1 {BIO}

Bio-Pod Dispenser

Zone: {BIO}
(-) **P:5 M:2**
arena | storage

While flipped up, all {BIO} <Mutant> Minions are {-X CP} to Play
(X equals the Level of the summoning {BIO} Gladiator)

"Bio-Pod dispensers are a convenient way to employ Mutants in Arena matches. Although what to do with said mutants afterwards is still being worked on."

3-R-001-FO

---

1 {BIO}{bio}

Brightmetal Butterflies

Pump: Character
(-) **P:3 M:2**
affliction

{-} If Pumped Character's controller is Crowd Favorite, {SET} or Scrap: Deal 1 {XDMG} to Pumped Character unless its controller scraps 2 cards from the top of their Arsenal

Pago used the Brightmetal Butrerflies in his match against Prince of Gates as a desperate measure. E won that match.

3-C-002-OG

---

1 {BIO}

Cycle of Power

Quick-Hit
(-) **P:3**
cycle

Scrap 4 cards from play: Shuffle 3 cards from your Scrapheap into your Arsenal, Draw 2 cards, play a {+} {-} or {?} card from hand

"Give me a kiss and I will show a proper way to use your power. Oh, of course silly, you won't live to see what will happen next."

-Elli Tersa

3-C-003-OG

---

1 {BIO}

Increased Muscle Capacity

Pump: Character
(+) **P:3 M:2**
mutation

When you play this: Pay {1 LIFE} from Pumped Character

+1 MAX {LIFE}

During a match often you will see Ryla increasing her muscle capacity.
-Raffi, the Announcer

3-U-004-OG

---

1 {BIO}

Mind Fiend

Minion
(-) **P:5 M:3**
mutant | psychic
L:1 A:1

+1 {DMG} for every {PSI} Gladiator in play

{-} While in the Action field, Scrap, Pay X CP *2, Inflict 1 {XDMG} to X target characters in opponent's action field.

Originally created to serve as minions for Psi gladiators, Mind Fiends proved too unstable despite their abilities.

3-R-005-FO

---

1 {BIO}{mys}

Phasial-Hybrid Beast

Minion
(+) **P:3 M:2**
phasial-hybrid
L:1 A:1

+X MAX {LIFE} [X equals the number of zones you control]

No one really knows here these beasts are from. Some suspect they are from some demon dimension, but that's still unproved.

3-C-006-OG

---

1 {BIO}

Poison Needle

Pump: Character
(-) **P:4 M:3**
poison | bio-decay

At the start of each wave, pumped character takes X {XDMG}

(X = the number of the wave)

"Serpentina stuck the needle into the mutant, just below one of his arms, causing him to screech like a trapped mouse."

-Fallen From Grace

3-C-007-FO

---

1 {BIO}{bio}

Xanza

Minion
(-) **P:2 M:1**
mutant
L:1 A:0

{-}{YAY}{SET}: Take target Pump from a {MYS} Gladiator and place it on XANZA

Some say that Xanza comes from the Cliffs of Ashrock, others rumors indicates that she was once a Spectral Gladiator fallen in disgrace.
-Raffi, the Announcer

3-C-008-OG

---

2 {BIO}

Cycloroid

Minion
(-) **P:3 M:1**
mutant
L:2 R:1 A:2

"Don't worry about those jagged horns all around it's body or that mouth of sharp teeth. Worry more about that nasty, red eye that shoots those Maser bolts!

-Goth Garal

3-C-009-FO

2 {BIO}

Finger Blade

Pump: {BIO} Gladiator
(**-**) **P:3 M:2**
bio-decay | weapon

If one FINGER BLADE is attached: + 1 {ADMG}

{OR} If two FINGER BLADEs are attached, roll a D6, on a
1: +0 {ADMG}
2-4: +2 {ADMG}
5, 6: +4 {ADMG}

Serpentina wears two finger blades on a hand, which are positioned to resemble the fangs of the snakes tattooed down each arm.

3-R-010-FO

---

2 {BIO}

Pain Pill

Quick-Hit
(**DR**) **P:2**
medicine

If this attack would not kill the target, -2 {ADMG}

"Popping pills? I think that's grounds for expulsion."
-Shadowed, Fallen From Grace

3-C-011-FO

---

2 {BIO}

Scasminosis

Pump: Character
(**-**) **P:2 M:2**
affliction

-1 MAX {RAGE} (and +1 {RDMG} if Pumped Character is <alien>) while 4 or more <human> Characters are in play

Pago and Grogg win had impressed the Training Grounds audience, but even that would not give them the crowd favor over the Demon Captain.

3-U-012-OG

---

2 {BIO}

Substance P

Pump: Character
(**R**) **P:3 M:0**
affliction

Pumped Character takes 1 {XDMG} when Pumped, and 1 {XDMG} at the end of the Wave

A neuropeptide responsible for pain, sometimes the body produces it, even when there's nothing wrong.

3-C-013-FO

---

3 {BIO}

Beha'wan Mutant

Minion
(**-**) **P:3 M:3**
mutant | beha'wan
L:3 R:2 A:2

Pay {2 CP}: +1 {DMG} for every {WAR} Gladiator in play

"Using the Beha'wan as gunny pigs proved to be exceptional. Now look at our new experiment!"
-Resultain Marsh, House Lok Breed Bio-tek Shaman

3-C-014-FO

---

3 {BIO}

Berserk Mutant

Minion
(**-**) **P:3 M:3**
mutant | berserk
L:3 R:2 A:2

Pay {2 CP}: +1 {DMG} for every {CYB} Gladiator in play

Helix Co. recently announced one of their latest creations, an advancement in the merging of Bio-tek and Cybernetics.

3-C-015-FO

---

3 {BIO}

Demonic Mutant

Minion
(**-**) **P:3 M:3**
mutant | demonic
L:3 R:2 A:2

Pay {2 CP}: +1 {DMG} for every {POR} Gladiator in play

"Goth Garal was just the first stage of this experience, soon we will have an horde of Mutants Demons in our Arenas."

3-C-016-FO

---

3 {BIO}

Disease Ridden Pen

Zone
(**-**) **P:3 M:3**
environmental

{DR}: {BIO} Gladiators take -1 {ADMG}. {POR} and {BIO} minions take +1 {DMG}

Where's the vet?

3-U-017-FO

---

3 {BIO}

Illusion Mutant

Minion
(**-**) **P:3 M:3**
mutant | illusion
L:3 R:2 A:2

Pay {2 CP}: +1 {DMG} for every {PSI} Gladiator in play

"You will see. Or not"
-Mastermind

3-C-018-FO

Mutant Bot

3 {BIO}{cyb}

Minion
(**+**) **P:2 M:4**
mutant
L:2 A:1

{-}{SET}: Deal 1 {XDMG} to target {BIO} Gladiator in the Action Field

Helix Co. continues to work with the House Lok Breed in order to make bigger and better Bots or Mutants.

3-C-019-FO

Unknown White Powder

3 {BIO}

Pump: Character
(**-**) **P:3 M:3**
affliction

When Pumped Character takes {BIO} or <bio-decay> {DMG}, they take twice the damage. Only one UNKNOWN WHITE POWDER may be attached to a Character.

The body is altered to make conditions for the plagues and viruses more comfortable.

3-U-020-FO

Adequate Repairs

1 {CYB}{mys}

Quick-Hit
(**+**) **P:2**
salvage

Pay {2 LIFE} from a {CYB} Minion: Heal 1 wound from a {CYB} or <construct> Gladiator

Often Cybernetics Gladiators use their own Minions to repair their parts.

3-C-021-OG

Pol-tec Efficiency

1 {CYB}{psi}

Zone
(**?**) **P:3 M:0**
pol-tec | unique

Whenever you draw a card, if you control a <construct> Gladiator: Gain 1 CP

{YAY}: {+}

The best bots that are seen in the Arenas today came from the House of Pol-tec, due to their extreme efficiency..

3-U-022-OG

Quenix

1 {CYB}{cyb}

Minion
(**-**) **P:2 M:1**
phasial-hybrid
L:1 A:0

{+} {YAY} Scrap a {MYS} card you control, {SET}: Gain {1 CP}

The Quenix is rumored to be an Spectral creature from the Planet of Bull's Eye. As he's the Gladiator that use the Quenix more often.

3-C-023-OG

Salvage Garden

1 {CYB}{cyb}

Quick-Hit
(**R**) **P:0**
salvage

When a {CYB} card you control is scrapped, Pay its Maintain Cost: Place it on top of your Arsenal

"Baltazar Kor in his manor has his own Salvage Garden in order to create the his bests inventions. Sadly he often create only junk"
-Lila, in Journal of Baltazar Kor

3-U-024-OG

Slasher

1 {CYB}

Minion
(**?**) **P:3 M:1**
berserk
L:2 R:2 A:1

-2 MAX {RAGE} while set

If you control a Raging Gladiator: {+}

"You can bring what you want, as you will be crushed by my Slasher."
-Berserker

3-C-025-OG

Tai Chi

1 {CYB}

Pump:{WAR}Character
(**+**) **P:1 M:1**
software

{+} Scrap 1 card from play: Draw 1 card

Trace discovered that with the help of Kami, she could become so relaxed that her mind would uncover a new dimension, and that was the unleashing of a new world.

3-C-026-OG

Berserker's Inheritance

2 {CYB}

Quick-Hit
(**-**) **P:1**
berserk

Play up to 3 Undetermined or Negative <berserk> Minions as 1 Positive action

"Berserker, so what you have all your Inheritance? You're time is the past, I'm the future of Ophidian Games."
-Clawjack Magunny

3-C-027-OG

2 {CYB}	**2** {CYB}{psi}	**2** {CYB}
Bot Graveyard	**Cerebrum Enhancing Helmet**	**Electro-Byte**
Zone	Pump: Gladiator	Minion
(**-**) **P:3 M:1**	(**+**) **P:2 M:1**	(**-**) **P:4 M:2**
environmental	software | unique	berserk
		L:2 R:2 A:2
{-} Pay 1 CP: Search discard pile for a {CYB} Minion, put in hand.	Pumped Character allows you to play Level 1 {PSI} cards	-1 MAX {RAGE} while you control 3 or more Raging Characters
Sometimes you can develop sentimental attachment to something, even if it isn't living.	*"So what it's an PSI software? Today I'm an rising star in the League, and I will use every means I get to rise in VP."*	*"You're good, but let me see if you can beat this?"*
	-Clawjack Magunny	*-Berserker*
3-C-028-FO	3-C-029-OG	3-U-030-OG

2 {CYB}	**2** {CYB}	**3** {CYB}{cyb}
Semi-Automatic	**Tae Kwon Do**	**Ball of Immense Light**
Pump: Gladiator	Pump:{WAR}Character	Quick-Hit
(**-**) **P:3 M:2**	(**-**) **P:2 M:1**	(**DR**) **P:4**
weapon	software	misdirection
SEMI-AUTOMATIC enters play Set.	{OR} After Pumped Character declared an attack, {SET}: Pumped Character's attack cannot be protected	Attacking player Rolls a D6, on a 1-4: attacker chooses a new target {+} 5: attack proceeds {+} 6: attack is stopped {-}
{-}: Unset SEMI-AUTOMATIC		
{OR}: {SET}, +2 {ADMG}	{-} Scrap: Deal 1 {XDMG} to target unset Character in the Action Field	
"The lounge singer shook the gun, which made a pleasant little whistle."	*From time to time Striking Dragon updates his fighting skills with new martial arts software.*	*Intense, but brief, every receptor in the eye is fatigued for one painful, blinding moment.*
-Fallen From Grace		
3-U-031-FO	3-C-032-OG	3-R-033-FO

3 {CYB}{war}	**3** {CYB}	**3** {CYB}{por}
Beha'wan Bot	**Berserker's Legacy**	**Demonic Bot**
Minion	Zone	Minion
(**+**) **P:2 M:4**	(**-**) **P:1 M:1**	(**+**) **P:2 M:4**
beha'wan	berserk	demonic
L:2 A:1		**L:2 A:1**
{-}{SET}: Deal 1 {XDMG} to target {WAR} Gladiator in the Action Field	{R} While you control 3 or more Raging Characters, After you play a \<berserk\> Minion: Play another \<berserk\> Minion for -{1 CP}	{-}{SET}: Deal 1 {XDMG} to target {POR} Gladiator in the Action Field
The most violent bot that Helix Co. ever created. Fully equipped with an Beha'wan brain.	*"Look around kid, you're surrounded. You don't have any exit. This is me, those bots around you are what I am"*	*"You think that you've won, who wrong you are!"*
	-Berserker	*-Clawjack Magunny*
3-C-034-FO	3-U-035-OG	3-C-036-FO

Time Bomb
3 {CYB}

Minion
(**-**) **P:5 M:0**
bomb | unique
L:3 A:0

TIME BOMB cannot attack nor be attacked

Play in target opponent's field.

{R} When target loses flow for the third time, Scrap, deal 3 {XDMG} to all Characters in field

Those flashing symbols seem alien, what do you think they m...?

3-R-037-FO

Hotwired
4 {CYB}{cyb}

Pump: Minion
(**?**) **P:3 M:2**
remote

{+} : Take control of Pumped Minion until you lose the Flow

If played on a {CYB} Minion: {+}

"Let me see if this is it…"
-Cryst Mamigoyan

3-R-038-OG

Beldivian Charm
1 {MYS}

Pump: Character
(**-**) **P:3 M:2**
relic

{R} When you roll a D6: Roll it twice and choose one of them to count as your roll

"Miss Jenks… um… this is for you. I… um… think or thought um… you might like it."
–Simon

3-R-039-OG

Dethos Brawler
1 {MYS}{por}

Minion
(**+**) **P:3 M:2**
dark
L:1 A:1

+1 {ADMG} against Characters pumped by <dark> cards

Some Brawlers are still trying to end down the Dark Mystics. How fool they are.

3-C-040-OG

Monstral Growth
1 {MYS}

Pump: Character
(**+**) **P:3 M:1**
dark

Pay {1 LIFE} from Pumped Character

+2 MAX {LIFE}

"Fell my power now, and suffer what my brother suffer."
-Taa Ra

3-C-041-OG

Otherworld Gathering
1 {MYS}

Quick-Hit
(**?**) **P:4**
séance

Advance or Retreat all Characters

If you control 3 or more <spirits>: {+}

Can you ear all that voices? Sometimes I'm scared, as they in an whisper can command every living being.

3-C-042-OG

Screamer
1 {MYS}

Minion
(**+**) **P:5 M:1**
spirit | banshee
L:3 R:0 A:1

{R} + 1 {RDMG}

Pain. Anguish. Suffering. These spirits turn these into potent force.

3-C-043-FO

Seheial's Aid
1 {MYS}

Zone
(**+**) **P:2 M:0**
séance

Draw a card for each wound healed from a <spectral>

"Baltazar relax and follow my words. Rest and soon you will awake up again."
-Seheial, in Journals of Baltazar Kor

3-C-044-OG

Wave of Darkness
1 {MYS}{mys}

Zone
(**+**) **P:1 M:1**
dark

Attacks against Characters pumped by <dark> cards cannot be made Negative

"I know that someday, somehow we will show you the meaning of life."
-Krieger Von Halls

3-C-045-OG

2 {MYS}
Arms of Kaleem

Zone
(**-**) P:3 M:1
séance

{OR} After a {MYS} Gladiator deals {ADMG}: Destroy target Pump on them unless their controller scraps 2 Pumps from their hand

"Can you feel it in your conscience Ryla? Close your eyes and embrace Kaleem's arms"
-Follower of the Path

3-C-046-OG

---

2 {MYS}
Dis-mal
Follower of the Path

Minion
(**-**) P:4 M:2
follower | unique
L:1 A:2

{-} While in the Action Field, {SET}: Deal 1 {XDMG} to target Character in the Action Field

A soul in one body is already trapped, but you have two. The struggle must be great, and overwhelming at times. We can help you.

3-U-047-OG

---

2 {MYS}
Dust Field

Zone
(**-**) P:3 M:1
environmental

When an attack is declared, attacking player Rolls a D6.

If player Rolls a six, target takes 0 {DMG}.

"I can't see with all the dust in my eyes...not to mention my allergies!"

3-R-048-FO

---

2 {MYS}
Headless Cavalier

Minion
(**-**) P:3 M:3
spirit | mist
L:2 A:1

Pay {1 CP} to summon Headless Cavalier to the Action field

Headless Cavalier can Intercept

Decapitated during a bloody battle, these restless, headless spirits form from an eerie mist that materializes from nowhere.

3-C-049-FO

---

2 {MYS}
Otherworld Intervention

Quick-Hit
(**R**) P:2
séance

When a player plays target card: Raise the Play Cost of that card by {2 CP}

or

When a Character deals {DMG}: Reduce that {DMG} to 1

"We were supposed to do that?"

3-C-050-OG

---

2 {MYS}
Seheial's Blessing

Quick-Hit
(**+**) P:4
unique

All <spectrals> heal 1 wound

"It's strange, but I was dead. And then I felt an presence that brought me back to life."
-Baltazar Kor

3-C-051-OG

---

2 {MYS}
Zdantal's Bindings

Pump: Character
(**-**) P:3 M:2
possession

Pumped Character cannot set while you control at least 2 unset {MYS} Gladiators

"We're 13, and We're one. If one stop, the others stop as well."
-Zdantal

3-C-052-OG

---

3 {MYS}{mys}
Dark Transfer

Quick-Hit
(**+**) P:1
dark

Pay {X LIFE} from a Gladiator: Heal X wounds from another Character [X cannot exceed the number of <dark> cards you control]

"This is the cycle of life. One dies to make the other live"
-Zdantal

3-U-053-OG

---

3 {MYS}{por}
Eclipse
Follower of the Path

Minion
(**-**) P:3 M:1
follower | unique
L:2 A:2

{R} While in the Action Field, When a {MYS} or {PSI} card is played: Reduce its Play Cost by {1 CP}

Join us of our own free will, Ryla, and together we will follow the path and complete our quest.

3-U-054-OG

3 {MYS}{mys}
Helper From Beyond

Minion
(-) **P:4 M:2**
spirit
L:2 A:0

{OR}: When another Gladiator attacks {SET} +1 {ADMG}

{DR}: -1 {LIFE} Reduce attack -1 {DMG}

Don't forget the past, and the past won't forget you.

3-U-055-FO

3 {MYS}{mys}
Unseen Blast

Quick-Hit
(OR) **P:3**
bio-decay

+2 {ADMG}. This attack has negative flow.

She closed her eyes and held her hand up in front of her, pointing at Angelico. Her eyelids started fluttering. Angelico knew the name The Mystical Phenomenon had a reason behind it, and he did not want to feel what that was.

-Fallen From Grace

3-C-056-OG

1 {POR}
Bash-Gor Forager

Minion
(+) **P:3 M:2**
bash-gor
L:1 A:1

{R} When you scrap this card from hand: Draw a card

{+}{SET}: Draw a card

Ressa became a Bounty Hunter after the Krevloc invasion on Gal-rul.

3-C-057-OG

1 {POR}
Emones

Minion
(-) **P:X M:2**
dogmorian
L:2 A:1

X equals 4 - the number of EMONES you control

A dog-like creature from the moon of Dogma, they are more often used for their meat than for their ability to fight.

3-U-058-FO

1 {POR}
Phroge

Minion
(-) **P:1 M:1**
dogmorian
L:1 A:0

{OR}: Set another PHROGE, +1 {ADMG}

A small, furry creature that burrows in the dust, with a hoard of teeth, that spits a semi-solid phlegm. With little meat on them, often their skin is jerked, and used in place of bread to make a sandwich.

3-C-059-FO

1 {POR}
Santine

Minion
(+) **P:2 M:1**
dogmorian
L:1 A:1

A dog-faced, caterpillar-like minion from the moon of Dogma. At three feet long, half a foot high, it's ferocity makes up for its small size.

3-C-060-FO

1 {POR}
Sker Sker-bird-like with beak and teeth

Minion
(-) **P:4 M:3**
gelatinous
L:3 A:X

X = the current Wave

Body of a lizard, teeth of a shark, wings of a bat, and the beak of a bird.

3-R-061-FO

1 {POR}{mys}
Strength of Darkness

Pump: Character
(+) **P:3 M:2**
dark

+1 {ADMG}

Pumped Character's attacks cannot be protected

Embrace the strength of darkness, with it you'll become unstoppable

3-C-062-OG

2 {POR}
Bash-Gor Bounty Hunter

Minion
(-) **P:4 M:2**
bash-gor
L:1 A:1

+1 {ADMG}while you have {8 CP} or more

{-} If no <krevlocs> are in play, {3 CP}: Unset

The first thing I want to hear is how much you're going to pay me.

3-C-063-OG

2 {POR} **Change of Location** Quick-Hit (**-**) **P:3** teleport Quick-draw, Flip all Zones. Discard a zone. Play a zone without flipping the others. *Let's take this outside.* 3-C-064-FO	**2 {POR}{mys}** **Demonic Ancestry** Quick-Hit (**-**) **P:1** demoniac Scrap X cards from hand: Take X \<demon> or \<demonic> Characters from your Arsenal into hand [X equals the number of \<demon> or \<demonic> Characters in your Funeral Pyre *"Come my Horsemen's, lets ride and conquer!!!"* *-Dark Arkzilipul* 3-C-065-OG	**2 {POR}{por}** **Gaffer** Minion (**-**) **P:3 M:2** dogmorian **L:1 A:2** *It's armored head, hard as iron, is, unfortunately, just below waist-high to most gladiators.* 3-C-066-FO
2 {POR}{por} **Krevloc Invasion** Quick-Hit (**+**) **P:6** invasion | unique Put X \<krevlocs> tokens into play. All \<krevlocs> are {ADMG} +X. X is equal to the number of Gladiators your opponent has in play. *"The multiplicative powers of the Krevloc don't cease to astonish me."* *-Dr. Armand Kopeland* 3-R-067-FO	**2 {POR}** **Lu-men** Follower of the Path Minion (**-**) **P:4 M:2** follower | unique **L:2 A:1** LU-MEN may intercept while in the Action Field *We are the Followers of the Path. Kaleem was one of us. But, we cannot continue our quest without him. Ryla, only you can help us.* 3-U-068-OG	**2 {POR}** **Paban Bounty Hunter** Minion (**-**) **P:4 M:2** paban **L:1 A:2** {-} If all opponents control at least 1 unset Character in the Action Field, {3 CP}: Unset *My people are loyal bounty hunters are ruthless. I'm in the middle. I strike when I want to strike, and not before.* 3-C-069-OG
2 {POR} **Royal Truce** Zone (**+**) **P:2 M:1** decree When a \<demon> Gladiator you control takes {ADMG}, that Gladiator may deal {XDMG} equal to their {RDMG} to target Attacker unless its controller pays {2 CP} *"During the Demon Wars it was often we saw brother against brother."* *-Pestilence* 3-U-070-OG	**2 {POR}** **Smeedle** Minion (**-**) **P:5 M:3** dogmorian **L:3 R:1 A:3** SMEEDLE may attach one \<weapon> as if he were a {WAR} Gladiator *"Lalox grabbed the closest beast that ran wild. Its human-like tongue could speak the words that were projected into it, acting as a speaker for its new master."* *-Fallen From Grace* 3-U-071-FO	**2 {POR}** **Tagni** Minion (**-**) **P:3 M:1** dogmorian **L:1 A:1** TAGNI may attack from the support field. *The tagni forms a projectile of crystallized Substance P, a neuropeptide responsible for pain.* 3-C-072-FO

3 {POR}{bio}

Borderbond

Minion
(+) **P:2 M:1**
worpalite
L:* A:*

When you play BORDERBOND: Choose BORDERBOND's MAX {LIFE} and {ADMG}. [Their sum cannot exceed the number of zones you control]

Borderbound is one of the rare species of Worpalites. This type was just discovered a few years ago, but since that, they are great additions to the Arenas.

3-U-073-OG

---

3 {POR}

Misapparition-orb

Pump: Gladiator
(-) **P:5 M:0**
weapon | hallucination

Pump target opponent's Gladiator, 2 {XDMG}. You control target Gladiator for moving and attacking. Must attack one of your Gladiators this Wave (even if Pumped Gladiator becomes set).

May not be played on Demons.

"Out of almost nowhere Rapt produced a weapon. It was like a crossbow, but instead of an arrow it was loaded with something round, like a glass bowl. It sparkled and shimmered and sizzled."

-Fallen From Grace
3-R-074-FO

---

1 {PSI}

Calm Before the Storm

Quick-Hit
(OR) **P:3**
focus

-2 {RDMG}

Opponent's next action cannot be made Negative

Moments before entering the Arenas, every Gladiator need to have their small time of calm.

3-C-075-OG

---

1 {PSI}{psi}

Mental Barrier

Pump: Gladiator
(+) **P:4 M:2**
focus | shield | unique

When pumped character is targeted by an attack or {XDMG}, -2 {DMG}

"Angelico ran at Mandissa, jumped, and prepared his wings for a flying kick. However, he was stopped before he had the chance, and then backed away, without being able to explain his actions."

-Fallen From Grace
3-C-076-FO

---

1 {PSI}{psi}

Nemonid

Minion
(-) **P:2 M:1**
illusion
L:1 A:0

{R} {YAY}, If you control a {MYS} Gladiator, When your opponent makes you scrap cards from your hand, {SET}: You may scrap cards from the top of your Arsenal instead

Nemonid is one of the best illusions that Mastermind's uses.

3-C-077-OG

---

1 {PSI}

Preparational Probe

Quick-Hit
(+) **P:0**
focus

Take 1 card from your Arsenal into hand

He approached her for a favor, she accepted. Neither of them realised the depth, complexity, and importance of their journey. Striking Dragon would visit her often and they would work late into the night, quitting only when he or Trace would be too fatigued to continue.

3-C-078-OG

---

1 {PSI}

Surface Probe

Quick-Hit
(?) **P:2**
focus

Target player takes 2 cards from their Arsenal into their hand, then scraps 1 card

{YAY}: {+}

Soon, they became friends and Kami found out Trace had a little crush on someone. He helped her out by giving her some beginner martial arts lessons, so together they helped each other.

3-C-079-OG

---

2 {PSI}{psi}

Brainstorming

Quick-Hit
(+) **P:4**
focus

Reveal a number of cards from hand: Look through your arsenal and take that many cards that share the same keyword as the cards you revealed

After each Wave, all the Team Captains brainstorm with their team members in order to evaluate what they are going to do next.

3-U-080-OG

---

2 {PSI}{psi}

Core Probe

Quick-Hit
(-) **P:2**
focus

Scrap 1 card from hand: Target player takes 1 card from their Scrapbeap and places it on top of their Arsenal

One night, Trace and Striking Dragon made condiserable progress and uncovered a doorway into a whole new world. A peek through the keyhole revealed shadows and fog. Now they only had to get to the other side.

3-C-081-OG

2 {PSI}

Doubt

Quick-Hit
(**-**) P:0
mind-raid

Reveal top card of your Arsenal to target opponent, That opponent names a card. Name a card. Draw 1 card and reveal it. If it's the card your opponent named but not the one you named, deal 1 {XDMG} to target Gladiator

The Stallion was in a match for a VP promotion, failure was not an option, but suddenly his mind got full of doubts.

3-R-082-OG

---

2 {PSI}

Incredible Growing Minion

Pump: Minion
(**+**) P:3 M:1
illusion

Pumped Minion gains +1 LIFE

"The one Angelico had seen was ankle high. This one was nearly twice Angelico's height, and it was three times as long as it was tall."
-Fallen From Grace

3-C-083-FO

---

2 {PSI}{psi}

Mental Wall

Pump: Gladiator
(**+**) P:3 M:2
focus | shield | unique

Gladiator must have METAL BARRIER attached to attach MENTAL WALL

When Pumped Character is targeted by an attack or {XDMG}, -1 {DMG}, deal 1 {XDMG} to opposing Gladiator.

"This time, not only did he step away again, but his body hurt as he did so."
-Fallen From Grace

3-U-084-FO

---

2 {PSI}

Torment

Pump: Character
(**+**) P:2 M:2
madness

{R} After Pumped Character's controller draws X cards: They scrap X cards from hand

Each step Madame Petice makes though discovering her husband murderer torment her even more as she hopes to make her husband spirit rest after their killers dead.

3-C-085-OG

---

3 {PSI}

Agony

Quick-Hit
(**-**) P:1
madness

Scrap 2 cards at random from hand: Deal 3 {XDMG} to target Level 4 or lower Character

And for Madame Petice the torment grows to a level that turns into agony.

3-C-086-OG

---

3 {PSI}{psi}

Mental Shield

Pump: Gladiator
(**+**) P:2 M:2
focus | shield | unique

Gladiator must have METAL WALL attached to attach MENTAL SHIELD

When Pumped Character is targeted by an attack or {XDMG}, target opposing Gladiator takes 1 {XDMG} and must discard one <weapon>

"Again he was stopped, again it hurt, but additionally he lost both of his weapons. The attacks were becoming stronger."
-Fallen From Grace

3-R-087-FO

---

3 {PSI}{psi}

Out of Sight...

Pump: Gladiator
(**+**) P:3 M:0
shield | focus

Pumped Character cannot be targeted by attacks or card effects.

{R}: If pumped character attacks or moves, Scrap OUT OF SIGHT...

"She had managed to hide from their thoughts."
-Fallen From Grace

3-U-088-FO

---

3 {PSI}

Psychic Cohort

Minion
(**-**) P:3 M:1
psychic
L:3 A:0

PSYCHIC COHORT may intercept for {PSI} Gladiators

Often the mind plays tricks, making you think someone's watching over you, when you're really alone.

3-U-089-FO

---

1 {UNI }{cyb}

Baltazar Kor
Relic Hunter

Minion
(**+**) P:3 M:1
human | unique
L:3 A:0

{+}{SET}: Look through your Arsenal and take a <relic> card into hand

{R} When you play a <relic> card, Scrap: Reduce its Play Cost by {2 CP}

"I'm the best in what I do"
-Journals of Baltazar Kor

3-U-090-FO

1 {UNI } **Chanting Fans**	**1 {UNI }** **Crowd's Trust**	**1 {UNI }{bio}** **Dr. Armand Kopeland**

Minion
 (+) P:2 M:3
 fan
 L:2 A:1
 	
 You may play {YAY} effects even if you are not Crowd Favorite
 	
 "The Stallion…The Stallion…"
         -The Stallion Fan
 	
 3-R-091-OG
	Quick-Hit
	 (R) P:1
	 fan
	
	 When you play a card: You count as +2 Cheer towards being the Crowd Favorite
	
	 No matter if his team as all in the ground, Maximillion knew that he had the crowd at his side.
	
	 3-C-092-OG
		Minion
		 (+) P:3 M:1
		 human | unique
		 L:3 A:0
		
		 {R}{2 CP}{SET}: Set target <minion>
		
		 {DR}{3 CP}{SET}: Scrap target <krevloc> <minion>
		
		 "I will unlock all the Krevloc secrets even if I had to spent my entire live."
		       -Dr. Armand Kopeland
		
		 3-U-093-FO

1 {UNI } **Fan Frenzy**	**1 {UNI }** **Freakshow's #1 Fan**	**1 {UNI }{war}** **General Edward Kyroswolf**

Quick-Hit
 (?) P:3
 fan
 	
 {YAY}, 1 Cheer: Target player scraps 2 cards from hand or 3 cards from the top of their Arsenal
 	
 If you control 2 or more Gladiators worth 5 or more VP: {+}
 	
 Some over-worked fans want to see an early kill, but at best they are a nuisance.
       3-R-094-OG
	Minion
	 (+) P:1 M:1
	 fan
	 L:1 A:0
	
	 Whenever FREAKSHOW deals {DMG}, {SET}: Gain 1 Cheer
	
	 "The ladies love David Dangers"
	
	 3-C-095-FO
		Minion
		 (+) P:3 M:1
		 human | unique
		 L:3 R:1 A:2
		
		 {OR}{SET}: Unset up to 2 {WAR} Gladiators.
		
		 "Shaping young minds on the Tigbar Ophidian Academy helps me slaying the ghosts from my past."
		       -Edward Kyroswolf
		
		 3-U-096-FO

1 {UNI } **Hardcore Arena Fan**	**1 {UNI }** **Hardcore Arena Nut**	**1 {UNI }{psi}** **Lila**

Minion
 (-) P:3 M:1
 fan
 L:2 A:0
 	
 Whenever anyone kills an opponents Gladiator who is not level 1, gain 1 Cheer for each level that Gladiator was.
 ~
 	
 "We want blood! We want blood!"
       -Fan
 	
 3-R-097-FO
	Minion
	 (-) P:1 M:2
	 fan
	 L:1 A:0
	
	 {+}{SET}: Your opponent loses 2 cheer.
	
	 "Kronnax, you suck!!!"
	       -Fan
	
	 3-C-098-FO
		Minion
		 (+) P:3 M:1
		 human | unique
		 L:3 A:1
		
		 {R}{SET}: Search in your opponent Hand for a Pump card and use it on LILA ignoring card disciplines.
		
		 Opponent gains 3 {CP}
		
		 "So my love… it feels like I won this time."
		       -Journals of Baltazar Kor
		
		 3-U-099-FO

1 {UNI }{por}
Priest C.V. Ostrand

Minion
(+) P:3 M:1
spectral | unique
L:3 R:2 A:1

{R}{SET}: Gain {+} flow.

Prist C.V. Ostrand was once na Ophidian Gladiator and went by the name of Roo who Hungers.

3-U-100-FO

1 {UNI }
Showing Off

Quick-Hit
(OR) P:1
unique

When a Character you control declares an attack: Generate +1 Cheer

Wow, that attack was full of quality. I like that.

3-C-101-OG

1 {UNI }
Strut Your Stuff

Quick-Hit
(OR) P:2
unique

When you play a {+} or {?} card: Make it a {-}, Gain 1 Cheer

Quevor puts some pauses between moves and poses for the fans. It might cost his team dearly, but the fans give their support.

3-C-102-OG

2 {UNI }
Audience Participation

Zone
(-) P:1 M:1
unique

All <fan> Characters cost +{1 CP} to play

When a <fan> Character enters play: That Character's controller gains 1 Cheer

When a <fan> Character is destroyed: That Character's controller loses 1 Cheer

"Hey you, come here!"

–Quevor Monzimor

3-R-103-OG

2 {UNI }
Bleed For Us

Quick-Hit
(-) P:4
unique

Pay {1 LIFE} from a Gladiator worth 5 or more VP: Gain 1 Cheer

The burdens of their lives have seeded a bloodlust in the fans. They want to see everyone suffering, just like themselves.

3-C-104-OG

2 {UNI }
Limited Upgrade

Quick-Hit
(+) P:2
perk

Change the text on a card from Level 1 to Level 2 until you lose Flow

"Are you a level one or a level two Gladiator?"

-Fan

3-R-105-OG

2 {UNI }
Tamara and Amanda

Minion
(+) P:0 M:0
cheerleader | twins | unique
L:0 A:2

{OR}1 Cheer: Make your action Positive

"Give more blood, kill that bastard, take us home, and make us happy! Take a break, rip his ass, show us work, and do it fast! "

3-U-106-OG

3 {UNI }
Nixgaven

Pump: Character
(+) P:3 M:0
dogmorian | potent | unique

{R}: When pumped character uses an ability causing them to Set, Scrap, character does not Set.

This drink, loaded with alcohol and a stimulant, is the only way the people of Dogma can party the entire night.

3-C-107-FO

1 {WAR}
Controlled Attack

Quick-Hit
(OR) P:1
technique

-1 {ADMG}

This attack cannot be made Negative

Kronnax made his best controlling his moves against The Stallion, in order to rise VP.

3-C-108-OG

1 {WAR}{war}

Sfimar

Minion
(**-**) P:3 M:1
follower
L:1 A:0

{DR} {YAY} When a {MYS} Character you control takes {XDMG}, {SET}: SFIMAR takes the {XDMG} instead

Sfimaris willing to die for what he believes. And in an Arena he might just accomplish that.

3-C-109-OG

---

2 {WAR}

Beha'wan Warrior

Minion
(**-**) P:4 M:2
beha'wan
L:3 R:1 A:1

{OR}When a <Beha'wan> Character you control takes {XDMG}, {SET}: BEHA'WAN WARRIOR takes the {XDMG} instead

"For Grogg I'm willing to die!!!"
                    -Beha'wan Warrior

3-U-110-FO

---

2 {WAR}

Bounty Hunter's License

Pump: Character
(**?**) P:2 M:1
license

Pumped Character's attacks cannot be protected

When Pumped Character declares an attack against a Character Pumped with an <infamy>: That attack cannot be intercepted

The Bounty Hunter's License is one of the better ways to kill people without being in an Arena.

3-C-111-OG

---

2 {WAR}{war}

Crunch Time

Pump: Gladiator
(**?**) P:1 M:1
motivation

+2 MAX {RAGE}; +1 {RDMG}

If played on a Character you control: {+}

"Kronnax, you want some fight? Come on!!! It's Crunch Time!!!"
                    -The Stallion

3-C-112-OG

---

2 {WAR}

Glaive

Pump: Gladiator
(**-**) P:3 M:1
weapon

+2 {ADMG}

{-}: Scrap, deal 1 {XDMG} to target character

Only one GLAIVE may be attached

A double edged, pointed spear-like weapon, great for attacking from a ranged distance.

3-U-113-FO

---

2 {WAR}{cyb}

Grafted Weaponry

Pump: Character
(**-**) P:3 M:1
weapon

When Grafted Weaponry comes into play, Pumped Character takes 2 {XDMG}

+3 {ADMG}

The process is painful, but the results are worth it.
                    -Ironsides

3-C-114-FO

---

2 {WAR}

Love Bond

Pump: Gladiator
(**-**) P:1 M:1
instinct

Pumped Gladiator may intercept for Characters in different fields only

She's got her eye on him. Too bad he's got his eye on someone else.

3-C-115-OG

---

2 {WAR}

Motivational Whip

Pump: Gladiator
(**-**) P:3 M:2
weapon

+1 {ADMG}

When Pumped Gladiator attacks a character in the **Support Field**, must deal 1 {XDMG} to a character in an **Action Field**

"He literally cracked the whip at Angelico's back, making him work harder than he thought he could."
                    -Fallen From Grace

3-C-116-FO

---

2 {WAR}

Multi-Kill

Quick-Hit
(**OR**) P:3
technique

After killing target Character, PAY {2 CP}, Unset and attack another target Character.

If second target Character dies, repeat process.

Diomar holds the Galactic Record for the Fastest Multiple kills to date: Four kills in 5.5 seconds

3-U-117-FO

2 {WAR}	**2 {WAR}**	**2 {WAR}**
Nukatal Battle Ax	**Retractable Claws**	**Spiked Disc**

2 {WAR}

Nukatal Battle Ax

Pump: Gladiator
(**-**) **P:4 M:3**
weapon

+2 {ADMG}

{R} After this Pump is Removed or Scrapped, Roll a D6, on a
1, 2: inflict 2 {XDMG} to random Gladiator
3, 4: inflict 1 {XDMG} to random Gladiator you control
5, 6: inflict 2 {XDMG} to Gladiator who had the Pump

"This Nukatal weapon is as dangerous to it's user as it is to anyone else in close proximity."
-K. Koal, Nukatal Warrior
3-R-118-FO

---

2 {WAR}

Retractable Claws

Pump: Gladiator
(**+**) **P:3 M:1**
weapon | hidden

Quick-draw, Immediately attack with a gladiator, + 1 {ADMG}, Scrap after use

{R} If an attack is Protected or Intercepted, +2 {ADMG}

Hidden in the tips of the fingers, you won't see them coming.

3-C-119-FO

---

2 {WAR}

Spiked Disc

Quick-Hit
(**+**) **P:3**
weapon

Quick-draw, Play SPIKED DISC for 1 CP

Deal 1 {XDMG} to target character

Quick, painful, and you'll never see it coming.

3-C-120-FO

---

2 {WAR}

Stun Gun

Pump: **{WAR}**Gladiator
(**-**) **P:3 M:2**
weapon

Scrap: Set a Character whose VP + Level is less than pumped Gladiator's VP + Level

Scrap two STUN GUN's: Set a Character whose VP + Level is equal to pumped Gladiator's VP + Level

"The stun gun was pointblank on his face. Angelico did not let go of the trigger. The stench of burnt rubber filled the arena."
-Fallen From Grace
3-R-121-FO

---

3 {WAR}

Raskelon Trust

Quick-Hit
(**OR**) **P:1**
motivation

After a Character declares an attack: That attack cannot be protected or intercepted by Characters that do not share at least one keyword with target Defender

"Trust me we will win this soon"

3-R-122-OG

---

3 {WAR}

Weapons Restricted Area

Zone
(**-**) **P:3 M:3**
environmental

{OR}:{WAR} Gladiators without an attached <weapon> deal +1 {ADMG}. Gladiators with an attached <weapon> deal -1 {ADMG}

Place all metal, explosive, and deadly items in the bin.

3-U-123-FO

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1 {PSI}{MYS}

Meelak
The Unforgettable Gladiator
4VP alien | parallel reality
L:12 R:8 A:2

{OR}**Momentum**: When MEELAK declares na attack, that attack cannot be made{-}

"Who's this Meelak and why I have a feeling that I have seen him before?"
-Raffi, the Announcer

3-C-124-FO

---

2 {PSI}{MYS}

Meelak
The Unforgettable Gladiator
5VP alien | parallel reality
L:12 R:8 A:2

{OR}**Momentum**: When MEELAK declares na attack, that attack cannot be made{-}

{OR}**Desire of God**: +1 {ADMG}; -1 MAX {LIFE}

3-C-124-FO

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3 {PSI}{MYS}

Meelak
The Unforgettable Gladiator
6VP alien | parallel reality
L:12 R:8 A:2

{OR}**Momentum**: When MEELAK declares na attack, that attack cannot be made{-}

{OR}**Desire of God**: +1 {ADMG}; -1 MAX {LIFE}

"My spirit is unbreakable! This tyranny will end today, one way or another."
-In Ophidian: Meredine Hope

3-U-125-FO

4 {PSI}{MYS} **Meelak** The Unforgettable Gladiator 7VP alien | parallel reality **L:12 R:8 A:2** {PASS}**Power of the Three** Scrap 3 cards from hand: Unset MEELAK {OR}**Path of God**: +2 {ADMG}; -1 MAX {LIFE} 3-U-125-FO	**1 {POR}{WAR}** **Dagor Akk'thun** Dkarthad Loyalist Gladiator 3VP construct | demon **L:11 R:5 A:2** {+}**Teleport** Scrap 2 cards from hand: Advance or Retreat *My job here is to spread Dkarthad power, and to turn Pago into one of us.* 3-C-126-OG	**2 {POR}{WAR}** **Dagor Akk'thun** Dkarthad Loyalist Gladiator 4VP construct | demon **L:11 R:5 A:2** {+}**Teleport** Scrap 2 cards from hand: Advance or Retreat {OR}**Poisoned Quills** Scrap a {BIO} Pump from hand, {2 CP}: Deal 1 <bio-decay> {XDMG} 3-C-126-OG
3 {POR} {WAR} **Dagor Akk'thun** Dkarthad Loyalist Gladiator 5VP construct | demon **L:11 R:5 A:3** {+}**Shift** Scrap 1 card from hand: Advance or Retreat {OR}**Poisoned Quills** Scrap a {BIO} Pump from hand, {2 CP}: Deal 1 <bio-decay> {XDMG} *The Stallion will die. As I do not fail a contract.* 3-U-127-OG	**4 {POR} {WAR}** **Dagor Akk'thun** Dkarthad Loyalist Gladiator 6VP construct | demon **L:11 R:5 A:3** {+}**Shift** Scrap 1 card from hand: Advance or Retreat {OR}**Poisoned Spikes** Scrap a {BIO} card from hand, {1 CP}: Deal 1 <bio-decay> {XDMG} 3-U-127-OG	**1 {MYS}{WAR}** **Diomar** Spectral Champion of Dashron Gladiator 2VP spectral **L:8 R:5 A:2** {OR}**Mystic Glaive** Pay {2 CP}, attack cannot be intercepted *Materializing on Dashron without a past, Diomar seeks his future in gladiator combat.* 3-C-128-FO
2 {MYS}{WAR} **Diomar** Spectral Champion of Dashron Gladiator 3VP spectral **L:8 R:5 A:2** {OR}**Enchanted Glaive** Pay {1 CP}, attack cannot be intercepted {-}**Gemini Daggers** Pay {2 CP}, SET, Inflict 2 {XDMG} to one target Gladiator or 1 {XDMG} to two target characters 3-C-128-FO	**1 {CYB}{POR}** **Draex-yur** The Cyber-Demon Gladiator 2VP demon | construct **L:8 R:4 A:1** {While Not Raging}{-}**Back-up Battery** Pay 1 {LIFE}, Scrap 2 {CYB} Cards from hand: Unset *"Becoming a construct resulted in Draex being ostracized by most of Demonkind... Not that he really cares about that or anything."* *-Gladiator Scouting Reports* 3-C-129-FO	**2 {CYB}{POR}** **Draex-yur** The Cyber-Demon Gladiator 3VP demon | construct **L:8 R:3 A:2** {While Not Raging}{-}**Back-up Battery** Pay 1 {LIFE}, Scrap 1 {CYB} card from hand: Unset {?}**Reinvigorate** While unset, Pay {2 CP}, Unset a {POR} minion on the field. If Minion is Demonic, then {-} 3-C-129-FO

1 {BIO}{BIO} **Kinax** Mutant Renegade Gladiator 2VP demon | mutant **L:8 R:3 A:1** {OR}{While Not Raging}**Four-arm Strike** Scrap 2 {BIO} cards from hand: +1 {ADMG} {OR}**Brutal Bash** When KINAX's {ADMG} is reduced: +1 {ADMG} *This demon has been experimented on by bio-teknicians but his 4 arms are originally his, but currently he's without a faction and taking proposals.* 3-C-130-OG	**2 {BIO}{BIO}** **Kinax** Mutant Renegade Gladiator 3VP demon | mutant **L:8 R:3 A:1** {OR}**Four-arm Smash** Scrap 2 {BIO} cards from hand: +1 {ADMG} {OR}**Brutal Bash** When KINAX's {ADMG} is reduced: +1 {ADMG} 3-C-130-OG	**1 {PSI}{PSI}** **Mastermind** Illusionist Gladiator 2VP demon | spectral **L:8 R:4 A:1** {-}**Trickery** Scrap 4 cards from hand, {SET}: Set target Character unless its controller scraps 1 card at random from hand and pays {1 CP} *"Now you see me...now you don't!"* 3-C-131-OG
2 {PSI}{PSI} **Mastermind** Illusionist Gladiator 3VP demon | spectral **L:8 R:4 A:1** {-}**Trickery** Scrap 4 cards from hand, {SET}: Set target Character unless its controller scraps 1 card at random from hand and pays {1 CP} {R}**Treachery** After target Character sets, {2 CP}: Deal 1 <aura> {XDMG} to that Character 3-C-131-OG	**1 {BIO}{MYS}** **Pestilence** War-bringer of the Apocalypse Gladiator 2VP demon | legendary **L:8 R:5 A:1** {OR}**Open Sores** {4 CP}: Target Character cannot be healed (Cannot be used on SPECTRALS) *"I bring Chaos and Destruction since the dawn of time."* 3-C-132-FO	**2 {BIO}{MYS}** **Pestilence** War-bringer of the Apocalypse Gladiator 3VP demon | legendary **L:8 R:5 A:1** {OR}**Open Sores** {4 CP}: Target Character cannot be healed (Cannot be used on SPECTRALS) {R}**Chaos of the Apocalypse** {3 CP}: Up to 3 target Characters take 1 {XDMG} each 3-C-132-FO
3 {PSI}{MYS} **Taa Ra** Revenger on the Shadows Gladiator 2VP spectral **L:6 R:3 A:2** {DR}{While Not Raging}**Swipe** While unset, When opponent plays a {?} or {+} {PSI} card: Make it {-} unless they pay {1 CP} {R}**Burden** While set, {1 LIFE}: Reduce the Play Cost of a {PSI} card by {1 CP}, to a minimum of {0 CP} *"I've changed brother. Now I've the dark power to revenge you!"* 3-U-133-FO	**4 {PSI}{MYS}** **Taa Ra** Revenger on the Shadows Gladiator 3VP spectral **L:6 R:3 A:2** {R}**Burden** While set, {1 LIFE}: Reduce the Play Cost of a {PSI} card by {1 CP}, to a minimum of {0 CP} {DR}**Seek** While unset, When opponent pays a {?} or {+} {PSI} card: Make it {-} unless they pay {2 CP} 3-U-133-FO	**3 {WAR}{WAR}** **The Stallion** Rebellious Human Gladiator 2VP human **L:6 R:2 A:2** {+}**New Blood** Set a Gladiator you control: Take a <weapon> card from your Arsenal and play it on THE STALLION {OR}**HoverSteed** {SET}: +1 {ADMG} *"It's closer my love. Soon I will have the VP to be with you."* 3-U-134-FO

4 {WAR}{WAR}	**1 {CYB}**	**2 {CYB}**
The Stallion	**Clawjack Magunny**	**Clawjack Magunny**
Rebellious Human	Cybermancer	Cybermancer
Gladiator	Gladiator	Gladiator
3VP human	1VP human | construct	2VP human | construct
L:6 R:2 A:2	**L:6 R:4 A:1**	**L:6 R:4 A:1**
{OR}**HoverSteed** {SET}: +1 {ADMG}	{-}**Cybermancy** {SET}: Scrap a {CYB} card you control: gain 1 {CP}	{-}**Cybermancy** {SET}: Scrap a {CYB} card you control: gain 1 {CP}
{OR}**For Love** {SET}: Take a \<weapon\> card from your Arsenal and play it on THE STALLION		{-}**Greed** Scrap a {CYB} Minion you control: gain 1 {CP}
	"I'm the future of Cybernetics in the League."	
3-U-134-FO	3-C-135-FO	3-C-135-FO
1 {WAR}	**2 {WAR}**	**1 {WAR}**
Kos'Bargithd	**Kos'Bargithd**	**Kronnax**
Swordmaster	Swordmaster	The Headgog
Gladiator	Gladiator	Gladiator
1VP demon	2VP demon	1VP human
L:6 R:4 A:1	**L:6 R:4 A:1**	**L:6 R:4 A:1**
{OR}**Swordmaster** {SET}: +1 {ADMG}	{OR}**Swordmaster** {SET}: +1 {ADMG}	{OR}**One-Two Flying Kick** {SET}: Roll a D6, on a 1, 2: Deal 1 {XDMG} to KRONNAX 3, 4: +1 {ADMG} 5, 6: +2 {ADMG}
	{OR}**Mentor's Help** (When played on the same team with PESTILENCE): +1 \<bio-decay\> {ADMG}	
"Go my Henchmen and bring me the head of P.K." *-Dark Arkzilipul*		*Kronnax fights to ascend once again to 4 VP and to gain the Championship.*
3-C-136-FO	3-C-136-FO	3-C-137-FO
2 {WAR}	**0 {WAR}**	**0 {CYB}**
Kronnax	**Angelico**	**Cryst Mamigoyan**
The Headgog	Daniel Grace	The Crystster
Gladiator	Gladiator	Gladiator
2VP human	2VP **M:2**	2VP **M:2**
L:6 R:4 A:1	construct | human | reinforcement	alien | reinforcement
	L:4 R:2 A:1	**L:4 R:2 A:1**
{OR}**One-Two Flying Kick** {SET}: Roll a D6, on a 1, 2: Deal 1 {XDMG} to KRONNAX 3, 4: +1 {ADMG} 5, 6: +2 {ADMG}	{-}**Showing Off the Wings**{SET}, Gain 1 Cheer	{-}**Talk Fast**: Roll a D6, on a 1: -2 {CP} 2-4: +1 {CP} 5-6: +2 {CP}
{OR}**Fit of Rage** {While Raging} {3 CP}: +1 {ADMG}	*Angelico fights to protect the people of Dogma, and for the attention of the cameras.*	*Cryst Mamigoyan is one of the best friends of Little Jinx, and even if the skill of the Crystster were good that wouldn't change.*
3-C-137-FO	3-U-138-FO	3-U-139-FO

0 {BIO}

Serpentina

Champion of Tarn

Gladiator

2VP **M:2**

human | reinforcement

L:4 R:2 A:1

{-}**In the Blood** {SET}: Scrap top
card of your Arsenal.
If it is a {BIO} <mutation> card, play
regardless of level (must still
pay CP cost)

*Rumored to be the granddaughter of
an Ophidian Lord, she draws strength
from the image of the snake.*

3-U-140-FO

Ophidian 2350 CCG: Wave of Fictions

SPECIAL THANKS

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Thanks to the Fans for their support of this great game.

And a really special thanks to the Ophidian Inc. crew for letting us playing in their playground.

Final Note:
Also try to find out the set of Promos that will be released in the Ophidian 2350 CCG Community (yahoo groups: Ophidian Agent & Ophidian Compendium; and Ophidian 2350 Stories site)

Promos Checklist

Agent P	3-P-001-FO	(Available in the Ophidian Agent on May 16 to May 20)
More Blood for the Fans	3-P-002-OG	(Available in the Ophidian 2350 Compendium on May 23 to May 27)
Raffi	3-P-003-FO	(Available in the site Ophidian 2350 Stories on May 30 to June 03)