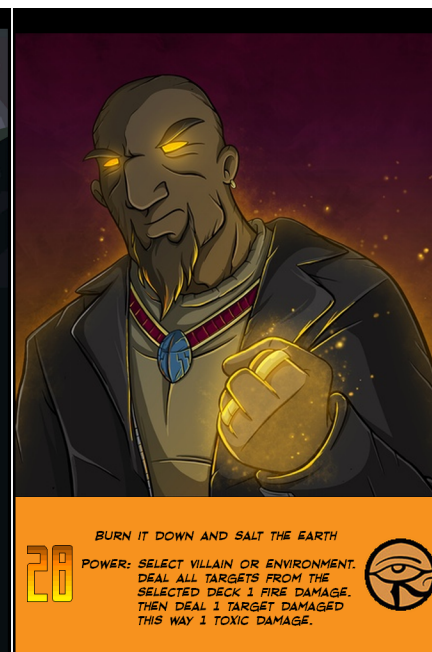
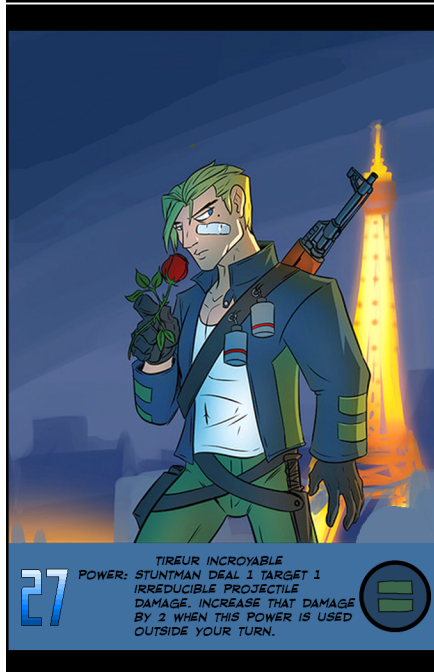




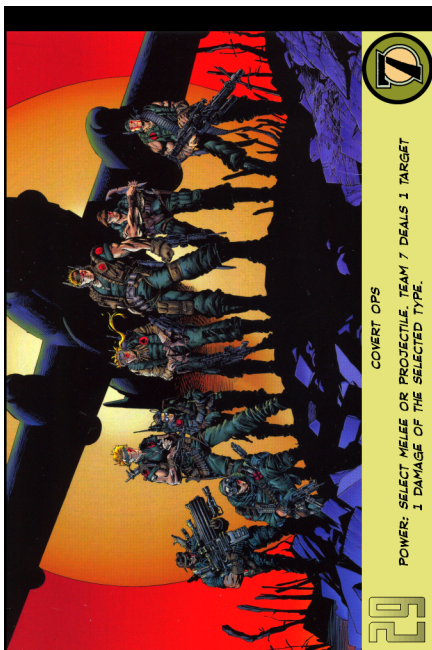
- ⇒ ONE HERO MAY USE A POWER.
- ⇒ MOVE AN ENVIRONMENT CARD FROM PLAY TO THE BOTTOM OF ITS DECK.
- ⇒ DESTROY AN ONGOING CARD.



- ⇒ 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 TARGET WITH 3 OR FEWER HP. REMOVE IT FROM THE GAME.
- ⇒ REVEAL THE TOP CARD OF EACH HERO DECK. REPLACE OR DISCARD THE REVEALED CARDS.



- ⇒ ONE PLAYER MAY PLAY A CARD.
- ⇒ DESTROY AN ENVIRONMENT TARGET.
- ⇒ ONE HERO TARGET MAY DEAL ONE TARGET 1 PROJECTILE DAMAGE.



- ⇒ DESTROY AN ENVIRONMENT CARD.
- ⇒ ONE HERO MAY USE A POWER.
- ⇒ DESTROY A TARGET WITH 2 OR FEWER HP.



- ⇒ DESTROY UP TO 3 ENVIRONMENT TARGETS.
- ⇒ ONE PLAYER MAY DRAW A CARD AND PLAY A CARD.
- ⇒ ONE HERO DEALS 1 TARGET X IRREDUCIBLE DAMAGE OF A TYPE THEY SELECT, WHERE X EQUALS THE NUMBER OF INCAPACITATED HEROES.



- ⇒ ONE PLAYER MAY PLAY A CARD.
- ⇒ ONE HERO MAY USE A POWER.
- ⇒ ONE PLAYER MAY DRAW 2 CARDS.