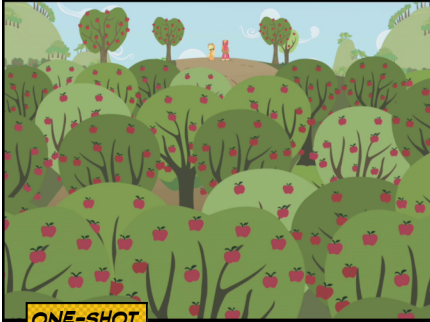




Sentinels of the Multiverse – My-Little-Pony-verse fan expansion – Hero Deck: Apple Jack

APPLEBUCK SEASON



ONE-SHOT

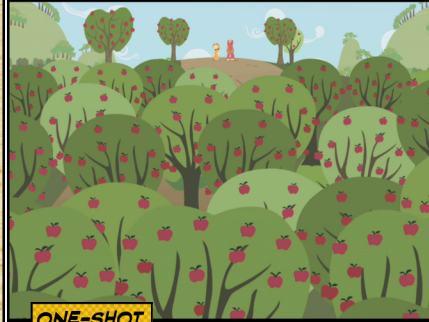
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BIG MACINTOSH: "ONE PONY PLUS HUNDREDS O' APPLE TREES JUST DOESN'T ADD UP TO--"
APPLEJACK: "DON'T YOU USE YOUR FANCY MATHEMATICS TO MUDDY THE ISSUE!"
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APPLE TREE



TREE

WHEN THIS CARD IS DEALT DAMAGE, APPLEJACK REGAINS 2 HR IF APPLEJACK DEALT THE DAMAGE, INSTEAD ONE HERO REGAINS 3 HR.

AT THE END OF YOUR TURN, IF YOU DISCARD A CARD, APPLEJACK DEALS THIS CARD 1 MELEE DAMAGE.

"WELL I BETTER GET KICKIN'. THESE APPLES AREN'T GONNA SHAKE THEMSELVES OUTTA THE TREES."
- APPLEJACK, APPLEBUCK SEASON



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5



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BEATING A DEAD TREE



ONGOING, LIMITED

WHEN A TREE IS DESTROYED, APPLEJACK DEALS ONE NON-HERO TARGET 2 MELEE DAMAGE, AND YOU MAY DESTROY THIS CARD TO DESTROY AN ONGOING CARD.

"COME ON... APPLES... FALL OFF!"
- APPLEJACK, APPLEBUCK SEASON



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BLOOMBERG



TREE

WHEN THIS CARD IS DEALT DAMAGE, YOU MAY DRAW A CARD. IF APPLEJACK DEALT THE DAMAGE, INSTEAD DRAW 2 CARDS.

AT THE END OF YOUR TURN, IF YOU DISCARD A CARD, APPLEJACK DEALS THIS CARD 1 MELEE DAMAGE.

"WHO YOU CALLIN' A BABY?! BLOOMBERG'S NO BABY! BLOOMBERG'S A BIG AND STRONG APPLE TREE. YES, HE IS!"
- APPLEJACK, OVER A BARREL



BUCKY MCGILLICUDDY



ONGOING, LIMITED

THE FIRST TIME APPLEJACK IS DEALT DAMAGE BY A NON-HERO TARGET EACH TURN, SHE DEALS THAT TARGET 2 MELEE DAMAGE.

"I STOPPED THE CARRIAGE BUS WITH THESE BABIES!"
- APPLEJACK, THE MYSTERIOUS MARE-DO-WELL



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"I STOPPED THE CARRIAGE BUS WITH THESE BABIES!"
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CIDER SEASON



ONE-SHOT

IF SWEET APPLE ACRES IS IN PLAY, EACH NON-TREE HERO TARGET REGAINS 2 HP.

IF NOT, UP TO TWO HEROES REGAIN 2 HP EACH.

"APPLE FAMILY CIDER IS MADE WITH LOVE AND INTEGRITY, AND ONLY THE HIGHEST QUALITY APPLES IN EQUESTRIA. SORRY, BUT THAT RECIPE TAKES TIME."
- APPLEJACK, SUPER SPEEDY CIDER SQUEEZY 6000



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THE ELEMENT OF HONESTY



EQUIPMENT, RELIC, ELEMENT

WHEN APPLEJACK WOULD BE DEALT 4 OR MORE DAMAGE FROM A SINGLE SOURCE, REDUCE THAT DAMAGE BY 2.

POWER: APPLEJACK DEALS ONE TARGET X ENERGY DAMAGE, WHERE X = THE NUMBER OF ELEMENTS IN PLAY.

"APPLEJACK, WHO REASSURED ME WHEN I WAS IN DOUBT, REPRESENTS THE SPIRIT OF... HONESTY!"
- TWILIGHT, FRIENDSHIP IS MAGIC, PART 2



KICKS MCGEE



ONGOING, LIMITED

THE FIRST TIME APPLEJACK IS DEALT DAMAGE BY A NON-HERO TARGET EACH TURN, SHE DEALS THAT TARGET 2 MELEE DAMAGE.

"YEE-HAW! FINALLY, I CAN BUCK LIKE A FIVE-BIT SNAKE HERDER IN AN APPLELOOSA RANCH HOUSE AGAIN!"
- APPLEJACK, THE CUTIE MAP PART 2



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"YEE-HAW!
FINALLY, I CAN BUCK LIKE A FIVE-BIT SNAKE HERDER
IN AN APPLELOOSA RANCH HOUSE AGAIN!"
- APPLEJACK, THE CUTE MAP PART 2



LASSO



EQUIPMENT, LIMITED

PLAY THIS CARD NEXT TO A NON-HERO TARGET. IF WINONA IS IN PLAY OR IN YOUR TRASH, MOVE HER NEXT TO THAT TARGET. **WHEN** THE TARGET NEXT TO THIS CARD DEALS DAMAGE, REDUCE IT BY 1 AND REDIRECT IT TO APPLEJACK.

AT THE **START** OF YOUR TURN, DESTROY THIS CARD.

"I CAN'T WAIT FOR MY BIG SIS TO WIN
EVERY BLUE RIBBON IN EQUESTRIA AND BRING HOME
THE TITLE OF EQUESTRIA RODEO CHAMPEEN!"
- APPLE BLOOM, THE LAST ROUNDUP



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PUT 'EM UP!



ONE-SHOT

IF WINONA IS IN PLAY, SHE DEALS THE TARGET NEXT TO HER 4 MELEE DAMAGE.

IF NOT, EITHER PLAY HER FROM YOUR HAND OR SEARCH YOUR TRASH OR DECK FOR HER AND PUT HER INTO PLAY. IF YOU SEARCHED YOUR DECK, SHUFFLE IT.

"COME ON, LITTLE DOGIES! TURN!"
- APPLEJACK, APPLEBUCK SEASON



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- APPLEJACK, APPLEBUCK SEASON



RAISE THIS BARN



ONE-SHOT

EACH PLAYER MAY EITHER DRAW A CARD OR SEARCH THEIR DECK OR TRASH FOR A HOUSE AND PUT IT IN THEIR HAND. A PLAYER WHO SEARCHES THEIR DECK SHUFFLES IT.

ONE PLAYER MAY PLAY A HOUSE.

RAISE THIS BARN, RAISE THIS BARN!
ONE! TWO! THREE! FOUR!
TOGETHER WE CAN RAISE THIS BARN!
ONE! TWO! THREE! FOUR!



RAISE THIS BARN



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TOGETHER WE CAN RAISE THIS BARN!
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SWEET APPLE ACRES



ONGOING, HOUSE

YOU MAY DRAW AN EXTRA CARD DURING YOUR DRAW PHASE.

POWER: MOVE ALL TREES FROM YOUR TRASH TO YOUR HAND. YOU MAY PLAY A TREE.

"WE ALWAYS SNAPPED A PHOTO IN FRONT OF THE BARN AT THE END OF EVERY REUNION. LET'S US SEE HOW OUR FAMILY'S GROWN!"
- GRANNY SMITH, APPLE FAMILY REUNION

THE IRON PONY



ONE-SHOT

APPLEJACK DEALS A TARGET 4 MELEE DAMAGE.

IF THAT TARGET WAS DESTROYED THIS WAY, DRAW 2 CARDS.

"I CHALLENGE YOU TO AN IRON PONY COMPETITION. A SERIES OF ATHLETIC CONTESTS TO DECIDE WHO'S THE BEST, ONCE AND FOR ALL."
- RAINBOW DASH, FALL WEATHER FRIENDS

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- RAINBOW DASH, FALL WEATHER FRIENDS



WINONA



PET

PLAY THIS CARD NEXT TO A NON-HERO TARGET. **WHEN** THAT TARGET LEAVES PLAY, MOVE THIS CARD NEXT TO A NON-HERO TARGET. THE FIRST TIME EACH TURN THE TARGET NEXT TO THIS CARD WOULD DEAL 2 OR FEWER DAMAGE, YOU MAY REDIRECT THAT DAMAGE TO ANOTHER TARGET. AT THE **END** OF YOUR TURN, WINONA DEALS THE TARGET NEXT TO HER 2 MELEE DAMAGE.

"SHE GETS A LITTLE WILD
IF SHE DOESN'T GET HER EXERCISE."
- APPLEJACK, JUST FOR SIDEKICKS



ZAP APPLE



TREE

WHEN THIS CARD IS DEALT DAMAGE, IT DEALS THE SOURCE OF THAT DAMAGE 2 LIGHTNING DAMAGE. IF APPLEJACK DEALT THE DAMAGE, INSTEAD THIS CARD DEALS UP TO TWO TARGETS 2 LIGHTNING DAMAGE EACH.

AT THE **END** OF YOUR TURN, IF YOU DISCARD A CARD, APPLEJACK DEALS THIS CARD 1 MELEE DAMAGE.

SCOOTALOO: "HARVESTING APPLES
EARLY NEVER HURT AN APPLE."
APPLE BLOOM: "I DON'T KNOW... ZAP APPLE TREES
AREN'T LIKE NORMAL APPLE TREES."
- FAMILY APPRECIATION DAY



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MLP
 FRIENDSHIP
 IS MAGIC
 E.L.A.
 29



APPLEJACK

APPLEBUCK
POWER: APPLEJACK DEALS A TARGET 2 MELEE DAMAGE.




- ⇒ ONE HERO MAY USE A POWER.
- ⇒ ONE ENVIRONMENT TARGET DEALS A NON-ENVIRONMENT TARGET 2 MELEE DAMAGE.
- ⇒ ONE HERO TARGET REGAINS 1 HP.




⇒THIRD PARTY -- STANDARD⇐

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 IS MAGIC
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Apple Jewel

SET THE TREND
POWER: DISCARD A CARD. ANOTHER PLAYER MAY PLAY A CARD WITH A MATCHING KEYWORD.



- ⇒ ONE PLAYER MAY PLAY A CARD.
- ⇒ ONE HERO DEALS THEMSELF AND ANOTHER TARGET 1 DAMAGE OF ANY TYPE.
- ⇒ REVEAL THE BOTTOM CARD OF A DECK. PLACE IT ON THE TOP OR BOTTOM OF THAT DECK.



⇒THIRD PARTY -- PROMO⇐