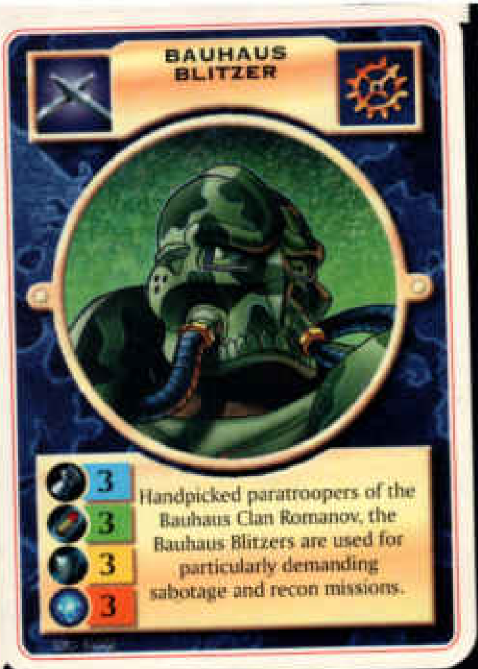

BAUHAUS BLITZER

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Handpicked paratroopers of the Bauhaus Clan Romanov, the Bauhaus Blitzers are used for particularly demanding sabotage and recon missions.

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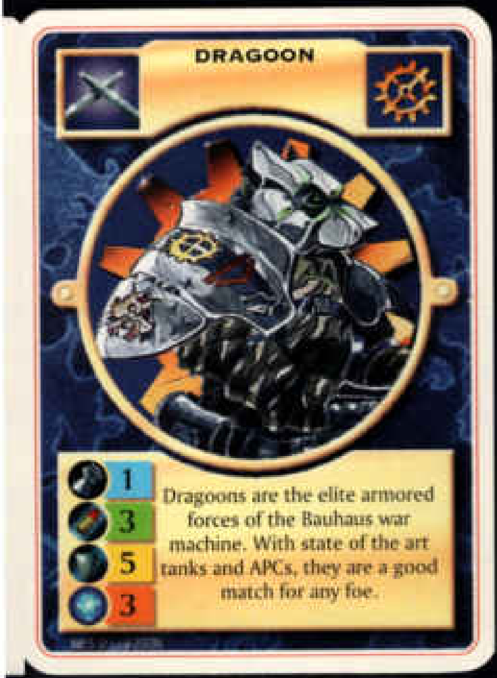

DRAGOON

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Dragoons are the elite armored forces of the Bauhaus war machine. With state of the art tanks and APCs, they are a good match for any foe.

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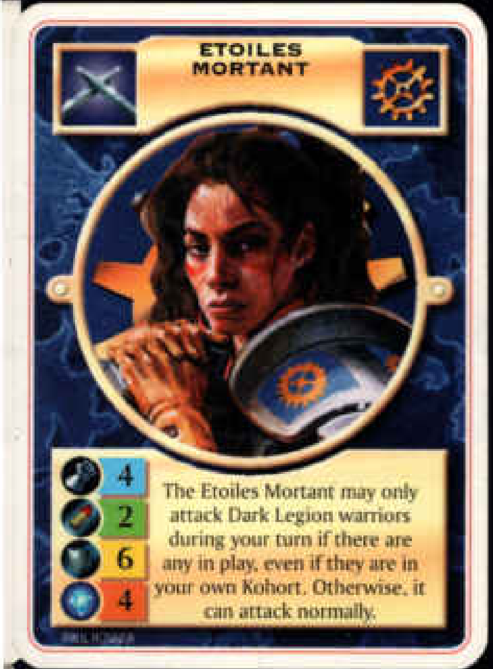

ETOILES MORTANT

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The Etoiles Mortant may only attack Dark Legion warriors during your turn if there are any in play, even if they are in your own Kohort. Otherwise, it can attack normally.

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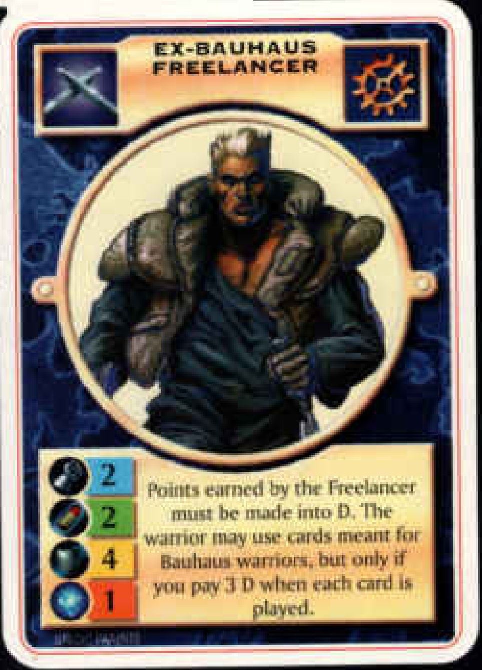

EX-BAUHAUS FREELANCER

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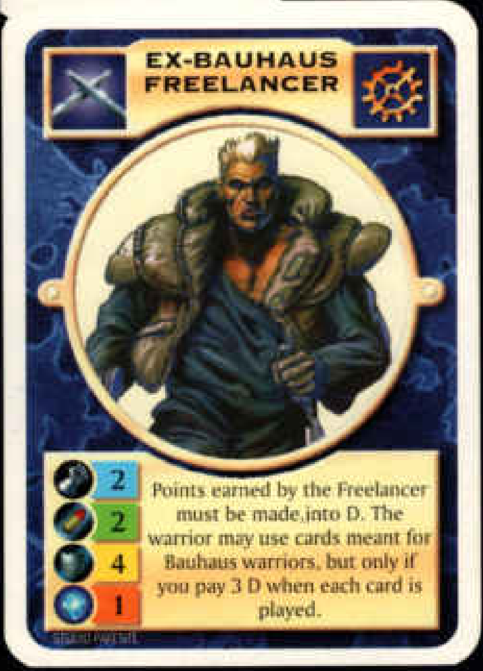
Points earned by the Freelancer must be made into D. The warrior may use cards meant for Bauhaus warriors, but only if you pay 3 D when each card is played.

STUDIO PARENTE



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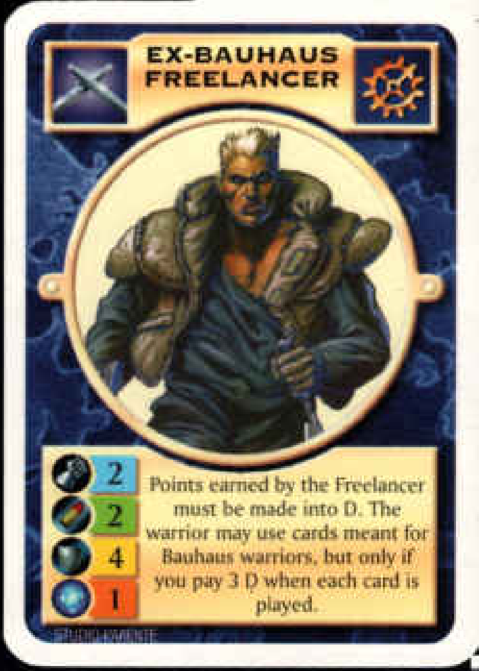

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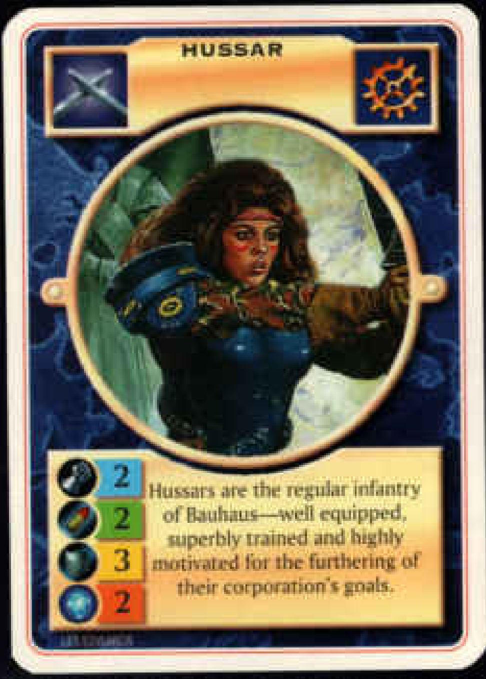

HUSSAR

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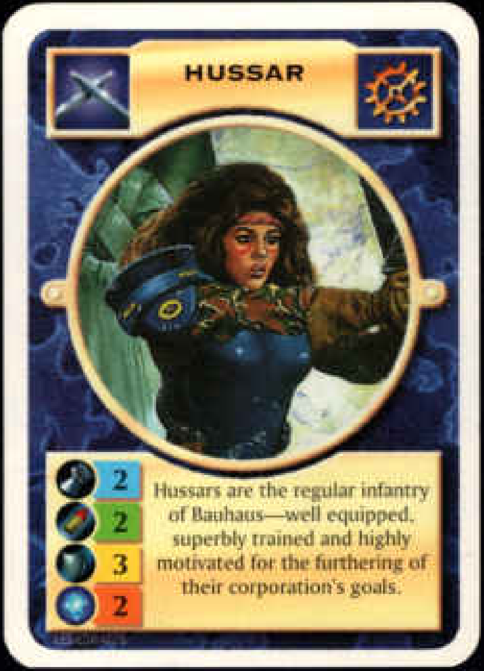
Hussars are the regular infantry of Bauhaus—well equipped, superbly trained and highly motivated for the furthering of their corporation's goals.

LES EDWARDS



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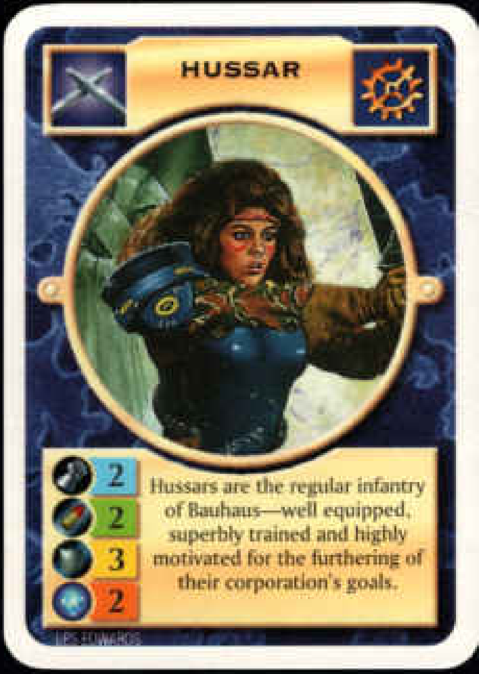

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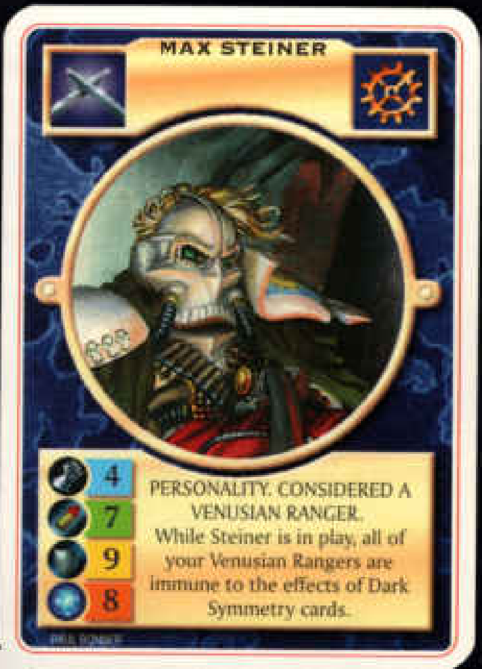

MAX STEINER

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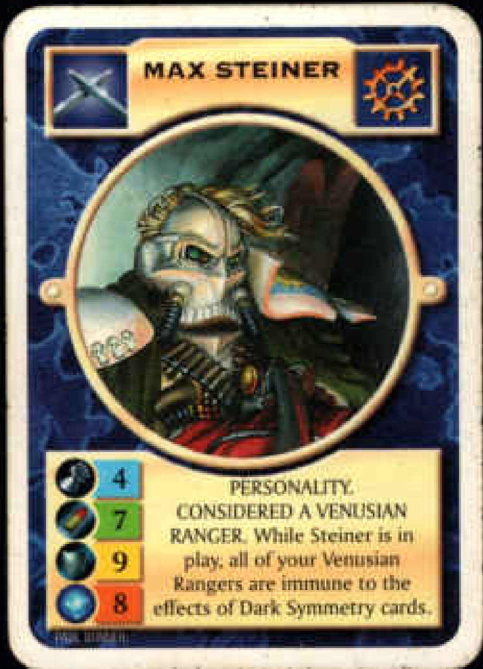
PERSONALITY. CONSIDERED A VENUSIAN RANGER. While Steiner is in play, all of your Venusian Rangers are immune to the effects of Dark Symmetry cards.

PAUL BONNER



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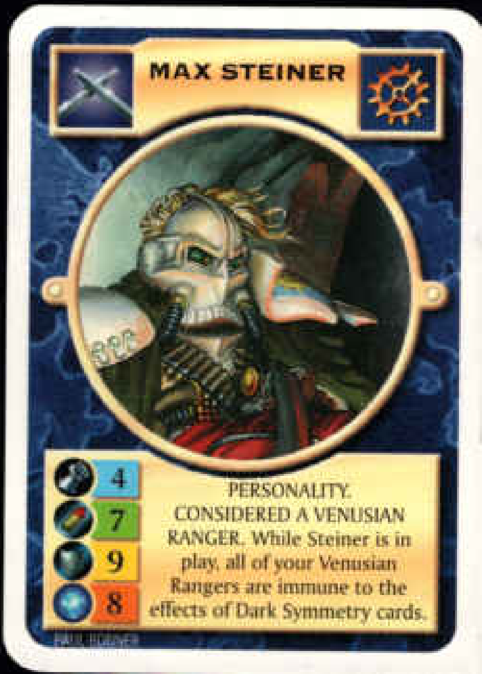

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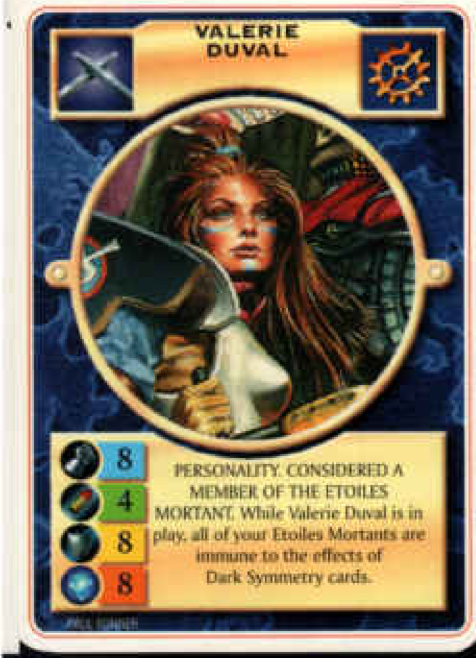
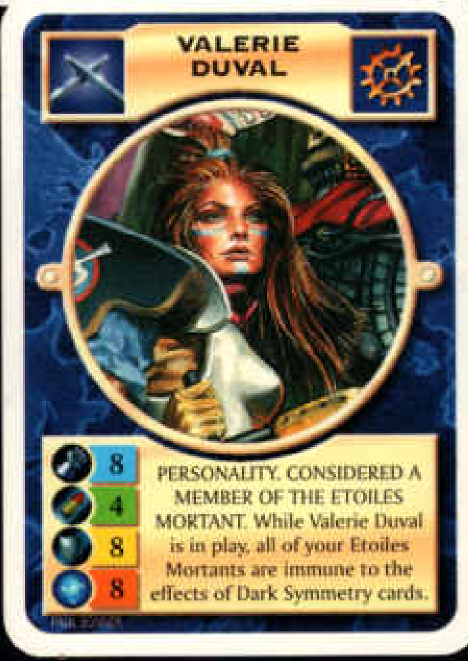


VALERIE DUVAL

PERSONALITY. CONSIDERED A MEMBER OF THE ETOILES MORTANT. While Valerie Duval is in play, all of your Etoiles Mortants are immune to the effects of Dark Symmetry cards.



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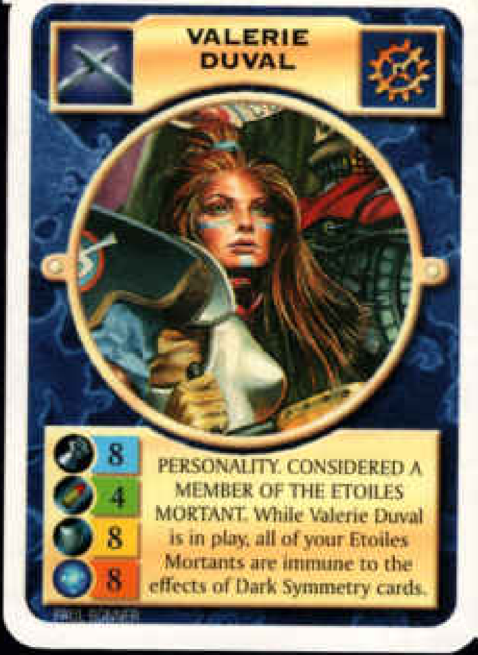

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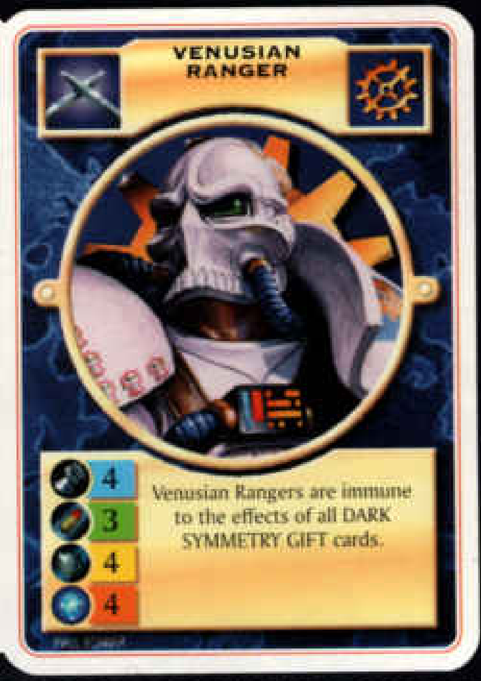
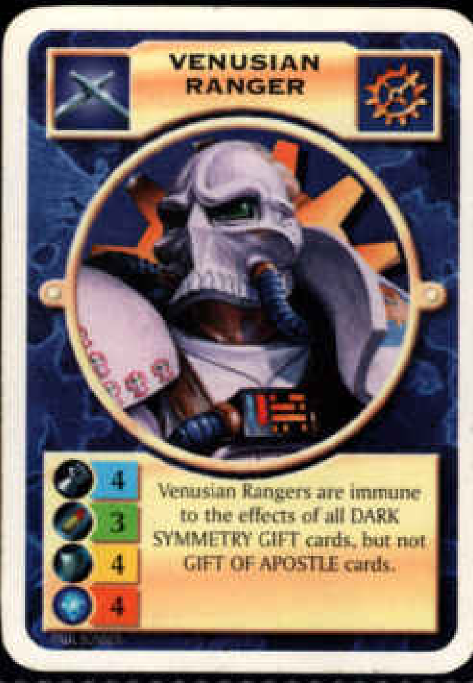


VENUSIAN RANGER

Venusian Rangers are immune to the effects of all DARK SYMMETRY GIFT cards.



VENUSIAN RANGER

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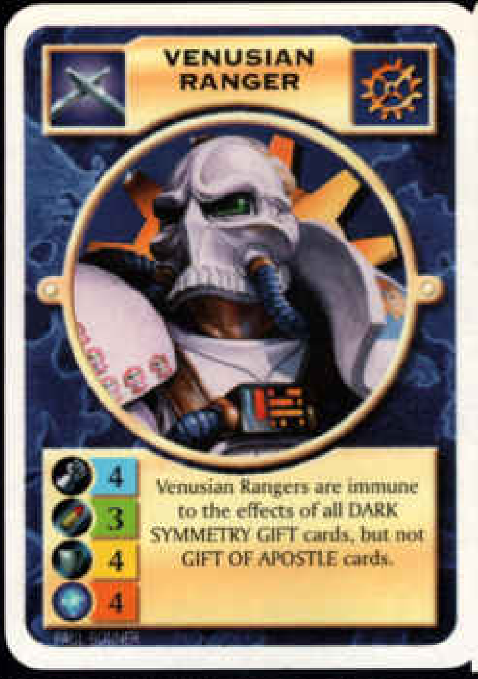

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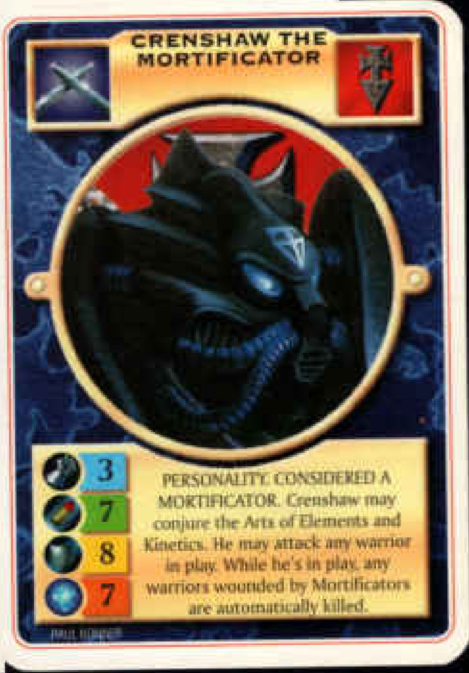

CRENSHAW THE MORTIFICATOR

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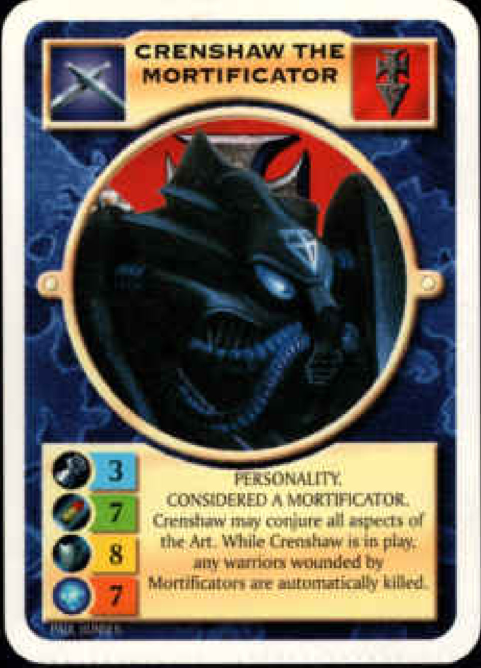
PERSONALITY. CONSIDERED A MORTIFICATOR. Crenshaw may conjure the Arts of Elements and Kinetics. He may attack any warrior in play. While he's in play, any warriors wounded by Mortificators are automatically killed.

PAUL BONNER



CRENSHAW THE MORTIFICATOR

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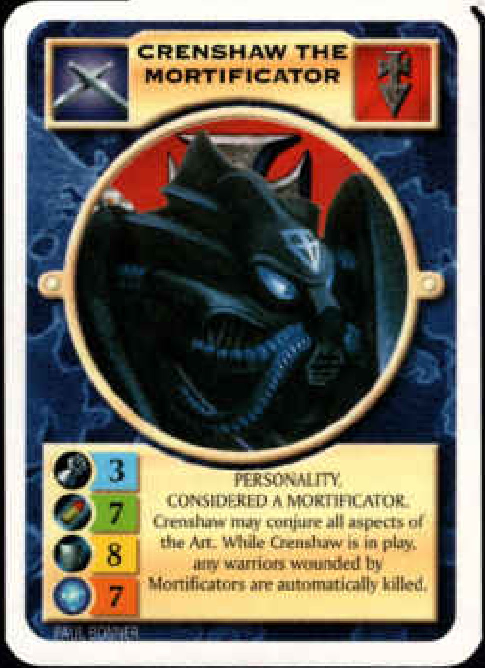
PAUL BONNER



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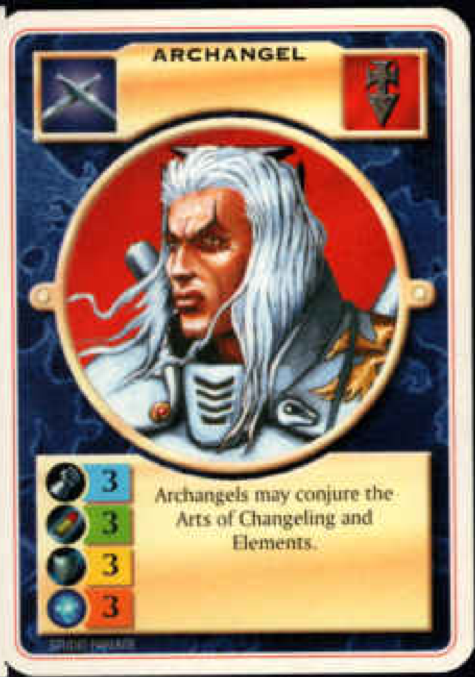

ARCHANGEL

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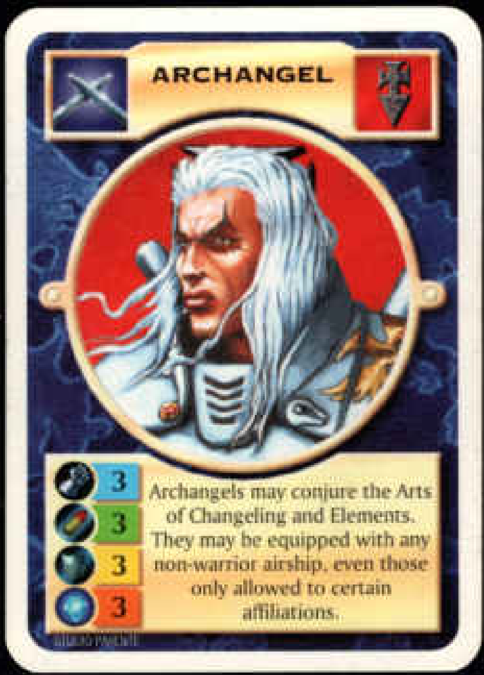
Archangels may conjure the Arts of Changeling and Elements.

STUDIO PARENTE



ARCHANGEL

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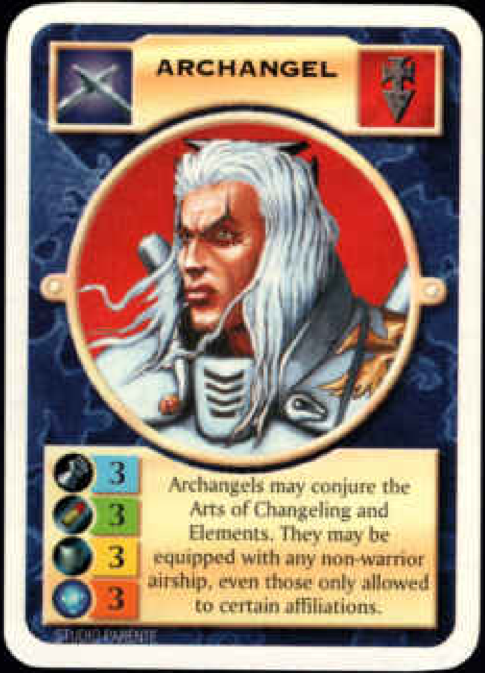
Archangels may conjure the Arts of Changeling and Elements. They may be equipped with any non-warrior airship, even those only allowed to certain affiliations.

STUDIO PARENTE



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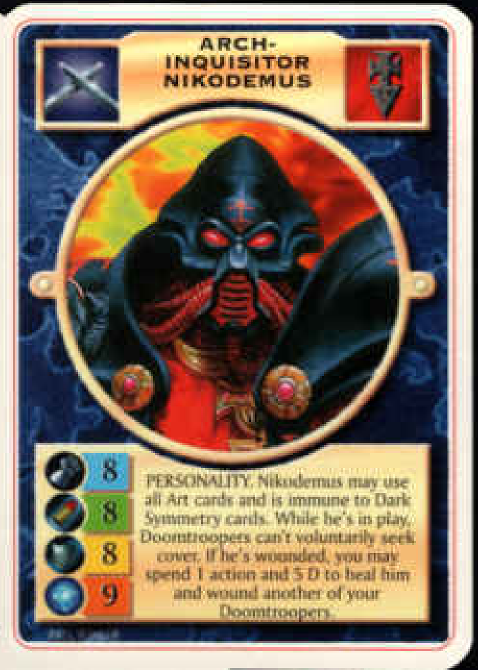

ARCH-INQUISITOR NIKODEMUS

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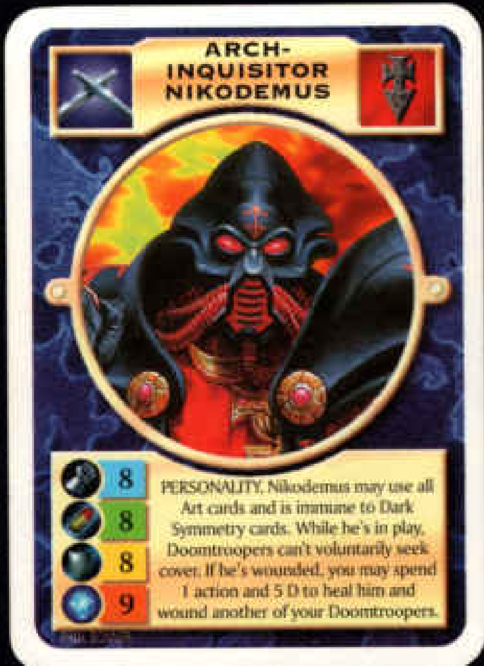
PERSONALITY. Nikodemus may use all Art cards and is immune to Dark Symmetry cards. While he's in play, Doomtroopers can't voluntarily seek cover. If he's wounded, you may spend 1 action and 5 D to heal him and wound another of your Doomtroopers.

PAUL BONNER



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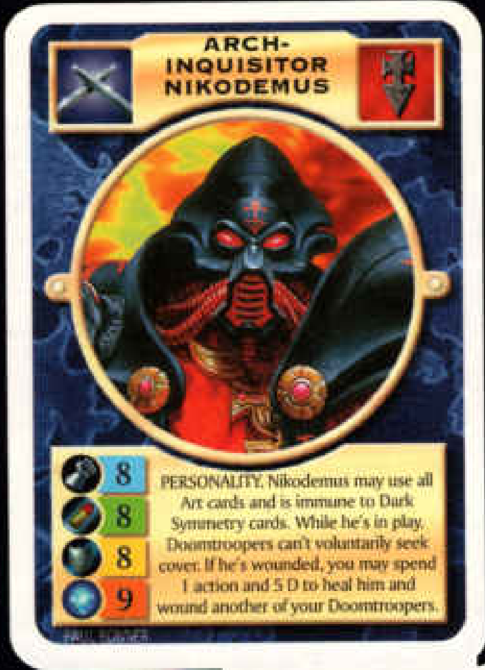

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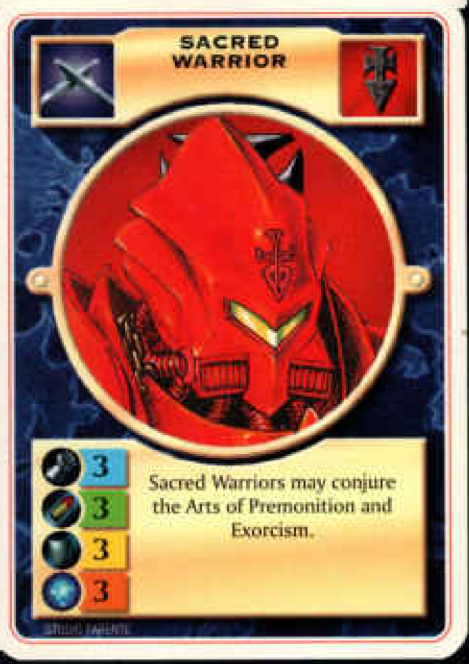

Sacred Warriors may conjure the Arts of Premonition and Exorcism.

SACRED WARRIOR
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Sacred Warriors may conjure the Arts of Premonition and Exorcism.
STUDIO PARENTE

SACRED WARRIOR
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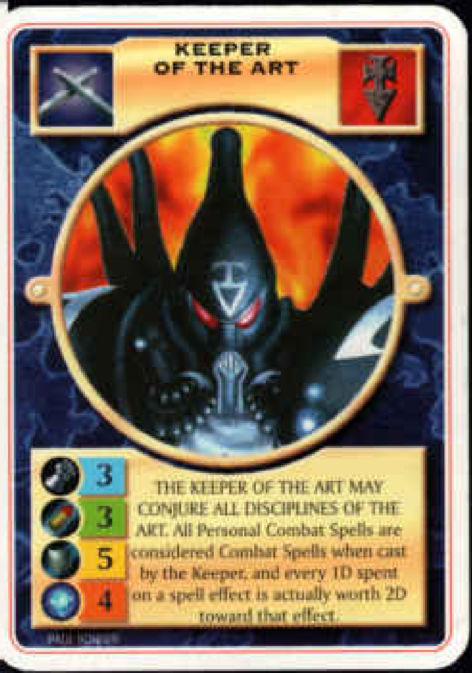
STUDIO PARENTE



THE KEEPER OF THE ART MAY CONJURE ALL DISCIPLINES OF THE ART. All Personal Combat Spells are considered Combat Spells when cast by the Keeper, and every 1D spent on a spell effect is actually worth 2D toward that effect.

KEEPER OF THE ART
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PAUL BONNER

KEEPER OF THE ART
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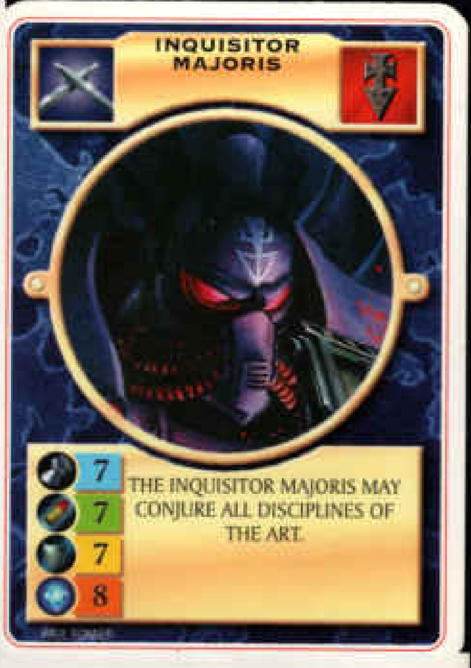

THE INQUISITOR MAJORIS MAY CONJURE ALL DISCIPLINES OF THE ART.

INQUISITOR MAJORIS
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THE INQUISITOR MAJORIS MAY CONJURE ALL DISCIPLINES OF THE ART.
PAUL BONNER

INQUISITOR MAJORIS
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THE INQUISITOR MAJORIS MAY CONJURE ALL DISCIPLINES OF THE ART.
PAUL BONNER

INQUISITOR

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Inquisitors may conjure the Arts of Exorcism and Mentalism.

PAUL BONNER

INQUISITOR

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Inquisitors may conjure the Arts of Exorcism and Mentalism.

PAUL BONNER

INQUISITOR

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Inquisitors may conjure the Arts of Exorcism and Mentalism.

PAUL BONNER

CARDINAL DOMINIC

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PERSONALITY. When attacking, Dominic must always attack the Dark Legion warrior in play with the highest V. Heretics cannot attack Dominic, and all warriors wounded by him are killed. While he's in play, all Brotherhood members are immune to Dark Symmetry cards.

PAUL BONNER

CARDINAL DOMINIC

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PERSONALITY. May use all aspects of the Art. May only attack the Dark Legion warrior in play with the highest V. Heretics cannot attack Dominic. All warriors wounded by him are killed. While he's in play, all Brotherhood members are immune to all Dark Symmetry cards.

PAUL BONNER

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PAUL BONNER

MORTIFICATOR

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Mortificators may conjure the Arts of Kinetics and Manipulation.

STUDIO PARENTE

MORTIFICATOR

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The Mortificators are the Brotherhood's secret assassins. They may conjure the Arts of Kinetics and Manipulation. They may attack any warrior in play regardless of affiliation.

STUDIO PARENTE

MORTIFICATOR

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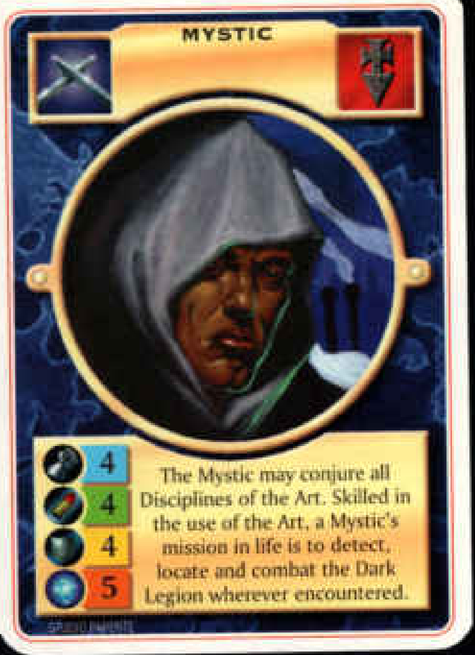
MYSTIC
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STUDIO PARENTE

The Mystic may conjure all Disciplines of the Art. Skilled in the use of the Art, a Mystic's mission in life is to detect, locate and combat the Dark Legion wherever encountered.

MYSTIC
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STUDIO PARENTE

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MYSTIC
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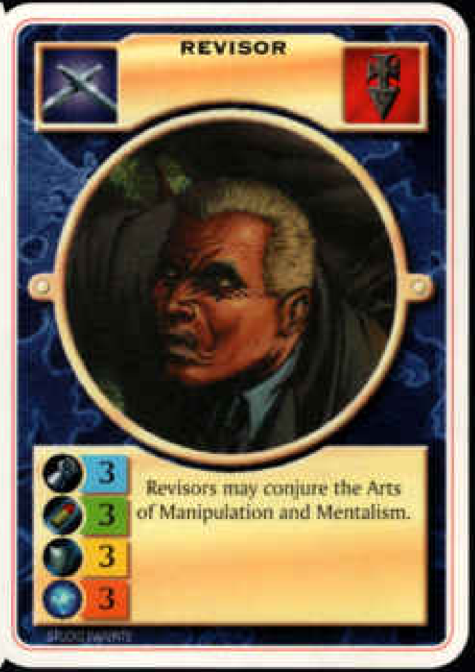
REVISOR
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STUDIO PARENTE

Revisors may conjure the Arts of Manipulation and Mentalism.

REVISOR
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STUDIO PARENTE

Revisors may conjure the Arts of Manipulation and Mentalism.

REVISOR
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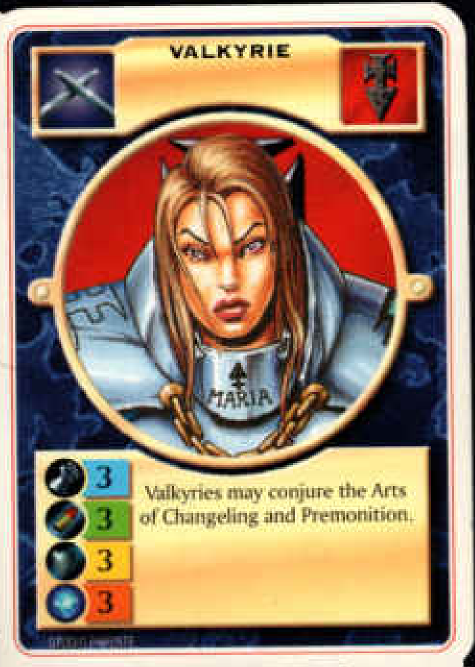
STUDIO PARENTE

Revisors may conjure the Arts of Manipulation and Mentalism.


VALKYRIE
MARIA
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STUDIO PARENTE

Valkyries may conjure the Arts of Changeling and Premonition.

VALKYRIE
MARIA
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STUDIO PARENTE

Valkyries may conjure the Arts of Changeling and Premonition.

VALKYRIE
MARIA
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STUDIO PARENTE

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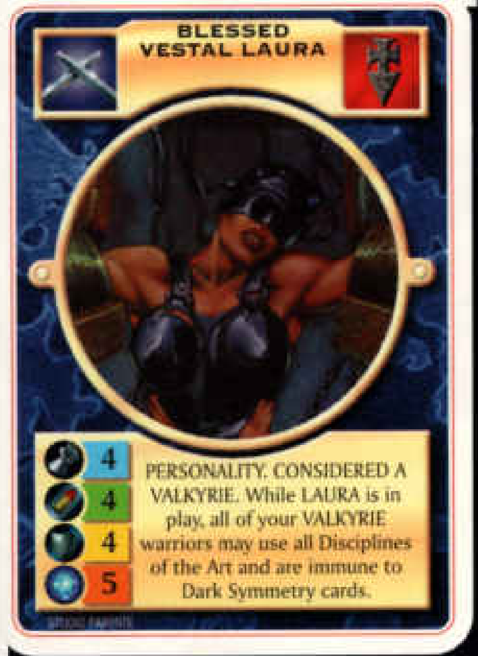

BLESSED VESTAL LAURA

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PERSONALITY. CONSIDERED A VALKYRIE. While LAURA is in play, all of your VALKYRIE warriors may use all Disciplines of the Art and are immune to Dark Symmetry cards.

BLESSED VESTAL LAURA

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PERSONALITY. CONSIDERED A VALKYRIE. While LAURA is in play, all of your VALKYRIE warriors may use all Disciplines of the Art and are immune to Dark Symmetry cards.

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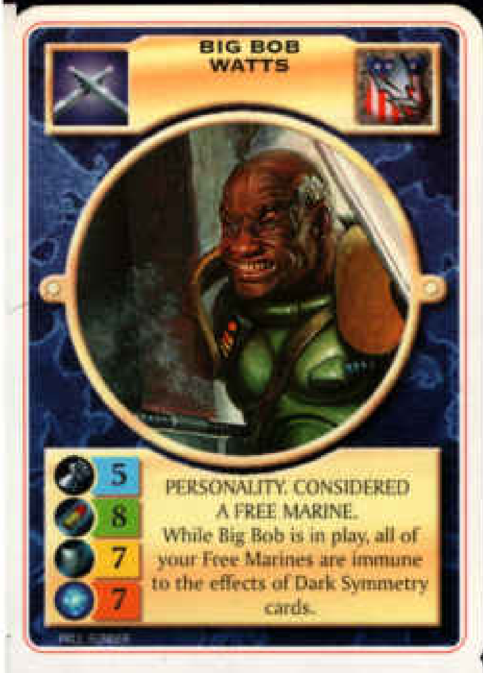

BIG BOB WATTS

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PERSONALITY. CONSIDERED A FREE MARINE. While Big Bob is in play, all of your Free Marines are immune to the effects of Dark Symmetry cards.

BIG BOB WATTS

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PERSONALITY. CONSIDERED A FREE MARINE. While Big Bob is in play, all of your Free Marines are immune to the effects of Dark Symmetry cards.

BIG BOB WATTS

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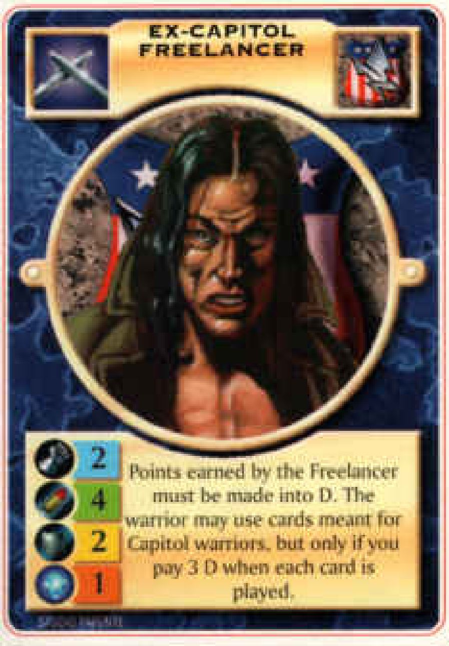

EX-CAPITOL FREELANCER

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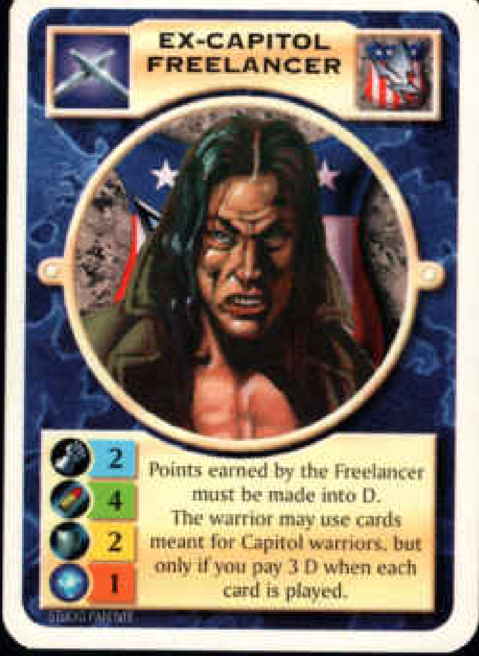
Points earned by the Freelancer must be made into D. The warrior may use cards meant for Capitol warriors, but only if you pay 3 D when each card is played.

STUDIO PARENTE



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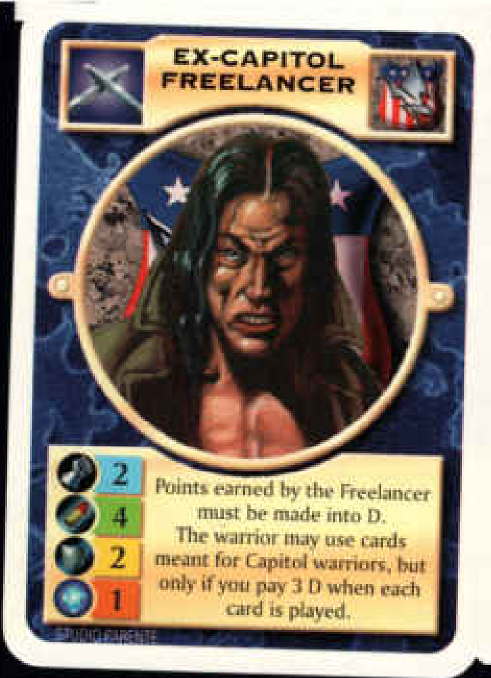

EX-CAPITOL FREELANCER

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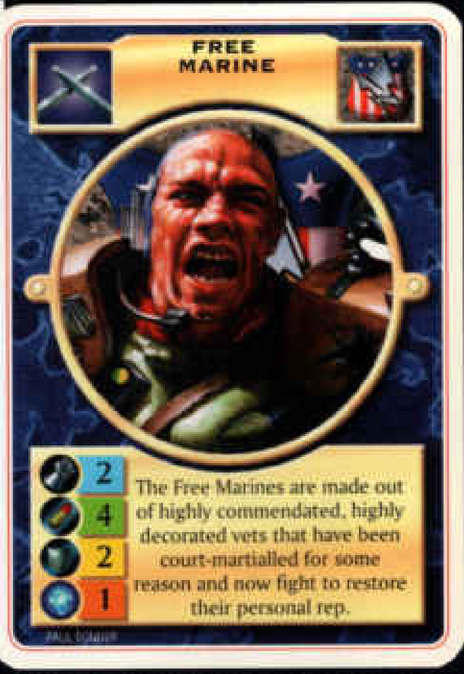
Points earned by the Freelancer must be made into D. The warrior may use cards meant for Capitol warriors, but only if you pay 3 D when each card is played.

STUDIO PARENTE



FREE MARINE

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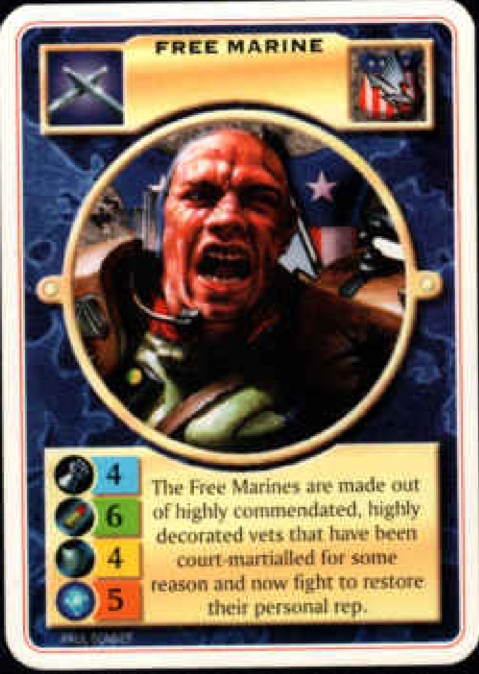
The Free Marines are made out of highly commendated, highly decorated vets that have been court-martialled for some reason and now fight to restore their personal rep.

PAUL BONNER



FREE MARINE

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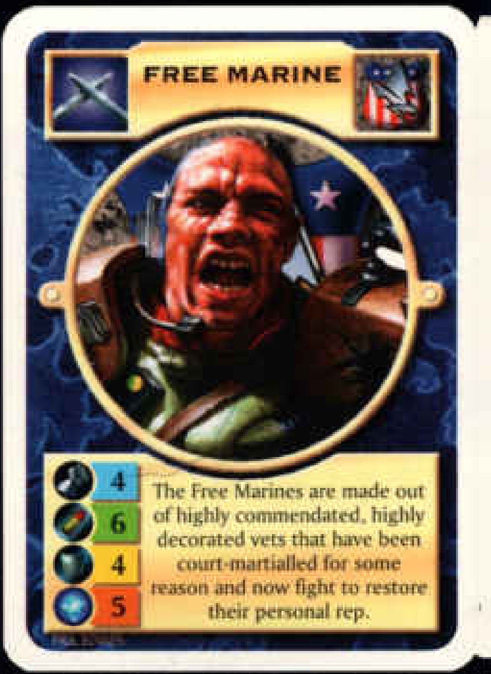

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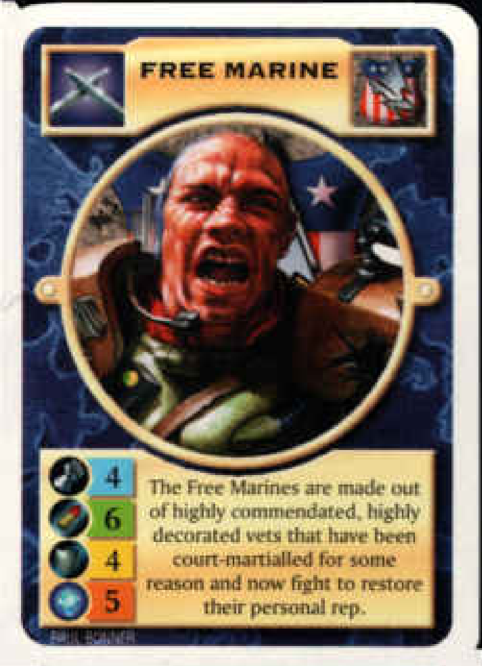

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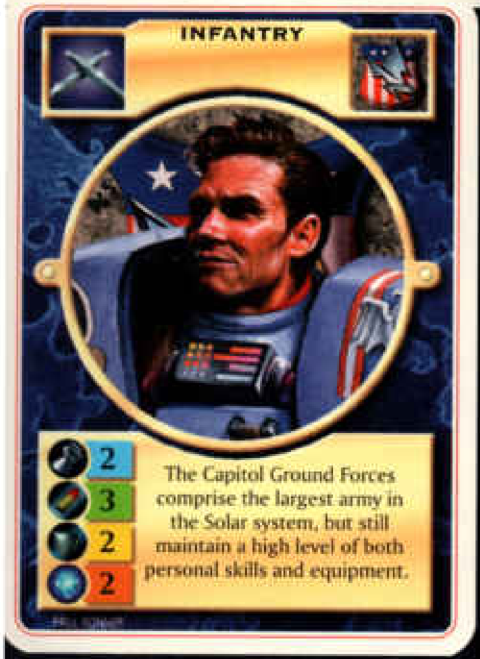

INFANTRY

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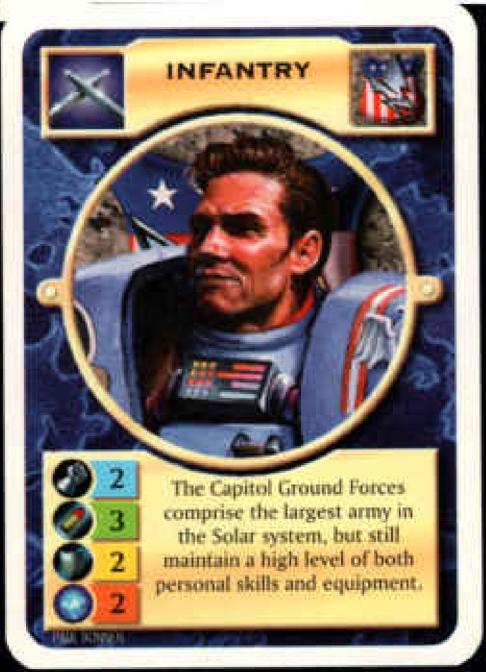
The Capitol Ground Forces comprise the largest army in the Solar system, but still maintain a high level of both personal skills and equipment.

PAUL BONNER



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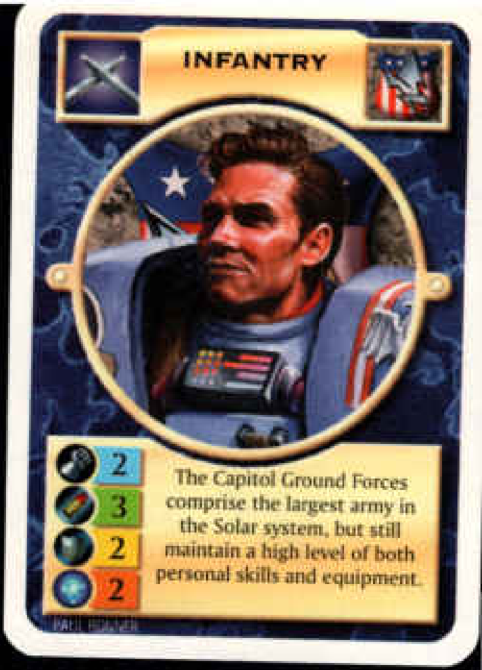

INFANTRY

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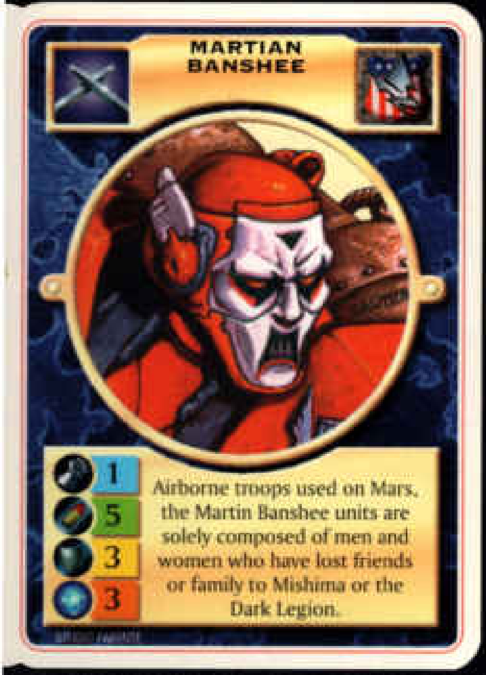

MARTIAN BANSHEE

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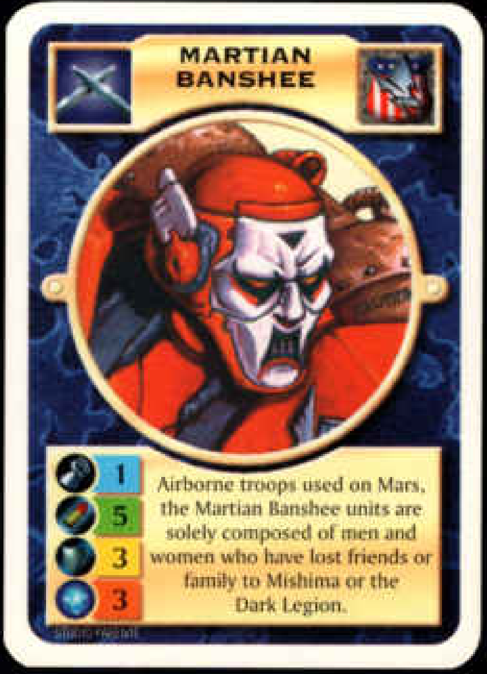
Airborne troops used on Mars, the Martin Banshee units are solely composed of men and women who have lost friends or family to Mishima or the Dark Legion.

STUDIO PARENTE



MARTIAN BANSHEE

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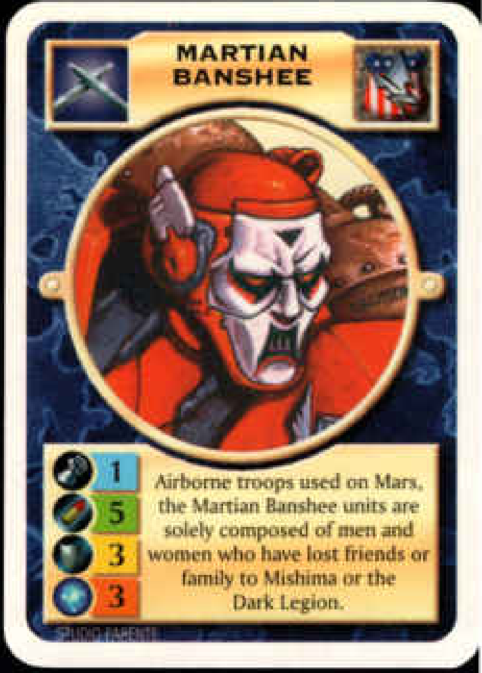

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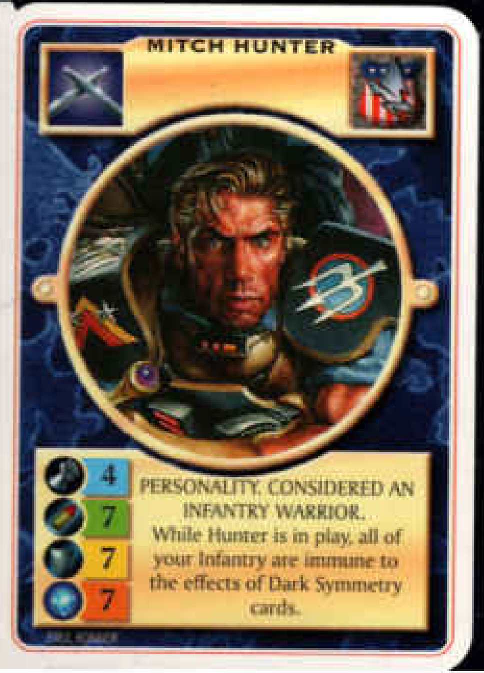

MITCH HUNTER

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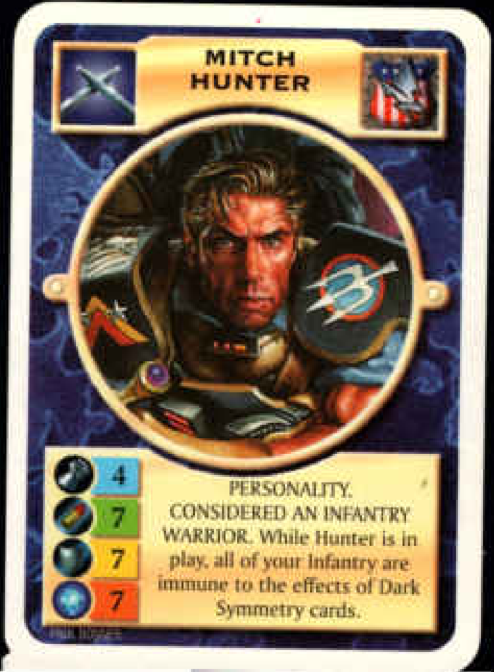
PERSONALITY. CONSIDERED AN INFANTRY WARRIOR. While Hunter is in play, all of your Infantry are immune to the effects of Dark Symmetry cards.

PAUL BONNER



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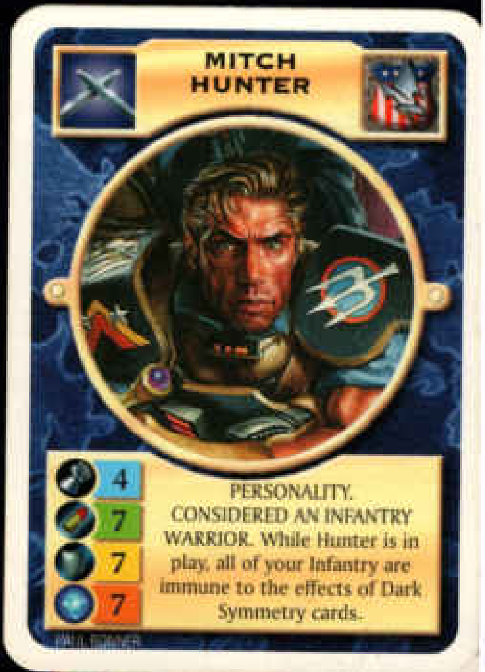

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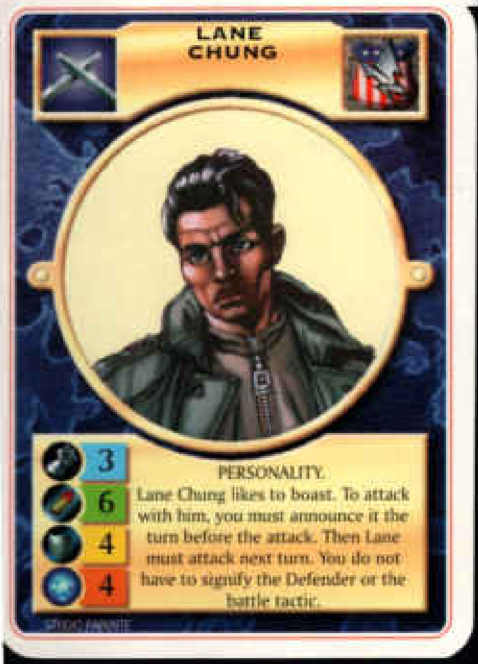

LANE CHUNG

PERSONALITY.
Lane Chung likes to boast. To attack with him, you must announce it the turn before the attack. Then Lane must attack next turn. You do not have to signify the Defender or the battle tactic.

STUDIO PARENTE

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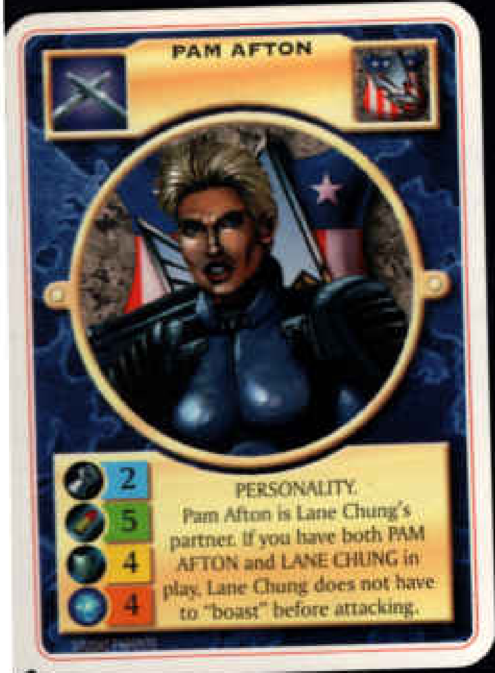

PAM AFTON

PERSONALITY.
Pam Afton is Lane Chung's partner. If you have both PAM AFTON and LANE CHUNG in play, Lane Chung does not have to "boast" before attacking.

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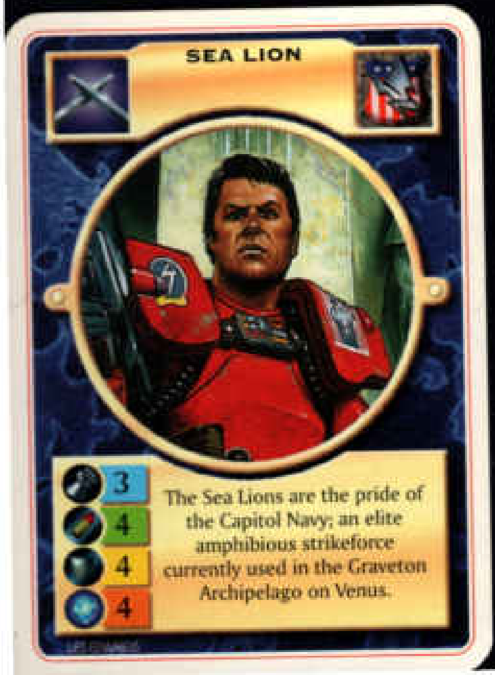

SEA LION

The Sea Lions are the pride of the Capitol Navy; an elite amphibious strikeforce currently used in the Graveton Archipelago on Venus.

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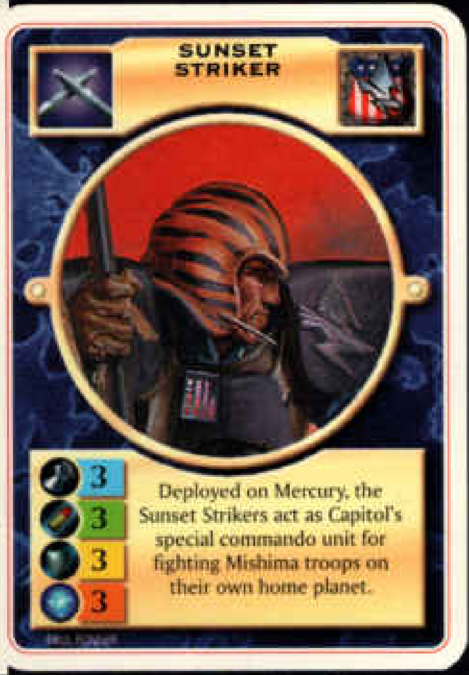

SUNSET STRIKER

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Deployed on Mercury, the Sunset Strikers act as Capitol's special commando unit for fighting Mishima troops on their own home planet.

SUNSET STRIKER

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PAUL BONNER

SUNSET STRIKER

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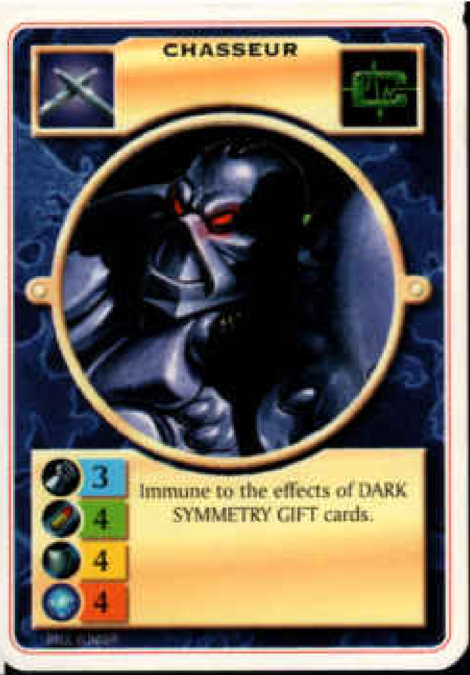
PAUL BONNER



CHASSEUR

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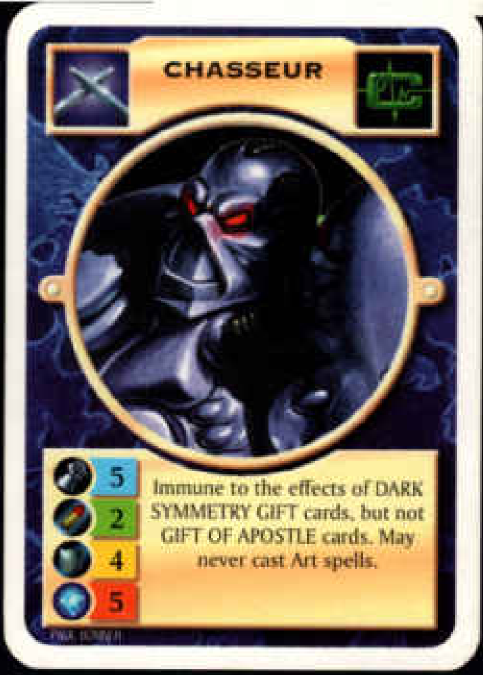
Immune to the effects of DARK SYMMETRY GIFT cards.

PAUL BONNER



CHASSEUR

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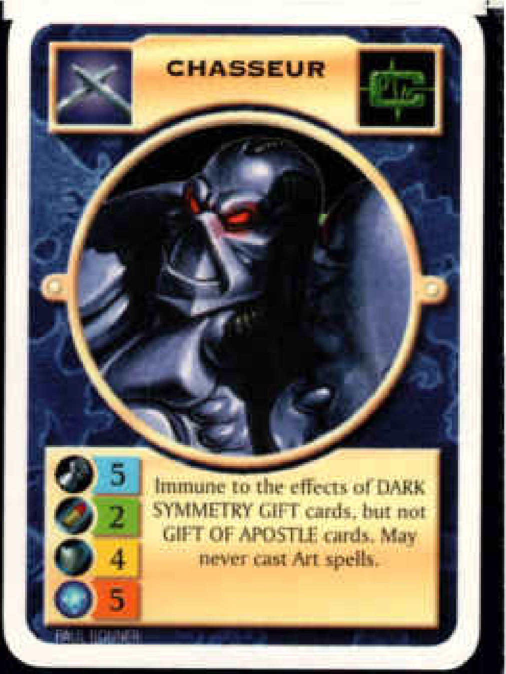
Immune to the effects of DARK SYMMETRY GIFT cards, but not GIFT OF APOSTLE cards. May never cast Art spells.

PAUL BONNER



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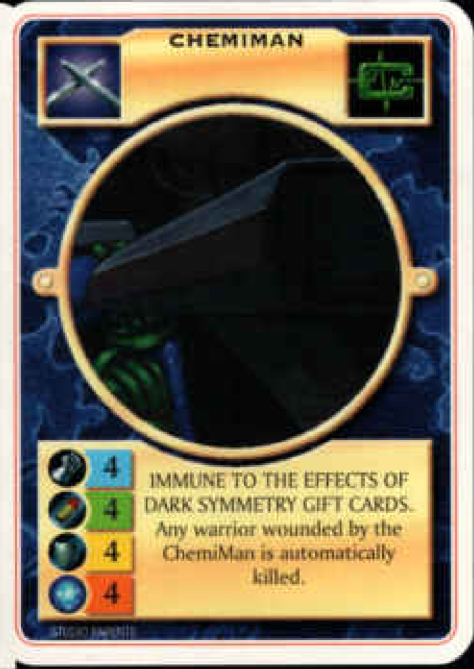

CHEMIMAN

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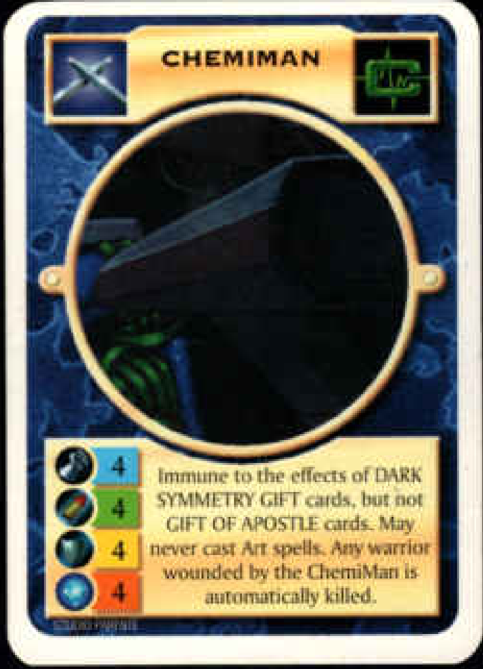
IMMUNE TO THE EFFECTS OF DARK SYMMETRY GIFT CARDS. Any warrior wounded by the ChemiMan is automatically killed.

STUDIO PARENTE



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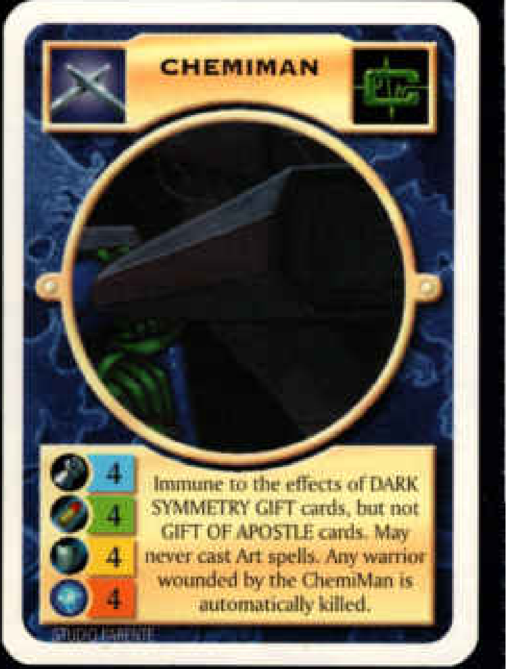

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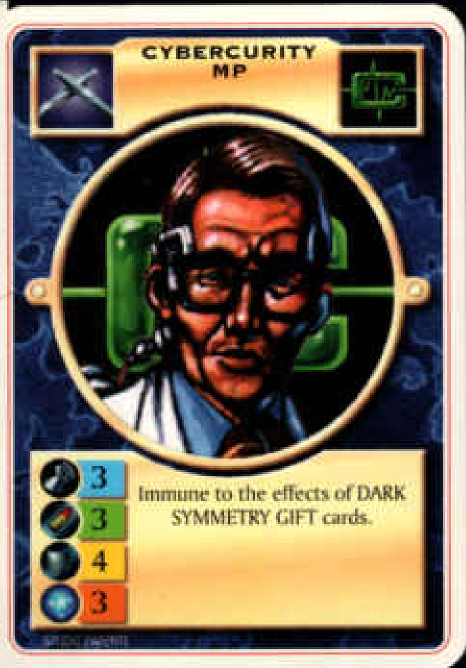

CYBERCURITY MP

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Immune to the effects of DARK SYMMETRY GIFT cards.

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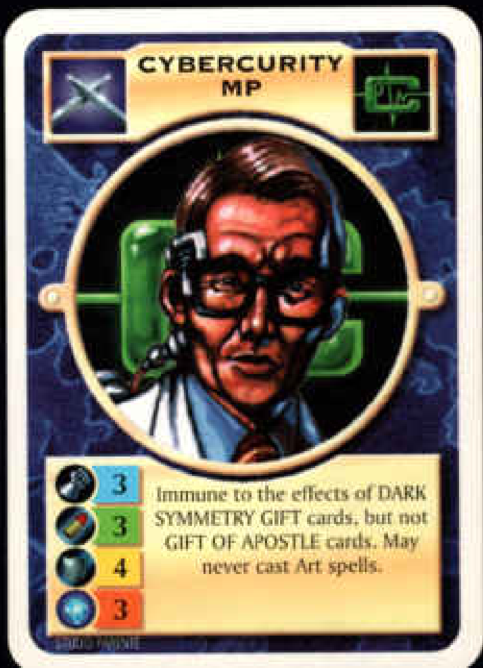

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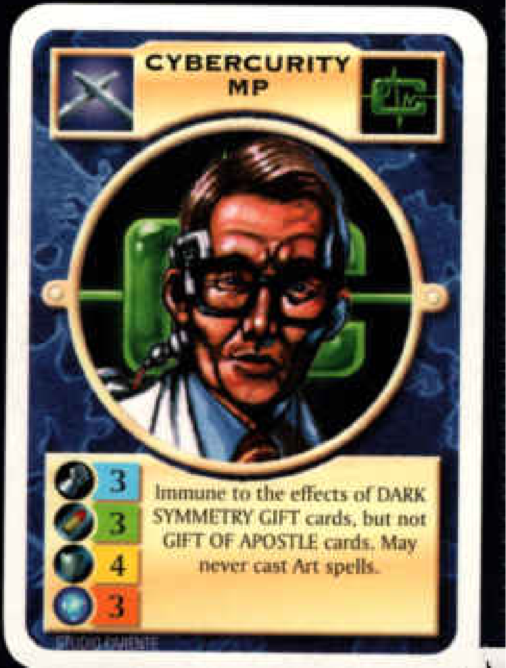

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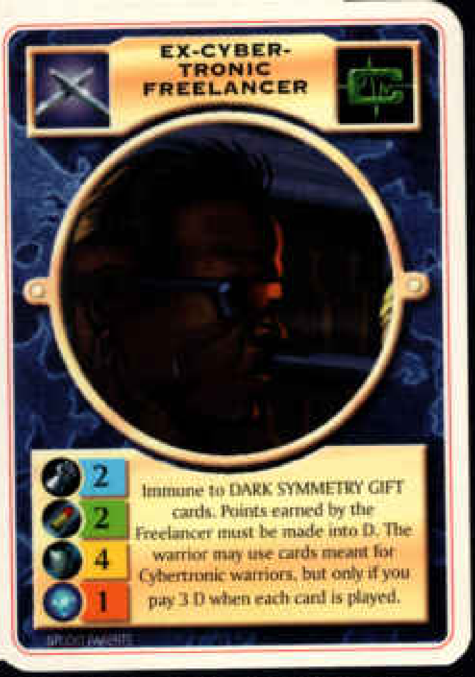
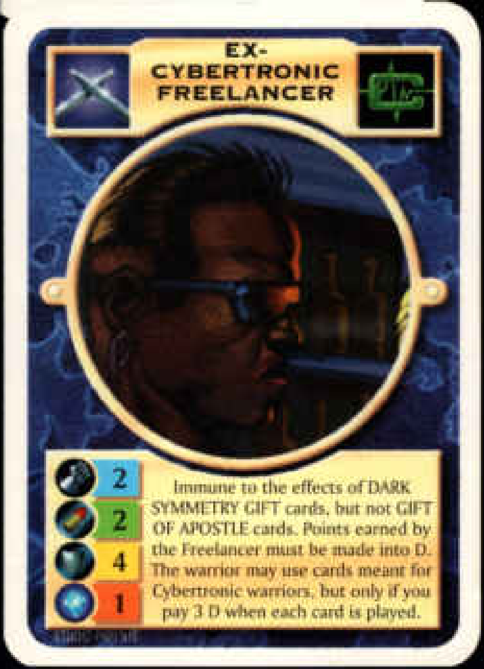


EX-CYBERTRONIC FREELANCER

Immune to DARK SYMMETRY GIFT cards. Points earned by the Freelancer must be made into D. The warrior may use cards meant for Cybertronic warriors, but only if you pay 3 D when each card is played.



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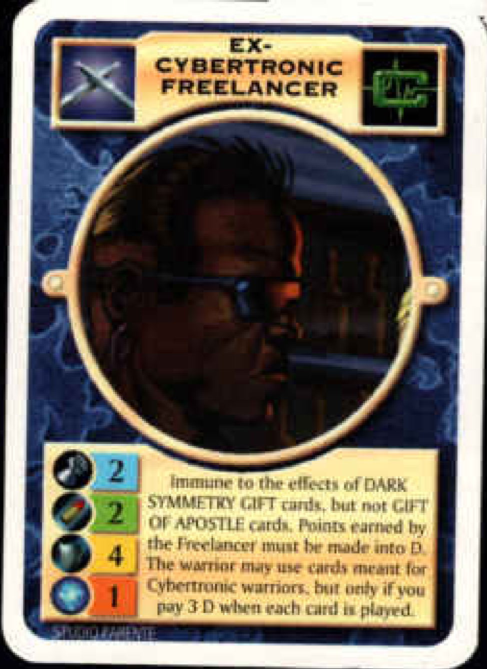

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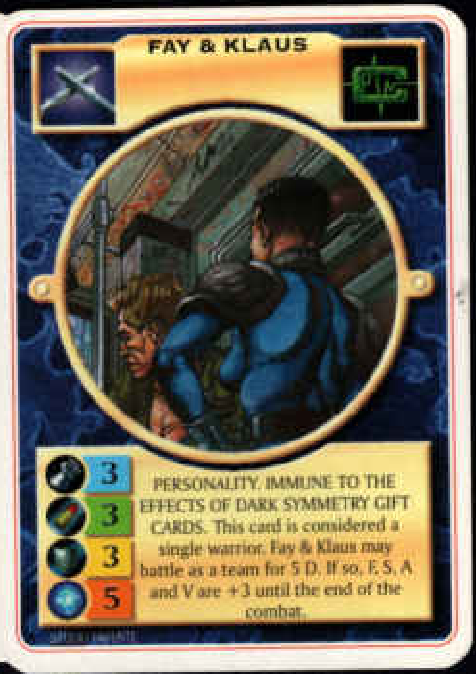
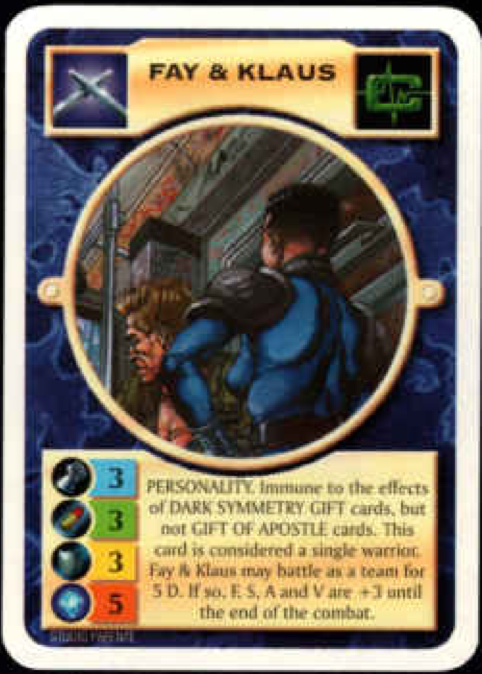


FAY & KLAUS

PERSONALITY. IMMUNE TO THE EFFECTS OF DARK SYMMETRY GIFT CARDS. This card is considered a single warrior. Fay & Klaus may battle as a team for 5 D. If so, F, S, A and V are +3 until the end of the combat.



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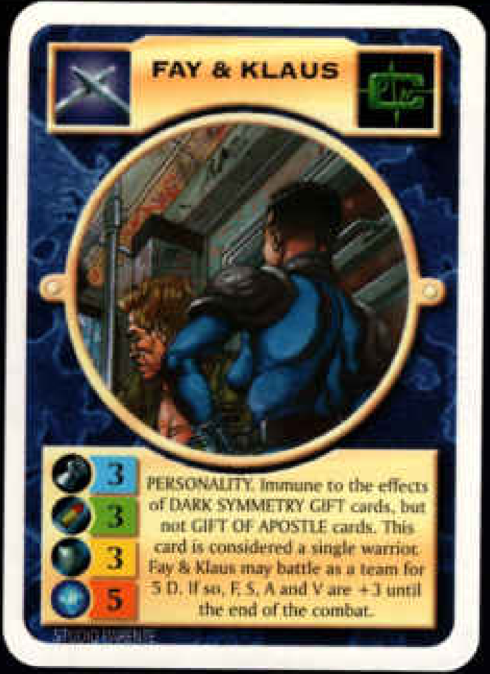

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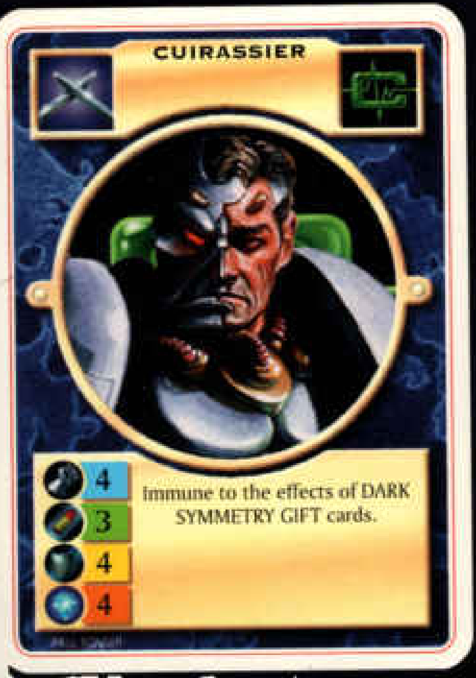

CUIRASSIER

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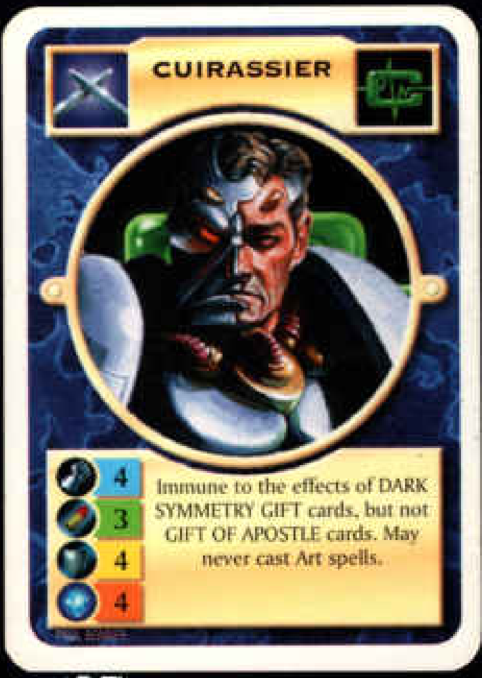

CUIRASSIER

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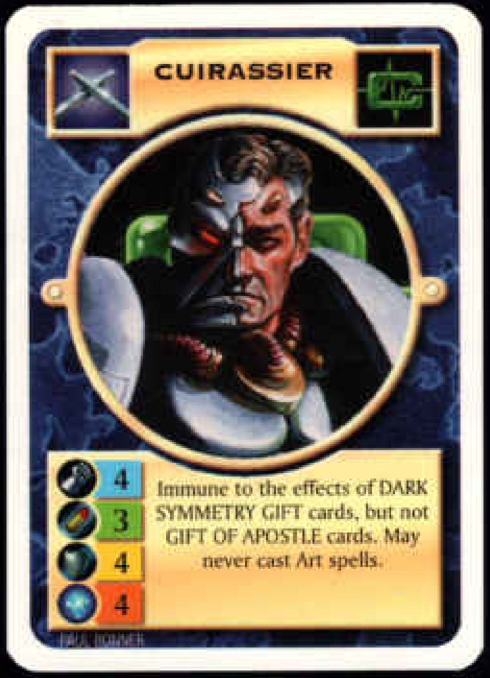

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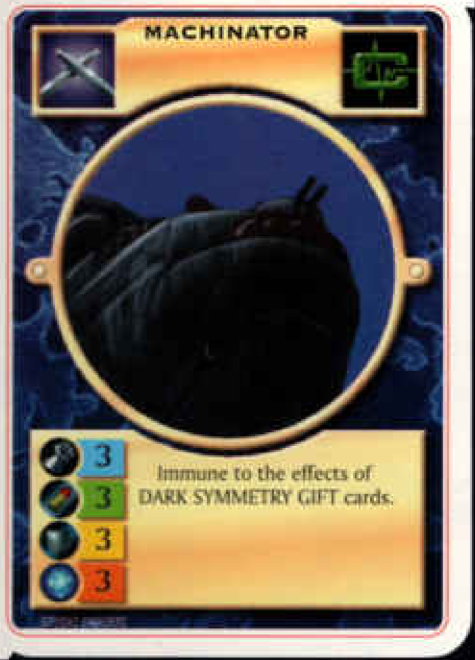

MACHINATOR

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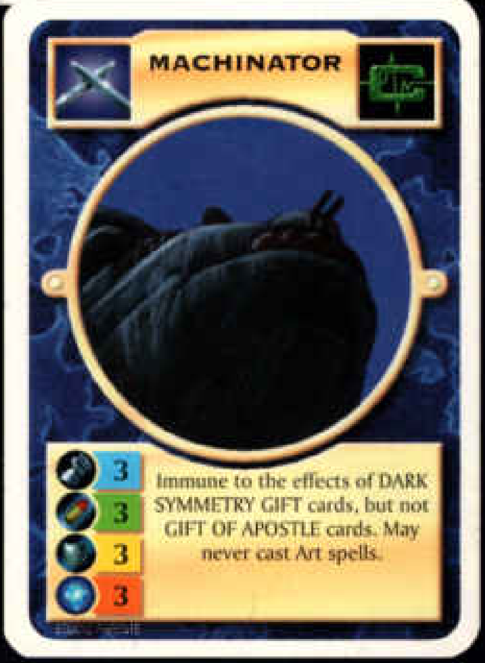
Immune to the effects of DARK SYMMETRY GIFT cards.

STUDIO PARENTE



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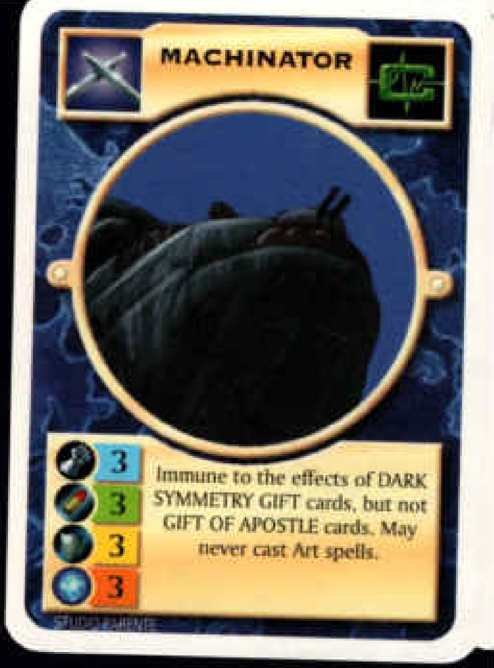

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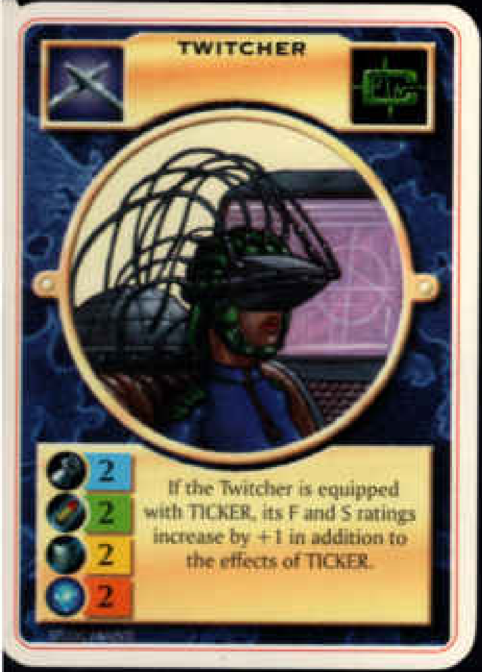

TWITCHER

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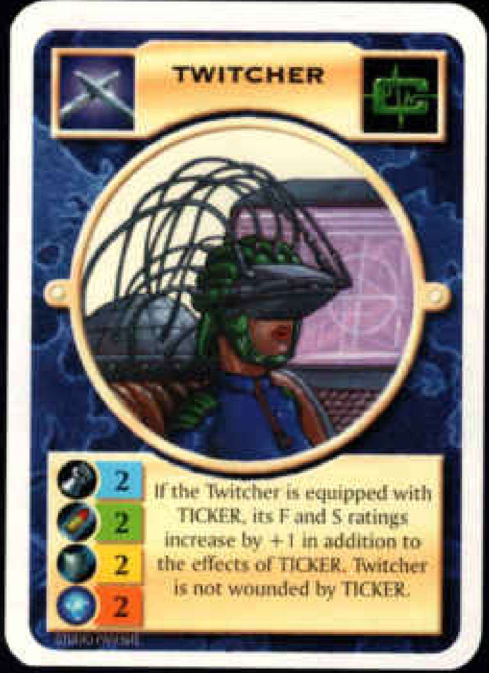
If the Twitcher is equipped with TICKER, its F and S ratings increase by +1 in addition to the effects of TICKER.

STUDIO PARENTE



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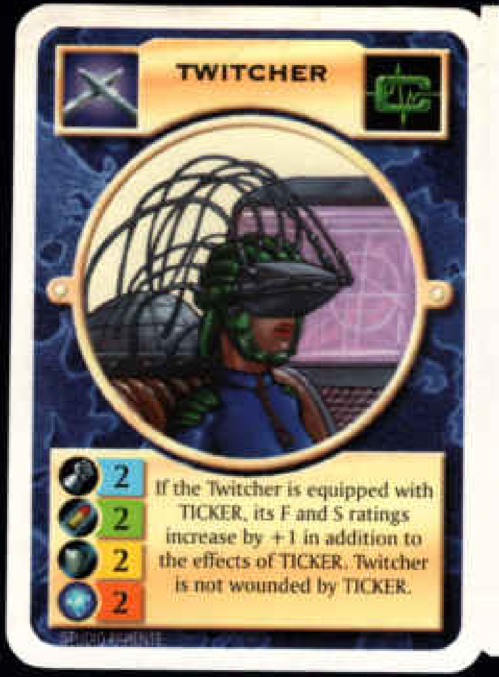

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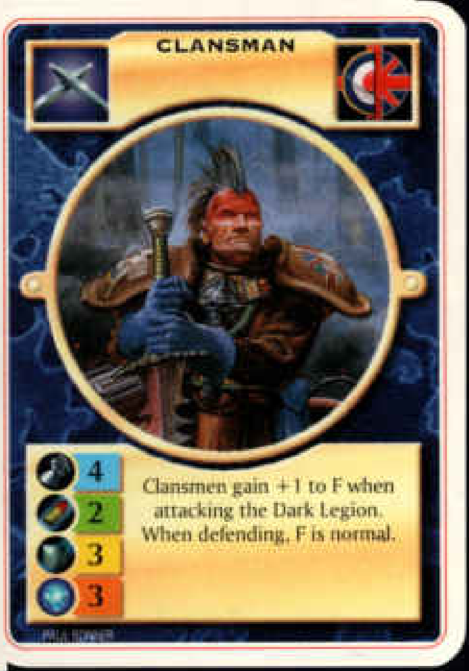
CLANSMAN

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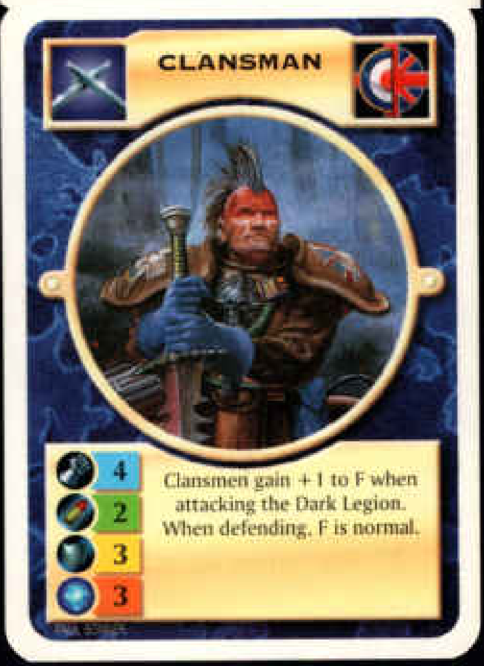
Clansmen gain +1 to F when attacking the Dark Legion. When defending, F is normal.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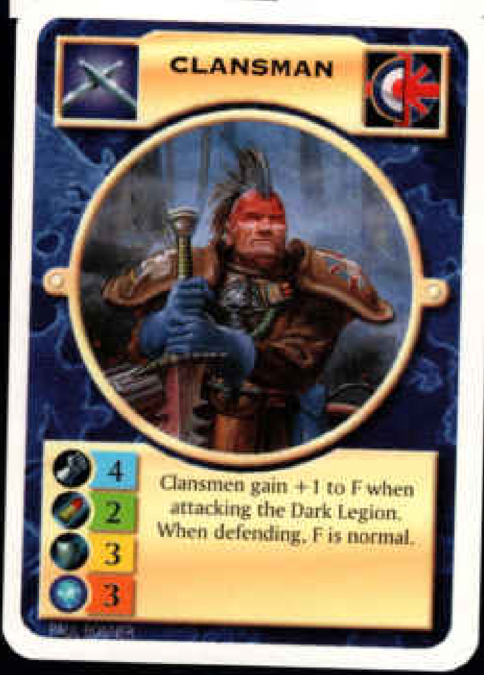
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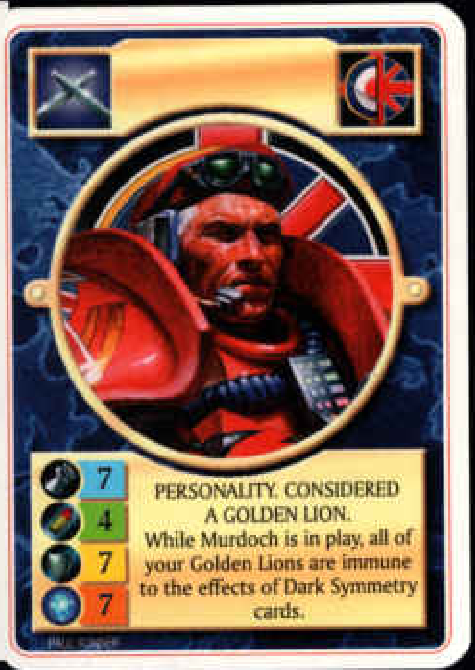
7
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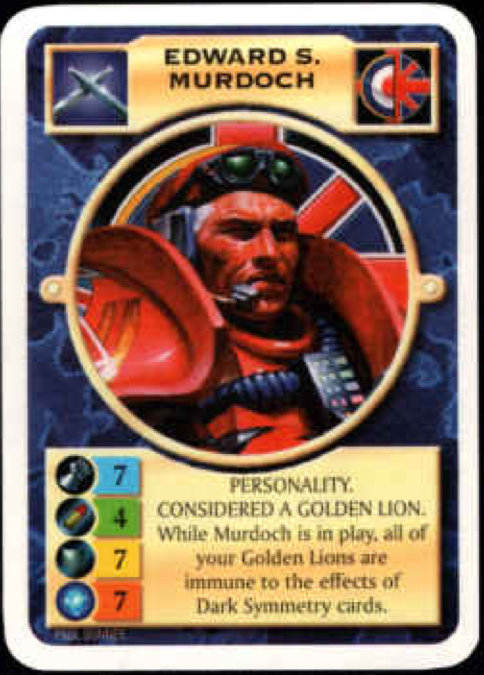
PERSONALITY. CONSIDERED A GOLDEN LION. While Murdoch is in play, all of your Golden Lions are immune to the effects of Dark Symmetry cards.


EDWARD S. MURDOCH

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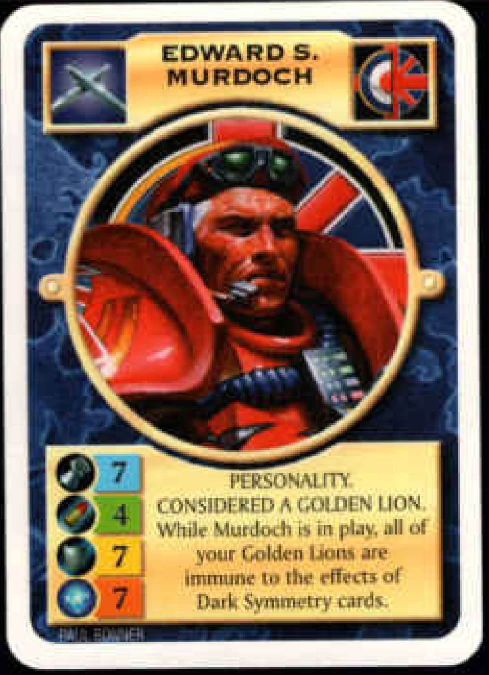
EDWARD S. MURDOCH

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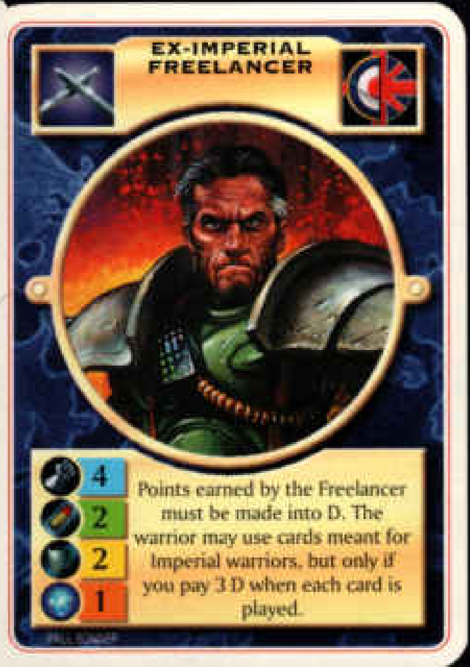
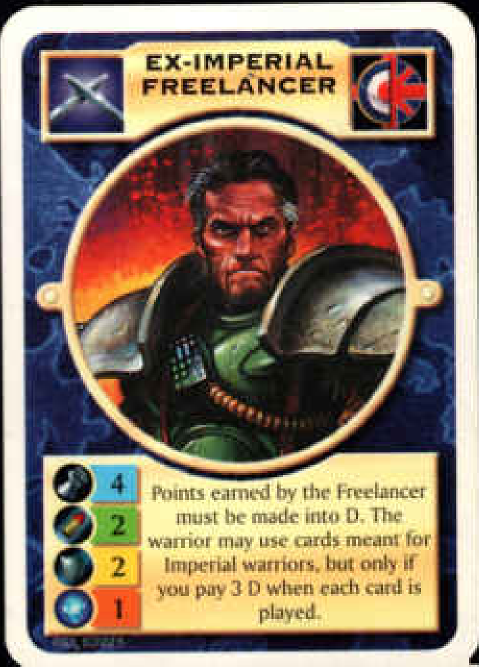
PERSONALITY. CONSIDERED A GOLDEN LION. While Murdoch is in play, all of your Golden Lions are immune to the effects of Dark Symmetry cards.


EX-IMPERIAL FREELANCER

4
2
2
1

Points earned by the Freelancer must be made into D. The warrior may use cards meant for Imperial warriors, but only if you pay 3 D when each card is played.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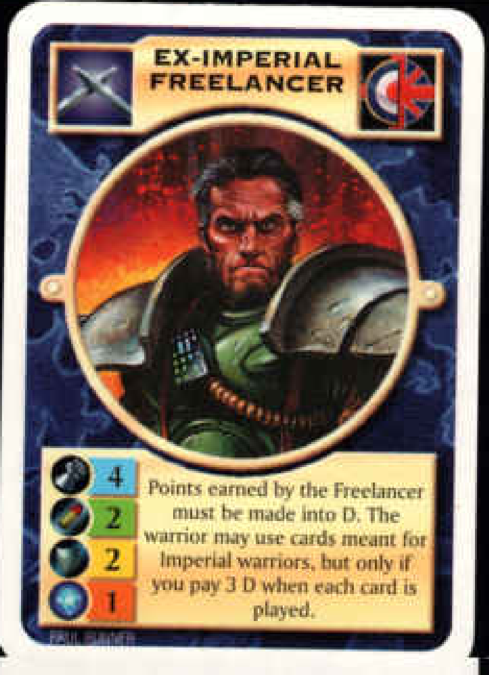
EX-IMPERIAL FREELANCER

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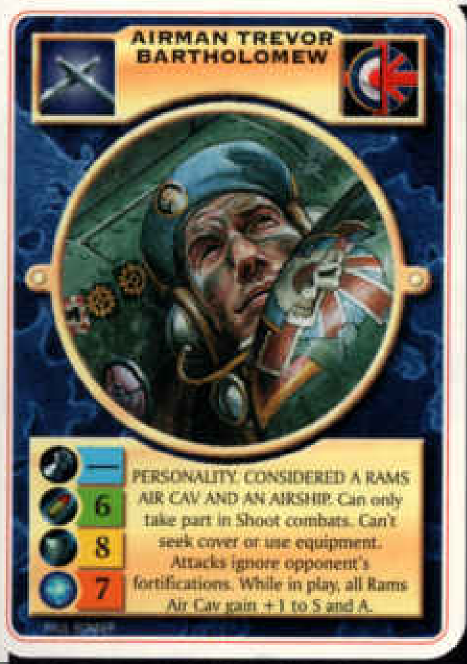

AIRMAN TREVOR BARTHOLOMEW

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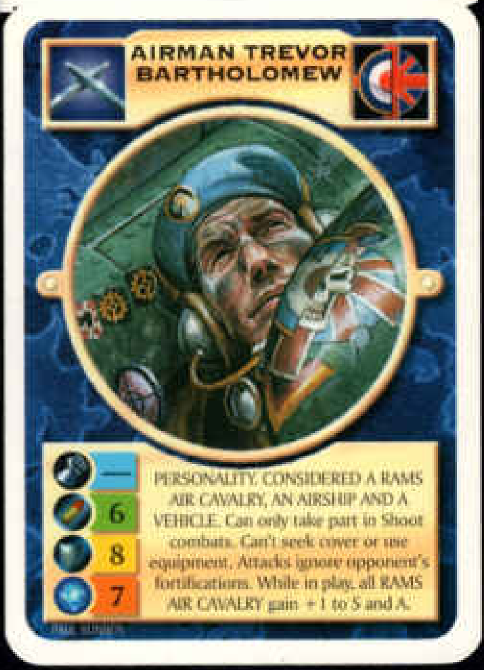
PERSONALITY. CONSIDERED A RAMS AIR CAV AND AN AIRSHIP. Can only take part in Shoot combats. Can't seek cover or use equipment. Attacks ignore opponent's fortifications. While in play, all Rams Air Cav gain +1 to S and A.

PAUL BONNER



AIRMAN TREVOR BARTHOLOMEW

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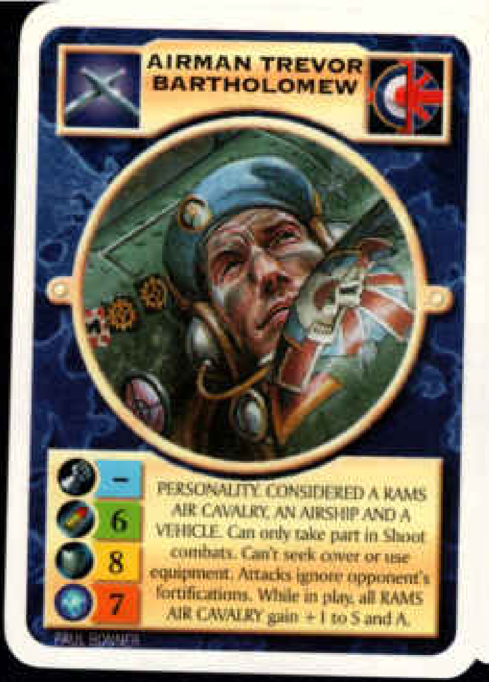
PERSONALITY. CONSIDERED A RAMS AIR CAVALRY, AN AIRSHIP AND A VEHICLE. Can only take part in Shoot combats. Can't seek cover or use equipment. Attacks ignore opponent's fortifications. While in play, all RAMS AIR CAVALRY gain +1 to S and A.

PAUL BONNER



AIRMAN TREVOR BARTHOLOMEW

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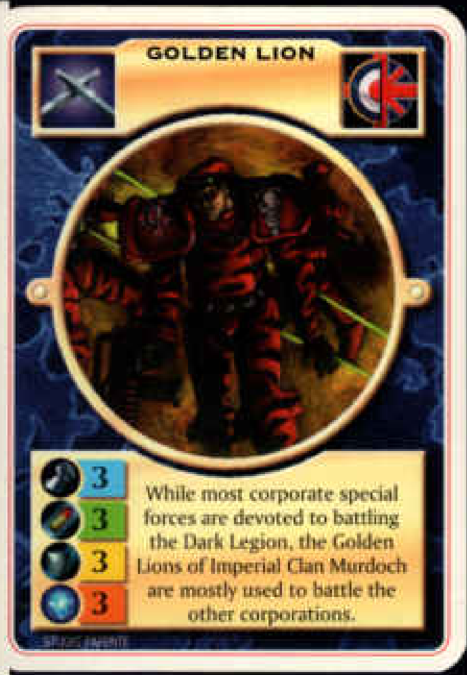
PAUL BONNER



GOLDEN LION

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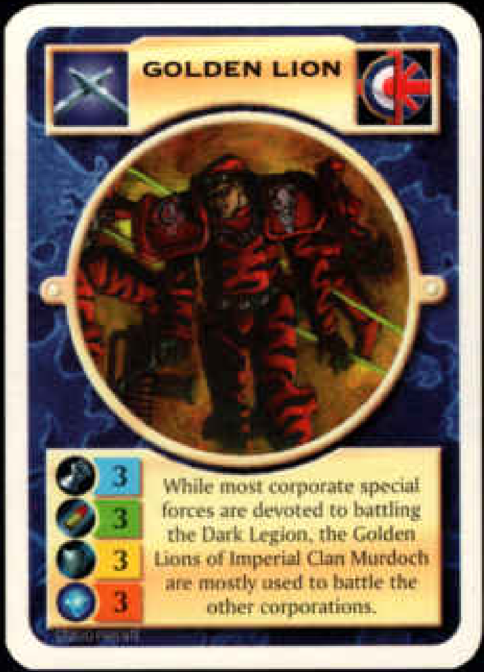
While most corporate special forces are devoted to battling the Dark Legion, the Golden Lions of Imperial Clan Murdoch are mostly used to battle the other corporations.

STUDIO PARENTE



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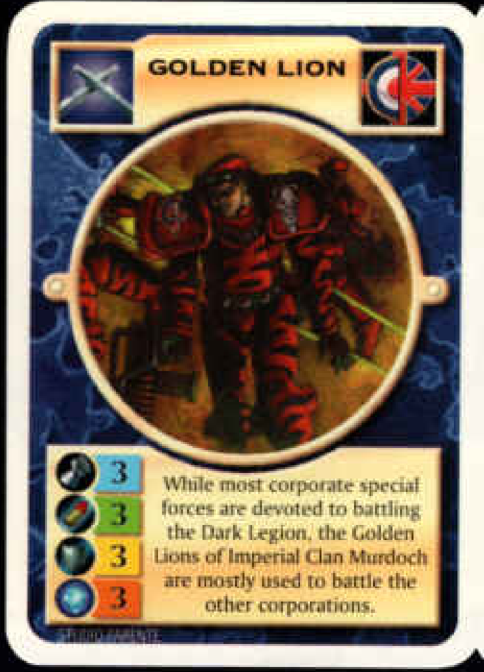

GOLDEN LION

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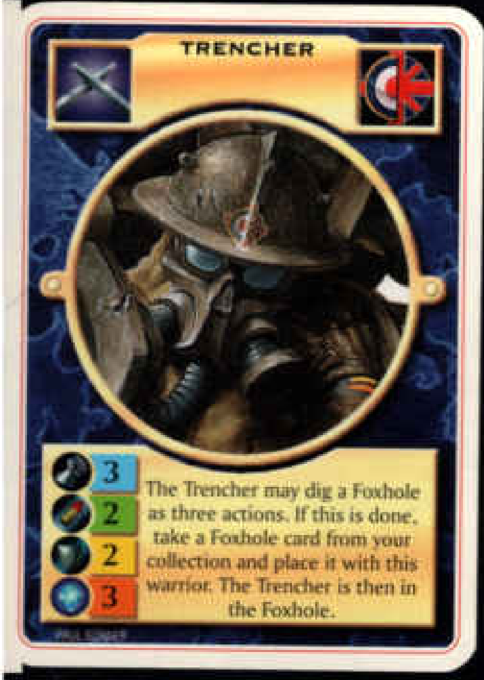

TRENCHER

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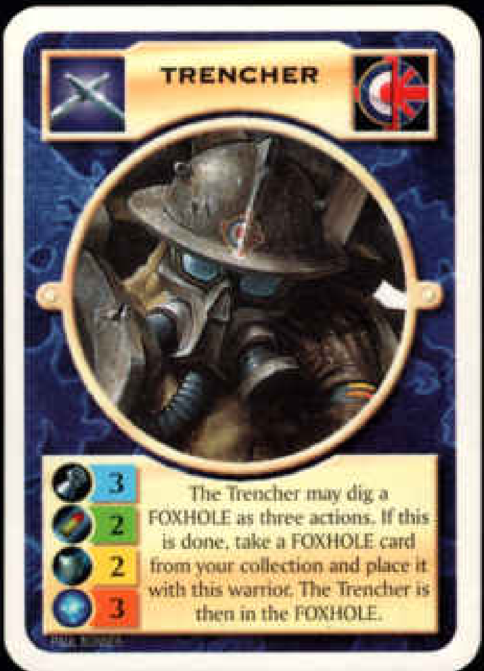
The Trencher may dig a Foxhole as three actions. If this is done, take a Foxhole card from your collection and place it with this warrior. The Trencher is then in the Foxhole.

PAUL BONNER



TRENCHER

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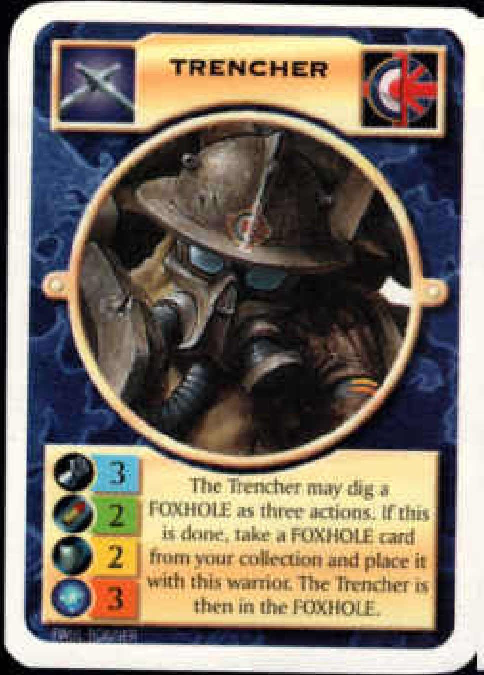
The Trencher may dig a FOXHOLE as three actions. If this is done, take a FOXHOLE card from your collection and place it with this warrior. The Trencher is then in the FOXHOLE.

PAUL BONNER



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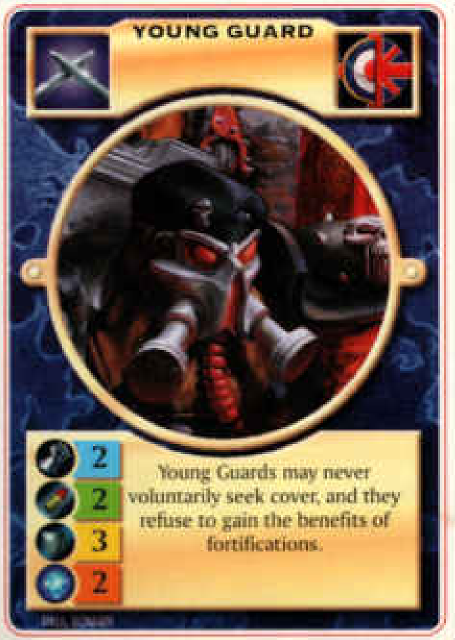

YOUNG GUARD

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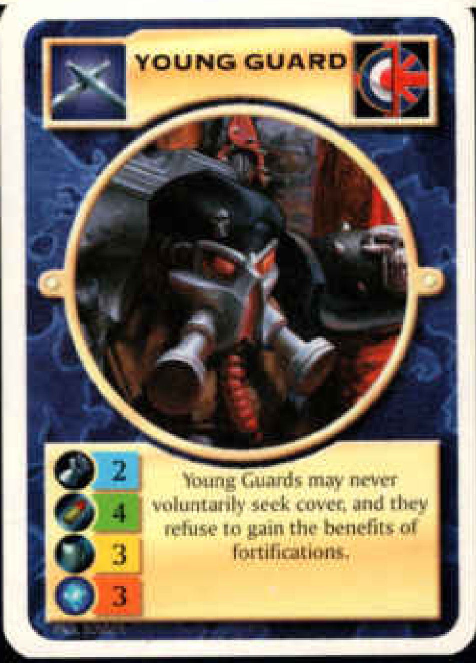
Young Guards may never voluntarily seek cover, and they refuse to gain the benefits of fortifications.

PAUL BONNER



YOUNG GUARD

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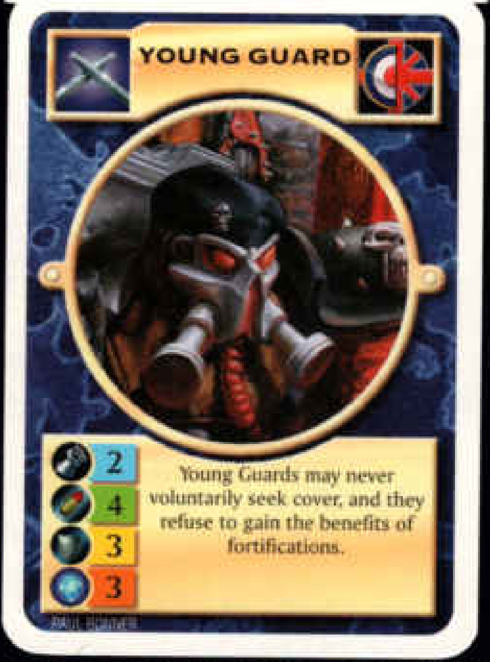
Young Guards may never voluntarily seek cover, and they refuse to gain the benefits of fortifications.

PAUL BONNER



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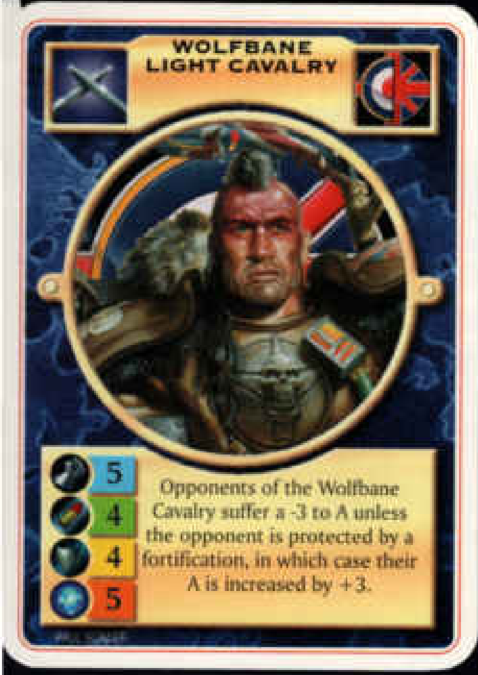

WOLFBANE LIGHT CAVALRY

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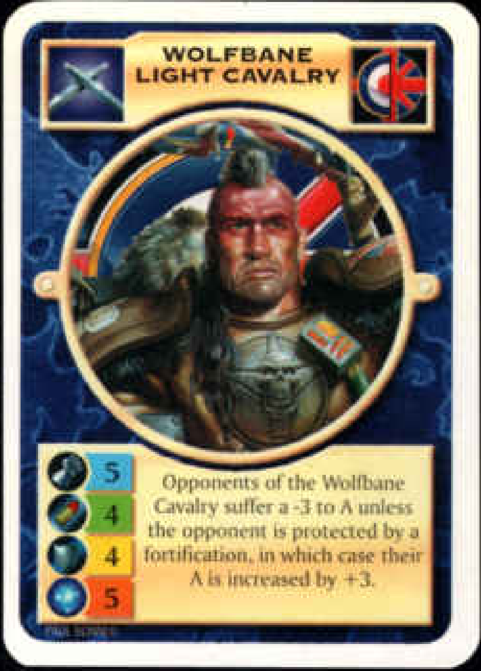
Opponents of the Wolfbane Cavalry suffer a -3 to A unless the opponent is protected by a fortification, in which case their A is increased by +3.

PAUL BONNER



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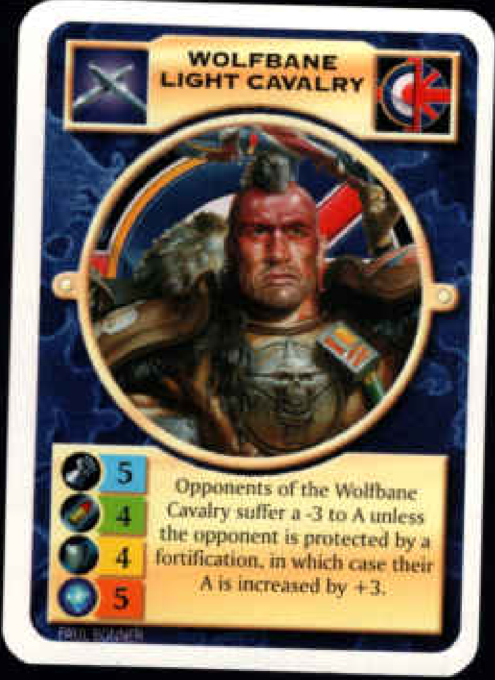

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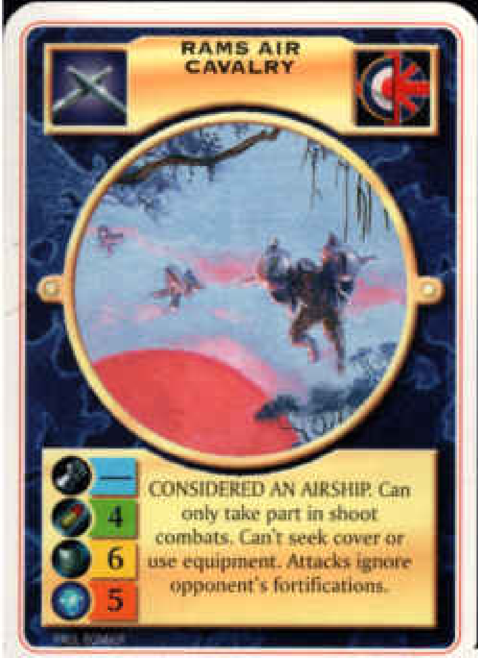

RAMS AIR CAVALRY

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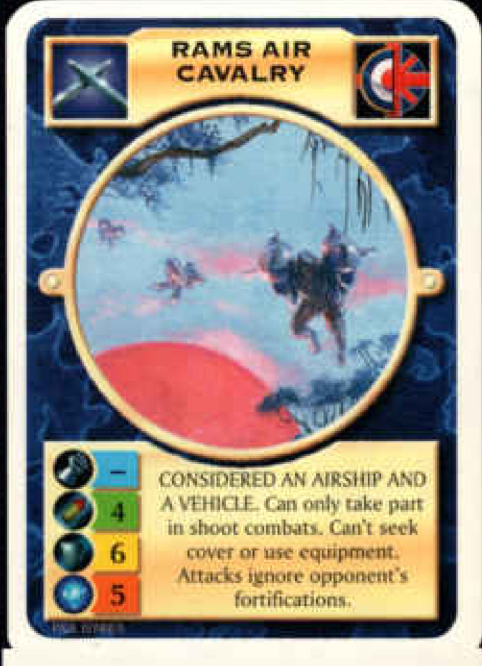
CONSIDERED AN AIRSHIP. Can only take part in shoot combats. Can't seek cover or use equipment. Attacks ignore opponent's fortifications.

PAUL BONNER



RAMS AIR CAVALRY

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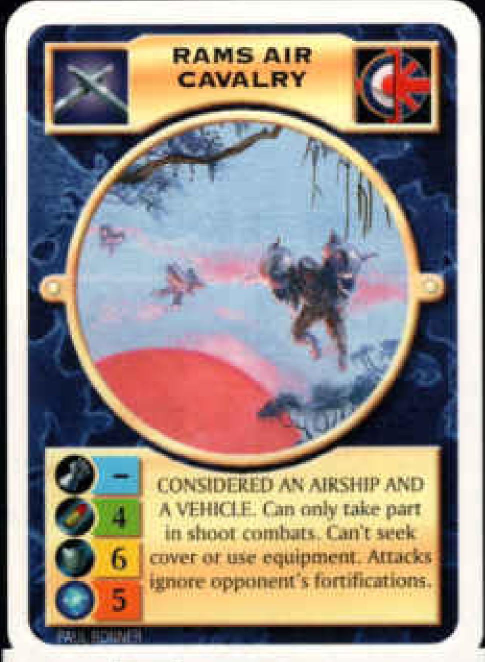

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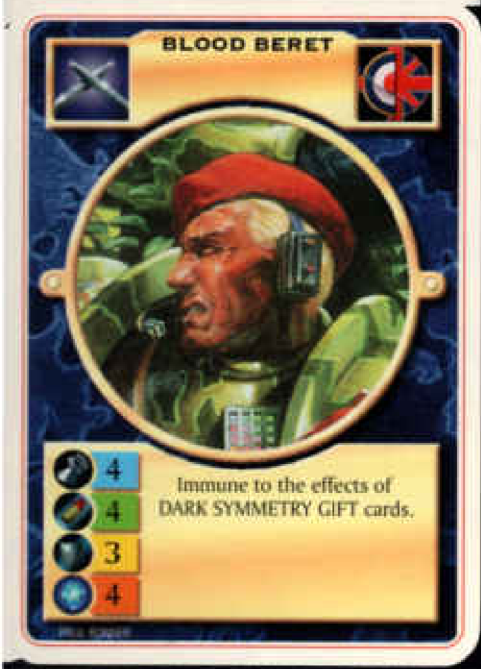

BLOOD BERET

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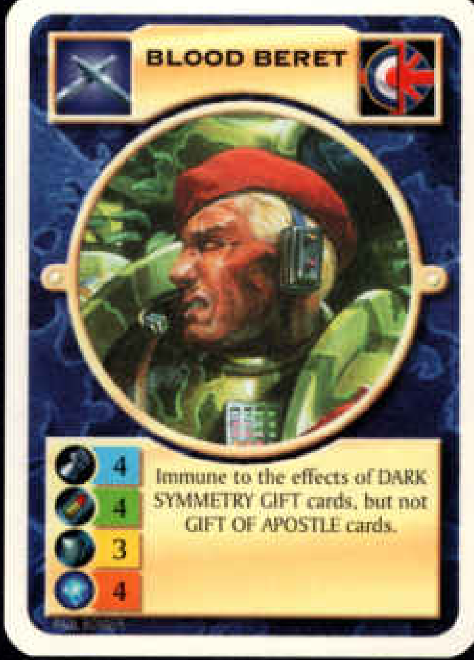
Immune to the effects of DARK SYMMETRY GIFT cards.



BLOOD BERET

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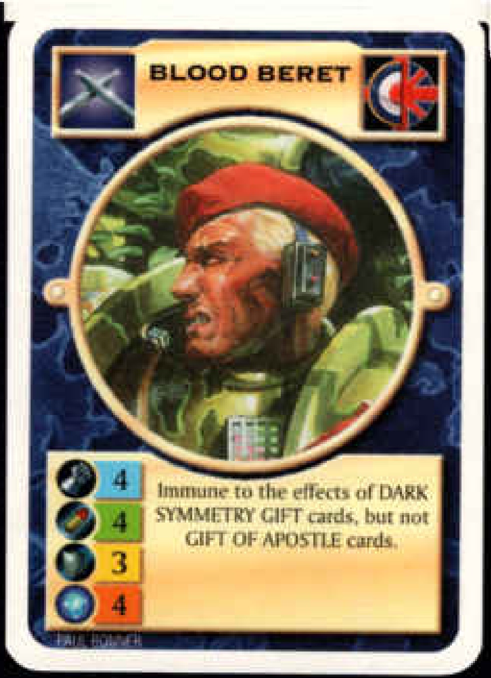
Immune to the effects of DARK SYMMETRY GIFT cards, but not GIFT OF APOSTLE cards.



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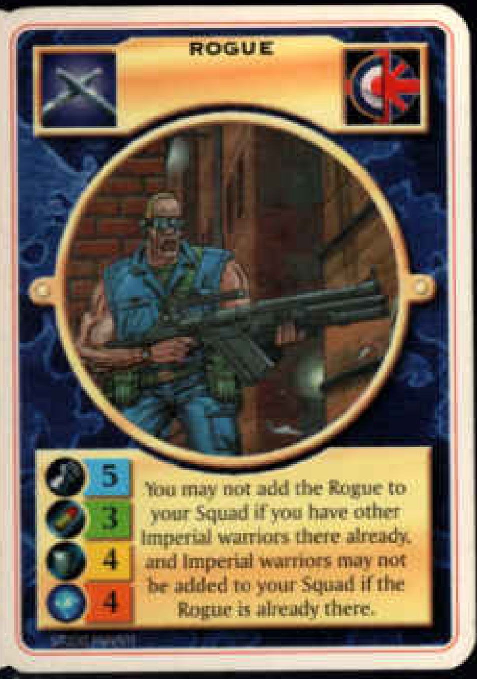

ROGUE

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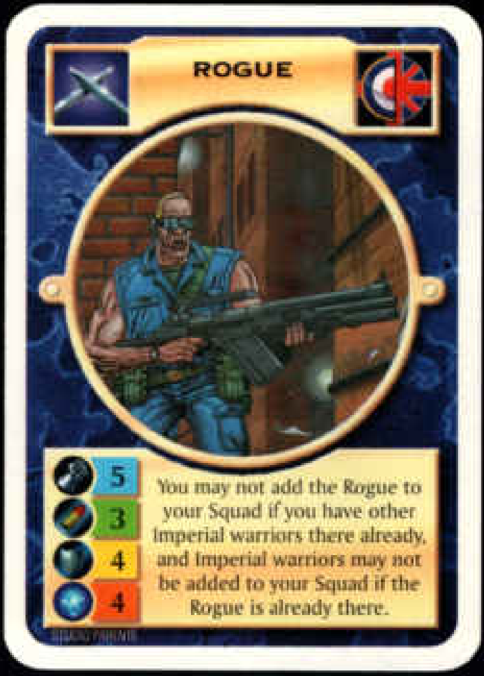
You may not add the Rogue to your Squad if you have other Imperial warriors there already, and Imperial warriors may not be added to your Squad if the Rogue is already there.



ROGUE

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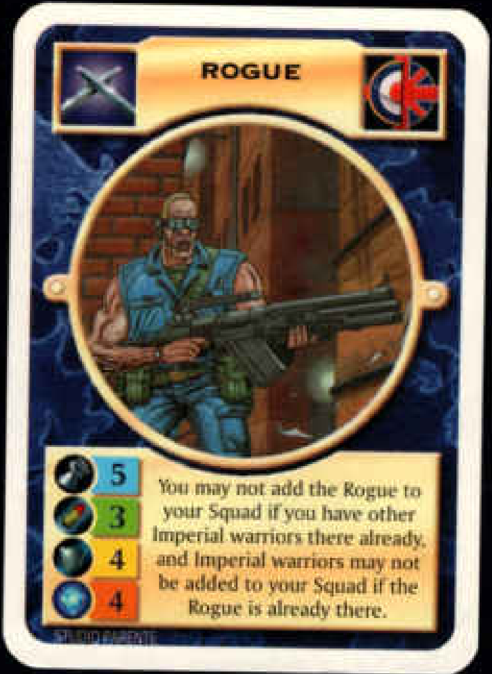

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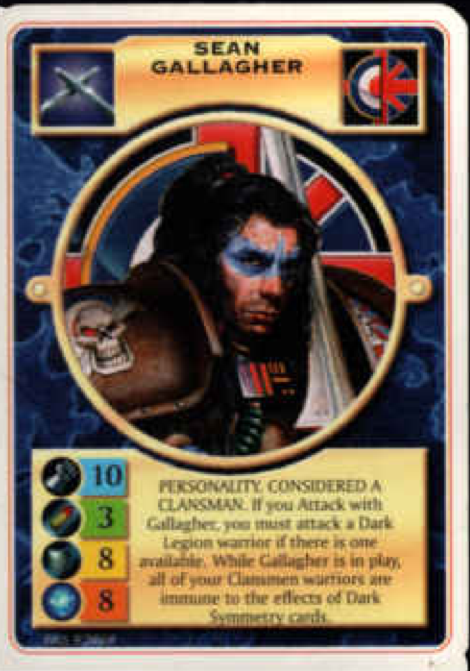
STUDIO PARENTE



SEAN GALLAGHER

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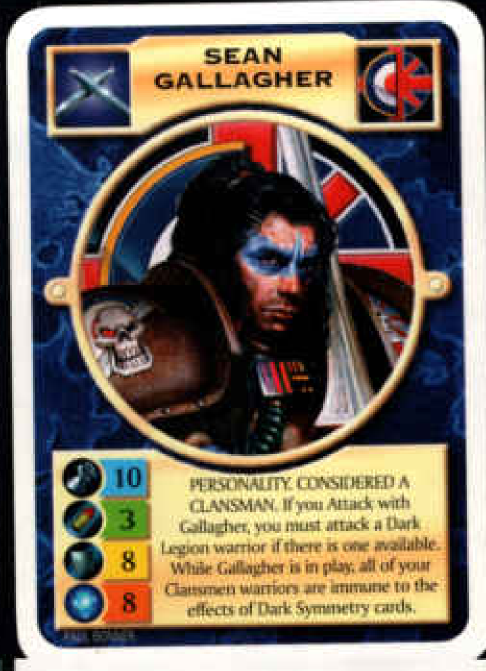
PERSONALITY. CONSIDERED A CLANSMAN. If you Attack with Gallagher, you must attack a Dark Legion warrior if there is one available. While Gallagher is in play, all of your Clansmen warriors are immune to the effects of Dark Symmetry cards.



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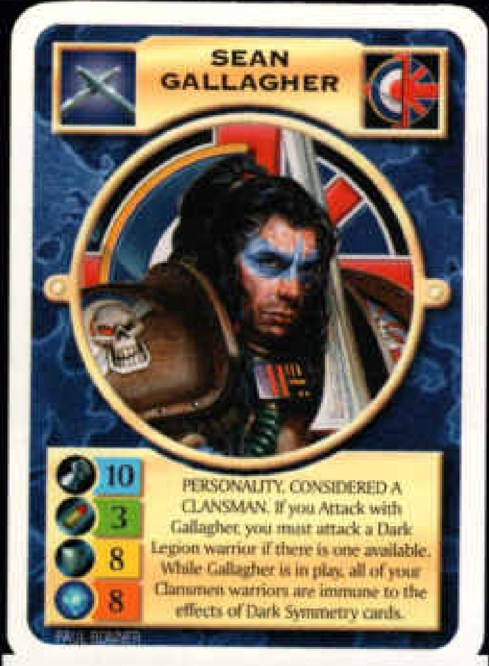

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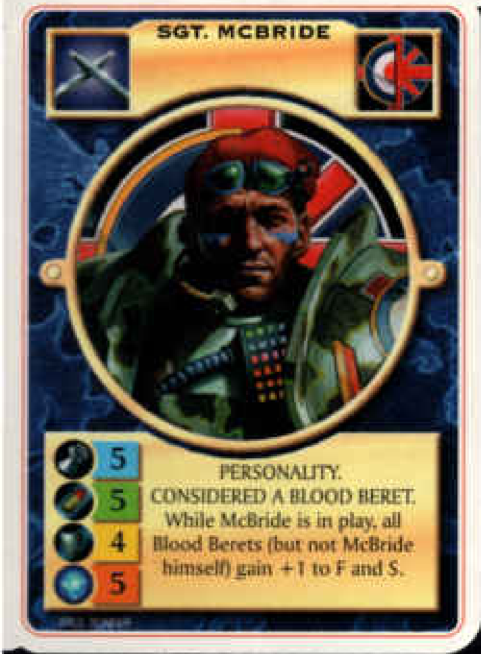
SGT. MCBRIDE
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PAUL BONNER

PERSONALITY. CONSIDERED A BLOOD BERET. While McBride is in play, all Blood Berets (but not McBride himself) gain +1 to F and S.

SGT. MCBRIDE
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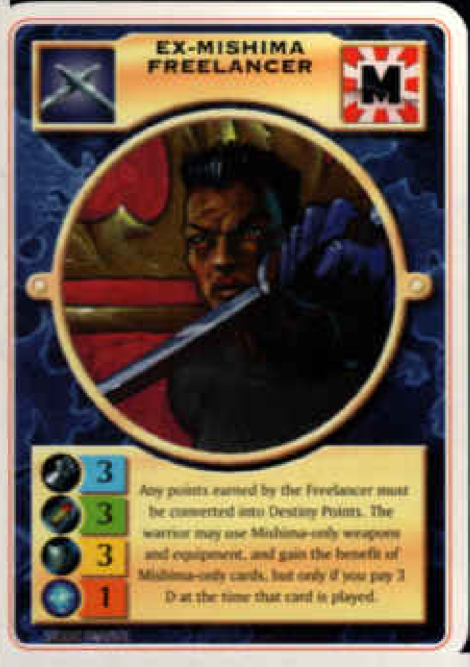
EX-MISHIMA FREELANCER
M
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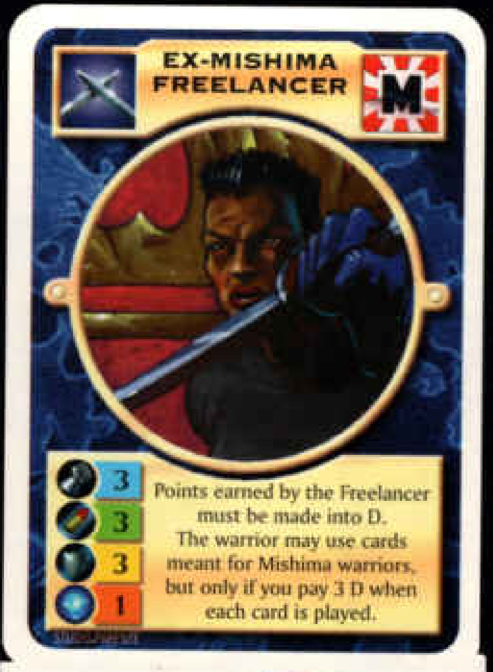
STUDIO PARENTE

Any points earned by the Freelancer must be converted into Destiny Points. The warrior may use Mishima-only weapons and equipment, and gain the benefit of Mishima-only cards, but only if you pay 3 D at the time that card is played.


EX-MISHIMA FREELANCER
M
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1
STUDIO PARENTE

Points earned by the Freelancer must be made into D. The warrior may use cards meant for Mishima warriors, but only if you pay 3 D when each card is played.

EX-MISHIMA FREELANCER
M
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STUDIO PARENTE

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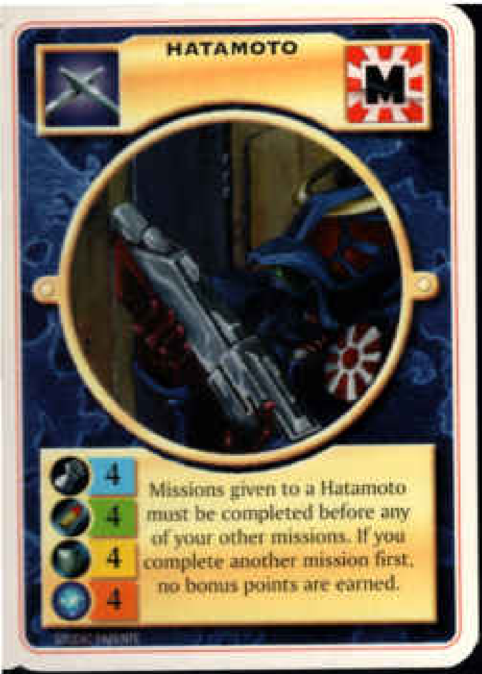
M
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4
STUDIO PARENTE

HATAMOTO

Missions given to a Hatamoto must be completed before any of your other missions. If you complete another mission first, no bonus points are earned.

M
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STUDIO PARENTE

HATAMOTO

Missions given to a Hatamoto must be completed before any of your other missions. If you complete another mission first, no bonus points are earned.

M
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STUDIO PARENTE

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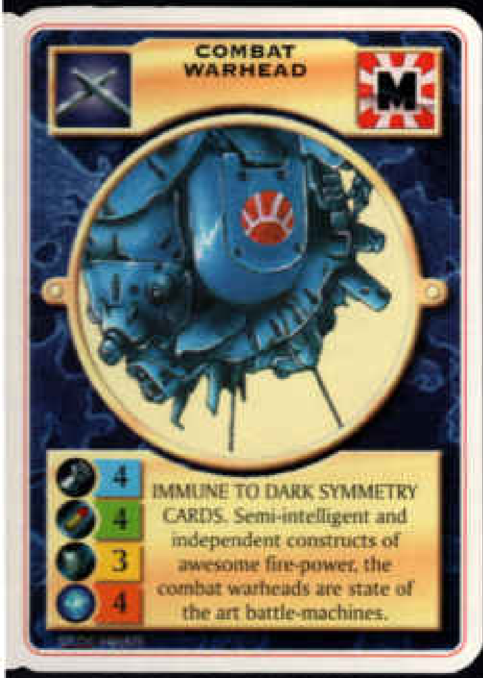
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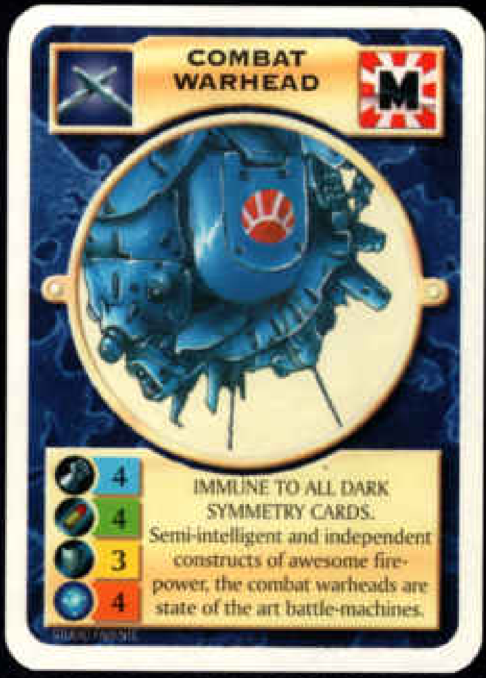
STUDIO PARENTE

COMBAT WARHEAD

IMMUNE TO DARK SYMMETRY CARDS. Semi-intelligent and independent constructs of awesome fire-power, the combat warheads are state of the art battle-machines.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STUDIO PARENTE

COMBAT WARHEAD

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M
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STUDIO PARENTE

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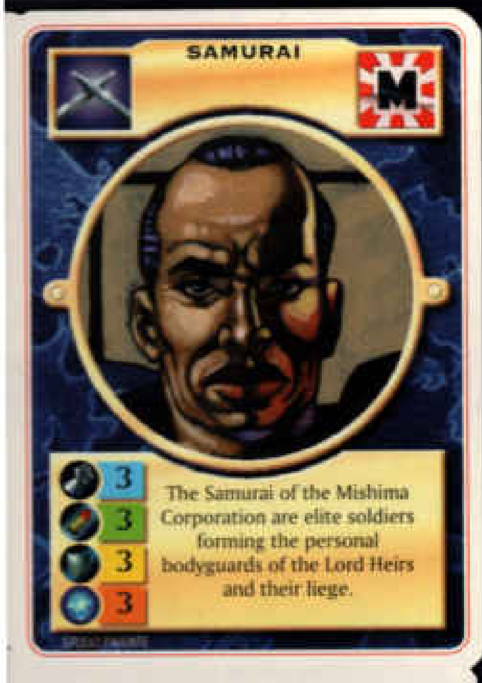
M
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STUDIO PARENTE

SAMURAI

The Samurai of the Mishima Corporation are elite soldiers forming the personal bodyguards of the Lord Heirs and their liege.

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3
STUDIO PARENTE

SAMURAI

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STUDIO PARENTE

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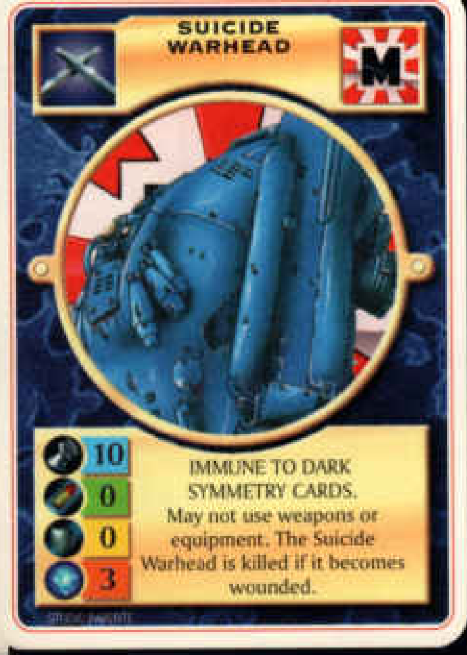

SUICIDE WARHEAD

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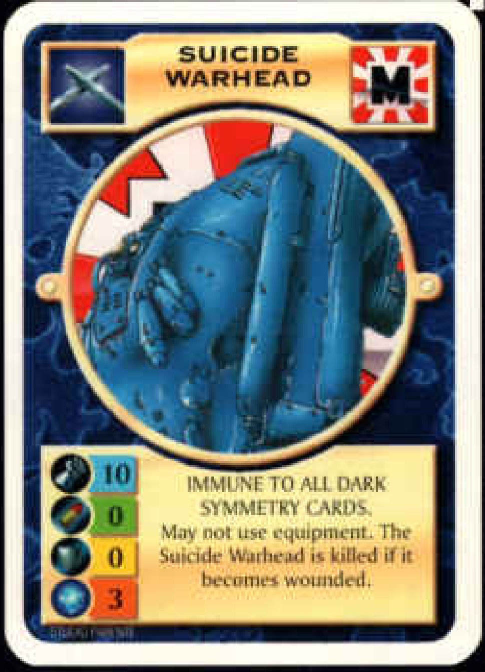
IMMUNE TO DARK SYMMETRY CARDS. May not use weapons or equipment. The Suicide Warhead is killed if it becomes wounded.

STUDIO PARENTE



SUICIDE WARHEAD

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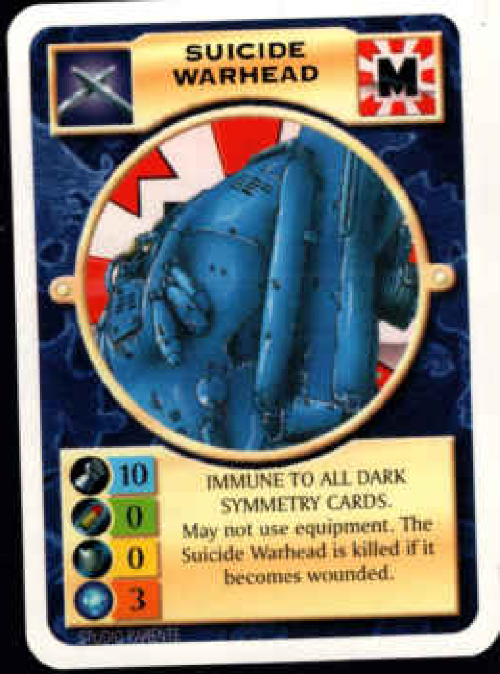

SUICIDE WARHEAD

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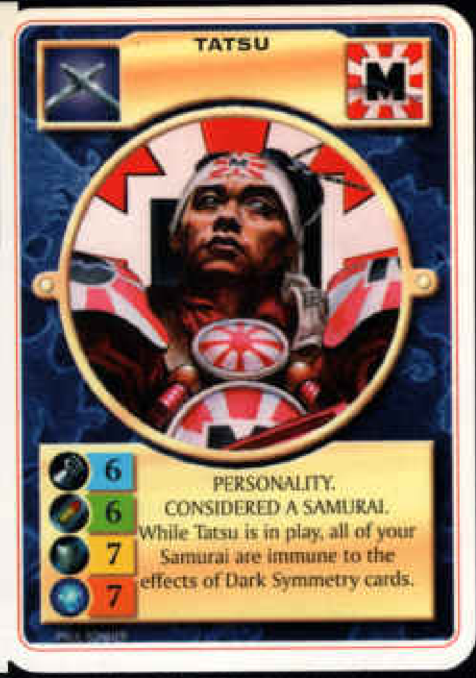

TATSU

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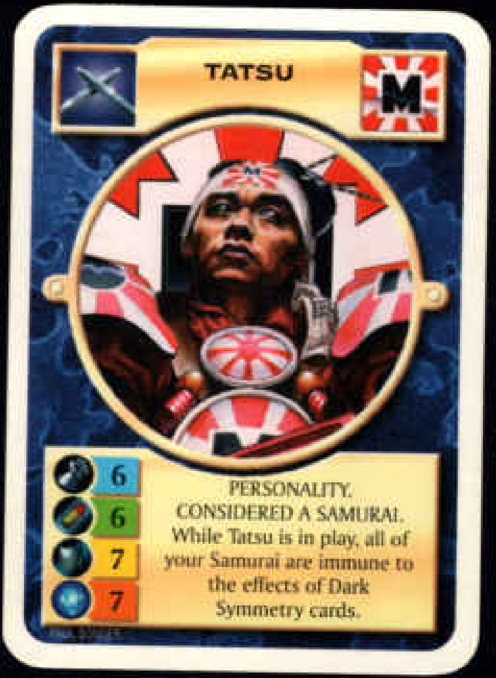
PERSONALITY. CONSIDERED A SAMURAI. While Tatsu is in play, all of your Samurai are immune to the effects of Dark Symmetry cards.

PAUL BONNER



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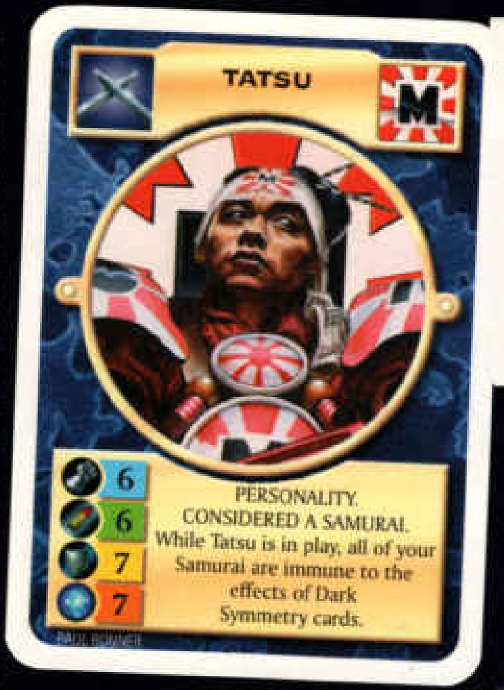

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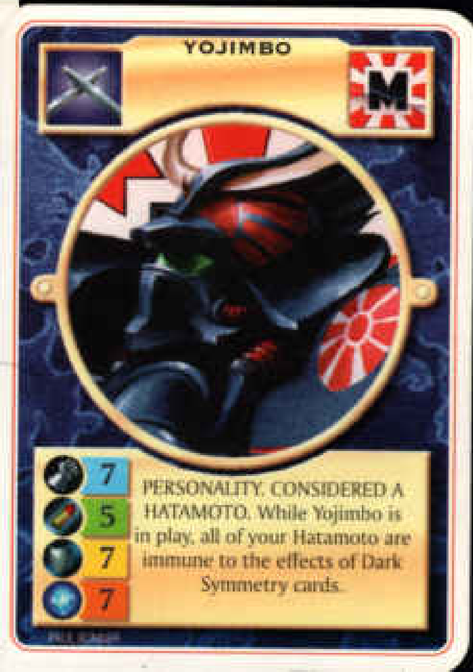

YOJIMBO

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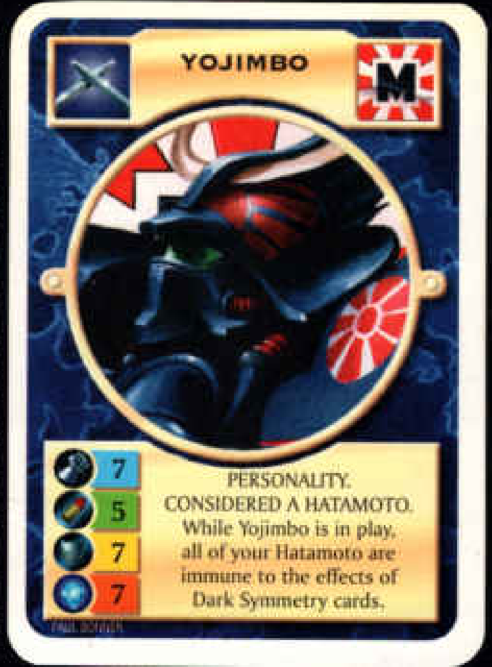
7
7

PERSONALITY. CONSIDERED A HATAMOTO. While Yojimbo is in play, all of your Hatamoto are immune to the effects of Dark Symmetry cards.

PAUL BONNER



YOJIMBO

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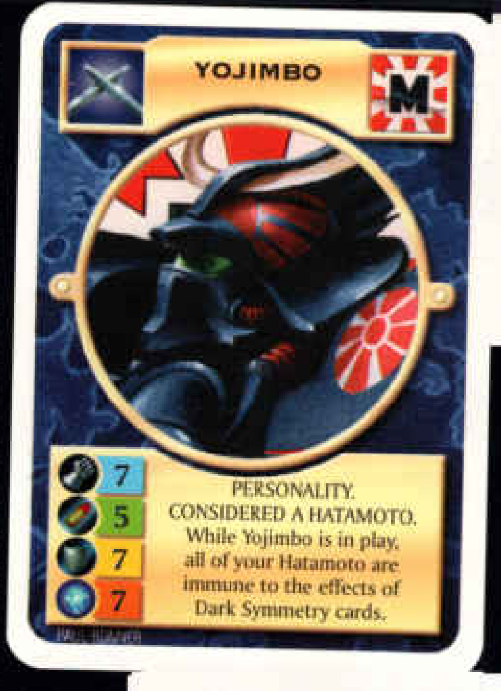

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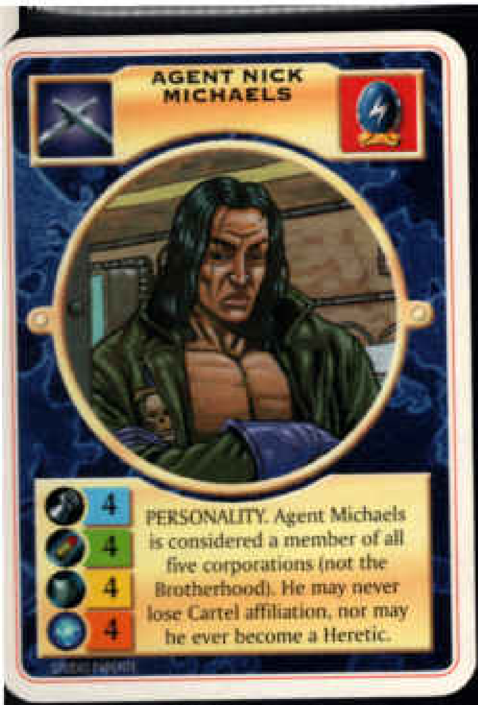
AGENT NICK MICHAELS
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STUDIO PARENTE

PERSONALITY. Agent Michaels is considered a member of all five corporations (not the Brotherhood). He may never lose Cartel affiliation, nor may he ever become a Heretic.

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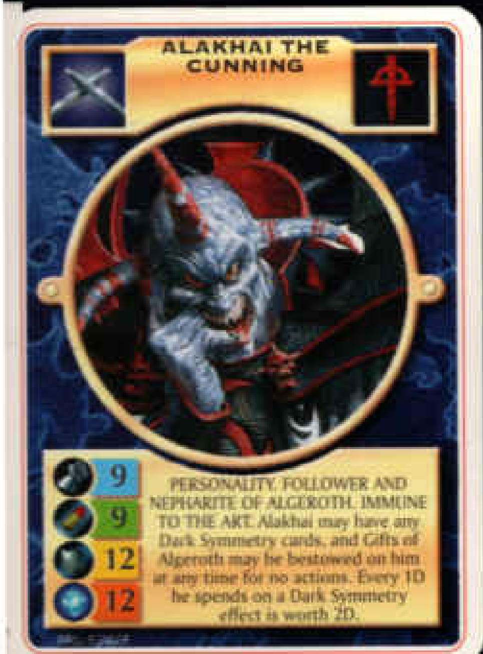
ALAKHAI THE CUNNING
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12
12
PAUL BONNER

PERSONALITY. FOLLOWER AND NEPHARITE OF ALGEROTH. IMMUNE TO THE ART. Alakhai may have any Dark Symmetry cards, and Gifts of Algeroth may be bestowed on him at any time for no actions. Every 1D he spends on a Dark Symmetry effect is worth 2D.

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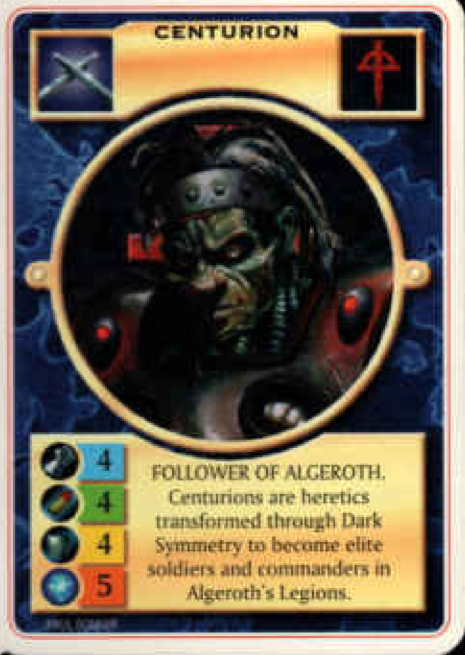

CENTURION

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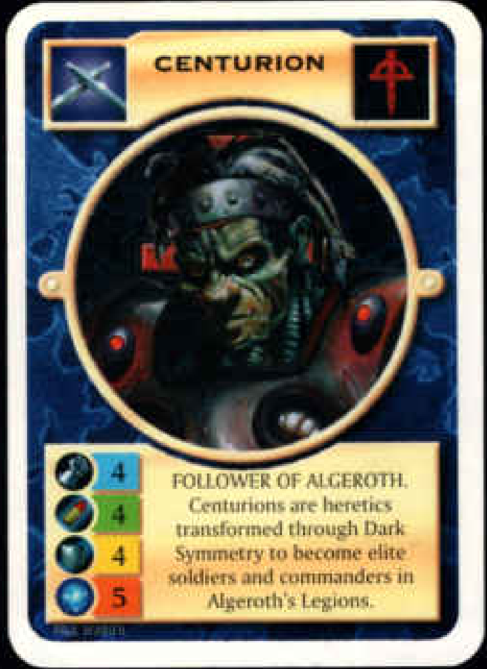
FOLLOWER OF ALGEROTH. Centurions are heretics transformed through Dark Symmetry to become elite soldiers and commanders in Algeroth's Legions.



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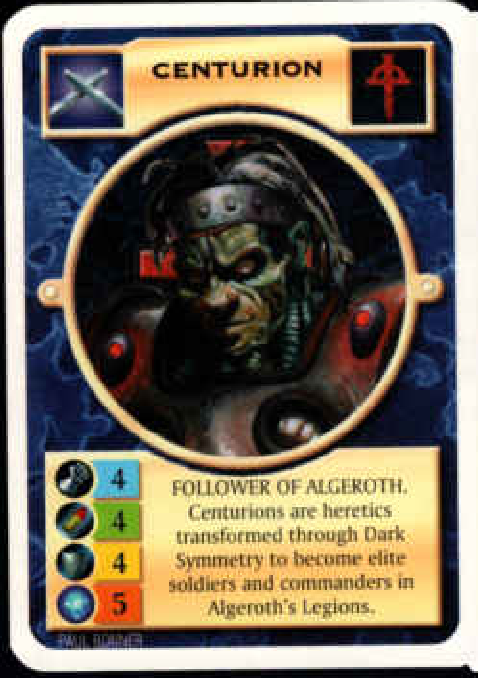

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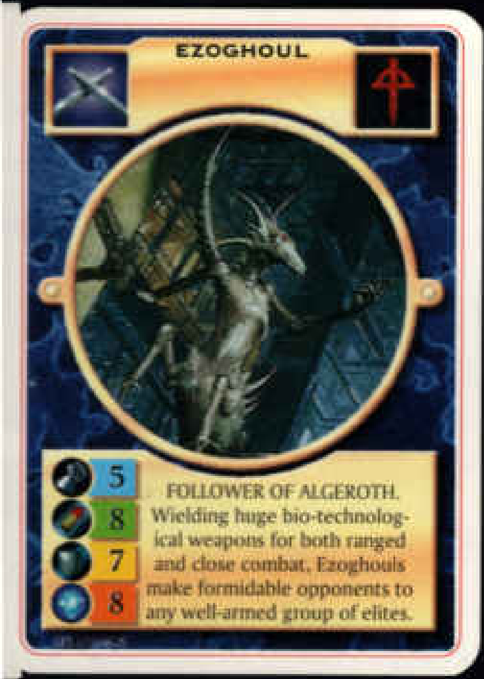

EZOGHOUL

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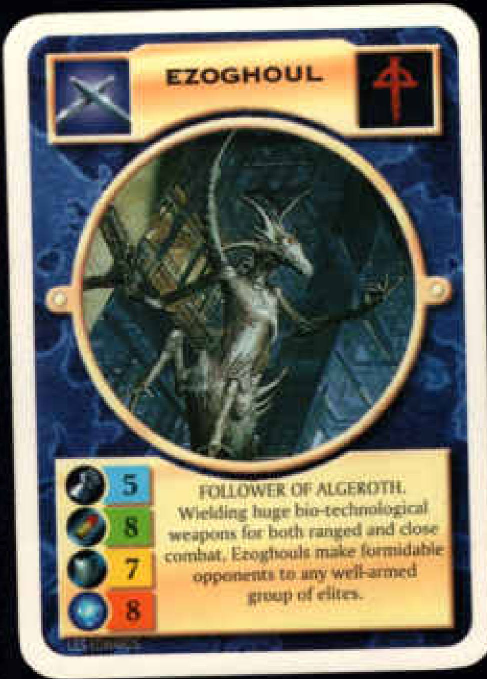
FOLLOWER OF ALGEROTH. Wielding huge bio-technological weapons for both ranged and close combat, Ezoghouls make formidable opponents to any well-armed group of elites.



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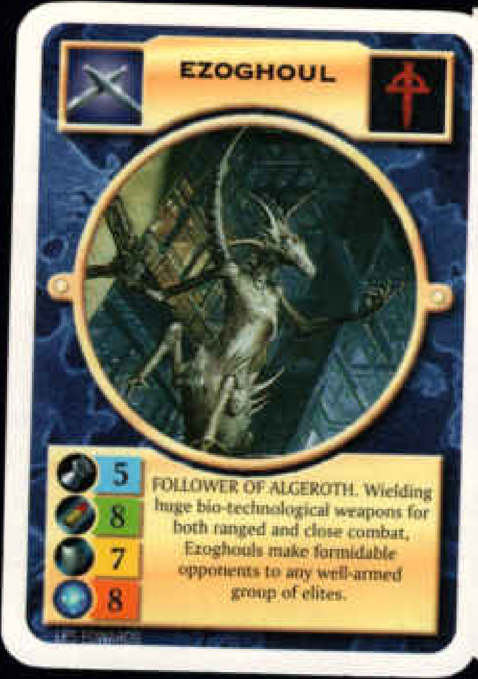

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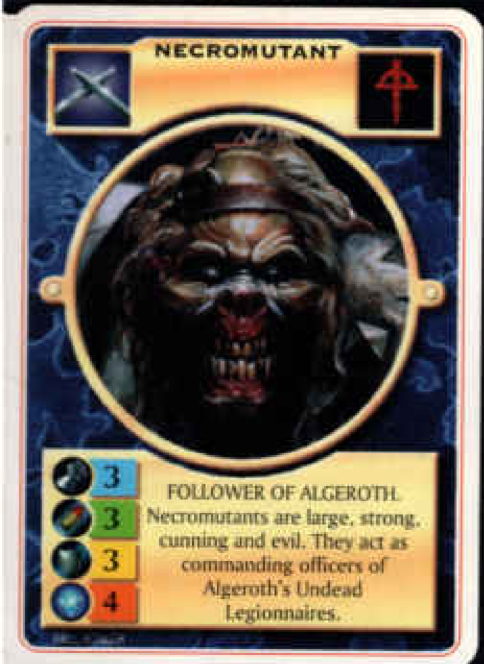

NECROMUTANT

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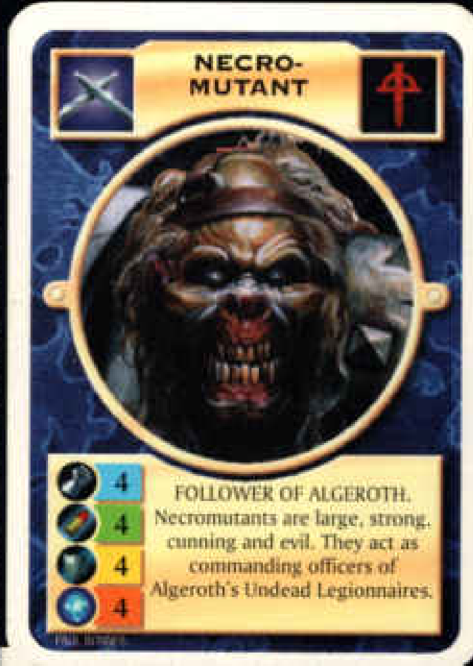
FOLLOWER OF ALGEROTH. Necromutants are large, strong, cunning and evil. They act as commanding officers of Algeroth's Undead Legionnaires.



NECRO-MUTANT

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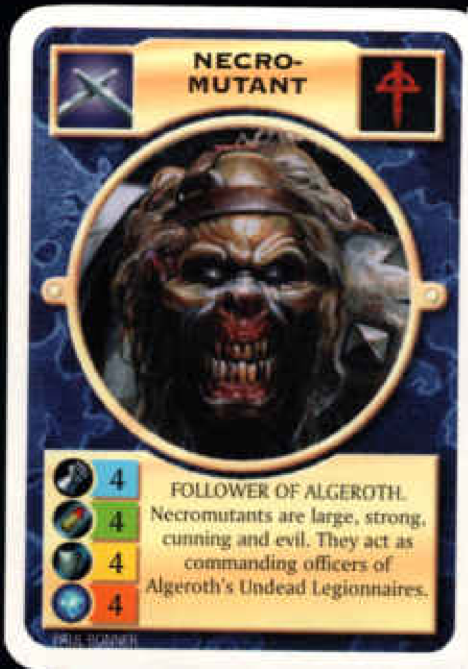

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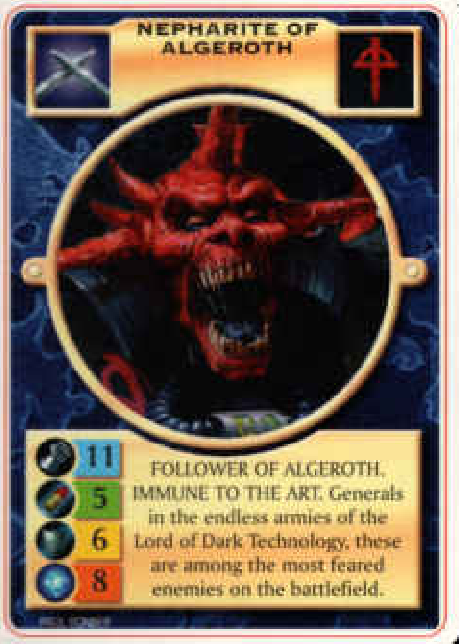

NEPHARITE OF ALGEROTH

11
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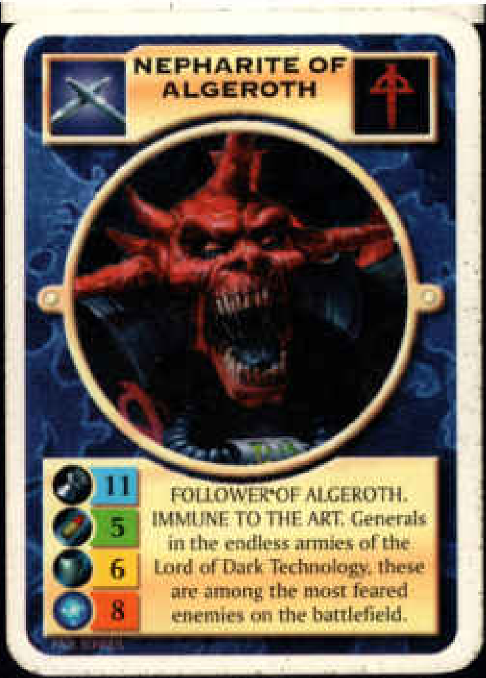
FOLLOWER OF ALGEROTH. IMMUNE TO THE ART. Generals in the endless armies of the Lord of Dark Technology, these are among the most feared enemies on the battlefield.

PAUL BONNER



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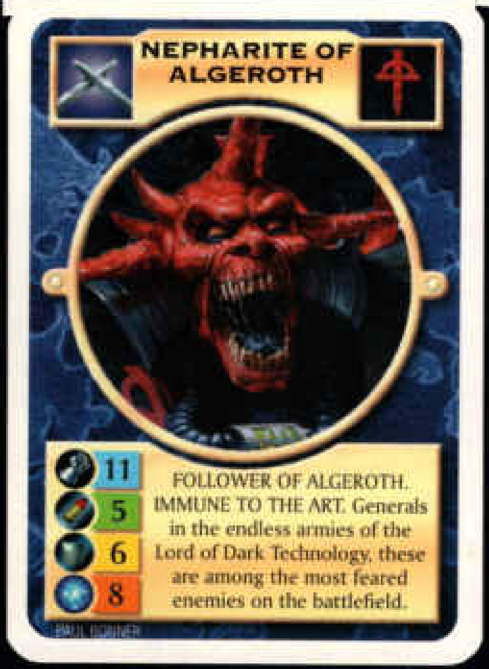

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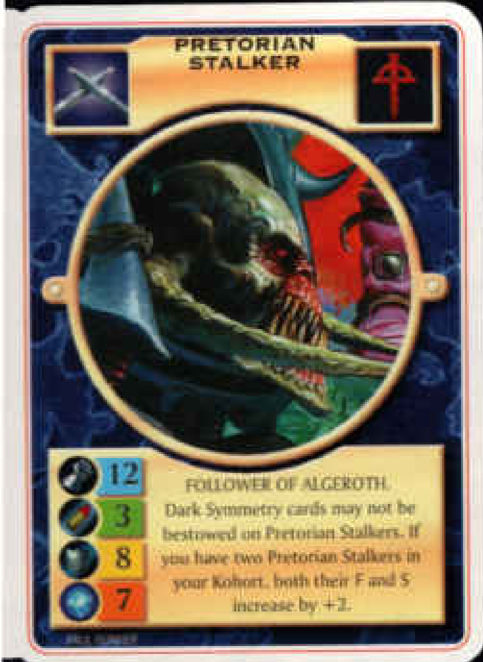

PRETORIAN STALKER

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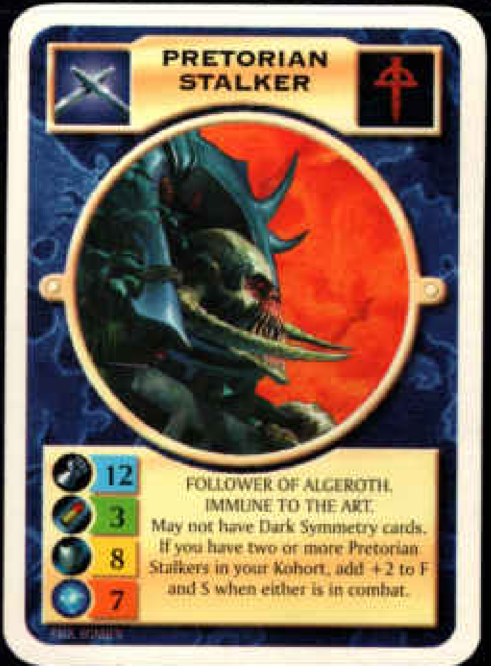
FOLLOWER OF ALGEROTH. Dark Symmetry cards may not be bestowed on Pretorian Stalkers. If you have two Pretorian Stalkers in your Kohort, both their F and S increase by +2.

PAUL BONNER



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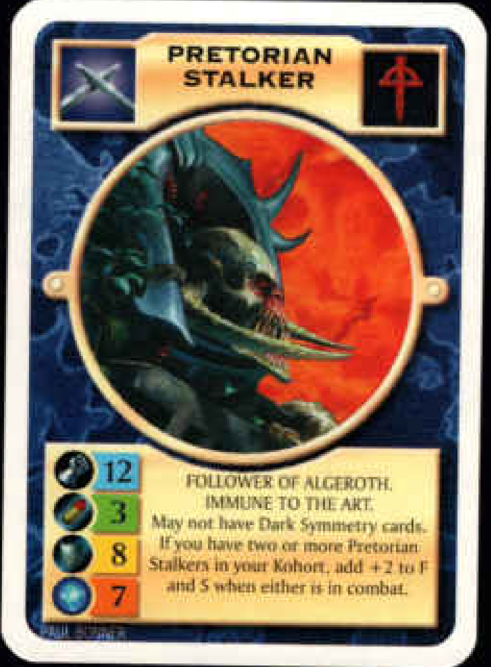

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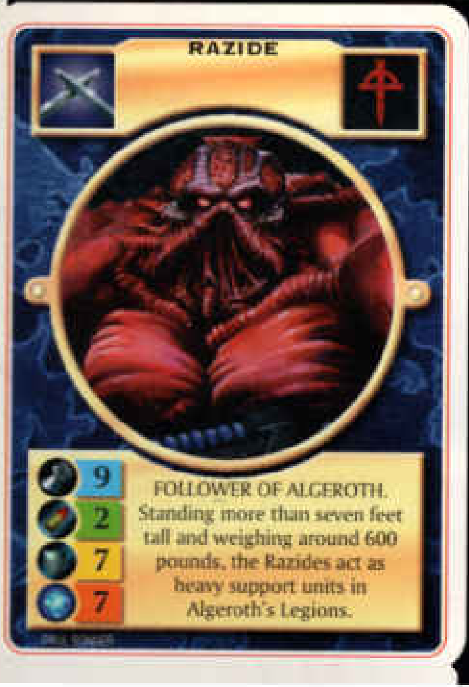

RAZIDE

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FOLLOWER OF ALGEROTH. Standing more than seven feet tall and weighing around 600 pounds, the Razides act as heavy support units in Algeroth's Legions.

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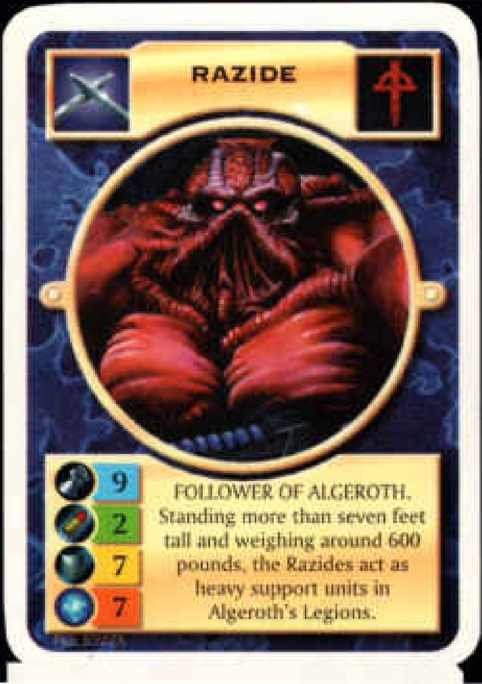

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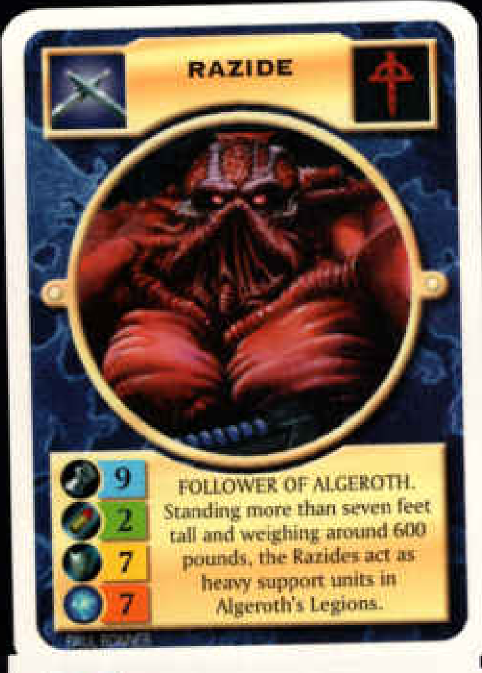

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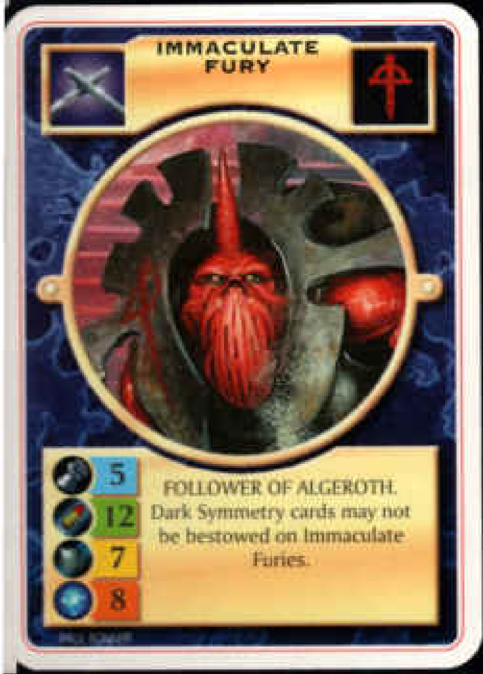

IMMACULATE FURY

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12
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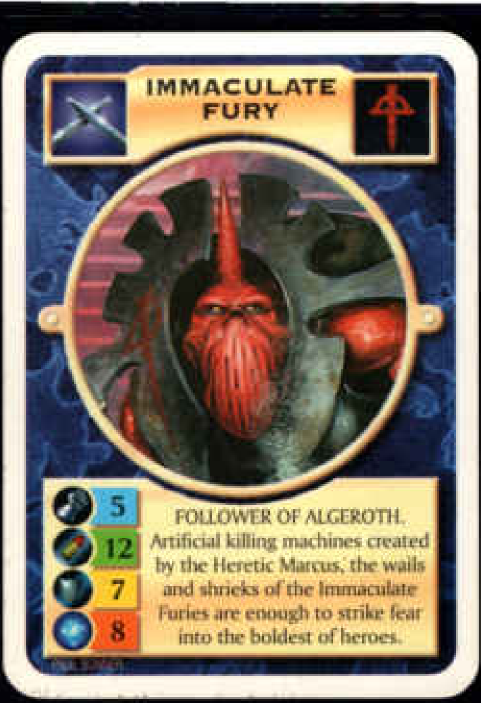
FOLLOWER OF ALGEROTH.
Dark Symmetry cards may not be bestowed on Immaculate Furies.

PAUL BONNER



IMMACULATE FURY

5
12
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FOLLOWER OF ALGEROTH.
Artificial killing machines created by the Heretic Marcus, the wails and shrieks of the Immaculate Furies are enough to strike fear into the boldest of heroes.

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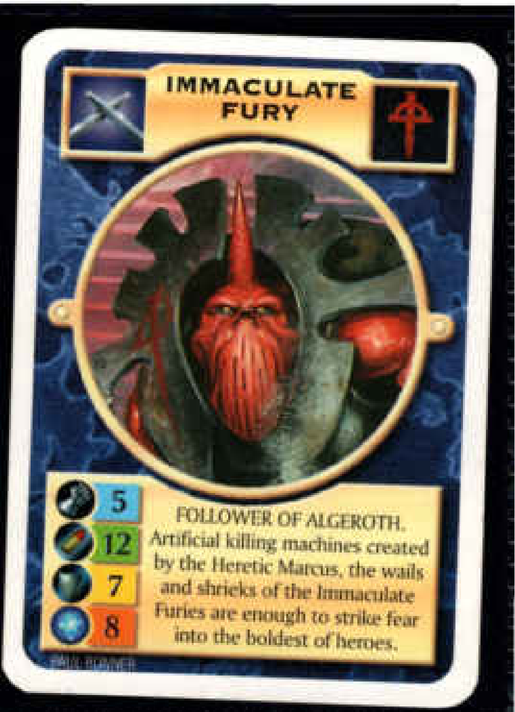

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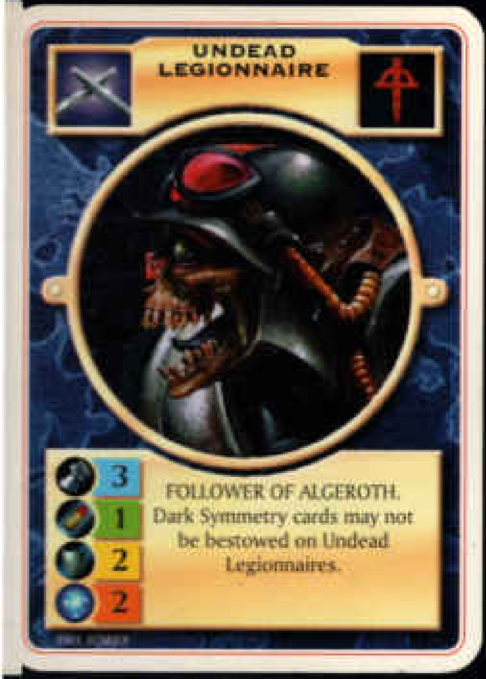

UNDEAD LEGIONNAIRE

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FOLLOWER OF ALGEROTH.
Dark Symmetry cards may not be bestowed on Undead Legionnaires.

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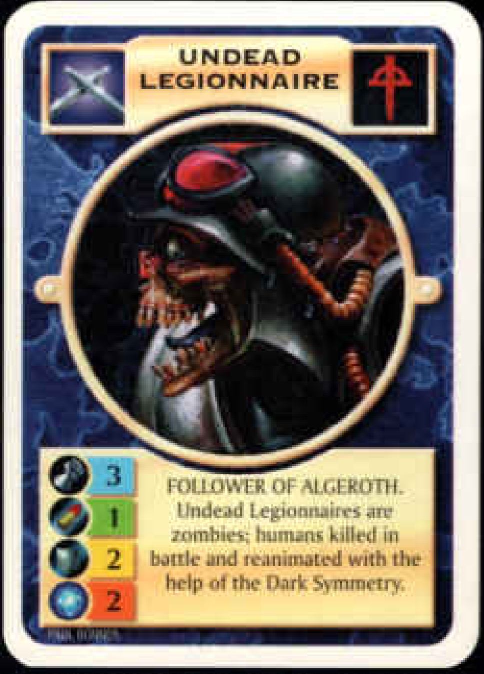

UNDEAD LEGIONNAIRE

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FOLLOWER OF ALGEROTH.
Undead Legionnaires are zombies; humans killed in battle and reanimated with the help of the Dark Symmetry.

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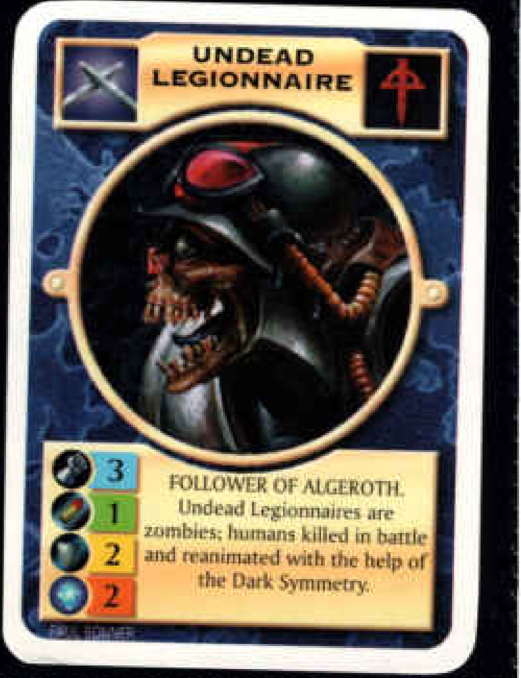

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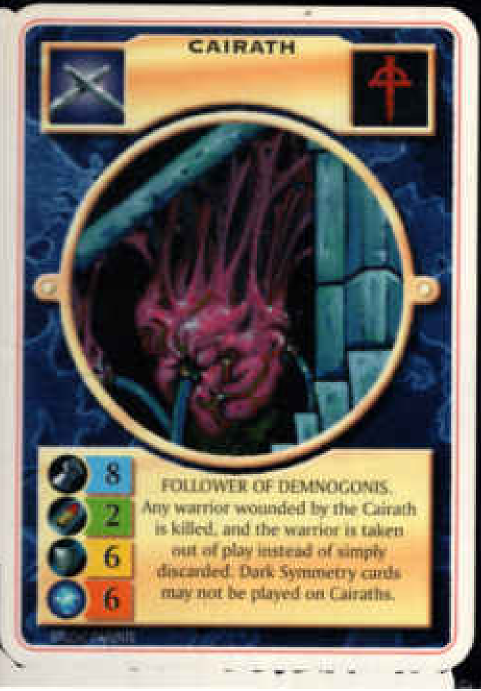

CAIRATH

8
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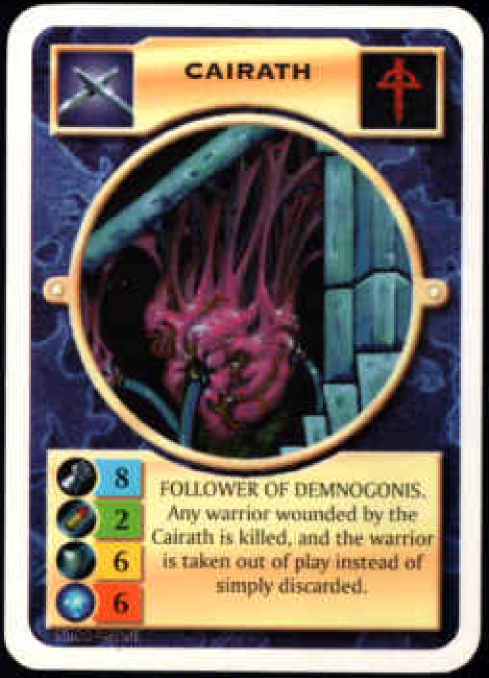
6
6

FOLLOWER OF DEMNOGONIS.
Any warrior wounded by the Cairath is killed, and the warrior is taken out of play instead of simply discarded. Dark Symmetry cards may not be played on Cairaths.

STUDIO PARENTE



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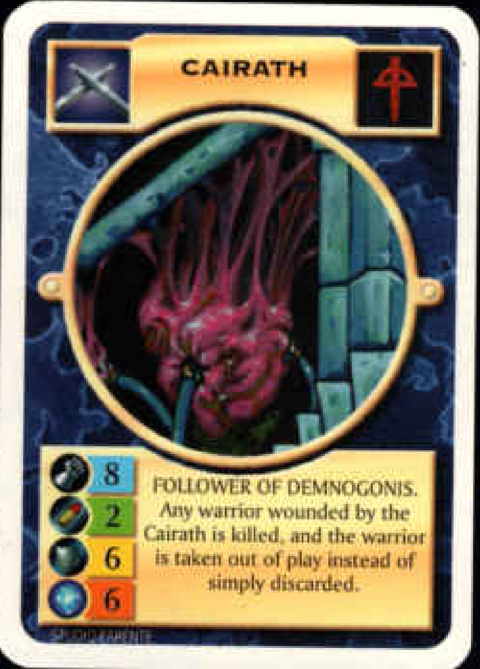

CAIRATH

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STUDIO PARENTE

BLESSED LEGIONNAIRE

2
3
1
3

FOLLOWER OF DEMNOGONIS. Dark Symmetry cards may not be bestowed on Blessed Legionnaires. Warriors wounded by Blessed Legionnaires are automatically killed.

BLESSED LEGIONNAIRE

2
2
1
3

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BLESSED LEGIONNAIRE

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2
1
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CURATOR

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FOLLOWER OF DEMNOGONIS. With scalpels, syringes and lethal poisons, Curators are more than happy to give the "last aid" to any wounded on the battlefield.

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NEPHARITE OF DEMNOGONIS

4
5
2
5

FOLLOWER OF DEMNOGONIS. IMMUNE TO THE ART. Every 1D it spends on a Dark Symmetry effect is actually worth 2D toward that effect. If wounded, the Nepharite can heal itself by spending 7 D.

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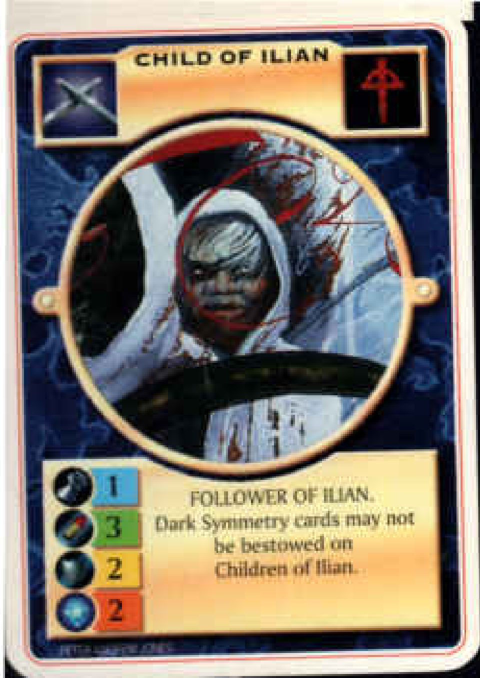

CHILD OF ILIAN

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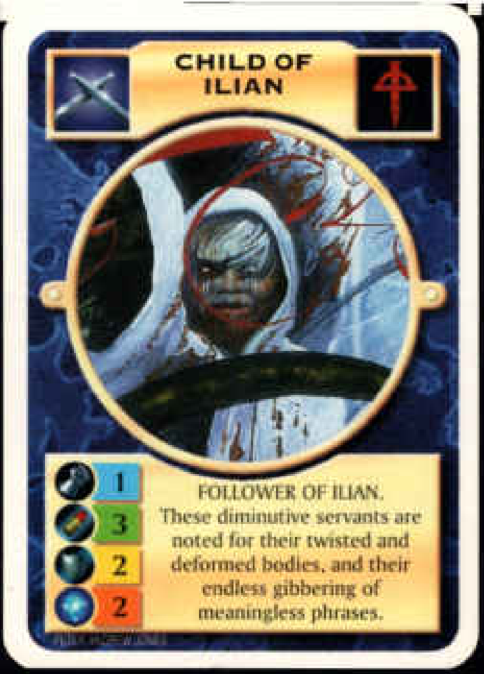
FOLLOWER OF ILIAN. Dark Symmetry cards may not be bestowed on Children of Ilian.

PETER ANDREW JONES



CHILD OF ILIAN

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FOLLOWER OF ILIAN. These diminutive servants are noted for their twisted and deformed bodies, and their endless gibbering of meaningless phrases.

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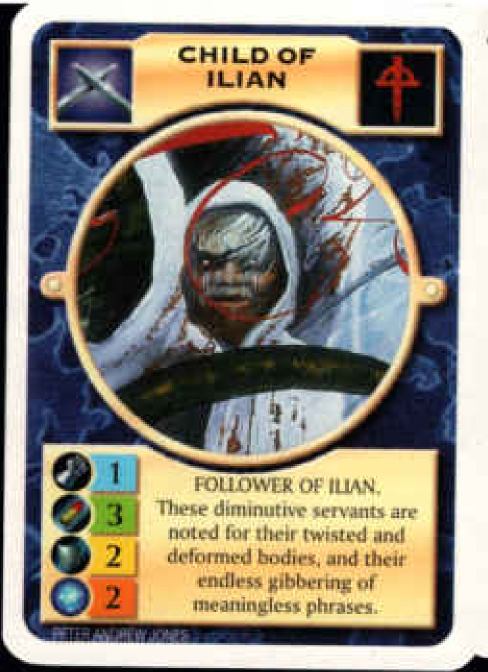

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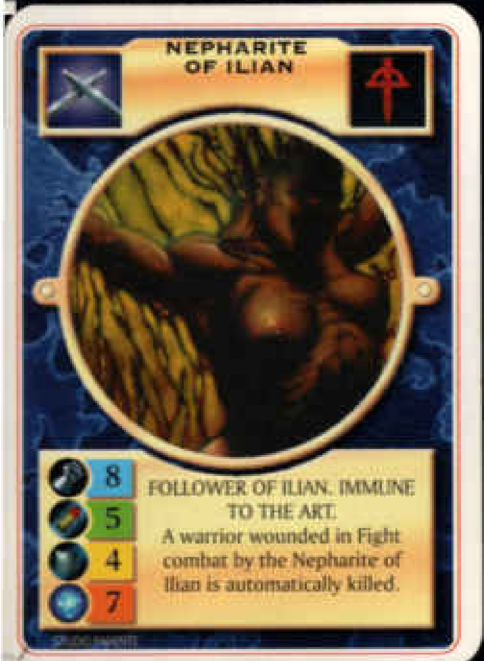

NEPHARITE OF ILIAN

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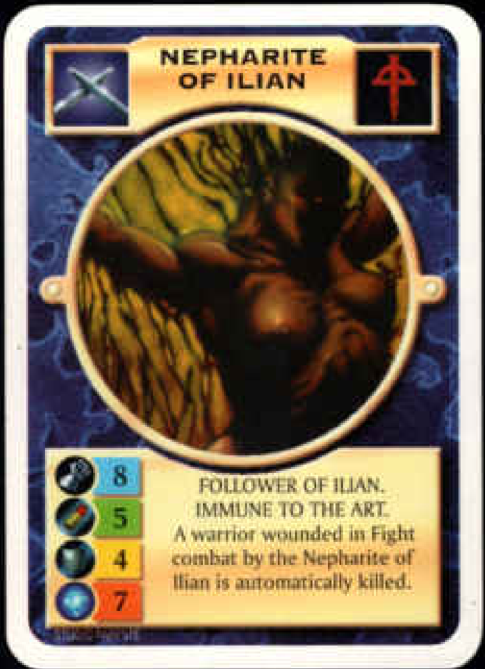
FOLLOWER OF ILIAN. IMMUNE TO THE ART. A warrior wounded in Fight combat by the Nepharite of Ilian is automatically killed.

STUDIO PARENTE



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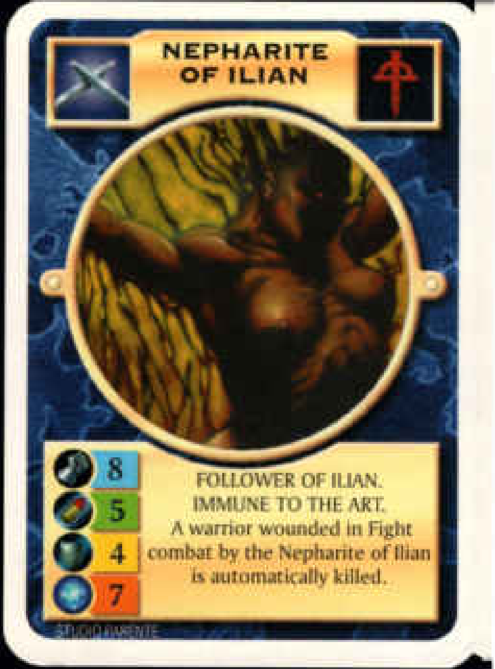

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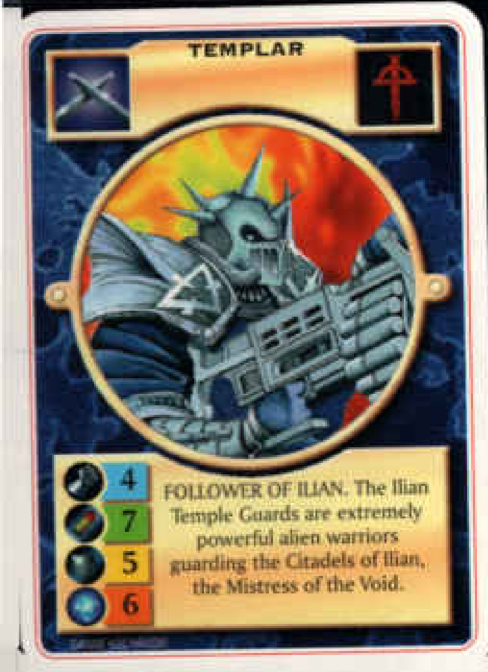

TEMPLAR

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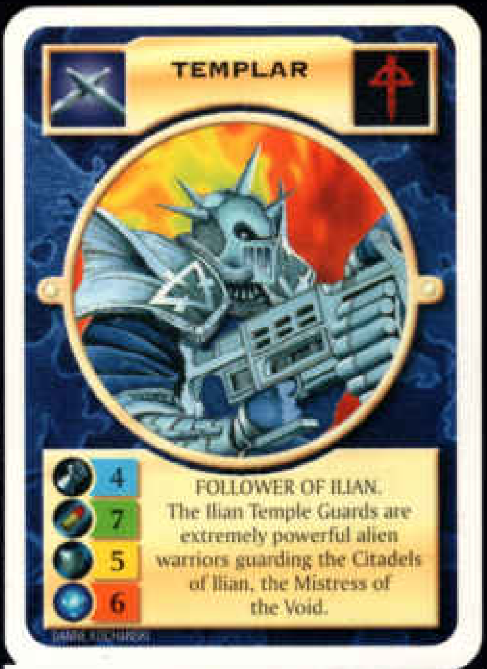
FOLLOWER OF ILIAN. The Ilian Temple Guards are extremely powerful alien warriors guarding the Citadels of Ilian, the Mistress of the Void.

DANNE KOCHANSKI



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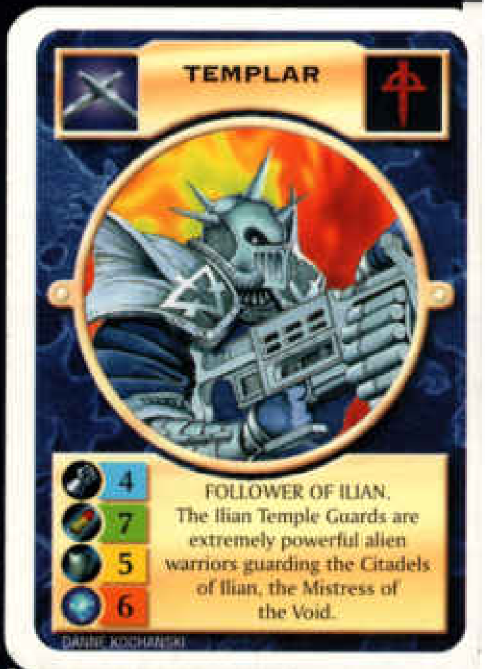

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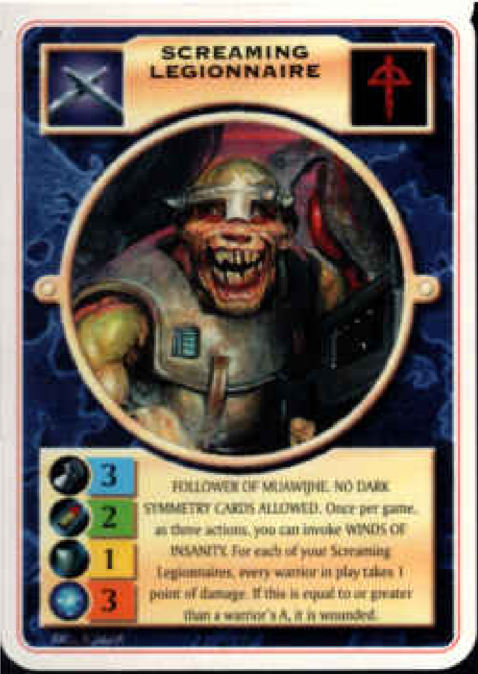
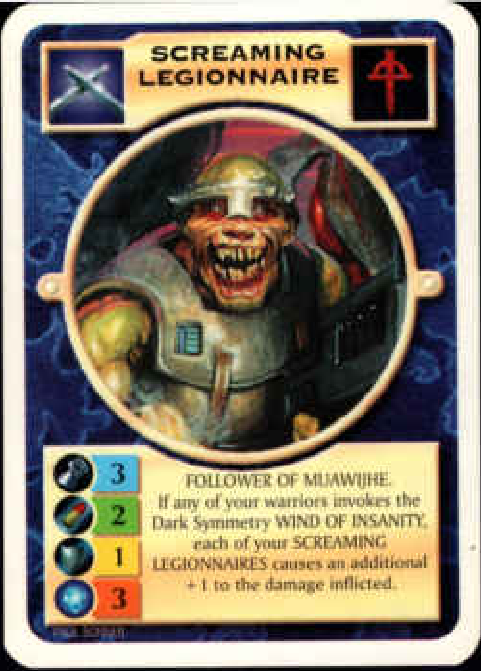


SCREAMING LEGIONNAIRE

3
2
1
3

FOLLOWER OF MUAWIJHE. NO DARK SYMMETRY CARDS ALLOWED. Once per game, as three actions, you can invoke WINDS OF INSANITY. For each of your Screaming Legionnaires, every warrior in play takes 1 point of damage. If this is equal to or greater than a warrior's A, it is wounded.

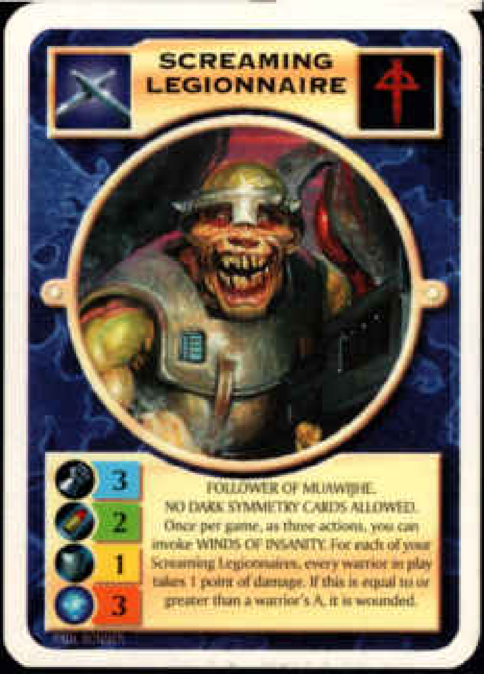


SCREAMING LEGIONNAIRE

3
2
1
3

FOLLOWER OF MUAWIJHE. If any of your warriors invokes the Dark Symmetry WIND OF INSANITY, each of your SCREAMING LEGIONNAIRES causes an additional +1 to the damage inflicted.

PAUL BONNER



SCREAMING LEGIONNAIRE

3
2
1
3

FOLLOWER OF MUAWIJHE. NO DARK SYMMETRY CARDS ALLOWED. Once per game, as three actions, you can invoke WINDS OF INSANITY. For each of your Screaming Legionnaires, every warrior in play takes 1 point of damage. If this is equal to or greater than a warrior's A, it is wounded.

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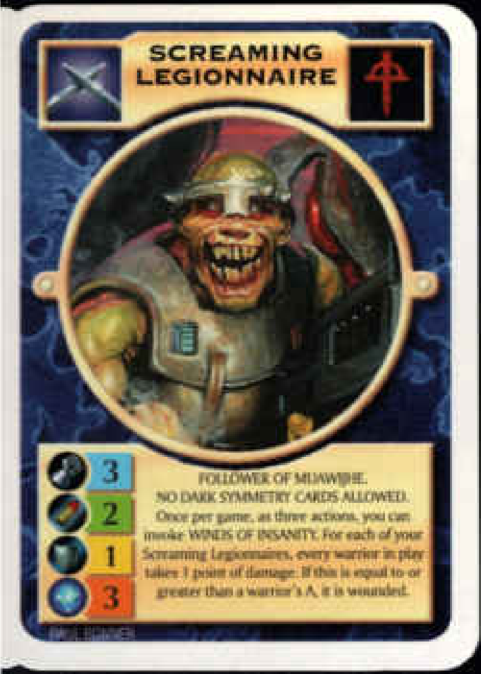

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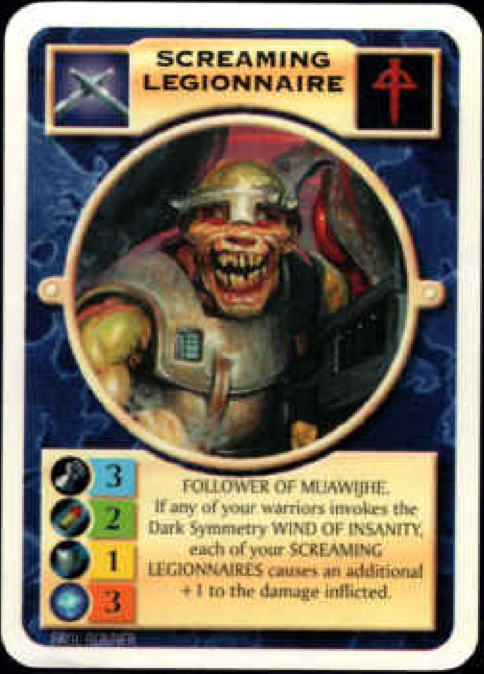

SCREAMING LEGIONNAIRE

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2
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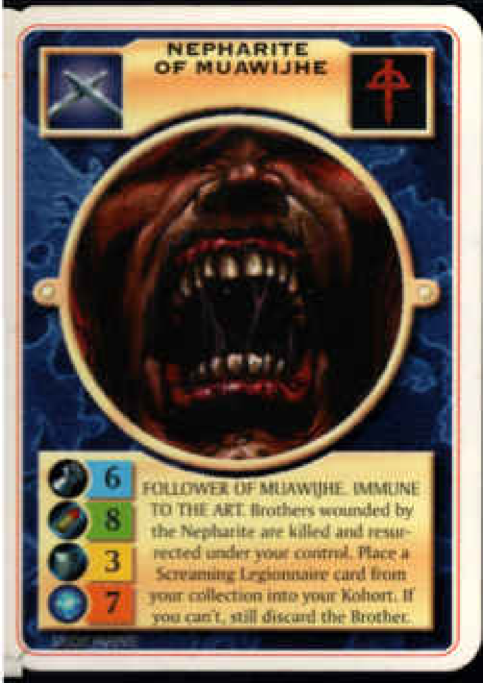
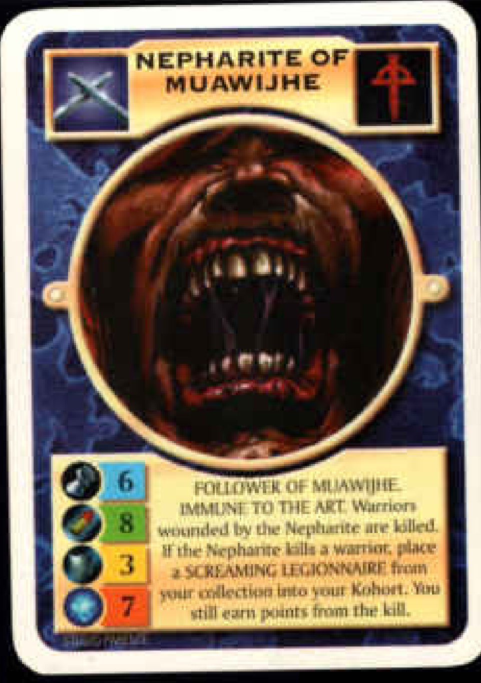


NEPHARITE OF MUAWIJHE

6
8
3
7

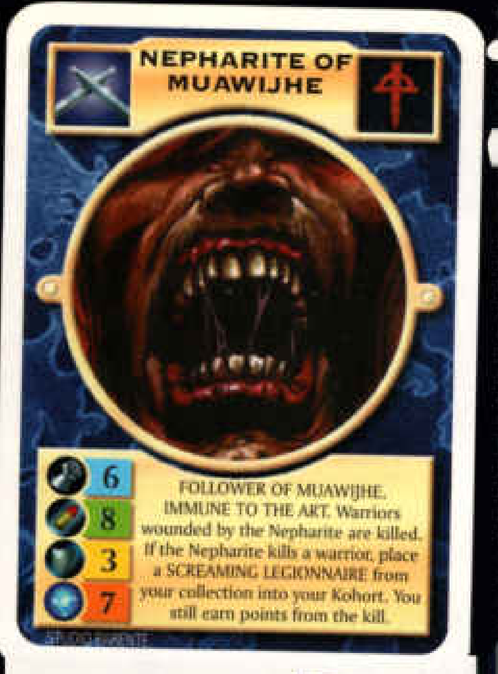
FOLLOWER OF MUAWIJHE. IMMUNE TO THE ART. Brothers wounded by the Nepharite are killed and resurrected under your control. Place a Screaming Legionnaire card from your collection into your Kohort. If you can't, still discard the Brother.



NEPHARITE OF MUAWIJHE

6
8
3
7

FOLLOWER OF MUAWIJHE. IMMUNE TO THE ART. Warriors wounded by the Nepharite are killed. If the Nepharite kills a warrior, place a SCREAMING LEGIONNAIRE from your collection into your Kohort. You still earn points from the kill.



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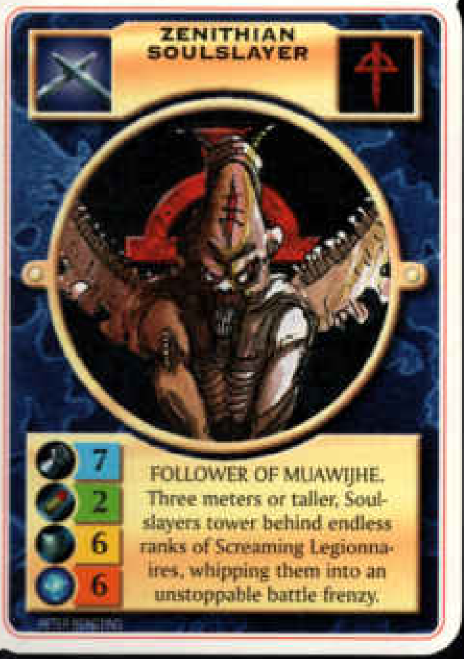
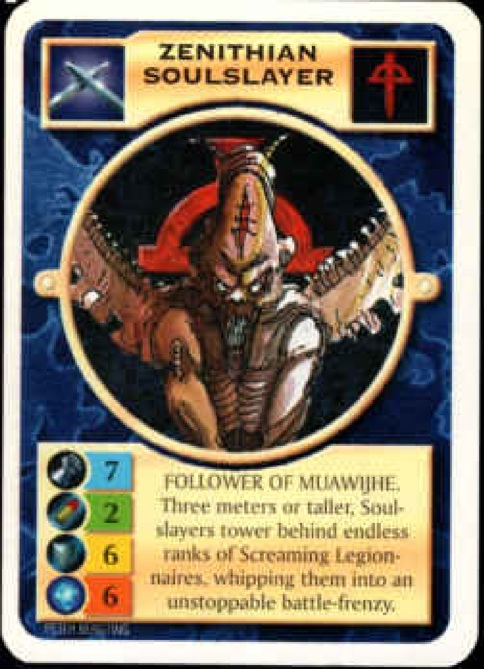


ZENITHIAN SOULSLAYER

7
2
6
6

FOLLOWER OF MUAWIJHE. Three meters or taller, Soulslayers tower behind endless ranks of Screaming Legionnaires, whipping them into an unstoppable battle frenzy.

PETER BERGTING



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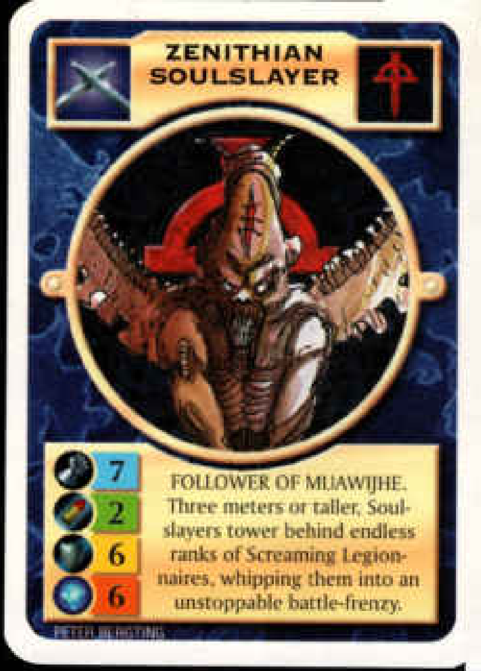

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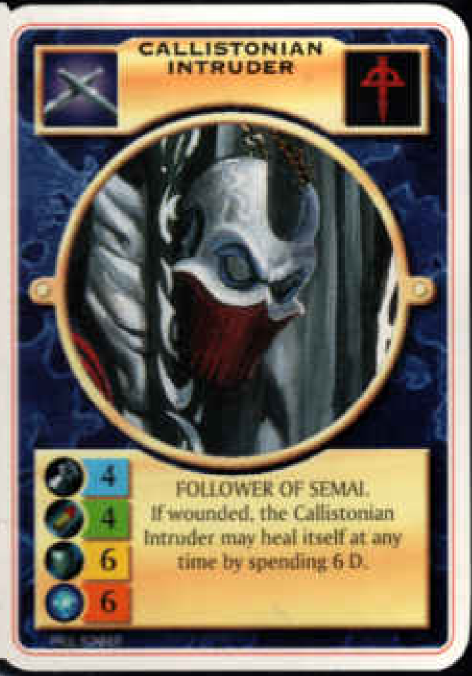
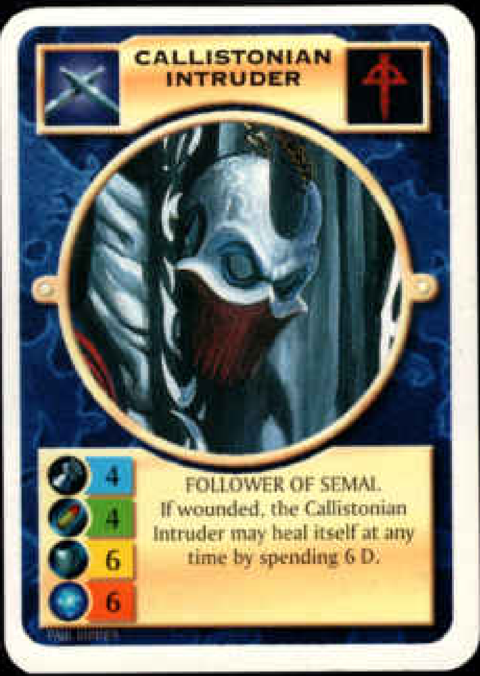


CALLISTONIAN INTRUDER

4
4
6
6

FOLLOWER OF SEMAI. If wounded, the Callistonian Intruder may heal itself at any time by spending 6 D.

PAUL BONNER



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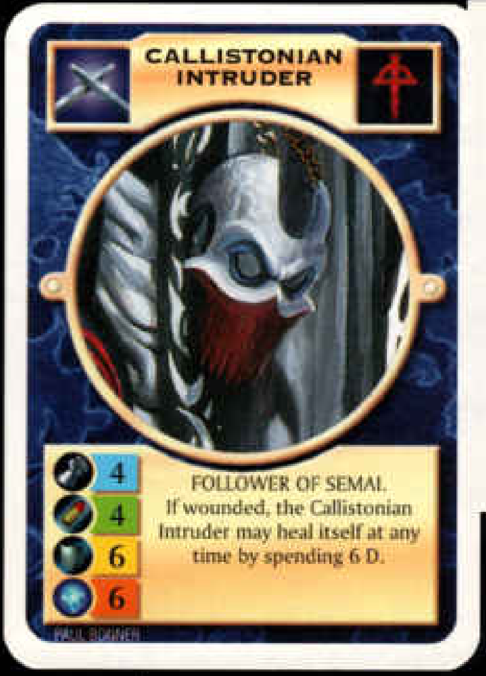

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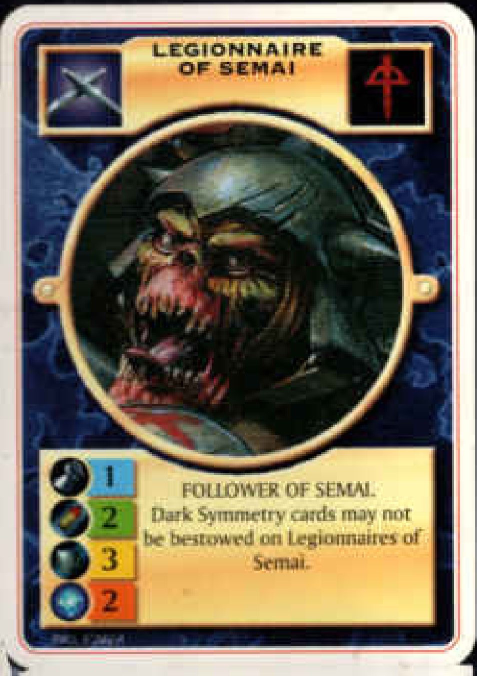
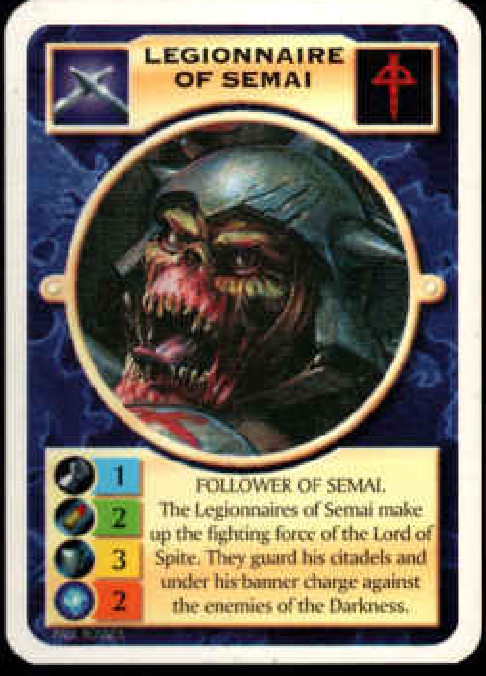


LEGIONNAIRE OF SEMAI

1
2
3
2

FOLLOWER OF SEMAI. Dark Symmetry cards may not be bestowed on Legionnaires of Semai.

PAUL BONNER

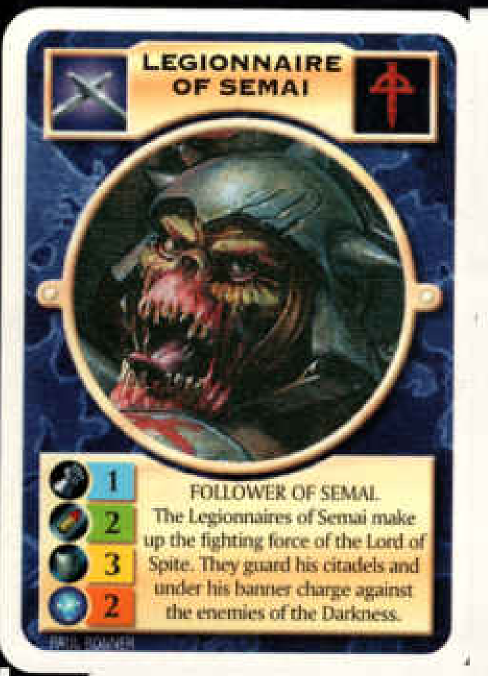


LEGIONNAIRE OF SEMAI

1
2
3
2

FOLLOWER OF SEMAI. The Legionnaires of Semai make up the fighting force of the Lord of Spite. They guard his citadels and under his banner charge against the enemies of the Darkness.

PAUL BONNER



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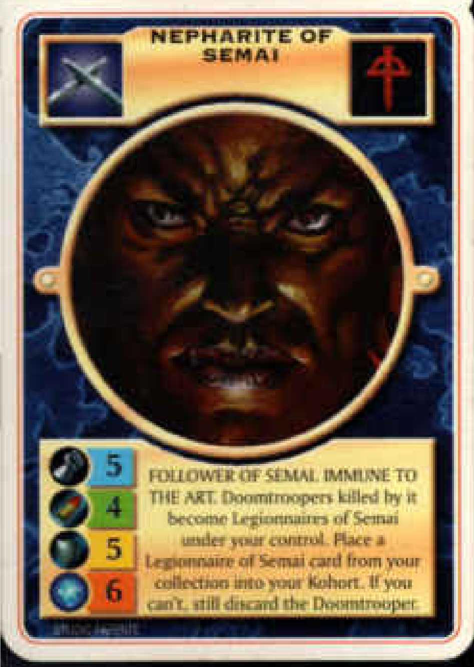
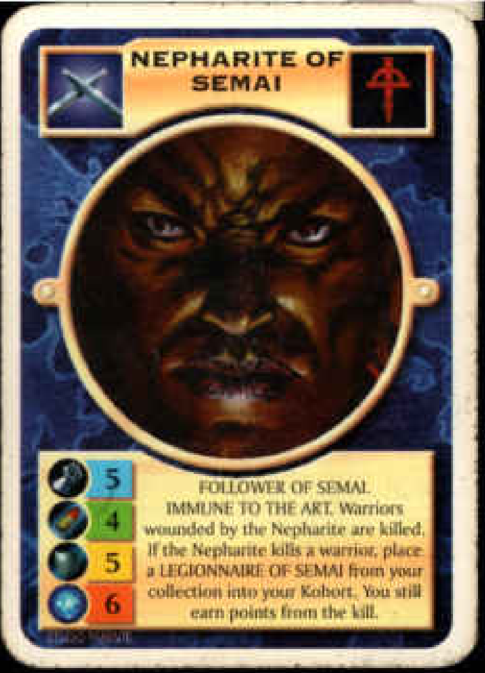

NEPHARITE OF SEMAI
5
4
5
6
STUDIO PARENTE

FOLLOWER OF SEMAI. IMMUNE TO THE ART. Doomtroopers killed by it become Legionnaires of Semai under your control. Place a Legionnaire of Semai card from your collection into your Kohort. If you can't, still discard the Doomtrooper.


NEPHARITE OF SEMAI
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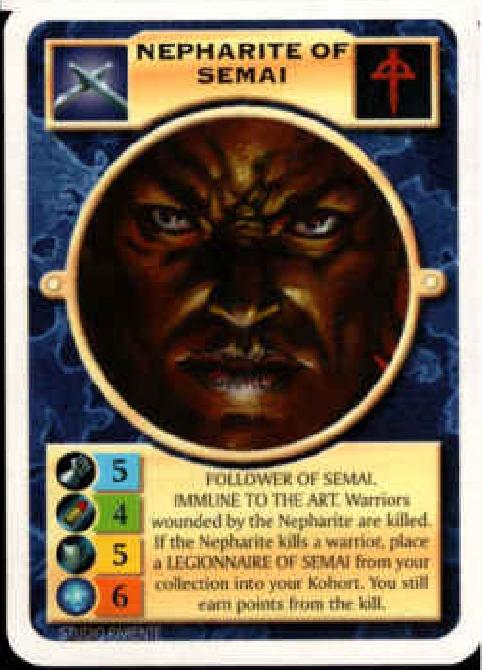
4
5
6
STUDIO PARENTE

FOLLOWER OF SEMAI. IMMUNE TO THE ART. Warriors wounded by the Nepharite are killed. If the Nepharite kills a warrior, place a LEGIONNAIRE OF SEMAI from your collection into your Kohort. You still earn points from the kill.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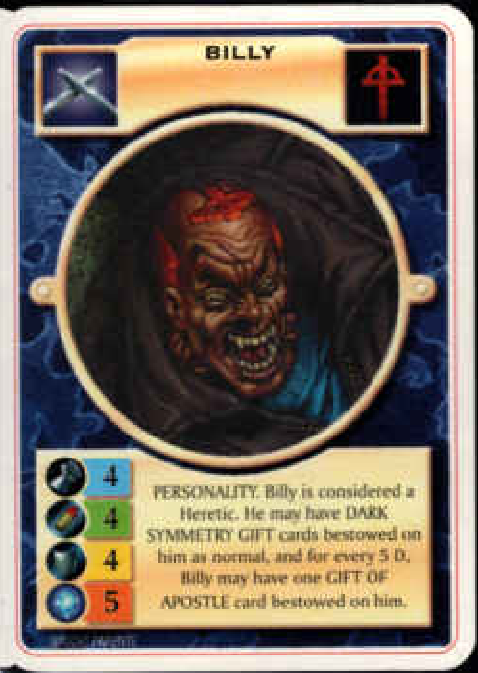
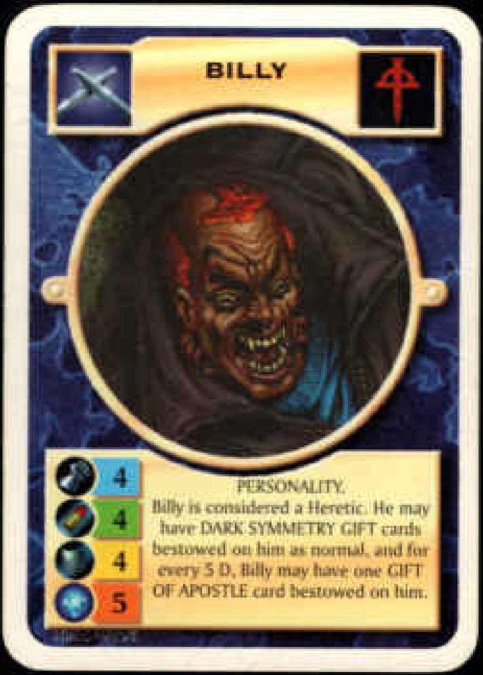

BILLY
4
4
4
5
STUDIO PARENTE

PERSONALITY. Billy is considered a Heretic. He may have DARK SYMMETRY GIFT cards bestowed on him as normal, and for every 5 D, Billy may have one GIFT OF APOSTLE card bestowed on him.


BILLY
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4
4
5
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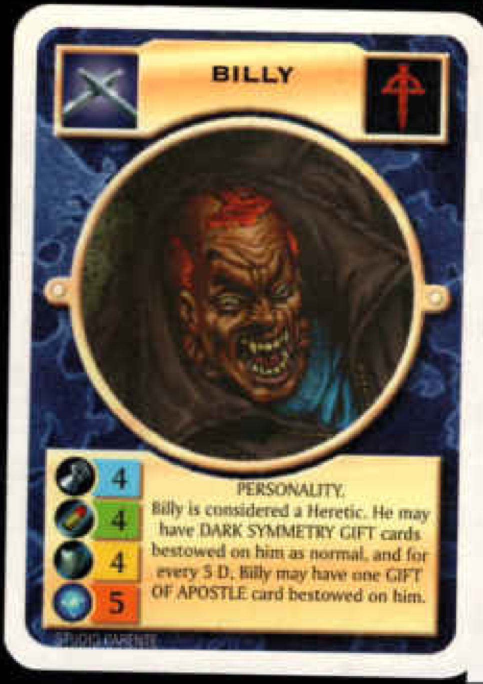
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4
5
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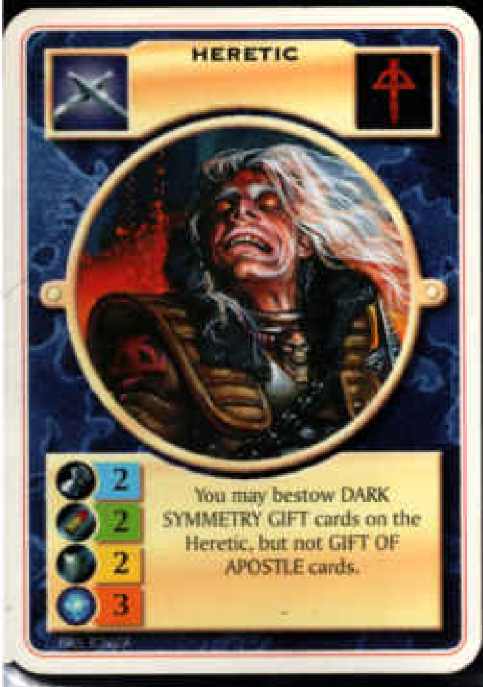
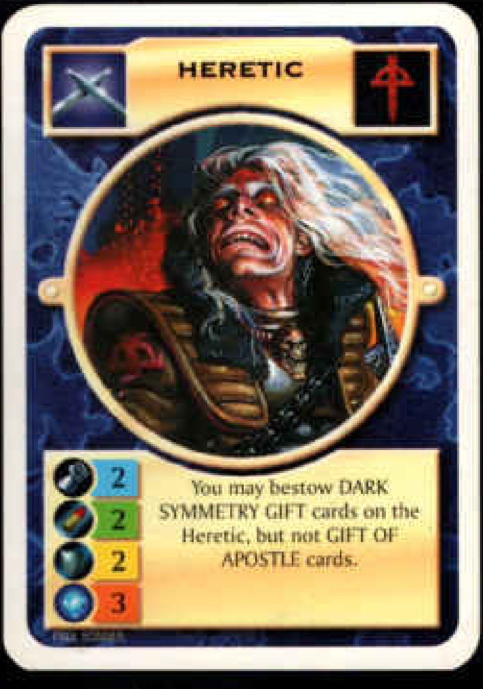

HERETIC
2
2
2
3
PAUL BONNER

You may bestow DARK SYMMETRY GIFT cards on the Heretic, but not GIFT OF APOSTLE cards.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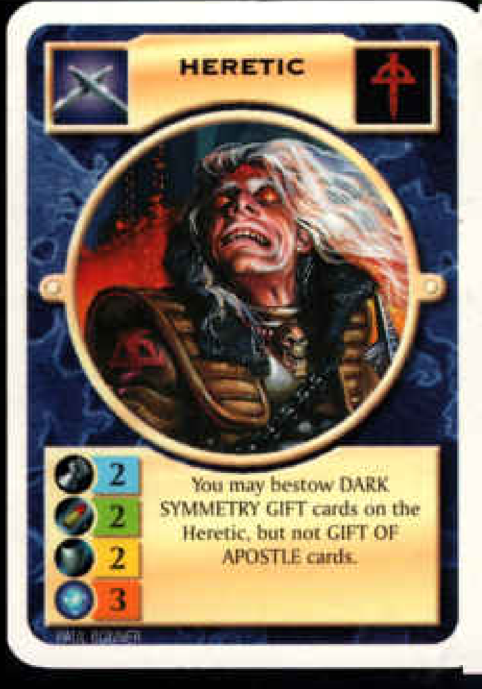
HERETIC
2
2
2
3
PAUL BONNER

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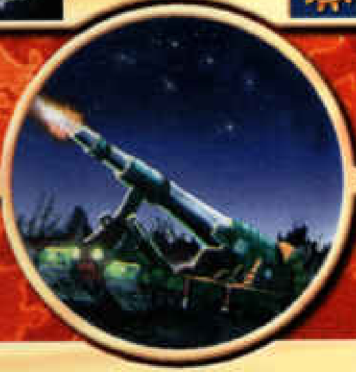
BAUHAUS GREAT INFURIOR



YOU MAY PLACE THE INFURIOR IN YOUR SQUAD AS ONE ACTION. ARTILLERY. You must spend 15 Destiny Points to put the Infurior into play. Every turn, as three actions, you may discard any Fortification in play.

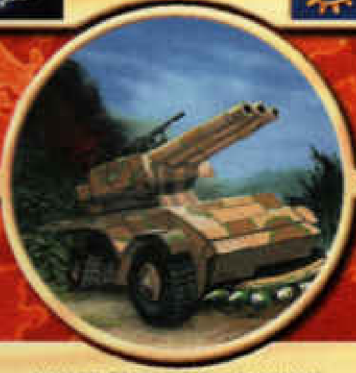
BAUHAUS GREAT INFURIOR

YOU MAY PLACE THE INFURIOR IN YOUR SQUAD AS ONE ACTION. ARTILLERY. You must spend 6 Destiny Points to put the Infurior into play. Every turn, as three actions, you may discard any Fortification in play.

BAUHAUS GREAT INFURIOR

YOU MAY PLACE THE INFURIOR IN YOUR SQUAD AS ONE ACTION. ARTILLERY. You must spend 6 Destiny Points to put the Infurior into play. Every turn, as three actions, you may discard any Fortification in play.

T-32 "WOLFCLAW" JBT



MAY BE GIVEN TO ANY BAUHAUS DOOMTROOPER. TANK. A WARRIOR CAN ONLY HAVE 1 TANK. With this tank, the warrior's F, S, A and V are doubled. No other weapons may be used when using the Wolfclaw.

T-32 "WOLFCLAW" JBT

MAY BE GIVEN TO ANY BAUHAUS DOOMTROOPER. TANK AND VEHICLE. A WARRIOR CAN ONLY HAVE 1 VEHICLE. With this tank, the warrior's F, S, A and V are doubled. No other weapons may be used when using the Wolfclaw.

T-32 "WOLFCLAW" JBT

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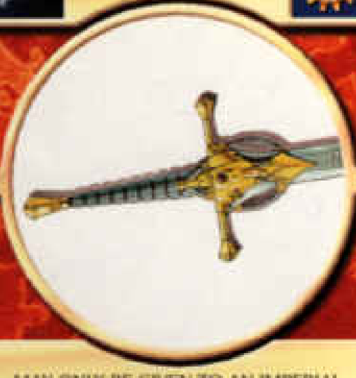
VIOLATOR SWORD



MAY ONLY BE GIVEN TO AN IMPERIAL DOOMTROOPER. FIGHT WEAPON. The warrior gains +2 to F.

VIOLATOR SWORD

MAY ONLY BE GIVEN TO A BAUHAUS DOOMTROOPER. FIGHT WEAPON. The warrior gains +2 to F.

VIOLATOR SWORD

MAY ONLY BE GIVEN TO A BAUHAUS DOOMTROOPER. FIGHT WEAPON. The warrior gains +2 to F.

AC-40 "JUSTIFIER"

LIGHT MACHINE GUN WITH INTEGRATED CHAIN BAYONET. FIGHT/SHOOT WEAPON.
Warrior gains +3 to F and S.

PAUL BONNER

AC-40 "JUSTIFIER"

LIGHT MACHINE GUN WITH INTEGRATED CHAIN BAYONET. FIGHT/SHOOT WEAPON.
Warrior gains +3 to F and S.

PAUL BONNER

AC-40 "JUSTIFIER"

LIGHT MACHINE GUN WITH INTEGRATED CHAIN BAYONET. FIGHT/SHOOT WEAPON.
Warrior gains +3 to F and S.

PAUL BONNER

MORTIS SWORD

MAY ONLY BE GIVEN TO A BROTHERHOOD WARRIOR. FIGHT WEAPON. +1 TO F. As 1 action, you can give 1 Art card that the owner can cast to the sword. For every Art card with the Sword, the Brother's F is another +1.

PAOLO PARENTE

MORTIS SWORD

MAY ONLY BE GIVEN TO A BROTHERHOOD WARRIOR. FIGHT WEAPON. +1 TO F.
As 1 action, you can give 1 Art card that the owner can cast to the sword. For every Art card with the Sword, the Brother's F is another +1.

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PAOLO PARENTE

BLESSED ARMOR

GIVE ONLY TO A DOOMTROOPER.
The warrior is immune to Dark Symmetry cards.

PAUL BONNER

BLESSED ARMOR

ARMOR.
GIVE ONLY TO A DOOMTROOPER.
The warrior is immune to all Dark Symmetry cards. A warrior may only be equipped with one suit of armor.

PAUL BONNER

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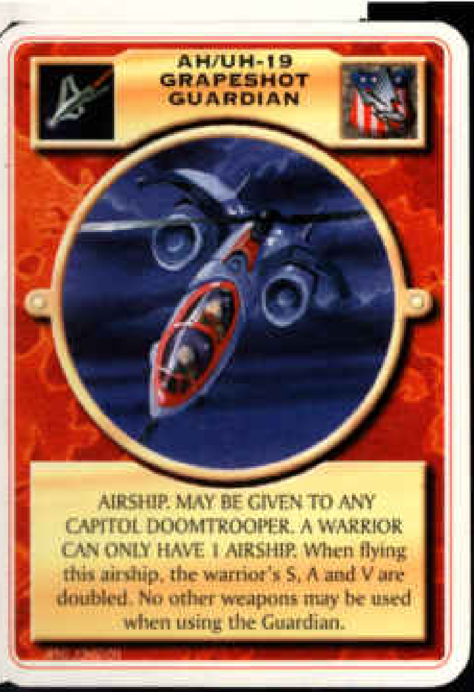
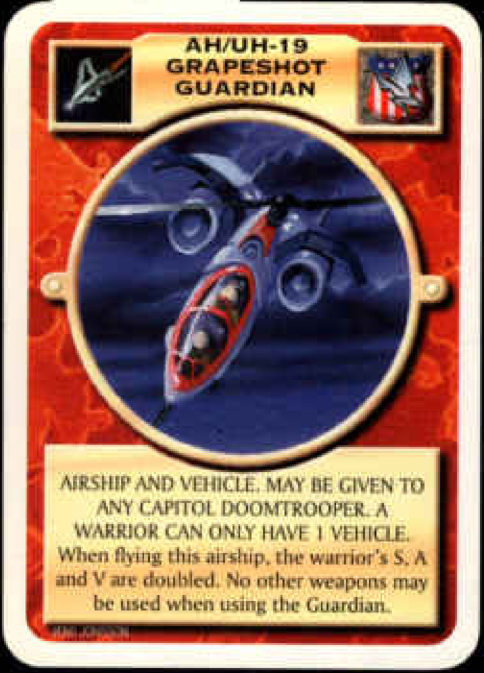


AH/UH-19 GRAPESHOT GUARDIAN

AIRSHIP. MAY BE GIVEN TO ANY CAPITOL DOOMTROOPER. A WARRIOR CAN ONLY HAVE 1 AIRSHIP. When flying this airship, the warrior's S, A and V are doubled. No other weapons may be used when using the Guardian.



AH/UH-19 GRAPESHOT GUARDIAN

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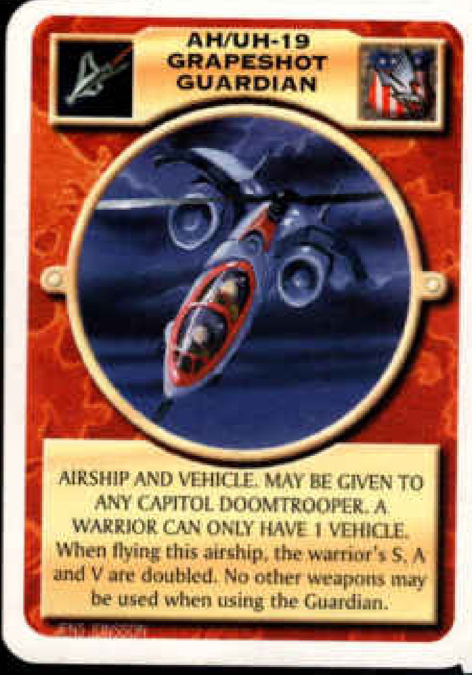

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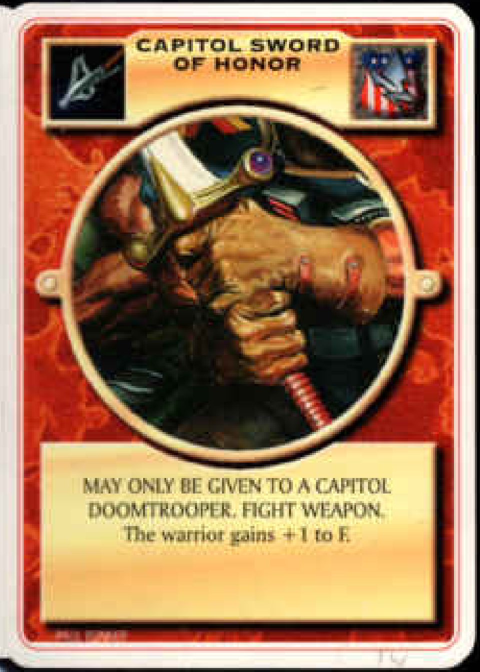
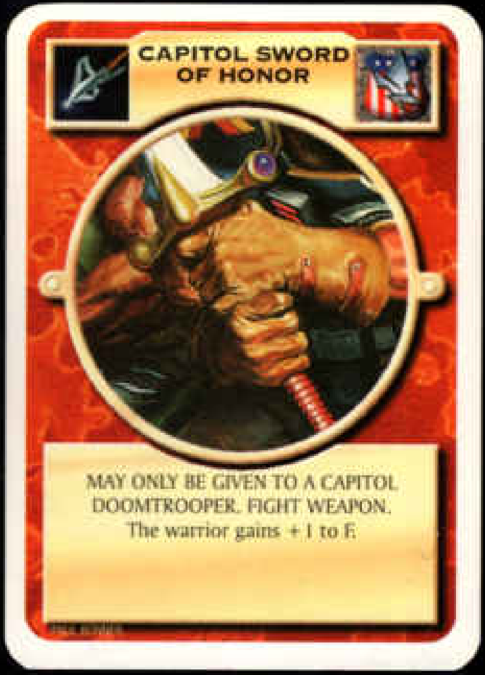


CAPITOL SWORD OF HONOR

MAY ONLY BE GIVEN TO A CAPITOL DOOMTROOPER. FIGHT WEAPON. The warrior gains +1 to F.



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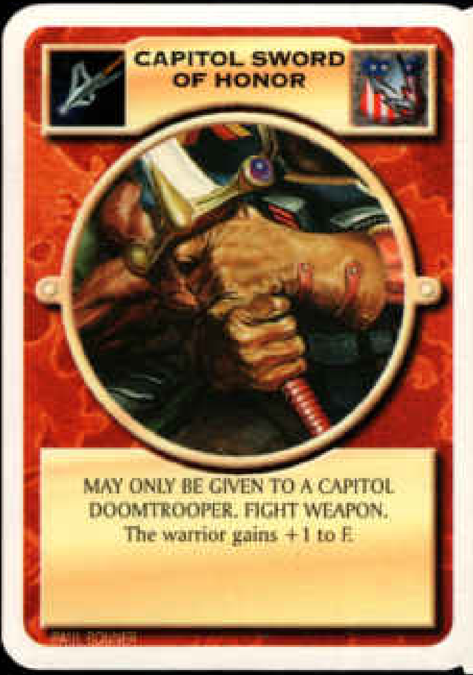

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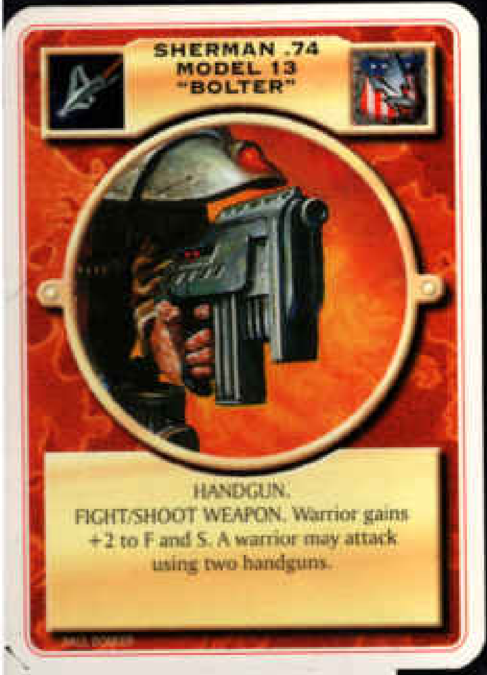
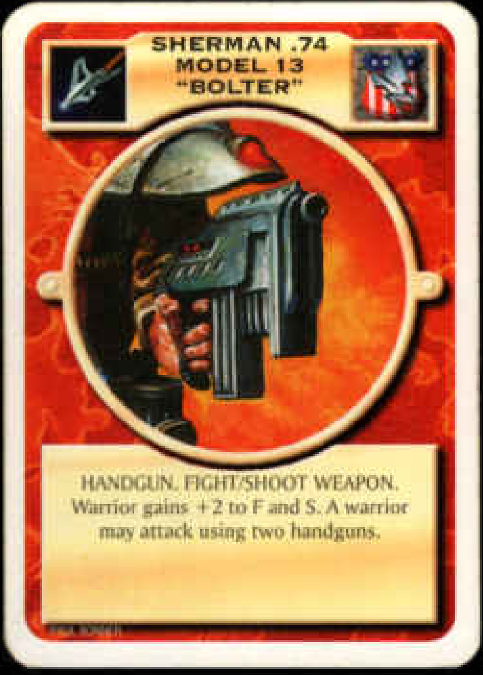


SHERMAN .74 MODEL 13 "BOLTER"

HANDGUN. FIGHT/SHOOT WEAPON. Warrior gains +2 to F and S. A warrior may attack using two handguns.



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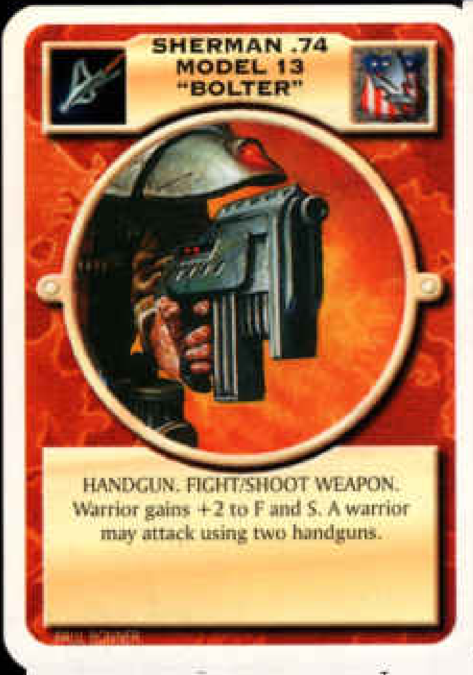

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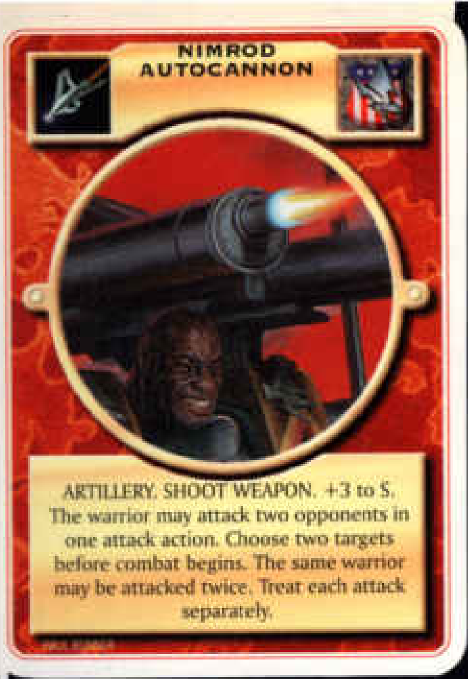
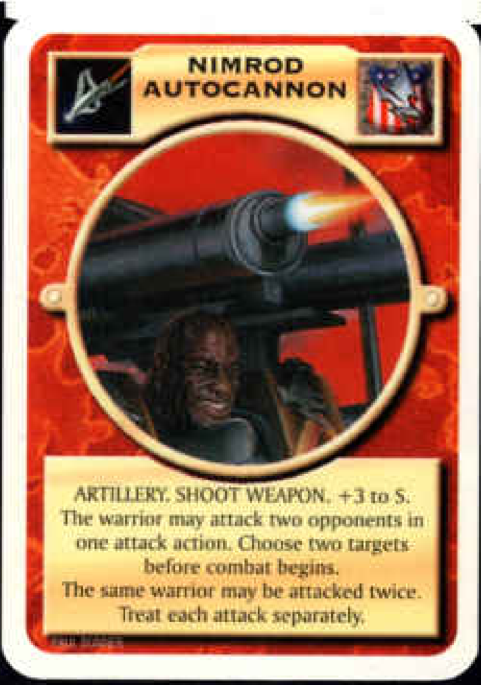


NIMROD AUTOCANNON

ARTILLERY. SHOOT WEAPON. +3 to S. The warrior may attack two opponents in one attack action. Choose two targets before combat begins. The same warrior may be attacked twice. Treat each attack separately.



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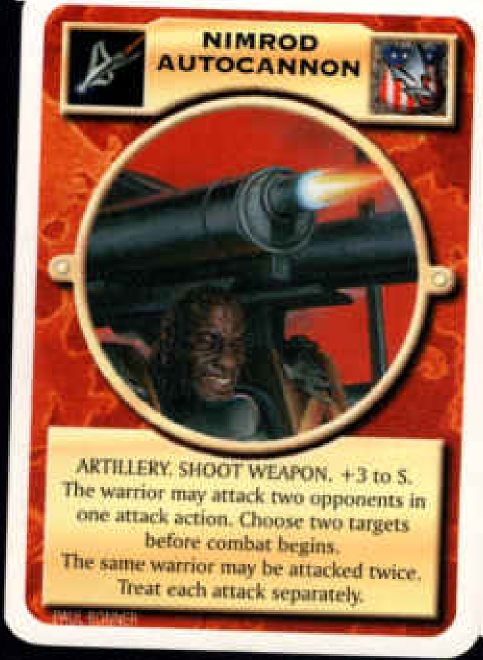

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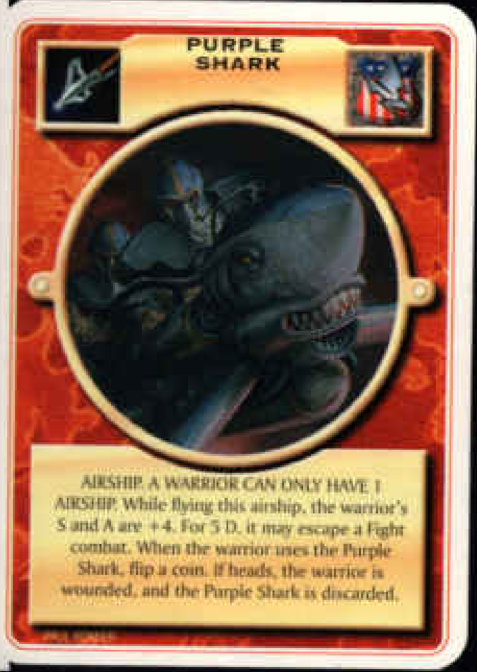
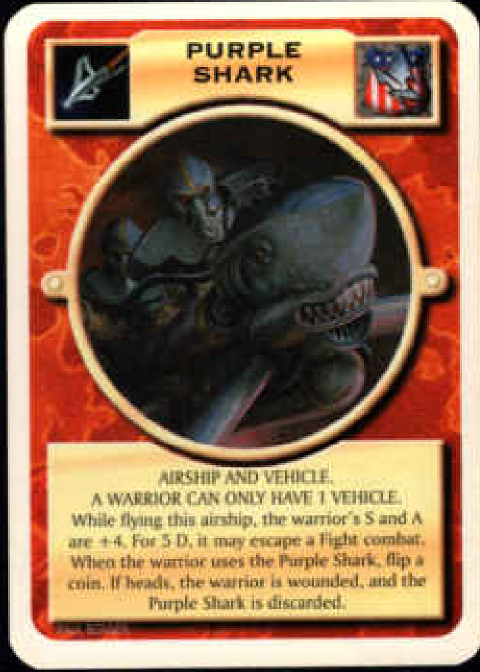


PURPLE SHARK

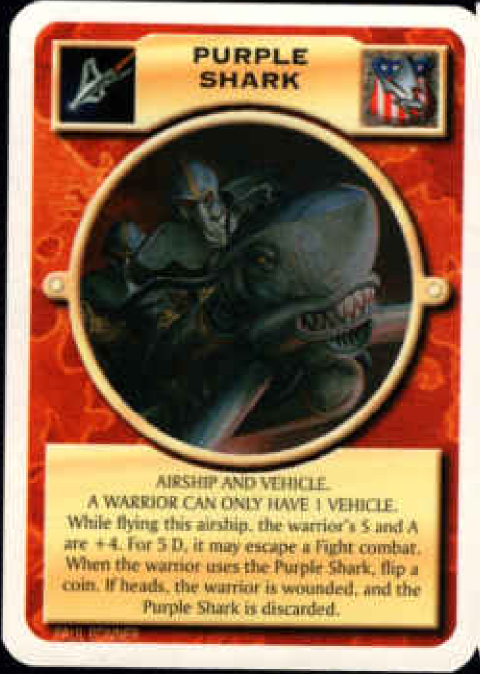
AIRSHIP. A WARRIOR CAN ONLY HAVE 1 AIRSHIP. While flying this airship, the warrior's S and A are +4. For 5 D, it may escape a Fight combat. When the warrior uses the Purple Shark, flip a coin. If heads, the warrior is wounded, and the Purple Shark is discarded.



PURPLE SHARK

AIRSHIP AND VEHICLE.

A WARRIOR CAN ONLY HAVE 1 VEHICLE. While flying this airship, the warrior's S and A are +4. For 5 D, it may escape a Fight combat. When the warrior uses the Purple Shark, flip a coin. If heads, the warrior is wounded, and the Purple Shark is discarded.



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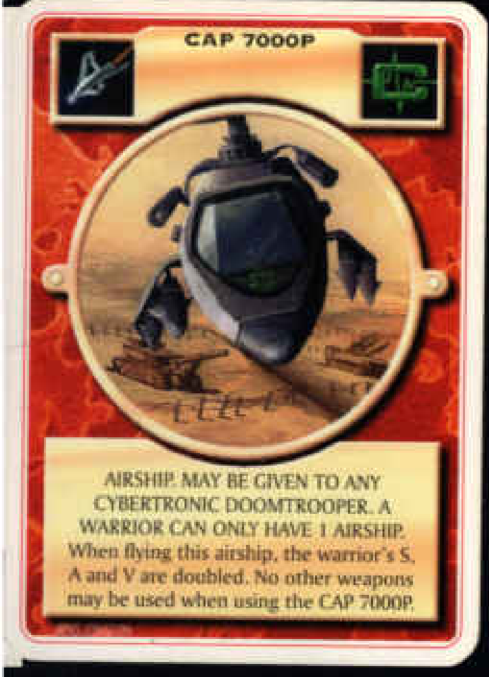
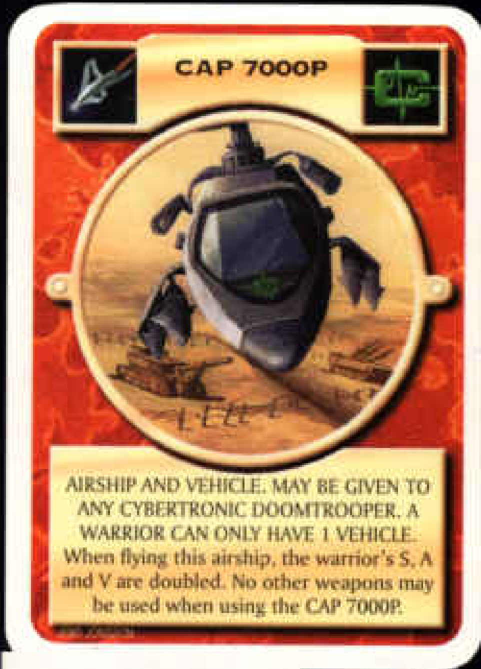


CAP 7000P

AIRSHIP. MAY BE GIVEN TO ANY CYBERTRONIC DOOMTROOPER. A WARRIOR CAN ONLY HAVE 1 AIRSHIP. When flying this airship, the warrior's S, A and V are doubled. No other weapons may be used when using the CAP 7000P.



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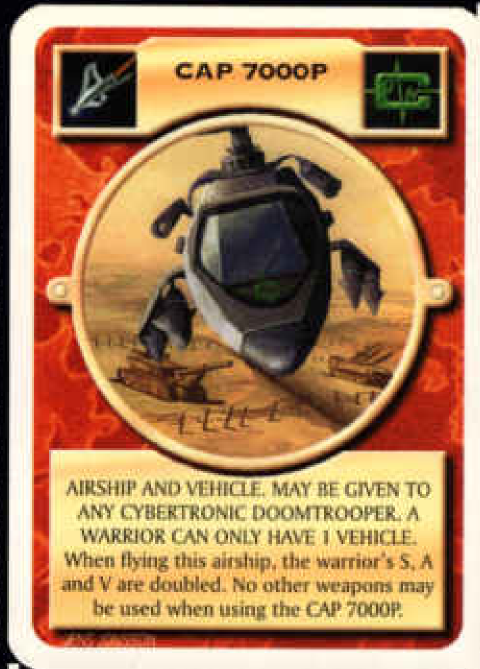

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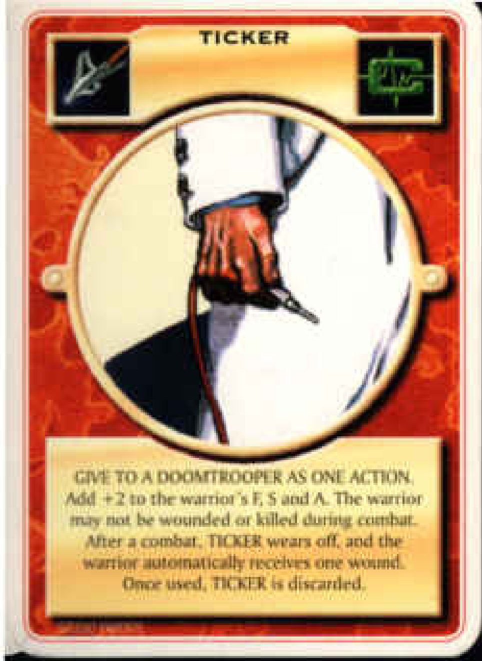
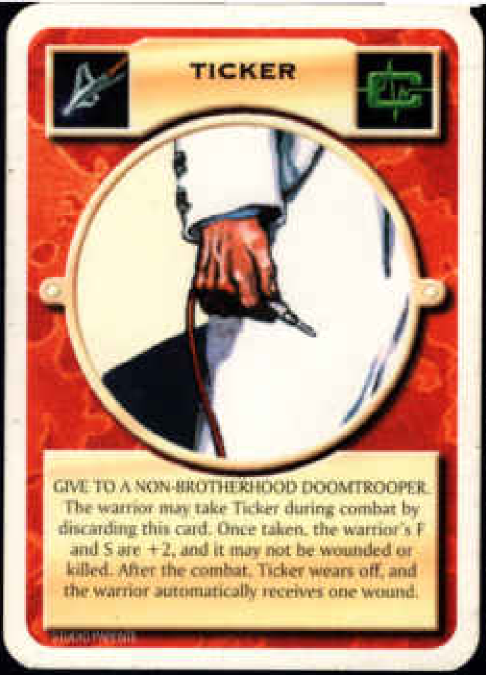


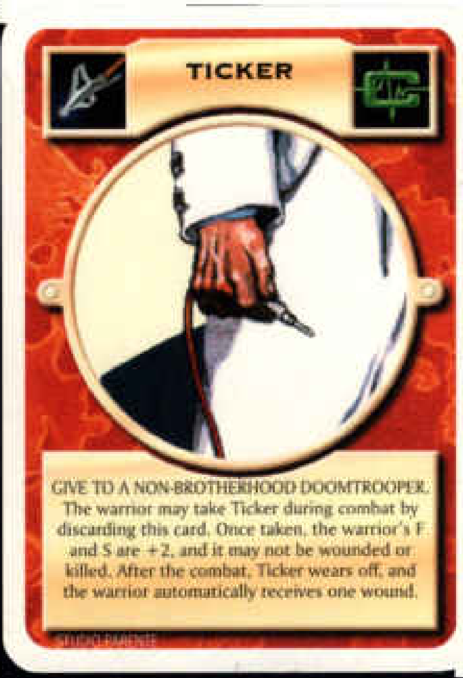
TICKER

GIVE TO A DOOMTROOPER AS ONE ACTION. Add +2 to the warrior's F, S and A. The warrior may not be wounded or killed during combat. After a combat, TICKER wears off, and the warrior automatically receives one wound. Once used, TICKER is discarded.



TICKER

GIVE TO A NON-BROTHERHOOD DOOMTROOPER. The warrior may take Ticker during combat by discarding this card. Once taken, the warrior's F and S are +2, and it may not be wounded or killed. After the combat, Ticker wears off, and the warrior automatically receives one wound.



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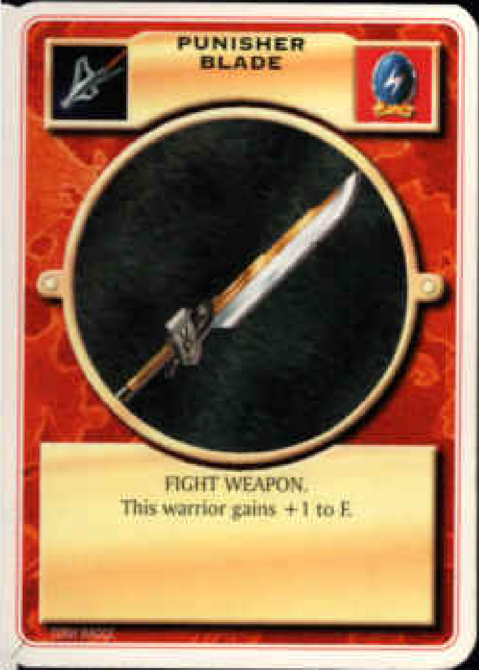
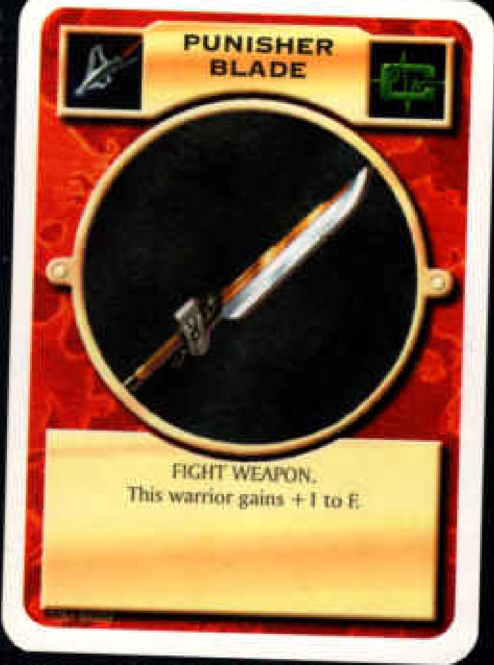


PUNISHER BLADE

FIGHT WEAPON.
This warrior gains +1 to F.



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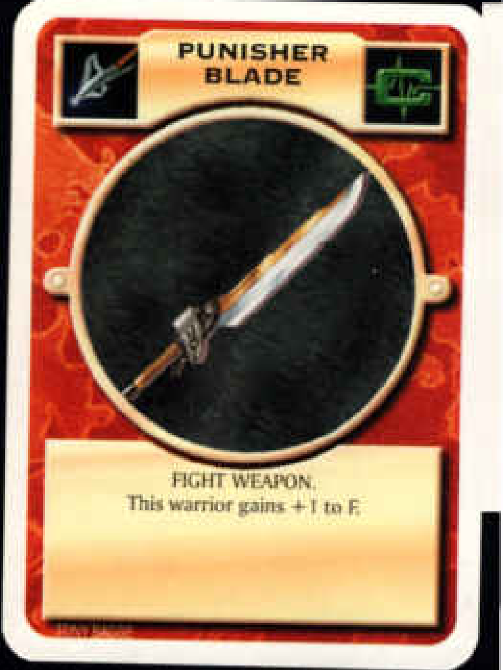

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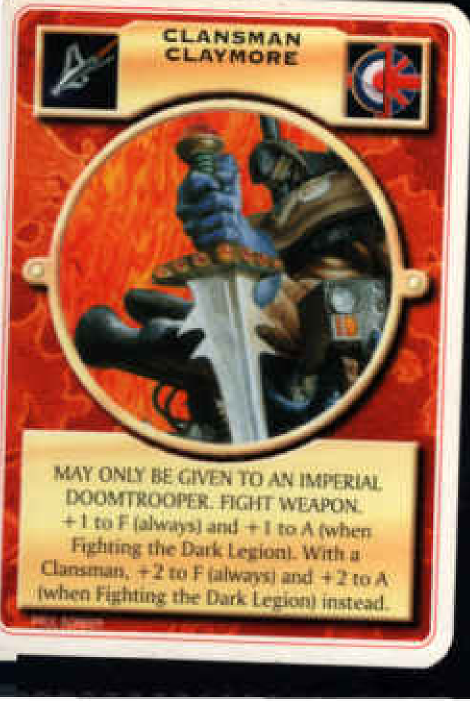
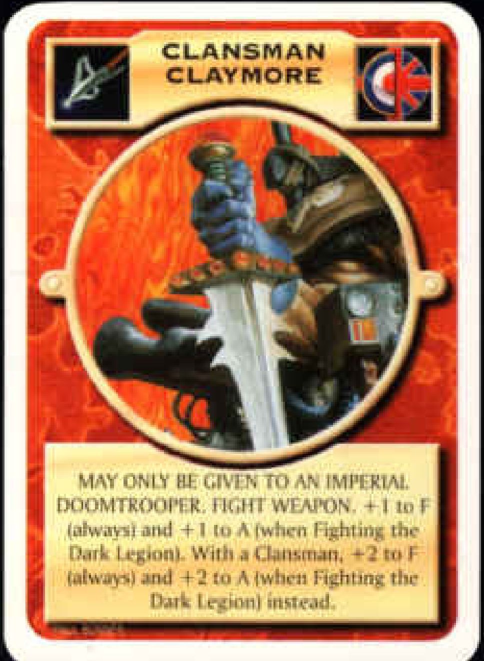


CLANSMAN CLAYMORE

MAY ONLY BE GIVEN TO AN IMPERIAL DOOMTROOPER. FIGHT WEAPON. +1 to F (always) and +1 to A (when Fighting the Dark Legion). With a Clansman, +2 to F (always) and +2 to A (when Fighting the Dark Legion) instead.



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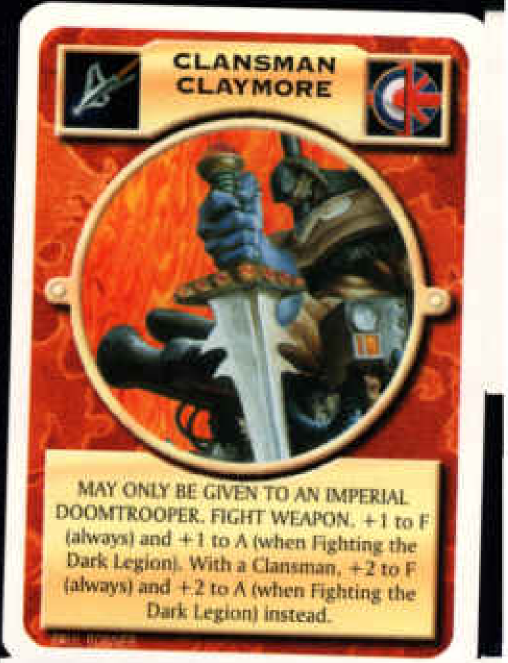

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IMPERIAL DOOMLORD

AIRSHIP. MAY BE GIVEN TO ANY IMPERIAL DOOMTROOPER. A WARRIOR CAN ONLY HAVE ONE AIRSHIP. When flying this airship, the warrior's S, A and V are doubled. No other weapons may be used during combat when using the Doomlord.

IMPERIAL DOOMLORD

AIRSHIP AND VEHICLE.
MAY BE GIVEN TO ANY IMPERIAL DOOMTROOPER. A WARRIOR CAN ONLY HAVE ONE VEHICLE. When flying this airship, the warrior's S, A and V are doubled. No other weapons may be used during combat when using the Doomlord.

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ROCKET LAUNCHER. SHOOT WEAPON. Warrior gains +4 to S. If the opponent is an airship, or is equipped with one, this warrior gains an additional +2 to S.

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HMG MK. XIXB "CHARGER"

HEAVY MACHINE GUN. SHOOT WEAPON. Warrior gains +5 to S.

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SMG MK. III "INTERCEPTOR"

SUB-MACHINE GUN. SHOOT WEAPON. Warrior gains +2 to S.

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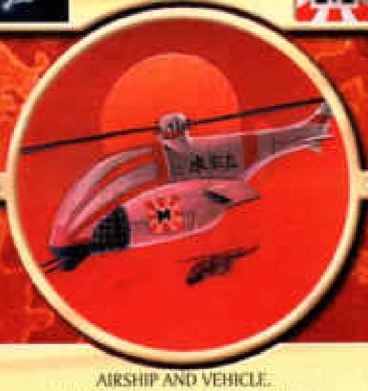
FUKIMURA NO. 12 "KAMIKAZE"

AIRSHIP. MAY BE GIVEN TO ANY MISHIMA DOOMTROOPER. A CAN ONLY HAVE 1 AIRSHIP. When flying this airship, the warrior's S, A and V are doubled. No other weapons may be used during combat when using the Kamikaze.

FUKIMURA NO. 12 "KAMIKAZE"



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SCALPER

MAY ONLY BE GIVEN TO A MISHIMA DOOMTROOPER. FIGHT WEAPON. The warrior gains +1 to its F, and -1 is applied to its opponent's F in combat due to the horrific nature of the weapon.

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BACTERIA GRENADE

MAY ONLY BE GIVEN TO A DARK LEGION WARRIOR. FIGHT/SHOOT WEAPON. Discard after one use. +4 to F and S. If opponent survives, it's diseased: a cumulative -1 to V every turn the warrior's player doesn't spend 3 D to stop it. If the warrior drops to 0 V, discard it.

PAUL BONNER

BACTERIA GRENADE

GIVE TO A DARK LEGION WARRIOR. SPECIAL WEAPON. Discard after one use. +4 to F and S. Unless opponent dies, it's diseased; during each of its player's Draw steps, he must either place a marker on the diseased warrior or spend 3 D. For every marker, warrior is -1 to V. If warrior drops to 0 V, it is discarded. Additional Grenades are ignored.

PAUL BONNER

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PAUL BONNER

KRATACH

MAY ONLY BE GIVEN TO A DARK LEGION WARRIOR. SHOOT WEAPON. Warrior gains +3 to S. This weapon behaves like a machine gun and is affected by cards that affect machine guns.

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PAUL BONNER

CURATOR SWORD

MAY ONLY BE GIVEN TO A DARK LEGION WARRIOR. FIGHT WEAPON. Warrior gains +2 to F. A Curator with this sword gets a +4 to F instead. A warrior wounded by the Curator Sword is automatically killed.

PAUL BONNER

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PAUL BONNER

SHRIEKETH

MAY ONLY BE GIVEN TO A DARK LEGION WARRIOR. SHOOT WEAPON. +1 TO S. Warriors killed with the Shrieketh become Heretics under your control. Place a Heretic card from your collection into your Kohort. If you can't, still discard the warrior.

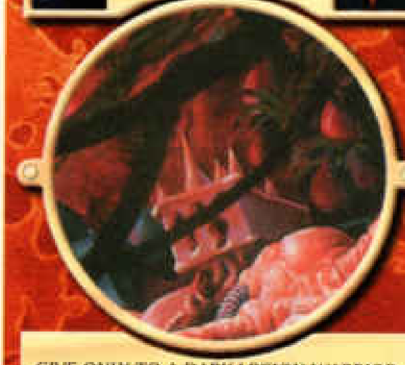
PAUL BONNER

SHRIEKETH

GIVE ONLY TO A DARK LEGION WARRIOR. SHOOT WEAPON. +1 to S. If this warrior kills a warrior with the Shrieketh, place a HERETIC from your collection into your Kohort. You still earn points from the kill.

PAUL BONNER

SHRIEKETH



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PAUL BONNER

SCYTHE OF SEMAI

MAY ONLY BE GIVEN TO A DARK LEGION WARRIOR. FIGHT/SHOOT WEAPON. Warrior gains +4 to F and S. Warriors wounded by the Scythe of Semai are automatically killed. If given to a Pretorian Stalker, that warrior gains +8 to S instead of +4.

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PAUL BONNER

VASSHT

MAY ONLY BE GIVEN TO A DARK LEGION WARRIOR. FIGHT WEAPON. Once equipped, the Vassht may never be given to another warrior, and this warrior may never own another Fight or Fight/Shoot weapon. It gives the warrior +2 to its F.

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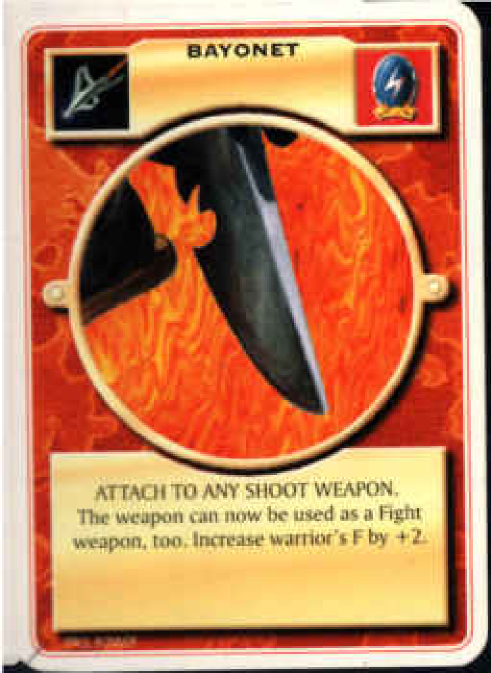
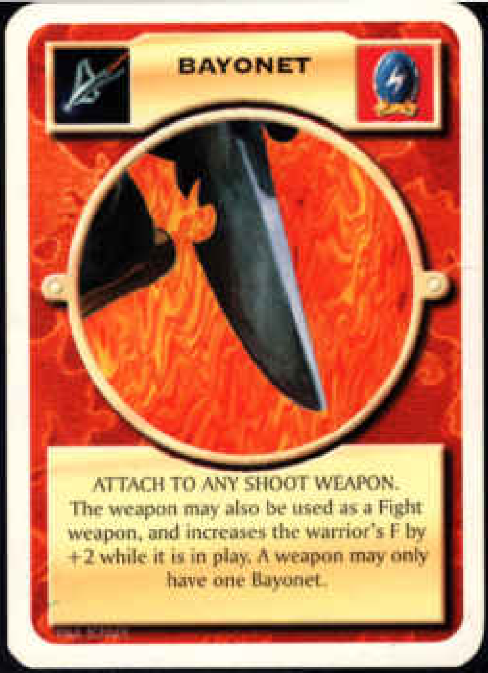


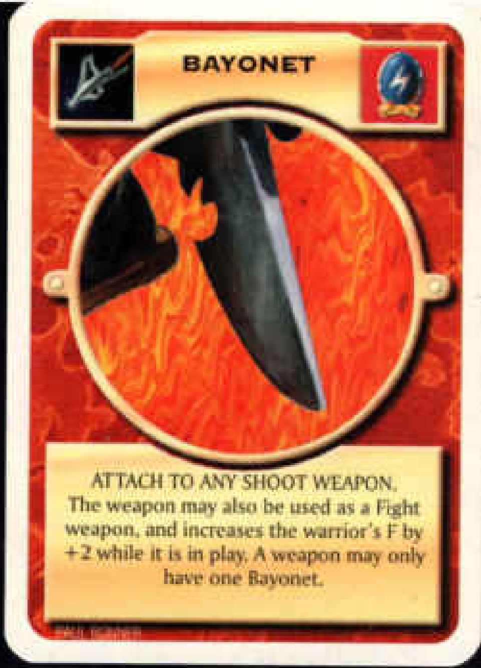
BAYONET

ATTACH TO ANY SHOOT WEAPON.
The weapon can now be used as a Fight weapon, too. Increase warrior's F by +2.



BAYONET

ATTACH TO ANY SHOOT WEAPON.
The weapon may also be used as a Fight weapon, and increases the warrior's F by +2 while it is in play. A weapon may only have one Bayonet.



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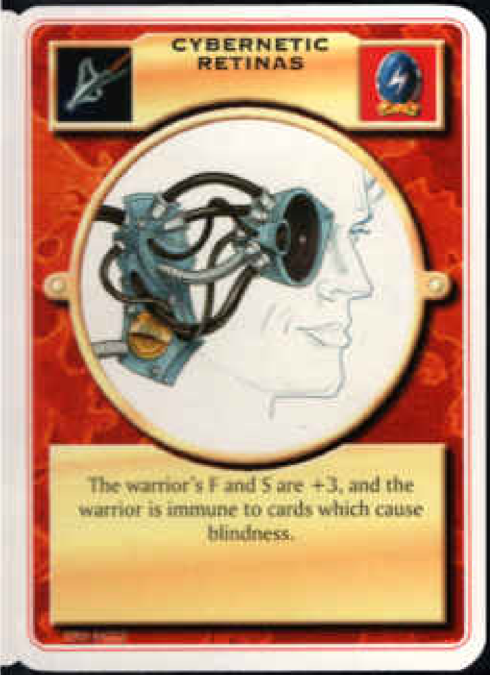
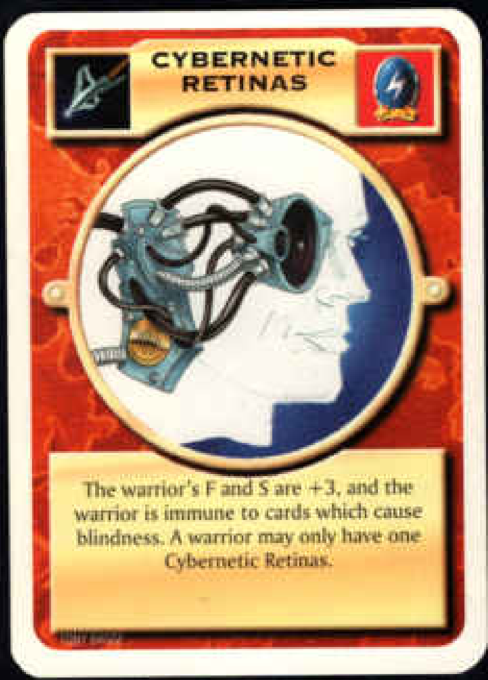


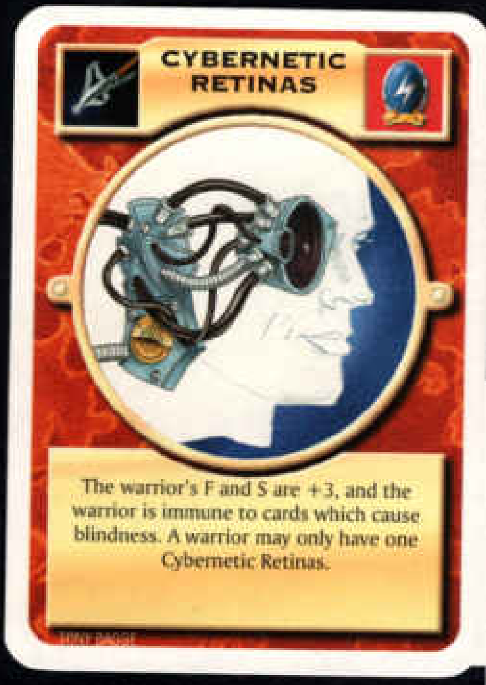
CYBERNETIC RETINAS

The warrior's F and S are +3, and the warrior is immune to cards which cause blindness.



CYBERNETIC RETINAS

The warrior's F and S are +3, and the warrior is immune to cards which cause blindness. A warrior may only have one Cybernetic Retinas.



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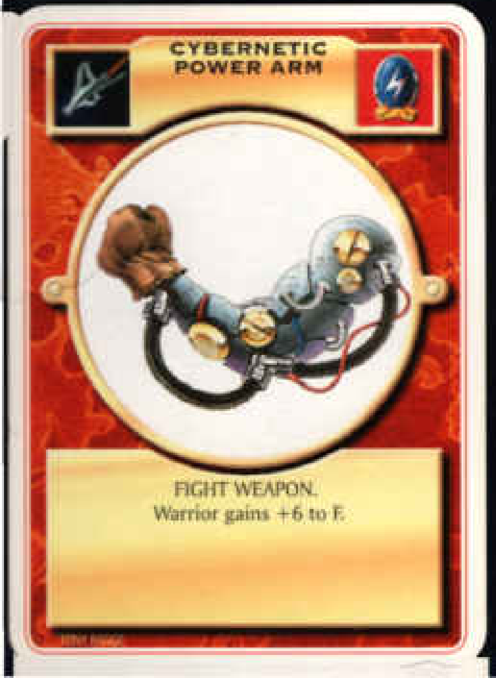
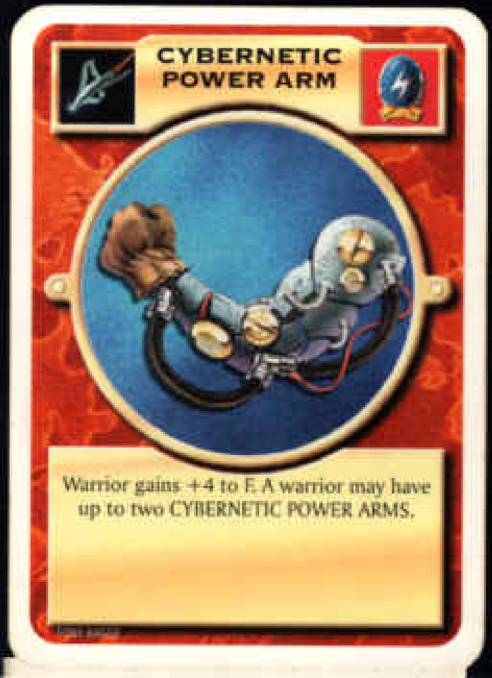


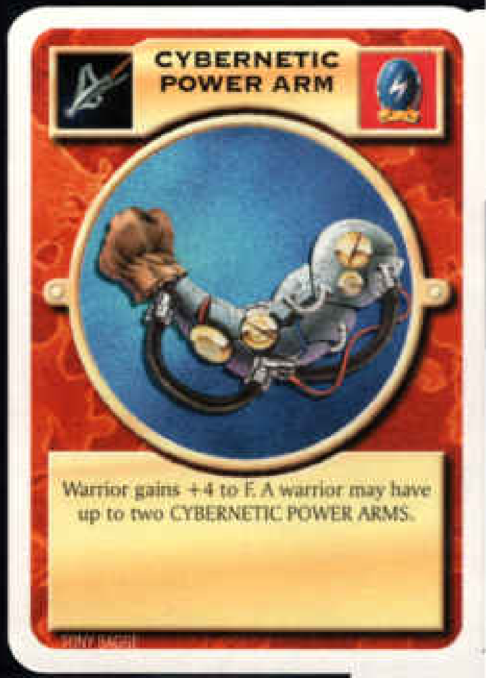
CYBERNETIC POWER ARM

FIGHT WEAPON.
Warrior gains +6 to F.



CYBERNETIC POWER ARM

Warrior gains +4 to F. A warrior may have up to two CYBERNETIC POWER ARMS.



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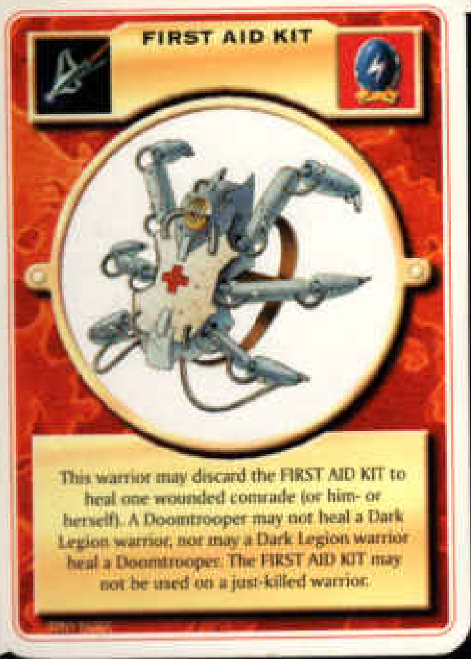
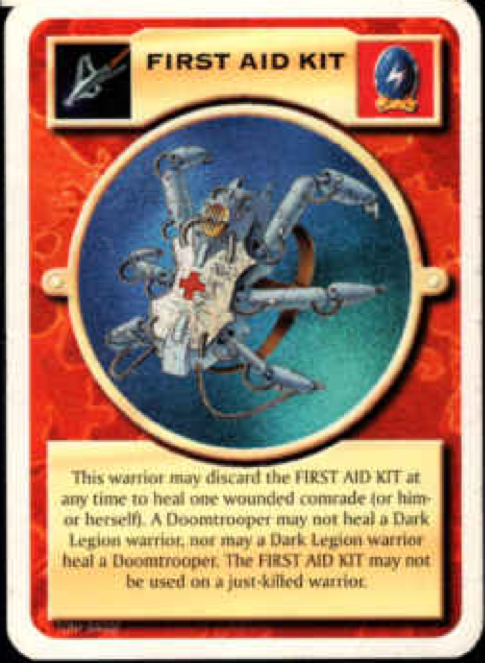


FIRST AID KIT

This warrior may discard the FIRST AID KIT to heal one wounded comrade (or him- or herself). A Doomtrooper may not heal a Dark Legion warrior, nor may a Dark Legion warrior heal a Doomtrooper. The FIRST AID KIT may not be used on a just-killed warrior.



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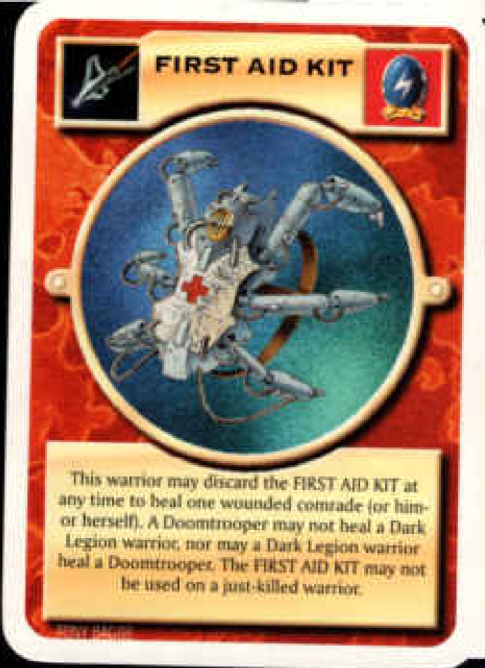

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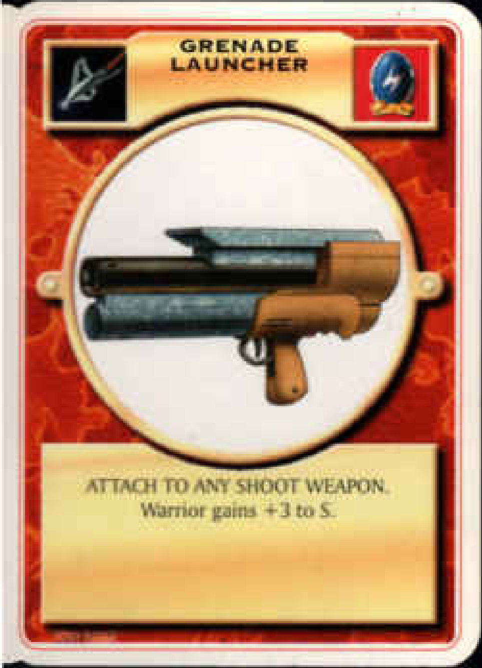
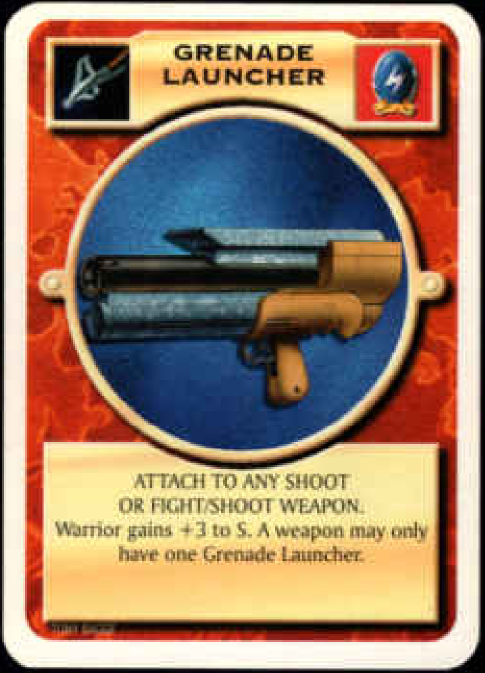


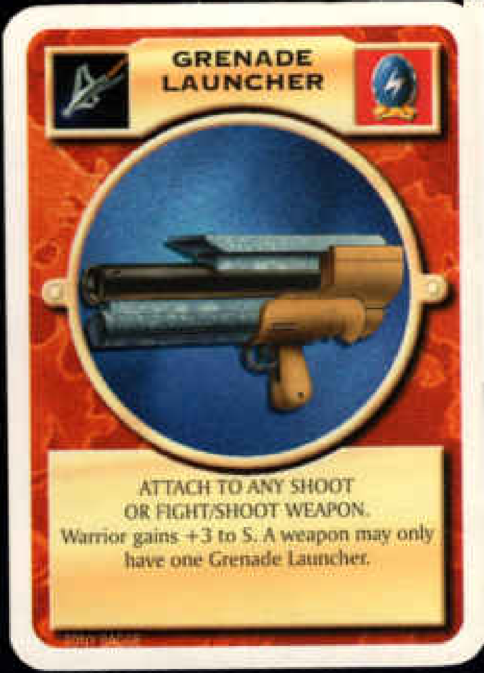
GRENADE LAUNCHER

ATTACH TO ANY SHOOT WEAPON.
Warrior gains +3 to S.



GRENADE LAUNCHER

ATTACH TO ANY SHOOT
OR FIGHT/SHOOT WEAPON.
Warrior gains +3 to S. A weapon may only have one Grenade Launcher.



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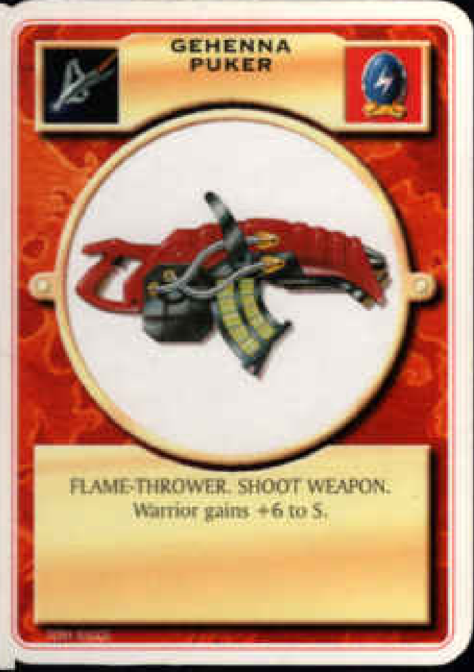
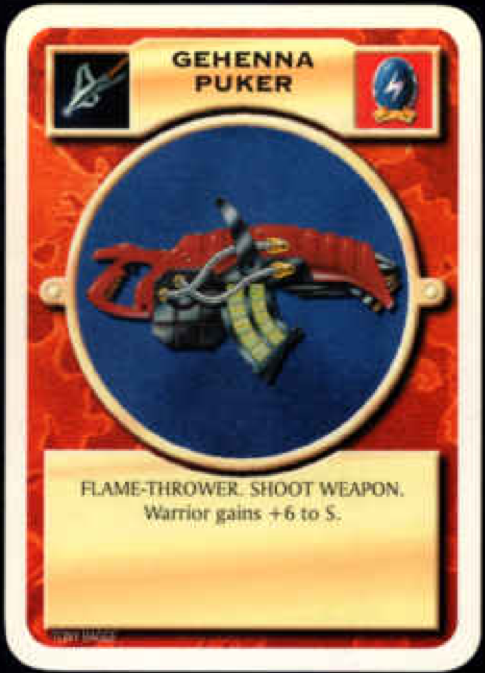


GEHENNA PUKER

FLAME-THROWER. SHOOT WEAPON.
Warrior gains +6 to S.



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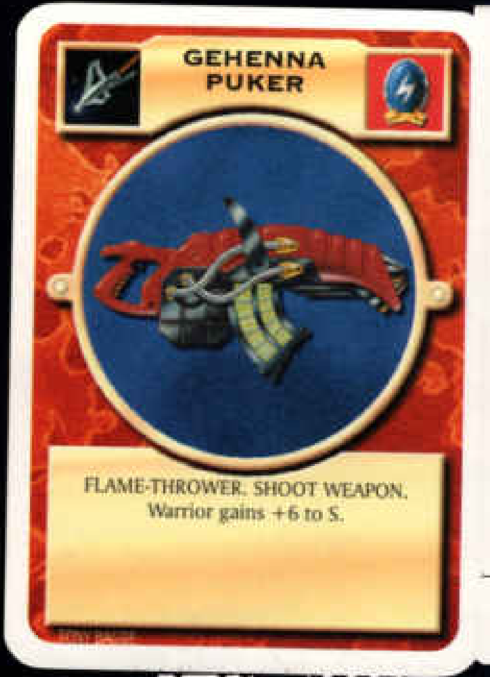

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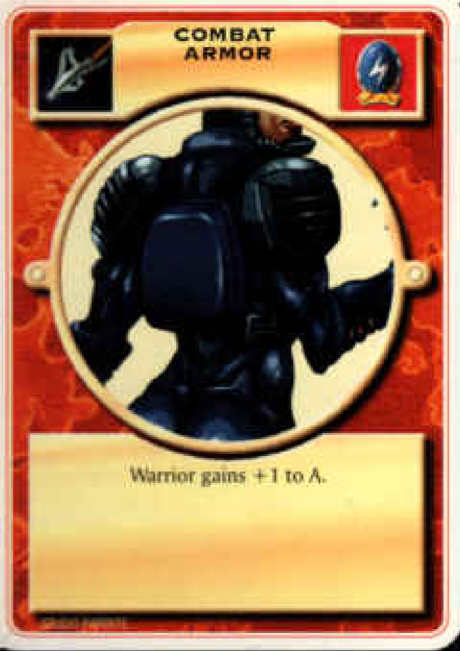
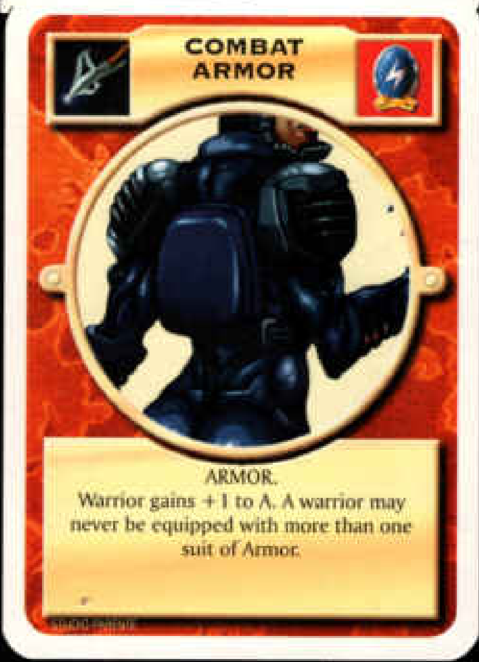


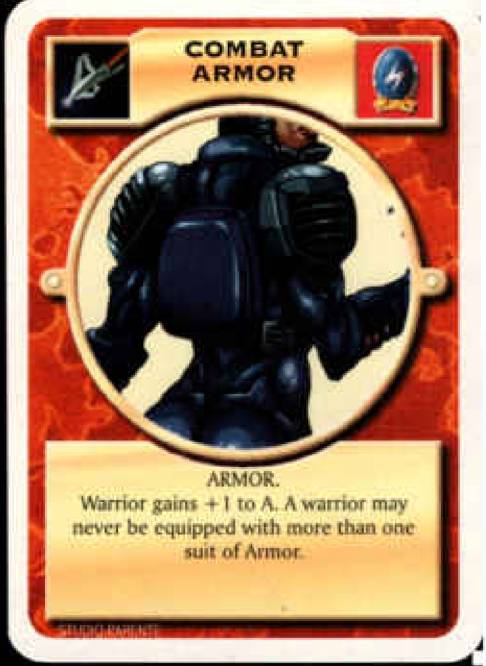
COMBAT ARMOR

Warrior gains +1 to A.



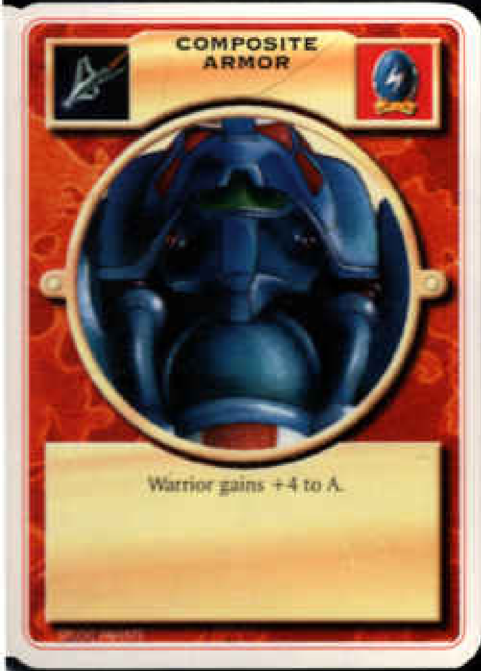
COMBAT ARMOR

ARMOR.
Warrior gains +1 to A. A warrior may never be equipped with more than one suit of Armor.



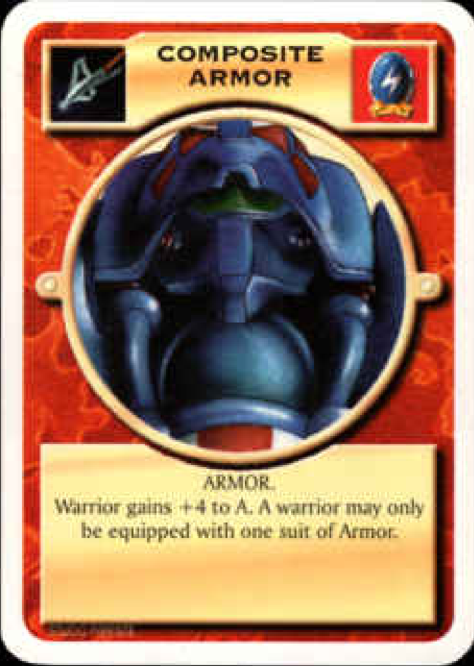
COMBAT ARMOR

ARMOR.
Warrior gains +1 to A. A warrior may never be equipped with more than one suit of Armor.



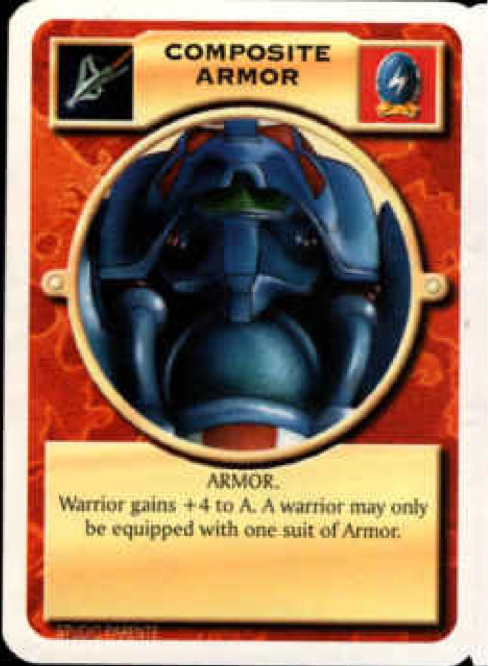
COMPOSITE ARMOR

Warrior gains +4 to A.



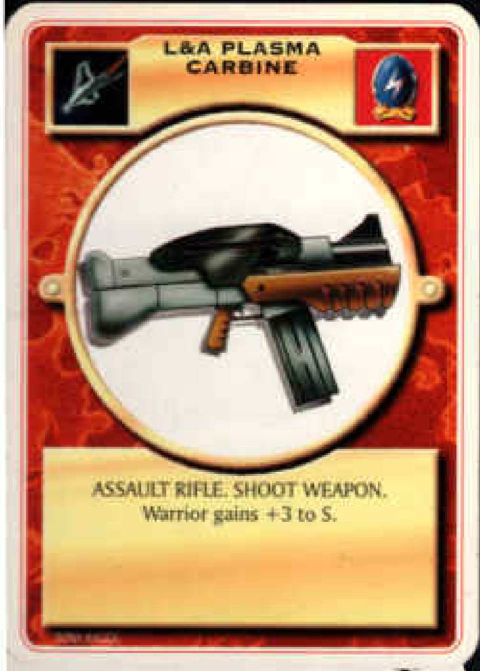
COMPOSITE ARMOR

ARMOR.
Warrior gains +4 to A. A warrior may only be equipped with one suit of Armor.



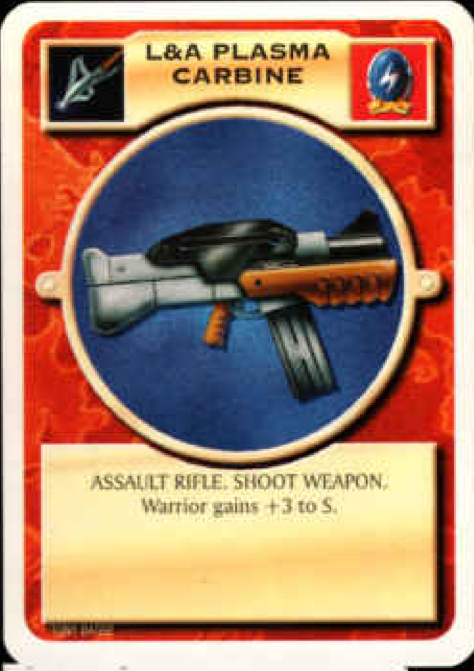
COMPOSITE ARMOR

ARMOR.
Warrior gains +4 to A. A warrior may only be equipped with one suit of Armor.



L&A PLASMA CARBINE

ASSAULT RIFLE. SHOOT WEAPON.
Warrior gains +3 to S.



L&A PLASMA CARBINE

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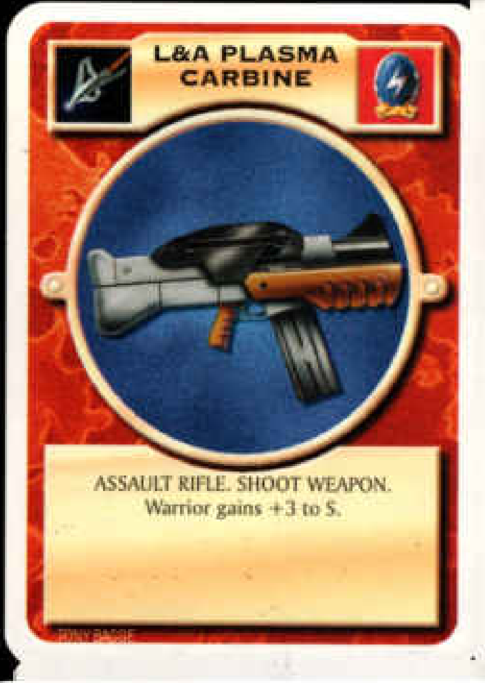
Warrior gains +3 to S.



L&A PLASMA CARBINE

ASSAULT RIFLE. SHOOT WEAPON.
Warrior gains +3 to S.

PSYCHO-SCANNER

If this warrior is attacked, it may immediately go into cover. Flip the warrior card face down for free.

PSYCHO-SCANNER

If this warrior is attacked, it may immediately go into cover. Flip the warrior card face down for free. This does not end the combat.

PSYCHO-SCANNER

If this warrior is attacked, it may immediately go into cover. Flip the warrior card face down for free. This does not end the combat.

RADAR SCANNER

GIVE TO ANY WARRIOR.
This warrior may not be attacked by airships.

RADAR SCANNER

This warrior may not be attacked by airships. A warrior EQUIPPED with an airship may attack this warrior, but may not use the airship at any time during combat.

RADAR SCANNER

This warrior may not be attacked by airships. A warrior EQUIPPED with an airship may attack this warrior, but may not use the airship at any time during combat.

SMOKE BOMB

A warrior may detonate a smoke bomb by discarding this card. The warrior may retreat from a combat before it begins, ending the attack action.

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Warrior may detonate a smoke bomb during combat by discarding this card. The warrior may retreat from a combat before it begins, ending the attack action.

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Warrior may detonate a smoke bomb during combat by discarding this card. The warrior may retreat from a combat before it begins, ending the attack action.

DEMOLITION KIT

The warrior may use this piece of equipment during a combat in which it or its opponent is affected by a fortification. The warrior may set an explosive charge by discarding this card. The fortification is also discarded.

DEMOLITION KIT

If the warrior is affected by a fortification during combat, he may destroy the fortification by discarding this card. The fortification is also discarded.

DEMOLITION KIT

If the warrior is affected by a fortification during combat, he may destroy the fortification by discarding this card. The fortification is also discarded.

DEATH-LOCKDRUM

HEAVY MACHINE GUN. SHOOT WEAPON. Warrior gains +3 to S and -2 is also applied to opponent's S.

DEATH-LOCKDRUM

HEAVY MACHINE GUN. SHOOT WEAPON. Warrior gains +3 to S and -2 is also applied to opponent's S.

DEATH-LOCKDRUM

HEAVY MACHINE GUN. SHOOT WEAPON. Warrior gains +3 to S and -2 is also applied to opponent's S.

PERSONAL ANTI-PERSONNEL MINES

This warrior may automatically kill an opponent by discarding this card and becoming wounded.

PERSONAL ANTI-PERSONNEL MINES

A warrior may automatically kill an opponent in combat by discarding this card and becoming wounded.
This ends the combat.

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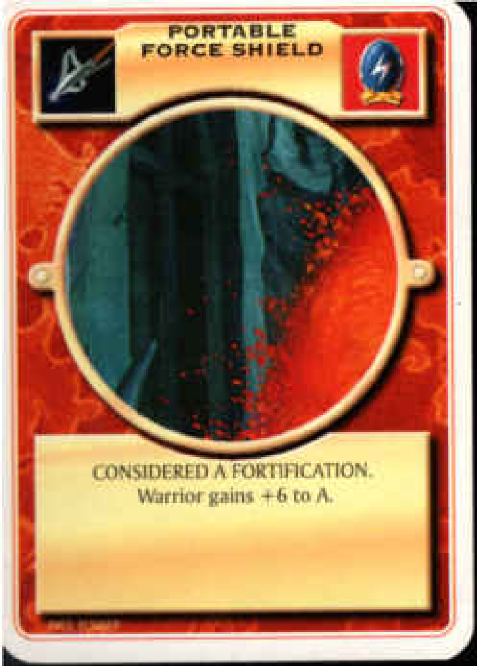
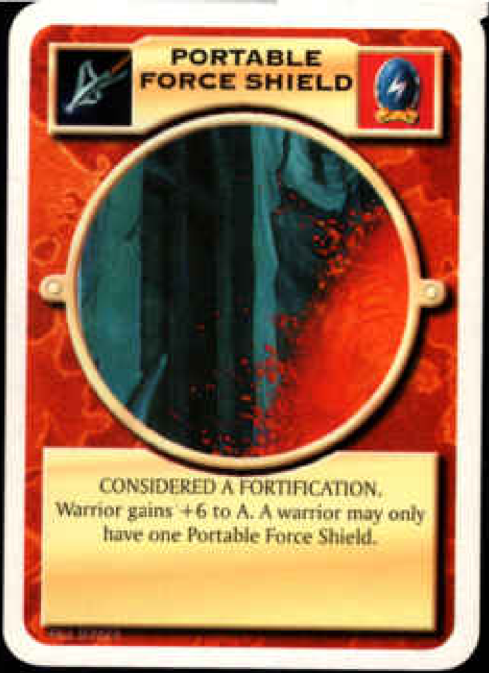
This ends the combat.



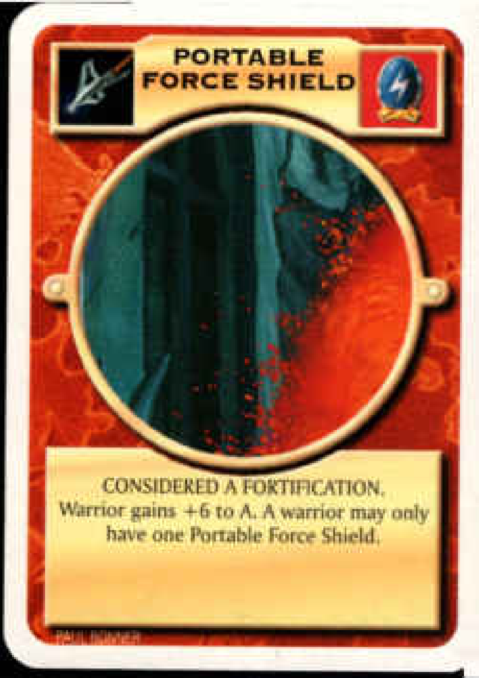
PORTABLE FORCE SHIELD

CONSIDERED A FORTIFICATION.
Warrior gains +6 to A.



PORTABLE FORCE SHIELD

CONSIDERED A FORTIFICATION.
Warrior gains +6 to A. A warrior may only have one Portable Force Shield.



PORTABLE FORCE SHIELD

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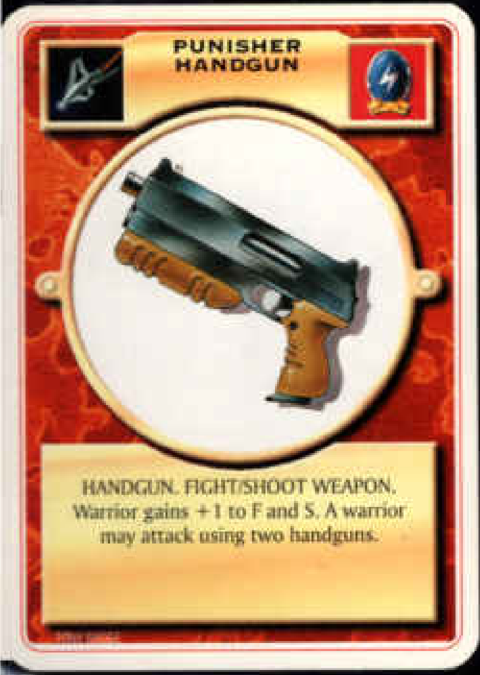
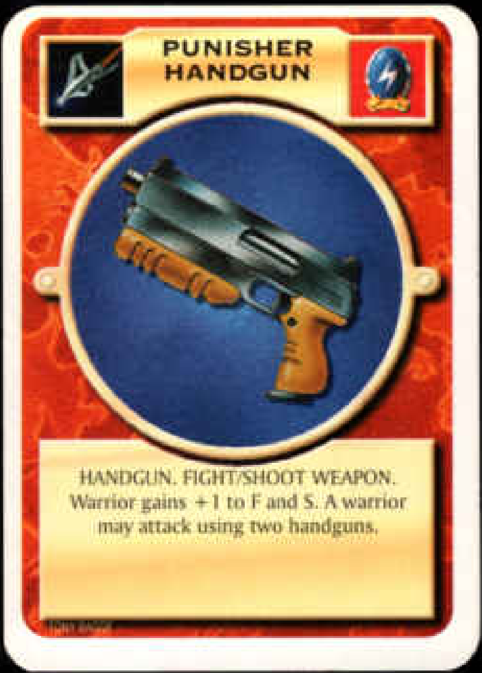
Warrior gains +6 to A. A warrior may only have one Portable Force Shield.

PAUL BONNER



PUNISHER HANDGUN

HANDGUN. FIGHT/SHOOT WEAPON.
Warrior gains +1 to F and S. A warrior may attack using two handguns.



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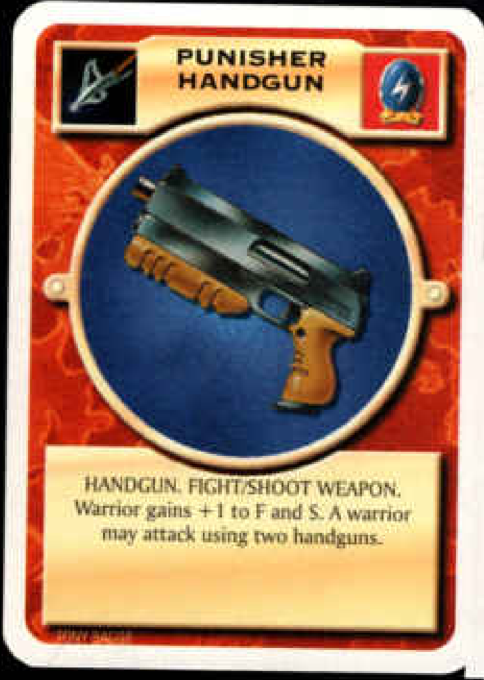

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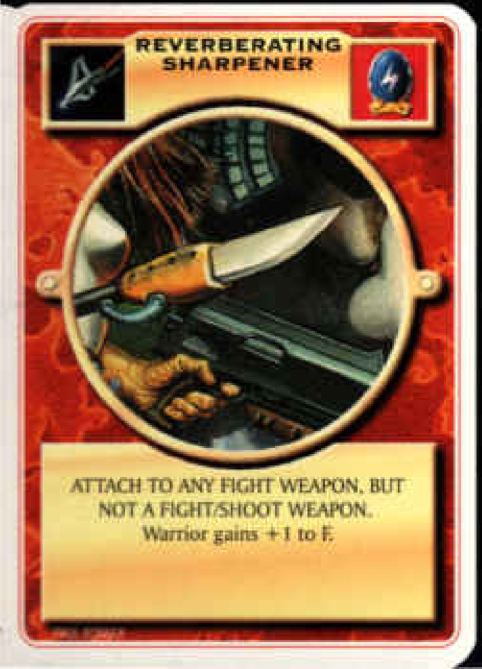
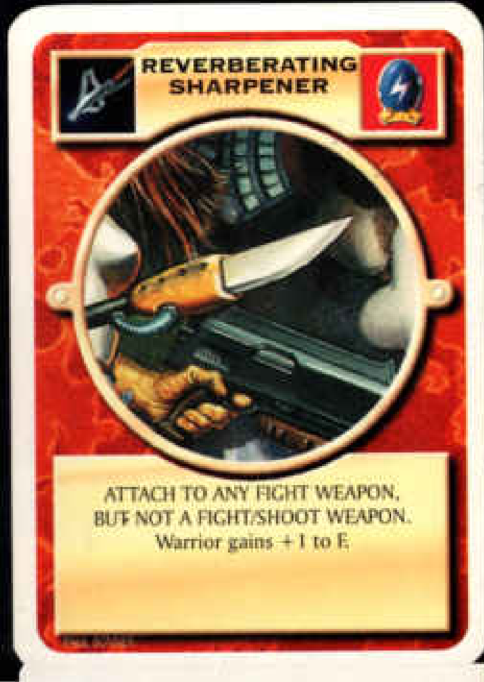


REVERBERATING SHARPENER

ATTACH TO ANY FIGHT WEAPON, BUT NOT A FIGHT/SHOOT WEAPON.
Warrior gains +1 to F.



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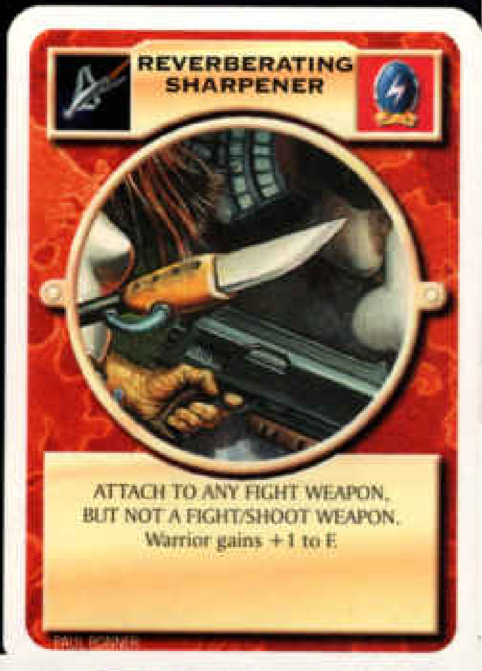

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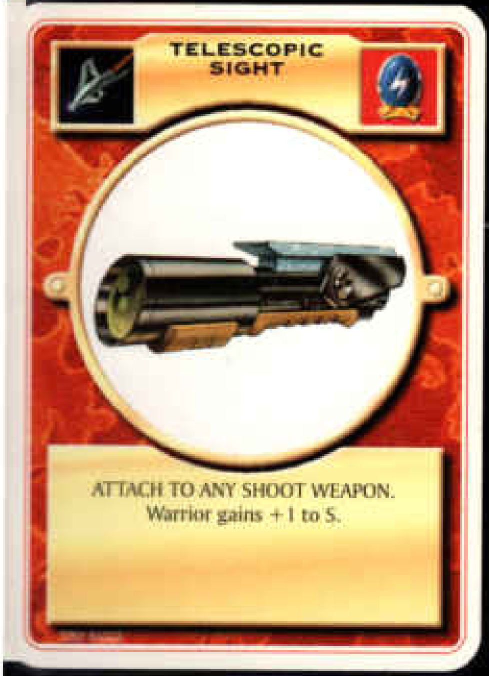
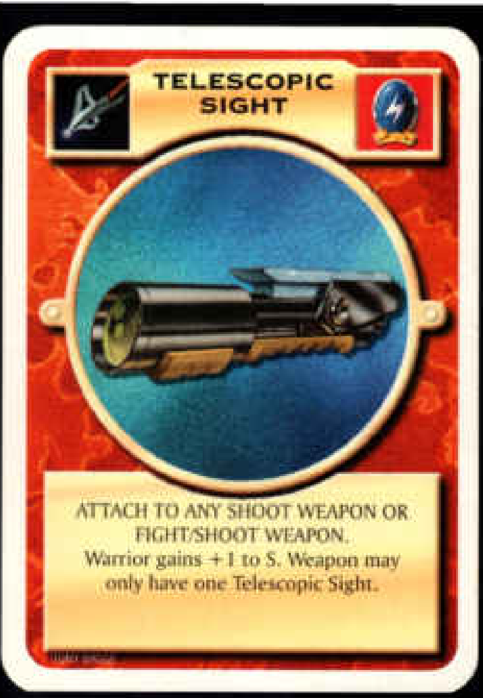
PAUL BONNER



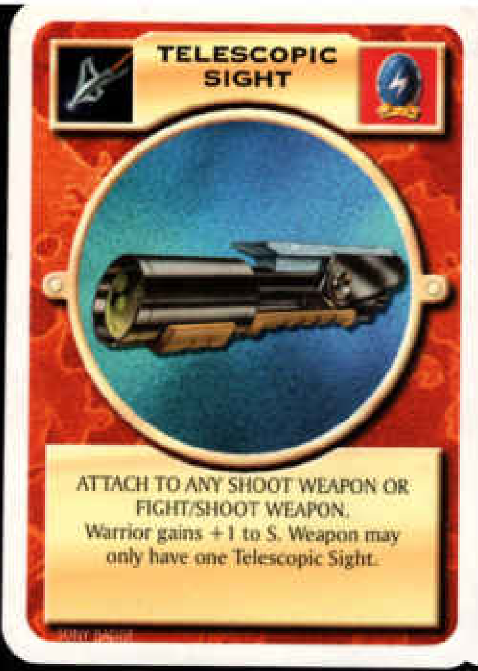
TELESCOPIC SIGHT

ATTACH TO ANY SHOOT WEAPON.
Warrior gains +1 to S.



TELESCOPIC SIGHT

ATTACH TO ANY SHOOT WEAPON OR FIGHT/SHOOT WEAPON.
Warrior gains +1 to S. Weapon may only have one Telescopic Sight.



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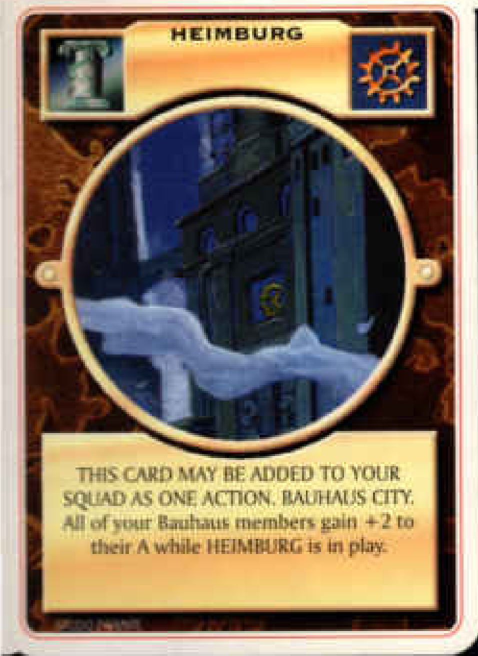
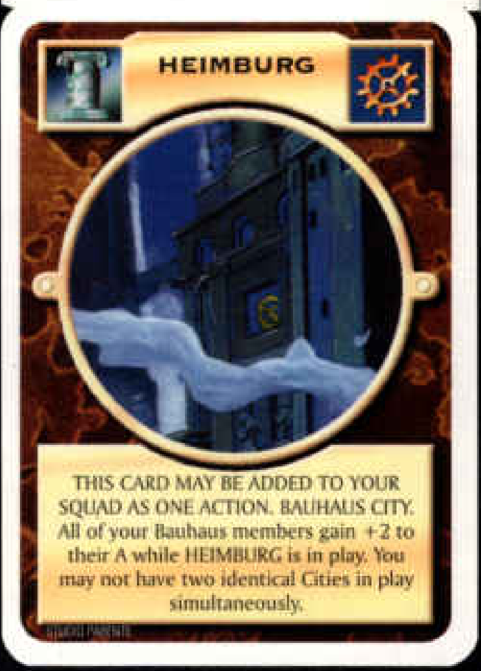


HEIMBURG

THIS CARD MAY BE ADDED TO YOUR SQUAD AS ONE ACTION. BAUHAUS CITY. All of your Bauhaus members gain +2 to their A while HEIMBURG is in play.



HEIMBURG

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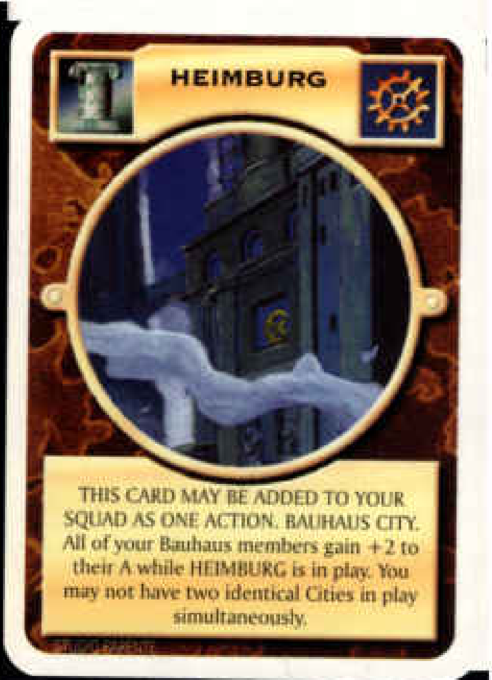

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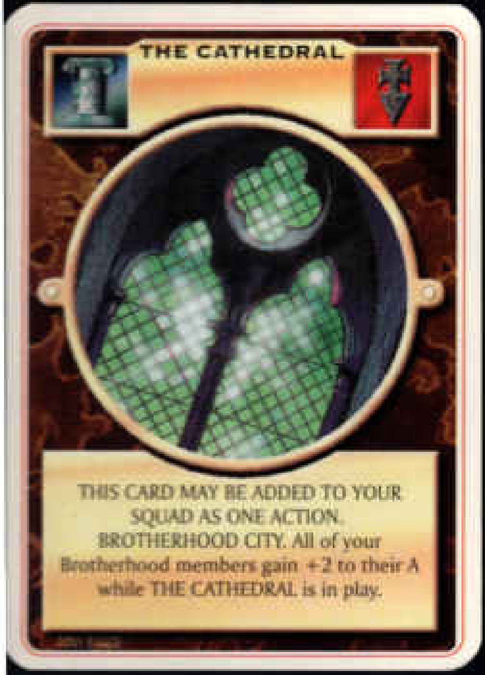
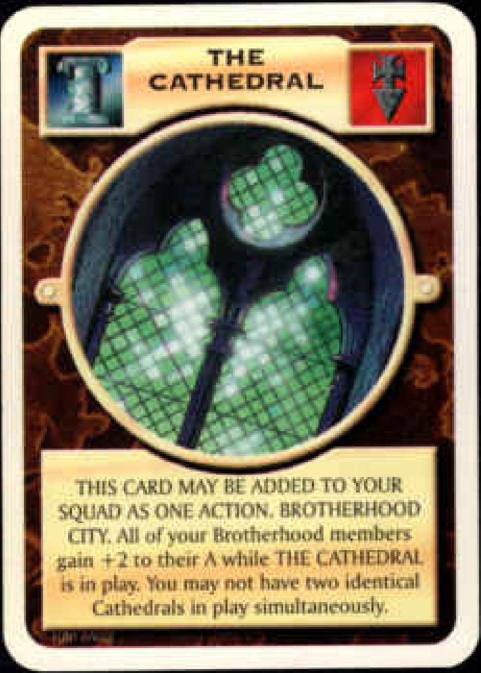


THE CATHEDRAL

THIS CARD MAY BE ADDED TO YOUR SQUAD AS ONE ACTION. BROTHERHOOD CITY. All of your Brotherhood members gain +2 to their A while THE CATHEDRAL is in play.



THE CATHEDRAL

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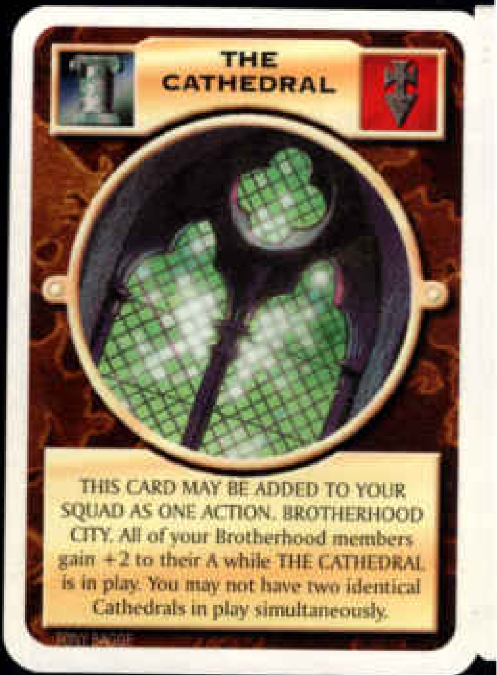

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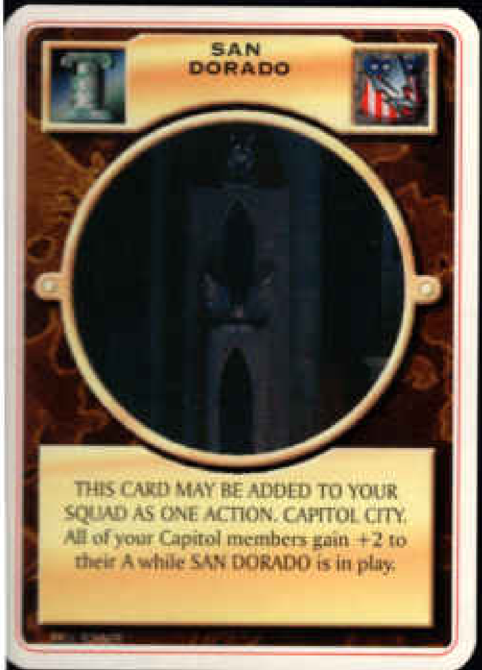
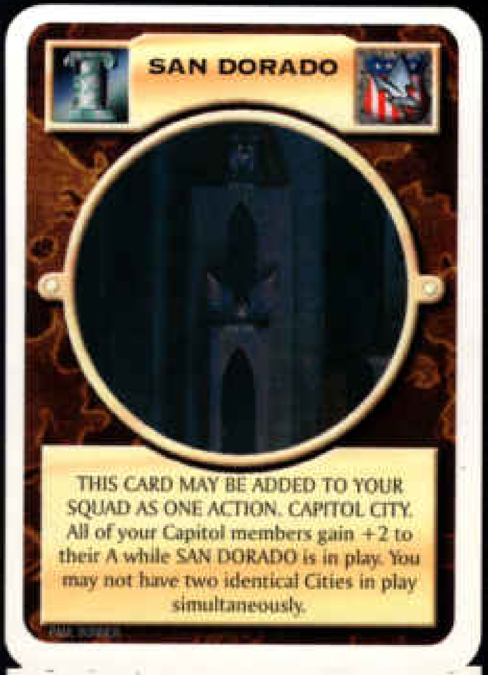


SAN DORADO

THIS CARD MAY BE ADDED TO YOUR SQUAD AS ONE ACTION. CAPITOL CITY. All of your Capitol members gain +2 to their A while SAN DORADO is in play.



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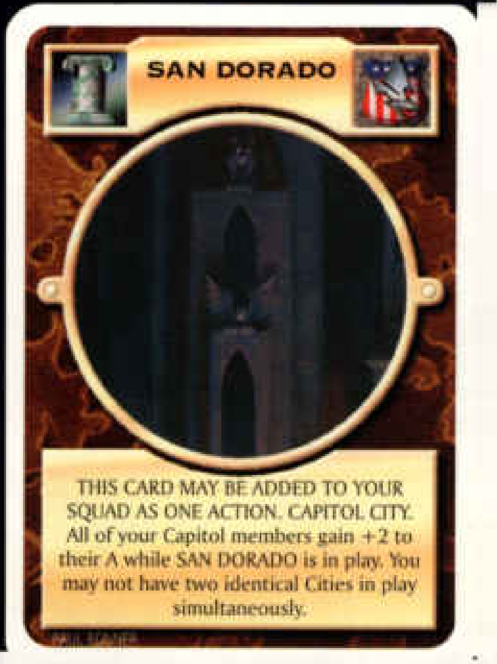

SAN DORADO

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THE HQ

THIS CARD MAY BE ADDED TO YOUR SQUAD AS ONE ACTION. CYBERTRONIC CITY. All of your Cybertronic members gain +2 to their A while THE HQ is in play.

THE HQ

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THE HQ

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FUKIDO

THIS CARD MAY BE ADDED TO YOUR SQUAD AS ONE ACTION. IMPERIAL CITY. All of your Imperial members gain +2 to their A while FUKIDO is in play.

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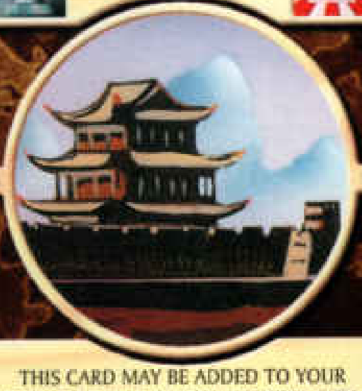
LONGSHORE

THIS CARD MAY BE ADDED TO YOUR SQUAD AS ONE ACTION. MISHIMA CITY. All of your Mishima members gain +2 to their A while LONGSHORE is in play.

LONGSHORE



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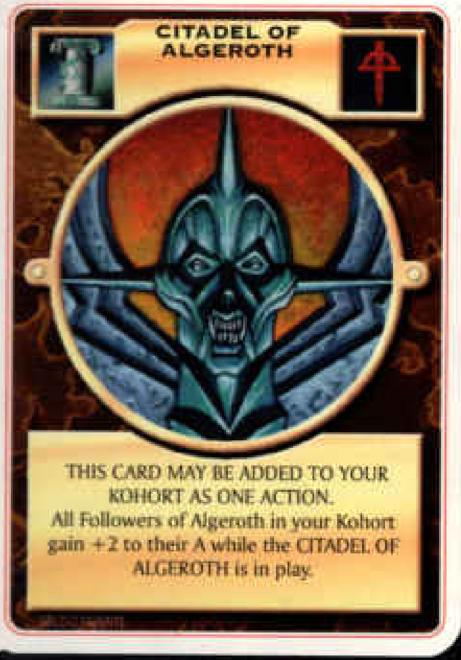
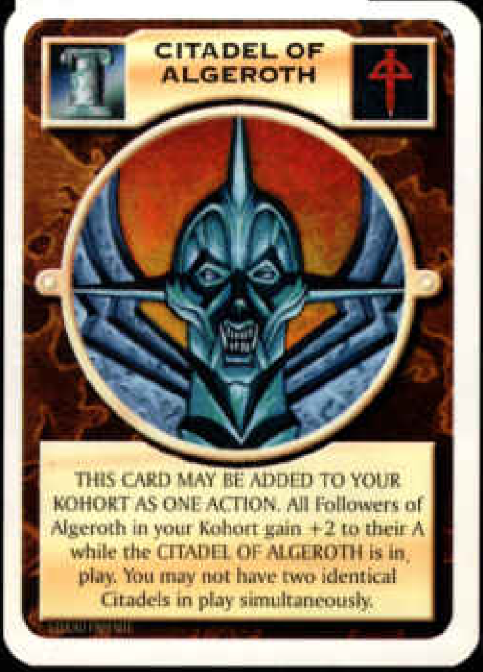


CITADEL OF ALGEROTH

THIS CARD MAY BE ADDED TO YOUR KOHORT AS ONE ACTION.

All Followers of Algeroth in your Kohort gain +2 to their A while the CITADEL OF ALGEROTH is in play.



CITADEL OF ALGEROTH

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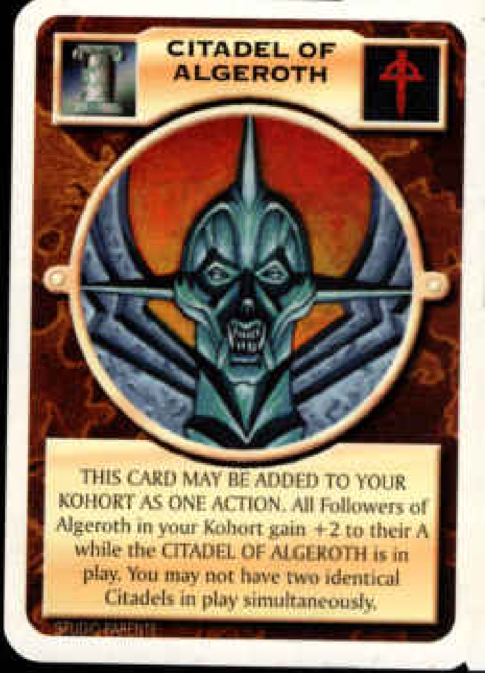

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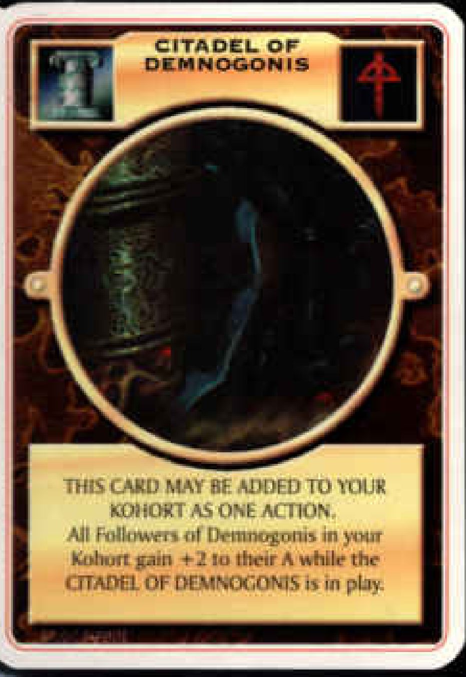
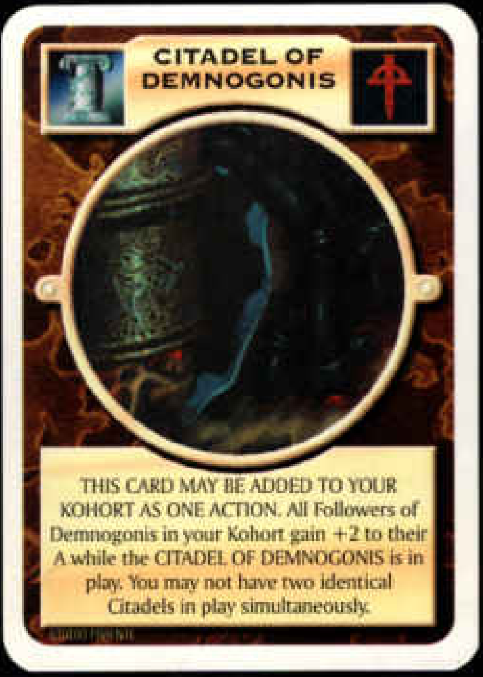


CITADEL OF DEMNOGONIS

THIS CARD MAY BE ADDED TO YOUR KOHORT AS ONE ACTION.

All Followers of Demnogonis in your Kohort gain +2 to their A while the CITADEL OF DEMNOGONIS is in play.



CITADEL OF DEMNOGONIS

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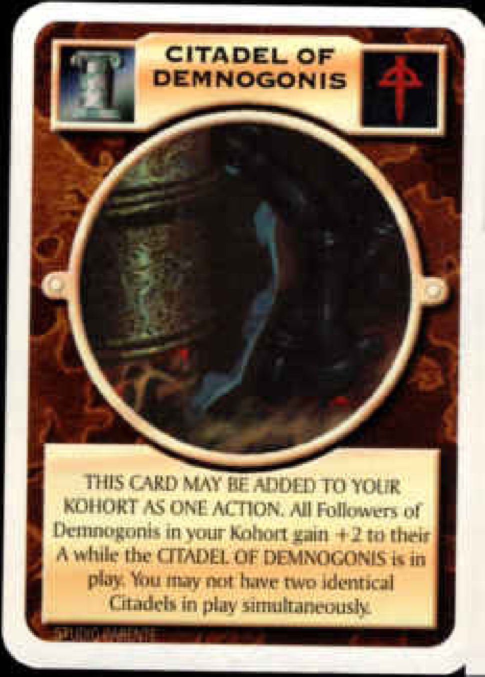

CITADEL OF DEMNOGONIS

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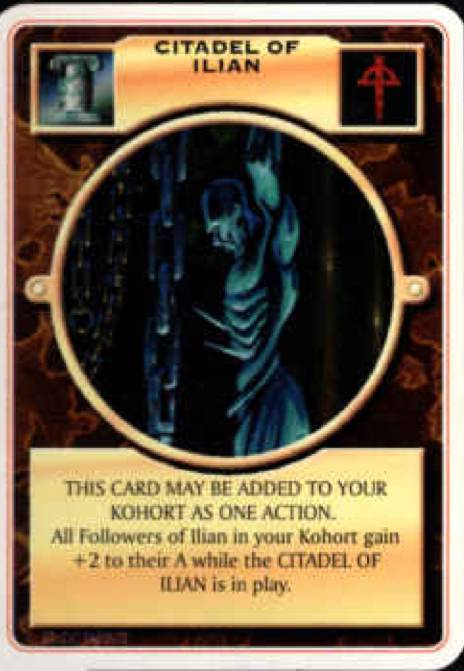
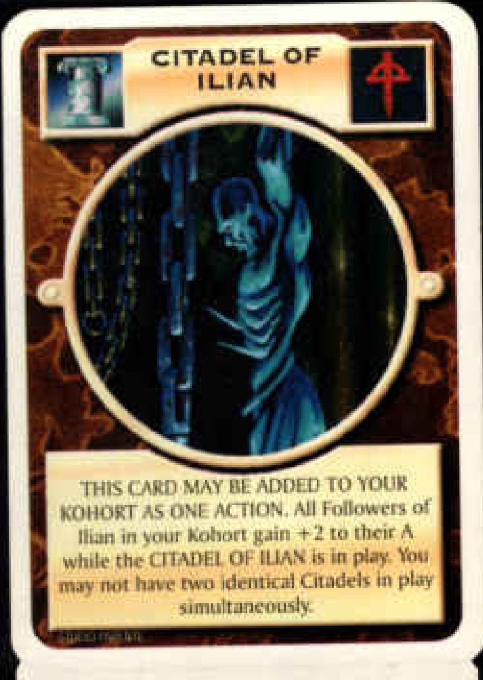


CITADEL OF ILIAN

THIS CARD MAY BE ADDED TO YOUR KOHORT AS ONE ACTION.

All Followers of Ilian in your Kohort gain +2 to their A while the CITADEL OF ILIAN is in play.



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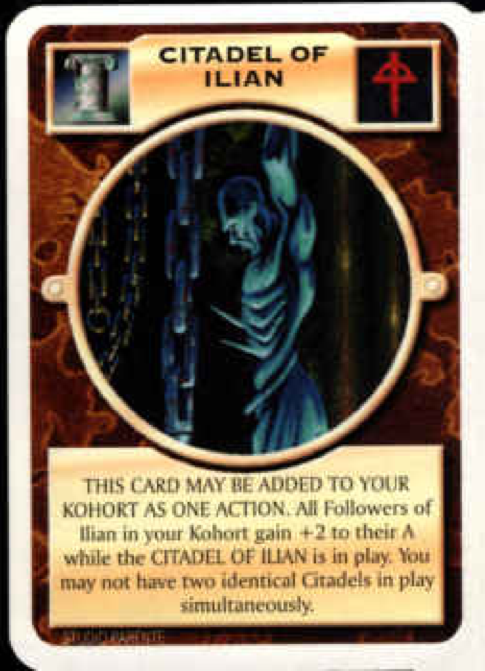

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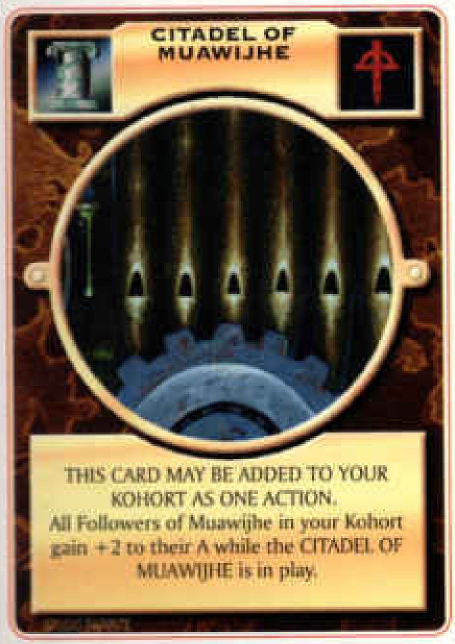
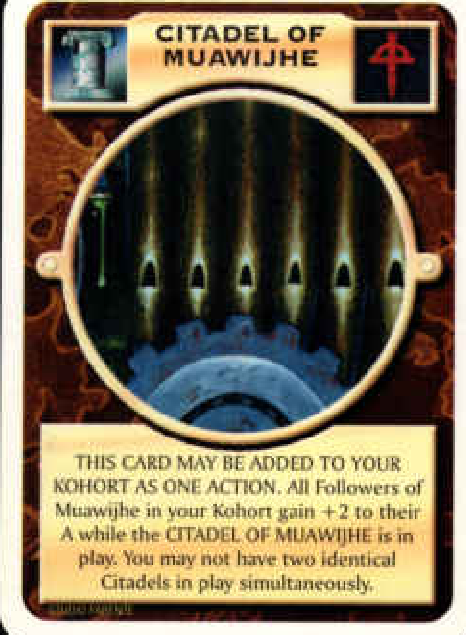


CITADEL OF MUAWIJHE

THIS CARD MAY BE ADDED TO YOUR KOHORT AS ONE ACTION.
All Followers of Muawijhe in your Kohort gain +2 to their A while the CITADEL OF MUAWIJHE is in play.



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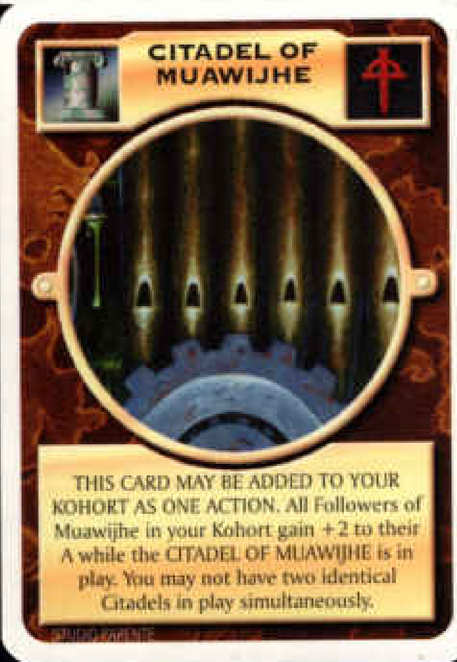

CITADEL OF MUAWIJHE

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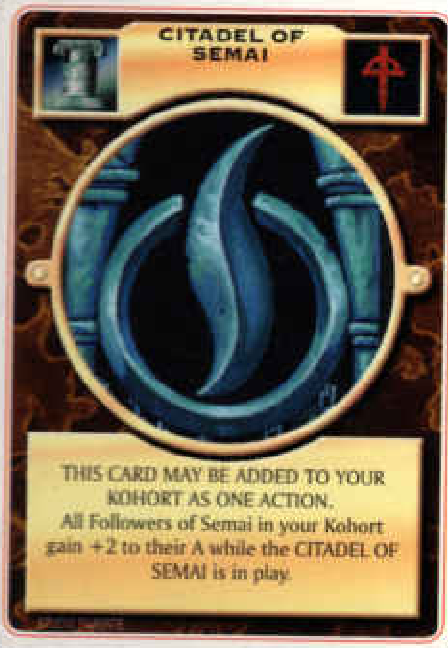
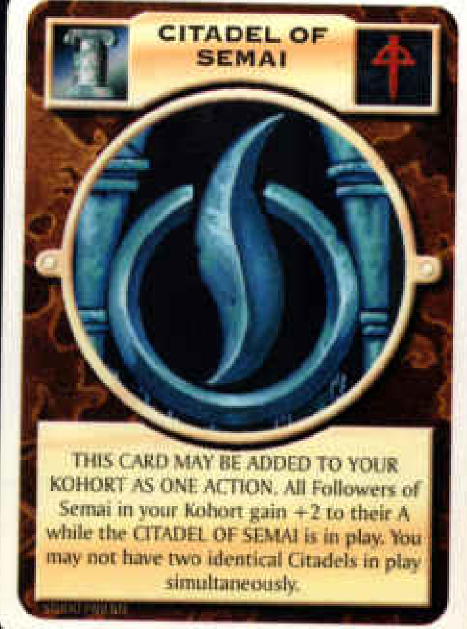
STUDIO PARENTE



CITADEL OF SEMAI

THIS CARD MAY BE ADDED TO YOUR KOHORT AS ONE ACTION.
All Followers of Semai in your Kohort gain +2 to their A while the CITADEL OF SEMAI is in play.



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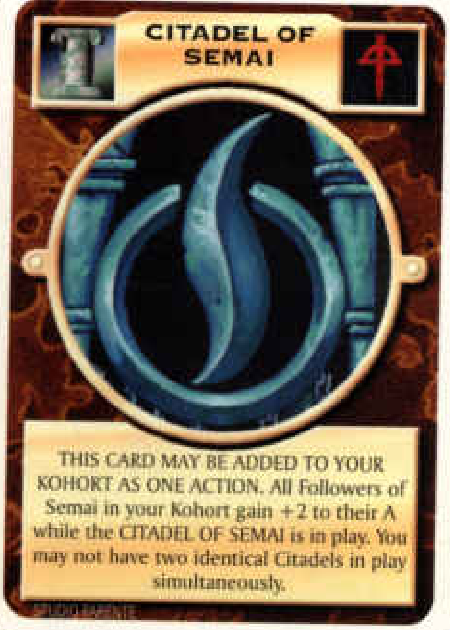

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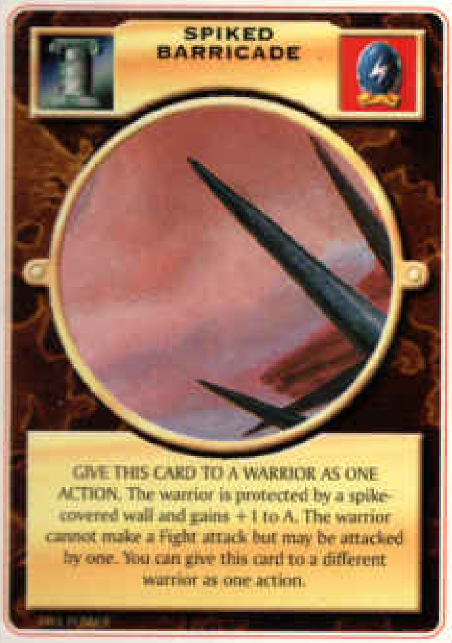
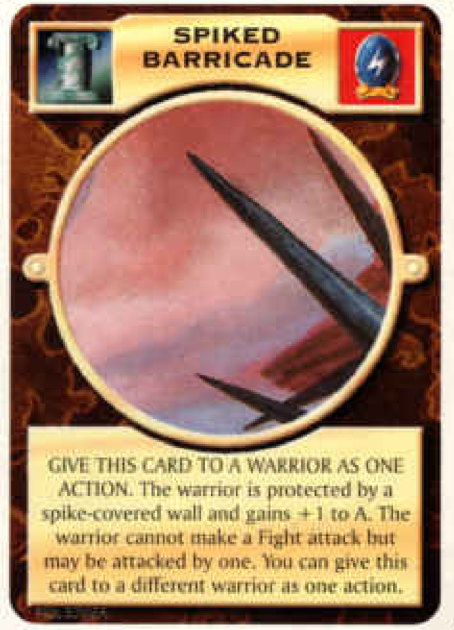
STUDIO PARENTE



SPIKED BARRICADE

GIVE THIS CARD TO A WARRIOR AS ONE ACTION. The warrior is protected by a spike-covered wall and gains +1 to A. The warrior cannot make a Fight attack but may be attacked by one. You can give this card to a different warrior as one action.



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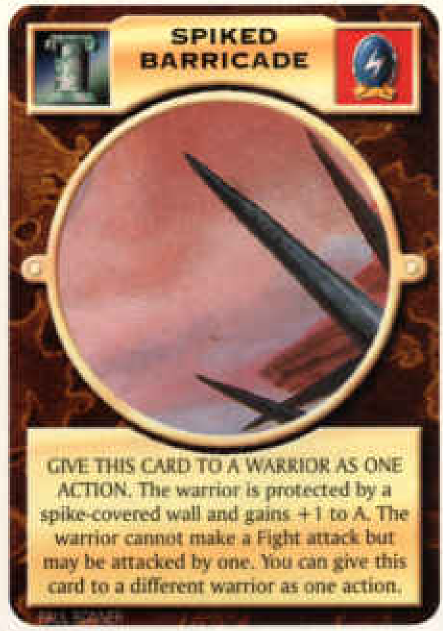

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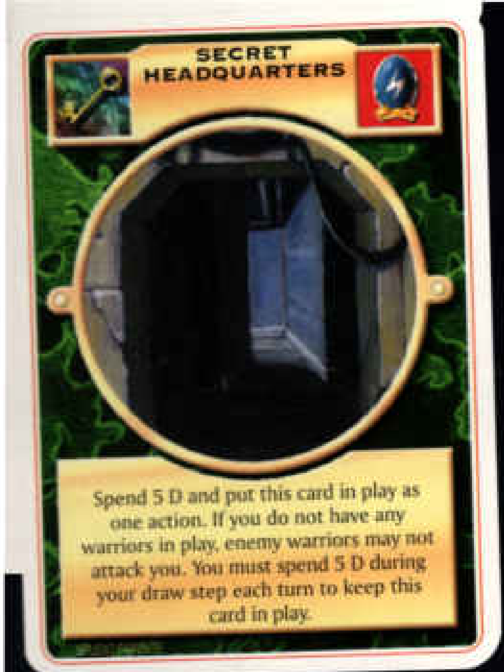
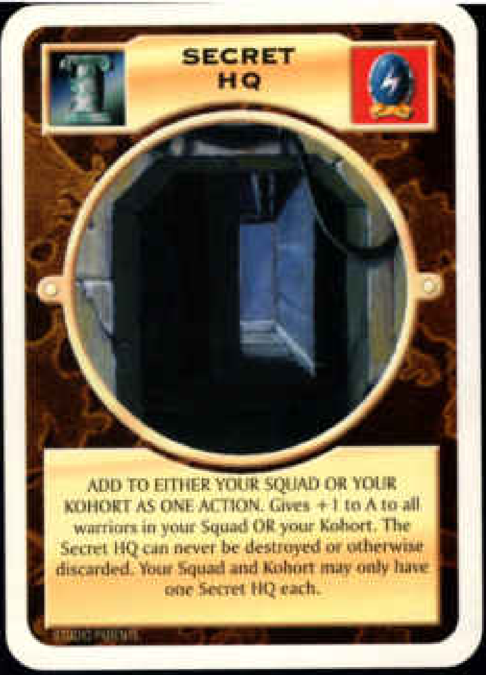
PAUL BONNER



SECRET HEADQUARTERS

Spend 5 D and put this card in play as one action. If you do not have any warriors in play, enemy warriors may not attack you. You must spend 5 D during your draw step each turn to keep this card in play.

STUDIO PARENTE



SECRET HQ

ADD TO EITHER YOUR SQUAD OR YOUR KOHORT AS ONE ACTION. Gives +1 to A to all warriors in your Squad OR your Kohort. The Secret HQ can never be destroyed or otherwise discarded. Your Squad and Kohort may only have one Secret HQ each.

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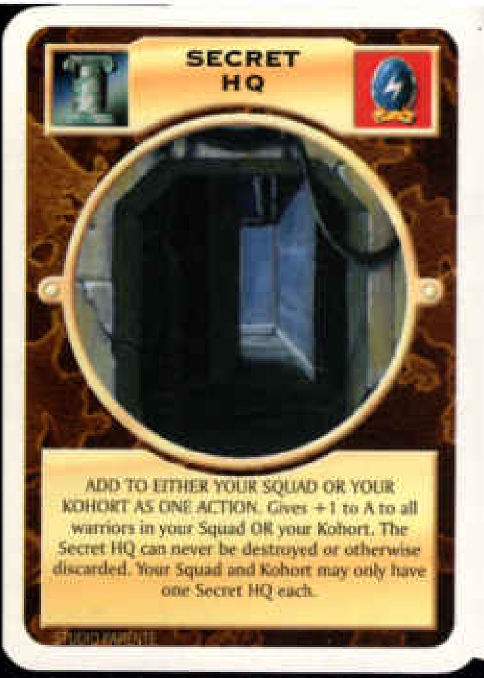

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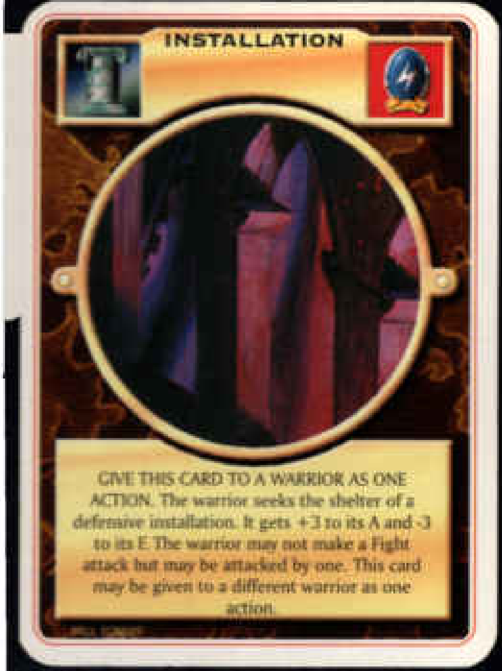
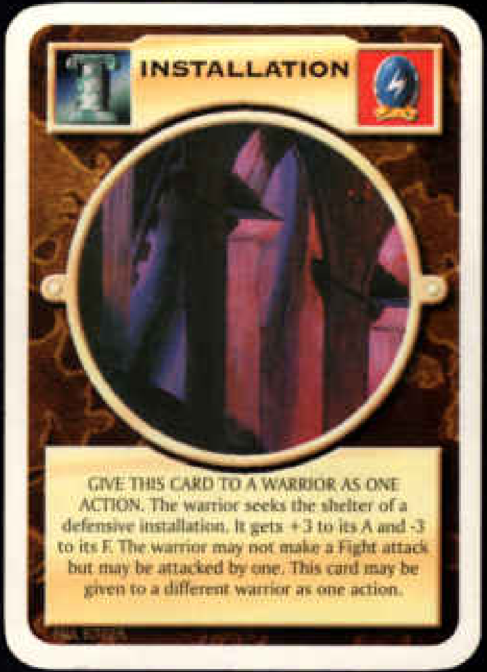


INSTALLATION

GIVE THIS CARD TO A WARRIOR AS ONE ACTION. The warrior seeks the shelter of a defensive installation. It gets +3 to its A and -3 to its F. The warrior may not make a Fight attack but may be attacked by one. This card may be given to a different warrior as one action.

PAUL BONNER



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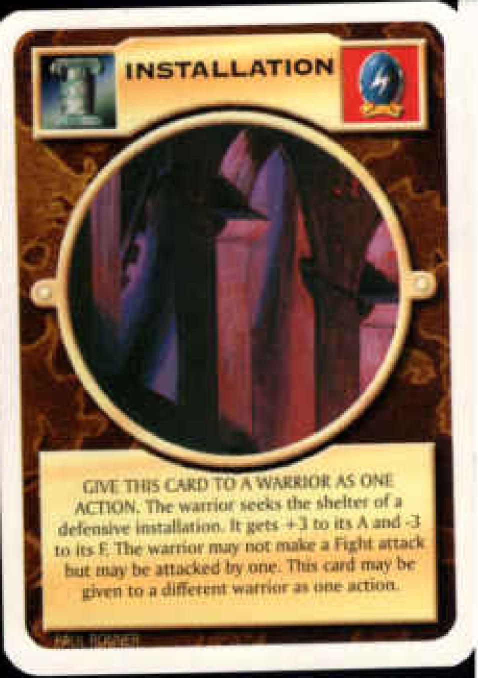

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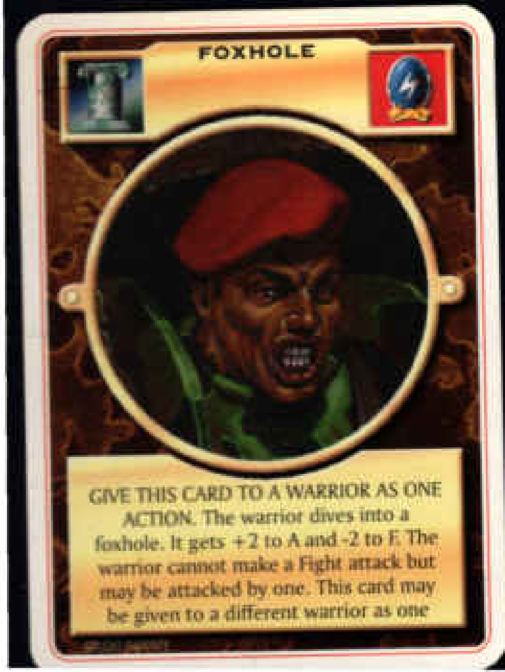

FOXHOLE

GIVE THIS CARD TO A WARRIOR AS ONE ACTION. The warrior dives into a foxhole. It gets +2 to A and -2 to F. The warrior cannot make a Fight attack but may be attacked by one. This card may be given to a different warrior as one

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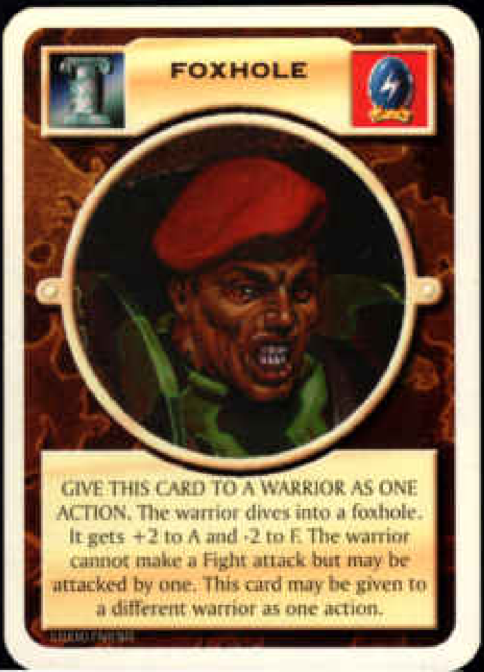

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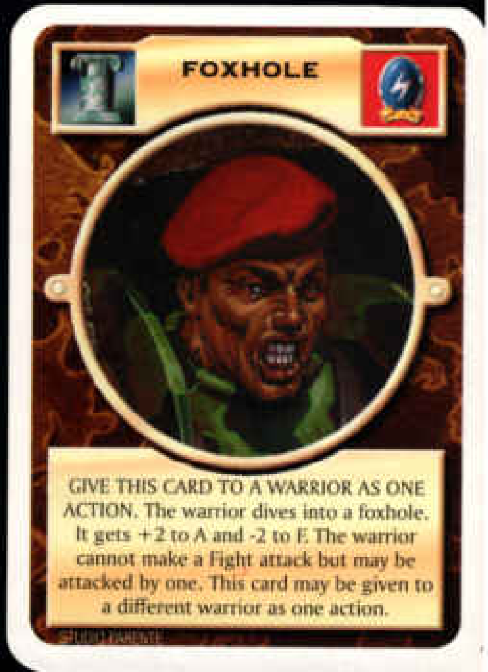

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STUDIO PARENTE

ELEMENTAL BALL

ART OF ELEMENTS.
PERSONAL COMBAT SPELL.
For every 2 D, caster gains +2 to F.

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PAUL BONNER

ELEMENTAL BOLT

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PERSONAL COMBAT SPELL. For every 2
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PETER ANDREW JONES

ELEMENTAL WALL

ART OF ELEMENTS.
PERSONAL COMBAT SPELL. For every 2
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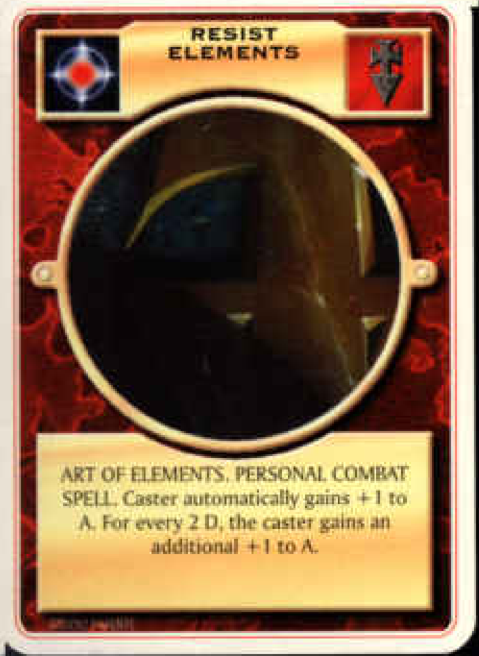
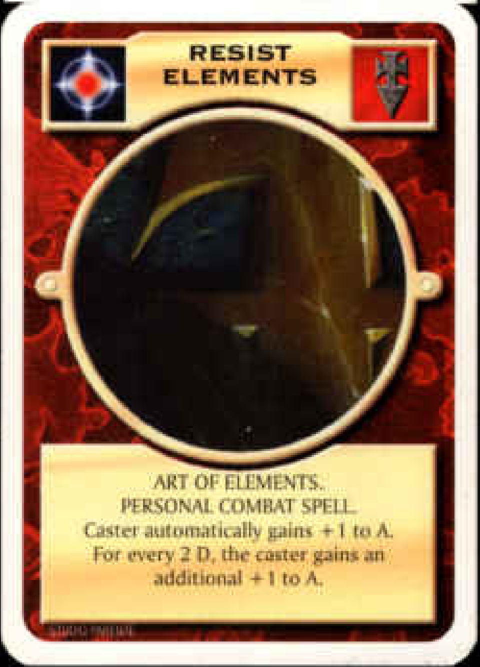


RESIST ELEMENTS

ART OF ELEMENTS. PERSONAL COMBAT SPELL. Caster automatically gains +1 to A. For every 2 D, the caster gains an additional +1 to A.



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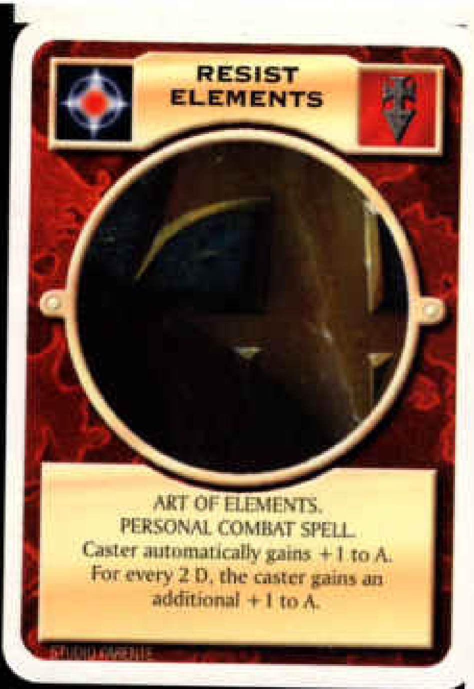

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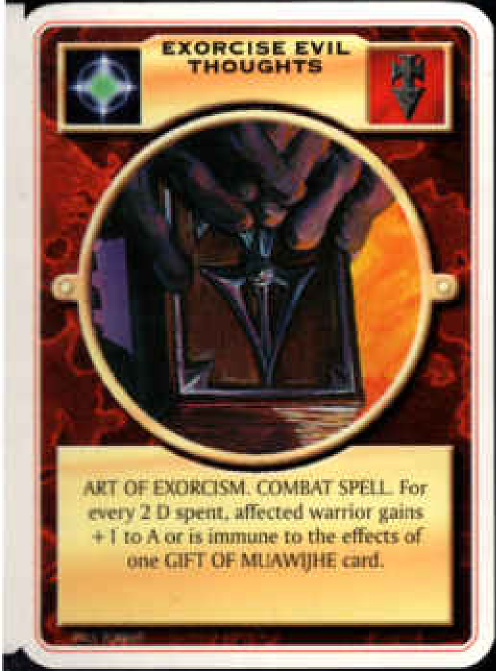
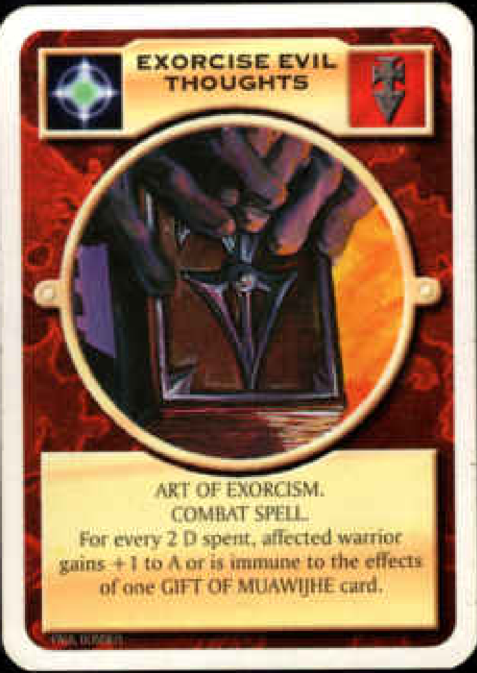


EXORCISE EVIL THOUGHTS

ART OF EXORCISM. COMBAT SPELL. For every 2 D spent, affected warrior gains +1 to A or is immune to the effects of one GIFT OF MUAWIJHE card.



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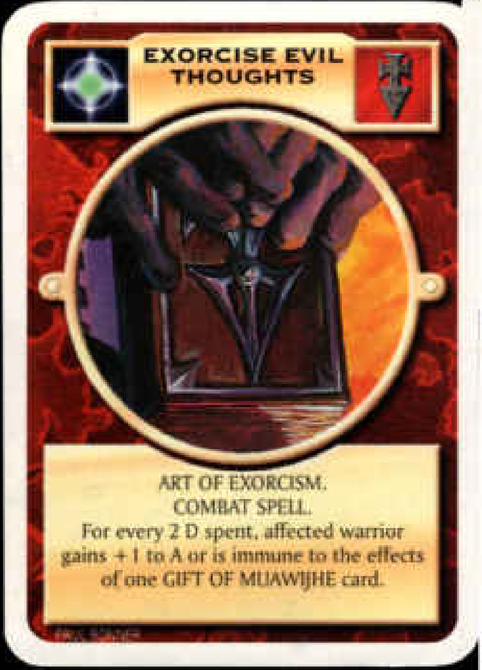

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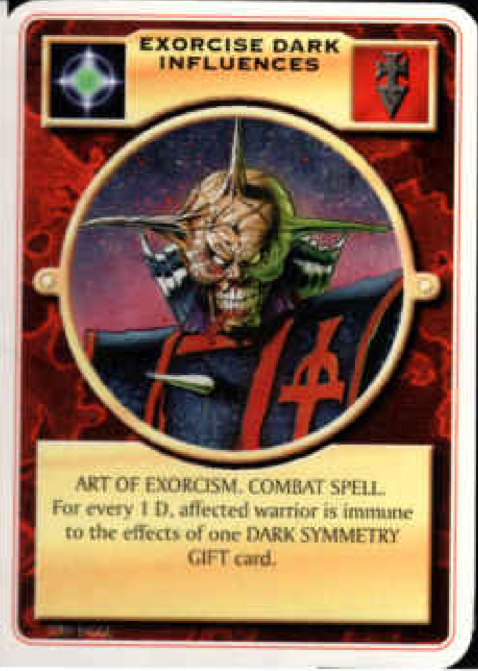
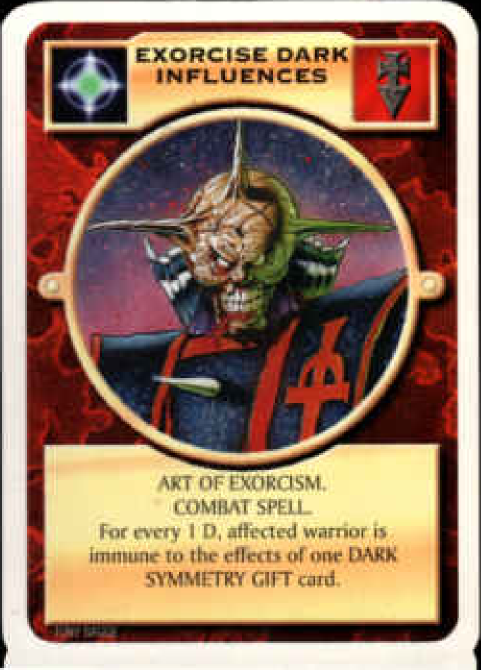


EXORCISE DARK INFLUENCES

ART OF EXORCISM. COMBAT SPELL.
For every 1 D, affected warrior is immune to the effects of one DARK SYMMETRY GIFT card.



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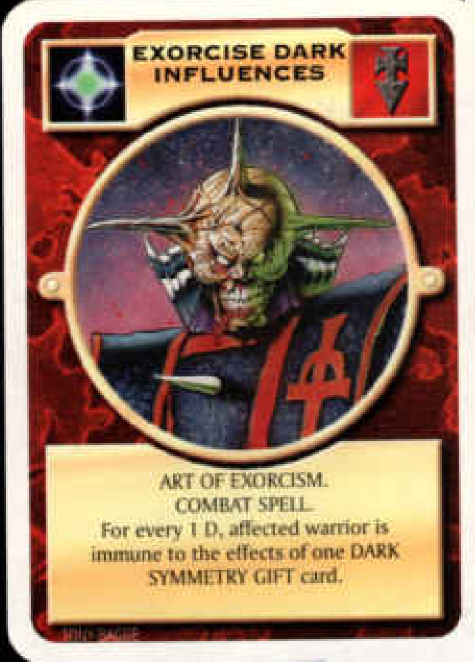

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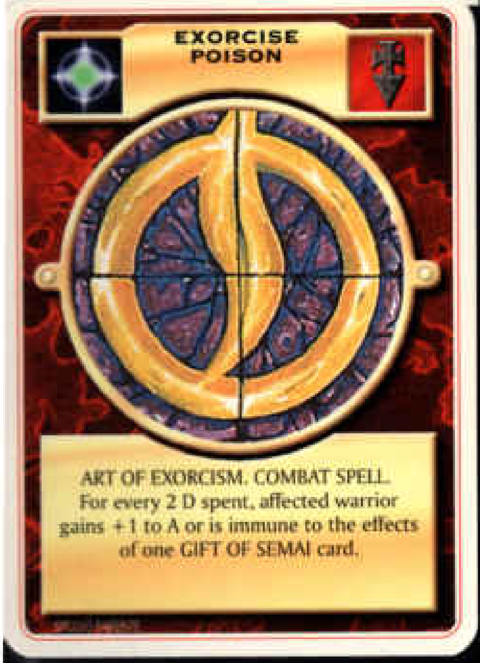
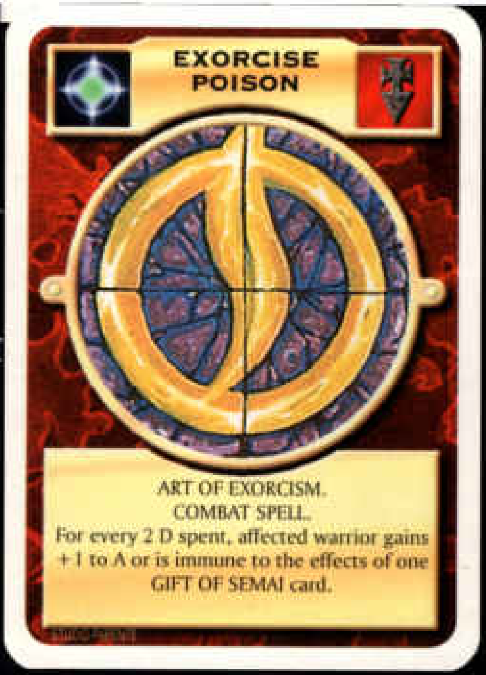


EXORCISE POISON

ART OF EXORCISM. COMBAT SPELL. For every 2 D spent, affected warrior gains +1 to A or is immune to the effects of one GIFT OF SEMAI card.



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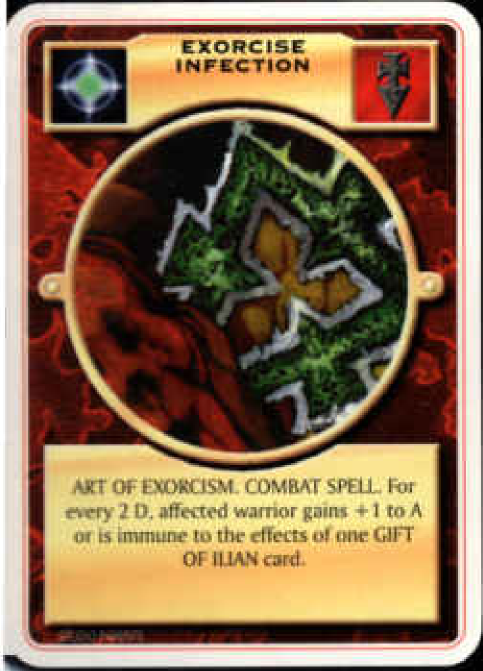

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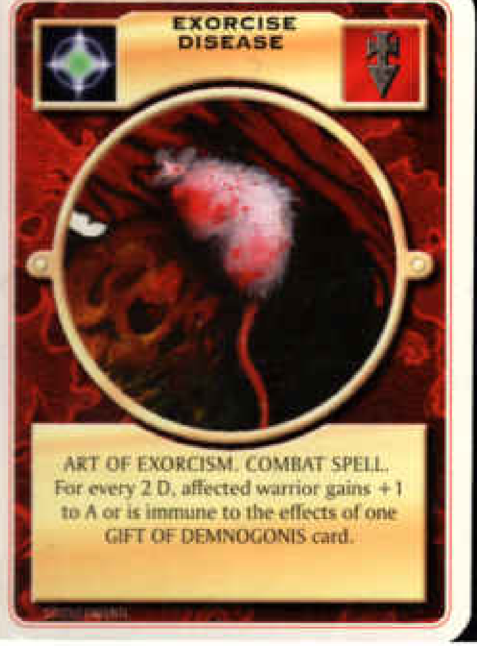

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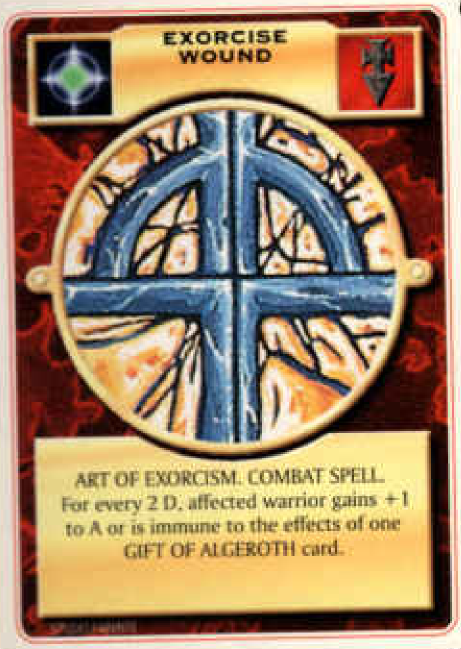
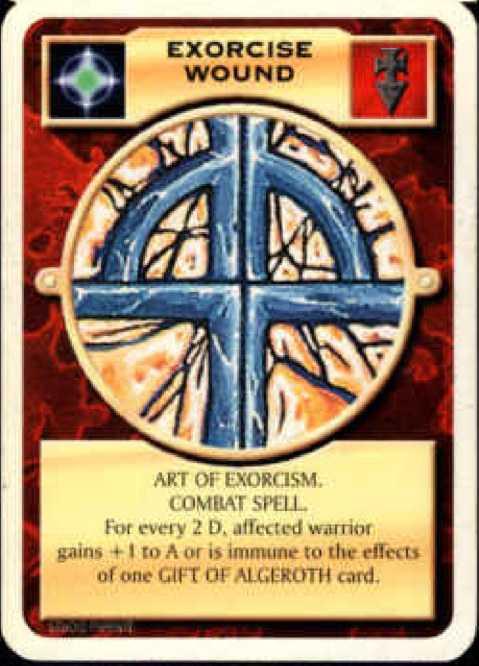


EXORCISE WOUND

ART OF EXORCISM. COMBAT SPELL. For every 2 D, affected warrior gains +1 to A or is immune to the effects of one GIFT OF ALGEROTH card.



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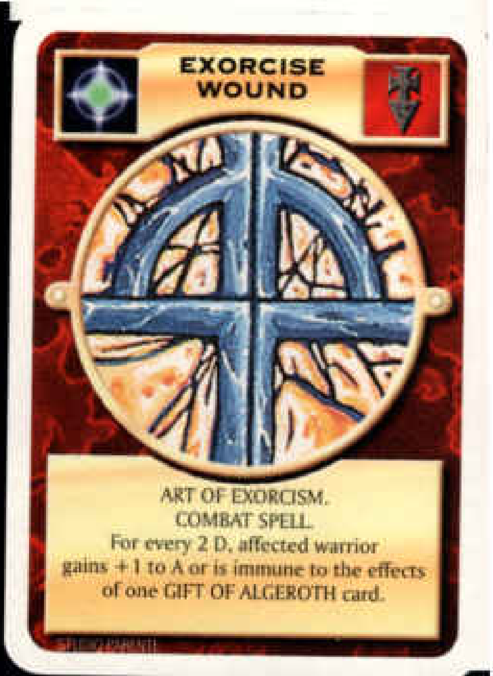

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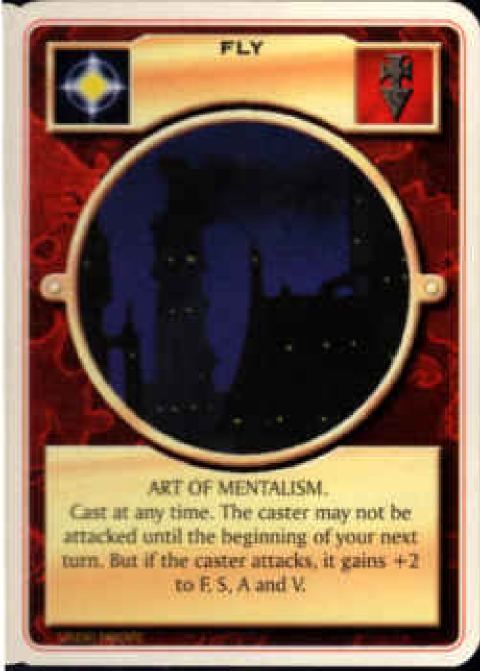
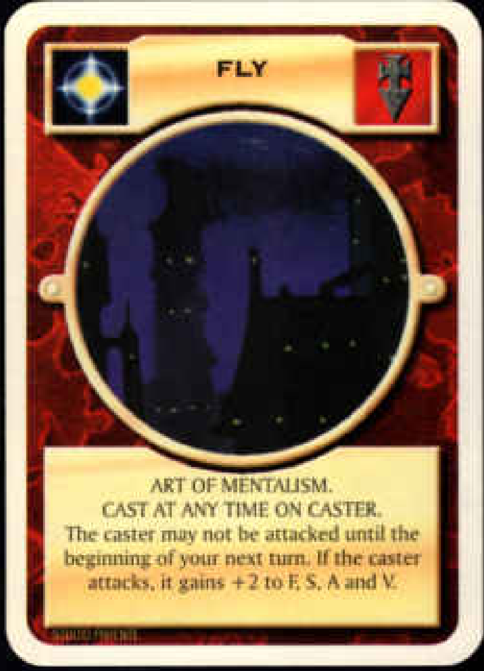


FLY

ART OF MENTALISM. Cast at any time. The caster may not be attacked until the beginning of your next turn. But if the caster attacks, it gains +2 to F, S, A and V.



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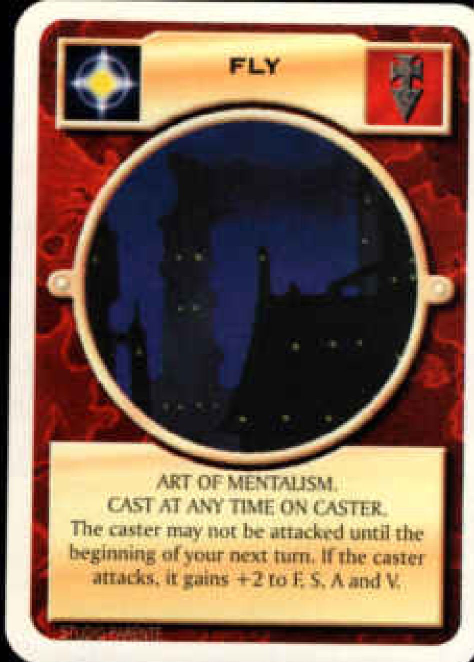

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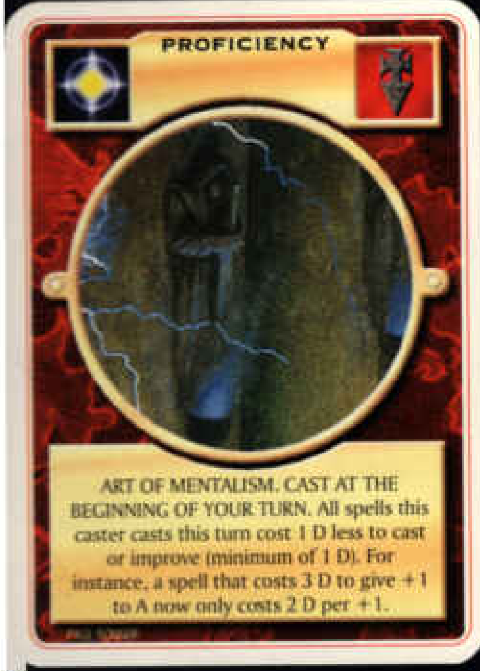

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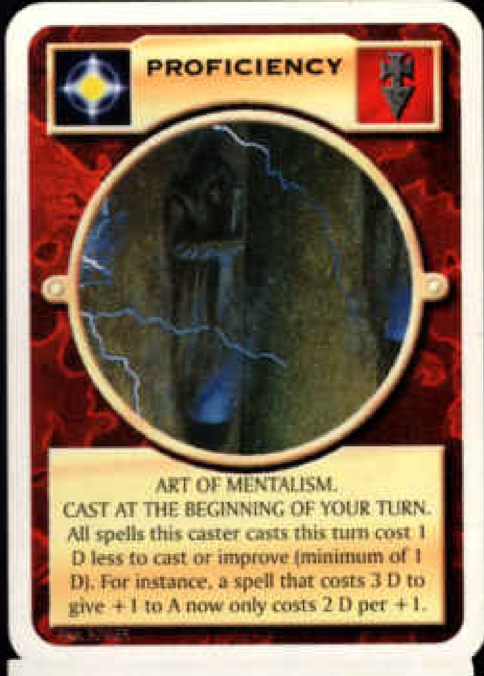
ART OF MENTALISM. CAST AT THE BEGINNING OF YOUR TURN. All spells this caster casts this turn cost 1 D less to cast or improve (minimum of 1 D). For instance, a spell that costs 3 D to give +1 to A now only costs 2 D per +1.



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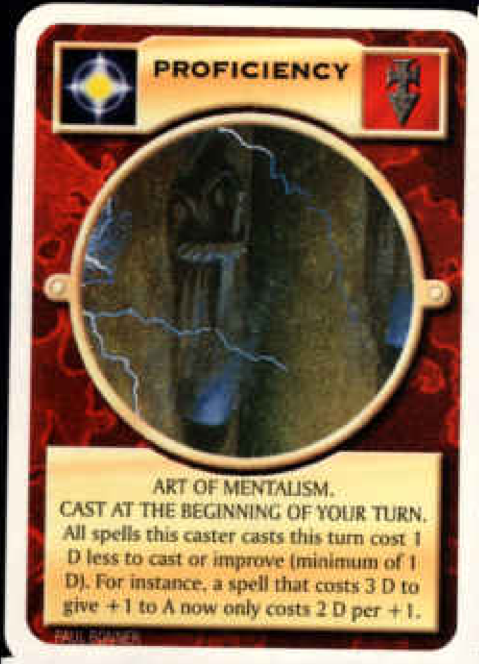

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SPEED

ART OF MENTALISM. PERSONAL COMBAT SPELL. The caster strikes at its opponent first. If the caster wounds the opponent, the combat is over. If not, then check if the caster is wounded. This all happens after playing all combat modifiers.

PAUL BONNER

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PAUL BONNER

EXORCISE SELF

ART OF MENTALISM. CAST AT ANY TIME.
The caster is unaffected by Dark Symmetry cards until the beginning of your next turn.

PAUL BONNER

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PAUL BONNER

IMPROVE SELF

ART OF MENTALISM.
Cast at any time.
The caster's F, S, A and V are doubled until the beginning of your next turn.

PAUL BONNER

IMPROVE SELF

ART OF MENTALISM.
CAST AT ANY TIME ON CASTER.
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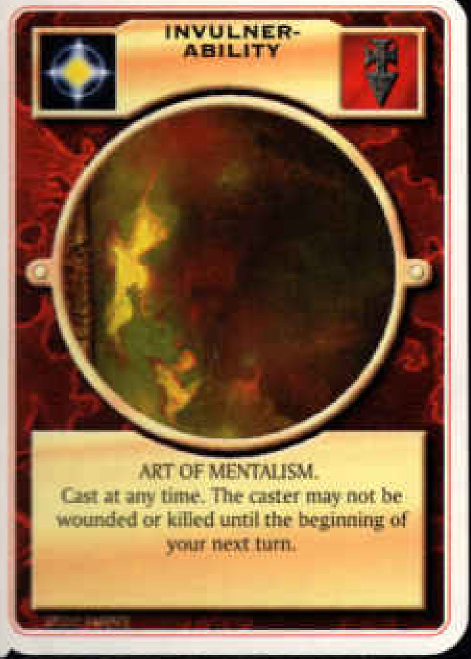
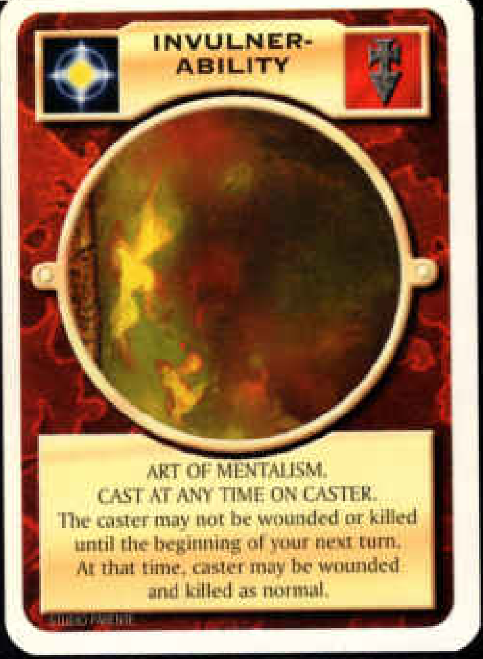


INVULNERABILITY

ART OF MENTALISM.
Cast at any time. The caster may not be wounded or killed until the beginning of your next turn.



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CAST AT ANY TIME ON CASTER.
The caster may not be wounded or killed until the beginning of your next turn.
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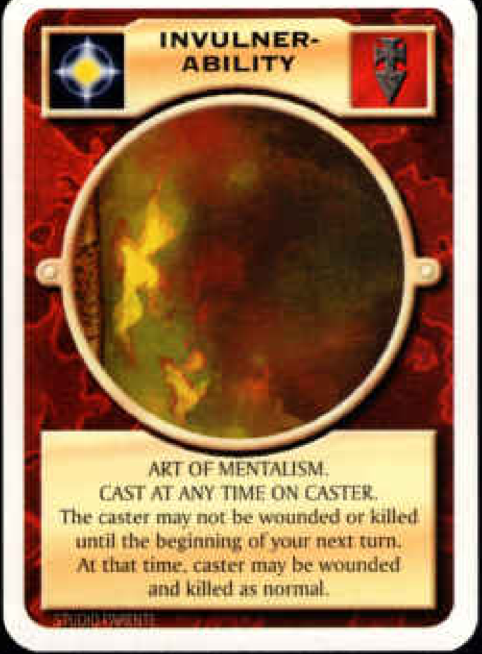

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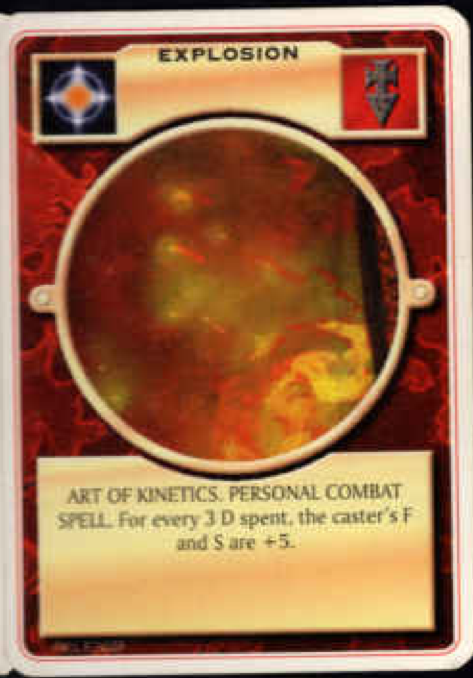
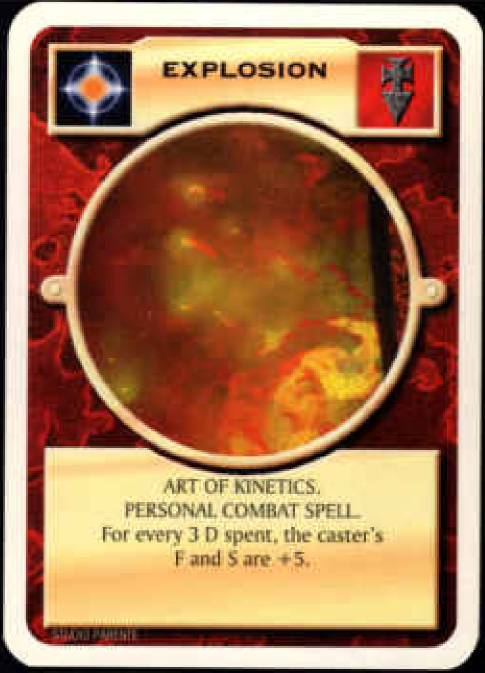


EXPLOSION

ART OF KINETICS. PERSONAL COMBAT SPELL. For every 3 D spent, the caster's F and S are +5.



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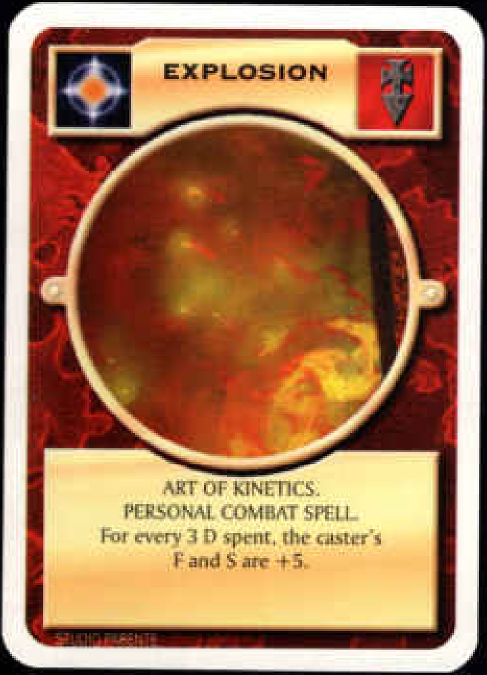

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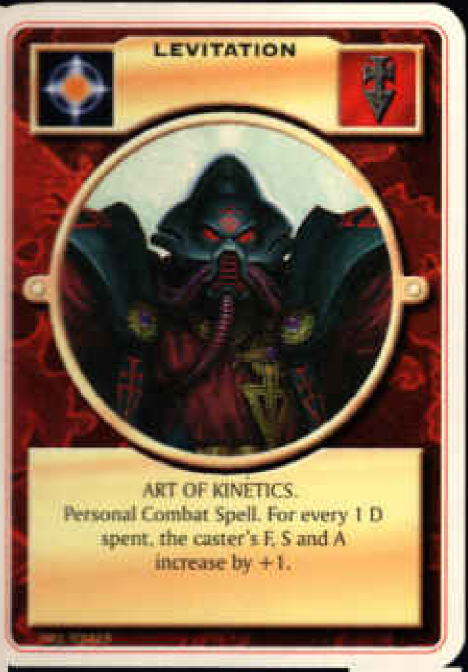
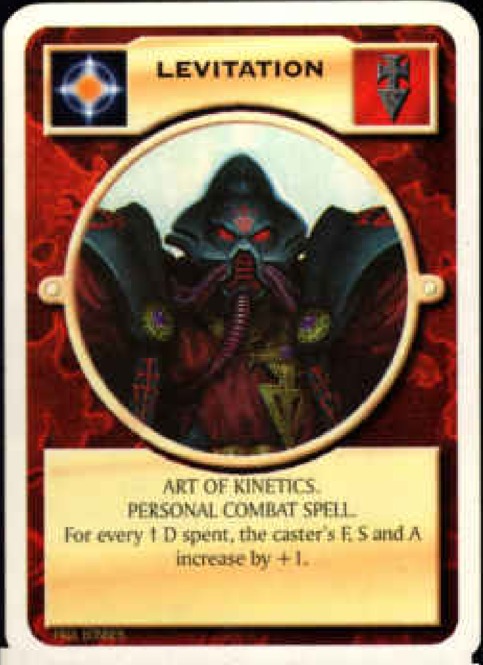


LEVITATION

ART OF KINETICS.
Personal Combat Spell. For every 1 D spent, the caster's F, S and A increase by +1.



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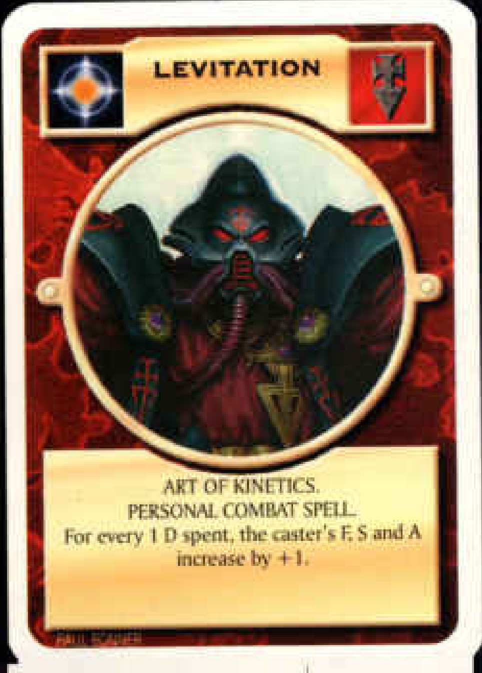
PERSONAL COMBAT SPELL.
For every 1 D spent, the caster's F, S and A increase by +1.



LEVITATION

ART OF KINETICS.
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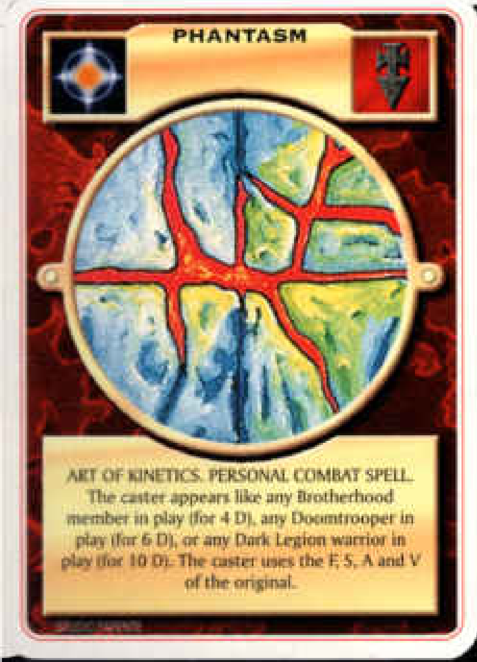
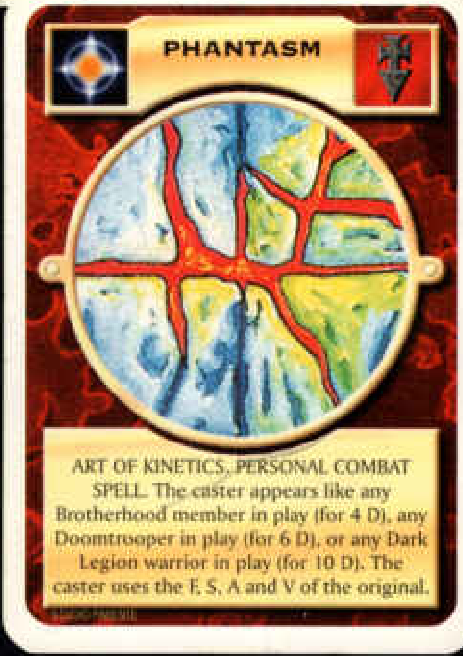
For every 1 D spent, the caster's F, S and A increase by +1.



PHANTASM

ART OF KINETICS. PERSONAL COMBAT SPELL. The caster appears like any Brotherhood member in play (for 4 D), any Doomtrooper in play (for 6 D), or any Dark Legion warrior in play (for 10 D). The caster uses the F, S, A and V of the original.

STUDIO PARENTE



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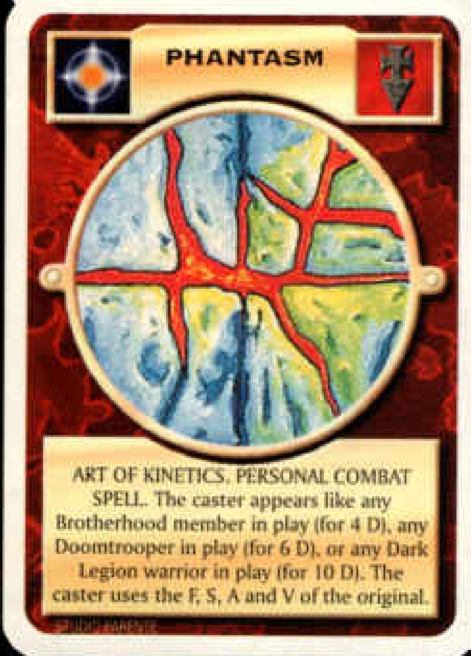

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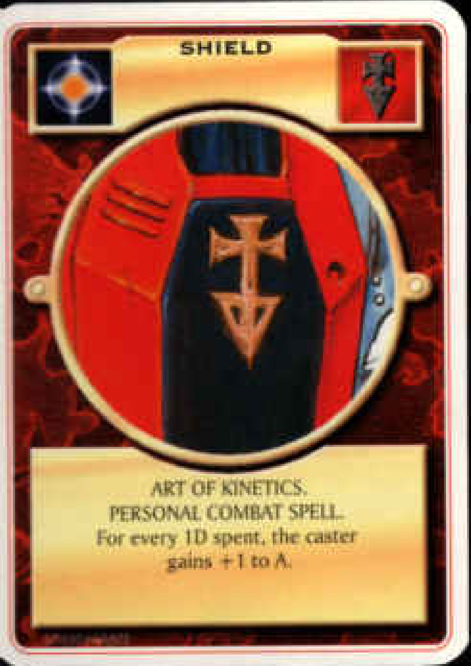

SHIELD

ART OF KINETICS. PERSONAL COMBAT SPELL. For every 1D spent, the caster gains +1 to A.

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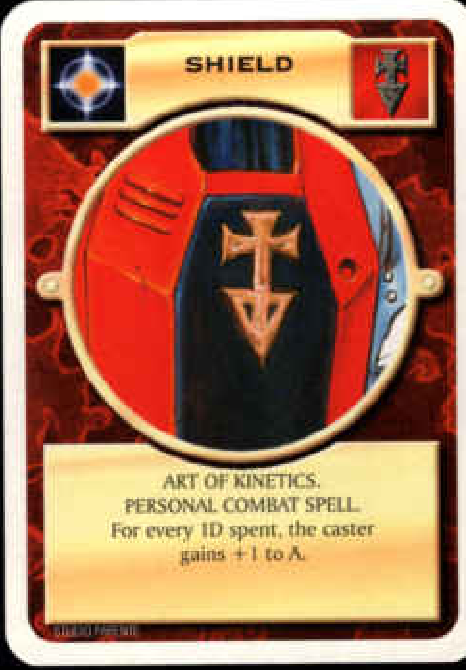

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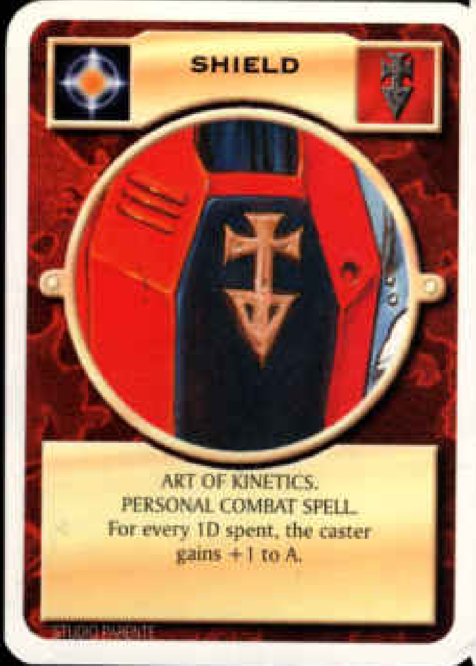

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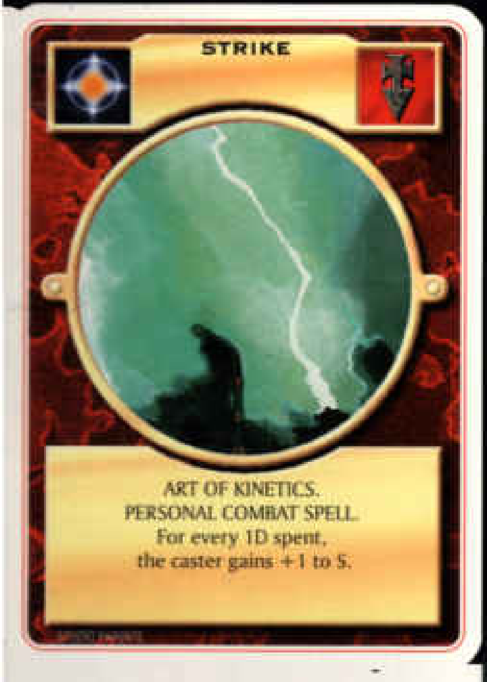
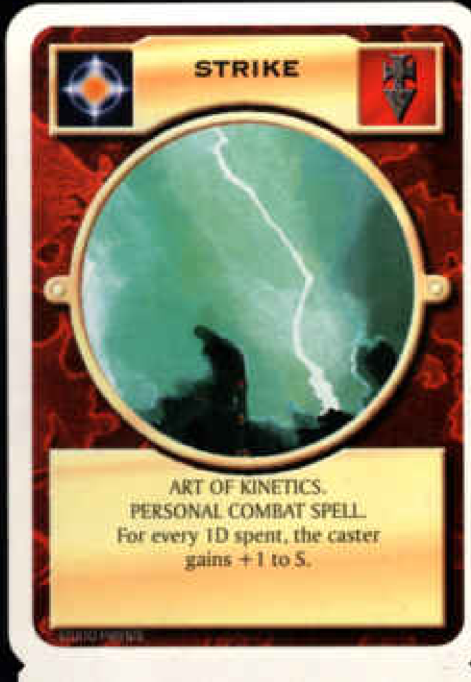


STRIKE

ART OF KINETICS. PERSONAL COMBAT SPELL. For every 1D spent, the caster gains +1 to S.

STUDIO PARENTE



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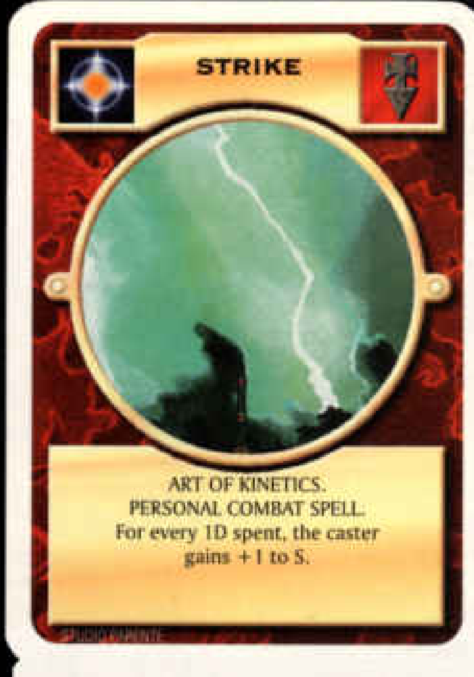

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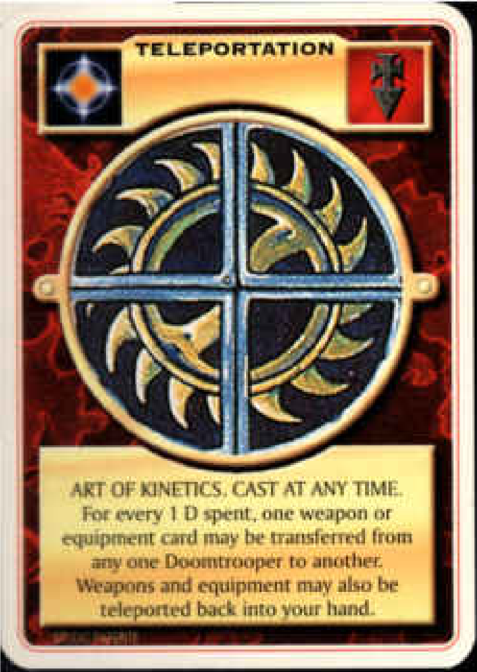
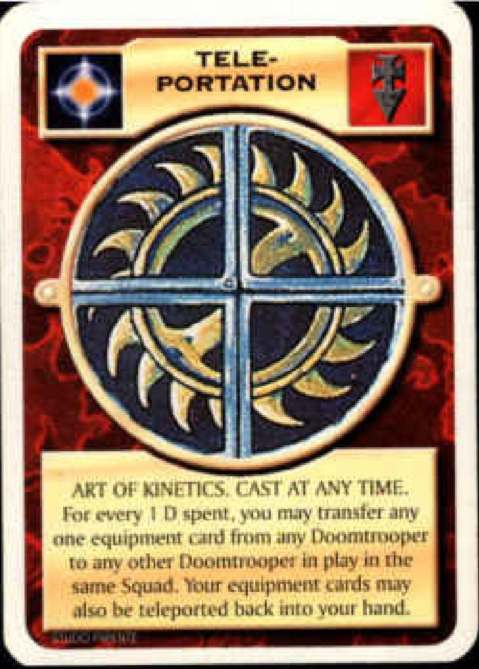


TELEPORTATION

ART OF KINETICS. CAST AT ANY TIME. For every 1 D spent, one weapon or equipment card may be transferred from any one Doomtrooper to another. Weapons and equipment may also be teleported back into your hand.

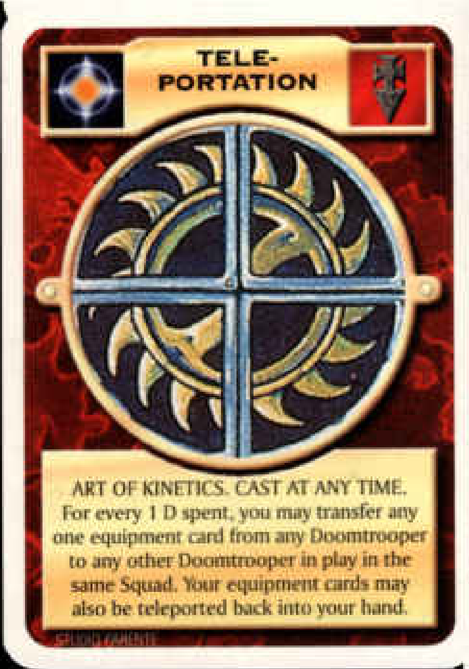
PAOLO PARENTE



TELE-PORTATION

ART OF KINETICS. CAST AT ANY TIME. For every 1 D spent, you may transfer any one equipment card from any Doomtrooper to any other Doomtrooper in play in the same Squad. Your equipment cards may also be teleported back into your hand.

PAOLO PARENTE



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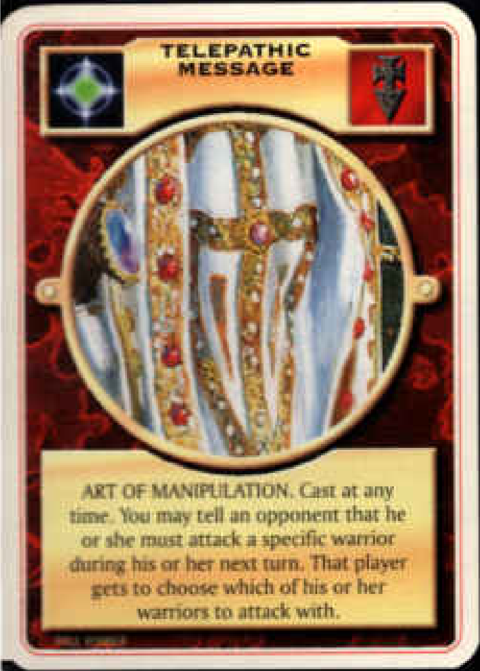
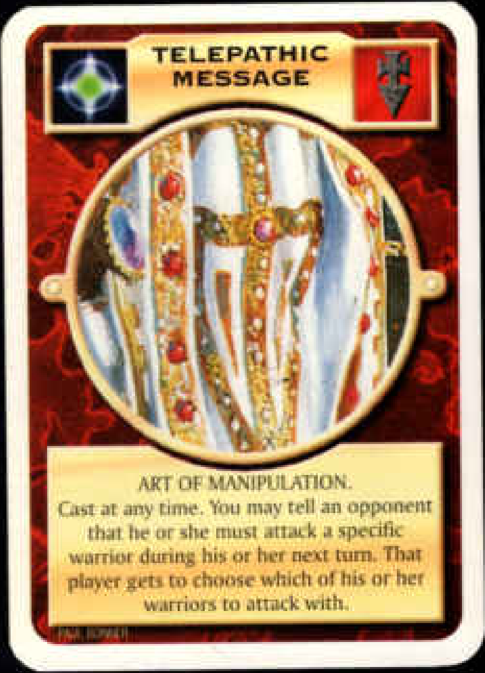


TELEPATHIC MESSAGE

ART OF MANIPULATION. Cast at any time. You may tell an opponent that he or she must attack a specific warrior during his or her next turn. That player gets to choose which of his or her warriors to attack with.

PAUL BONNER



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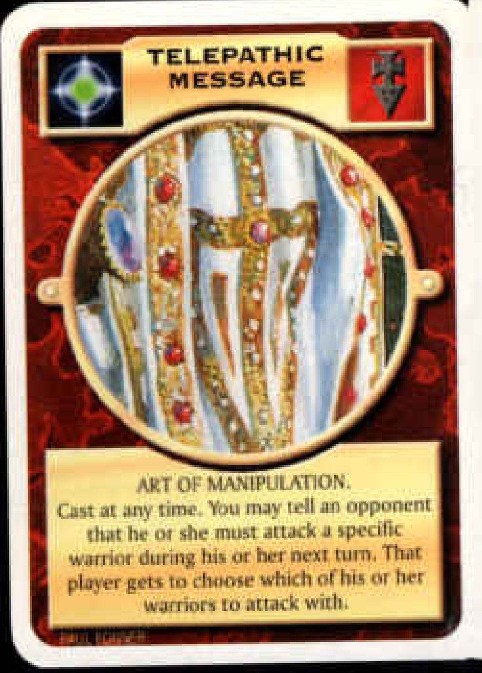

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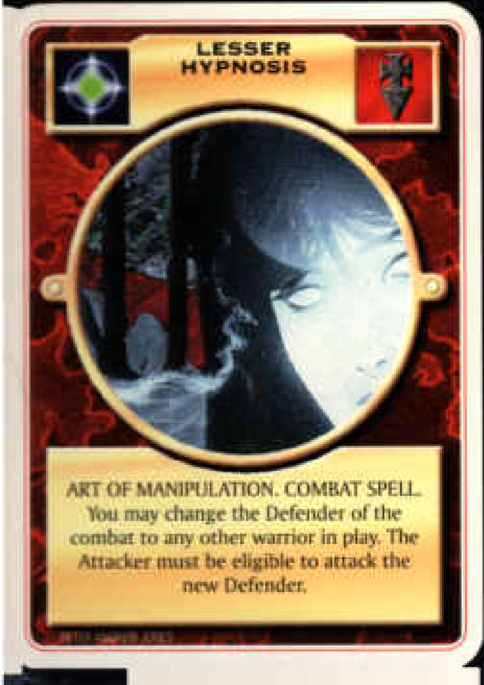
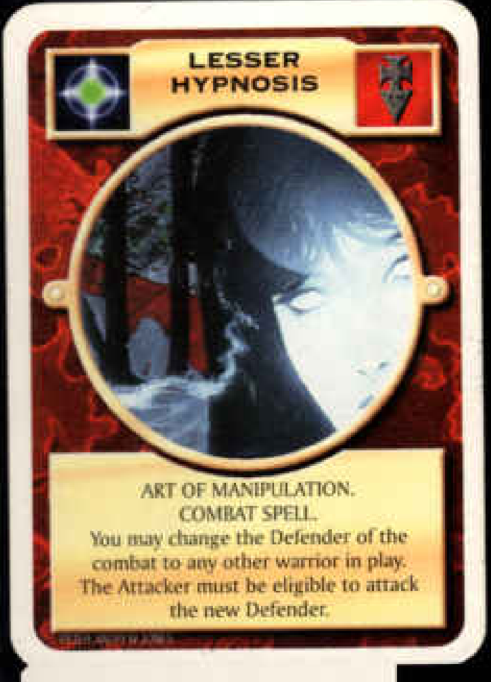


LESSER HYPNOSIS

ART OF MANIPULATION. COMBAT SPELL. You may change the Defender of the combat to any other warrior in play. The Attacker must be eligible to attack the new Defender.

PETER ANDREW JONES



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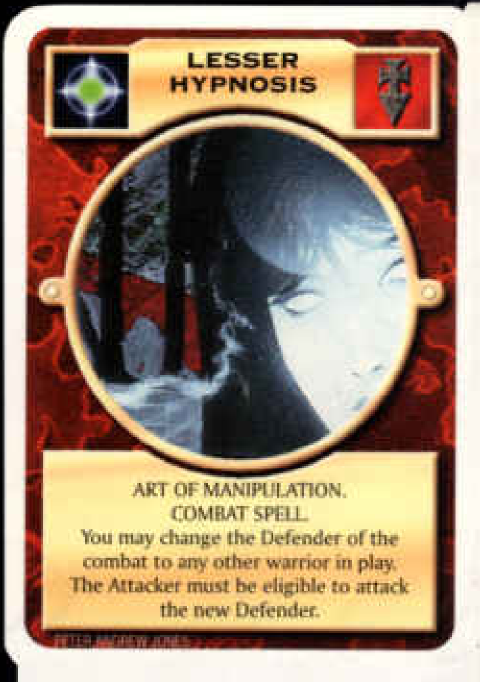

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PETER ANDREW JONES

GREATER TELEPATHY

ART OF MANIPULATION. COMBAT SPELL. The caster may change the Attacker and Defender in the battle to any two warriors in play, even if the new Attacker would not normally be allowed to attack the new Defender. The caster may also dictate the battle tactic used.

PETER ANDREW JONES

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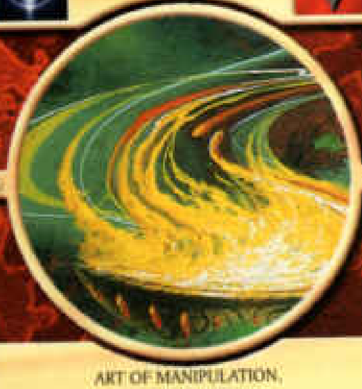

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GREATER DOMINATION

ART OF MANIPULATION. CAST AT ANY TIME. For every 5 D, you may look at an opponent's hand and discard two of his or her cards.

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PAUL BONNER

SUGGESTION

ART OF MANIPULATION.
Cast during an opponent's attack action, before the Attacker is announced. Tell the affected player which of his or her warriors is the Attacker for this combat. That warrior must attack, but its player picks the Defender.

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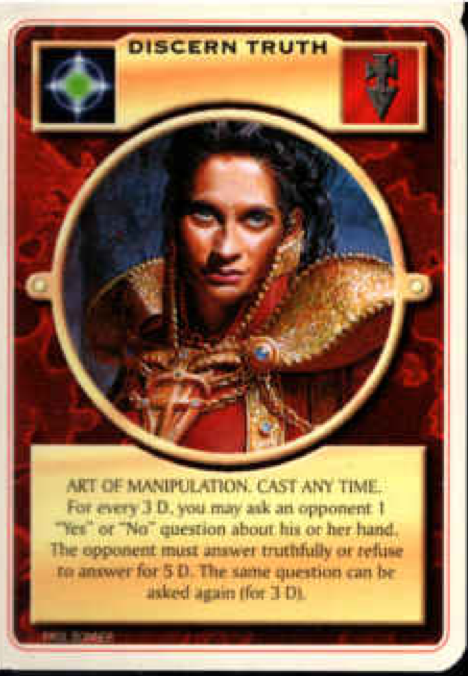

DISCERN TRUTH

ART OF MANIPULATION. CAST ANY TIME. For every 3 D, you may ask an opponent 1 "Yes" or "No" question about his or her hand. The opponent must answer truthfully or refuse to answer for 5 D. The same question can be asked again (for 3 D).

PAUL BONNER

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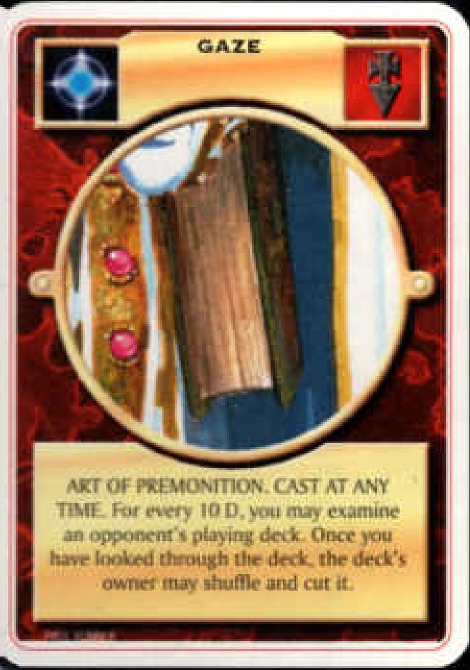

GAZE

ART OF PREMONITION. CAST AT ANY TIME. For every 10 D, you may examine an opponent's playing deck. Once you have looked through the deck, the deck's owner may shuffle and cut it.

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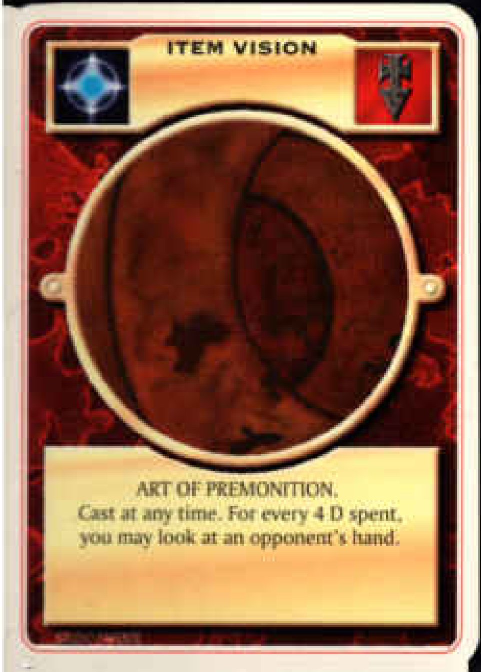

ITEM VISION

ART OF PREMONITION. Cast at any time. For every 4 D spent, you may look at an opponent's hand.

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STUDIO PARENTE

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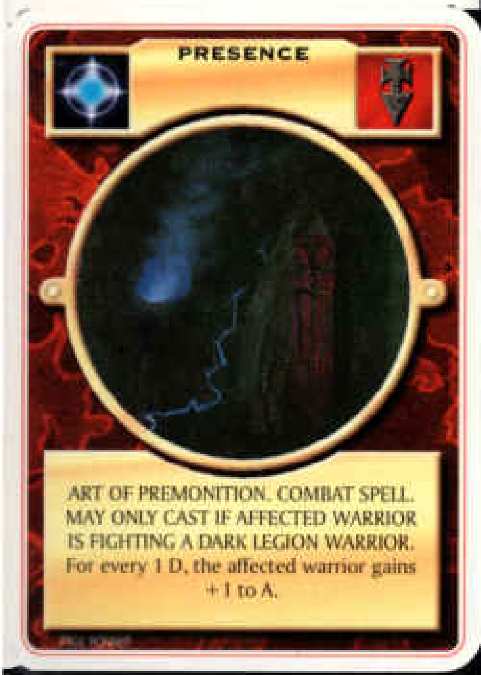
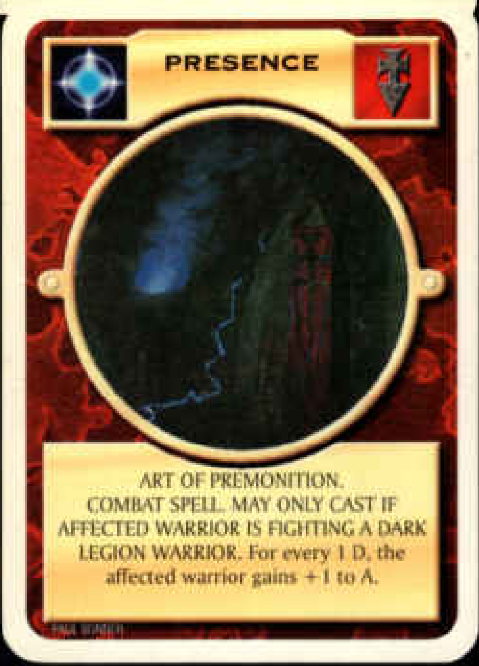


PRESENCE

ART OF PREMONITION. COMBAT SPELL. MAY ONLY CAST IF AFFECTED WARRIOR IS FIGHTING A DARK LEGION WARRIOR. For every 1 D, the affected warrior gains +1 to A.

PAUL BONNER



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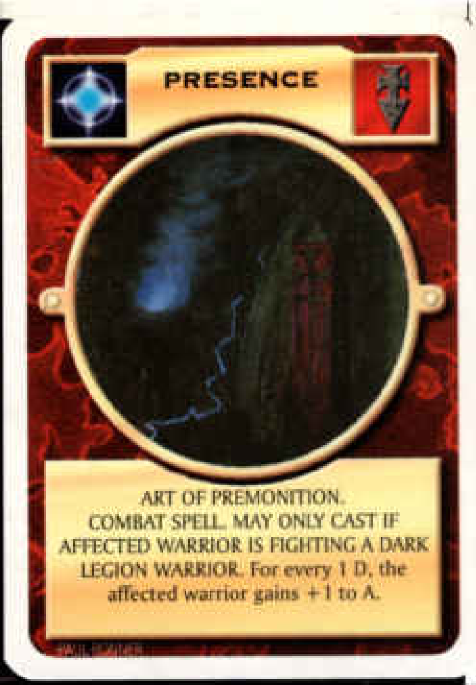

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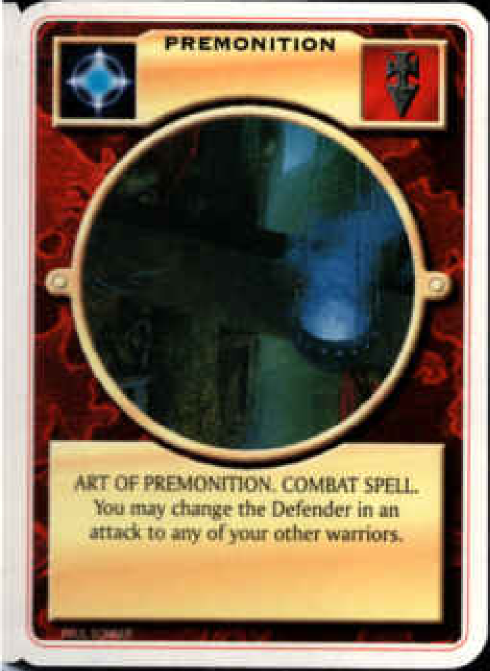

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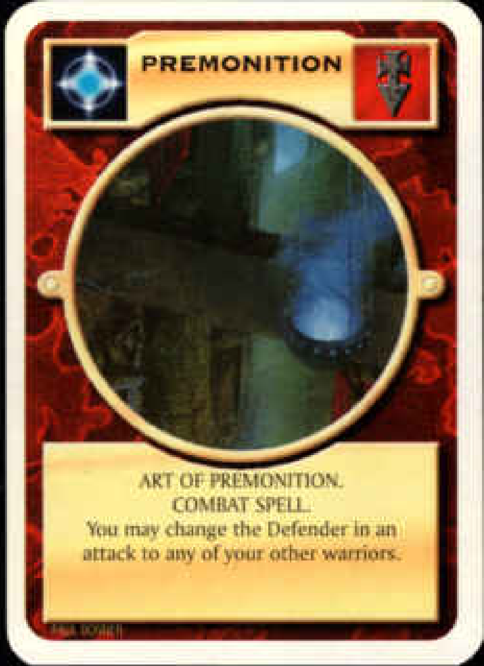

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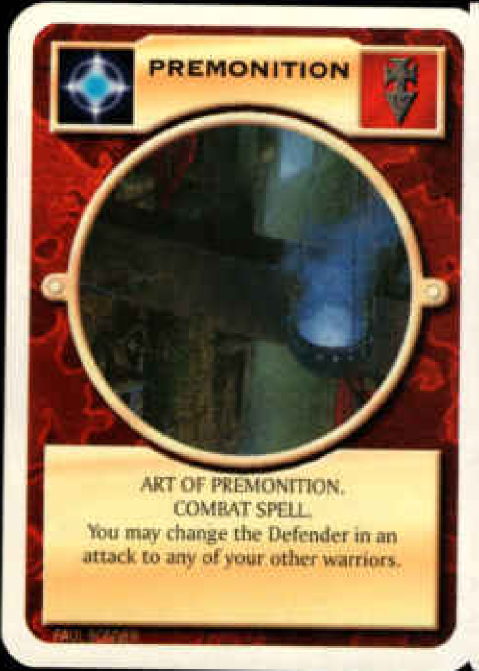

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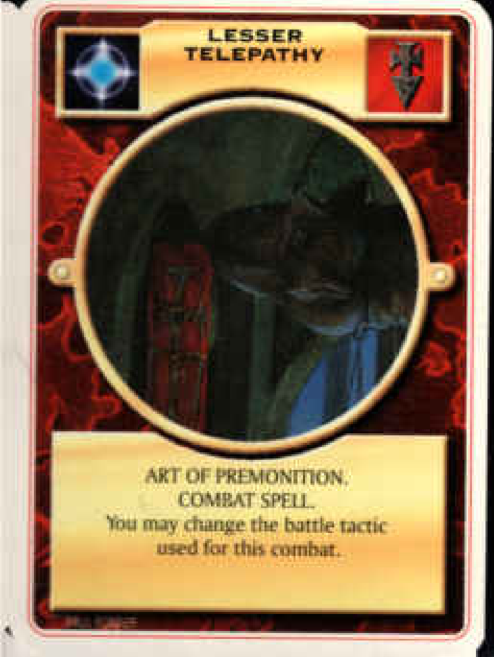

LESSER TELEPATHY

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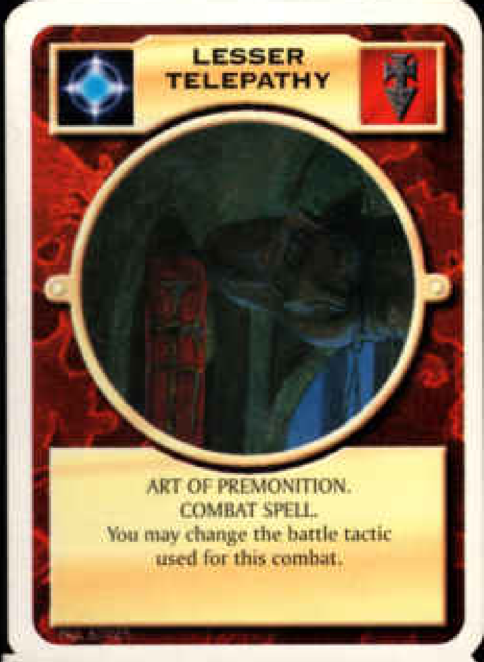

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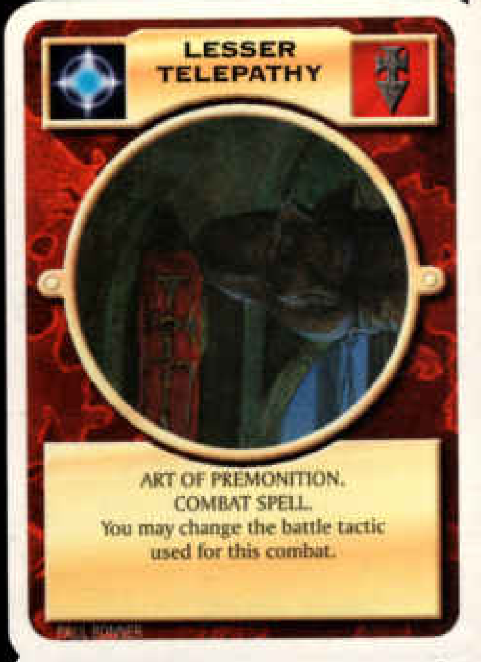

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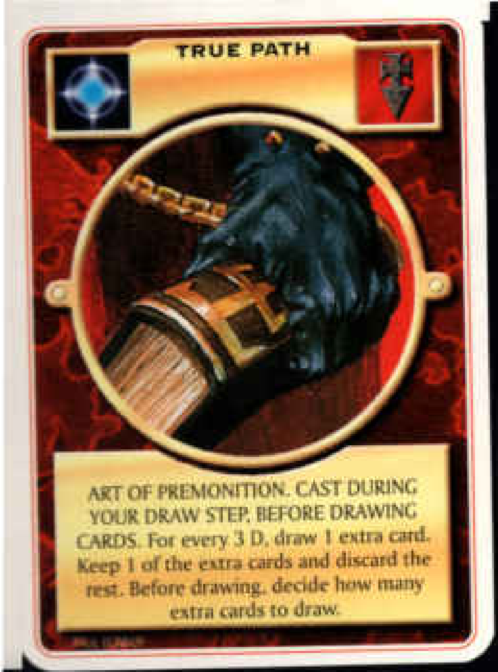

TRUE PATH

ART OF PREMONITION. CAST DURING YOUR DRAW STEP, BEFORE DRAWING CARDS. For every 3 D, draw 1 extra card. Keep 1 of the extra cards and discard the rest. Before drawing, decide how many extra cards to draw.

PAUL BONNER

TRUE PATH

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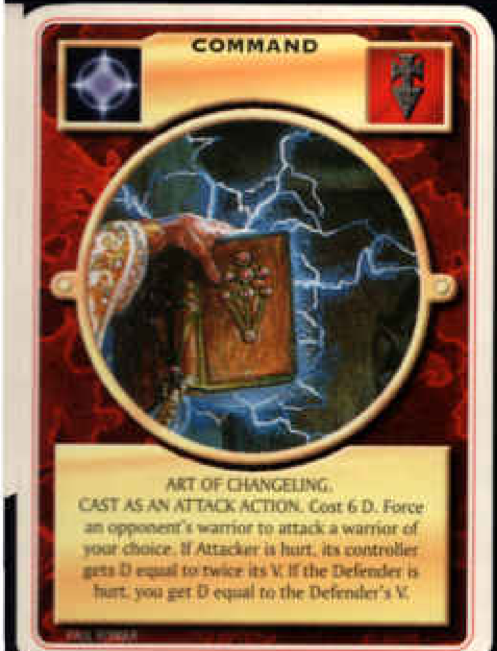

COMMAND

ART OF CHANGELING.
CAST AS AN ATTACK ACTION. Cost 6 D. Force an opponent's warrior to attack a warrior of your choice. If Attacker is hurt, its controller gets D equal to twice its V. If the Defender is hurt, you get D equal to the Defender's V.

PAUL BONNER

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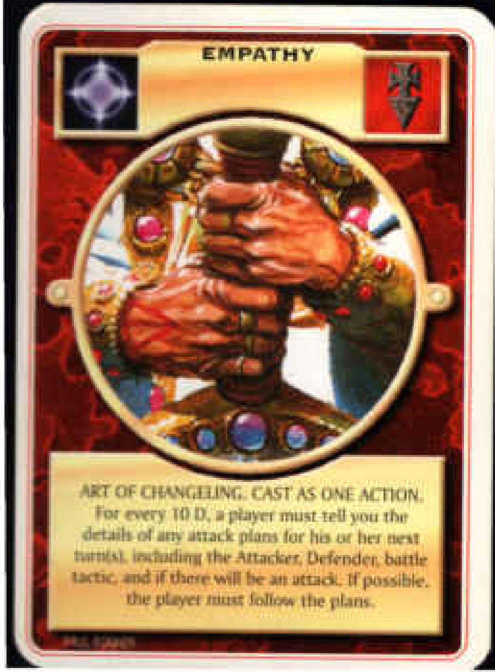

EMPATHY

ART OF CHANGELING. CAST AS ONE ACTION. For every 10 D, a player must tell you the details of any attack plans for his or her next turn(s), including the Attacker, Defender, battle tactic, and if there will be an attack. If possible, the player must follow the plans.

PAUL BONNER

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PAUL BONNER

EXORCISM

ART OF CHANGELING. CAST ANY TIME. For every 5 D, one Doomtrooper corrupted into a Heretic is redeemed and is now back to normal. Any Dark Symmetry cards played on the warrior must first be discarded at the cost of 3 D each.

PAUL BONNER

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PAUL BONNER

MIND WALL

ART OF CHANGELING. CAST AT ANY TIME. MAY BE CAST ON A WARRIOR IN COMBAT. For every 1 D, the affected warrior is immune to the effects of any one Dark Symmetry card until the beginning of your next turn.

STUDIO PARENTE

MIND WALL

ART OF CHANGELING.
CAST AT ANY TIME.
For every 1 D, the affected warrior is immune to the effects of any one Dark Symmetry card until the beginning of your next turn.

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STUDIO PARENTE

LESSER DOMINATION

ART OF CHANGELING.
CAST AT ANY TIME.
For every 8 D, you may look at an opponent's hand and discard one of his or her cards.

STUDIO PARENTE

LESSER DOMINATION

ART OF CHANGELING.
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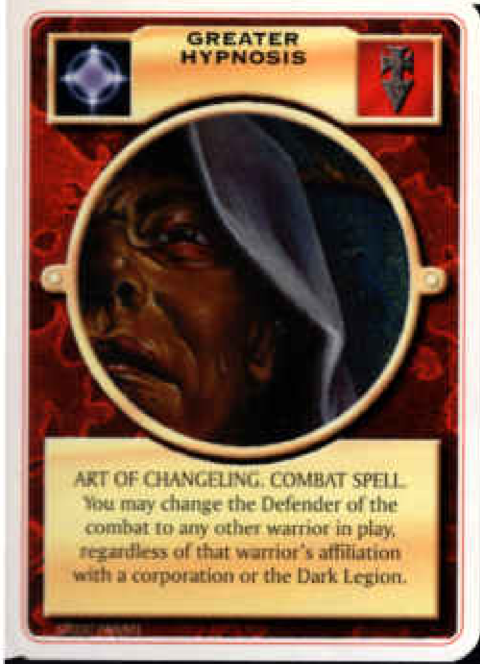
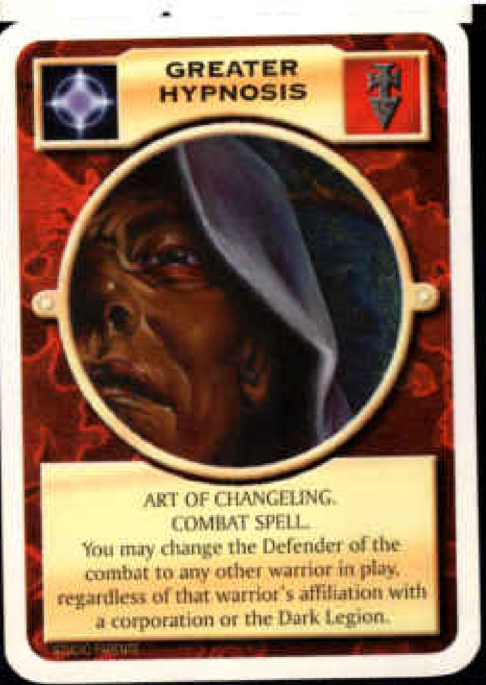


GREATER HYPNOSIS

ART OF CHANGELING. COMBAT SPELL. You may change the Defender of the combat to any other warrior in play, regardless of that warrior's affiliation with a corporation or the Dark Legion.



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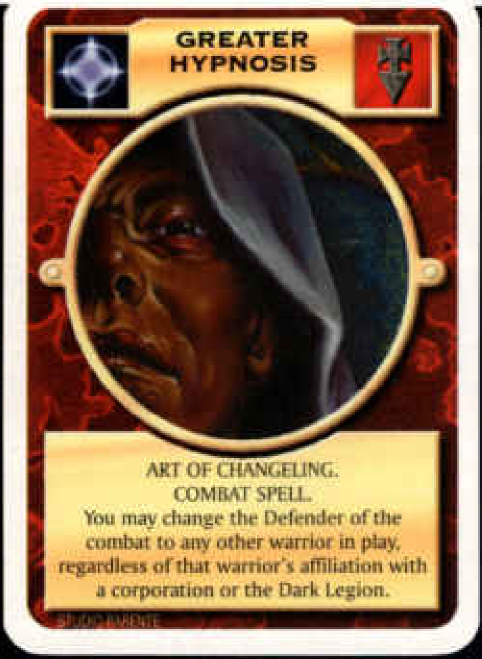

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ART OF CHANGELING. COMBAT SPELL. You may change the Defender of the combat to any other warrior in play, regardless of that warrior's affiliation with a corporation or the Dark Legion.

BLINDNESS

DARK SYMMETRY GIFT.
The opponents of this warrior suffer a -2 penalty to their F and S.

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The opponents of this warrior suffer a -2 penalty to their F and S.

DARK FIRE

DARK SYMMETRY GIFT.
Dark Fire flows over the warrior's hands, giving a +1 to its F.

DARK FIRE

DARK SYMMETRY GIFT.
Dark Fire flows over the warrior's hands, giving a +1 to its F.

DARK FIRE

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Dark Fire flows over the warrior's hands, giving a +1 to its F.

STUDIO PARENTE

RESIST PAIN

DARK SYMMETRY GIFT.
The warrior gains +1 to A.

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STUDIO PARENTE

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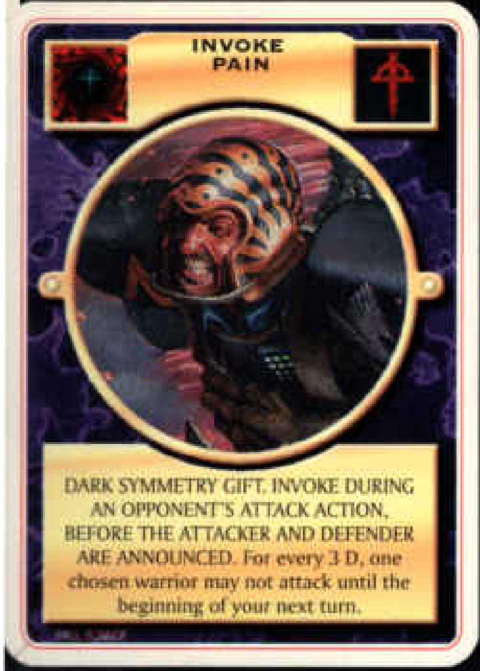

INVOKE PAIN

DARK SYMMETRY GIFT. INVOKE DURING AN OPPONENT'S ATTACK ACTION, BEFORE THE ATTACKER AND DEFENDER ARE ANNOUNCED. For every 3 D, one chosen warrior may not attack until the beginning of your next turn.

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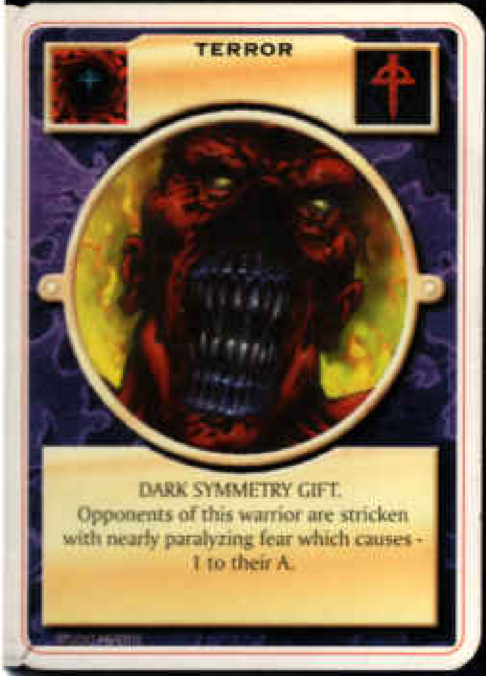

TERROR

DARK SYMMETRY GIFT. Opponents of this warrior are stricken with nearly paralyzing fear which causes -1 to their A.

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DARK SYMMETRY GIFT. Opponents of this warrior are stricken with nearly paralyzing fear which causes -1 to their A.

DIMENSIONAL WARP

GIFT OF ALGEROTH.
Opponents wounded by this warrior
are automatically killed.

LES EDWARDS

DIMENSIONAL WARP

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Opponents wounded by this warrior
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DIMENSIONAL WARP

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Opponents wounded by this warrior
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LES EDWARDS

PORTAL OF DARK HEALING

GIFT OF ALGEROTH.
May only be bestowed on a Nepharite of any Apostle (even non-Algeroth). If the Nepharite is wounded, it may heal itself as three actions.

STUDIO PARENTE

PORTAL OF DARK HEALING

GIFT OF ALGEROTH.
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PORTAL OF DARK HEALING

GIFT OF ALGEROTH.
May only be bestowed on a Nepharite of any Apostle (even non-Algeroth). If the Nepharite is wounded, it may heal itself as three actions.

STUDIO PARENTE

PORTAL OF UNDEATH

GIFT OF ALGEROTH. ONLY FOR A NEPHARITE.
Doomtroopers killed by the Nepharite are resurrected under your control. To show this, place an Undead Legionnaire card from your collection into your Kohort. If you can't, still discard the warrior.

STUDIO PARENTE

PORTAL OF UNDEATH

GIFT OF ALGEROTH.
ONLY BESTOW ON A NEPHARITE OF ALGEROTH. If the Nepharite kills a warrior, place an UNDEAD LEGIONNAIRE from your collection into your Kohort. You still earn points from the kill.

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PORTAL OF UNDEATH

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ONLY BESTOW ON A NEPHARITE OF ALGEROTH. If the Nepharite kills a warrior, place an UNDEAD LEGIONNAIRE from your collection into your Kohort. You still earn points from the kill.

STUDIO PARENTE

NECROVISUAL LINK

GIFT OF ALGEROTH. May only be bestowed on a Nepharite of any Apostle (even non-Algeroth). As one action, you may look at another player's hand.

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May only be bestowed on a Nepharite of any Apostle (even non-Algeroth).
As one action, you may look at another player's hand.

INVOKE FRENZY

GIFT OF ALGEROTH. As one action, this warrior may Invoke Frenzy on 1 of your wounded Dark Legion warriors. Put a marker on the warrior. It is healed. For each marker, the warrior's A is -1.

PAUL BONNER

INVOKE FRENZY

GIFT OF ALGEROTH.
As one action, this warrior may Invoke Frenzy on 1 of your wounded Dark Legion warriors. Put a marker on the affected warrior. It is healed. For each marker, the warrior's A is -1.

PAUL BONNER

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GIFT OF ALGEROTH.
As one action, this warrior may Invoke Frenzy on 1 of your wounded Dark Legion warriors. Put a marker on the affected warrior. It is healed. For each marker, the warrior's A is -1.

PAUL BONNER

FLOW OF ACID

GIFT OF ALGEROTH. Once per turn, as three actions, this warrior may invoke a Flow of Acid. This counts as an attack. For every 3 D, each warrior in play takes 1 point of damage. If this is not less than a warrior's A, it is wounded.

STUDIO PARENTE

FLOW OF ACID

GIFT OF ALGEROTH.
Once per turn, as three actions, this warrior may invoke a Flow of Acid. This counts as an attack. For every 3 D, each warrior in play takes 1 point of damage. If this is equal to or greater than a warrior's A, it is wounded.

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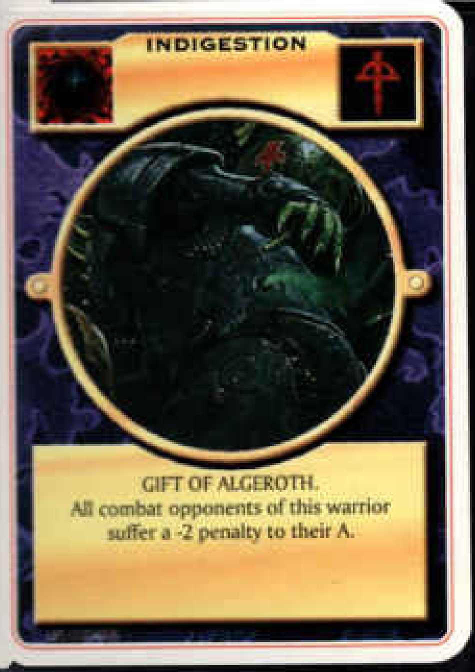
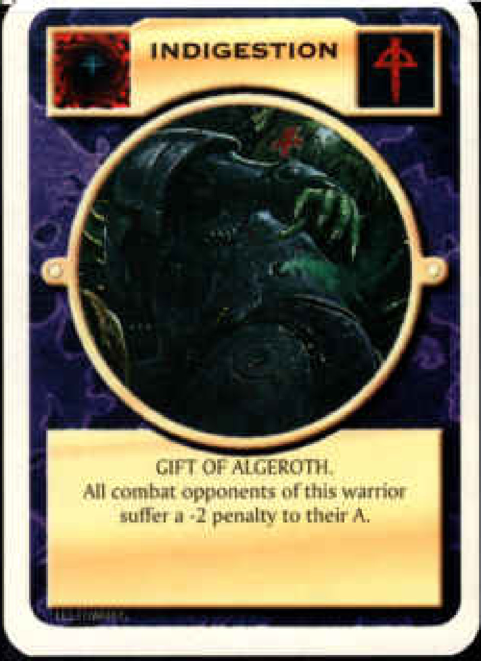


INDIGESTION

GIFT OF ALGEROTH.
All combat opponents of this warrior suffer a -2 penalty to their A.



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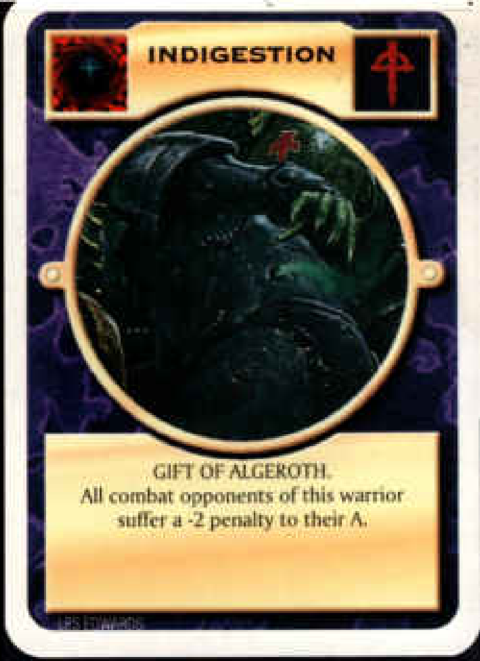

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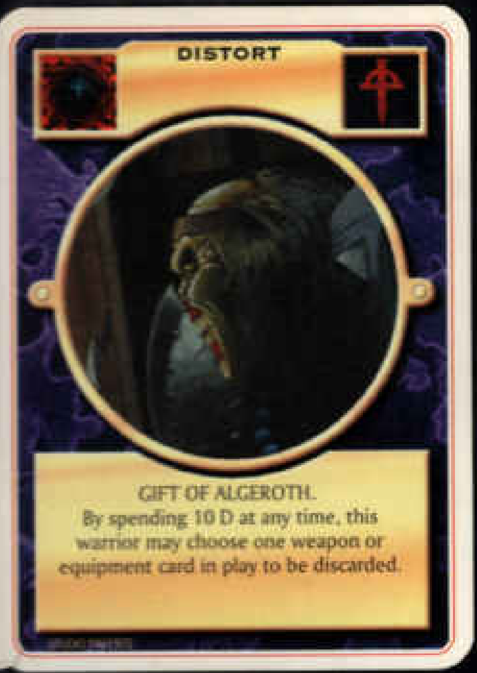
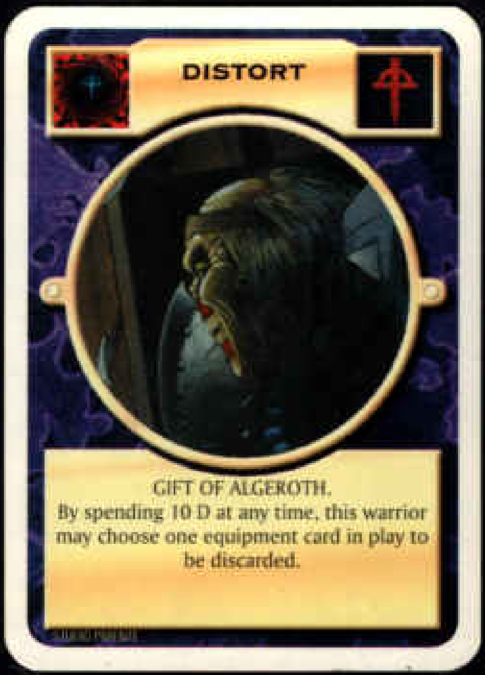


DISTORT

GIFT OF ALGEROTH.
By spending 10 D at any time, this warrior may choose one weapon or equipment card in play to be discarded.



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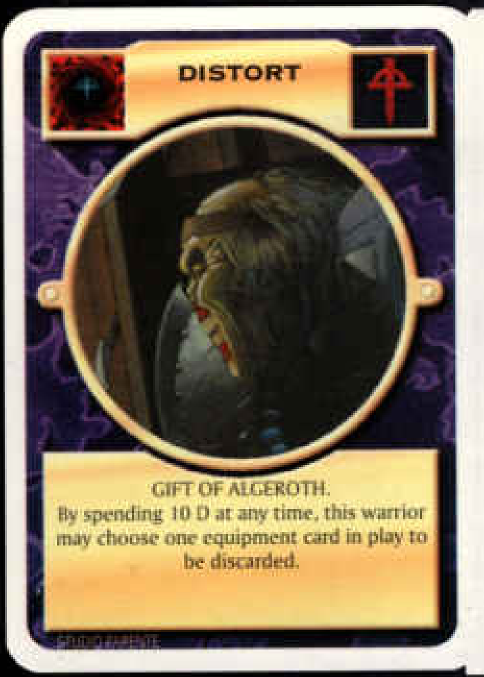

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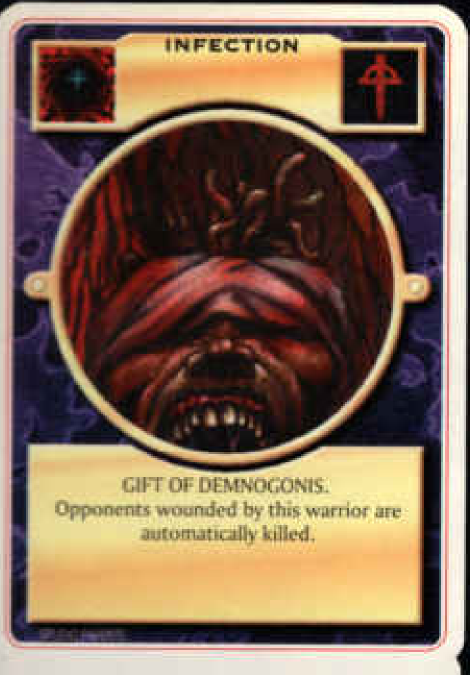
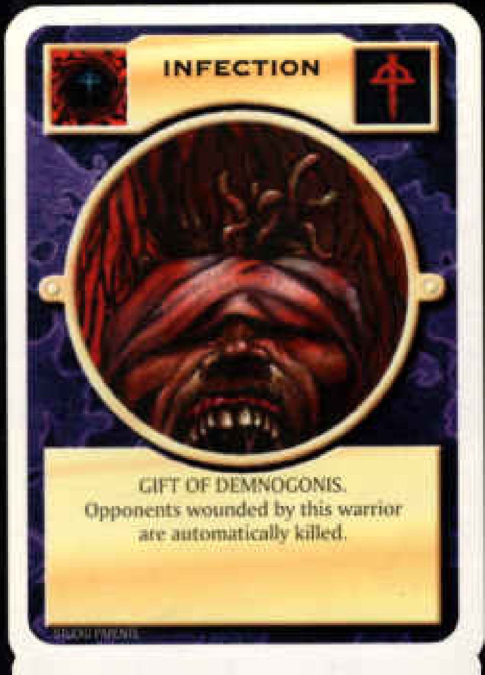


INFECTION

GIFT OF DEMNOGONIS.
Opponents wounded by this warrior are automatically killed.



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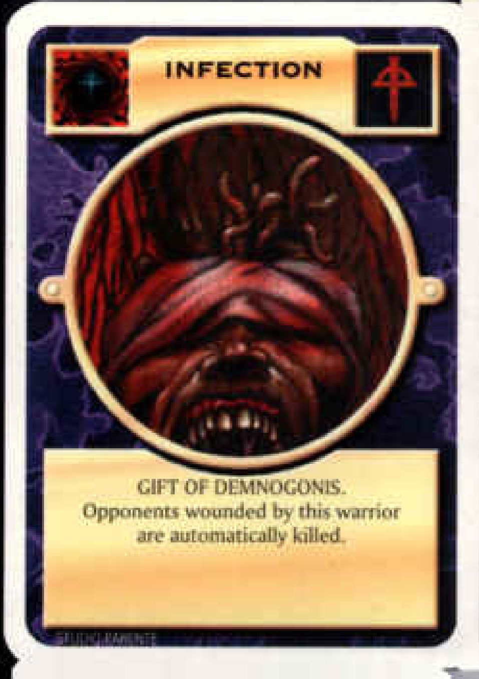

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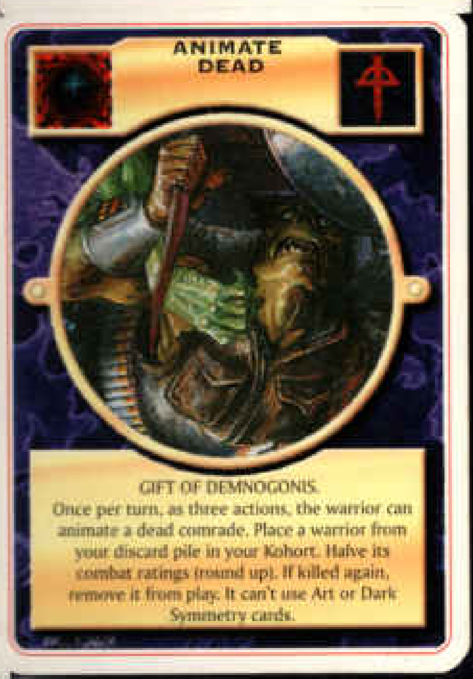
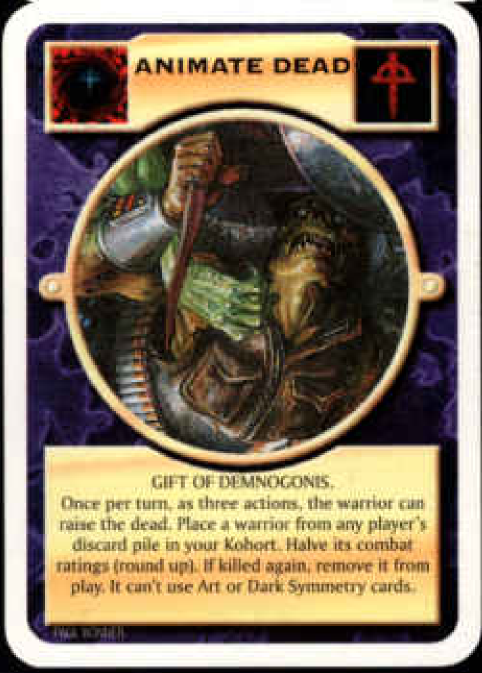


ANIMATE DEAD

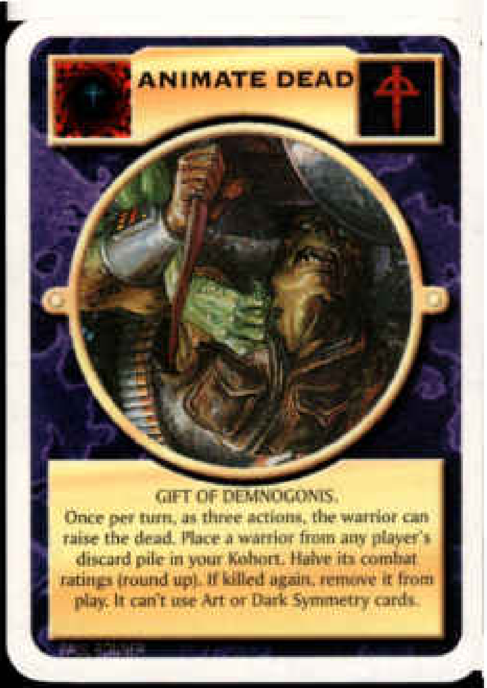
GIFT OF DEMNOGONIS.
Once per turn, as three actions, the warrior can animate a dead comrade. Place a warrior from your discard pile in your Kohort. Halve its combat ratings (round up). If killed again, remove it from play. It can't use Art or Dark Symmetry cards.



ANIMATE DEAD

GIFT OF DEMNOGONIS.
Once per turn, as three actions, the warrior can raise the dead. Place a warrior from any player's discard pile in your Kohort. Halve its combat ratings (round up). If killed again, remove it from play. It can't use Art or Dark Symmetry cards.

PAUL BONNER



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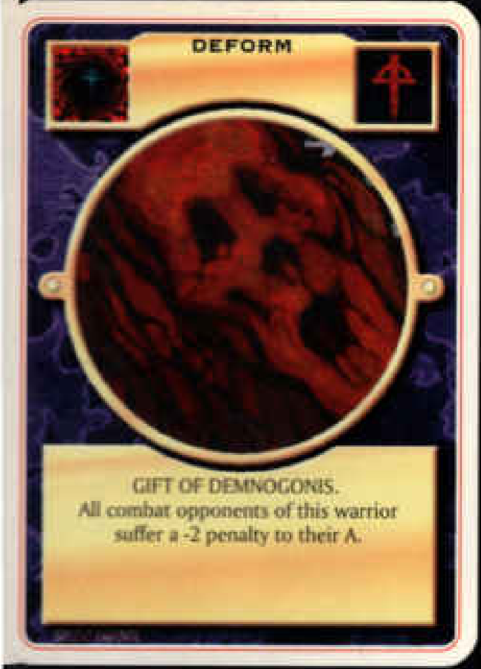
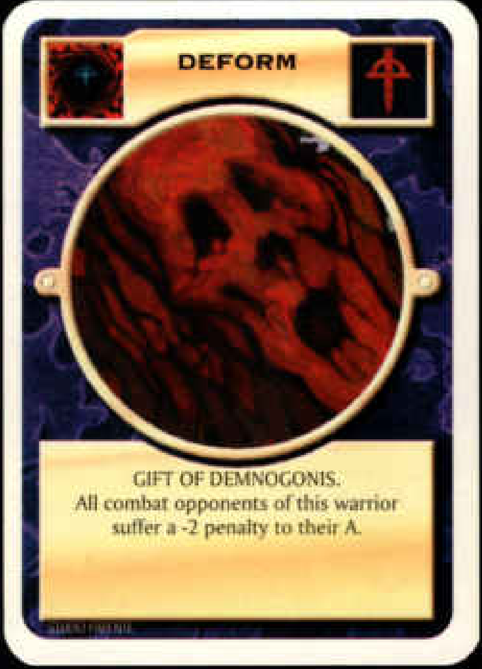


DEFORM

GIFT OF DEMNOGONIS.
All combat opponents of this warrior suffer a -2 penalty to their A.



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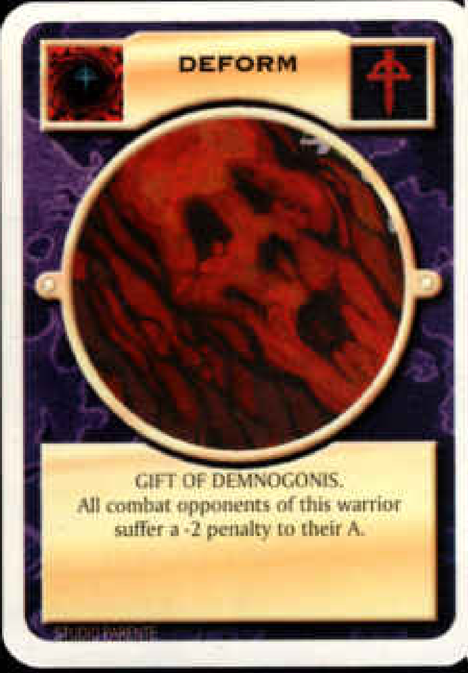

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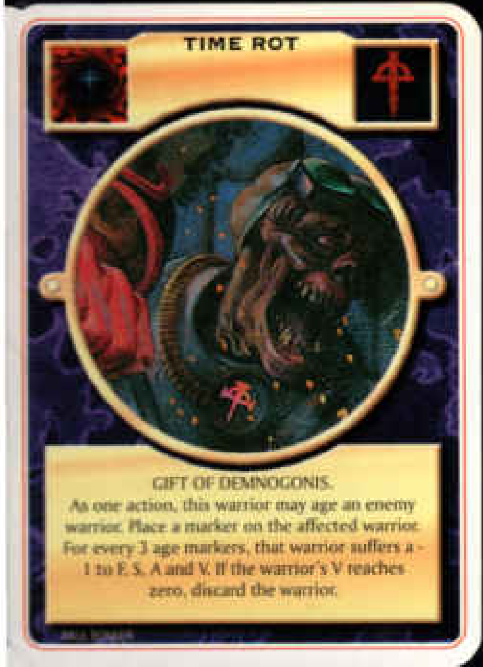
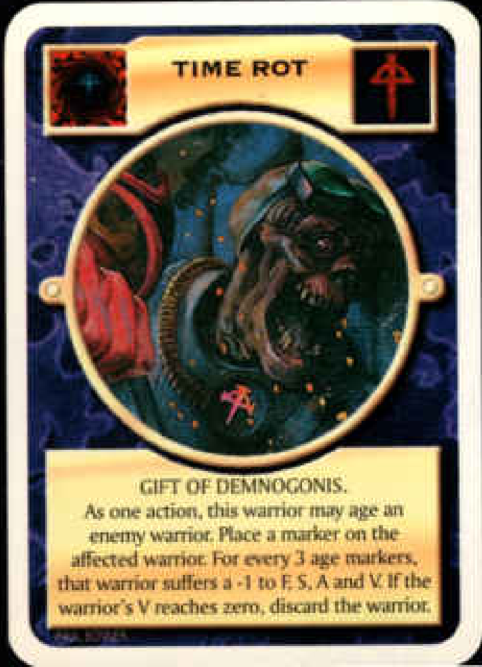


TIME ROT

GIFT OF DEMNOGONIS.
As one action, this warrior may age an enemy warrior. Place a marker on the affected warrior. For every 3 age markers, that warrior suffers a -1 to F, S, A and V. If the warrior's V reaches zero, discard the warrior.



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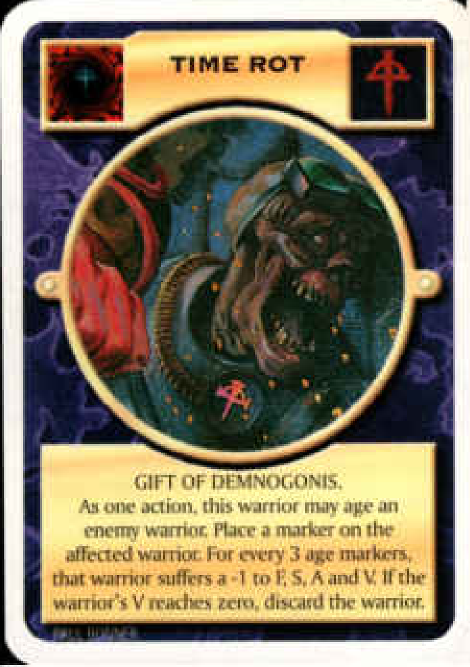

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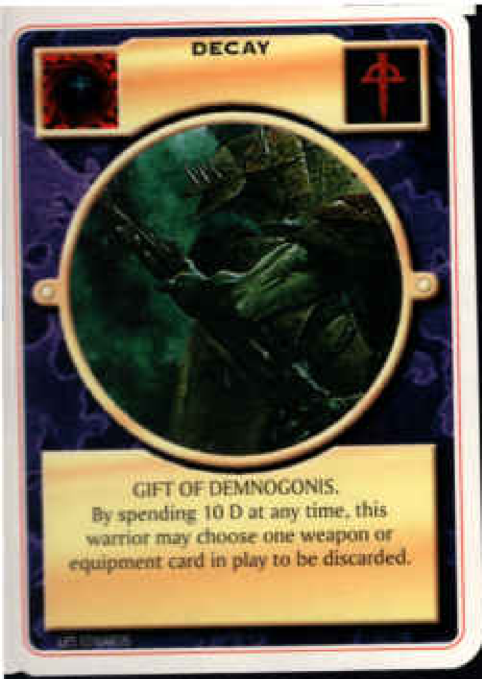
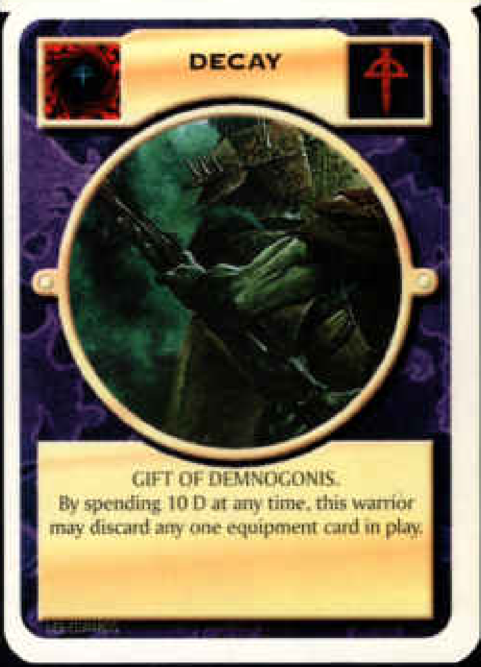


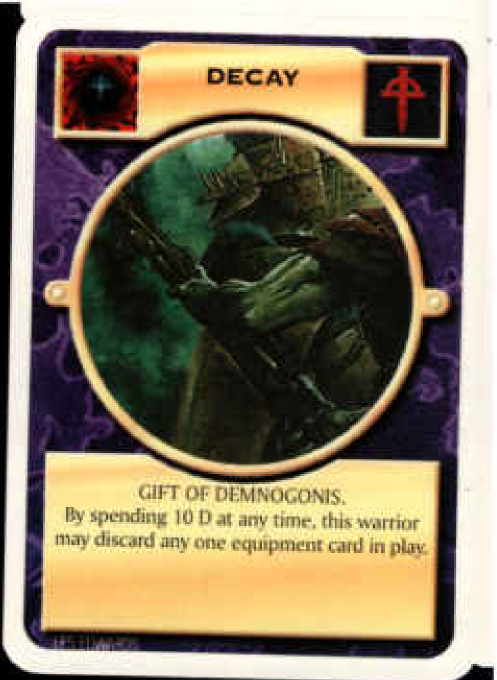
DECAY

GIFT OF DEMNOGONIS.
By spending 10 D at any time, this warrior may choose one weapon or equipment card in play to be discarded.



DECAY

GIFT OF DEMNOGONIS.
By spending 10 D at any time, this warrior may discard any one equipment card in play.



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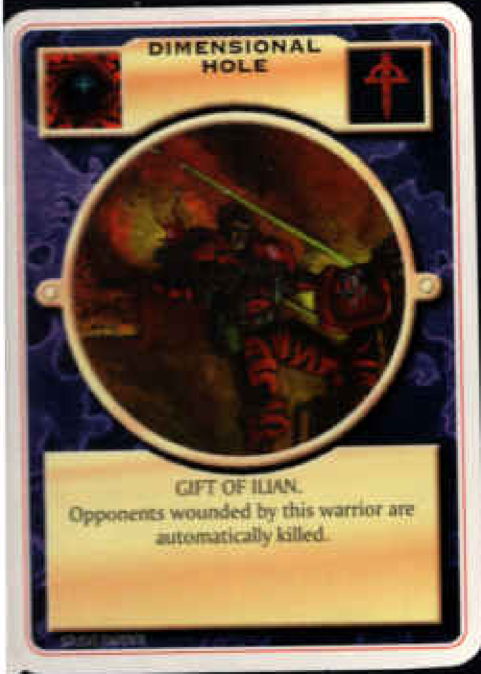
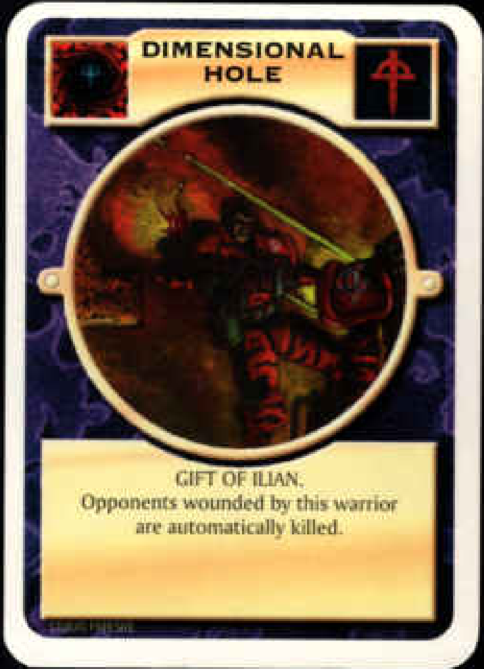


DIMENSIONAL HOLE

GIFT OF ILIAN.
Opponents wounded by this warrior are automatically killed.



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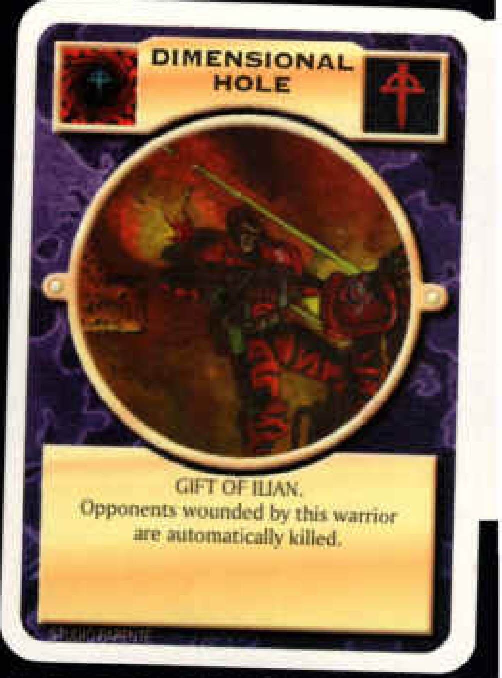

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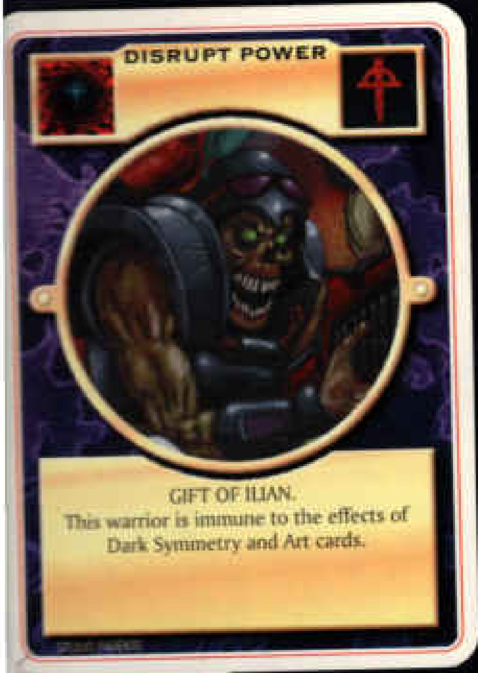
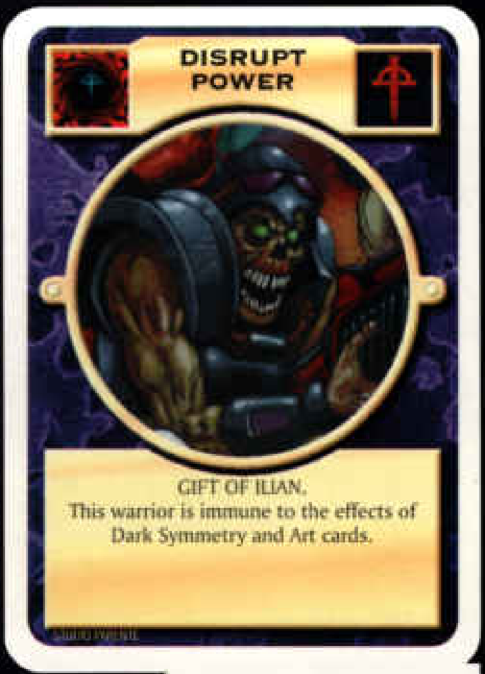


DISRUPT POWER

GIFT OF ILIAN.
This warrior is immune to the effects of Dark Symmetry and Art cards.



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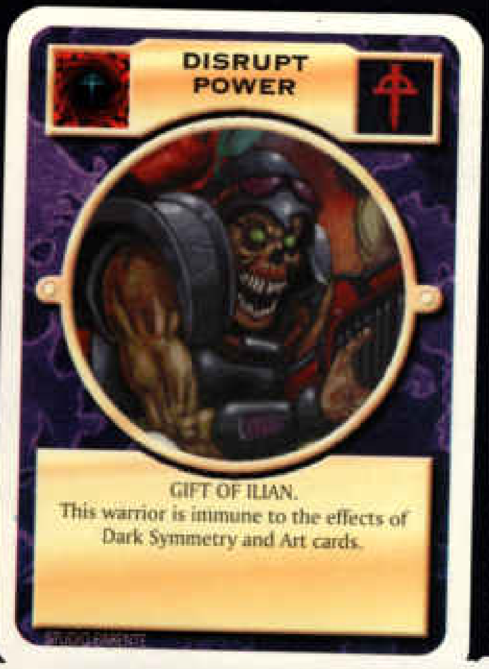

DISRUPT POWER

GIFT OF ILIAN.
This warrior is immune to the effects of Dark Symmetry and Art cards.

TRUE GATE

GIFT OF ILIAN. For every 10 D, this warrior may call a reinforcement from your Kohort to assist in a battle it is involved in. Your warriors add their attack ratings together. The Defender chooses which warrior to attack.

PAUL BONNER

TRUE GATE

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For every 10 D, this warrior may call a reinforcement from your Kohort to assist in a battle it is involved in. Your warriors add their attack ratings together. The Defender chooses which warrior to attack.

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PAUL BONNER

HAND OF DEATH

GIFT OF ILIAN.
This warrior's F
and S are +2.

PAUL BONNER

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PAUL BONNER

TIME DEATH

GIFT OF ILIAN. This warrior always gets the upper hand in battle. Resolve its attack first. If it wounds its opponent, the combat is over. If not, then resolve the opponent's attack. This all happens after playing all combat modifiers.

STUDIO PARENTE

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STUDIO PARENTE

SLEEP

GIFT OF MUAWIJHE.
As one action, this warrior may put any enemy warrior to sleep. The affected warrior may not attack or be attacked until the beginning of your next turn.

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STUDIO PARENTE

INSANE DANCE

GIFT OF MUAWIJHE.
This warrior's combat opponents always suffer a -2 penalty to their F and S.

PAUL BONNER

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PAUL BONNER

SEND DREAMS

GIFT OF MUAWIJHE.
By spending 5 D at any time, this warrior may send horrific dreams to any enemy warrior, causing it to go into cover. Flip the affected warrior face down.

PETER ANDREW JONES

SEND DREAMS

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By spending 5 D at any time during combat, this warrior may send horrific dreams to any enemy warrior, causing it to go into cover. Flip the affected warrior face down.

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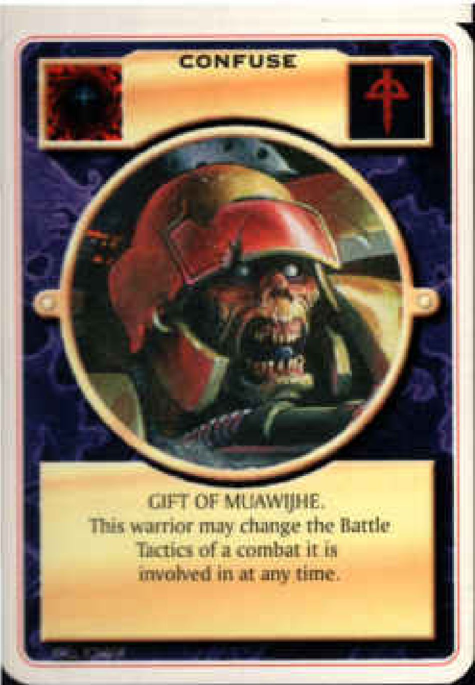
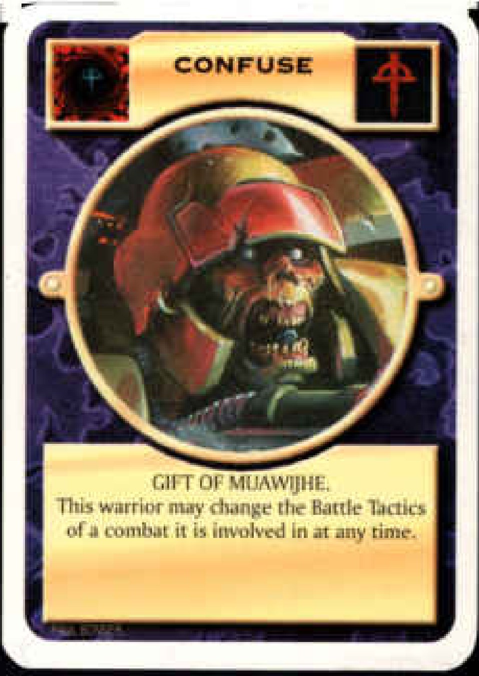


CONFUSE

GIFT OF MUAWIJHE.
This warrior may change the Battle Tactics of a combat it is involved in at any time.



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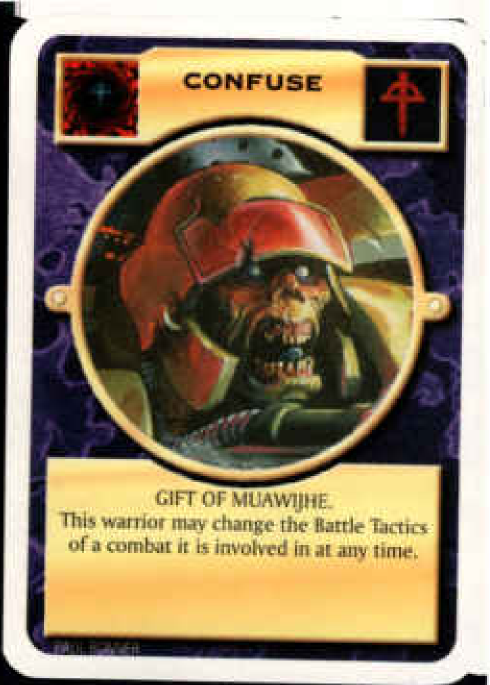

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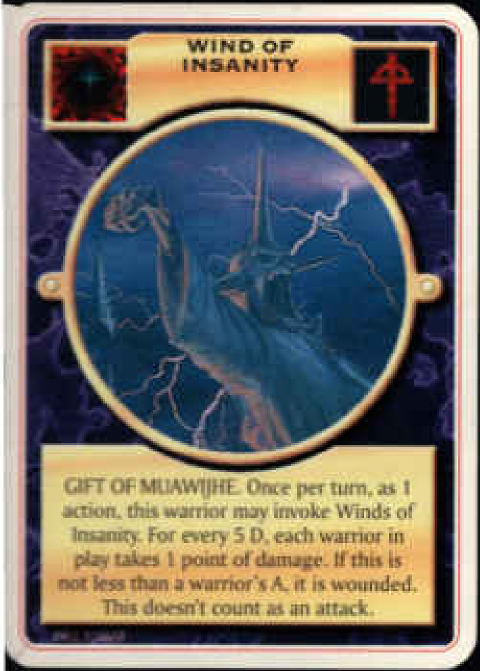
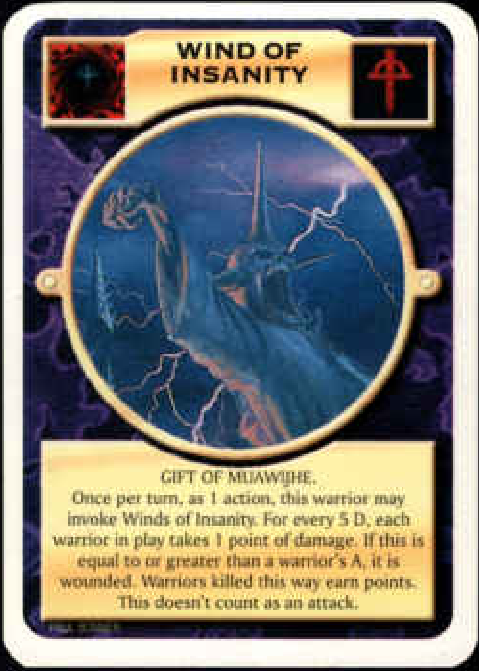


WIND OF INSANITY

GIFT OF MUAWIJHE. Once per turn, as 1 action, this warrior may invoke Winds of Insanity. For every 5 D, each warrior in play takes 1 point of damage. If this is not less than a warrior's A, it is wounded. This doesn't count as an attack.



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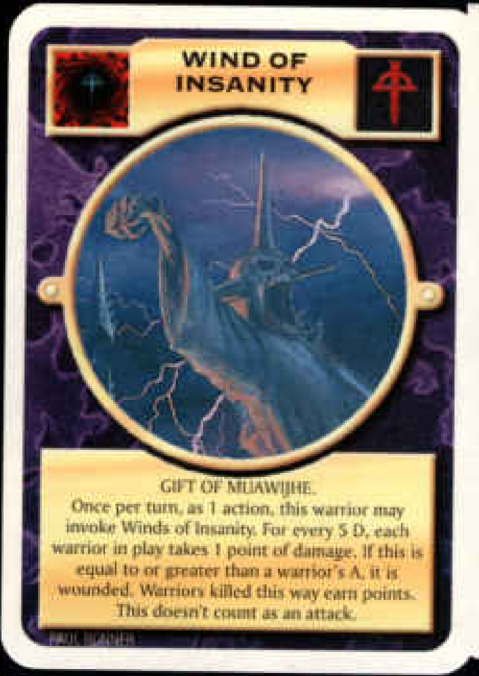

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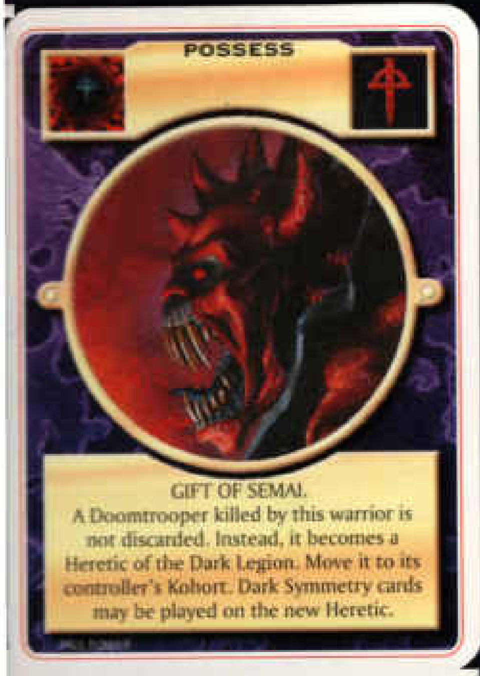
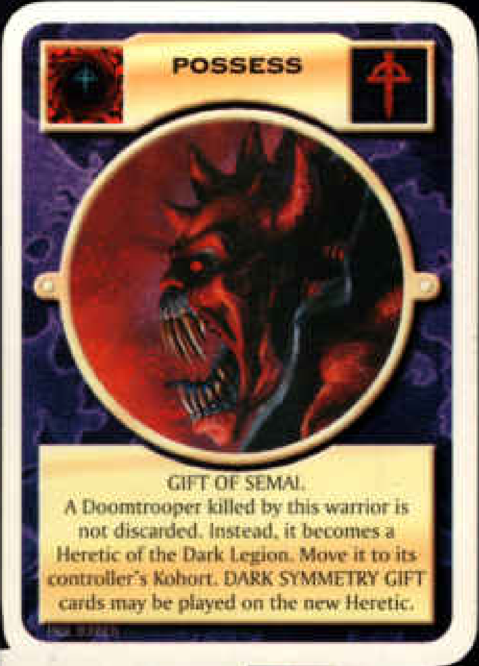
PAUL BONNER



POSSESS

GIFT OF SEMAI.
A Doomtrooper killed by this warrior is not discarded. Instead, it becomes a Heretic of the Dark Legion. Move it to its controller's Kohort. Dark Symmetry cards may be played on the new Heretic.



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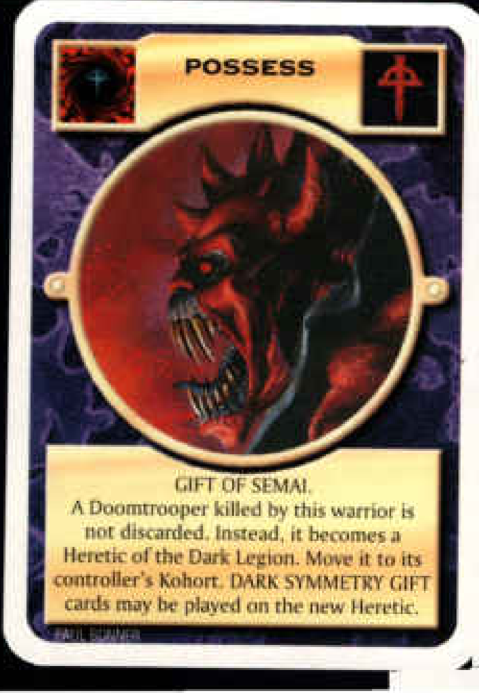

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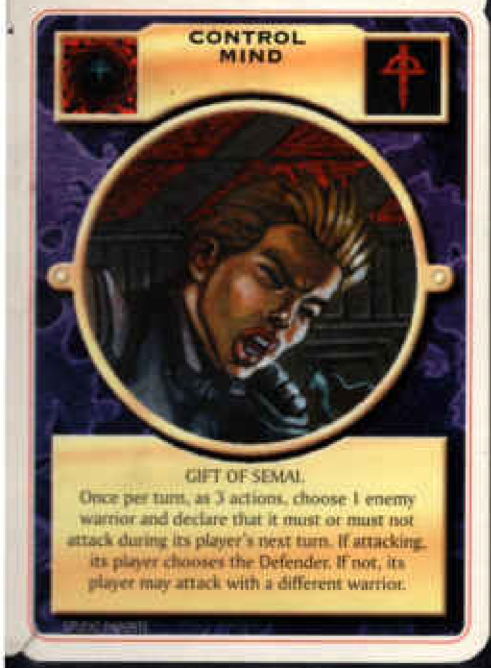
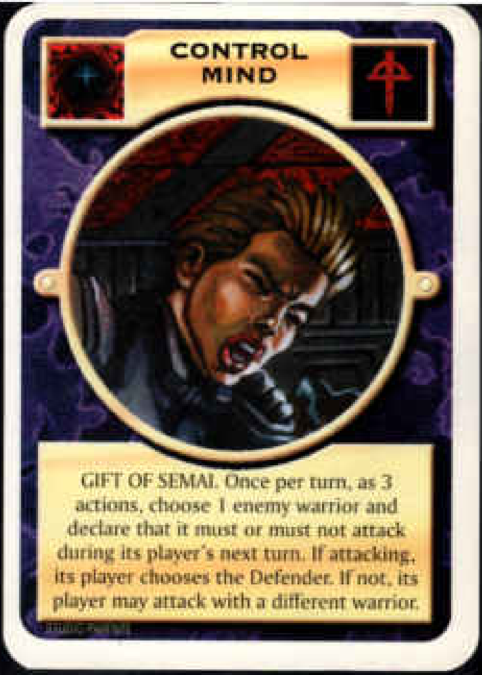
PAUL BONNER



CONTROL MIND

GIFT OF SEMAI. Once per turn, as 3 actions, choose 1 enemy warrior and declare that it must or must not attack during its player's next turn. If attacking, its player chooses the Defender. If not, its player may attack with a different warrior.

STUDIO PARENTE



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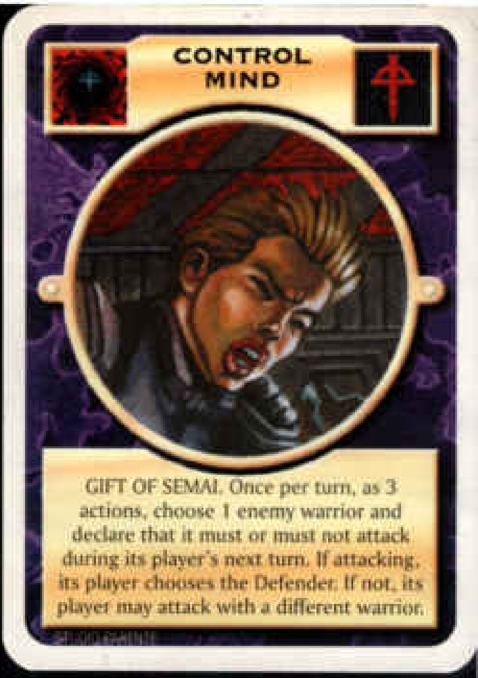

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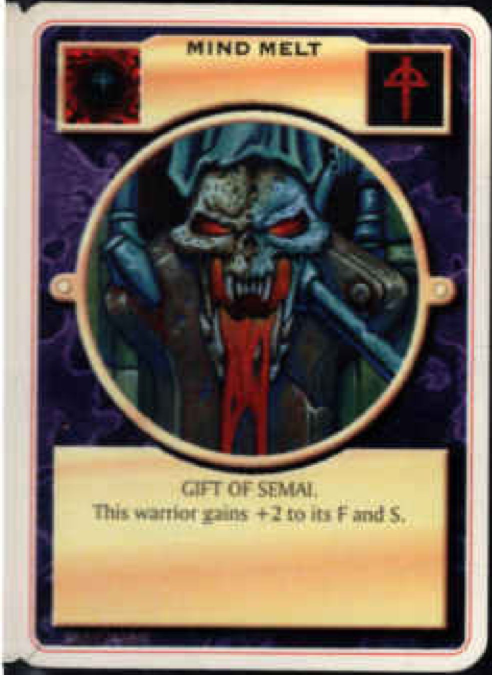
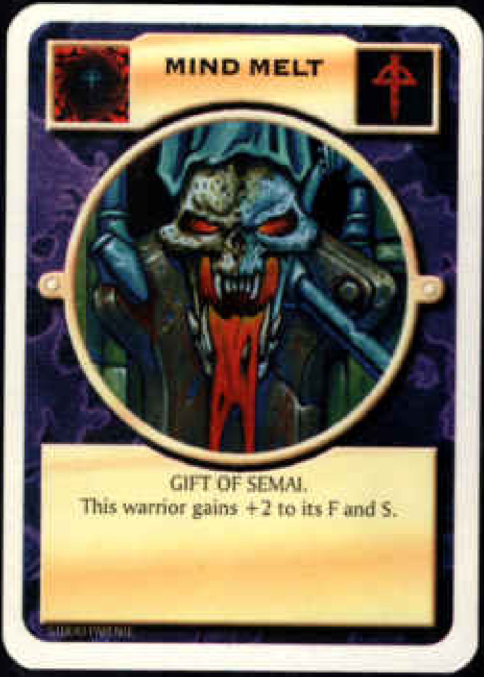


MIND MELT

GIFT OF SEMAI.
This warrior gains +2 to its F and S.

STUDIO PARENTE



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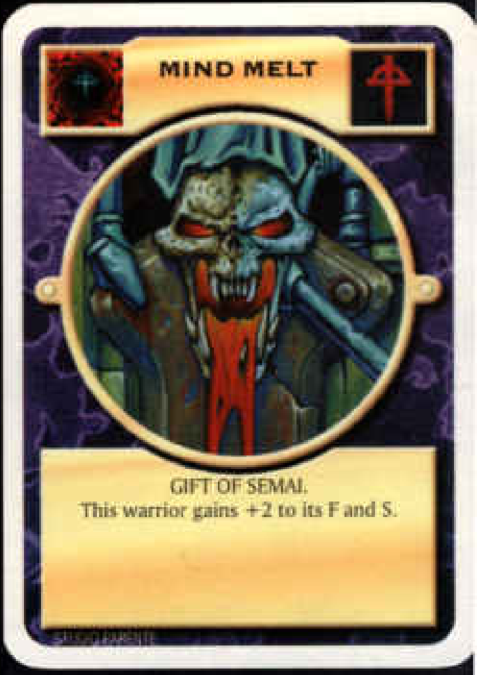

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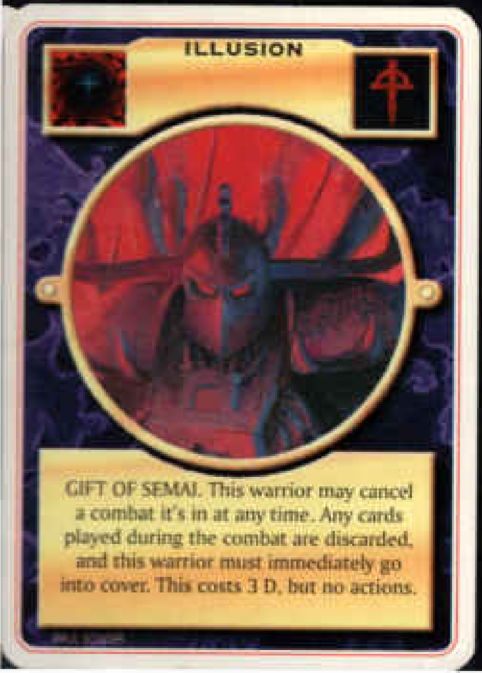
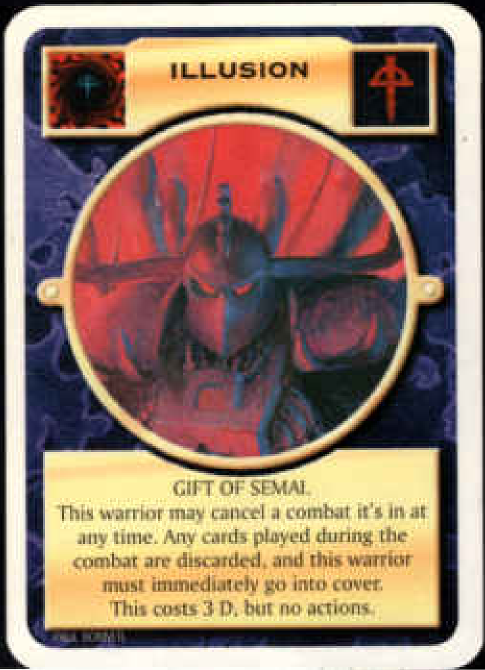


ILLUSION

GIFT OF SEMAI. This warrior may cancel a combat it's in at any time. Any cards played during the combat are discarded, and this warrior must immediately go into cover. This costs 3 D, but no actions.

PAUL BONNER



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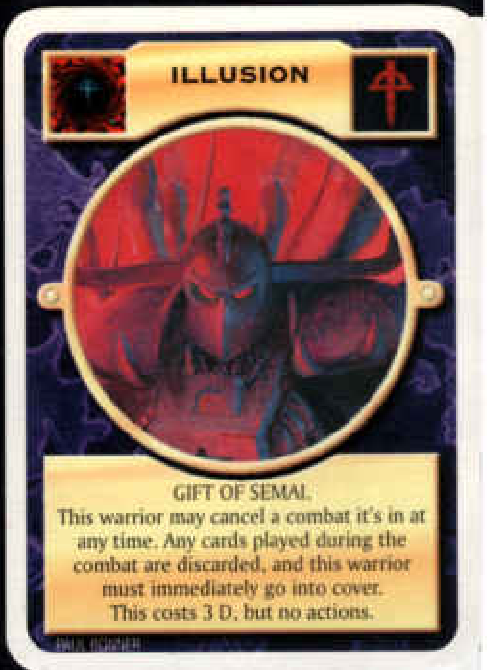

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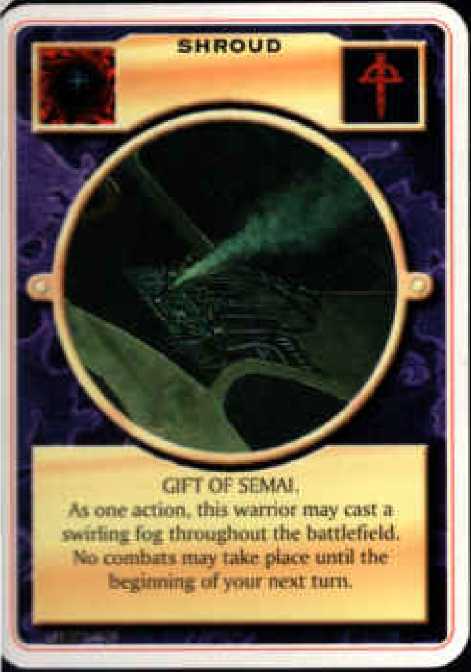

SHROUD

GIFT OF SEMAI.
As one action, this warrior may cast a swirling fog throughout the battlefield. No combats may take place until the beginning of your next turn.

LES EDWARDS

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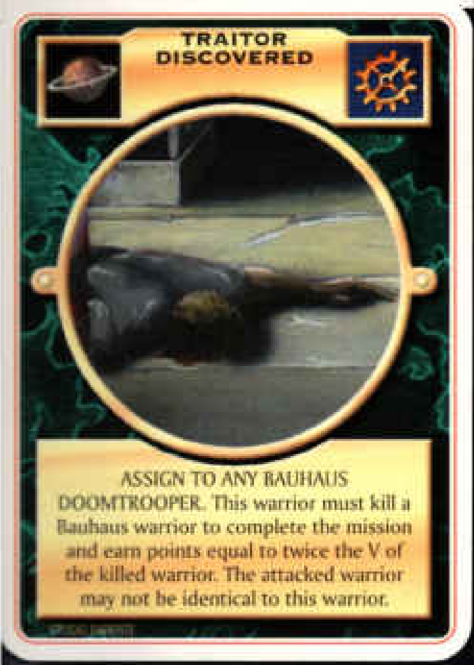
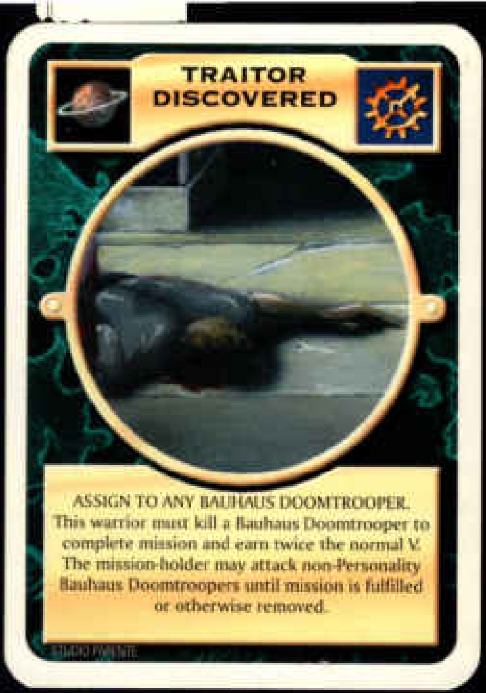


TRAITOR DISCOVERED

ASSIGN TO ANY BAUHAUS DOOMTROOPER. This warrior must kill a Bauhaus warrior to complete the mission and earn points equal to twice the V of the killed warrior. The attacked warrior may not be identical to this warrior.

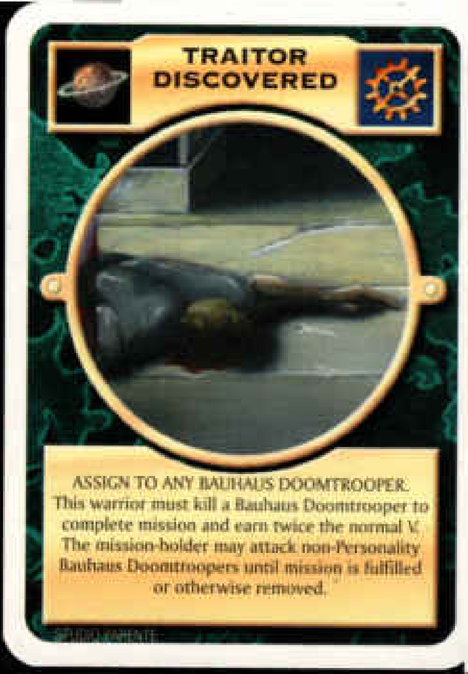
STUDIO PARENTE



TRAITOR DISCOVERED

ASSIGN TO ANY BAUHAUS DOOMTROOPER. This warrior must kill a Bauhaus Doomtrooper to complete mission and earn twice the normal V. The mission-holder may attack non-Personality Bauhaus Doomtroopers until mission is fulfilled or otherwise removed.

STUDIO PARENTE



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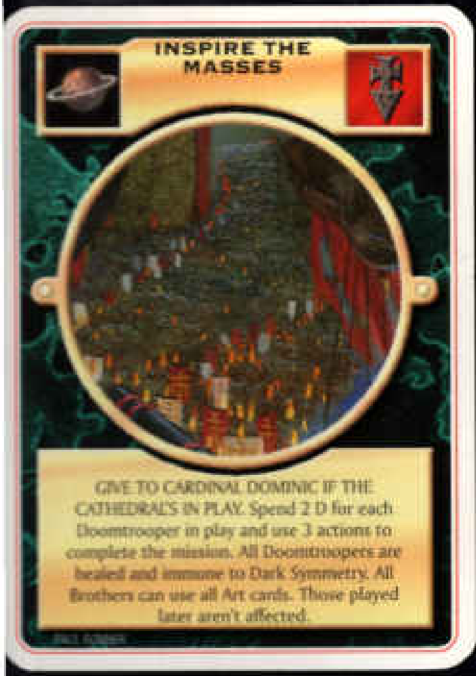
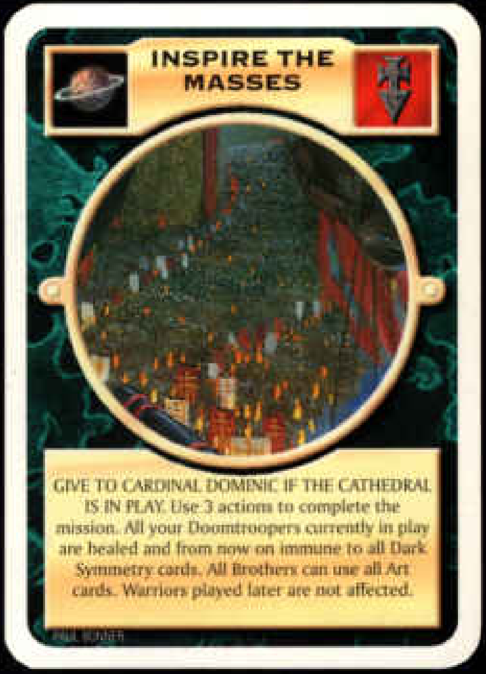


INSPIRE THE MASSES

GIVE TO CARDINAL DOMINIC IF THE CATHEDRAL'S IN PLAY. Spend 2 D for each Doomtrooper in play and use 3 actions to complete the mission. All Doomtroopers are healed and immune to Dark Symmetry. All Brothers can use all Art cards. Those played later aren't affected.

PAUL BONNER



INSPIRE THE MASSES

GIVE TO CARDINAL DOMINIC IF THE CATHEDRAL IS IN PLAY. Use 3 actions to complete the mission. All your Doomtroopers currently in play are healed and from now on immune to all Dark Symmetry cards. All Brothers can use all Art cards. Warriors played later are not affected.

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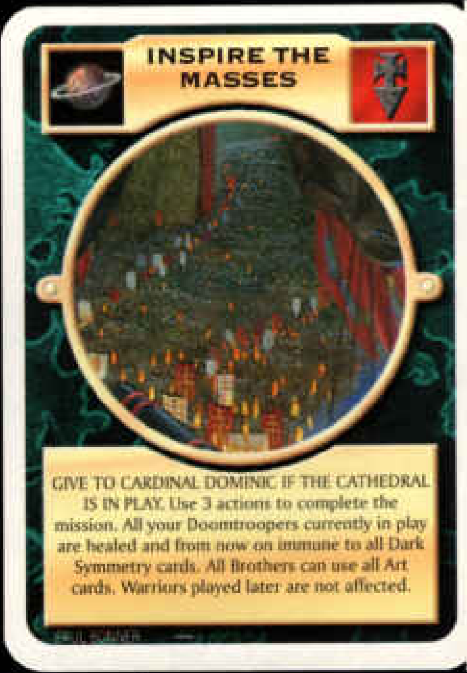

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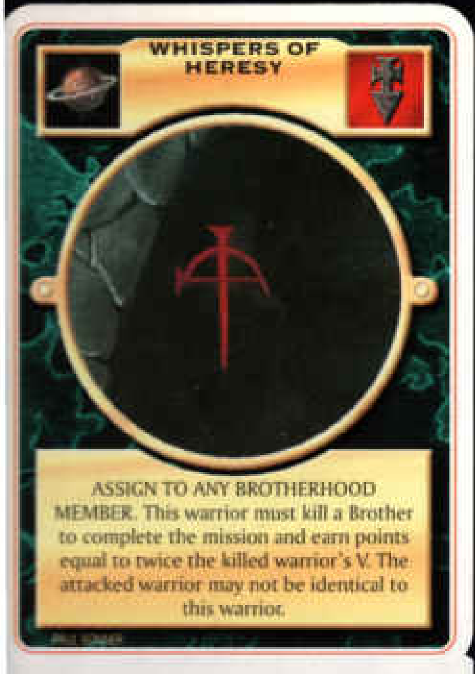
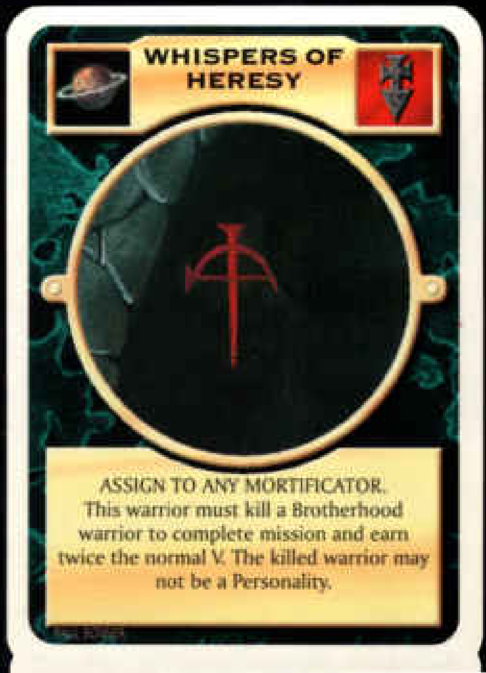


WHISPERS OF HERESY

ASSIGN TO ANY BROTHERHOOD MEMBER. This warrior must kill a Brother to complete the mission and earn points equal to twice the killed warrior's V. The attacked warrior may not be identical to this warrior.

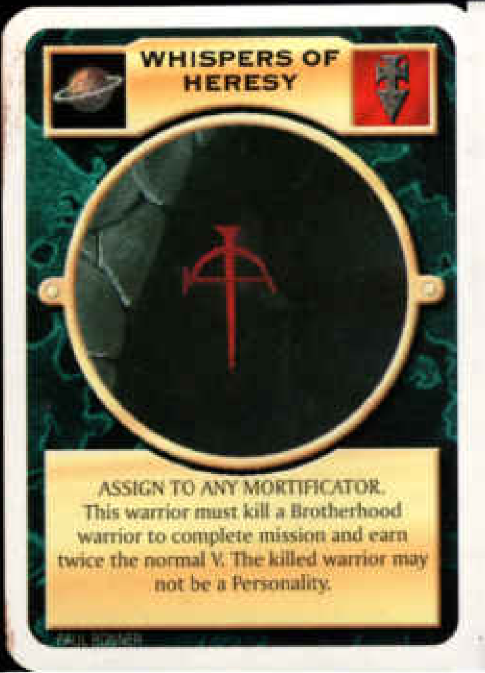
PAUL BONNER



WHISPERS OF HERESY

ASSIGN TO ANY MORTIFICATOR. This warrior must kill a Brotherhood warrior to complete mission and earn twice the normal V. The killed warrior may not be a Personality.

PAUL BONNER



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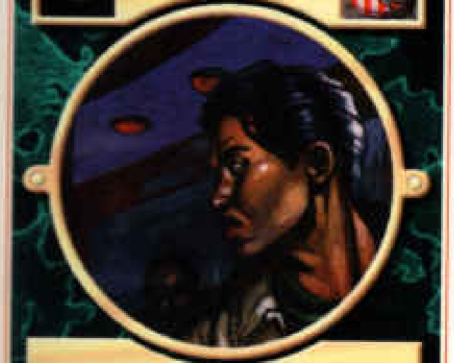
PAUL BONNER

INTERNAL AFFAIRS CRACKDOWN



ASSIGN TO ANY CAPITOL DOOMTROOPER. This warrior must kill a Capitol Doomtrooper to complete the mission and earn points equal to twice the V of the killed warrior. The attacked warrior may not be identical to this warrior.

INTERNAL AFFAIRS CRACKDOWN

ASSIGN TO ANY CAPITOL DOOMTROOPER. This warrior must kill a Capitol Doomtrooper to complete mission and earn twice the normal V. The mission-holder may attack non-Personality Capitol Doomtroopers until mission is fulfilled or otherwise removed.

STUDIO PARENTE

INTERNAL AFFAIRS CRACKDOWN

ASSIGN TO ANY CAPITOL DOOMTROOPER. This warrior must kill a Capitol Doomtrooper to complete mission and earn twice the normal V. The mission-holder may attack non-Personality Capitol Doomtroopers until mission is fulfilled or otherwise removed.

STUDIO PARENTE

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ASSIGN TO ANY CYBERTRONIC DOOMTROOPER. This warrior must kill a Cybertronic Doomtrooper to complete the mission and earn points equal to twice the V of the killed warrior. The attacked warrior may not be identical to this warrior.

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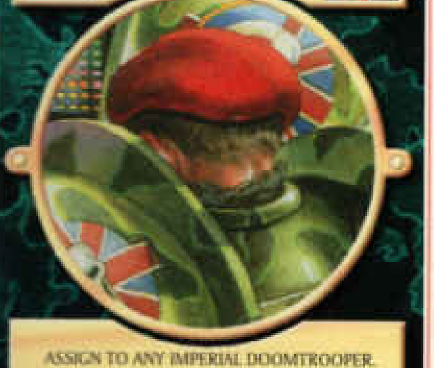
STUDIO PARENTE

CLAN INFIGHTING



ASSIGN TO ANY IMPERIAL DOOMTROOPER. This warrior must kill an Imperial Doomtrooper to complete the mission and earn points equal to twice the killed warrior's V. The attacked warrior may not be identical to this warrior.

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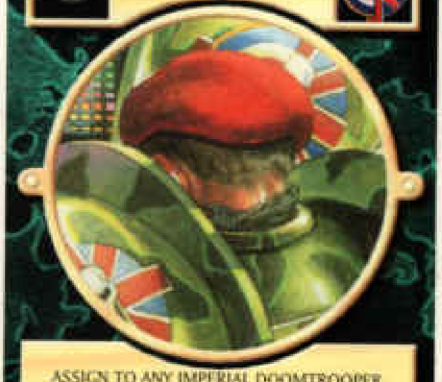

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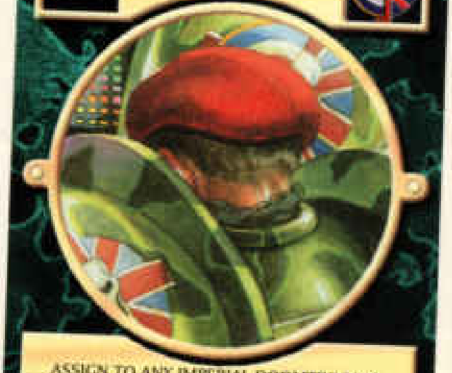

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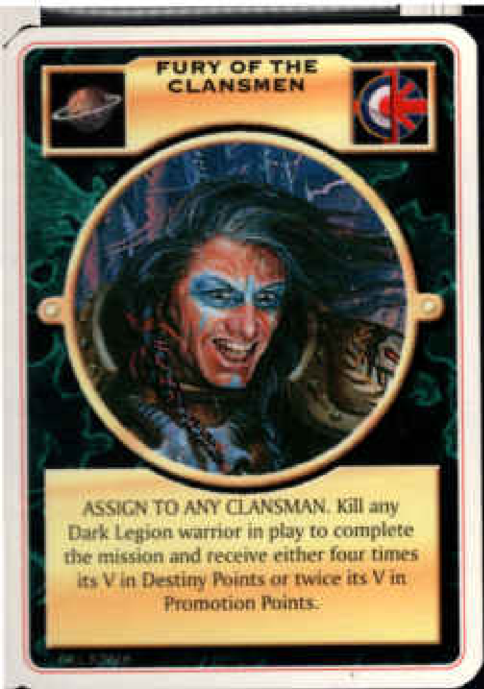
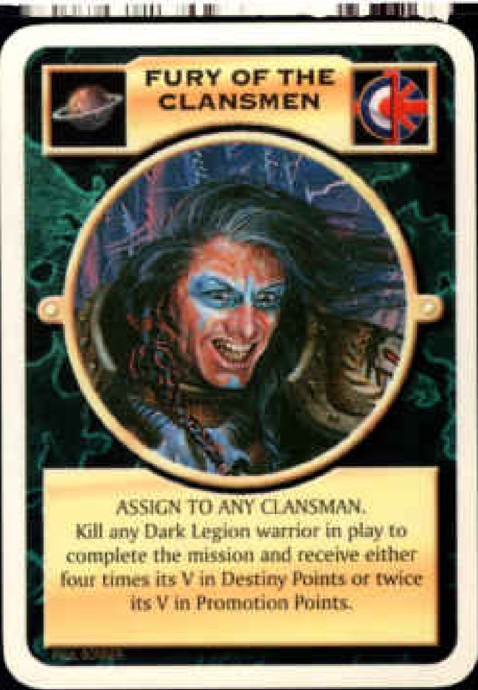


FURY OF THE CLANSMEN

ASSIGN TO ANY CLANSMAN. Kill any Dark Legion warrior in play to complete the mission and receive either four times its V in Destiny Points or twice its V in Promotion Points.



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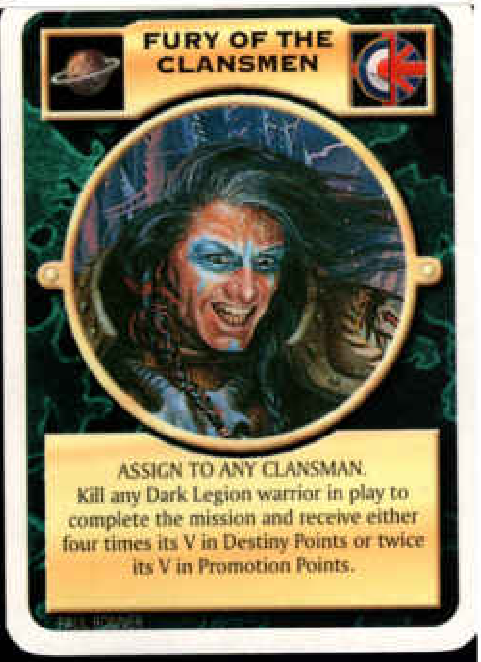

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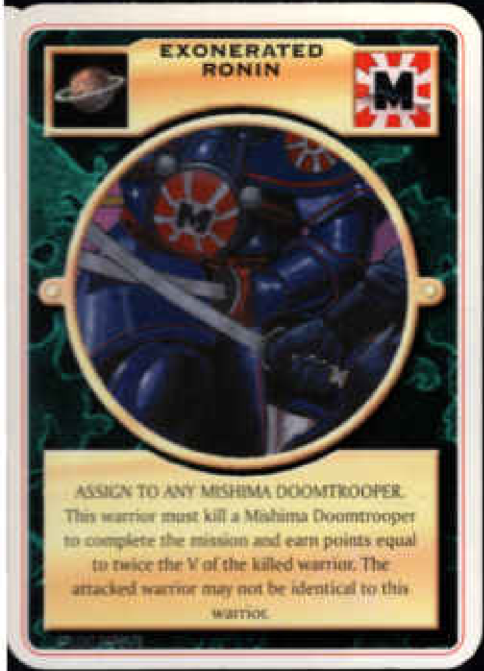
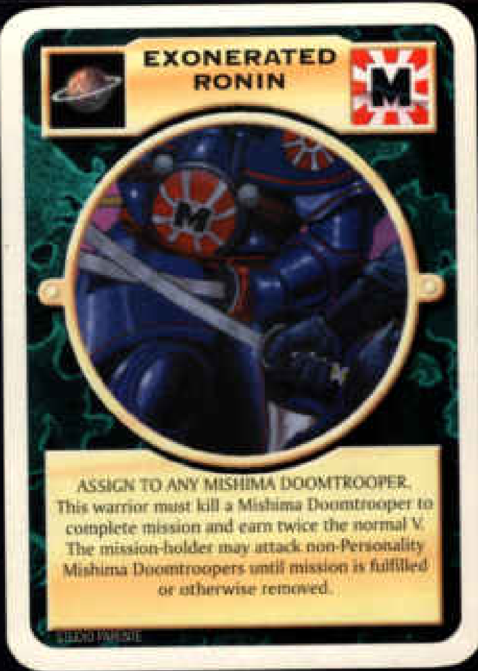


EXONERATED RONIN

ASSIGN TO ANY MISHIMA DOOMTROOPER.
This warrior must kill a Mishima Doomtrooper to complete the mission and earn points equal to twice the V of the killed warrior. The attacked warrior may not be identical to this warrior.



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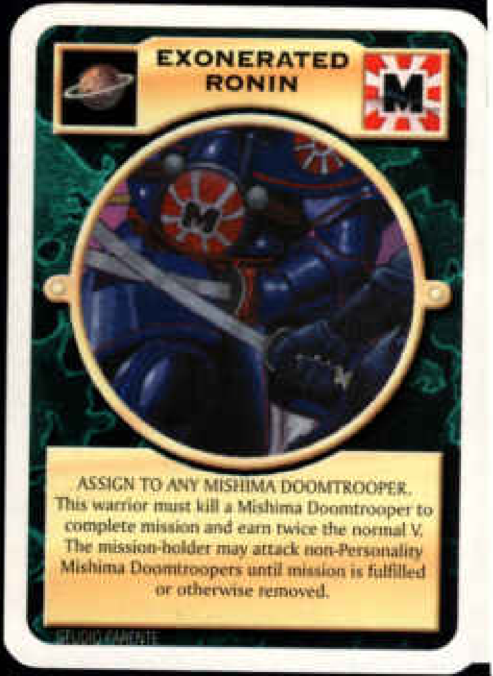
STUDIO PARENTE



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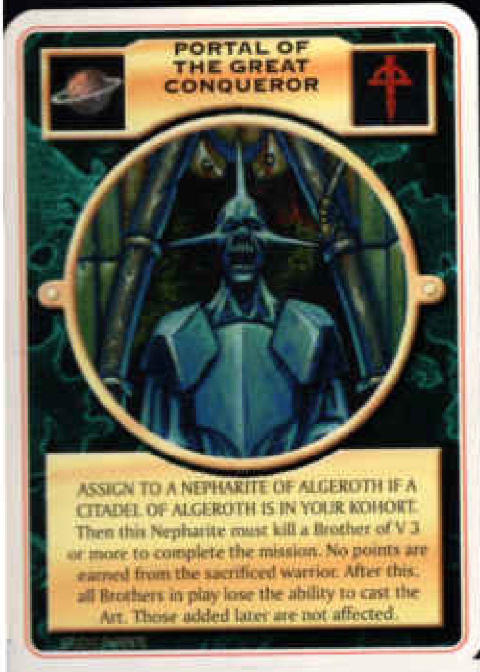
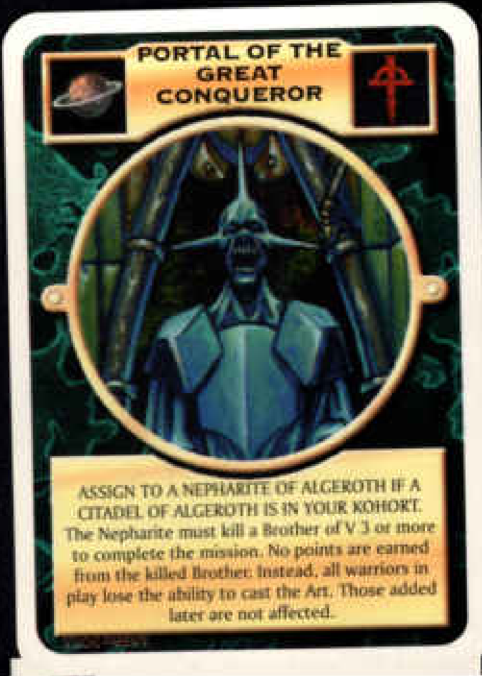


PORTAL OF THE GREAT CONQUEROR

ASSIGN TO A NEPHARITE OF ALGEROTH IF A CITADEL OF ALGEROTH IS IN YOUR KOHORT.
Then this Nepharite must kill a Brother of V 3 or more to complete the mission. No points are earned from the sacrificed warrior. After this, all Brothers in play lose the ability to cast the Art. Those added later are not affected.



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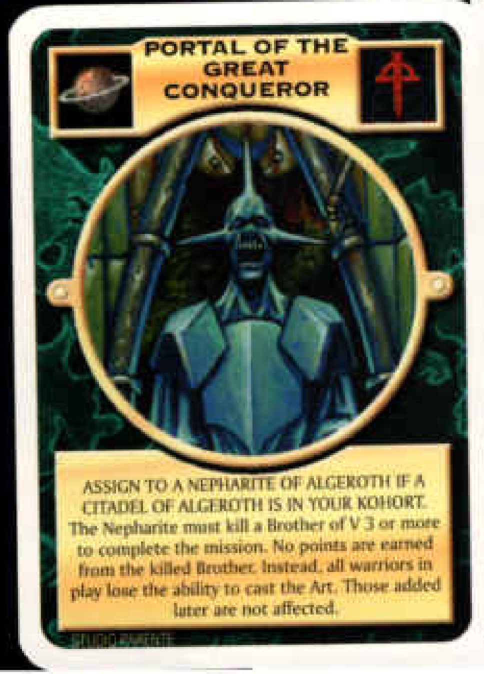

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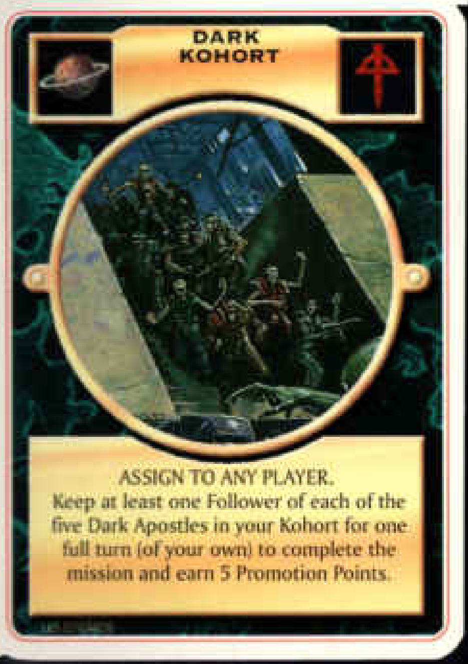
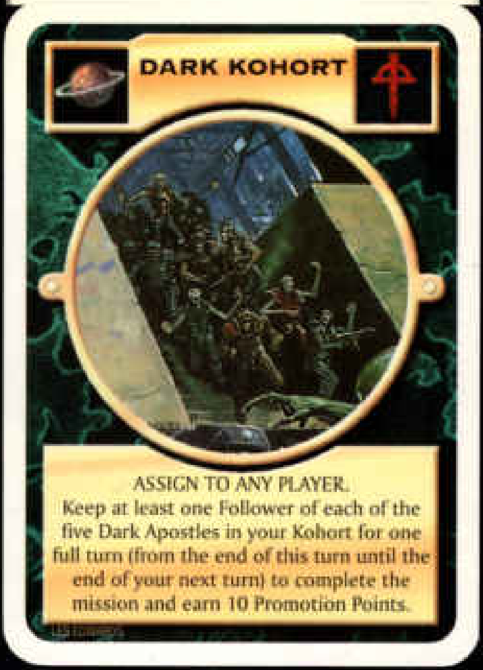


DARK KOHORT

ASSIGN TO ANY PLAYER.
Keep at least one Follower of each of the five Dark Apostles in your Kohort for one full turn (of your own) to complete the mission and earn 5 Promotion Points.

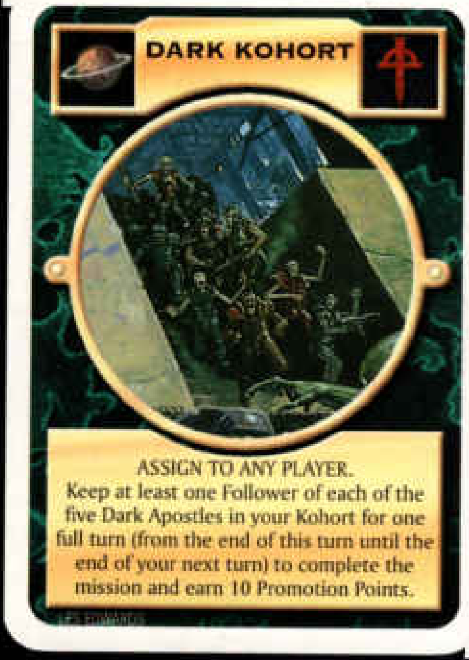
LES EDWARDS



DARK KOHORT

ASSIGN TO ANY PLAYER.
Keep at least one Follower of each of the five Dark Apostles in your Kohort for one full turn (from the end of this turn until the end of your next turn) to complete the mission and earn 10 Promotion Points.

LES EDWARDS



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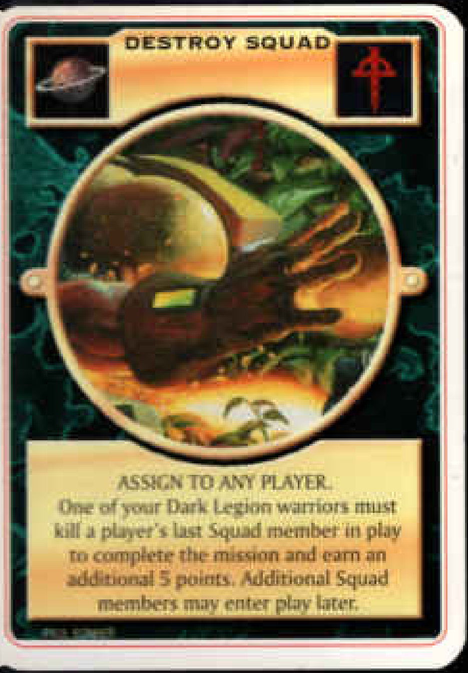
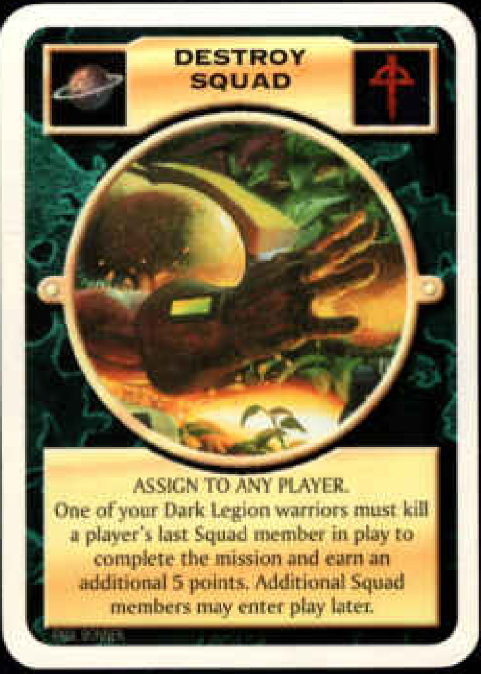


DESTROY SQUAD

ASSIGN TO ANY PLAYER.
One of your Dark Legion warriors must kill a player's last Squad member in play to complete the mission and earn an additional 5 points. Additional Squad members may enter play later.

PAUL BONNER



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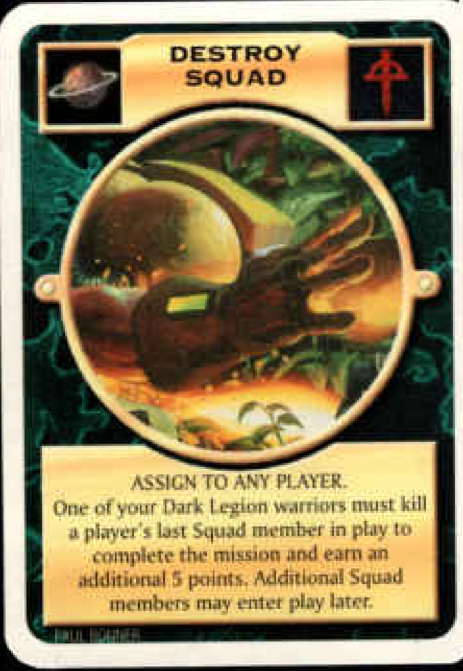

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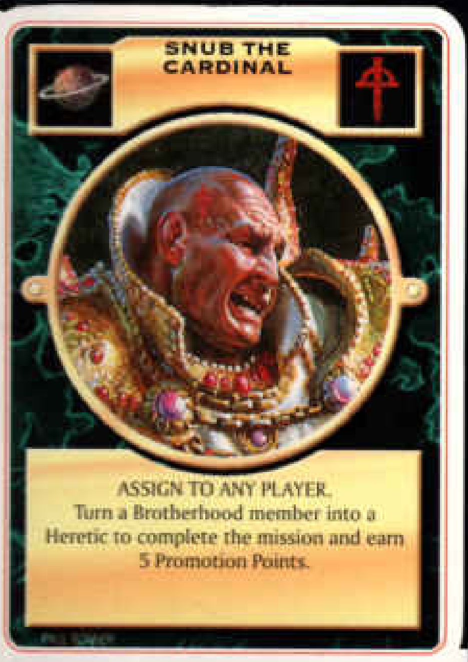
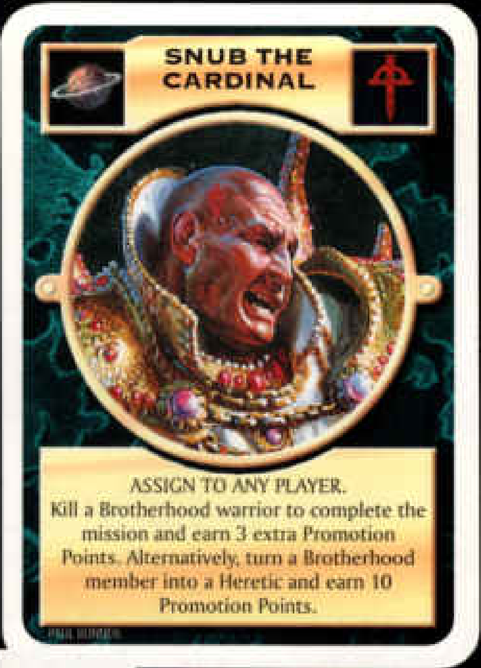


SNUB THE CARDINAL

ASSIGN TO ANY PLAYER.
Turn a Brotherhood member into a Heretic to complete the mission and earn 5 Promotion Points.

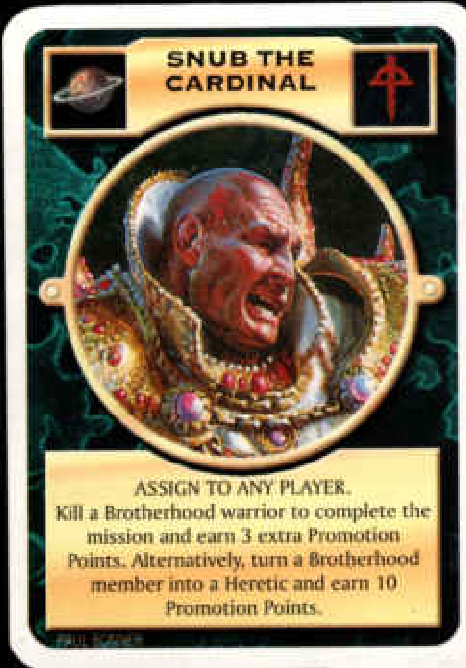
PAUL BONNER



SNUB THE CARDINAL

ASSIGN TO ANY PLAYER.
Kill a Brotherhood warrior to complete the mission and earn 3 extra Promotion Points. Alternatively, turn a Brotherhood member into a Heretic and earn 10 Promotion Points.

PAUL BONNER



SNUB THE CARDINAL

ASSIGN TO ANY PLAYER.
Kill a Brotherhood warrior to complete the mission and earn 3 extra Promotion Points. Alternatively, turn a Brotherhood member into a Heretic and earn 10 Promotion Points.

PAUL BONNER

ASSASSINATION

ASSIGN TO ANY WARRIOR.
This warrior must choose a healthy warrior (one with no wounds) and kill it to complete the mission and earn points equal to twice the Value of the assassinated warrior.

ASSASSINATION

ASSIGN TO ANY WARRIOR.
This warrior must choose a healthy warrior (one with no wounds) and kill it to complete the mission and earn points equal to twice the Value of the assassinated warrior.

STUDIO PARENTE

ASSASSINATION

ASSIGN TO ANY WARRIOR.
This warrior must choose a healthy warrior (one with no wounds) and kill it to complete the mission and earn points equal to twice the Value of the assassinated warrior.

STUDIO PARENTE

SIEGE OF THE CITADEL

ASSIGN TO ANY PLAYER.
Destroy any Dark Apostle's Citadel in play to complete the mission and receive 3 Promotion Points.

SIEGE OF THE CITADEL

ASSIGN TO ANY PLAYER.
Kill a warrior protected by a Citadel to earn twice its normal V.

LES EDWARDS

SIEGE OF THE CITADEL

ASSIGN TO ANY PLAYER.
Kill a warrior protected by a Citadel to earn twice its normal V.

LES EDWARDS

PROVE YOUR VALOR

ASSIGN TO ANY WARRIOR.
Choose a warrior with a V of at least twice this warrior's. This warrior must kill that warrior and survive the combat to complete the mission and earn points equal to three times the V of the slain warrior.

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Choose a warrior with a V of at least twice this warrior's. This warrior must kill that warrior and survive the combat to complete the mission and earn points equal to three times the V of the slain warrior.

STUDIO PARENTE

PROVE YOUR VALOR

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Choose a warrior with a V of at least twice this warrior's. This warrior must kill that warrior and survive the combat to complete the mission and earn points equal to three times the V of the slain warrior.

STUDIO PARENTE

SUICIDE MISSION

ASSIGN TO ANY WARRIOR.
If this warrior is killed, the mission is completed. The player controlling the warrior earns Promotion Points equal to the warrior's V, and 3 more if the warrior killed another warrior in its final battle.

STUDIO PARENTE

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STUDIO PARENTE

SUICIDE MISSION

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If this warrior is killed, the mission is completed. The player controlling the warrior earns Promotion Points equal to the warrior's V, and 3 more if the warrior killed another warrior in its final battle.

STUDIO PARENTE

INFILTRATION

ASSIGN TO ANY PLAYER. Destroy any city in play to complete the mission and receive 3 Promotion Points.

TONY BAUER

INFILTRATION

ASSIGN TO ANY PLAYER.
Destroy any City, Cathedral or Citadel in play to complete the mission and receive 6 Promotion Points.

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INFILTRATION

ASSIGN TO ANY PLAYER.
Destroy any City, Cathedral or Citadel in play to complete the mission and receive 6 Promotion Points.

TONY BAUER

DESTROY KOHORT

ASSIGN TO ANY PLAYER.
One of your Doomtroopers must kill a player's last Kohort member in play to complete the mission and earn an additional 5 points. Additional Kohort members may enter play later.

PAUL BONNER

DESTROY KOHORT

ASSIGN TO ANY PLAYER.
One of your Doomtroopers must kill a player's last Kohort member in play to complete the mission and earn an additional 5 points. Additional Kohort members may enter play later.

PAUL BONNER

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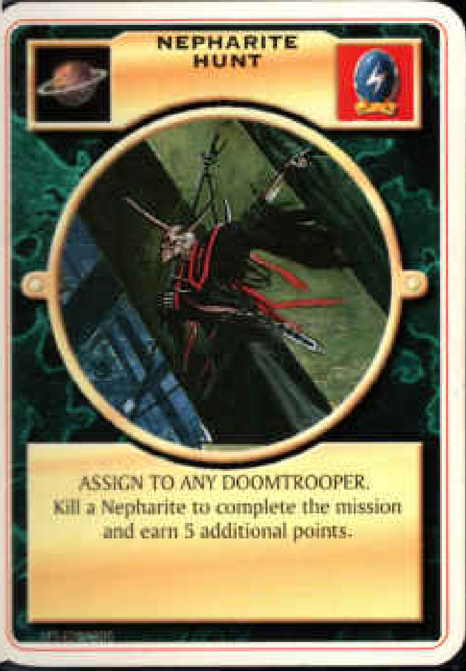
One of your Doomtroopers must kill a player's last Kohort member in play to complete the mission and earn an additional 5 points. Additional Kohort members may enter play later.

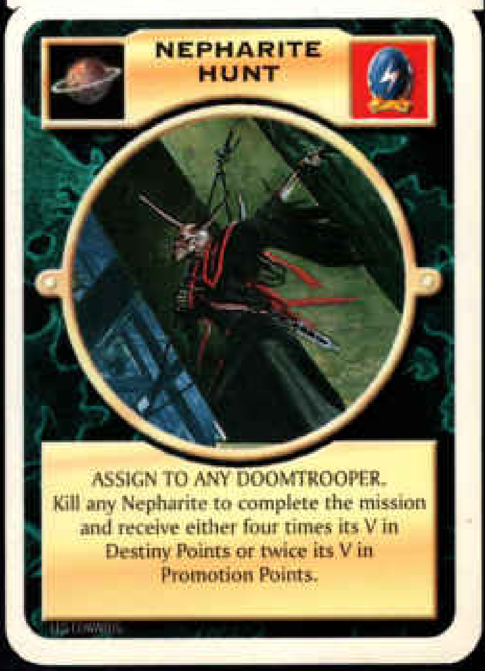
PAUL BONNER



NEPHARITE HUNT

ASSIGN TO ANY DOOMTROOPER.
Kill a Nepharite to complete the mission and earn 5 additional points.

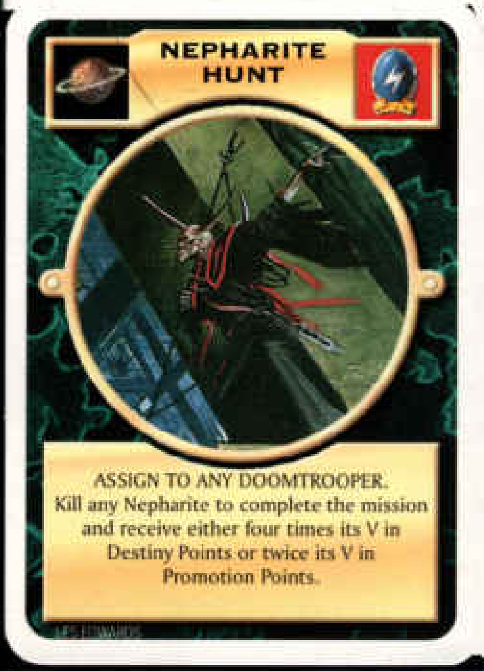
LES EDWARDS



NEPHARITE HUNT

ASSIGN TO ANY DOOMTROOPER.
Kill any Nepharite to complete the mission and receive either four times its V in Destiny Points or twice its V in Promotion Points.

LES EDWARDS



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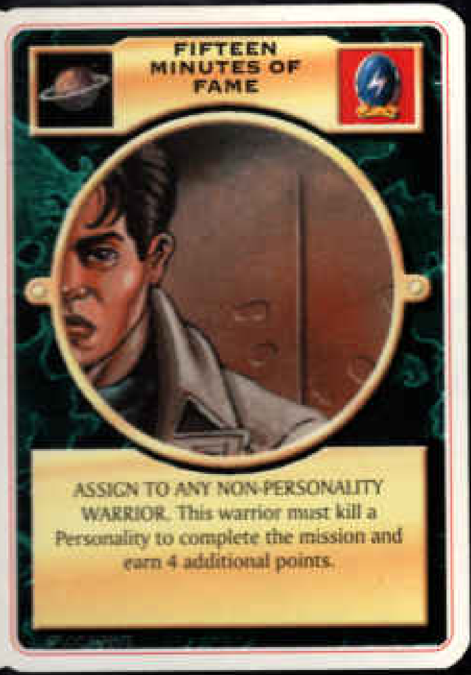
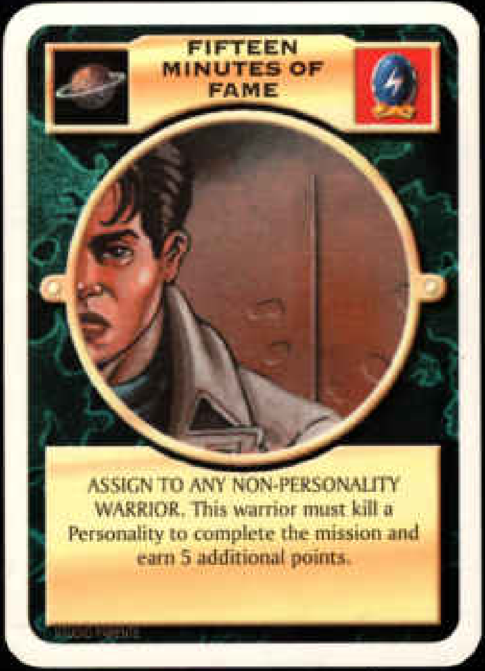


FIFTEEN MINUTES OF FAME

ASSIGN TO ANY NON-PERSONALITY WARRIOR. This warrior must kill a Personality to complete the mission and earn 4 additional points.

PAOLO PARENTE



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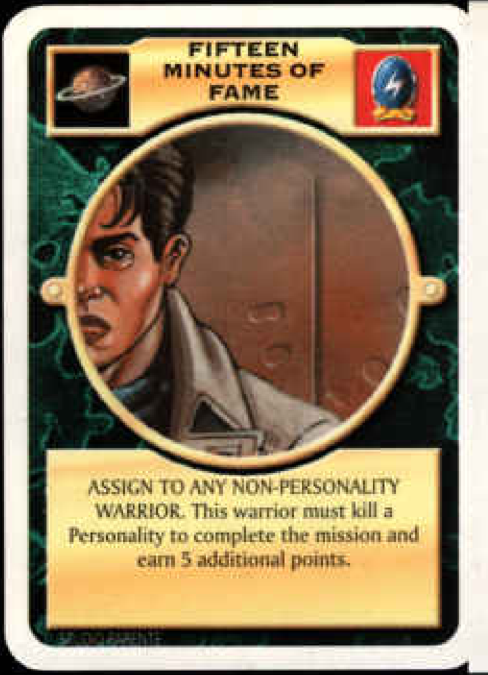

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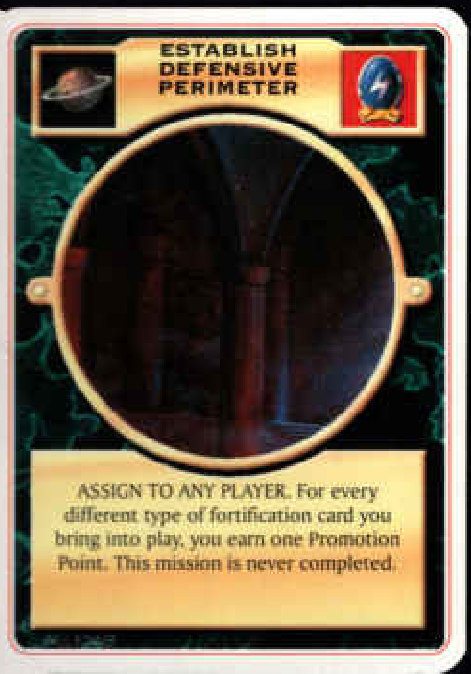
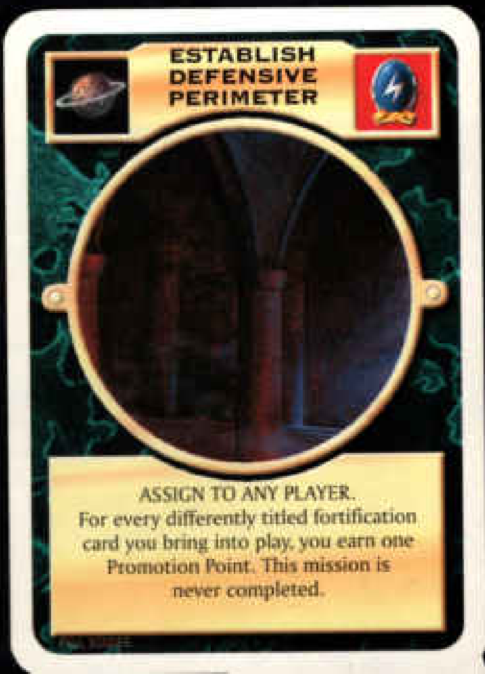


ESTABLISH DEFENSIVE PERIMETER

ASSIGN TO ANY PLAYER. For every different type of fortification card you bring into play, you earn one Promotion Point. This mission is never completed.

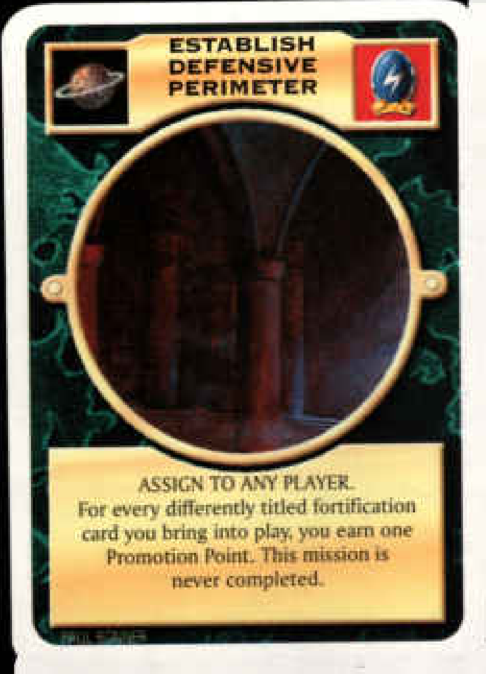
PAUL BONNER



ESTABLISH DEFENSIVE PERIMETER

ASSIGN TO ANY PLAYER.
For every differently titled fortification card you bring into play, you earn one Promotion Point. This mission is never completed.

PAUL BONNER



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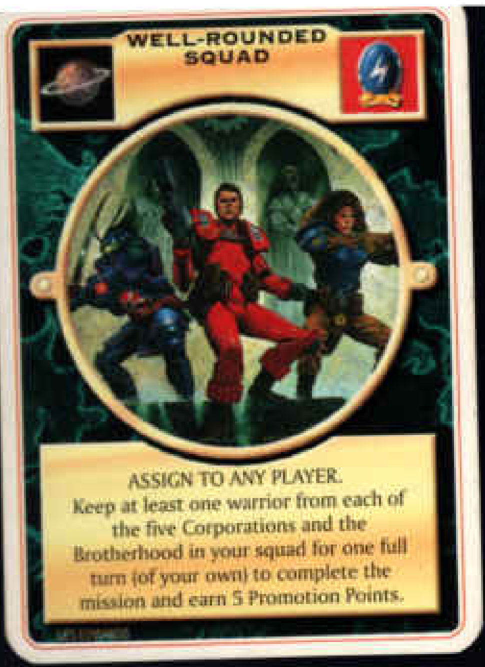
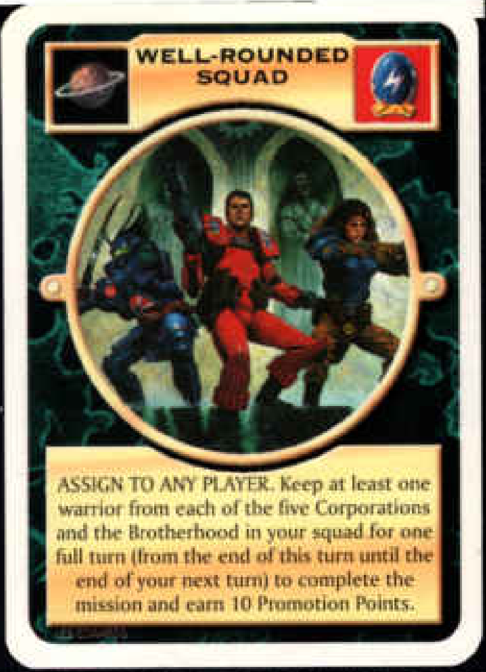


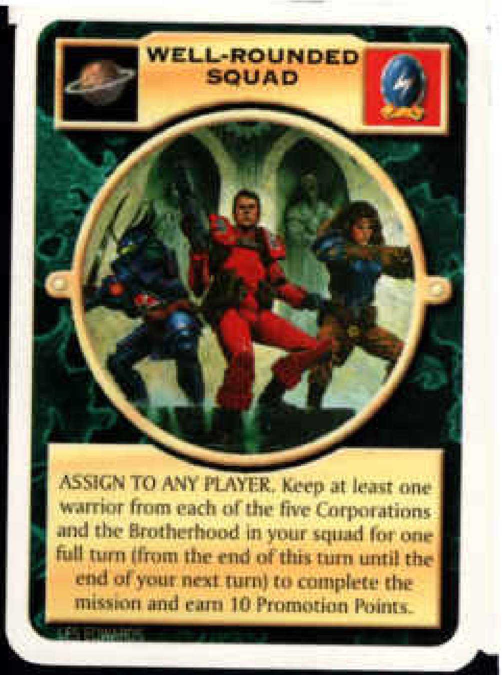
WELL-ROUNDED SQUAD

ASSIGN TO ANY PLAYER.
Keep at least one warrior from each of the five Corporations and the Brotherhood in your squad for one full turn (of your own) to complete the mission and earn 5 Promotion Points.



WELL-ROUNDED SQUAD

ASSIGN TO ANY PLAYER. Keep at least one warrior from each of the five Corporations and the Brotherhood in your squad for one full turn (from the end of this turn until the end of your next turn) to complete the mission and earn 10 Promotion Points.



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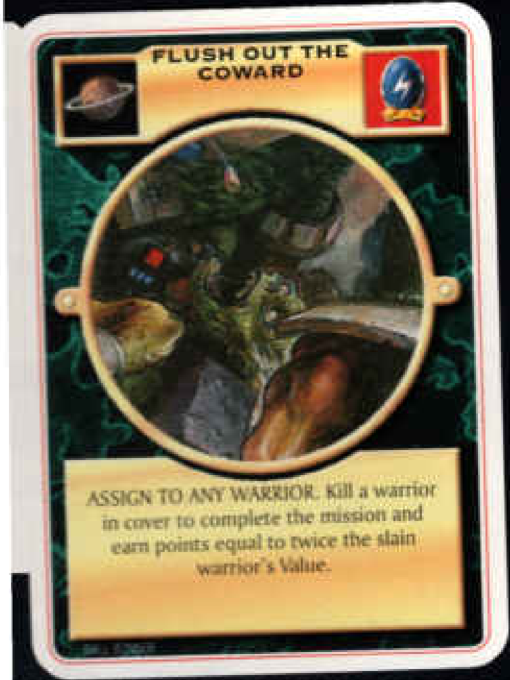
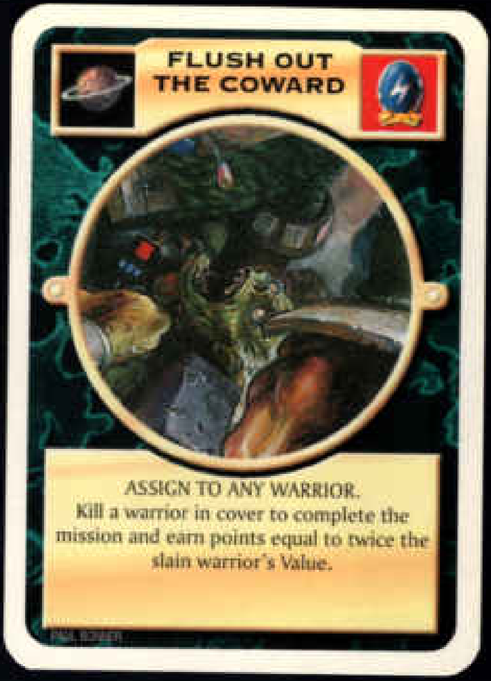


FLUSH OUT THE COWARD

ASSIGN TO ANY WARRIOR. Kill a warrior in cover to complete the mission and earn points equal to twice the slain warrior's Value.



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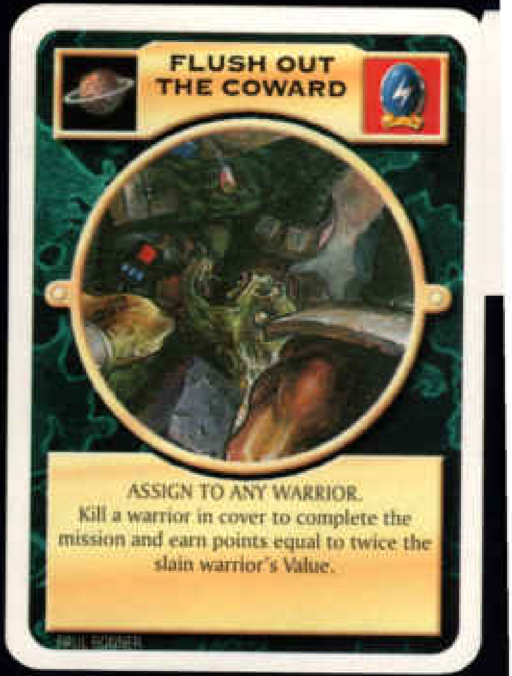

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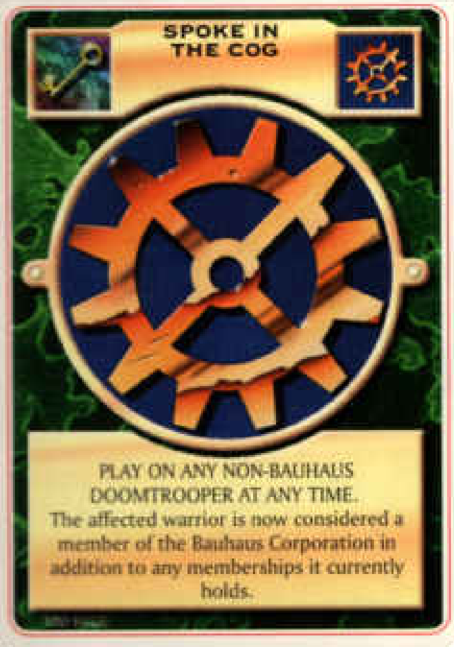

SPOKE IN THE COG

PLAY ON ANY NON-BAUHAUS DOOMTROOPER AT ANY TIME. The affected warrior is now considered a member of the Bauhaus Corporation in addition to any memberships it currently holds.

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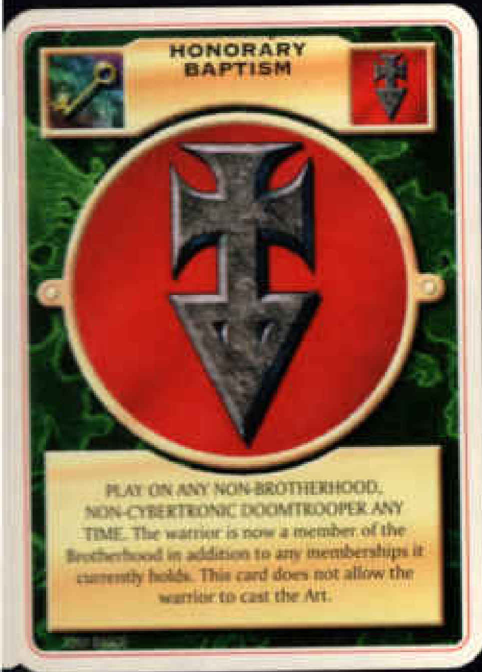

HONORARY BAPTISM

PLAY ON ANY NON-BROTHERHOOD, NON-CYBERTRONIC DOOMTROOPER ANY TIME. The warrior is now a member of the Brotherhood in addition to any memberships it currently holds. This card does not allow the warrior to cast the Art.

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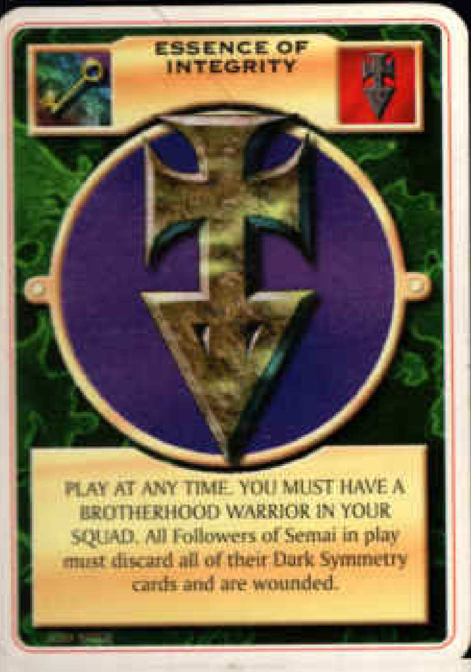

ESSENCE OF INTEGRITY

PLAY AT ANY TIME. YOU MUST HAVE A BROTHERHOOD WARRIOR IN YOUR SQUAD. All Followers of Semai in play must discard all of their Dark Symmetry cards and are wounded.

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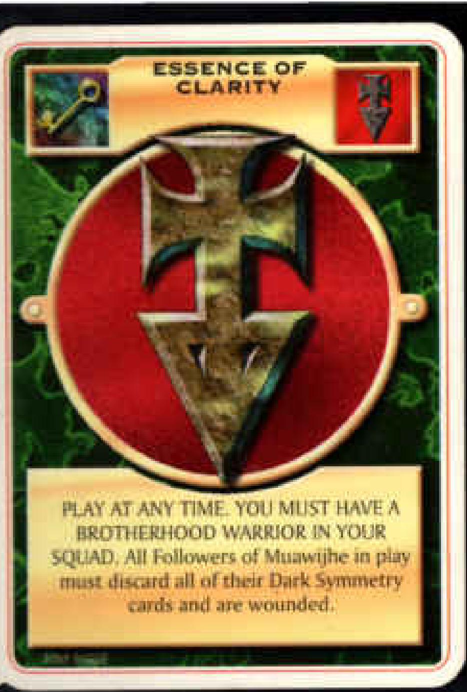

ESSENCE OF CLARITY

PLAY AT ANY TIME. YOU MUST HAVE A BROTHERHOOD WARRIOR IN YOUR SQUAD. All Followers of Muawijhe in play must discard all of their Dark Symmetry cards and are wounded.

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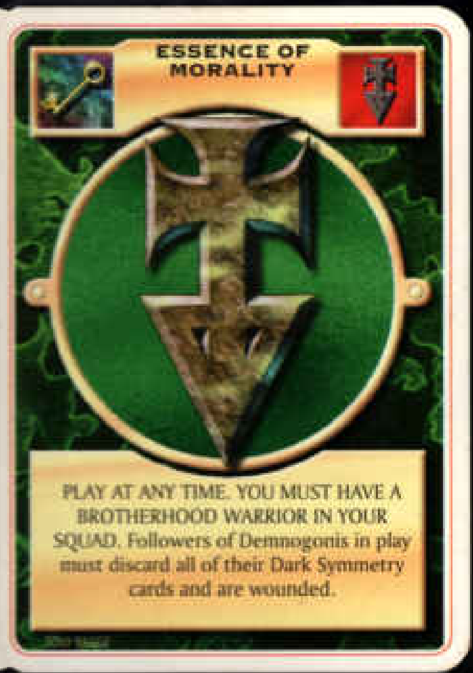

ESSENCE OF MORALITY

PLAY AT ANY TIME. YOU MUST HAVE A BROTHERHOOD WARRIOR IN YOUR SQUAD. Followers of Demnogonis in play must discard all of their Dark Symmetry cards and are wounded.

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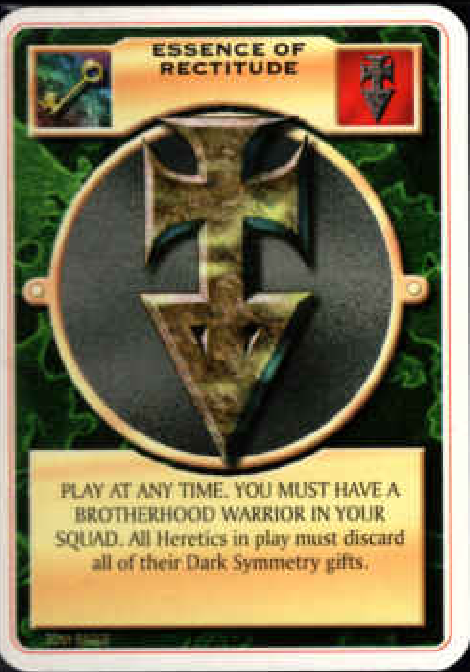

ESSENCE OF RECTITUDE

PLAY AT ANY TIME. YOU MUST HAVE A BROTHERHOOD WARRIOR IN YOUR SQUAD. All Heretics in play must discard all of their Dark Symmetry gifts.

ESSENCE OF RECTITUDE

PLAY AT ANY TIME. YOU MUST HAVE A BROTHERHOOD WARRIOR IN YOUR SQUAD. All Heretics in play must discard all of their Dark Symmetry Gifts.

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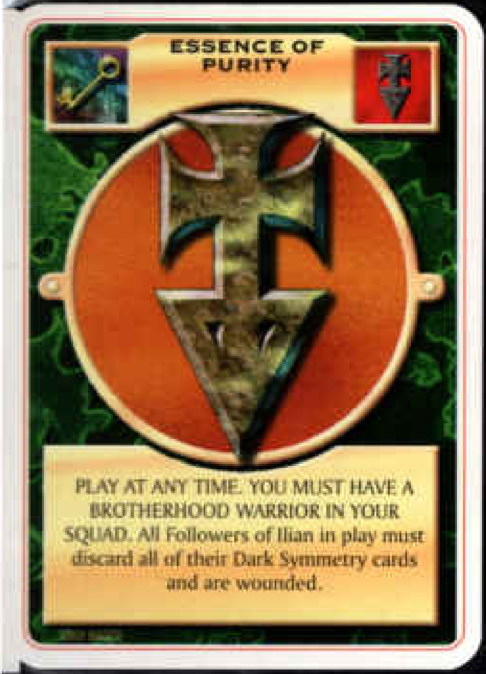

ESSENCE OF PURITY

PLAY AT ANY TIME. YOU MUST HAVE A BROTHERHOOD WARRIOR IN YOUR SQUAD. All Followers of Ilian in play must discard all of their Dark Symmetry cards and are wounded.

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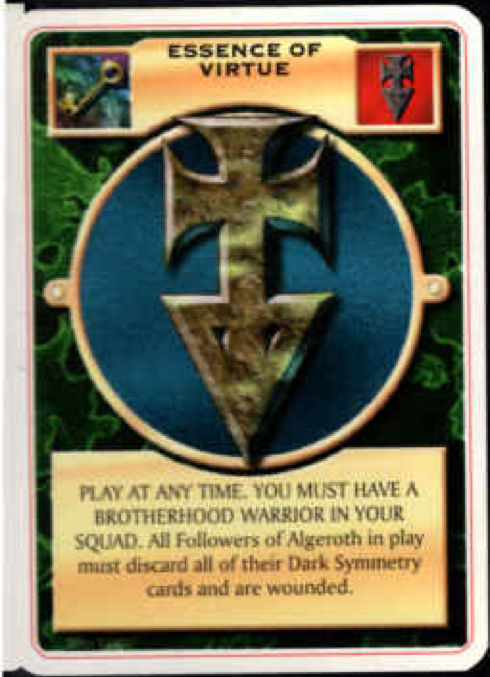

ESSENCE OF VIRTUE

PLAY AT ANY TIME. YOU MUST HAVE A BROTHERHOOD WARRIOR IN YOUR SQUAD. All Followers of Algeroth in play must discard all of their Dark Symmetry cards and are wounded.

ESSENCE OF VIRTUE

PLAY AT ANY TIME.
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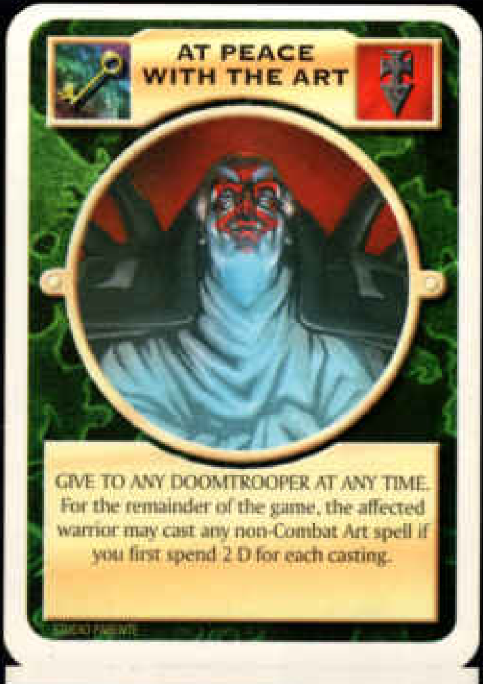

AT PEACE WITH THE ART

GIVE TO ANY DOOMTROOPER AT ANY TIME. For the remainder of the game, the affected warrior may cast any non-Combat Art spell if you first spend 2 D for each casting.

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MYSTICAL TRAINING

PLAY ON ONE BROTHERHOOD MEMBER AS THREE ACTIONS. The affected Brother is now able to use all disciplines of the Art. This card remains with the warrior.

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PAUL BONNER

REVELATION

PLAY ON ANY DOOMTROOPER AT ANY TIME. The affected warrior may immediately cast any Art spell. You must immediately play the Art card that the warrior is casting. You must still pay any costs listed on the Art card.

PETER ANDREW JONES

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PLAY ON ANY DOOMTROOPER AT ANY TIME. The affected warrior may immediately cast any Art spell. You must immediately play the Art card that the warrior is casting. You must still pay any costs listed on the Art card.

PETER ANDREW JONES

REPENTANCE

PLAY AT ANY TIME. All Heretics in play are discarded.

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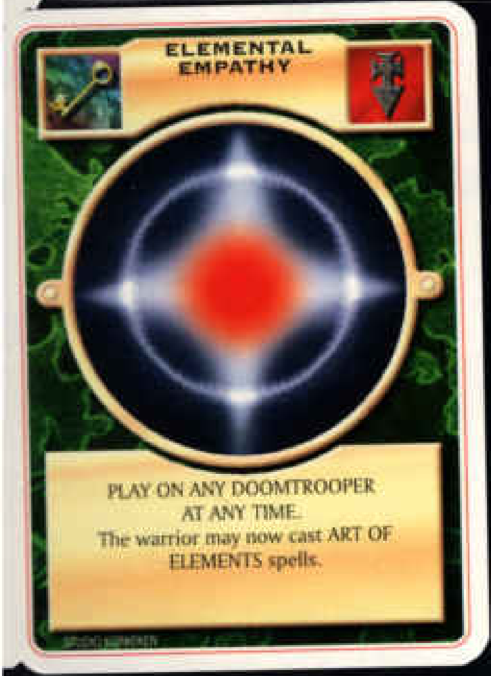
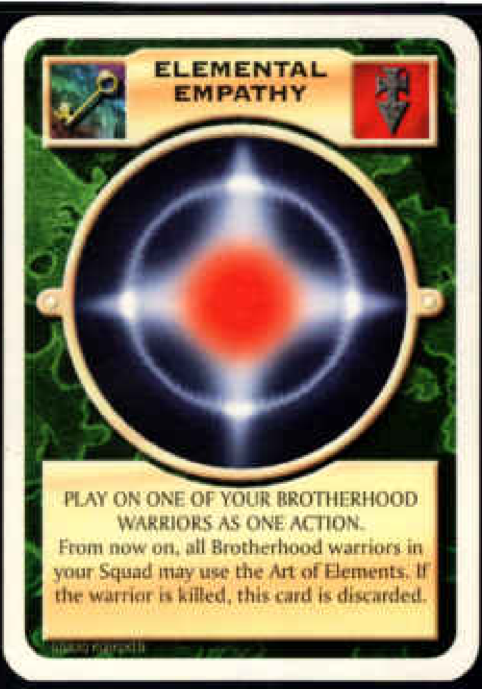
STUDIO PARENTE



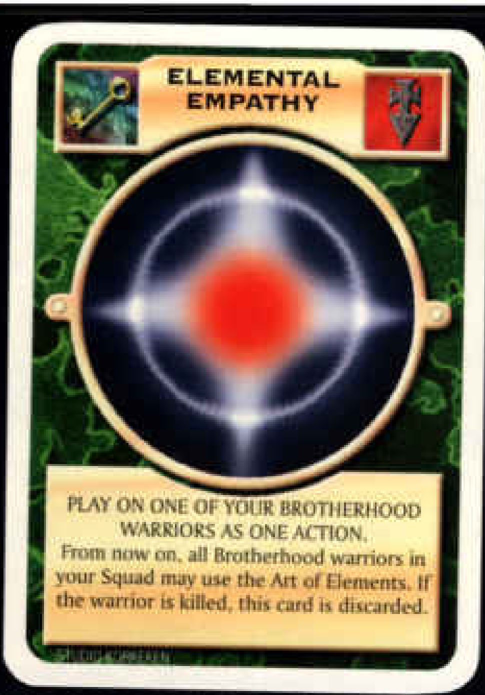
ELEMENTAL EMPATHY

PLAY ON ANY DOOMTROOPER AT ANY TIME.
The warrior may now cast ART OF ELEMENTS spells.



ELEMENTAL EMPATHY

PLAY ON ONE OF YOUR BROTHERHOOD WARRIORS AS ONE ACTION.
From now on, all Brotherhood warriors in your Squad may use the Art of Elements. If the warrior is killed, this card is discarded.



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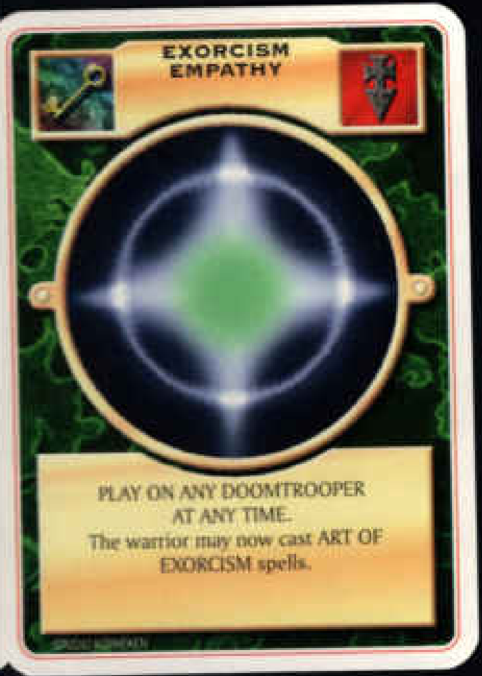
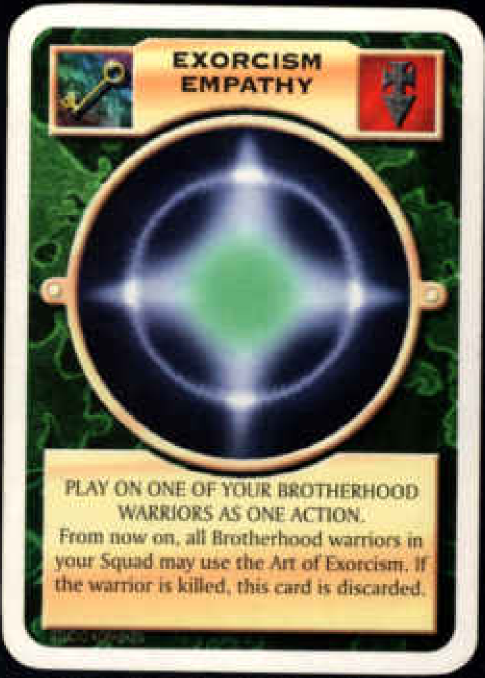


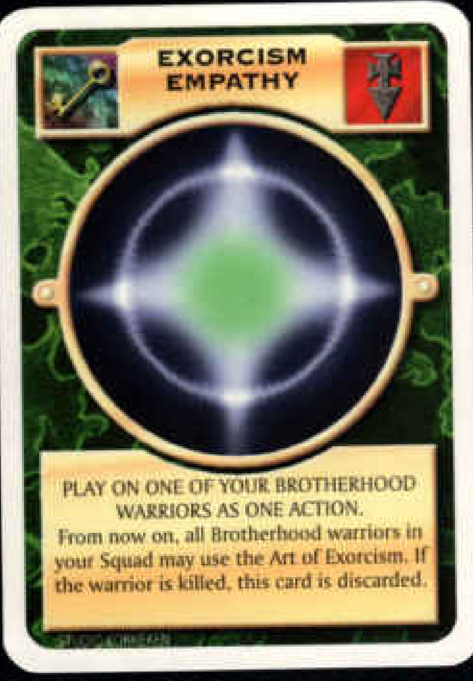
EXORCISM EMPATHY

PLAY ON ANY DOOMTROOPER AT ANY TIME.
The warrior may now cast ART OF EXORCISM spells.



EXORCISM EMPATHY

PLAY ON ONE OF YOUR BROTHERHOOD WARRIORS AS ONE ACTION.
From now on, all Brotherhood warriors in your Squad may use the Art of Exorcism. If the warrior is killed, this card is discarded.



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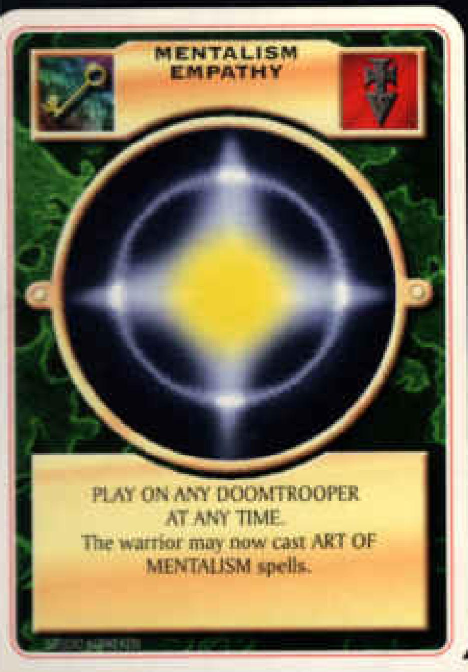
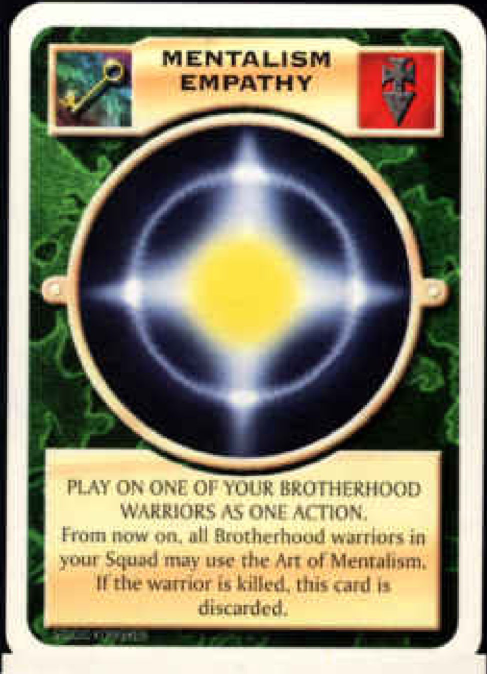


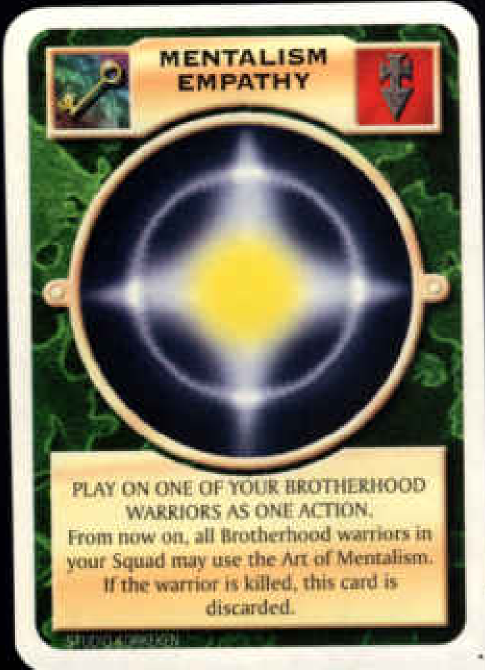
MENTALISM EMPATHY

PLAY ON ANY DOOMTROOPER AT ANY TIME.
The warrior may now cast ART OF MENTALISM spells.



MENTALISM EMPATHY

PLAY ON ONE OF YOUR BROTHERHOOD WARRIORS AS ONE ACTION.
From now on, all Brotherhood warriors in your Squad may use the Art of Mentalism. If the warrior is killed, this card is discarded.



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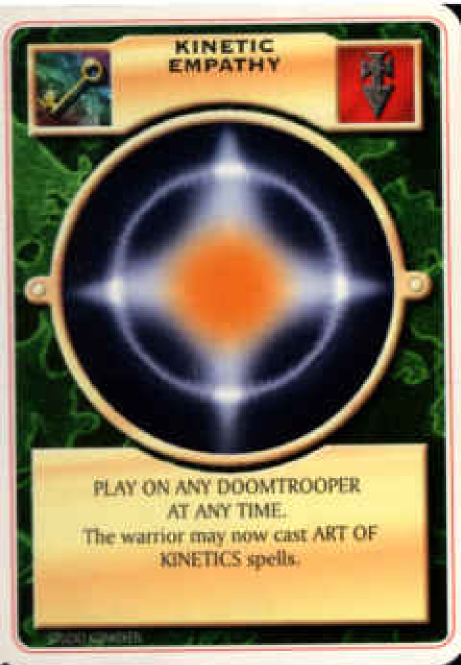
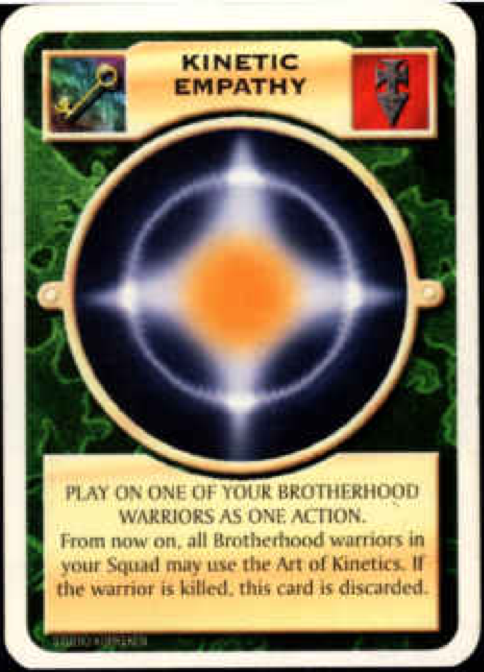


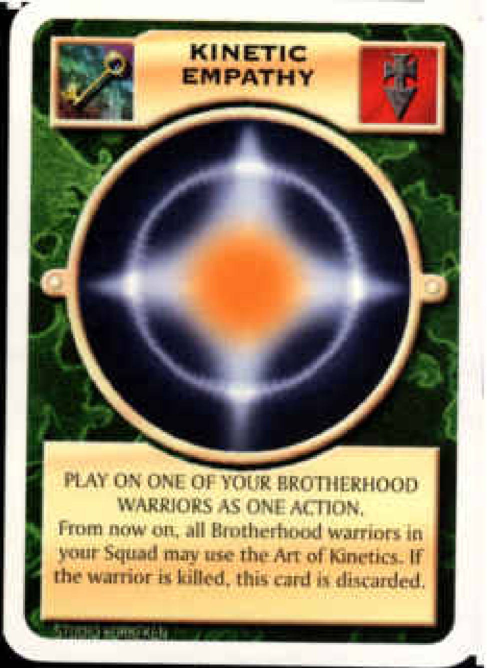
KINETIC EMPATHY

PLAY ON ANY DOOMTROOPER AT ANY TIME.
The warrior may now cast ART OF KINETICS spells.



KINETIC EMPATHY

PLAY ON ONE OF YOUR BROTHERHOOD WARRIORS AS ONE ACTION.
From now on, all Brotherhood warriors in your Squad may use the Art of Kinetics. If the warrior is killed, this card is discarded.



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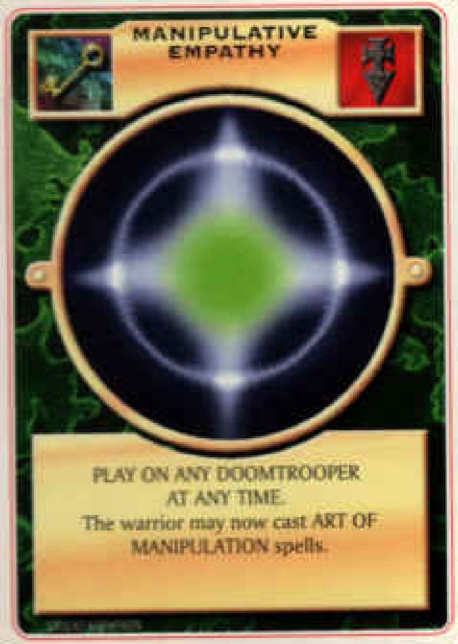
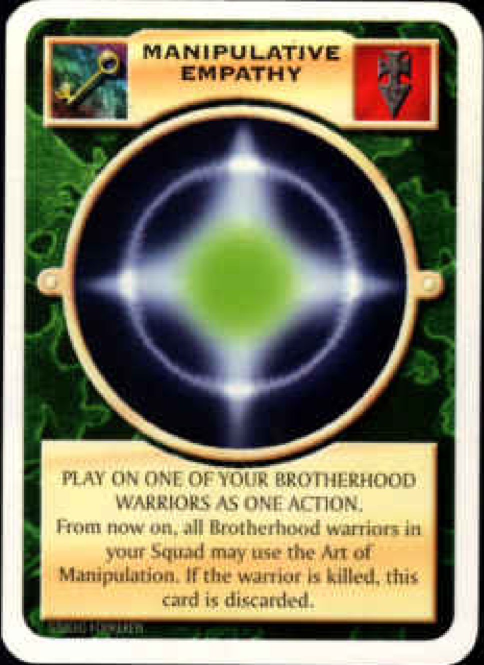


MANIPULATIVE EMPATHY

PLAY ON ANY DOOMTROOPER AT ANY TIME.
The warrior may now cast ART OF MANIPULATION spells.



MANIPULATIVE EMPATHY

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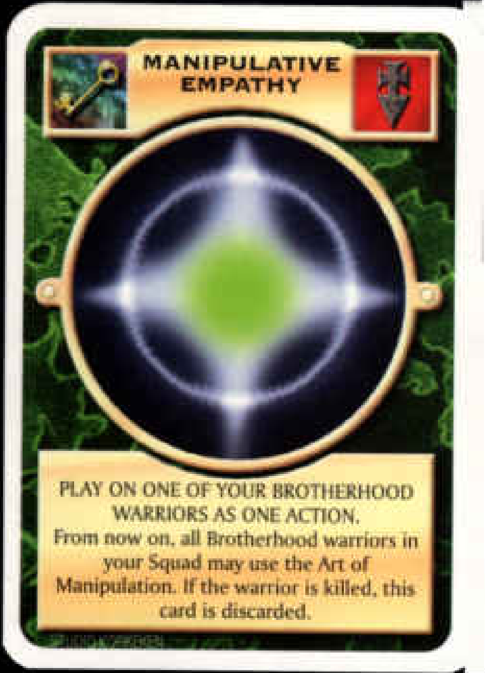
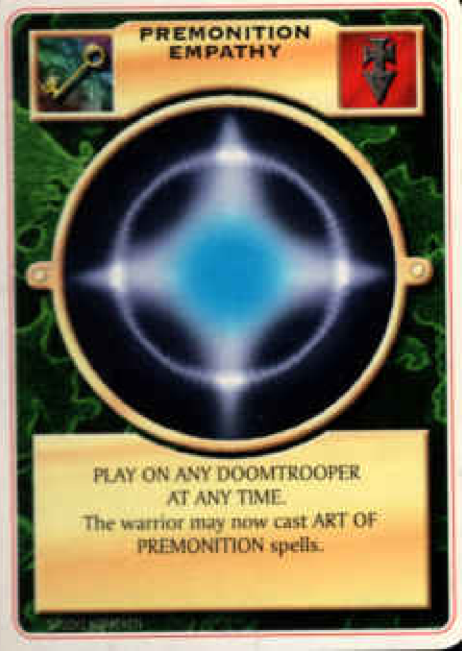
From now on, all Brotherhood warriors in your Squad may use the Art of Manipulation. If the warrior is killed, this card is discarded.



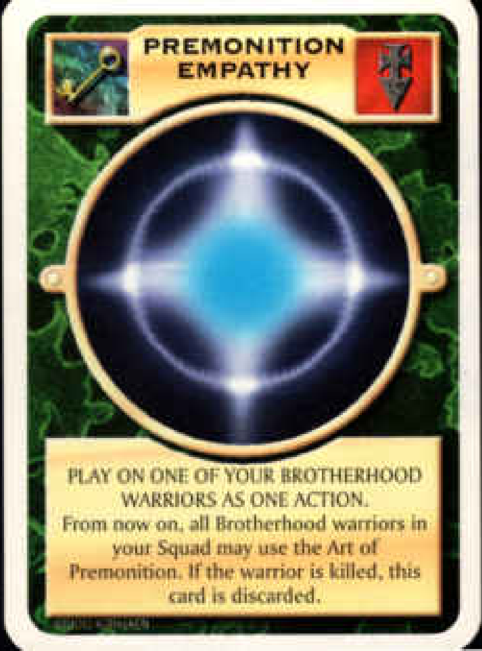
MANIPULATIVE EMPATHY

PLAY ON ONE OF YOUR BROTHERHOOD WARRIORS AS ONE ACTION.
From now on, all Brotherhood warriors in your Squad may use the Art of Manipulation. If the warrior is killed, this card is discarded.



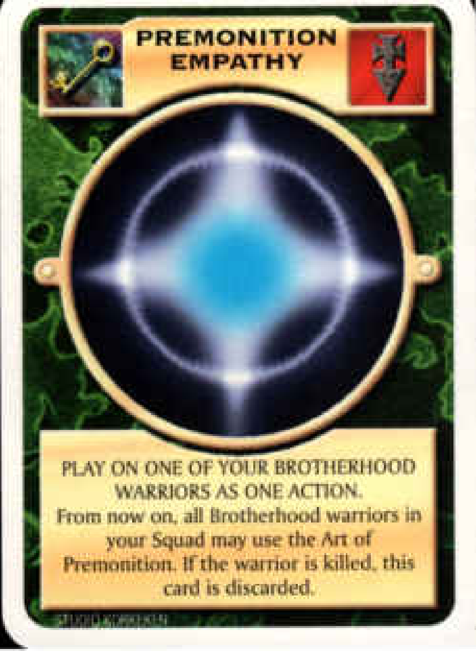
PREMONITION EMPATHY

PLAY ON ANY DOOMTROOPER AT ANY TIME.
The warrior may now cast ART OF PREMONITION spells.



PREMONITION EMPATHY

PLAY ON ONE OF YOUR BROTHERHOOD WARRIORS AS ONE ACTION.
From now on, all Brotherhood warriors in your Squad may use the Art of Premonition. If the warrior is killed, this card is discarded.



PREMONITION EMPATHY

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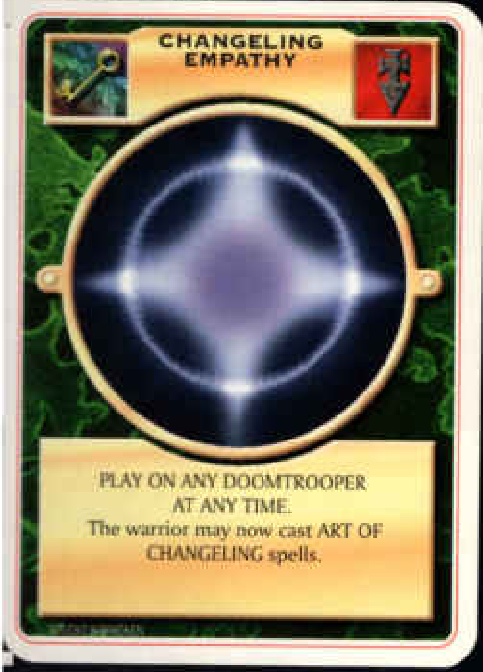
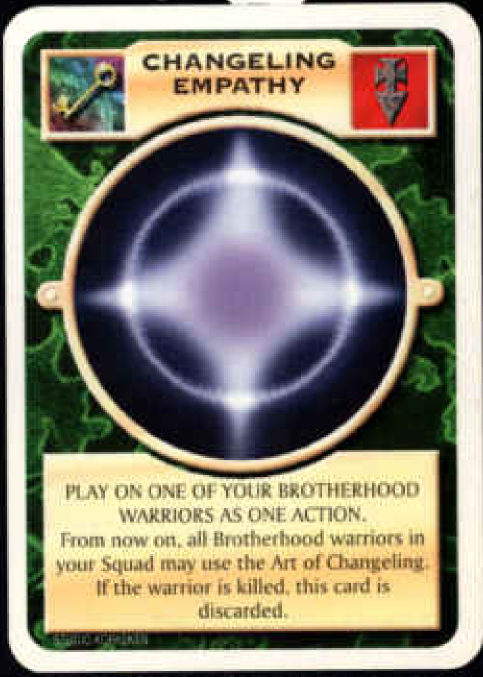


CHANGELING EMPATHY

PLAY ON ANY DOOMTROOPER AT ANY TIME.
The warrior may now cast ART OF CHANGELING spells.



CHANGELING EMPATHY

PLAY ON ONE OF YOUR BROTHERHOOD WARRIORS AS ONE ACTION.
From now on, all Brotherhood warriors in your Squad may use the Art of Changeling. If the warrior is killed, this card is discarded.

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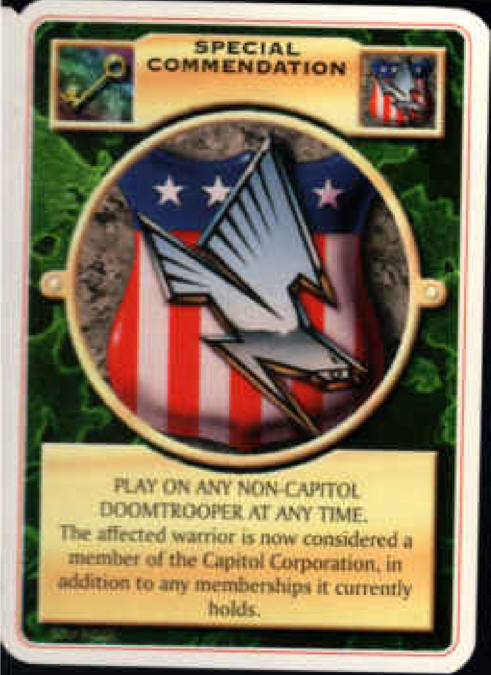

SPECIAL COMMENDATION

PLAY ON ANY NON-CAPITOL DOOMTROOPER AT ANY TIME.
The affected warrior is now considered a member of the Capitol Corporation, in addition to any memberships it currently holds.

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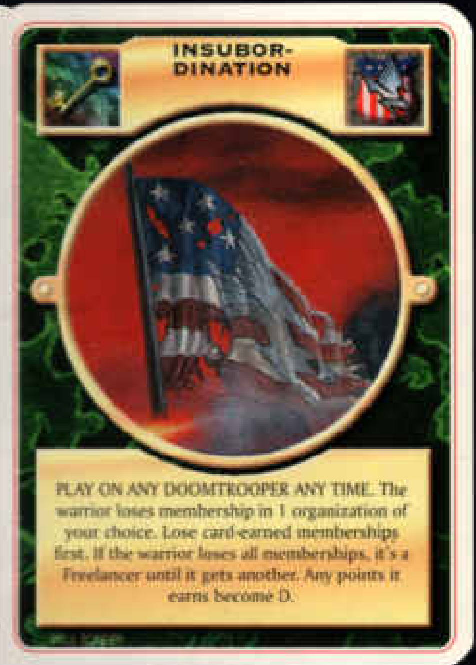

INSUBORDINATION

PLAY ON ANY DOOMTROOPER ANY TIME. The warrior loses membership in 1 organization of your choice. Lose card-earned memberships first. If the warrior loses all memberships, it's a Freelancer until it gets another. Any points it earns become D.

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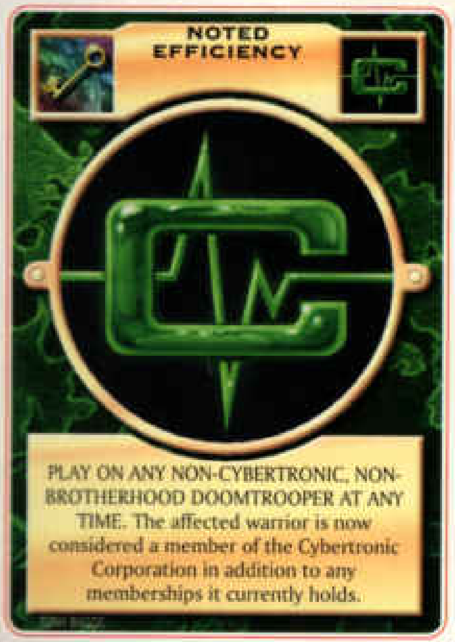
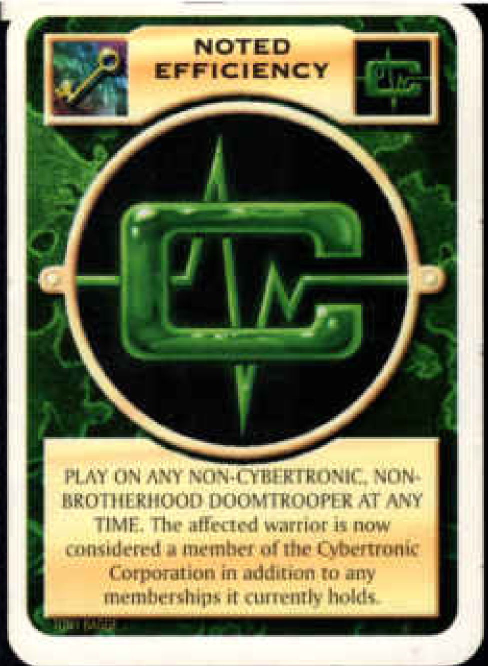


NOTED EFFICIENCY

PLAY ON ANY NON-CYBERTRONIC, NON-BROTHERHOOD DOOMTROOPER AT ANY TIME. The affected warrior is now considered a member of the Cybertronic Corporation in addition to any memberships it currently holds.



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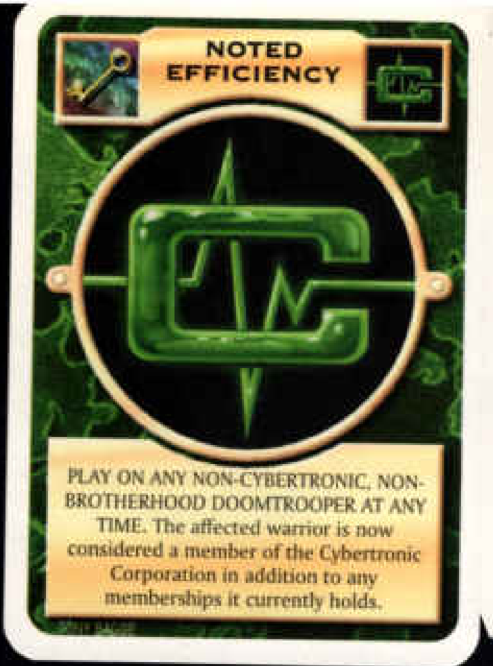

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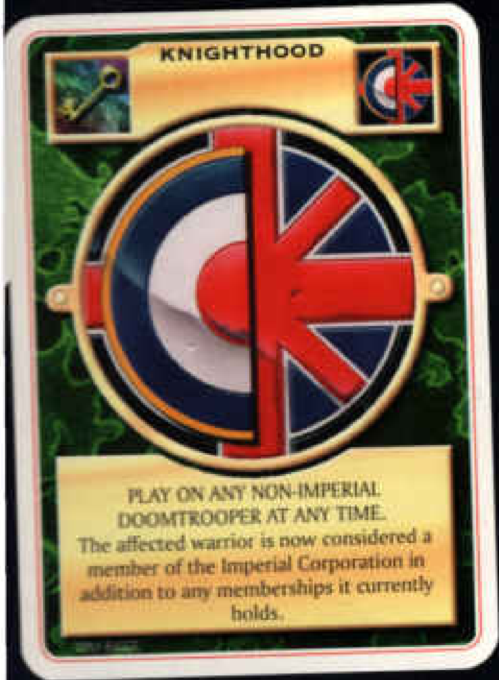
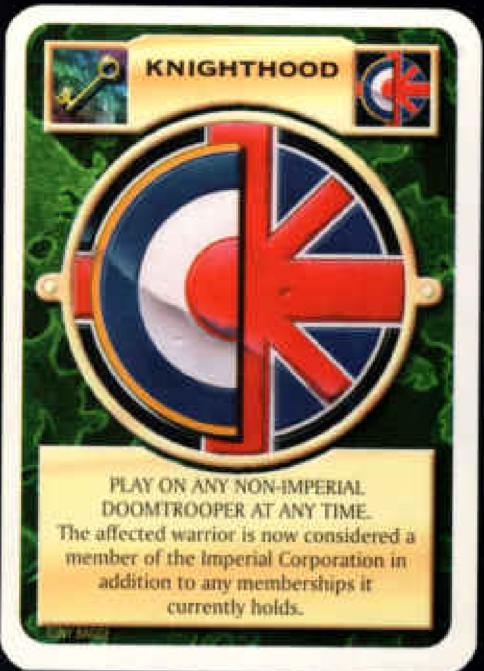


KNIGHTHOOD

PLAY ON ANY NON-IMPERIAL DOOMTROOPER AT ANY TIME. The affected warrior is now considered a member of the Imperial Corporation in addition to any memberships it currently holds.



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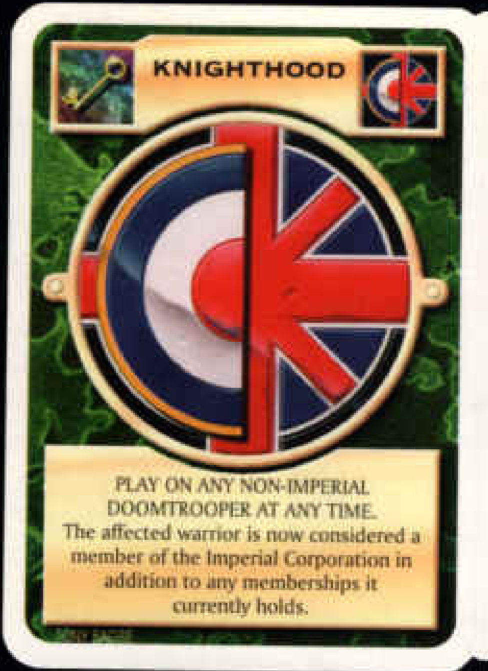

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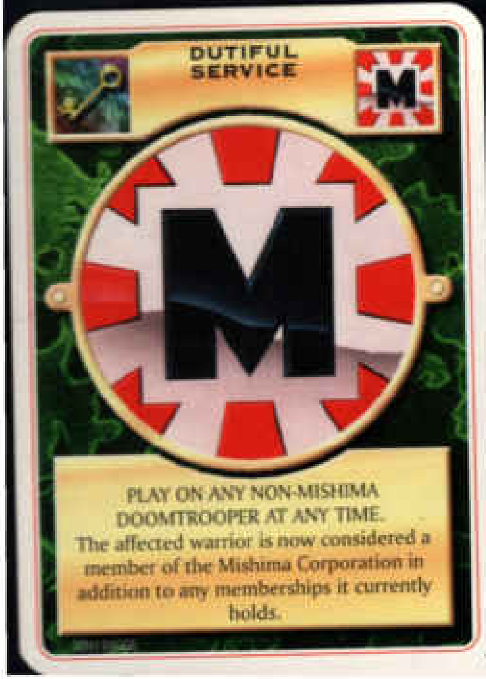
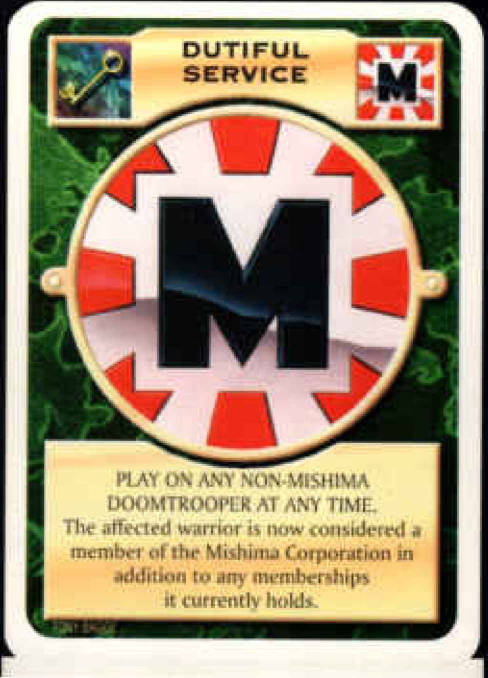


DUTIFUL SERVICE

PLAY ON ANY NON-MISHIMA DOOMTROOPER AT ANY TIME. The affected warrior is now considered a member of the Mishima Corporation in addition to any memberships it currently holds.



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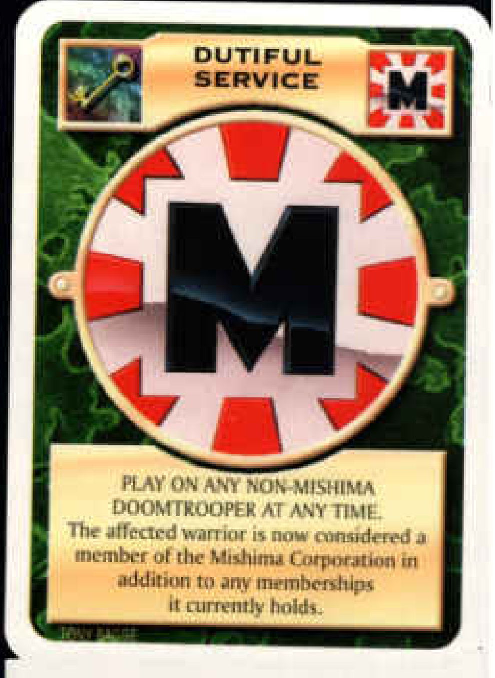

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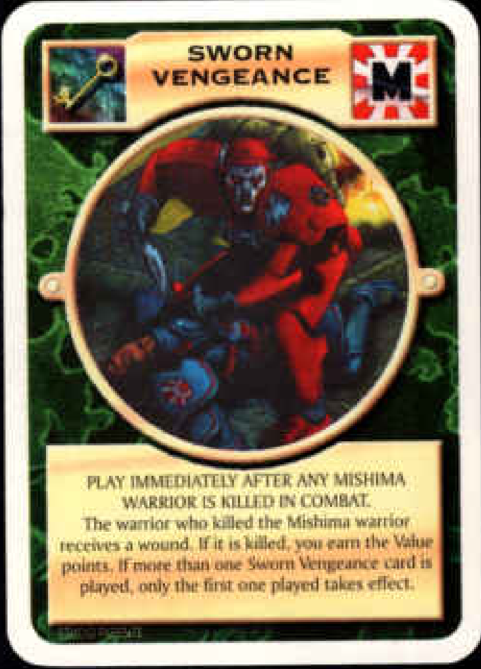

SWORN VENGEANCE

PLAY IMMEDIATELY AFTER ANY MISHIMA WARRIOR IS KILLED IN COMBAT.
The warrior who killed the Mishima warrior receives a wound. If it is killed, you earn the Value points. If more than one Sworn Vengeance card is played, only the first one played takes effect.

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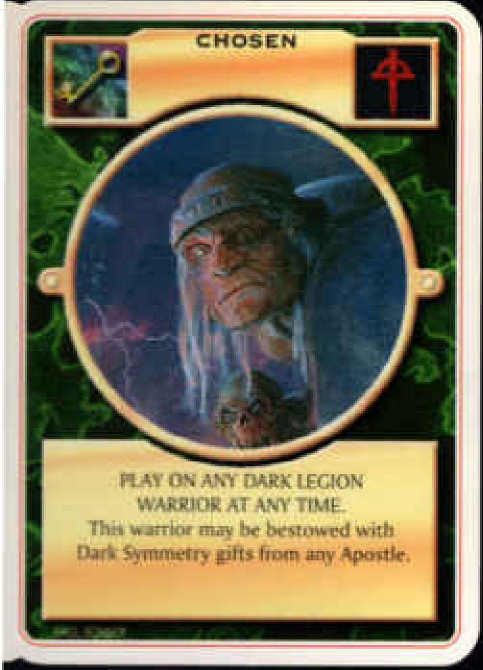

CHOSEN

PLAY ON ANY DARK LEGION WARRIOR AT ANY TIME.
This warrior may be bestowed with Dark Symmetry gifts from any Apostle.

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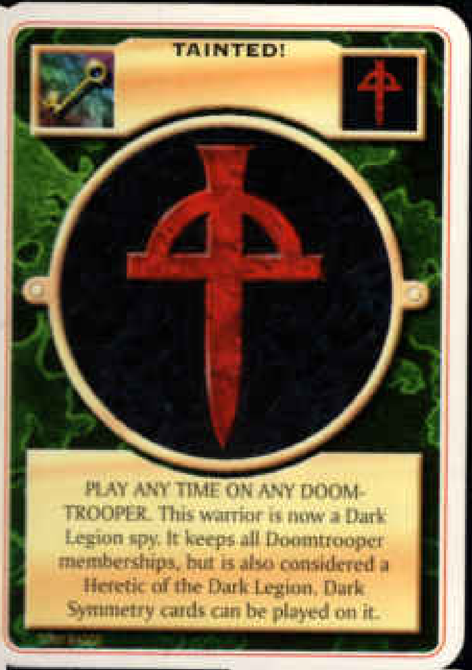
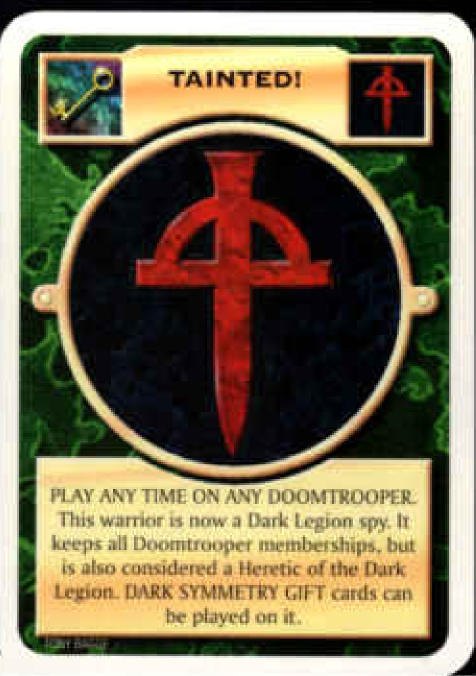


TAINTED!

PLAY ANY TIME ON ANY DOOMTROOPER. This warrior is now a Dark Legion spy. It keeps all Doomtrooper memberships, but is also considered a Heretic of the Dark Legion. Dark Symmetry cards can be played on it.



TAINTED!

PLAY ANY TIME ON ANY DOOMTROOPER. This warrior is now a Dark Legion spy. It keeps all Doomtrooper memberships, but is also considered a Heretic of the Dark Legion. DARK SYMMETRY GIFT cards can be played on it.

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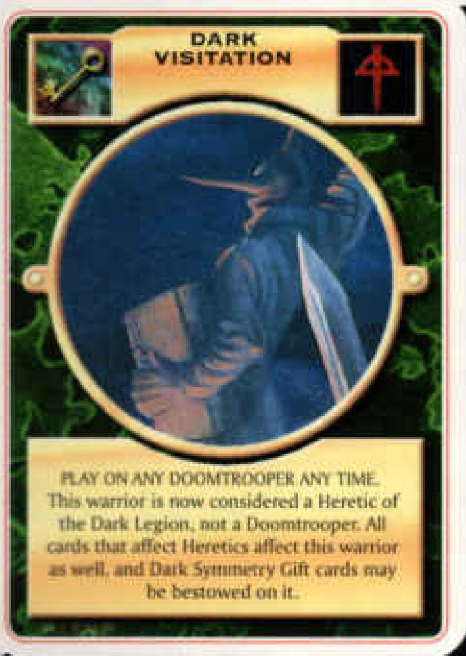

DARK VISITATION

PLAY ON ANY DOOMTROOPER ANY TIME. This warrior is now considered a Heretic of the Dark Legion, not a Doomtrooper. All cards that affect Heretics affect this warrior as well, and Dark Symmetry Gift cards may be bestowed on it.

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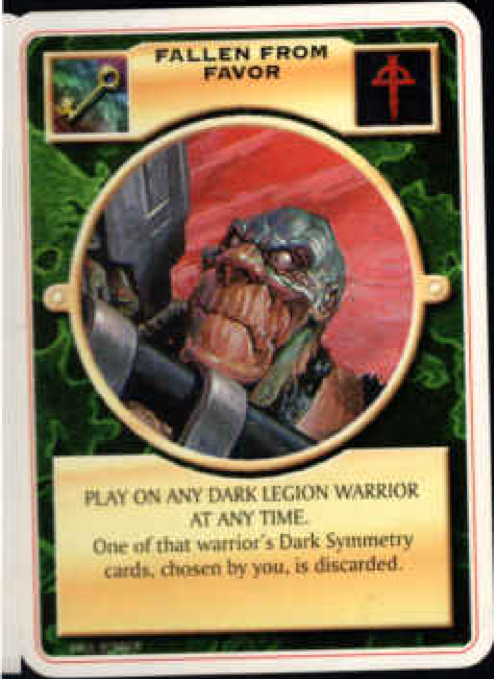

FALLEN FROM FAVOR

PLAY ON ANY DARK LEGION WARRIOR AT ANY TIME.
One of that warrior's Dark Symmetry cards, chosen by you, is discarded.

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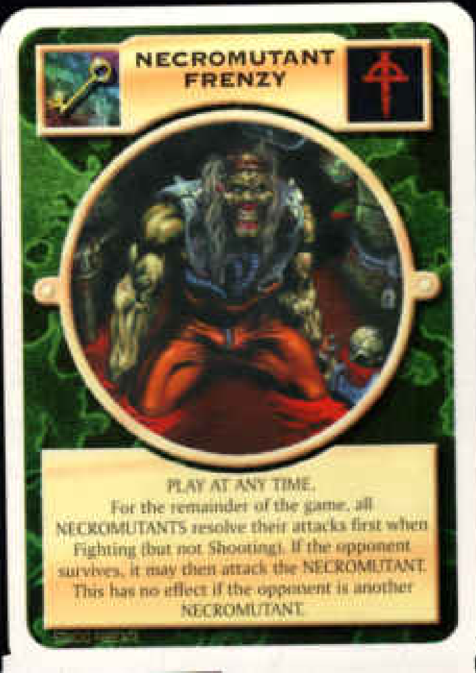

NECROMUTANT FRENZY

PLAY AT ANY TIME.
For the remainder of the game, all NECROMUTANTS resolve their attacks first when Fighting (but not Shooting). If the opponent survives, it may then attack the NECROMUTANT. This has no effect if the opponent is another NECROMUTANT.

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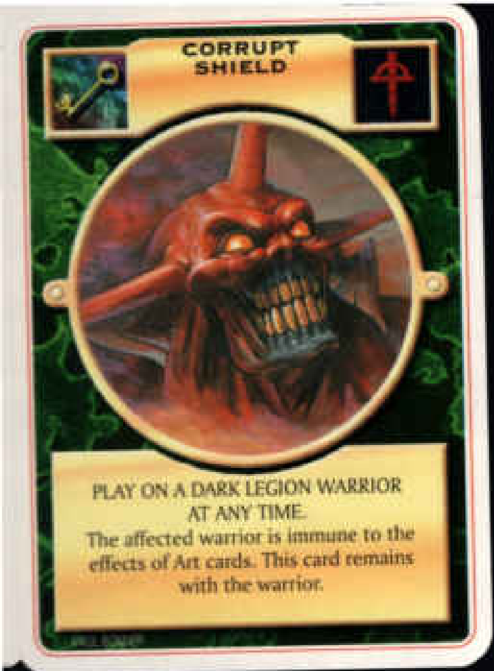

CORRUPT SHIELD

PLAY ON A DARK LEGION WARRIOR AT ANY TIME.
The affected warrior is immune to the effects of Art cards. This card remains with the warrior.

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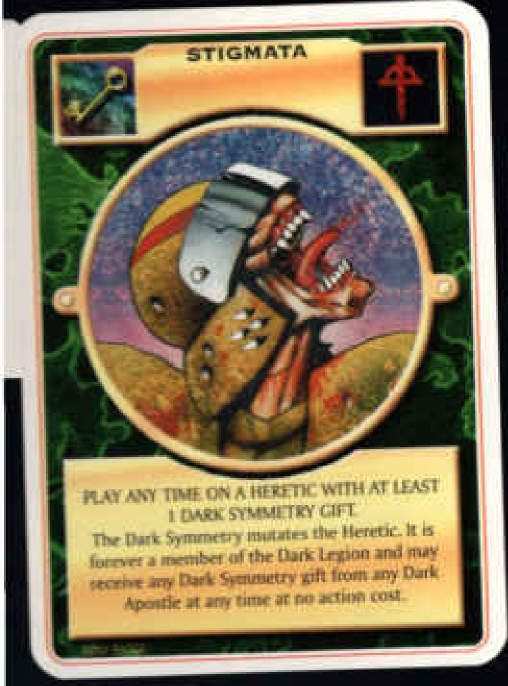

STIGMATA

PLAY ANY TIME ON A HERETIC WITH AT LEAST 1 DARK SYMMETRY GIFT.
The Dark Symmetry mutates the Heretic. It is forever a member of the Dark Legion and may receive any Dark Symmetry gift from any Dark Apostle at any time at no action cost.

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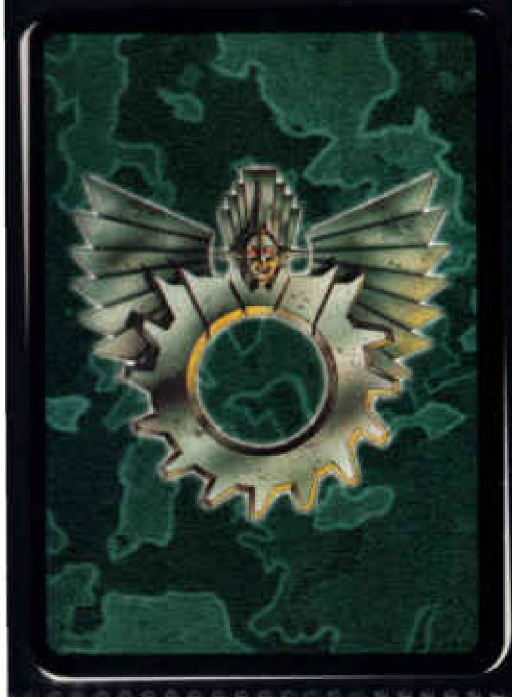

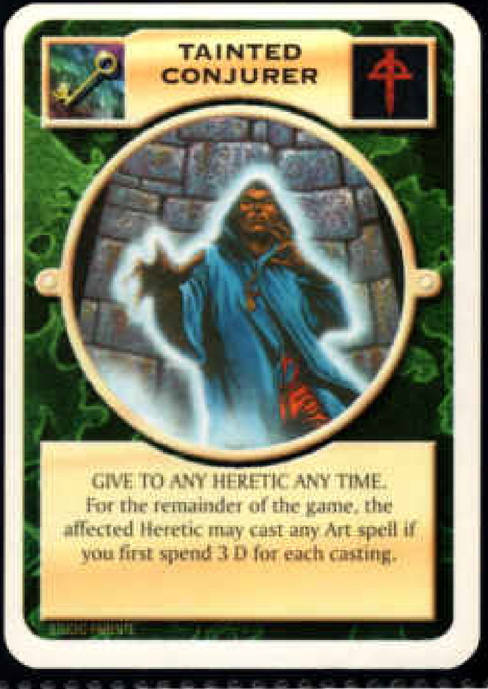

TAINTED CONJURER

GIVE TO ANY HERETIC ANY TIME.
For the remainder of the game, the affected Heretic may cast any Art spell if you first spend 3 D for each casting.

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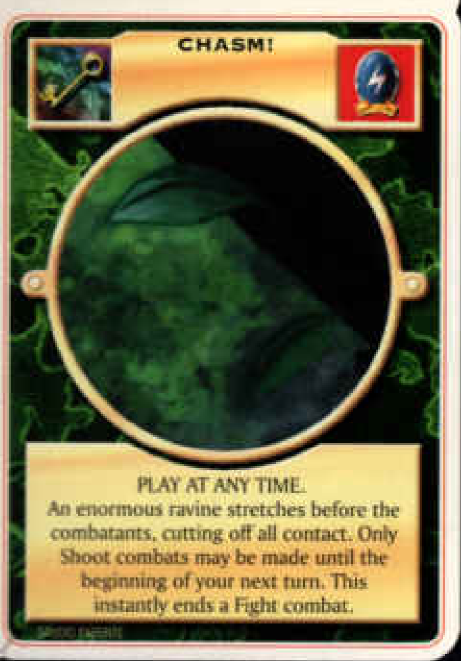

CHASM!

PLAY AT ANY TIME. An enormous ravine stretches before the combatants, cutting off all contact. Only Shoot combats may be made until the beginning of your next turn. This instantly ends a Fight combat.

STUDIO PARENTE

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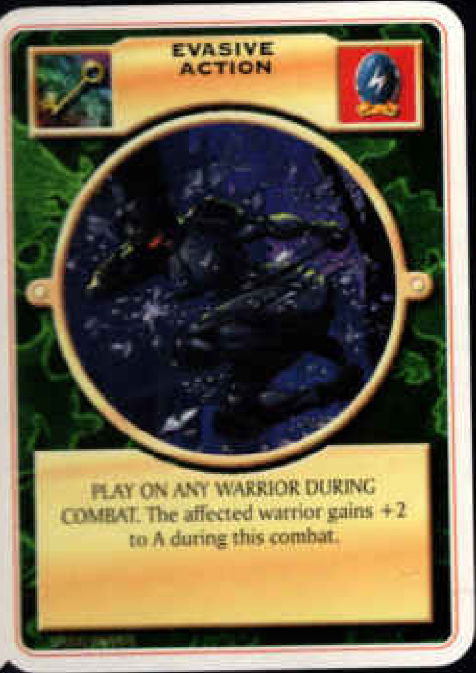

EVASIVE ACTION

PLAY ON ANY WARRIOR DURING COMBAT. The affected warrior gains +2 to A during this combat.

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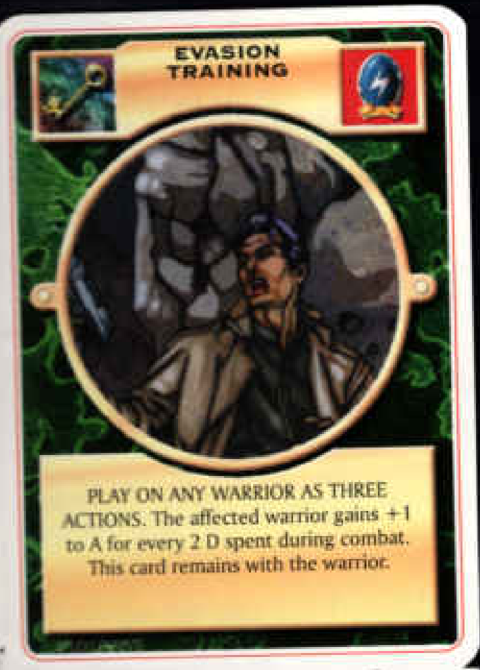

EVASION TRAINING

PLAY ON ANY WARRIOR AS THREE ACTIONS. The affected warrior gains +1 to A for every 2 D spent during combat. This card remains with the warrior.

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PLAY ON ANY WARRIOR AS THREE ACTIONS. The affected warrior gains +1 to A for every 2 D spent during combat. This card remains with the warrior.

STUDIO PARENTE

BOTCHED ORDERS

PLAY AT ANY TIME.
One mission, chosen by you, is discarded.

PAUL BONNER

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PLAY AT ANY TIME.
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PAUL BONNER

BAMBOOZLED!

PLAY IMMEDIATELY AFTER A PLAYER EARNS PROMOTION POINTS. Spies discover the warrior's goals and defraud the results. All Promotion Points the player just earned are lost. Place twice the number of Destiny Points into your pool.

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PAUL BONNER

BLIND FURY

PLAY ON ANY NON-PERSONALITY WARRIOR DURING COMBAT, BEFORE ATTACKER AND DEFENDER IS ANNOUNCED.
This warrior is blinded by a mad battle-frenzy, and may attack any other warrior in play, regardless of affiliation. Discard this card after the combat.

STUDIO PARENTE

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This warrior is blinded by a mad battle-frenzy, and may attack any other warrior in play, regardless of affiliation. Discard this card after the combat.

STUDIO PARENTE

BLOOD LUST

PLAY AT THE BEGINNING OF YOUR TURN.
You may perform an extra attack action this turn. Do not choose the Attacker or Defender of the second attack until after the first attack is complete.

PAUL BONNER

BLOOD LUST

PLAY DURING YOUR TURN, BEFORE YOU PERFORM ANY ACTIONS.
You may perform an extra attack action this turn. Do not choose the Attacker or Defender of the second attack until after the first attack is complete.

PAUL BONNER

BLOOD LUST

PLAY DURING YOUR TURN, BEFORE YOU PERFORM ANY ACTIONS.
You may perform an extra attack action this turn. Do not choose the Attacker or Defender of the second attack until after the first attack is complete.

PAUL BONNER

AUTOMATIC FIRE

PLAY DURING COMBAT, ON A WARRIOR USING A SUB-MACHINE GUN, LIGHT MACHINE GUN OR HEAVY MACHINE GUN. The bonus given by the weapon is doubled for this combat.

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PLAY DURING COMBAT, ON A WARRIOR USING A SUB-MACHINE GUN, LIGHT MACHINE GUN OR HEAVY MACHINE GUN. The bonus given by the weapon is doubled for this combat.

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PAUL BONNER

DEMOTED

PLAY ON ANY WARRIOR AT ANY TIME.
Affected warrior is permanently -2 to V. If the warrior's V becomes 0, the warrior is discarded. A warrior may be demoted any number of times.

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HEAVY FOG

PLAY AT ANY TIME.
A dense fog descends upon the battlefield, practically eliminating visibility. Only Fight combats may be performed until the beginning your next turn. This instantly ends a Shoot combat.

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EXPEDITE REQUEST

PLAY AT ANY TIME DURING YOUR TURN.
Search through your draw pile, put one card into your hand, then shuffle your draw pile.

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EXPEDITE REQUEST

PLAY AT ANY TIME DURING YOUR TURN.
ONCE PLAYED, REMOVE THIS CARD FROM THE GAME ENTIRELY.
Search through your draw pile, put one card into your hand, then shuffle your draw pile.

BORN WITH A SILVER SPOON

PLAY IMMEDIATELY AFTER A NON-BROTHERHOOD DOOMTROOPER IS PLACED IN A SQUAD. The Doomtrooper that just joined the Squad has friends in high places. You may spend 5 D and gain 3 Promotion Points, once.

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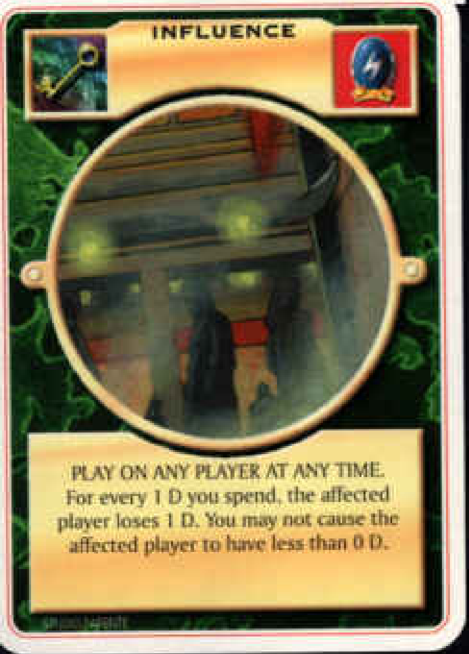
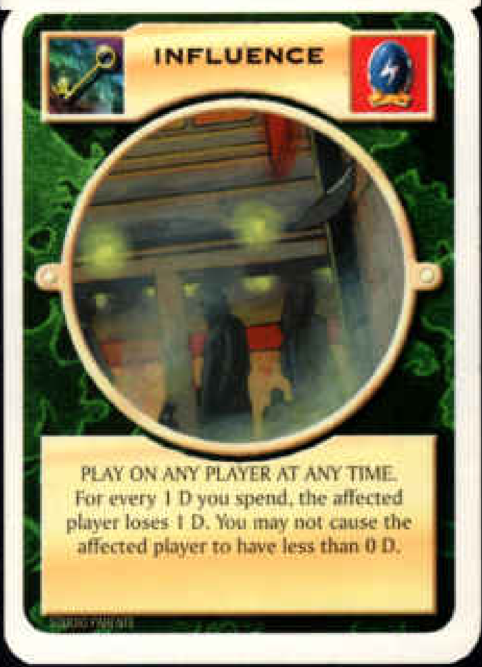


INFLUENCE

PLAY ON ANY PLAYER AT ANY TIME. For every 1 D you spend, the affected player loses 1 D. You may not cause the affected player to have less than 0 D.

STUDIO PARENTE



INFLUENCE

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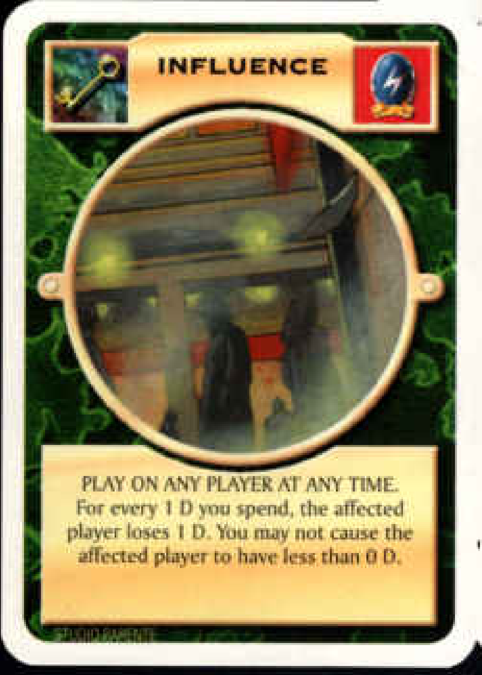

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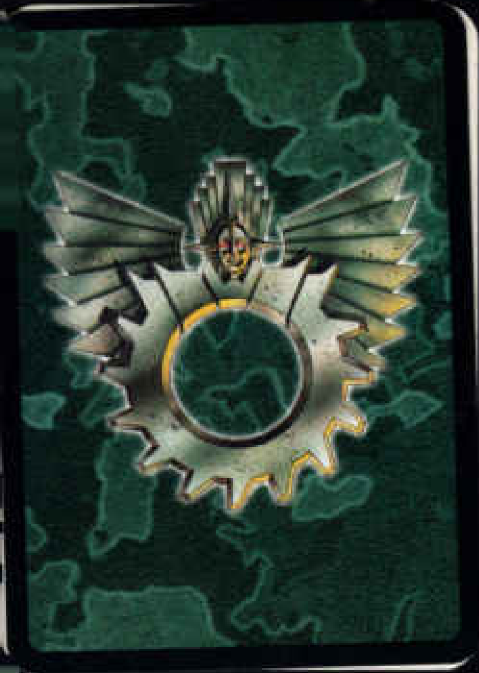
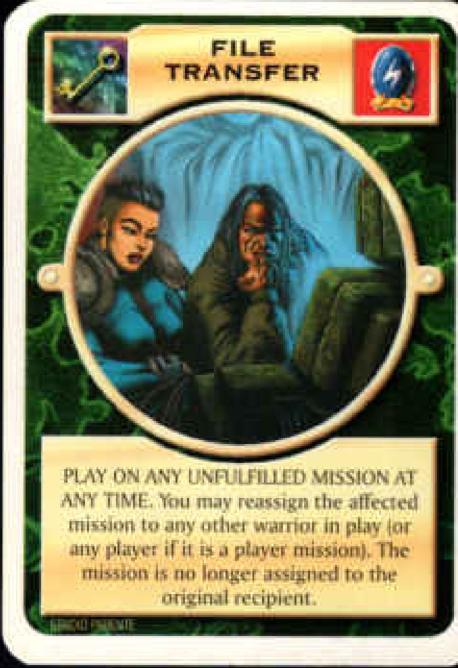
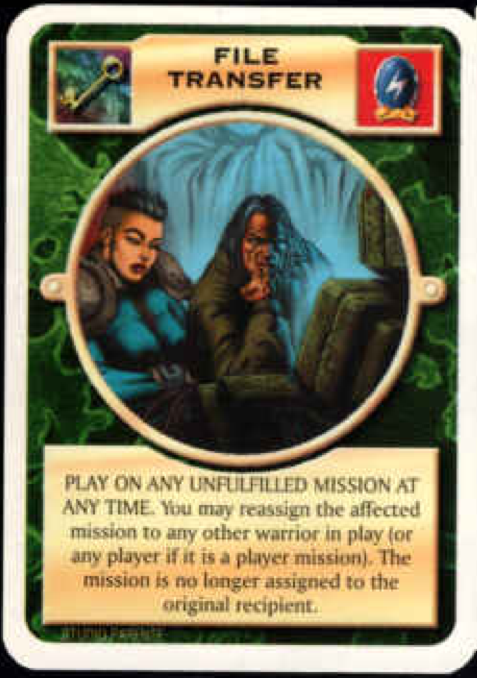




FILE TRANSFER

PLAY ON ANY UNFULFILLED MISSION AT ANY TIME. You may reassign the affected mission to any other warrior in play (or any player if it is a player mission). The mission is no longer assigned to the original recipient.

STUDIO PARENTE



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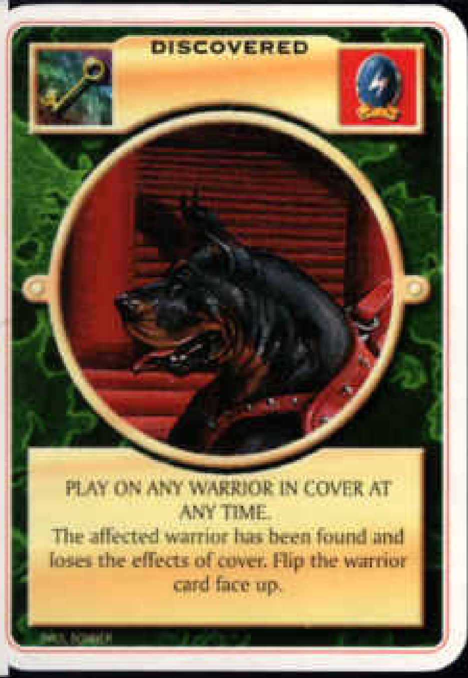
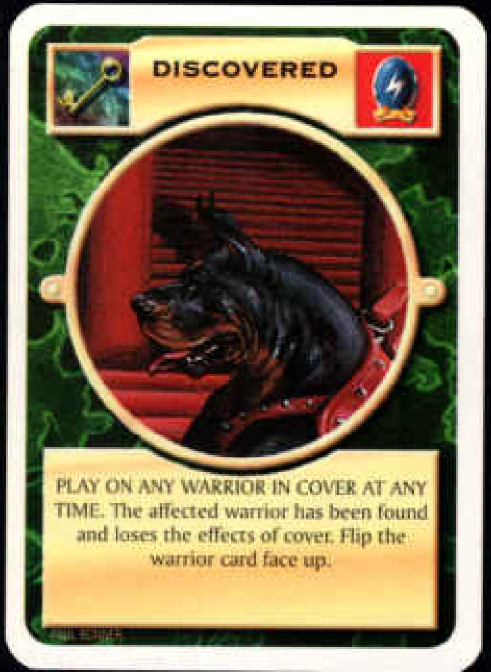


DISCOVERED

PLAY ON ANY WARRIOR IN COVER AT ANY TIME. The affected warrior has been found and loses the effects of cover. Flip the warrior card face up.

PAUL BONNER



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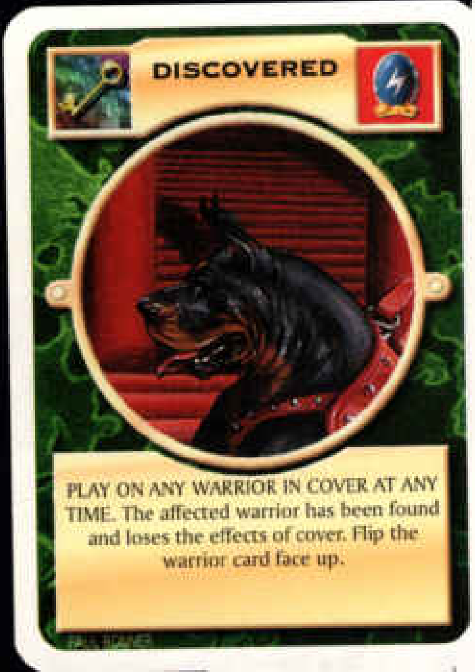

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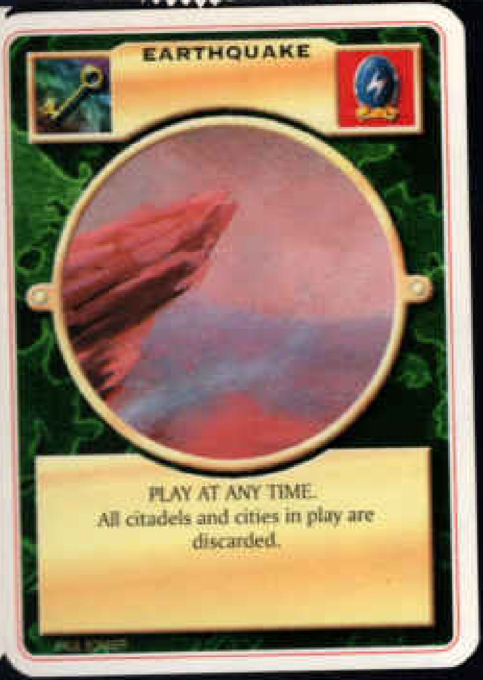
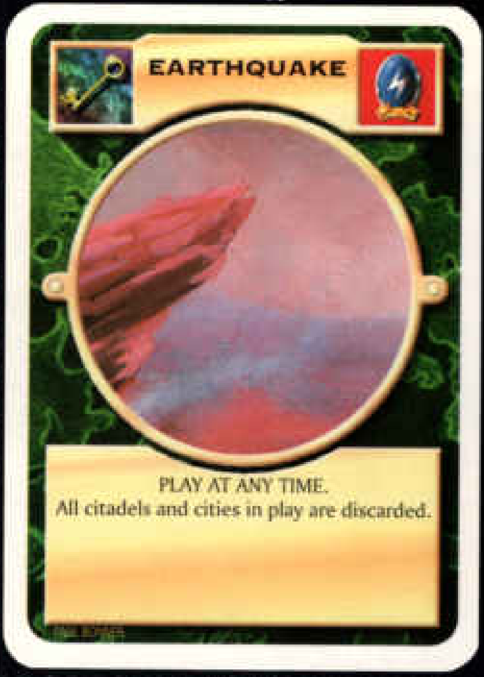


EARTHQUAKE

PLAY AT ANY TIME.
All citadels and cities in play are discarded.



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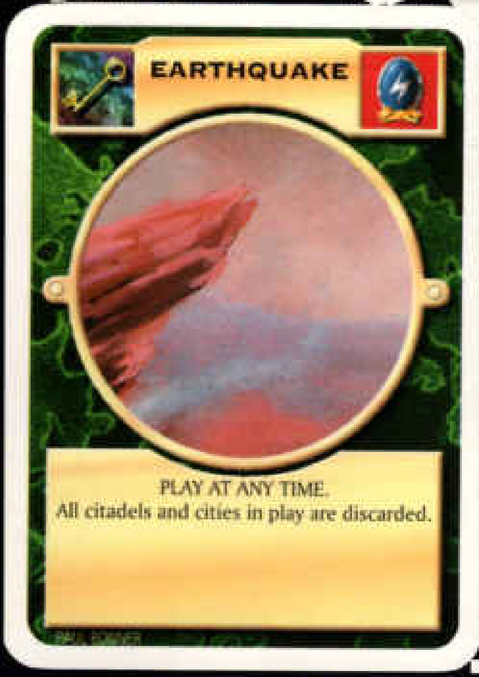

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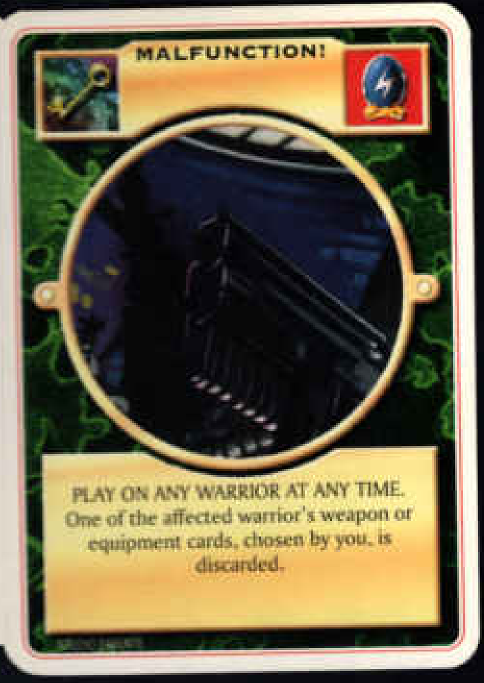
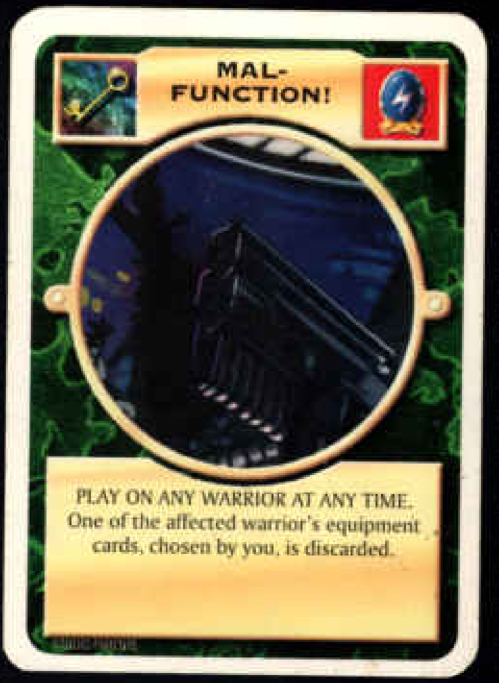


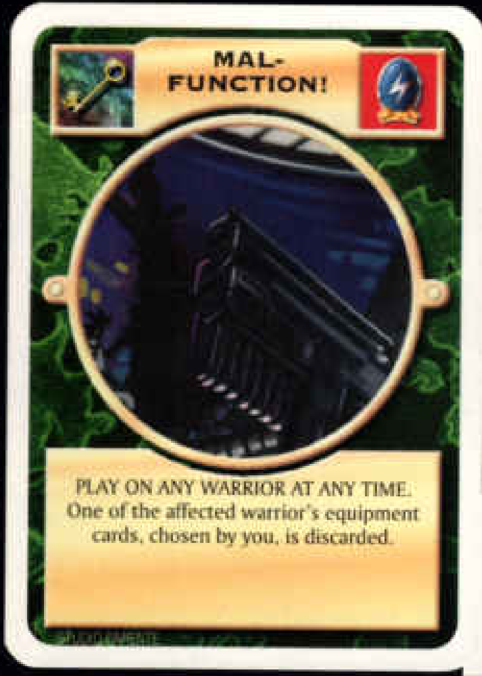
MALFUNCTION!

PLAY ON ANY WARRIOR AT ANY TIME.
One of the affected warrior's weapon or equipment cards, chosen by you, is discarded.



MAL-FUNCTION!

PLAY ON ANY WARRIOR AT ANY TIME.
One of the affected warrior's equipment cards, chosen by you, is discarded.



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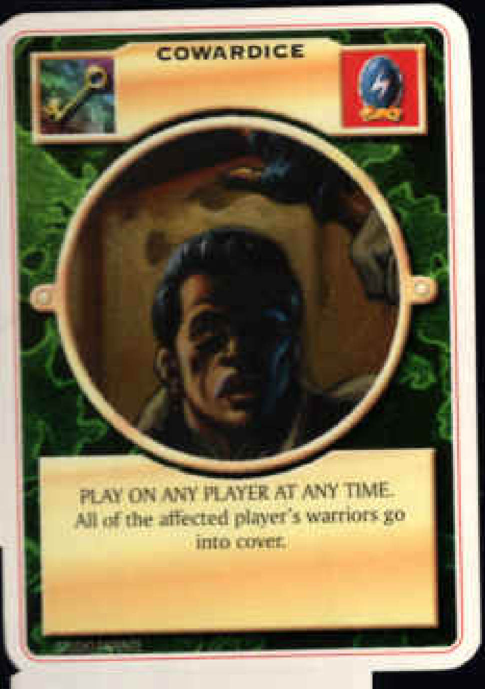
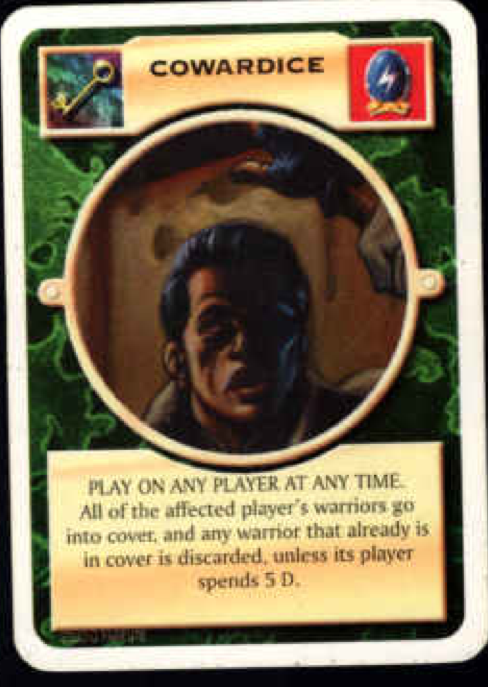


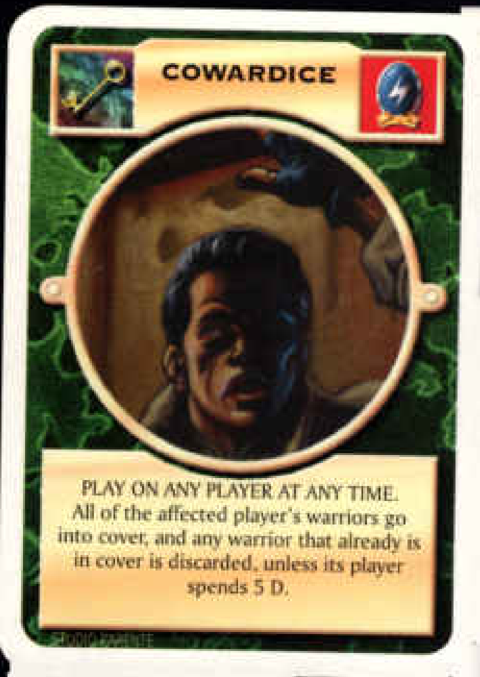
COWARDICE

PLAY ON ANY PLAYER AT ANY TIME.
All of the affected player's warriors go into cover.



COWARDICE

PLAY ON ANY PLAYER AT ANY TIME.
All of the affected player's warriors go into cover, and any warrior that already is in cover is discarded, unless its player spends 5 D.



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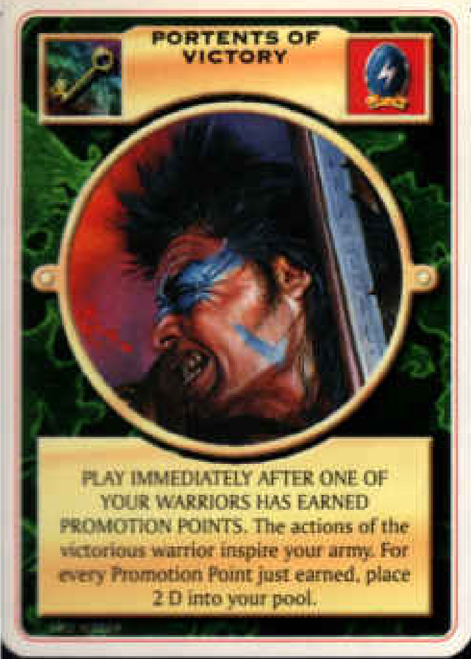
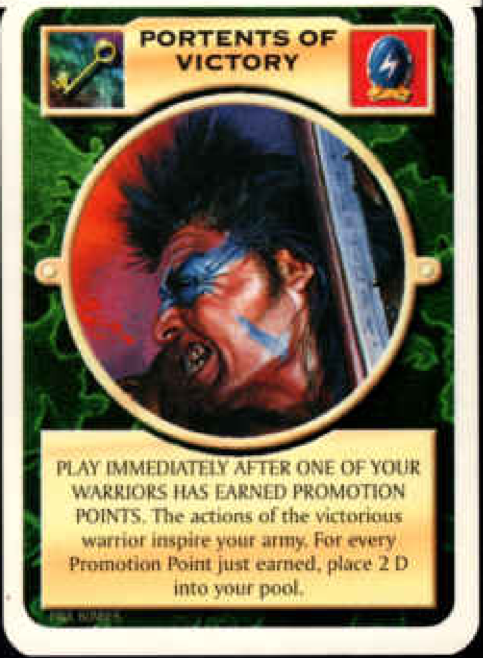


PORTENTS OF VICTORY

PLAY IMMEDIATELY AFTER ONE OF YOUR WARRIORS HAS EARNED PROMOTION POINTS. The actions of the victorious warrior inspire your army. For every Promotion Point just earned, place 2 D into your pool.



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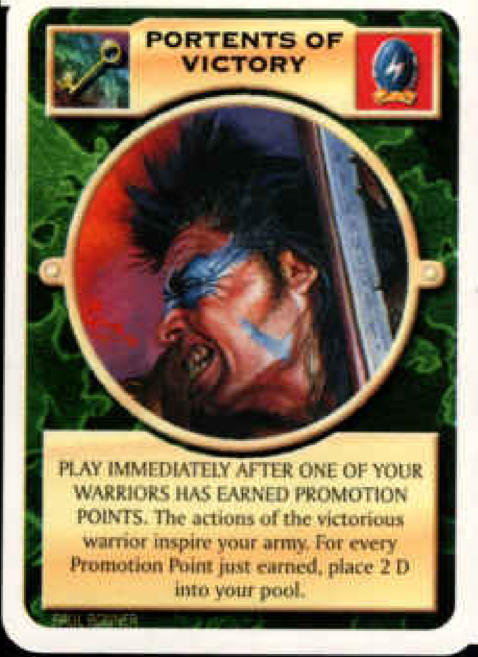

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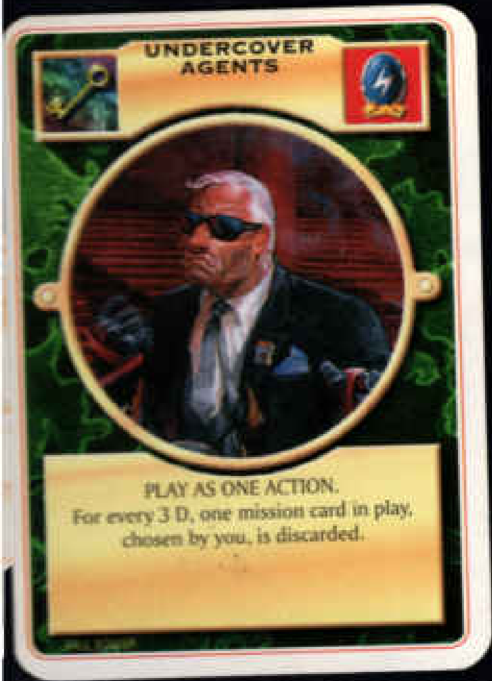
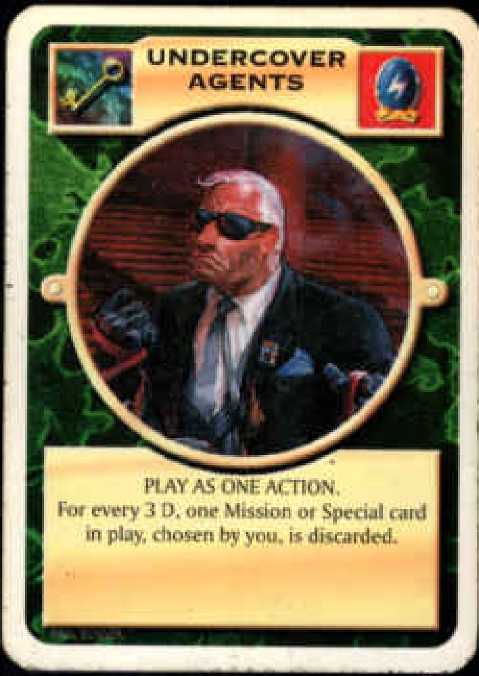


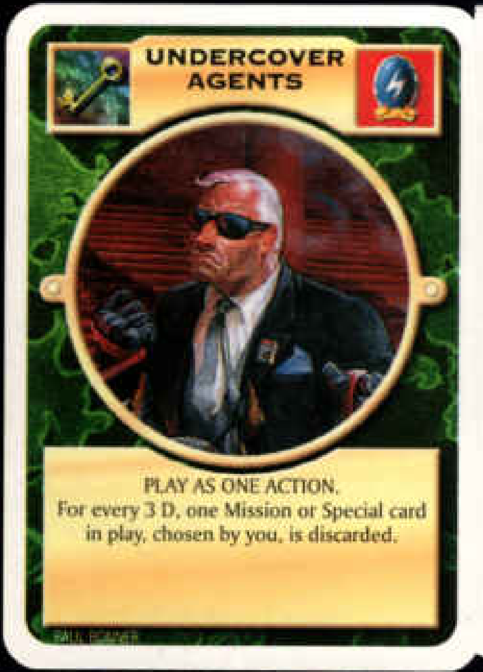
UNDERCOVER AGENTS

PLAY AS ONE ACTION.
For every 3 D, one mission card in play, chosen by you, is discarded.



UNDERCOVER AGENTS

PLAY AS ONE ACTION.
For every 3 D, one Mission or Special card in play, chosen by you, is discarded.



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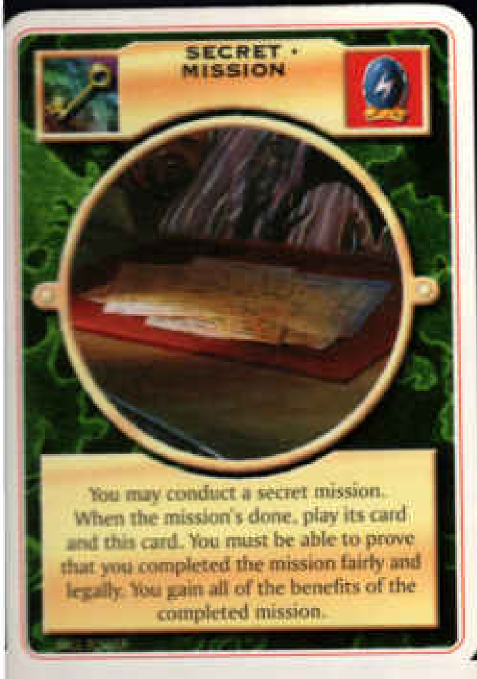
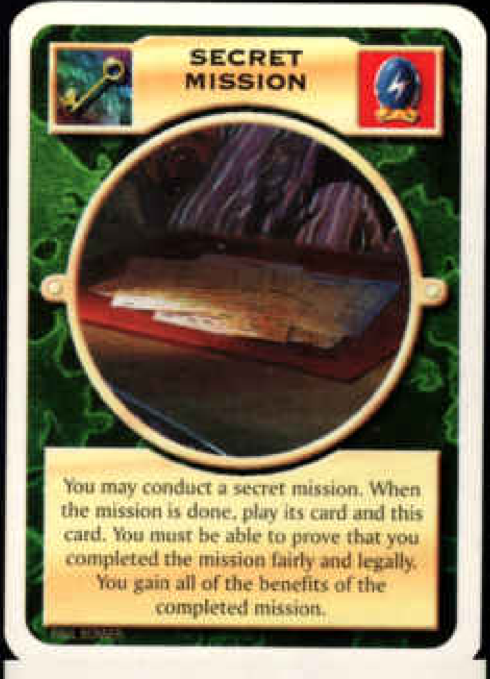


SECRET MISSION

You may conduct a secret mission. When the mission's done, play its card and this card. You must be able to prove that you completed the mission fairly and legally. You gain all of the benefits of the completed mission.



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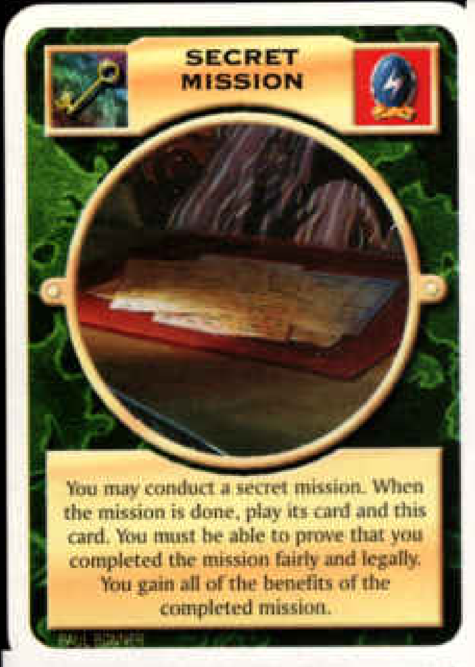

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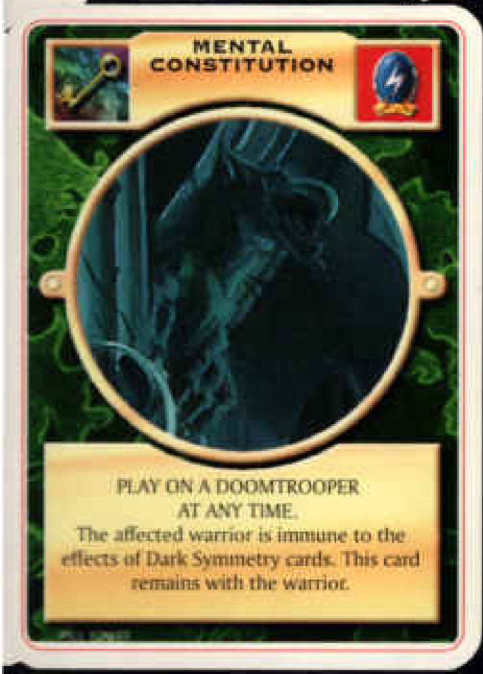
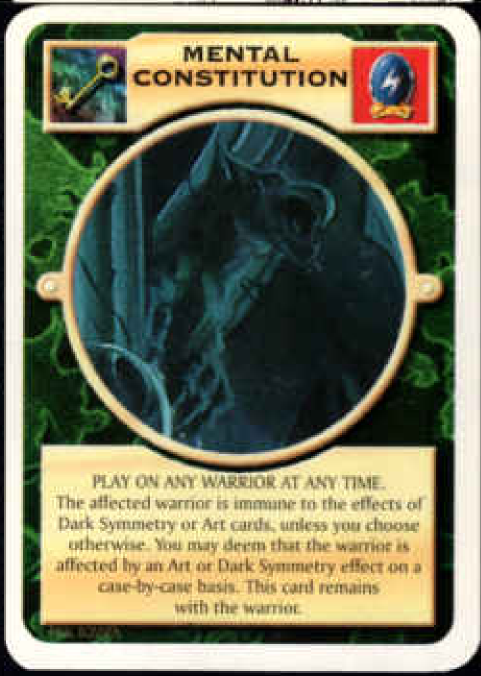


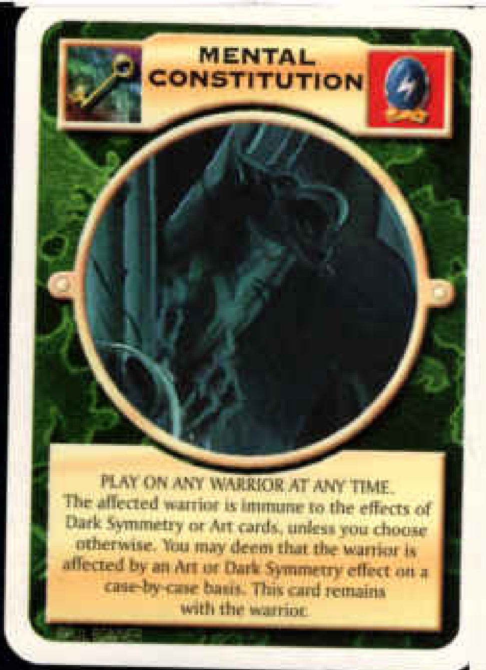
MENTAL CONSTITUTION

PLAY ON A DOOMTROOPER AT ANY TIME.
The affected warrior is immune to the effects of Dark Symmetry cards. This card remains with the warrior.



MENTAL CONSTITUTION

PLAY ON ANY WARRIOR AT ANY TIME.
The affected warrior is immune to the effects of Dark Symmetry or Art cards, unless you choose otherwise. You may deem that the warrior is affected by an Art or Dark Symmetry effect on a case-by-case basis. This card remains with the warrior.



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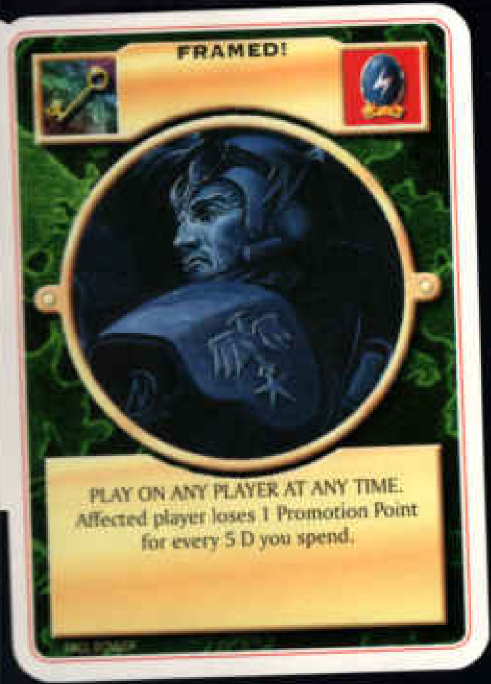
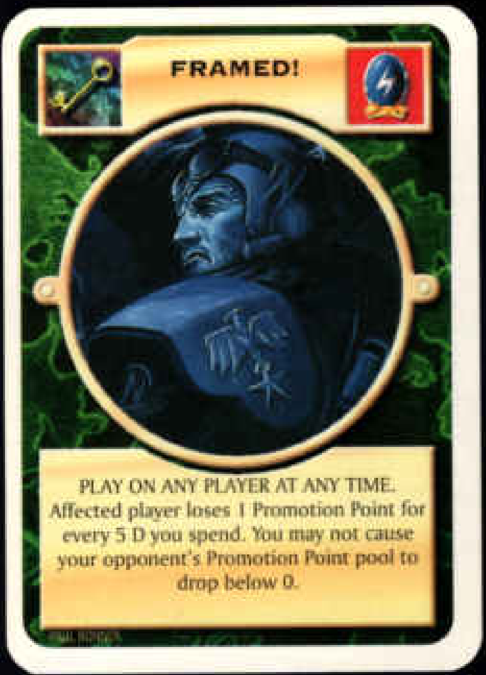


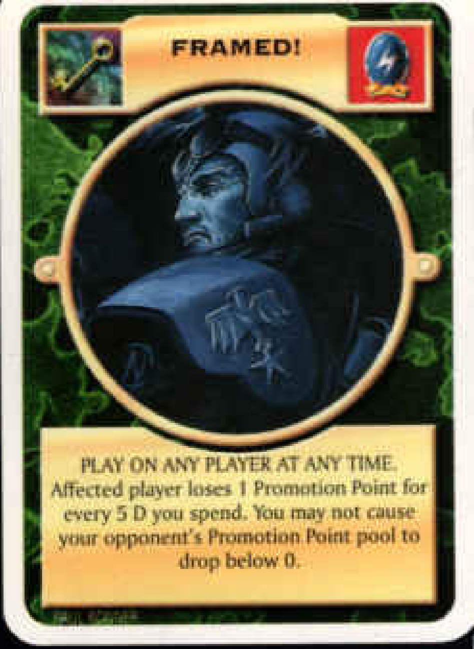
FRAMED!

PLAY ON ANY PLAYER AT ANY TIME.
Affected player loses 1 Promotion Point for every 5 D you spend.



FRAMED!

PLAY ON ANY PLAYER AT ANY TIME.
Affected player loses 1 Promotion Point for every 5 D you spend. You may not cause your opponent's Promotion Point pool to drop below 0.



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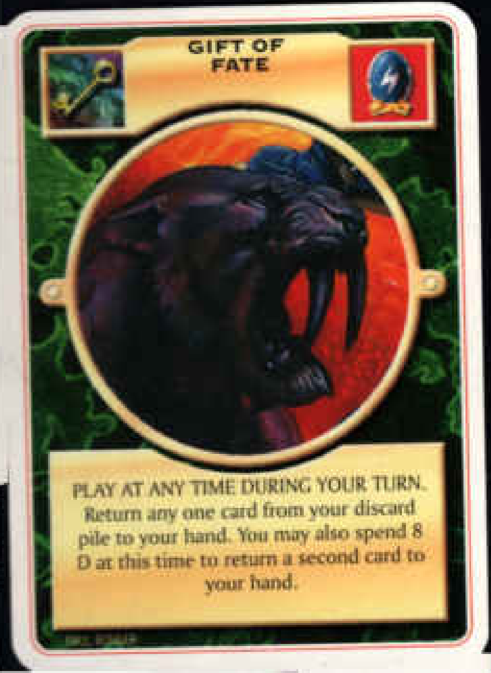
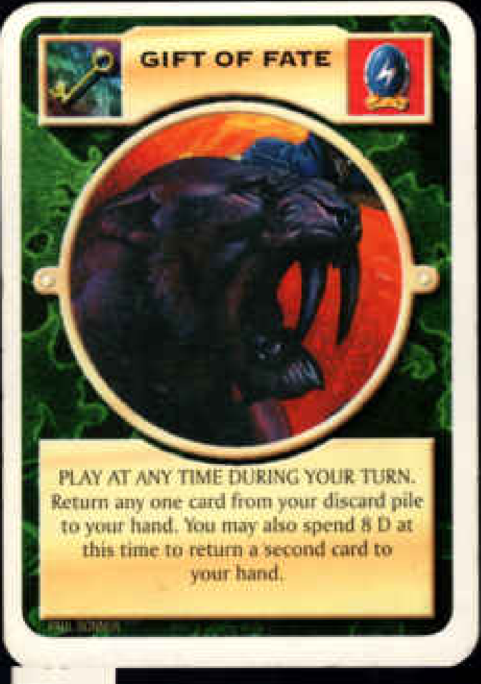


GIFT OF FATE

PLAY AT ANY TIME DURING YOUR TURN.
Return any one card from your discard pile to your hand. You may also spend 8 D at this time to return a second card to your hand.



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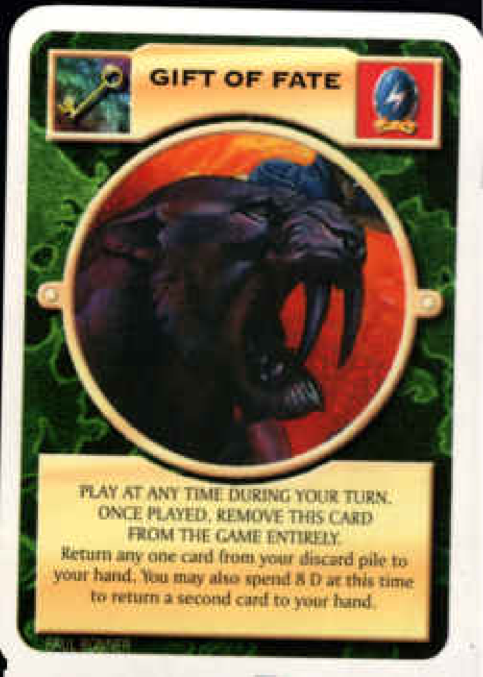

GIFT OF FATE

PLAY AT ANY TIME DURING YOUR TURN.
ONCE PLAYED, REMOVE THIS CARD FROM THE GAME ENTIRELY.
Return any one card from your discard pile to your hand. You may also spend 8 D at this time to return a second card to your hand.

HIDDEN IN THE SHADOWS

PLAY ON A WARRIOR AT ANY TIME. This card is discarded during your next Draw step. The affected warrior gains +3 to A.

PAUL BONNER

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FORCED MARCH

PLAY ON A PLAYER AT ANY TIME. The affected player is limited to performing one less action on his or her next turn.

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PAUL BONNER

LUCKY SHOT

PLAY ON A WARRIOR DURING COMBAT. The affected warrior gains +2 to S during this combat.

STUDIO PARENTE

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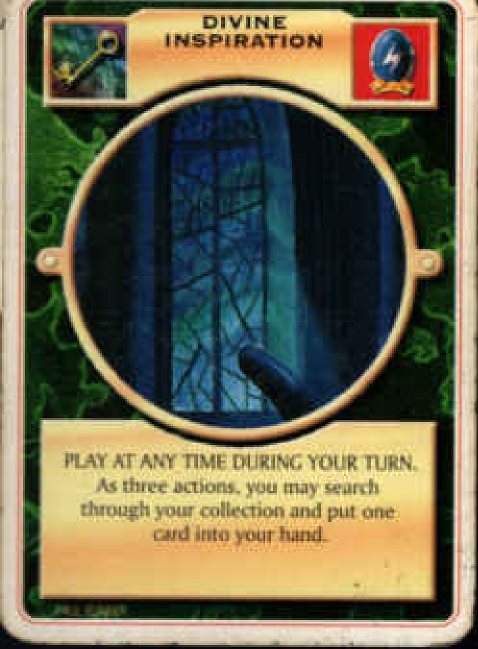
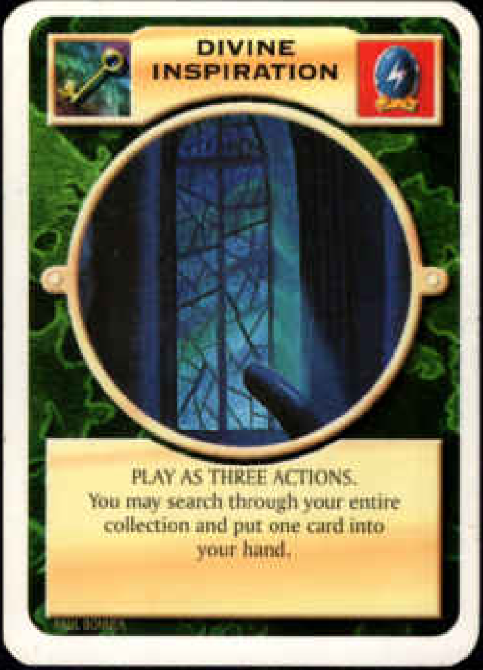


DIVINE INSPIRATION

PLAY AT ANY TIME DURING YOUR TURN.
As three actions, you may search through your collection and put one card into your hand.

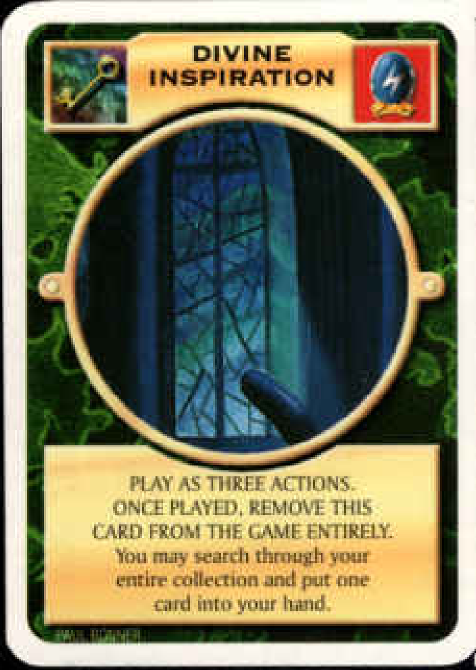
PAUL BONNER



DIVINE INSPIRATION

PLAY AS THREE ACTIONS.
You may search through your entire collection and put one card into your hand.

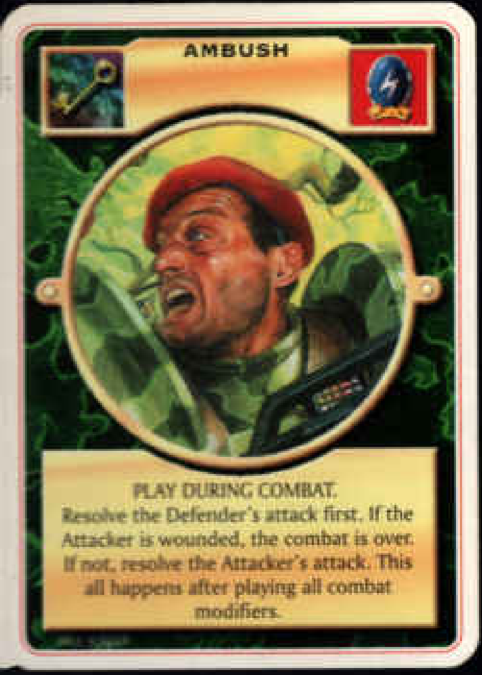
PAUL BONNER



DIVINE INSPIRATION

PLAY AS THREE ACTIONS.
ONCE PLAYED, REMOVE THIS CARD FROM THE GAME ENTIRELY.
You may search through your entire collection and put one card into your hand.

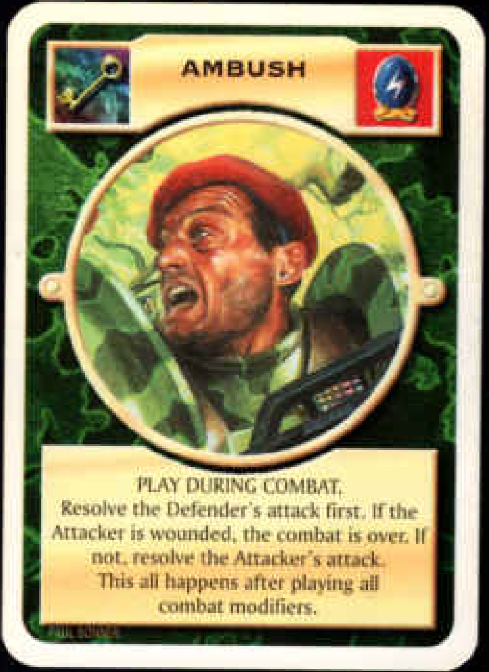
PAUL BONNER



AMBUSH

PLAY DURING COMBAT.
Resolve the Defender's attack first. If the Attacker is wounded, the combat is over. If not, resolve the Attacker's attack. This all happens after playing all combat modifiers.

PAUL BONNER



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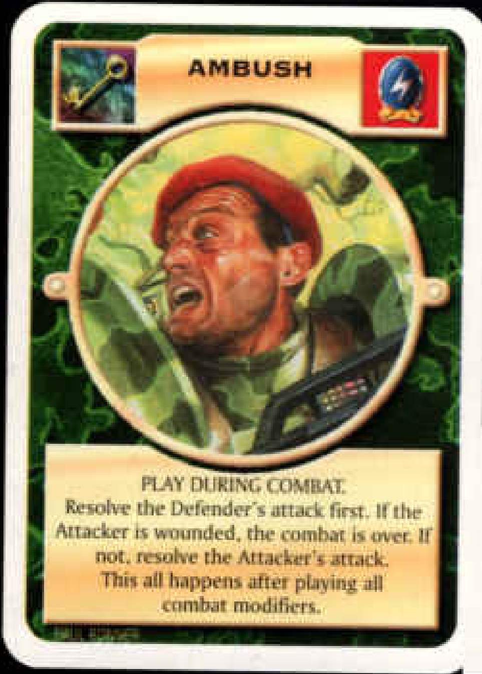

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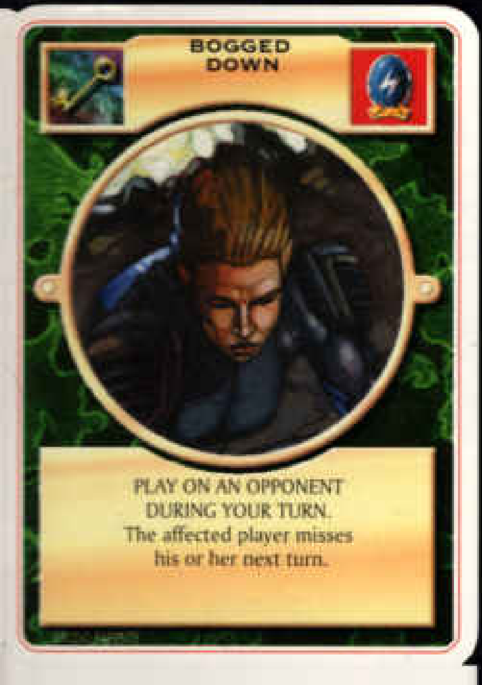
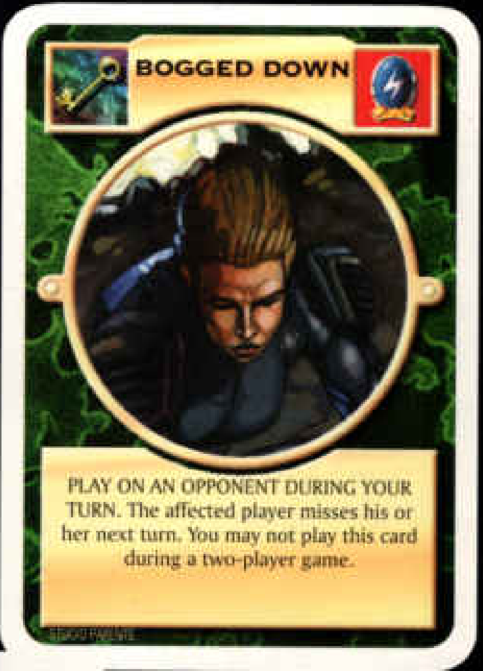


BOGGED DOWN

PLAY ON AN OPPONENT DURING YOUR TURN.
The affected player misses his or her next turn.

STUDIO PARENTE



BOGGED DOWN

PLAY ON AN OPPONENT DURING YOUR TURN. The affected player misses his or her next turn. You may not play this card during a two-player game.

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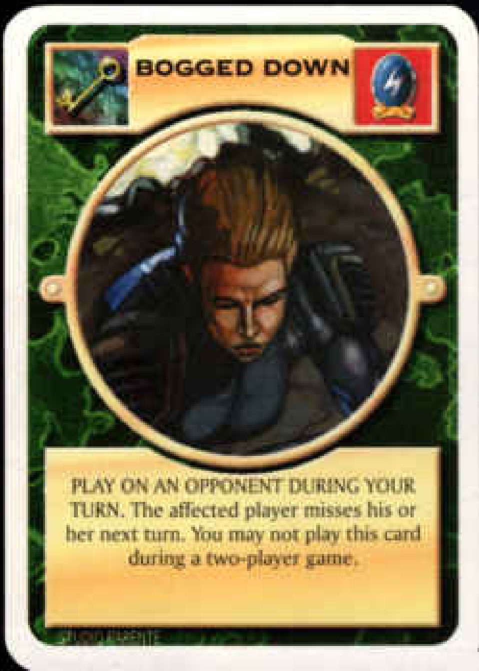

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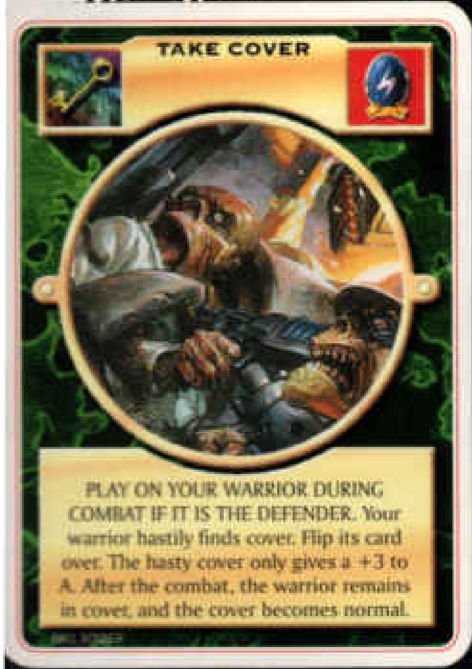
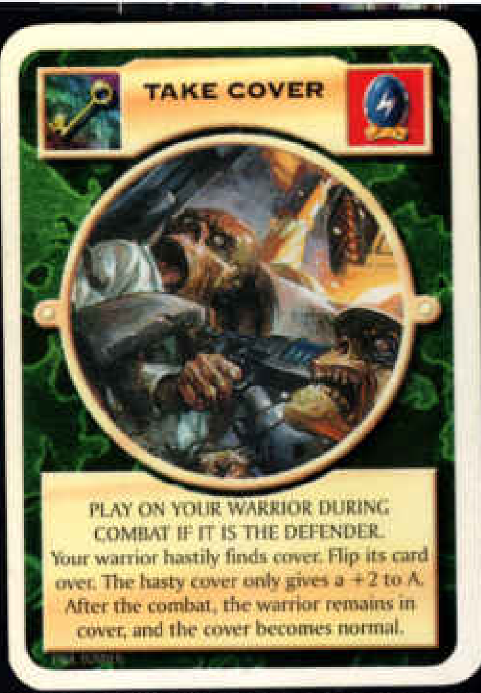


TAKE COVER

PLAY ON YOUR WARRIOR DURING COMBAT IF IT IS THE DEFENDER. Your warrior hastily finds cover. Flip its card over. The hasty cover only gives a +3 to A. After the combat, the warrior remains in cover, and the cover becomes normal.



TAKE COVER

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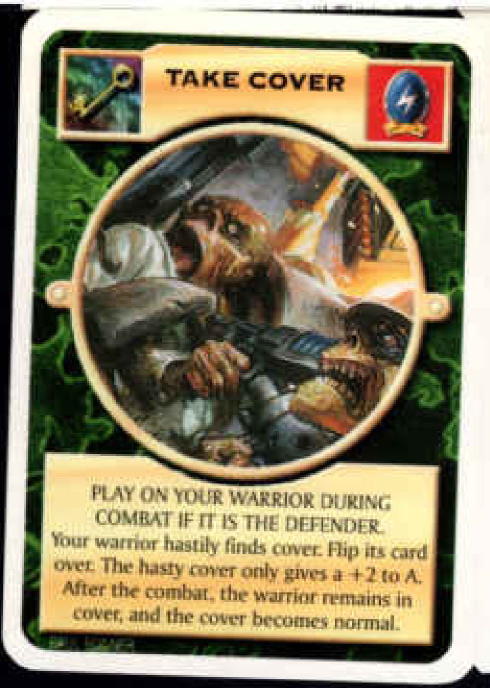

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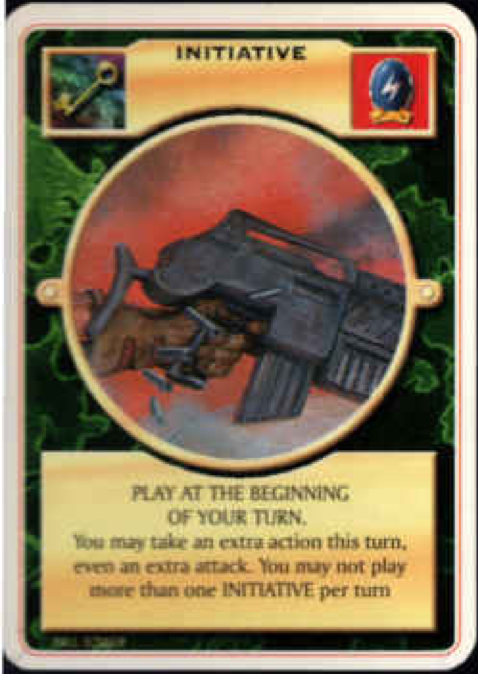
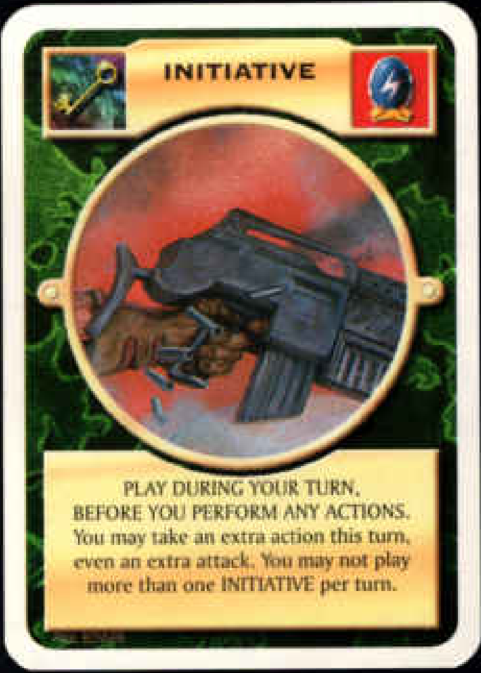


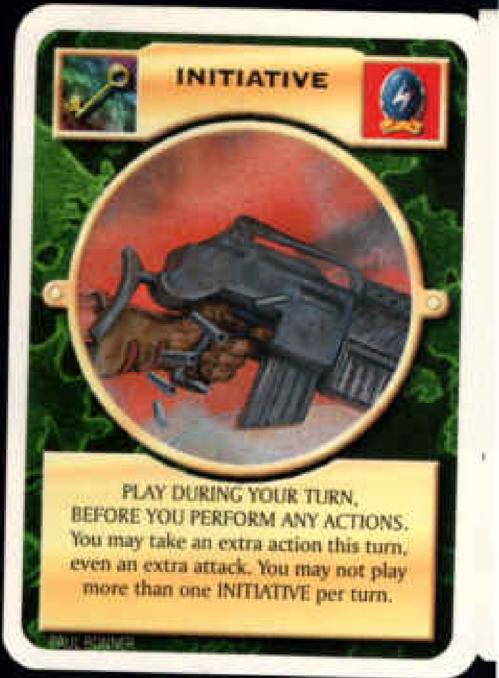
INITIATIVE

PLAY AT THE BEGINNING OF YOUR TURN. You may take an extra action this turn, even an extra attack. You may not play more than one INITIATIVE per turn



INITIATIVE

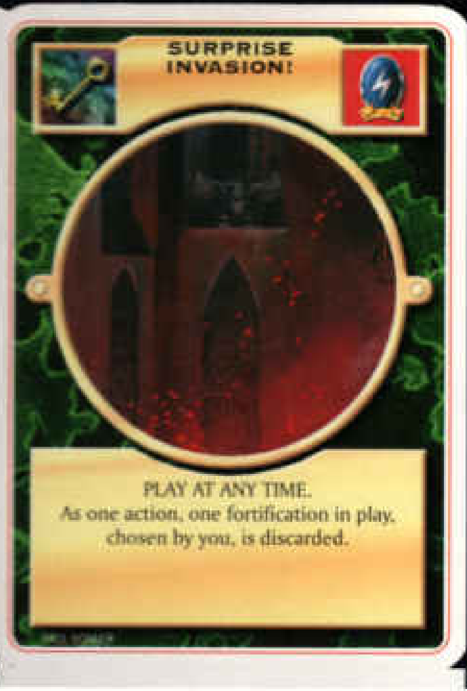
PLAY DURING YOUR TURN, BEFORE YOU PERFORM ANY ACTIONS. You may take an extra action this turn, even an extra attack. You may not play more than one INITIATIVE per turn.



INITIATIVE

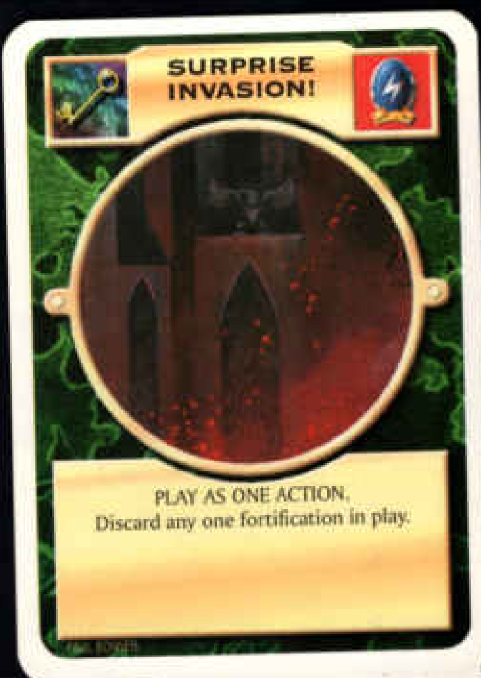
PLAY DURING YOUR TURN, BEFORE YOU PERFORM ANY ACTIONS. You may take an extra action this turn, even an extra attack. You may not play more than one INITIATIVE per turn.

PAUL BONNER



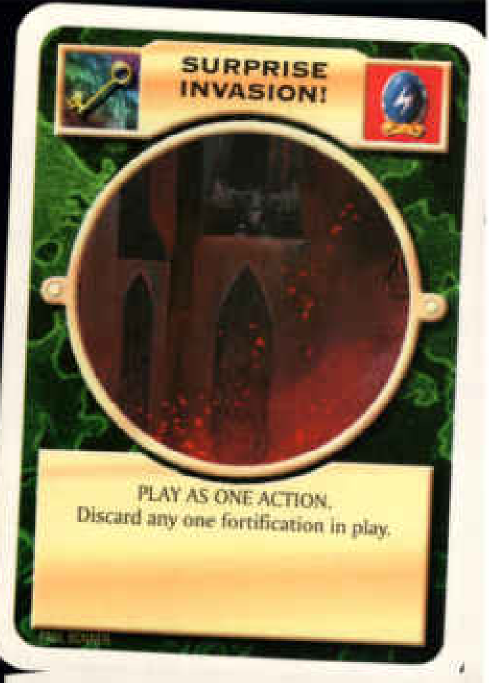
SURPRISE INVASION!

PLAY AT ANY TIME. As one action, one fortification in play, chosen by you, is discarded.



SURPRISE INVASION!

PLAY AS ONE ACTION. Discard any one fortification in play.



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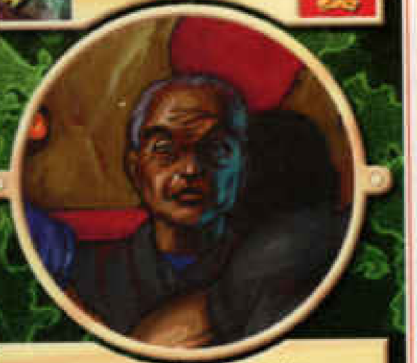
MARTIAL TRAINING



PLAY ON ANY WARRIOR AS THREE ACTIONS. The affected warrior gains +1 to its F for every 2 D spent during combat. This card remains with the warrior.

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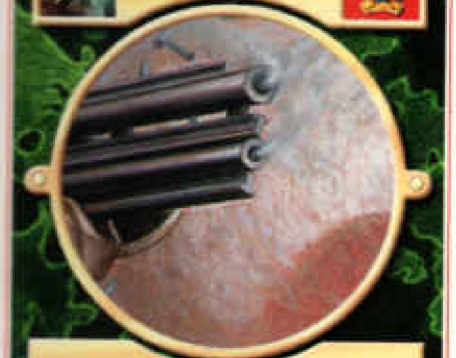
STUDIO PARENTE

OUT OF AMMO



PLAY ON AN OPPONENT'S SHOOT OR FIGHT/SHOOT WEAPON DURING COMBAT. The affected weapon may not be used during this combat. The weapon is considered reloaded after the combat is over.

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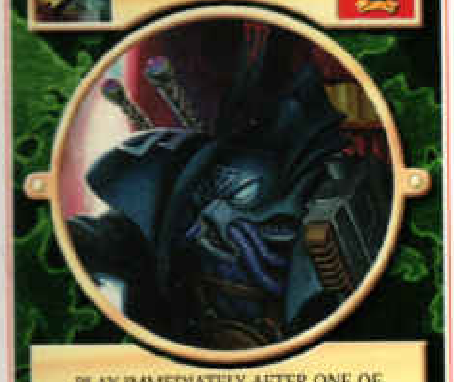
PAUL BONNER

NARROW ESCAPE!



PLAY IMMEDIATELY AFTER ONE OF YOUR WARRIORS IS KILLED. The warrior is not killed, but remains at its current status.

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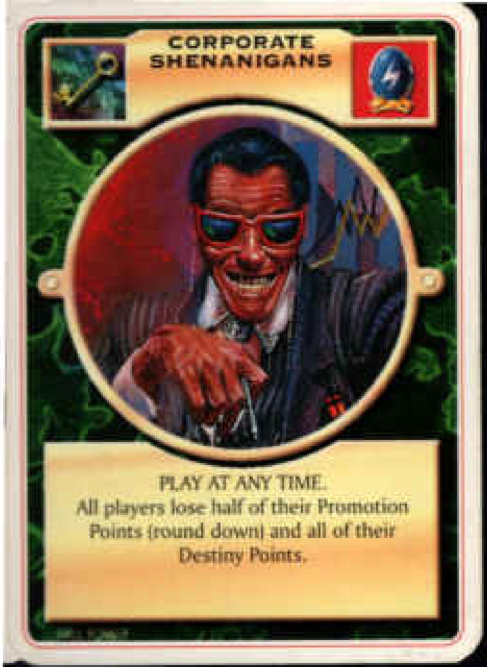
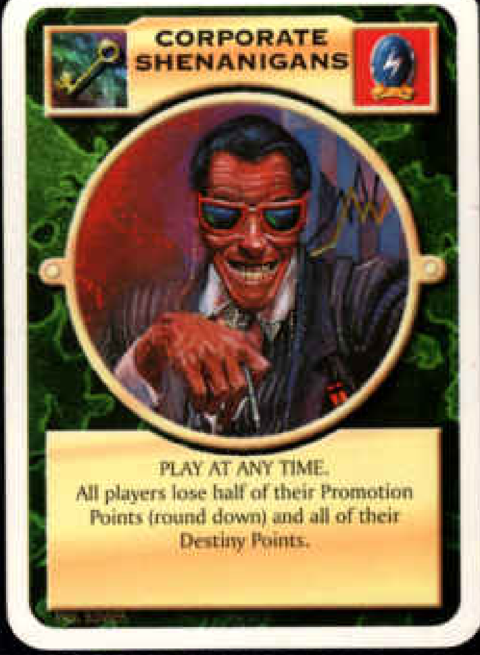


CORPORATE SHENANIGANS

PLAY AT ANY TIME.
All players lose half of their Promotion Points (round down) and all of their Destiny Points.



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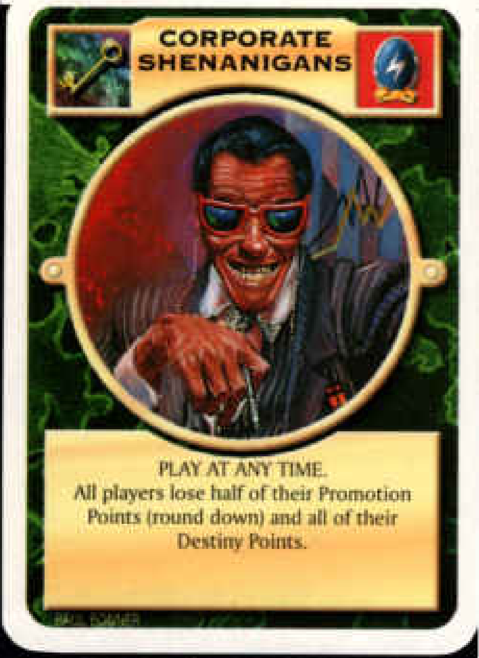

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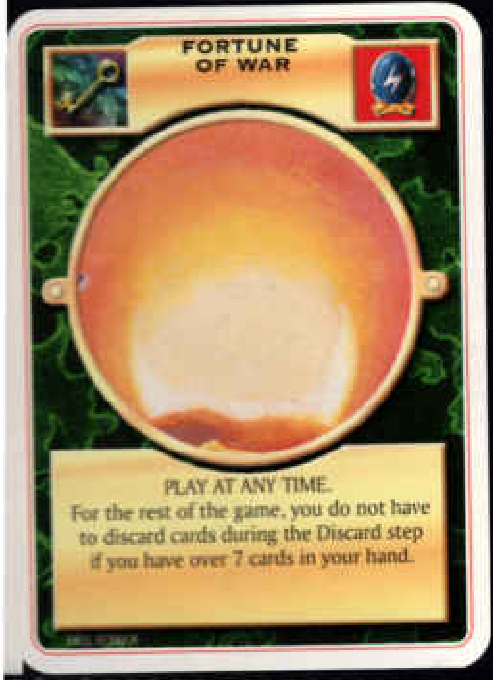
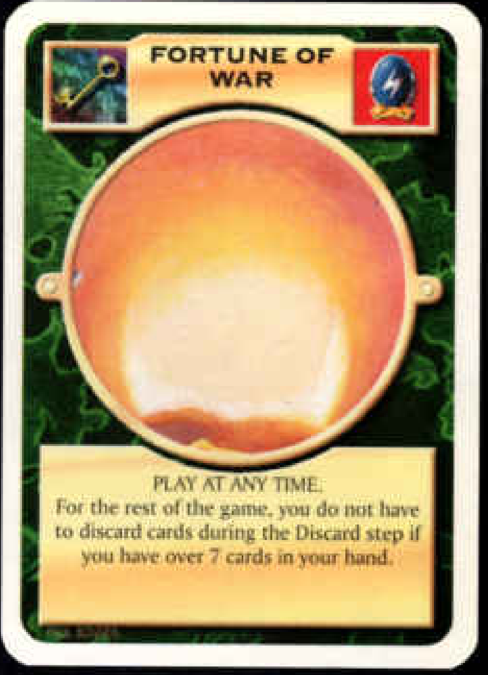


FORTUNE OF WAR

PLAY AT ANY TIME.
For the rest of the game, you do not have to discard cards during the Discard step if you have over 7 cards in your hand.



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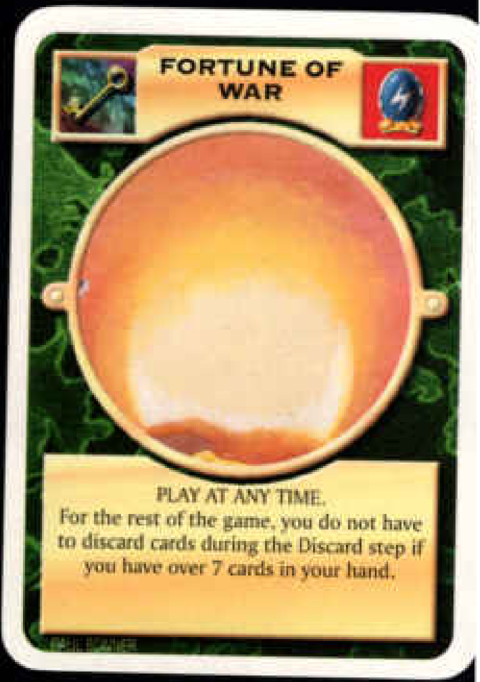

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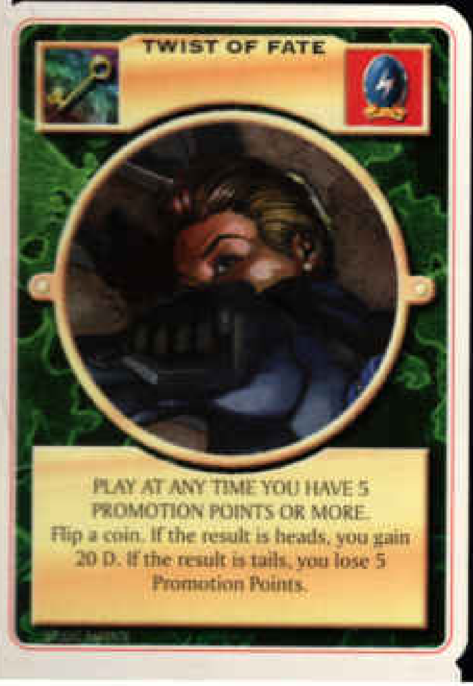
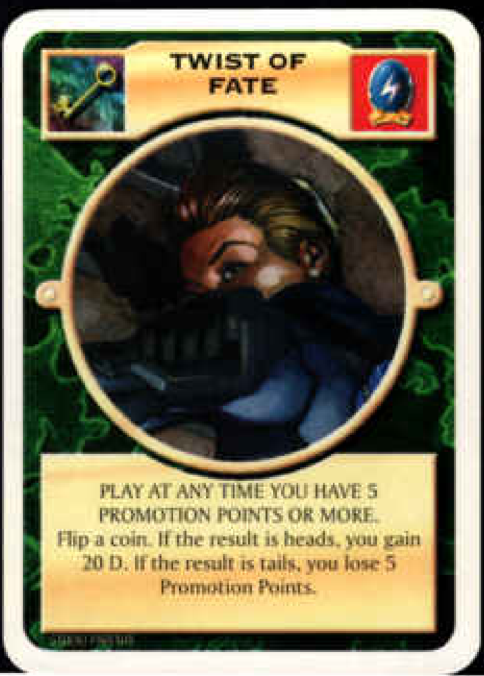


TWIST OF FATE

PLAY AT ANY TIME YOU HAVE 5 PROMOTION POINTS OR MORE.
Flip a coin. If the result is heads, you gain 20 D. If the result is tails, you lose 5 Promotion Points.



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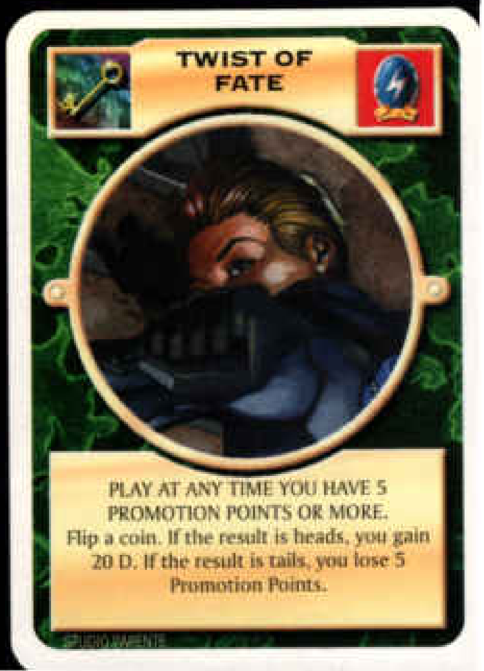

TWIST OF FATE

PLAY AT ANY TIME YOU HAVE 5 PROMOTION POINTS OR MORE.
Flip a coin. If the result is heads, you gain 20 D. If the result is tails, you lose 5 Promotion Points.

EFFICIENCY TRAINING

PLAY THIS CARD AS ONE ACTION. Weapon and equipment cards may be exchanged among all of your warriors, even between your Squad and your Kohort.

STUDIO PARENTE

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PLAY THIS CARD AS ONE ACTION. Equipment cards may be exchanged among all of your warriors, even between your Squad and your Kohort.

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PLAY THIS CARD AS ONE ACTION. Equipment cards may be exchanged among all of your warriors, even between your Squad and your Kohort.

STUDIO PARENTE

POWERFUL BLOW

PLAY ON ANY WARRIOR DURING COMBAT. The affected warrior gains +2 to F during this combat.

PAUL BONNER

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PAUL BONNER

MANIFEST DESTINY

PLAY AT THE BEGINNING OF YOUR DRAW STEP. For the rest of the game, you may draw cards during your Draw step until there are 10 cards in your hand, but you have to discard cards during the Discard step if you have over 10 cards in your hand.

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STUDIO PARENTE

MISCOMMUNICATION

PLAY IMMEDIATELY AFTER A PLAYER PLAYS ANY CARD.
The card that was just played has no effect on play. It is discarded.

PAUL BONNER

MISCOMMUNICATION

PLAY IMMEDIATELY AFTER A PLAYER PLAYS ANY SPECIAL CARD.
The SPECIAL card that was just played has no effect on play. It is discarded. This card has no effect if someone else plays a Miscommunication on it.

PAUL BONNER

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PLAY IMMEDIATELY AFTER A PLAYER PLAYS ANY SPECIAL CARD.
The SPECIAL card that was just played has no effect on play. It is discarded. This card has no effect if someone else plays a Miscommunication on it.

PAUL BONNER

INSPIRED

PLAY AT ANY TIME.
You may immediately take up to three non-attack actions. If played during your turn, these are in addition to your normal actions.

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PAUL BONNER

NEGATIVE KARMA

PLAY ON ANY PLAYER AT ANY TIME.
The affected player's Destiny Point pool is emptied.

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PAUL BONNER

POSITIVE KARMA

PLAY AT ANY TIME.
Add 10 D to your Destiny Pool.

PAUL BONNER

POSITIVE KARMA

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POSITIVE KARMA

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Add 10 D to your Destiny Pool.

PAUL BONNER

REINSTATEMENT

PLAY ON ANY FREELANCER.
The warrior is redeemed. It is now a member of its home corp again. It can now earn Promotion Points and has full access to all cards specific to its home corporation. Its F, S, A and V are +1.

REIN-STATEMENT

PLAY ON ANY FREELANCER AS ONE ACTION.
The warrior is redeemed. It is now a member of its home corp again. It can now earn Promotion Points and has full access to all cards specific to its home corporation. Its F, S, A and V are +1. Keep this card with the warrior. If it loses membership again, this card (and its effects) are discarded.

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REPUTATION

PLAY ON ANY WARRIOR AS THREE ACTIONS.
The affected warrior gains +3 to its V. This card remains with the warrior.

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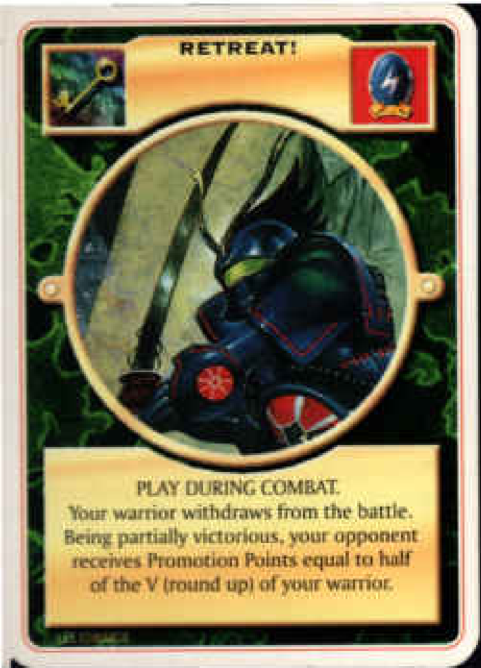

RETREAT!

PLAY DURING COMBAT.
Your warrior withdraws from the battle. Being partially victorious, your opponent receives Promotion Points equal to half of the V (round up) of your warrior.

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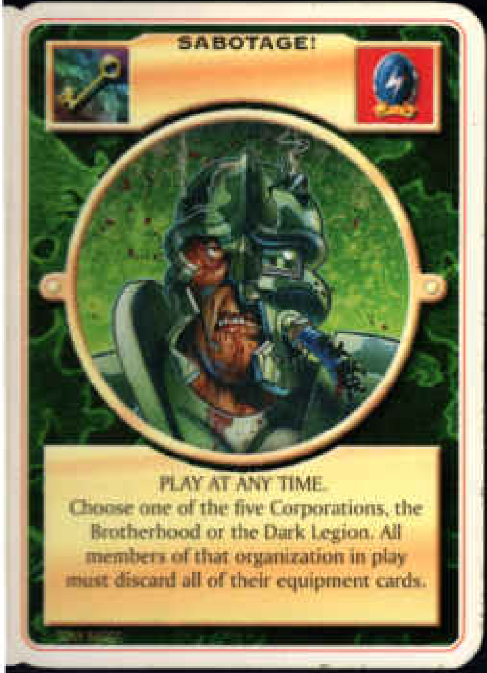

SABOTAGE!

PLAY AT ANY TIME.
Choose one of the five Corporations, the Brotherhood or the Dark Legion. All members of that organization in play must discard all of their equipment cards.

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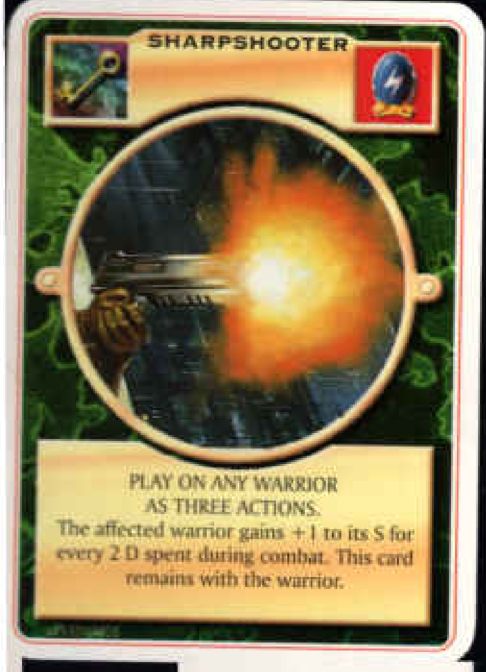

SHARPSHOOTER

PLAY ON ANY WARRIOR AS THREE ACTIONS.
The affected warrior gains +1 to its S for every 2 D spent during combat. This card remains with the warrior.

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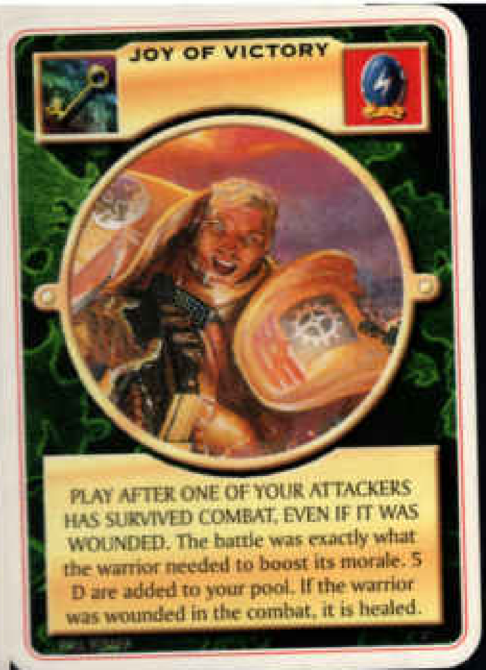
JOY OF VICTORY

PLAY AFTER ONE OF YOUR ATTACKERS HAS SURVIVED COMBAT, EVEN IF IT WAS WOUNDED. The battle was exactly what the warrior needed to boost its morale. 5 D are added to your pool. If the warrior was wounded in the combat, it is healed.

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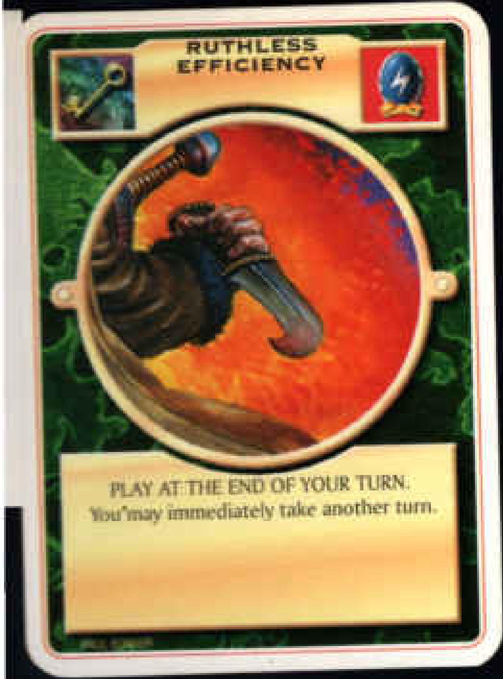
RUTHLESS EFFICIENCY

PLAY AT THE END OF YOUR TURN. You may immediately take another turn.

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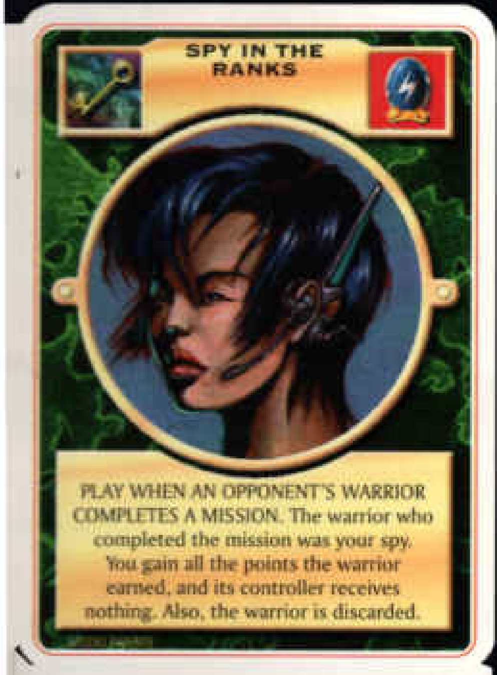
SPY IN THE RANKS

PLAY WHEN AN OPPONENT'S WARRIOR COMPLETES A MISSION. The warrior who completed the mission was your spy. You gain all the points the warrior earned, and its controller receives nothing. Also, the warrior is discarded.

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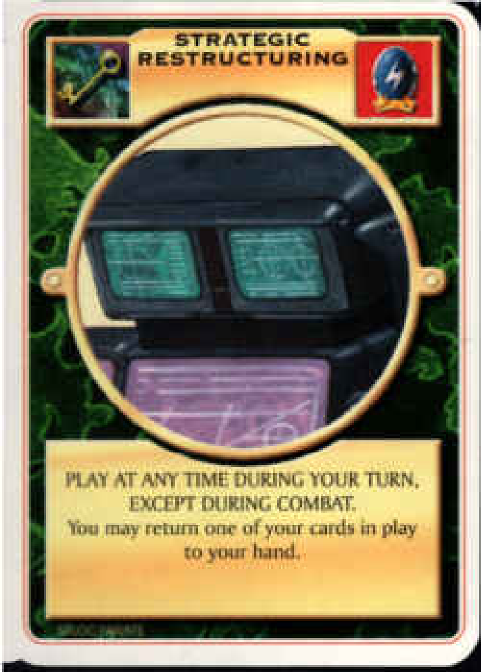
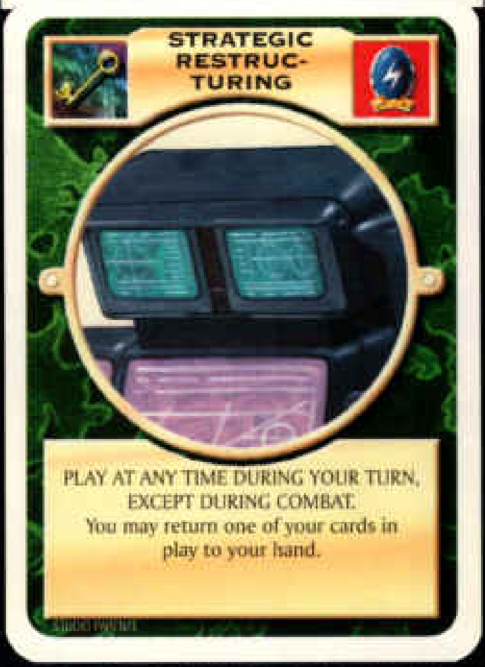


STRATEGIC RESTRUCTURING

PLAY AT ANY TIME DURING YOUR TURN, EXCEPT DURING COMBAT.
You may return one of your cards in play to your hand.

STUDIO PARENTE



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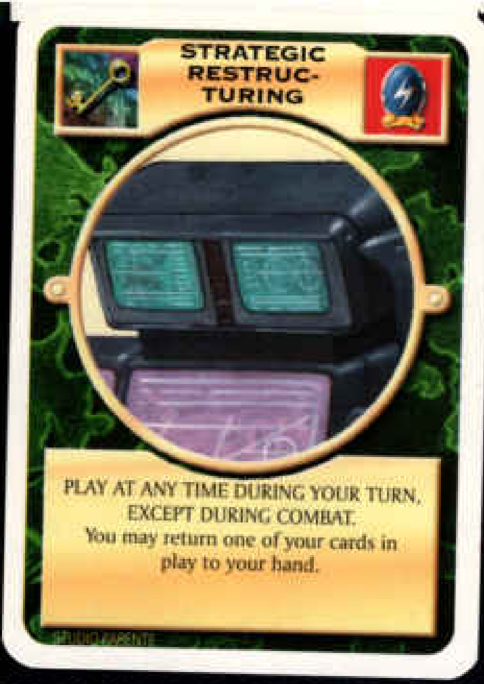

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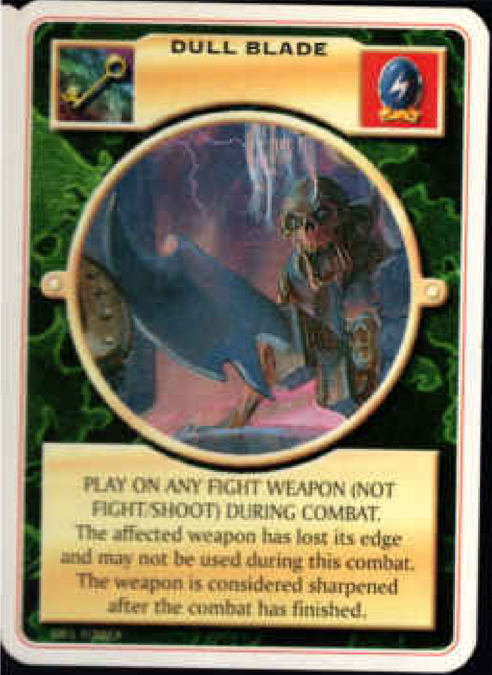
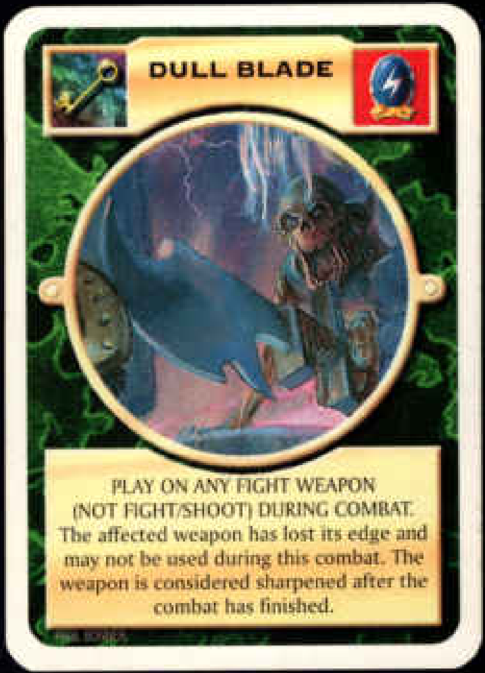


DULL BLADE

PLAY ON ANY FIGHT WEAPON (NOT FIGHT/SHOOT) DURING COMBAT.
The affected weapon has lost its edge and may not be used during this combat. The weapon is considered sharpened after the combat has finished.

PAUL BONNER



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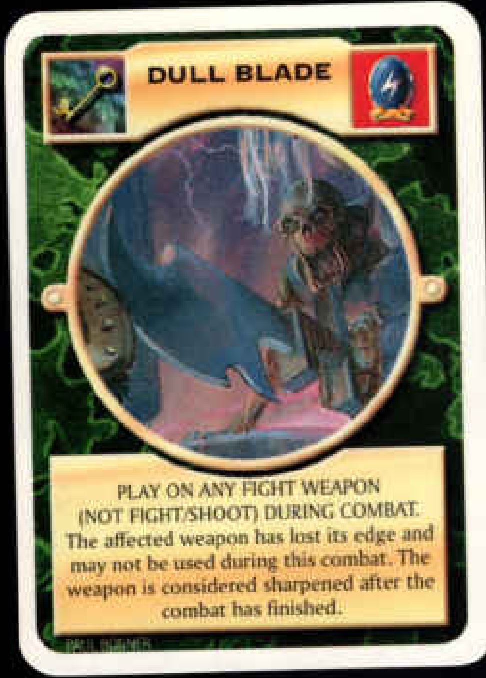

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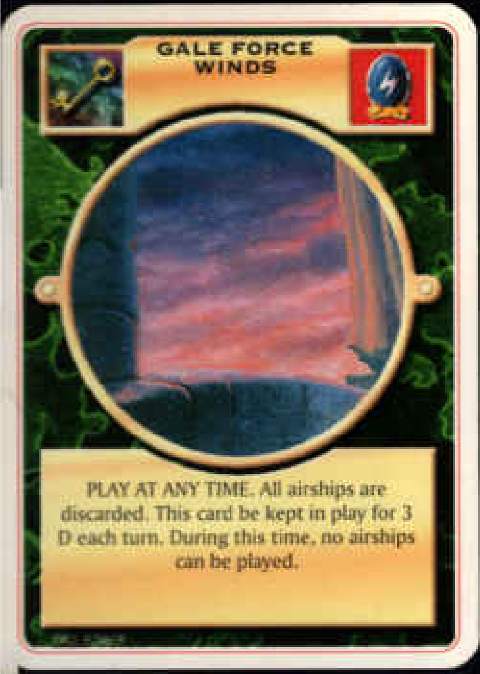
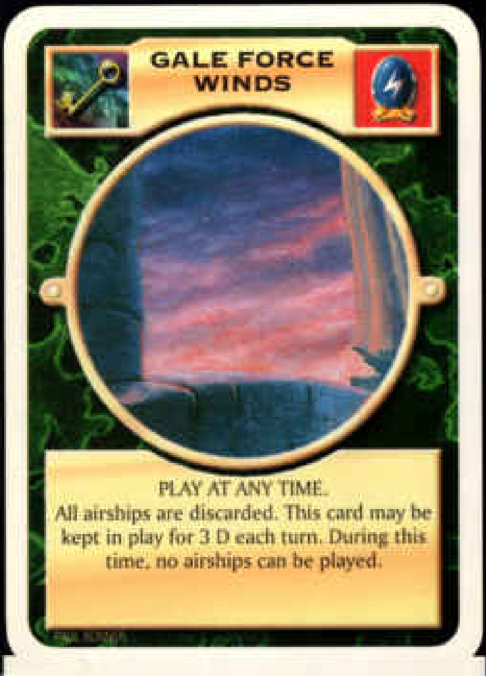


GALE FORCE WINDS

PLAY AT ANY TIME. All airships are discarded. This card be kept in play for 3 D each turn. During this time, no airships can be played.

PAUL BONNER



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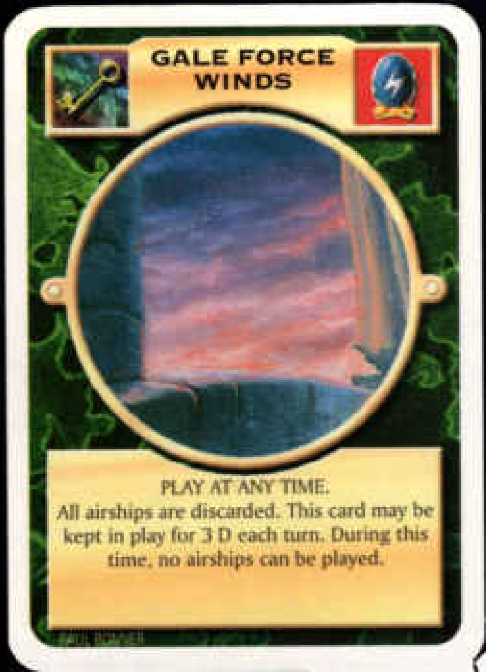

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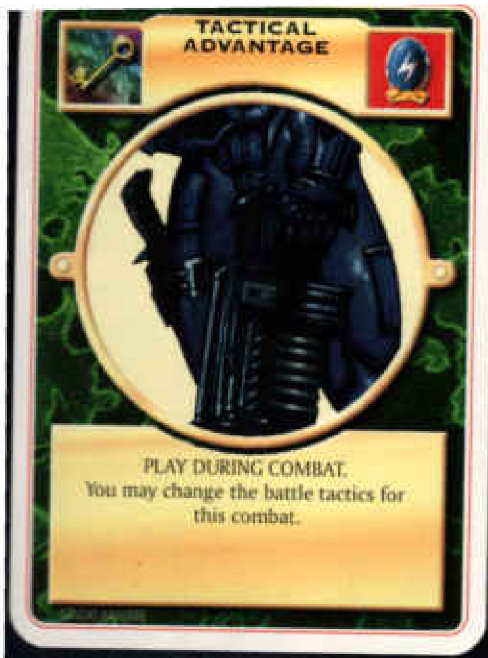
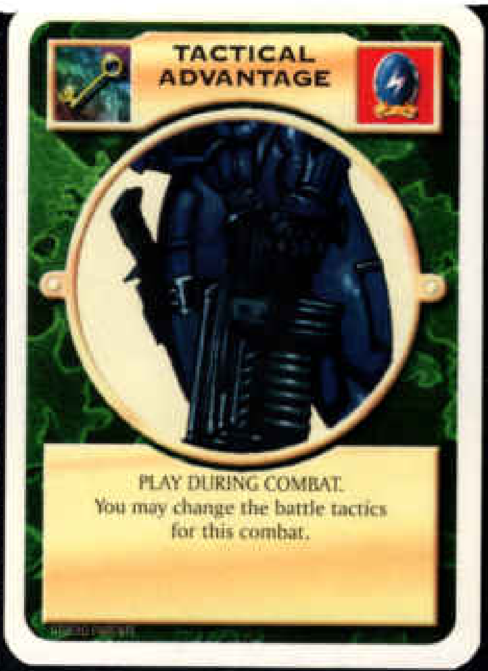


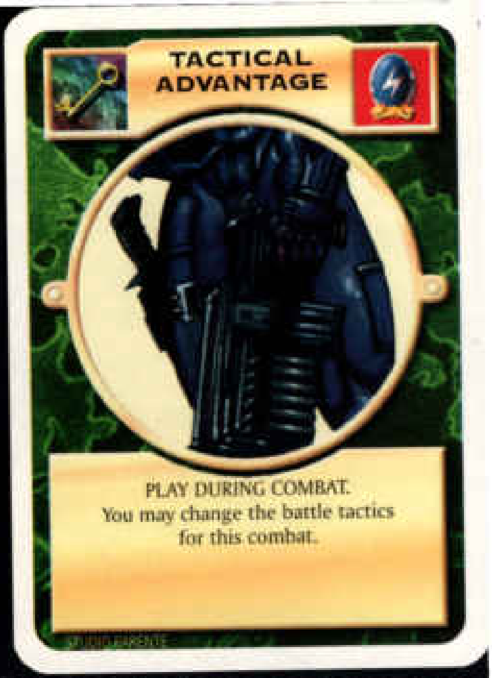
TACTICAL ADVANTAGE

PLAY DURING COMBAT. You may change the battle tactics for this combat.



TACTICAL ADVANTAGE

PLAY DURING COMBAT. You may change the battle tactics for this combat.



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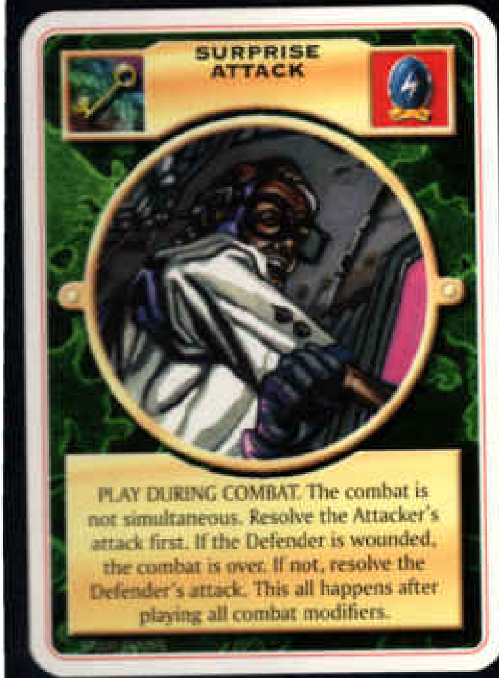
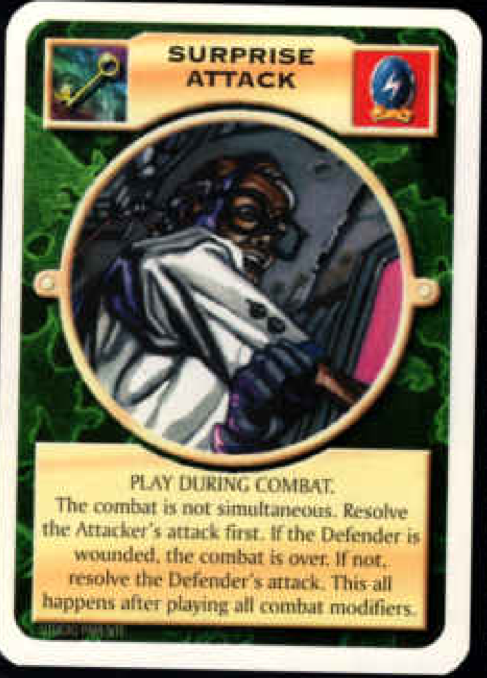


SURPRISE ATTACK

PLAY DURING COMBAT. The combat is not simultaneous. Resolve the Attacker's attack first. If the Defender is wounded, the combat is over. If not, resolve the Defender's attack. This all happens after playing all combat modifiers.



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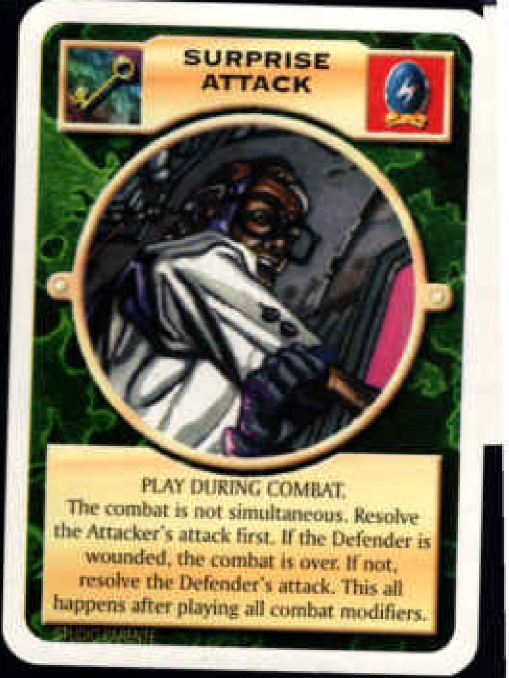

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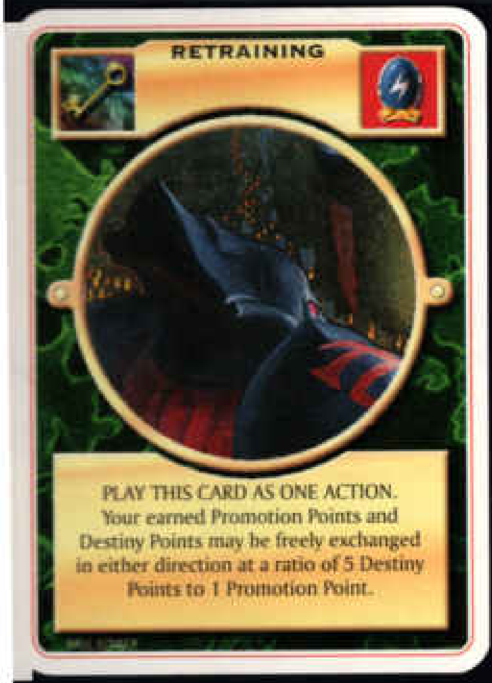
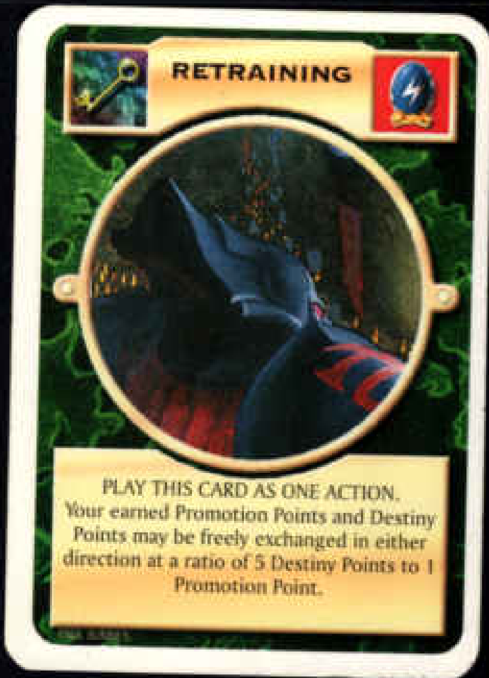


RETRAINING

PLAY THIS CARD AS ONE ACTION. Your earned Promotion Points and Destiny Points may be freely exchanged in either direction at a ratio of 5 Destiny Points to 1 Promotion Point.



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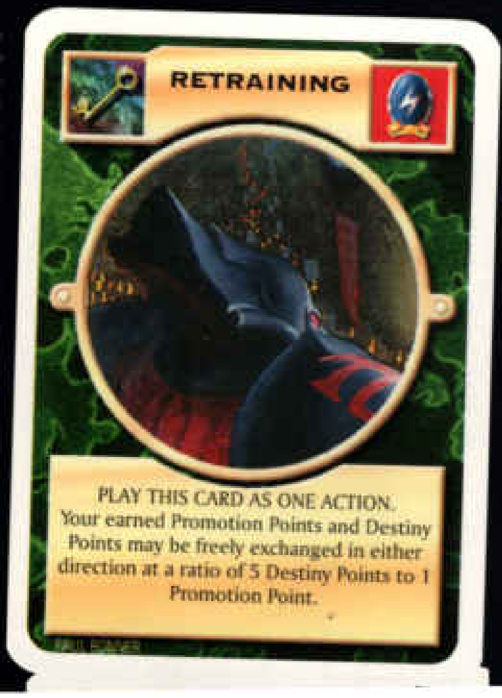

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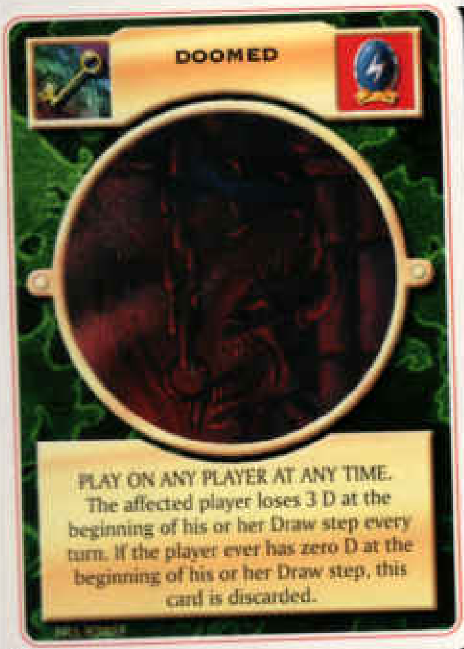

DOOMED

PLAY ON ANY PLAYER AT ANY TIME. The affected player loses 3 D at the beginning of his or her Draw step every turn. If the player ever has zero D at the beginning of his or her Draw step, this card is discarded.

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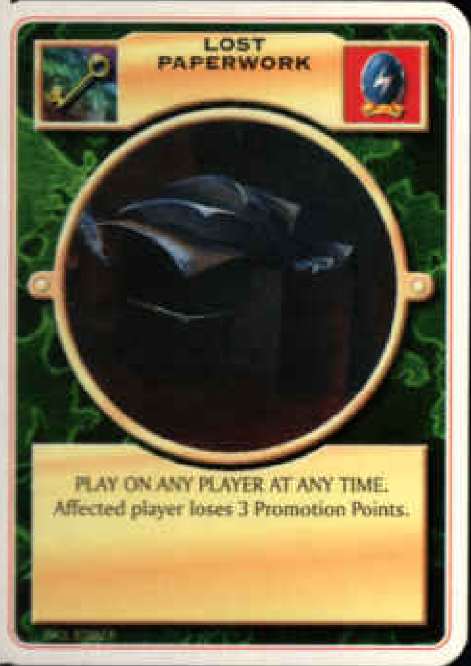

LOST PAPERWORK

PLAY ON ANY PLAYER AT ANY TIME. Affected player loses 3 Promotion Points.

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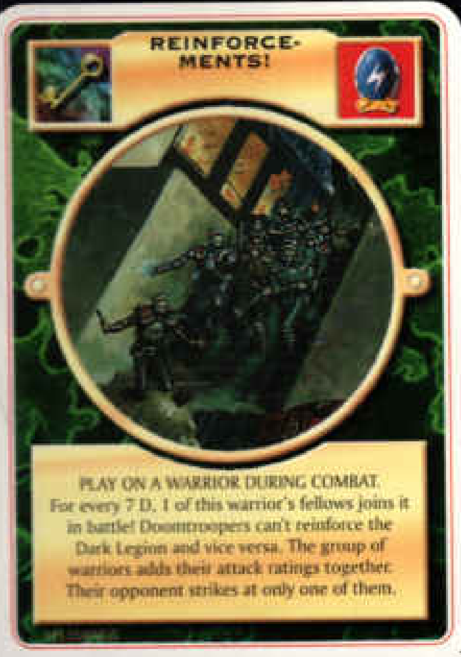
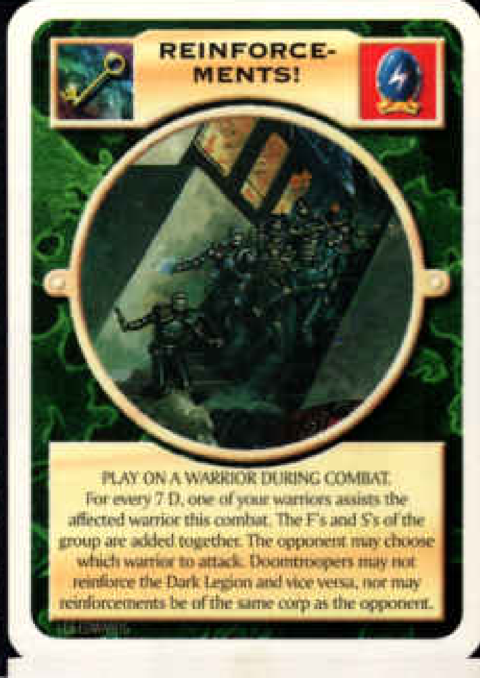


REINFORCEMENTS!

PLAY ON A WARRIOR DURING COMBAT. For every 7 D, 1 of this warrior's fellows joins it in battle! Doomtroopers can't reinforce the Dark Legion and vice versa. The group of warriors adds their attack ratings together. Their opponent strikes at only one of them.



REINFORCEMENTS!

PLAY ON A WARRIOR DURING COMBAT. For every 7 D, one of your warriors assists the affected warrior this combat. The F's and S's of the group are added together. The opponent may choose which warrior to attack. Doomtroopers may not reinforce the Dark Legion and vice versa, nor may reinforcements be of the same corp as the opponent.

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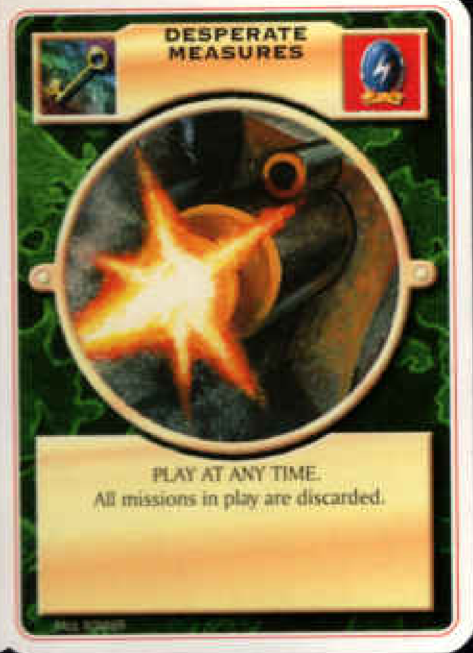

DESPERATE MEASURES

PLAY AT ANY TIME.
All missions in play are discarded.

PAUL BONNER

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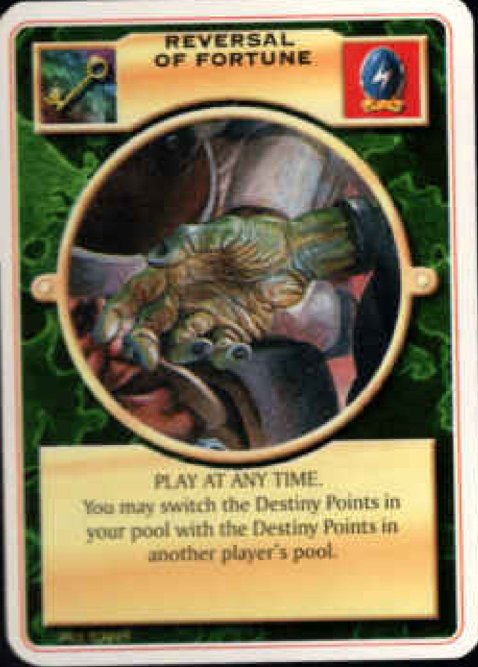

REVERSAL OF FORTUNE

PLAY AT ANY TIME.
You may switch the Destiny Points in your pool with the Destiny Points in another player's pool.

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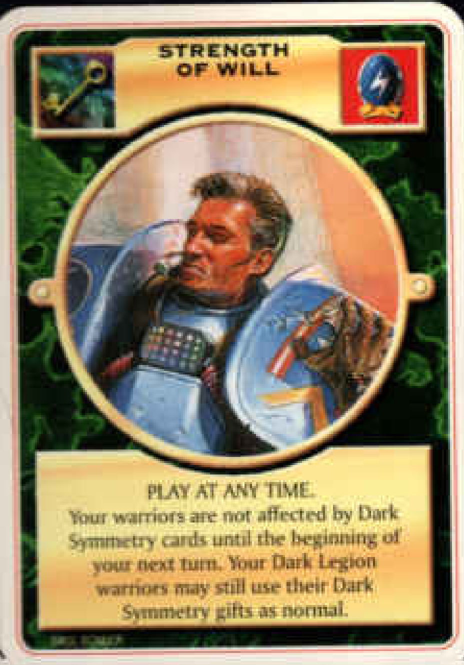

STRENGTH OF WILL

PLAY AT ANY TIME.
Your warriors are not affected by Dark Symmetry cards until the beginning of your next turn. Your Dark Legion warriors may still use their Dark Symmetry gifts as normal.

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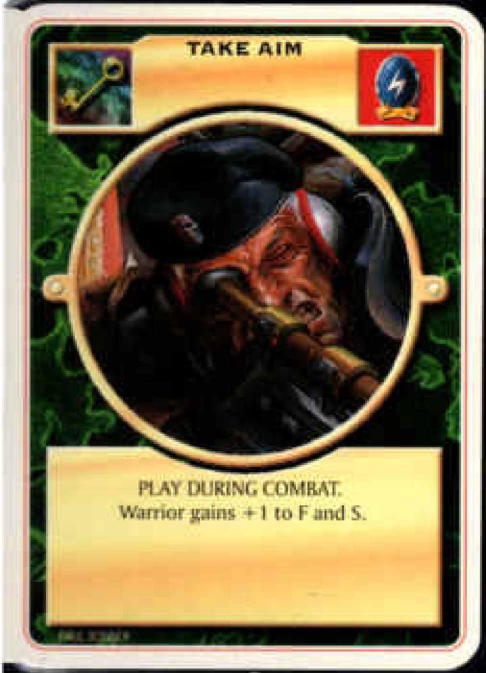

TAKE AIM

PLAY DURING COMBAT.
Warrior gains +1 to F and S.

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