


<p>1 {PSI}{BIO} Elli Tersa Disease Dealer</p> <p>Gladiator 4VP spectral Life:11 Rage:8 ADMG:2</p> <p>{R} Death Kiss After target Character pays {LIFE} or takes {ADMG} from a {BIO} Gladiator, {2 CP}: Deal 1 <bio-decay> {XDMG} to that Character</p> <p><i>What form does the conscience take in a person who lives off disease and death? You may find the answer in her kiss, though you won't live long enough to contemplate it.</i></p> <p>2-C-124</p>	<p>2 {PSI}{BIO} Elli Tersa Disease Dealer</p> <p>Gladiator 5VP spectral Life:11 Rage:8 ADMG:2</p> <p>{R} Death Kiss After target Character pays {LIFE} or takes {ADMG} from a {BIO} Gladiator, {2 CP}: Deal 1 <bio-decay> {XDMG} to that Character</p> <p>+X MAX {LIFE} [X equals the number of face-up {BIO} Zones you control]</p> <p>2-C-124</p>	<p>3 {PSI}{BIO} Elli Tersa Disease Dealer</p> <p>Gladiator 6VP spectral Life:11 Rage:8 ADMG:3</p> <p>{R} Death Kiss After target Character pays {LIFE} or takes {ADMG} from a {BIO} Gladiator, {2 CP}: Deal 1 <bio-decay> {XDMG} to that Character</p> <p>+X MAX {LIFE} [X equals the number of face-up {BIO} Zones you control]</p> <p><i>"The snake is a manifestation of my emotions. He seems to be hungry."</i></p> <p>2-U-125</p>
<p>4 {PSI}{BIO} Elli Tersa Disease Dealer</p> <p>Gladiator 7VP spectral Life:11 Rage:8 ADMG:3</p> <p>{R} Death Kiss After target Character pays {LIFE} or takes {ADMG} from a {BIO} Gladiator, {2 CP}: Deal 1 <bio-decay> {XDMG} to that Character</p> <p>+X MAX {LIFE} [X equals the number of face-up {BIO} Zones in play]</p> <p>2-U-125</p>	<p>1 {WAR}{MYS} La Sinja Tempora Soulblader</p> <p>Gladiator 4VP human Life:12 Rage:7 ADMG:2</p> <p>{While Not Raging} {-} Lost Souls {1 CP}, Scrap a {WAR} card and a {MYS} card from hand: Deal 1 {XDMG} to target Character</p> <p><i>"La Sinja has returned to help her sister. With her and the Stranger involved I will need more weapons and soldiers. That is, if you wish to dispose of the witnesses."</i> —Anduen, Avagarsian Nomad</p> <p>2-C-126</p>	<p>2 {WAR}{MYS} La Sinja Tempora Soulblader</p> <p>Gladiator 5VP human Life:12 Rage:7 ADMG:2</p> <p>{While Not Raging} {-} Enraged Souls Scrap a {WAR} card and a {MYS} card from hand: Deal 1 {XDMG} to target Character</p> <p>2-C-126</p>
<p>3 {WAR}{MYS} La Sinja Tempora Soulblader</p> <p>Gladiator 6VP human Life:12 Rage:7 ADMG:2</p> <p>{While Not Raging} {-} Enraged Souls Scrap a {WAR} card and a {MYS} card from hand: Deal 1 {XDMG} to target Character</p> <p>{OR} Spirit Fury {1 CP}: +X {ADMG} [X equals the number of Gladiators in your Funeral Pyre]</p> <p>2-U-127</p>	<p>4 {WAR}{MYS} La Sinja Tempora Soulblader</p> <p>Gladiator 7VP human Life:12 Rage:7 ADMG:2</p> <p>{While Not Raging} {-} Tortured Souls Scrap a {WAR} card and a {MYS} card from hand: Deal 2 {XDMG} to target Character</p> <p>{OR} Spirit Fury {1 CP}: +X {ADMG} [X equals the number of Gladiators in your Funeral Pyre]</p> <p>2-U-127</p>	<p>1 {MYS}{POR} Dodecca Fatal Enchantress</p> <p>Gladiator 3VP alien paban Life:10 Rage:6 ADMG:2</p> <p>{OR} Stealth Scrap 1 card from hand: DODECCA's attack cannot be intercepted</p> <p><i>"Her conception, while seemingly unintentional, was by no means accidental."</i> —Oracle of San Jupiter</p> <p>2-C-128</p>

<p>2 {MYS}{POR} Dodecca Fatal Enchantress</p> <p>Gladiator 4VP alien paban Life:10 Rage:6 ADMG:2</p> <p>{OR} Stealth Scrap 1 card from hand: DODECCA's attack cannot be intercepted</p> <p>{OR} Feast After DODECCA destroys a Gladiator: She heals 1 wound</p> <p style="text-align: right;">2-C-128</p>	<p>3 {MYS}{POR} Dodecca Fatal Enchantress</p> <p>Gladiator 5VP alien paban Life:10 Rage:6 ADMG:3</p> <p>{OR} Blur Scrap 1 card from hand: DODECCA's attack cannot be intercepted or protected</p> <p>{OR} Feast After DODECCA destroys a Gladiator: She heals 1 wound</p> <p style="text-align: right;">2-U-129</p>	<p>4 {MYS}{POR} Dodecca Fatal Enchantress</p> <p>Gladiator 6VP alien paban Life:10 Rage:6 ADMG:3</p> <p>{OR} Blur Scrap 1 card from hand: DODECCA's attack cannot be intercepted or protected</p> <p>{OR} Ravage After DODECCA destroys a Gladiator: She heals 2 wounds</p> <p style="text-align: right;">2-U-129</p>
<p>3 {BIO}{PSI} Goth Garal Master Mutant</p> <p>Gladiator 5VP demon mutant Life:10 Rage:5 ADMG:3</p> <p>{+} Close-Quarter Brawl {2 LIFE} {SET}: Destroy target Minion, deal 2 {XDMG} to target Minion</p> <p><i>"The experiment was successful... except he remembers everything."</i></p> <p style="text-align: right;">2-U-130</p>	<p>4 {BIO}{PSI} Goth Garal Master Mutant</p> <p>Gladiator 6VP demon mutant Life:10 Rage:5 ADMG:3</p> <p>{+} Close-Quarter Brawl {2 LIFE} {SET}: Destroy target Minion, deal 2 {XDMG} to target Minion</p> <p>{OR} Tele-Mutate When you play a {BIO} card, {SET}: Reduce its Play Cost by {4 CP}, to a minimum of {1 CP}</p> <p style="text-align: right;">2-U-130</p>	<p>1 {CYB}{BIO} Nicholai The Zenith</p> <p>Gladiator 3VP construct Life:10 Rage:6 ADMG:2</p> <p>{-} Nanite Infestation Scrap 1 {BIO} card and 1 {CYB} card from hand: Target Minion is considered to have no abilities until the Wave ends</p> <p><i>You look at me and tremble with fear and revulsion, but you do not recognize my perfection. If you cannot see it, then experience it.</i></p> <p style="text-align: right;">2-C-131</p>
<p>2 {CYB}{BIO} Nicholai The Zenith</p> <p>Gladiator 4VP construct Life:10 Rage:6 ADMG:2</p> <p>{-} Nanite Infestation Scrap 1 {BIO} card and 1 {CYB} card from hand: Target Minion is considered to have no abilities until the Wave ends</p> <p>{DR} Flawless Destroy target {BIO} Pump on NICHOLAI: +1 {RDMG}</p> <p style="text-align: right;">2-C-131</p>	<p>3 {CYB}{BIO} Nicholai The Zenith</p> <p>Gladiator 5VP construct Life:10 Rage:6 ADMG:3</p> <p>{-} Nanite Infestation Scrap 1 {BIO} card and 1 {CYB} card from hand: Target Minion is considered to have no abilities until the Wave ends</p> <p>{DR} Flawless Destroy target {BIO} Pump on NICHOLAI: +1 {RDMG}</p> <p><i>Die, and live again in me.</i></p> <p style="text-align: right;">2-U-132</p>	<p>4 {CYB}{BIO} Nicholai The Zenith</p> <p>Gladiator 6VP construct Life:10 Rage:6 ADMG:4</p> <p>{-} Nanite Infestation Scrap 1 {BIO} card and 1 {CYB} card from hand: Target Minion is considered to have no abilities until the Wave ends</p> <p>{DR} Excellence Destroy target {BIO} or {CYB} Pump on NICHOLAI: +1 {RDMG}</p> <p style="text-align: right;">2-U-132</p>


<p>1 {WAR}{BIO} Quevor Monzimir The Hammer</p> <p>Gladiator 3VP alien Life:10 Rage:6 ADMG:2</p> <p>{OR} Whirl When QUEVOR MONZIMOR attacks, {1 CP}: That attack cannot be made negative</p> <p><i>"Mar Zoog!! The crowd loves me!!"</i> 2-C-133</p>	<p>2 {WAR}{BIO} Quevor Monzimir The Hammer</p> <p>Gladiator 4VP alien Life:10 Rage:6 ADMG:2</p> <p>QUEVOR MONZIMOR's attacks cannot be made negative</p> <p>{R} Gloat After a Wave starts, {YAY}: QUEVOR MONZIMOR heals 1 wound</p> <p>2-C-133</p>	<p>3 {WAR}{BIO} Quevor Monzimir The Hammer</p> <p>Gladiator 5VP alien Life:10 Rage:6 ADMG:3</p> <p>QUEVOR MONZIMOR's attacks cannot be made negative</p> <p>{R} Gloat After a Wave starts, {YAY}: QUEVOR MONZIMOR heals 1 wound</p> <p>2-U-134</p>
<p>4 {WAR}{BIO} Quevor Monzimir The Hammer</p> <p>Gladiator 6VP alien Life:10 Rage:6 ADMG:3</p> <p>QUEVOR MONZIMOR's attacks cannot be made negative</p> <p>{R} Taunt After a Wave starts, {YAY}: QUEVOR MONZIMOR heals 1 wound or Target opponent loses 1 Cheer</p> <p>2-U-134</p>	<p>1 {PSI}{WAR} Angelique Matriarch of Shadows</p> <p>Gladiator 2VP alien Life:7 Rage:3 ADMG:1</p> <p>{R} Bulletproof When ANGELIQUE takes {XDMG}, {1 CP}, Scrap X {WAR} Pumps from hand: ANGELIQUE takes -X {XDMG}</p> <p><i>"There is substance to shadow more so than light."</i> 2-C-135</p>	<p>2 {PSI}{WAR} Angelique Matriarch of Shadows</p> <p>Gladiator 3VP alien Life:7 Rage:3 ADMG:2</p> <p>{R} Bulletproof When ANGELIQUE takes {XDMG}, {1 CP}, Scrap X {WAR} Pumps from hand: ANGELIQUE takes -X {XDMG}</p> <p>{DR} Hide When an attack is declared against ANGELIQUE, {4 CP} or 1 Cheer: Attacking player must choose a different target</p> <p>2-C-135</p>
<p>1 {WAR}{WAR} Grogg The Flesh Render</p> <p>Gladiator 2VP alien beha'wan Life:8 Rage:2 ADMG:1</p> <p>{While Raging} {-} Cover {SET}: Target a Gladiator you control. That Gladiator gains +1 {ADMG} and +2 MAX {LIFE} until GROGG unsets</p> <p>GROGG may remain set during the Regenerate step</p> <p><i>A Beha'wan who fails in battle is not worthy of second chances. That's why we never fail.</i> 2-U-136</p>	<p>2 {WAR}{WAR} Grogg The Flesh Render</p> <p>Gladiator 3VP alien beha'wan Life:8 Rage:2 ADMG:1</p> <p>{While Raging} {-} Flank {SET}: Target a Gladiator you control. That Gladiator gains +2 {ADMG} and +2 MAX {LIFE} until GROGG unsets</p> <p>GROGG may remain set during the Regenerate step</p> <p>2-U-136</p>	<p>1 {CYB}{PSI} Jana The Sunchaser</p> <p>Gladiator 2VP human construct Life:8 Rage:6 ADMG:1</p> <p>+1 {ADMG} and +1 MAX {LIFE} while JANA has 2 or more {CYB} Pumps on her</p> <p><i>"...the latest in Pol-tec construction, and Helix adapters." –Gladiator Scouting Report</i> 2-C-137</p>

<p>2 {CYB}{PSI} Jana The Sunchaser</p> <p>Gladiator 3VP human construct Life:8 Rage:6 ADMG:1</p> <p>+1 {ADMG} and +1 MAX {LIFE} while JANA has 2 or more {CYB} Pumps on her</p> <p>{DR} Hyper-dash After an opponent declares an attack: Advance</p> <p style="text-align: right;">2-C-137</p>	<p>3 {BIO}{POR} Little Jinx Gal of Mishap</p> <p>Gladiator 4VP human Life:8 Rage:4 ADMG:2</p> <p>{?} Vex {SET}, Roll a D6, on a 1,2: Deal 1 {XDMG} to target Gladiator you control {+} 3-6: Deal 2 {XDMG} to target Gladiator {-}</p> <p>{OR} Love When target Character takes {XDMG}, {2 CP}: They take -1 {XDMG}</p> <p><i>"There's more to LJ than others give her credit for, especially Mr. Dangers." -Simon Bantus</i></p> <p style="text-align: right;">2-U-138</p>	<p>4 {BIO}{POR} Little Jinx Gal of Mishap</p> <p>Gladiator 5VP human Life:8 Rage:4 ADMG:2</p> <p>{?} Vex {SET}, Roll a D6, on a 1,2: Deal 1 {XDMG} to target Gladiator you control {+} 3-6: Deal 2 {XDMG} to target Gladiator {-}</p> <p>{OR} Love and Pain When target Character takes {XDMG}, {2 CP}: They take -1 {XDMG} or +1 {XDMG}</p> <p style="text-align: right;">2-U-138</p>
<p>1 {BIO}{MYS} Macabray The Abomination</p> <p>Gladiator 2VP creature mutant Life:7 Rage:3 ADMG:1</p> <p>+1 {RDMG}</p> <p>+1 <bio-decay> {ADMG} while a {BIO} or {MYS} Zone is face-up in play</p> <p><i>Some gladiators give children nightmares. He gives gladiators nightmares.</i></p> <p style="text-align: right;">2-C-139</p>	<p>2 {BIO}{MYS} Macabray The Abomination</p> <p>Gladiator 3VP creature mutant Life:7 Rage:3 ADMG:1</p> <p>+1 {RDMG}</p> <p>+1 <bio-decay> {ADMG} and +2 MAX {LIFE} while a {BIO} or {MYS} Zone is face-up in play</p> <p style="text-align: right;">2-C-139</p>	<p>1 {MYS}{MYS} The Red Pariah Outcast</p> <p>Gladiator 2VP creature elder Life:8 Rage:2 ADMG:1</p> <p>THE RED PARIAH cannot protect or intercept</p> <p>{R} Chained After you gain Flow, If you have 5 or more Cheer: Promote THE RED PARIAH to Level 2</p> <p><i>"The Elders are of great importance to the life balance of Solop Avagar. We must proceed with caution." -Broviss, Ophidian Chancellor</i></p> <p style="text-align: right;">2-U-140</p>
<p>2 {MYS}{MYS} The Red Pariah Outcast</p> <p>Gladiator 3VP creature elder Life:8 Rage:6 ADMG:2</p> <p>{OR} Break Bonds When THE RED PARIAH declares an attack, Roll a D6, on a 1, 2: THE RED PARIAH's attack cannot be protected 3-5: THE RED PARIAH's attack cannot be intercepted 6: THE RED PARIAH's attack cannot be protected or intercepted</p> <p style="text-align: right;">2-U-140</p>	<p>Steps of the Breather</p> <p>Flow Wounds / Cheer / Die Roll</p> <p>Regenerate 1) Unset. 2) Redraw. 3) CP reset.</p> <p>Maintain ☠ cannot be maintained</p> <p>Promote Promote and heal. Reinforcement.</p> <p>Maneuver Place characters into new starting field positions</p>	<p>Symbols for ROC spoiled cards</p> <p>2 {BIO}{bio} = card requires 2 Bio-tek Gladiators, one of them has to be level 2 or higher</p> <p>{YAY} = Crowd Favor</p> <p>M: ☠ = Card cannot be maintained</p> <p><bio-decay> = keyword font</p> <p>spirit weapon unique = keywords (located next to P: and M: costs)</p>

<p>1 {BIO}{bio} Acid Rot Pump: Minion Flow: + P:3 M:1 bio-decay</p> <p>Play only on Minions you control</p> <p>{-} Scrap Pumped Character: Deal 1 {XDMG} to target Character</p> <p>{R} When ACID ROT goes to the Scrapheap: Play ACID ROT for {2 CP}</p> <p><i>"I do not know which is worse, the burn or the stench." -Floor Judge</i></p> <p style="text-align: right;">2-R-1</p>	<p>1 {BIO} Biofission Quick-Hit Flow: R P:0 molecular</p> <p>After a Gladiator you control is destroyed: Gain {1 CP} or Unset target <mutant> Minion</p> <p><i>The House of Lok Breed are known masters of cellular efficiency.</i></p> <p style="text-align: right;">2-C-2</p>	<p>1 {BIO} Collapsing Contact Virus Pump: Character Flow: - P:2 M:1 bio-decay disease</p> <p>After Pumped Character deals {ADMG} to an unset Character: Place COLLAPSING CONTACT VIRUS on that unset Character</p> <p>After a Wave ends: Pumped Character takes 1 {XDMG}</p> <p><i>"It's best not to get it. But if you do, try your best to get rid of it." -Randu Diaz, Arch-fiend of Sorga V</i></p> <p style="text-align: right;">2-U-3</p>
<p>1 {BIO} Guiding Pump: Gladiator Flow: - P:0 M:0 relic unique</p> <p>Spore</p> <p>Pumped Gladiator counts as a Level 1 {BIO} Gladiator in addition to any other disciplines they may have</p> <p><i>To seal their alliance the 10 Justich houses each constructed an orb. One was bio-engineered by House Lok Breed, with a thousand years of genetic history stored within.</i></p> <p style="text-align: right;">2-U-4</p>	<p>1 {BIO}{bio} Molecular Manipulation Quick-Hit Flow: R P:2 molecular unique</p> <p>Quick-draw, {1 CP}: Flip all Zones</p> <p>When a Zone enters play: Zones cannot flip</p> <p><i>You can change the properties of an object by altering its basic molecular structure.</i></p> <p style="text-align: right;">2-U-5</p>	<p>1 {BIO}{bio} Mutagor Minion Flow: - P:3 M:1 mutant Life:1 ADMG:1</p> <p>After MUTAGOR enters play: Scrap a Strategy card you control</p> <p><i>"It only wants a little taste of a lot of flesh." -Mutant Enthusiast</i></p> <p style="text-align: right;">2-C-6</p>
<p>1 {BIO}{bio} Poison Boils Pump: Character Flow: + P:2 M:1 mutation</p> <p>{DR} {SET}: +1 {DDMG}</p> <p><i>"I've manipulated the genetics of your skin to create a volatile surface of explosive pustules. No need to thank me." -Archan Singazer</i></p> <p style="text-align: right;">2-C-7</p>	<p>1 {BIO}{bio} Putrefy Quick-Hit Flow: R P:3 bio-decay</p> <p>After an opponent plays a Pump: That Pump's target takes 1 {XDMG}</p> <p><i>"When you face a Lok Breed, you must be careful what you face them with." -Volke Combat Trainer</i></p> <p style="text-align: right;">2-C-8</p>	<p>1 {BIO}{bio} Raskelon Claws Pump: Gladiator Flow: ? P:2 M:2 mutation</p> <p>+1 {RDMG}</p> <p>+1 {ADMG} against <humans></p> <p>If you do not control any <humans>: {+}</p> <p><i>Perfectly suited for tearing deep in to human flesh, they gave the Raskelons the upper hand in melee combat. -Daven's Hammer War Records</i></p> <p style="text-align: right;">2-C-9</p>

<p>1 {BIO} Spore Pod Barricade</p> <p>Zone Flow: - P:2 M:1 environmental</p> <p>{R} When 2 or more Characters take {XDMG}, Shuffle X {BIO} cards from hand into your Arsenal: X target Characters take -1 {XDMG} (Any player may use this ability)</p> <p><i>Ironsides covered him by shooting into the spore pod field. Then Striking Dragon rushed into the fray, heading right for Lothar.</i></p> <p style="text-align: right;">2-R-10</p>	<p>1 {BIO}{bio}{bio} Transquorify</p> <p>Quick-Hit Flow: + P:1 molecular</p> <p>Destroy target Minion an opponent controls</p> <p>(Place TRANQUORIFY in your Funeral Pyre. It counts as 1 VP)</p> <p><i>"This incredible process remains the best means to a truly unforgettable death."</i> -Dr. Kopelman</p> <p style="text-align: right;">2-U-11</p>	<p>2 {BIO}{bio} Abomidor</p> <p>Minion Flow: - P:2 M:1 mutant Life:2 ADMG:2</p> <p>{+} 1 Cheer: Destroy ABOMIDOR (Any player may use this ability)</p> <p><i>This unstable mutant is susceptible to intense noise, and the crowd is always happy to oblige. Nothing gets the crowd going like a mutant exploding in the arena.</i></p> <p style="text-align: right;">2-C-12</p>
<p>2 {BIO}{bio} Adapt</p> <p>Quick-Hit Flow: + P:2 mutation</p> <p>Draw 2 cards. If both are {BIO} cards and you scrap them: Deal 1 {XDMG} to target Character</p> <p><i>It is no longer necessary to limit form to that of natural elements. Why not turn your arm into a shield?</i></p> <p style="text-align: right;">2-C-13</p>	<p>2 {BIO}{bio}{bio} Moko-jin</p> <p>Minion Flow: + P:6 M:3 demonic mutant Life:3 Rage:0 ADMG:3</p> <p><i>The official guards of House Lok Breed, the Moko-jin are far more dangerous than their size suggests.</i></p> <p style="text-align: right;">2-U-14</p>	<p>2 {BIO} Muscle Swell</p> <p>Pump: Gladiator Flow: ? P:3 M:2 mutation</p> <p>+1 {ADMG} (+2 {ADMG} if {YAY})</p> <p>If Pumped Gladiator is Raging: {+}</p> <p><i>The matches on Volke are always full of muscle-bound mutants. It's more for show.</i></p> <p style="text-align: right;">2-C-15</p>
<p>2 {BIO} Vertex Virus</p> <p>Zone Flow: - P:1 M:1 contamination unique</p> <p>All Gladiators worth the most VP have -1 MAX {LIFE}</p> <p><i>The most mighty are often the least immune.</i></p> <p style="text-align: right;">2-C-16</p>	<p>3 {BIO} Don't Throw Stones...</p> <p>Zone Flow: + P:1 M:1 molecular</p> <p>{DR} After target Character takes {ADMG}: Deal 1 {XDMG} to that Character and 1 {XDMG} to the source of the {ADMG}</p> <p><i>...unless you don't fear the consequences.</i></p> <p style="text-align: right;">2-C-17</p>	<p>3 {BIO} Scaled Skin</p> <p>Pump: Character Flow: - P:2 M:  mutation</p> <p>{DR} When Pumped Character takes {ADMG}, Take 2 cards (1 card if Pumped Character is Raging) from hand and place them on top of your Arsenal in any order: -1 {ADMG}</p> <p><i>"Keep fighting! He cannot hold up much longer!"</i> -Security, Helix Co.</p> <p style="text-align: right;">2-R-18</p>

<p>4 {BIO} Atom Scrambler Quick-Hit Flow: + P:5 molecular unique</p> <p>Up to 2 target Characters take 2 {XDMG} each or Add the abilities of target Gladiator to another target Gladiator until the Wave ends</p> <p><i>D. N. A. and other patterns of genetic structuring are just a suggestion of form, the start of the journey towards meaning and perfection.</i> —Resultain Marsh, House Lok Breed Bio-tek Shaman</p> <p style="text-align: right;">2-R-19</p>	<p>1 {CYB}{cyb} Energy Capsules Zone Flow: + P:1 M:0 power source</p> <p>{PASS}: Gain {1 CP}. Target opponent may draw 1 card (Any player may use this ability)</p> <p>{-} Scrap: Gain {1 CP}</p> <p><i>"They say a Keeper secretly passed one of these to Version 9 in the Surge semi-finals."</i> —The Janitor</p> <p style="text-align: right;">2-C-20</p>	<p>1 {CYB} Guiding Pulse</p> <p>Pump: Gladiator Flow: - P:0 M:0 relic unique</p> <p>Pumped Gladiator counts as a Level 1 {CYB} Gladiator in addition to any other disciplines they may have</p> <p><i>One was constructed by House Pol-tec, a timeless power source within and encrusted with Opali marble.</i></p> <p style="text-align: right;">2-U-21</p>
<p>1 {CYB}{cyb} Helix Gun Pod Pump: Gladiator Flow: + P:3 M:2 energy weapon</p> <p>{OR} After Pumped Character deals {ADMG} to a Character, {SET}: Deal 1 {XDMG} to a different target Character in the same field</p> <p><i>The Helix Co. on Surge works closely with the House of Pol-tec.</i></p> <p style="text-align: right;">2-C-22</p>	<p>1 {CYB}{cyb} Jolt Cable Quick-Hit Flow: R P:0 equipment hardware unique</p> <p>After an opponent gains CP: Gain {1 CP} ({1 CP} and draw 1 card if you have 6 or more Cheer)</p> <p><i>A handful of scientists and engineers from New Ruege were bought-out by Helix Co. in 2340.</i></p> <p style="text-align: right;">2-C-23</p>	<p>1 {CYB} Junkyard Zone Flow: - P:1 M:0 salvage</p> <p>{+} Take 4 {CYB} Pumps and/or {CYB} Minions from your Scrapheap and place them in your Funeral Pyre: Take a Level 2 or lower {CYB} Minion from your Scrapheap into hand</p> <p><i>Bleep. Bleep. Bleep. Crunch.</i></p> <p style="text-align: right;">2-R-24</p>
<p>1 {CYB}{cyb} Kinetic Fusion Pack Pump: Character Flow: - P:1 M:0 equipment power source</p> <p>{OR} After any opponent makes Pumped Character's attack a negative, Scrap: Gain {1 CP} ({2 CP} if Pumped Character is a {CYB} Minion)</p> <p><i>"The Helix Co. president is an alien cyborg with connections in Raskelon."</i></p> <p style="text-align: right;">2-C-25</p>	<p>1 {CYB} N. R. G. Zone Flow: DR P:0 M:0 salvage</p> <p>After any opponent scraps a card: Play N. R. G.</p> <p>{R} When you Play a {CYB} card, Scrap: Reduce its Play Cost by {2 CP}, to a minimum of {1 CP}</p> <p><i>In arena combat, the dead are the most commonly available source of energy. The Nano Recycling Grid is one of the most efficient power reclamation technologies available today, not to mention fun to watch.</i> —Opali Futurnetics Co., a Helix Co. subsidiary</p> <p style="text-align: right;">2-U-26</p>	<p>1 {CYB} Pol-tec Bladebot Minion Flow: - P:3 M:1 pol-tec Life:1 ADMG:1</p> <p>{PASS}: Unset. The first opponent to your left gains {1 CP} and draws 1 card</p> <p><i>The Pol-tec army stands at the forefront of military technology and has their home base on Surge.</i></p> <p style="text-align: right;">2-R-27</p>

<p>1 {CYB}{cyb} Porto Battery v1.0</p> <p>Minion Flow: - P:1 M:1 power source Life:1 ADMG:0</p> <p>+1 MAX {LIFE} while in the Support Field</p> <p>{R} While in the Action Field, When you Play a {CYB} card, {SET}: Reduce its Play Cost by {2 CP}</p> <p><i>These bots fold into a tightly armored shell protecting their inner core.</i></p> <p style="text-align: right;">2-U-28</p>	<p>1 {CYB} Spark Bot</p> <p>Minion Flow: - P:4 M:2 power source remote Life:1 ADMG:1</p> <p>Quick-draw, If you control 3 or more {CYB} Gladiators: Play SPARK BOT for {1 CP}</p> <p>After SPARK BOT enters play: Draw 1 card</p> <p><i>In their first match together, Cray Phillips, Jana, and Berserker swarmed their opponents with these bots.</i></p> <p style="text-align: right;">2-C-29</p>	<p>2 {CYB}{cyb} Compute</p> <p>Quick-Hit Flow: + P:2 software</p> <p>Draw 2 cards. If both are {CYB} Minions and you scrap one of them: Gain {2 CP}</p> <p><i>"Version Nine. Do you ever worry about the amount of destruction you cause?"</i> <i>"No."</i></p> <p style="text-align: right;">2-C-30^{v2}</p>
<p>2 {CYB} Draxile's CPU</p> <p>Pump: Character Flow: + P:2 M:1 hardware memory unique</p> <p>After DRAXILE'S CPU enters play: Take a {CYB} Minion from your Arsenal into hand</p> <p>During the Regenerate step: Draw +1 Bonus cards</p> <p><i>"Sound the alert, Draxile's CPU has been stolen!"</i></p> <p style="text-align: right;">2-R-31</p>	<p>2 {CYB}{cyb} Pol-tec Agrobot</p> <p>Minion Flow: + P:X M:2 pol-tec Life:1 ADMG:1</p> <p>X equals 3 (2 if you control a <pol-tec> Minion)</p> <p>{OR} After POL-TEC AGROBOT destroys a Character: Unset</p> <p><i>"Anyone trained in cybernetic combat should know the construction process of a Pol-tec bot!"</i> <i>–Berserker</i></p> <p style="text-align: right;">2-C-32^{v2}</p>	<p>2 {CYB} Pol-tec Gunbot</p> <p>Minion Flow: - P:5 M:2 pol-tec Life:2 ADMG:2</p> <p>{PASS} Scrap 2 cards from hand, {1 LIFE}: Unset</p> <p>POL-TEC GUNBOT's attacks cannot be made negative</p> <p>When POL-TEC GUNBOT takes {RDMG}: Reduce that {RDMG} to 0</p> <p><i>Often expensive, but always efficient, these bots are called to finish off the enemy.</i></p> <p style="text-align: right;">2-R-33^{v2}</p>
<p>3 {CYB}{bio}{bio}{bio} Cybernetic Mutate</p> <p>Minion Flow: - P:5 M:  berserk mutant Life:3 ADMG:1</p> <p>After you play CYBERNETIC MUTATE: Scrap 2 {CYB} or {BIO} Pumps you control or Scrap CYBERNETIC MUTATE</p> <p>{-} {SET}: Destroy X target Pumps. Deal X {XDMG} to target Character [X equals the number of Pumps in play, no more than 3]</p> <p><i>Beware the Cliffs of Ashrock, home to these illegally modified criminals.</i></p> <p style="text-align: right;">2-R-34</p>	<p>3 {CYB} Pol-tec Kilbot</p> <p>Minion Flow: - P:3 M:2 pol-tec Life:2 ADMG:2</p> <p>{R} After POL-TEC KILBOT takes {DMG}: Unset</p> <p><i>"The planet of Surge is flat, mild, and composed primarily of dense metals—a perfect habitat for a flourishing construct population."</i> <i>–Justich Starguide</i></p> <p style="text-align: right;">2-U-35</p>	<p>4 {CYB} Helix Storm Cannon</p> <p>Pump: Gladiator Flow: ? P:1 M:1 energy weapon</p> <p>{-} Scrap a {CYB} card you control, {1 CP}: Deal 1 {XDMG} to target Character (If you scrapped a <power source> do not pay {1 CP})</p> <p>If you control a <power source>: {+}</p> <p><i>Shoulder mounted, with laser guidance.</i></p> <p style="text-align: right;">2-C-36</p>

<p>1 {MYS}{mys} Eidolon Force</p> <p>Quick-Hit Flow: R P:3 armor spirit</p> <p>When target Character you control takes {DMG} and/or is advanced or retreated: They take -1 {DMG} and cannot be advanced or retreated</p> <p><i>Instantly, he kneeled to touch the earth and became immovable.</i></p> <p style="text-align: right;">2-R-37</p>	<p>1 {MYS} Elder Influence</p> <p>Zone Flow: - P:1 M:1 decree elder</p> <p>During the Flow step, If wounds are tied: The player with the least number of Cheer starts the next Wave with Flow</p> <p>During the Promote step, Scrap: Heal 1 wound from target Character</p> <p><i>Some Elder scrolls mention a war spanning between dimensions. On one side, demons. On the other...</i></p> <p style="text-align: right;">2-U-38</p>	<p>1 {MYS} Ghosted</p> <p>Quick-Hit Flow: DR P:2 possession</p> <p>When an intercepting Gladiator you control takes {ADMG}, 1 Cheer: They take -1 {ADMG} (-2 {ADMG} if they are {MYS} or <spectral>)</p> <p><i>"And for a moment, I had left my mortal shell."</i> <i>—La Sinja Tempora</i></p> <p style="text-align: right;">2-C-39</p>
<p>1 {MYS} Guiding</p> <p>Souls</p> <p>Pump: Gladiator Flow: - P:0 M:0 relic unique</p> <p>Pumped Gladiator counts as a Level 1 {MYS} Gladiator in addition to any other disciplines they may have</p> <p><i>One was imbued by House Yorsa Pabas, a conduit to the wandering spirits of Opali and guarded by five Deastrali, chained mystic guardians of the shadowscapes.</i></p> <p style="text-align: right;">2-U-40</p>	<p>1 {MYS}{mys} Inferno Spirit</p> <p>Minion Flow: - P:2 M:2 fire spirit Life:1 ADMG:0</p> <p>{OR} {SET}: Target Gladiator deals +1 {ADMG}</p> <p>{OR} {1 CP}: +1 {ADMG}</p> <p><i>"I called Helios to my sword, which he quickly wrapped around, enchanting it with flame."</i> <i>—Maya Tempora</i></p> <p style="text-align: right;">2-C-41</p>	<p>1 {MYS} Otherworld Tremors</p> <p>Zone Flow: - P:2 M:0 séance</p> <p>After a <spirit> or <spectral> is destroyed, Flip: All <non-spirits> and <non-spectrals> take 1 {XDMG} each</p> <p><i>"You can feel them coming—sweeping waves of gray oceans forgotten."</i> <i>—The Blue Pariah, Elder</i></p> <p style="text-align: right;">2-U-42</p>
<p>1 {MYS} Pa'chan Gathering</p> <p>Zone Flow: + P:2 M:0 pa'chan séance</p> <p>After PA'CHAN GATHERING enters play: Advance all <pa'chan> Characters</p> <p>All Characters in your Support Field have +1 MAX {LIFE}</p> <p><i>"It's amazing we have not yet seen a Pa'chan ranked in the Ophidian Circuit!"</i> <i>—IGM Arena Analyst</i></p> <p style="text-align: right;">2-C-43</p>	<p>1 {MYS}{mys} Sand Spirit</p> <p>Minion Flow: - P:3 M:2 earth spirit Life:1 ADMG:1</p> <p>Quick-draw: Draw 1 card</p> <p>{-} While unset, Scrap: Destroy target Level 2 or lower <weapon> or <armor> (any Level <weapon> or <armor> if you control 3 or more <spirits>)</p> <p><i>Sand has a way of getting in to everything.</i></p> <p style="text-align: right;">2-C-44</p>	<p>1 {MYS} Sephram's Resilience</p> <p>Quick-Hit Flow: DR P:1 possession</p> <p>After target Character takes {ADMG}: All further {DMG} to that Character is reduced to 0 until you gain Flow</p> <p><i>"Blow after blow, yet Ryla stands strong!"</i> <i>—Announcer</i></p> <p style="text-align: right;">2-C-45</p>

<p>1 {MYS}{mys} Shadow Spirit</p> <p>Minion Flow: - P:3 M:1 dark spirit Life:1 ADMG:1</p> <p>When SHADOW SPIRIT takes {RDMG}: Reduce that {RDMG} to 0</p> <p><i>"The Dark Mystics are not evil. They only have different views on the cycle of life than others." —Macabray</i></p> <p style="text-align: right;">2-C-46</p>	<p>1 {MYS} Soul Tendrils</p> <p>Pump: Gladiator Flow: + P:3 M:1 soul</p> <p>{OR} After Pumped Character deals {ADMG}: Destroy target Pump on a Defender</p> <p>{OR} {YAY}, After Pumped Character deals {ADMG}, {1 CP}, Scrap: Destroy target Pump on a Defender</p> <p><i>"Souls can be employed in many ways, depending on the goals of the caller." —The Green Pariah, Elder</i></p> <p style="text-align: right;">2-R-47</p>	<p>2 {MYS}{mys} Call to the Elders</p> <p>Quick-Hit Flow: - P:1 séance unique</p> <p>Play a <spirit> or <aura> card from your Scrapheap</p> <p><i>"And I shall rain down on the battlefield, a fever of power." —The Green Pariah, Elder</i></p> <p style="text-align: right;">2-U-48</p>
<p>2 {MYS}{mys} Dodecca's Brethren</p> <p>Minion Flow: - P:3 M:2 paban unique Life:3 Rage:2 ADMG:2</p> <p>DODECCA'S BRETHREN may protect and intercept attacks against <pabans></p> <p>-2 MAX {RAGE} while DODECCA is in any Funeral Pyre</p> <p><i>Born the tenth daughter, with two brothers born to protect her. —Oracle of San Jupiter</i></p> <p style="text-align: right;">2-U-49</p>	<p>2 {MYS}{mys} Karma</p> <p>Quick-Hit Flow: + P:2 soul</p> <p>Draw 2 cards. If both are {MYS} and you scrap one of them: Heal 1 wound from target Character</p> <p><i>What goes around, comes back as an electro-spear to the head.</i></p> <p style="text-align: right;">2-C-50</p>	<p>2 {MYS} Questing Force</p> <p>Pump: {MYS} Gladiator Flow: + P:1 M:1 aura</p> <p>When Pumped Character takes {XDMG}, Roll a die, on a 4-6: Reduce that {XDMG} by 2 (3-6 if it is {BIO} {XDMG} or if you have 4 or more Cheer)</p> <p><i>Tendrils of plague reached out for Freakshow... he quested out with his aura and pulled back whenever queasy-yellow tinged his probes. —Loren Coleman, The Tragic Rise of David Dangers</i></p> <p style="text-align: right;">2-C-51</p>
<p>2 {MYS} Spirit Daggers</p> <p>Pump: Character Flow: ? P:2 M:1 spirit weapon</p> <p>{OR} {SET}: +1 {ADMG} (+2 {ADMG} against Characters with Pumps)</p> <p>If Played on a {MYS} and {WAR} Gladiator: {+}</p> <p><i>"Nothing is sharper than the soul" —Dodecca</i></p> <p style="text-align: right;">2-C-52</p>	<p>3 {MYS} Fire Torrent</p> <p>Quick-Hit Flow: + P:X fire</p> <p>Take X*2 cards from hand and place them on top of your Arsenal in any order: Deal X {XDMG} to target Character</p> <p><i>"Being so close to the sun leaves you no choice but to befriend fire." —Hogar, House of Kilflame</i></p> <p style="text-align: right;">2-R-53</p>	<p>3 {MYS}{mys} Keeper of the Winds</p> <p>Minion Flow: + P:1 M:1 air spirit unique Life:1 ADMG:1</p> <p>When you play KEEPER OF THE WINDS, If you control 3 or more {MYS} Gladiators: Play it as if its Level is 2</p> <p>When KEEPER OF THE WINDS takes {XDMG}: Reduce that {XDMG} to 0</p> <p><i>"Four Keepers for every element, each with uncontested powers." —Madame Petice</i></p> <p style="text-align: right;">2-R-54</p>

<p>3 {MYS} Umbra Form Pump: {MYS} Gladiator Flow: - P:10 M:5 dark metamorphosis</p> <p>After UMBRA FORM enters play: Promote Pumped Gladiator</p> <p>+2 {ADMG}; +2 MAX {LIFE}; -2 MAX {RAGE}</p> <p><i>"The Red Pariah must not escape those chains! We cannot take any more punishment!"</i> –Xerdamious, Ophidian General 2-C-55</p>	<p>4 {MYS} Fist Stone Golem</p> <p>Minion Flow: - P:5 M:2 earth golem unique Life:3 ADMG:2</p> <p>Quick-draw, {5 CP}: All unset Gladiators take 1 {XDMG}. Play FIST for {0 CP}</p> <p>{OR} {X LIFE}: +X {ADMG}</p> <p>{-} Scrap: Draw 2 cards</p> <p><i>Solop Avagar is home to some of the most amazing creatures.</i> 2-R-56</p>	<p>1 {POR} Doom Glyph</p> <p>Pump: Minion Flow: - P:3 M:1 glyph</p> <p>+1 {ADMG}</p> <p>After another DOOM GLYPH is played on Pumped Minion: Destroy Pumped Minion</p> <p><i>"Ah yes the power! What's the catch?"</i> –Kikkilorath, lesser demon 2-R-57</p>
<p>1 {POR} Guiding Glyph</p> <p>Pump: Gladiator Flow: - P:0 M:0 relic unique</p> <p>Pumped Gladiator counts as a Level 1 {POR} Gladiator in addition to any other disciplines they may have</p> <p><i>One was shaped by House Tempra Pabas, a glyph of ancient power trapped within.</i> 2-U-58</p>	<p>1 {POR}{por} Krevloc Charger</p> <p>Minion Flow: ? P:2 M:0 krevloc Life:1 ADMG:1</p> <p>After KREVLOC CHARGER deals {ADMG}: Scrap 1 card from hand</p> <p>{YAY}: {+}</p> <p><i>Glyphing a Krevloc is usually worth the effort...</i> 2-C-59</p>	<p>1 {POR}{por} Nameless Hero</p> <p>Minion Flow: + P:3 M:2 turvian Life:1 ADMG:1</p> <p>+1 {ADMG} while you have 5 or more Cheer</p> <p><i>Many Turvians volunteered for glyphing trying to escape the misery of life on Turvia.</i> 2-C-60</p>
<p>1 {POR} Paban Assassin</p> <p>Minion Flow: - P:3 M:2 paban Life:1 ADMG:1</p> <p>{-} {SET}: Deal 1 {XDMG} to the Character an opponent controls with the most wounds</p> <p><i>"Originating in Opali, a giant white planet, Pabans often greatly vary in appearance, sometimes looking nearly human."</i> –Dr. Tumblesteiner 2-C-61</p>	<p>1 {POR} Paban Scout</p> <p>Minion Flow: ? P:2 M:2 paban Life:1 ADMG:1</p> <p>Quick-draw: Flip target Zone</p> <p>{+} {SET}: Look at target opponent's hand</p> <p>If any opponent has 2 or less cards in hand: {+}</p> <p><i>The House of Yorsa Pabas sells their best scouts to the highest bidder.</i> 2-C-62</p>	<p>1 {POR} Splinter Worm</p> <p>Minion Flow: - P:3 M:2 worm Life:2 ADMG:1</p> <p>{-} {1 LIFE}, Roll a D6, on a 1-3: Deal 1 {XDMG} to target Character 4, 5: Draw 1 card 6: Scrap</p> <p><i>Although rumors of a demon society within the Splinter-worlds exist, this chaotic and fractured demon dimension is a breeding ground for wild horrors and monsters of giant size.</i> 2-C-63</p>

<p>1 {POR} Tigbar Warrior</p> <p>Minion Flow: ? P:4 M:2 tigbar Life:1 ADMG:1</p> <p>+1 MAX {LIFE} and +1 {ADMG} while {YAY}</p> <p>If you have 2 or less Cheer: {+}</p> <p><i>Tigbar warriors can volunteer for glyphing, if they have strong desire to be in the arena.</i></p> <p style="text-align: right;">2-C-64</p>	<p>1 {POR}{por} Waiting Horrors</p> <p>Minion Flow: - P:3 M:2 horror Life:1 ADMG:1</p> <p>Quick-draw: Scrap</p> <p>+X MAX {LIFE}; +X {ADMG} [X equals the number of WAITING HORRORS in your Scrapheap]</p> <p><i>They wait and multiply in the deep regions of Splinter-world.</i></p> <p style="text-align: right;">2-U-65</p>	<p>1 {POR} Warped Hues</p> <p>Zone Flow: + P:1 M:0 anomaly</p> <p>After WARPED HUES is flipped face-up: All players gain {1 CP}</p> <p>After WARPED HUES enters play: Shuffle target Arsenal</p> <p><i>Blurring time and space can help utilize your resources.</i> <i>–Yoka Tempora, House of Tempora</i></p> <p style="text-align: right;">2-C-66</p>
<p>1 {POR} Worpalite Nexus</p> <p>Zone Flow: - P:1 M:1 anomaly</p> <p>{-} Scrap a <worpalite> Minion you control: Take a <worpalite> Minion from your Arsenal and Play it as if its Level requirement is 1 Level lower</p> <p><i>There are places in subspace, in long forgotten portal routes and naturally occurring anomalies, where the worpalites gather to spawn. If you happen upon one of these spots you could wind up very rich or very dead.</i> <i>–Lex Quasiut, Portal Hunter</i></p> <p style="text-align: right;">2-C-67</p>	<p>2 {POR}{por} Creeper</p> <p>Minion Flow: - P:3 M:1 phasial Life:1 ADMG:2</p> <p>Quick-draw: Play CREEPER for {1 CP}</p> <p>After CREEPER enters play: Flip all Zones</p> <p>After a Zone or any CREEPER enters play: {SET}</p> <p><i>I never saw it coming... That's the point... Oh...</i></p> <p style="text-align: right;">2-R-68</p>	<p>2 {POR}{por} Fetid Horror</p> <p>Minion Flow: - P:3 M:3 horror Life:1 ADMG:1</p> <p>FETID HORROR's Maintain Cost is reduced by {1 CP} while an opponent controls any <humans></p> <p>{OR} After FETID HORROR deals {ADMG} to a Minion: Return that Minion to its owner's hand</p> <p><i>Don't let it go to your head.</i></p> <p style="text-align: right;">2-R-69</p>
<p>2 {POR}{por} Hyper-portal</p> <p>Quick-Hit Flow: ? P:2 anomaly</p> <p>Quick-draw: Draw 1 card</p> <p>Draw 2 cards. If at least one of them has a Quick-draw ability and you reveal it: {+}</p> <p><i>The portalist kept rushing faster as more and more power was being drawn in.</i></p> <p style="text-align: right;">2-C-70</p>	<p>2 {POR} Kanterkin</p> <p>Minion Flow: - P:4 M:2 worpalite Life:X ADMG:2</p> <p>X equals the number of Minions you control</p> <p><i>One of the known but rare species of worpalites, the Kanterkin frequent large portal iris's that naturally occur in some areas of deep space.</i></p> <p style="text-align: right;">2-U-71</p>	<p>2 {POR}{por} Void Shackler</p> <p>Minion Flow: - P:4 M:2 horror Life:2 ADMG:2</p> <p>When VOID SHACKLER takes {DMG} other than {ADMG}: Reduce that {DMG} to 0</p> <p>VOID SHACKLER's attacks are negative</p> <p><i>"Danger. Danger. Dan...bzzzzz." –Adaptor Droid</i></p> <p style="text-align: right;">2-C-72</p>

<p>3 {POR} Glyph of Kahlin Pump: Minion Flow: - P:2 M:1 glyph unique</p> <p>+1 {ADMG}</p> <p>{YAY}, When Pumped Minion is destroyed: Place that Minion on top of its owner's Arsenal</p> <p><i>"Even Master Portalists consider this glyph fairly complex." -The Book of Glyphs</i></p> <p style="text-align: right;">2-R-73</p>	<p>3 {POR} Moat Mutant Minion Flow: - P:2 M:1 mutant Life:3 ADMG:3</p> <p>+1 MAX {LIFE} while you control 2 or more {BIO} Gladiators</p> <p>After you gain Flow: MOAT MUTANT takes 1 {XDMG}</p> <p><i>It wasn't long after the Bio Gladiators brought these freaks to the arenas that Portalists realized how useful they can be.</i></p> <p style="text-align: right;">2-U-74</p>	<p>4 {POR} Ancient Horror Minion Flow: - P:4 M:2 horror unique Life:X ADMG:X</p> <p>ANCIENT HORROR's {LIFE} and {ADMG} equal the number of <horror> Minions in play</p> <p>{-} {1 LIFE}: Play a Level 2 or lower <horror> Minion from hand for 1 {CP} (That Minion enters play set)</p> <p><i>"The Ophidians are mad to allow such horrors to be brought within the arena. It's only time until we have a massacre on our hands."</i></p> <p style="text-align: right;">2-U-75</p>
<p>1 {PSI}{psi} Berserk Quick-Hit Flow: R P:3 mind-raid</p> <p>When a Character declares an attack: They can only target unset Gladiators in the Action Field if one is a valid target</p> <p><i>"I saw only glory and lost my way." -The Mangled One</i></p> <p style="text-align: right;">2-C-76</p>	<p>1 {PSI} Forethought Quick-Hit Flow: ? P:X clairvoyance unique</p> <p>Unset target Pump with {X CP} Play Cost, minimum {1 CP}</p> <p>If X is 2 or less: {+}</p> <p><i>"A useless dagger is only one that has been forgotten." -Madam D'aphne, House of Ethral</i></p> <p style="text-align: right;">2-C-77</p>	<p>1 {PSI} Guiding Thought Pump: Gladiator Flow: - P:0 M:0 relic unique</p> <p>Pumped Gladiator counts as a Level 1 {PSI} Gladiator in addition to any other disciplines they may have</p> <p><i>One was willed by House Ethral, containing the minds of five legendary but infamous thinkers. In honor of the induction of the Justich Federation, each Justich Gladiator was given a replica orb, imbued with a lesser, but still potent power.</i></p> <p style="text-align: right;">2-U-78</p>
<p>1 {PSI} One With The Focus Quick-Hit Flow: + P:1 mind-raid</p> <p>Target player takes 1 card at random from their hand and shuffles it into their Arsenal: They draw 1 card</p> <p><i>"Why won't you respond? Stay back!"</i></p> <p style="text-align: right;">2-C-79</p>	<p>1 {PSI} Inner Fury Quick-Hit Flow: R P:2 focus madness</p> <p>After a Raging {PSI} Gladiator you control takes {XDMG} from target Character: Deal {XDMG} to that Character equal to the {PSI} Gladiator's {RDMG}</p> <p><i>"Tell me... WHO KILLED MY BROTHER!" -Taa Ra</i></p> <p style="text-align: right;">2-R-80</p>	<p>1 {PSI} Mind the Mighty Quick-Hit Flow: DR P:1 focus</p> <p>After any opponent Plays a non-Quick-Hit card, Scrap a card from hand: Draw 2 cards</p> <p><i>"Go forth. We shall never let him gain the upper hand." -Madame Petice</i></p> <p style="text-align: right;">2-C-81</p>

<p>1 {PSI} Nervousness Pump: Gladiator Flow: + P:2 M:☠ phobia</p> <p>After Pumped Gladiator declares an attack against a Gladiator worth more VP than them: Retreat Pumped Gladiator and that attack is a negative</p> <p><i>"Think of it as a favor, because you REALLY don't want to do that."</i> –Trace 2-U-82</p>	<p>1 {PSI} Musing Quick-Hit Flow: - P:2 delusion</p> <p>Target player draws 2 cards, Scraps 2 cards from hand, Scraps 1 card at random from hand, and reveals 2 cards from hand</p> <p><i>"This is no time to take a walk Fish!"</i> –Quevor 2-C-83</p>	<p>1 {PSI}{psi} Temporary Amnesia Pump: Minion Flow: - P:2 M:☠ mind-raid</p> <p>Pumped Minion cannot protect, intercept, or use any of its non-continuous abilities</p> <p><i>"I'll go left, you go right. We'll meet up in the center and rush Elli Torsa"</i> <i>"We did that already. It didn't work."</i> 2-C-84</p>
<p>1 {PSI} Third Eye Quick-Hit Flow: + P:1 clairvoyance</p> <p>Quick-draw: Look at the top 3 cards of target Arsenal and return them in any order</p> <p>Draw 3 cards and reveal them. Target opponent places 1 on top of your Arsenal and 1 in your Scrapheap</p> <p><i>Hidden behind a veil, the third eye looks both inward and outward.</i> 2-U-85</p>	<p>2 {PSI}{psi}{psi} Anger Management Zone Flow: - P:2 M:1 focus</p> <p>All Gladiators have +1 {RDMG}</p> <p><i>"Use that fire inside you, and aim it at your enemy. Let them suffer for harming you. Let them regret coming close to you. Let them burn for ever crossing you."</i> –Angelique 2-U-86</p>	<p>2 {PSI}{psi} Claustrophobia Zone Flow: - P:2 M:☠ phobia</p> <p>After a player gains Flow, If they control 4 or more Characters in the Action Field: They choose one of them and that Character takes 2 {XDMG} (Cannot choose Raging Characters)</p> <p><i>"Elli delights on torturing the weak-minded... perhaps more than Queen Alexandra!"</i> –Gladiator Scouting Report 2-R-87</p>
<p>2 {PSI} Heightened Aggression Pump: Gladiator Flow: ? P:1 M:1 madness</p> <p>Pumped Gladiator has +1 {RDMG}</p> <p>If you have 5 or more Cheer: {+}</p> <p><i>It was as if someone had stuck a hot iron in my mind and electric shocks down my spine. I could have fought off four demons with my bare hands.</i> 2-C-88</p>	<p>2 {PSI}{psi} Perceive Quick-Hit Flow: + P:2 clairvoyance</p> <p>Draw 2 Cards. If both are {PSI} cards and you scrap them: Unset target 1 VP Gladiator</p> <p><i>"The path to victory can be long or short. It's all how you choose to see it."</i> –Jana 2-C-89</p>	<p>2 {PSI} Smoke and Mirrors Zone Flow: + P:1 M:1 hallucination</p> <p>{R} When 2 or more Characters take {XDMG}, Scrap: They all take -1 {XDMG}</p> <p><i>Just fire! You'll hit one of them!</i> 2-C-90</p>

<p>2 {PSI}{psi} Velocity Shift</p> <p>Quick-Hit Flow: OR P:1 focus</p> <p>When you Play target Pump: Reduce its Play Cost by {3 CP}, and make it a positive. Scrap that Pump after you gain Flow</p> <p><i>They won't see it coming until it's too late.</i></p> <p style="text-align: right;">2-R-91</p>	<p>3 {PSI} Perplex</p> <p>Pump: Character Flow: - P:1 M:☠ delusion</p> <p>After Pumped Character's controller gains Flow: Advance or retreat them</p> <p>Pumped Character cannot use the standard advance and retreat actions</p> <p><i>"I advise you to leave your integrity at the doorstep of the House of Ethral."</i> –Huberx, Tavern Owner</p> <p style="text-align: right;">2-C-92</p>	<p>3 {PSI}{psi} Mastermind's Will</p> <p>Pump: Gladiator Flow: - P:2 M:2 focus</p> <p>Play only on Gladiators you control</p> <p>{ADMG} equals half the number of cards in target opponent's hand (Rounded up)</p> <p><i>"Every weakness is revealed to me!"</i> –Mastermind</p> <p style="text-align: right;">2-U-93</p>
<p>3 {PSI} Ultimate Delusion</p> <p>Quick-Hit Flow: - P:0 delusion</p> <p>Reveal a card at random from hand. If it's a Pump or Zone: You may Play that card for - {3 CP}, no lower than {1 CP}</p> <p><i>"Tricks of this nature were banned in many Justich arenas, but they are now encouraged by the Ophidians."</i></p> <p style="text-align: right;">2-R-94</p>	<p>4 {PSI} The Power of Six</p> <p>Quick-Hit Flow: + P:1 focus unique</p> <p>Quick-draw, Scrap 6 cards from hand: Gain {6 CP}</p> <p>Draw and reveal a card. Repeat until the total {CP} Maintain Cost of all drawn cards or the total cards drawn equals or exceeds 6</p> <p><i>The Ethrals were obsessed with this number.</i></p> <p style="text-align: right;">2-R-95</p>	<p>1 {UNI} Bounty</p> <p>Pump: Character Flow: - P:1 M:0 infamy unique</p> <p>Play only on Gladiators your opponent controls</p> <p>+1 {DDMG}</p> <p>After Pumped Character is destroyed: The player who destroyed them gains {X CP} [X equals Pumped Character's Level]</p> <p><i>Bounty: Wanted Dead or Alive: Bull's Eye and Goth Garal for multiple crimes in the Justich system.</i></p> <p style="text-align: right;">2-U-96</p>
<p>1 {UNI} Skull Dancer</p> <p>Minion Flow: - P:0 M:0 cheerleader Life:1 ADMG:0</p> <p>When you are tied for the highest number of Cheer: You count as +1 Cheer towards being the Crowd Favorite</p> <p><i>"Show some guts, and smash his nuts, cause some pain, and puncture his brain!"</i></p> <p style="text-align: right;">2-C-97</p>	<p>1 {UNI} Justich "Quality Control"</p> <p>Zone Flow: + P:1 M:0 referee</p> <p>{-} If the total VP in play is 9 or less, Choose a Card Type, Scrap: All players draw and reveal 3 cards, then shuffle any revealed cards that do not match the chosen Type into their Arsenal</p> <p><i>Ten houses on five planets rule the Justich System.</i></p> <p style="text-align: right;">2-C-98</p>	<p>1 {UNI} One-on-One Justich Style</p> <p>Quick-Hit Flow: PASS P:0 duel unique</p> <p>Choose a Non-Raging X VP Gladiator you control: Target player chooses a Non-Raging X VP Gladiator they control, Both Gladiators take {XDMG} equal to the other Gladiator's printed {ADMG}</p> <p><i>"Oh my Kaleem! Such sportsmanship is rare these days."</i> –John, Avagar Announcer</p> <p style="text-align: right;">2-C-99</p>

<p>1 {UNI} Outlands Bookie</p> <p>Minion Flow: - P:0 M:0 bookie Life:1 ADMG:0</p> <p>After a Wave starts: Starting with you each player may guess who will have the most VP at the end of the Wave</p> <p>During the Regenerate step: If they guessed right they gain {2 CP} if they guessed wrong deal 2 {XDMG} to target Gladiator they control</p> <p><i>"You don't want to be wrong. In the Outworlds, there are no second chances."</i> 2-R-100</p>	<p>2 {UNI} Groupies</p> <p>Minion Flow: + P:1 M:0 perk Life:1 ADMG:0</p> <p>Play only if you have 8 or more Cheer (6 or more Cheer if you control FREAKSHOW)</p> <p>During the Regenerate step: Draw +1 Bonus cards and gain + {1 CP}</p> <p><i>"What are all these tramps doing here? They should know that Freakshow wants me the most, and I'm not sharing!"</i></p> <p>2-C-101</p>	<p>2 {UNI} Ophidian Masseuse</p> <p>Minion Flow: + P:0 M:1 perk Life:1 ADMG:0</p> <p>[X equals 3, 2 if you have 5 or more Cheer]</p> <p>During the Promote step: Heal an extra wound off target Gladiator you promote</p> <p><i>A little lower.</i></p> <p>2-U-102</p>
<p>3 {UNI} One-on-One Raskelon Style</p> <p>Quick-Hit Flow: - P:2 duel unique</p> <p>Choose a Gladiator you control: Target player chooses a Gladiator they control. Both players draw 2 cards and scrap them. Each chosen Gladiator deals {XDMG} equal to the total number of scrapped cards that share a discipline symbol with them to the other</p> <p><i>"No one can beat an alien in a fair fight! Everyone knows that!"</i> -Pago 2-R-103</p>	<p>1 {WAR}{war} Beha'wan Diplomacy</p> <p>Quick-Hit Flow: - P:3 beha'wan tactic</p> <p>Destroy target Level 2 or lower Minion an opponent controls unless that opponent scraps a Strategy card they control</p> <p><i>"I knew we could come to an agreement."</i> -Grogg 2-R-104</p>	<p>1 {WAR} Beha'wan War Staff</p> <p>Pump: Character Flow: ? P:2 M:1 beha'wan weapon</p> <p>+1 {ADMG} while {YAY}</p> <p>If you have 4 or more Cheer: {+}</p> <p><i>The forests of Volke were full of Beha'wans, an impossibly strong bestial race. You could hear them beating the trees with their staffs from miles away.</i></p> <p>2-C-105</p>
<p>1 {WAR}{war} Blood Motives</p> <p>Quick-Hit Flow: DR P:2 instinct</p> <p>After a Character declares an attack, Pay {1 LIFE} from target Defender: They get -1 MAX {RAGE}</p> <p><i>Sometimes the blood in my eyes is both blinding and refreshing.</i> -Pago 2-C-106</p>	<p>1 {WAR} Dragon Strike</p> <p>Quick-Hit Flow: OR P:4 martial arts technique</p> <p>Target {WAR} Gladiator gains +1 {ADMG}</p> <p>If the attack is not protected or intercepted: Retreat target Defender</p> <p><i>A memory of the mythical dragon, like a guardian to a forgotten place, fills me with the power of my ancestors. That image is the only link to my past.</i> -Naru Kami, <i>The Striking Dragon</i> 2-R-107</p>	<p>1 {WAR}{war} Grogg's Battle Armor</p> <p>Pump: Character Flow: - P:2 M:1 armor beha'wan</p> <p>{R} When Pumped Character takes {XDMG}, Scrap: They take -1 {XDMG} (-2 {XDMG} if Pumped Character is <beha'wan>)</p> <p><i>Woven by the armorer of the House of Jorgan in the eastern forests of Volke.</i> 2-R-108</p>

<p>1 {WAR} Guiding Stone</p> <p>Pump: Gladiator Flow: - P:0 M:0 relic unique</p> <p>Pumped Gladiator counts as a Level 1 {WAR} Gladiator in addition to any other disciplines they may have</p> <p><i>One was forged by House Kilflame, imbued with the power of ten ancient Avagarsian weapons and heated within the solar flares of the Justich sun.</i></p> <p>2-U-109</p>	<p>1 {WAR}{war}{war} Inner Strength</p> <p>Quick-Hit Flow: - P:3 training</p> <p>Destroy target Pump on a Character you control</p> <p>{YAY}: Draw 1 card</p> <p><i>"You must will the pain away, and press forward."</i></p> <p>2-C-110</p>	<p>1 {WAR} Maximillion's Command</p> <p>Quick-Hit Flow: DR P:2 tactic</p> <p>After a Character takes {ADMG}: Advance or retreat target Character you control (Either advance or retreat each of two target Characters you control if you control MAXIMILLION)</p> <p><i>General Anu's teammates maneuver like a Beha'wan through the Forests of Volke.</i></p> <p>2-C-111</p>
<p>1 {WAR} Paban Shadow Cloak</p> <p>Pump: Character Flow: + P:1 M:0 equipment paban</p> <p>Quick-draw: Play PABAN SHADOW CLOAK for {0 CP}</p> <p>Pumped Character's advances cannot be made negative</p> <p><i>The Paban Assassins have a knack for approaching just out of your field of vision.</i></p> <p>2-C-112</p>	<p>1 {WAR} Tigbar Combat Knives</p> <p>Pump: Character Flow: - P:3 M:0 tigbar weapon</p> <p>{-} Scrap or {1 CP}: Deal 1 {XDMG} to target Character in the Action Field. If you paid {1 CP}, Place TIGBAR COMBAT KNIVES on top of your Arsenal</p> <p><i>Unlike most soldiers, a Tigbar warrior trains in armed and unarmed combat at the same time.</i></p> <p>2-C-113</p>	<p>1 {WAR} Tigbar Sweep Combo</p> <p>Quick-Hit Flow: DR P:3 technique tigbar</p> <p>After a {WAR} Gladiator takes {ADMG}, Scrap 1 card from hand: Destroy target Pump on an Attacker, no Offensive Responses can be played for the rest of the attack, and make the attack a negative</p> <p><i>Take down, disarm, disable. -Tigbar mantra</i></p> <p>2-C-114</p>
<p>2 {WAR} Baited Defense</p> <p>Quick-Hit Flow: DR P:2 tactic</p> <p>After a 1 or 2 VP Gladiator you control takes {ADMG}, Set target 3 or more VP {WAR} Gladiator you control: That 1 or 2 VP Gladiator deals +2 {DDMG}</p> <p><i>"It's not beneath a Raskelon to use trips, tricks, and traps to cheat his way to a win." -Frenko Tweed, Leonide Security Officer</i></p> <p>2-U-115</p>	<p>2 {WAR}{war} Beha'wan Guard</p> <p>Minion Flow: - P:3 M:2 beha'wan Life:2 Rage:1 ADMG:1</p> <p>BEHA'WAN GUARD may protect and intercept attacks against <beha'wans></p> <p>BEHA'WAN GUARD may use Raging effects when protecting</p> <p><i>The Beha'wan guards are not known for their patience or tolerance. If you stare at one of them too long, your likely to get your head handed to you... literally. -Blanke's Guide to Volke</i></p> <p>2-U-116</p>	<p>2 {WAR} Bestial Rage</p> <p>Quick-Hit Flow: DR P:2 instinct</p> <p>Quick-draw, Scrap: Gain {1 CP}</p> <p>When a Character you control deals {RDMG}: +1 {RDMG} (+2 {RDMG}) if that Character is <beha'wan></p> <p><i>Attacking a Beha'wan is like running into a brightmetal wall... lined with spears...</i></p> <p>2-C-117</p>

<p>2 {WAR}{war} Brightmetal Treatment Quick-Hit Flow: OR P:2 technique</p> <p>After a Character's attack is protected, Scrap a <weapon> on them: Deal 1 {XDMG} to the original target of the attack</p> <p><i>Justich smiths can sharpen brightmetal blades to the point of an atom.</i></p> <p style="text-align: right;">2-R-118</p>	<p>2 {WAR} Innocent Heckler Shield Pump: Gladiator Flow: - P:2 M:1 armor</p> <p>{DR} When Pumped Gladiator takes {DMG}, 1 Cheer, Scrap: You may destroy target <fan>. Pumped Character takes -1 {DMG} (-2 {DMG} if you destroyed a <fan>)</p> <p><i>All I wanted was your autogra...!</i></p> <p style="text-align: right;">2-U-119</p>	<p>2 {WAR}{war} Mobilize Quick-Hit Flow: + P:2 tactic tigbar</p> <p>Draw 2 cards. If you reveal at least 1 of them, For each {WAR} card revealed: Advance or retreat a Character you control</p> <p><i>Before there was peace, the Houses were at war. House Pabas had to split to help preserve peace between House Tempora and House Kilflame.</i></p> <p style="text-align: right;">2-C-120</p>
<p>3 {WAR} Battle Madness Quick-Hit Flow: - P:3 instinct</p> <p>All Non-Raging Gladiators take 1 {XDMG} (2 {XDMG} if the total number of Cheer is 13 or more)</p> <p><i>A good warrior can whip the arena into a frenzy. Blending fear and anger, blood and sweat, friend and foe.</i></p> <p style="text-align: right;">2-C-121</p>	<p>3 {WAR} Battle Ready Quick-Hit Flow: DR P:3 technique unique</p> <p>After a {WAR} Gladiator you control intercepts: They deal {XDMG} equal to their printed {ADMG} to target Attacker</p> <p><i>"Come to our match equipped or else do not come at all! Toom baba mar!" –Quevor Monzamor</i></p> <p style="text-align: right;">2-R-122</p>	<p>4 {WAR} Kaleem's Swingblade Pump: Gladiator Flow: - P:1 M:1 spirit weapon unique</p> <p>Quick-draw, If you have 6 or less Cheer, Scrap: Gain 1 Cheer +1 {ADMG}</p> <p>{-} {YAY} {3 CP}: Deal 2 {XDMG} to target Character</p> <p><i>"A series of blades strung together by his own powers, the swingblade was known for its deadly whip attack." –IGM Arena Analyst</i></p> <p style="text-align: right;">2-U-123</p>