

**3** **Ambiguity Embiggener**  
embiggen is a perfectly cromulent word

**ARCANIST ITEM**

At the start of each player's turn, that player picks a number for X. Both players put X cards from their hand on the bottom of their deck in any order. (If a player has less than X cards they put their entire hand on the bottom.) Both players put the top Y cards of their deck into their hand, where Y is the number of cards that player put on the bottom of their deck.

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RARE 001/105

**1** **Ameliorate**  
I love the smell of booby in the morning!

**ARCANIST TACTIC**

Put any number of cards from your hand on the bottom of your deck in any order. Put the top X cards of your deck into your hand, where X is the number of cards you put on the bottom plus 1.

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RARE 002/105

**4** **Arcanology Recruitment Officer**  
limited edition artwork by Silvia Gunarso

**ARCANIST CHARACTER - muddler**

At the start of your turn, you must pick a character your opponent controls. That character gains **COVERT** until the start of your next turn.

Artist Series

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UNCOMMON 003/105

**2** **Cloaked Creeper**  
"try to get to the buffet table"

**ARCANIST CHARACTER - lurker**

**COVERT**

While this card is a member of an attacking party, the party is **COVERT**.

"Ah, Lord Frothingslosh...don't you look...dashing..."

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UNCOMMON 004/105

**4** **Deceptive Muddler**  
invite him in for a drink and look what happens

**ARCANIST CHARACTER - muddler**

**COVERT**

If this card inflicts damage to a faction, your opponent must put a card from their hand on the top of their deck.

An Arcanist keeps his things "just so" with good reason. Nothing annoys him more than repositioning.

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UNCOMMON 005/105

**0** **Dimensional Rift**  
portal to anywhere

**ARCANIST LOCATION**

**TELEPORT**

**COST** - Pay 4. Deplete this card. Pick a character.

**EFFECT** - Put the character into its owner's hand.

"I just teleported in from Lugubria, and boy are my arms tired!"

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RARE 006/105

**2** **Eccentric Inquisition**  
(imagine inevitable Spanish Inquisition joke here)

**ARCANIST TACTIC**

Reveal the top 7 cards of your opponent's deck. Remove all revealed tactics from the game and put the remaining cards on the bottom of your opponent's deck in any order.

For the rest of the game, you may play tactics removed from the game by this card as though they were in your hand and without having the proper resource icons.

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RARE 007/105

**3** **Ectological Hazard Suit**  
the old model may be uglier, but at least it works

**ARCANIST ITEM - gear**

**ATTACH TO CHARACTER**

When this card enters play, put a token on the attached character.

The attached character gains 1 strength and 1 life for each token on it.

**HANDOFF**

**COST** - Pay 1. Deplete a character you control that is not in a battle.

**EFFECT** - Attach this card to the character.

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COMMON 008/105

**8** **Eldridge Gosche**  
limited edition artwork by Chris de Joya

**ARCANIST CHARACTER - ritualist**

**UNIQUE ELDRIDGE**

At the start of your turn, you may pick 2 or fewer non-resource cards you control. If you do, put up to 2 tokens divided however you want on those cards.

**EJECT**

**COST** - Remove 3 tokens from this card. Pick a non-resource card.

**EFFECT** - Put the card into its owner's hand.

**DISRUPT**

**COST** - Remove 3 tokens from this card.

**EFFECT** - Look at your opponent's hand and pick a card. Your opponent must discard that card.

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RARE 009/105

**5** **Emphatic Ecto-Manipulator**  
sinister fondler of voidal boogers

3 STR 3 LIFE  
3 SPD

**ARCANIST CHARACTER** – ecto-manipulator

**COST** – You may pick a character you control.

When this card enters play, if you picked a character as part of its cost then put 2 tokens on that character. (If you didn't pay this card's cost then you cannot put tokens.)

*Never be the first to put your hand in a viscous fluid.*

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UNCOMMON 012/105

**3** **Entangle**  
limited edition artwork by FangWei

**ARCANIST TACTIC**

**COST** – Pick 2 or fewer characters.

**EFFECT** – This turn, the characters lose 1 speed. Draw a card.

Artist Series

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UNCOMMON 011/105

**1** **Gnat**  
they don't, but they should.

1 STR 1 LIFE  
3 SPD

**ARCANIST CHARACTER** – lurker

If this card leaves play, your opponent must discard a card.

*"I told her it was the annotated edition. And she believed me! Now I have to do them all."*

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COMMON 012/105

**4** **Infatuated Armchair**  
mecka-lecka-hi, mecka-heiny-hoi!

2 STR 2 LIFE  
3 SPD

**ARCANIST CHARACTER** – lurker

If this card leaves play, you may look at the top 2 cards of either deck. If you do, put 1 card on the bottom of that deck and 1 card on the top. Draw a card.

*The armchair's thirst for heiny was boundless and unfathomable. We eventually had to put it down.*

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COMMON 012/105

**3** **Insect Appreciator**  
i always pick one out before bed

3 STR 3 LIFE  
3 SPD

**ARCANIST CHARACTER** – obsessor

When an attacking or blocking party is formed that includes this card, it must have an even number of members.

*He gets mad when people confuse him with the insect appreciator.*

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COMMON 014/105

**5** **Kinky Asp**  
like a garden hose, only more bitey

4 STR 2 LIFE  
3 SPD

**ARCANIST CHARACTER** – lurker

**COVERT**

*Only slightly less deadly than the dreaded bent mamba.*

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COMMON 012/105

**1** **Maladjustment**  
limited edition artwork by Chris de Joya

**ARCANIST TACTIC**

**COST** – Pick a resource you control. (You can pick face-down resources.)

**EFFECT** – Put the resource into your hand. You may play a resource.

Artist Series

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UNCOMMON 012/105

**1** **Obsessive Compulsion**  
a place for everything and everything in its place

**ARCANIST TACTIC**

Look at the top 3 cards of your deck. You may put any number of those cards on the bottom of your deck in any order. Put the remaining cards on the top of your deck in any order. Draw a card.

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COMMON 017/105

**2** **Odious Diva**  
ô rage! ô désespoir! ô vieillesse ennemi!

1 STR 2 LIFE  
3 SPD

**ARCANIST CHARACTER** – diva

Your opponent's hand is revealed at all times.

**DISAPPROVE**

**COST** – Pay 2. Name a card.

**EFFECT** – Look at your opponent's hand. Your opponent must put a card with the chosen name on the bottom of their deck. If they do, they draw a card.

*"Honestly, Gertrude... just because we're out of mustard... There's no reason to make a scene!"*

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RARE 010/105

**1** **Puddle of Goo**  
out of the drainpipe and into our tummies!

1 STR 1 LIFE  
3 SPD

**ARCANIST CHARACTER** – lurker

**COVERT**

According to Meldring's "Edible Slimes of Lugubria," the role of the human digestive system in the reproductive cycle of the hallucinogenic sewerslime is as vital as it is ambiguous.

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UNCOMMON 021/105

**0** **Quotidian Disappearance**  
don't know where they go, but I hope they stay there

**ARCANIST TACTIC**

Your opponent must pick a non-resource card they control. If they do, put that card into its owner's hand.

Political enemies of Amalfroact often attract the unwanted attentions of the firm's public compliance officers, who do their job with perverted glee.

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COMMON 020/105

**5** **Quotidian Virtuoso**  
and...checkmate

3 STR 3 LIFE  
3 SPD

**ARCANIST CHARACTER** – ritualist

**DISRUPT**  
COST – Pay 2. Discard a card. Deplete this card.  
EFFECT – Look at your opponent's hand and pick a card. Your opponent must discard that card.  
Queen to L5 and the tower falls. Your move.

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UNCOMMON 021/105

**0** **Recollection Bazaar**  
"that time I ate too much pie" is always popular

5 STR

**ARCANIST LOCATION**

**RECALL**  
COST – Pick a resource you control. (You can pick face-down resources.)  
EFFECT – Put the resource into your hand.

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RARE 022/105

**3** **Ritual of the Knob & Pull**  
no, no, you're off tempo, Mortimer!

**ARCANIST TACTIC**

**COST** – Pick a character. X is that character's strength.  
**EFFECT** – If your opponent controls at least X face-down resources, destroy the character.  
"Twist to the left dammit! Don't you remember what happened to Jenkins?"

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COMMON 023/105

**4** **Ritual of the Ominous Urn**  
pretty damn epic

**ARCANIST TACTIC**

Your opponent must discard a card. You may search your deck for a card of the same type as the discarded card, reveal it, and put it into your hand.  
The nameless one twisted his inhuman appendage unspeakably, as an ineffable sound filled the unfathomable, indescribable sky...

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UNCOMMON 024/105

**5** **Rummaging Millipede**  
it's right in front of you, fool!

3 STR 1 LIFE  
3 SPD

**ARCANIST CHARACTER** – lurker

**COVERT**

When this card enters play, you may pick a tactic in your discard pile. If you do, put that tactic into your hand.  
I should have sent the centipede.

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UNCOMMON 025/105

**3** **The Deranger™**  
limited edition artwork by Sonny Liew

**ARCANIST ITEM**

**LOBOTOMIZE**  
COST – Deplete this card.  
EFFECT – Look at your opponent's hand and pick 2 or fewer non-resource cards. Your opponent must discard those cards. Your opponent takes control of this card.

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ARTIST SERIES RARE 026/105

**2** **Toxic Cultivator**  
this'll show those bastards at the fair!

1 STR 1 LIFE  
3 SPD

**ARCANIST CHARACTER** – cultivator

While you control an even number of characters, reduce the numeric cost of your tactics by 1, to a minimum of 1.  
People laugh at my toxic pusgourd. But did they slave for countless hours, rubbing it with fat and feeding it weasel paste?

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COMMON 027/105

**4** **Unnatural Alteration**  
limited edition artwork by Silvia Gunarso

**ARCANIST TACTIC**

**COST** – Play this only during your turn and not during a battle. Pick a character you control.

**EFFECT** – Destroy the character. If you do, X is that character's numeric cost. Search your deck for a character with numeric cost X+3 or less and reveal it. You may play that card for free. (You still need the proper resource icons and must pay any additional costs.) If you don't, put it into your hand.

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RARE 029/165

**3** **Venomous Sacspider**  
oh, here comes woogurns now!

**ARCANIST CHARACTER** – lurker

**2** STR **1** LIFE  
**3** SPD

If this card is destroyed by battle damage, your opponent must discard their hand.

*As pets they're surprisingly affectionate, but fragile. Slip-ups are always bad news; just a drop of their juice is enough to liquefy a cow.*

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RARE 029/165

**6** **Violating Anomaly**  
i think one got into my pants

**ARCANIST CHARACTER** – muddler, lurker

**2** STR **4** LIFE  
**2** SPD

When this card enters play, look at your opponent's hand and pick a card. Your opponent must discard that card.

If this card leaves play, you may pick a non-resource card. Put that card into its owner's hand. Draw a card.

*"I thought I was a goner, but turns out they only wanted my tobacco."*

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UNCOMMON 030/165

**3** **Voidal Interference**  
shiggity shiggity shwa

**ARCANIST TACTIC**

**COST** – Play this only in response to a card being played. (Playing a resource doesn't count.)

**EFFECT** – Put the card into its owner's hand. Treat the card as though it was not played. Its owner must put a card from their hand on top of their deck.

*I would say to them, "You want ice cream cone?"...and both of them say "Yes."*

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UNCOMMON 031/165

**4** **Anesthetizing Opulence**  
i could get used to this

**BANKER TACTIC**

**COST** – Pick a character.

**EFFECT** – Destroy the character. Your opponent draws a card.

*Wasn't I supposed to kill somebody? Ooh! Erotic cakes!*

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COMMON 032/165

**1** **Clandestine Resort**  
ah...at last! more pudding!

**5** **STRUCTURE**

**BANKER LOCATION**

All your characters gain 1 life.

*Every Mau secretly desires their own private island, where the feasts are endless and the beaches are littered with catnip.*

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UNCOMMON 033/165

**3** **Class Action Defender**  
because corporate giants have rights too

**2** STR **3** LIFE  
**3** SPD

**BANKER CHARACTER** – lawyer, mau

If any amount of damage greater than 4 would be inflicted to this card, inflict no damage instead.

If you are attacked, you may pay 2. If you do, restore this card.

*"Is that everyone? Okay, your refund is right down that alley..."*

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RARE 034/165

**4** **Club Mau Bouncer**  
there's no petting in the Catnip Room

**2** STR **4** LIFE  
**3** SPD

**BANKER CHARACTER** – mercenary, mau

If a character inflicts damage to this card, inflict 1 damage to that character.

*None.*

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COMMON 035/165

**2** **Crooked Appraiser**  
seller shall repair any infestations

**1** STR **3** LIFE  
**3** SPD

**BANKER CHARACTER** – mau

**INSPECT**

**COST** – Deplete this card. Pick a location.

**EFFECT** – Inflict 2 damage to the location.

*...including, but not limited to, broken roof shingles, smashed pipes, vandalism, cannon holes, and acts of arson, at seller's own expense.*

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UNCOMMON 036/165

**3** **Embezzling Bookkeeper**  
your most profitable loss to date

4 STR 4 LIFE  
3 SPD

**BANKER CHARACTER** – employee, mau

When this card enters play, your opponent draws a card.

*I should have hired this guy sooner. I especially like his "employer bonus" program.*

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RARE 037/165

**2** **Entry-Level Employee**  
now with 2% less chance of uprising!

3 STR 4 LIFE  
3 SPD

**BANKER CHARACTER** – employee

This card enters play with 2 tokens on it.  
This card loses 1 strength and 1 life for each token on it.

**COST** – Pay 2.  
**EFFECT** – Remove a token from this card.  
*The default setting is "malingering," but you can reprogram it to "sabotage," "embezzle" or our newest feature, "hold out for more pay."*

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COMMON 038/165

**2** **Escrow Office**  
limited edition artwork by Alex Ang

3

STRUCURE

**BANKER LOCATION**

**DEPOSIT**  
**COST** – Pay 1.  
**EFFECT** – Put a token on this card.

**WITHDRAW**  
**COST** – Remove all tokens from this card. X is the number of tokens removed.  
**EFFECT** – Reduce the next numeric cost you pay this turn by X.  
*Almost as big as Alex's house and just as real!*

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RARE 039/165

**3** **Extortify**  
limited edition artwork by Jack Heng

2A 2A

**BANKER TACTIC**

Your faction gains 8 influence.

*Jack Heng is the most electrifying, dynamorphic, pontificated, exastabatory individual in the whole wide world.*

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UNCOMMON 040/165

**3** **Fat Pants**  
do these pants make me look fat?

1 STR +2 LIFE  
0 SPD

**BANKER ITEM** – gear

**ATTACH TO CHARACTER**  
The attached character gains 1 strength and 2 life.

**HANDOFF**  
**COST** – Pay 1. Deplete a character you control that is not in a battle.  
**EFFECT** – Attach this card to the character.  
*Laugh. Cry. Share the pants.*

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UNCOMMON 041/165

**6** **First Unified Market of Abstract Secure Theoreticals**  
limited edition artwork by Alex Ang, Wang Hua, Yun Ling

8

STRUCURE

**BANKER LOCATION**

**UNIQUE F.U.M.A.S.T.**  
Reduce the numeric cost of your faction's abilities by 1, to a minimum of 1.  
*A location so ginormous it took three artists to build.*

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RARE 042/165

**4** **Furtive Investor**  
I never invest without an exit strategy

3 STR 3 LIFE  
3 SPD

**BANKER CHARACTER** – investor, mau

**COVERT**  
This card enters play with 2 tokens on it.  
This card loses 1 strength and 1 life for each token on it.  
At the start of your turn, you may pick a non-resource card you control. If you do, remove a token from that card.

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UNCOMMON 043/165

**5** **Hired Goons**  
goons, hired goons.

5 STR 4 LIFE  
3 SPD

**BANKER CHARACTER** – mercenary, mau

**COVERT**  
At the start of your turn, you may pay 2. If you don't, your opponent takes control of this card.

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RARE 044/165

**3** **Inside Information**  
damning record of depravity

2A 2A

**BANKER ITEM**

**PROFIT**  
**COST** – Deplete this card.  
**EFFECT** – Draw 4 cards. Your opponent takes control of this card.  
*"It's just a bunch of yowling! What the hell am I paying you for!"*

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RARE 045/165

**1 Keen Strategem**  
if you want money, you'll have to pay for it

**BANKER TACTIC**

Search your deck for a staple resource, reveal it, and put it into your hand.

*"It is well that the people of the nation do not understand our banking and monetary system, for if they did, I believe there would be a revolution before tomorrow morning."*

COMMON 046/165

**1 Key Man**  
congratulations...you're our 23rd CEO!

**BANKER CHARACTER** – executive, mau

If this card leaves play, draw a card.

*"Bruno here will uncork the bubbly when you reach altitude."*

COMMON 047/165

**2 Market Oracle**  
signs point to "buy"

**BANKER CHARACTER** – investor, mau

**INVEST**  
**COST** – Deplete this card. Pick a non-resource card you control.  
**EFFECT** – Remove a token from the card.

*I have a sell order on Empire Impoverishments when the pendulum swings north.*

COMMON 048/165

**5 Mau Party**  
it's not a party until somebody gets devoured

**BANKER TACTIC**

**COST** – Play this only during your turn.

**EFFECT** – Draw 5 cards. Your faction gains 2 influence.

*After we run them over, we stop the car and eat them.*

RARE 049/165

**3 Moneychanger**  
limited edition artwork by Patrick Meehan

**BANKER CHARACTER** – investor

This card loses 1 strength and 1 life for each token on it.

**EXCHANGE**  
**COST** – Put a token on this card. Deplete this card.  
**EFFECT** – Draw a card.

*Don't forget to wipe your money.*

ARTIST SERIES COMMON 050/165

**4 Motivational Speaker**  
awaken the giant within

**BANKER CHARACTER** – salesman

If this card blocks, all members of the blocking party gain 2 strength and 2 life this turn. (This includes this character.)

*"You too can unleash your inner strength and achieve even your wildest dreams! Now get out there, and foreclose on that orphanage!"*

UNCOMMON 051/165

**2 Mutiny Grant**  
whatever you make, I'll double it

**BANKER TACTIC**

**COST** – Pick a character your opponent controls. Your faction loses X influence, where X is the numeric cost of that character.

**EFFECT** – This turn, you control the character. Restore the character.

UNCOMMON 052/165

**4 Officious Obstructionist**  
towering maven of bureaucratic rule

**BANKER CHARACTER** – bureaucrat

**STUBBORNNESS**  
**COST** – Pay 1.  
**EFFECT** – This turn, this card gains 1 life.

*"I don't care what you're Lord of, the registration closes at 5 PM."*

COMMON 053/165

**6 Overinsured Figurehead**  
he used to be so down to earth

**BANKER CHARACTER** – executive

If this card leaves play, draw 2 cards.

*That new job title has really gone to his head. I don't like how he's always talking down to us these days.*

UNCOMMON 054/165

**5 Prudent Thug**  
limited edition artwork by Jack Heng

4 STR 5 LIFE  
3 SPD

**BANKER CHARACTER** – mercenary, investor

When this card enters play, your faction loses 3 influence.  
This card loses 1 strength and 1 life for each token on it.  
This card can attack only once each turn.

**RESTORE**  
**COST** – Pay 1. Put a token on this card.  
**EFFECT** – Restore this card.

ARTIST SERIES  
COMMON  
056/165

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**3 Pugnacious Publicist**  
time to issue a "full contact" press release

1 STR 3 LIFE  
3 SPD

**BANKER CHARACTER** – publicist

When this card enters play, all your characters gain 1 life this turn.  
*"Here's one for your editor, too!"*

COMMON  
056/165

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**4 Randolph von Macovawitz Spitoon III, Ltd.**

2 STR 3 LIFE  
3 SPD

**BANKER CHARACTER** – mau

**UNIQUE RANDOLPH**  
When this card enters play, draw a card.

**PAYDAY LOAN**  
**COST** – Pay 1. Discard a resource or destroy a resource you control.  
**EFFECT** – Draw a card.

*Randolph has acquired the rarified status of "limited liability person," which means he cannot be held responsible for his actions as long as he's acting in his own best interest!*

ARTIST SERIES  
COMMON  
057/165

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**5 Real Estate Auctioneer**  
every home has its flaws

3 STR 3 LIFE  
3 SPD

**BANKER CHARACTER** – auctioneer

**LIQUIDATE**  
**COST** – Pay 2. Discard a card. Deplete this card.  
**EFFECT** – Draw 2 cards.

*"Do I hear 20,000? 20,000 for this lovely home with only a slight human infestation?"*

UNCOMMON  
058/165

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**3 Reluctant Hire**  
i dunno... it's shiny and all, but...

4 STR 4 LIFE  
3 SPD

**BANKER CHARACTER** – employee

This card enters play with 3 tokens on it.  
This card loses 1 strength for each token on it.

**INVEST**  
**COST** – Pay X, where X is the number of tokens on this card.  
**EFFECT** – Remove a token from this card.

UNCOMMON  
059/165

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**6 Revivate**  
limited edition artwork by Jack Heng

6 STR 4 LIFE  
3 SPD

**BANKER TACTIC**

**COST** – Play this only during your turn. Pick 2 characters in your discard pile.  
**EFFECT** – Put 1 of the characters into play under your control and 1 into your hand.

*If you didn't have Jack Heng, you'd have to invent him.*

ARTIST SERIES  
RARE  
060/165

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**2 Short Term Investment**  
life insurance? won't need that where i'm going!

2 STR 2 LIFE  
3 SPD

**BANKER ITEM**

This card comes into play with 2 tokens on it.  
At the start of your turn, remove a token from this card.

**RETURN**  
**COST** – Use this only if there are no tokens on this card. Destroy this card.  
**EFFECT** – Draw 3 cards.

*The wife can eat cat food.*

UNCOMMON  
061/165

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**0 Smear Campaign**  
eat them? no, i was... kissing them... with a fork.

0 STR 0 LIFE  
3 SPD

**BANKER ITEM** – gear

**ATTACH TO CHARACTER**

If the attached character inflicts any amount of damage, inflict an equal amount of damage to the character's controller's faction.

*Despite his moderate populist stance on foreign policy and the sarcophyle problem, Senator Tysonburg's penchant for baby meat proved too much for voters to stomach.*

UNCOMMON  
062/165

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**3 Snooty Doorman**  
oh, i'm sorry sir

2 STR 2 LIFE  
3 SPD

**BANKER CHARACTER** – lackey

**DENIED!**  
**COST** – Use this only in response to a character being played. Destroy this card.  
**EFFECT** – When the character is finished being played, put it into its owner's discard pile instead of into play.

*"...you're just not our kind of people."*

UNCOMMON  
063/165

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**2** Subsection 5, Paragraph 12  
that's the one with the monster in it

**BANKER TACTIC**

Your opponent cannot respond to this card.

**COST** – Play this only in response to an ability that's source was not a faction.

**EFFECT** – The ability has no effect and cannot be used again this turn. Draw a card.

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RARE 054/165

**6** Tad Disingenuous  
hey, judge-baby, you look ravishing! rrrrow!

**BANKER CHARACTER** – lawyer, mau

**UNDERHANDED DEAL**

**COST** – Discard a card.

**EFFECT** – This turn, this card gains **COVERT**.

"I don't use the word 'hero' very often, but you sir... are the greatest hero in Mau history."

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COMMON 065/165

**2** The Garbageman  
well, looky here! come to papa, baby!

**BANKER CHARACTER** – lackey, mau

This card can attack only once each turn.

**SIFT**

**COST** – Deplete this card.

**EFFECT** – Draw a card. Discard a card.

**RUMMAGE**

**COST** – Pay 2. Remove 3 cards in your discard pile from the game.

**EFFECT** – Restore this card.

"...shake the plastic bag and do the twisty thing they do...the garbageman! Ohhh, the garbageman can!"

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RARE 066/165

**2** Writ of Reclamation  
i don't care where you took it, it's still mine!

**BANKER TACTIC**

**COST** – Pick a number for X that is 3 or less. Remove X cards in your discard pile from the game. Pick X other cards in your discard pile.

**EFFECT** – Shuffle the other cards into your deck. Draw a card.

"...and said thieves shall return the property to its original foundation, at their own expense."

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RARE 067/165

**12** Op3r4710n 1337 H4x0rz  
been outside lately?

**GEARSMITH TACTIC**

**COST** – Play this only during your turn.

**EFFECT** – You may play up to 4 non-tactic cards for free. (You still need the proper resource icons and must pay any additional costs.)

"No. Now go away... we are playing for the title of Ch4mp10n Of teh Untv3r53."

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RARE 068/165

**3** 4p7 31f  
1337 700L h4ndL1ng sk1llz

**GEARSMITH CHARACTER** – 31f

If a "gear" card becomes attached to this card, you may detach a resource from your faction.

While a "gear" card is attached to this card, this card gains 1 strength and 1 life.

Also nunchuck sk1llz, b0whun71ng sk1llz, c0mpu73r h4ck1ng sk1llz

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COMMON 069/165

**5** Acuminous Gigantitect  
ants! you all look like little, tiny ANTS!

**GEARSMITH CHARACTER** – inventor

**GRAND DESIGN**

**COST** – Pay 2. Discard a card. Deplete this card.

**EFFECT** – The next numeric cost you pay this turn is reduced by 6.

"hahahahaha! Smush you!"

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UNCOMMON 070/165

**4** Contriving Engineer  
now raise your left hand

**GEARSMITH CHARACTER** – inventor

When this card enters play, you may search your deck for a card named "Elitism" and put it into play attached to your faction.

"Now pull the other 31f's trunks off. Yes, just like that. Good."

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COMMON 071/165

**2** Discommodiousness  
limited edition artwork by FangWei

**GEARSMITH TACTIC**

Your opponent must reveal their hand and shuffle all tactics from it into their deck. Your opponent draws X cards, where X is the number of tactics shuffled into their deck. Draw a card.

Artist Series

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RARE 072/165

**4** **Elite Team Registration**  
limited edition artwork by Teckchin



**GEARSMITH TACTIC**

Search your deck for up to 2 Gearsmith characters with different names, reveal them, and put them into your hand.

*There is no theory of evolution. Only a list of creatures Teckchin allows to live.*

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RARE 07/165

**3** **Epiphany Ball**  
the answer just hit me! (hold for laughter)



**GEARSMITH ITEM**

**SUDDEN INSIGHT**

**COST** – Deplete this card.

**EFFECT** – Search your deck for a card and put it into your hand. Your opponent takes control of this card.

*Thanks folks... I'll be here all night!  
<applause>*

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RARE 07/165

**2** **Exploding Sock Puppet!**  
laxi apple sponge!



**GEARSMITH TACTIC**

Your opponent cannot respond to this card.

**COST** – Play this only in response to a character's ability.

**EFFECT** – The ability has no effect. Destroy the character.

*Skunks playing poker, basketball cheesesteak!*

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COMMON 07/165

**4** **Guardforce Alpha Prime 31f**  
i select you!



**GEARSMITH CHARACTER** – guardforce, 31f

This card can attack even if it has not been in play under your control since the start of the turn.

*"You are my monster selection!"*

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COMMON 07/165

**5** **Guardforce Alpha Prime H4x0r**  
1 4r3 73h r007



**GEARSMITH CHARACTER** – guardforce, 31f

**UNIQUE GUARDFORCE ALPHA PRIME H4X0R**

This card can attack even if it has not been in play under your control since the start of the turn.

If this card inflicts damage to a faction, you may play a resource.

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RARE 07/165

**5** **Guardforce Morphmajig**  
it looks angry! what's it saying?



**GEARSMITH CHARACTER** – guardforce, majig

This card can attack even if it has not been in play under your control since the start of the turn.

If you play a card, put a token on this card. (*Playing a resource doesn't count.*)

If your opponent plays a card, remove a token from this card.

This card gains 1 strength and 1 life for each token on it.

*3xCl\_z3 |v3 |=fn3 5frz. W0u1j 00 m1|d 573pp 1|g Q\_17 of 73h 60g?"*

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UNCOMMON 07/165

**6** **Heavy Plating**  
oh boy...sleep! that's where i'm a viking!



**GEARSMITH ITEM** – gear

**ATTACH TO CHARACTER**

When this card enters play, you may detach up to 2 resources from your faction.

The attached character gains 4 strength, 4 life, and loses 1 speed.

**HANDOFF**

**COST** – Pay 5. Deplete a character you control that is not in a battle.

**EFFECT** – Attach this card to the character.

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COMMON 07/165

**5** **Horsemajig of the Apocalypse - Death**  
limited edition artwork by Sonny Liew



**GEARSMITH CHARACTER** – horsemajig

All other "horsemajig" characters gain 1 strength, 1 life, and 1 speed.

*just find the strength, among them all, that's higher than its friends, you put them all, beside themselves, and you'll have passed the test! then each majig, beyond the first, you'll need to add once more, then you should be, proud of yourself, your mind you had to flex!*

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RARE 08/165

**1** **Horsemajig of the Apocalypse - Famine**  
limited edition artwork by Henry Gunawan



**GEARSMITH CHARACTER** – horsemajig

All other "horsemajig" characters gain 1 speed.

*When all you have, is one of each, you'll see the way they blend, And when you find, the numbers that, were greater than the rest, At first you need, to do the steps, I talked about before, Now if you solved, the mystery, behind this flavor text,*

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COMMON 08/165

**2** Horsemajig of the Apocalypse - Pestilence  
limited edition artwork by Ivan Ng

**1** STR **3** LIFE  
**3** SPD

**GEARSMITH CHARACTER** – horsemajig

All other "horsemajig" characters gain 1 life.

*to find their stats, can seem quite hard, 'tis easy as can be! for then you'll know, once and for all, the horsemajig's true size, there's one of each, no more no less, so follow me again! then add the rest, you'll have their stats, decipherment galore!*

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UNCOMMON 062/165

**3** Horsemajig of the Apocalypse - War  
limited edition artwork by Chris de Joya, Teckchin

**2** STR **2** LIFE  
**3** SPD

**GEARSMITH CHARACTER** – horsemajig

All other "horsemajig" characters gain 1 strength.

*The horsemajigs, they thrive in groups, as you will come to see, Then do the same, for life and speed, to try this out is wise, But wait there's more, you are not done, this only works out when, So if you have, them side by side, they'll start as two three four.*

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COMMON 083/165

**2** Kaiser Wave  
beyond the kaiser ultimate attack!

**3** STR **2** LIFE  
**2** SPD

**GEARSMITH TACTIC** – kaiser

**COST** – Pick a character.

**EFFECT** – This turn, the character gains 1 strength and 1 life. It gains an additional 1 strength and 1 life for each "kaiser" card in play. It gains an additional 1 strength and 1 life if it is a "kaiser" character.

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UNCOMMON 084/165

**4** LeoKaiser  
limited edition artwork by Shawn Ye

**3** STR **3** LIFE  
**3** SPD

**GEARSMITH CHARACTER** – kaiser

**GO MEGA-NEKO-KAISER!**  
**COST** – Deplete a card named "PantherKaiser" you control. Deplete a card named "TigerKaiser" you control.  
**EFFECT** – This turn, this card gains 8 strength, 8 life, and 2 speed and while it is the only member of an attacking party, it cannot be blocked by parties with less than 3 members.

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RARE 065/165

**6** Micromajig Shipping Container  
limited edition artwork by Alex Ang

**4** STR **5** LIFE  
**3** SPD

**GEARSMITH CHARACTER** – container

If this card is destroyed, put 5 Micromajig tokens into play under your control.

*(Treat Micromajig tokens as Gearsmith character cards with 1 strength, 1 life, and 3 speed. If a Micromajig token would leave play, remove it from the game instead.)*

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COMMON 080/165

**6** Omnidirectional Patrolmajig  
limited edition artwork by Jack Heng

**3** STR **6** LIFE  
**2** SPD

**GEARSMITH CHARACTER** – majig

If you are attacked and this card is depleted, you may restore this card.

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UNCOMMON 087/165

**4** PantherKaiser  
the left flank of kaiser justice

**1** STR **3** LIFE  
**2** SPD

**GEARSMITH CHARACTER** – kaiser

**PANTHER SHIELD**  
**COST** – Pay 2. Deplete this card. Pick a character.  
**EFFECT** – This turn, the character gains 3 life.

*"If you need me, I'll be outside sitting on a stump or something."*

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UNCOMMON 066/165

**0** Patent Enforcement  
stop! imposter! i already invented that!

**GEARSMITH TACTIC**

**COST** – Play this only in response to an item being played. Pay X, where X is that item's numeric cost.  
**EFFECT** – The item enters play under your control.

*"That, too! And that!"*

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RARE 089/165

**3** Quipmajig  
you're on the b-list now!

**2** STR **3** LIFE  
**1** SPD

**GEARSMITH CHARACTER** – majig

**INSULT**  
**COST** – Deplete this card. Pick a **COVERT** character.  
**EFFECT** – Deplete the character. This turn, the character cannot inflict damage.

*"...so Mirgla's mother says, 'Yeah, and it's DEEP, too!'"*

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COMMON 090/165

**5 Runic Field Enhancer**  
d0n7 cr055 7eh 57f34mz

**GEARSMITH ITEM**

**UNIQUE RUNIC FIELD ENHANCER**

All your characters gain 1 strength and 1 life for each "gear" card you control.

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RARE 051/165

**4 Sagacious 31f**  
come on guys! it'll be frickin' sweet!

**GEARSMITH CHARACTER - 31f**

If an attacking party is formed including this card and at least 2 other characters, you may search your deck for a card and put it into your hand.

"You want how much to build it? And it does what?"

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RARE 052/165

**6 Schproingmajig**  
wheeee! kill meeeeee! yayyyy!

**GEARSMITH CHARACTER - majig**

**PUMP-UP**  
COST - Deplete another character you control.  
EFFECT - This turn, this card gains 2 strength and 2 life.

**SCHPROING!**  
COST - Destroy a character you control.  
EFFECT - This turn, while this card is the only member of an attacking party it cannot be blocked.

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UNCOMMON 053/165

**2 Scorching Runicution**  
that's not good...i'm not happy...ohhh nooo!

**GEARSMITH TACTIC**

COST - Pick a "gear" card. X is that card's numeric cost.

EFFECT - Inflict X damage to the character to which the "gear" card is attached. Destroy the "gear" card.

The boiling fat drains out of this special chute.

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UNCOMMON 054/165

**4 Senior Research Assistant**  
1 5tuff3d 7h15 |A|17h |V|y p00

**GEARSMITH CHARACTER - 31f**

**RESEARCH**  
COST - Deplete this card.  
EFFECT - Reduce the next numeric cost you pay this turn by 2.

For F14xu5.

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UNCOMMON 055/165

**1 Spackle**  
whip it up thick, then spray it all over

**GEARSMITH ITEM**

**REPAIR**  
COST - Deplete this card. Pick a location.  
EFFECT - Remove 2 damage from the location.

"What did you think I meant?"

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UNCOMMON 056/165

**7 T Force 5 Megabrutemajig**  
smooshy crunchy!

**GEARSMITH CHARACTER - t force 5, majig**

When this card enters play, you may detach up to 2 resources from your faction.

Mashy bashy!

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COMMON 057/165

**6 T Force 5 Megadudemajig**  
the dudemajig abides

**GEARSMITH CHARACTER - t force 5, majig**

When this card enters play, you may detach up to 2 resources from your faction.

"Hey man, there's a beverage involved here!"

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RARE 058/165

**7 T Force 5 Megascoutmajig**  
that's my good deed for the day

**GEARSMITH CHARACTER - t force 5, majig**

When this card enters play, you may detach up to 2 resources from your faction.

You cannot defeat the Teenage Towering Titan Trampling Team. You can only hope to contain them.

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UNCOMMON 059/165

**2** **The Whatever Device**  
it's an easy fix

**GEARSMITH ITEM**

**THANK GOD WE INVENTED THE...**  
**COST** – Pick a number for X. Pay X. Destroy this card.  
**EFFECT** – Search your deck for an item with numeric cost X or less and reveal it. You may play that card for free. (You still need the proper resource icons and must pay any additional costs.) If you don't, put it into your hand.

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RARE 100/165

**2** **Top-Secret Subterranean Goofarium**  
limited edition artwork by Wang Hua

**4** **STRUCTURE**

**GEARSMITH LOCATION**

**COVERT** characters cannot inflict damage to this card.  
If you are attacked, you may detach up to X resources from your faction, where X is the number of members in the attacking party.

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ARTIST SERIES RARE 101/165

**2** **Unrelenting Ridicule**  
just ignore them

**GEARSMITH TACTIC**

**COST** – Pick a **COVERT** character.  
**EFFECT** – Destroy the character.  
*They'll get tired of it in a few hundred years or so...*

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UNCOMMON 102/165

**3** **Auction House**  
get 'em while they're tasty!

**4** **STRUCTURE**

**ROGUE LOCATION**

At the start of each player's turn, that player must reveal cards from the top of their deck until a character is revealed or no cards are left. If a character is revealed, players take turns bidding starting with the active player. Players cannot bid a number greater than the number of detached resources they control. Whichever player makes the winning bid pays that many resources and puts the character into play under their control. Shuffle all other revealed cards into their owner's deck.

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RARE 103/165

**6** **Cheats McGuillicutty**  
wicked...tricky...false...we hates him

**2** STR  
**1** LIFE  
**3** SPD

**ROGUE CHARACTER** – pluck, grifter

**UNIQUE PLUCK**  
The top card of your deck is revealed at all times.  
**BOTTOM DEAL**  
**COST** – Pay 1.  
**EFFECT** – Put the top card of your deck on the bottom.  
**CHEAT**  
**COST** – Deplete this card.  
**EFFECT** – You may look at and play the top card of your deck.  
**CHANGE COSTUME**  
**COST** – Pay 3. Shuffle this card into its owner's deck.  
**EFFECT** – Search your deck for a "pluck" card with a different name than this card and put it into play.

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RARE 104/165

**1** **Clockman Pickpocket**  
you can always count on Dick for a surprise!

**1** STR  
**1** LIFE  
**3** SPD

**ROGUE CHARACTER** – thief

While your opponent controls an item and this card is the only member of an attacking party, this card cannot be blocked.  
If this card inflicts damage to a faction, your opponent must pick an item they control. If they do, take control of that item and destroy this card.  
*Damn...I can't find the third rooster. I'll just have to improvise...*

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COMMON 105/165

**3** **Counter Attack**  
do you see what happens, Larry?

**ROGUE TACTIC**

**COST** – Play this only during your opponent's turn and not during a battle.  
**EFFECT** – Attack your opponent. Draw a card. (This effect only allows you to attack once. You must resolve the battle before you draw the card.)

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RARE 106/165

**4** **Cute Cutpurse**  
limited edition artwork by Henry Gunawan

**3** STR  
**2** LIFE  
**3** SPD

**ROGUE CHARACTER** – thief

While your opponent controls an item and this card is the only member of an attacking party, this card cannot be blocked.  
If this card inflicts damage to a faction, you must pick an item your opponent controls. Destroy that item.  
*I know who's been naughty!*

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UNCOMMON 107/165

**5** **Early Retirement**  
doing the bull dance, feeling the flow, working it

**ROGUE TACTIC**

**COST** – Pick a character you control. X is that character's strength. Destroy the character.  
**EFFECT** – Draw X cards.  
*"Oh, Señor John! You are hairy like beast!"*

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UNCOMMON 108/165

**13 Epic Turncoat Maneuver**  
curse your sudden but inevitable betrayal!

**ROGUE TACTIC**

**COST** – Destroy 2 characters you control. Pick 4 or fewer characters.

**EFFECT** – Take control of the picked characters.

*He'd be such a good Lieutenant if he'd just stop stabbing us!*

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**RARE**  
109/165

**2 Fool's Gold**  
it's something for an executive

**ROGUE ITEM**

**TRADE**

**COST** – Pick an item your opponent controls. Pay X, where X is that card's numeric cost. Destroy this card.

**EFFECT** – Take control of the item.

*"Scuse me, my good man. I have five hundred dollars to blow. What've you got?"*

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**UNCOMMON**  
110/165

**5 Forcible Depredator**  
move the thing...and...that other thing...move it!

**ROGUE CHARACTER – thief**

**PLUNDER**

**COST** – Pay 2. Discard a card. Deplete this card.

**EFFECT** – Put the top 3 cards of your opponent's deck into their discard pile.

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**UNCOMMON**  
111/165

**2 Fwing!**  
fly, little brother! bring us back a shiny!

**ROGUE TACTIC**

**COST** – Pick a character.

**EFFECT** – This turn, the character gains 1 speed. Flip a coin. If you win, the character also gains 1 strength this turn.

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**COMMON**  
112/165

**3 Gang Leader**  
we'll give you a horse of your own...

**ROGUE CHARACTER – thief**

When this card enters play, all your characters gain 1 speed this turn.

*...right after your "initiation."*

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**COMMON**  
113/165

**5 Hasty Sarcophyle**  
he's hasty...and a sarcophyle.

**ROGUE CHARACTER – sarcophyle**

*Man, that is one hasty sarcophyle. Whoosh.*

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**COMMON**  
114/165

**0 Hollow Moose**  
i think it's about a moose that turns invisible

**ROGUE ITEM**

This card enters play under your opponent's control. At the start of your turn, your faction loses 1 influence.

**INFILTRATE**

**COST** – Destroy another item or character you control.

**EFFECT** – Your opponent takes control of this card.

*...and goes back in time for some reason.*

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**RARE**  
115/165

**3 Hulking Vigilante**  
distributor of pain

**ROGUE CHARACTER – outcast, vigilante**

If you control any other characters you own, destroy this card.

*I am the terror that stalks in the street.  
I am the dragon that lives in the slums.  
I am the ogre that hammers the lawless.  
I am the last thing you'll ever see.*

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**RARE**  
116/165

**3 Impeccable Timing**  
i'm sorry sandwich!

**ROGUE TACTIC**

**COST** – Pick a depleted character.

**EFFECT** – If the character has 4 life or less, destroy it.

*This happens more often than you'd think.*

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**COMMON**  
117/165

**1 Late Addition**  
limited edition artwork by Sonny Liew

**ROGUE TACTIC**

You may play a character card from your hand. Draw a card. (You still pay all the character's costs.)

Artist Series

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UNCOMMON 118/165

**6 Martial Artist**  
you suckers got nothing

4 STR 3 LIFE 4 SPD

**ROGUE CHARACTER – martial artist**

Your opponent cannot pick this card.

"Now are you boys gonna put down the weapons or do I have to keep embarrassing you..."

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UNCOMMON 119/165

**4 Martial Arts Master**  
try? do or do not. there is no try.

1 STR 3 LIFE 6 SPD

**ROGUE CHARACTER – martial artist**

While this card is in a battle, it gains X strength, where X is this card's speed minus the highest speed among characters in the opposing party.

"Judge me by my size, do you?"

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RARE 120/165

**3 Martial Arts Trainee**  
stronger, faster, more powerful than before

2 STR 1 LIFE 4 SPD

**ROGUE CHARACTER – martial artist**

Your opponent cannot pick this card.

"Good! Now help me move this training dummy back into the storeroom."

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COMMON 121/165

**8 Master Thief**  
getting there is easy; getting away is the trick

4 STR 3 LIFE 4 SPD

**ROGUE CHARACTER – thief**

If this card is destroyed, you may pick a character, item, location, or resource in your opponent's discard pile. If you do, put that card into play under your control.

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UNCOMMON 122/165

**2 Mendacious Brigand**  
love of my life, breathe deep the sweet perfume

2 STR 1 LIFE 2 SPD

**ROGUE CHARACTER – thief**

If this card is blocked, you may pick a blocking character and a character your opponent controls that is not in a battle. If you do, remove the blocking character from the battle and add the other character to the blocking party.

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COMMON 123/165

**3 Mercenary's Creed**  
limited edition artwork by Chris de Joya

**ROGUE ITEM – gear**

**ATTACH TO CHARACTER**

**BRIBE**  
COST – Both players may use this ability. Pay 3.  
EFFECT – Take control of the attached character.

**BLACKMAIL**  
COST – Use this only if you own this card. Pay 2.  
EFFECT – Take control of the attached character.

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UNCOMMON 124/165

**3 Misappropriation Machine**  
we've got theftbots, pilfermajigs...

4 STR 3 LIFE 4 SPD

**ROGUE ITEM**

**STEAL**  
COST – Deplete this card. Pick a character or item in your opponent's discard pile.  
EFFECT – Put the character or item into play under your control. Your opponent takes control of this card.

...and even a dusty old yoinkmotor.

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RARE 125/165

**2 Orgy Den Smoke Out**  
gold and finery, just slightly soiled

**ROGUE TACTIC**

Your opponent must discard a card at random. Put the top 2 cards of their deck into their discard pile.

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COMMON 126/165

**3** **Poisoned Blade**  
looks good enough to eat

**ROGUE ITEM** – gear

**ATTACH TO CHARACTER**  
If the attached character inflicts damage to a character, destroy the damaged character.

**HANDOFF**  
**COST** – Deplete a character you control that is not in a battle.

**EFFECT** – Attach this card to the character.  
*"Would you mind dipping those apples as well?"*

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COMMON 127/165

**7** **Recreant Cad**  
limited edition artwork by Silvia Gunarso

**ROGUE CHARACTER** – thief

**SNEAK**  
**COST** – Use this only if your opponent has at least 10 cards in their discard pile. Pay 1. Remove 2 cards in your opponent's discard pile from the game.

**EFFECT** – This turn, this card gains **COVERT**.

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COMMON 128/165

**3** **Throatstabber**  
oh, I'm sorry... were you saying something?

**ROGUE CHARACTER** – pirate

When this card enters play, flip a coin. If you lose, deplete this card.

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UNCOMMON 129/165

**0** **Two-Headed Coin**  
limited edition artwork by FangWei

**ROGUE ITEM**

If you lose a coin flip, you may shuffle this card into your deck. If you do, reflip that coin and draw a card instead.

*"78 in a row. A new record, I imagine."*

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RARE 130/165

**4** **Unexpected Boobysnake**  
nobody expects the unexpected boobysnake!

**ROGUE CHARACTER** – beast

You may play this card whenever you could play a tactic. If you do, discard a card or destroy this card.

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COMMON 131/165

**4** **Wild Boars**  
freshly summoned from the abyss

**ROGUE CHARACTER** – beast

While this card is the only member of an attacking party, only characters with at least X speed can block it, where X is this card's speed.

*"We should have ordered the chicken!"*

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UNCOMMON 132/165

**2** **Anxious Oaf**  
BUH-NEE!

**WARLORD CHARACTER** – berserker

When an attacking or blocking party is formed that includes this card, it must have at least 2 members.

*"Castle Direstock? Most people never even make it past the rabbits."*

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COMMON 133/165

**2** **Assimilation Center**  
these are lost drunken men who don't care

**WARLORD LOCATION**

**"RECRUIT"**  
**COST** – Pay 1. Deplete this card.  
**EFFECT** – Search your deck for a character, reveal it, and put it on the top of your deck.

*"And these are lost drunken men who do care! And these are men who aren't lost and care, but don't drink."*

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RARE 134/165

**2** **Barbaric Rifleman**  
limited edition artwork by Zi Jian

**WARLORD CHARACTER** – soldier

When this card enters play, inflict 1 damage to your opponent's faction.

*Zi Jian's tears can cure cancer. Too bad he's never cried.*

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COMMON 135/165

**1 Battle Surge**  
unleash the killer in you

**WARLORD TACTIC**

This turn, all your characters gain 1 strength.  
*Its smell alone can drive sane men into a murderous frenzy.*

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COMMON 139/165

**4 Blow Up**  
i make boom

**WARLORD TACTIC**

**COST** – Pick an item.  
**EFFECT** – Destroy the item. Your opponent's faction loses 3 influence.

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UNCOMMON 137/165

**5 Brash Basher**  
he's in over your head

**WARLORD CHARACTER** – fighter

**6 STR** **2 LIFE**  
**3 SPD**

*...we're going to Clockman, and Blightmore and Marmothoa, and then we're going to go to Castle Direstock and we're gonna take back the YYYYYEEEEAAAAARRRRRRGGGGGHHHH!!!!*

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COMMON 136/165

**3 Callow Liegeman**  
hazing? do your worst.

**WARLORD CHARACTER** – soldier

**2 STR** **2 LIFE**  
**3 SPD**

If this card attacks in a party with more than 1 member, it gains 1 strength and 1 life this turn.  
*You know if you stab a man in the dead of winter, steam will rise up from the wounds.*

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COMMON 138/165

**4 Deadly Striker**  
rock you like a hurricane

**WARLORD CHARACTER** – dragon

**4 STR** **2 LIFE**  
**3 SPD**

If this card is destroyed, your opponent's faction loses 4 influence.  
*Dear Sir or Madam:*  
*The Imperial Army regrets to inform you that your son(s) are dead because they got blowed up. Sorry for the inconvenience.*  
*Best wishes,*  
*Praxis, Grand General of Bad Death Stuff*

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UNCOMMON 140/165

**5 Dethmürderblüdgeon, the Craghammer**  
limited edition artwork by Patrick Meehan

**WARLORD ITEM** – gear

**+2 STR** **+2 LIFE**  
**+0 SPD**

**UNIQUE DETHMÜRDERBLÜDGEON**  
**ATTACH TO CHARACTER**  
The attached character gains 2 strength and 2 life.  
If the attached character is blocked, your opponent's faction loses 2 influence.  
If the attached character inflicts damage to a faction, you may pick a character. If you do, inflict 2 damage to that character.  
If this card would go to your discard pile from play, put it into your hand instead.

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ARTIST SERIES  
UNCOMMON 141/165

**0 Distraction**  
ohh noes!!!! 1

**WARLORD TACTIC**

**COST** – Pick a character.  
**EFFECT** – Deplete the character.  
*"I keep an extra severed head handy for just such an occasion..."*

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COMMON 142/165

**4 Elbow Dropper**  
i can't believe it! that's gotta hurt!

**WARLORD CHARACTER** – fighter

**3 STR** **2 LIFE**  
**3 SPD**

**OFF THE TOP ROPE**  
**COST** – Deplete this card. Pick a character.  
**EFFECT** – This turn, the character cannot block.  
*"Illegal, Mean Jean!"*

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COMMON 143/165

**2 Explosive Fury**  
limited edition artwork by Patrick Meehan

**WARLORD TACTIC**

**COST** – Pick a character you control. X is that character's strength. Destroy that character. Pick another character.  
**EFFECT** – Inflict X damage to the other character.  
*We really wish Patrick Meehan would wear pants in the office. Any pants. We've tried asking him nicely, but he won't listen. And frankly, we're tired of getting poked in the eye.*

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ARTIST SERIES  
UNCOMMON 144/165

**4** **Fleshripping Scenepuller** **4** **4**  
his face? i didn't like it. **3**  
**STR** **LIFE**  
**SPD**

**WARLORD CHARACTER** – fighter

If this card is blocked, it gains 4 strength for each member in the opposing party.

*He'll beat you to death, eat your flesh, and sew your skin into his clothing. And if you're very, very lucky, he'll do it in that order.*

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**RARE**  
142/165

**10** **Gore Engine** **5** **10**  
limited edition artwork by Ivan Ng **3**  
**STR** **LIFE**  
**SPD**

**WARLORD CHARACTER** – warmachine

If a character is destroyed during a turn when this card damaged it, put X tokens on this card, where X is the strength of that character.  
This card gains 1 strength for each token on it.

**IMPALE**  
**COST** – Pay 2 or remove 2 tokens from this card. Pick a character.  
**EFFECT** – This turn, the character must block this card if it can.

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**RARE**  
149/165

**3** **Infuriator** **2** **2**  
strong words from a strong man **2**  
**STR** **LIFE**  
**SPD**

**WARLORD CHARACTER** – soldier

When this card enters play, all your characters gain 1 strength this turn.

*...and your big ugly face is as dumb as a butt!*

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**COMMON**  
147/165

**4** **Lieutenant General** **3** **4**  
it is good to be loved. it is better to be feared. **3**  
**STR** **LIFE**  
**SPD**

**WARLORD CHARACTER** – soldier

If an attacking party is formed including this character, all other "soldier" characters in that party gain 1 life this turn.

*"There is no avoiding war; it can only be postponed to the advantage of others."*

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**UNCOMMON**  
148/165

**2** **Morale Officer** **1** **1**  
brings out the best in his men **3**  
**STR** **LIFE**  
**SPD**

**WARLORD CHARACTER** – soldier

**CONVINCE**  
**COST** – Deplete this card.  
**EFFECT** – This turn, all your "soldier" characters gain 1 strength.

*"And when we're done, I have no doubt you'll embrace the good and truth of our cause."*

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**UNCOMMON**  
149/165

**5** **Murderous Commander** **3** **3**  
next! **3**  
**STR** **LIFE**  
**SPD**

**WARLORD CHARACTER** – soldier

**CUNNING PLAN**  
**COST** – Pay 2. Discard a card. Deplete this card.  
**EFFECT** – Inflict 2 damage to your opponent's faction.

*"You see killmajigs have a preset kill limit. Knowing their weakness, I sent wave after wave of my own men at them...until they reached their limit and shut down."*

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**UNCOMMON**  
150/165

**6** **Needless Beating** **6**  
limited edition artwork by Silvia Gunarso **6**  
**STR** **LIFE**  
**SPD**

**WARLORD TACTIC**

**COST** – Pick a character.

**EFFECT** – Inflict 2 damage to the character. If your opponent's faction has 15 influence or less, inflict 1 additional damage to the character. If your opponent's faction has 10 influence or less, inflict 1 damage to each character your opponent controls. If your opponent's faction has 5 influence or less, draw a card.

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**UNCOMMON**  
151/165

**1** **Penetrate** **1**  
sometimes a ram is just a ram **1**  
**STR** **LIFE**  
**SPD**

**WARLORD TACTIC**

**COST** – Pick an attacking character you control.

**EFFECT** – If the character would assign battle damage to the blocking party during this battle, assign that damage to the faction or location being attacked instead.

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**UNCOMMON**  
152/165

**0** **Pinch** **0**  
i peench **0**  
**STR** **LIFE**  
**SPD**

**WARLORD TACTIC**

**COST** – Pick a character.

**EFFECT** – Inflict 1 damage to the character.

*Maybe just a little peench?*

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**COMMON**  
153/165

**6 Really Big Barduse**  
i didn't know you played the ass-trombone!

5 STR 4 LIFE  
2 SPD

**WARLORD CHARACTER** – dragon

**COST** – You may pick 2 or fewer characters.

When this card enters play, if you picked characters as part of its cost then inflict up to 5 damage divided however you want to the characters. (If you didn't pay this card's cost then you cannot inflict damage.)

*"It's not the random devouring that bothers me. It's the way he plays with them first."*

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RARE 154/165

**3 Ruthless Platoon**  
Bob was tasty for a thin guy

2 STR 3 LIFE  
3 SPD

**WARLORD CHARACTER** – soldier

**CANNIBALIZE**

**COST** – Destroy a character you control.

**EFFECT** – This turn, this card gains 2 strength.

*"You know most people overlook it, but there's a lot of good meat on the face."*

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RARE 155/165

**3 Sadistic Colonel**  
eeny, meeny, miney, moe

3 STR 1 LIFE  
3 SPD

**WARLORD CHARACTER** – soldier

If your opponent plays a tactic, inflict 2 damage to their faction.

*Colonel Blastwad always makes inspection a lot of fun!*

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UNCOMMON 156/165

**2 Skin Suit**  
wear it while it's wet

STR LIFE SPD

**WARLORD TACTIC**

**COST** – Pick a character you control. X is that character's strength. Pick a character your opponent controls. Y is that character's strength.

**EFFECT** – Inflict X damage to your opponent's character. Inflict Y damage to your character. If only 1 of the characters is destroyed by this damage, remove it from the game instead. For the rest of the game, the surviving character has all rules text of the removed character in addition to its own rules text.

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RARE 157/165

**3 Splattergun**  
the room looks better in red

STR LIFE SPD

**WARLORD ITEM**

**UNLOAD**

**COST** – Deplete this card. Pick a character or faction.

**EFFECT** – Inflict 3 damage to the character or faction. Your opponent takes control of this card.

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RARE 158/165

**4 Suicide Squad**  
perhaps today is a good day to die!

3 STR 1 LIFE  
3 SPD

**WARLORD CHARACTER** – soldier

**ULTIMATE SACRIFICE**

**COST** – X is this card's strength. Destroy this card. Pick a character.

**EFFECT** – Inflict X damage to the character.

*"...prepare for RAMMING SPEED!"*

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UNCOMMON 159/165

**4 Swordchucks**  
i know you're angry, but don't lose your head

+4 STR +0 LIFE  
+0 SPD

**WARLORD ITEM** – gear

**ATTACH TO CHARACTER**

The attached character gains 4 strength.

If any amount of damage is inflicted to the attached character, increase the amount by 2.

**HANDOFF**

**COST** – Pay 3. Deplete a character you control that is not in a battle.

**EFFECT** – Attach this card to the character.

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UNCOMMON 160/165

**5 Thundering Nilpha**  
crushing coils of carnage

4 STR 3 LIFE  
3 SPD

**WARLORD CHARACTER** – dragon

While this card is the only member of an attacking party that is attacking a location, it gains 1 strength and cannot be blocked.

*Smashed into pulp, dashed to bloody ribbons on the rocks, spined and impaled, devoured and ingested, boiled alive in the churning belly of the demon.*

*Good times.*

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COMMON 161/165

**5 Torrential Bleeder**  
let the death shower begin!

4 STR 4 LIFE  
3 SPD

**WARLORD CHARACTER** – dragon

At the start of your turn, inflict 1 damage to all characters.

*"Damn you bleedy buggers! Damn you to hell!"*

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RARE 162/165

**4** **Trip Wire**  
always good for a chuckle



**WARLORD TACTIC**

**COST** – Play this only while you are being attacked.

**EFFECT** – Inflict up to 3 damage divided however you want to the attacking characters.

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COMMON 163/165

**1** **Trophy Collector**  
limited edition artwork by Zi Jian



**WARLORD CHARACTER** – soldier

**COST** – Play this only if your opponent's faction has 10 influence or less.

*We always wondered about those veiny, dried up hot dogs Zi Jian brings for lunch.*

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UNCOMMON 164/165

**7** **Wyrmfang Deathskull**  
who lives in a pineapple under the sea?



**WARLORD CHARACTER** – dragon

**UNIQUE WYRMFANG**

If you attack, your opponent must pick any number of characters they control. Those characters must block during this battle if they can, and only those characters can block.

**WYRM-FANG-DEATH-SKULL!**

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RARE 166/165