# BATTALION AMBUSH

WHEN THIS CARD ENTERS PLAY, DESTROY ALL OTHER LEVEL CARDS.

AT THE END OF THE ENVIRONMENT TURN, DISCARD THE TOP X CARDS OF THE ENVIRONMENT DECK. IF ANY MINIONS ARE DISCARDED, PLAY THEM INSTEAD.

X IS 3 - THE NUMBER OF ENVIRONMENT TARGETS IN PLAY.

"SHHH! THEY'RE COMING!" BATTALION SOLDIERS DUCKED BEHIND BOXES AS THE FREEDOM FIVE STEPPED OUT OF THE TURBO LIFT. THE HEROES JUST SIGHED AND SHOOK THEIR HEADS.

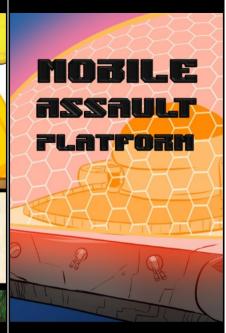
# MOBILE ASSAULT PLATFORM



AT THE END OF THE ENVIRONMENT TURN, THIS CARD DEALS THE HIGHEST HP HERO TARGET X MELEE DAMAGE. X = THE CURRENT HP OF THIS CARD.

REDUCE DAMAGE DEALT TO THIS CARD BY 1.

THERE ARE FEW VETERANS IN THE BATTALION, SOME SAY THESE VETERAN ARE THE STRONGEST, TOUGHEST AND BRAVEST, OTHERS ARGUE THEY'RE THE BEST AT HIDING UNDER A TABLE WHEN LEGACY ARRIVES.



### BANGE

LEVEL



WHEN THIS CARD ENTERS PLAY, DESTROY ALL OTHER LEVEL CARDS.

AT THE END OF THE ENVIRONMENT TURN, DISCARD THE TOP CARD OF THE ENVIRONMENT DECK. IF IT IS A MINION, PLAY IT INSTEAD.

AT THE START OF THE ENVIRONMENT TURN, IF THERE ARE ANY ENVIRONMENT TARGETS IN PLAY, PLAY THE TOP CARD OF THE VILLAIN DECK.

AFTER HIS DEFEAT, BARON BLADE WENT INTO HIDING AND OTHER FACTIONS FOUND USES FOR HIS FLOATING FORTRESSES. THE CITIZENS OF THE SUN ALSO KEPT MUCH OF THE STAFF.





WHEN THIS CARD ENTERS PLAY, DESTROY ALL OTHER LEVEL CARDS.

THE FIRST TIME THIS CARD IS DEALT DAMAGE EACH TURN, IT DEALS EACH OTHER TARGET 2 FIRE DAMAGE.

A BLAST OF ENERGY STRUCK THE TURBINES KEEPING THE PLATFORM ALOFT AND EVERYONE FROZE. "WE'VE GOT TO BE CAREFUL AROUND THOSE ENGINES, TEAM!" LEGACY SHOUTED.





WHEN THIS CARD ENTERS PLAY, DESTROY ALL OTHER LEVEL CARDS.

REDUCE DAMAGE DEALT TO THIS CARD BY 2. WHENEVER DAMAGE WOULD BE DEALT TO AN ENVIRONMENT TARGET, REDIRECT THAT DAMAGE TO THIS CARD.

BARON BLADE CAN CERTAINLY BE ACCUSED OF WRONGDOING WITH HIS INVENTIONS, BUT THEIR APPLICATIONS FOR PEACEFUL AND PROTECTIVE PURPOSES ARE ALSO OBVIOUS.



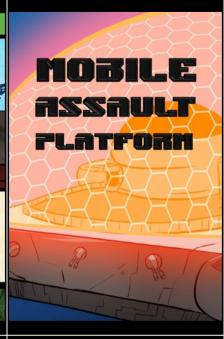
# STAY DECK



WHEN THIS CARD ENTERS PLAY, DESTROY ALL OTHER LEVEL CARDS.

WHEN THE HIGHEST HP HERO TARGET AND THE HIGHEST HP VILLAIN TARGET WOULD DEAL EACH OTHER DAMAGE, INCREASE THAT DAMAGE BY 1.

AS THE MAD BARON SHRUGGED OFF THE WRAITH'S ATTACK, THE PLATFORM SHIFTED, KEEPING THE COMBATANTS KEENLY AWARE OF THE DISTANCE TO THE GROUND BLLOW.





AT THE END OF THE ENVIRONMENT TURN, THIS CARD DEALS THE HIGHEST HP HERO TARGET 2 MELEE DAMAGE AND 1 LIGHTNING DAMAGE.

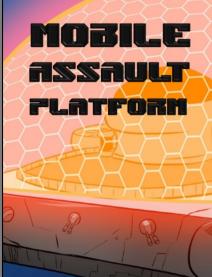
SETBACK ROUNDED THE CORNER AND RAN INTO THE CHESTPLATE OF A HUGE FIGURE. "ER, HI THERE!" THE HAPLESS HERO SQUEAKED, LOCKING UP AT THE GROWLING SOLDIER.





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AT THE END OF THE ENVIRONMENT TURN, THIS CARD DEALS EACH HERO TARGET 1 ENERGY DAMAGE.

ONLY THE BEST OF BARON BLADE'S TROOPS WERE EQUIPPED WITH BEAM CANNONS. THE FEW WHO SURVIVED THEIR FIRST WEEK ARMED THIS WAY WERE GIVEN TRAINING.





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INCREASE ALL DAMAGE DEALT BY MINIONS BY 1.

AT THE END OF THE ENVIRONMENT TURN, THIS CARD DEALS THE HIGHEST HP HERO TARGET 1 MELEE DAMAGE.

"WHEW!" SWEAT AND GREASE DRIPPED FROM THE WORKER AS HE NODDED APPROVINGLY AT HIS REPAIRS, "ALMOST DONE! WISH I DIDN'T HAVE TO WEAR THIS COWL WHILE I WORK..."

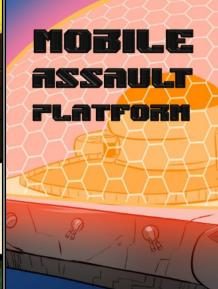




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WHEN THIS CARD ENTERS PLAY, PUT ALL OTHER ENVIRONMENT CARDS ON THE BOTTOM OF THE ENVIRONMENT DECK IN ANY ORDER.

THEN REVEAL CARDS FROM THE ENVIRONMENT DECK UNTIL YOU REVEAL 1 LEVEL AND (1) - 2 MINIONS, PLAY THEM, THEN SHUFFLE THE REST AND THIS CARD INTO THE ENVIRONMENT DECK.

WITH A WHOOSH OF DISPLACED AIR, THE STEEL DOORS SLID OPEN AND THE HEROES STEPPED OUT ONTO THE BRIDGE. "ALRIGHT," ABSOLUTE ZERO BARKED, "EVERYBODY FREEZE!"

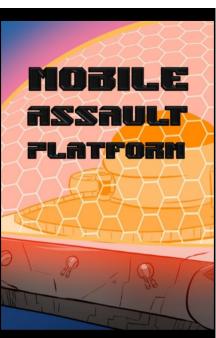




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# M.A.P. TUPPOLIFT



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