















4 Ass
I'm sorry i wasn't listening

ROGUE ITEM

At the end of your turn, your opponent picks a character they control and own if they can. If they do, take control of that character.

At the end of your turn, your opponent takes control of this card.

All my brain blood was in my boner.

Art: Gabor Szegyi © Arcane Tannen 2010

RARE 054/110

1 Burly Assaultment
waaaait for iittt... waaaait for iittt...

ROGUE TACTIC

COST – Reveal a face-down character you control.
EFFECT – You may play the character. Draw a card.

While this card is in your discard pile, if a card that provides at least 1 enters play under your control, you may pay 2. If you do, put this card into play under your control as a face-down resource.

FLIP UP – 1

Art: Henry Gutierrez © Arcane Tannen 2010

RARE 055/110

3 Delusive Strumpet
or was "elusive" the right word?

ROGUE CHARACTER – dancer

You may play this card whenever you could play a tactic.

GRACEFUL EXIT
COST – Discard a card.
EFFECT – Flip this card face-down under its owner's control.

FLIP UP – 4 and play a resource.
She can go up and down. Heh.

Art: Barry Williams © Arcane Tannen 2010

COMMON 056/110

2 Drygulch
original Open R&D concept by Qamar

ROGUE TACTIC

COST – Pick a character.

EFFECT – Remove the character from the game if it has X life or less, where X is the number of you control.

Art: Dan Wong Zi Jian © Arcane Tannen 2010

COMMON 057/110

5 Epicureous Mammajamma
perfect in every dimension

ROGUE CHARACTER – hedonist

COST – Pay 1.
EFFECT – This turn, this card loses 1 strength and gains 1 life.

COST – Pay 1.
FLIP IT
EFFECT – This turn, this card loses 1 life and gains 1 strength.

COST – Pay 1.
RUB IT DOWN
EFFECT – This turn, this card loses 1 strength or 1 life and gains 1 speed.

OH NOOOOO!!!

Art: Gonzalo Ordóñez © Arcane Tannen 2010

COMMON 058/110

6 Fired Hand
"I'm finished!"

ROGUE CHARACTER – miner

If this card is destroyed, flip it face-down under its owner's control instead.

PETTY VENGEANCE
COST – Use this only while this card is a face-down resource. Reveal this card. Pay 1. Discard a card. Pick a character.
EFFECT – This turn, the character loses 1 life.

Art: Gong Studios © Arcane Tannen 2010

COMMON 059/110

3 I Drink Your Milkshake!
original Open R&D concept by Lioge

ROGUE TACTIC

You may search your opponent's deck for a card. If you do, remove it from the game face-down. For the rest of the game, if your opponent plays a card, you may reveal the removed card if it has the same name. If you do, you may play it for free even if you cannot meet its threshold and terminate your opponent's card. (Playing a resource does not trigger this effect.)

Don't trust anyone. Not even yourself.

Art: Gong Studios © Arcane Tannen 2010

RARE 070/110

7 Lucky Bastard
and that was without a single drop of rum

ROGUE CHARACTER – gambler

When this card enters play, draw a card.

If this card is destroyed, both players remove the top card of their deck from the game instead. If the numeric cost of your removed card is greater than or equal to the numeric cost of your opponent's, draw a card and reduce the amount of damage inflicted to this card this turn to 0. Otherwise, remove this card from the game.

Art: Gong Studios © Arcane Tannen 2010

COMMON 071/110

2 Mistaken Identity
original Open R&D concept by Lekkit

ROGUE TACTIC

COST – Play this only in response to a card or ability that picked a character as an extra cost. Pick another character that can be picked by that card or ability.

EFFECT – When the card or ability resolves, its effect happens as though your opponent had picked the other character instead.

Art: Gong Studios © Arcane Tannen 2010

RARE 072/110









