Power Card is added to Venture Total for this battle.

<b>Offensive:</b>	Y	<b>Defensive:</b>	N	<b>1<sup>o</sup> Target:</b>	PLAYER	<b>2<sup>o</sup> Target:</b>	None
<b>Attack:</b>	N	<b>Supplemental:</b>	N				

**How to Play Offensively:** Together with a <power type> Power card usable by Initiator, targeting Player. Player's Offensive Action phase is over, and Opponent's Defensive Action phase begins. If not negated, this Special is active. Effect takes place at "Battle Resolution" phase, when this Special and Power card played with Special are discarded.

**Effect:** A value equal to the value of the power card this Special was played with is added to Player's Venture Total.

===== **ME** =====

**Basic Text:** Play during battle on Teammate, before Teammate is KO'd. When Target Teammate is KO'd, <Initiator> is +5 to Venture Total.

<b>Offensive:</b>	Y	<b>Defensive:</b>	N	<b>1<sup>o</sup> Target:</b>	Player's Teammate [FL]	<b>2<sup>o</sup> Target:</b>	None
<b>Attack:</b>	N	<b>Supplemental:</b>	N				

**How to Play Offensively:** As a single card targeting 1<sup>o</sup> Target. Player's Offensive Action phase is over, and Opponent's Defensive Action phase begins. If not negated, this Special is active. Effect takes place at "Battle Resolution" phase or Round when 1<sup>o</sup> Target is KO'd, when this Special is discarded.

**Effect:** Player's Venture Total increases by 5.

===== **MF** =====

**Basic Text:** Target teammate may play any <Initiator> Special cards for remainder of game.

<b>Offensive:</b>	Y	<b>Defensive:</b>	N	<b>1<sup>o</sup> Target:</b>	Player's Teammate [FL/R]	<b>2<sup>o</sup> Target:</b>	Initiator
<b>Attack:</b>	N	<b>Supplemental:</b>	N				

**How to Play Offensively:** As a single card targeting 1<sup>o</sup> Target. Player's Offensive Action phase is over, and Opponent's Defensive Action phase begins. If not negated, effect takes place.

**Effect (UEOG):** 1<sup>o</sup> Target may play any Initiator Special cards.

===== **MG** =====

**Basic Text:** <Initiator> may play Power cards usable by <Initiator> that have been Placed to any Front Line Teammate for remainder of game.

<b>Offensive:</b>	Y	<b>Defensive:</b>	N	<b>1<sup>o</sup> Target:</b>	Initiator	<b>2<sup>o</sup> Target:</b>	Player's Teammate [FL]
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<b>Attack:</b>	N	<b>Supplemental:</b>	N				
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**How to Play Offensively:** As a single card targeting Initiator, declaring 2<sup>o</sup> Target. Player's Offensive Action phase is over, and Opponent's Defensive Action phase begins. If not negated, effect takes place.

**Effect (UEOG):** Power cards placed on 2<sup>o</sup> Target may be used by Initiator. These Power cards must be usable by Initiator.

===== **MH** =====  
No specials

===== **MI** =====

**Basic Text:** Play on Target Character as an attack. Attacks made on Target Character, including <this Special>, may not be moved to any of Target's teammates for remainder of game.

<b>Offensive:</b>	Y	<b>Defensive:</b>	N	<b>1<sup>o</sup> Target:</b>	Opponent's Character [FL]	<b>2<sup>o</sup> Target:</b>	Opponent's Teammates [FL]
<b>Attack:</b>	Y	<b>Supplemental:</b>	N				

**How to Play Offensively:** As a single card targeting 1<sup>o</sup> Target. Player's Offensive Action phase is over, and Opponent's Defensive Action phase begins. If not negated, effect takes place.

**Effect:** Acts as a Non-Numerical attack on 1<sup>o</sup> Target. This attack may not be shifted to 2<sup>o</sup> Target. If successful, sub-effect takes place.

**Sub-effect (UEOG):** During Opponent's Defensive Action phase, attacks made on 1<sup>o</sup> Target cannot be shifted to 2<sup>o</sup> Target.

===== **MJ** =====

**Basic Text:** <Initiator> may Place Artifact cards face down for remainder of game.

<b>Offensive:</b>	Y	<b>Defensive:</b>	N	<b>1<sup>o</sup> Target:</b>	Initiator	<b>2<sup>o</sup> Target:</b>	None
<b>Attack:</b>	N	<b>Supplemental:</b>	N				

**How to Play Offensively:** As a single card targeting Initiator. Player's Offensive Action phase is over, and Opponent's Defensive Action phase begins. If not negated, effect takes place.

**Effect (UEOG):** Artifact cards from Player's Hand may be placed face down on Initiator.

**Additional Notes:** Any Artifact cards already placed on Initiator may not be changed from face up to face down.

===== **MK** =====

**Basic Text:** Avoid 1 <power type> attack. Remove all Hits with a <power type> icon from Permanent Record of <Initiator> and <Initiator>'s team.

<b>Offensive:</b>	N	<b>Defensive:</b>	Y	<b>1<sup>o</sup> Target:</b>	Initiator	<b>2<sup>o</sup> Target:</b>	Player's Team
<b>Attack:</b>	N	<b>Supplemental:</b>	N				

**How to Play Defensively:** As a single card; or together with a Supplemental Defensive Special, when <power type> attack is made on Initiator. Effect takes place.

**Effect:** Attack on Initiator is avoided. All Hits with a <power type> icon from Permanent Record of Player's Team are removed.

===== **ML** =====

**Basic Text:** Acts as a level # Any-Power attack. If successful, Target Character may be KO'd using normal KO rules, regardless of Inherent Abilities or other Special cards, for remainder of battle.

<b>Offensive:</b>	Y	<b>Defensive:</b>	N	<b>1<sup>o</sup> Target:</b>	Opponent's Character [FL]	<b>2<sup>o</sup> Target:</b>	None
<b>Attack:</b>	Y	<b>Supplemental:</b>	N		Opponent's Battlesite		

**How to Play Offensively:** As a single card targeting 1<sup>o</sup> Target. Player's Offensive Action phase is over, and Opponent's Defensive Action phase begins. If not negated, effect takes place. This Special is discarded at end of Battle.

**Effect:** Acts as a level # Any-Power attack. If attack is successful, acts as a level # Any-Power Hit, and if 1<sup>o</sup> Target is not a Battlesite, sub-effect takes place.

**Sub-effect (UEOB):** 1<sup>o</sup> Target is KO'd by normal KO rules, regardless of effect of any Specials or Inherent Abilities on 1<sup>o</sup> Target.

**Additional Notes:** If sub-effect causes 1<sup>o</sup> Target to be KO'd, then 1<sup>o</sup> Target must immediately be discarded into the Defeated Characters Pile.

===== **MM** =====

**Basic Text:** Play during battle. All Hits in <Initiator>'s Hits from Current Battle do not count for Venture Total and are subtracted from Opponent's Venture Total.

<b>Offensive:</b>	Y	<b>Defensive:</b>	N	<b>1<sup>o</sup> Target:</b>	Initiator	<b>2<sup>o</sup> Target:</b>	None
<b>Attack:</b>	N	<b>Supplemental:</b>	N				

**How to Play Offensively:** As a single card targeting Initiator. Player's Offensive Action phase is over, and Opponent's Defensive Action phase begins. If not negated, card is active until effect takes place at "Battle Resolution" phase, where Special is discarded.

**Effect:** The value of all Hits on Initiator's Hit to Current Battle are not added to, but instead subtracted from Opponent's Venture Total.

===== MN =====

**Basic Text:** Acts as a level # <power type> attack. May only be played if <Initiator> has Hits totaling 15 or more in his Permanent Record.

<b>Offensive:</b>	Y	<b>Defensive:</b>	N	<b>1<sup>o</sup> Target:</b>	Opponent's Character [FL]	<b>2<sup>o</sup> Target:</b>	None
<b>Attack:</b>	Y	<b>Supplemental:</b>	N		Opponent's Battlesite		

**How to Play Offensively:** As a single card targeting 1<sup>o</sup> Target if Initiator has 15 or more points of damage. Player's Offensive Action phase is over, and Opponent's Defensive Action phase begins. If not negated, effect takes place.

**Effect:** Acts as a level # <power type> attack. If attack is successful, acts as a level # <power type> Hit.

===== MO =====

**Basic Text:** Acts as a level # <power type> attack, +1 for each Teammate with a <power type> Rating of 6 or greater.

<b>Offensive:</b>	Y	<b>Defensive:</b>	N	<b>1<sup>o</sup> Target:</b>	Opponent's Character [FL]	<b>2<sup>o</sup> Target:</b>	None
<b>Attack:</b>	Y	<b>Supplemental:</b>	N		Opponent's Battlesite		

**How to Play Offensively:** As a single card targeting 1<sup>o</sup> Target. Player's Offensive Action phase is over, and Opponent's Defensive Action phase begins. If not negated, effect takes place.

**Effect:** Acts as a level #+bonus <power type> attack. Value of bonus is equivalent to number of active Teammates with a <power type>. If attack is successful, acts as a level # <power type> attack.

===== MP =====

**Basic Text:** Play during battle. For remainder of game, any Special played by <Initiator> or <Initiator>'s teammates may not be Negated until <this Special> is Negated.

<b>Offensive:</b>	Y	<b>Defensive:</b>	N	<b>1<sup>o</sup> Target:</b>	Player's Team	<b>2<sup>o</sup> Target:</b>	None
<b>Attack:</b>	N	<b>Supplemental:</b>	N				

**How to Play Offensively:** As a single card targeting 1<sup>o</sup> Target. Player's Offensive Action phase is over, and Opponent's Defensive Action phase begins. If not negated, effect takes place.

**How to Play Defensively:**

**Option 1)** As a single card targeting Player's Team, allowing Opponent's Offensive negate made on 1<sup>o</sup> Target's Special card to be successful. Effect takes place.

**Option 2)** As a Supplemental Defensive special targeting Player's Team, together with a negate Special card (code AO or ED) which functions as a successful defense to Opponent's Offensive negate targeting 1<sup>o</sup> Target's Special card. Effect takes place.

**Effect (UEOG):** During Opponent's Offensive and Defensive Action phases, played by 1<sup>o</sup> Target cannot be negated. If this Special is negated, then the effects are lifted, and 1<sup>o</sup> Target's Specials may be negated once again.

===== MQ =====

**Basic Text:** Play during battle. <Initiator> may defend any Front Line teammate that also has a "Gen-Active" Special in play for remainder of game.

<b>Offensive:</b>	Y	<b>Defensive:</b>	N	<b>1<sup>o</sup> Target:</b>	Player's Teammate [FL]	<b>2<sup>o</sup> Target:</b>	None
<b>Attack:</b>	N	<b>Supplemental:</b>	N				

**How to Play Offensively:** As a single card targeting 1<sup>o</sup> Target. Player's Offensive Action phase is over, and Opponent's Defensive Action phase begins. If not negated, effect takes place.

**Effect (UEOG):** During Player's Defensive Action phase, defense can be made by Initiator against attack made on Character that is under the effects of a Special called "Gen-Active".

**Additional Notes:** Grunge and Fairchild both have an MQ coded Special called "Gen-Active".

===== MR =====

**Basic Text:** Play during battle. For remainder of game, any <power type> attack made by <Initiator> may not be moved from Target Character.

<b>Offensive:</b>	Y	<b>Defensive:</b>	N	<b>1° Target:</b>	Initiator	<b>2° Target:</b>	None
<b>Attack:</b>	N	<b>Supplemental:</b>	N				

**How to Play Offensively:** As a single card targeting Initiator. Player's Offensive Action phase is over, and Opponent's Defensive Action phase begins. If not negated, effect takes place.

**Effect (UEOG):** During Opponent's Defensive Action phase, <power type> attacks made by Initiator cannot be shifted.

===== MS =====

**Basic Text:** Remove 1 Power card Hit from <Initiator>'s Permanent Record.

<b>Offensive:</b>	Y	<b>Defensive:</b>	N	<b>1° Target:</b>	Initiator	<b>2° Target:</b>	None
<b>Attack:</b>	N	<b>Supplemental:</b>	N				

**How to Play Offensively:** As a single card targeting Initiator, if Initiator has at least 1 Hit on Permanent Record. Player's Offensive Action phase is over, and Opponent's Defensive Action phase begins. If not negated, effect takes place. This Special is then discarded.

**Effect:** 1 Power card Hit is removed from <Initiator>'s Permanent Record.

===== MT =====

**Basic Text:** Acts as a level # <power type> attack, may be played from Reserve. If successful, <Initiator> may continue to attack while in Reserve.

<b>Offensive:</b>	Y	<b>Defensive:</b>	N	<b>1° Target:</b>	Opponent's Character [FL]	<b>2° Target:</b>	None
<b>Attack:</b>	Y	<b>Supplemental:</b>	N		Opponent's Battlesite		

**How to Play Offensively:** As a single card which may be played from Reserve, targeting 1° Target. Player's Offensive Action phase is over, and Opponent's Defensive Action phase begins. If not negated, effect takes place.

**Effect:** Acts as a level # <power type> attack. If attack is successful, acts as a level # <power type> attack, and if attack was made from Reserve, sub-effect takes place.

**Sub-effect (UEOG):** During Player's Offensive Action phase, if Initiator is in Reserve, Initiator is permitted to attack.

===== MU =====

**Basic Text:** Acts as a level # <power type> attack. May be used against Reserve, who may defend. If successful against Reserve, Reserve must skip a battle before moving to Front Line.

<b>Offensive:</b>	Y	<b>Defensive:</b>	N	<b>1° Target:</b>	Opponent's Character [FL/R]	<b>2° Target:</b>	None
<b>Attack:</b>	Y	<b>Supplemental:</b>	N		Opponent's Battlesite		

**How to Play Offensively:** As a single card targeting 1° Target by Initiator. Player's Offensive Action phase is over, and Opponent's Defensive Action phase begins. If not negated, effect takes place.

**Effect:** Acts as a level # <power type> attack. If attack is successful, acts as a level # <power type> attack, and if 1° Target is in Reserve, card is active and sub-effect takes place during "Reserve Advance" phase in round that Reserve is supposed to advance to Front Line.

**Sub-effect:** Reserve may not advance to Front Line, and must wait until the "Reserve Advance" phase in the next round before advancing to Front Line.

===== MV =====

**Basic Text:** Play to Concede battle. Remove all Hits from <Initiator>'s or teammate's Permanent Record and Hits from Current Battle.

<b>Offensive:</b>	Y	<b>Defensive:</b>	N	<b>1° Target:</b>	Initiator	<b>2° Target:</b>	None
<b>Attack:</b>	N	<b>Supplemental:</b>	N		Player's Teammate [FL]		

**How to Play Offensively:** As a single card targeting 1° Target, declaring intention to concede. Player's Offensive Action phase is over, and Opponent's Defensive Action phase begins. If this Special is not negated, effect takes place. This Special is then discarded.

**Effect:** Battle ends and is won by Opponent. All Hits on 1° Target are removed.

===== MW =====

**Basic Text:** Target Character gains +1 to defense for remainder of game.

<b>Offensive:</b>	Y	<b>Defensive:</b>	Y	<b>1° Target:</b>	Initiator	<b>2° Target:</b>	None
<b>Attack:</b>	N	<b>Supplemental:</b>	Y		Player's Teammate [FL]		



**How to Play Offensively:** As a single card targeting 1<sup>o</sup> Target. Player's Offensive Action phase is over, and Opponent's Defensive Action phase begins. If not negated, effect takes place.

**How to Play Defensively:** As a Supplemental Defensive special targeting 1<sup>o</sup> Target, together with a Numerical defense that would be otherwise unsuccessful without the effect of this Special. Effect takes place.

**Effect (UEOG):** During Player's Defensive Action phase, defense made by 1<sup>o</sup> Target receives a bonus of 1.

===== **MX** =====

**Basic Text:** <Initiator> is +3 to defense against any attack made with a Power card with the same Power Type as any Power cards on <Initiator>'s Permanent Record for remainder of game.

<b>Offensive:</b>	Y	<b>Defensive:</b>	Y	<b>1<sup>o</sup> Target:</b>	Initiator	<b>2<sup>o</sup> Target:</b>	None
<b>Attack:</b>	N	<b>Supplemental:</b>	Y				

**How to Play Offensively:** As a single card targeting 1<sup>o</sup> Target. Player's Offensive Action phase is over, and Opponent's Defensive Action phase begins. If not negated, effect takes place.

**How to Play Defensively:** As a Supplemental Defensive special targeting Initiator, together with a Numerical defense that would be unsuccessful without the effect of this Special. Effect takes place, if Initiator has a Power card Hit on Permanent Record with the same Power Type as the Power card used to attack Initiator.

**Effect (UEOG):** During Player's Defensive Action phase, defense to Power card attack made on Initiator receives a bonus of 3, if Initiator has a Power card Hit on Permanent Record with the same Power Type as the Power card used to attack Initiator.

===== **MY** =====

**Basic Text:** Play during current battle. Next battle, opponent must reveal any Activator cards in hand and play Activator cards open handed for remainder of battle.

<b>Offensive:</b>	Y	<b>Defensive:</b>	N	<b>1<sup>o</sup> Target:</b>	OPPONENT	<b>2<sup>o</sup> Target:</b>	PLAYER
<b>Attack:</b>	Y	<b>Supplemental:</b>	N				

**How to Play Offensively:** As a single card targeting Opponent. Player's Offensive Action phase is over, and Opponent's Defensive Action phase begins. If not negated, this Special is active. Effect takes place during "Hand Management" phase of next round, when this Special is discarded.

**Effect:** Any Activator cards in Opponent's Hand must be put into Opponent's Revealed Hand.

===== **MZ** =====

**Basic Text:** Opponent must discard 1 Placed card of <Initiator>'s choice. May be played from Reserve.

<b>Offensive:</b>	Y	<b>Defensive:</b>	N	<b>1<sup>o</sup> Target:</b>	Opponent's Team	<b>2<sup>o</sup> Target:</b>	None
<b>Attack:</b>	Y	<b>Supplemental:</b>	N				

**How to Player Offensively:** As a single card which may be played from Reserve, targeting 1<sup>o</sup> Target, if 1<sup>o</sup> Target has at least 1 card placed on him/her. Card may be played by Initiator even if in Reserve. Player's Offensive Action phase is over, and Opponent's Defensive Action phase begins. If not negated, effect takes place. This Special is then discarded.

**Effect:** Acts as a Non-Numerical attack against 1<sup>o</sup> Target. If attack is successful, 1 card Placed on 1<sup>o</sup> Target is discarded.

===== **NA** =====

**Basic Text:** Play during battle. During Discard Phase of next battle, <Initiator> may remove all Hits with a Value of # or less from <Initiator>'s Permanent Record.

<b>Offensive:</b>	Y	<b>Defensive:</b>	N	<b>1<sup>o</sup> Target:</b>	Initiator	<b>2<sup>o</sup> Target:</b>	None
<b>Attack:</b>	N	<b>Supplemental:</b>	N				

**How to Play Offensively:** As a single card targeting Initiator. Player's Offensive Action phase is over, and Opponent's Defensive Action phase begins. If not negated, this Special is active. Effect takes place at "Hand Management" phase of next Round, when this Special is discarded.

**Effect:** Allows Player to remove all Hits with a value of # of less from Initiator's Permanent Record.

**Additional Notes:** Special cards which have bonuses contributing to damage also contribute to value of Hit.

===== **NB** =====

**Basic Text:** Acts as a level # <power type> attack. <Initiator>'s teammates may not attack for remainder of battle.

<b>Offensive:</b>	Y	<b>Defensive:</b>	N	<b>1<sup>o</sup> Target:</b>	Opponent's Character [FL]	<b>2<sup>o</sup> Target:</b>	Player's Teammates [FL+R]
<b>Attack:</b>	Y	<b>Supplemental:</b>	N		Opponent's Battlesite		

**How to Play Offensively:** As a single card targeting 1<sup>o</sup> Target. Player's Offensive Action phase is over, and Opponent's Defensive Action phase begins. If not negated, effects take place.

**Effect 1:** Acts as a level # <power type> attack. If attack is successful, acts as a level # <power type> Hit.

**Effect 2 (UEOB):** During Player's Offensive Action phases, 2<sup>o</sup> Target may not attack.

**Additional Notes:** Initiator may still attack.

===== **NC** =====

**Basic Text:** If <Initiator>'s team won Venture Total last battle, add 2 to Venture Total this battle. If <Initiator>'s team lost Venture Total last battle, add 4 to Venture Total this battle.

<b>Offensive:</b>	Y	<b>Defensive:</b>	N	<b>1<sup>o</sup> Target:</b>	PLAYER	<b>2<sup>o</sup> Target:</b>	None
<b>Attack:</b>	N	<b>Supplemental:</b>	N				

**How to Play Offensively:** As a single card targeting Player. Player's Offensive Action phase is over, and Opponent's Defensive Action phase begins. If not negated, this Special is active. Effect takes place at "Battle Resolution" phase, when this Special is discarded.

**Effect:** Player's Venture Total increases by 2 if Player's team was the Venture Winner in the previous Round, or Player's Venture Total increases by 4 if Player's team was not the Venture Winner in the previous Round.

===== **ND** =====

**Basic Text:** <Initiator> and <Initiator>'s team are +2 all actions against Opponent's Battlesite, for remainder of Battle.

<b>Offensive:</b>	Y	<b>Defensive:</b>	N	<b>1<sup>o</sup> Target:</b>	Player's Team	<b>2<sup>o</sup> Target:</b>	Opponent's Battlesite
<b>Attack:</b>	N	<b>Supplemental:</b>	N				

**How to Play Offensively:** As a single card targeting Player's Team. Player's Offensive Action phase is over, and Opponent's Defensive Action phase begins. If not negated, effect takes place. This Special is discarded at end of Battle.

**How to Play Defensively:** As a Supplemental Defensive special targeting Player's Team, together with a Numerical defense that would be unsuccessful without the effect of this Special. Effect takes place.

**Effect (UEOB):** During Player's Defensive Action phase, 1<sup>o</sup> Target gains a bonus of 2 to any Numerical defense made by 2<sup>o</sup> Target. During Player's Offensive Action phase, 1<sup>o</sup> Target gains a bonus of 2 to any Numerical attack made on 2<sup>o</sup> Target.

===== **NE** =====

**Basic Text:** Target Character may follow up a Universe: Teamwork card with any Power card, regardless of Power Type.

<b>Offensive:</b>	Y	<b>Defensive:</b>	Y	<b>1<sup>o</sup> Target:</b>	Initiator	<b>2<sup>o</sup> Target:</b>	None
<b>Attack:</b>	N	<b>Supplemental:</b>	Y		Player's Teammate [FL]		

**How to Play Offensively:** As a single card targeting 1<sup>o</sup> Target. Player's Offensive Action phase is over, and Opponent's Defensive Action phase begins. If not negated, effect takes place. This Special is discarded at end of Battle.

**Effect (UEOB):** During Player's Offensive Action phase, 1<sup>o</sup> Target may use any Power card playable by 1<sup>o</sup> Target as a follow up to a Teamwork card, using all other normal Teamwork card playing rules.

**Additional Notes:** Effect still takes place if 1<sup>o</sup> Target has the ability to follow up his own Teamwork card.

===== **NF** =====

**Basic Text:** Target Character must discard all Placed cards. Target Character may only have 1 card Placed to him at any time, for remainder of game.

<b>Offensive:</b>	Y	<b>Defensive:</b>	N	<b>1<sup>o</sup> Target:</b>	Opponent's Character [FL]	<b>2<sup>o</sup> Target:</b>	None
<b>Attack:</b>	Y	<b>Supplemental:</b>	N				

**How to Play Offensively:** As a single card targeting 1<sup>o</sup> Target. Player's Offensive Action phase is over, and Opponent's Defensive Action phase begins. If not negated, effect takes place.

**Effect:** Acts as a Non-Numerical attack. If attack is successful, 1<sup>o</sup> Target must discard all cards Placed on him/her, and Sub-Effect takes place.

**Sub-Effect (UEOG):** 1<sup>o</sup> Target may only have 1 card Placed on him/her at any time.

===== **NG** =====

**Basic Text:** Acts as a level # <power type> attack. If successful, Target Character loses Inherent Ability and is considered to have no Inherent Ability for remainder of battle.

<b>Offensive:</b>	Y	<b>Defensive:</b>	N	<b>1° Target:</b>	Opponent's Character [FL]	<b>2° Target:</b>	None
<b>Attack:</b>	Y	<b>Supplemental:</b>	N		Opponent's Battlesite		

**How to Play Offensively:** As a single card targeting 1° Target. Player's Offensive Action phase is over, and Opponent's Defensive Action phase begins. If not negated, effect takes place. This Special is discarded at end of Battle.

**Effect:** Acts as a level # <power type> attack. If attack is successful, acts as a level # <power type> Hit, and if 1° Target is not a Battlesite, sub-Effect takes place.

**Sub-Effect (UEOB):** 1° Target Inherent Ability's effect is lifted temporarily. When Special is discarded, Inherent Ability is reinstated.

===== **NH** =====

**Basic Text:** Acts as a level # <power type> attack. If successful, Target Character may not make any follow up attacks from Teamwork or Special cards for remainder of battle.

<b>Offensive:</b>	Y	<b>Defensive:</b>	N	<b>1° Target:</b>	Opponent's Character [FL]	<b>2° Target:</b>	None
<b>Attack:</b>	Y	<b>Supplemental:</b>	N		Opponent's Battlesite		

**How to Play Offensively:** As a single card targeting 1° Target. Player's Offensive Action phase is over, and Opponent's Defensive Action phase begins. If not negated, effect takes place.

**Effect:** Acts as a level # <power type> attack. If attack is successful, acts as a level # <power type> hit, and Sub-Effect takes place.

**Sub-Effect (UEOB):** During Opponent's Offensive Action phase, 1° Target may not make any follow up attacks to Teamwork cards or additional attacks to Special cards.

===== **NI** =====

**Basic Text:** Acts as a level # <power type> attack. If successful, Opponent must discard all Activator cards from Hand.

<b>Offensive:</b>	Y	<b>Defensive:</b>	N	<b>1° Target:</b>	Opponent's Character [FL]	<b>2° Target:</b>	None
<b>Attack:</b>	Y	<b>Supplemental:</b>	N		Opponent's Battlesite		

**How to Play Offensively:** As a single card targeting 1° Target. Player's Offensive Action phase is over, and Opponent's Defensive Action phase begins. If not negated, effect takes place.

**Effect:** Acts as a level # <power type> attack. If attack is successful, acts as a level # <power type> Hit, and all Activator cards currently held in Opponent's Hand are discarded.

===== **NJ** =====

**Basic Text:** Acts as a level # <power type 1> or <power type 2> attack. Attack is not affected by Special cards already in play.

<b>Offensive:</b>	Y	<b>Defensive:</b>	N	<b>1° Target:</b>	Opponent's Character [FL]	<b>2° Target:</b>	None
<b>Attack:</b>	Y	<b>Supplemental:</b>	N		Opponent's Battlesite		

**How to Play Offensively:** As a single card targeting 1° Target, declaring which Power type the attack will act as. Player's Offensive Action phase is over, and Opponent's Defensive Action phase begins. If not negated, effect takes place.

**Effect:** Acts as a level # <power type> or <power type 2> attack as declared. Any effects from Special cards already in play will have no effect on this attack. If attack is successful, acts as a level # Multipower hit.

**Additional Notes:** Effects from Special cards includes not being able to be attacked by power types, icons, or at all; bonuses to attack/defense; etc.

===== **NK** =====

Acts as a level # <power type> attack. If attack is defensed, <Initiator> may draw 1 card from top of Draw Pile. Discard duplicates.

<b>Offensive:</b>	Y	<b>Defensive:</b>	N	<b>1° Target:</b>	Opponent's Character [FL]	<b>2° Target:</b>	None
<b>Attack:</b>	Y	<b>Supplemental:</b>	N		Opponent's Battlesite		

**How to Play Offensively:** As a single card targeting 1° Target. Player's Offensive Action phase is over, and Opponent's Defensive Action phase begins. If not negated, effect takes place.

**Effect:** Acts as a level # <power type> attack. If attack is successful, acts as a level # <power type> hit. If attack is defensed, Player may draw 1 card from top of Draw Pile. Duplicates must be discarded.

===== **NL** =====

**Basic Text:** Play in current battle. Next battle, neither player may Venture more than 2 Mission cards.

<b>Offensive:</b>	Y	<b>Defensive:</b>	N	<b>1° Target:</b>	PLAYER AND	<b>2° Target:</b>	None
<b>Attack:</b>	Y	<b>Supplemental:</b>	N		OPPONENT		

**How to Play Offensively:** As a single card targeting Player and Opponent. Player's Offensive Action phase is over, and Opponent's Defensive Action phase is opened. If not negated, this Special is active. Effect takes place at "Mission Venture" phase of next Round, when this Special is discarded.

**Effect:** Player and Opponent may not Venture more than 2 Mission cards.

===== **NM** =====

**Basic Text:** Sort through Draw Pile card by card. Remove first card with an attack Value. Add Value to <Initiator>'s Venture Total for current battle. Reshuffle Draw Pile.

<b>Offensive:</b>	Y	<b>Defensive:</b>	N	<b>1° Target:</b>	PLAYER	<b>2° Target:</b>	None
<b>Attack:</b>	N	<b>Supplemental:</b>	N				

**How to Play Offensively:** As a single card targeting Player. Player's Offensive Action phase is over, and Opponent's Defensive Action phase begins. If not negated, effect takes place. This Special is discarded at "Battle Resolution" phase.

**Effect:** Player sorts through Draw Pile. The first card with an attack value is removed from the Draw Pile and is positioned next to this Special targeting Player. This Special is active and sub-effect takes place at "Battle Resolution" phase.

**Sub-effect:** Value of card positioned next to this Special is added to the Venture Total.

===== **NN** =====

**Basic Text:** Play during battle. For remainder of battle, any Special card played must be a Special card that acts as an attack. Other Special cards may not be played.

<b>Offensive:</b>	Y	<b>Defensive:</b>	N	<b>1° Target:</b>	PLAYER AND	<b>2° Target:</b>	None
<b>Attack:</b>	Y	<b>Supplemental:</b>	N		OPPONENT		

**How to Play Offensively:** As a single card targeting Player and Opponent. Player's Offensive Action phase is over, and Opponent's Defensive Action phase begins. If not negated, effect takes place. This Special is discarded at end of Battle.

**Effect (UEOB):** During Offensive Action phase of 1° Targets, only Special cards that function as an attack may be played. During Defensive Action phase of 1° Targets, no Special cards be may played for a defense at all.

**Additional Notes:** This card may not be negated after it has taken effect, since a negate Specials would be restricted from being played.

===== **NO** =====

**Basic Text:** Acts as a level # <power type> attack. If successful, attacks made on Target Character may not be moved to any of Target's teammates for remainder of game.

<b>Offensive:</b>	Y	<b>Defensive:</b>	N	<b>1° Target:</b>	Opponent's Character [FL]	<b>2° Target:</b>	Opponent's Teammates [FL]
<b>Attack:</b>	N	<b>Supplemental:</b>	N				

**How to Play Offensively:** As a single card targeting 1° Target. Player's Offensive Action phase is over, and Opponent's Defensive Action phase begins. If not negated, effect takes place.

**Effect:** Acts as a level # <power type> attack. If attack is successful, acts as a level # <power type> hit, and sub-effect takes place.

**Sub-effect (UEOG):** During Opponent's Defensive Action phase, any attack made on 1° Target may not be shifted to 2° Targets.

**Additional Notes:** Shifting can occur as a result of not only Specials, but also Inherent Abilities and Event cards.

===== **NP** =====

**Basic Text:** <Initiator>'s team's Basic Universe cards used to attack count toward Damage and Venture Total for remainder of game.

<b>Offensive:</b>	Y	<b>Defensive:</b>	N	<b>1° Target:</b>	Player's Team	<b>2° Target:</b>	None
<b>Attack:</b>	N	<b>Supplemental:</b>	N				

**How to Play Offensively:** As a single card targeting 1° Target. Player's Offensive Action phase is over, and Opponent's Defensive Action phase begins. If not negated, effect takes place.

**Effect (UEOG):** During Opponent's Defensive Action phase, if an attack that contains a Basic Universe card made by 1° Target hits, the Basic Universe card functions as a Hit with a value of the bonus listed on the Basic Universe card. This Hit does not have a power type and does not contribute to Spectrum KO.

**Additional Notes:** Any Specials which modify the bonus offered by the Basic Universe card do not affect the value of the Basic Universe card's Hit.

===== **NQ** =====

**Basic Text:** Move any 1 Hit from Teammate to <Initiator>. Repeat until <Initiator> is KO'd or all Hits are on <Initiator>. Does not affect Venture Total. May be played from Reserve.

<b>Offensive:</b>	Y	<b>Defensive:</b>	N	<b>1<sup>o</sup> Target:</b>	Initiator	<b>2<sup>o</sup> Target:</b>	None
<b>Attack:</b>	N	<b>Supplemental:</b>	N		Player's Teammate [FL]		

**How to Play Offensively:** As a single card which may be played from Reserve, targeting 1<sup>o</sup> Target, declaring 2<sup>o</sup> Target, if 2<sup>o</sup> Target has at least 1 Hit. Player's Offensive Action phase is over, and Opponent's Defensive Action phase begins. If not negated, effect takes place. This Special is then discarded.

**Effect:** Player must choose to move any 1 Hit from 2<sup>o</sup> Target to 1<sup>o</sup> Target. This must be repeated if 1<sup>o</sup> Target has not been KO'd, and if 2<sup>o</sup> Targets still have a least 1 Hit on Hits to Current Battle or Permanent Record.

**Additional Notes:** Hits to Current Battle of 2<sup>o</sup> Target move to Hits to Current Battle of 1<sup>o</sup> Target, and Hits on Permanent Record of 2<sup>o</sup> Target move to Hits on Permanent Record to 1<sup>o</sup> Target. Circumstances for Initiator to be KO'd may be modified by Specials.

===== **NR** =====

**Basic Text:** Discard 1 <power type> Power card usable by <Initiator>. Show Opponent up to 5 cards usable by <Initiator> from Hand. Draw equal number from Draw Pile. Discard duplicates.

<b>Offensive:</b>	Y	<b>Defensive:</b>	N	<b>1<sup>o</sup> Target:</b>	PLAYER	<b>2<sup>o</sup> Target:</b>	None
<b>Attack:</b>	N	<b>Supplemental:</b>	N				

**How to Play Offensively:** As a single card targeting Player. Player's Offensive Action phase is over, and Opponent's Defensive Action phase begins. If not negated, effect takes place. This Special is then discarded.

**Effect:** Player must discard 1 <power type> Power card usable by Initiator. Player must then place up to 5 cards usable by Initiator in Player's Revealed Hand, and draw an equal number of cards from Draw Pile into Player's Hand. Duplicates, unusable and unplayable cards must be discarded.

===== **NS** =====

**Basic Text:** Opponent may not play any Special cards that affect "the remainder of the battle" or the "remainder of the game" for the remainder of the battle.

<b>Offensive:</b>	Y	<b>Defensive:</b>	N	<b>1<sup>o</sup> Target:</b>	Opponent's Team	<b>2<sup>o</sup> Target:</b>	None
<b>Attack:</b>	Y	<b>Supplemental:</b>	N				

**How to Play Offensively:** As a single card targeting Opponent's Team. Player's Offensive Action phase is over, and Opponent's Defensive Action phase begins. If not negated, effect takes place. This Special is discarded at the end of Battle.

**Effect (UEOB):** During both Offensive and Defensive Action phases, Opponent may not play any Special cards that have an effect that last until the end of the battle (marked UEOB in special rule book) or end of the game (marked UEOG in special rule book).

**Additional effects:** This does not affect Specials have effects that take place at the end of battle, but only ones that have effects that last until the end of the battle (i.e. specifically marked UEOB).

===== **NT** =====

**Basic Text:** Acts as a level # <power type> attack. If successful, Opponent must discard from Hand until both players have an equal number of cards in Hand. Opponent's choice.

<b>Offensive:</b>	Y	<b>Defensive:</b>	N	<b>1<sup>o</sup> Target:</b>	Opponent's Character [FL]	<b>2<sup>o</sup> Target:</b>	None
<b>Attack:</b>	Y	<b>Supplemental:</b>	N		Opponent's Battlesite		

**How to Play Offensively:** As a single card targeting 1<sup>o</sup> Target. Player's Offensive Action phase is over, and Opponent's Defensive Action phase begins. If not negated, effect takes place.

**Effect:** Acts as a level # <power type> attack. If attack is successful, acts as a level # <power type> Hit, and if Opponent has a greater number of cards in his/her hand, Opponent must discard a number of cards equivalent to the difference in number of cards between Opponent's Hand and Player's Hand. The cards to be discarded are chosen by the Opponent. After cards are discarded, Opponent and Player should have an equal number of cards in Hand.

===== **NU** =====

**Basic Text:** Acts as a level 0 <power type> attack. May only be defended using a Power card with a Value of 5 or greater.

<b>Offensive:</b>	Y	<b>Defensive:</b>	N	<b>1° Target:</b>	Opponent's Character [FL]	<b>2° Target:</b>	None
<b>Attack:</b>	Y	<b>Supplemental:</b>	N		Opponent's Battlesite		

**How to Play Offensively:** As a single card targeting 1° Target. Player's Offensive Action phase is over, and Opponent's Defensive Action phase begins. If not negated, effect takes place.

**Effect:** Acts as a level 0 <power type> attack. If a Numerical defense is made by Opponent, the Numerical defense needs to be a Value of 5 or greater to be successful. If attack is successful, acts as a level 0 <power type> hit.

===== **NV** =====

**Basic Text:** Acts as a level # <power type> attack. If successful, Target Character may not play Activator cards for remainder of battle.

<b>Offensive:</b>	Y	<b>Defensive:</b>	N	<b>1° Target:</b>	Opponent's Character [FL]	<b>2° Target:</b>	None
<b>Attack:</b>	Y	<b>Supplemental:</b>	N		Opponent's Battlesite		

**How to Play Offensively:** As a single card targeting 1° Target. Player's Offensive Action phase is over, and Opponent's Defensive Action phase begins. If not negated, effect takes place.

**Effect:** Acts as a level # <power type> attack. If attack is successful, acts as a level # <power type> hit, and if 1° Target is not a Battlesite, sub-effect takes place.

**Sub-effect (UEOB):** During Opponent's Offensive and Defensive Action phases, 1° Target may not use Special cards which were retrieved by an Activator card.

===== **NW** =====

**Basic Text:** Acts as a level # <power type> attack. If successful and Target has Hits totaling 15 or more, then Target is KO'd regardless of Inherent Abilities and other Special cards.

<b>Offensive:</b>	Y	<b>Defensive:</b>	N	<b>1° Target:</b>	Opponent's Character [FL]	<b>2° Target:</b>	None
<b>Attack:</b>	Y	<b>Supplemental:</b>	N		Opponent's Battlesite		

**How to Play Offensively:** As a single card targeting 1° Target. Player's Offensive Action phase is over, and Opponent's Defensive Action phase begins. If not negated, effect takes place.

**Effect:** Acts as a level # <power type> attack. If attack is successful, acts as a level # <power type> hit, and if 1° Target has more than 15 points of damage (including damage inflicted by this card), 1° Target is immediately KO'd regardless of effects of Inherent Abilities and Special cards.

===== **NX** =====

No Specials.

===== **NY** =====

**Basic Text:** Play during battle. On your turn, after <Initiator> is KO'd, discard this Special to move <Initiator> from Defeated Characters Pile to Reserve. Play as normal.

<b>Offensive:</b>	Y	<b>Defensive:</b>	N	<b>1° Target:</b>	Initiator	<b>2° Target:</b>	None
<b>Attack:</b>	N	<b>Supplemental:</b>	N				

**How to Play Offensively:** As a single card targeting Initiator. Player's Offensive Action phase is over, and Opponent's Defensive Action phase begins. If not negated, effect takes place.

**Effect (UEOG):** This card stays active. When Initiator is KO'd, this Special is shifted to the "cards affecting Player" area. During Player's Offensive Action phase, this Special may then be discarded, played as an Offensive action. Sub-effect takes place when this card is discarded.

**Sub-effect:** Initiator is moved from Defeated Characters Pile to Player's Reserve. Character is returned without any hits on Permanent Record and any effects from other cards that were in place specifically on Initiator, prior to Initiator being KO'd.

**Additional Notes:** Specials that are currently affecting the Player's Team would still affect Initiator.

===== **NZ** =====

**Basic Text:** Remove 1 Hit from <Initiator>'s Hits to Current Battle. <Initiator> may make 1 attack with any card, usable by <Initiator> and in Hand, of equal or less Value than removed Hit.

<b>Offensive:</b>	Y	<b>Defensive:</b>	N	<b>1° Target:</b>	Initiator	<b>2° Target:</b>	None
<b>Attack:</b>	N	<b>Supplemental:</b>	N				



**How to Play Offensively:** As a single card targeting Initiator. Player's Offensive Action phase is over, and Opponent's Defensive Action phase begins. If not negated, effect takes place. This Special is then discarded.

**Effect:** 1 Hit is removed from <Initiator>'s Hits to Current Battle. After Opponent's Defensive Action phase ends, an Additional Attack Circumstance can be opened. During Player's Offensive Action phase of Additional Attack Circumstance, Initiator makes a Numerical attack with value of less than or equal to removed Hit against Opponent's Team (Front Line). This is followed by a corresponding Opponent's Defensive Action phase for a defense to be made.

===== OA =====

**Basic Text:** Acts as a level # <power type> attack. If successful, Opponent must sort through Draw Pile and discard first 3 Special cards into Dead Pile. Reshuffle Draw Pile.

<b>Offensive:</b>	Y	<b>Defensive:</b>	N	<b>1° Target:</b>	Opponent's Character [FL]	<b>2° Target:</b>	None
<b>Attack:</b>	Y	<b>Supplemental:</b>	N		Opponent's Battlesite		

**How to Play Offensively:** As a single card targeting 1° Target. Player's Offensive Action phase is over, and Opponent's Defensive Action phase begins. If not negated, effect takes place.

**Effect:** Acts as a level # <power type> attack. If attack is successful, acts as a level # <power type> hit, and Opponent must sort through Draw Pile and discard first 3 Special cards into Dead Pile. Player's Draw Pile is then reshuffled.

===== OB =====

**Basic Text:** Acts as a level # <power type> attack. If successful, <Initiator> may sort through Draw Pile, select any Aspect card and play it immediately. Reshuffle Draw Pile.

<b>Offensive:</b>	Y	<b>Defensive:</b>	N	<b>1° Target:</b>	Opponent's Character [FL]	<b>2° Target:</b>	None
<b>Attack:</b>	Y	<b>Supplemental:</b>	N		Opponent's Battlesite		

**How to Play Offensively:** As a single card targeting 1° Target. Player's Offensive Action phase is over, and Opponent's Defensive Action phase begins. If not negated, effect takes place.

**Effect:** Acts as a level # <power type> attack. If attack is successful, acts as a level # <power type> hit, and Player may sort through Draw Pile from top to bottom and select any Aspect card of Player's choice. Player's Draw Pile is then reshuffled. A special circumstance is put into place which opens an extra Offensive Action phase for Player, where this Aspect card is to be played. A corresponding Defensive Action phase for Opponent begins to allow for defense.

**Additional Notes:** Aspect cards that are not playable by Player's Homebase cannot be included in the deck.

===== OC =====

**Basic Text:** Opponent must discard 3 cards from Hand. Cards chosen by Opponent.

<b>Offensive:</b>	Y	<b>Defensive:</b>	N	<b>1° Target:</b>	OPPONENT	<b>2° Target:</b>	PLAYER
<b>Attack:</b>	Y	<b>Supplemental:</b>	N				

**How to Play Offensively:** As a single card targeting Opponent. Player's Offensive Action phase is over, and Opponent's Defensive Action phase begins. If not negated, effect takes place.

**Effect:** Opponent must discard 3 cards from Hand. Cards chosen by Opponent.

===== OD =====

**Basic Text:** Play during battle. Opponent cannot use Activator cards for remainder of game or until this Special has been attacked with 4 Activator card attacks. This Special may not be negated.

<b>Offensive:</b>	Y	<b>Defensive:</b>	N	<b>1° Target:</b>	Opponent's Team	<b>2° Target:</b>	None
<b>Attack:</b>	Y	<b>Supplemental:</b>	N				

**How to Play Offensively:** As a single card targeting Opponent's Team. Player's Offensive Action phase is over, and Opponent's Defensive Action phase begins. Effect takes place.

**Effect (UEOG):** During Opponent's Offensive Action phase, Opponent may use the Activator card to make an "Activator card attack" on this Special, by positioning the Activator card in front of the Special card which will act as a Hit. This "Activator card attack" cannot be defended or negated, and therefore Player's is not given Defensive Action phase. Until this Special has been attacked and been Hit by 4 "Activator card attacks", Opponent may not exchange any Activator cards for a Battlesite Special during Opponent's Offensive and Defensive Action phases.

===== OE =====

**Basic Text:** Sort through Power Pack card by card. Put the first 3 cards with <power type> icons in Hand. May keep duplicates. Reshuffle Power Pack.

<b>Offensive:</b>	Y	<b>Defensive:</b>	N	<b>1° Target:</b>	PLAYER	<b>2° Target:</b>	None
<b>Attack:</b>	N	<b>Supplemental:</b>	N				

**How to Play Offensively:** As a single card targeting Player. Player's Offensive Action phase is over, and Opponent's Defensive Action phase begins. If not negated, effect takes place. This Special is then discarded.

**Effect:** Player must sort through Draw Pile and put the first 3 cards with <power type> icon in Hand. Duplicates are kept, but unusable cards are discarded. Player's Draw Pile is then reshuffled.

===== ZY =====

**Basic Text:** Play on Target Character as an attack. For remainder of battle, Target Character may not attack unless Opponent also discards 2 cards per attack. Cards may be Placed or in Hand.

<b>Offensive:</b>	Y	<b>Defensive:</b>	N	<b>1° Target:</b>	Opponent's Character [FL]	<b>2° Target:</b>	None
<b>Attack:</b>	Y	<b>Supplemental:</b>	N				

**How to Play Offensively:** As a single card targeting 1° Target. Player's Offensive Action phase is over, and Opponent's Defensive Action phase begins. If not negated, effect takes place.

**Effect (UEOB):** During Opponent's Offensive Action phase, 1° Target can only attack if 2 cards from collective pool of cards in Opponent's Hand and placed on Opponent's Team are discarded at the same time as the attack is made.

===== ZZ =====

**Basic Text:** Negate the effect of any 1 Special card. This card may be Placed. If Placed, may only negate an "Any Hero/Character" Special.

<b>Offensive:</b>	Y	<b>Defensive:</b>	Y	<b>1° Target:</b>	PLAYER	<b>2° Target:</b>	None
					Initiator		
					Player's Teammate		
					Player's Team		
					Player's Battlesite		
<b>Attack:</b>	N	<b>Supplemental:</b>	N	OPPONENT			
				Opponent's Character			
				Opponent's Team			
				Opponent's Battlesite			

**How to Play Offensively:**

**Option 1)** Played from Player's Hand as a single card targeting 1° Target, if there is a Special with effect on listed 1° Targets or acting as a Hit on Player's Team and Battlesite. Player's Offensive Action phase is over, and Opponent's Defensive Action phase begins. If not negated, effect takes place. This Special is then discarded.

**Effect:** Player's choice of Special with effect on or Special acting as a Hit on 1° Target is discarded. Any effects produced by the Special is lifted.

**Option 2)** Played when placed as a single card targeting 1° Target, if there is an Any Hero/Character Special with effect on listed 1° Targets or acting as a Hit on Player's Team and Battlesite. Player's Offensive Action phase is over, and Opponent's Defensive Action phase begins. If not negated, effect takes place. This Special is then discarded.

**Effect:** Player's choice of Any Hero/Character Special with effect on or Special acting as a Hit on 1° Target is discarded. Any effects produced by the Special is lifted.

**Additional Notes:** If used to remove a Special after the turn on which the Special was played, then any other benefits that might have been attained are not negated. For example, if an AE Special combined with a Power card hits the Player's Character and the Player chose not to block the attack with the AO Special, later in the Battle, if the AO Special is used to negate the AE Special, only the AE Special is removed from the hits, not the Power card that it was combined with.

**How to Play Defensively:**

**Option 1)** If played from Player's Hand, as a single card; or together with a Supplemental Defensive Special, when an Opponent's Team plays Offensive Special on 1° Target. Effect takes place. This Special is then discarded.

**Effect:** The Special played by the Opponent's Team is discarded, along with any cards the Special may have been played together with. Effect of the Special played by Opponent's Team does not take place.

**Option 2)** If played when placed, as a single card; or together with a Supplemental Defensive Special, when an Opponent's Team plays Offensive Any Hero/Character Special on 1° Target. Effect takes place. This Special is then discarded.

**Effect:** The Any Hero/Character Special played by the Opponent's Team is discarded, along with any cards the Special may have been played together with. Effect of the Special played by Opponent's Team does not take place.

**Additional Notes:** If a Special indicates that it cannot be defended by a Special card, then a Negate cannot be used to defend the attack (although it may be used afterwards offensively to negate the effect). If a Special card indicates that it can only be defended by a specific type of card (and does not mention negates), then a negate Special cannot be used to defend.

# RULES FOR USAGE OF EVENTS CARDS

## Introduction to Events Rules

**Card Positioning**—All Events cards played by Player are always positioned in area designated for “Player’s Cards with Effect on Both Player and Opponent”.

### == Card Use Restriction ==

**Basic Text:** No cards with an <power type> icon may be used to attack this battle.

<b>1<sup>o</sup> Target:</b>	Player’s Team	<b>2<sup>o</sup> Target:</b>	Opponent’s Team
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**How to Play:** Effect takes place during Battle. This Event is discarded at end of Battle.

**Effect (UEOB):** During Player’s Offensive Action phase, Player’s Team may not use cards with <power type> icon to attack. During Opponent’s Offensive Action phase, Opponent’s Team may not use cards with <power type> icon to attack.

#### Examples:

Fatal Attractions - Shockwave Rocks The World! No cards with an Energy icon may be used to attack this battle.

Separation Anxiety - Imprisoned For Science. No cards with a Fighting icon may be used to attack this battle.

Annihilation Affair - Chaos At Gamma Base! No cards with a Strength icon may be used to attack this battle.

**Variant Text 1:** No <power type> Power cards may be played this battle. Affected Power cards are not discarded.

<b>1<sup>o</sup> Target:</b>	Player’s Team	<b>2<sup>o</sup> Target:</b>	Opponent’s Team
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**How to Play:** Effect takes place during Battle. This Event is discarded at end of Battle.

**Effect (UEOB):** During Player’s Offensive and Defensive Action phases, Player’s Team may not use <power type> Power cards. During Opponent’s Offensive and Defensive Action phases, Opponent’s Team may not use <power type> Power cards. Affected Power cards are not discarded.

#### Examples:

The Crossing - Avengers Attack Headquarters. No Energy Power cards may be played this battle. Affected Power cards are not discarded.

Infinity Gauntlet - Silver Tongued Devil. No Fighting Power cards may be played this battle. Affected Power cards are not discarded.

Age Of Apocalypse - Mutant Rebels Held Captive! No Strength Power cards may be played this battle. Affected Power cards are not discarded.

Assault On Onslaught - On The Move. No Intellect Power cards may be played this battle. Affected Power cards are not discarded.

Race Against Crime - File #661216.01 No Intellect Power cards may be played this battle. Affected Power cards are not discarded.

**Variant Text 2:** No <card type> cards may be played this battle. (Affected <card type> cards are not discarded.)

<b>1<sup>o</sup> Target:</b>	Player’s Team	<b>2<sup>o</sup> Target:</b>	Opponent’s Team
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**How to Play:** Effect takes place during Battle. This Event is discarded at end of Battle.

**Effect (UEOB):** During Player’s Offensive and Defensive Action phases, Player’s Team may not play <card type>. During Opponent’s Offensive and Defensive Action phases, Opponent’s Team may not play <card type>. Affected Card Types are not discarded.

#### Examples:

Age Of Apocalypse - Infinite Army Scatters! No Teamwork Universe cards may be played this battle.

The Coming Of Galactus - Herald Betrays Galactus. No Universe: Ally cards may be played this battle.

Dark Phoenix Saga - Battle On The Moon! No Universe cards may be played this battle.

Fatal Attractions - Down But Not Out! No Special cards may be played this battle. Affected Specials are not discarded.

Infestation Incident - Caught Off Guard! No Training Universe cards may be played this battle.

Infinity Gauntlet - Gods Of Stone! No Any Hero Specials may be played this battle.

Maximum Carnage - Symbiotic Hero Captured! No One Per Deck cards may be played this battle.

Might Over Mind - File #179603.11 No Teamwork Universe cards may be played this battle.

Separation Anxiety - Caught By Surprise. No placed cards may be played this battle.

Shattered Image - Entropy Field... No Activator cards may be played this battle.

Sins Of The Future - Assassination Attempt! No cards that affect Hits in the Permanent Record or from the Current Battle may be played this battle.

**Variant Text 3:** No cards that have the word <word> may be played this battle.

<b>1<sup>o</sup> Target:</b>	Player’s Team	<b>2<sup>o</sup> Target:</b>	Opponent’s Team
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**How to Play:** Effect takes place during Battle. This Event is discarded at end of Battle.

**Effect (UEOB):** During Player’s Offensive and Defensive Action phases, Player’s Team may not play cards with the word <card type>. During Opponent’s Offensive and Defensive Action phases, Opponent’s Team may not play cards with the word <card type>. Affected cards are not discarded.

**Additional Notes:** Specified word cannot be used if located anywhere on the card.

#### Examples:

The Crossing - Time Travellers Vanquished. No cards that have the word "teammate" may be played this battle.

Eye Of The Storm - File #061906.05 No cards with the word "Avoid" may be played this battle.

Shattered Image - Gen 13 Vs. The Regulators... No cards with the word "Negate" may be played this battle.

Shattered Image - Spawn Spies... No cards with the word "Draw" may be played this battle.

**Variant Text 4:** Only Teamwork Universe cards that act as Strength attacks may be played this battle.

<b>1<sup>o</sup> Target:</b>	Player's Team	<b>2<sup>o</sup> Target:</b>	Opponent's Team
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**How to Play:** Effect takes place during Battle. This Event is discarded at end of Battle.

**Effect (UEOB):** During Player's Offensive Action phase, Player's Team may not play Teamwork Universe cards unless they act as Strength attacks. During Opponent's Offensive Action phase, Opponent's Team may not play Teamwork Universe cards unless they act as Strength attacks.

**Additional Notes:** MultiPower Teamwork Universe cards are permitted only if they are declared as Strength attacks.

**Examples:**

Might Over Mind - File #179603.08 Only Teamwork Universe cards that act as Strength attacks may be played this battle.

### == Card Use Modification ==

**Basic Text:** All Special cards in your hand may be played by any Hero, for remainder of battle.

<b>1<sup>o</sup> Target:</b>	Player's Team	<b>2<sup>o</sup> Target:</b>	Opponent's Team
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**How to Play:** Effect takes place during Battle. This Event is discarded at end of Battle.

**Effect (UEOB):** Any Special card in Player's Hand may be played by 1<sup>o</sup> Targets, regardless of whether they are normally usable. Any Special card in Opponent's Hand may be played by 2<sup>o</sup> Targets, regardless of whether they are normally usable.

**Additional Notes:** Any Special cards with game lasting effects stay in effect until targeted Character is KO'd.

**Examples:**

Assault On Onslaught - Fighting Spirit Lives! All Special cards in your hand may be played by any Hero, for remainder of battle.

**Variant Text 1:** All Power cards may be played by any Front Line Character this battle.

<b>1<sup>o</sup> Target:</b>	Player's Team [FL]	<b>2<sup>o</sup> Target:</b>	Opponent's Team [FL]
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**How to Play:** Effect takes place during Battle. This Event is discarded at end of Battle.

**Effect (UEOB):** Any Power card may be played by 1<sup>o</sup> and 2<sup>o</sup> Targets, regardless of whether they are usable.

**Examples:**

Shattered Image - Witchblade On The Scene... All Power cards may be played by any Front Line Character this battle.

**Variant Text 2:** All attacks [with a <power type> icon]/[from each Teamwork card] must be made against the same Front Line Character this battle, until Character is KO'd.

<b>1<sup>o</sup> Target:</b>	Opponent's Character [FL]	<b>2<sup>o</sup> Target:</b>	Player's Character [FL]
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**How to Play:** Player declares 1<sup>o</sup> Target, and Opponent declares 2<sup>o</sup> Target. Effect takes place during Battle. This Event is discarded at end of Battle.

**Effect (UEOB):** During Player's Offensive Action phase, all attacks with a <power type> icon or from a Teamwork card (as specified) must be made against 1<sup>o</sup> Target, until 1<sup>o</sup> Target is KO'd. During Opponent's Offensive Action phase, all attacks with a <power type> icon or from a Teamwork card (as specified) must be made against 2<sup>o</sup> Target, until 2<sup>o</sup> Target is KO'd.

**Examples:**

Race Against Crime - File #661216.10 All attacks with an Energy icon must be made against the same Front Line Character this battle, until Character is KO'd.

The Coming Of Galactus - Galactic Busy Work. All attacks made with a Strength icon must be made against the same Front Line character this battle, until Character is KO'd.

Dark Phoenix Saga - Marshaling Forces. All attacks from each Teamwork card must be made against the same Front Line character this battle, until character is KO'd.

### == Card Function Modification ==

**Basic Text:** All level 1 Power Card attacks cannot be blocked this battle.

<b>1<sup>o</sup> Target:</b>	Player's Team	<b>2<sup>o</sup> Target:</b>	Opponent's Team
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**How to Play:** Effect takes place during Battle. This Event is discarded at end of Battle.

**Effect (UEOB):** During Player's Defensive Action phase, level 1 Power card attacks made on 1<sup>o</sup> Target cannot be blocked. During Opponent's Defensive Action phase, level 1 Power card attacks made on 2<sup>o</sup> Target cannot be blocked.

**Additional notes:** Power card attacks may still be avoided or shifted.

**Examples:**

Infinity Gauntlet - Cosmic Sneak Attack! All level 1 Power Card attacks cannot be blocked this battle.

Into The Depths - File #271266.04 All level 1 Power card attacks cannot be blocked this battle.

**Variant Text 1:** Level 1 Intellect Power cards may be used to avoid any numerical attack this battle.

<b>1<sup>o</sup> Target:</b>	Player's Team	<b>2<sup>o</sup> Target:</b>	Opponent's Team
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**How to Play:** Effect takes place during Battle. This Event is discarded at end of Battle.

**Effect (UEOB):** During Player's Defensive Action phase, level 1 Intellect Power cards may be used to avoid any Numerical attack made on 1<sup>o</sup> Target. During Opponent's Defensive Action phase, level 1 Intellect Power cards may be used to avoid any Numerical attack made on 2<sup>o</sup> Target.

**Examples:**

Into The Depths - File #271266.02 Level 1 Intellect Power cards may be used to avoid any numerical attack this battle.

**Variant Text 1:** Activator cards may be exchanged for any Special card beneath a Battlesite for remainder of battle.

<b>1<sup>o</sup> Target:</b>	Player's Team	<b>2<sup>o</sup> Target:</b>	Opponent's Team
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**How to Play:** Effect takes place during Battle. This Event is discarded at end of Battle.

**Effect (UEOB):** Activator cards used by 1<sup>o</sup> Targets may be exchanged for any Special card beneath Player's Battlesite. Activator cards used by 2<sup>o</sup> Targets may be exchanged for any Special card beneath Opponent's Battlesite.

**Examples:**

The Coming Of Galactus - Everyone Has A Part To Play. Activator cards may be exchanged for any Special card beneath a Battlesite for remainder of battle.

**== Hit Removal ==**

**Basic Text:** Remove 1 hit from the Permanent Record of all Heroes (with an Inherent Ability)

<b>1<sup>o</sup> Target:</b>	Player's Team	<b>2<sup>o</sup> Target:</b>	Opponent's Team
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**How to Play:** Effect takes place during "Event Management" phase. This Event is then discarded.

**Effect:** 1 Hit is removed from Permanent Record of 1<sup>o</sup> and 2<sup>o</sup> Targets (which may have to have an Inherent Ability if specified).

**Examples:**

Any Mission - Sovereign Seven. Remove one hit from the Permanent Record of all characters with an Inherent Ability.

Maximum Carnage - Miracle Worker Alive! Remove 1 hit from the Permanent Record of all Heroes.

**Variant Text 1:** Remove all hits with an <power type> icon from the Permanent Record of all Heroes.

<b>1<sup>o</sup> Target:</b>	Player's Team	<b>2<sup>o</sup> Target:</b>	Opponent's Team
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**How to Play:** Effect takes place during "Event Management" phase. This Event is then discarded.

**Effect:** All Hits with <power type> icon are removed from Permanent Record of 1<sup>o</sup> and 2<sup>o</sup> Targets.

**Examples:**

Dark Phoenix Saga - Phoenix Rises From Ashes! Remove all hits with an Energy icon from the Permanent Record of all Heroes.

Sins Of The Future - Rude Awakening! Remove all hits with a Fighting icon from the Permanent Record of all Heroes.

Infestation Incident - Second Wind Remove all hits with a Strength icon from the Permanent Record of all Heroes.

**Variant Text 2:** For each Mission card in the Defeated Missions Pile, remove 1 hit from the Permanent Record of any Hero.

<b>1<sup>o</sup> Target:</b>	Player's Character	<b>2<sup>o</sup> Target:</b>	Opponent's Character
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**How to Play:** Player declares 1<sup>o</sup> Target, and Opponent declares 2<sup>o</sup> Target. Effect takes place during "Event Management" phase. This Event is then discarded.

**Effect:** 1 Hit is removed from Permanent Record of 1<sup>o</sup> Targets for each Mission card in Player's Defeated Mission Pile. 1 Hit is removed from Permanent Record of 2<sup>o</sup> Targets for each Mission card in Opponent's Defeated Mission Pile.

**Examples:**

The Crossing - Avengers Assemble! For each Mission card in the Defeated Missions Pile, remove 1 hit from the Permanent Record of any Hero.

**== Hit Management ==**

**Basic Text:** Remove 1 hit from the Permanent Record of one Character, and put it in the Permanent Record of any teammate.

<b>1<sup>o</sup> Target:</b>	Player's Character	<b>2<sup>o</sup> Target:</b>	Player's Teammate
<b>3<sup>o</sup> Target:</b>	Opponent's Character	<b>4<sup>o</sup> Target:</b>	Opponent's Teammate

**How to Play:** Player declares 1<sup>o</sup> and 2<sup>o</sup> Targets, and Opponent declares 3<sup>o</sup> and 4<sup>o</sup> Targets. Effect takes place during "Event Management" phase. This Event is then discarded.

**Effect:** 1 Hit from Permanent Record of 1<sup>o</sup> Target is moved to Permanent Record of 2<sup>o</sup> Target. 1 Hit from Permanent Record of 3<sup>o</sup> Target is moved to Permanent Record of 4<sup>o</sup> Target.

**Examples:**

Into The Depths - File #271266.10 Remove 1 hit from the Permanent Record of one Character, and put it in the Permanent Record of any teammate.

**Variant Text 1:** Exchange all Hits in the Permanent Record of one character with all Hits in the Permanent Record of any Front Line teammate.

<b>1<sup>o</sup> Target:</b>	Player's Character	<b>2<sup>o</sup> Target:</b>	Player's Teammate [FL]
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<b>3<sup>o</sup> Target:</b>	Opponent's Character	<b>4<sup>o</sup> Target:</b>	Opponent's Teammate [FL]
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**How to Play:** Player declares 1<sup>o</sup> and 2<sup>o</sup> Targets, and Opponent declares 3<sup>o</sup> and 4<sup>o</sup> Targets. Effect takes place during "Event Management" phase. This Event is then discarded.

**Effect:** All Hits from Permanent Record of 1<sup>o</sup> and 2<sup>o</sup> Targets are exchanged. All Hits from Permanent Record of 3<sup>o</sup> and 4<sup>o</sup> Targets are exchanged.

**Examples:**

Secret Wars - Empathic Healing. Exchange all Hits in the Permanent Record of one character with all Hits in the Permanent Record of any Front Line teammate.

**Variant Text 2:** All hits in the Permanent Record of all Front Line Heroes are moved to the Permanent Record of one Front Line Hero.

<b>1<sup>o</sup> Target:</b>	Player's Team [FL]	<b>2<sup>o</sup> Target:</b>	Player's Character
<b>3<sup>o</sup> Target:</b>	Opponent's Team [FL]	<b>4<sup>o</sup> Target:</b>	Opponent's Character

**How to Play:** Player must declare 2<sup>o</sup> Target, and Opponent must declare 4<sup>o</sup> Target. Effect takes place during "Event Management" phase. This Event is then discarded.

**Effect:** All Hits from Permanent Records of 1<sup>o</sup> Targets are moved to Permanent Record of 2<sup>o</sup> Target. All Hits from Permanent Records of 3<sup>o</sup> Targets are moved to Permanent Record of 4<sup>o</sup> Target.

**Examples:**

Age Of Apocalypse - Martyr For The Cause. All hits in the Permanent Record of all Front Line Heroes are moved to the Permanent Record of one Front Line Hero.

**Basic Text:** All Hits from the Current Battle are discarded at the end of the battle, and do not get added to the Permanent Record.

<b>1<sup>o</sup> Target:</b>	Player's Team	<b>2<sup>o</sup> Target:</b>	Opponent's Team
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**How to Play:** Effect takes place at "Team Management" phase, when this Event is discarded.

**Effect:** All Hits on Hits to Current Battle of 1<sup>o</sup> Targets and 2<sup>o</sup> Targets are discarded, and are not moved to Permanent Record.

**Additional Notes:** Characters that are KO'd during Battle remain KO'd.

**Examples:**

Infinity Gauntlet - Heroes Resurrected! All Hits from the Current Battle are discarded at the end of the battle, and do not get added to the Permanent Record

**== Bonuses ==**

**Basic Text:** All Tactic cards with a <power type> icon are +1 this battle.

<b>1<sup>o</sup> Target:</b>	Player's Team	<b>2<sup>o</sup> Target:</b>	Opponent's Team
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**How to Play:** Effect takes place during Battle. This Event is discarded at end of Battle.

**Effect (UEOB):** During Player's Offensive and Defensive Action phases, all Tactic: DoubleShot cards with a <power type> icon used by Player's Team receive a bonus of +1. During Opponent's Offensive and Defensive Action phases, all Tactic: DoubleShot cards with a <power type> icon used by Opponent's Team receive a bonus of +1. Bonuses do not apply to the Power card used together with the Tactic: DoubleShot card, and do not count to damage or Venture Total.

**Examples:**

Fatal Attractions - Misguided Efforts. All Tactic cards with an Energy icon are +1 this battle.

Maximum Carnage - Short-Circuited! All Tactic cards with a Fighting icon are +1 this battle.

The Coming Of Galactus - Coordinated Effort. All Tactic cards with an Intellect icon are +1 this battle.

**Variant Text 1:** All Universe card bonuses receive an additional +1 this battle.

<b>1<sup>o</sup> Target:</b>	Player's Team	<b>2<sup>o</sup> Target:</b>	Opponent's Team
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**How to Play:** Effect takes place during Battle. This Event is discarded at end of Battle.

**Effect (UEOB):** All bonuses listed on Basic, Training and Teamwork Universe cards used by 1<sup>o</sup> and 2<sup>o</sup> Targets receive an additional bonus of +1. Bonuses do not count to damage or Venture Total.

**Examples:**

The Crossing - Otherworldly Plot All Universe card bonuses receive an additional +1 this battle.

Eye Of The Storm - File #061906.01 All Universe card bonuses receive an additional +1 this battle.

**Variant Text 2:** All Power Cards are +1 when used for defense this battle.

<b>1<sup>o</sup> Target:</b>	Player's Team	<b>2<sup>o</sup> Target:</b>	Opponent's Team
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**How to Play:** Effect takes place during Battle. This Event is discarded at end of Battle.

**Effect (UEOB):** During Player's Offensive and Defensive Action phases, all Power cards used by Player's Team receive a bonus of +1. During Opponent's Offensive and Defensive Action phases, all Power cards used by Opponent's Team receive a bonus of +1. Bonuses do not count to damage or Venture Total.

**Examples:**



Infestation Incident - Protect The Queen! All Power Cards are +1 when used for defense this battle.

**Variante Text 3:** All Inherent Abilities that have a + to attack/defense receive an additional +1 this battle.

<b>1º Target:</b>	Player's Team	<b>2º Target:</b>	Opponent's Team
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**How to Play:** Effect takes place during Battle. This Event is discarded at end of Battle.

**Effect (UEOB):** During Player's Offensive and Defensive Action phases, all Tactic: DoubleShot cards with a <power type> icon used by Player's Team receive a bonus of +1. During Opponent's Offensive and Defensive Action phases, all Tactic: DoubleShot cards with a <power type> icon used by Opponent's Team receive a bonus of +1. Bonuses do not count to damage or Venture Total.

**Examples:**

The Brave And The Bold - Aquaman Vs. Deep Six. All Inherent Abilities that have a + to defense receive an additional +1 this battle.

The Brave And The Bold - Darkseid's Elite. All Inherent Abilities that have a + to attack receive an additional +1 this battle.

**Variante Text 3:** All Choose one of opponent's Front Line characters. All attacks against chosen character are at +1 this battle.

<b>1º Target:</b>	Opponent's Character	<b>2º Target:</b>	Player's Character
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**How to Play:** Player declares 1º Target, and Opponent declares 2º Target. Effect takes place during Battle. This Event is discarded at end of Battle.

**Effect (UEOB):** During Player's Offensive Action phases, all attacks made on 1º Target receive a bonus of +1. During Opponent's Offensive Action phases, all attacks made on 2º Target receive a bonus of +1. Bonuses do not count to damage or Venture Total.

**Examples:**

The Brave And The Bold - Blue Beetle Vs. Glorious Godfrey. Choose one of opponent's Front Line characters. All attacks against chosen character are at +1 this battle.

Secret Wars - Ambushed! Choose one of opponent's Front Line characters. All attacks on chosen character are at +1 for remainder of battle.

### == Character Management ==

**Basic Text:** Move the Reserve character to the Front Line this battle. Return that character to Reserve at the end of the battle.

<b>1º Target:</b>	Player's Character [R]	<b>2º Target:</b>	Opponent's Character [R]
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**How to Play:** If either Player or Opponent have a character in Reserve, otherwise this Event is discarded without effect taking place. If not discarded, effect takes place at "Events Resolution" phase. This Event is discarded at end of Battle.

**Effect (UEOB):** 1º Target is moved to Player's Front Line. 2º Target is moved to Opponent's Front Line. During "Team Management" phase, 1º and 2º Targets move back to Reserve unless there will be fewer than 3 Characters on Front Line.

**Examples:**

The Brave And The Bold - Green Arrow, Black Canary, Amazing Grace. Move the Reserve character to the Front Line this battle. Return that character to Reserve at the end of the battle.

Fatal Attractions - A Call To Arms Move the Reserve Hero to the Front Line this battle. Return that Hero to Reserve at the end of the battle.

Maximum Carnage - Friends And Allies Move the Reserve Hero to the Front Line this battle. Return that Hero to Reserve at the end of the battle.

Might Over Mind - File #179603.06 Move the Reserve Character to the Front Line this battle. Return that Character to Reserve at the end of the battle.

**Variante Text 1:** Switch any front line Hero with the reserve Hero.

<b>1º Target:</b>	Player's Character [FL]	<b>2º Target:</b>	Player's Teammate [R]
<b>3º Target:</b>	Opponent's Character [FL]	<b>4º Target:</b>	Opponent's Teammate [R]

**How to Play:** if either Player or Opponent have a character in Reserve, Player declares 1º Target, and Opponent declares 3º Target, otherwise this Event is discarded without effect taking place. If not discarded, effect takes place at "Events Resolution" phase. This Event is then discarded.

**Effect:** 1º Target is moved to Player's Reserve, and 2º Target is moved to Player's Front Line. 3º Target is moved to Opponent's Reserve, and 4º Target is moved to Opponent's Front Line.

**Additional Notes:** All Targets are not moved back to their original positions.

**Examples:**

SINS OF THE FUTURE - MUTANTS IN HIDING! Switch any front line Hero with the reserve Hero.

RACE AGAINST CRIME - File #661216.09 Switch any Front Line Hero with the Reserve Hero.

**Variante Text 2:** One Front Line character of your choice is immediately KO'd. Reserve character immediately moves into play. Card is discarded if it will end game.

<b>1º Target:</b>	Player's Character [FL]	<b>2º Target:</b>	Player's Teammate [R]
<b>3º Target:</b>	Opponent's Character [FL]	<b>4º Target:</b>	Opponent's Teammate [R]

**How to Play:** If both Player and Opponent have at least two active Characters each, Player declares 1<sup>o</sup> Target, and Opponent declares 3<sup>o</sup> Target, otherwise this Event is discarded without effect taking place. If not discarded, effect takes place at “Events Resolution” phase. This Event is then discarded.

**Effect:** 1<sup>o</sup> Target is discarded to Player’s Defeated Characters Pile, and 2<sup>o</sup> Target (if available) is moved to Player’s Front Line. 3<sup>o</sup> Target is discarded into Opponent’s Defeated Characters Pile, and 4<sup>o</sup> Target (if available) is moved to Opponent’s Front Line.

**Examples:**

The Brave And The Bold - Batman Vs. Kanto. One Front Line character of your choice is immediately KO'd. Reserve character immediately moves into play. Card is discarded if it will end game.

The Crossing - Heroes Avenge Murder. One Front Line Hero of your choice is immediately KO'd. Reserve Hero immediately moves into play. Card is discarded if it will end game.

**Variante Text 3:** Resurrect 1 KO'd Hero. If 3 Heroes are still in play, resurrected Hero is placed in Reserve.

<b>1<sup>o</sup> Target:</b>	Player’s Character [KO'd]	<b>2<sup>o</sup> Target:</b>	Opponent’s Character [KO'd]
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**How to Play:** Player declares 1<sup>o</sup> Target, and Opponent declares 2<sup>o</sup> Target, if Player or Opponent has at least one KO'd Character in respective Defeated Characters Pile, otherwise this Event is discarded without effect taking place. If not discarded, effect takes place at “Events Resolution” phase. This Event is then discarded.

**Effect:** 1<sup>o</sup> and 2<sup>o</sup> Targets becomes active. If Player has 3 active Front Line Characters, 1<sup>o</sup> Target is positioned in Player’s Reserve. If Opponent has 3 active Front Line Characters, 2<sup>o</sup> Target is positioned in Opponent’s Reserve.

**Examples:**

Infinity Gauntlet - Mad God Raises Dead! Resurrect 1 KO'd Hero. If 3 Heroes are still in play, resurrected Hero is placed in Reserve.

**== Character Action Restriction ==**

**Basic Text:** Choose 1 Front Line Hero that cannot play any cards or be attacked this battle.

<b>1<sup>o</sup> Target:</b>	Player’s Character [FL]	<b>2<sup>o</sup> Target:</b>	Opponent’s Character [FL]
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**How to Play:** Player declares 1<sup>o</sup> Target, and Opponent declares 2<sup>o</sup> Target. Effect takes place during Battle. This Event is discarded at end of Battle.

**Effect (UEOB):** 1<sup>o</sup> and 2<sup>o</sup> Targets may not play any cards. During Player’s Offensive Action phase, 2<sup>o</sup> Target may not be attacked. During Opponent’s Offensive Action phase, 1<sup>o</sup> Target may not be attacked.

**Examples:**

Annihilation Affair - Hostage Crisis! Choose 1 Front Line Hero that cannot play any cards or be attacked this battle.

Might Over Mind - File #179603.04 Choose 1 Front Line Hero that cannot play any cards or be attacked this battle.

**Variante Text 1:** Choose 1 of opponent's Front Line Characters. Chosen Character may not play Specials this battle. Affected Specials are not discarded.

<b>1<sup>o</sup> Target:</b>	Opponent’s Character [FL]	<b>2<sup>o</sup> Target:</b>	Player’s Character [FL]
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**How to Play:** Player declares 1<sup>o</sup> Target, and Opponent declares 2<sup>o</sup> Target. Effect takes place during Battle. This Event is discarded at end of Battle.

**Effect (UEOB):** 1<sup>o</sup> and 2<sup>o</sup> Targets may not play Special cards.

**Examples:**

Might Over Mind - File #179603.01 Choose 1 of opponent's Front Line Characters. Chosen Character may not play Specials this battle. Affected Specials are not discarded.

**Variante Text 2:** Choose one Front Line character. Chosen character may not attack opponent's chosen character. Event is ignored if either player has only 1 Front Line character.

<b>1<sup>o</sup> Target:</b>	Player’s Character [FL]	<b>2<sup>o</sup> Target:</b>	Opponent’s Character [FL]
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**How to Play:** If Player and Opponent have more than 1 Front Line character each, Player declares 1<sup>o</sup> Target, and Opponent declares 2<sup>o</sup> Target, otherwise Event is discarded. If not discarded, effect takes place during Battle. This Event is discarded at end of Battle.

**Effect (UEOB):** During Player’s Offensive Action phase, 1<sup>o</sup> Target may not attack 2<sup>o</sup> Target. During Opponent’s Offensive Action phase, 2<sup>o</sup> Target may not attack 1<sup>o</sup> Target.

**Examples:**

Secret Wars – Charmed. Choose one Front Line character. Chosen character may not attack opponent's chosen character. Event is ignored if either player has only 1 Front Line character.

**Variante Text 2:** Choose 1 Front Line Character. Chosen Character must discard all Placed cards and cannot Place any cards this battle.

<b>1<sup>o</sup> Target:</b>	Player’s Character [FL]	<b>2<sup>o</sup> Target:</b>	Opponent’s Character [FL]
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**How to Play:** Player declares 1<sup>o</sup> Target, and Opponent declares 2<sup>o</sup> Target. Effect takes place during “Hand Management” phase. This Event is then discarded.

**Effect:** All cards placed on 1<sup>o</sup> and 2<sup>o</sup> Targets are discarded. No cards may be placed on 1<sup>o</sup> and 2<sup>o</sup> Targets.

**Examples:**

Separation Anxiety - Parting Such Sweet Sorrow Choose 1 Front Line Character. Chosen Character must discard all Placed cards and cannot Place any cards this battle.

**Variante Text 3:** No attacks may be moved from the Target Character to another Character this battle.

<b>1<sup>o</sup> Target:</b>	Player's Team	<b>2<sup>o</sup> Target:</b>	Opponent's Team
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**How to Play:** Effect takes place during Battle. This Event is discarded at end of Battle.

**Effect (UEOB):** During Player's Defensive Action phase, attack made on 1<sup>o</sup> Target may not be shifted from 1<sup>o</sup> Target. During Opponent's Defensive Action phase, attack made on 2<sup>o</sup> Target may not be shifted from 2<sup>o</sup> Target.

**Additional Notes:** Shifting may be a result of effects from Specials, Artifacts, Aspects, etc.

**Examples:**

Shattered Image - Cyberforce Vs. The Mercs... No attacks may be moved from the Target Character to another Character this battle.

### == Character Action Modification ==

**Basic Text:** Any attack made on a Front Line Hero may be moved to Reserve Hero, who may defend.

<b>1<sup>o</sup> Target:</b>	Player's Team [FL]	<b>2<sup>o</sup> Target:</b>	Player's Character [R]
<b>3<sup>o</sup> Target:</b>	Opponent's Team [FL]	<b>4<sup>o</sup> Target:</b>	Opponent's Character [R]

**How to Play:** If Player or Opponent have a Character in Reserve, otherwise this Event is discarded. If not discarded, effect takes place during Battle. This Event is discarded at end of Battle.

**Effect (UEOB):** During Player's Defensive Action phase, attack made on 1<sup>o</sup> Target may be shifted to 2<sup>o</sup> Target. During Opponent's Defensive Action phase, attack made on 3<sup>o</sup> Target may be shifted to 4<sup>o</sup> Target.

**Examples:**

Dark Phoenix Saga - Hellfire Club Attacked! Any attack made on a Front Line Hero may be moved to Reserve Hero, who may defend.

**Variante Text 1:** All Heroes KO'd this battle may continue to fight and are not discarded until the end of the battle.

<b>1<sup>o</sup> Target:</b>	Player's Team [KO'd]	<b>2<sup>o</sup> Target:</b>	Opponent's Team [KO'd]
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**How to Play:** Effect takes place during Battle. This Event is discarded at end of Battle.

**Effect (UEOB):** Any Characters KO'd during this Battle are not discarded and may continue to fight until end of Battle.

**Examples:**

Infestation Incident - Alien Creature Rampages! All Heroes KO'd this battle may continue to fight and are not discarded until the end of the battle.

**Variante Text 2:** Reserve Character may use Power cards to defend any Front Line Character this battle.

<b>1<sup>o</sup> Target:</b>	Player's Team [FL]	<b>2<sup>o</sup> Target:</b>	Player's Character [R]
<b>3<sup>o</sup> Target:</b>	Opponent's Team [FL]	<b>4<sup>o</sup> Target:</b>	Opponent's Character [R]

**How to Play:** If Player or Opponent has a Character in Reserve, otherwise this Event is discarded. If not discarded, effect takes place during Battle. This Event is discarded at end of Battle.

**Effect (UEOB):** During Player's Defensive Action phase, 2<sup>o</sup> Target may use Power cards playable by 2<sup>o</sup> Target to defend attack made on 1<sup>o</sup> Target. During Opponent's Defensive Action phase, 4<sup>o</sup> Target may use Power cards playable by 4<sup>o</sup> Target to defend attack made on 3<sup>o</sup> Target.

**Examples:**

Eye Of The Storm - File #061906.08 Reserve Character may use Power cards to defend any Front Line Character this battle.

Separation Anxiety - Breakout. Reserve Hero may use Power Cards to defend any front line Hero this battle.

**Variante Text 3:** Reserve hero can play Specials from Reserve this battle.

<b>1<sup>o</sup> Target:</b>	Player's Character [R]	<b>2<sup>o</sup> Target:</b>	Opponent's Character [R]
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**How to Play:** If Player or Opponent has a Character in Reserve, otherwise this Event is discarded. If not discarded, effect takes place during Battle. This Event is discarded at end of Battle.

**Effect (UEOB):** During Player's Offensive and Defensive Action phase, 1<sup>o</sup> Target may play Special cards from Reserve. During Opponent's Offensive and Defensive Action phase, 2<sup>o</sup> Target may play Special cards from Reserve.

**Examples:**

Annihilation Affair - Special Delivery. Reserve hero can play Specials from Reserve this battle.

### == Mission Management ==

**Basic Text:** Move all Mission cards currently in the <Mission Pile> Pile into the Reserve Missions Pile.

<b>1<sup>o</sup> Target:</b>	PLAYER	<b>2<sup>o</sup> Target:</b>	OPPONENT
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**How to Play:** Effect takes place during “Event Management” phase. This Event is then discarded.

**Effect:** All Mission cards currently in Player's <Mission Pile> Pile are moved into Player's Reserve Missions Pile. All Mission cards currently in Opponent's <Mission Pile> Pile are moved into Opponent's Reserve Missions Pile.

**Examples:**

Age Of Apocalypse - Rebel Forces Regroup! Move all Mission cards currently in the Lost Missions Pile into the Reserve Missions Pile.  
 Eye Of The Storm - File #061906.02 Move all Mission cards currently in the Completed Missions Pile into the Reserve Missions Pile.

**Variante Text 1:** Players must Venture two Mission cards this battle. Event is ignored if both players cannot Venture two Mission cards.

<b>1<sup>o</sup> Target:</b>	PLAYER	<b>2<sup>o</sup> Target:</b>	OPPONENT
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**How to Play:** If Player and Opponent are both able to Venture two Mission cards, otherwise this Event is discarded. If not discarded, effect takes place during "Mission Venture" phase. This Event is then discarded.

**Effect:** Player and Opponent must both Venture two Mission Cards.

**Examples:**

The Coming Of Galactus - Desperate Gamble. Players must Venture two Mission cards this battle. Event is ignored if both players cannot Venture two Mission cards.

**Variante Text 2:** Take two cards from Hand and set aside. Play battle under normal rules. At end of battle, reveal chosen cards. Player with higher total may move 1 Mission card from the Defeated Missions Pile to the Completed Missions Pile.

<b>1<sup>o</sup> Target:</b>	PLAYER	<b>2<sup>o</sup> Target:</b>	OPPONENT
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**How to Play:** Effect takes place during "Event Management" phase. This Event is discarded at end of Battle.

**Effect:** Two cards from Player's Hand are put into "cards affecting Player/Player's Team area" face down. Two cards from Opponent's Hand are put into "cards affecting Opponent/Opponent's Team area" face down. At end of Battle, Sub-Effect takes place.

**Sub-Effect:** Cards set aside are revealed. Numerical values of Player's and Opponent's cards are added up. If Player has a higher total value, 1 Mission card is moved from Player's Defeated Missions Pile to Completed Missions Pile. If Opponent has a higher total value, 1 Mission card is moved from Opponent's Defeated Missions Pile to Completed Missions Pile.

**Examples:**

Shattered Image - Mighty Man To The Rescue... Take two cards from Hand and set aside. Play battle under normal rules. At end of battle, reveal chosen cards. Player with higher total may move 1 Mission card from the Defeated Missions Pile to the Completed Missions Pile.

**== Venture Total Management ==**

**Basic Text:** All <power type> Power cards do not count in the Venture Total for this battle.

<b>1<sup>o</sup> Target:</b>	PLAYER	<b>2<sup>o</sup> Target:</b>	OPPONENT
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**How to Play:** Effect takes place during "Battle Resolution" phase. This Event is then discarded.

**Effect:** All <power type> Power cards on Opponent's Hits to Current Battle do not count to Player's Venture Total. All <power type> Power cards on Player's Hits to Current Battle do not count to Opponent's Venture Total.

**Examples:**

Into The Depths - File #271266.07 All Strength Power cards do not count in the Venture Total for this battle.  
 Secret Wars - Keeps Going & Going. MultiPower Power cards do not count in the Venture total for this battle.

**Variante Text:** For each Character KO'd this battle, that Character's Team is +3 to Venture Total.

<b>1<sup>o</sup> Target:</b>	PLAYER	<b>2<sup>o</sup> Target:</b>	OPPONENT
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**How to Play:** Effect takes place during "Battle Resolution" phase. This Event is then discarded.

**Effect:** Player's Venture Total is increased by 3 for each of Player's Characters KO'd during this Battle. Opponent's Venture Total is increased by 3 for each of Opponent's Characters KO'd during this Battle.

**Examples:**

The Crossing - Rebirth! For each Character KO'd this battle, that Character's Team is +3 to Venture Total.

**== Hand Management ==**

**Basic Text:** Sort through Draw Pile card by card. Put the first card with [an <power type>] / [more than one] icon in your hand. May be a duplicate. Reshuffle Draw Pile.

<b>1<sup>o</sup> Target:</b>	PLAYER	<b>2<sup>o</sup> Target:</b>	OPPONENT
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**How to Play:** Effect takes place during "Event Management" phase. This Event is then discarded.

**Effect:** Player sorts through Player's Draw Pile and put first card with <power type> icon or more than one icon as specified in Player's Hand, which may be a duplicate. Player's Draw Pile is reshuffled. Opponent sorts through Opponent's Draw Pile and put first card with <power type> icon or more than one icon in Opponent's Hand, which may be a duplicate. Opponent's Draw Pile is reshuffled.

### Examples:

Separation Anxiety - Symbiotic Achilles Heel. Sort through Draw Pile card by card. Put the first card with an Energy icon in your hand. May be a duplicate. Reshuffle Draw Pile.  
Sins Of The Future - One Step Closer. Sort through Draw Pile card by card. Put the first card with a Strength icon in your hand. May be a duplicate. Reshuffle Draw Pile.  
Assault On Onslaught - Fuel For The Machine. Sort through Draw Pile card by card. Put the first card with more than one icon in your hand. May be a duplicate. Reshuffle Draw Pile.

**Variante Text 1:** Sort through the Power Pack and choose any two cards. Reshuffle Power Pack. Put two chosen cards in your hand. May not be duplicates.

<b>1º Target:</b>	PLAYER	<b>2º Target:</b>	OPPONENT
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**How to Play:** Effect takes place during "Event Management" phase. This Event is then discarded.  
**Effect:** Player looks through Player's Draw Pile and puts any two cards in Player's Hand, which may not be duplicates. Player's Draw Pile is reshuffled. Opponent looks through Opponent's Draw Pile and puts any two cards in Opponent's Hand, which may not be duplicates. Opponent's Draw Pile is reshuffled.

### Examples:

Annihilation Affair - Heroic Standoff! Sort through the Power Pack and choose any two cards. Reshuffle Power Pack. Put two chosen cards in your hand. May not be duplicates.

**Variante Text 2:** Draw 3 additional cards. All duplicates must still be discarded.

<b>1º Target:</b>	PLAYER	<b>2º Target:</b>	OPPONENT
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**How to Play:** Effect takes place during "Event Management" phase. This Event is then discarded.  
**Effect:** Player draws 3 cards from Player's Draw Pile. Opponent draws 3 cards from Opponent's Draw Pile. Duplicates are discarded at "Hand Management" phase.

### Examples:

Infestation Incident - Here Comes The Cavalry! Draw 3 additional cards. All duplicates must still be discarded.

**Variante Text 3:** Before discarding, take one card from your hand and put it on the bottom of the Draw Pile.

<b>1º Target:</b>	PLAYER	<b>2º Target:</b>	OPPONENT
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**How to Play:** Effect takes place during "Event Management" phase. This Event is then discarded.  
**Effect:** Player takes one card from Player's Hand and puts in on bottom of Player's Draw Pile. Opponent takes one card from Opponent's Hand and puts in on bottom of Opponent's Draw Pile.

### Examples:

Assault On Onslaught - Do Or Die! Before discarding, take one card from your hand and put it on the bottom of the Draw Pile.

**Variante Text 4:** For remainder of Battle, after Venturing, if one player either draws or discards cards, Placed or in Hand, then other player must draw or discard an equal number of cards, either Placed or in Hand.

<b>1º Target:</b>	PLAYER	<b>2º Target:</b>	OPPONENT
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**How to Play:** Effect takes place during Battle. This Event is discarded at end of Battle.  
**Effect:** If effect from any card (except for this Event) requires Player to draw or discard cards, Placed on Player's Team or in Player's Hand, then Opponent must draw or discard the same number of cards, Placed on Opponent's Team or in Opponent's Hand. If effect from any card (except for this Event) requires Opponent to draw or discard cards, Placed on Opponent's Team or in Opponent's Hand, then Player must draw or discard the same number of cards, Placed on Player's Team or in Player's Hand.

### Examples:

Any Mission - To Save The World! For remainder of Battle, after Venturing, if one player either draws or discards cards, Placed or in Hand, then other player must draw or discard an equal number of cards, either Placed or in Hand.

## == Hand Reveal ==

**Basic Text:** After Placing, reveal any # card(s) in your hand (that contains a <power type> icon) to your opponent.

<b>1º Target:</b>	PLAYER	<b>2º Target:</b>	OPPONENT
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**How to Play:** Effect takes place at "Mission Venture" phase. This Event is then discarded.  
**Effect:** # cards from Player's Hand (which may have to contain a <power type> icon as specified) are placed into Player's Revealed Hand. # cards from Opponent's Hand (which may have to contain a <power type> icon as specified) are placed into Opponent's Revealed Hand.

### Examples:

Sins Of The Future - Path Of Destruction! After Placing, reveal any 1 card in your hand that contains a Strength icon to your opponent.  
Annihilation Affair - Deep Cover Operative. After Placing, reveal any 1 card in your hand that contains an Intellect icon to your opponent.  
Assault On Onslaught - Spy Discovered! After placing, reveal any 4 cards in your hand to your opponent.

## == Card Pile Management ==

**Basic Text:** Reshuffle the Power Pack and Dead Pile into the Draw Pile.

<b>1º Target:</b>	PLAYER	<b>2º Target:</b>	OPPONENT
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**How to Play:** Effect takes place during “Event Resolution” phase. This Event is then discarded.

**Effect:** Player’s Power Pack and Dead Pile are shuffled back into Player’s Draw Pile. Opponent’s Power Pack and Dead Pile are shuffled back into Opponent’s Draw Pile.

**Examples:**

Dark Phoenix Saga - New Lease On Life. Reshuffle the Power Pack and Dead Pile into the Draw Pile.

**Variante Text 1:** Sort through the Draw Pile and choose any four cards. Reshuffle Draw Pile. Put four chosen cards on top of Draw Pile.

<b>1º Target:</b>	PLAYER	<b>2º Target:</b>	OPPONENT
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**How to Play:** Effect takes place during “Event Resolution” phase. This Event is then discarded.

**Effect:** Player sorts through Player’s Draw Pile and chooses four cards and puts them aside. Player’s Draw Pile is reshuffled, and four chosen cards are placed on top of Player’s Draw Pile. Opponent sorts through Opponent’s Draw Pile and chooses four cards and puts them aside. Opponent’s Draw Pile is reshuffled, and four chosen cards are placed back on top of Opponent’s Draw Pile.

**Examples:**

Fatal Attractions - The Best Laid Plans... Sort through the Draw Pile and choose any four cards. Reshuffle Draw Pile. Put four chosen cards on top of Draw Pile.

**Variante Text 1:** Discard 3 cards from the top of the Draw Pile into the Dead Pile.

<b>1º Target:</b>	PLAYER	<b>2º Target:</b>	OPPONENT
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**How to Play:** Effect takes place during “Event Resolution” phase. This Event is then discarded.

**Effect:** 3 cards are discarded from top of Player’s Draw Pile into Player’s Dead Pile. 3 cards are discarded from top of Opponent’s Draw Pile into Opponent’s Dead Pile.

**Examples:**

Maximum Carnage - Let The Silence Speak! Discard 3 cards from the top of the Draw Pile into the Dead Pile.

### == Card Placing Permission / Restriction ==

**Basic Text:** For remainder of battle, each Player may either take his turn or Place 1 card.

<b>1º Target:</b>	PLAYER	<b>2º Target:</b>	OPPONENT
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**How to Play:** Effect takes place during Battle. This Event is discarded at end of Battle.

**Effect (UEOB):** During Player’s Offensive Action phase, Player may place 1 card on Player’s Team (following normal card placing rules) instead of making an Offensive Action. During Opponent’s Offensive Action phase, Opponent may place 1 card on Opponent’s Team (following normal card placing rules) instead of making an Offensive Action.

**Examples:**

Age Of Apocalypse - Timewarper! For remainder of battle, each Player may either take his turn or Place 1 card.

**Variante Text 1:** All cards that can be placed to a Character, excluding Reserve, must be placed in this battle. Unplaceable cards remain in hand.

<b>1º Target:</b>	PLAYER	<b>2º Target:</b>	OPPONENT
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**How to Play:** Effect takes place during “Event Resolution” phase. This Event is then discarded.

**Effect:** All cards in Player’s Hand that can be placed on Player’s Front Line Characters (following normal card placing rules) must be placed. All cards in Opponent’s Hand that can be placed on Opponent’s Front Line Characters (following normal card placing rules) must be placed. Unplaceable cards remain in Hand.

**Examples:**

Into The Depths - File #271266.09 All cards that can be placed to a Character, excluding Reserve, must be placed in this battle. Unplaceable cards remain in hand.

**Variante Text 1:** No cards may be Placed this battle.

<b>1º Target:</b>	PLAYER	<b>2º Target:</b>	OPPONENT
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**How to Play:** Effect takes place during “Hand Management” phase. This Event is then discarded.

**Effect:** Player and Opponent may not Place cards.

**Examples:**

Secret Wars - Caught Unaware! No cards may be Placed this battle.

**Variante Text 2:** "Any Hero" Specials, excluding BQ, may be placed this battle. If placed, only that Character may use the Special.

<b>1º Target:</b>	PLAYER	<b>2º Target:</b>	OPPONENT
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**How to Play:** Effect takes place during “Hand Management” phase. This Event is then discarded.



**Effect:** Player may place “Any Hero” Specials (excluding BQ) in Player’s Hand on Player’s Team. Opponent may place “Any Hero” Specials (excluding BQ) in Opponent’s Hand on Opponent’s Team. “Any Hero” Specials placed can only be used by the Character it is placed on.

**Examples:**

Race Against Crime - File #661216.06 "Any Hero" Specials, excluding BQ, may be placed this battle. If placed, only that Character may use the Special.

**== Discarding Cards ==**

**Basic Text:** Discard all placed <card type> cards. (No <card type> cards may be played this battle.)

<b>1º Target:</b>	Player’s Team	<b>2º Target:</b>	Opponent’s Team
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**How to Play:** Effect takes place at “Mission Venture” phase. This Event is then discarded.

**Effect:** All <card type> cards placed on 1º Targets and 2º Targets are discarded. If specified, sub-effect takes place.

**Sub-effect (UEOB):** No <card type> cards may be played by Player’s Team and Opponent’s Team, if specified.

**Examples:**

Any Mission - Hideout Discovered! Discard all placed Teamwork Universe cards. No Teamwork Universe cards may be played this battle.

Age Of Apocalypse - Strategy Destroyed! Discard all placed cards.

Dark Phoenix Saga - Shi’ar Power Play. Discard all placed Power cards.

Fatal Attractions - Hospital Becomes War Zone! Discard all placed Universe cards.

Sins Of The Future - Mutants Neutralized. Discard all placed Special cards.

**Variant Text 1:** Discard all MultiPower cards.

<b>1º Target:</b>	PLAYER	<b>2º Target:</b>	OPPONENT
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**How to Play:** Effect takes place during “Hand Management” phase. This Event is then discarded.

**Effect:** Player may place “Any Hero” Specials (excluding BQ) in Player’s Hand on Player’s Team. Opponent may place “Any Hero” Specials (excluding BQ) in Opponent’s Hand on Opponent’s Team. “Any Hero” Specials placed can only be used by the Character it is placed on.

**Examples:**

Annihilation Affair – Sabotage. Discard all MultiPower cards.

**Variant Text 2:** Do not discard any duplicates (Special cards) for this battle.

<b>1º Target:</b>	PLAYER	<b>2º Target:</b>	OPPONENT
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**How to Play:** Effect takes place during “Hand Management” phase. This Event is then discarded.

**Effect:** Duplicates (which may be of Special cards if specified) in Player’s and Opponent’s Hand are not discarded. Unusable cards must still be discarded.

**Examples:**

Eye Of The Storm - File #061906.10 Do not discard any duplicates for this battle.

Separation Anxiety - Symbiotic Samples Taken. Do not discard any duplicates for this battle.

Secret Wars - At Last, Control! Do not discard any duplicate Special cards this battle.

**Variant Text 3:** Draw two cards after the Discard Phase. Do not discard if duplicates.

<b>1º Target:</b>	PLAYER	<b>2º Target:</b>	OPPONENT
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**How to Play:** Effect takes place at “Mission Venture” phase. This Event is then discarded.

**Effect:** Player draws two cards from Player’s Draw Pile. Opponent draws two cards from Opponent’s Draw Pile. Duplicates are not discarded.

**Examples:**

Assault On Onslaught - Helping Hands. Draw two cards after the Discard Phase. Do not discard if duplicates.

**Variant Text 4:** For each Mission card in the Defeated Missions Pile, draw 1 additional card. Discard if duplicate.

<b>1º Target:</b>	PLAYER	<b>2º Target:</b>	OPPONENT
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**How to Play:** Effect takes place during “Event Management” phase. This Event is then discarded.

**Effect:** For each Mission card in Player’s Defeated Missions Pile, 1 addition card is drawn from Player’s Draw Pile. For each Mission card in Opponent’s Defeated Missions Pile, 1 addition card is drawn from Opponent’s Draw Pile. Duplicates are discarded.

**Examples:**

Race Against Crime - File #661216.04 For each Mission card in the Defeated Missions Pile, draw 1 additional card. Discard if duplicate.

**Variant Text 5:** Randomly choose two cards from opponent’s hand. Opponent must discard chosen cards to Dead Pile.

<b>1º Target:</b>	PLAYER	<b>2º Target:</b>	OPPONENT
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**How to Play:** Effect takes place during “Event Management” phase. This Event is then discarded.

**Effect:** Player chooses two cards from Opponent's Hand; chosen cards are discarded to Opponent's Dead Pile. Opponent chooses two cards from Player's Hand; chosen cards are discarded to Player's Dead Pile.

**Examples:**

Infestation Incident - Monsters Attack! Randomly choose two cards from opponent's hand. Opponent must discard chosen cards to Dead Pile.

**== Player and Opponent Action Modification / Restriction ==**

**Basic Text:** Player with more Hits in the Permanent Record of his Front Line characters goes first this battle.

<b>1º Target:</b>	PLAYER	<b>2º Target:</b>	OPPONENT
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**How to Play:** Effect takes place at the beginning of Battle. This Event is then discarded.

**Effect:** If Player has a greater number of Hits on Permanent Record of Front Line Characters, then Player has the first Offensive Action phase. If Opponent has a greater number of Hits on Permanent Record of Front Line Characters, then Opponent has the first Offensive Action phase.

**Examples:**

The Coming Of Galactus - Heroic Effort. Player with more Hits in the Permanent Record of his Front Line characters goes first this battle.

**Variant Text 1:** Each player may not concede until they have taken 1 Turn.

<b>1º Target:</b>	PLAYER	<b>2º Target:</b>	OPPONENT
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**How to Play:** Effect takes place during Battle. This Event is discarded at end of Battle.

**Effect (UEOB):** Player and Opponent may not concede before the Battle, and until they have each taken at least 1 turn.

**Examples:**

Infinity Gauntlet - Witness To The Horrors! Each player may not concede until they have taken 1 Turn.

**Variant Text 2:** Continue this battle with no venture, and no conceding.

<b>1º Target:</b>	PLAYER	<b>2º Target:</b>	OPPONENT
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**How to Play:** Effect takes place during "Mission Venture" phase. This Event is discarded at end of Battle.

**Effect:** Player and Opponent may not Venture any Mission cards. Sub-effect takes place during Battle.

**Sub-effect (UEOB):** Player and Opponent may not concede.

**Examples:**

Maximum Carnage - Lambs To The Slaughter. Continue this battle with no venture, and no conceding.

# RULES FOR INHERENT ABILITIES

**== Grid Attack Bonus ==**

**Basic Text:** +# to attack vs. Characters with <power type> Power Grid 7 or 8"

<b>1º Target:</b>	Initiator	<b>2º Target:</b>	None
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**Effect takes place:** During Battle.

**Effect:** During Player's Offensive Action phase, any Numerical attack receives a bonus of # if made on a Character with a <power type> Rating of 7 or 8.

**Additional Notes:** Bonus does not to damage or Venture Total. For purposes of determining if a Character's Power Grid qualifies, look only at the printed Value on the Power Grid. Do not include any modifications to the Power Grid as a result of Specials cards, Artifact cards or Inherent Abilities.

**Examples (Characters):**

- Havok (7-3-4-5) +1 to all attacks vs. Characters with Energy Power Grid 7 or 8.
- Hulk: Mr. Fix-It (2-6-6-6) +1 to all attacks vs. Characters with Strength Power Grid 7 or 8.
- Ka-Zar (1-7-5-5) +1 to all attacks vs. Characters with Fighting Power Grid 7 or 8.
- Rapture (5-7-2-3) +1 to all attacks vs. Characters with Intellect Power Grid 7 or 8.

**== Mission Attack Bonus ==**

**Basic Text:** +# to attack if opponent has 4, 5 or 6 Mission cards in <Mission Pile Name> Missions Pile.

<b>1º Target:</b>	Initiator	<b>2º Target:</b>	None
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**Effect takes place:** During Battle.

**Effect:** During Player's Offensive Action phase, any Numerical attack receives a bonus of # if Opponent has 4-6 Mission cards in <Mission Pile Name> Missions Pile.

**Additional Notes:** Bonus does not count to damage or Venture Total. Cards that have been ventured from a particular Mission Pile do not count as cards that are in that pile.

**Examples (Characters):**

Scorpion (5-5-7-2) +1 to attack if opponent has 4, 5, or 6 Mission cards in Completed Pile.

### == Damage Venture Bonus ==

**Basic Text:** +1 to Venture Total for each Hit in <Initiator>'s Hits to Current Battle.

<b>1<sup>o</sup> Target:</b>	Initiator	<b>2<sup>o</sup> Target:</b>	None
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**Effect takes place:** During "Battle Resolution" phase.

**Effect:** For each Hit on Initiator's Hits to Current Battle

**Additional Notes:** Bonus does not count to damage or Venture Total. Cards that have been ventured from a particular Mission Pile do not count as cards that are in that pile.

**Examples (Characters):**

Ice-man: The Ice-Man (7-5-3-3) +1 to Venture Total for each Hit in Ice-man: The Ice-Man's Hits to Current Battle.

### == Attack Anti-Shift ==

**Basic Text:** Attacks made with <power type> Power cards may not be moved or shifted from Target Character.

<b>1<sup>o</sup> Target:</b>	Initiator	<b>2<sup>o</sup> Target:</b>	None
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**Effect takes place:** During Battle.

**Effect:** During Opponent's Defensive Action phase, any attack made on Opponent's Team with <power type> Power cards may not be shifted from targeted Character. Shifting can occur due to effects from other cards (e.g. Specials, Artifacts, Inherent Abilities, etc.).

**Examples (Characters):**

Bastion (3-2-4-7) May play any 'Sentinels' Special cards. Attacks made with Intellect Power cards may not be moved or shifted from Target Character.

Colossus: Age Of Apocalypse (2-5-7-3) Attacks made with Strength Power cards may not be moved or shifted from Target Character.

Goblyn Queen (7-5-2-5) "Attacks made with Energy Power cards may not be moved or shifted from Target Character.

Typhoid Mary (5-7-3-2) "Attacks made with Fighting Power cards may not be moved or shifted from Target Character.

### == Restricted Defense ==

**Basic Text:** Attacks made with Power cards may not be defended using Activator cards.

<b>1<sup>o</sup> Target:</b>	Initiator	<b>2<sup>o</sup> Target:</b>	None
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**Effect takes place:** During Battle.

**Effect:** During Opponent's Defensive Action phase, any attack made Opponent's Team with Power cards may not be defended with Activator Specials.

**Examples (Characters):**

Spider-Girl (4-6-5-3) Attacks made with Power cards may not be defended using Activator cards.

### == Additional Bonus ==

**Basic Text:** Teammate's/Team's/<Initiator>'s <card type> Universe card bonuses are an additional +#.

<b>1<sup>o</sup> Target:</b>	Initiator	<b>2<sup>o</sup> Target:</b>	None
	Player's Teammates		
	Player's Team		

**Effect takes place:** During Battle, if Initiator is on Front Line.

**Effect:** When used by 1<sup>o</sup> Target as specified, <Card type> Universe cards receive an additional bonus of # as specified.

**Additional Notes:** Unless the Inherent Ability specifies otherwise, it only affects the character with the ability, not the entire team. Bonus does not count to Damage or Venture Total.

**Examples (Characters):**

Banshee (7-5-3-5) Teammates' Training card bonuses are an additional +1.

Forge (5-5-3-7) Team Basic Universe card bonuses are an additional +1

Hawkman (4-6-6-4) Basic Universe card bonuses are an additional +2.

Martian Manhunter (4-4-7-5) Teammates' Training card bonus' are an additional +1.

Ra's Al Ghul Sword Master (4-7-4-5) Basic Universe cards are an additional +1 when used by Ra's Al Ghul.

**Examples (Homebases):**

Department H Department H Team's Universe: Teamwork card bonuses are an additional +1.

**Variant Text 1:** <Homebase> Team's Universe: Training cards are an additional +1 to attack, +2 to defense.

<b>1<sup>o</sup> Target:</b>	Player's Team	<b>2<sup>o</sup> Target:</b>	None
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**Effect takes place:** During Battle, if Initiator is on Front Line.

**Effect:** During Player's Offensive Action phase, Universe: Training cards receive an additional bonus of 1 when used to attack by Player's Team. During Player's Offensive Action phase, Universe: Training cards receive an additional bonus of 2 when used to defend by Player's Team.

**Examples (Homebases):**

Concrete Jungle The Concrete Jungle Team's Universe: Training cards are an additional +1 to attack, +2 to defense.

**Variant Text 2:** All of Opponent's Universe: Teamwork Card attacks are -1

<b>1º Target:</b>	Opponent's Team	<b>2º Target:</b>	None
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**Effect takes place:** During Battle, if Initiator is on Front Line.

**Effect:** When used by 1º Target as specified, Universe: Teamwork cards receive a penalty of # as specified.

**Examples (Homebases):**

Fall's Edge Compound All of Opponent's Universe: Teamwork Card attacks are -1

**Variant Text 3:** All of Opponent's Universe: Teamwork Card Bonuses are +0.

<b>1º Target:</b>	Opponent's Team	<b>2º Target:</b>	None
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**Effect takes place:** During Battle, if Initiator is on Front Line.

**Effect:** When used by 1º Target as specified, the bonus on Universe: Teamwork cards is equivalent to 0, regardless of what is written on the card.

**Additional Notes:** Any additional bonuses granted by other cards can still be added on to the Universe: Teamwork card.

**Examples (Homebases):**

Madripor All of Opponent's Universe: Teamwork Card Bonuses are +0.

**== Special/Aspect Access ==**

**Basic Text:** May Play any <Character> Special cards.

<b>1º Target:</b>	Initiator	<b>2º Target:</b>	None
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**Effect Takes Place:** Always.

**Effect:** Initiator may use and have placed on him/her Special which belong to Character specified.

**Additional Notes:** Even specified Character is not on Player's Team, Specials belonging to this Character can be included in the deck. However, even though these Special cards are usable by Initiator, they are not considered as Specials belonging to the Initiator. Special cards still may not be played unless Initiator is on Front Line, or if an effect from another card grants Initiator the ability to play from Reserve.

**Examples (Characters):**

Bastion (3-2-4-7) May play any 'Sentinels' Special cards. Attacks made with Intellect Power cards may not be moved or shifted from Target Character.

Batman Detective (4-4-4-8) Batman may play Comm. Gordon & G.C.P.D. 'Sting Operation' Special.

Beta Ray Bill (5-4-7-6) May play any 'Thor' Special cards.

Beyonder (i-i-i-i) May play any Special cards.

Black Canary (3-7-3-5) May Place and play any Hero Intellect Ally cards.

Black King (3-3-6-7) May play any Hellfire Club Special Cards.

Callisto (2-6-3-5) May play any 'Morlocks' Special cards. May play 'Caliban' from Reserve.

Crystal (7-4-3-3) May play any Inhumans Special Cards.

Daemonite Voodoo (3-6-7-2) May play any Voodoo Specials

Dark Beast (1-6-5-7) May play any Beast Specials.

Dark Beast (1-6-5-7) Dark Beast may play any Beast Specials.

Deathbird (3-7-3-3) May play any 'Shi'ar' Special cards. May defend Front Line with Power cards from Reserve.

Donald Pierce (4-2-6-7) May play any 'Reavers' Special cards.

Doppelganger (1-3-6-0) Doppelganger may play any Spider-Man Specials.

Doppelganger (3-6-6-1) May play any Spider-Man Specials.

Falcon (3-6-5-4) May Place and play any Fighting Basic Universe card.

Future Backlash (6-4-3-7) May play any Backlash Specials

Golden Age Wolverine (3-7-4-5) May play any Wolverine Special Cards.

Storm: Neutralized (1-6-4-5) May play any 'Morlocks' non-One-Per-Deck Special cards.

Superpatriot (3-6-7-2) May play any 'Captain America' Special cards.

Team X (5-7-6-5) May play any Non-One-Per-Deck Wolverine, Sabretooth, or Maverick Special Cards.

X-Men: Original Team (7-2-4-5) May play any 'Professor X' One-Per-Deck Special cards.

**Exceptions:**

The following characters should not be considered to have an Inherent Ability - they are clones, not variants: Future Backlash, Daemonite Voodoo, and Golden Age Wolverine.

Beyonder may only use Special cards that are included in Player's Deck, which can only include Specials that are useable (or can be made useable with effects from Specials and Inherent Abilities) by Characters on Player's Team.

**Variant Text:** May place and play <Aspect name> Aspect.

<b>1º Target:</b>	Initiator	<b>2º Target:</b>	None
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**Effect Takes Place:** Always.

**Effect:** Initiator may use and have placed on him/her specified Aspect card.

**Additional Notes:** Aspect card still may not be played unless Initiator is on Front Line, or if an effect from another card grants Initiator the ability to play from Reserve.

**Examples (Characters):**

Expediter (2-5-2-7) May place and play "Warp Chamber" Aspect.

### == Power Card Bonus ==

**Basic Text:** [<Initiator>]/[<Homebase>'s Team] (<power type>) Power cards are +/-# (when used for offense/defense) (vs. any Character with a Villian Code) (if 'Social Outcast' is in play).

<b>1<sup>o</sup> Target:</b>	Initiator	<b>2<sup>o</sup> Target:</b>	None
	Player's Team		

**Effect takes place:** During Battle.

**Effect:** When used by 1<sup>o</sup> Target as specified, Power cards (which may have to be of <power type> if specified) receive a bonus or penalty of # as specified, when used under a specific condition as specified. Bonus (or penalty) does not count to Damage or Venture Total.

**Examples (Characters):**

- Batman Avenger (4-8-4-4) Batman's MultiPower cards are +1 vs. any Character with a Villain code
- Black Cat (3-6-3-4) Power cards are +1 when used for defense.
- Booster Gold (6-4-5-3) Intellect Power cards are +3 when used for defense.
- Catwoman Whiplash (3-7-3-4) Catwoman's Fighting Power cards are +1 vs. any Character with a Hero code.
- Doctor Polaris (6-4-4-6) Power cards are +1 when used for defense.
- Domino (4-7-3-5) Energy Power cards are +2 when used for defense.
- Green Goblin (4-4-6-6) Intellect Power cards are +1 when used to attack.
- Henry Pym (3-4-3-7) MultiPower Power cards are +2 when used for defense.
- Hobgoblin (4-6-6-3) Strength Power cards are +1 when used to attack.
- Killrazor (3-7-5-4) Strength Power cards are +2 when used for defense
- Lizard (2-4-6-6) Power cards are +1 when used to attack.
- Mandarin (7-4-3-5) Fighting Power cards are +2 when used for defense.
- Mojo (6-3-1-6) MultiPower Power cards are +1 when used to attack.
- Mole Man (4-4-2-6) Power cards are +2 for defense if 'Social Outcast' is in play.
- Mystique (5-6-3-6) Fighting Power cards are +1 when used to attack.
- Sauron (6-5-5-5) MultiPower Power cards are +2 when used for defense.
- Shadowhawk (2-5-6-6) Strength Power cards are +2 when attacking any Character with an Energy Power card Hit in their Permanent Record.
- Spider-Woman (6-3-6-4) Energy Power cards are +1 when used to attack.
- Storm (7-5-3-4) Intellect Power cards are +2 when used for defense.

**Examples (Homebases):**

- Coda Island. Coda Island Team's Intellect Power cards are +1 to attack.
- Four Freedoms Plaza. For each Value of 4 or less on Character's Power Grid, Character's Power cards are +1 to defense, & any attack made on FF Plaza character may be moved to any other character.
- Helicarrier. Helicarrier Team's Energy Power Cards are +1 to defense, +3 to defense against any attack from a Battlesite.
- Krakoa. Krakoa Team's Energy Power cards are +1 to attack.
- Landau, Luckman, & Lake. Landau, Luckman, & Lake Team's MultiPower Power cards are +1 to attack.
- Princess Bar. Princess Bar Team's Energy Power cards are +2 to defense.
- Sewer. The Sewer Team's Intellect Power cards +2 for defense.
- Wakanda. Wakanda Team's MultiPower Power cards are -1 to attack.

### == Automatic Venture ==

**Basic Text:** <Initiator>/Team/Opponent is +/-# to Venture Total per battle ([if using <Mission Set> Mission]/[if opponent is using <Mission Set> Mission]).

<b>1<sup>o</sup> Target:</b>	PLAYER	<b>2<sup>o</sup> Target:</b>	None
	OPPONENT		

**Effect Takes Place:** During "Battle Resolution" phase, if Initiator is on Front Line.

**Effect:** Venture Total of 1<sup>o</sup> Target as specified is increased (or decreased if specified) by #, (under specific conditions if specified).

**Additional Notes:** Character must be conscious and on the Front Line at the time that Venture Total is calculated.

**Examples (Characters):**

- Blue Beetle (4-6-4-5) Team is +2 to Venture Total per battle.
- Comm. James Gordon (5-6-4-5) Comm. Gordon & G.C.P.D. are +2 to Venture Total each battle.
- Invisible Woman (6-4-3-6) Team is +2 to Venture Total per battle.
- Longshot (3-7-4-3) Opponent's team is -2 to Venture Total per battle.

**Examples (Homebases):**

- Age Of Apocalypse Age of Apocalypse Team +2 to Venture Total per battle if using Age of Apocalypse Mission with at least 1 Event card.
- Gamma Base Gamma Base Team -2 to Venture Total per battle if opponent is using Annihilation Affair Mission.
- Marvel Universe Opponent's Team is -1 to Venture Total per Battle.
- New York City New York City Team is -3 to Venture Total per Battle.
- Omniverse Opponent's Team is -1 to Venture Total per Battle.

**Variant Text:** Team/Opponent is +/-# to Venture Total when a teammate is K.O.'d.

<b>1<sup>o</sup> Target:</b>	PLAYER	<b>2<sup>o</sup> Target:</b>	None
	OPPONENT		

**Effect Takes Place:** During "Battle Resolution" phase, when any of Player's Teammates is KO'd.

**Effect:** Venture Total of 1<sup>o</sup> Target is increased (or decrease if specified) by # for each of Player's Teammates KO'd during that Battle.

**Examples (Characters):**

- Havok: Mutant X (7-3-4-5) Team +3 to Venture Total when a teammate is K.O.'d.

Landslide (6-4-6-2) Opponent is -3 to Venture Total when Landslide's teammate is K.O.'d.

### == Deckbuilding ==

**Basic Text:** Counts as # points for Tournament Deckbuilding.

<b>1<sup>o</sup> Target:</b>	Initiator	<b>2<sup>o</sup> Target:</b>	None
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**Effect Takes Place:** During Deck Construction.

**Effect:** Initiator's Point Value is equivalent to #.

**Additional Notes:** Once the game begins, even the removal of the Inherent Ability would not cause the character to be "kicked off". Restrictions of what can and cannot be used for defense can be modified with the play of other cards (Specials, Artifacts, etc.).

**Examples (Characters):**

Backlash (5-6-5-6) Counts as 18-Points for Tournament Deckbuilding

Hydra (5-6-5-5) Counts as 17-Points for Tournament Deckbuilding.

Malebolgia (7-4-6-8) Counts as 23 Points for Tournament Deckbuilding. May not use Intellect Power Cards for Defense.

Galactus (8-8-8-8) Counts as 28-Points for Tournament Deckbuilding.

### == Enhanced Avoid ==

**Basic Text:** [<Initiator>]/[<Homebase> Team] may use (<power type 1>) <card type> card to avoid any (<power type 2>) attack.

<b>1<sup>o</sup> Target:</b>	Initiator Player's Team	<b>2<sup>o</sup> Target:</b>	None
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**Effect Takes Place:** During Battle.

**Effect:** During Player's Defensive Action phase, 1<sup>o</sup> Target (as specified) may use a <card type> card (which may have to be of <power type 1> Power Type if specified) to avoid any attack (which may have to be of <power type 2> Power Type if specified).

**Examples (Characters):**

Crux (6-6-2-3) Crux may avoid any attack with a level 1 Intellect Power card.

Taskmaster (3-7-4-5) May use Intellect Power cards to avoid any Fighting attack.

**Examples (Homebases):**

Avengers Mansion. Avengers Mansion Team may use Tactic Doubleshot cards, with normal contribution, to avoid any attack.

### == K.O. Draw ==

**Basic Text:** Draw # card(s) when [<Initiator>]/[<Initiator>'s Teammate] is K.O.'d.

<b>1<sup>o</sup> Target:</b>	Initiator Player's Teammates	<b>2<sup>o</sup> Target:</b>	None
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**Effect Takes Place:** During Battle, when 1<sup>o</sup> Target is KO'd.

**Effect:** Player draws # card(s). Duplicates and unusable cards are discarded.

**Examples (Characters):**

New Warriors (6-6-5-5) Draw 2 Cards from Draw Pile when K.O.'d. Keep Duplicates.

Xaos (7-4-4-1) Draw 1 card when Xaos' teammate is K.O.'d.

### == Grid Defense ==

**Basic Text:** <Power type> Power Grid Rating is 8 for defense.

<b>1<sup>o</sup> Target:</b>	Initiator	<b>2<sup>o</sup> Target:</b>	None
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**Effect Takes Place:** During Battle, if Initiator is on Front Line.

**Effect:** During Defensive Action phase, Initiator's <power type> Rating is equivalent to 8.

**Examples (Characters):**

Captain Mar-Vell (6-6-6-4) Energy Power Grid Rating is 8 for defense.

Reyes (6-2-2-6) Intellect Power Grid Rating is 8 for defense.

Tiffany (6-6-4-4) Fighting Power Grid Rating is 8 for Defense

### == Reserve Motion ==

**Basic Text:** If in Reserve, may move to Front Line during same battle teammate is K.O.'d.

<b>1<sup>o</sup> Target:</b>	Initiator	<b>2<sup>o</sup> Target:</b>	None
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**Effect Takes Place:** When Player's Front Line Character is KO'd.

**Effect:** Initiator immediately moves from Reserve to Front Line.

**Additional Notes:** Player's Front Line Character does not necessarily have to be removed from the Battle, only KO'd.

**Examples (Characters):**

Ripclaw (4-7-5-4) If in Reserve, may move to Front Line during same battle teammate is K.O.'d.

**Examples (Homebases):**

Latveria. Latveria Team's Reserve Character may enter battle immediately upon K.O. of Front Line Character.



### == Attack Reserve ==

**Basic Text:** May attack the Reserve with <power type> (or <power type 2>) Power Cards.

<b>1<sup>o</sup> Target:</b>	Initiator	<b>2<sup>o</sup> Target:</b>	None
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**Effect Takes Place:** During Battle, if Initiator is on Front Line.

**Effect:** During Player's Offensive Action phase, Initiator may attack Opponent's Reserve Character with <power type> (or <power type 2> if specified) Power cards.

**Examples (Characters):**

- Curse (3-5-4-6) May attack the Reserve with Strength Power cards
- Green Arrow (4-7-3-5) May attack the Reserve with Energy Power cards.
- Shadowcat: Age Of Apocalypse (6-6-3-3) May attack the Reserve with Intellect or Strength Power cards.

### == Reserve Card Access ==

**Basic Text:** May play <card type>/<card name> from Reserve.

<b>1<sup>o</sup> Target:</b>	Initiator	<b>2<sup>o</sup> Target:</b>	None
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**Effect Takes Place:** Always, if Initiator is in Reserve.

**Effect:** Initiator may use <card type> cards or <card name> Specials.

**Examples (Characters):**

- Absorbing Man (5-5-7-1) May play 'Molecular Mimic' from Reserve.
- Captain Atom (7-6-4-3) May play Fighting Teamwork cards from Reserve.
- Captain Marvel (5-4-7-2) May play 'Speed of Mercury' from Reserve.
- Cyclops (7-4-4-5) May play 'Fearless Leader' from Reserve.
- Deathbird (3-7-3-3) May play any 'Shi'ar' Special cards. May defend Front Line with Power cards from Reserve.
- Deathlok (4-5-5-6) May play 'Luther Manning' from Reserve.
- Flash (6-6-4-3) May play 'Reap the Whirlind' from Reserve.
- Hawkeye (4-7-4-2) May play 'Dynamite Delivery' from Reserve.
- Jean Grey (7-3-2-4) May play 'Telepathic Unity' from Reserve.
- Kingpin (2-4-5-6) May play Teamwork cards from Reserve.
- Maggot (4-6-4-4) May play 'Slugfest' from Reserve.
- Polaris (7-3-3-4) May attack with Energy Power cards while in Reserve.
- Psycho-Man (5-2-5-6) May play 'Emotion Box' from Reserve.
- Puppet Master (6-3-1-6) May play 'Alicia Masters' from Reserve.
- Serpent Society (3-6-6-3) May play Tactic cards from Reserve.
- Shang Chi: Master Of Kung Fu (2-7-5-5) May play 'Elixir Vitae' from Reserve.
- Silver Sable (4-6-2-6) May play Fighting Teamwork cards from Reserve.
- Strong Guy (3-4-7-3) May play 'Pile It On' from Reserve.
- Sunfire (7-5-4-4) May play 'Solar Flare' from Reserve.
- Two-Face Crimeboss (6-3-3-6) Two-Face may play 'Flip of the Coin' from Reserve.
- Velocity (6-5-2-3) May attack with Power cards while in Reserve
- Vision (5-4-6-6) May play 'Android Endurance' from Reserve.

### == Teamwork Power Type ==

**Basic Text:** May follow up any teammate's Teamwork card attack with a Level 1 Intellect Power card.

<b>1<sup>o</sup> Target:</b>	Initiator	<b>2<sup>o</sup> Target:</b>	None
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**Effect Takes Place:** During Battle, when Player's Teammate plays a Teamwork card, if Initiator is on Front Line.

**Effect:** Follow-up attack to Teamwork card can be made by Initiator with a Level 1 Intellect Power card, regardless of the required skill listed on the Teamwork card, and bonus is still applied.

**Examples (Characters):**

- Overtkill (5-5-7-1) May follow up any teammate's Teamwork card attack with a Level 1 Intellect Power card.

### == Card Duplication ==

**Basic Text:** May have duplicate <card name> Specials.

<b>1<sup>o</sup> Target:</b>	Initiator	<b>2<sup>o</sup> Target:</b>	None
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**Effect Takes Place:** During "Hand Management" phase.

**Effect:** Duplicate <card name> Specials are not discarded, but are still discarded if unusable.

**Examples (Characters):**

- Aquaman (2-5-6-6) May have duplicate 'Allies From The Deep' Specials.
- Brood (3-6-6-4) May have duplicate 'Brood Spawn' Specials.
- Gambit (6-6-4-4) May have duplicate 'Charge Object' Specials.
- Iceman (7-4-4-3) May have duplicate 'Snow Blind' Specials.
- Iron Man: Original Armor (4-3-5-7) May have duplicate 'Radar Warning' Special cards.
- Jubilee (6-4-2-4) May have duplicate 'Blinding Flare' Specials.
- Marrow (2-6-4-4) May have 1 Duplicate 'Bone Snap' Special card.
- Shadowcat (6-3-3-6) May have duplicate 'Ghostly Phase' Specials.
- She Hulk (1-4-7-5) May have duplicate 'Public Defender' Specials.

**Variant Text:** <Homebase>'s Team may keep duplicate Level 2 Power Cards of different Power Types.

<b>1º Target:</b>	Player's Team	<b>2º Target:</b>	None
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**Effect Takes Place:** During "Hand Management" phase.

**Effect:** Duplicate Level 2 Power Cards are not discarded if they are of different Power Type, but are still discarded if unusable.

**Examples (Homebases):**

Vault. The Vault's Team may keep duplicate Level 2 Power Cards of different Power Types.

### == Double Place ==

**Basic Text:** May have 2 (card type) cards Placed. May not be duplicates.

<b>1º Target:</b>	Initiator	<b>2º Target:</b>	None
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**Effect Takes Place:** During "Hand Management" phase.

**Effect:** Initiator may have 2 <card type> cards Placed on him/her, which may not be duplicates.

**Examples (Characters):**

Enforcers (3-6-4-3) May have 2 Special cards Placed. May not be duplicates.

Fairchild (1-4-7-5) May have 2 Universe cards Placed. May not be duplicates

Starjammers (3-7-4-5) May have 2 Power cards placed. May not be duplicates.

### == Teamwork Follow-Up ==

**Basic Text:** May make one or both follow up attacks to any Universe: Teamwork card.

<b>1º Target:</b>	Initiator	<b>2º Target:</b>	None
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**Effect Takes Place:** During Battle, when Player's Teammate or Initiator plays a Teamwork card, if Initiator is on Front Line.

**Effect:** Initiator can make one or both follow-up attacks to the Teamwork card.

**Examples (Characters):**

Multiple Man (6-6-3-3) May make one or both follow up attacks to any Universe: Teamwork card.

### == Location Exclusion ==

**Basic Text:** May not be attacked by any card from a Location.

<b>1º Target:</b>	Initiator	<b>2º Target:</b>	None
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**Effect Takes Place:** During Battle.

**Effect:** During Opponent's Offensive Action phase, Initiator may not be attacked with Activator Specials or Aspect cards.

**Examples (Characters):**

Post (1-6-4-6) May not be attacked by any card from a Location.

### == Conditional K.O. ==

**Basic Text:** May not be Cumulative/Spectrum K.O.'d with <power type> Power cards.

<b>1º Target:</b>	Initiator	<b>2º Target:</b>	None
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**Effect Takes Place:** During Battle.

**Effect:** Cumulative or Spectrum KO event may not occur when 1º Target as specified takes a Hit with <power type> Power cards.

**Additional Notes:** <Power type> Power cards still contribute to Cumulative or Spectrum KO, but cannot be used to trigger the KO event. If any Character satisfies the conditions for both Cumulative and Spectrum KO, then the Character is considered KO'd regardless of what effects are active.

**Examples (Characters):**

Blob (4-5-6-1) May not be Spectrum K.O.'d with Strength Power cards.

Colossus (1-5-7-4) May not be Cumulative K.O.'d with Strength Power cards.

Deadpool (3-7-5-3) May not be Spectrum K.O.'d with MultiPower Power cards.

Elektra (2-7-4-4) May not be Spectrum K.O.'d with Fighting Power cards.

Green Lantern (7-3-4-4) May not be Spectrum K.O.'d with Energy Power cards.

Grifter (4-7-4-4) May not be Spectrum or Cumulative K.O.'d with Universe: Teamwork cards

Human Torch (7-4-4-4) May not be Cumulative K.O.'d with Energy Power cards.

Morph (4-5-3-6) May not be Spectrum K.O.'d with Intellect Power cards.

Mysterio (6-3-4-6) May not be Spectrum K.O.'d with Energy Power cards.

Punisher (3-7-4-4) May not be Cumulative K.O.'d with Fighting Power cards.

Red Skull (3-5-4-7) May not be Cumulative K.O.'d with Intellect Power cards.

Rogue (4-4-7-2) May not be Spectrum K.O.'d with Special cards.

Rogue: Brotherhood Of Evil Mutants (6-5-3-2) May not be Cumulative K.O.'d with Special cards.

X-Babies (5-5-4-1) May not be Spectrum or Cumulative K.O.'d with Power cards

**Variante Text 1:** For every Value of # or less on Character's Power Grid, that Character may not be Spectrum K.O.'d by that Power Type.

<b>1º Target:</b>	Player's Team	<b>2º Target:</b>	None
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**Effect Takes Place:** During Battle.

**Effect:** Cumulative or Spectrum KO event may not occur when 1º Target as specified takes a Hit with a Power Type that that particular Character on Player's Team has a Rating of # or less.

**Additional Notes:** These Power cards still contribute to Cumulative or Spectrum KO, but cannot be used to trigger the KO event. If any Character satisfies the conditions for both Cumulative and Spectrum KO, then the Character is considered KO'd regardless of what effects are active.

**Examples (Homebases):**

Asteroid 'M'. For every Value of 2 or less on Character's Power Grid, that Character may not be Spectrum K.O.'d by that Power Type.

Stark Enterprises. For every Value of 3 or less on Character's Power Grid, that Character may not be Cumulative K.O.'d by that Power Type.

**Variante Text 2:** May only be Spectrum K.O.'d by four Power Types.

<b>1º Target:</b>	Initiator	<b>2º Target:</b>	None
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**Effect Takes Place:** Always.

**Effect:** Initiator needs to be hit by 4 different Power Types to be Spectrum KO'd.

**Examples (Characters):**

Ghost Rider (6-6-6-2) May only be Spectrum K.O.'d by four Power Types.

Mister Miracle (3-5-3-7) May only be Spectrum K.O.'d by four Power Types.

**Variante Text 3:** (<Homebase>'s Team) may only be Cumulative K.O.'d by # or more points.

<b>1º Target:</b>	Initiator Player's Team	<b>2º Target:</b>	None
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**Effect Takes Place:** Always.

**Effect:** Initiator (or Player's Team if specified) will require # points of damage to be Cumulative KO'd.

**Additional Notes:** If any Character satisfies the conditions for both Cumulative and Spectrum KO, then the Character is considered KO'd regardless of what effects are active.

**Examples (Characters):**

Morbius (5-3-6-5) May only be Cumulative K.O.'d by 30 or more points.

**Examples (Homebases):**

"Ship". "Ship" Team Hits to K.O. is 25 points, unless otherwise altered.

**Variante Text 4:** Opponent's MultiPower Power cards do not count for Spectrum K.O. against Ravencroft Team.

<b>1º Target:</b>	Player's Team	<b>2º Target:</b>	None
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**Effect Takes Place:** Always.

**Effect:** MultiPower card hits to not count to Spectrum KO for Player's Team.

**Additional Notes:** If any Character satisfies the conditions for both Cumulative and Spectrum KO, then the Character is considered KO'd regardless of what effects are active.

**Examples (Homebases):**

Ravencroft. Opponent's MultiPower Power cards do not count for Spectrum K.O. against Ravencroft Team.

**Variante Text 5:** Must have a MultiPower card Hit to be K.O.'d.

<b>1º Target:</b>	Initiator	<b>2º Target:</b>	None
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**Effect Takes Place:** Always.

**Effect:** Initiator may not be KO'd unless there is a MultiPower card acting as a Hit on Initiator.

**Additional Notes:** If any Character satisfies the conditions for both Cumulative and Spectrum KO, then the Character is considered KO'd regardless of what effects are active.

**Examples (Homebases):**

Grunge (6-5-4-2) Must have a MultiPower card Hit to be K.O.'d

### == Reserve Defense ==

**Basic Text:** Reserve may defend <Initiator> with Power cards, without Universe.

<b>1º Target:</b>	Initiator	<b>2º Target:</b>	None
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**Effect Takes Place:** During Battle, if there is a Character in Player's Reserve.

**Effect:** During Player's Defensive Action phase, attack made on Initiator may be defended by any of Player's Reserve Characters with Power cards, without use of Universe cards.

**Additional Notes:** Player's Reserve can contribute the Power card to a DoubleShot card played by Initiator if used for defense.

### Examples (Characters):

Dazzler (7-3-3-3) Reserve may defend Dazzler with Power Cards, without Universe.

### == Universe Venture ==

**Basic Text:** <Initiator>'s Basic Universe cards count toward damage and Venture Total.

<b>1º Target:</b>	Initiator	<b>2º Target:</b>	None
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**Effect Takes Place:** During Battle.

**Effect:** When Basic Universe cards are used to attack, and attack hits, the Basic Universe card will act as a Hit with Numerical value of the bonus listed on the Universe card. This Hit has no Power Type (not even Any-Power). Sub-effect takes place at "Battle Resolution" phase.

**Sub-effect:** Player's Venture Total is increased by the total of the values of all bonuses on Universe cards acting as Hits on Opponent's Team.

### Examples (Characters):

Psylocke: Betsy Braddock (6-3-2-5) Psylocke's Basic Universe cards count toward damage and Venture Total.

### == K.O. Venture ==

**Basic Text:** (Opponent's) Team/ +/-# to Venture Total when K.O.'d.

<b>1º Target:</b>	PLAYER OPPONENT	<b>2º Target:</b>	None
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**Effect Takes Place:** During "Battle Resolution" phase of Round that Initiator is KO'd.

**Effect:** Player or Opponent's Venture Total as specified is increased or decreased by #.

### Examples (Characters):

Carnage (5-7-4-2) Team +5 to Venture Total when K.O.'d.

Scarlet Witch (7-3-2-5) Opponent's team -5 to Venture Total when K.O.'d.

### == Fight Duration ==

**Basic Text:** When K.O.'d, <Initiator> may continue to fight and is not discarded until end of battle.

<b>1º Target:</b>	Initiator	<b>2º Target:</b>	None
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**Effect Takes Place:** When Initiator is K.O.'d.

**Effect (UEOB):** Initiator is not discarded and remains active.

**Additional Notes:** Once a character is K.O.'d they will continue to be considered K.O.'d even if a hit is subsequently removed.

### Examples (Characters):

Phoenix (7-5-4-3) When K.O.'d, Phoenix may continue to fight and is not discarded until end of battle.

Silver Samurai (5-7-4-3) When K.O.'d, Phoenix may continue to fight and is not discarded until end of battle.

### == Defensive Shifting ==

**Basic Text:** For each Value of 4 or less on Character's Power Grid, Character's Power cards are +1 to defense, & any attack made on <Homebase> character may be moved to any other character (*errata: if it can be defended utilizing the character's power grids*).

<b>1º Target:</b>	Player's Team	<b>2º Target:</b>	None
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**Effects Take Place:** During Battle.

**Effect:** During Player's Defensive Action phase, any attack made on Player's Team may be shifted to another other character on Player's Team, providing this Character is able to make a defense which requires use of the Power Grid (e.g. using Power Cards, Universe cards and Tactic cards). If the Character is not able to make use of the Power Grid, then the attack may not be shifted.

**Effect 2:** During Player's Defensive Action phase, any Power cards used for defense by a Character on Player's Team's receives a bonus of 1 if the Power Type of the Power card is the same as the Character's Rating in the same Power Type that is less than 4.

### Examples (Homebases):

Four Freedoms Plaza. For each Value of 4 or less on Character's Power Grid, Character's Power cards are +1 to defense, & any attack made on FF Plaza character may be moved to any other character.

### == Reserve Swap ==

**Basic Text:** Before every Discard Phase, <Homebase>'s Team may switch the Reserve Character with any Front line Character.

<b>1º Target:</b>	Player's Team	<b>2º Target:</b>	None
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**Effect Takes Place:** During "Event Management" phase, if there is a Character in Player's Reserve.

**Effect:** Player's Reserve Character may switch positions with any of Player's Front Line Characters.

**Examples (Homebases):**

Hell's Kitchen. Before every Discard Phase. Hell's Kitchen Team may switch the Reserve Character with any Front line Character.

**== Mission Card Setup ==**

**Basic Text:** <Homebase> Team begins game with 6 Mission cards in Reserve Missions Pile and 1 Mission card in Defeated Missions Pile.

<b>1º Target:</b>	PLAYER	<b>2º Target:</b>	None
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**Effect Takes Place:** At onset of game.

**Effect:** Player begins with 1 Mission card in Defeated Missions Pile.

**Examples (Homebases):**

Big Apple. Big Apple Team begins game with 6 Mission cards in Reserve Missions Pile and 1 Mission card in Defeated Missions Pile.

**== Power Card Venture ==**

**Basic Text:** <Homebase>'s <power type> Power Cards are +/-2 to Blue Area Team's Venture Total when they Hit.

<b>1º Target:</b>	PLAYER	<b>2º Target:</b>	None
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**Effect Takes Place:** During "Battle Resolution" phase.

**Effect:** For each <power type> Power Cards that is present on Opponent's Team's Hits from Current Battle, Player's Venture Total is increased or decreased by 2 as specified.

**Examples (Homebases):**

Blue Area Of The Moon. Blue Area Team's Energy Power Cards are -2 to Blue Area Team's Venture Total when they Hit.

Outback. The Outback Team's Intellect Power Cards are an additional +2 to Venture Total when they Hit.

**== Card Type Restriction ==**

**Basic Text:** <Homebase> Team may not play any <card type> cards.

<b>1º Target:</b>	Player's Team	<b>2º Target:</b>	None
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**Effect Takes Place:** During Battle.

**Effect:** Player's Team may not use any <card type> cards.

**Examples (Homebases):**

Daily Bugle. Daily Bugle Team may not play any MultiPower Power cards.

Morlock Tunnels. Morlock Tunnels Team may not use Universe: Training cards.

**Variant Text:** <Homebase> Team may not have a Battlesite.

<b>1º Target:</b>	Player's Team	<b>2º Target:</b>	None
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**Effect Takes Place:** During Deck Construction.

**Effect:** Player's Team may not have a Battlesite.

**Examples (Homebases):**

Sanctum Sanctorum. Sanctum Sanctorum Team may not have a Battlesite.

**== Card Replacement ==**

**Basic Text:** During discard phase, after discarding 1 or more duplicate or unusable cards, sort through Power Pack and draw any 1 card. May not be duplicate.

<b>1º Target:</b>	PLAYER	<b>2º Target:</b>	None
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**Effect Takes Place:** At end of "Hand Management" phase.

**Effect:** Player sorts through Power Pack and draws any 1 card, which may not be a duplicate.

**Examples (Homebases):**

•Cape Citadel. During discard phase, after discarding 1 or more duplicate or unusable cards, sort through Power Pack and draw any 1 card. May not be duplicate.

**Variant Text:** During Discard phase, replace each unusable Power card with 1 card from Draw Pile. Discard Duplicate & Unusable cards.

<b>1º Target:</b>	PLAYER	<b>2º Target:</b>	None
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**Effect Takes Place:** At end of "Hand Management" phase.

**Effect:** For each Power card discarded due to being unusable (not due to being duplicate), Player draws 1 card from Draw Pile. Duplicates and unusable cards are discarded.

**Examples (Homebases):**

Danger Room. During Discard phase, replace each unusable Power card with 1 card from Draw Pile. Discard Duplicate & Unusable cards.

**== Card/Hit Removal ==**

**Basic Text:** During the Discard Phase, [<Homebase> Team]/[Opponent] may remove 1 (<card type> Hit from any Character.

<b>1º Target:</b>	Player's Team	<b>2º Target:</b>	None
	Opponent's Team		

**Effect Takes Place:** During "Hand Management" phase, if there is a Hit (which may have to be a <card type> card) on 1º Target.

**Effect:** 1 Hit (which may have to be a <card type> card) from 1º Target is removed.

**Additional Notes:** Only 1 Hit is removed, not 1 Hit for each character.

**Examples (Homebases):**

Avalon. During the Discard Phase, Opponent may remove 1 Hit from any Character.

Mojoworld. During Discard Phase, Mojoworld Team may remove 1 Special Card Hit from any Character.

Muir Island. During Discard Phase, Muir Island Team may remove 1 Power Card Hit, level 1-2, from any Character.

**Basic Text:** During the Discard Phase, Marvel Manhattan Team may discard 1 Placed card.

<b>1º Target:</b>	Player's Team	<b>2º Target:</b>	None
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**Effect Takes Place:** During "Hand Management" phase, if there is a card Placed on 1º Target.

**Effect:** 1 card placed on 1º Target may be discarded.

**Examples (Homebases):**

Marvel Manhattan. During the Discard Phase, Marvel Manhattan Team may discard 1 Placed card.

### == Hand Reduction ==

**Basic Text:** <Homebase> Team may only draw 7 cards during the Draw phase.

<b>1º Target:</b>	PLAYER	<b>2º Target:</b>	None
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**Effect Takes Place:** During "Hand Management" phase.

**Effect:** Only 7 cards may be drawn by Player from Draw Pile.

**Examples (Homebases):**

Onslaught's Citadel. Onslaught's Citadel Team may only draw 7 cards during the Draw phase.

### == Attack After Concession ==

**Basic Text:** Opponent may make 1 attack after <Homebase> Team has conceded the battle. <Homebase> Team may defend.

<b>1º Target:</b>	Opponent's Team	<b>2º Target:</b>	None
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**Effect Takes Place:** During Battle, if Player concedes.

**Effect:** A Concede Attack circumstance is opened for Opponent. During Opponent's Offensive Action phase of Concede Attack Circumstance, Opponent's Team makes an attack on Player's Team. Corresponding Player's Defensive Action phase allows Player's Team to make a defense.

**Examples (Homebases):**

Savage Land. Opponent may make 1 attack after Savage Land Team has conceded the battle. Savage Land Team may defend.

### == Placement Restrictions ==

**Basic Text:** <Homebase> Team may not Place any <card type> cards.

<b>1º Target:</b>	Player's Team	<b>2º Target:</b>	None
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**Effect Takes Place:** During "Hand Management" phase.

**Effect:** Player's Team may not have any <card type> cards placed on them.

**Additional Notes:** Other cards might be played onto individual characters that expand what they can place. These cards would override this effect.

**Examples (Homebases):**

Outer Space. Outer Space team may not Place any Universe cards.

**Variant Text:** <Homebase> Team Character's may only have up to three cards Placed to each Character.

<b>1º Target:</b>	Player's Team	<b>2º Target:</b>	None
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**Effect Takes Place:** During "Hand Management" phase.

**Effect:** Player's Team may only have up to 3 cards placed on them.

**Examples (Homebases):**

Spawn's Alley. Spawns Alley Team Character's may only have up to three cards Placed to each Character.

### == Attack Modification ==

**Basic Text:** <Homebase> Team's <card type> attacks are not affected by Special cards already in play.

<b>1º Target:</b>	Player's Team	<b>2º Target:</b>	None
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**Effect Takes Place:** During Battle.

**Effect:** During Opponent's Defensive Action phase, any attack made by 1<sup>o</sup> Target using a <card type> card is not affected by effects of Specials which are currently active.

**Additional Notes:** Special cards which are played as a defense to the attack are not affected.

**Examples (Homebases):**

X-World. X-World's Power card attacks are not affected by Special cards already in play.

### == Venture Limitation ==

**Basic Text:** <Homebase> Team may not Venture more than # Mission Cards per battle.

<b>1<sup>o</sup> Target:</b>	Player's Team	<b>2<sup>o</sup> Target:</b>	None
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**Effect Takes Place:** During "Mission Venture" Phase.

**Effect:** Player may not Venture more than # Mission Cards.

**Additional Notes:** Other Special cards (such as CF Specials) can further influence number of cards that can be Ventured.

**Examples (Homebases):**

Wundagore Mountain. Wundagore Mountain Team may not Venture more than 2 Mission Cards per battle.

### == DoubleShot Power Type ==

**Basic Text:** <Homebase> Team may combine <power type> Power Cards level 1-4 with any Doubleshot card. Does not affect Power Grids.

<b>1<sup>o</sup> Target:</b>	Player's Team	<b>2<sup>o</sup> Target:</b>	None
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**Effect Takes Place:** During Battle.

**Effect:** Player's Team may combine up to 4 Power cards of <power type> of levels 1-4 with any Doubleshot card usable by Character playing the card. Power cards must also be usable by contributing character.

**Examples (Homebases):**

X-Mansion. X-Mansion Team may combine Strength Power Cards level 1-4 with any Doubleshot card. Does not affect Power Grids.

## RULES FOR USAGE OF ARTIFACT CARDS

### == Affecting Power Grid Rating ==

**Basic Text:** Teammate's <power type> Rating increases to 7 for remainder of game.

<b>Offensive:</b>	Y	<b>Defensive:</b>	N	<b>1<sup>o</sup> Target:</b>	Player's Teammate [FL]	<b>2<sup>o</sup> Target:</b>	None
<b>Attack:</b>	N	<b>Supplemental:</b>	N				

**How to Play Offensively:** As a single card, targeting 1<sup>o</sup> Target, if Initiator and 1<sup>o</sup> Target meet requirements of Artifact card. Player's Offensive Action phase is over, and Opponent's Defensive Action phase begins. If not negated, effect takes place.

**How to Play Defensively:** As a Supplemental Defensive Artifact targeting 1<sup>o</sup> Target, together with a successful defense that would not be usable without the effects of this Artifact. Effect takes place. Defensive action made with the other cards is resolved.

**Effect (UEOG):** 1<sup>o</sup> Target's <power type> Rating increases to 7.

**Examples:**

The Serpent Crown (6E <5E)

The Super Soldier Serum (6F <5F)

Adamantium Tentacles (6S <5S)

The Book Of The Darkhold (6I <5I)

### == IMAGE INDUCER (6E <5A) ==

**Basic Text:** Teammate may discard 2 cards from top of Draw Pile to Dead Pile to move any attack made on any Front Line Character onto Character with Image Inducer. Character may defend.

<b>Offensive:</b>	Y	<b>Defensive:</b>	N	<b>1<sup>o</sup> Target:</b>	Player's Teammate [FL]	<b>2<sup>o</sup> Target:</b>	Player's Team [FL]
<b>Attack:</b>	N	<b>Supplemental:</b>	N				

**How to Play Offensively:** As a single card, targeting 1<sup>o</sup> Target, if Initiator and 1<sup>o</sup> Target meet requirements of Artifact card. Player's Offensive Action phase is over, and Opponent's Defensive Action phase begins. If not negated, effect takes place. This Artifact is discarded at end of Battle.

**Effect (UEOB):** During Player's Defensive Action phase, Player may immediately discard 2 cards from top of Draw Pile to Dead Pile, to shift any attack made on Player's Team to 1<sup>o</sup> Target.

### == MYRLU SYMBIOTE (6E 6A) ==

**Basic Text:** Teammate may play any Power card currently usable by Front Line for defense.

<b>Offensive:</b>	Y	<b>Defensive:</b>	N	<b>1° Target:</b>	Player's Teammate [FL]	<b>2° Target:</b>	None
<b>Attack:</b>	N	<b>Supplemental:</b>	N				

**How to Play Offensively:** As a single card, targeting 1° Target, if Initiator and 1° Target meet requirements of Artifact card. Player's Offensive Action phase is over, and Opponent's Defensive Action phase begins. If not negated, effect takes place.

**Effect (UEOG):** During Player's Defensive Action phase, 1° Target may make a defense with any Power card usable by Player's active Front Line Characters.

### == THE INFINITY GAUNTLET (6E 5E) ==

**Basic Text:** Teammate may discard 5 cards from top of Draw Pile to Dead Pile after Draw Phase, before Events are played, each battle to resurrect any 1 K.O.'d teammate for that battle. Discard teammate at end of battle.

<b>Offensive:</b>	Y	<b>Defensive:</b>	N	<b>1° Target:</b>	Player's Teammate [FL]	<b>2° Target:</b>	None
<b>Attack:</b>	N	<b>Supplemental:</b>	N				

**How to Play Offensively:** As a single card, targeting 1° Target, if Initiator and 1° Target meet requirements of Artifact card. Player's Offensive Action phase is over, and Opponent's Defensive Action phase begins. If not negated, this Artifact is active. Effect takes place at "Events Resolution" phase.

**Effect (UEOG):** Player may discard 5 cards from top of Draw Pile to resurrect any 1 KO'd Character. Character is placed on Player's Front Line, and has a One Battle Lifespan.

### == THE WITCHBLADE (6F 6A) ==

**Basic Text:** Teammate may play any Power card currently usable by Front Line to attack.

<b>Offensive:</b>	Y	<b>Defensive:</b>	N	<b>1° Target:</b>	Player's Teammate [FL]	<b>2° Target:</b>	None
<b>Attack:</b>	N	<b>Supplemental:</b>	N				

**How to Play Offensively:** As a single card, targeting 1° Target, if Initiator and 1° Target meet requirements of Artifact card. Player's Offensive Action phase is over, and Opponent's Defensive Action phase begins. If not negated, effect takes place.

**Effect (UEOG):** During Player's Offensive Action phase, 1° Target may make an attack with any Power card usable by Player's active Front Line Characters.

### == THE COSMIC CONTROL ROD (6F 5F) ==

**Basic Text:** Teammate may move 1 Mission card from Completed or Reserve Missions Pile to Defeated Missions Pile after Draw Phase of each battle to discard 6 cards from Hand. Draw 6 new cards from top of Draw Pile. Normal discard rules apply.

<b>Offensive:</b>	Y	<b>Defensive:</b>	N	<b>1° Target:</b>	PLAYER	<b>2° Target:</b>	None
<b>Attack:</b>	N	<b>Supplemental:</b>	N				

**How to Play Offensively:** As a single card, targeting 1° Target, if Initiator and 1° Target meet requirements of Artifact card. Player's Offensive Action phase is over, and Opponent's Defensive Action phase begins. If not negated, this Artifact is active. Effect takes place at "Events Resolution" phase.

**Effect (UEOG):** Player may move 1 Mission card from Completed/Reserve Missions Pile to Defeated Missions Pile to discard 6 cards from Player's Hand and draw 6 new cards from top of Draw Pile. Duplicates and unusable cards are discarded.

### == SHADOWHELMET (6S 6A) ==

**Basic Text:** Teammate may make 1 attack after Opponent has Conceded the battle. Opponent may defend.

<b>Offensive:</b>	Y	<b>Defensive:</b>	N	<b>1° Target:</b>	Player's Teammate [FL]	<b>2° Target:</b>	None
<b>Attack:</b>	N	<b>Supplemental:</b>	N				

**How to Play Offensively:** As a single card targeting 1° Target. if Initiator and 1° Target meet requirements of Artifact card. Player's Offensive Action phase is over, and Opponent's Defensive Action phase begins. If not negated, this Artifact is active. Effect takes place if Opponent concedes. This Aspect is discarded at end of Battle.

**Effect:** A Concede Attack circumstance is opened for Player. During Player's Offensive Action phase of Conceded Attack Circumstance, Initiator makes an attack on Opponent's Character. Corresponding Opponent's Defensive Action phase allows Opponent's Character to make a defense.

**Additional Notes:** If the opponent does not concede within this battle, or if the Initiator is unable to attack, this Special will not be able to take effect.

**== M'KRANN FRAGMENT (6S 6E) ==**

**Basic Text:** Teammate may discard 2 cards from top of Draw Pile to Dead Pile after Placing Phase, before Venture Phase, each battle to Venture 3 Mission cards with no penalty that battle.

<b>Offensive:</b>	Y	<b>Defensive:</b>	N	<b>1º Target:</b>	PLAYER	<b>2º Target:</b>	None
<b>Attack:</b>	N	<b>Supplemental:</b>	N				

**How to Play Offensively:** As a single card, targeting 1º Target, if Initiator and 1º Target meet requirements of Artifact card. Player's Offensive Action phase is over, and Opponent's Defensive Action phase begins. If not negated, this Artifact is active. Effect takes place at "Mission Venture" phase.

**Effect (UEOG):** Player may discard 2 cards from top of Draw Pile to Dead Pile to Venture 3 Mission cards with no penalty.

**Additional Notes:** If more than 3 cards are Ventured, Opponent may draw 1 card from top his/her Draw Pile for each additional Mission Card Ventured above 3.

**== PYM PARTICLES (6S 5S) ==**

**Basic Text:** During each Draw Phase, teammate and opponent draw either 6 cards, 8 cards, or 10 cards. Teammate's choice before Draw Phase. May change each battle.

<b>Offensive:</b>	Y	<b>Defensive:</b>	N	<b>1º Target:</b>	PLAYER	<b>2º Target:</b>	None
<b>Attack:</b>	N	<b>Supplemental:</b>	N				

**How to Play Offensively:** As a single card, targeting 1º Target, if Initiator and 1º Target meet requirements of Artifact card. Player's Offensive Action phase is over, and Opponent's Defensive Action phase begins. If not negated, this Artifact is active. Effect takes place at "Draw Cards" phase.

**Effect (UEOG):** Player may choose to have both Player and Opponent draw either 6, 8 or 10 cards. Player's choice may change for each Round.

**== LINKSTONE (6I 6A) ==**

**Basic Text:** On his turn, Teammate may discard 1 card from top of Draw Pile to Dead Pile to immediately play any card Placed to any Front Line character.

<b>Offensive:</b>	Y	<b>Defensive:</b>	N	<b>1º Target:</b>	Player's Teammate [FL]	<b>2º Target:</b>	None
<b>Attack:</b>	N	<b>Supplemental:</b>	N				

**How to Play Offensively:** As a single card, targeting 1º Target, if Initiator and 1º Target meet requirements of Artifact card. Player's Offensive Action phase is over, and Opponent's Defensive Action phase begins. If not negated, effect takes place.

**Effect (UEOG):** During Offensive Action phase, Player may discard 1 card from top of Draw Pile to Dead Pile, to permit 1º Target to use any card placed on Player's Team, regardless of whether the card is usable by 1º Target.

**== ADAMANTIUM (6I 6F) ==**

**Basic Text:** Teammate may attack the Reserve with Power cards for remainder of game.

<b>Offensive:</b>	Y	<b>Defensive:</b>	N	<b>1º Target:</b>	Player's Teammate [FL]	<b>2º Target:</b>	None
<b>Attack:</b>	N	<b>Supplemental:</b>	N				

**How to Play Offensively:** As a single card, targeting 1º Target, if Initiator and 1º Target meet requirements of Artifact card. Player's Offensive Action phase is over, and Opponent's Defensive Action phase begins. If not negated, effect then takes place.

**Effect (UEOG):** During Offensive Action phase, 1º Target may attack Opponent's Reserve Character with Power cards.

**== THE SIEGE PERILOUS (6I 5I) ==**

**Basic Text:** Teammate may discard 3 cards from top of Draw Pile to Dead Pile after Draw Phase, before Events are played, each battle to remove any Hit from Permanent Record.

<b>Offensive:</b>	Y	<b>Defensive:</b>	N	<b>1º Target:</b>	Player's Teammate [FL]	<b>2º Target:</b>	None
<b>Attack:</b>	N	<b>Supplemental:</b>	N				

**How to Play Offensively:** As a single card, targeting 1º Target, if Initiator and 1º Target meet requirements of Artifact card. Player's Offensive Action phase is over, and Opponent's Defensive Action phase begins. If not negated, this Artifact is active. Effect takes place at "Events Resolution" phase.

**Effect (UEOG):** Player may discard 3 cards from top of Draw Pile to Dead Pile to remove any Hit from 1º Target.

**== THE ULTIMATE NULLIFIER (6I 5I) ==**

**Basic Text:** Negates the effect of all Artifact cards. Both players must discard all Placed Artifact cards and all Artifact cards in play. Discard this card after use.

<b>Offensive:</b>	Y	<b>Defensive:</b>	Y	<b>1º Target:</b>	PLAYER AND	<b>2º Target:</b>	None
<b>Attack:</b>	Y	<b>Supplemental:</b>	N		OPPONENT		

**How to Play Offensively:** As a single card, targeting Player and Opponent, if Initiator and Player's Teammate meet requirements of Artifact card. Player's Offensive Action phase is over, and Opponent's Defensive Action phase begins. If not negated, effect takes place. This Artifact is then discarded.

**How to Play Defensively:** As a single card, when Opponent's Team makes an Offensive Action with an Artifact card. Effect takes place. This Artifact is then discarded.

**Effect:** All active Artifact cards and Artifact cards that placed on Player's Team and Opponent's Team are discarded. Effects of any active Artifact cards are lifted.

## RULES FOR USAGE OF ASPECT CARDS

### ===== A1 =====

**Basic Text:** Each player is -3 to Venture Total for each Special card in play at the end of battle.

<b>Offensive:</b>	Y	<b>Defensive:</b>	N	<b>1º Target:</b>	PLAYER AND	<b>2º Target:</b>	None
<b>Attack:</b>	Y	<b>Supplemental:</b>	N		OPPONENT		

**How to Play Offensively:** As a single card targeting Player and Opponent. Player's Offensive Action phase is over, and Opponent's Defensive Action phase begins. Effect takes place at "Battle Resolution" phase, when this Aspect is discarded.

**Effect:** Player receives a penalty of 3 to Venture Total for each of Player's Special cards in play. Opponent receives a penalty of 3 to Venture for each of Opponent's Special cards in play.

### ===== A2 =====

**Basic Text:** <Homebase>'s team's successful Hits made with Power cards are +1 to Venture total for remainder of game.

<b>Offensive:</b>	Y	<b>Defensive:</b>	N	<b>1º Target:</b>	PLAYER	<b>2º Target:</b>	None
<b>Attack:</b>	N	<b>Supplemental:</b>	N				

**How to Play Offensively:** As a single card targeting Player and Opponent. Player's Offensive Action phase is over, and Opponent's Defensive Action phase begins. Effect takes place at "Battle Resolution" phase.

**Effect (UEOG):** Each Power card Hit on Opponent's Team's Hits to Current Battle receive a bonus of 1 to Venture Total.

### ===== A3 =====

**Basic Text:** For remainder of game, <Homebase> team's attacks made with Power cards may not be defended by Opponent's team's Special cards already in play.

<b>Offensive:</b>	Y	<b>Defensive:</b>	N	<b>1º Target:</b>	Player's Team	<b>2º Target:</b>	None
<b>Attack:</b>	N	<b>Supplemental:</b>	N				

**How to Play Offensively:** As a single card targeting Player's Team. Player's Offensive Action phase is over, and Opponent's Defensive Action phase begins. Effect takes place.

**Effect (UEOG):** During Opponent's Defensive Action phase, any effects from Special cards already in play will have no effect on Power card attacks made by Player's Team.

### ===== A4 =====

**Basic Text:** For remainder of game, <Homebase>'s team may use Intellect Power cards to remove 1 Hit from the Permanent Record of any Front Line Character.

<b>Offensive:</b>	Y	<b>Defensive:</b>	N	<b>1º Target:</b>	Player's Team	<b>2º Target:</b>	None
<b>Attack:</b>	N	<b>Supplemental:</b>	N				

**How to Play Offensively:** As a single card targeting Player's Team. Player's Offensive Action phase is over, and Opponent's Defensive Action phase begins. Effect takes place.

**Effect (UEOG):** During Player's Offensive Action phase, Player's Team may discard 1 Intellect Power card to remove 1 Hit from their own Permanent Record.

### ===== A5 =====

**Basic Text:** <Homebase>'s team's Basic Universe cards used to attack count toward Damage and Venture Total for remainder of game.

<b>Offensive:</b>	Y	<b>Defensive:</b>	N	<b>1º Target:</b>	Player's Team	<b>2º Target:</b>	None
<b>Attack:</b>	N	<b>Supplemental:</b>	N				

**How to Play Offensively:** As a single card targeting Player's Team. Player's Offensive Action phase is over, and Opponent's Defensive Action phase begins. Effect takes place.

**Effect (UEOG):** During Opponent's Defensive Action phase, if an attack that contains a Basic Universe card made by 1º Target hits, the Basic Universe card functions as a Hit with a value of the bonus listed on the Basic Universe card. This Hit does not have a power type and does not contribute to Spectrum KO.

**Additional Notes:** Any Specials which modify the bonus offered by the Basic Universe card do not affect the value of the Basic Universe card's Hit.

===== **A6** =====

**Basic Text:** Acts as a level # Any-Power attack. If successful, Opponent must discard all Special cards and Activator cards in Hand.

<b>Offensive:</b>	Y	<b>Defensive:</b>	N	<b>1º Target:</b>	Opponent's Character [FL]	<b>2º Target:</b>	None
<b>Attack:</b>	Y	<b>Supplemental:</b>	N		Opponent's Battlesite		

**How to Play Offensively:** As a single card targeting 1º Target. Player's Offensive Action phase is over, and Opponent's Defensive Action phase begins. Effect takes place.

**Effect:** Acts as a level # Any-Power Numerical attack. If attack is successful, acts as a level # Any-Power Hit, and all Special cards and Activator cards in Opponent's Hand are discarded.

===== **A7** =====

**Basic Text:** Add 4 to <Homebase>'s team's Venture Total, or Opponent is -4 to Venture Total for this battle.

<b>Offensive:</b>	Y	<b>Defensive:</b>	N	<b>1º Target:</b>	PLAYER	<b>2º Target:</b>	None
<b>Attack:</b>	Y/N	<b>Supplemental:</b>	N		OPPONENT		

**How to Play Offensively:** As a single card, targeting 1º Target. Player's Offensive Action phase is over, and Opponent's Defensive Action phase begins. This Aspect is active and effect takes place at "Battle Resolution" phase, when this Aspect discarded.

**Effect:** Player's Venture Total for current Battle increases by 4 if 1º Target is Player, or Opponent's Venture Total for current battle decreases by 4 if 1º Target is Opponent.

===== **A8** =====

**Basic Text:** Acts as a level # Any-Power card. May be used to attack or defend. May not be combined with Universe cards.

<b>Offensive:</b>	Y	<b>Defensive:</b>	Y	<b>1º Target:</b> (offensive)	Opponent's Character [FL]	<b>2º Target:</b>	None
					Opponent's Battlesite		
<b>Attack:</b>	Y	<b>Supplemental:</b>	N	<b>1º Target:</b> (defensive)	Initiator		

**How to Play Offensively:**

**Option 1)** As a single card targeting 1º Target, Player's Offensive Action phase is over, and Opponent's Defensive Action phase begins. Effect takes place.

**Effect:** Acts as a level # <power type> Numerical attack. If attack is successful, acts as a level # <power type> Hit.

**Option 2)** As a power card, being used together with a card which requests a <power type> Power card for an attack. Effect takes place.

**Effect:** Acts as a level # <power type> Power card for the purposes of the card it is combined with.

**How to Play Defensively:**

**Option 1)** As a single card; or together with a Supplemental Defensive Special, when Numerical attack less than or equal to # is made on 1º Target. Effect of this Aspect (and Supplemental Defensive Special card) takes place.

**Effect:** Acts as a level # <power type> Numerical defense.

**Option 2)** As a power card, being used together with a card which requests a <power type> Power card for a defense. Effect takes place.

**Effect:** Acts as a level # <power type> Power card for the purposes of the card it is combined with.

**Additional Notes:** These Specials act exactly Power cards, only with the restriction that they cannot be combined with Universe cards. As a result, they don't count towards X-Babies K.O., they can be removed with an EE Special, and they can be used with other Specials which call for a <power type> card, they can be combined with Tactic Doubleshot cards. However, they can still be negated since they are still a Special card.

===== **A9** =====



**Basic Text:** Acts as a level 6 Energy attack. If successful, Target Character must discard all Placed cards and move into Reserve for remainder of battle.

<b>Offensive:</b>	Y	<b>Defensive:</b>	N	<b>1<sup>o</sup> Target:</b>	Opponent's Character [FL]	<b>2<sup>o</sup> Target:</b>	None
<b>Attack:</b>	Y	<b>Supplemental:</b>	N		Opponent's Battlesite		

**How to Play Offensively:** As a single card targeting 1<sup>o</sup> Target. Player's Offensive Action phase is over, and Opponent's Defensive Action phase begins. If not negated, effect takes place. This Aspect is then discarded.

**Effect:** Acts as a level # <power type> Numerical attack. If attack is successful, acts as a level # <power type> Hit, and if 1<sup>o</sup> Target is a Character and not a Battlesite, all cards placed on 1<sup>o</sup> Target are discarded is moved into Reserve.

===== **B1** =====

**Basic Text:** Remove all Hits from any of <Homebase>'s Front Line Character's Permanent Record and Current Battle, and switch places with <Homebase>'s Reserve.

<b>Offensive:</b>	Y	<b>Defensive:</b>	N	<b>1<sup>o</sup> Target:</b>	Player's Character [FL]	<b>2<sup>o</sup> Target:</b>	Player's Teammate [R]
<b>Attack:</b>	N	<b>Supplemental:</b>	N				

**How to Play Offensively:** As a single card targeting 1<sup>o</sup> Target. Player's Offensive Action phase is over, and Opponent's Defensive Action phase begins. If not negated, effect takes place. This Special is then discarded.

**Effect:** All Hits on 1<sup>o</sup> Target are removed, and 1<sup>o</sup> Target is immediately moved into Reserve. If there is a Character in Reserve, he/she is immediately moved to Front Line.

**Additional Notes:** Cards placed on and cards with cards active on 1<sup>o</sup> Target and 2<sup>o</sup> Target are not removed.

===== **B2** =====

**Basic Text:** For remainder of game, <Homebase>'s team may draw 1 card from top of Draw Pile immediately after playing any Basic Universe card. Discard if duplicate.

<b>Offensive:</b>	Y	<b>Defensive:</b>	N	<b>1<sup>o</sup> Target:</b>	PLAYER	<b>2<sup>o</sup> Target:</b>	None
<b>Attack:</b>	N	<b>Supplemental:</b>	N				

**How to Play Offensively:** As a single card targeting Player's Team. Player's Offensive Action phase is over, and Opponent's Defensive Action phase begins. Effect takes place.

**Effect (UEOG):** During Player's Offensive and Defensive Action phases, Player draws 1 card from top of Draw Pile immediately after Basic Universe card is played by Player's Team. Duplicates are discarded, but unusable cards are kept.

===== **B3** =====

**Basic Text:** Play during battle on any of <Homebase>'s Front Line Characters. At end of battle, no Hits are added to Character's Permanent Record. Discard at end of battle. Does not affect Venture total.

<b>Offensive:</b>	Y	<b>Defensive:</b>	N	<b>1<sup>o</sup> Target:</b>	Player's Character [FL]	<b>2<sup>o</sup> Target:</b>	None
<b>Attack:</b>	N	<b>Supplemental:</b>	N				

**How to Play Offensively:** As a single card targeting Player's Team. Player's Offensive Action phase is over, and Opponent's Defensive Action phase begins. This Aspect is active, and effect takes place at "Team Management" phase, when this Aspect is discarded.

**Effect (UEOG):** Hits on 1<sup>o</sup> Target's Hits to Current Battle are discarded, instead of being moved to Permanent Record.

**Additional Notes:** Calculation of Venture Total is not affected, as this Special takes effect after "Battle Resolution" phase.

===== **B4** =====

**Basic Text:** <Homebase>'s team may rearrange all Hits in the Permanent Records of all Front Line Characters.

<b>Offensive:</b>	Y	<b>Defensive:</b>	N	<b>1<sup>o</sup> Target:</b>	Player's Team [FL]	<b>2<sup>o</sup> Target:</b>	None
<b>Attack:</b>	N	<b>Supplemental:</b>	N				

**How to Play Offensively:** As a single card targeting Player's Team. Player's Offensive Action phase is over, and Opponent's Defensive Action phase begins. Effect takes place. This Aspect is then discarded.

**Effect:** Each Hit on Permanent Records of Player's Team (Front Line) may be shifted to any other Front Line Character.

**Additional Notes:** If shifting results in KO of a particular Character, that Character is immediately discarded.

===== **B5** =====

**Basic Text:** <Homebase>'s team may play numerical attacks face down for remainder of battle. Opponent must guess defense.



<b>Offensive:</b>	Y	<b>Defensive:</b>	N	<b>1° Target:</b>	Player's Team	<b>2° Target:</b>	None
<b>Attack:</b>	N	<b>Supplemental:</b>	N				

**How to Play Offensively:** As a single card, targeting Player's Team. Player's Offensive Action phase is over, and Opponent's Defensive Action phase begins. If not negated, effect takes place. This Special is discarded at end of Battle.

**Effect (UEOB):** During the Player's Offensive Action phase, all Numerical attacks made by Player's Team are made face down against Opponent's Character to be attacked. If more than one card is used during the Offensive Action phase (e.g. Teamwork cards, DoubleShot cards), the Player must identify how many individual attacks are actually made. MultiPower cards still need to have their power type declared, but the value of the card does not. During the Defensive Action phase, the Opponent may either guess what card to play in defense and play it, or choose to take the hit. The Initiator then flips over the cards that make up the each attack and the attack is resolved. If the card(s) used in defense is/are not sufficient to defend, the card(s) used in the defense is/are discarded and the attack hits.

**Additional Notes:** Any type of Numerical attack is permitted to be played face down, as long as it classifies as a Numerical attack.

===== **B6** =====

**Basic Text:** For remainder of game, both players must draw 1 card from top of Draw Pile for each Activator card played by Opponent. Draw card before resolving Opponent's action. Discard duplicates.

<b>Offensive:</b>	Y	<b>Defensive:</b>	N	<b>1° Target:</b>	PLAYER AND	<b>2° Target:</b>	None
<b>Attack:</b>	Y	<b>Supplemental:</b>	N		OPPONENT		

**How to Play Offensively:** As a single card targeting Player and Opponent. Player's Offensive Action phase is over, and Opponent's Defensive Action phase begins. Effect takes place.

**Effect (UEOG):** During Opponent's Offensive and Defensive Action phases, both Player and Opponent draw 1 card from top of respective Draw Piles when Activator card is exchanged for Activator Special, or if Activator card is used to make an attack against an OD Special card.

===== **B7** =====

**Basic Text:** Switch entire Permanent Record of any of <Homebase>'s Front Line Characters with Permanent Record of any Front Line teammate.

<b>Offensive:</b>	Y	<b>Defensive:</b>	N	<b>1° Target:</b>	Player's Character [FL]	<b>2° Target:</b>	Player's Teammate [FL]
<b>Attack:</b>	N	<b>Supplemental:</b>	N				

**How to Play Offensively:** As a single card targeting 1° Target, declaring 2° Target, if 1° Target or 2° Target have at least 1 hit on Permanent Record. Player's Offensive Action phase is over, and Opponent's Defensive Action phase begins. Effect takes place. This Aspect is then discarded.

**Effect:** All Hits on Permanent Record of 1° Target and 2° Target are exchanged.

===== **B8** =====

**Basic Text:** Play during battle to exchange any of <Homebase>'s Front Line Characters with KO'd teammate. Discard all Hits to Permanent Record and Placed cards.

<b>Offensive:</b>	Y	<b>Defensive:</b>	N	<b>1° Target:</b>	Player's Character [FL]	<b>2° Target:</b>	Player's Teammate [KO'd]
<b>Attack:</b>	N	<b>Supplemental:</b>	N				

**How to Play Offensively:** As a single card targeting 1° Target, if 2° Target is KO'd. Player's Offensive Action phase is over, and Opponent's Defensive Action phase begins. Effect takes place. This Aspect is then discarded.

**Effect:** 1° Target from Front Line and 2° Target from Defeated Character's Pile are exchanged. All cards that were placed on 1° Target are discarded, but all Hits remain.

===== **B9** =====

**Basic Text:** Attack made on any of <Homebase>'s Front Line Characters is now made on <Homebase>. <Homebase> may not defend or be KO'd. Hit counts toward Venture Total.

<b>Offensive:</b>	Y	<b>Defensive:</b>	N	<b>1° Target:</b>	Player's Character [FL]	<b>2° Target:</b>	Player's Homebase
<b>Attack:</b>	N	<b>Supplemental:</b>	N				

**How to Play Defensively:** As a single card; or together with a Supplemental Defensive Special, when Numeric or Non-Numeric attack is made 1° Target. Effect takes place. This Aspect is then discarded.

**Effect:** Attack made on 1° Target is shifted to Player's Homebase. Player's Homebase may not defend, and must take the Hit. Player's Homebase cannot be KO'd, as Homebase does not have KO requirements. Hit counts towards Venture Total, and is discarded during "Team Management" phase.

===== C1 =====

**Basic Text:** For remainder of game, <Homebase>'s team may draw 1 card from top of Draw Pile immediately after blocking an attack using a <power type> Power card. Discard if duplicate.

<b>Offensive:</b>	Y	<b>Defensive:</b>	N	<b>1º Target:</b>	PLAYER	<b>2º Target:</b>	None
<b>Attack:</b>	N	<b>Supplemental:</b>	N				

**How to Play Offensively:** As a single card, targeting Player's Team. Player's Offensive Action phase is over, and Opponent's Defensive Action phase begins. If not negated, effect takes place.

**Effect:** During Player's Defensive Action phase, Player may draw 1 card from top of Draw Pile immediately after Player's Team blocks an attack using a <power type> Power card. Duplicates are discarded, but unusable cards are kept.

===== C2 =====

**Basic Text:** Acts as a level # <power type> attack. Any Front Line Character may make 1 additional attack.

<b>Offensive:</b>	Y	<b>Defensive:</b>	N	<b>1º Target:</b>	Opponent's Character [FL]	<b>2º Target:</b>	Player's Character [FL]
<b>Attack:</b>	Y	<b>Supplemental:</b>	N		Opponent's Battlesite		

**How to Play Offensively:** As a single card targeting 1º Target. Player's Offensive Action phase is over, and Opponent's Defensive Action phase begins. Effect takes place.

**Effect:** Acts as a level # <power type> Numerical attack. If attack is successful, acts as a level # <power type> Hit. After Opponent's Defensive Action phase ends, an Additional Attack Circumstance may be opened by Player, if attack can be made by 2º Target. During Player's Offensive Action phase of Additional Attack Circumstance, 2º Target makes an attack on 1º Target. Each Player's Offensive Action phase of the Additional Attack Circumstance is followed by a corresponding Opponent's Defensive Action phase.