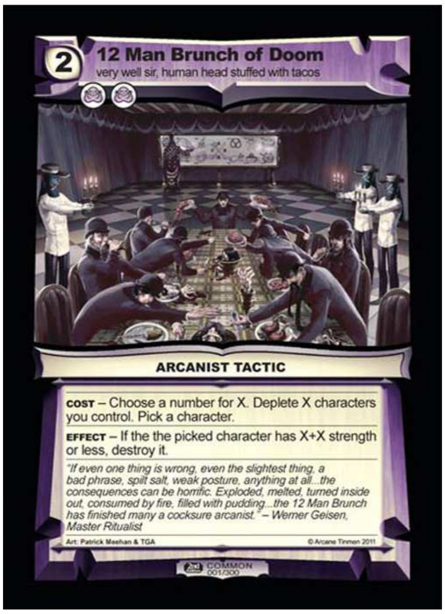


2 **12 Man Brunch of Doom**
very well sir, human head stuffed with tacos

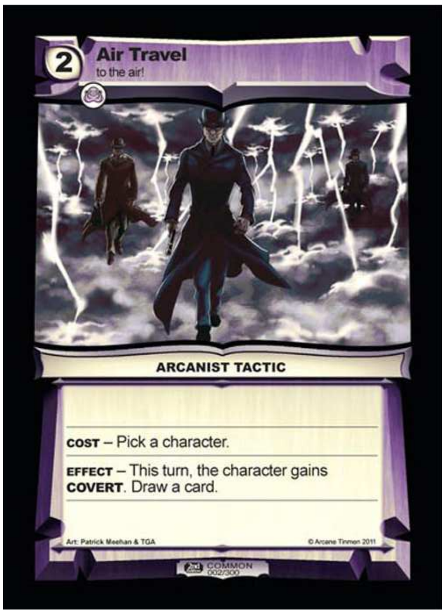
ARCANIST TACTIC

COST – Choose a number for X. Deplete X characters you control. Pick a character.

EFFECT – If the the picked character has X+X strength or less, destroy it.

"If even one thing is wrong, even the slightest thing, a bad phrase, spilt salt, weak posture, anything at all...the consequences can be horrific. Exploded, melted, turned inside out, consumed by fire, filled with pudding...the 12 Man Brunch has finished many a cocksure arcanist." – Werner Geisen, Master Ritualist

Art: Patrick Meehan & TGA © Arcane Tinmen 2011
COMMON 001/300



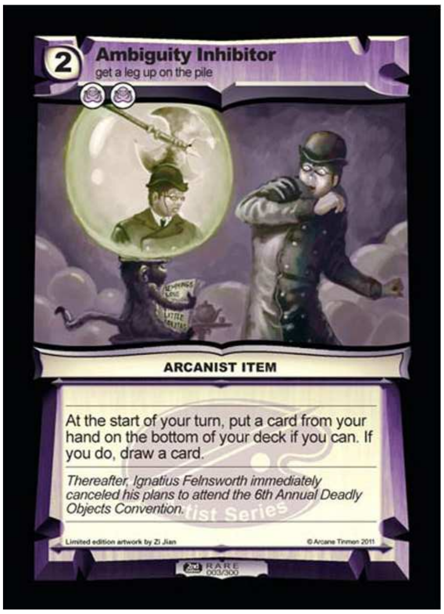
2 **Air Travel**
to the air!

ARCANIST TACTIC

COST – Pick a character.

EFFECT – This turn, the character gains **COVERT**. Draw a card.

Art: Patrick Meehan & TGA © Arcane Tinmen 2011
COMMON 002/300



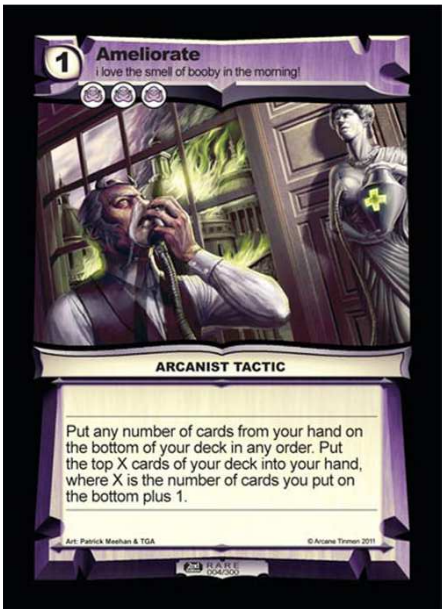
2 **Ambiguity Inhibitor**
get a leg up on the pile

ARCANIST ITEM

At the start of your turn, put a card from your hand on the bottom of your deck if you can. If you do, draw a card.

Thereafter, Ignatius Felnsworth immediately canceled his plans to attend the 6th Annual Deadly Objects Convention.

Limited edition artwork by Zi Jian © Arcane Tinmen 2011
RARE 003/300

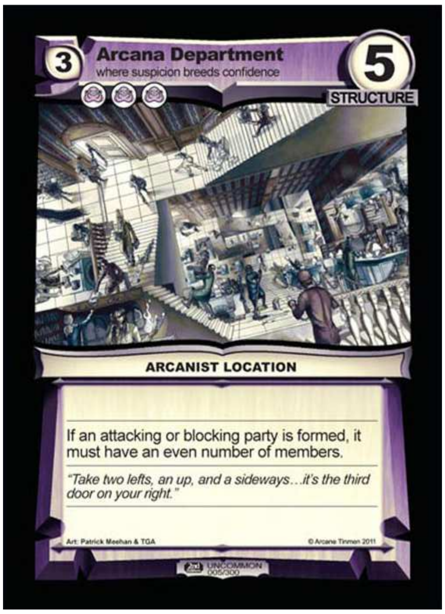


1 **Ameliorate**
i love the smell of booby in the morning!

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.

Art: Patrick Meehan & TGA © Arcane Tinmen 2011
RARE 004/300



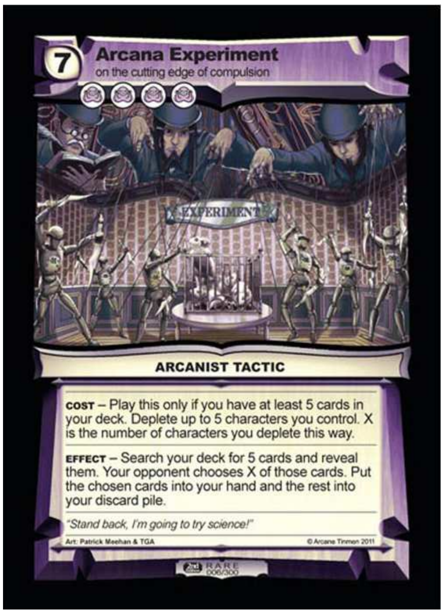
3 **Arcana Department** 5 STRUCTURE
where suspicion breeds confidence

ARCANIST LOCATION

If an attacking or blocking party is formed, it must have an even number of members.

"Take two lefts, an up, and a sideways…it's the third door on your right."

Art: Patrick Meehan & TGA © Arcane Tinmen 2011
UNCOMMON 005/300



7 **Arcana Experiment**
on the cutting edge of compulsion

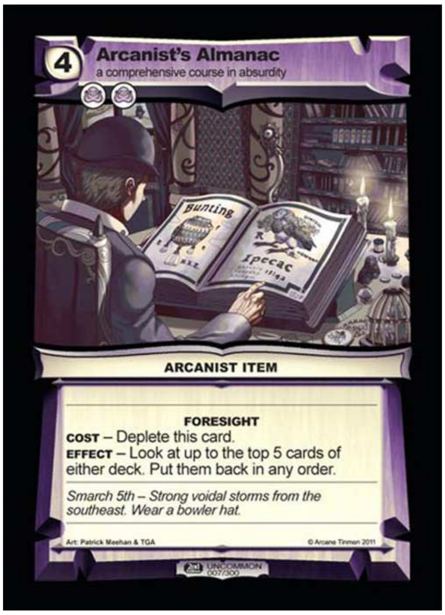
ARCANIST TACTIC

COST – Play this only if you have at least 5 cards in your deck. Deplete up to 5 characters you control. X is the number of characters you deplete this way.

EFFECT – Search your deck for 5 cards and reveal them. Your opponent chooses X of those cards. Put the chosen cards into your hand and the rest into your discard pile.

"Stand back, I'm going to try science!"

Art: Patrick Meehan & TGA © Arcane Tinmen 2011
RARE 006/300



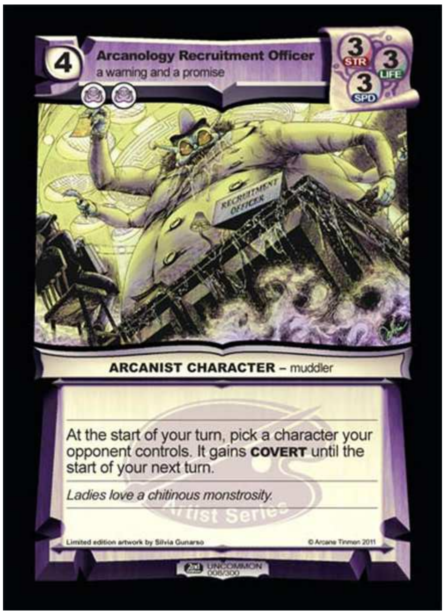
4 **Arcanist's Almanac**
a comprehensive course in absurdity

ARCANIST ITEM

FORESIGHT
COST – Deplete this card.
EFFECT – Look at up to the top 5 cards of either deck. Put them back in any order.

Smarch 5th – Strong voidal storms from the southeast. Wear a bowler hat.

Art: Patrick Meehan & TGA © Arcane Tinmen 2011
UNCOMMON 007/300



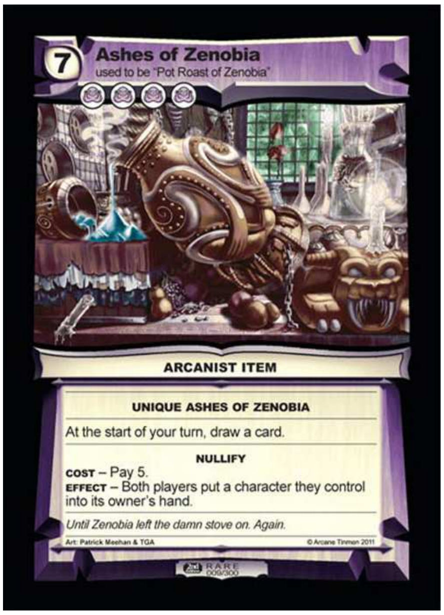
4 **Arcanology Recruitment Officer** 3 STR 3 LIFE 3 SPD
a warning and a promise

ARCANIST CHARACTER – muddler

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

Ladies love a chitinous monstrosity.

Limited edition artwork by Silvia Gunarso © Arcane Tinmen 2011
UNCOMMON 008/300



7 **Ashes of Zenobia**
used to be "Pot Roast of Zenobia"

ARCANIST ITEM

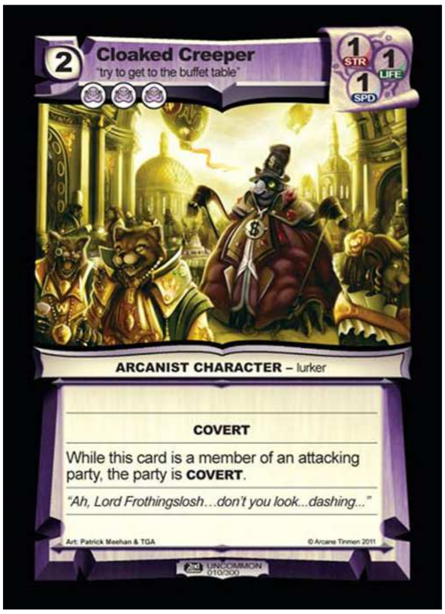
UNIQUE ASHES OF ZENOBIA

At the start of your turn, draw a card.

NULLIFY
COST – Pay 5.
EFFECT – Both players put a character they control into its owner's hand.

Until Zenobia left the damn stove on. Again.

Art: Patrick Meehan & TGA © Arcane Tinmen 2011
RARE 009/300



2 **Cloaked Creeper**

"try to get to the buffet table"

1 STR 1 LIFE 1 SPD

ARCANIST CHARACTER – lurker

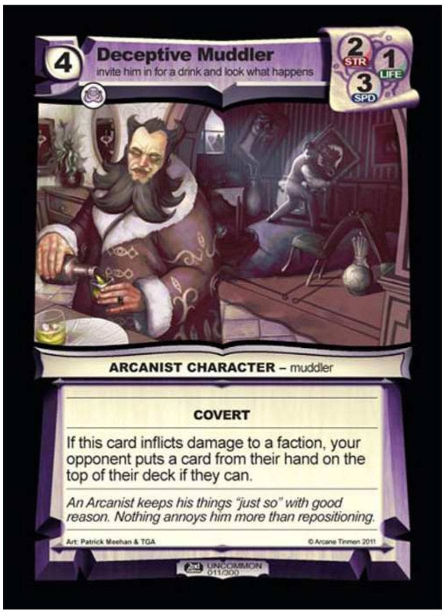
COVERT

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

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

Art: Patrick Meehan & TGA © Arcane Tinmen 2011

UNCOMMON 010/300



4 **Deceptive Muddler**

invite him in for a drink and look what happens

2 STR 1 LIFE 3 SPD

ARCANIST CHARACTER – muddler

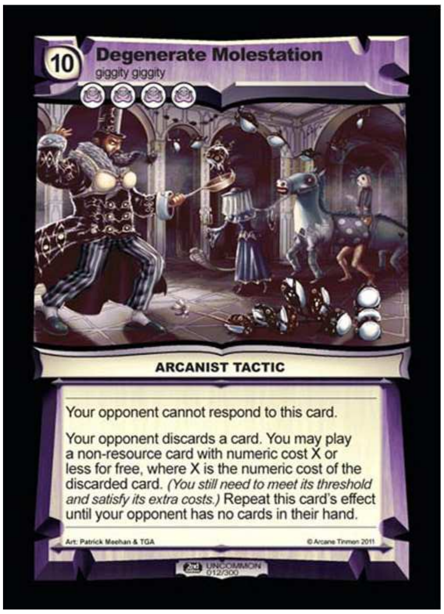
COVERT

If this card inflicts damage to a faction, your opponent puts a card from their hand on the top of their deck if they can.

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

Art: Patrick Meehan & TGA © Arcane Tinmen 2011

UNCOMMON 011/300



10 **Degenerate Molestation**

giggity giggity

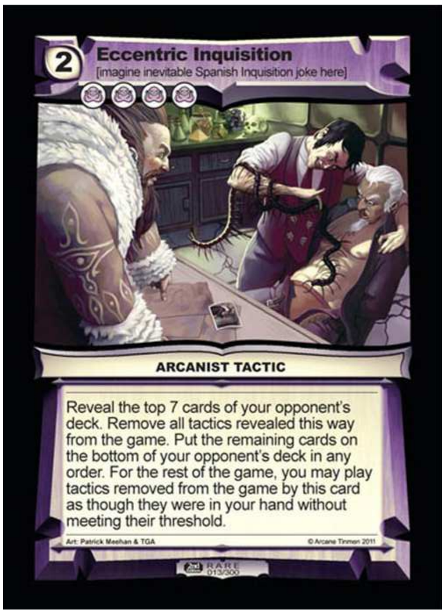
ARCANIST TACTIC

Your opponent cannot respond to this card.

Your opponent discards a card. You may play a non-resource card with numeric cost X or less for free, where X is the numeric cost of the discarded card. *(You still need to meet its threshold and satisfy its extra costs.)* Repeat this card's effect until your opponent has no cards in their hand.

Art: Patrick Meehan & TGA © Arcane Tinmen 2011

UNCOMMON 012/300



2 **Eccentric Inquisition**

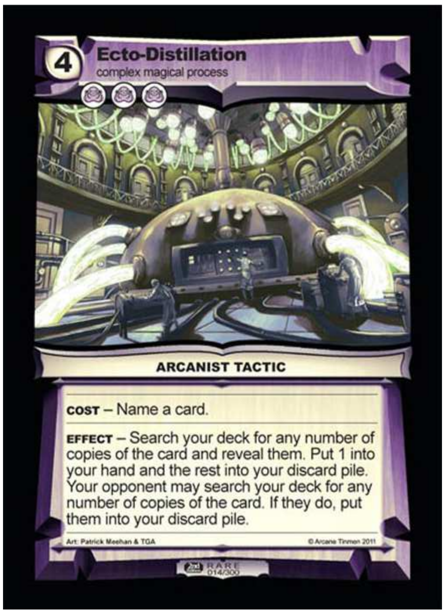
[imagine inevitable Spanish Inquisition joke here]

ARCANIST TACTIC

Reveal the top 7 cards of your opponent's deck. Remove all tactics revealed this way from the game. 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 without meeting their threshold.

Art: Patrick Meehan & TGA © Arcane Tinmen 2011

RARE 013/300



4 **Ecto-Distillation**

complex magical process

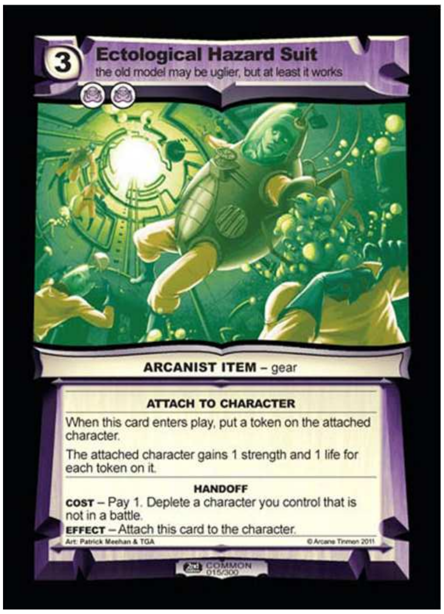
ARCANIST TACTIC

COST – Name a card.

EFFECT – Search your deck for any number of copies of the card and reveal them. Put 1 into your hand and the rest into your discard pile. Your opponent may search your deck for any number of copies of the card. If they do, put them into your discard pile.

Art: Patrick Meehan & TGA © Arcane Tinmen 2011

RARE 014/300



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.

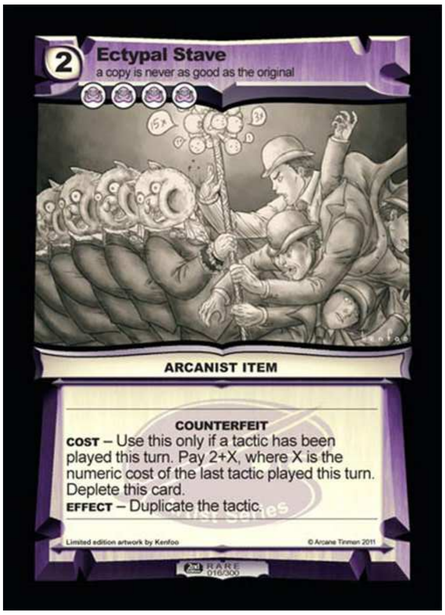
HANDOFF

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

EFFECT – Attach this card to the character.

Art: Patrick Meehan & TGA © Arcane Tinmen 2011

COMMON 015/300



2 **Ectypal Stave**

a copy is never as good as the original

ARCANIST ITEM

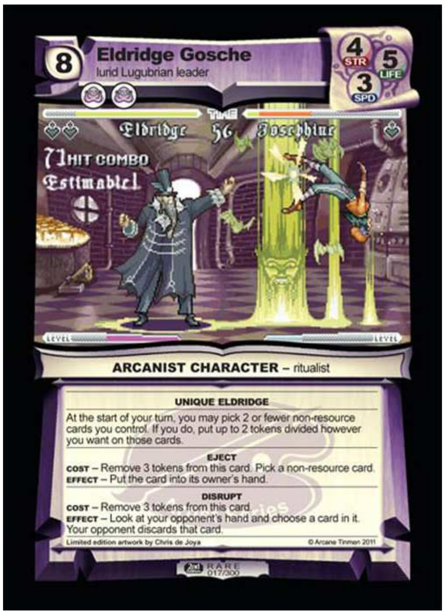
COUNTERFEIT

COST – Use this only if a tactic has been played this turn. Pay 2+X, where X is the numeric cost of the last tactic played this turn. Deplete this card.

EFFECT – Duplicate the tactic.

Limited edition artwork by Kenfoo © Arcane Tinmen 2011

RARE 016/300



8 **Eldridge Gosche**

lurid Lugubrian leader

4 STR 5 LIFE 3 SPD

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.

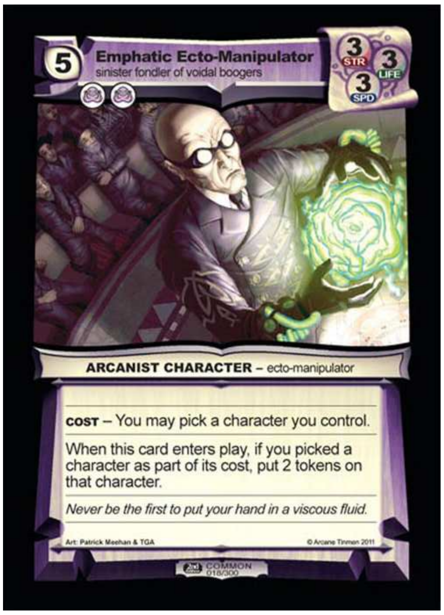
DISRUPT

COST – Remove 3 tokens from this card.

EFFECT – Look at your opponent's hand and choose a card in it. Your opponent discards that card.

Limited edition artwork by Chris de Joya © Arcane Tinmen 2011

RARE 017/300



5 **Emphatic Ecto-Manipulator**

sinister fondler of voidal boogers

3 STR 3 LIFE 3 SPD

ARCANIST CHARACTER – ecto-manipulator

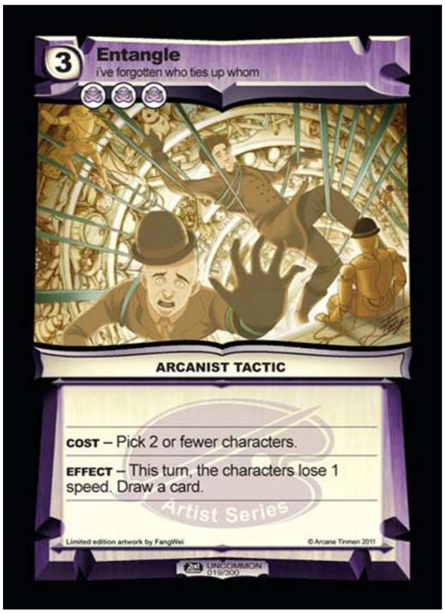
COST – You may pick a character you control.

When this card enters play, if you picked a character as part of its cost, put 2 tokens on that character.

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

Art: Patrick Meehan & TGA © Arcane Tinmen 2011

COMMON 018/300



3 **Entangle**
i've forgotten who ties up whom

ARCANIST TACTIC

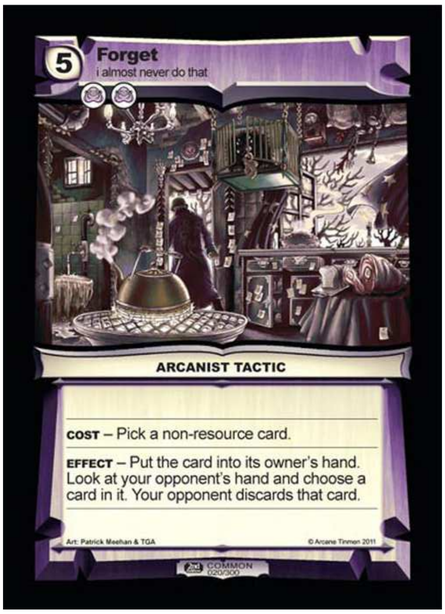
COST – Pick 2 or fewer characters.

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

Artist Series

Limited edition artwork by FangWei © Arcane Tinmen 2011

UNCOMMON 019/300



5 **Forget**
i almost never do that

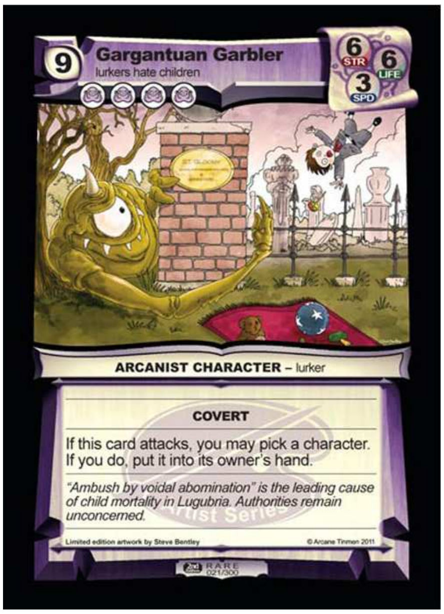
ARCANIST TACTIC

COST – Pick a non-resource card.

EFFECT – Put the card into its owner's hand. Look at your opponent's hand and choose a card in it. Your opponent discards that card.

Art: Patrick Meehan & TGA © Arcane Tinmen 2011

COMMON 020/300



9 **Gargantuan Garbler**
lurkers hate children

6 STR 6 LIFE 3 SPD

ARCANIST CHARACTER – lurker

COVERT

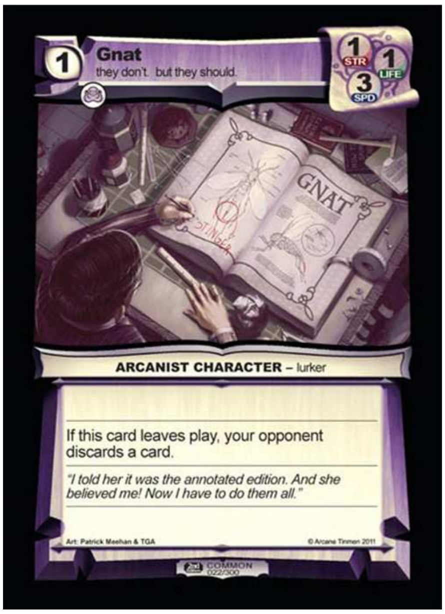
If this card attacks, you may pick a character. If you do, put it into its owner's hand.

"Ambush by voidal abomination" is the leading cause of child mortality in Lugubria. Authorities remain unconcerned.

Artist Series

Limited edition artwork by Steve Bentley © Arcane Tinmen 2011

RARE 021/300



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

1 STR 1 LIFE 3 SPD

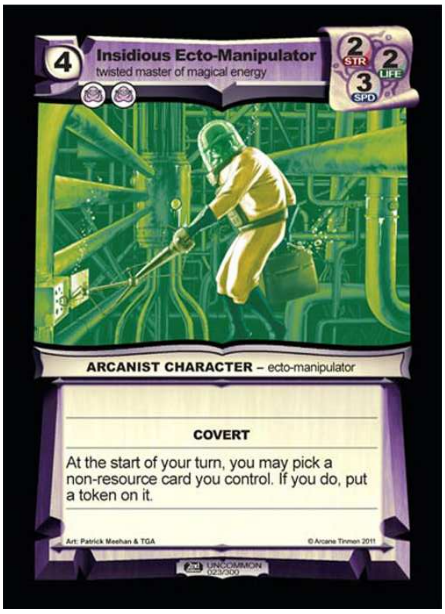
ARCANIST CHARACTER – lurker

If this card leaves play, your opponent discards a card.

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

Art: Patrick Meehan & TGA © Arcane Tinmen 2011

COMMON 022/300



4 **Insidious Ecto-Manipulator**
twisted master of magical energy

2 STR 2 LIFE 3 SPD

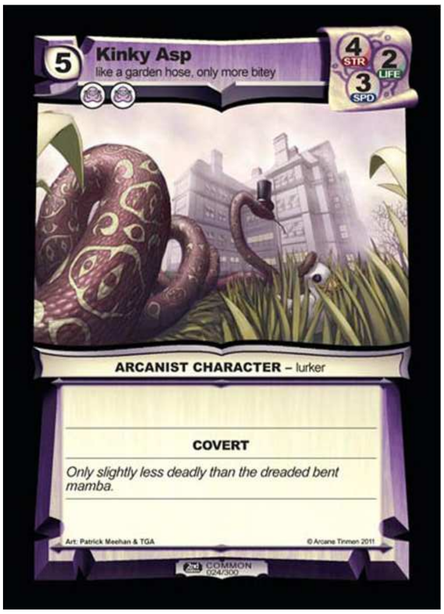
ARCANIST CHARACTER – ecto-manipulator

COVERT

At the start of your turn, you may pick a non-resource card you control. If you do, put a token on it.

Art: Patrick Meehan & TGA © Arcane Tinmen 2011

UNCOMMON 023/300



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

4 STR 2 LIFE 3 SPD

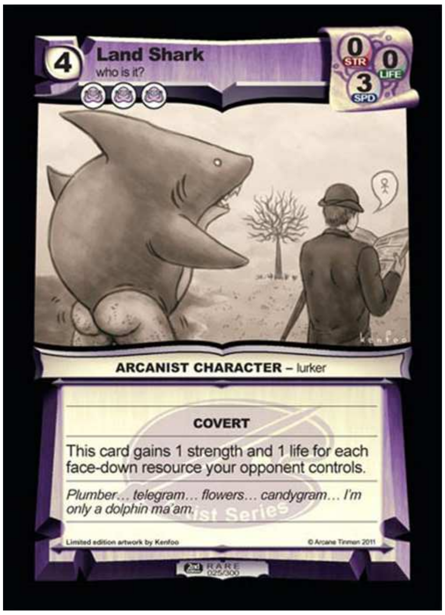
ARCANIST CHARACTER – lurker

COVERT

Only slightly less deadly than the dreaded bent mamba.

Art: Patrick Meehan & TGA © Arcane Tinmen 2011

COMMON 024/300



4 **Land Shark**
who is it?

0 STR 0 LIFE 3 SPD

ARCANIST CHARACTER – lurker

COVERT

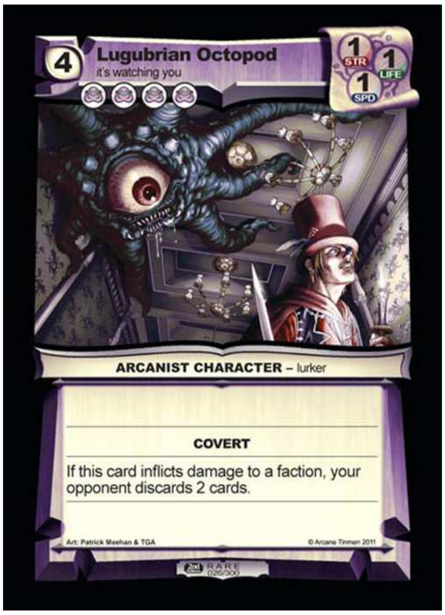
This card gains 1 strength and 1 life for each face-down resource your opponent controls.

Plumber… telegram… flowers… candygram… I'm only a dolphin ma'am.

Artist Series

Limited edition artwork by Kenfoo © Arcane Tinmen 2011

RARE 025/300



4 **Lugubrian Octopod**
it's watching you

1 STR 1 LIFE 1 SPD

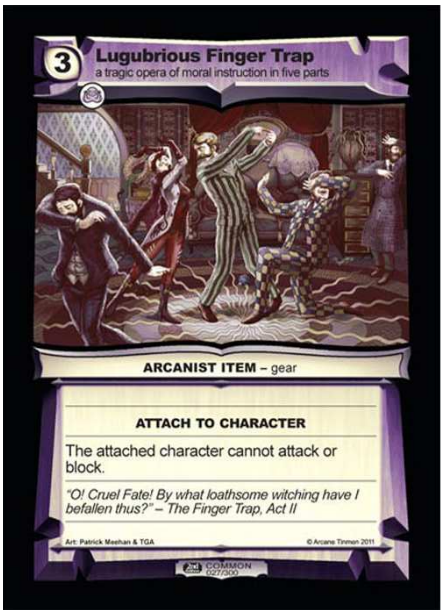
ARCANIST CHARACTER – lurker

COVERT

If this card inflicts damage to a faction, your opponent discards 2 cards.

Art: Patrick Meehan & TGA © Arcane Tinmen 2011

RARE 026/300



3 **Lugubrious Finger Trap**
a tragic opera of moral instruction in five parts

ARCANIST ITEM – gear

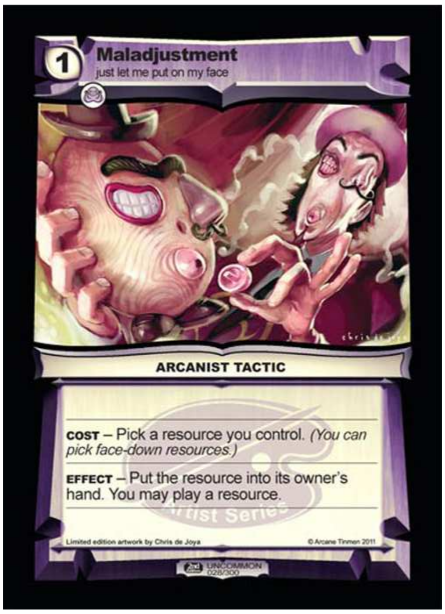
ATTACH TO CHARACTER

The attached character cannot attack or block.

"O! Cruel Fate! By what loathsome witching have I befallen thus?" – The Finger Trap, Act II

Art: Patrick Meehan & TGA © Arcane Tinmen 2011

COMMON 027/300



Maladjustment

just let me put on my face

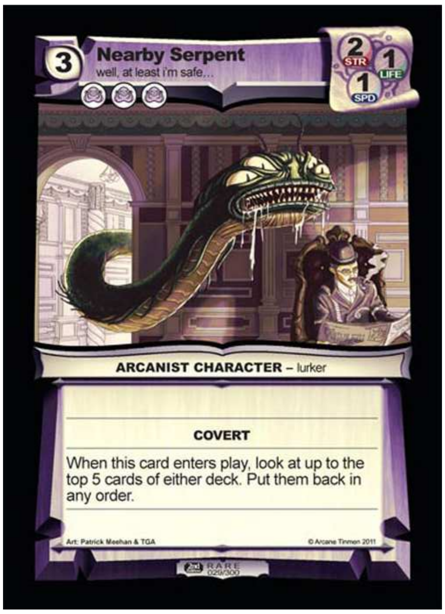
ARCANIST TACTIC

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

EFFECT – Put the resource into its owner's hand. You may play a resource.

Limited edition artwork by Chris de Joya © Arcane Tinmen 2011

UNCOMMON 028/300



Nearby Serpent

well, at least i'm safe…

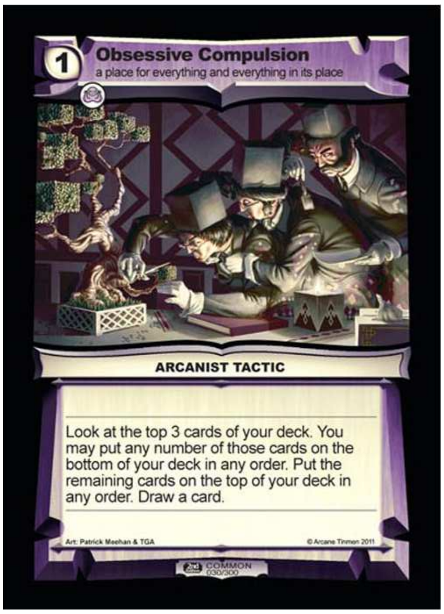
ARCANIST CHARACTER – lurker

COVERT

When this card enters play, look at up to the top 5 cards of either deck. Put them back in any order.

Art: Patrick Meehan & TGA © Arcane Tinmen 2011

RARE 029/300



Obsessive Compulsion

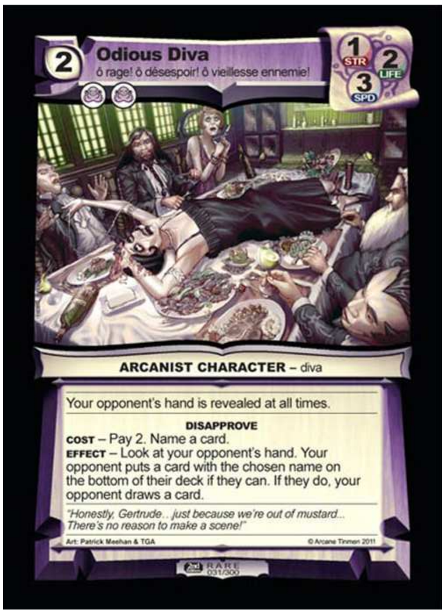
a place for everything and everything in its place

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.

Art: Patrick Meehan & TGA © Arcane Tinmen 2011

COMMON 030/300



Odious Diva

ô rage! ô désespoir! ô vieillesse ennemie!

ARCANIST CHARACTER – diva

Your opponent's hand is revealed at all times.

DISAPPROVE

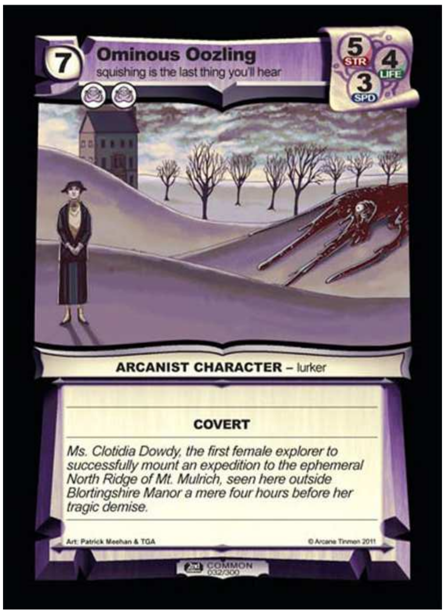
COST – Pay 2. Name a card.

EFFECT – Look at your opponent's hand. Your opponent puts a card with the chosen name on the bottom of their deck if they can. If they do, your opponent draws a card.

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

Art: Patrick Meehan & TGA © Arcane Tinmen 2011

RARE 031/300



Ominous Oozling

squishing is the last thing you'll hear

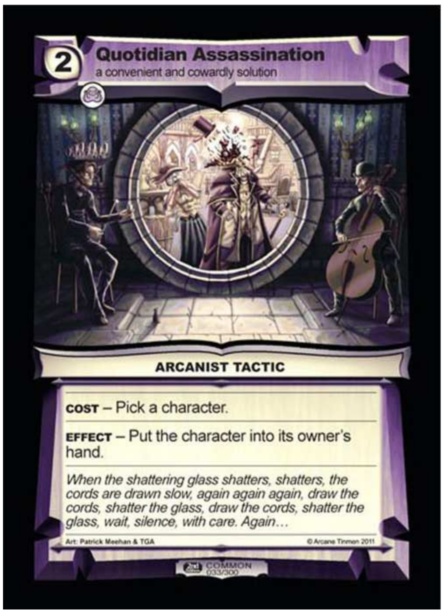
ARCANIST CHARACTER – lurker

COVERT

Ms. Clotidia Dowdy, the first female explorer to successfully mount an expedition to the ephemeral North Ridge of Mt. Mulrich, seen here outside Blortingshire Manor a mere four hours before her tragic demise.

Art: Patrick Meehan & TGA © Arcane Tinmen 2011

COMMON 032/300



Quotidian Assassination

a convenient and cowardly solution

ARCANIST TACTIC

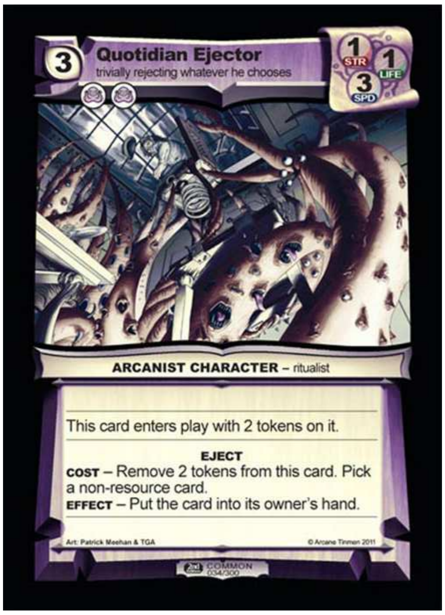
COST – Pick a character.

EFFECT – Put the character into its owner's hand.

When the shattering glass shatters, shatters, the cords are drawn slow, again again again, draw the cords, shatter the glass, draw the cords, shatter the glass, wait, silence, with care. Again…

Art: Patrick Meehan & TGA © Arcane Tinmen 2011

COMMON 033/300



Quotidian Ejector

trivially rejecting whatever he chooses

ARCANIST CHARACTER – ritualist

This card enters play with 2 tokens on it.

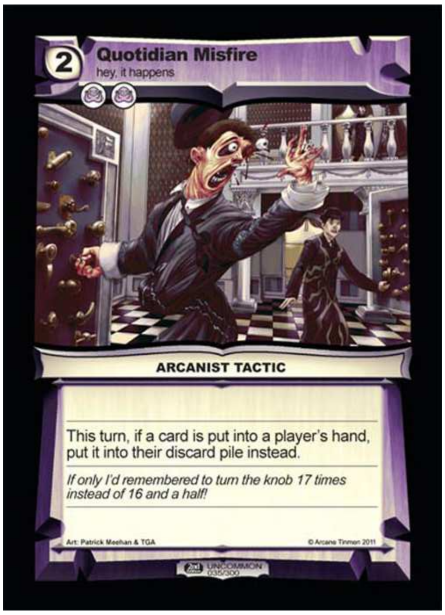
EJECT

COST – Remove 2 tokens from this card. Pick a non-resource card.

EFFECT – Put the card into its owner's hand.

Art: Patrick Meehan & TGA © Arcane Tinmen 2011

COMMON 034/300



Quotidian Misfire

hey, it happens

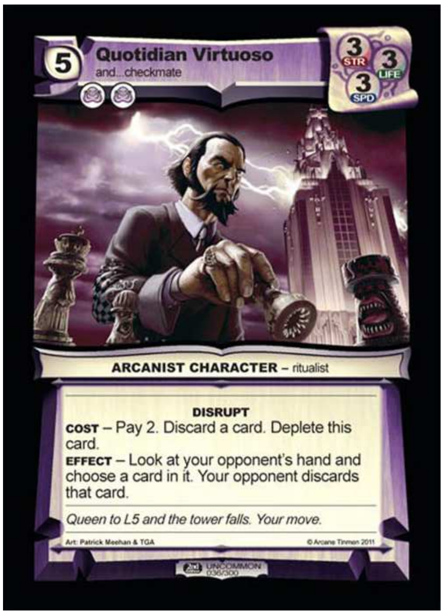
ARCANIST TACTIC

This turn, if a card is put into a player's hand, put it into their discard pile instead.

If only I'd remembered to turn the knob 17 times instead of 16 and a half!

Art: Patrick Meehan & TGA © Arcane Tinmen 2011

UNCOMMON 035/300



Quotidian Virtuoso

and…checkmate

ARCANIST CHARACTER – ritualist

DISRUPT

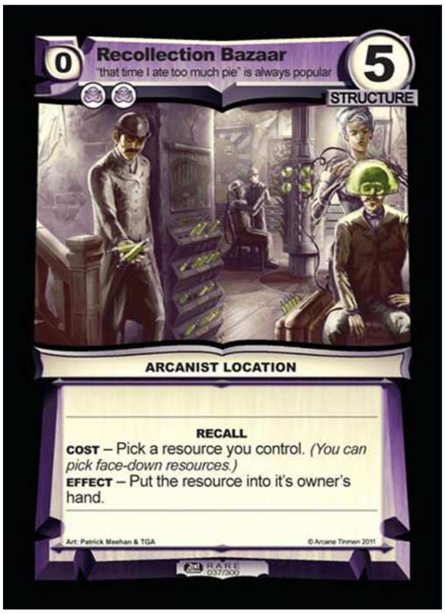
COST – Pay 2. Discard a card. Deplete this card.

EFFECT – Look at your opponent's hand and choose a card in it. Your opponent discards that card.

Queen to L5 and the tower falls. Your move.

Art: Patrick Meehan & TGA © Arcane Tinmen 2011

UNCOMMON 036/300



0 **Recollection Bazaar**

“that time I ate too much pie” is always popular

5 STRUCTURE

ARCANIST LOCATION

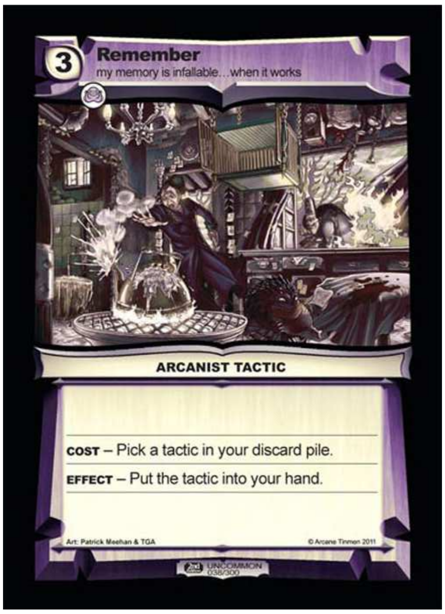
RECALL

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

EFFECT – Put the resource into it's owner's hand.

Art: Patrick Meehan & TGA © Arcane Tinmen 2011

RARE 037/300



3 **Remember**

my memory is infallable…when it works

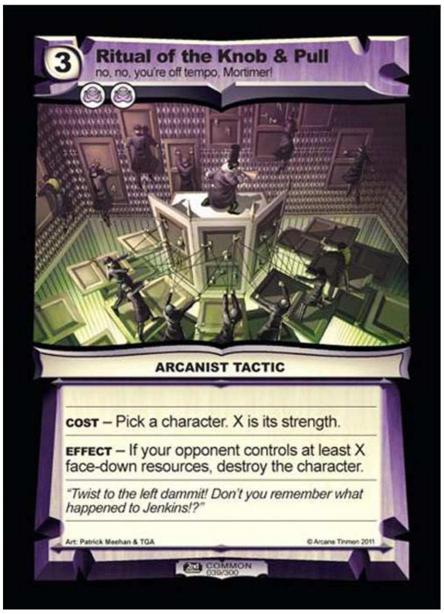
ARCANIST TACTIC

COST – Pick a tactic in your discard pile.

EFFECT – Put the tactic into your hand.

Art: Patrick Meehan & TGA © Arcane Tinmen 2011

UNCOMMON 038/300



3 **Ritual of the Knob & Pull**

no, no, you're off tempo, Mortimer!

ARCANIST TACTIC

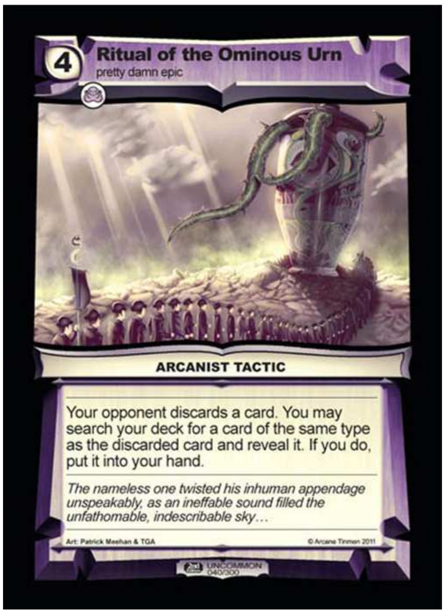
COST – Pick a character. X is its strength.

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!?”

Art: Patrick Meehan & TGA © Arcane Tinmen 2011

COMMON 039/300



4 **Ritual of the Ominous Urn**

pretty damn epic

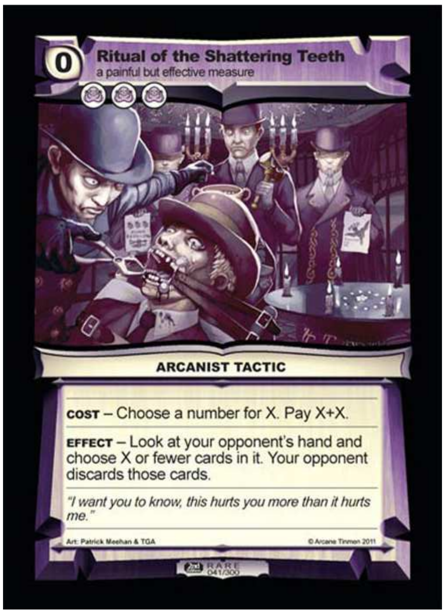
ARCANIST TACTIC

Your opponent discards a card. You may search your deck for a card of the same type as the discarded card and reveal it. If you do, put it into your hand.

The nameless one twisted his inhuman appendage unspeakably, as an ineffable sound filled the unfathomable, indescribable sky…

Art: Patrick Meehan & TGA © Arcane Tinmen 2011

UNCOMMON 040/300



0 **Ritual of the Shattering Teeth**

a painful but effective measure

ARCANIST TACTIC

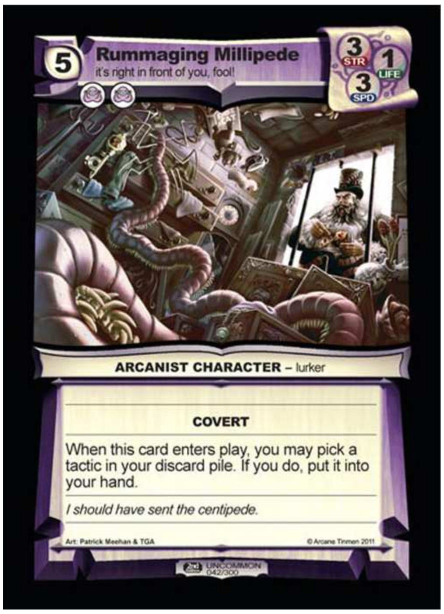
COST – Choose a number for X. Pay X+X.

EFFECT – Look at your opponent's hand and choose X or fewer cards in it. Your opponent discards those cards.

“I want you to know, this hurts you more than it hurts me.”

Art: Patrick Meehan & TGA © Arcane Tinmen 2011

RARE 041/300



5 **Rummaging Millipede**

it's right in front of you, fool!

3 STR 1 LIFE 3 SPD

ARCANIST CHARACTER – lurker

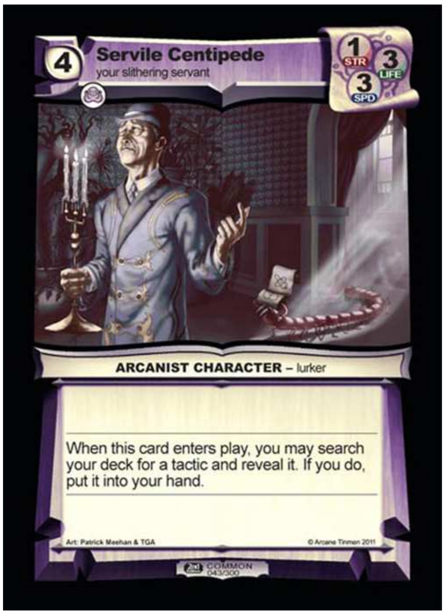
COVERT

When this card enters play, you may pick a tactic in your discard pile. If you do, put it into your hand.

I should have sent the centipede.

Art: Patrick Meehan & TGA © Arcane Tinmen 2011

UNCOMMON 042/300



4 **Servile Centipede**

your slithering servant

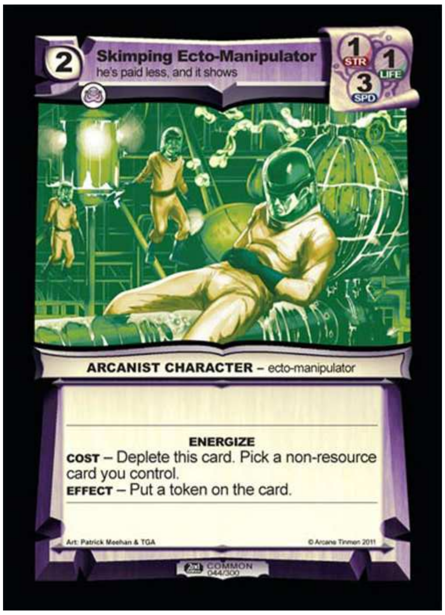
1 STR 3 LIFE 3 SPD

ARCANIST CHARACTER – lurker

When this card enters play, you may search your deck for a tactic and reveal it. If you do, put it into your hand.

Art: Patrick Meehan & TGA © Arcane Tinmen 2011

COMMON 043/300



2 **Skimping Ecto-Manipulator**

he's paid less, and it shows

1 STR 1 LIFE 3 SPD

ARCANIST CHARACTER – ecto-manipulator

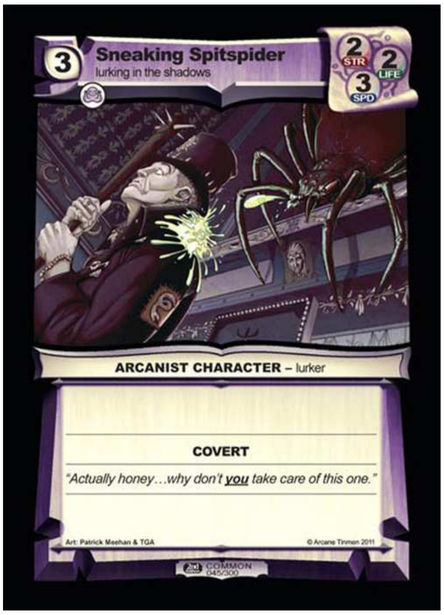
ENERGIZE

COST – Deplete this card. Pick a non-resource card you control.

EFFECT – Put a token on the card.

Art: Patrick Meehan & TGA © Arcane Tinmen 2011

COMMON 044/300



3 **Sneaking Spitspider**

lurking in the shadows

2 STR 2 LIFE 3 SPD

ARCANIST CHARACTER – lurker

COVERT

*“Actually honey…why don't **you** take care of this one.”*

Art: Patrick Meehan & TGA © Arcane Tinmen 2011

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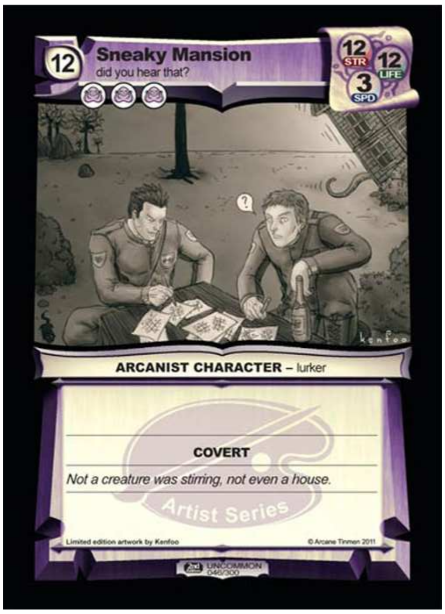

12 **Sneaky Mansion**
did you hear that?
12 STR 12 LIFE 3 SPD

ARCANIST CHARACTER – lurker

COVERT

Not a creature was stirring, not even a house.

Limited edition artwork by Kenfoo
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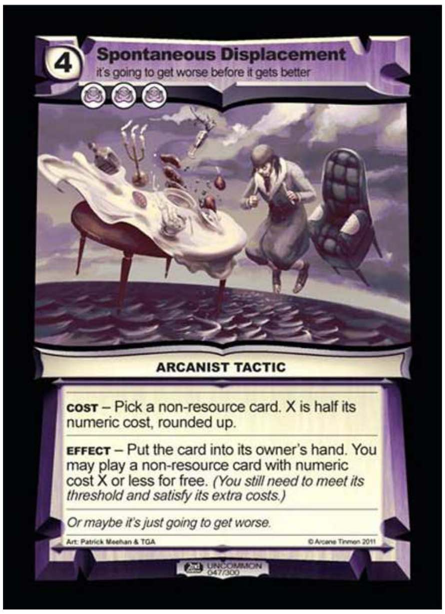

4 **Spontaneous Displacement**
it's going to get worse before it gets better

ARCANIST TACTIC

COST – Pick a non-resource card. X is half its numeric cost, rounded up.

EFFECT – Put the card into its owner's hand. You may play a non-resource card with numeric cost X or less for free. *(You still need to meet its threshold and satisfy its extra costs.)*

Or maybe it's just going to get worse.

Art: Patrick Meehan & TGA
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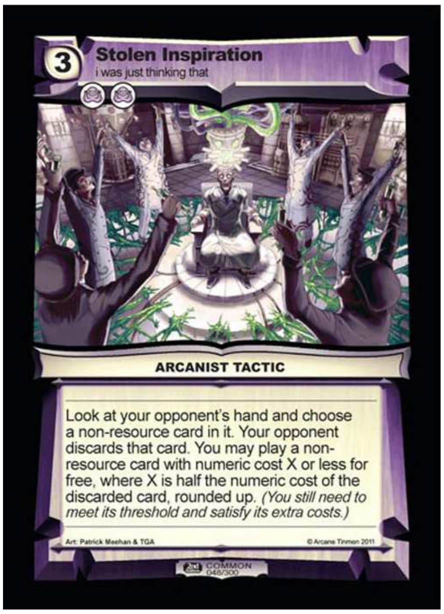

3 **Stolen Inspiration**
i was just thinking that

ARCANIST TACTIC

Look at your opponent's hand and choose a non-resource card in it. Your opponent discards that card. You may play a non-resource card with numeric cost X or less for free, where X is half the numeric cost of the discarded card, rounded up. *(You still need to meet its threshold and satisfy its extra costs.)*

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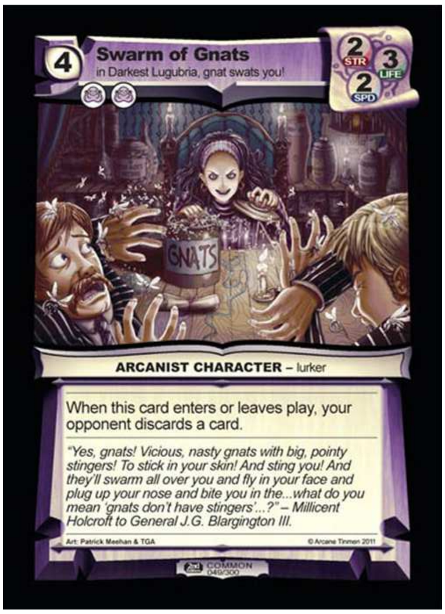

4 **Swarm of Gnats**
in Darkest Lugubria, gnat swats you!
2 STR 3 LIFE 2 SPD

ARCANIST CHARACTER – lurker

When this card enters or leaves play, your opponent discards a card.

"Yes, gnats! Vicious, nasty gnats with big, pointy stingers! To stick in your skin! And sting you! And they'll swarm all over you and fly in your face and plug up your nose and bite you in the...what do you mean 'gnats don't have stingers'...?" – Millicent Holcroft to General J.G. Blargington III.

Art: Patrick Meehan & TGA
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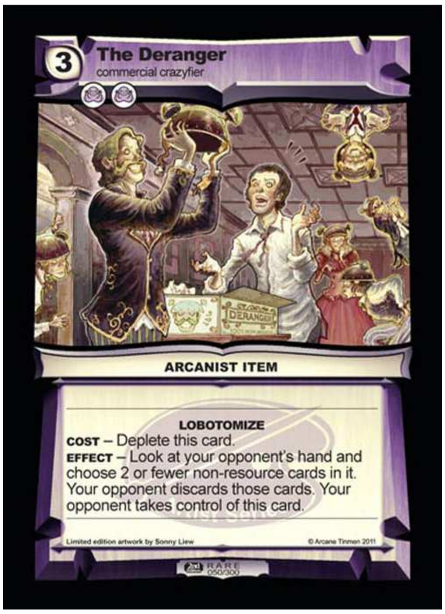

3 **The Deranger**
commercial crazyfier

ARCANIST ITEM

LOBOTOMIZE
COST – Deplete this card.
EFFECT – Look at your opponent's hand and choose 2 or fewer non-resource cards in it. Your opponent discards those cards. Your opponent takes control of this card.

Limited edition artwork by Sonny Liew
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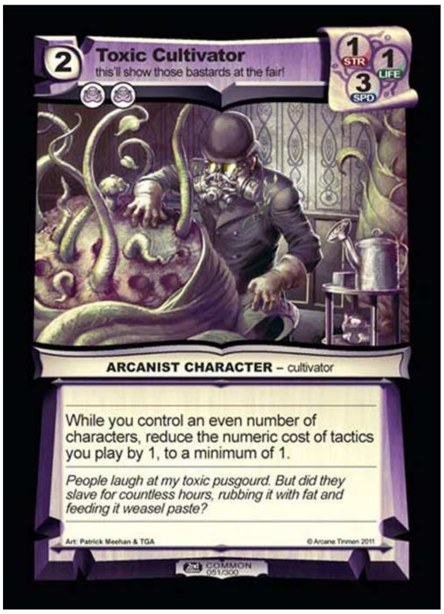

2 **Toxic Cultivator**
this'll show those bastards at the fair!
1 STR 1 LIFE 3 SPD

ARCANIST CHARACTER – cultivator

While you control an even number of characters, reduce the numeric cost of tactics you play 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?

Art: Patrick Meehan & TGA
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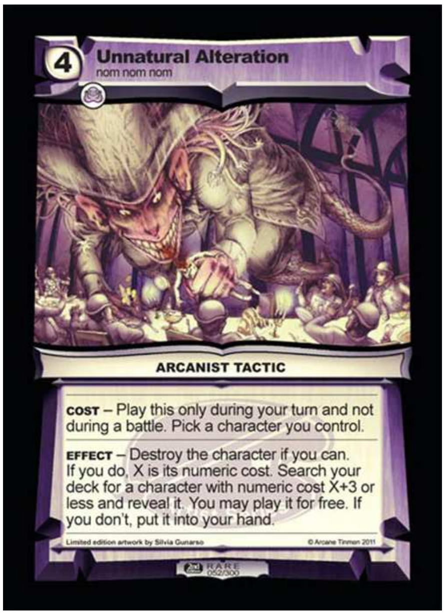

4 **Unnatural Alteration**
nom nom nom

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 can. If you do, X is its numeric cost. Search your deck for a character with numeric cost X+3 or less and reveal it. You may play it for free. If you don't, put it into your hand.

Limited edition artwork by Silvia Gunarso
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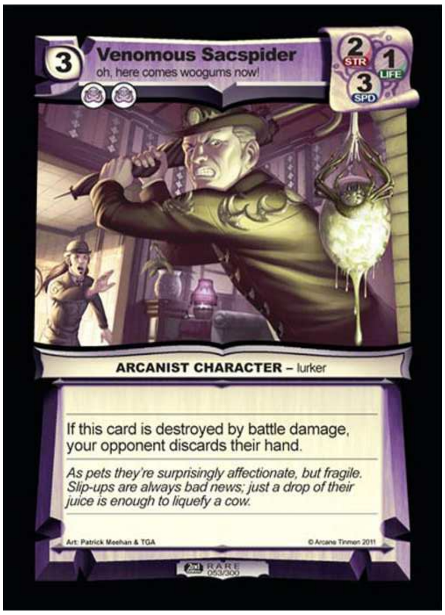

3 **Venomous Sacspider**
oh, here comes woogums now!
2 STR 1 LIFE 3 SPD

ARCANIST CHARACTER – lurker

If this card is destroyed by battle damage, your opponent discards 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.

Art: Patrick Meehan & TGA
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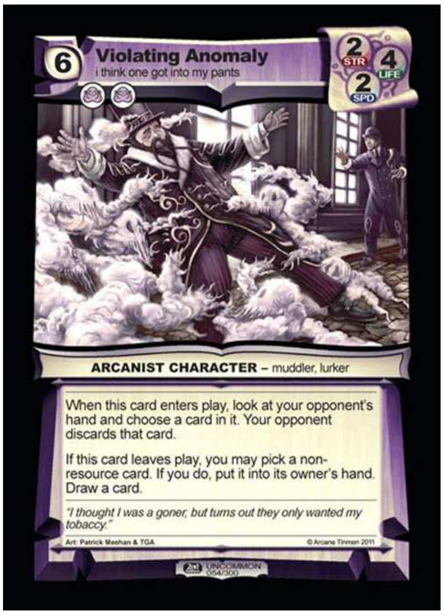

6 **Violating Anomaly**
i think one got into my pants
2 STR 4 LIFE 2 SPD

ARCANIST CHARACTER – muddler, lurker

When this card enters play, look at your opponent's hand and choose a card in it. Your opponent discards that card.

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

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

Art: Patrick Meehan & TGA
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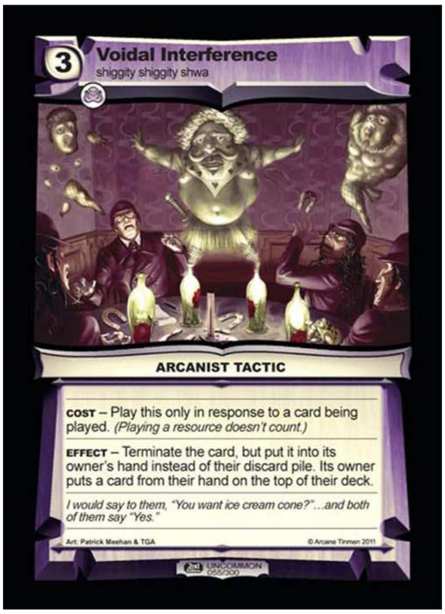
UNCOMMON 054/300



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 – Terminate the card, but put it into its owner's hand instead of their discard pile. Its owner puts a card from their hand on the top of their deck.

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

Art: Patrick Meehan & TGA
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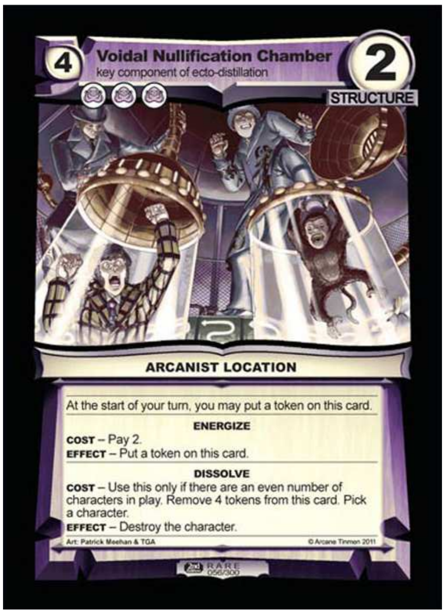
UNCOMMON 055/300



4 **Voidal Nullification Chamber** 2
key component of ecto-distillation
STRUCTURE

ARCANIST LOCATION

At the start of your turn, you may put a token on this card.

ENERGIZE
COST – Pay 2.
EFFECT – Put a token on this card.

DISSOLVE
COST – Use this only if there are an even number of characters in play. Remove 4 tokens from this card. Pick a character.
EFFECT – Destroy the character.

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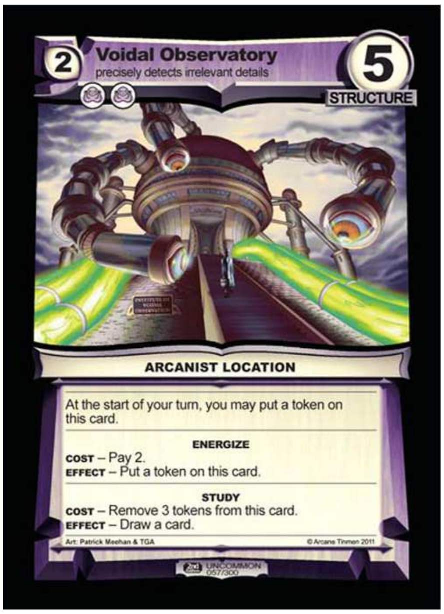

2 **Voidal Observatory** 5
precisely detects irrelevant details
STRUCTURE

ARCANIST LOCATION

At the start of your turn, you may put a token on this card.

ENERGIZE
COST – Pay 2.
EFFECT – Put a token on this card.

STUDY
COST – Remove 3 tokens from this card.
EFFECT – Draw a card.

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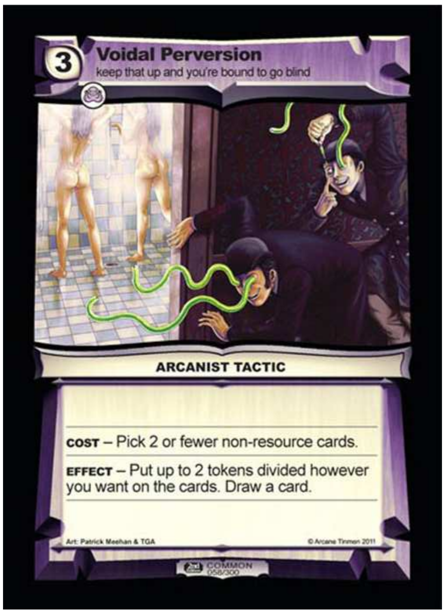

3 **Voidal Perversion**
keep that up and you're bound to go blind

ARCANIST TACTIC

COST – Pick 2 or fewer non-resource cards.

EFFECT – Put up to 2 tokens divided however you want on the cards. Draw a card.

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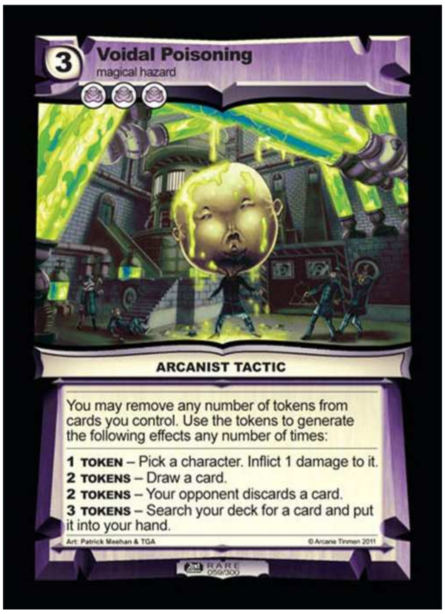
COMMON 058/300



3 **Voidal Poisoning**
magical hazard

ARCANIST TACTIC

You may remove any number of tokens from cards you control. Use the tokens to generate the following effects any number of times:

1 TOKEN – Pick a character. Inflict 1 damage to it.
2 TOKENS – Draw a card.
2 TOKENS – Your opponent discards a card.
3 TOKENS – Search your deck for a card and put it into your hand.

Art: Patrick Meehan & TGA
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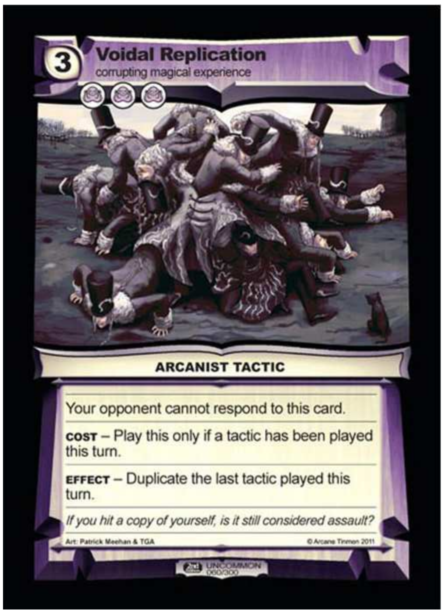

3 **Voidal Replication**
corrupting magical experience

ARCANIST TACTIC

Your opponent cannot respond to this card.

COST – Play this only if a tactic has been played this turn.

EFFECT – Duplicate the last tactic played this turn.

If you hit a copy of yourself, is it still considered assault?

Art: Patrick Meehan & TGA
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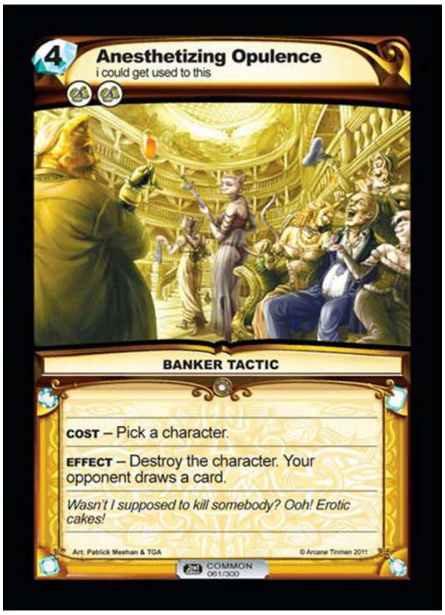

4 **Anesthetizing Opulence**
i could get used to this

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!

Art: Patrick Meehan & TGA
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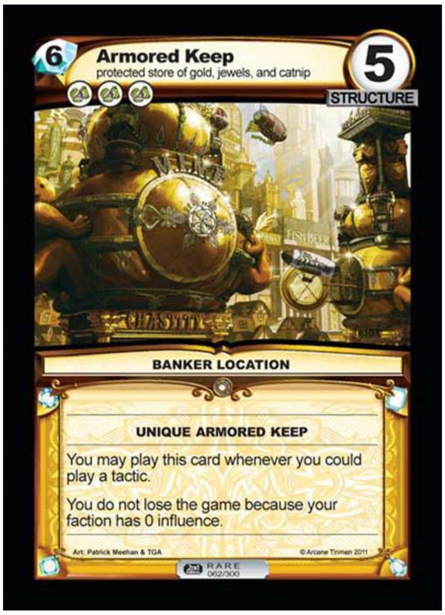

6 **Armored Keep** 5
protected store of gold, jewels, and catnip
STRUCTURE

BANKER LOCATION

UNIQUE ARMORED KEEP

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

You do not lose the game because your faction has 0 influence.

Art: Patrick Meehan & TGA
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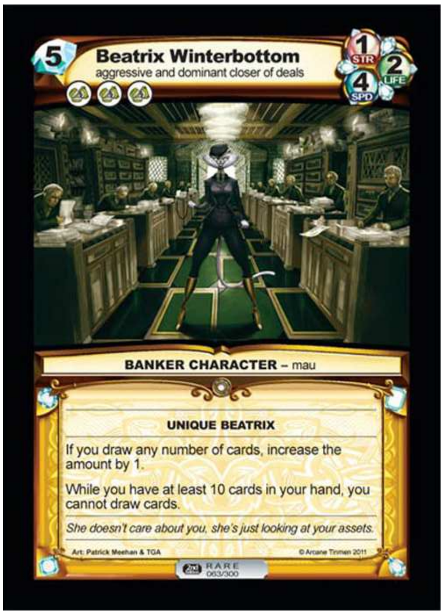

5 **Beatrix Winterbottom**
aggressive and dominant closer of deals
1 STR
2 LIFE
4 SPD

BANKER CHARACTER – mau

UNIQUE BEATRIX

If you draw any number of cards, increase the amount by 1.

While you have at least 10 cards in your hand, you cannot draw cards.

She doesn't care about you, she's just looking at your assets.

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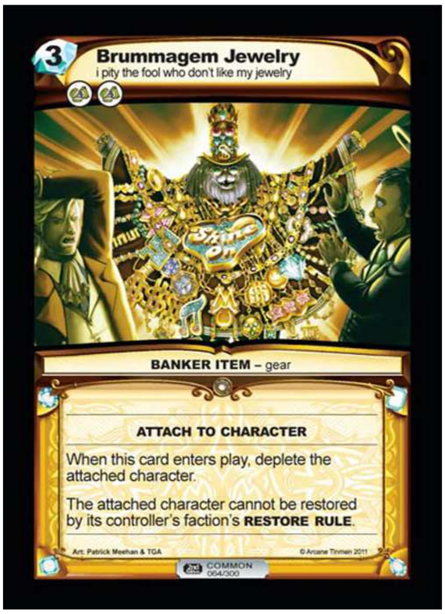
3 **Brummagem Jewelry**
i pity the fool who don't like my jewelry

BANKER ITEM – gear

ATTACH TO CHARACTER

When this card enters play, deplete the attached character.

The attached character cannot be restored by its controller's faction's **RESTORE RULE**.

Art: Patrick Meehan & TGA
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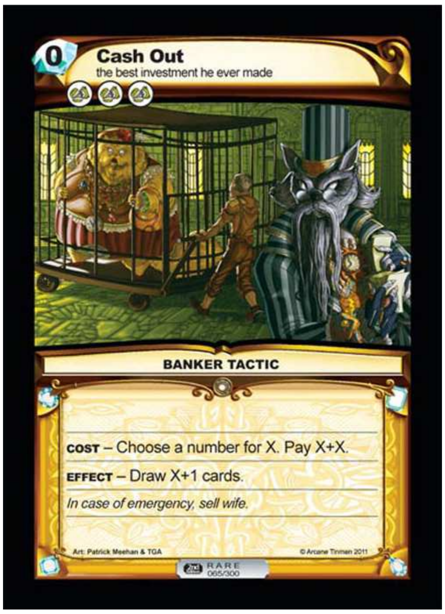
COMMON
064/300


0 **Cash Out**
the best investment he ever made

BANKER TACTIC

COST – Choose a number for X. Pay X+X.

EFFECT – Draw X+1 cards.

In case of emergency, sell wife.

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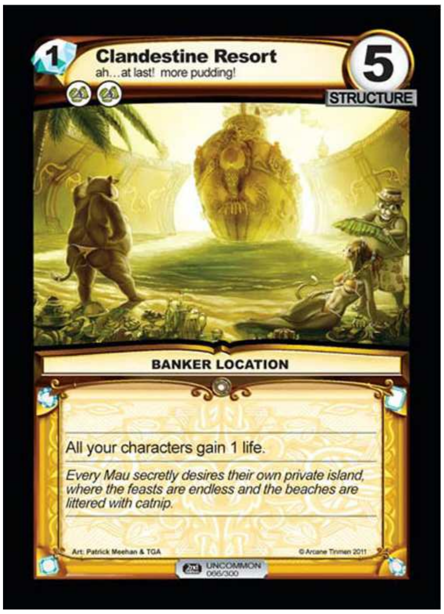
RARE
065/300


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.

Art: Patrick Meehan & TGA
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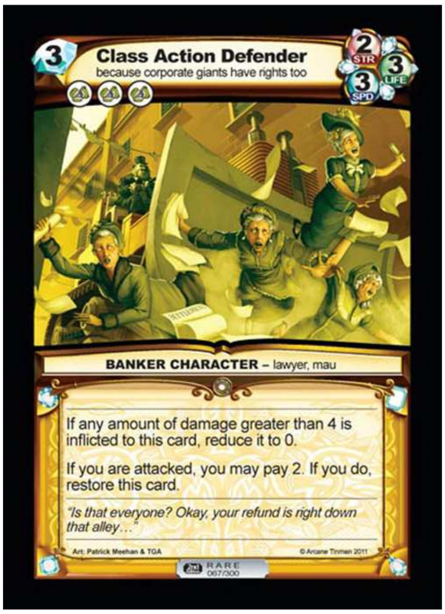
UNCOMMON
066/300


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 is inflicted to this card, reduce it to 0.

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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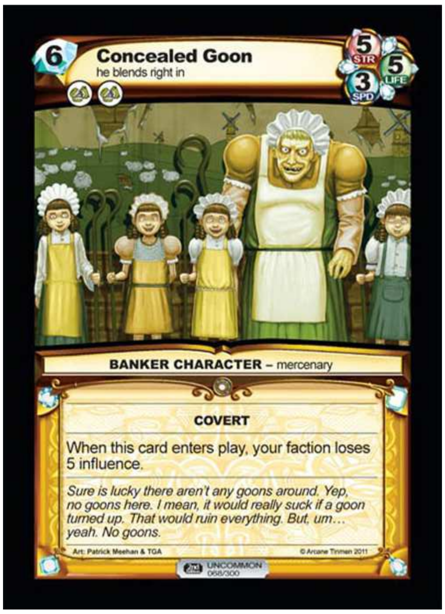
RARE
067/300


6 **Concealed Goon**
he blends right in
5 STR
5 LIFE
3 SPD

BANKER CHARACTER – mercenary

COVERT

When this card enters play, your faction loses 5 influence.

Sure is lucky there aren't any goons around. Yep, no goons here. I mean, it would really suck if a goon turned up. That would ruin everything. But, um… yeah. No goons.

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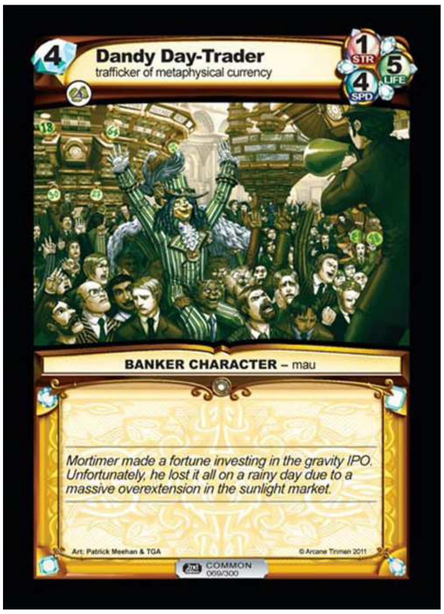
UNCOMMON
068/300


4 **Dandy Day-Trader**
trafficker of metaphysical currency
1 STR
5 LIFE
4 SPD

BANKER CHARACTER – mau

Mortimer made a fortune investing in the gravity IPO. Unfortunately, he lost it all on a rainy day due to a massive overextension in the sunlight market.

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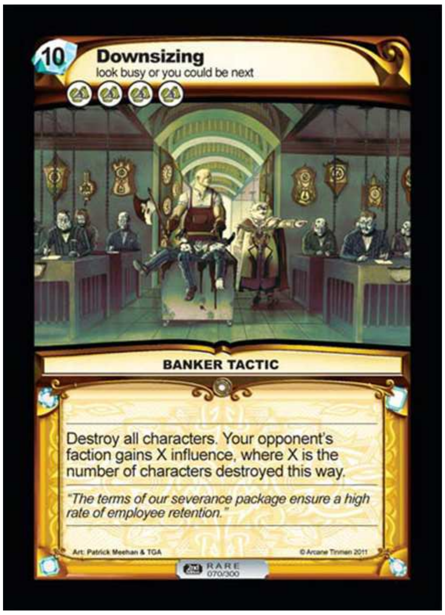
069/300


10 **Downsizing**
look busy or you could be next

BANKER TACTIC

Destroy all characters. Your opponent's faction gains X influence, where X is the number of characters destroyed this way.

"The terms of our severance package ensure a high rate of employee retention."

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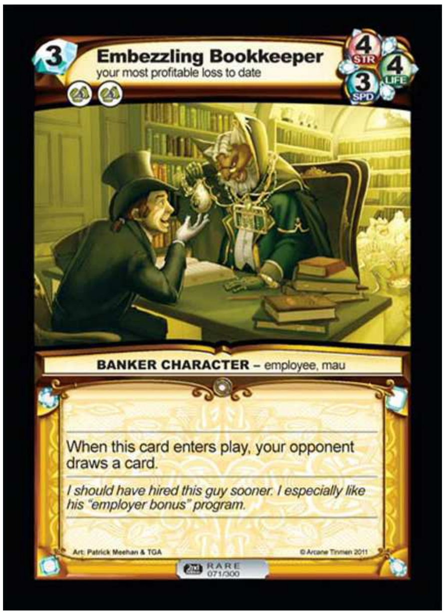
RARE
070/300


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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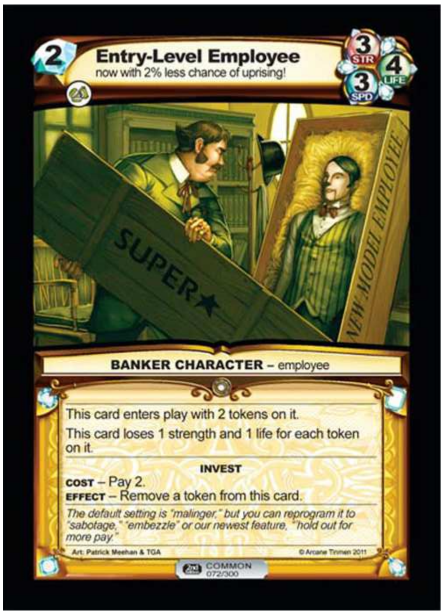
071/300


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.

INVEST

COST – Pay 2.
EFFECT – Remove a token from this card.

The default setting is "malinger," but you can reprogram it to "sabotage," "embezzle" or our newest feature, "hold out for more pay."

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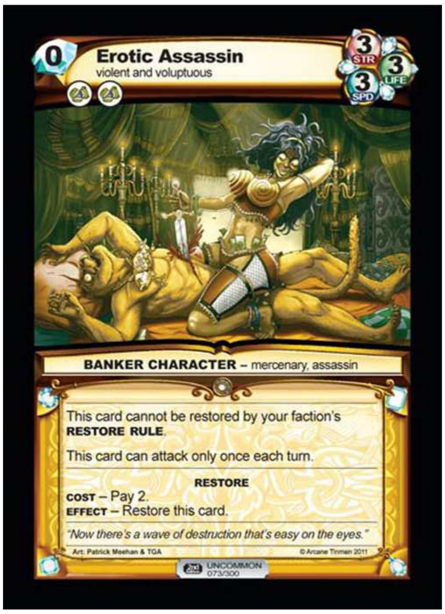
COMMON
072/300


0 **Erotic Assassin**
violent and voluptuous
3 STR 3 LIFE 3 SPD

BANKER CHARACTER – mercenary, assassin

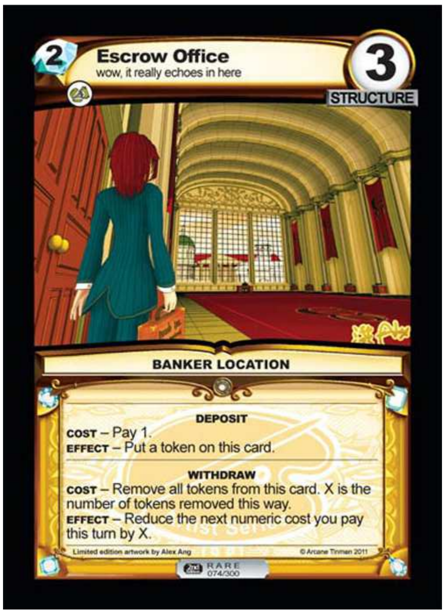
This card cannot be restored by your faction's **RESTORE RULE**.

This card can attack only once each turn.

RESTORE
COST – Pay 2.
EFFECT – Restore this card.

"Now there's a wave of destruction that's easy on the eyes."

Art: Patrick Meehan & TGA © Arcane Tinmen 2011
UNCOMMON 073/300

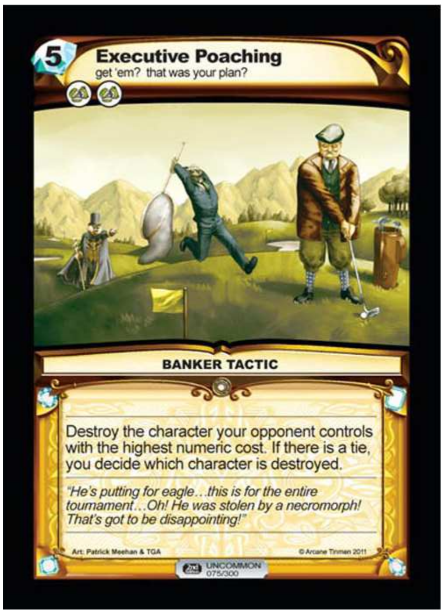

2 **Escrow Office**
wow, it really echoes in here
3 STRUCTURE

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 this way.
EFFECT – Reduce the next numeric cost you pay this turn by X.

Limited edition artwork by Alex Ang © Arcane Tinmen 2011
RARE 074/300

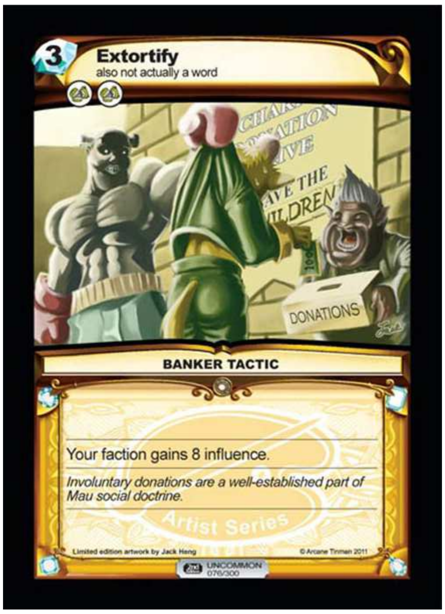

5 **Executive Poaching**
get 'em? that was your plan?

BANKER TACTIC

Destroy the character your opponent controls with the highest numeric cost. If there is a tie, you decide which character is destroyed.

"He's putting for eagle…this is for the entire tournament…Oh! He was stolen by a necromorph! That's got to be disappointing!"

Art: Patrick Meehan & TGA © Arcane Tinmen 2011
UNCOMMON 075/300

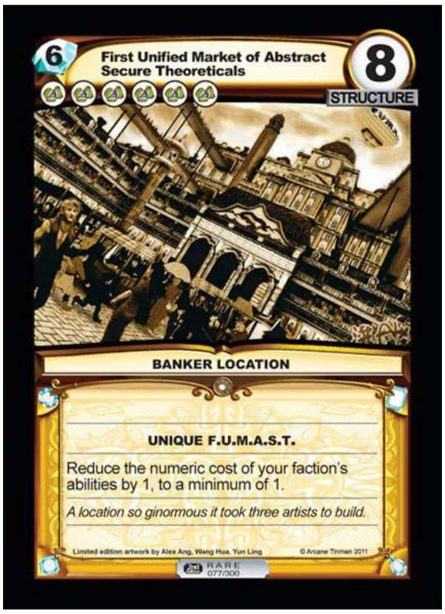

3 **Extortify**
also not actually a word

BANKER TACTIC

Your faction gains 8 influence.

Involuntary donations are a well-established part of Mau social doctrine.

Limited edition artwork by Jack Heng © Arcane Tinmen 2011
UNCOMMON 076/300


6 **First Unified Market of Abstract Secure Theoreticals**
8 STRUCTURE

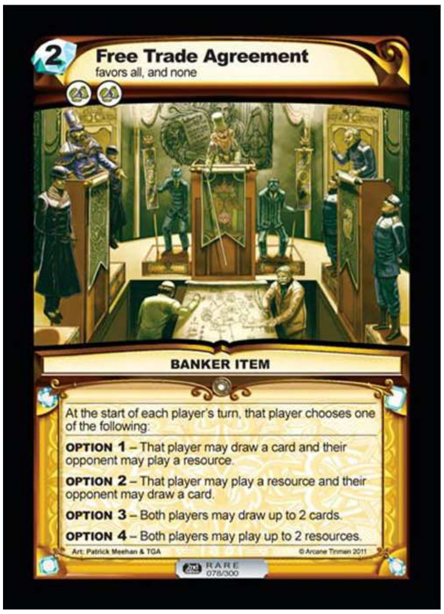
BANKER LOCATION

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.

Limited edition artwork by Alex Ang, Wang Hua, Yun Ling © Arcane Tinmen 2011
RARE 077/300


2 **Free Trade Agreement**
favors all, and none

BANKER ITEM

At the start of each player's turn, that player chooses one of the following:

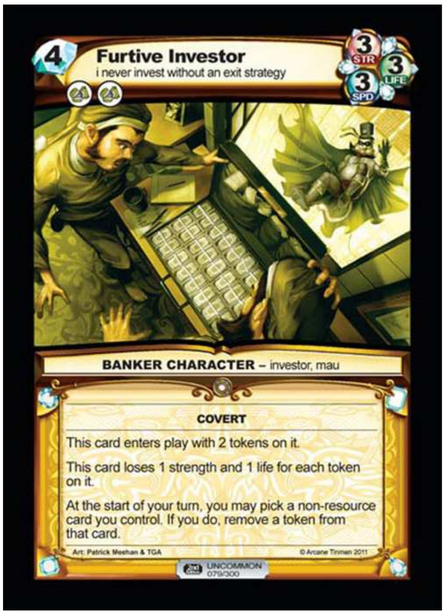
OPTION 1 – That player may draw a card and their opponent may play a resource.

OPTION 2 – That player may play a resource and their opponent may draw a card.

OPTION 3 – Both players may draw up to 2 cards.

OPTION 4 – Both players may play up to 2 resources.

Art: Patrick Meehan & TGA © Arcane Tinmen 2011
RARE 078/300


4 **Furtive Investor**
i never invest without an exit strategy
3 STR 3 LIFE 3 SPD

BANKER CHARACTER – investor, mau

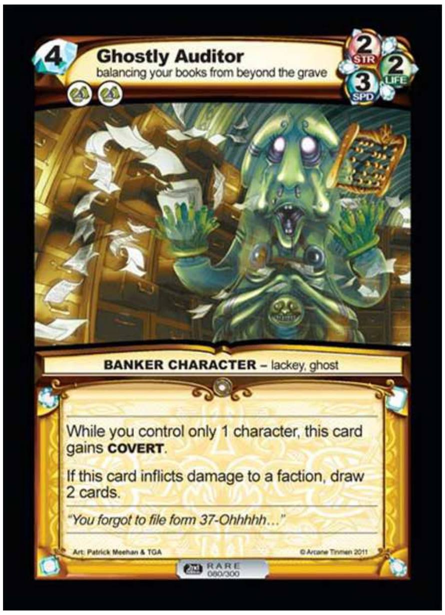
COVERT

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.

Art: Patrick Meehan & TGA © Arcane Tinmen 2011
UNCOMMON 079/300


4 **Ghostly Auditor**
balancing your books from beyond the grave
2 STR 2 LIFE 3 SPD

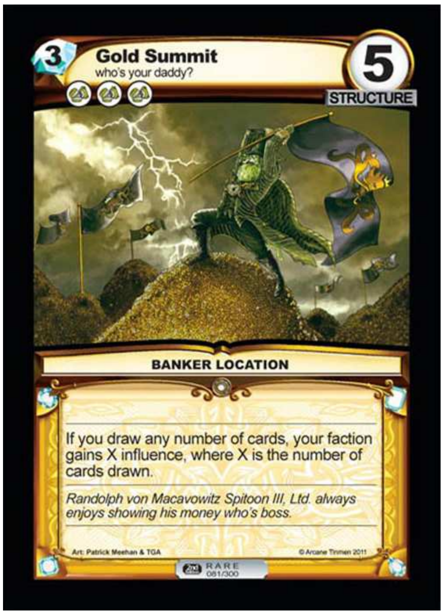
BANKER CHARACTER – lackey, ghost

While you control only 1 character, this card gains **COVERT**.

If this card inflicts damage to a faction, draw 2 cards.

"You forgot to file form 37-Ohhhhh…"

Art: Patrick Meehan & TGA © Arcane Tinmen 2011
RARE 080/300

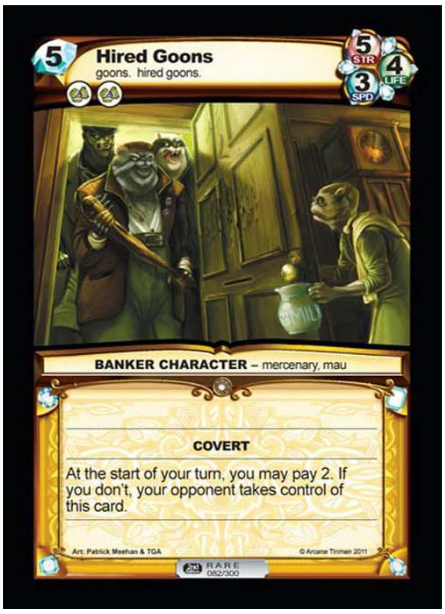

3 **Gold Summit**
who's your daddy?
5 STRUCTURE

BANKER LOCATION

If you draw any number of cards, your faction gains X influence, where X is the number of cards drawn.

Randolph von Macavowitz Spitoon III, Ltd. always enjoys showing his money who's boss.

Art: Patrick Meehan & TGA © Arcane Tinmen 2011
RARE 081/300



Hired Goons

goons. hired goons.

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.

Art: Patrick Meehan & TGA
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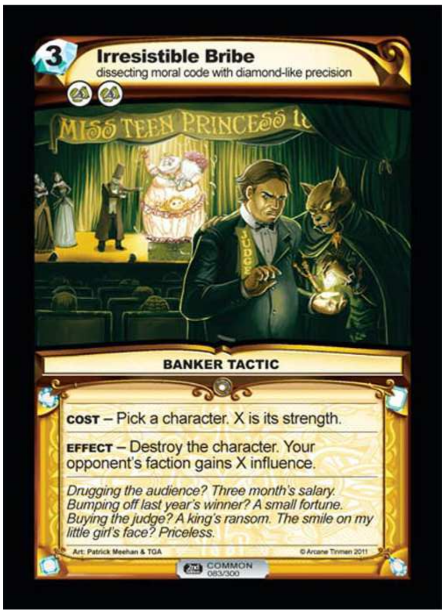

Irresistible Bribe

dissecting moral code with diamond-like precision

BANKER TACTIC

COST – Pick a character. X is its strength.

EFFECT – Destroy the character. Your opponent's faction gains X influence.

Drugging the audience? Three month's salary. Bumping off last year's winner? A small fortune. Buying the judge? A king's ransom. The smile on my little girl's face? Priceless.

Art: Patrick Meehan & TGA
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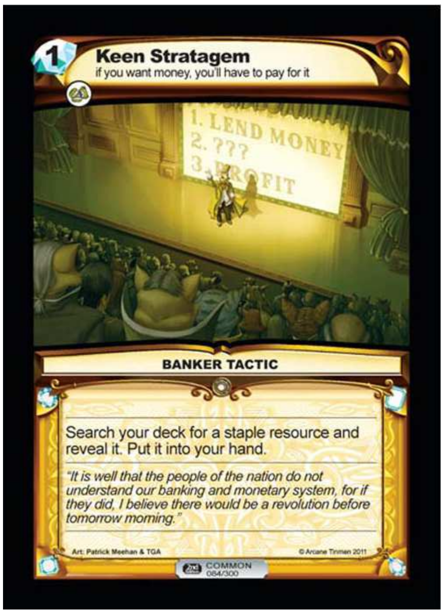
COMMON 083/300



Keen Stratagem

if you want money, you'll have to pay for it

BANKER TACTIC

Search your deck for a staple resource and reveal it. 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."

Art: Patrick Meehan & TGA
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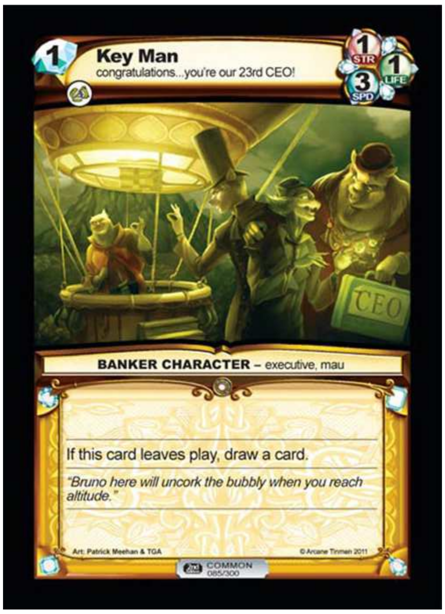
COMMON 084/300



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."

Art: Patrick Meehan & TGA
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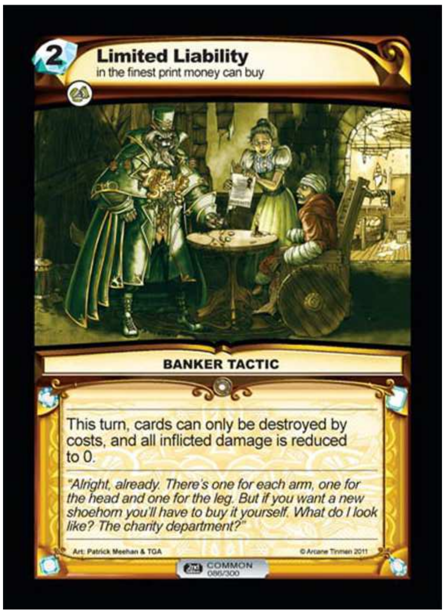
COMMON 085/300



Limited Liability

in the finest print money can buy

BANKER TACTIC

This turn, cards can only be destroyed by costs, and all inflicted damage is reduced to 0.

"Alright, already. There's one for each arm, one for the head and one for the leg. But if you want a new shoehorn you'll have to buy it yourself. What do I look like? The charity department?"

Art: Patrick Meehan & TGA
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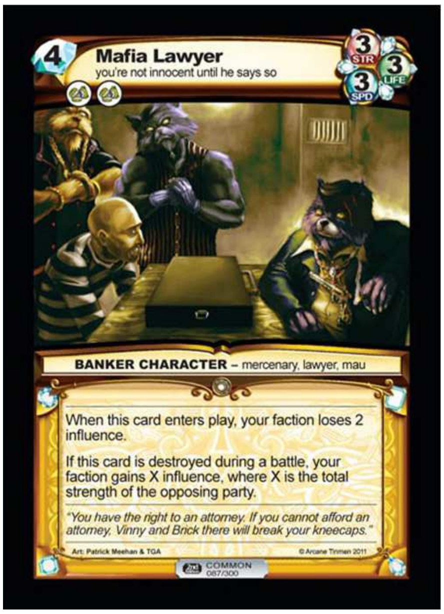
COMMON 086/300



Mafia Lawyer

you're not innocent until he says so

BANKER CHARACTER – mercenary, lawyer, mau

When this card enters play, your faction loses 2 influence.

If this card is destroyed during a battle, your faction gains X influence, where X is the total strength of the opposing party.

"You have the right to an attorney. If you cannot afford an attorney, Vinny and Brick there will break your kneecaps."

Art: Patrick Meehan & TGA
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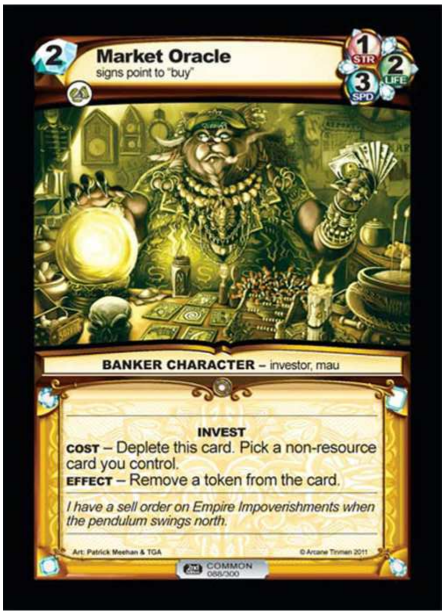
COMMON 087/300



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.

Art: Patrick Meehan & TGA
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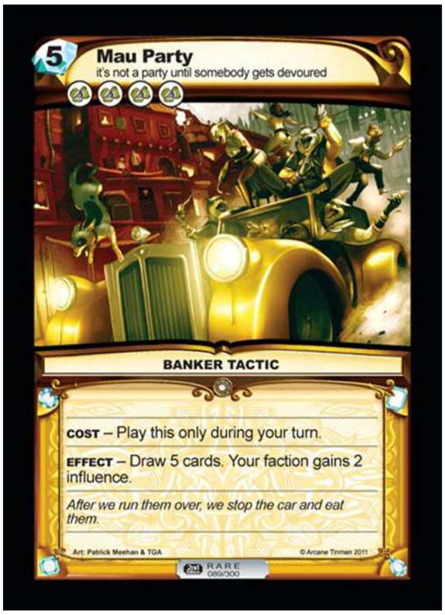
COMMON 088/300



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.

Art: Patrick Meehan & TGA
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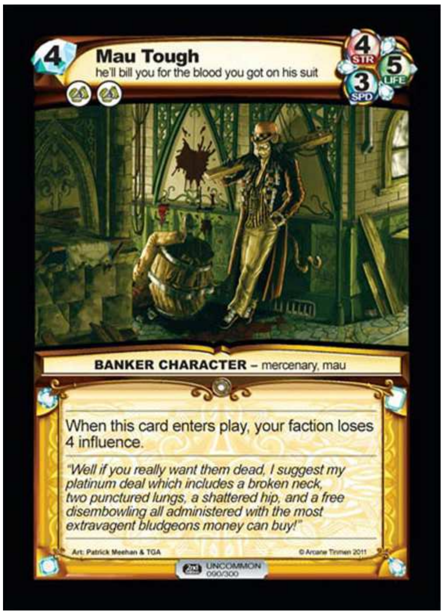
RARE 089/300



Mau Tough

he'll bill you for the blood you got on his suit

BANKER CHARACTER – mercenary, mau

When this card enters play, your faction loses 4 influence.

"Well if you really want them dead, I suggest my platinum deal which includes a broken neck, two punctured lungs, a shattered hip, and a free disembowling all administered with the most extravagent bludgeons money can buy!"

Art: Patrick Meehan & TGA
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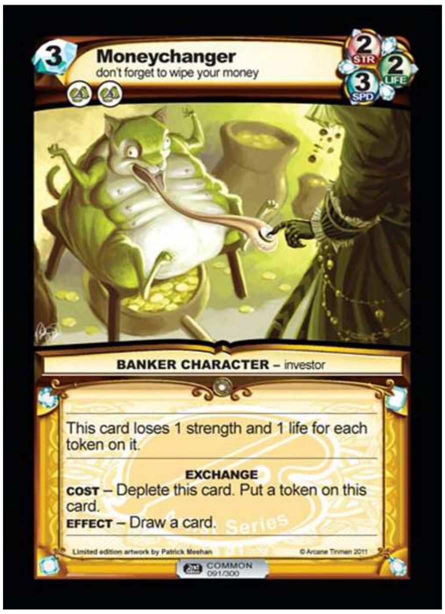
UNCOMMON 090/300



3 **Moneychanger**
don't forget to wipe your money
2 STR 2 LIFE 3 SPD

BANKER CHARACTER – investor

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

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

Limited edition artwork by Patrick Meehan
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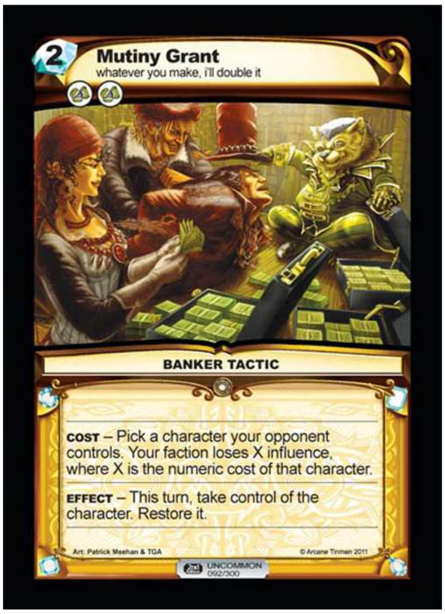
COMMON 091/300



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, take control of the character. Restore it.

Art: Patrick Meehan & TGA
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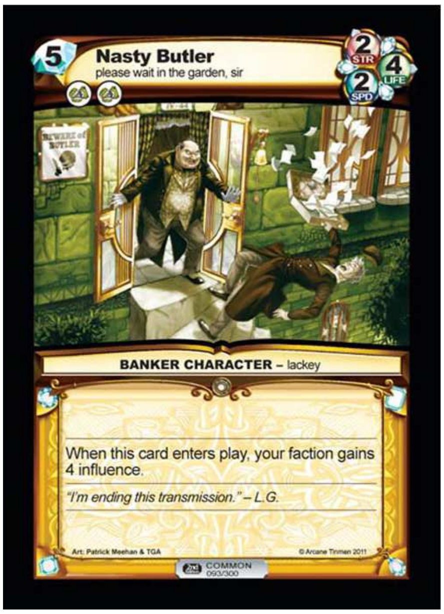
UNCOMMON 092/300



5 **Nasty Butler**
please wait in the garden, sir
2 STR 4 LIFE 2 SPD

BANKER CHARACTER – lackey

When this card enters play, your faction gains 4 influence.

"I'm ending this transmission." – L.G.

Art: Patrick Meehan & TGA
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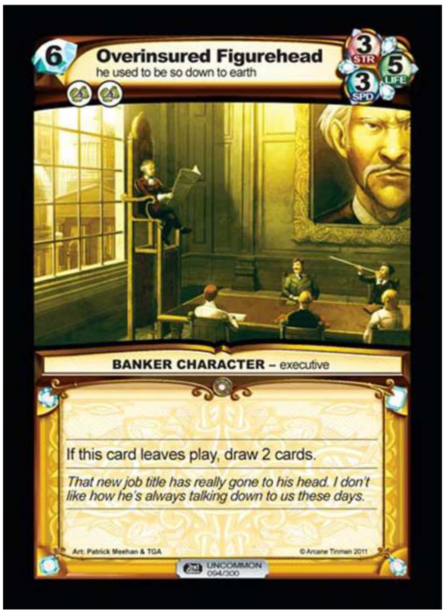
COMMON 093/300



6 **Overinsured Figurehead**
he used to be so down to earth
3 STR 5 LIFE 3 SPD

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.

Art: Patrick Meehan & TGA
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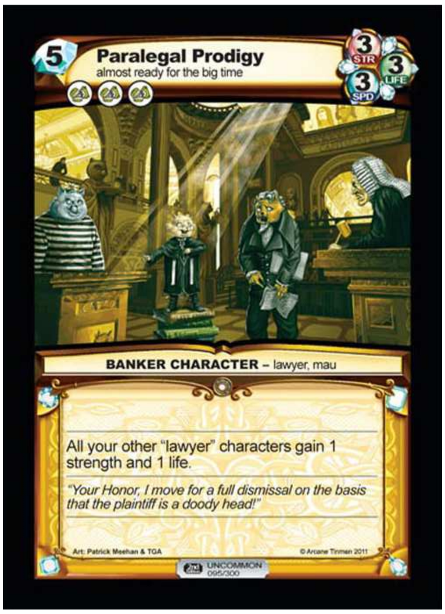
UNCOMMON 094/300



5 **Paralegal Prodigy**
almost ready for the big time
3 STR 3 LIFE 3 SPD

BANKER CHARACTER – lawyer, mau

All your other "lawyer" characters gain 1 strength and 1 life.

"Your Honor, I move for a full dismissal on the basis that the plaintiff is a doody head!"

Art: Patrick Meehan & TGA
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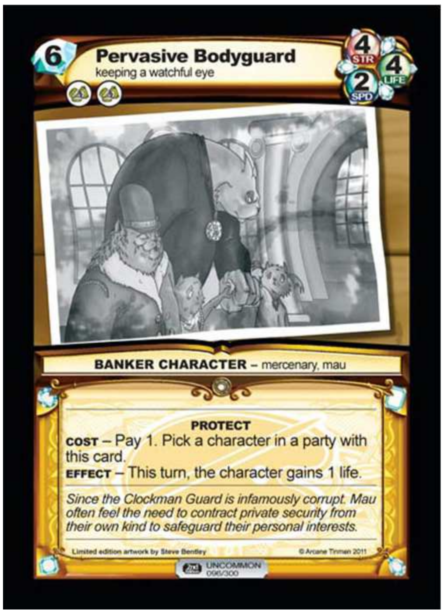
UNCOMMON 095/300



6 **Pervasive Bodyguard**
keeping a watchful eye
4 STR 4 LIFE 2 SPD

BANKER CHARACTER – mercenary, mau

PROTECT
COST – Pay 1. Pick a character in a party with this card.
EFFECT – This turn, the character gains 1 life.

Since the Clockman Guard is infamously corrupt. Mau often feel the need to contract private security from their own kind to safeguard their personal interests.

Limited edition artwork by Steve Bentley
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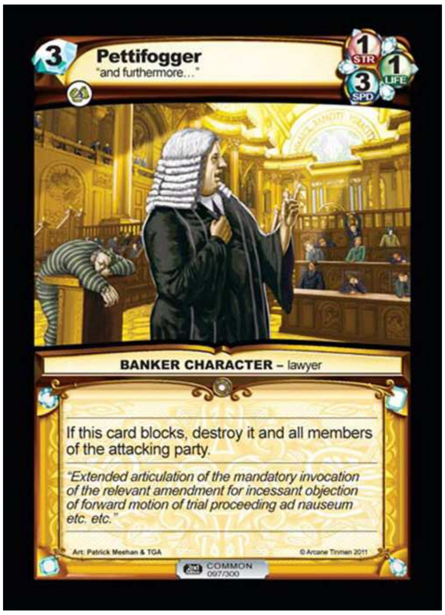
UNCOMMON 096/300



3 **Pettifogger**
"and furthermore…"
1 STR 1 LIFE 3 SPD

BANKER CHARACTER – lawyer

If this card blocks, destroy it and all members of the attacking party.

"Extended articulation of the mandatory invocation of the relevant amendment for incessant objection of forward motion of trial proceeding ad nauseum etc. etc."

Art: Patrick Meehan & TGA
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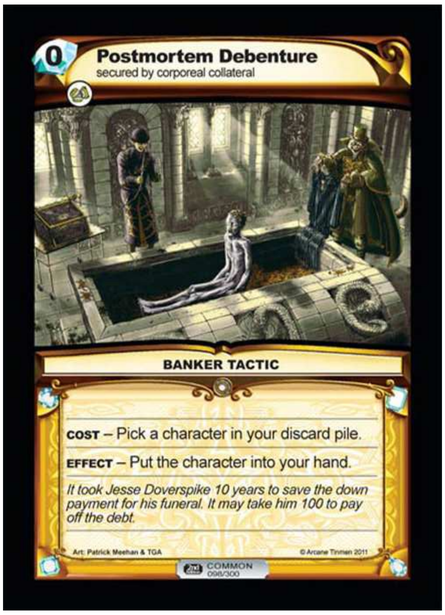
COMMON 097/300



0 **Postmortem Debenture**
secured by corporeal collateral

BANKER TACTIC

COST – Pick a character in your discard pile.

EFFECT – Put the character into your hand.

It took Jesse Doverspike 10 years to save the down payment for his funeral. It may take him 100 to pay off the debt.

Art: Patrick Meehan & TGA
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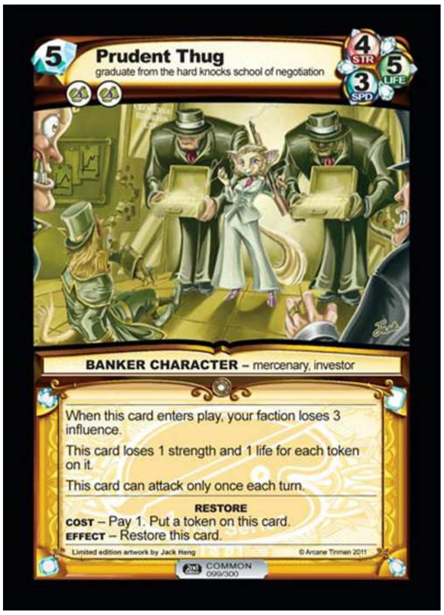
COMMON 098/300



5 **Prudent Thug**
graduate from the hard knocks school of negotiation
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.

Limited edition artwork by Jack Heng
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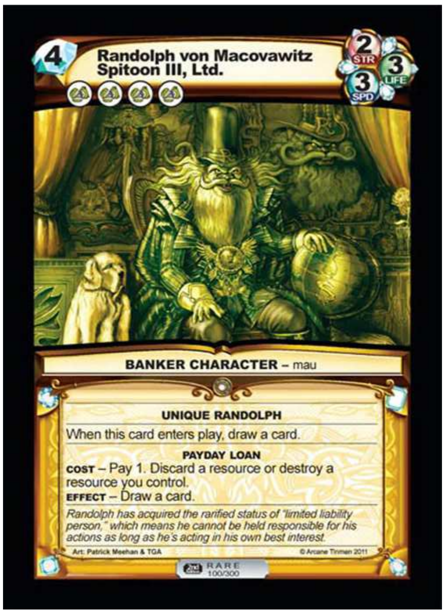
COMMON 099/300



Randolph von Macovawitz Spitoon III, Ltd.

BANKER CHARACTER – mau

UNIQUE RANDOLPH

When this card enters play, draw a card.

PAYDAY LOAN

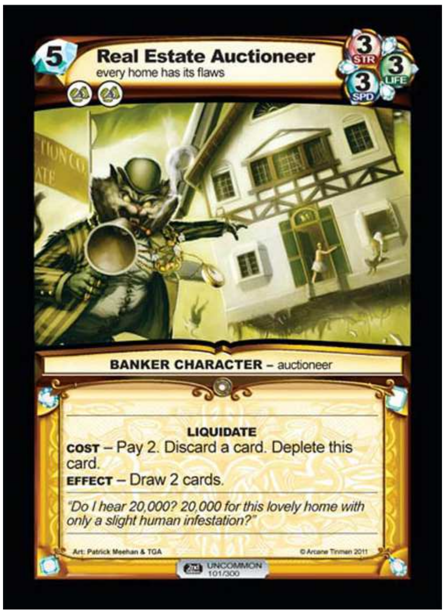
COST – Pay 1. Discard a resource or destroy a resource you control.

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.

Art: Patrick Meehan & TGA © Arcane Tinmen 2011

RARE 100/300



Real Estate Auctioneer

every home has its flaws

BANKER CHARACTER – auctioneer

LIQUIDATE

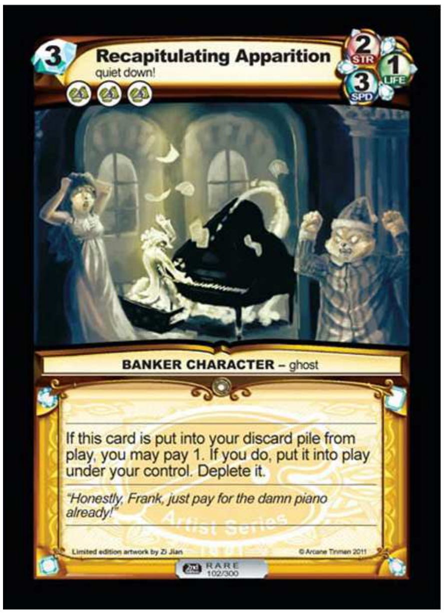
COST – Pay 2. Discard a card. Deplete this card.

EFFECT – Draw 2 cards.

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

Art: Patrick Meehan & TGA © Arcane Tinmen 2011

UNCOMMON 101/300



Recapitulating Apparition

quiet down!

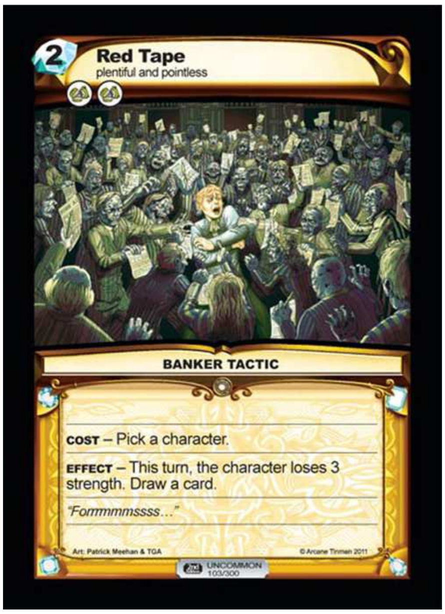
BANKER CHARACTER – ghost

If this card is put into your discard pile from play, you may pay 1. If you do, put it into play under your control. Deplete it.

"Honestly, Frank, just pay for the damn piano already!"

Limited edition artwork by Zi Jian © Arcane Tinmen 2011

RARE 102/300



Red Tape

plentiful and pointless

BANKER TACTIC

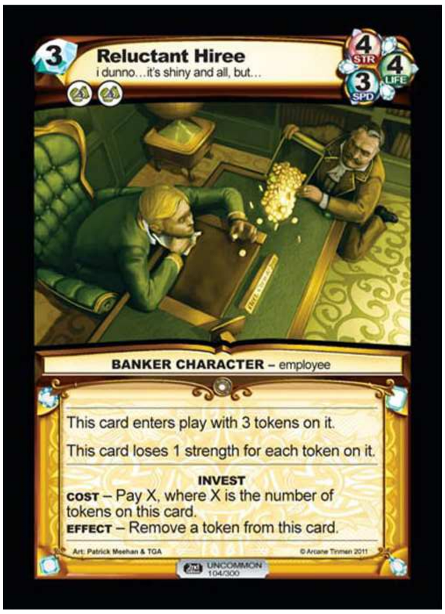
COST – Pick a character.

EFFECT – This turn, the character loses 3 strength. Draw a card.

"Formmmmssss…"

Art: Patrick Meehan & TGA © Arcane Tinmen 2011

UNCOMMON 103/300



Reluctant Hiree

i dunno…it's shiny and all, but…

BANKER CHARACTER – employee

This card enters play with 3 tokens on it.

This card loses 1 strength for each token on it.

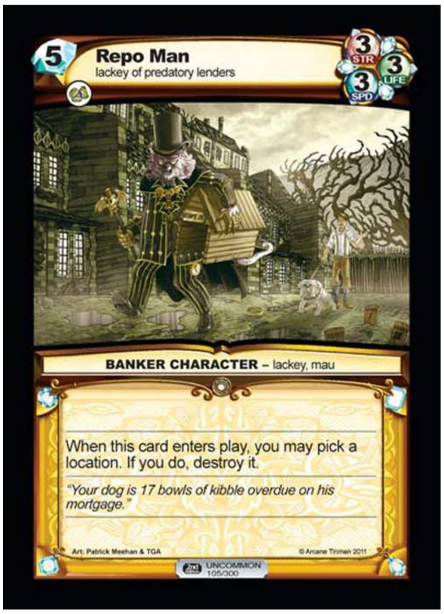
INVEST

COST – Pay X, where X is the number of tokens on this card.

EFFECT – Remove a token from this card.

Art: Patrick Meehan & TGA © Arcane Tinmen 2011

UNCOMMON 104/300



Repo Man

lackey of predatory lenders

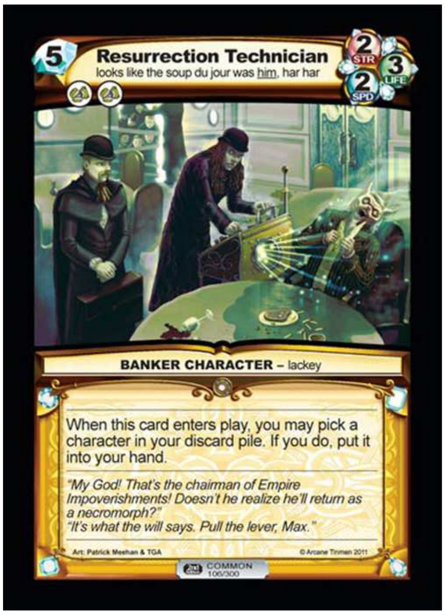
BANKER CHARACTER – lackey, mau

When this card enters play, you may pick a location. If you do, destroy it.

"Your dog is 17 bowls of kibble overdue on his mortgage."

Art: Patrick Meehan & TGA © Arcane Tinmen 2011

UNCOMMON 105/300



Resurrection Technician

looks like the soup du jour was him, har har

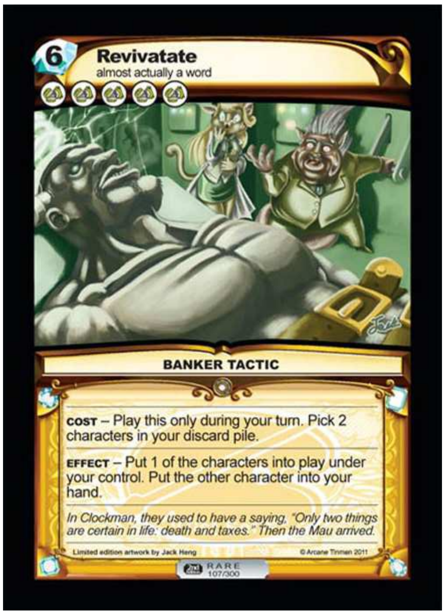
BANKER CHARACTER – lackey

When this card enters play, you may pick a character in your discard pile. If you do, put it into your hand.

"My God! That's the chairman of Empire Impoverishments! Doesn't he realize he'll return as a necromorph?"
"It's what the will says. Pull the lever, Max."

Art: Patrick Meehan & TGA © Arcane Tinmen 2011

COMMON 106/300



Revivatate

almost actually a word

BANKER TACTIC

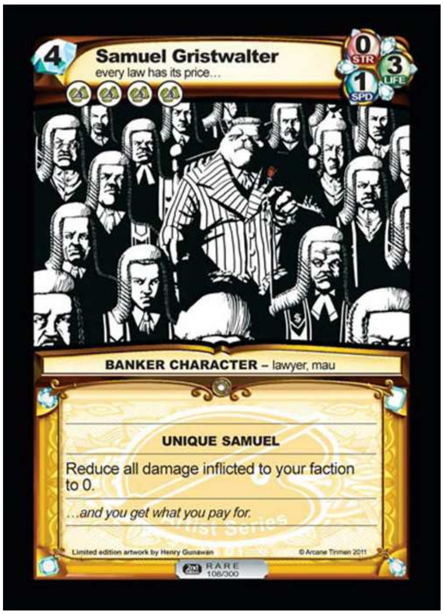
COST – Play this only during your turn. Pick 2 characters in your discard pile.

EFFECT – Put 1 of the characters into play under your control. Put the other character into your hand.

In Clockman, they used to have a saying, "Only two things are certain in life: death and taxes." Then the Mau arrived.

Limited edition artwork by Jack Heng © Arcane Tinmen 2011

RARE 107/300



Samuel Gristwalter

every law has its price…

BANKER CHARACTER – lawyer, mau

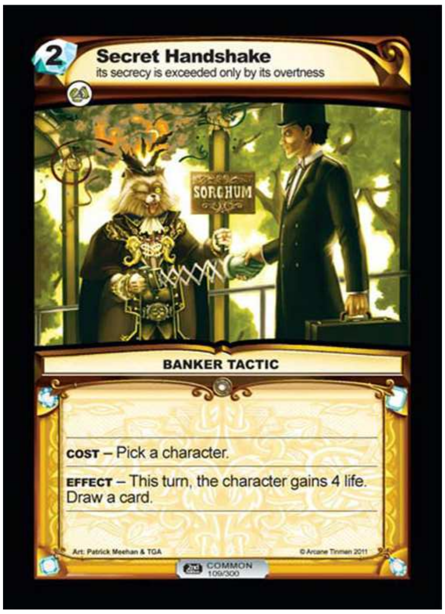
UNIQUE SAMUEL

Reduce all damage inflicted to your faction to 0.

…and you get what you pay for.

Limited edition artwork by Henry Gunawan © Arcane Tinmen 2011

RARE 108/300



2

Secret Handshake

its secrecy is exceeded only by its overtness

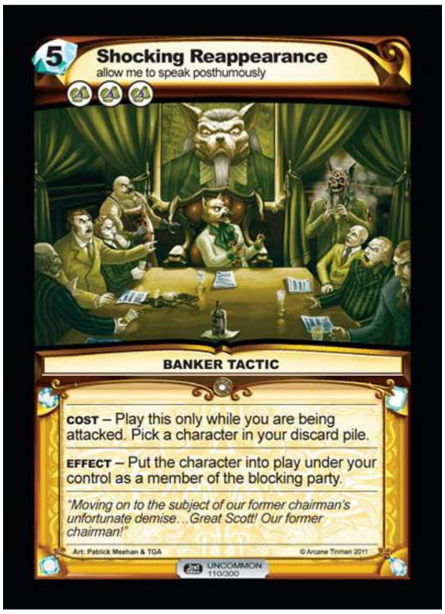
BANKER TACTIC

COST – Pick a character.

EFFECT – This turn, the character gains 4 life. Draw a card.

Art: Patrick Meehan & TGA © Arcane Tinmen 2011

COMMON 109/300



5

Shocking Reappearance

allow me to speak posthumously

BANKER TACTIC

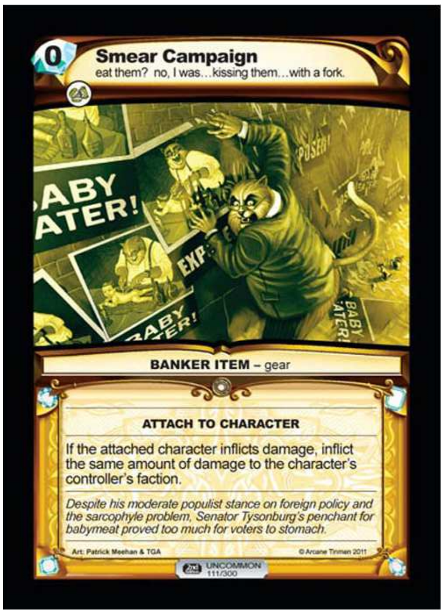
COST – Play this only while you are being attacked. Pick a character in your discard pile.

EFFECT – Put the character into play under your control as a member of the blocking party.

"Moving on to the subject of our former chairman's unfortunate demise…Great Scott! Our former chairman!"

Art: Patrick Meehan & TGA © Arcane Tinmen 2011

UNCOMMON 110/300



0

Smear Campaign

eat them? no, I was…kissing them…with a fork.

BANKER ITEM – gear

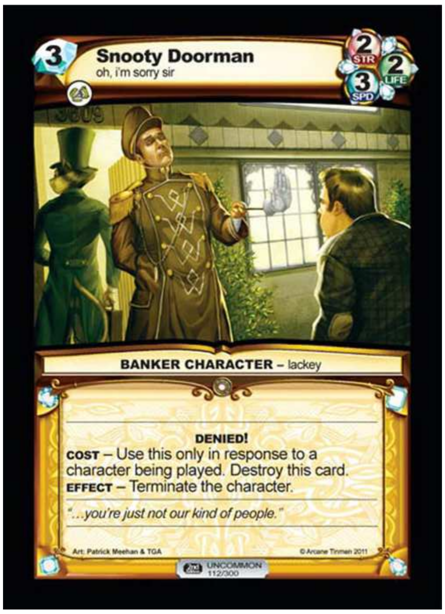
ATTACH TO CHARACTER

If the attached character inflicts damage, inflict the same 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 babymeat proved too much for voters to stomach.

Art: Patrick Meehan & TGA © Arcane Tinmen 2011

UNCOMMON 111/300



3

Snooty Doorman

oh, i'm sorry sir

2 STR 2 LIFE 3 SPD

BANKER CHARACTER – lackey

DENIED!

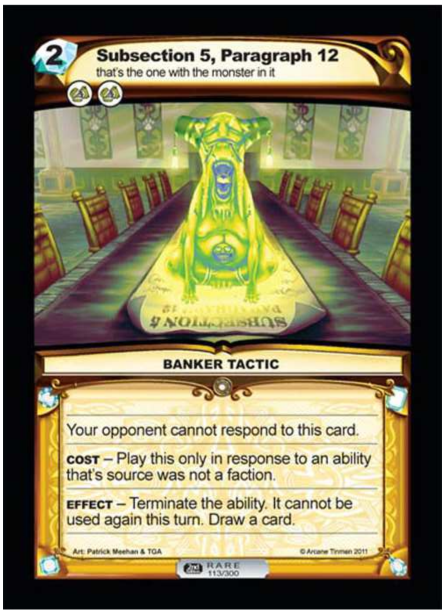
COST – Use this only in response to a character being played. Destroy this card.

EFFECT – Terminate the character.

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

Art: Patrick Meehan & TGA © Arcane Tinmen 2011

UNCOMMON 112/300



2

Subsection 5, Paragraph 12

that's the one with the monster in it

BANKER TACTIC

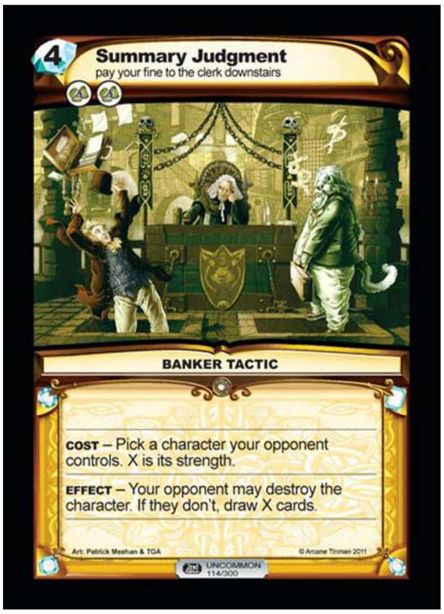
Your opponent cannot respond to this card.

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

EFFECT – Terminate the ability. It cannot be used again this turn. Draw a card.

Art: Patrick Meehan & TGA © Arcane Tinmen 2011

RARE 113/300



4

Summary Judgment

pay your fine to the clerk downstairs

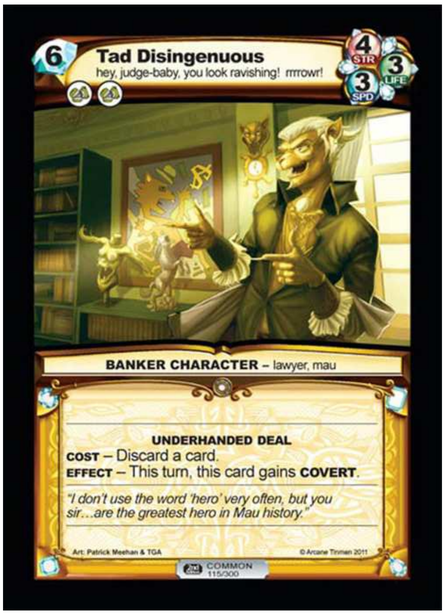
BANKER TACTIC

COST – Pick a character your opponent controls. X is its strength.

EFFECT – Your opponent may destroy the character. If they don't, draw X cards.

Art: Patrick Meehan & TGA © Arcane Tinmen 2011

UNCOMMON 114/300



6

Tad Disingenuous

hey, judge-baby, you look ravishing! rrrrowr!

4 STR 3 LIFE 3 SPD

BANKER CHARACTER – lawyer, mau

UNDERHANDED DEAL

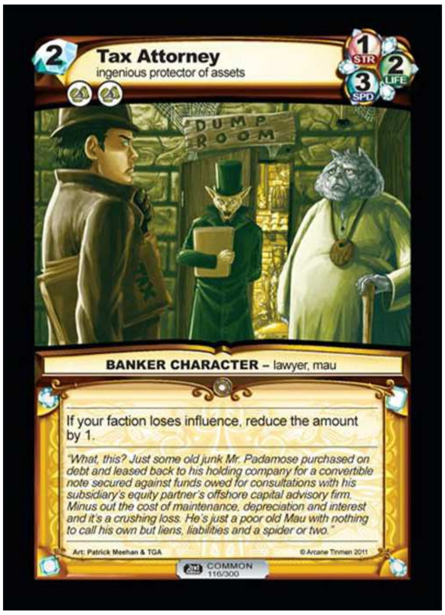
COST – Discard a card.

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."

Art: Patrick Meehan & TGA © Arcane Tinmen 2011

COMMON 115/300



2

Tax Attorney

ingenious protector of assets

1 STR 2 LIFE 3 SPD

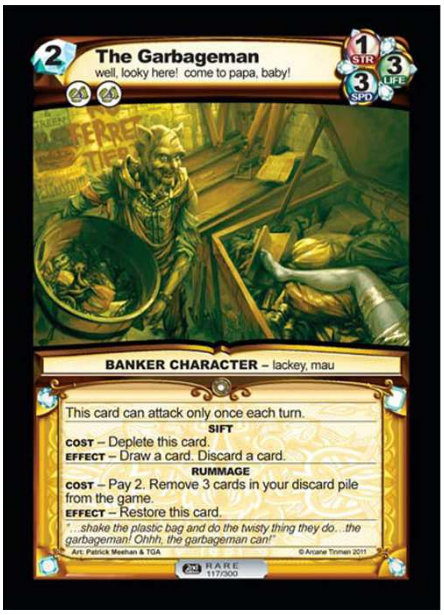
BANKER CHARACTER – lawyer, mau

If your faction loses influence, reduce the amount by 1.

"What, this? Just some old junk Mr. Padamose purchased on debt and leased back to his holding company for a convertible note secured against funds owed for consultations with his subsidiary's equity partner's offshore capital advisory firm. Minus out the cost of maintenance, depreciation and interest and it's a crushing loss. He's just a poor old Mau with nothing to call his own but liens, liabilities and a spider or two."

Art: Patrick Meehan & TGA © Arcane Tinmen 2011

COMMON 116/300



2

The Garbageman

well, looky here! come to papa, baby!

1 STR 3 LIFE 3 SPD

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

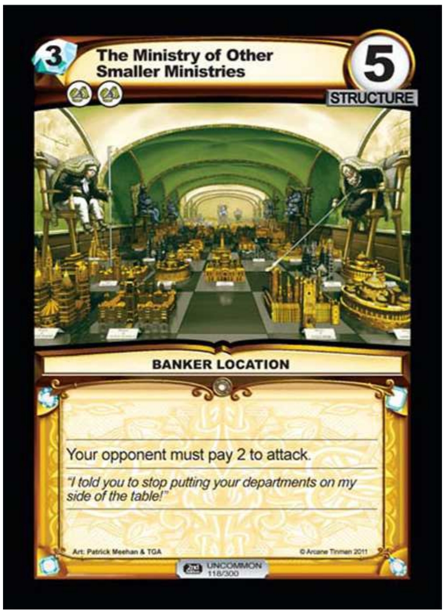
COST – Pay 2. Remove 3 cards in your discard pile from the game.

EFFECT – Restore this card.

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

Art: Patrick Meehan & TGA © Arcane Tinmen 2011

RARE 117/300



The Ministry of Other Smaller Ministries

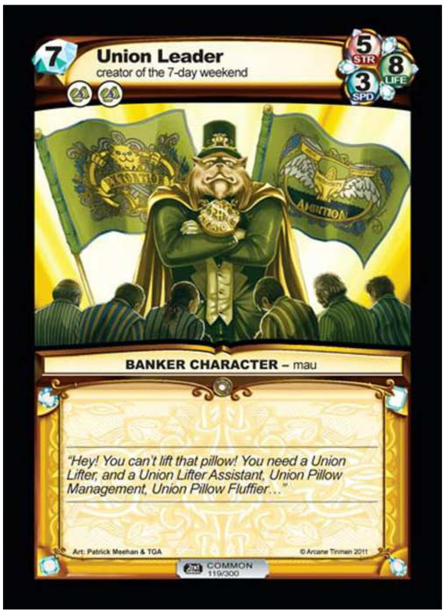
BANKER LOCATION

Your opponent must pay 2 to attack.

"I told you to stop putting your departments on my side of the table!"

Art: Patrick Meehan & TGA © Arcane Tinman 2011

UNCOMMON 118/300



Union Leader

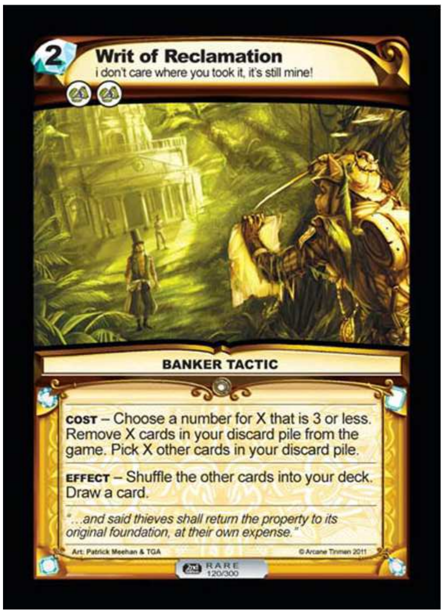
creator of the 7-day weekend

BANKER CHARACTER – mau

"Hey! You can't lift that pillow! You need a Union Lifter, and a Union Lifter Assistant, Union Pillow Management, Union Pillow Fluffier…"

Art: Patrick Meehan & TGA © Arcane Tinman 2011

COMMON 119/300



Writ of Reclamation

i don't care where you took it, it's still mine!

BANKER TACTIC

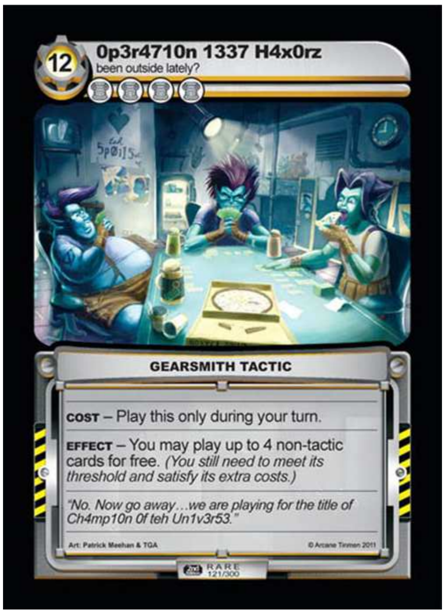
COST – Choose a number for X that is 3 or less. Remove X cards in your discard pile from the game. Pick X other cards in your discard pile.

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."

Art: Patrick Meehan & TGA © Arcane Tinman 2011

RARE 120/300



0p3r4710n 1337 H4x0rz

been outside lately?

GEARSMITH TACTIC

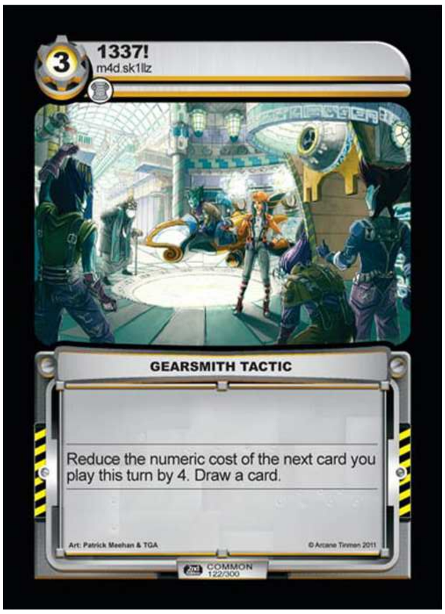
COST – Play this only during your turn.

EFFECT – You may play up to 4 non-tactic cards for free. *(You still need to meet its threshold and satisfy its extra costs.)*

"No. Now go away…we are playing for the title of Ch4mp10n 0f teh Un1v3r53."

Art: Patrick Meehan & TGA © Arcane Tinman 2011

RARE 121/300



1337!

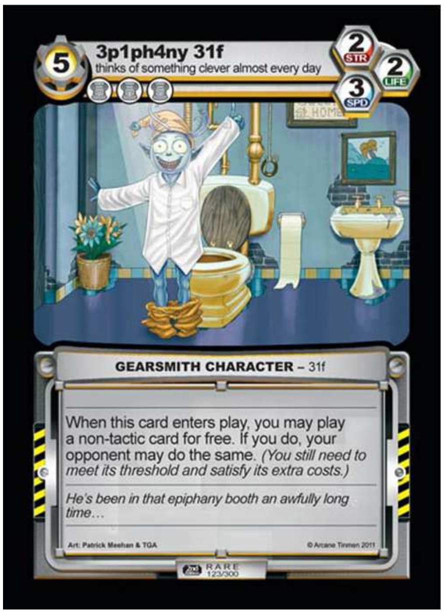
m4d.sk1llz

GEARSMITH TACTIC

Reduce the numeric cost of the next card you play this turn by 4. Draw a card.

Art: Patrick Meehan & TGA © Arcane Tinman 2011

COMMON 122/300



3p1ph4ny 31f

thinks of something clever almost every day

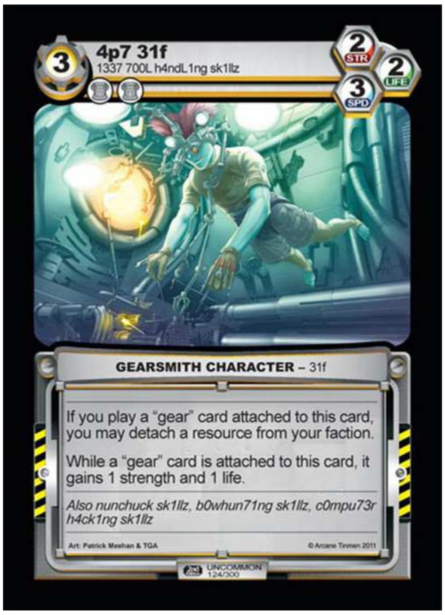
GEARSMITH CHARACTER – 31f

When this card enters play, you may play a non-tactic card for free. If you do, your opponent may do the same. *(You still need to meet its threshold and satisfy its extra costs.)*

He's been in that epiphany booth an awfully long time…

Art: Patrick Meehan & TGA © Arcane Tinman 2011

RARE 123/300



4p7 31f

1337 700L h4ndL1ng sk1llz

GEARSMITH CHARACTER – 31f

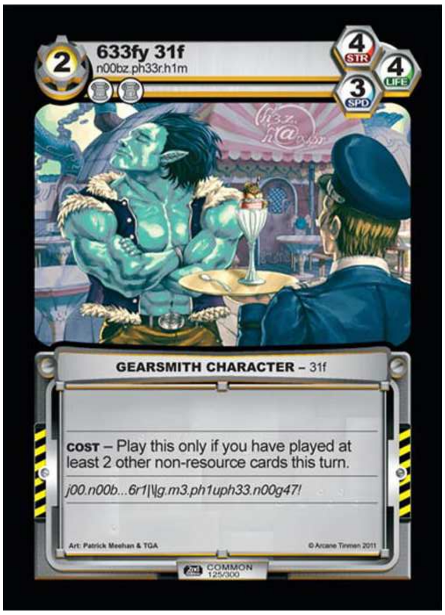
If you play a "gear" card attached to this card, you may detach a resource from your faction.

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

Also nunchuck sk1llz, b0whun71ng sk1llz, c0mpu73r h4ck1ng sk1llz

Art: Patrick Meehan & TGA © Arcane Tinman 2011

UNCOMMON 124/300



633fy 31f

n00bz.ph33r.h1m

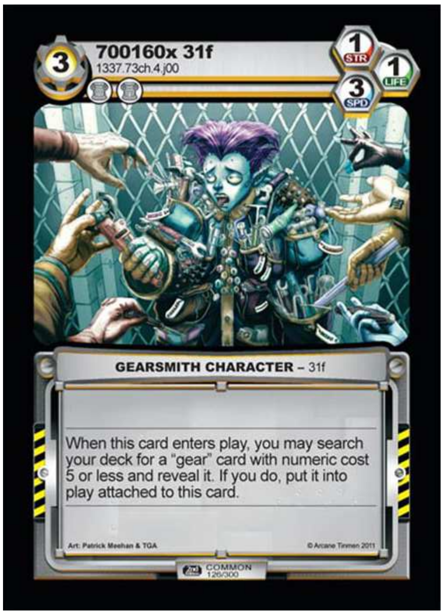
GEARSMITH CHARACTER – 31f

COST – Play this only if you have played at least 2 other non-resource cards this turn.

j00.n00b...6r1|\|g.m3.ph1uph33.n00g47!

Art: Patrick Meehan & TGA © Arcane Tinman 2011

COMMON 125/300



700160x 31f

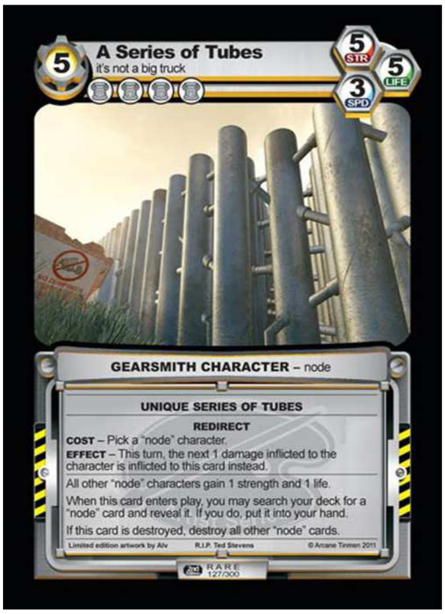
1337.73ch.4.j00

GEARSMITH CHARACTER – 31f

When this card enters play, you may search your deck for a "gear" card with numeric cost 5 or less and reveal it. If you do, put it into play attached to this card.

Art: Patrick Meehan & TGA © Arcane Tinman 2011

COMMON 126/300



A Series of Tubes
it's not a big truck

GEARSMITH CHARACTER – node

UNIQUE SERIES OF TUBES

REDIRECT
COST – Pick a "node" character.
EFFECT – This turn, the next 1 damage inflicted to the character is inflicted to this card instead.

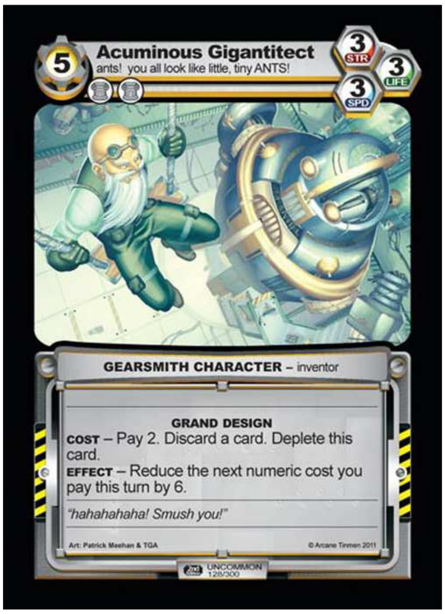
All other "node" characters gain 1 strength and 1 life.

When this card enters play, you may search your deck for a "node" card and reveal it. If you do, put it into your hand.

If this card is destroyed, destroy all other "node" cards.

Limited edition artwork by Alv R.I.P. Ted Stevens © Arcane Tinmen 2011

RARE 127/300



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

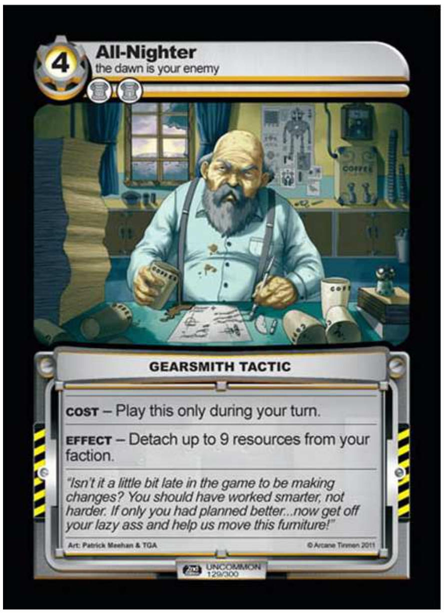
GEARSMITH CHARACTER – inventor

GRAND DESIGN
COST – Pay 2. Discard a card. Deplete this card.
EFFECT – Reduce the next numeric cost you pay this turn by 6.

"hahahahaha! Smush you!"

Art: Patrick Meehan & TGA © Arcane Tinmen 2011

UNCOMMON 128/300



All-Nighter
the dawn is your enemy

GEARSMITH TACTIC

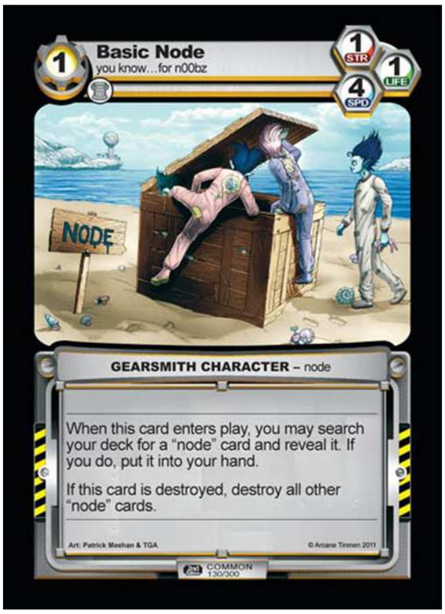
COST – Play this only during your turn.

EFFECT – Detach up to 9 resources from your faction.

"Isn't it a little bit late in the game to be making changes? You should have worked smarter, not harder. If only you had planned better...now get off your lazy ass and help us move this furniture!"

Art: Patrick Meehan & TGA © Arcane Tinmen 2011

UNCOMMON 129/300



Basic Node
you know…for n00bz

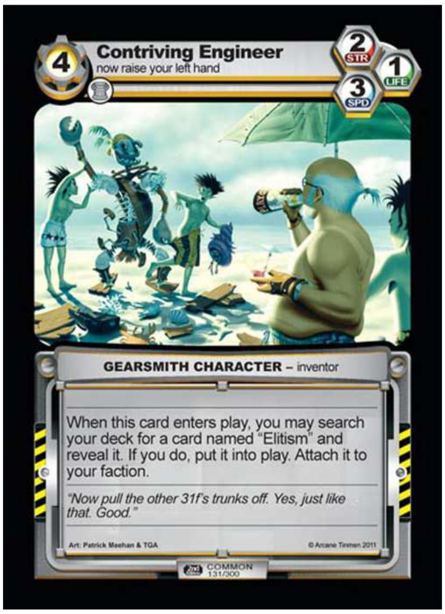
GEARSMITH CHARACTER – node

When this card enters play, you may search your deck for a "node" card and reveal it. If you do, put it into your hand.

If this card is destroyed, destroy all other "node" cards.

Art: Patrick Meehan & TGA © Arcane Tinmen 2011

COMMON 130/300



Contriving Engineer
now raise your left hand

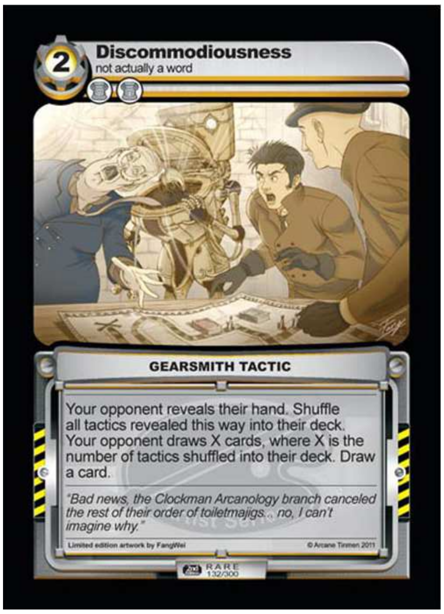
GEARSMITH CHARACTER – inventor

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

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

Art: Patrick Meehan & TGA © Arcane Tinmen 2011

COMMON 131/300



Discommodiousness
not actually a word

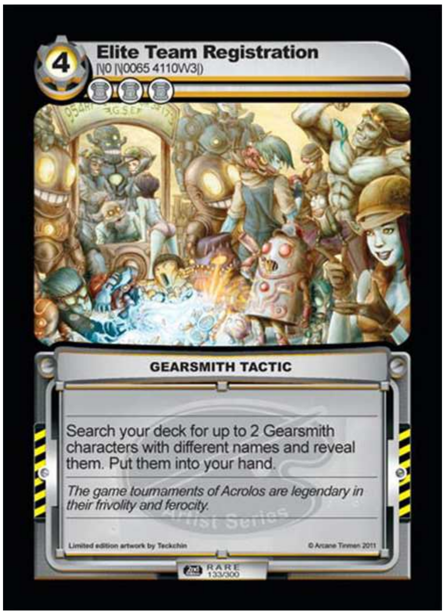
GEARSMITH TACTIC

Your opponent reveals their hand. Shuffle all tactics revealed this way into their deck. Your opponent draws X cards, where X is the number of tactics shuffled into their deck. Draw a card.

"Bad news, the Clockman Arcanology branch canceled the rest of their order of toiletmajigs... no, I can't imagine why."

Limited edition artwork by FangWei © Arcane Tinmen 2011

RARE 132/300



Elite Team Registration
|\|0 |\|0065 4110W3|)

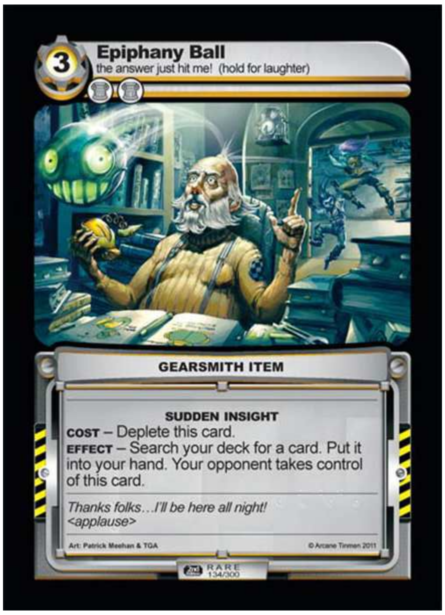
GEARSMITH TACTIC

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

The game tournaments of Acrolos are legendary in their frivolity and ferocity.

Limited edition artwork by Teckchin © Arcane Tinmen 2011

RARE 133/300



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

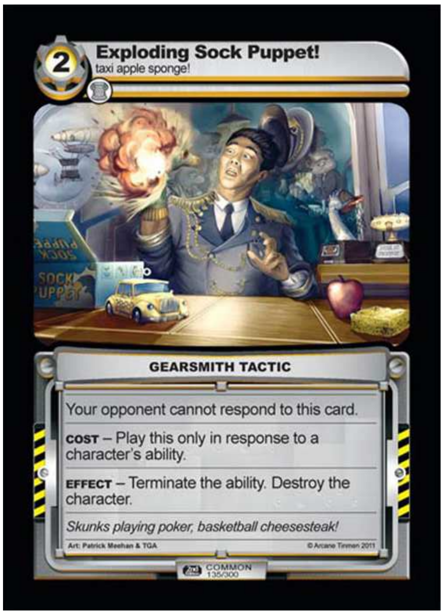
GEARSMITH ITEM

SUDDEN INSIGHT
COST – Deplete this card.
EFFECT – Search your deck for a card. Put it into your hand. Your opponent takes control of this card.

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

Art: Patrick Meehan & TGA © Arcane Tinmen 2011

RARE 134/300



Exploding Sock Puppet!
taxi apple sponge!

GEARSMITH TACTIC

Your opponent cannot respond to this card.

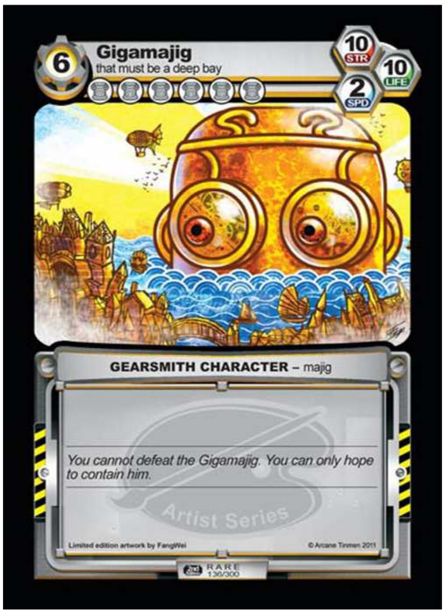
COST – Play this only in response to a character's ability.

EFFECT – Terminate the ability. Destroy the character.

Skunks playing poker, basketball cheesesteak!

Art: Patrick Meehan & TGA © Arcane Tinmen 2011

COMMON 135/300



6 **Gigamajig**
that must be a deep bay
10 STR 10 LIFE 2 SPD

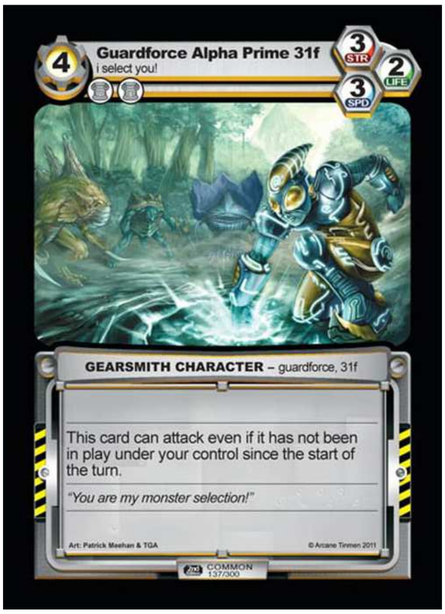
GEARSMITH CHARACTER – majig

You cannot defeat the Gigamajig. You can only hope to contain him.

Artist Series

Limited edition artwork by FangWei © Arcane Tinmen 2011

RARE 136/300



4 **Guardforce Alpha Prime 31f**
i select you!
3 STR 2 LIFE 3 SPD

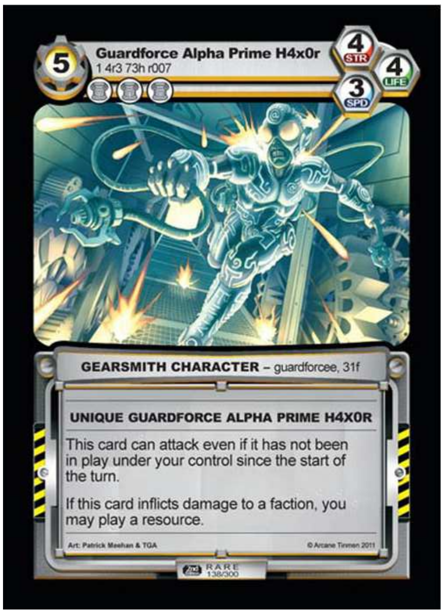
GEARSMITH CHARACTER – guardforce, 31f

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!"

Art: Patrick Meehan & TGA © Arcane Tinmen 2011

COMMON 137/300



5 **Guardforce Alpha Prime H4x0r**
1 4r3 73h r007
4 STR 4 LIFE 3 SPD

GEARSMITH CHARACTER – guardforcee, 31f

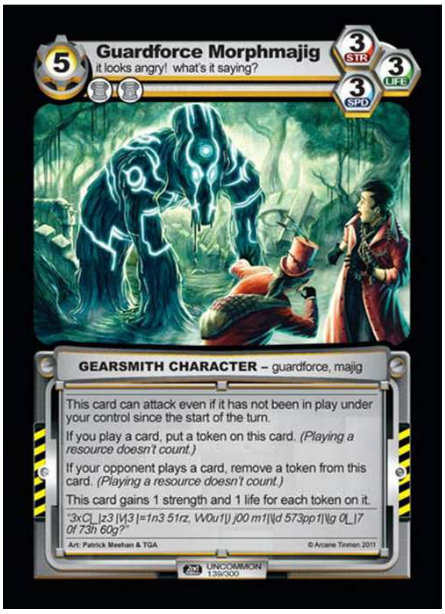
UNIQUE GUARDFORCE ALPHA PRIME H4X0R

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.

Art: Patrick Meehan & TGA © Arcane Tinmen 2011

RARE 138/300



5 **Guardforce Morphmajig**
it looks angry! what's it saying?
3 STR 3 LIFE 3 SPD

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.)*

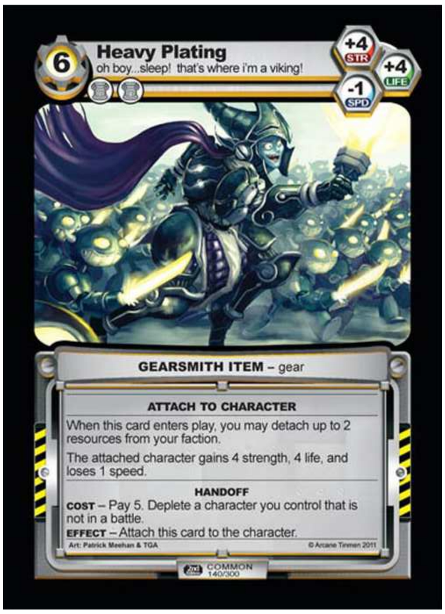
If your opponent plays a card, remove a token from this card. *(Playing a resource doesn't count.)*

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

"3xC|_|z3 |V|3 |=1n3 51rz, W0u1|) j00 m1|\|d 573pp1|\|g 0|_|7 0f 73h 60g?"

Art: Patrick Meehan & TGA © Arcane Tinmen 2011

UNCOMMON 139/300



6 **Heavy Plating**
oh boy...sleep! that's where i'm a viking!
+4 STR +4 LIFE -1 SPD

GEARSMITH ITEM – gear

ATTACH TO CHARACTER

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

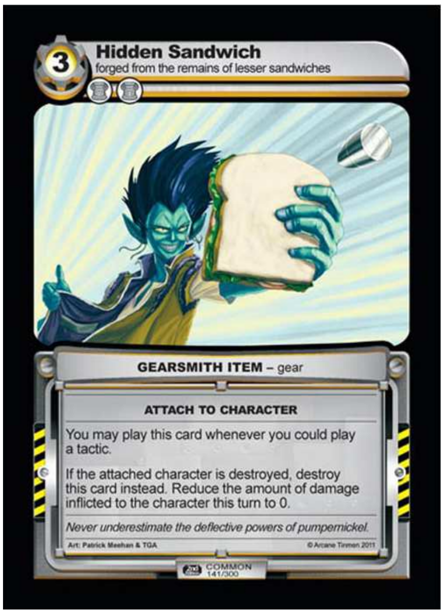
The attached character gains 4 strength, 4 life, and loses 1 speed.

HANDOFF

COST – Pay 5. Deplete a character you control that is not in a battle.
EFFECT – Attach this card to the character.

Art: Patrick Meehan & TGA © Arcane Tinmen 2011

COMMON 140/300



3 **Hidden Sandwich**
forged from the remains of lesser sandwiches

GEARSMITH ITEM – gear

ATTACH TO CHARACTER

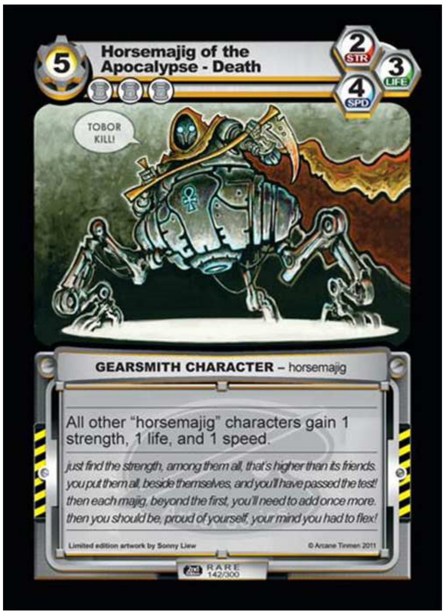
You may play this card whenever you could play a tactic.

If the attached character is destroyed, destroy this card instead. Reduce the amount of damage inflicted to the character this turn to 0.

Never underestimate the deflective powers of pumpernickel.

Art: Patrick Meehan & TGA © Arcane Tinmen 2011

COMMON 141/300



5 **Horsemajig of the Apocalypse - Death**
2 STR 3 LIFE 4 SPD

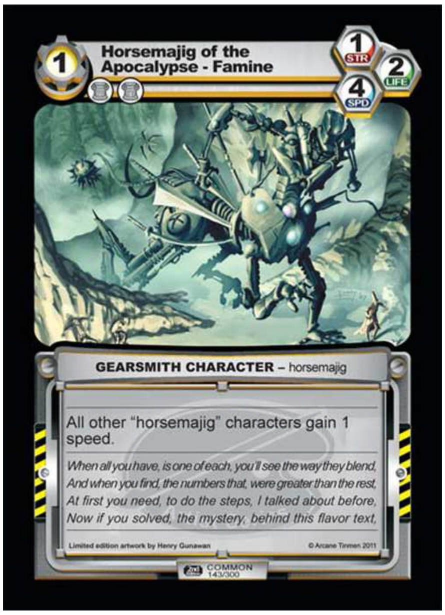
GEARSMITH CHARACTER – horsemajig

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!

Limited edition artwork by Sonny Liew © Arcane Tinmen 2011

RARE 142/300



1 **Horsemajig of the Apocalypse - Famine**
1 STR 2 LIFE 4 SPD

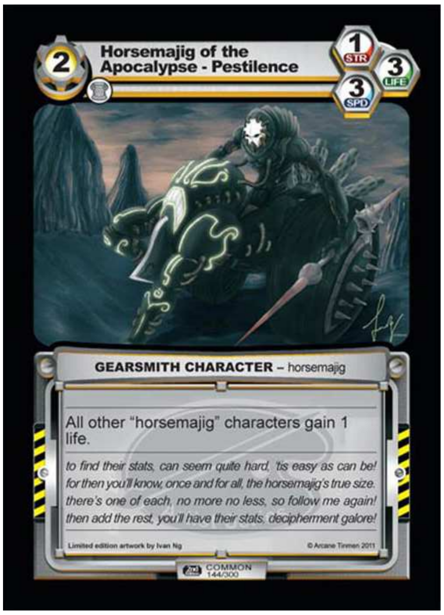
GEARSMITH CHARACTER – horsemajig

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,

Limited edition artwork by Henry Gunawan © Arcane Tinmen 2011

COMMON 143/300



2 **Horsemajig of the Apocalypse - Pestilence**
1 STR 3 LIFE 3 SPD

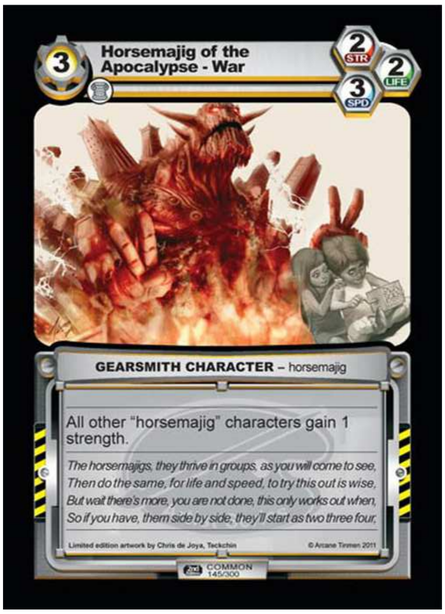
GEARSMITH CHARACTER – horsemajig

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!

Limited edition artwork by Ivan Ng © Arcane Tinmen 2011

COMMON 144/300



3 **Horsemajig of the Apocalypse - War**

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,

Limited edition artwork by Chris de Joya, Teckchin

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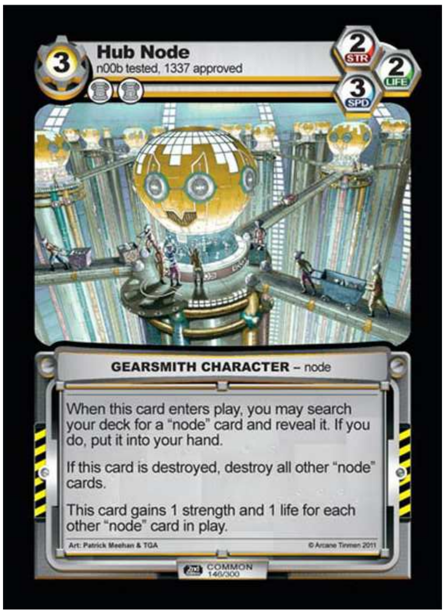
2nd COMMON 145/300



3 **Hub Node**

n00b tested, 1337 approved

2 STR 2 LIFE 3 SPD

GEARSMITH CHARACTER – node

When this card enters play, you may search your deck for a "node" card and reveal it. If you do, put it into your hand.

If this card is destroyed, destroy all other "node" cards.

This card gains 1 strength and 1 life for each other "node" card in play.

Art: Patrick Meehan & TGA

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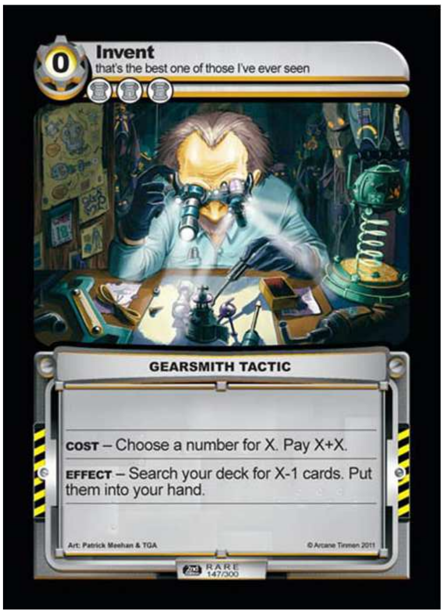
2nd COMMON 146/300



0 **Invent**

that's the best one of those I've ever seen

GEARSMITH TACTIC

COST – Choose a number for X. Pay X+X.

EFFECT – Search your deck for X-1 cards. Put them into your hand.

Art: Patrick Meehan & TGA

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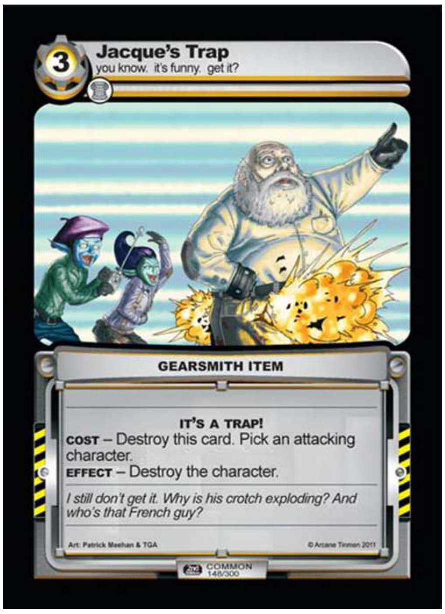
2nd RARE 147/300



3 **Jacque's Trap**

you know. it's funny. get it?

GEARSMITH ITEM

IT'S A TRAP!

COST – Destroy this card. Pick an attacking character.

EFFECT – Destroy the character.

I still don't get it. Why is his crotch exploding? And who's that French guy?

Art: Patrick Meehan & TGA

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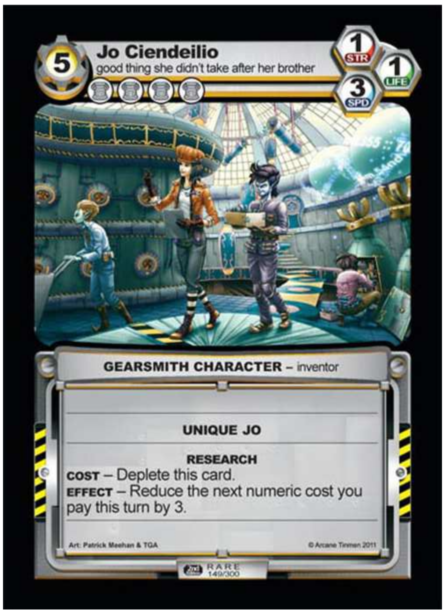
2nd COMMON 148/300



5 **Jo Ciendeilio**

good thing she didn't take after her brother

1 STR 1 LIFE 3 SPD

GEARSMITH CHARACTER – inventor

UNIQUE JO

RESEARCH

COST – Deplete this card.

EFFECT – Reduce the next numeric cost you pay this turn by 3.

Art: Patrick Meehan & TGA

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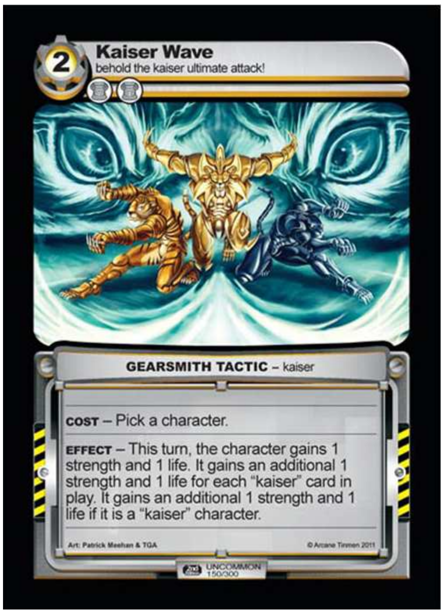
2nd RARE 149/300



2 **Kaiser Wave**

behold the kaiser ultimate attack!

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.

Art: Patrick Meehan & TGA

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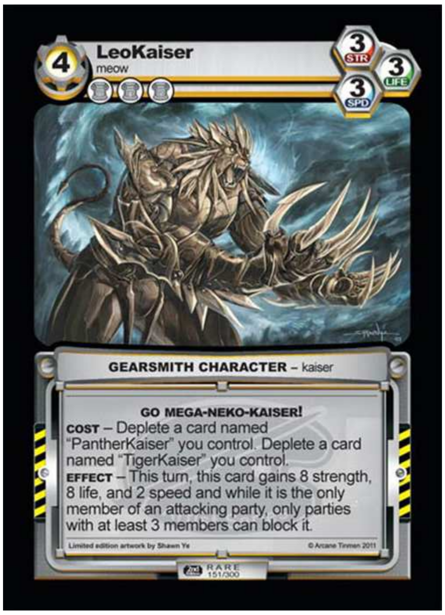
2nd UNCOMMON 150/300



4 **LeoKaiser**

meow

3 STR 3 LIFE 3 SPD

GEARSMITH CHARACTER – kaiser

GO MEGA-NEKO-KAISER!

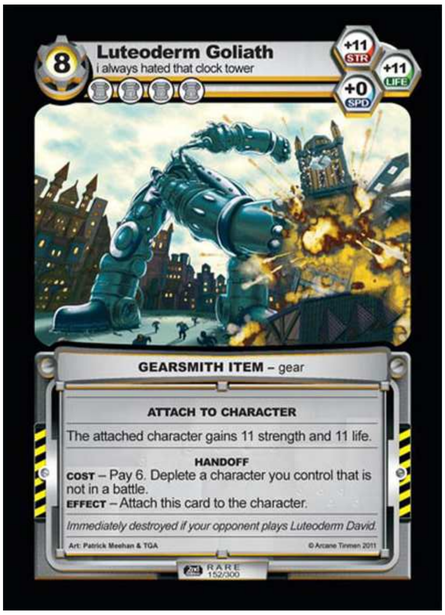
COST – Deplete a card named "PantherKaiser" you control. Deplete a card named "TigerKaiser" you control.

EFFECT – This turn, this card gains 8 strength, 8 life, and 2 speed and while it is the only member of an attacking party, only parties with at least 3 members can block it.

Limited edition artwork by Shawn Ye

© Arcane Tinmen 2011

2nd RARE 151/300



8 **Luteoderm Goliath**

i always hated that clock tower

+11 STR +11 LIFE +0 SPD

GEARSMITH ITEM – gear

ATTACH TO CHARACTER

The attached character gains 11 strength and 11 life.

HANDOFF

COST – Pay 6. Deplete a character you control that is not in a battle.

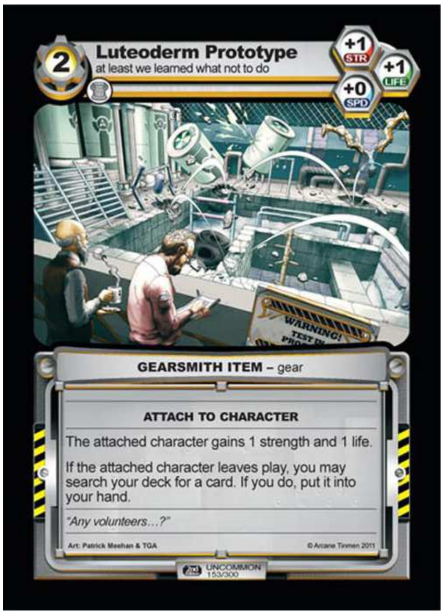
EFFECT – Attach this card to the character.

Immediately destroyed if your opponent plays Luteoderm David.

Art: Patrick Meehan & TGA

© Arcane Tinmen 2011

2nd RARE 152/300



2 **Luteoderm Prototype**

at least we learned what not to do

+1 STR +1 LIFE +0 SPD

GEARSMITH ITEM – gear

ATTACH TO CHARACTER

The attached character gains 1 strength and 1 life.

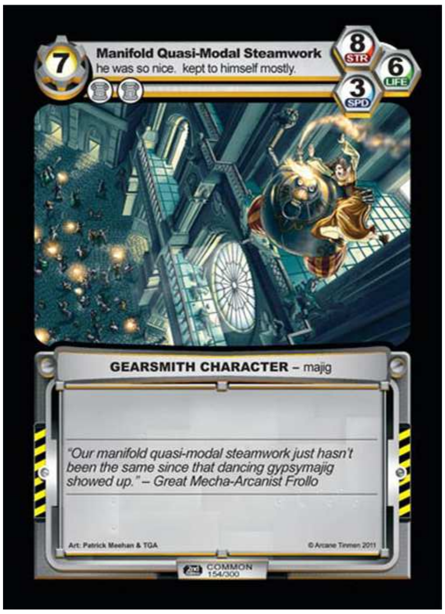
If the attached character leaves play, you may search your deck for a card. If you do, put it into your hand.

"Any volunteers…?"

Art: Patrick Meehan & TGA

© Arcane Tinmen 2011

2nd UNCOMMON 153/300

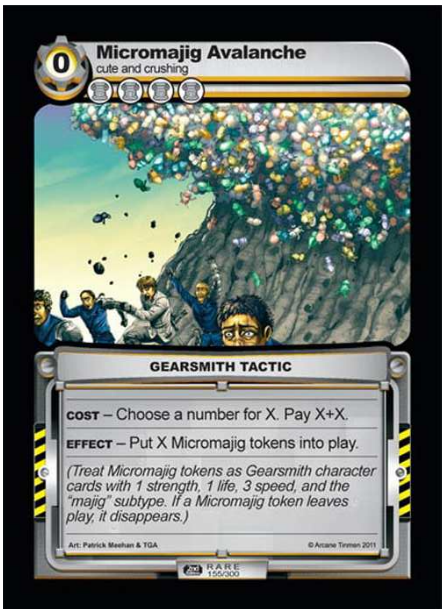


7 **Manifold Quasi-Modal Steamwork**
he was so nice. kept to himself mostly.
8 STR 6 LIFE 3 SPD

GEARSMITH CHARACTER – majig

"Our manifold quasi-modal steamwork just hasn't been the same since that dancing gypsymajig showed up." – Great Mecha-Arcanist Frollo

Art: Patrick Meehan & TGA © Arcane Tinmen 2011
2nd COMMON 154/300



0 **Micromajig Avalanche**
cute and crushing

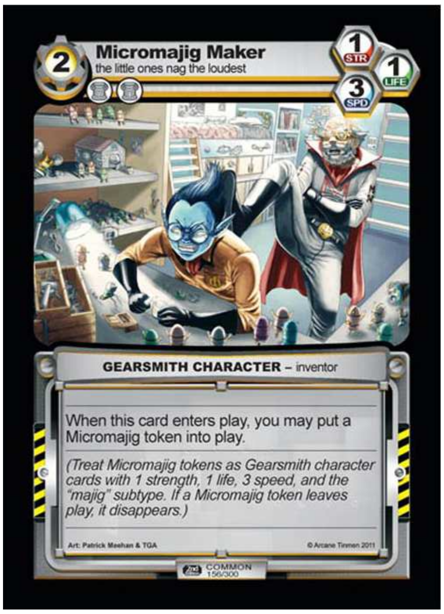
GEARSMITH TACTIC

COST – Choose a number for X. Pay X+X.

EFFECT – Put X Micromajig tokens into play.

(Treat Micromajig tokens as Gearsmith character cards with 1 strength, 1 life, 3 speed, and the "majig" subtype. If a Micromajig token leaves play, it disappears.)

Art: Patrick Meehan & TGA © Arcane Tinmen 2011
2nd RARE 155/300



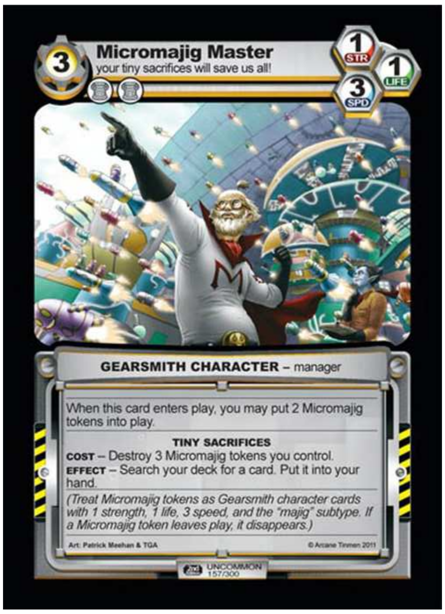
2 **Micromajig Maker**
the little ones nag the loudest
1 STR 1 LIFE 3 SPD

GEARSMITH CHARACTER – inventor

When this card enters play, you may put a Micromajig token into play.

(Treat Micromajig tokens as Gearsmith character cards with 1 strength, 1 life, 3 speed, and the "majig" subtype. If a Micromajig token leaves play, it disappears.)

Art: Patrick Meehan & TGA © Arcane Tinmen 2011
2nd COMMON 156/300



3 **Micromajig Master**
your tiny sacrifices will save us all!
1 STR 1 LIFE 3 SPD

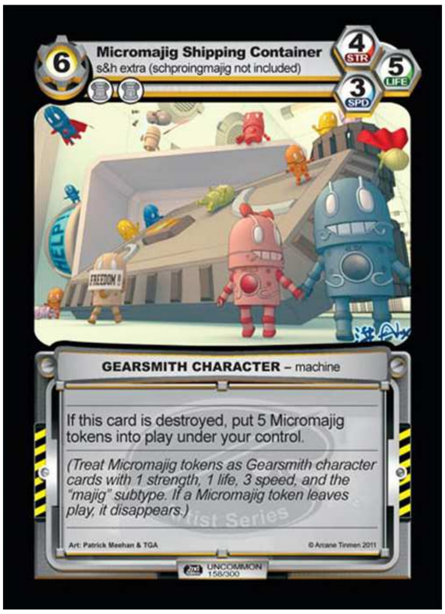
GEARSMITH CHARACTER – manager

When this card enters play, you may put 2 Micromajig tokens into play.

TINY SACRIFICES
COST – Destroy 3 Micromajig tokens you control.
EFFECT – Search your deck for a card. Put it into your hand.

(Treat Micromajig tokens as Gearsmith character cards with 1 strength, 1 life, 3 speed, and the "majig" subtype. If a Micromajig token leaves play, it disappears.)

Art: Patrick Meehan & TGA © Arcane Tinmen 2011
2nd UNCOMMON 157/300



6 **Micromajig Shipping Container**
s&h extra (schproingmajig not included)
4 STR 5 LIFE 3 SPD

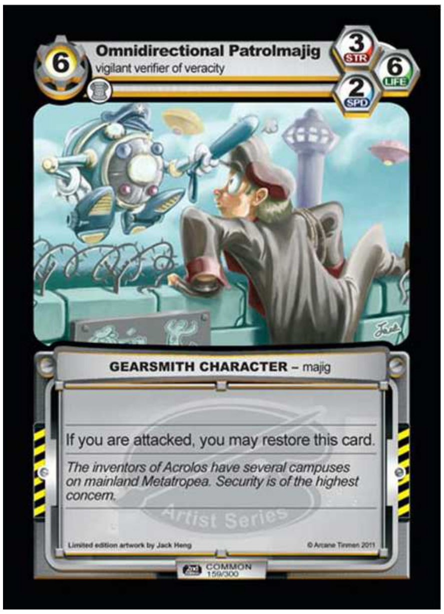
GEARSMITH CHARACTER – machine

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, 3 speed, and the "majig" subtype. If a Micromajig token leaves play, it disappears.)

Artist Series

Art: Patrick Meehan & TGA © Arcane Tinmen 2011
2nd UNCOMMON 158/300



6 **Omnidirectional Patrolmajig**
vigilant verifier of veracity
3 STR 6 LIFE 2 SPD

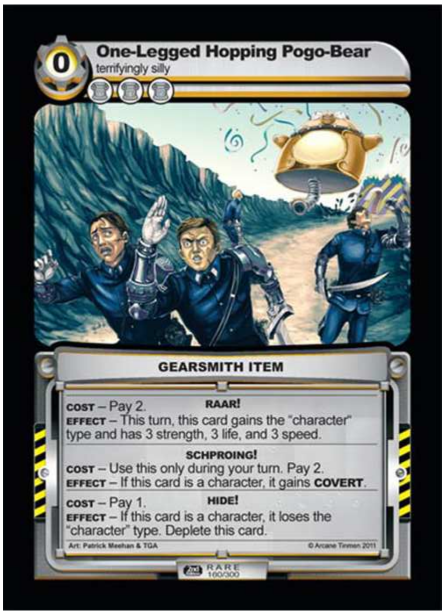
GEARSMITH CHARACTER – majig

If you are attacked, you may restore this card.

The inventors of Acrolos have several campuses on mainland Metatropea. Security is of the highest concern.

Artist Series

Limited edition artwork by Jack Heng © Arcane Tinmen 2011
2nd COMMON 159/300



0 **One-Legged Hopping Pogo-Bear**
terrifyingly silly

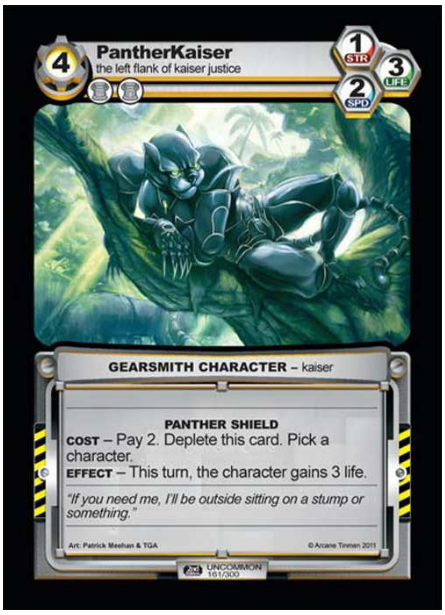
GEARSMITH ITEM

RAAR!
COST – Pay 2.
EFFECT – This turn, this card gains the "character" type and has 3 strength, 3 life, and 3 speed.

SCHPROING!
COST – Use this only during your turn. Pay 2.
EFFECT – If this card is a character, it gains **COVERT**.

HIDE!
COST – Pay 1.
EFFECT – If this card is a character, it loses the "character" type. Deplete this card.

Art: Patrick Meehan & TGA © Arcane Tinmen 2011
2nd RARE 160/300



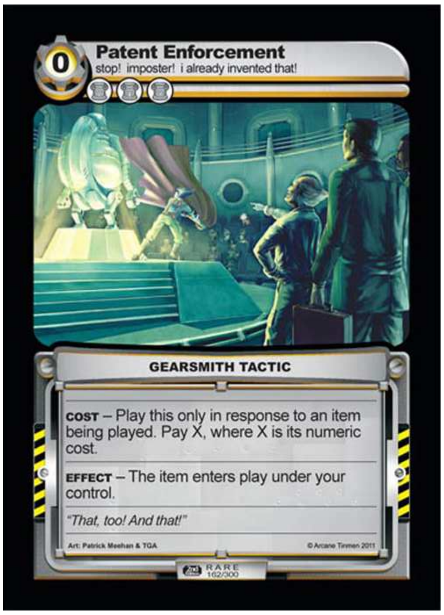
4 **PantherKaiser**
the left flank of kaiser justice
1 STR 3 LIFE 2 SPD

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."

Art: Patrick Meehan & TGA © Arcane Tinmen 2011
2nd UNCOMMON 161/300



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

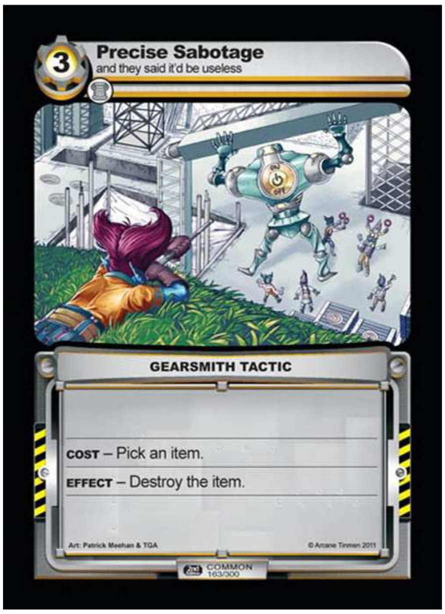
GEARSMITH TACTIC

COST – Play this only in response to an item being played. Pay X, where X is its numeric cost.

EFFECT – The item enters play under your control.

"That, too! And that!"

Art: Patrick Meehan & TGA © Arcane Tinmen 2011
2nd RARE 162/300



3

Precise Sabotage

and they said it'd be useless

GEARSMITH TACTIC

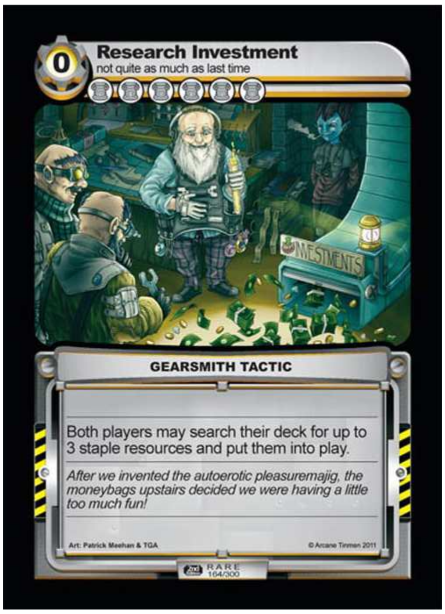
COST – Pick an item.

EFFECT – Destroy the item.

Art: Patrick Meehan & TGA

© Arcane Tinmen 2011

COMMON
163/300



0

Research Investment

not quite as much as last time

GEARSMITH TACTIC

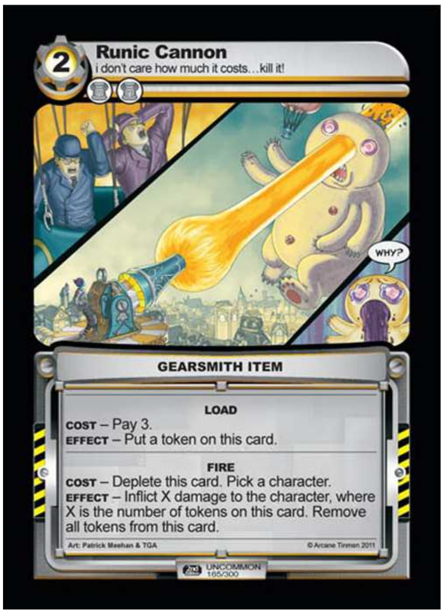
Both players may search their deck for up to 3 staple resources and put them into play.

After we invented the autoerotic pleasuremajig, the moneybags upstairs decided we were having a little too much fun!

Art: Patrick Meehan & TGA

© Arcane Tinmen 2011

RARE
164/300



2

Runic Cannon

i don't care how much it costs…kill it!

GEARSMITH ITEM

LOAD

COST – Pay 3.

EFFECT – Put a token on this card.

FIRE

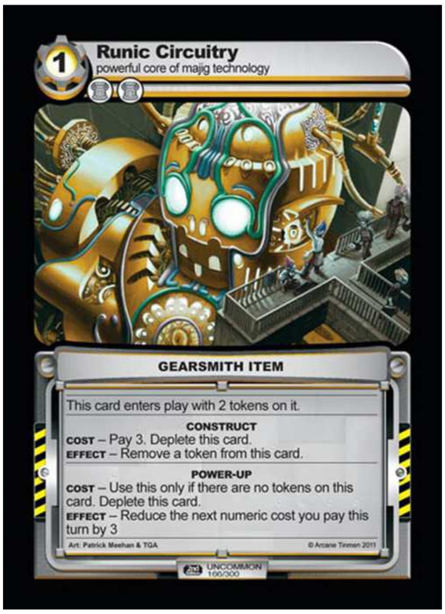
COST – Deplete this card. Pick a character.

EFFECT – Inflict X damage to the character, where X is the number of tokens on this card. Remove all tokens from this card.

Art: Patrick Meehan & TGA

© Arcane Tinmen 2011

UNCOMMON
165/300



1

Runic Circuitry

powerful core of majig technology

GEARSMITH ITEM

This card enters play with 2 tokens on it.

CONSTRUCT

COST – Pay 3. Deplete this card.

EFFECT – Remove a token from this card.

POWER-UP

COST – Use this only if there are no tokens on this card. Deplete this card.

EFFECT – Reduce the next numeric cost you pay this turn by 3

Art: Patrick Meehan & TGA

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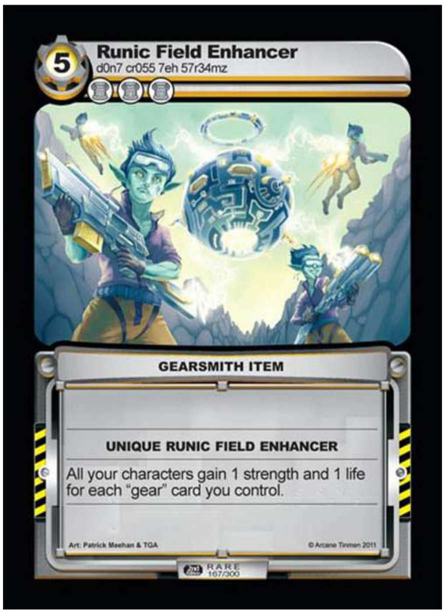
UNCOMMON
166/300



5

Runic Field Enhancer

d0n7 cr055 7eh 57r34mz

GEARSMITH ITEM

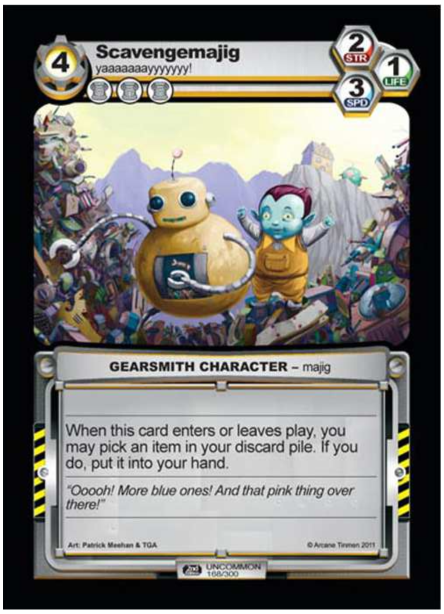
UNIQUE RUNIC FIELD ENHANCER

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

Art: Patrick Meehan & TGA

© Arcane Tinmen 2011

RARE
167/300



4

Scavengemajig

yaaaaaaayyyyyyy!

2 STR

1 LIFE

3 SPD

GEARSMITH CHARACTER – majig

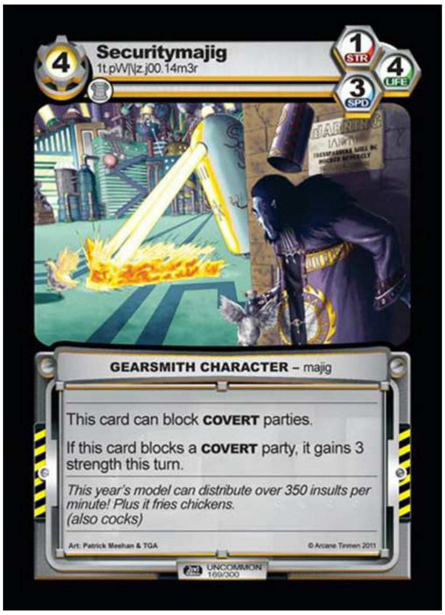
When this card enters or leaves play, you may pick an item in your discard pile. If you do, put it into your hand.

"Ooooh! More blue ones! And that pink thing over there!"

Art: Patrick Meehan & TGA

© Arcane Tinmen 2011

UNCOMMON
168/300



4

Securitymajig

1t.pW|\z.j00.14m3r

1 STR

4 LIFE

3 SPD

GEARSMITH CHARACTER – majig

This card can block **COVERT** parties.

If this card blocks a **COVERT** party, it gains 3 strength this turn.

This year's model can distribute over 350 insults per minute! Plus it fries chickens.
(also cocks)

Art: Patrick Meehan & TGA

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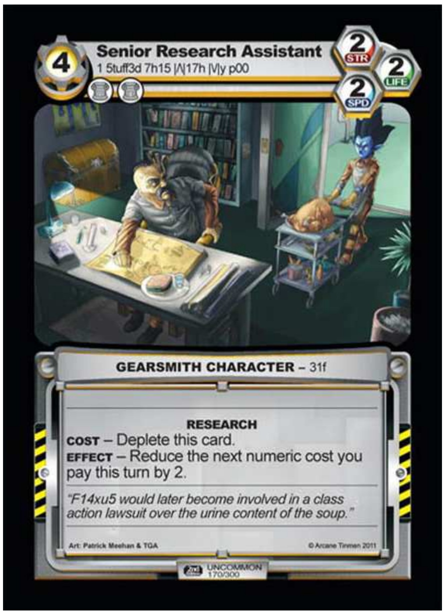
UNCOMMON
169/300



4

Senior Research Assistant

1 5tuff3d 7h15 |/\|17h |\/|y p00

2 STR

2 LIFE

2 SPD

GEARSMITH CHARACTER – 31f

RESEARCH

COST – Deplete this card.

EFFECT – Reduce the next numeric cost you pay this turn by 2.

"F14xu5 would later become involved in a class action lawsuit over the urine content of the soup."

Art: Patrick Meehan & TGA

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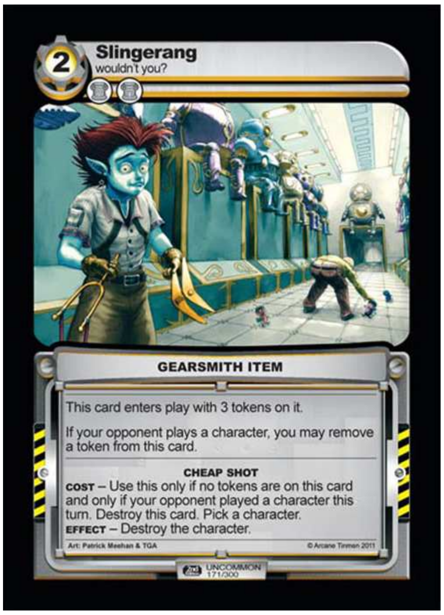
UNCOMMON
170/300



2

Slingerang

wouldn't you?

GEARSMITH ITEM

This card enters play with 3 tokens on it.

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

CHEAP SHOT

COST – Use this only if no tokens are on this card and only if your opponent played a character this turn. Destroy this card. Pick a character.

EFFECT – Destroy the character.

Art: Patrick Meehan & TGA

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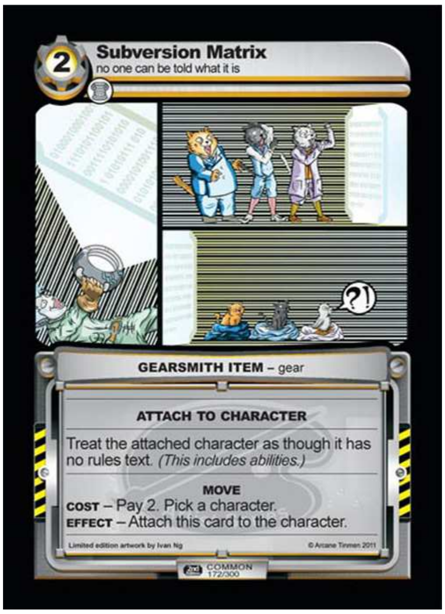
UNCOMMON
171/300



2

Subversion Matrix

no one can be told what it is

GEARSMITH ITEM – gear

ATTACH TO CHARACTER

Treat the attached character as though it has no rules text. *(This includes abilities.)*

MOVE

COST – Pay 2. Pick a character.

EFFECT – Attach this card to the character.

Limited edition artwork by Ivan Ng

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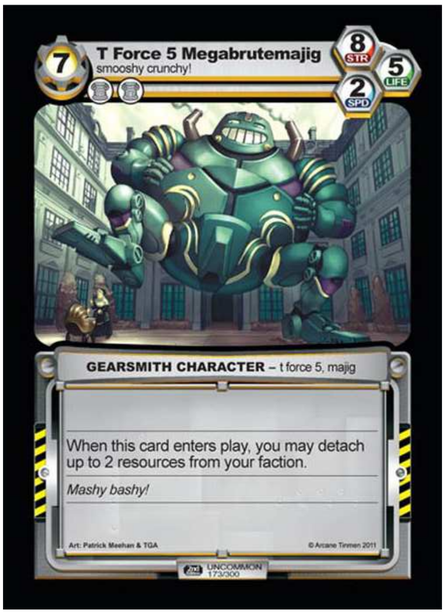
COMMON 172/300



7

T Force 5 Megabrutemajig

smooshy crunchy!

8 STR 5 LIFE 2 SPD

GEARSMITH CHARACTER – t force 5, majig

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

Mashy bashy!

Art: Patrick Meehan & TGA

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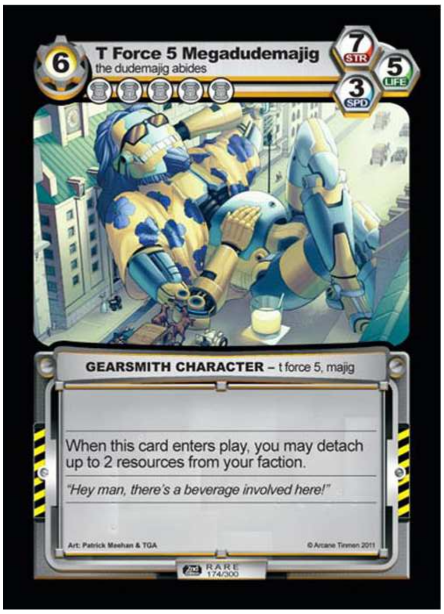
UNCOMMON 173/300



6

T Force 5 Megadudemajig

the dudemajig abides

7 STR 5 LIFE 3 SPD

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!"

Art: Patrick Meehan & TGA

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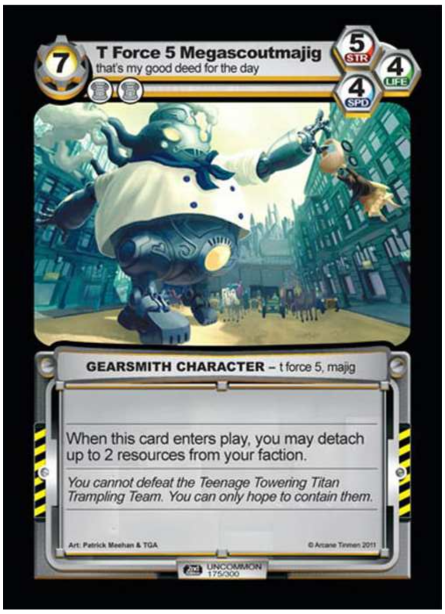
RARE 174/300



7

T Force 5 Megascoutmajig

that's my good deed for the day

5 STR 4 LIFE 4 SPD

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.

Art: Patrick Meehan & TGA

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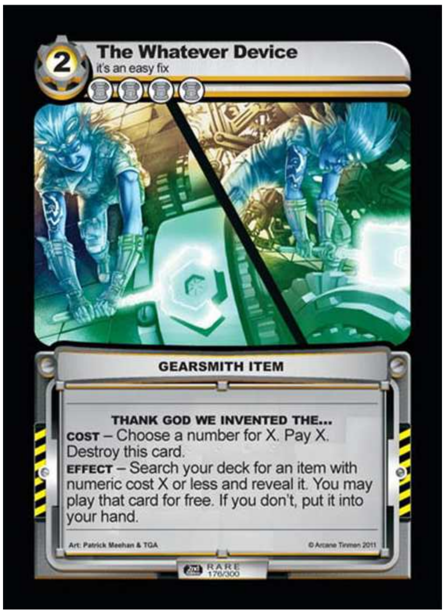
UNCOMMON 175/300



2

The Whatever Device

it's an easy fix

GEARSMITH ITEM

THANK GOD WE INVENTED THE…

COST – Choose 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. If you don't, put it into your hand.

Art: Patrick Meehan & TGA

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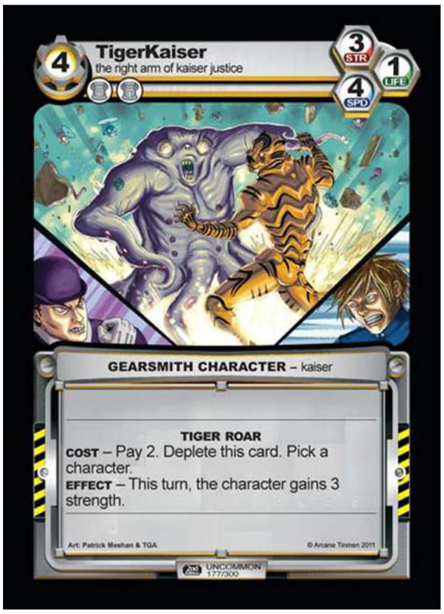
RARE 176/300



4

TigerKaiser

the right arm of kaiser justice

3 STR 1 LIFE 4 SPD

GEARSMITH CHARACTER – kaiser

TIGER ROAR

COST – Pay 2. Deplete this card. Pick a character.

EFFECT – This turn, the character gains 3 strength.

Art: Patrick Meehan & TGA

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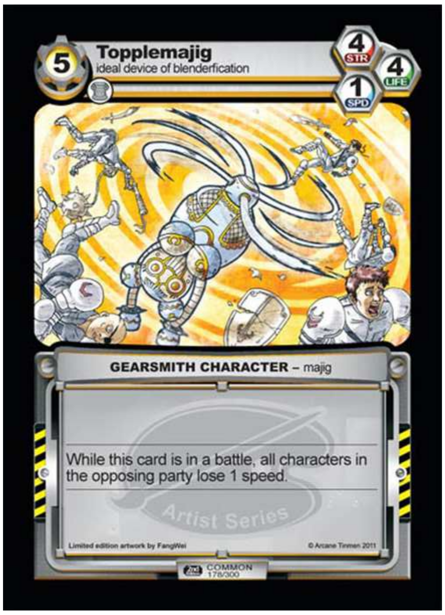
UNCOMMON 177/300



5

Topplemajig

ideal device of blenderfication

4 STR 4 LIFE 1 SPD

GEARSMITH CHARACTER – majig

While this card is in a battle, all characters in the opposing party lose 1 speed.

Artist Series

Limited edition artwork by FangWei

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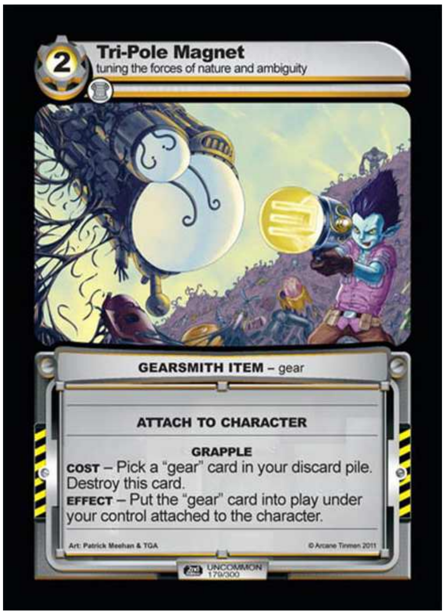
COMMON 178/300



2

Tri-Pole Magnet

tuning the forces of nature and ambiguity

GEARSMITH ITEM – gear

ATTACH TO CHARACTER

GRAPPLE

COST – Pick a "gear" card in your discard pile. Destroy this card.

EFFECT – Put the "gear" card into play under your control attached to the character.

Art: Patrick Meehan & TGA

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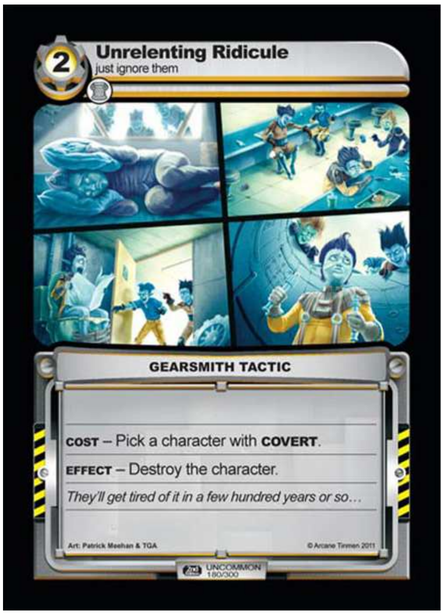
UNCOMMON 179/300



2

Unrelenting Ridicule

just ignore them

GEARSMITH TACTIC

COST – Pick a character with **COVERT**.

EFFECT – Destroy the character.

They'll get tired of it in a few hundred years or so…

Art: Patrick Meehan & TGA

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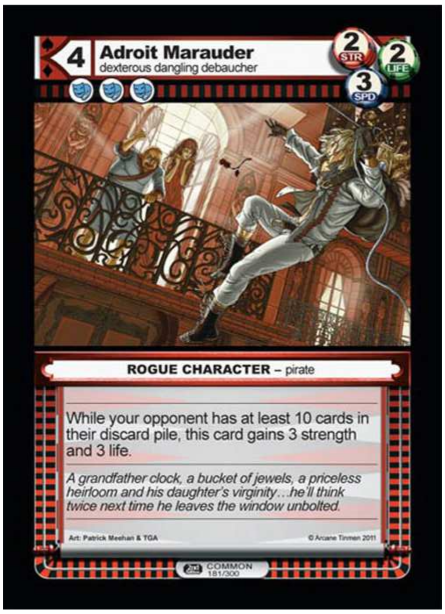
UNCOMMON 180/300



4 **Adroit Marauder**

dexterous dangling debaucher

2 STR 2 LIFE 3 SPD

ROGUE CHARACTER – pirate

While your opponent has at least 10 cards in their discard pile, this card gains 3 strength and 3 life.

A grandfather clock, a bucket of jewels, a priceless heirloom and his daughter's virginity…he'll think twice next time he leaves the window unbolted.

Art: Patrick Meehan & TGA

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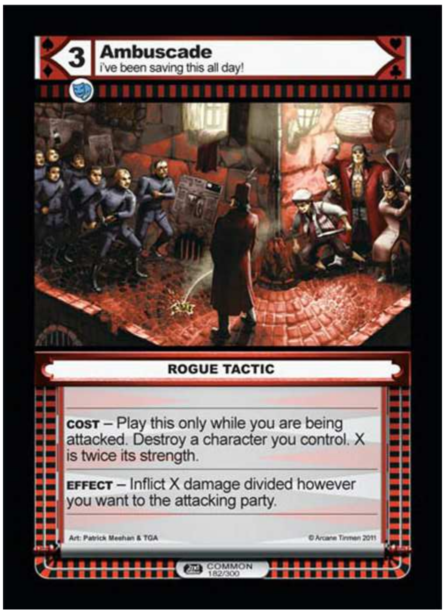
COMMON 181/300



3 **Ambuscade**

i've been saving this all day!

ROGUE TACTIC

COST – Play this only while you are being attacked. Destroy a character you control. X is twice its strength.

EFFECT – Inflict X damage divided however you want to the attacking party.

Art: Patrick Meehan & TGA

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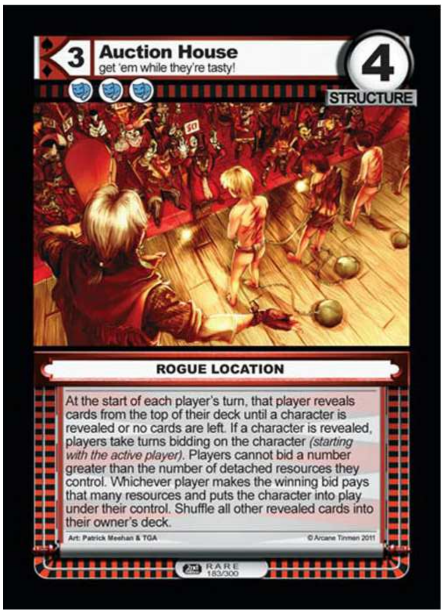
COMMON 182/300



3 **Auction House**

get 'em while they're tasty!

4 STRUCTURE

ROGUE LOCATION

At the start of each player's turn, that player reveals 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 on the character *(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.

Art: Patrick Meehan & TGA

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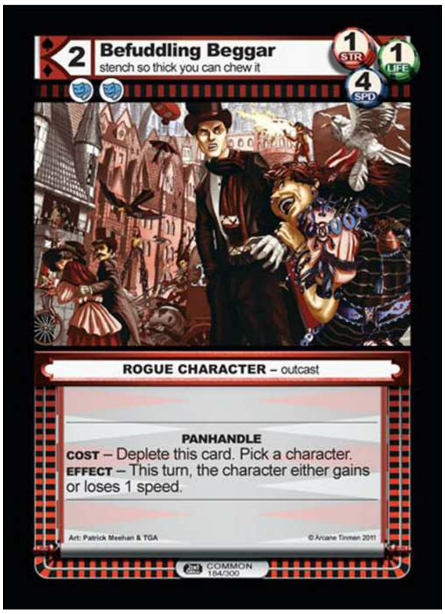
RARE 183/300



2 **Befuddling Beggar**

stench so thick you can chew it

1 STR 1 LIFE 4 SPD

ROGUE CHARACTER – outcast

PANHANDLE

COST – Deplete this card. Pick a character.

EFFECT – This turn, the character either gains or loses 1 speed.

Art: Patrick Meehan & TGA

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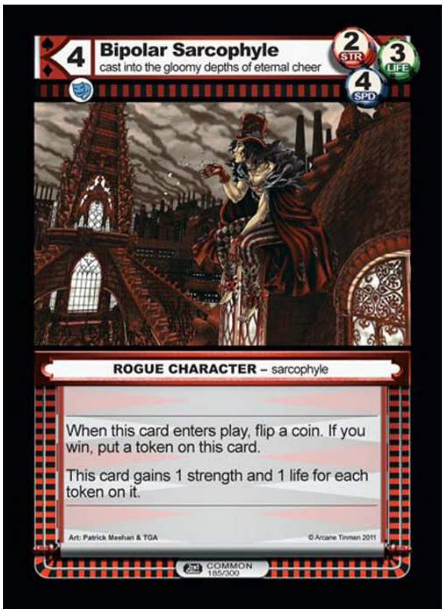
COMMON 184/300



4 **Bipolar Sarcophyle**

cast into the gloomy depths of eternal cheer

2 STR 3 LIFE 4 SPD

ROGUE CHARACTER – sarcophyle

When this card enters play, flip a coin. If you win, put a token on this card.

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

Art: Patrick Meehan & TGA

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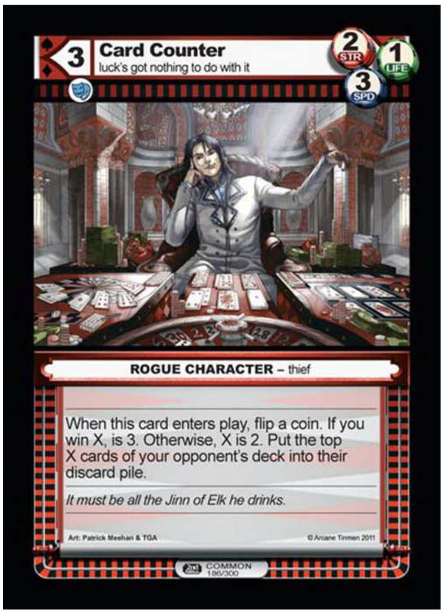
COMMON 185/300



3 **Card Counter**

luck's got nothing to do with it

2 STR 1 LIFE 3 SPD

ROGUE CHARACTER – thief

When this card enters play, flip a coin. If you win X, is 3. Otherwise, X is 2. Put the top X cards of your opponent's deck into their discard pile.

It must be all the Jinn of Elk he drinks.

Art: Patrick Meehan & TGA

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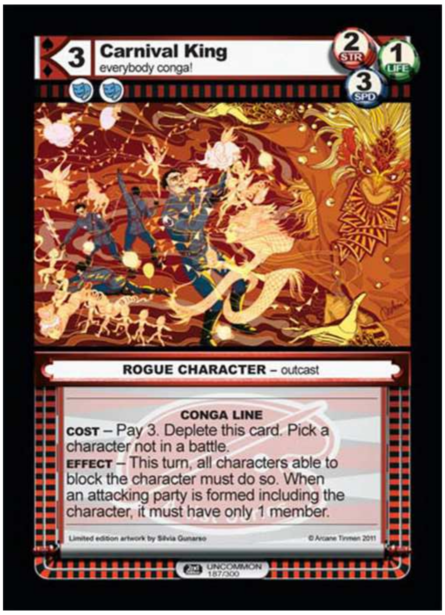


3 **Carnival King**

everybody conga!

2 STR 1 LIFE 3 SPD

ROGUE CHARACTER – outcast

CONGA LINE

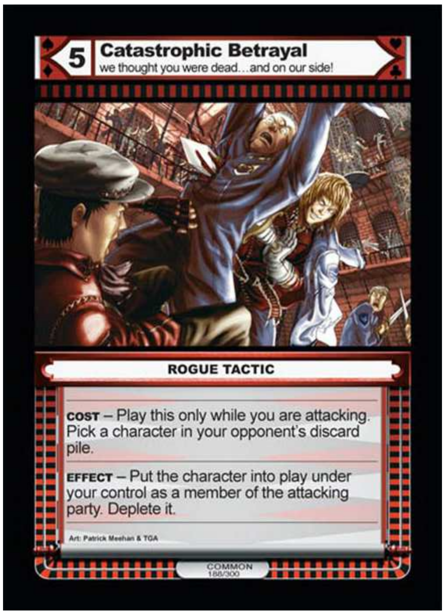
COST – Pay 3. Deplete this card. Pick a character not in a battle.

EFFECT – This turn, all characters able to block the character must do so. When an attacking party is formed including the character, it must have only 1 member.

Limited edition artwork by Silvia Gunarso

© Arcane Tinmen 2011

UNCOMMON 187/300



5 **Catastrophic Betrayal**

we thought you were dead…and on our side!

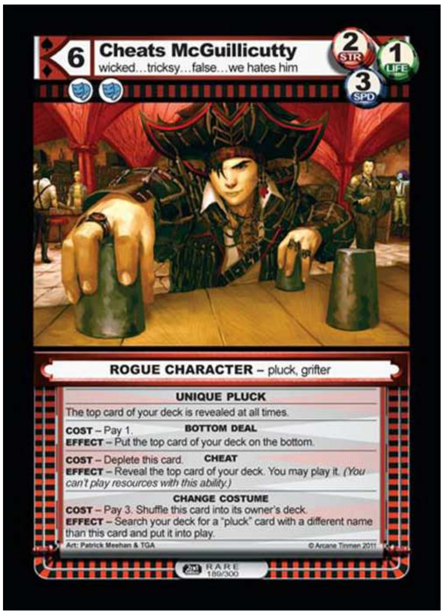
ROGUE TACTIC

COST – Play this only while you are attacking. Pick a character in your opponent's discard pile.

EFFECT – Put the character into play under your control as a member of the attacking party. Deplete it.

Art: Patrick Meehan & TGA

COMMON 188/300



6 **Cheats McGuillicutty**

wicked…tricksy…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 – Reveal the top card of your deck. You may play it. *(You can't play resources with this ability.)*

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.

Art: Patrick Meehan & TGA

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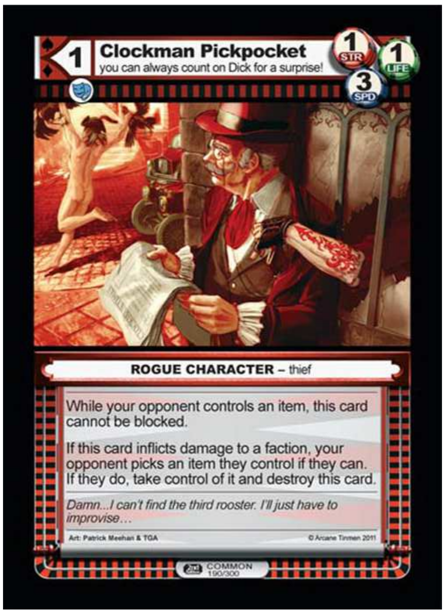

1 **Clockman Pickpocket**
you can always count on Dick for a surprise!
1 STR 1 LIFE 3 SPD

ROGUE CHARACTER – thief

While your opponent controls an item, this card cannot be blocked.

If this card inflicts damage to a faction, your opponent picks an item they control if they can. If they do, take control of it and destroy this card.

Damn...I can't find the third rooster. I'll just have to improvise…

Art: Patrick Meehan & TGA
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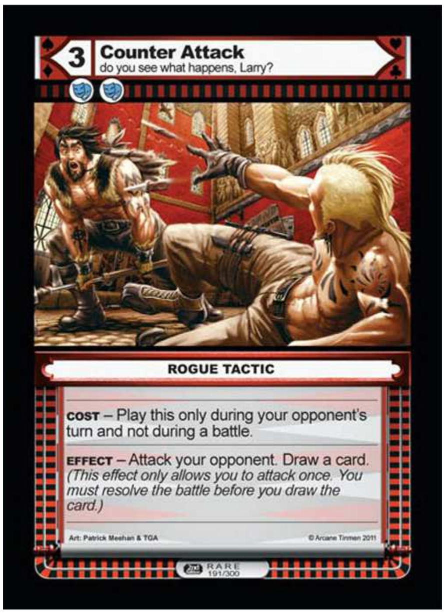

3 **Counter Attack**
do you see what happens, Larry?

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.)*

Art: Patrick Meehan & TGA
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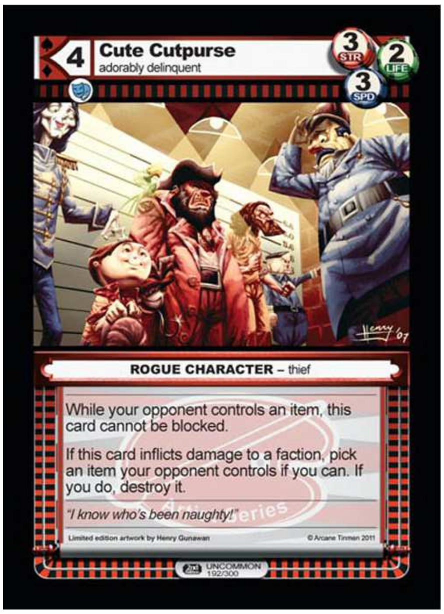

4 **Cute Cutpurse**
adorably delinquent
3 STR 2 LIFE 3 SPD

ROGUE CHARACTER – thief

While your opponent controls an item, this card cannot be blocked.

If this card inflicts damage to a faction, pick an item your opponent controls if you can. If you do, destroy it.

"I know who's been naughty!"

Limited edition artwork by Henry Gunawan
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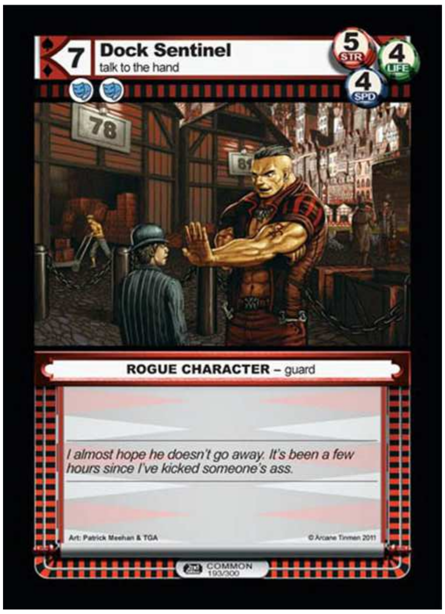

7 **Dock Sentinel**
talk to the hand
5 STR 4 LIFE 4 SPD

ROGUE CHARACTER – guard

I almost hope he doesn't go away. It's been a few hours since I've kicked someone's ass.

Art: Patrick Meehan & TGA
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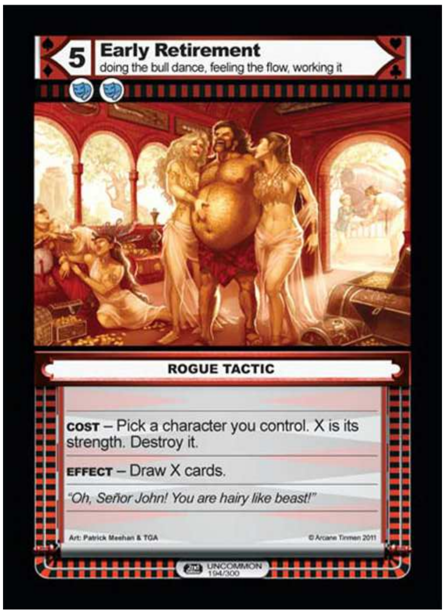

5 **Early Retirement**
doing the bull dance, feeling the flow, working it

ROGUE TACTIC

COST – Pick a character you control. X is its strength. Destroy it.

EFFECT – Draw X cards.

"Oh, Señor John! You are hairy like beast!"

Art: Patrick Meehan & TGA
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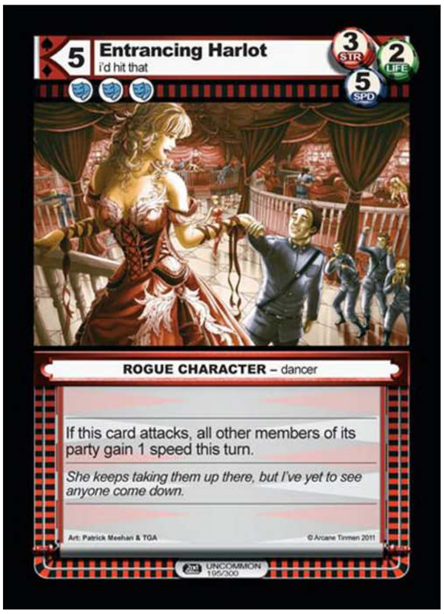

5 **Entrancing Harlot**
i'd hit that
3 STR 2 LIFE 5 SPD

ROGUE CHARACTER – dancer

If this card attacks, all other members of its party gain 1 speed this turn.

She keeps taking them up there, but I've yet to see anyone come down.

Art: Patrick Meehan & TGA
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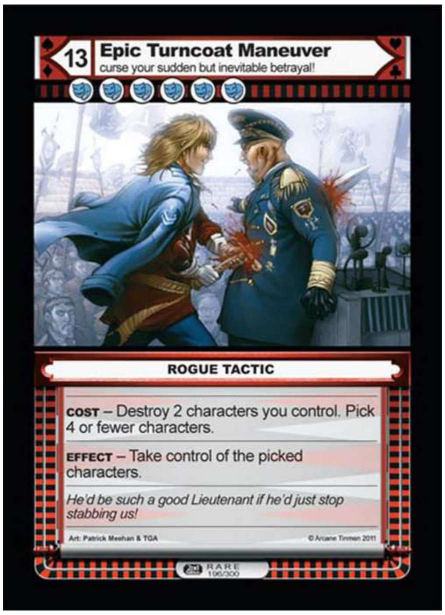

13 **Epic Turncoat Maneuver**
curse your sudden but inevitable betrayal!

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!

Art: Patrick Meehan & TGA
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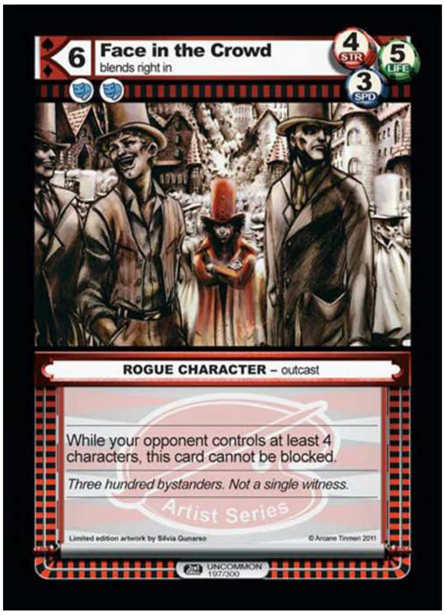
RARE 196/300



6 **Face in the Crowd**
blends right in
4 STR 5 LIFE 3 SPD

ROGUE CHARACTER – outcast

While your opponent controls at least 4 characters, this card cannot be blocked.

Three hundred bystanders. Not a single witness.

Limited edition artwork by Silvia Gunarso
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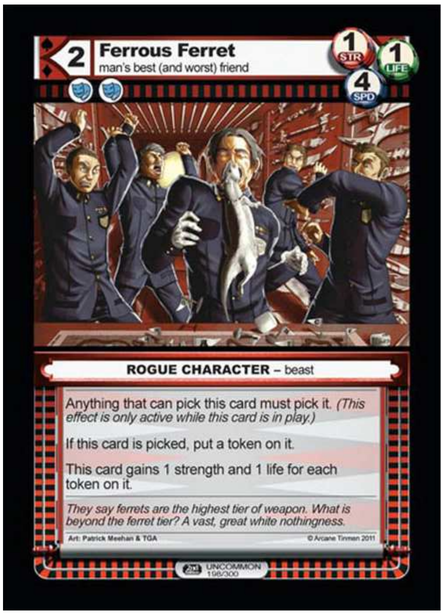

2 **Ferrous Ferret**
man's best (and worst) friend
1 STR 1 LIFE 4 SPD

ROGUE CHARACTER – beast

Anything that can pick this card must pick it. *(This effect is only active while this card is in play.)*

If this card is picked, put a token on it.

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

They say ferrets are the highest tier of weapon. What is beyond the ferret tier? A vast, great white nothingness.

Art: Patrick Meehan & TGA
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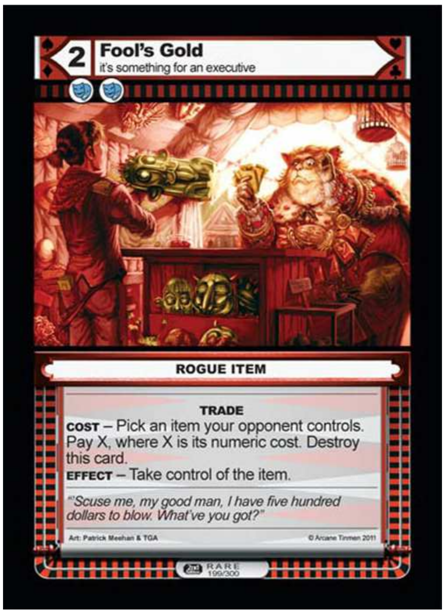


2 **Fool's Gold**
it's something for an executive

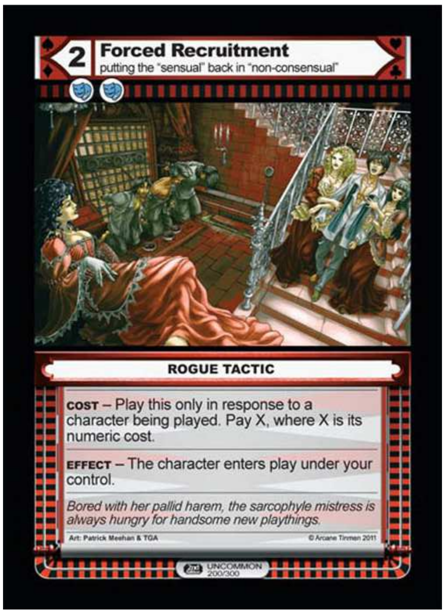
ROGUE ITEM

TRADE
COST – Pick an item your opponent controls. Pay X, where X is its 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?"

Art: Patrick Meehan & TGA © Arcane Tinmen 2011

RARE 199/300



2 **Forced Recruitment**
putting the "sensual" back in "non-consensual"

ROGUE TACTIC

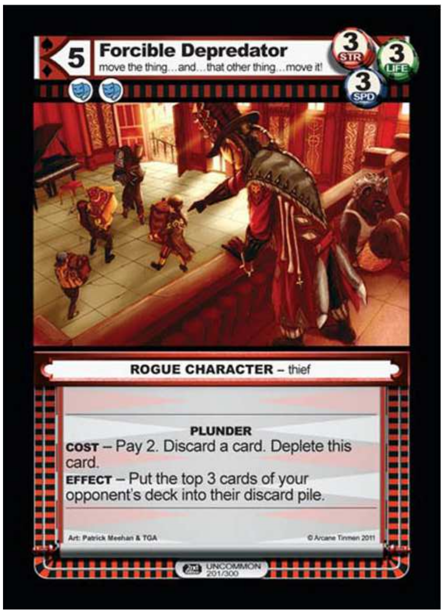
COST – Play this only in response to a character being played. Pay X, where X is its numeric cost.

EFFECT – The character enters play under your control.

Bored with her pallid harem, the sarcophyle mistress is always hungry for handsome new playthings.

Art: Patrick Meehan & TGA © Arcane Tinmen 2011

UNCOMMON 200/300



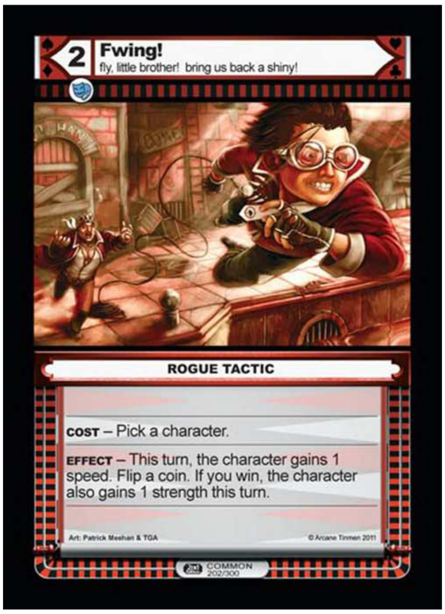
5 **Forcible Depredator**
move the thing…and…that other thing…move it!
3 STR 3 LIFE 3 SPD

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.

Art: Patrick Meehan & TGA © Arcane Tinmen 2011

UNCOMMON 201/300



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

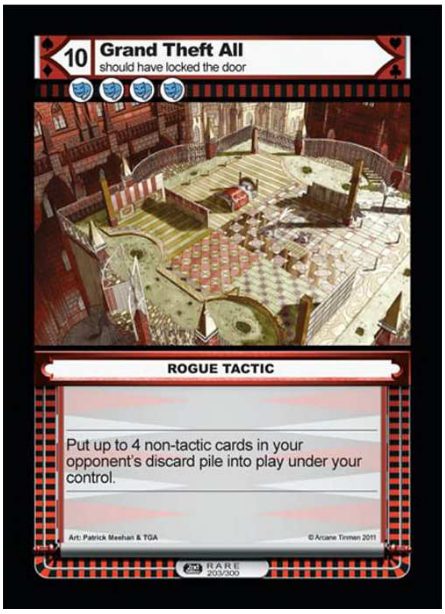
ROGUE TACTIC

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.

Art: Patrick Meehan & TGA © Arcane Tinmen 2011

COMMON 202/300



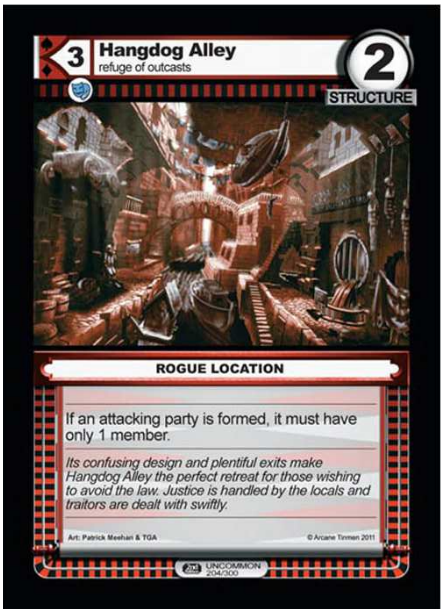
10 **Grand Theft All**
should have locked the door

ROGUE TACTIC

Put up to 4 non-tactic cards in your opponent's discard pile into play under your control.

Art: Patrick Meehan & TGA © Arcane Tinmen 2011

RARE 203/300



3 **Hangdog Alley**
refuge of outcasts
2 STRUCTURE

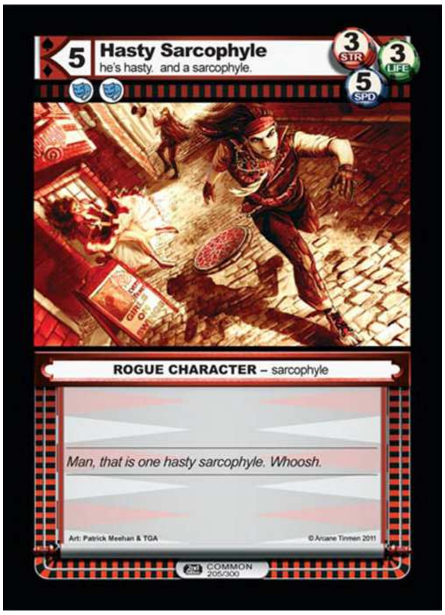
ROGUE LOCATION

If an attacking party is formed, it must have only 1 member.

Its confusing design and plentiful exits make Hangdog Alley the perfect retreat for those wishing to avoid the law. Justice is handled by the locals and traitors are dealt with swiftly.

Art: Patrick Meehan & TGA © Arcane Tinmen 2011

UNCOMMON 204/300



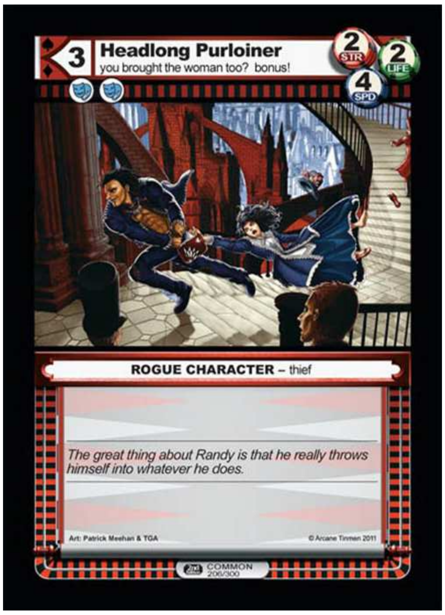
5 **Hasty Sarcophyle**
he's hasty. and a sarcophyle.
3 STR 3 LIFE 5 SPD

ROGUE CHARACTER – sarcophyle

Man, that is one hasty sarcophyle. Whoosh.

Art: Patrick Meehan & TGA © Arcane Tinmen 2011

COMMON 205/300



3 **Headlong Purloiner**
you brought the woman too? bonus!
2 STR 2 LIFE 4 SPD

ROGUE CHARACTER – thief

The great thing about Randy is that he really throws himself into whatever he does.

Art: Patrick Meehan & TGA © Arcane Tinmen 2011

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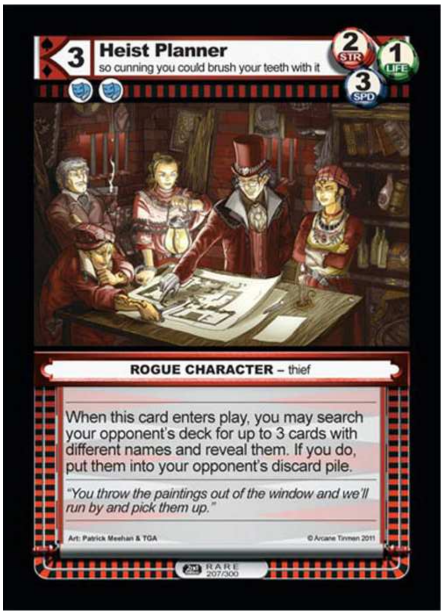


3 **Heist Planner**
so cunning you could brush your teeth with it
2 STR 1 LIFE 3 SPD

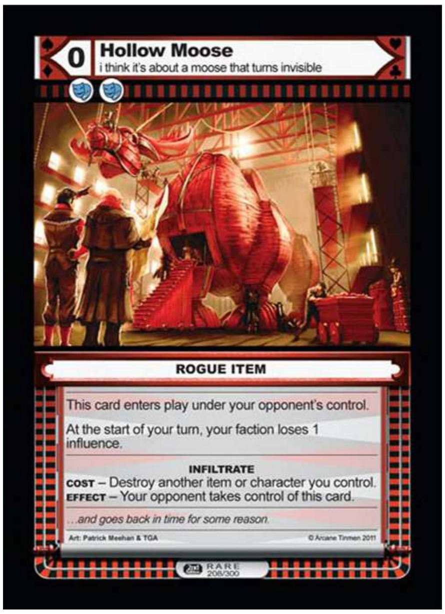
ROGUE CHARACTER – thief

When this card enters play, you may search your opponent's deck for up to 3 cards with different names and reveal them. If you do, put them into your opponent's discard pile.

"You throw the paintings out of the window and we'll run by and pick them up."

Art: Patrick Meehan & TGA © Arcane Tinmen 2011

RARE 207/300



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

ROGUE ITEM

This card enters play under your opponent's control.

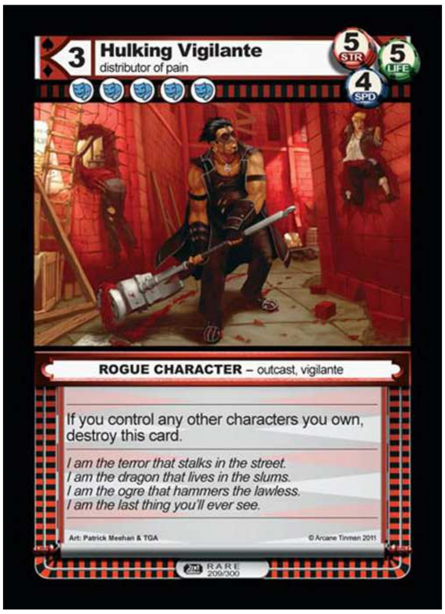
At the start of your turn, your faction loses 1 influence.

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.

Art: Patrick Meehan & TGA © Arcane Tinmen 2011

RARE 208/300



3 **Hulking Vigilante**
distributor of pain
5 STR 5 LIFE 4 SPD

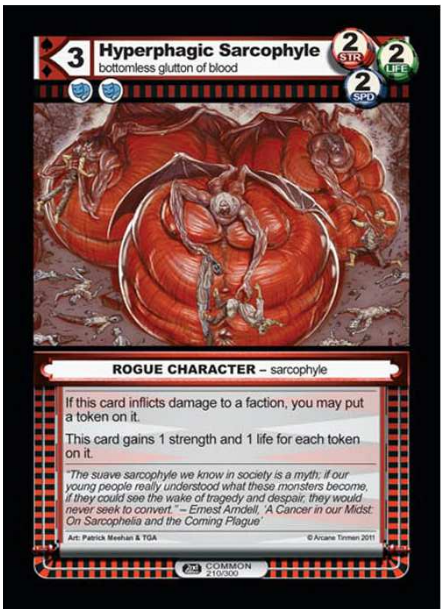
ROGUE CHARACTER – outcast, vigilante

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.

Art: Patrick Meehan & TGA © Arcane Tinmen 2011

RARE 209/300



3 **Hyperphagic Sarcophyle**
bottomless glutton of blood
2 STR 2 LIFE 2 SPD

ROGUE CHARACTER – sarcophyle

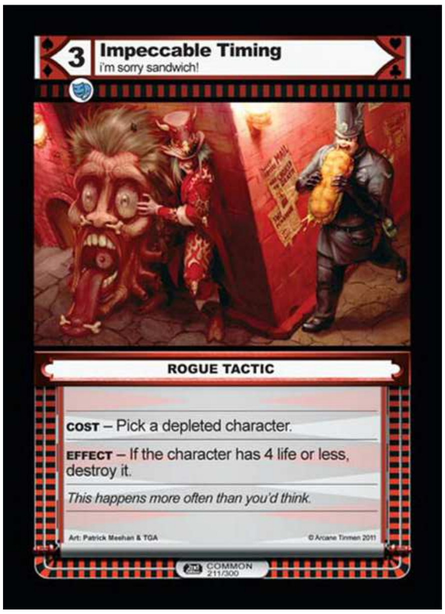
If this card inflicts damage to a faction, you may put a token on it.

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

"The suave sarcophyle we know in society is a myth; if our young people really understood what these monsters become, if they could see the wake of tragedy and despair, they would never seek to convert." – Ernest Amdell, 'A Cancer in our Midst: On Sarcophelia and the Coming Plague'

Art: Patrick Meehan & TGA © Arcane Tinmen 2011

COMMON 210/300



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

ROGUE TACTIC

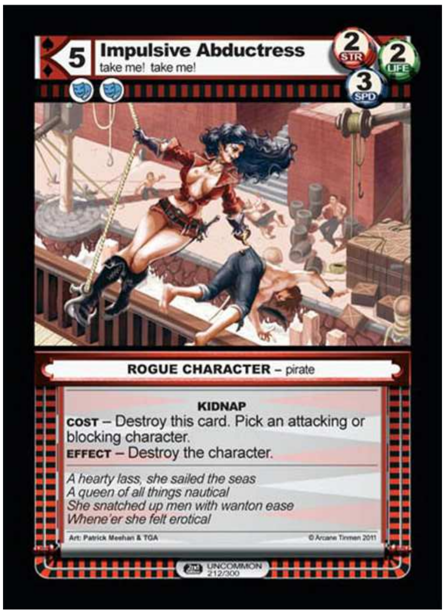
COST – Pick a depleted character.

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

This happens more often than you'd think.

Art: Patrick Meehan & TGA © Arcane Tinmen 2011

COMMON 211/300



5 **Impulsive Abductress**
take me! take me!
2 STR 2 LIFE 3 SPD

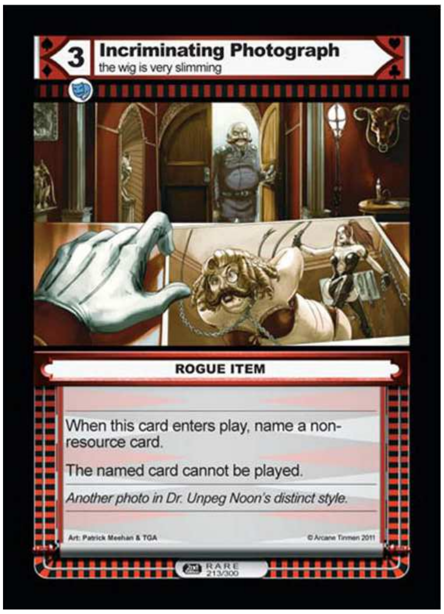
ROGUE CHARACTER – pirate

KIDNAP
COST – Destroy this card. Pick an attacking or blocking character.
EFFECT – Destroy the character.

A hearty lass, she sailed the seas
A queen of all things nautical
She snatched up men with wanton ease
Whene'er she felt erotical

Art: Patrick Meehan & TGA © Arcane Tinmen 2011

UNCOMMON 212/300



3 **Incriminating Photograph**
the wig is very slimming

ROGUE ITEM

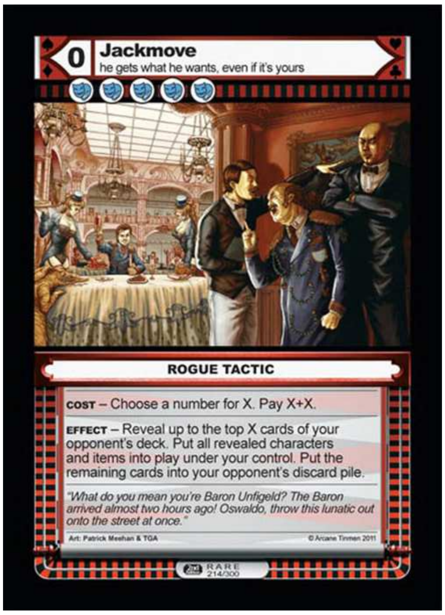
When this card enters play, name a non-resource card.

The named card cannot be played.

Another photo in Dr. Unpeg Noon's distinct style.

Art: Patrick Meehan & TGA © Arcane Tinmen 2011

RARE 213/300



0 **Jackmove**
he gets what he wants, even if it's yours

ROGUE TACTIC

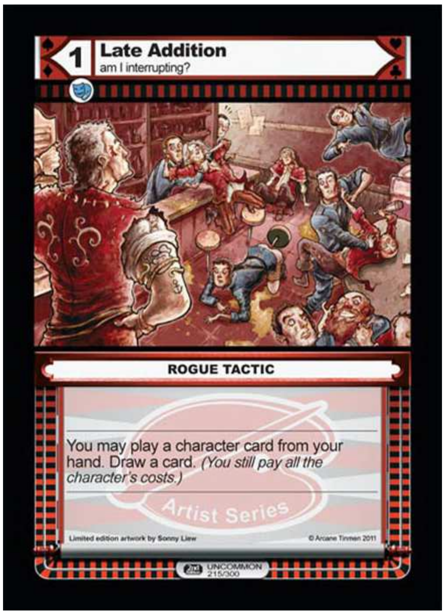
COST – Choose a number for X. Pay X+X.

EFFECT – Reveal up to the top X cards of your opponent's deck. Put all revealed characters and items into play under your control. Put the remaining cards into your opponent's discard pile.

"What do you mean you're Baron Unfigeld? The Baron arrived almost two hours ago! Oswaldo, throw this lunatic out onto the street at once."

Art: Patrick Meehan & TGA © Arcane Tinmen 2011

RARE 214/300



1 **Late Addition**
am I interrupting?

ROGUE TACTIC

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

Artist Series

Limited edition artwork by Sonny Liew © Arcane Tinmen 2011

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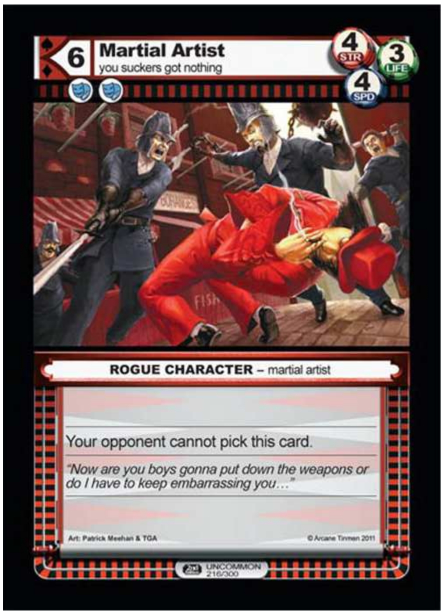


6 **Martial Artist**
you suckers got nothing
4 STR 3 LIFE 4 SPD

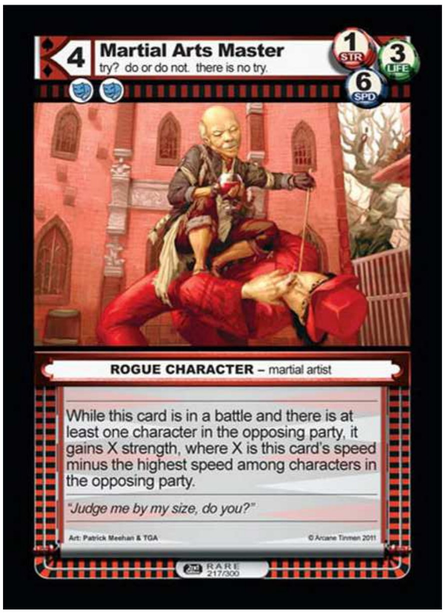
ROGUE CHARACTER – martial artist

Your opponent cannot pick this card.

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

Art: Patrick Meehan & TGA © Arcane Tinmen 2011

UNCOMMON 216/300



Martial Arts Master

try? do or do not. there is no try.

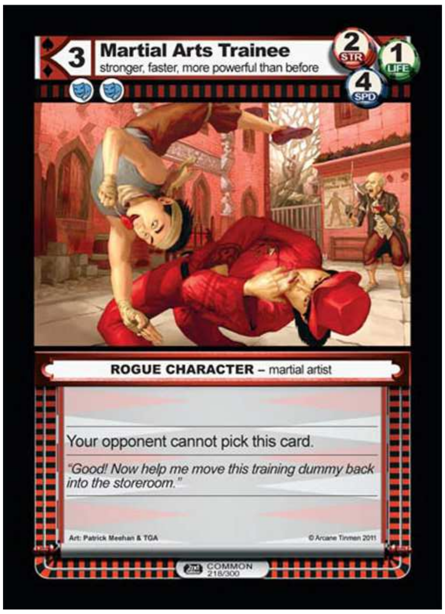
ROGUE CHARACTER – martial artist

While this card is in a battle and there is at least one character in the opposing party, 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?"

Art: Patrick Meehan & TGA © Arcane Tinmen 2011

RARE 217/300



Martial Arts Trainee

stronger, faster, more powerful than before

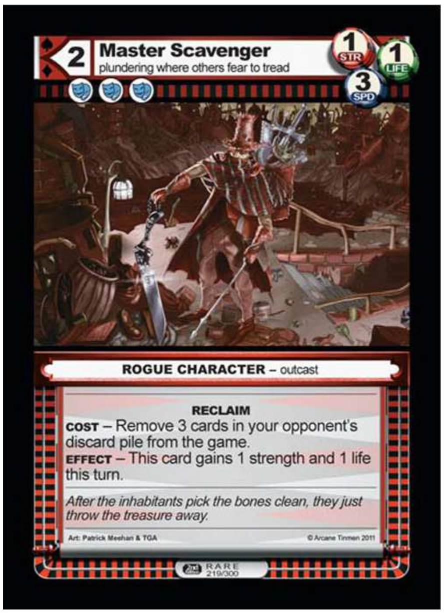
ROGUE CHARACTER – martial artist

Your opponent cannot pick this card.

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

Art: Patrick Meehan & TGA © Arcane Tinmen 2011

COMMON 218/300



Master Scavenger

plundering where others fear to tread

ROGUE CHARACTER – outcast

RECLAIM

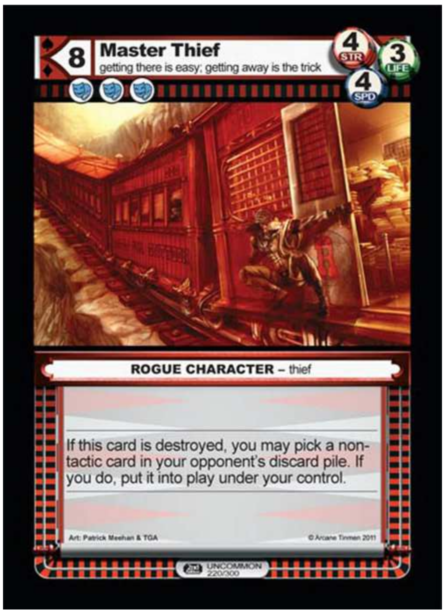
COST – Remove 3 cards in your opponent's discard pile from the game.

EFFECT – This card gains 1 strength and 1 life this turn.

After the inhabitants pick the bones clean, they just throw the treasure away.

Art: Patrick Meehan & TGA © Arcane Tinmen 2011

RARE 219/300



Master Thief

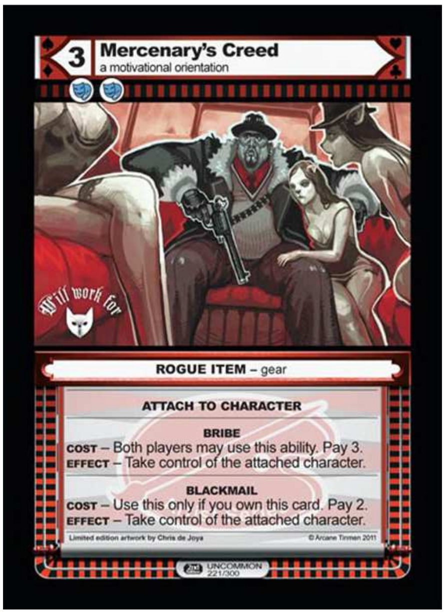
getting there is easy; getting away is the trick

ROGUE CHARACTER – thief

If this card is destroyed, you may pick a non-tactic card in your opponent's discard pile. If you do, put it into play under your control.

Art: Patrick Meehan & TGA © Arcane Tinmen 2011

UNCOMMON 220/300



Mercenary's Creed

a motivational orientation

ROGUE ITEM – gear

ATTACH TO CHARACTER

BRIBE

COST – Both players may use this ability. Pay 3.

EFFECT – Take control of the attached character.

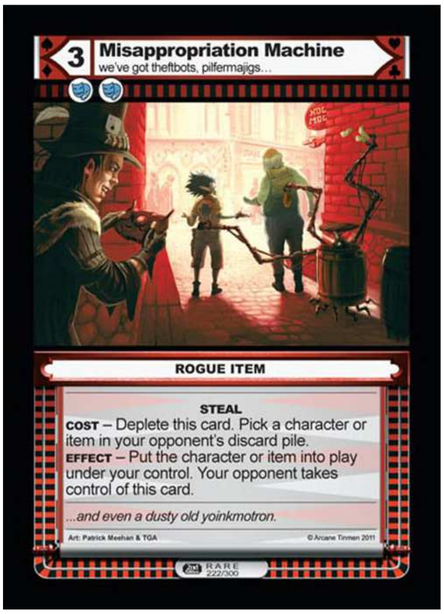
BLACKMAIL

COST – Use this only if you own this card. Pay 2.

EFFECT – Take control of the attached character.

Limited edition artwork by Chris de Joya © Arcane Tinmen 2011

UNCOMMON 221/300



Misappropriation Machine

we've got theftbots, pilfermajigs…

ROGUE ITEM

STEAL

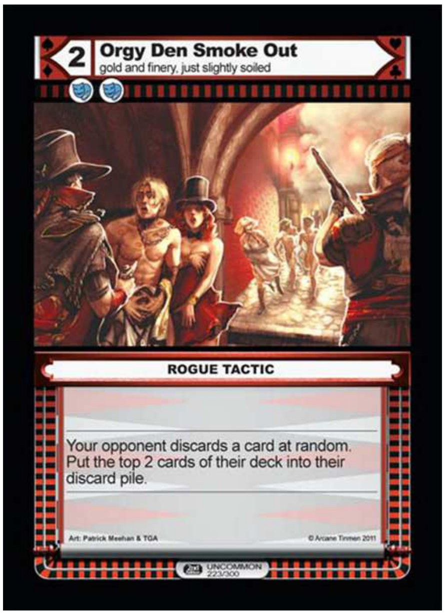
COST – Deplete this card. Pick a character or item in your opponent's discard pile.

EFFECT – Put the character or item into play under your control. Your opponent takes control of this card.

...and even a dusty old yoinkmotron.

Art: Patrick Meehan & TGA © Arcane Tinmen 2011

RARE 222/300



Orgy Den Smoke Out

gold and finery, just slightly soiled

ROGUE TACTIC

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

Art: Patrick Meehan & TGA © Arcane Tinmen 2011

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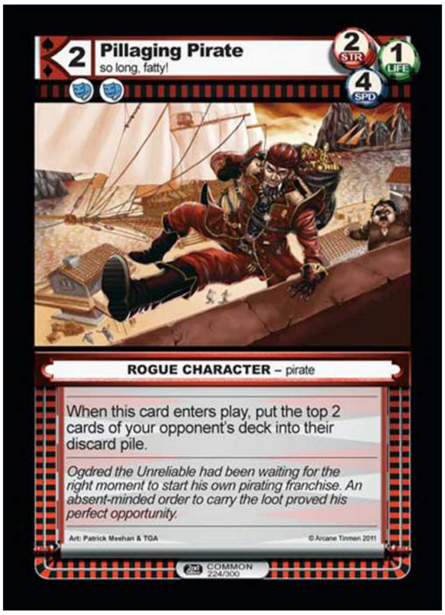


Pillaging Pirate

so long, fatty!

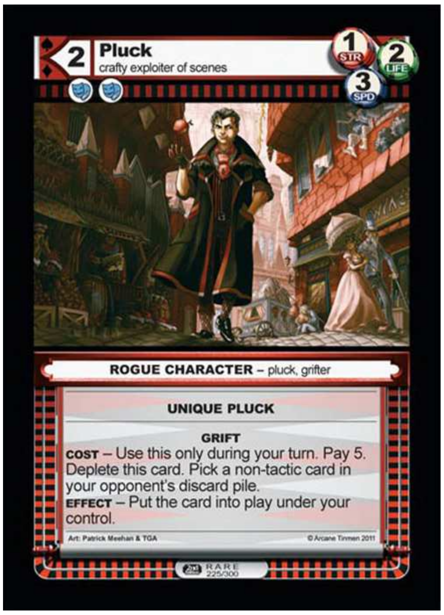
ROGUE CHARACTER – pirate

When this card enters play, put the top 2 cards of your opponent's deck into their discard pile.

Ogdred the Unreliable had been waiting for the right moment to start his own pirating franchise. An absent-minded order to carry the loot proved his perfect opportunity.

Art: Patrick Meehan & TGA © Arcane Tinmen 2011

COMMON 224/300



Pluck

crafty exploiter of scenes

ROGUE CHARACTER – pluck, grifter

UNIQUE PLUCK

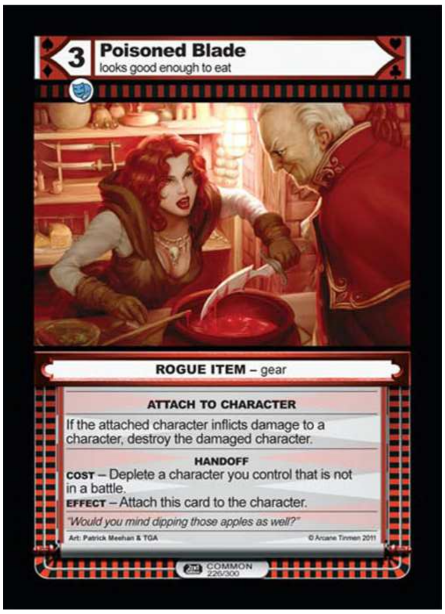
GRIFT

COST – Use this only during your turn. Pay 5. Deplete this card. Pick a non-tactic card in your opponent's discard pile.

EFFECT – Put the card into play under your control.

Art: Patrick Meehan & TGA © Arcane Tinmen 2011

RARE 225/300



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

ROGUE ITEM – gear

ATTACH TO CHARACTER

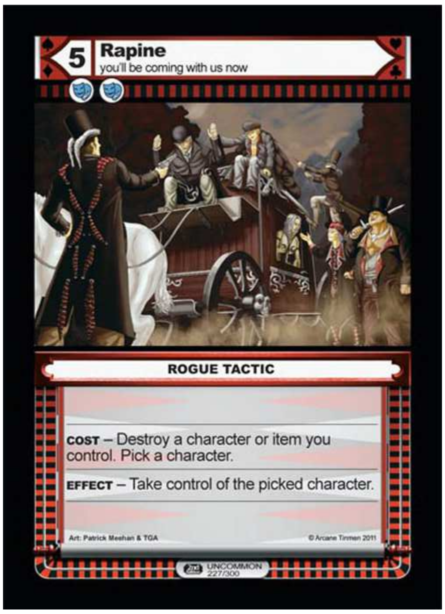
If the attached character inflicts damage to a character, destroy the damaged character.

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?"

Art: Patrick Meehan & TGA © Arcane Tinmen 2011
COMMON 226/300



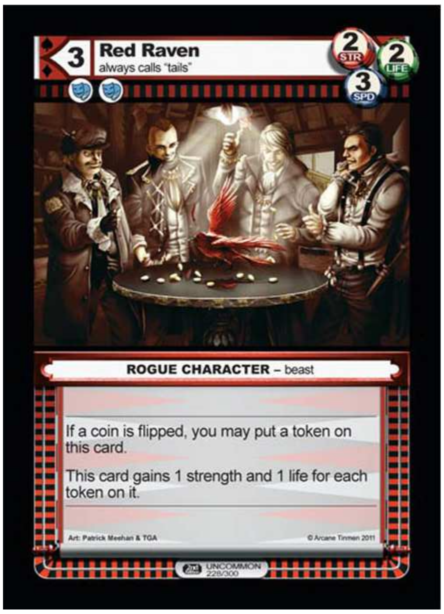
5 **Rapine**
you'll be coming with us now

ROGUE TACTIC

COST – Destroy a character or item you control. Pick a character.

EFFECT – Take control of the picked character.

Art: Patrick Meehan & TGA © Arcane Tinmen 2011
UNCOMMON 227/300



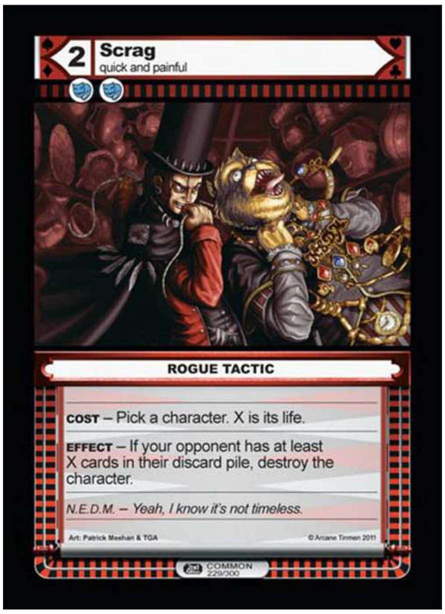
3 **Red Raven**
always calls "tails"
2 STR 2 LIFE 3 SPD

ROGUE CHARACTER – beast

If a coin is flipped, you may put a token on this card.

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

Art: Patrick Meehan & TGA © Arcane Tinmen 2011
UNCOMMON 228/300



2 **Scrag**
quick and painful

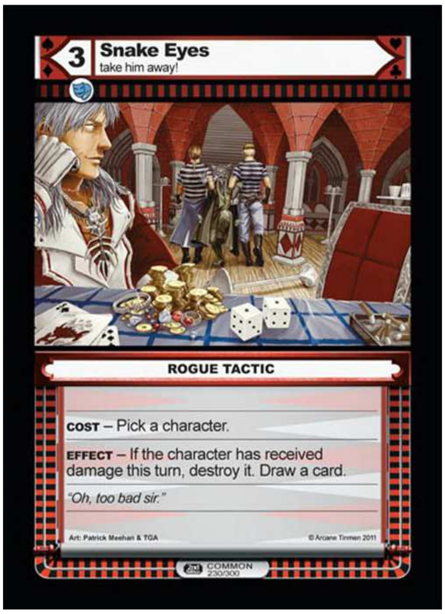
ROGUE TACTIC

COST – Pick a character. X is its life.

EFFECT – If your opponent has at least X cards in their discard pile, destroy the character.

N.E.D.M. – Yeah, I know it's not timeless.

Art: Patrick Meehan & TGA © Arcane Tinmen 2011
COMMON 229/300



3 **Snake Eyes**
take him away!

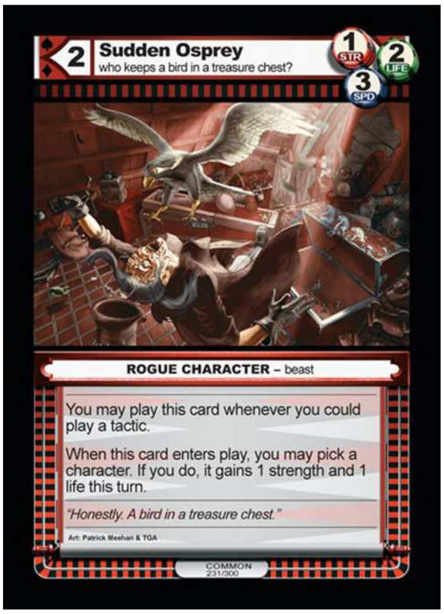
ROGUE TACTIC

COST – Pick a character.

EFFECT – If the character has received damage this turn, destroy it. Draw a card.

"Oh, too bad sir."

Art: Patrick Meehan & TGA © Arcane Tinmen 2011
COMMON 230/300



2 **Sudden Osprey**
who keeps a bird in a treasure chest?
1 STR 2 LIFE 3 SPD

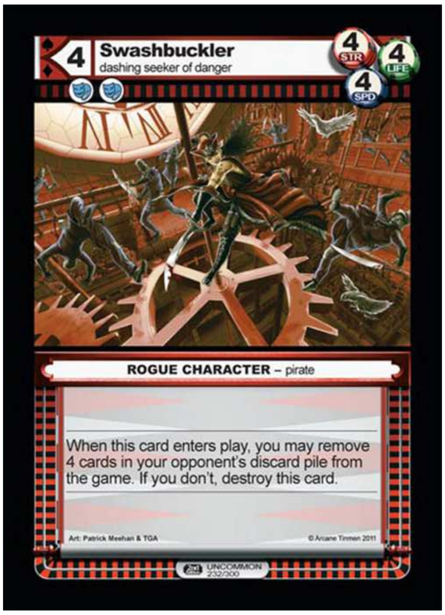
ROGUE CHARACTER – beast

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

When this card enters play, you may pick a character. If you do, it gains 1 strength and 1 life this turn.

"Honestly. A bird in a treasure chest."

Art: Patrick Meehan & TGA
COMMON 231/300

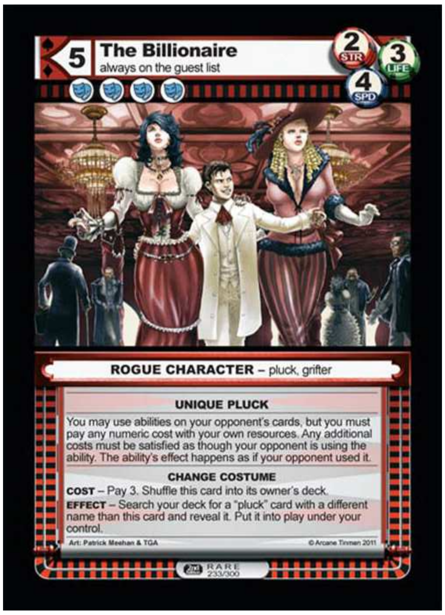


4 **Swashbuckler**
dashing seeker of danger
4 STR 4 LIFE 4 SPD

ROGUE CHARACTER – pirate

When this card enters play, you may remove 4 cards in your opponent's discard pile from the game. If you don't, destroy this card.

Art: Patrick Meehan & TGA © Arcane Tinmen 2011
UNCOMMON 232/300



5 **The Billionaire**
always on the guest list
2 STR 3 LIFE 4 SPD

ROGUE CHARACTER – pluck, grifter

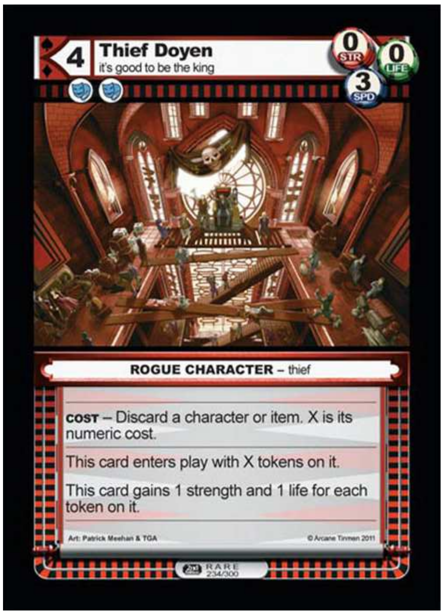
UNIQUE PLUCK

You may use abilities on your opponent's cards, but you must pay any numeric cost with your own resources. Any additional costs must be satisfied as though your opponent is using the ability. The ability's effect happens as if your opponent used it.

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 reveal it. Put it into play under your control.

Art: Patrick Meehan & TGA © Arcane Tinmen 2011
RARE 233/300



4 **Thief Doyen**
it's good to be the king
0 STR 0 LIFE 3 SPD

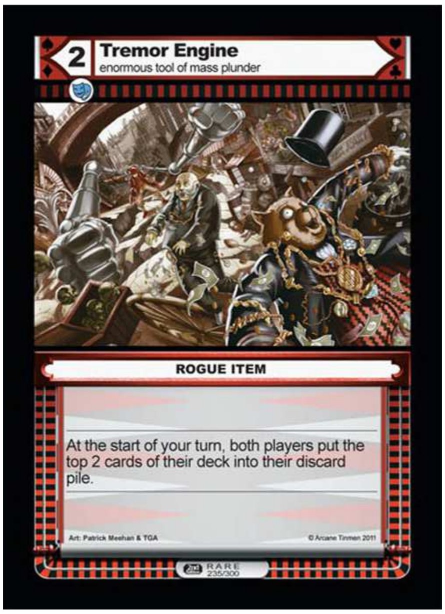
ROGUE CHARACTER – thief

COST – Discard a character or item. X is its numeric cost.

This card enters play with X tokens on it.

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

Art: Patrick Meehan & TGA © Arcane Tinmen 2011
RARE 234/300


2 **Tremor Engine**
enormous tool of mass plunder

ROGUE ITEM

At the start of your turn, both players put the top 2 cards of their deck into their discard pile.

Art: Patrick Meehan & TGA
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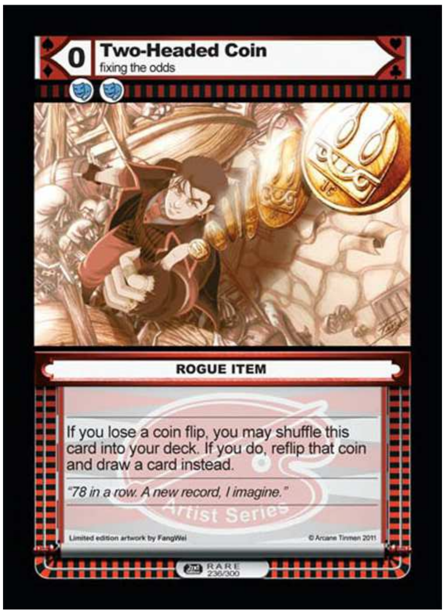
RARE 235/300

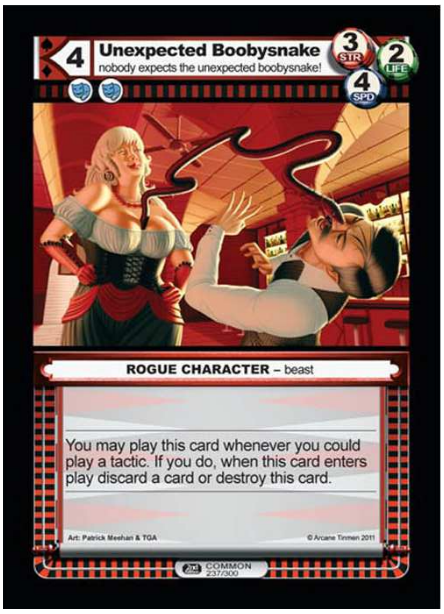

0 **Two-Headed Coin**
fixing the odds

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."

Artist Series
Limited edition artwork by FangWei
© Arcane Tinmen 2011
RARE 236/300


4 **Unexpected Boobysnake**
nobody expects the unexpected boobysnake!
3 STR 2 LIFE 4 SPD

ROGUE CHARACTER – beast

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

Art: Patrick Meehan & TGA
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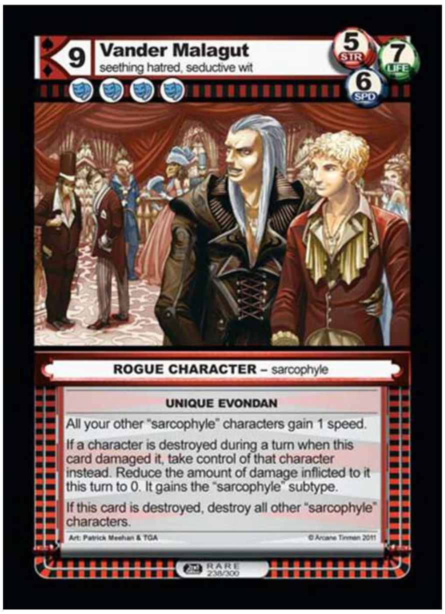
COMMON 237/300


9 **Vander Malagut**
seething hatred, seductive wit
5 STR 7 LIFE 6 SPD

ROGUE CHARACTER – sarcophyle

UNIQUE EVONDAN

All your other "sarcophyle" characters gain 1 speed.

If a character is destroyed during a turn when this card damaged it, take control of that character instead. Reduce the amount of damage inflicted to it this turn to 0. It gains the "sarcophyle" subtype.

If this card is destroyed, destroy all other "sarcophyle" characters.

Art: Patrick Meehan & TGA
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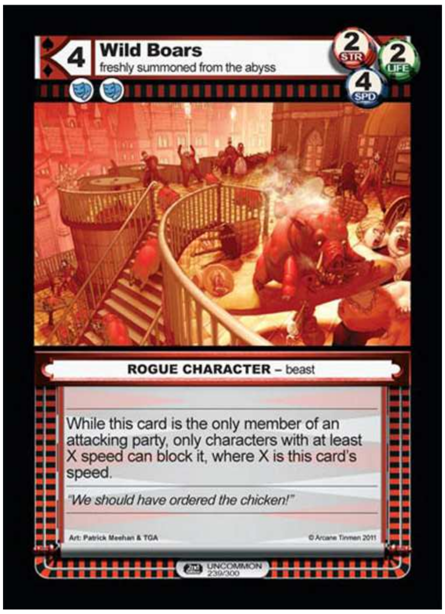
RARE 238/300


4 **Wild Boars**
freshly summoned from the abyss
2 STR 2 LIFE 4 SPD

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!"

Art: Patrick Meehan & TGA
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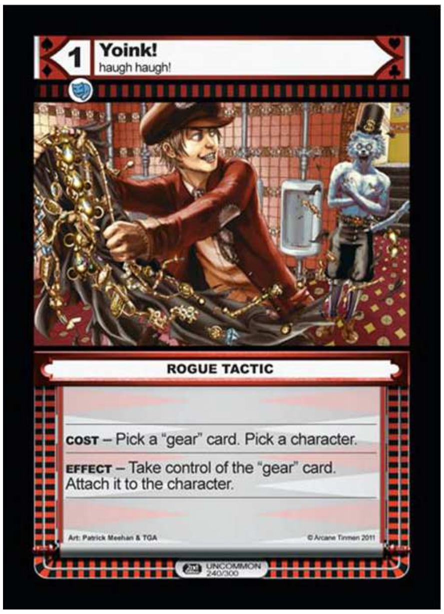
UNCOMMON 239/300


1 **Yoink!**
haugh haugh!

ROGUE TACTIC

COST – Pick a "gear" card. Pick a character.

EFFECT – Take control of the "gear" card. Attach it to the character.

Art: Patrick Meehan & TGA
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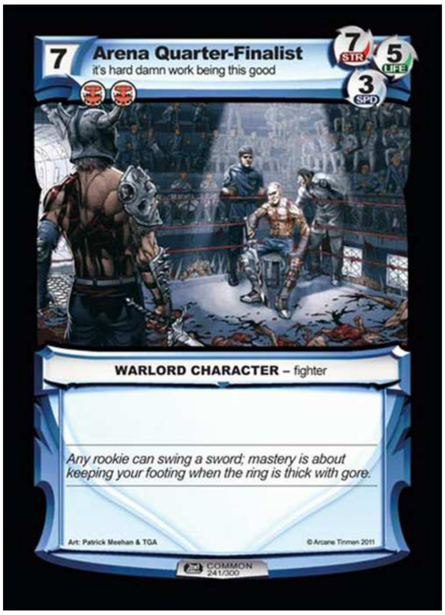
UNCOMMON 240/300


7 **Arena Quarter-Finalist**
it's hard damn work being this good
7 STR 5 LIFE 3 SPD

WARLORD CHARACTER – fighter

Any rookie can swing a sword; mastery is about keeping your footing when the ring is thick with gore.

Art: Patrick Meehan & TGA
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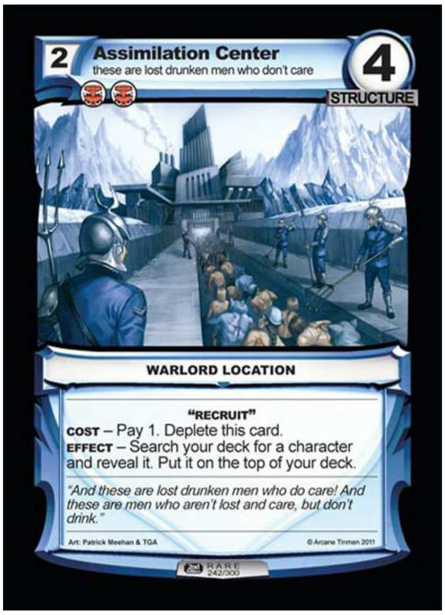
COMMON 241/300


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

WARLORD LOCATION

"RECRUIT"
COST – Pay 1. Deplete this card.
EFFECT – Search your deck for a character and reveal it. 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."

Art: Patrick Meehan & TGA
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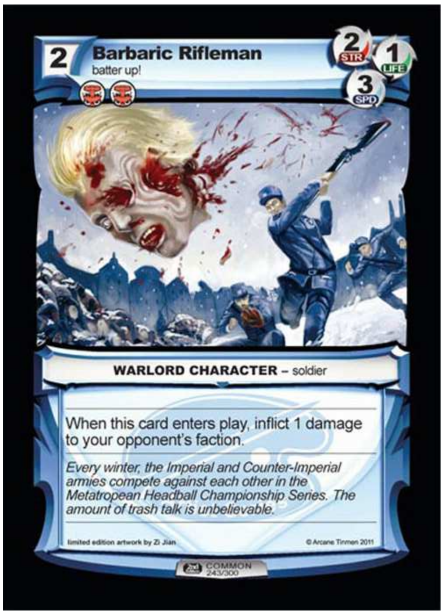
RARE 242/300

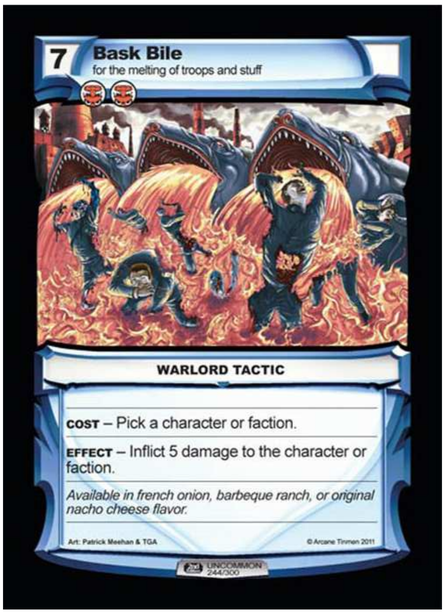

2 **Barbaric Rifleman**
batter up!
2 STR 1 LIFE 3 SPD

WARLORD CHARACTER – soldier

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

Every winter, the Imperial and Counter-Imperial armies compete against each other in the Metatropean Headball Championship Series. The amount of trash talk is unbelievable.

limited edition artwork by Zi Jian
© Arcane Tinmen 2011
COMMON 243/300



7 Bask Bile

for the melting of troops and stuff

WARLORD TACTIC

COST – Pick a character or faction.

EFFECT – Inflict 5 damage to the character or faction.

Available in french onion, barbeque ranch, or original nacho cheese flavor.

Art: Patrick Meehan & TGA

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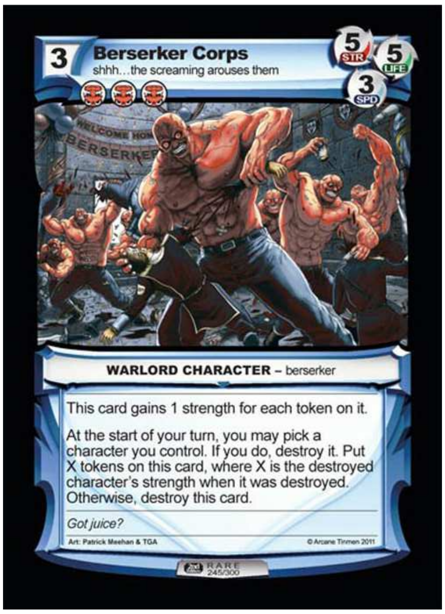
UNCOMMON 244/300



3 Berserker Corps

shhh…the screaming arouses them

5 STR 5 LIFE 3 SPD

WARLORD CHARACTER – berserker

This card gains 1 strength for each token on it.

At the start of your turn, you may pick a character you control. If you do, destroy it. Put X tokens on this card, where X is the destroyed character's strength when it was destroyed. Otherwise, destroy this card.

Got juice?

Art: Patrick Meehan & TGA

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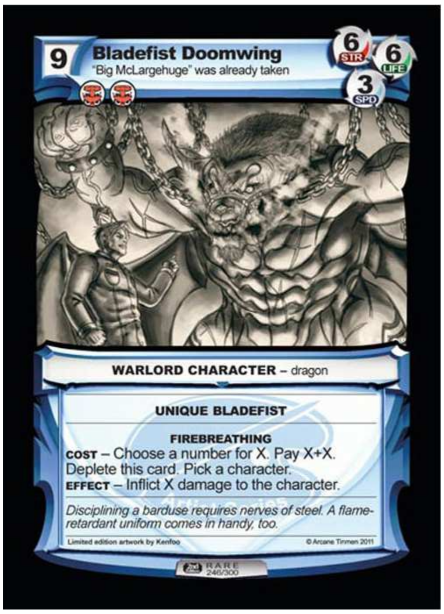
RARE 245/300



9 Bladefist Doomwing

"Big McLargehuge" was already taken

6 STR 6 LIFE 3 SPD

WARLORD CHARACTER – dragon

UNIQUE BLADEFIST

FIREBREATHING

COST – Choose a number for X. Pay X+X. Deplete this card. Pick a character.

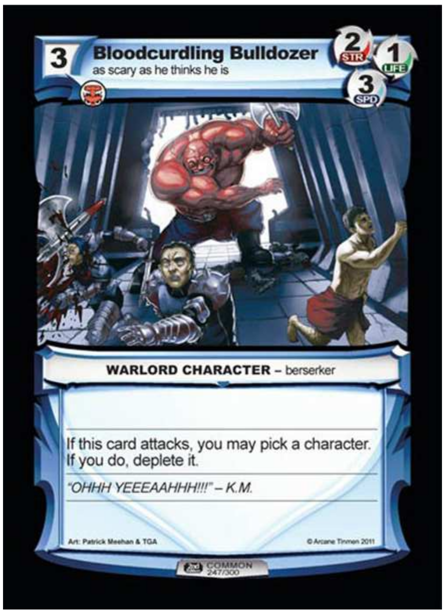
EFFECT – Inflict X damage to the character.

Disciplining a barduse requires nerves of steel. A flame-retardant uniform comes in handy, too.

Limited edition artwork by Kenfoo

© Arcane Tinmen 2011

RARE 246/300



3 Bloodcurdling Bulldozer

as scary as he thinks he is

2 STR 1 LIFE 3 SPD

WARLORD CHARACTER – berserker

If this card attacks, you may pick a character. If you do, deplete it.

"OHHH YEEEAAHHH!!!" – K.M.

Art: Patrick Meehan & TGA

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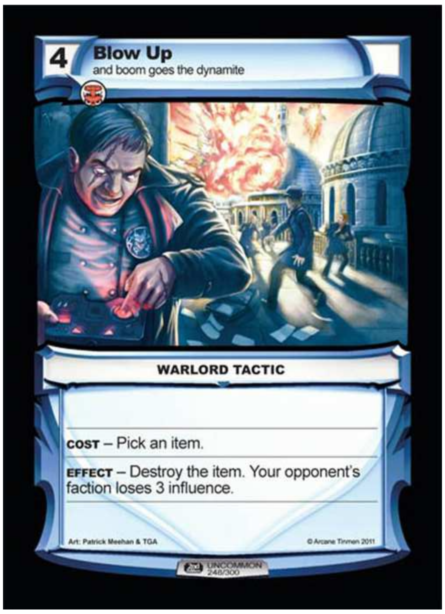
COMMON 247/300



4 Blow Up

and boom goes the dynamite

WARLORD TACTIC

COST – Pick an item.

EFFECT – Destroy the item. Your opponent's faction loses 3 influence.

Art: Patrick Meehan & TGA

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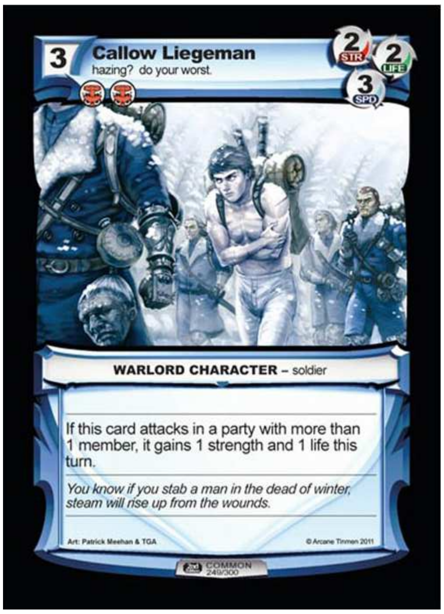
UNCOMMON 248/300



3 Callow Liegeman

hazing? do your worst.

2 STR 2 LIFE 3 SPD

WARLORD CHARACTER – soldier

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.

Art: Patrick Meehan & TGA

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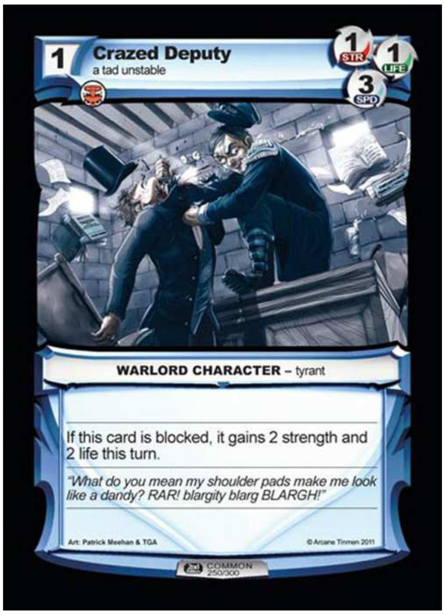
COMMON 249/300



1 Crazed Deputy

a tad unstable

1 STR 1 LIFE 3 SPD

WARLORD CHARACTER – tyrant

If this card is blocked, it gains 2 strength and 2 life this turn.

"What do you mean my shoulder pads make me look like a dandy? RAR! blargity blarg BLARGH!"

Art: Patrick Meehan & TGA

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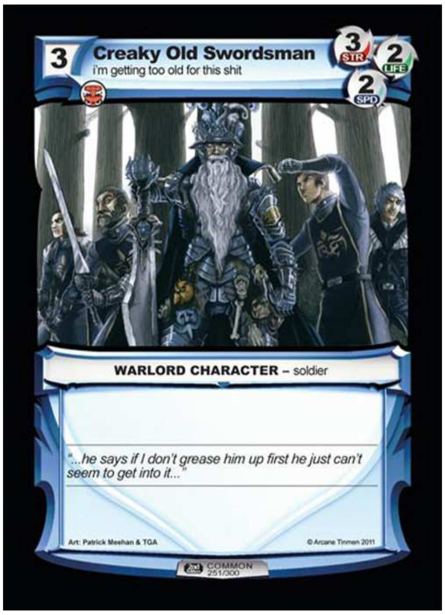
COMMON 250/300



3 Creaky Old Swordsman

i'm getting too old for this shit

3 STR 2 LIFE 2 SPD

WARLORD CHARACTER – soldier

"...he says if I don't grease him up first he just can't seem to get into it..."

Art: Patrick Meehan & TGA

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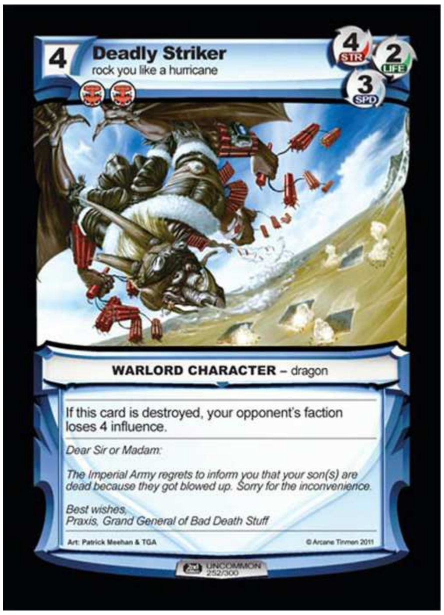

4 Deadly Striker

rock you like a hurricane

4 STR 2 LIFE 3 SPD

WARLORD CHARACTER – dragon

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

Art: Patrick Meehan & TGA

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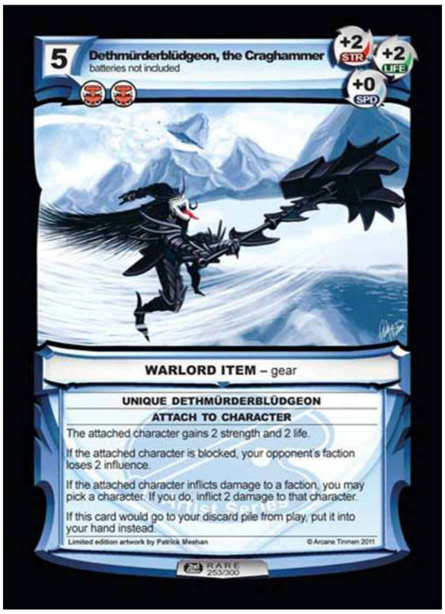


5 **Dethmürderblüdgeon, the Craghammer**
batteries not included

+2 STR +2 LIFE +0 SPD

WARLORD ITEM – gear

UNIQUE DETHMÜRDERBLÜDGEON
ATTACH TO CHARACTER

The attached character gains 2 strength and 2 life.

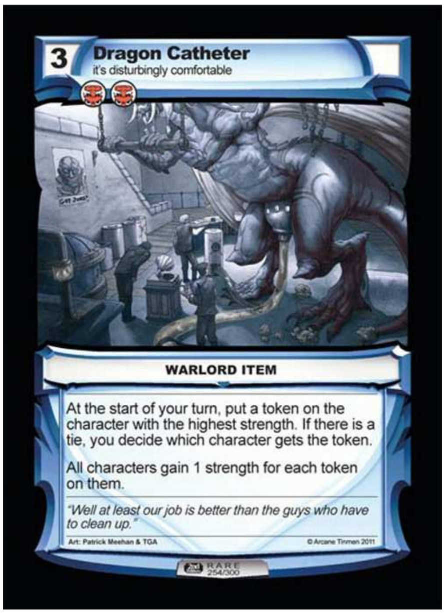
If the attached character is blocked, your opponent's faction loses 2 influence.

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.

Limited edition artwork by Patrick Meehan ©Arcane Tinmen 2011

RARE 253/300



3 **Dragon Catheter**
it's disturbingly comfortable

WARLORD ITEM

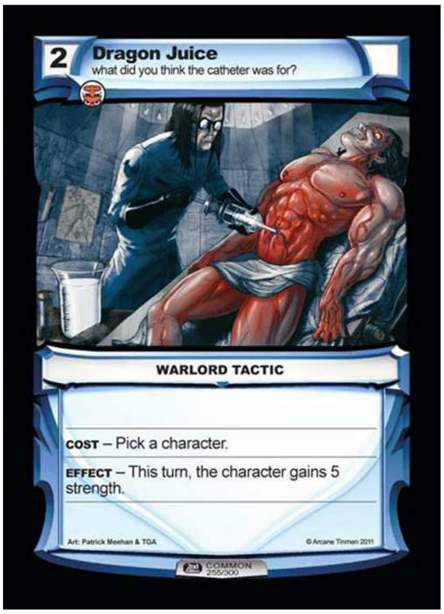
At the start of your turn, put a token on the character with the highest strength. If there is a tie, you decide which character gets the token.

All characters gain 1 strength for each token on them.

"Well at least our job is better than the guys who have to clean up."

Art: Patrick Meehan & TGA ©Arcane Tinmen 2011

RARE 254/300



2 **Dragon Juice**
what did you think the catheter was for?

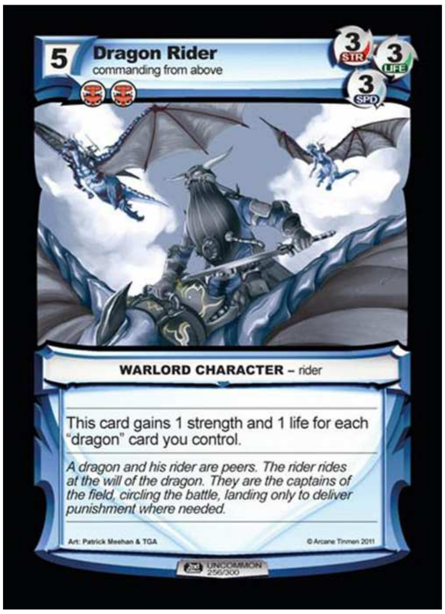
WARLORD TACTIC

COST – Pick a character.

EFFECT – This turn, the character gains 5 strength.

Art: Patrick Meehan & TGA ©Arcane Tinmen 2011

COMMON 255/300



5 **Dragon Rider**
commanding from above

3 STR 3 LIFE 3 SPD

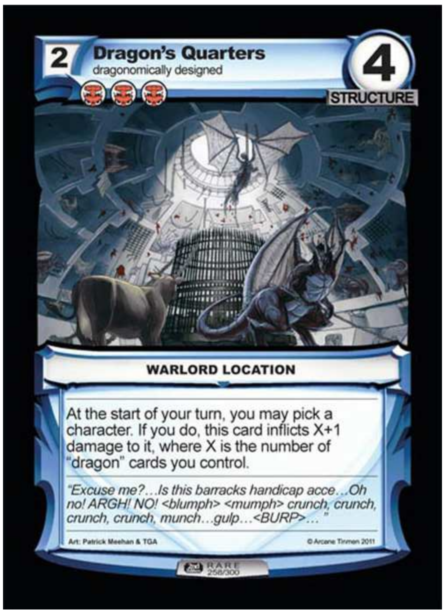
WARLORD CHARACTER – rider

This card gains 1 strength and 1 life for each "dragon" card you control.

A dragon and his rider are peers. The rider rides at the will of the dragon. They are the captains of the field, circling the battle, landing only to deliver punishment where needed.

Art: Patrick Meehan & TGA ©Arcane Tinmen 2011

UNCOMMON 256/300



2 **Dragon's Quarters**
dragonomically designed

4 STRUCTURE

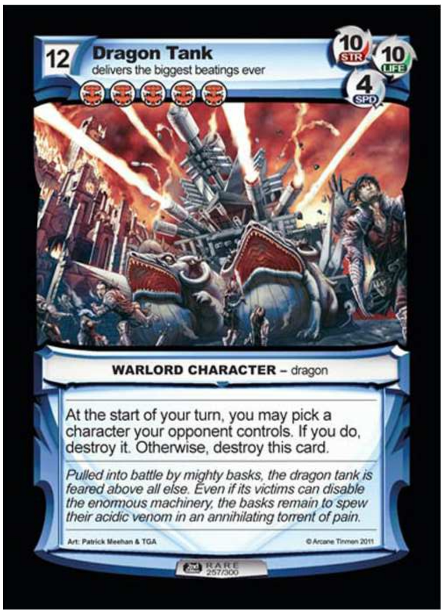
WARLORD LOCATION

At the start of your turn, you may pick a character. If you do, this card inflicts X+1 damage to it, where X is the number of "dragon" cards you control.

"Excuse me?…Is this barracks handicap acce…Oh no! ARGH! NO! <blumph> <mumph> crunch, crunch, crunch, crunch, munch…gulp…<BURP>…"

Art: Patrick Meehan & TGA ©Arcane Tinmen 2011

RARE 258/300



12 **Dragon Tank**
delivers the biggest beatings ever

10 STR 10 LIFE 4 SPD

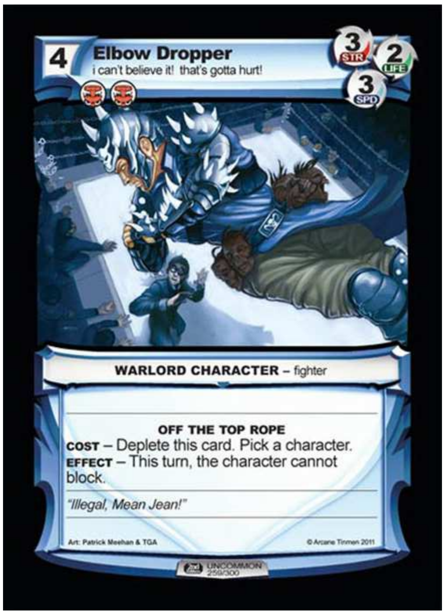
WARLORD CHARACTER – dragon

At the start of your turn, you may pick a character your opponent controls. If you do, destroy it. Otherwise, destroy this card.

Pulled into battle by mighty basks, the dragon tank is feared above all else. Even if its victims can disable the enormous machinery, the basks remain to spew their acidic venom in an annihilating torrent of pain.

Art: Patrick Meehan & TGA ©Arcane Tinmen 2011

RARE 257/300



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

3 STR 2 LIFE 3 SPD

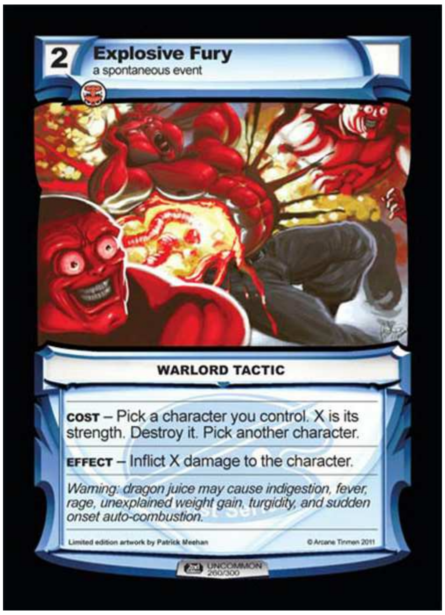
WARLORD CHARACTER – fighter

OFF THE TOP ROPE
COST – Deplete this card. Pick a character.
EFFECT – This turn, the character cannot block.

"Illegal, Mean Jean!"

Art: Patrick Meehan & TGA ©Arcane Tinmen 2011

UNCOMMON 259/300



2 **Explosive Fury**
a spontaneous event

WARLORD TACTIC

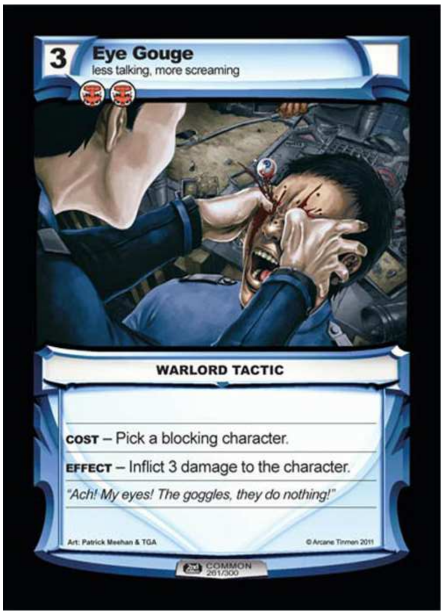
COST – Pick a character you control. X is its strength. Destroy it. Pick another character.

EFFECT – Inflict X damage to the character.

Warning: dragon juice may cause indigestion, fever, rage, unexplained weight gain, turgidity, and sudden onset auto-combustion.

Limited edition artwork by Patrick Meehan ©Arcane Tinmen 2011

UNCOMMON 260/300



3 **Eye Gouge**
less talking, more screaming

WARLORD TACTIC

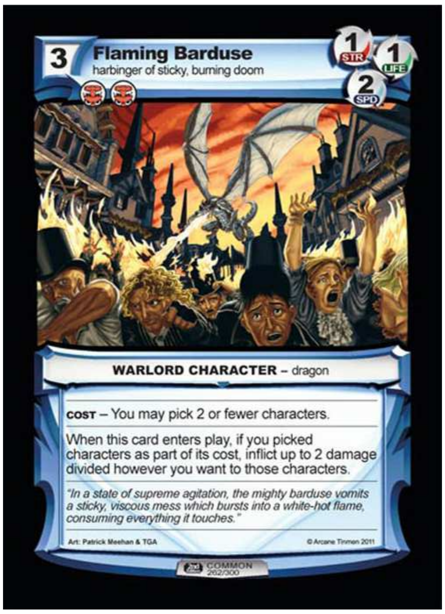
COST – Pick a blocking character.

EFFECT – Inflict 3 damage to the character.

"Ach! My eyes! The goggles, they do nothing!"

Art: Patrick Meehan & TGA ©Arcane Tinmen 2011

COMMON 261/300



Flaming Barduse
harbinger of sticky, burning doom

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, inflict up to 2 damage divided however you want to those characters.

"In a state of supreme agitation, the mighty barduse vomits a sticky, viscous mess which bursts into a white-hot flame, consuming everything it touches."

Art: Patrick Meehan & TGA

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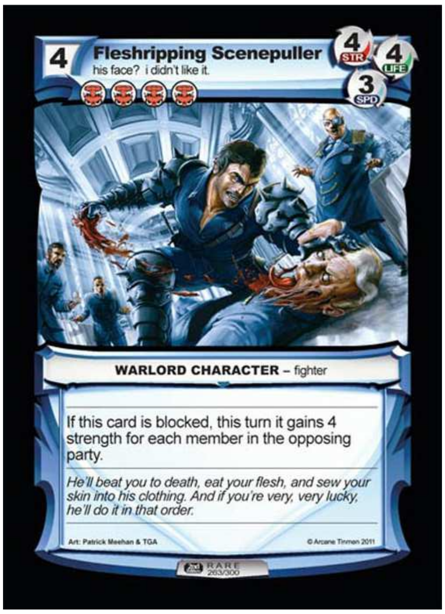
COMMON 262/300



Fleshripping Scenepuller
his face? i didn't like it.

WARLORD CHARACTER – fighter

If this card is blocked, this turn 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.

Art: Patrick Meehan & TGA

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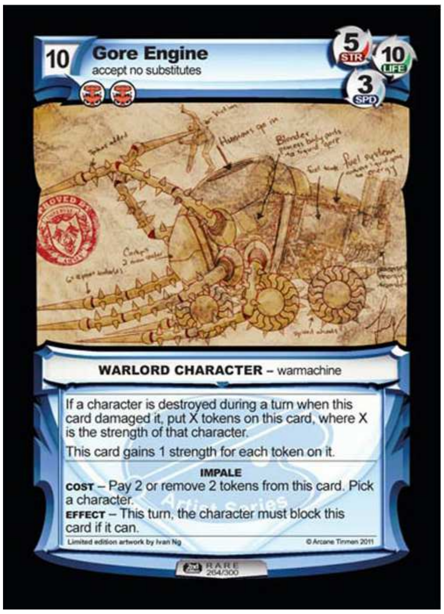
RARE 263/300



Gore Engine
accept no substitutes

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.

Limited edition artwork by Ivan Ng

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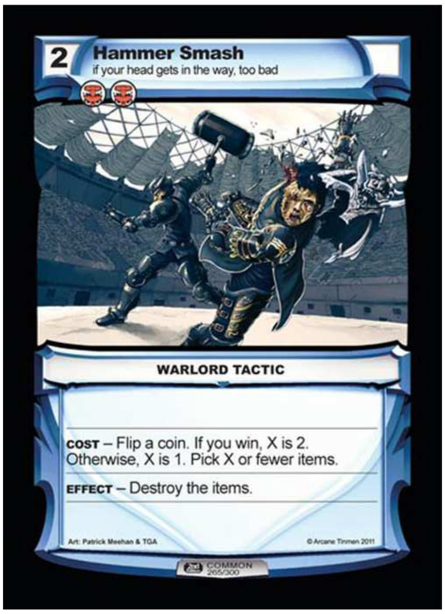

Hammer Smash
if your head gets in the way, too bad

WARLORD TACTIC

COST – Flip a coin. If you win, X is 2. Otherwise, X is 1. Pick X or fewer items.

EFFECT – Destroy the items.

Art: Patrick Meehan & TGA

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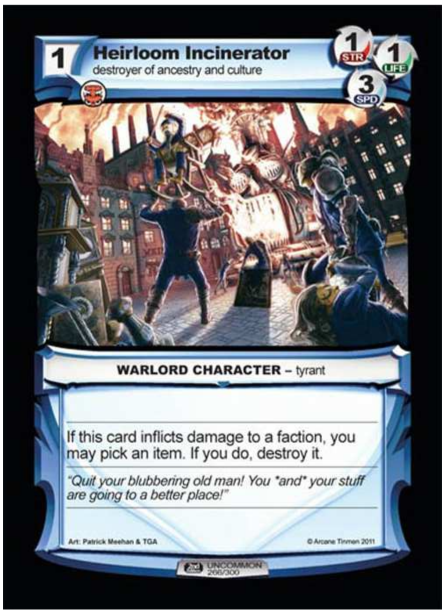

Heirloom Incinerator
destroyer of ancestry and culture

WARLORD CHARACTER – tyrant

If this card inflicts damage to a faction, you may pick an item. If you do, destroy it.

*"Quit your blubbering old man! You *and* your stuff are going to a better place!"*

Art: Patrick Meehan & TGA

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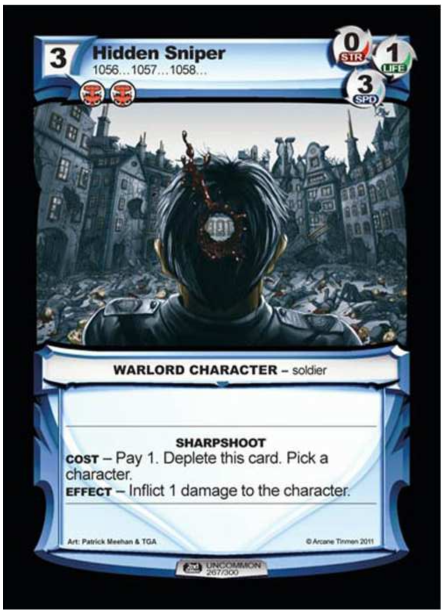

Hidden Sniper
1056…1057…1058…

WARLORD CHARACTER – soldier

SHARPSHOOT
COST – Pay 1. Deplete this card. Pick a character.
EFFECT – Inflict 1 damage to the character.

Art: Patrick Meehan & TGA

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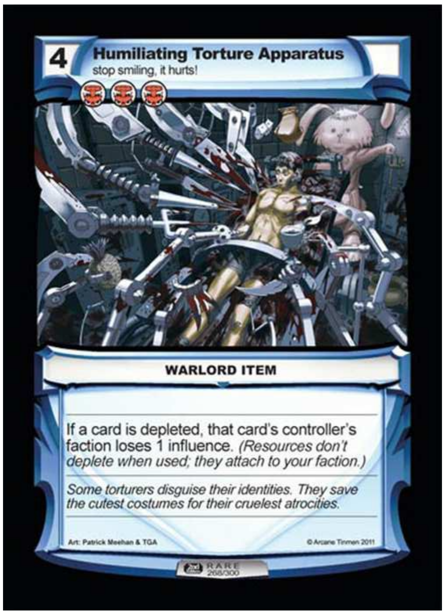

Humiliating Torture Apparatus
stop smiling, it hurts!

WARLORD ITEM

If a card is depleted, that card's controller's faction loses 1 influence. *(Resources don't deplete when used; they attach to your faction.)*

Some torturers disguise their identities. They save the cutest costumes for their cruelest atrocities.

Art: Patrick Meehan & TGA

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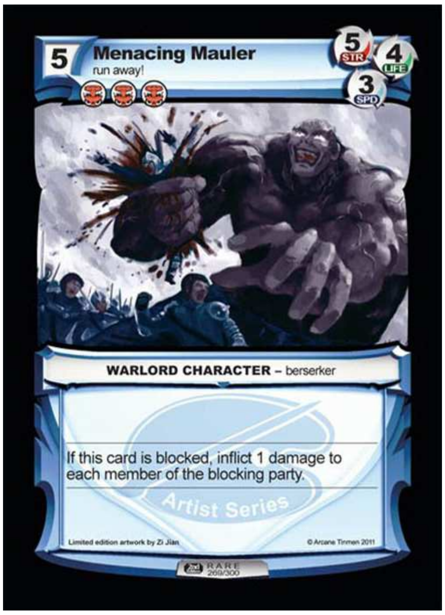

Menacing Mauler
run away!

WARLORD CHARACTER – berserker

If this card is blocked, inflict 1 damage to each member of the blocking party.

Limited edition artwork by Zi Jian

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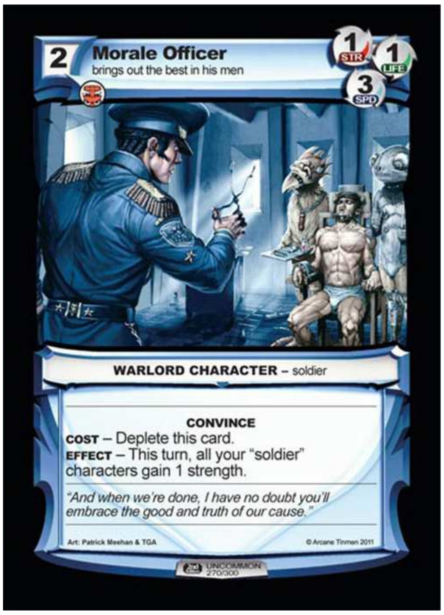

Morale Officer
brings out the best in his men

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."

Art: Patrick Meehan & TGA

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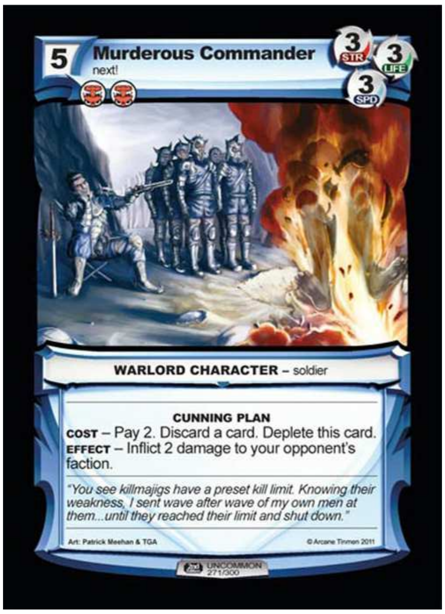

5 Murderous Commander

next!

3 STR 3 LIFE 3 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."

Art: Patrick Meehan & TGA

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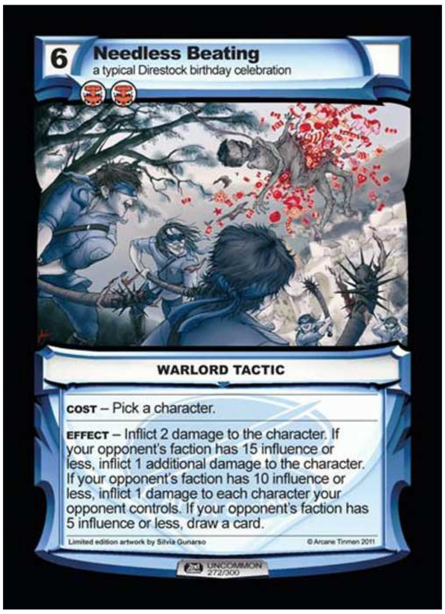
UNCOMMON 271/300



6 Needless Beating

a typical Direstock birthday celebration

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.

Limited edition artwork by Silvia Gunarso

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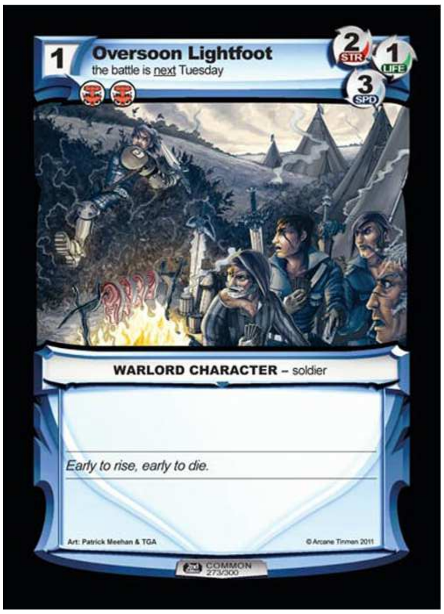

1 Oversoon Lightfoot

the battle is next Tuesday

2 STR 1 LIFE 3 SPD

WARLORD CHARACTER – soldier

Early to rise, early to die.

Art: Patrick Meehan & TGA

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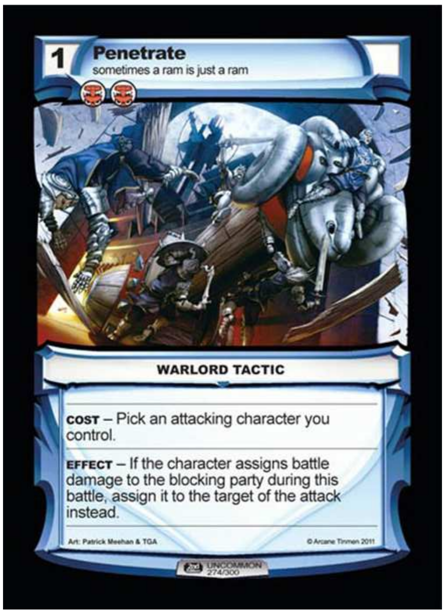

1 Penetrate

sometimes a ram is just a ram

WARLORD TACTIC

COST – Pick an attacking character you control.

EFFECT – If the character assigns battle damage to the blocking party during this battle, assign it to the target of the attack instead.

Art: Patrick Meehan & TGA

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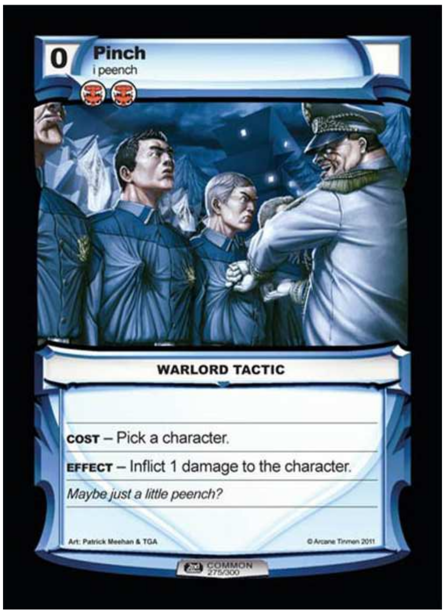

0 Pinch

i peench

WARLORD TACTIC

COST – Pick a character.

EFFECT – Inflict 1 damage to the character.

Maybe just a little peench?

Art: Patrick Meehan & TGA

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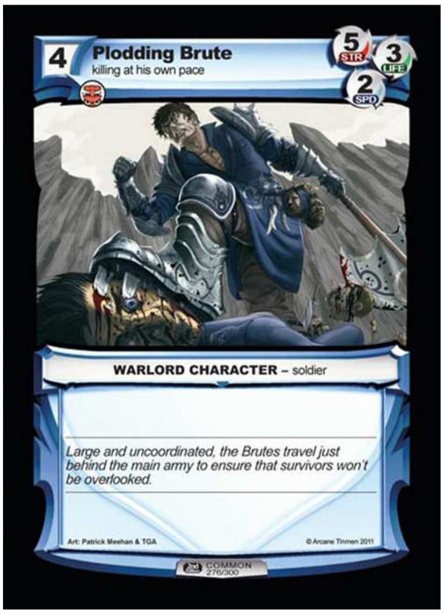
COMMON 275/300



4 Plodding Brute

killing at his own pace

5 STR 3 LIFE 2 SPD

WARLORD CHARACTER – soldier

Large and uncoordinated, the Brutes travel just behind the main army to ensure that survivors won't be overlooked.

Art: Patrick Meehan & TGA

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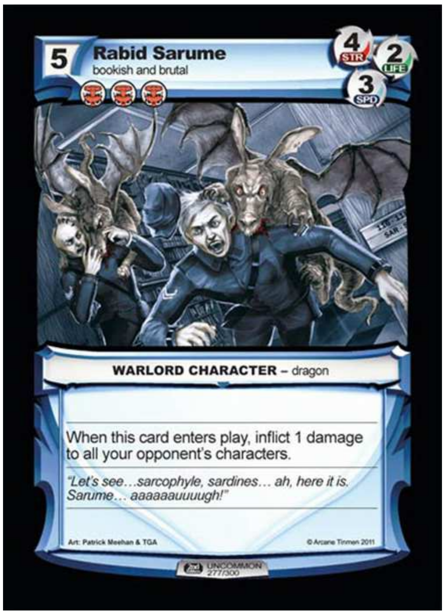

5 Rabid Sarume

bookish and brutal

4 STR 2 LIFE 3 SPD

WARLORD CHARACTER – dragon

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

"Let's see…sarcophyle, sardines… ah, here it is. Sarume… aaaaaauuuugh!"

Art: Patrick Meehan & TGA

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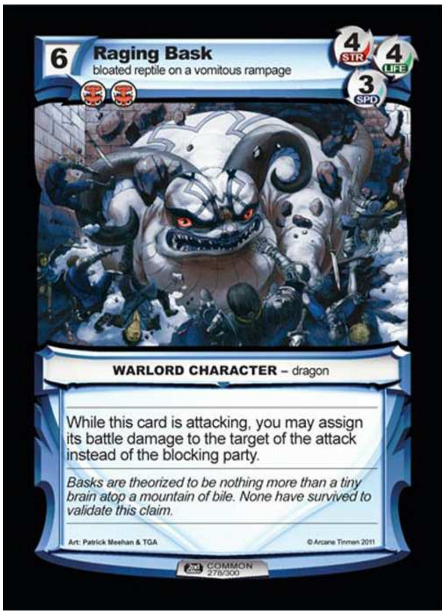
UNCOMMON 277/300



6 Raging Bask

bloated reptile on a vomitous rampage

4 STR 4 LIFE 3 SPD

WARLORD CHARACTER – dragon

While this card is attacking, you may assign its battle damage to the target of the attack instead of the blocking party.

Basks are theorized to be nothing more than a tiny brain atop a mountain of bile. None have survived to validate this claim.

Art: Patrick Meehan & TGA

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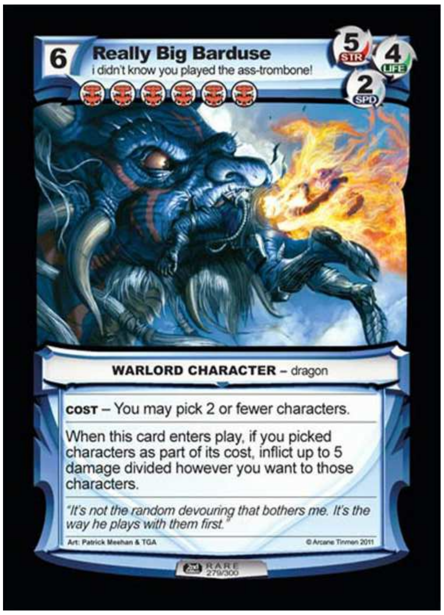

6 Really Big Barduse

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, inflict up to 5 damage divided however you want to those characters.

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

Art: Patrick Meehan & TGA

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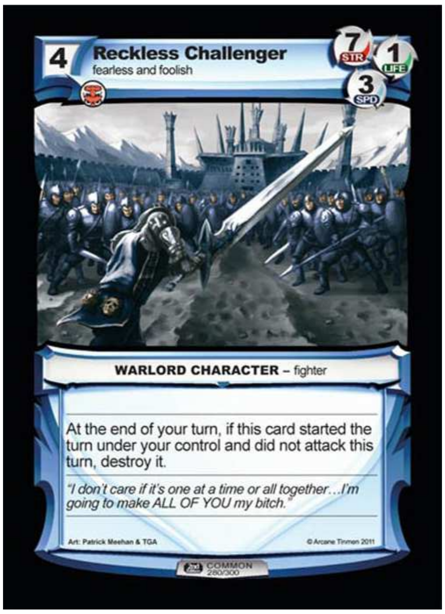
RARE 279/300



Reckless Challenger

fearless and foolish

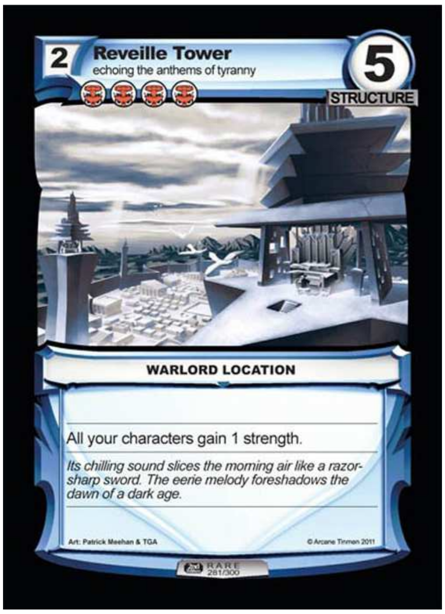
WARLORD CHARACTER – fighter

At the end of your turn, if this card started the turn under your control and did not attack this turn, destroy it.

"I don't care if it's one at a time or all together…I'm going to make ALL OF YOU my bitch."

Art: Patrick Meehan & TGA ©Arcane Tinmen 2011

COMMON 280/300



Reveille Tower

echoing the anthems of tyranny

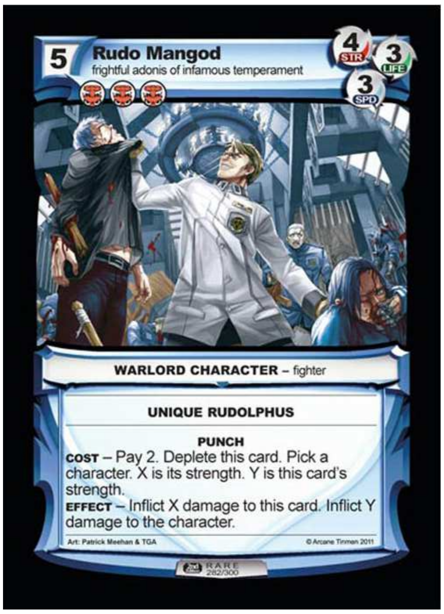
WARLORD LOCATION

All your characters gain 1 strength.

Its chilling sound slices the morning air like a razor-sharp sword. The eerie melody foreshadows the dawn of a dark age.

Art: Patrick Meehan & TGA ©Arcane Tinmen 2011

RARE 281/300



Rudo Mangod

frightful adonis of infamous temperament

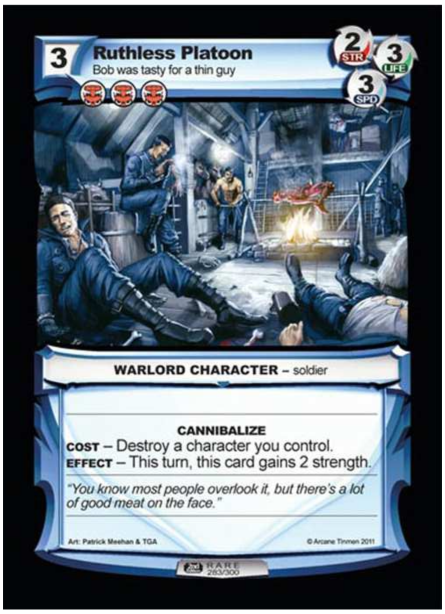
WARLORD CHARACTER – fighter

UNIQUE RUDOLPHUS

PUNCH
COST – Pay 2. Deplete this card. Pick a character. X is its strength. Y is this card's strength.
EFFECT – Inflict X damage to this card. Inflict Y damage to the character.

Art: Patrick Meehan & TGA ©Arcane Tinmen 2011

RARE 282/300



Ruthless Platoon

Bob was tasty for a thin guy

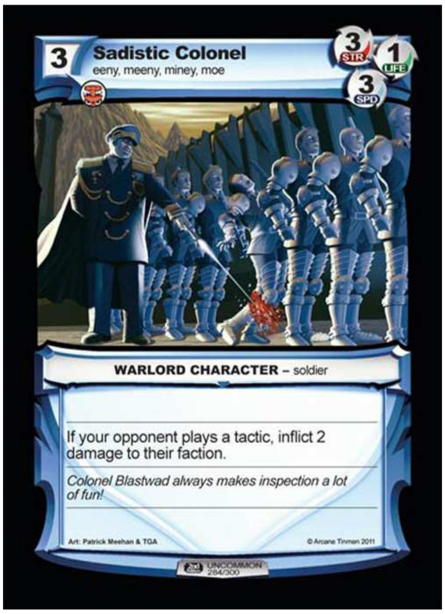
WARLORD CHARACTER – soldier

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."

Art: Patrick Meehan & TGA ©Arcane Tinmen 2011

RARE 283/300



Sadistic Colonel

eeny, meeny, miney, moe

WARLORD CHARACTER – soldier

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

Colonel Blastwad always makes inspection a lot of fun!

Art: Patrick Meehan & TGA ©Arcane Tinmen 2011

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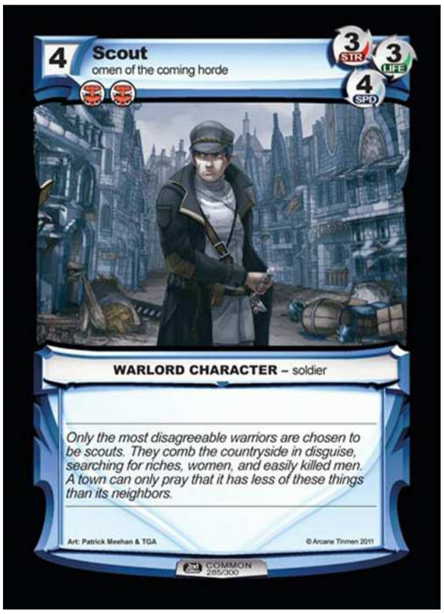


Scout

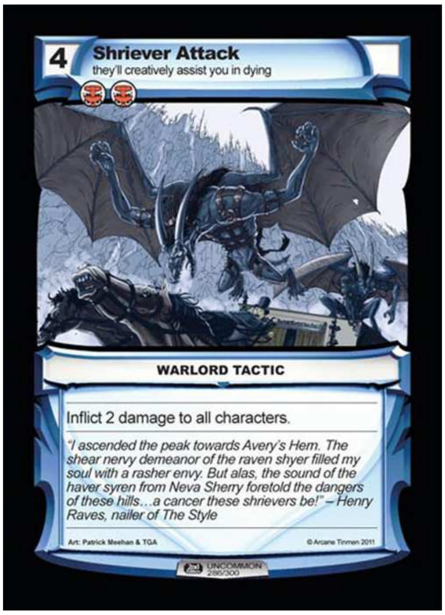
omen of the coming horde

WARLORD CHARACTER – soldier

Only the most disagreeable warriors are chosen to be scouts. They comb the countryside in disguise, searching for riches, women, and easily killed men. A town can only pray that it has less of these things than its neighbors.

Art: Patrick Meehan & TGA ©Arcane Tinmen 2011

COMMON 285/300



Shriever Attack

they'll creatively assist you in dying

WARLORD TACTIC

Inflict 2 damage to all characters.

"I ascended the peak towards Avery's Hem. The shear nervy demeanor of the raven shyer filled my soul with a rasher envy. But alas, the sound of the haver syren from Neva Sherry foretold the dangers of these hills…a cancer these shrievers be!" – Henry Raves, nailer of The Style

Art: Patrick Meehan & TGA ©Arcane Tinmen 2011

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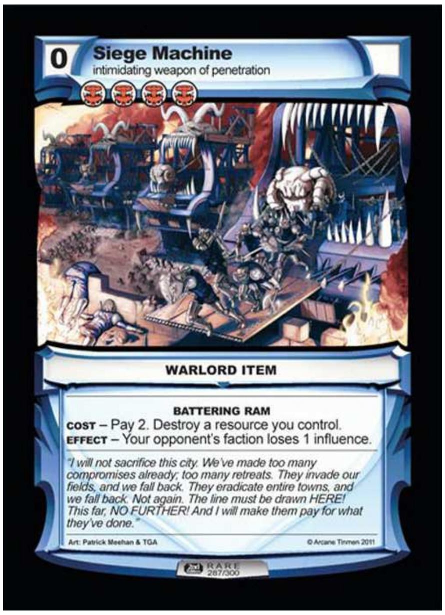


Siege Machine

intimidating weapon of penetration

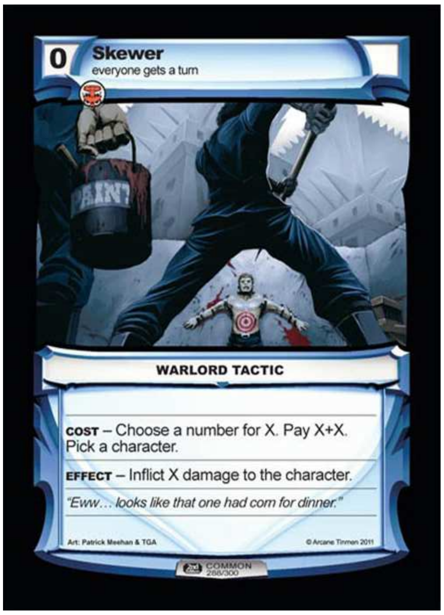
WARLORD ITEM

BATTERING RAM
COST – Pay 2. Destroy a resource you control.
EFFECT – Your opponent's faction loses 1 influence.

"I will not sacrifice this city. We've made too many compromises already; too many retreats. They invade our fields, and we fall back. They eradicate entire towns, and we fall back. Not again. The line must be drawn HERE! This far, NO FURTHER! And I will make them pay for what they've done."

Art: Patrick Meehan & TGA ©Arcane Tinmen 2011

RARE 287/300



Skewer

everyone gets a turn

WARLORD TACTIC

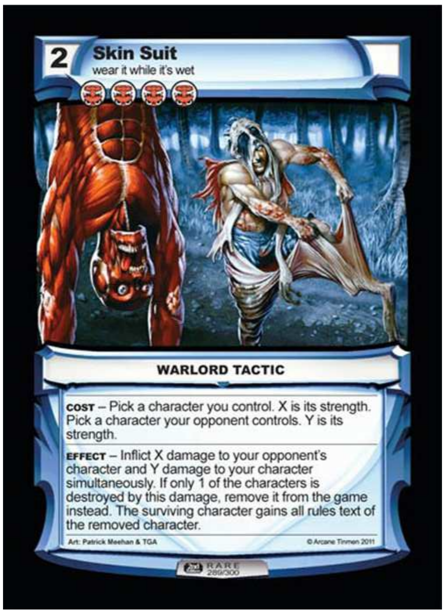
COST – Choose a number for X. Pay X+X. Pick a character.

EFFECT – Inflict X damage to the character.

"Eww… looks like that one had corn for dinner."

Art: Patrick Meehan & TGA ©Arcane Tinmen 2011

COMMON 288/300



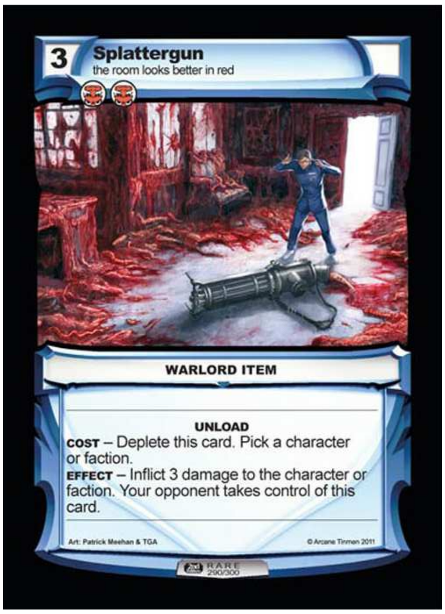
2 **Skin Suit**
wear it while it's wet

WARLORD TACTIC

COST – Pick a character you control. X is its strength. Pick a character your opponent controls. Y is its strength.

EFFECT – Inflict X damage to your opponent's character and Y damage to your character simultaneously. If only 1 of the characters is destroyed by this damage, remove it from the game instead. The surviving character gains all rules text of the removed character.

Art: Patrick Meehan & TGA ©Arcane Tinmen 2011
RARE 289/300

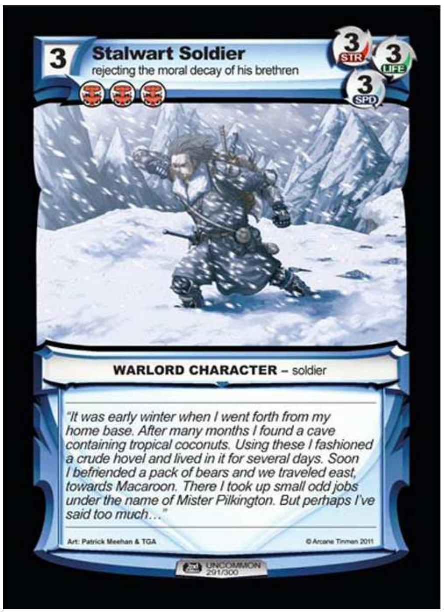


3 **Splattergun**
the room looks better in red

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.

Art: Patrick Meehan & TGA ©Arcane Tinmen 2011
RARE 290/300



3 **Stalwart Soldier**
rejecting the moral decay of his brethren
3 STR 3 LIFE 3 SPD

WARLORD CHARACTER – soldier

"It was early winter when I went forth from my home base. After many months I found a cave containing tropical coconuts. Using these I fashioned a crude hovel and lived in it for several days. Soon I befriended a pack of bears and we traveled east, towards Macaroon. There I took up small odd jobs under the name of Mister Pilkington. But perhaps I've said too much…"

Art: Patrick Meehan & TGA ©Arcane Tinmen 2011
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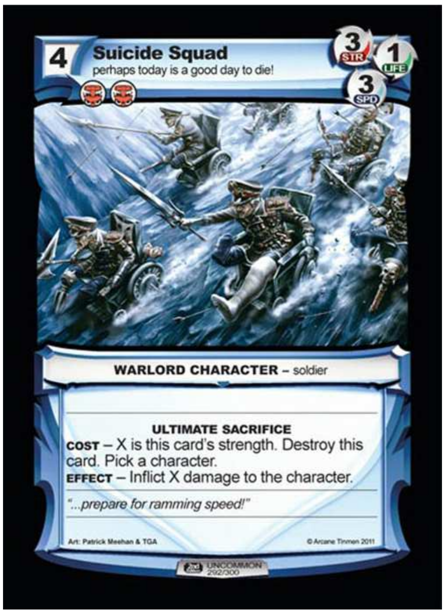

4 **Suicide Squad**
perhaps today is a good day to die!
3 STR 1 LIFE 3 SPD

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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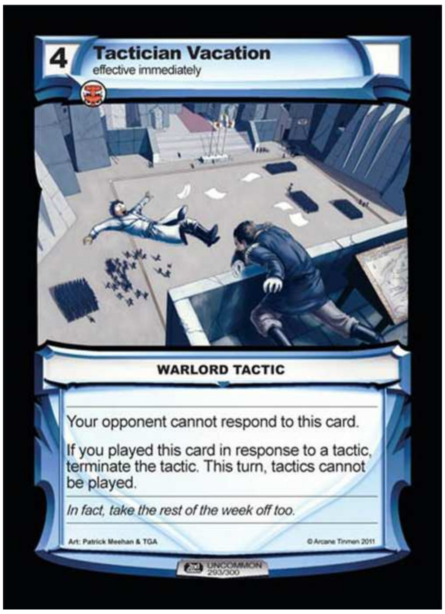

4 **Tactician Vacation**
effective immediately

WARLORD TACTIC

Your opponent cannot respond to this card.

If you played this card in response to a tactic, terminate the tactic. This turn, tactics cannot be played.

In fact, take the rest of the week off too.

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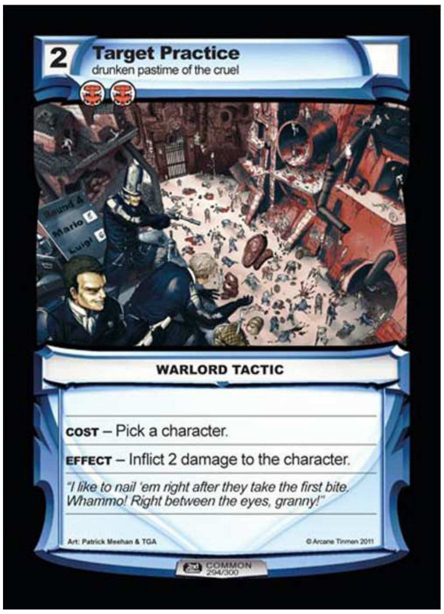


2 **Target Practice**
drunken pastime of the cruel

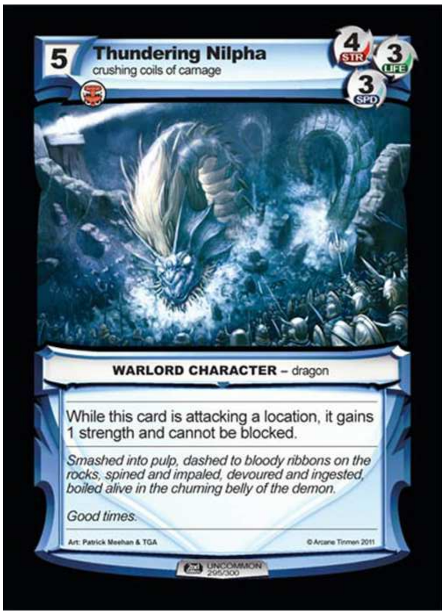
WARLORD TACTIC

COST – Pick a character.

EFFECT – Inflict 2 damage to the character.

"I like to nail 'em right after they take the first bite. Whammo! Right between the eyes, granny!"

Art: Patrick Meehan & TGA ©Arcane Tinmen 2011
COMMON 294/300



5 **Thundering Nilpha**
crushing coils of carnage
4 STR 3 LIFE 3 SPD

WARLORD CHARACTER – dragon

While this card 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.

Art: Patrick Meehan & TGA ©Arcane Tinmen 2011
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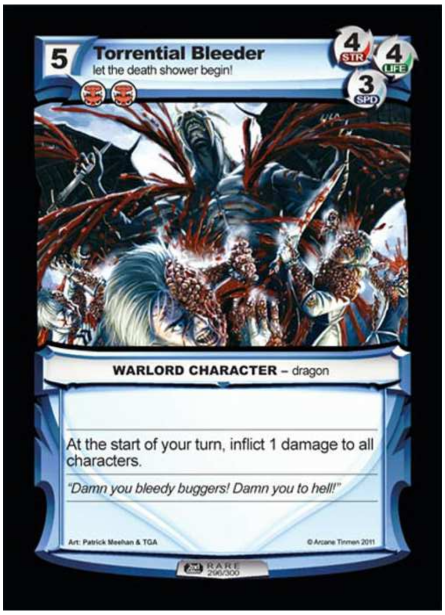


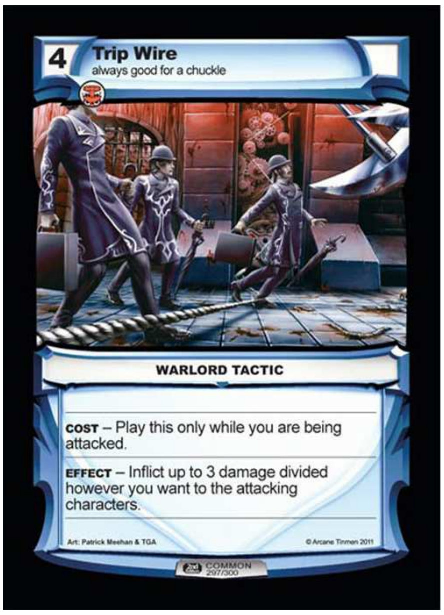
5 **Torrential Bleeder**
let the death shower begin!
4 STR 4 LIFE 3 SPD

WARLORD CHARACTER – dragon

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

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

Art: Patrick Meehan & TGA ©Arcane Tinmen 2011
RARE 296/300



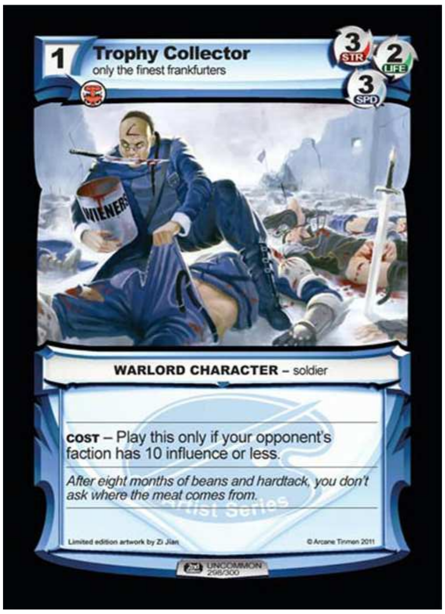
4 **Trip Wire**
always good for a chuckle

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.

Art: Patrick Meehan & TGA ©Arcane Tinmen 2011
COMMON 297/300



1 **Trophy Collector**

only the finest frankfurters

3 STR 2 LIFE 3 SPD

WARLORD CHARACTER – soldier

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

After eight months of beans and hardtack, you don't ask where the meat comes from.

Artist Series

Limited edition artwork by Zi Jian

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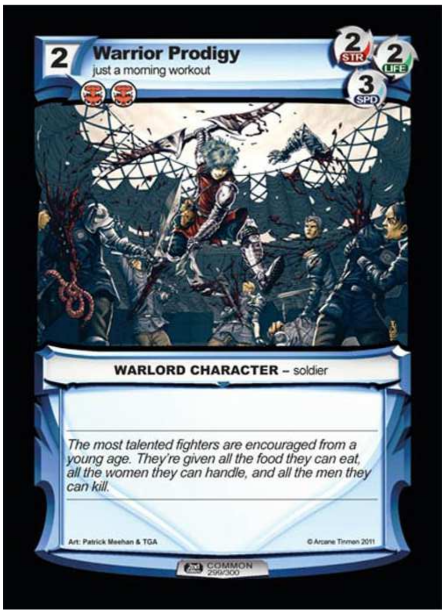
UNCOMMON 298/300



2 **Warrior Prodigy**

just a morning workout

2 STR 2 LIFE 3 SPD

WARLORD CHARACTER – soldier

The most talented fighters are encouraged from a young age. They're given all the food they can eat, all the women they can handle, and all the men they can kill.

Art: Patrick Meehan & TGA

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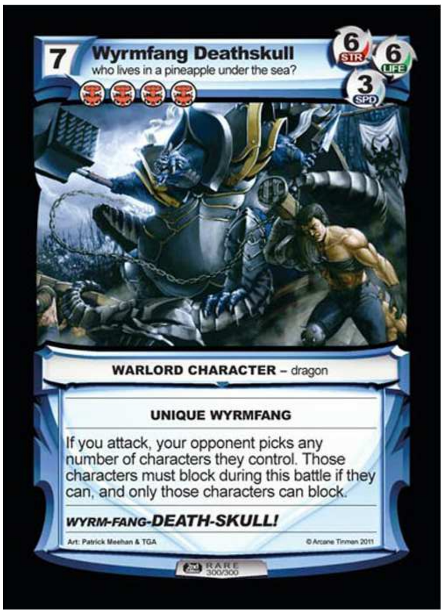

7 **Wyrmfang Deathskull**

who lives in a pineapple under the sea?

6 STR 6 LIFE 3 SPD

WARLORD CHARACTER – dragon

UNIQUE WYRMFANG

If you attack, your opponent picks 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!

Art: Patrick Meehan & TGA

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RARE 300/300