

A♥ TWENTY-ONE



ONE-SHOT, A♥

IF EXACTLY TWO VILLAIN CARDS WERE SET-ASIDE THIS TURN, FLIP BLACK JACK'S CHARACTER CARD AT THE END OF THIS TURN. OTHERWISE, DISCARD THE TOP CARD OF EACH DECK.

IF BLACK JACK BUSTS, HE DEALS ALL NON-VILLAIN TARGETS 4 ENERGY DAMAGE EACH.

"IT JUST AIN'T YER LUCKY DAY."
- BLACK JACK, ROAD TO GOMMORA ONE-SHOT

FlatOnHisFace@yahoo.com illustration by Lorenzo Sperlonga



2♠ DOUBLE OR NOTHIN'



GAMBLER, 2♠

WHEN BLACK JACK WOULD BE DEALT DAMAGE, REVEAL THE TOP CARD OF THE VILLAIN DECK. IF THE REVEALED CARD IS A ♣ OR ♠ THEN DOUBLE THE DAMAGE. OTHERWISE, PREVENT THE DAMAGE. DISCARD THE REVEALED CARD.

AT THE END OF THE ENVIRONMENT TURN, DESTROY THIS CARD.

"I'M A GAMBLER AT HEART. I'LL GIVE YOU ONE SHOT. SEE IF YOU CAN HIT ME BEFORE I RIP OUT YOUR SPINE."
- BLACK JACK, ACES & FACES PART 1

FlatOnHisFace@yahoo.com illustration by Edward Fetterman



4♦ SUPERNATURAL CHARGE



GAMBLER, 4♦

INCREASE ALL PROJECTILE DAMAGE DEALT BY BLACK JACK BY 2.

DAMAGE DEALT BY BLACK JACK IS IRREDUCIBLE.

AT THE END OF THE ENVIRONMENT TURN, DESTROY THIS CARD.

"BEWARE OF JACK DRAWING UPON HELLISH ENERGIES, ESPECIALLY WHEN YOU HEAR HIM INVOKE THE NAME **BEZALIEL**."
- HAYWIRE, BETWEEN WORLDS #9

FlatOnHisFace@yahoo.com illustration by Wackwitz & Lake



5♥ LET'S TAKE IT OUTSIDE



ONE-SHOT, 5♥

BLACK JACK DESTROYS THE ENVIRONMENT CARD THAT HAS BEEN IN PLAY LONGEST AND DEALS THE HERO TARGET WITH THE HIGHEST HP (Ⓜ) PLUS 2 FIRE DAMAGE.

"THIS BARROOM AINT BIG ENOUGH FER THE BOTH OF US."
- BLACK JACK, ACES & FACES PART 2

FlatOnHisFace@yahoo.com illustration by William O'Connor



Sentinels of the Multiverse – Mini-Expansion by Flat on his Face – Villain Deck: Black Jack

4♣ DOUBLE OR NOTHIN'



GAMBLER, 4♣

WHEN BLACK JACK WOULD BE DEALT DAMAGE, REVEAL THE TOP CARD OF THE VILLAIN DECK. IF THE REVEALED CARD IS A ♣ OR ♠ THEN DOUBLE THE DAMAGE. OTHERWISE, PREVENT THE DAMAGE. DISCARD THE REVEALED CARD.

AT THE END OF THE ENVIRONMENT TURN, DESTROY THIS CARD.

"I'M A GAMBLER AT HEART. I'LL GIVE YOU ONE SHOT. SEE IF YOU CAN HIT ME BEFORE I RIP OUT YOUR SPINE."
- BLACK JACK, ACES & FACES PART 1

FlatOnHisFace@yahoo.com

Illustration by Edward Fetterman



3♣ SUPERNATURAL CHARGE



GAMBLER, 3♣

INCREASE ALL PROJECTILE DAMAGE DEALT BY BLACK JACK BY 2.

DAMAGE DEALT BY BLACK JACK IS IRREDUCIBLE.

AT THE END OF THE ENVIRONMENT TURN, DESTROY THIS CARD.

"BEWARE OF JACK DRAWING UPON HELLISH ENERGIES, ESPECIALLY WHEN YOU HEAR HIM INVOKE THE NAME **BEZALIEL**."
- HAYWIRE, BETWEEN WORLDS #9

FlatOnHisFace@yahoo.com

Illustration by Wackwitz & Lake



8♠ LET'S TAKE IT OUTSIDE



ONE-SHOT, 8♠

BLACK JACK DESTROYS THE ENVIRONMENT CARD THAT HAS BEEN IN PLAY LONGEST AND DEALS THE HERO TARGET WITH THE HIGHEST HP (1) PLUS 2 FIRE DAMAGE.

"THIS BARROOM AIN'T BIG ENOUGH FER THE BOTH OF US."
- BLACK JACK, ACES & FACES PART 2

FlatOnHisFace@yahoo.com

Illustration by William O'Connor



5♣ DOUBLE DOWN



GAMBLER, 5♣

WHEN THIS CARD ENTERS PLAY, EACH PLAYER MUST DISCARD 1 CARD.

THE NEXT TIME A NON-GAMBLER VILLAIN CARD IS PUT INTO PLAY, IT IS PLAYED AN ADDITIONAL TIME.

AT THE START OF THE VILLAIN TURN, SHUFFLE THIS AND THE VILLAIN TRASH INTO THE VILLAIN DECK.

"SON, I'VE BEEN SPLITTIN' THINGS A LONG TIME NOW. YOU JUST KEEP YOUR HANDS ABOVE THE TABLE."
- BLACK JACK, JACK'S WILD #2

FlatOnHisFace@yahoo.com

Illustration by Chris Arneson



2♦ DOUBLE DOWN



GAMBLER, 2♦

WHEN THIS CARD ENTERS PLAY, EACH PLAYER MUST DISCARD 1 CARD.

THE NEXT TIME A NON-GAMBLER VILLAIN CARD IS PUT INTO PLAY, IT IS PLAYED AN ADDITIONAL TIME.

AT THE START OF THE VILLAIN TURN, SHUFFLE THIS AND THE VILLAIN TRASH INTO THE VILLAIN DECK.

"SON, I'VE BEEN SPLITTIN' THINGS A LONG TIME NOW. YOU JUST KEEP YOUR HANDS ABOVE THE TABLE."
- BLACK JACK, JACK'S WILD #2

FlatOnHisFace@yahoo.com

Illustration by Chris Arneson



A♠ TWENTY-ONE



ONE-SHOT, A♠

IF EXACTLY TWO VILLAIN CARDS WERE SET-ASIDE THIS TURN, FLIP BLACK JACK'S CHARACTER CARD AT THE END OF THIS TURN. OTHERWISE, DISCARD THE TOP CARD OF EACH DECK.

IF BLACK JACK BUSTS, HE DEALS ALL NON-VILLAIN TARGETS 4 ENERGY DAMAGE EACH.

"IT JUST AIN'T YER LUCKY DAY."
- BLACK JACK, ROAD TO GOMMORA ONE-SHOT

FlatOnHisFace@yahoo.com

Illustration by Lorenzo Sperlonga



9♠ YOU TOOK MY ACE!



ONE-SHOT, 9♠

EACH PLAYER MAY DISCARD 1 CARD.

THE HERO OF EVERY PLAYER THAT DOES NOT DISCARD THIS WAY DEALS (1) MELEE DAMAGE TO THE NEXT ACTIVE HERO TO THEIR LEFT.

"YER NOT S'POSED TO HIT AT **SIXTEEN!!** NOW I GOTTA STAY OR I BUST!"
- ZEKE, ROAD TO GOMMORA ONE-SHOT

FlatOnHisFace@yahoo.com

Illustration by Lissanne Lake



3♥ YOU TOOK MY ACE!



ONE-SHOT, 3♥

EACH PLAYER MAY DISCARD 1 CARD.

THE HERO OF EVERY PLAYER THAT DOES NOT DISCARD THIS WAY DEALS (1) MELEE DAMAGE TO THE NEXT ACTIVE HERO TO THEIR LEFT.

"YER NOT S'POSED TO HIT ON A SIXTEEN! NOW I GOTTA STAY OR I BUST!"
- ZEKE, ROAD TO GOMMORA ONE-SHOT

FlatOnHisFace@yahoo.com

Illustration by Lissanne Lake



1♦ ONE-EYED JACK



ONE-SHOT, 1♦

SELECT THE PLAYER WITH THE MOST CARDS IN THE TRASH. IF THE VILLAIN TRASH HAS MORE CARDS IN IT, BLACK JACK DEALS THE SELECTED PLAYER'S HERO X INFERNAL DAMAGE, WHERE X = THE DIFFERENCE IN NUMBER OF CARDS.

SHUFFLE THE SELECTED PLAYER'S TRASH INTO THEIR DECK.

"HIS CARD TRICKS TRULY ARE MAGICAL. IT'S DARK MAGIC, BUT STILL."
- HAYWIRE, JACK'S WILD #1

FlatOnHisFace@yahoo.com

Illustration by Lorenzo Sperlonga



6♦ CARDSHARP



ONE-SHOT, 6♦

BLACK JACK DEALS THE HERO TARGET WITH THE LOWEST HP 2 PROJECTILE DAMAGE.

IF BLACK JACK BUSTS, REDIRECT THIS DAMAGE TO THE HERO TARGET WITH THE HIGHEST HP.

"I MAY NOT LIKE HAVIN' THIS THING STUCK TO MY SOUL, BUT I WILL USE EVERY RESOURCE TO STAY ALIVE."
- BLACK JACK, A RECKONING A-COMIN'

FlatOnHisFace@yahoo.com

Illustration by Raven Mimura



7♦ SETTLE THE SCORE



ONE-SHOT, 7♦

DESTROY X HERO ONGOING OR EQUIPMENT CARDS, WHERE X = THE NUMBER OF VILLAIN CARDS SET-ASIDE THIS TURN.

IF BLACK JACK BUSTS, X = 1, INSTEAD.

"I'M CASHING YOU OUT."
- BLACK JACK, JACK'S WILD #5

FlatOnHisFace@yahoo.com

Illustration by Lissanne Lake



8♥ FANNIN' THE HAMMER



ONE-SHOT, 8♥

BLACK JACK DEALS THE (1) MINUS 2 HERO TARGETS WITH THE HIGHEST HP X PROJECTILE DAMAGE EACH, WHERE X = THE NUMBER OF VILLAIN CARDS SET-ASIDE THIS TURN.

IF BLACK JACK BUSTS, CHANGE THE DAMAGE TYPE TO INFERNAL.

"I GOT LEAD BELLYACHES FER EVERY ONE OF YA!"
- BLACK JACK, FIGHTING FIRE WITH GASOLINE

FlatOnHisFace@yahoo.com

Illustration by Tom Fowler



9♣ CARDSHARP



ONE-SHOT, 9♣

BLACK JACK DEALS THE HERO TARGET WITH THE LOWEST HP 2 PROJECTILE DAMAGE.

IF BLACK JACK BUSTS, REDIRECT THIS DAMAGE TO THE HERO TARGET WITH THE HIGHEST HP.

"I MAY NOT LIKE HAVIN' THIS THING STUCK TO MY SOUL, BUT I WILL USE EVERY RESOURCE TO STAY ALIVE."
- BLACK JACK, A RECKONING A-COMIN'

FlatOnHisFace@yahoo.com

Illustration by Raven Mimura



6♣ SETTLE THE SCORE



ONE-SHOT, 6♣

DESTROY X HERO ONGOING OR EQUIPMENT CARDS, WHERE X = THE NUMBER OF VILLAIN CARDS SET-ASIDE THIS TURN.

IF BLACK JACK BUSTS, X = 1, INSTEAD.

"I'M CASHING YOU OUT."
- BLACK JACK, JACK'S WILD #5

FlatOnHisFace@yahoo.com

Illustration by Lissanne Lake



7♠ FANNIN' THE HAMMER



ONE-SHOT, 7♠

BLACK JACK DEALS THE (1) MINUS 2 HERO TARGETS WITH THE HIGHEST HP X PROJECTILE DAMAGE EACH, WHERE X = THE NUMBER OF VILLAIN CARDS SET-ASIDE THIS TURN.

IF BLACK JACK BUSTS, CHANGE THE DAMAGE TYPE TO INFERNAL.

"I GOT LEAD BELLYACHES FER EVERY ONE OF YA!"
- BLACK JACK, FIGHTING FIRE WITH GASOLINE

FlatOnHisFace@yahoo.com

Illustration by Tom Fowler



10♥ WAYLaid



ONE-SHOT, 10♥

BLACK JACK DEALS EACH HERO TARGET (1) MELEE DAMAGE.

IF BLACK JACK BUSTS, REDUCE THE DAMAGE HE DEALS IN THIS WAY BY (1) AND THE DAMAGE DEALT IN THIS WAY TO THE HERO TARGET WITH THE SECOND LOWEST HP IS IRREDUCIBLE.

"A GOOD OL' AMBUSH STILL GETS THE JOB DONE. THEM HAYES BOYS JUST MIGHT PROVE USEFUL."
- BLACK JACK, JACK'S WILD #17

FlatOnHisFace@yahoo.com

Illustration by Charles Keegan



Q♥ SECOND WIND



ONE-SHOT, Q♥

BLACK JACK REGAINS 10 HP.
IF BLACK JACK BUSTS, HE REGAINS 1 HP, INSTEAD.

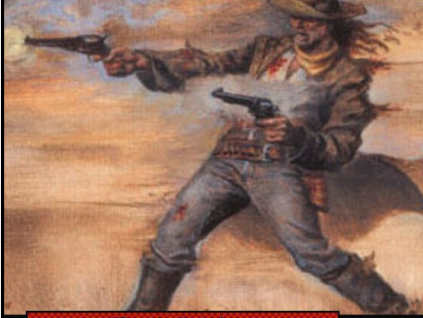
"YOU KNOW WHAT'S GOOD FER YOU," *PUFF* "YOU'LL STAY PUT FER JUST A MINUTE."
- BLACK JACK, CHAIN REACTION #24

FlatOnHisFace@yahoo.com

illustration by Quinton Hoover



K♦ HARD TO KILL



ONE-SHOT, K♦

BLACK JACK IS IMMUNE TO DAMAGE, UNTIL THE START OF THE NEXT VILLAIN TURN.
IF BLACK JACK BUSTS, REDUCE DAMAGE DEALT TO BLACK JACK BY 2, UNTIL THE START OF THE NEXT VILLAIN TURN, INSTEAD.

"IT AIN'T ENOUGH TO SHOOT ME, FOOLS. IF YOU DON'T KILL THE IMMORTAL SOUL, HE WINS."
- BLACK JACK, A RECKONING A-COMIN'

FlatOnHisFace@yahoo.com

illustration by Charles Keegan



10♣ WAYLAI



ONE-SHOT, 10♣

BLACK JACK DEALS EACH HERO TARGET 1 MELEE DAMAGE.
IF BLACK JACK BUSTS, REDUCE THE DAMAGE HE DEALS IN THIS WAY BY 1 AND THE DAMAGE DEALT IN THIS WAY TO THE HERO TARGET WITH THE SECOND LOWEST HP IS IRREDUCIBLE.

"A GOOD OL' AMBUSH STILL GETS THE JOB DONE. THEM HAYES BOYS JUST MIGHT PROVE USEFUL."
- BLACK JACK, JACK'S WILD #17

FlatOnHisFace@yahoo.com

illustration by Charles Keegan



Q♠ SECOND WIND



ONE-SHOT, Q♠

BLACK JACK REGAINS 10 HP.
IF BLACK JACK BUSTS, HE REGAINS 1 HP, INSTEAD.

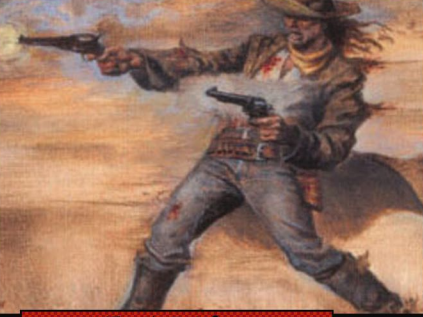
"YOU KNOW WHAT'S GOOD FER YOU," *PUFF* "YOU'LL STAY PUT FER JUST A MINUTE."
- BLACK JACK, CHAIN REACTION #24

FlatOnHisFace@yahoo.com

illustration by Quinton Hoover



♣ HARD TO KILL



ONE-SHOT, ♣

BLACK JACK IS IMMUNE TO DAMAGE, UNTIL THE START OF THE NEXT VILLAIN TURN.

IF BLACK JACK BUSTS, REDUCE DAMAGE DEALT TO BLACK JACK BY 2, UNTIL THE START OF THE NEXT VILLAIN TURN, INSTEAD.

"IT AIN'T ENOUGH TO SHOOT ME, FOOLS. IF YOU DON'T KILL THE IMMORTAL SOUL, HE WINS."
- BLACK JACK, A RECKONING A-COMIN'

FlatOnHisFace@yahoo.com illustration by Charles Kzeagan



THIRD PARTY — STANDARD

BLACK JACK 121



VILLAIN

HIT ME!

FlatOnHisFace@yahoo.com illustration by Todd Lockwood

THIRD PARTY — STANDARD

BLACK JACK 121



VILLAIN

TWO-CARD STUD

FlatOnHisFace@yahoo.com illustration by Pete Venters

THIRD PARTY — STANDARD

BLACK JACK

HIT ME!

SET-UP

AT THE START OF THE GAME, PUT BLACK JACK'S VILLAIN CHARACTER CARDS INTO PLAY HIT ME! SIDE UP.

GAME PLAY

THE FIRST TIME EACH TURN THAT A VILLAIN CARD WOULD BE PUT INTO PLAY, SET IT ASIDE, INSTEAD. REVEAL AND SET ASIDE THE TOP CARD OF THE VILLAIN DECK UNTIL VALUES OF THE SET-ASIDE CARDS TOTAL 17 OR MORE. THEN PUT ALL SET-ASIDE CARDS INTO PLAY IN ORDER FROM LOWEST TO HIGHEST VALUE. ACES HAVE A VALUE OF 1; J, Q, AND K HAVE A VALUE OF 10 EACH.

WHEN AN ACE AND EXACTLY ONE OTHER CARD (WITH A VALUE OF 10) IS SET ASIDE, STOP REVEALING CARDS, DESTROY ALL NON-CHARACTER HERO CARDS, AND PUT THE SET-ASIDE VILLAIN CARDS INTO PLAY, ACE FIRST.

IF THE TOTAL VALUE OF SET-ASIDE VILLAIN CARDS IS GREATER THAN 21, OR MORE THAN 5 VILLAIN CARDS ARE SET-ASIDE AT ONCE, BLACK JACK BUSTS, UNTIL THE END OF THE TURN.

ADVANCED

BLACK JACK NEVER BUSTS.

FlatOnHisFace@yahoo.com illustration by Paris Cullins

THIRD PARTY — STANDARD

BLACK JACK

HIT ME!

TWO-CARD STUD

GAME PLAY

THE FIRST TIME EACH TURN THAT A VILLAIN CARD WOULD BE PUT INTO PLAY, SET IT ASIDE, INSTEAD. THEN DISCARD THE TOP CARD OF THE VILLAIN DECK UNTIL A CARD WITH A VALUE OF EXACTLY 11 MINUS THE SET-ASIDE CARD'S VALUE IS DISCARDED. SET THAT CARD ASIDE, TOO. THEN PUT THE SET-ASIDE CARDS INTO PLAY, IN ORDER FROM LOWEST TO HIGHEST VALUE. ACES HAVE A VALUE OF 1; J, Q, AND K HAVE A VALUE OF 10 EACH.

ADVANCED

AT THE END OF THE VILLAIN TURN, BLACK JACK DEALS THE HERO TARGET WITH THE HIGHEST HP X DAMAGE, WHERE X = THE VALUE OF THE HIGHEST VALUE CARD SET-ASIDE THIS TURN, WITH THE TYPE OF DAMAGE BASED ON ITS SUIT: CLUBS = MELEE, DIAMONDS = ENERGY, HEARTS = INFERNAL, AND SPADES = PROJECTILE.

FlatOnHisFace@yahoo.com illustration by Paris Cullins