

FANMADE EDWARDS

BARDAC

28



AT THE START OF THE ENVIRONMENT TURN, BARDAC DEALS 1 TARGET 2 ENERGY DAMAGE. ONE PLAYER MAY PLAY A CARD AND ANOTHER PLAYER MAY DRAW A CARD, EVEN IF THESE ACTIONS ARE DISALLOWED BY ANOTHER CARD.

SET-UP

SET UP TWO HEROES AS NORMAL.

PLAY BARDAC IN THE ENVIRONMENT PLAY AREA, ACTIVE SIDE UP.

(H) = 3.


GAMEPLAY

BARDAC IS A HERO TARGET AND A HERO CHARACTER CARD. IF BARDAC IS THE ONLY ACTIVE HERO, THE HERO LOSE-GAME OVER! BARDAC SHARES THE ENVIRONMENT PLAY AREA FOR EFFECTS THAT TARGET ALL TARGETS/CARDS IN A PLAY AREA. IF BARDAC IS THE TARGET OF A PLAY-A-CARD, USE-A-POWER, OR DRAW-A-CARD EFFECT, HE INSTEAD REGAINS 1HP. IF BARDAC IS THE TARGET OF A DISCARD OR DESTROY A CARD EFFECT, HE INSTEAD DEALS HIMSELF 1 IRREDUCIBLE PSYCHIC DAMAGE. WHEN BARDAC DEALS DAMAGE TO A TARGET OTHER THAN HIMSELF, THE PLAYERS DECIDE THE TARGET.

INCAPACITATED

- ONE PLAYER MAY PLAY A CARD.
- DESTROY AN ENVIRONMENT CARD.
- ONE HERO REGAINS X HP, WHERE X EQUALS THE NUMBER OF INCAPACITATED HEROES, PLUS 1.

THE GAUNTLET



VILLAIN PLAY AREAS

THE TWO VILLAIN PLAY AREAS ACTIVATE IN PLACE OF THE NORMAL VILLAIN TURN. THE FIRST AREA HAS ITS TURN, THEN THE SECOND AREA DOES THE SAME.

IF Ⓜ = 4, AT THE START OF THE SHARED VILLAIN TURN SELECT THE VILLAIN CHARACTER WITH THE LOWEST HP. IT PLAYS AN ADDITIONAL CARD THIS TURN.

IF Ⓜ = 5 BOTH VILLAIN DECKS PLAY AN ADDITIONAL CARD THIS TURN.

IF ONE PLAY AREA DOES NOT HAVE A VILLAIN, THE OTHER DECK PLAYS AN ADDITIONAL CARD THIS TURN.

INCAPACITATED VILLAINS


MOVE THE INCAPACITATED VILLAIN ABOVE THIS CARD, ON TOP OF ANY OTHER INCAPACITATED VILLAINS. REMOVE THEIR VILLAIN CARDS AS NORMAL.

ONLY THE TOPMOST INCAPACITATED VILLAIN HAS ITS EFFECT ACTIVE. TREAT IT AS BEING IN THE FIRST VILLAIN PLAY AREA.

START OF THE VILLAIN TURN

IF ANY VILLAIN PLAY AREAS ARE EMPTY, SET UP THE NEXT VILLAIN THAT WAS PUT ASIDE (IF THERE IS ONE) IN THE VACATED VILLAIN PLAY AREA.

THE GAUNTLET



SETUP


CHOOSE Ⓜ VENGEANCE MODE VILLAINS AND PUT THEM ASIDE IN ANY ORDER.

SET UP THE FIRST IN VILLAIN PLAY AREA 1, AND THE SECOND IN VILLAIN PLAY AREA 2. THEN FLIP THIS CARD.

CHALLENGE MODE

INSTEAD CHOOSE Ⓜ + 1 VENGEANCE MODE VILLAINS.

THIRD PARTY -- PROMO



START

THE HAPPY



THE HAPPY

RULES VARIANT CARDS

BARDAC IS MY SOLUTION TO THE OFT-ASKED QUESTION OF HOW TO PLAY SENTINELS WITH ONLY TWO HEROES.

GAUNTLET IS ADELPHOPHAGE'S SOLUTION TO MAKING VENGEANCE-STYLE GAMES MORE FUN. I THINK IT'S PERHAPS HIS BEST VARIANT RULE.

AND THE THIRD CARD IS MY SOLUTION TO REDUCING HAPPY'S TOKENS FROM 5 TO 1.

Rules Variant Cards

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AWESOMEVERSE
LEGACY

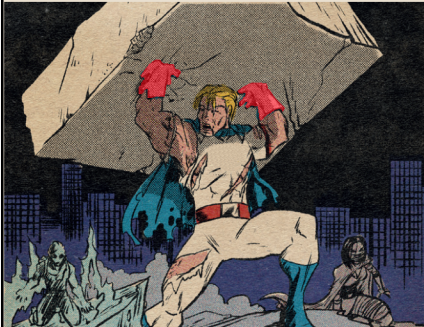


TEAM SUPPORT

POWER: YOU AND ANOTHER PLAYER MAY EACH PLAY A CARD. BECAUSE I'M JUST THAT AWESOME.

THIRD PARTY — PROMO

INCAPACITATED



EACH TURN, SELECT ONE:

- ONE PLAYER MAY PLAY A CARD.
- SELECT A HERO. INCREASE DAMAGE DEALT BY THAT HERO BY 1 UNTIL THE START OF YOUR TURN.
- ONE PLAYER MAY DRAW 2 CARDS AND THEN DISCARD 1 CARD.

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AWESOMEVERSE
Fanatic



DAWN'S EARLY LIGHT

POWER: FANATIC DEALS HERSELF 1 FIXED INFERNAL DAMAGE, THEN DEALS ALL NON-HERO TARGETS 1 RADIANT DAMAGE.

AWESOMEVERSE
Fanatic

INCAPACITATED POWERS (CHOOSE 1 EACH TURN):

- SWORD OF JUDGEMENT:** UNTIL THE START OF YOUR TURN, MELEE DAMAGE DEALT BY HEROES IS IRREDUCIBLE.
- SHIELDING WINGS:** WHEN THE LOWEST HP HERO WOULD BE DEALT DAMAGE, YOU MAY REDIRECT THAT DAMAGE TO THE HIGHEST HP HERO.
- TWILIGHT'S LAST GLEAMING:** EACH HERO REGAINS 1HP.

UNOFFICIAL PROMO

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AWESOMEVERSE
RA



SMOLDERING INTENSITY

POWER: UNTIL THE END OF YOUR NEXT TURN, WHEN RA DEALS A TARGET FIRE DAMAGE, HE DEALS THE SAME TARGET 1 FIXED MELEE DAMAGE.

INCAPACITATED -- CHOOSE ONE EACH TURN:

- INCREASE ALL FIRE DAMAGE BY 1 UNTIL THE START OF YOUR TURN.
- ONE PLAYER MAY USE A POWER. IF THAT POWER DEALS DAMAGE, THAT DAMAGE IS IRREDUCIBLE.
- ONE PLAYER MAY DRAW A CARD.

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AWESOMEVERSE
TEMPEST



SHOCK & AWE

POWER: TEMPEST DEALS 1 TARGET X LIGHTNING DAMAGE, WHERE X EQUALS THE NUMBER OF VILLAIN CARDS IN PLAY PLUS 1.

- TWO TARGETS DEAL EACH OTHER 1 LIGHTNING DAMAGE.
- ONE PLAYER MAY DRAW A CARD.
- ONE HERO REGAINS 1HP.

Awesomeverse Variant Cards

FANMADE FC COMICS

RA

28 END OF DAYS

THE ONE TRUE RA
POWER: RA DEALS 1 TARGET 1 FIRE DAMAGE. DAMAGE DEALT TO THAT TARGET IS INCREASED BY 1 UNTIL THE END OF YOUR NEXT TURN.

END OF DAYS

RA INCAPACITATED POWERS (CHOOSE 1 EACH TURN):

- ⇒ 1 Player may Draw a Card and Play a Card now.
- ⇒ 1 Hero may Use a Power now. If that Power Deals Damage, that Damage is Irreducible.
- ⇒ Until the start of your Turn, Fire Damage Dealt by Heroes is increased by 1.

⇒ UNOFFICIAL PROMO ⇒

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RA

FIRST APPEARANCE

REKINDLE
POWER: RA DEALS 1 TARGET 1 FIRE DAMAGE. YOU MAY MOVE AN ONGOING CARD FROM YOUR TRASH TO YOUR HAND.

RA IS DOWN, BUT NOT OUT. CHOOSE 1 TO HELP YOUR ALLIES:

- ⇒ ONE HERO MAY PLAY A CARD.
- ⇒ DESTROY AN ONGOING CARD.
- ⇒ 1 TARGET DEALS ITSELF 1 FIRE DAMAGE.

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URBAN

RA

SUN GOD FOR HIRE

BURN IT DOWN AND SALT THE EARTH
POWER: SELECT VILLAIN OR ENVIRONMENT. DEAL ALL TARGETS FROM THE SELECTED DECK 1 FIRE DAMAGE. THEN DEAL 1 TARGET DAMAGED THIS WAY 1 TOXIC DAMAGE.

URBAN RA: SUN GOD FOR HIRE

INCAPACITATED

INCAPACITATED POWERS (CHOOSE 1 EACH TURN):

- ⇒ UNTIL THE START OF YOUR TURN, FIRE AND TOXIC DAMAGE DEALT TO HERO TARGETS IS REDUCED BY 2, AND ALL OTHER DAMAGE IS REDUCED BY 1.
- ⇒ SELECT A NON-INDESTRUCTIBLE, NON-CHARACTER CARD WITH 3 OR FEWER HP REMOVE IT FROM THE GAME.
- ⇒ REVEAL THE TOP CARD OF EACH HERO DECK. REPLACE OR DISCARD EACH REVEALED CARD.

⇒ PROMO ⇒

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XTREME RA

FIRE FROM HEAVEN
POWER: RA MAY USE 2 POWERS. IF HE DOES NOT HAVE 2 POWERS AVAILABLE, DRAW A CARD.

INCAPACITATED -- CHOOSE ONE EACH TURN:

- ⇒ INCREASE ALL FIRE DAMAGE BY 1 UNTIL THE START OF YOUR TURN.
- ⇒ ONE PLAYER MAY USE A POWER. IF THAT POWER DEALS DAMAGE, THAT DAMAGE IS IRREDUCIBLE.
- ⇒ ONE PLAYER MAY DRAW A CARD.

Ra Variant Cards