



AC-40 "JUSTIFIER"



LIGHT MACHINE GUN WITH INTEGRATED
CHAIN BAYONET. FIGHT/SHOOT WEAPON.
Warrior gains +3 to F and S.

PAUL BOWNER



AGENT NICK MICHAELS



PERSONALITY.

Agent Michaels is considered a member of all five corporations (not the Brotherhood). He may never lose Cartel affiliation, nor may he ever become a Heretic.

STUDIO PARENTE



AH/UH-19 GRAPESHOT GUARDIAN



AIRSHIP AND VEHICLE. MAY BE GIVEN TO ANY CAPITOL DOOMTROOPER. A WARRIOR CAN ONLY HAVE 1 VEHICLE. When flying this airship, the warrior's S, A and V are doubled. No other weapons may be used when using the Guardian.

JENS JONSSON



AIRMAN TREVOR BARTHOLOMEW



PERSONALITY. CONSIDERED A RAMS AIR CAVALRY, AN AIRSHIP AND A VEHICLE. Can only take part in Shoot combats. Can't seek cover or use equipment. Attacks ignore opponent's fortifications. While in play, all RAMS AIR CAVALRY gain +1 to S and A.

PAUL BOWNER



ALAKHAI THE CUNNING



PERSONALITY.

FOLLOWER AND NEPHARITE OF ALGEROTH. IMMUNE TO THE ART. Alakhai may have any Dark Symmetry cards, and Gifts of Algeroth may be bestowed on him at any time for no actions. Every 1D he spends on a Dark Symmetry effect is worth 2D.

PAUL BOWNER



AMBUSH



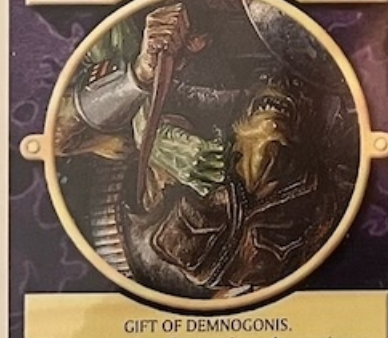
PLAY DURING COMBAT.

Resolve the Defender's attack first. If the Attacker is wounded, the combat is over. If not, resolve the Attacker's attack. This all happens after playing all combat modifiers.

PAUL BOWNER



ANIMATE DEAD



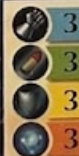
GIFT OF DEMNOGONIS.

Once per turn, as three actions, the warrior can raise the dead. Place a warrior from any player's discard pile in your Kohort. Halve its combat ratings (round up). If killed again, remove it from play. It can't use Art or Dark Symmetry cards.

PAUL BOWNER



ARCHANGEL



Archangels may conjure the Arts of Changeling and Elements. They may be equipped with any non-warrior airship, even those only allowed to certain affiliations.

STUDIO PARENTE



ARCH- INQUISITOR NIKODEMUS



PERSONALITY. Nikodemus may use all Art cards and is immune to Dark Symmetry cards. While he's in play, Doomtroopers can't voluntarily seek cover. If he's wounded, you may spend 1 action and 5 D to heal him and wound another of your Doomtroopers.

PAUL BOWNER

ASSASSINATION



ASSIGN TO ANY WARRIOR.
This warrior must choose a healthy warrior (one with no wounds) and kill it to complete the mission and earn points equal to twice the Value of the assassinated warrior.

STUDIO PARENTE

AT PEACE WITH THE ART



GIVE TO ANY DOOMTROOPER AT ANY TIME.
For the remainder of the game, the affected warrior may cast any non-Combat Art spell if you first spend 2 D for each casting.

STUDIO PARENTE

AUTOMATIC FIRE



PLAY DURING COMBAT, ON A WARRIOR USING A SUB-MACHINE GUN, LIGHT MACHINE GUN OR HEAVY MACHINE GUN. The bonus given by the weapon is doubled for this combat.

PAUL BONNER

BACTERIA GRENADE



GIVE TO A DARK LEGION WARRIOR. SPECIAL WEAPON. Discard after one use. +4 to F and S. Unless opponent dies, it's diseased; during each of its player's Draw steps, he must either place a marker on the diseased warrior or spend 3 D. For every marker, warrior is -1 to V. If warrior drops to 0 V, it is discarded. Additional Grenades are ignored.

PAUL BONNER

BAMBOOZLED!



PLAY IMMEDIATELY AFTER A PLAYER EARNS PROMOTION POINTS. Spies discover the warrior's goals and defraud the results. All Promotion Points the player just earned are lost. Place twice the number of Destiny Points into your pool.

PAUL BONNER


BAUHAUS BLITZER



Handpicked paratroopers of the Bauhaus Clan Romanov, the Bauhaus Blitzers are used for particularly demanding sabotage and recon missions.

TONY BAGGE

BAUHAUS GREAT INFURIOR



YOU MAY PLACE THE INFURIOR IN YOUR SQUAD AS ONE ACTION. ARTILLERY. You must spend 6 Destiny Points to put the Infurior into play. Every turn, as three actions, you may discard any Fortification in play.

PAUL BONNER

BAYONET



ATTACH TO ANY SHOOT WEAPON. The weapon may also be used as a Fight weapon, and increases the warrior's F by +2 while it is in play. A weapon may only have one Bayonet.

PAUL BONNER

BIG BOB WATTS



PERSONALITY. CONSIDERED A FREE MARINE. While Big Bob is in play, all of your Free Marines are immune to the effects of Dark Symmetry cards.

PAUL BONNER


BILLY





4
4
4
5

PERSONALITY.
Billy is considered a Heretic. He may have DARK SYMMETRY GIFT cards bestowed on him as normal, and for every 5 D, Billy may have one GIFT OF APOSTLE card bestowed on him.

STUDIO PARENTE


BLESSED ARMOR

ARMOR.
GIVE ONLY TO A DOOMTROOPER.
The warrior is immune to all Dark Symmetry cards. A warrior may only be equipped with one suit of armor.

PAUL BONNER


BLESSED LEGIONNAIRE




2
2
1
3

FOLLOWER OF DEMNOGONIS.
Warriors wounded by Blessed Legionnaires are automatically killed.

LES EDWARDS


BLESSED VESTAL LAURA




4
4
4
5

PERSONALITY.
CONSIDERED A VALKYRIE. While LAURA is in play, all of your VALKYRIE warriors may use all Disciplines of the Art and are immune to Dark Symmetry cards.



STUDIO PARENTE



BLIND FURY




PLAY ON ANY NON-PERSONALITY WARRIOR DURING COMBAT, BEFORE ATTACKER AND DEFENDER IS ANNOUNCED.
This warrior is blinded by a mad battle-frenzy, and may attack any other warrior in play, regardless of affiliation. Discard this card after the combat.

STUDIO PARENTE


BLINDNESS




DARK SYMMETRY GIFT.
The opponents of this warrior suffer a -2 penalty to their F and S.

JOEY BAUGH




BLOOD BERET





4
4
3
4

Immune to the effects of DARK SYMMETRY GIFT cards, but not GIFT OF APOSTLE cards.

PAUL BONNER


BLOOD LUST




PLAY DURING YOUR TURN, BEFORE YOU PERFORM ANY ACTIONS.
You may perform an extra attack action this turn. Do not choose the Attacker or Defender of the second attack until after the first attack is complete.

PAUL BONNER


BOGGED DOWN




PLAY ON AN OPPONENT DURING YOUR TURN. The affected player misses his or her next turn. You may not play this card during a two-player game.

STUDIO PARENTE

BORN WITH A SILVER SPOON



PLAY IMMEDIATELY AFTER A NON-BROTHERHOOD DOOMTROOPER IS PLACED IN A SQUAD. The Doomtrooper that just joined the Squad has friends in high places. You may spend 5 D and gain 3 Promotion Points, once.

STUDIO PARENTE

BOTCHED ORDERS



PLAY AT ANY TIME.
One mission, chosen by you, is discarded.

PAUL BOMMER

CAIRATH



8 FOLLOWER OF DEMNOGONIS.
2 Any warrior wounded by the Cairath is killed, and the warrior is taken out of play instead of simply discarded.
6
6

STUDIO PARENTE

CALLISTONIAN INTRUDER



4 FOLLOWER OF SEMAI.
4 If wounded, the Callistonian Intruder may heal itself at any time by spending 6 D.
6
6

PAUL BOMMER

CAP 7000P



AIRSHIP AND VEHICLE. MAY BE GIVEN TO ANY CYBERTRONIC DOOMTROOPER. A WARRIOR CAN ONLY HAVE 1 VEHICLE. When flying this airship, the warrior's S, A and V are doubled. No other weapons may be used when using the CAP 7000P.

JENS JONSSON

CAPITOL SWORD OF HONOR



MAY ONLY BE GIVEN TO A CAPITOL DOOMTROOPER. FIGHT WEAPON. The warrior gains +1 to F.

PAUL BOMMER

CARDINAL DOMINIC



10 PERSONALITY. May use all aspects of the Art. May only attack the Dark Legion warrior in play with the highest V. Heretics cannot attack Dominic. All warriors wounded by him are killed. While he's in play, all Brotherhood members are immune to all Dark Symmetry cards.
7
10
10

PAUL BOMMER

CENTURION



4 FOLLOWER OF ALGEROTH.
4 Centurions are heretics transformed through Dark Symmetry to become elite soldiers and commanders in Algeroth's Legions.
4
5

PAUL BOMMER

CHANGELING EMPATHY



PLAY ON ONE OF YOUR BROTHERHOOD WARRIORS AS ONE ACTION. From now on, all Brotherhood warriors in your Squad may use the Art of Changeling. If the warrior is killed, this card is discarded.

STUDIO PARENTE

CHASM!

PLAY AT ANY TIME.

An enormous ravine stretches before the combatants, cutting off all contact. Only Shoot combats may be made until the beginning of your next turn. This instantly ends a Fight combat.

STUDIO PARENTE

CHASSEUR

- 5 Immune to the effects of DARK SYMMETRY GIFT cards, but not GIFT OF APOSTLE cards. May never cast Art spells.
- 2
- 4
- 5

PAUL BOWNER

CHEMIMAN

- 4 Immune to the effects of DARK SYMMETRY GIFT cards, but not GIFT OF APOSTLE cards. May never cast Art spells. Any warrior wounded by the ChemiMan is automatically killed.
- 4
- 4
- 4

STUDIO PARENTE

CHILD OF ILIAN

- 1 FOLLOWER OF ILIAN. These diminutive servants are noted for their twisted and deformed bodies, and their endless gibbering of meaningless phrases.
- 3
- 2
- 2

PETER ANDREW JONES

CHOSEN

PLAY ON ANY DARK LEGION WARRIOR AT ANY TIME. This warrior may be bestowed with Dark Symmetry gifts from any Apostle.

PAUL BOWNER

CITADEL OF ALGEROTH

THIS CARD MAY BE ADDED TO YOUR KOHORT AS ONE ACTION. All Followers of Algeroth in your Kohort gain +2 to their A while the CITADEL OF ALGEROTH is in play. You may not have two identical Citadels in play simultaneously.

STUDIO PARENTE

CITADEL OF DEMNOGONIS

THIS CARD MAY BE ADDED TO YOUR KOHORT AS ONE ACTION. All Followers of Demnogonis in your Kohort gain +2 to their A while the CITADEL OF DEMNOGONIS is in play. You may not have two identical Citadels in play simultaneously.

STUDIO PARENTE

CITADEL OF ILIAN

THIS CARD MAY BE ADDED TO YOUR KOHORT AS ONE ACTION. All Followers of Ilian in your Kohort gain +2 to their A while the CITADEL OF ILIAN is in play. You may not have two identical Citadels in play simultaneously.

STUDIO PARENTE

CITADEL OF MUAWIJHE

THIS CARD MAY BE ADDED TO YOUR KOHORT AS ONE ACTION. All Followers of Muawijhe in your Kohort gain +2 to their A while the CITADEL OF MUAWIJHE is in play. You may not have two identical Citadels in play simultaneously.

STUDIO PARENTE

CITADEL OF SEMAI



THIS CARD MAY BE ADDED TO YOUR KOHORT AS ONE ACTION. All Followers of Semai in your Kohort gain +2 to their A while the CITADEL OF SEMAI is in play. You may not have two identical Citadels in play simultaneously.

STUDIO PARENTE

CLAN INFIGHTING



ASSIGN TO ANY IMPERIAL DOOMTROOPER. This warrior must kill an Imperial Doomtrooper to complete mission and earn twice the normal V. The mission-holder may attack non-Personality Imperial Doomtroopers until mission is fulfilled or otherwise removed.

PAUL BONNER

CLANSMAN



4
2
3
3

Clansmen gain +1 to F when attacking the Dark Legion. When defending, F is normal.

PAUL BONNER

CLANSMAN CLAYMORE



MAY ONLY BE GIVEN TO AN IMPERIAL DOOMTROOPER. FIGHT WEAPON. +1 to F (always) and +1 to A (when Fighting the Dark Legion). With a Clansman, +2 to F (always) and +2 to A (when Fighting the Dark Legion) instead.

PAUL BONNER

COMBAT ARMOR



ARMOR.

Warrior gains +1 to A. A warrior may never be equipped with more than one suit of Armor.

STUDIO PARENTE

COMBAT WARHEAD



4
4
3
4

IMMUNE TO ALL DARK SYMMETRY CARDS.

Semi-intelligent and independent constructs of awesome firepower, the combat warheads are state of the art battle-machines.

STUDIO PARENTE

COMMAND



ART OF CHANGELING. CAST AS AN ATTACK ACTION. Cost 6 D. Force an opponent's warrior to attack a warrior of your choice. If Attacker is hurt, its controller gets D equal to twice its V. If the Defender is hurt, you get D equal to the Defender's V.

PAUL BONNER

COMPOSITE ARMOR



ARMOR.

Warrior gains +4 to A. A warrior may only be equipped with one suit of Armor.

STUDIO PARENTE

CONFUSE



GIFT OF MUAWIJHE.

This warrior may change the Battle Tactics of a combat it is involved in at any time.

PAUL BONNER

CONTROL MIND



GIFT OF SEMAI. Once per turn, as 3 actions, choose 1 enemy warrior and declare that it must or must not attack during its player's next turn. If attacking, its player chooses the Defender. If not, its player may attack with a different warrior.

STUDIO PARENTE

CORPORATE SHENANIGANS



PLAY AT ANY TIME.
All players lose half of their Promotion Points (round down) and all of their Destiny Points.

PAUL BONNIER

CORRUPT SHIELD



PLAY ON A DARK LEGION WARRIOR AT ANY TIME. The affected warrior is immune to the effects of Art cards. This card remains with the warrior.

PAUL BONNIER

COWARDICE



PLAY ON ANY PLAYER AT ANY TIME.
All of the affected player's warriors go into cover, and any warrior that already is in cover is discarded, unless its player spends 5 D.

STUDIO PARENTE

CRENSHAW THE MORTIFICATOR



PERSONALITY.
3
7
8
7
CONSIDERED A MORTIFICATOR. Crenshaw may conjure all aspects of the Art. While Crenshaw is in play, any warriors wounded by Mortificators are automatically killed.

PAUL BONNIER

CUIRASSIER



4
3
4
4
Immune to the effects of DARK SYMMETRY GIFT cards, but not GIFT OF APOSTLE cards. May never cast Art spells.

PAUL BONNIER

CURATOR



3
4
3
4
FOLLOWER OF DEMNOGONIS. With scalpels, syringes and lethal poisons, Curators are more than happy to give the "last aid" to any wounded on the battlefield.

TONY BAUGH

CURATOR SWORD



MAY ONLY BE GIVEN TO A DARK LEGION WARRIOR. FIGHT WEAPON.
Warrior gains +2 to F. A CURATOR with this sword gets a +4 to F instead. A warrior wounded by the Curator Sword is automatically killed.

PAUL BONNIER

CYBERCURITY MP



3
3
4
3
Immune to the effects of DARK SYMMETRY GIFT cards, but not GIFT OF APOSTLE cards. May never cast Art spells.

STUDIO PARENTE



CYBERNETIC POWER ARM



Warrior gains +4 to F. A warrior may have up to two CYBERNETIC POWER ARMS.

TONY BAGGE



CYBERNETIC RETINAS



The warrior's F and S are +3, and the warrior is immune to cards which cause blindness. A warrior may only have one Cybernetic Retinas.

TONY BAGGE



DARK FIRE



DARK SYMMETRY GIFT.
Dark Fire flows over the warrior's hands, giving a +1 to its F.

STUDIO PARENTE



DARK KOHORT



ASSIGN TO ANY PLAYER.
Keep at least one Follower of each of the five Dark Apostles in your Kohort for one full turn (from the end of this turn until the end of your next turn) to complete the mission and earn 10 Promotion Points.

LES EDWARDS



DARK VISITATION



PLAY ON ANY DOOMTROOPER ANY TIME.
This warrior is now considered a Heretic of the Dark Legion, not a Doomtrooper. All cards that affect Heretics affect this warrior as well, and DARK SYMMETRY GIFT cards may be bestowed on it.

PAUL BONNER



DEATH-LOCKDRUM



HEAVY MACHINE GUN. SHOOT WEAPON.
Warrior gains +3 to S and -2 is also applied to opponent's S.

PAUL BONNER



DECAY



GIFT OF DEMNOGONIS.
By spending 10 D at any time, this warrior may discard any one equipment card in play.

LES EDWARDS



DEFORM



GIFT OF DEMNOGONIS.
All combat opponents of this warrior suffer a -2 penalty to their A.

STUDIO PARENTE



DEMOLITION KIT



If the warrior is affected by a fortification during combat, he may destroy the fortification by discarding this card. The fortification is also discarded.

PAUL BONNER



DEMOTED



PLAY ON ANY WARRIOR AT ANY TIME.
Affected warrior is permanently -2 to V. If the warrior's V becomes 0, the warrior is discarded. A warrior may be demoted any number of times.

STUDIO PARENTE



DESPERATE MEASURES



PLAY AT ANY TIME.
All missions in play are discarded.

PAUL BONNER



DESTROY KOHORT



ASSIGN TO ANY PLAYER.
One of your Doomtroopers must kill a player's last Kohort member in play to complete the mission and earn an additional 5 points. Additional Kohort members may enter play later.

PAUL BONNER



DESTROY SQUAD



ASSIGN TO ANY PLAYER.
One of your Dark Legion warriors must kill a player's last Squad member in play to complete the mission and earn an additional 5 points. Additional Squad members may enter play later.

PAUL BONNER



DIMENSIONAL HOLE



GIFT OF ILIAN.
Opponents wounded by this warrior are automatically killed.

STUDIO PARENTE



DIMENSIONAL WARP



GIFT OF ALGEROTH.
Opponents wounded by this warrior are automatically killed.

LES EDWARDS



DISCERN TRUTH



ART OF MANIPULATION. CAST ANY TIME.
For every 3 D, you may ask an opponent 1 "Yes" or "No" question about his or her hand. The opponent must answer truthfully or refuse to answer for 5 D. The same question can be asked again (for 3 D).

PAUL BONNER



DISCOVERED



PLAY ON ANY WARRIOR IN COVER AT ANY TIME. The affected warrior has been found and loses the effects of cover. Flip the warrior card face up.

PAUL BONNER



DISRUPT POWER



GIFT OF ILIAN.
This warrior is immune to the effects of Dark Symmetry and Art cards.

STUDIO PARENTE

DISTORT 



GIFT OF ALGEROTH.
By spending 10 D at any time, this warrior may choose one equipment card in play to be discarded.


STUDIO PARENTE


DIVINE INSPIRATION 



PLAY AS THREE ACTIONS.
ONCE PLAYED, REMOVE THIS CARD FROM THE GAME ENTIRELY.
You may search through your entire collection and put one card into your hand.

PAUL BONNER

DOOMED 



PLAY ON ANY PLAYER AT ANY TIME.
The affected player loses 3 D at the beginning of his or her Draw step every turn. If the player ever has zero D at the beginning of his or her Draw step, this card is discarded.

PAUL BONNER

DRAGOON 



 1
 3
 5
 3

Dragoons are the elite armored forces of the Bauhaus war machine. With state of the art tanks and APCs, they are a good match for any foe.

NI S GILJESSON

DULL BLADE 



PLAY ON ANY FIGHT WEAPON (NOT FIGHT/SHOOT) DURING COMBAT.
The affected weapon has lost its edge and may not be used during this combat. The weapon is considered sharpened after the combat has finished.

PAUL BONNER

DUTIFUL SERVICE 



PLAY ON ANY NON-MISHIMA DOOMTROOPER AT ANY TIME.
The affected warrior is now considered a member of the Mishima Corporation in addition to any memberships it currently holds.

TONY BAGGE

EARTHQUAKE 



PLAY AT ANY TIME.
All citadels and cities in play are discarded.

PAUL BONNER

EDWARD S. MURDOCH 



 7
 4
 7
 7

PERSONALITY.
CONSIDERED A GOLDEN LION.
While Murdoch is in play, all of your Golden Lions are immune to the effects of Dark Symmetry cards.

PAUL BONNER

EFFICIENCY TRAINING 



PLAY THIS CARD AS ONE ACTION.
Equipment cards may be exchanged among all of your warriors, even between your Squad and your Kohort.

STUDIO PARENTE

ELEMENTAL BALL



ART OF ELEMENTS.
PERSONAL COMBAT SPELL.
For every 2 D, caster gains +2 to F.

PAUL BONNER

ELEMENTAL BOLT



ART OF ELEMENTS.
PERSONAL COMBAT SPELL.
For every 2 D, caster gains +2 to S.

PETER ANDREW JONES

ELEMENTAL EMPATHY



PLAY ON ONE OF YOUR BROTHERHOOD
WARRIORS AS ONE ACTION.
From now on, all Brotherhood warriors in
your Squad may use the Art of Elements. If
the warrior is killed, this card is discarded.

STUDIO KORKKEN

ELEMENTAL WALL



ART OF ELEMENTS.
PERSONAL COMBAT SPELL.
For every 2 D, caster gains +2 to A.

PAUL BONNER

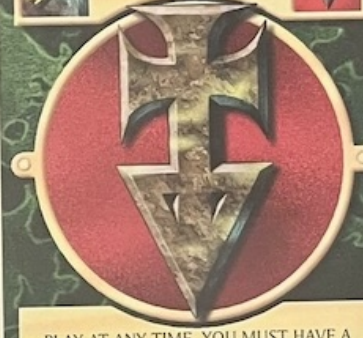
EMPATHY



ART OF CHANGELING. CAST AS ONE ACTION.
For every 10 D, a player must tell you the
details of any attack plans for his or her next
turn(s), including the Attacker, Defender,
battle tactic, and if there will be an attack. If
possible, the player must follow the plans.

PAUL BONNER

ESSENCE OF CLARITY



PLAY AT ANY TIME. YOU MUST HAVE A
BROTHERHOOD WARRIOR IN YOUR
SQUAD. All Followers of Muawijhe in play
must discard all of their Dark Symmetry
cards and are wounded.

TONY BAGGE

ESSENCE OF INTEGRITY



PLAY AT ANY TIME. YOU MUST HAVE A
BROTHERHOOD WARRIOR IN YOUR
SQUAD. All Followers of Semai in play
must discard all of their Dark Symmetry
cards and are wounded.

TONY BAGGE

ESSENCE OF MORALITY



PLAY AT ANY TIME.
YOU MUST HAVE A BROTHERHOOD
WARRIOR IN YOUR SQUAD. Followers of
Demnogonis in play must discard all of
their Dark Symmetry cards and
are wounded.

TONY BAGGE

ESSENCE OF PURITY



PLAY AT ANY TIME. YOU MUST HAVE A
BROTHERHOOD WARRIOR IN YOUR
SQUAD. All Followers of Ilian in play must
discard all of their Dark Symmetry cards
and are wounded.

TONY BAGGE

ESSENCE OF RECTITUDE



PLAY AT ANY TIME.
YOU MUST HAVE A BROTHERHOOD WARRIOR IN YOUR SQUAD. All Heretics in play must discard all of their Dark Symmetry Gifts.

TONY BAGGE

ESSENCE OF VIRTUE



PLAY AT ANY TIME.
YOU MUST HAVE A BROTHERHOOD WARRIOR IN YOUR SQUAD. All Followers of Algeoth in play must discard all of their Dark Symmetry cards and are wounded.

TONY BAGGE

ESTABLISH DEFENSIVE PERIMETER



ASSIGN TO ANY PLAYER.
For every differently titled fortification card you bring into play, you earn one Promotion Point. This mission is never completed.

PAUL BONNER

ETOILES MORTANT



 4
 2
 6
 4

The Etoiles Mortant may only attack Dark Legion warriors during your turn if there are any in play, even if they are in your own Kohort. Otherwise, it can attack normally.

PAUL BONNER

EVASION TRAINING



PLAY ON ANY WARRIOR AS THREE ACTIONS. The affected warrior gains +1 to A for every 2 D spent during combat. This card remains with the warrior.

STUDIO PARENTE

EVASIVE ACTION



PLAY ON ANY WARRIOR DURING COMBAT. The affected warrior gains +2 to A during this combat.

STUDIO PARENTE

EX-BAUHAUS FREELANCER



 2
 2
 4
 1

Points earned by the Freelancer must be made into D. The warrior may use cards meant for Bauhaus warriors, but only if you pay 3 D when each card is played.

STUDIO PARENTE

EX-CAPITOL FREELANCER



 2
 4
 2
 1

Points earned by the Freelancer must be made into D. The warrior may use cards meant for Capitol warriors, but only if you pay 3 D when each card is played.

STUDIO PARENTE

EX-CYBERTRONIC FREELANCER



 2
 2
 4
 1

Immune to the effects of DARK SYMMETRY GIFT cards, but not GIFT OF APOSTLE cards. Points earned by the Freelancer must be made into D. The warrior may use cards meant for Cybertronic warriors, but only if you pay 3 D when each card is played.

STUDIO PARENTE

EX-IMPERIAL FREELANCER



4
2
2
1

Points earned by the Freelancer must be made into D. The warrior may use cards meant for Imperial warriors, but only if you pay 3 D when each card is played.

PAUL BONNER

EX-MISHIMA FREELANCER



3
3
3
1

Points earned by the Freelancer must be made into D. The warrior may use cards meant for Mishima warriors, but only if you pay 3 D when each card is played.

STUDIO PARENTE

EXONERATED RONIN



ASSIGN TO ANY MISHIMA DOOMTROOPER. This warrior must kill a Mishima Doomtrooper to complete mission and earn twice the normal V. The mission-holder may attack non-Personality Mishima Doomtroopers until mission is fulfilled or otherwise removed.

STUDIO PARENTE

EXORCISE DARK INFLUENCES



ART OF EXORCISM.
COMBAT SPELL.

For every 1 D, affected warrior is immune to the effects of one DARK SYMMETRY GIFT card.

TONY BAGGE

EXORCISE DISEASE



ART OF EXORCISM.
COMBAT SPELL.

For every 2 D, affected warrior gains +1 to A or is immune to the effects of one GIFT OF DEMNOGONIS card.

STUDIO PARENTE

EXORCISE EVIL THOUGHTS



ART OF EXORCISM.
COMBAT SPELL.

For every 2 D spent, affected warrior gains +1 to A or is immune to the effects of one GIFT OF MUAWIJHE card.

PAUL BONNER

EXORCISE INFECTION



ART OF EXORCISM.
COMBAT SPELL.

For every 2 D, affected warrior gains +1 to A or is immune to the effects of one GIFT OF ILIAN card.

STUDIO PARENTE

EXORCISE POISON



ART OF EXORCISM.
COMBAT SPELL.

For every 2 D spent, affected warrior gains +1 to A or is immune to the effects of one GIFT OF SEMAI card.

STUDIO PARENTE

EXORCISE SELF




ART OF MENTALISM.
CAST AT ANY TIME.

The caster is unaffected by Dark Symmetry cards until the beginning of your next turn.

PAUL BONNER

EXORCISE WOUND



ART OF EXORCISM.
COMBAT SPELL.

For every 2 D, affected warrior gains +1 to A or is immune to the effects of one GIFT OF ALGEROTH card.

STUDIO PARENTE

EXORCISM




ART OF CHANGELING. CAST ANY TIME.

For every 5 D, one Doomtrooper corrupted into a Heretic is redeemed and is now back to normal. Any Dark Symmetry cards played on the warrior must first be discarded at the cost of 3 D each.

PAUL BONNER

EXORCISM EMPATHY



PLAY ON ONE OF YOUR BROTHERHOOD WARRIORS AS ONE ACTION.

From now on, all Brotherhood warriors in your Squad may use the Art of Exorcism. If the warrior is killed, this card is discarded.

STUDIO KORREKEN

EXPEDITE REQUEST



PLAY AT ANY TIME DURING YOUR TURN.

ONCE PLAYED, REMOVE THIS CARD FROM THE GAME ENTIRELY.

Search through your draw pile, put one card into your hand, then shuffle your draw pile.

STUDIO PARENTE

EXPLOSION



ART OF KINETICS.
PERSONAL COMBAT SPELL.

For every 3 D spent, the caster's F and S are +5.

STUDIO PARENTE

EZOGHOUL



5 FOLLOWER OF ALGEROTH. Wielding huge bio-technological weapons for both ranged and close combat.

8 Ezoghouls make formidable opponents to any well-armed group of elites.

7

8

LES EDWARDS

FALLEN FROM FAVOR



PLAY ON ANY DARK LEGION WARRIOR AT ANY TIME.

One of that warrior's Dark Symmetry cards, chosen by you, is discarded.

PAUL BONNER

FAY & KLAUS



3 PERSONALITY. Immune to the effects of DARK SYMMETRY GIFT cards, but not GIFT OF APOSTLE cards. This card is considered a single warrior.

3 Fay & Klaus may battle as a team for 5 D. If so, F, S, A and V are +3 until the end of the combat.

3

5

STUDIO PARENTE

FIFTEEN MINUTES OF FAME



ASSIGN TO ANY NON-PERSONALITY WARRIOR. This warrior must kill a Personality to complete the mission and earn 5 additional points.

STUDIO PARENTE



FILE TRANSFER



PLAY ON ANY UNFULFILLED MISSION AT ANY TIME. You may reassign the affected mission to any other warrior in play (or any player if it is a player mission). The mission is no longer assigned to the original recipient.

STUDIO PARENTE



FIRST AID KIT



This warrior may discard the FIRST AID KIT at any time to heal one wounded comrade (or him- or herself). A Doomtrooper may not heal a Dark Legion warrior, nor may a Dark Legion warrior heal a Doomtrooper. The FIRST AID KIT may not be used on a just-killed warrior.

TONY BAGGE



FLOW OF ACID



GIFT OF ALGEROTH.

Once per turn, as three actions, this warrior may invoke a Flow of Acid. This counts as an attack. For every 3 D, each warrior in play takes 1 point of damage. If this is equal to or greater than a warrior's A, it is wounded.

STUDIO PARENTE



FLUSH OUT THE COWARD



ASSIGN TO ANY WARRIOR.

Kill a warrior in cover to complete the mission and earn points equal to twice the slain warrior's Value.

PAUL BONNER



FLY



ART OF MENTALISM.

CAST AT ANY TIME ON CASTER.

The caster may not be attacked until the beginning of your next turn. If the caster attacks, it gains +2 to F, S, A and V.

STUDIO PARENTE



FORCED MARCH



PLAY ON A PLAYER AT ANY TIME.

The affected player is limited to performing one less action on his or her next turn.

PAUL BONNER



FORTUNE OF WAR



PLAY AT ANY TIME.

For the rest of the game, you do not have to discard cards during the Discard step if you have over 7 cards in your hand.

PAUL BONNER



FOXHOLE



GIVE THIS CARD TO A WARRIOR AS ONE ACTION. The warrior dives into a foxhole. It gets +2 to A and -2 to F. The warrior cannot make a Fight attack but may be attacked by one. This card may be given to a different warrior as one action.

STUDIO PARENTE



FRAMED!



PLAY ON ANY PLAYER AT ANY TIME.

Affected player loses 1 Promotion Point for every 5 D you spend. You may not cause your opponent's Promotion Point pool to drop below 0.

PAUL BONNER

FREE MARINE



4
6
4
5

The Free Marines are made out of highly commended, highly decorated vets that have been court-martialled for some reason and now fight to restore their personal rep.

PAUL BONNER

FUKIDO



THIS CARD MAY BE ADDED TO YOUR SQUAD AS ONE ACTION. IMPERIAL CITY. All of your Imperial members gain +2 to their A while FUKIDO is in play. You may not have two identical Cities in play simultaneously.

PAUL BONNER

FUKIMURA NO. 12 "KAMIKAZE"



AIRSHIP AND VEHICLE. MAY BE GIVEN TO ANY MISHIMA DOOMTROOPER. A WARRIOR CAN ONLY HAVE 1 VEHICLE. When flying this airship, the warrior's S, A and V are doubled. No other weapons may be used during combat when using the Kamikaze.

JENS JONSSON

FURY OF THE CLANSMEN



ASSIGN TO ANY CLANSMAN. Kill any Dark Legion warrior in play to complete the mission and receive either four times its V in Destiny Points or twice its V in Promotion Points.

PAUL BONNER


GALE FORCE WINDS



PLAY AT ANY TIME. All airships are discarded. This card may be kept in play for 3 D each turn. During this time, no airships can be played.

PAUL BONNER

GAZE



ART OF PREMONITION. CAST AT ANY TIME. For every 10 D, you may examine an opponent's playing deck. Once you have looked through the deck, the deck's owner may shuffle and cut it.

PAUL BONNER

GEHENNA PUKER



FLAME-THROWER. SHOOT WEAPON. Warrior gains +6 to S.

TONY BAGGE

GIFT OF FATE



PLAY AT ANY TIME DURING YOUR TURN. ONCE PLAYED, REMOVE THIS CARD FROM THE GAME ENTIRELY. Return any one card from your discard pile to your hand. You may also spend 8 D at this time to return a second card to your hand.

PAUL BONNER

GOLDEN LION



3
3
3
3

While most corporate special forces are devoted to battling the Dark Legion, the Golden Lions of Imperial Clan Murdoch are mostly used to battle the other corporations.

STUDIO PARENTE

GREATER DOMINATION



ART OF MANIPULATION.
CAST AT ANY TIME.

For every 5 D, you may look at an opponent's hand and discard two of his or her cards.

PAUL BONNER

GREATER HYPNOSIS



ART OF CHANGELING.
COMBAT SPELL.

You may change the Defender of the combat to any other warrior in play, regardless of that warrior's affiliation with a corporation or the Dark Legion.

STUDIO PARENTE

GREATER TELEPATHY



ART OF MANIPULATION.
COMBAT SPELL.

The caster may change the Attacker and Defender in the battle to any two warriors in play, even if the new Attacker would not normally be allowed to attack the new Defender. The caster may also dictate the battle tactic used.

PETER ANDREW JONES

GRENADE LAUNCHER



ATTACH TO ANY SHOOT
OR FIGHT/SHOOT WEAPON.

Warrior gains +3 to S. A weapon may only have one Grenade Launcher.

TONY BAGGE

HAND OF DEATH



GIFT OF IL'IAN.
This warrior's F and S are +2.

PAUL BONNER

HATAMOTO



Missions given to a Hatamoto must be completed before any of your other missions. If you complete another mission first, no bonus points are earned.

STUDIO PARENTE

HEAVY FOG



PLAY AT ANY TIME.

A dense fog descends upon the battlefield, practically eliminating visibility. Only Fight combats may be performed until the beginning of your next turn. This instantly ends a Shoot combat.

PAUL BONNER

HEIMBURG



THIS CARD MAY BE ADDED TO YOUR SQUAD AS ONE ACTION. BAUHAUS CITY. All of your Bauhaus members gain +2 to their A while HEIMBURG is in play. You may not have two identical Cities in play simultaneously.

STUDIO PARENTE

HERETIC



You may bestow DARK SYMMETRY GIFT cards on the Heretic, but not GIFT OF APOSTLE cards.

PAUL BONNER

HIDDEN IN THE SHADOWS



PLAY ON A WARRIOR AT ANY TIME.
This card is discarded during your next Draw step. The affected warrior gains +3 to A.

PAUL BONNER


HMG MK. XIXB "CHARGER"



HEAVY MACHINE GUN. SHOOT WEAPON.
Warrior gains +5 to S.

PAUL BONNER

HONORARY BAPTISM



PLAY ON ANY NON-BROTHERHOOD, NON-CYBERTRONIC DOOMTROOPER ANY TIME.
The warrior is now a member of the Brotherhood in addition to any memberships it currently holds. This card does not allow the warrior to cast the Art.

TONY BAGGE

HUSSAR



2 Hussars are the regular infantry of Bauhaus—well equipped, superbly trained and highly motivated for the furthering of their corporation's goals.

LES EDWARDS

ILLUSION



GIFT OF SEMAI.
This warrior may cancel a combat it's in at any time. Any cards played during the combat are discarded, and this warrior must immediately go into cover. This costs 3 D, but no actions.

PAUL BONNER

IMMACULATE FURY



5 FOLLOWER OF ALGEROTH.
12 Artificial killing machines created by the Heretic Marcus, the wails and shrieks of the Immaculate Furies are enough to strike fear into the boldest of heroes.

PAUL BONNER

IMPERIAL DOOMLORD



AIRSHIP AND VEHICLE.
MAY BE GIVEN TO ANY IMPERIAL DOOMTROOPER. A WARRIOR CAN ONLY HAVE ONE VEHICLE. When flying this airship, the warrior's S, A and V are doubled. No other weapons may be used during combat when using the Doomlord.

JENS JONSSON

IMPERIAL SOUTHPAW



ROCKET LAUNCHER. SHOOT WEAPON.
Warrior gains +4 to S. If the opponent is an airship, or is equipped with one, this warrior gains an additional +2 to S.

PAUL BONNER

IMPROVE SELF



ART OF MENTALISM.
CAST AT ANY TIME ON CASTER.
The caster's F, S, A and V are doubled until the beginning of your next turn.

PAUL BONNER



INDIGESTION



GIFT OF ALGEROTH.
All combat opponents of this warrior
suffer a -2 penalty to their A.

LES EDWARDS



INFANTRY



The Capitol Ground Forces
comprise the largest army in
the Solar system, but still
maintain a high level of both
personal skills and equipment.

PAUL BONNER



INFECTION



GIFT OF DEMNOGONIS.
Opponents wounded by this warrior
are automatically killed.

STUDIO PARENTE



INFILTRATION



ASSIGN TO ANY PLAYER.
Destroy any City, Cathedral or Citadel in
play to complete the mission and receive 6
Promotion Points.

TOMY RANGE



INFLUENCE



PLAY ON ANY PLAYER AT ANY TIME.
For every 1 D you spend, the affected
player loses 1 D. You may not cause the
affected player to have less than 0 D.

STUDIO PARENTE

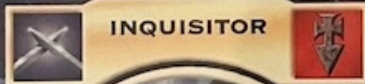


INITIATIVE



PLAY DURING YOUR TURN,
BEFORE YOU PERFORM ANY ACTIONS.
You may take an extra action this turn,
even an extra attack. You may not play
more than one INITIATIVE per turn.

PAUL BONNER

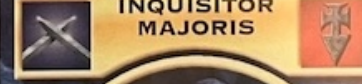


INQUISITOR



Inquisitors may conjure the Arts
of Exorcism and Mentalism.

PAUL BONNER

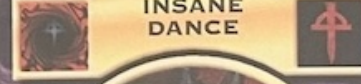


INQUISITOR MAJORIS



**THE INQUISITOR MAJORIS MAY
CONJURE ALL DISCIPLINES OF
THE ART.**

PAUL BONNER



INSANE DANCE



GIFT OF MUAWIJHE.
This warrior's combat opponents always
suffer a -2 penalty to their F and S.

PAUL BONNER

INSPIRE THE MASSES



GIVE TO CARDINAL DOMINIC IF THE CATHEDRAL IS IN PLAY. Use 3 actions to complete the mission. All your Doomtroopers currently in play are healed and from now on immune to all Dark Symmetry cards. All Brothers can use all Art cards. Warriors played later are not affected.

PAUL BONNER

INSPIRED



PLAY AT ANY TIME.
You may immediately take up to three non-attack actions. If played during your turn, these are in addition to your normal actions.

PAUL BONNER

INSTALLATION



GIVE THIS CARD TO A WARRIOR AS ONE ACTION. The warrior seeks the shelter of a defensive installation. It gets +3 to its A and -3 to its F. The warrior may not make a Fight attack but may be attacked by one. This card may be given to a different warrior as one action.

PAUL BONNER

INSUBORDINATION



PLAY ON ANY DOOMTROOPER ANY TIME. The warrior loses membership in 1 organization of your choice. Lose card-earned memberships first. If the warrior loses all memberships, it's a Freelancer until it gets another. Any points it earns become D.

PAUL BONNER

INTERNAL AFFAIRS CRACKDOWN



ASSIGN TO ANY CAPITOL DOOMTROOPER. This warrior must kill a Capitol Doomtrooper to complete mission and earn twice the normal V. The mission-holder may attack non-Personality Capitol Doomtroopers until mission is fulfilled or otherwise removed.

STUDIO PARENTE

INVOKE FRENZY



GIFT OF ALGEROTH.
As one action, this warrior may Invoke Frenzy on 1 of your wounded Dark Legion warriors. Put a marker on the affected warrior. It is healed. For each marker, the warrior's A is -1.

PAUL BONNER

INVOKE PAIN



DARK SYMMETRY GIFT.
INVOKE DURING AN OPPONENT'S ATTACK ACTION, BEFORE THE ATTACKER AND DEFENDER ARE ANNOUNCED. For every 3 D, one chosen warrior may not attack until the beginning of your next turn.

PAUL BONNER

INVULNERABILITY



ART OF MENTALISM.
CAST AT ANY TIME ON CASTER. The caster may not be wounded or killed until the beginning of your next turn. At that time, caster may be wounded and killed as normal.

STUDIO PARENTE

ITEM VISION



ART OF PREMONITION.
Cast at any time. For every 4 D spent, you may look at an opponent's hand.

STUDIO PARENTE

JOY OF VICTORY



PLAY AFTER ONE OF YOUR ATTACKERS HAS SURVIVED COMBAT, EVEN IF IT WAS WOUNDED. The battle was exactly what the warrior needed to boost its morale. 5 D are added to your pool. If the warrior was wounded in the combat, it is healed.

PAUL BOUVER

KEEPER OF THE ART




3
3
5
4

THE KEEPER OF THE ART MAY CONJURE ALL DISCIPLINES OF THE ART. All Personal Combat Spells are considered Combat Spells when cast by the Keeper, and every 1D spent on a spell effect is actually worth 2D toward that effect.

PAUL BOUVER

KINETIC EMPATHY



PLAY ON ONE OF YOUR BROTHERHOOD WARRIORS AS ONE ACTION. From now on, all Brotherhood warriors in your Squad may use the Art of Kinetics. If the warrior is killed, this card is discarded.

STUDIO KORKEN

KNIGHTHOOD



PLAY ON ANY NON-IMPERIAL DOOMTROOPER AT ANY TIME. The affected warrior is now considered a member of the Imperial Corporation in addition to any memberships it currently holds.

TONY BAGGE

KRATACH



MAY ONLY BE GIVEN TO A DARK LEGION WARRIOR. SHOOT WEAPON. Warrior gains +3 to S. This weapon behaves like a machine gun and is affected by cards that affect machine guns.

PAUL BOUVER

L&A PLASMA CARBINE



ASSAULT RIFLE. SHOOT WEAPON. Warrior gains +3 to S.

TONY BAGGE

LANE CHUNG



3
6
4
4

PERSONALITY. Lane Chung likes to boast. To attack with him, you must announce it the turn before the attack. Then Lane must attack next turn. You do not have to signify the Defender or the battle tactic.

STUDIO PARENTE

LEGIONNAIRE OF SEMAI



1
2
3
2

FOLLOWER OF SEMAI. The Legionnaires of Semai make up the fighting force of the Lord of Spite. They guard his citadels and under his banner charge against the enemies of the Darkness.

PAUL BOUVER

LESSER DOMINATION



ART OF CHANGELING. CAST AT ANY TIME. For every 5 D, you may look at an opponent's hand and discard one of his or her cards.

STUDIO PARENTE

LESSER HYPNOSIS

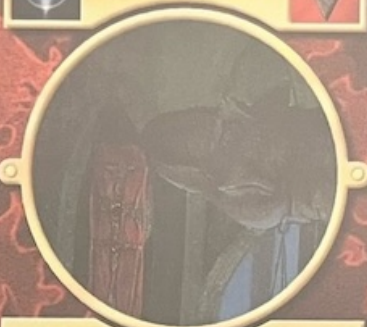


ART OF MANIPULATION.
COMBAT SPELL.

You may change the Defender of the combat to any other warrior in play. The Attacker must be eligible to attack the new Defender.

PETER ANDREW JONES

LESSER TELEPATHY



ART OF PREMONITION.
COMBAT SPELL.

You may change the battle tactic used for this combat.

PAUL BONNER

LEVITATION



ART OF KINETICS.
PERSONAL COMBAT SPELL.

For every 1 D spent, the caster's F, S and A increase by +1.

PAUL BONNER

LONGSHORE



THIS CARD MAY BE ADDED TO YOUR SQUAD AS ONE ACTION. MISHIMA CITY. All of your Mishima members gain +2 to their A while LONGSHORE is in play. You may not have two identical Cities in play simultaneously.

TONY BAGGE

LOST PAPERWORK



PLAY ON ANY PLAYER AT ANY TIME. Affected player loses 3 Promotion Points.

PAUL BONNER

LUCKY SHOT



PLAY ON A WARRIOR DURING COMBAT. The affected warrior gains +2 to S during this combat.

STUDIO PARENTE

MACHINATOR



3 Immune to the effects of DARK SYMMETRY GIFT cards, but not GIFT OF APOSTLE cards. May never cast Art spells.

STUDIO PARENTE

MAL-FUNCTION!



PLAY ON ANY WARRIOR AT ANY TIME. One of the affected warrior's equipment cards, chosen by you, is discarded.

STUDIO PARENTE

MANIFEST DESTINY



PLAY AT THE BEGINNING OF YOUR DRAW STEP. For the rest of the game, you may draw cards during your Draw step until there are 10 cards in your hand, but you have to discard cards during the Discard step if you have over 10 cards in your hand.

STUDIO PARENTE



MANIPULATIVE EMPATHY

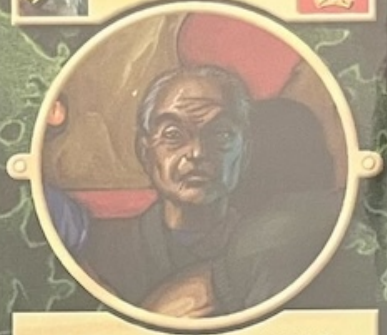


PLAY ON ONE OF YOUR BROTHERHOOD WARRIORS AS ONE ACTION. From now on, all Brotherhood warriors in your Squad may use the Art of Manipulation. If the warrior is killed, this card is discarded.

STUDIO KORKKEN



MARTIAL TRAINING



PLAY ON ANY WARRIOR AS THREE ACTIONS. The affected warrior gains +1 to its F for every 2 D spent during combat. This card remains with the warrior.

STUDIO PARENTE



MARTIAN BANSHEE



- 1
- 5
- 3
- 3

Airborne troops used on Mars, the Martian Banshee units are solely composed of men and women who have lost friends or family to Mishima or the Dark Legion.

STUDIO PARENTE



MAX STEINER



- 4
- 7
- 9
- 8

PERSONALITY. CONSIDERED A VENUSIAN RANGER. While Steiner is in play, all of your Venusian Rangers are immune to the effects of Dark Symmetry cards.

PAUL BONNER



MENTAL CONSTITUTION



PLAY ON ANY WARRIOR AT ANY TIME. The affected warrior is immune to the effects of Dark Symmetry or Art cards, unless you choose otherwise. You may deem that the warrior is affected by an Art or Dark Symmetry effect on a case-by-case basis. This card remains with the warrior.

PAUL BONNER



MENTALISM EMPATHY



PLAY ON ONE OF YOUR BROTHERHOOD WARRIORS AS ONE ACTION. From now on, all Brotherhood warriors in your Squad may use the Art of Mentalism. If the warrior is killed, this card is discarded.

STUDIO KORKKEN



MIND MELT



GIFT OF SEMAI. This warrior gains +2 to its F and S.

STUDIO PARENTE



MIND WALL



ART OF CHANGELING. CAST AT ANY TIME. For every 1 D, the affected warrior is immune to the effects of any one Dark Symmetry card until the beginning of your next turn.

STUDIO PARENTE



MISCOMMUNICATION



PLAY IMMEDIATELY AFTER A PLAYER PLAYS ANY SPECIAL CARD. The SPECIAL card that was just played has no effect on play. It is discarded. This card has no effect if someone else plays a Miscommunication on it.

PAUL BONNER

MITCH HUNTER



4
7
7
7

PERSONALITY.
CONSIDERED AN INFANTRY
WARRIOR. While Hunter is in
play, all of your Infantry are
immune to the effects of Dark
Symmetry cards.

PAUL BONNER

MORTIFICATOR



3
3
3
3

The Mortificators are the
Brotherhood's secret assassins.
They may conjure the Arts of
Kinetics and Manipulation. They
may attack any warrior in play
regardless of affiliation.

STUDIO PARENTE

MORTIS SWORD



MAY ONLY BE GIVEN TO A BROTHERHOOD
WARRIOR. FIGHT WEAPON. +1 TO F.
As 1 action, you can give 1 Art card that
the owner can cast to the sword. For every
Art card with the Sword, the Brother's F is
another +1.

STUDIO PARENTE

MYSTIC



4
4
4
5

The Mystic may conjure all
Disciplines of the Art. Skilled in
the use of the Art, a Mystic's
mission in life is to detect,
locate and combat the Dark
Legion wherever encountered.

STUDIO PARENTE

MYSTICAL TRAINING



PLAY ON ONE BROTHERHOOD MEMBER
AS THREE ACTIONS. The affected Brother
is now able to use all disciplines of the Art.
This card remains with the warrior.

PAUL BONNER

NARROW ESCAPE!



PLAY IMMEDIATELY AFTER ONE OF YOUR
WARRIORS IS KILLED.
The warrior is not killed, but remains
at its current status.

PAUL BONNER

NECRO- MUTANT



4
4
4
4

FOLLOWER OF ALGEROTH.
Necromutants are large, strong,
cunning and evil. They act as
commanding officers of
Algeroth's Undead Legionnaires.

PAUL BONNER

NECROMUTANT FRENZY



PLAY AT ANY TIME.
For the remainder of the game, all
NECROMUTANTS resolve their attacks first when
Fighting (but not Shooting). If the opponent
survives, it may then attack the NECROMUTANT.
This has no effect if the opponent is another
NECROMUTANT.

STUDIO PARENTE

NECROVISUAL LINK



GIFT OF ALGEROTH.
May only be bestowed on a Nephrite of
any Apostle (even non-Algeroth).
As one action, you may look at
another player's hand.

TONY RAGGE



NEGATIVE KARMA

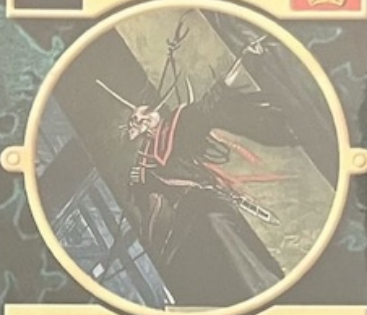


PLAY ON ANY PLAYER AT ANY TIME.
The affected player's Destiny Point pool is emptied.

PAUL BONNER



NEPHARITE HUNT



ASSIGN TO ANY DOOMTROOPER.
Kill any Nephrite to complete the mission and receive either four times its V in Destiny Points or twice its V in Promotion Points.

LIS EDWARDS



NEPHARITE OF ALGEROTH



11
5
6
8

FOLLOWER OF ALGEROTH.
IMMUNE TO THE ART. Generals in the endless armies of the Lord of Dark Technology, these are among the most feared enemies on the battlefield.

PAUL BONNER



NEPHARITE OF DEMNOGONIS



4
5
2
5

FOLLOWER OF DEMNOGONIS.
IMMUNE TO THE ART.
Every 1D it spends on a Dark Symmetry effect is actually worth 2D toward that effect. If wounded, the Nephrite can heal itself by spending 7 D.

STUDIO PARENTE



NEPHARITE OF ILIAN



8
5
4
7

FOLLOWER OF ILIAN.
IMMUNE TO THE ART.
A warrior wounded in Fight combat by the Nephrite of Ilia is automatically killed.

STUDIO PARENTE



NEPHARITE OF MUAWIJHE



6
8
3
7

FOLLOWER OF MUAWIJHE.
IMMUNE TO THE ART. Warriors wounded by the Nephrite are killed. If the Nephrite kills a warrior, place a SCREAMING LEGIONNAIRE from your collection into your Kohort. You still earn points from the kill.

STUDIO PARENTE



NEPHARITE OF SEMAI



5
4
5
6

FOLLOWER OF SEMAI.
IMMUNE TO THE ART. Warriors wounded by the Nephrite are killed. If the Nephrite kills a warrior, place a LEGIONNAIRE OF SEMAI from your collection into your Kohort. You still earn points from the kill.

STUDIO PARENTE



NIMROD AUTOCANNON



ARTILLERY. SHOOT WEAPON. +3 to S.
The warrior may attack two opponents in one attack action. Choose two targets before combat begins.
The same warrior may be attacked twice. Treat each attack separately.

PAUL BONNER



NOTED EFFICIENCY



PLAY ON ANY NON-CYBERTRONIC, NON-BROTHERHOOD DOOMTROOPER AT ANY TIME. The affected warrior is now considered a member of the Cybertronic Corporation in addition to any memberships it currently holds.

TONY RAGGE



OUT OF AMMO



PLAY ON AN OPPONENT'S SHOOT OR FIGHT/SHOOT WEAPON DURING COMBAT. The affected weapon may not be used during this combat. The weapon is considered reloaded after the combat is over.

PAUL BONNER



PAM AFTON



PERSONALITY.

Pam Afton is Lane Chung's partner. If you have both PAM AFTON and LANE CHUNG in play, Lane Chung does not have to "boast" before attacking.

STUDIO PARENTE



PERSONAL ANTI-PERSONNEL MINES



A warrior may automatically kill an opponent in combat by discarding this card and becoming wounded. This ends the combat.

STUDIO PARENTE



PHANTASM



ART OF KINETICS. PERSONAL COMBAT SPELL. The caster appears like any Brotherhood member in play (for 4 D), any Doomtrooper in play (for 6 D), or any Dark Legion warrior in play (for 10 D). The caster uses the F, S, A and V of the original.

STUDIO PARENTE



PORTABLE FORCE SHIELD



CONSIDERED A FORTIFICATION. Warrior gains +6 to A. A warrior may only have one Portable Force Shield.

PAUL BONNER



PORTAL OF DARK HEALING



GIFT OF ALGEROTH. May only be bestowed on a Nephrite of any Apostle (even non-Algeroth). If the Nephrite is wounded, it may heal itself as three actions.

STUDIO PARENTE



PORTAL OF THE GREAT CONQUEROR



ASSIGN TO A NEPHRITE OF ALGEROTH IF A CITADEL OF ALGEROTH IS IN YOUR KOHORT. The Nephrite must kill a Brother of V 3 or more to complete the mission. No points are earned from the killed Brother. Instead, all warriors in play lose the ability to cast the Art. Those added later are not affected.

STUDIO PARENTE



PORTAL OF UNDEATH



GIFT OF ALGEROTH. ONLY BESTOW ON A NEPHRITE OF ALGEROTH. If the Nephrite kills a warrior, place an UNDEAD LEGIONNAIRE from your collection into your Kohort. You still earn points from the kill.

STUDIO PARENTE



PORTENTS OF VICTORY



PLAY IMMEDIATELY AFTER ONE OF YOUR WARRIORS HAS EARNED PROMOTION POINTS. The actions of the victorious warrior inspire your army. For every Promotion Point just earned, place 2 D into your pool.

PAUL BONNER



POSITIVE KARMA



PLAY AT ANY TIME.
Add 10 D to your Destiny Pool.

PAUL BONNER



POSSESS



GIFT OF SEMAI.
A Doomtrooper killed by this warrior is not discarded. Instead, it becomes a Heretic of the Dark Legion. Move it to its controller's Kohort. DARK SYMMETRY GIFT cards may be played on the new Heretic.

PAUL BONNER



POWERFUL BLOW



PLAY ON ANY WARRIOR DURING COMBAT.
The affected warrior gains +2 to F during this combat.

PAUL BONNER



PREMONITION



ART OF PREMONITION.
COMBAT SPELL.
You may change the Defender in an attack to any of your other warriors.

PAUL BONNER



PREMONITION EMPATHY



PLAY ON ONE OF YOUR BROTHERHOOD WARRIORS AS ONE ACTION.
From now on, all Brotherhood warriors in your Squad may use the Art of Premonition. If the warrior is killed, this card is discarded.

STUDIO KORKEEN



PRESENCE



ART OF PREMONITION.
COMBAT SPELL. MAY ONLY CAST IF AFFECTED WARRIOR IS FIGHTING A DARK LEGION WARRIOR. For every 1 D, the affected warrior gains +1 to A.

PAUL BONNER



PRETORIAN STALKER



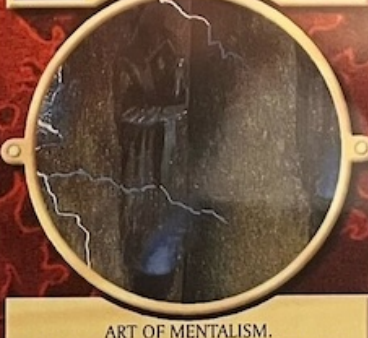
12
3
8
7

FOLLOWER OF ALGEROTH.
IMMUNE TO THE ART.
May not have Dark Symmetry cards.
If you have two or more Pretorian Stalkers in your Kohort, add +2 to F and S when either is in combat.

PAUL BONNER



PROFICIENCY



ART OF MENTALISM.
CAST AT THE BEGINNING OF YOUR TURN.
All spells this caster casts this turn cost 1 D less to cast or improve (minimum of 1 D). For instance, a spell that costs 3 D to give +1 to A now only costs 2 D per +1.

PAUL BONNER



PROVE YOUR VALOR



ASSIGN TO ANY WARRIOR.
Choose a warrior with a V of at least twice this warrior's. This warrior must kill that warrior and survive the combat to complete the mission and earn points equal to three times the V of the slain warrior.

STUDIO PARENTE

PSYCHO-SCANNER



If this warrior is attacked, it may immediately go into cover. Flip the warrior card face down for free. This does not end the combat.

STUDIO PARENTE

PUNISHER BLADE



FIGHT WEAPON.
This warrior gains +1 to F.

TONY BAGGE

PUNISHER HANDGUN



HANDGUN, FIGHT/SHOOT WEAPON.
Warrior gains +1 to F and S. A warrior may attack using two handguns.

TONY BAGGE

PURPLE SHARK



AIRSHIP AND VEHICLE.
A warrior can only have 1 vehicle. While flying this airship, the warrior's S and A are +4. For 5 D, it may escape a Fight combat. When the warrior uses the Purple Shark, flip a coin. If heads, the warrior is wounded, and the Purple Shark is discarded.

PAUL BOANER

RADAR SCANNER



This warrior may not be attacked by airships. A warrior EQUIPPED with an airship may attack this warrior, but may not use the airship at any time during combat.

STUDIO PARENTE

RAMS AIR CAVALRY



CONSIDERED AN AIRSHIP AND A VEHICLE. Can only take part in shoot combats. Can't seek cover or use equipment. Attacks ignore opponent's fortifications.

PAUL BOANER

RAZIDE



FOLLOWER OF ALGEROTH.
Standing more than seven feet tall and weighing around 600 pounds, the Razides act as heavy support units in Algeroth's Legions.

PAUL BOANER

RECALLED



ASSIGN TO ANY CYBERTRONIC DOOMTROOPER.
This warrior must kill a Cybertronic Doomtrooper to complete mission and earn twice the normal V. The mission-holder may attack non-Personality Cybertronic Doomtroopers until mission is fulfilled or otherwise removed.

STUDIO PARENTE

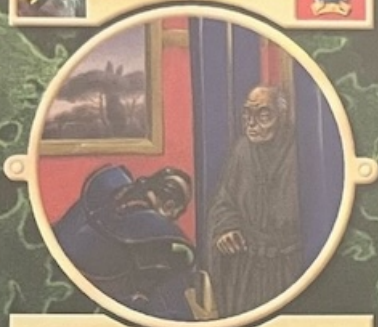
REINFORCEMENTS!



PLAY ON A WARRIOR DURING COMBAT.
For every 7 D, one of your warriors assists the affected warrior this combat. The F's and S's of the group are added together. The opponent may choose which warrior to attack. Doomtroopers may not reinforce the Dark Legion and vice versa, nor may reinforcements be of the same corp as the opponent.

LES EDWARDS

REIN-STATEMENT



PLAY ON ANY FREELANCER AS ONE ACTION.
The warrior is redeemed. It is now a member of its home corp again. It can now earn Promotion Points and has full access to all cards specific to its home corporation. Its F, S, A and V are +1. Keep this card with the warrior. If it loses membership again, this card (and its effects) are discarded.

STUDIO PARENTE

REPENTANCE



PLAY AT ANY TIME.
All Heretics in play are discarded.

STUDIO PARENTE

REPUTATION



PLAY ON ANY WARRIOR AS THREE ACTIONS. The affected warrior gains +3 to its V. This card remains with the warrior.

STUDIO PARENTE

RESIST ELEMENTS



ART OF ELEMENTS.
PERSONAL COMBAT SPELL.
Caster automatically gains +1 to A.
For every 2 D, the caster gains an additional +1 to A.

STUDIO PARENTE

RESIST PAIN



DARK SYMMETRY GIFT.
The warrior gains +1 to A.

STUDIO PARENTE

RETRAINING



PLAY THIS CARD AS ONE ACTION.
Your earned Promotion Points and Destiny Points may be freely exchanged in either direction at a ratio of 5 Destiny Points to 1 Promotion Point.

PAUL BONNER

RETREAT!



PLAY DURING COMBAT.
Your warrior withdraws from the battle. Being partially victorious, your opponent receives Promotion Points equal to half of the V (round up) of your warrior.

LFS EDWARDS

REVELATION



PLAY ON ANY DOOMTROOPER AT ANY TIME.
The affected warrior may immediately cast any Art spell. You must immediately play the Art card that the warrior is casting. You must still pay any costs listed on the Art card.

PETER ANDREW JONES

REVERBERATING SHARPENER



ATTACH TO ANY FIGHT WEAPON, BUT NOT A FIGHT/SHOOT WEAPON.
Warrior gains +1 to F.

PAUL BONNER


REVERSAL OF FORTUNE



PLAY AT ANY TIME.
You may switch the Destiny Points in your pool with the Destiny Points in another player's pool.

PAUL BONNER

REVISOR



3
3
3
3

Revisors may conjure the Arts of Manipulation and Mentalism.

STUDIO PARENTE

ROGUE



5
3
4
4

You may not add the Rogue to your Squad if you have other Imperial warriors there already, and Imperial warriors may not be added to your Squad if the Rogue is already there.

STUDIO PARENTE

RUTHLESS EFFICIENCY



PLAY AT THE END OF YOUR TURN.
You may immediately take another turn. You may not play this card during a two-player game.

PAUL BONNER

SABOTAGE!



PLAY AT ANY TIME.
Choose one of the five Corporations, the Brotherhood or the Dark Legion. All members of that organization in play must discard all of their equipment cards.

TONY RAGGE

SACRED WARRIOR



3
3
3
3

Sacred Warriors may conjure the Arts of Premonition and Exorcism.

STUDIO PARENTE

SAMURAI



3
3
3
3

The Samurai of the Mishima Corporation are elite soldiers forming the personal bodyguards of the Lord Heirs and their liege.

STUDIO PARENTE

SAN DORADO



THIS CARD MAY BE ADDED TO YOUR SQUAD AS ONE ACTION. CAPITOL CITY. All of your Capitol members gain +2 to their A while SAN DORADO is in play. You may not have two identical Cities in play simultaneously.

PAUL BONNER

SCALPER



MAY ONLY BE GIVEN TO A MISHIMA DOOMTROOPER. FIGHT WEAPON. The warrior gains +1 to its F, and -1 is applied to its opponent's F in combat due to the horrific nature of the weapon.

PAUL BONNER

SCREAMING LEGIONNAIRE



3
2
1
3

FOLLOWER OF MUAWIJJE.
If any of your warriors invokes the Dark Symmetry WIND OF INSANITY, each of your SCREAMING LEGIONNAIRES causes an additional +1 to the damage inflicted.

PAUL BONNER

SCREAMING LEGIONNAIRE



3
2
1
3

FOLLOWER OF MUAWIJJE.
NO DARK SYMMETRY CARDS ALLOWED.
Once per game, as three actions, you can invoke WINDS OF INSANITY. For each of your Screaming Legionnaires, every warrior in play takes 1 point of damage. If this is equal to or greater than a warrior's A, it is wounded.

PAUL BONNER

SCYTHE OF SEMAI



MAY ONLY BE GIVEN TO A DARK LEGION WARRIOR. FIGHT/SHOOT WEAPON. Warrior gains +4 to F and S. Warriors wounded by the Scythe of Semai are automatically killed. If given to a PRETORIAN STALKER, that warrior gains +8 to S instead of +4.

PAUL BONNER

SEA LION



3
4
4
4

The Sea Lions are the pride of the Capitol Navy; an elite amphibious strikeforce currently used in the Graveton Archipelago on Venus.

LES EDWARDS

SEAN GALLAGHER



10
3
8
8

PERSONALITY. CONSIDERED A CLANSMAN. If you Attack with Gallagher, you must attack a Dark Legion warrior if there is one available. While Gallagher is in play, all of your Clansmen warriors are immune to the effects of Dark Symmetry cards.

PAUL BONNER

SECRET HQ



ADD TO EITHER YOUR SQUAD OR YOUR KOHORT AS ONE ACTION. Gives +1 to A to all warriors in your Squad OR your Kohort. The Secret HQ can never be destroyed or otherwise discarded. Your Squad and Kohort may only have one Secret HQ each.

STUDIO PARENTE

SECRET MISSION



You may conduct a secret mission. When the mission is done, play its card and this card. You must be able to prove that you completed the mission fairly and legally. You gain all of the benefits of the completed mission.

PAUL BONNER

SEND DREAMS



GIFT OF MUAWIJJE.
By spending 5 D at any time during combat, this warrior may send horrific dreams to any enemy warrior, causing it to go into cover. Flip the affected warrior face down.

PETER ANDREW JONES

SGT. MCBRIDE




5
5
4
5

PERSONALITY. CONSIDERED A BLOOD BERET. While McBride is in play, all Blood Berets (but not McBride himself) gain +1 to F and S.

PAUL BONNER

SHARP-SHOOTER



PLAY ON ANY WARRIOR AS THREE ACTIONS. The affected warrior gains +1 to its S for every 2 D spent during combat. This card remains with the warrior.

LES EDWARDS

**SHERMAN .74
MODEL 13
"BOLTER"**



HANDGUN. FIGHT/SHOOT WEAPON. Warrior gains +2 to F and S. A warrior may attack using two handguns.

PAUL BOHNER

SHIELD



ART OF KINETICS. PERSONAL COMBAT SPELL. For every 1D spent, the caster gains +1 to A.

STUDIO PARENTE

SHRIEKETH



GIVE ONLY TO A DARK LEGION WARRIOR. SHOOT WEAPON. +1 to S. If this warrior kills a warrior with the Shrieketh, place a HERETIC from your collection into your Kohort. You still earn points from the kill.

PAUL BOHNER


SHROUD



GIFT OF SEMAI. As one action, this warrior may cast a swirling fog throughout the battlefield. No combats may take place until the beginning of your next turn.

LES EDWARDS

SIEGE OF THE CITADEL



ASSIGN TO ANY PLAYER. Kill a warrior protected by a Citadel to earn twice its normal V.

LES EDWARDS

SLEEP



GIFT OF MUAWIJJE. As one action, this warrior may put any warrior to sleep. The affected warrior may not attack or be attacked until the beginning of your next turn.

STUDIO PARENTE


**SMG MK. III
"INTERCEPTOR"**



SUB-MACHINE GUN. SHOOT WEAPON. Warrior gains +2 to S.

PAUL BOHNER

SMOKE BOMB



Warrior may detonate a smoke bomb during combat by discarding this card. The warrior may retreat from a combat before it begins, ending the attack action.

PAUL BOHNER



SNUB THE CARDINAL



ASSIGN TO ANY PLAYER.
Kill a Brotherhood warrior to complete the mission and earn 3 extra Promotion Points. Alternatively, turn a Brotherhood member into a Heretic and earn 10 Promotion Points.

PAUL BOWMER



SPECIAL COMMENDATION



PLAY ON ANY NON-CAPITOL DOOMTROOPER AT ANY TIME.
The affected warrior is now considered a member of the Capitol Corporation, in addition to any memberships it currently holds.

TONY BAGGE



SPEED



ART OF MENTALISM.
PERSONAL COMBAT SPELL. The caster strikes at its opponent first. If the caster wounds the opponent, the combat is over. If not, then check if the caster is wounded. This all happens after playing all combat modifiers.

PAUL BOWMER



SPIKED BARRICADE



GIVE THIS CARD TO A WARRIOR AS ONE ACTION. The warrior is protected by a spike-covered wall and gains +1 to A. The warrior cannot make a Fight attack but may be attacked by one. You can give this card to a different warrior as one action.

PAUL BOWMER



SPOKE IN THE COG



PLAY ON ANY NON-BAUHAUS DOOMTROOPER AT ANY TIME.
The affected warrior is now considered a member of the Bauhaus Corporation in addition to any memberships it currently holds.

TONY BAGGE



SPY IN THE RANKS



PLAY WHEN AN OPPONENT'S WARRIOR COMPLETES A MISSION. The warrior who completed the mission was your spy. You gain all the points the warrior earned, and its controller receives nothing. Also, the warrior is discarded.

STUDIO PARENTE



STIGMATA



PLAY ANY TIME ON A HERETIC WITH AT LEAST 1 DARK SYMMETRY GIFT. The Dark Symmetry mutates the Heretic. It is forever a member of the Dark Legion and may receive any Dark Symmetry gift from any Dark Apostle at any time at no action cost.

TONY BAGGE



STRATEGIC RESTRUCTURING



PLAY AT ANY TIME DURING YOUR TURN, EXCEPT DURING COMBAT.
You may return one of your cards in play to your hand.

STUDIO PARENTE



STRENGTH OF WILL



PLAY AT ANY TIME.
Your warriors are not affected by Dark Symmetry cards until the beginning of your next turn. Your Dark Legion warriors may still use their Dark Symmetry gifts as normal.

PAUL BOWMER


STRIKE




ART OF KINETICS.
PERSONAL COMBAT SPELL.
For every 1D spent, the caster gains +1 to S.

STUDIO PARENTE


SUGGESTION




ART OF MANIPULATION. Cast during an opponent's attack action, before the Attacker is announced. Tell the affected player which of his or her warriors is the Attacker for this combat. That warrior must attack, but its player picks the Defender.

PAUL BONNER


SUICIDE MISSION




ASSIGN TO ANY WARRIOR.
If this warrior is killed, the mission is completed. The player controlling the warrior earns Promotion Points equal to the warrior's V, and 3 more if the warrior killed another warrior in its final battle.

STUDIO PARENTE


SUICIDE WARHEAD




10
0
0
3

IMMUNE TO ALL DARK SYMMETRY CARDS.
May not use equipment. The Suicide Warhead is killed if it becomes wounded.

STUDIO PARENTE


SUNSET STRIKER




3
3
3
3

Deployed on Mercury, the Sunset Strikers act as Capitol's special commando unit for fighting Mishima troops on their own home planet.

PAUL BONNER


SURPRISE ATTACK




PLAY DURING COMBAT.
The combat is not simultaneous. Resolve the Attacker's attack first. If the Defender is wounded, the combat is over. If not, resolve the Defender's attack. This all happens after playing all combat modifiers.

STUDIO PARENTE


SURPRISE INVASION!




PLAY AS ONE ACTION.
Discard any one fortification in play.

PAUL BONNER


SWORN VENGEANCE




PLAY IMMEDIATELY AFTER ANY MISHIMA WARRIOR IS KILLED IN COMBAT.
The warrior who killed the Mishima warrior receives a wound. If it is killed, you earn the Value points. If more than one Sworn Vengeance card is played, only the first one played takes effect.

STUDIO PARENTE


T-32 "WOLF-CLAW" JBT




MAY BE GIVEN TO ANY BAUHAUS DOOMTROOPER, TANK AND VEHICLE. A WARRIOR CAN ONLY HAVE 1 VEHICLE.
With this tank, the warrior's F, S, A and V are doubled. No other weapons may be used when using the Wolfclaw.

JENS JONSSON

TACTICAL ADVANTAGE



PLAY DURING COMBAT.
You may change the battle tactics for this combat.

STUDIO PARENTE

TAINTED CONJURER



GIVE TO ANY HERETIC ANY TIME.
For the remainder of the game, the affected Heretic may cast any Art spell if you first spend 3 D for each casting.

STUDIO PARENTE

TAINTED!



PLAY ANY TIME ON ANY DOOMTROOPER.
This warrior is now a Dark Legion spy. It keeps all Doomtrooper memberships, but is also considered a Heretic of the Dark Legion. DARK SYMMETRY GIFT cards can be played on it.

TONY PAGE

TAKE AIM



PLAY DURING COMBAT.
Warrior gains +1 to F and S.

PAUL BONNER

TAKE COVER



PLAY ON YOUR WARRIOR DURING COMBAT IF IT IS THE DEFENDER.
Your warrior hastily finds cover. Flip its card over. The hasty cover only gives a +2 to A. After the combat, the warrior remains in cover, and the cover becomes normal.

PAUL BONNER

TATSU



PERSONALITY.
CONSIDERED A SAMURAI.
While Tatsu is in play, all of your Samurai are immune to the effects of Dark Symmetry cards.

PAUL BONNER

TELEPATHIC MESSAGE



ART OF MANIPULATION.
Cast at any time. You may tell an opponent that he or she must attack a specific warrior during his or her next turn. That player gets to choose which of his or her warriors to attack with.

PAUL BONNER

TELEPORTATION



ART OF KINETICS. CAST AT ANY TIME.
For every 1 D spent, you may transfer any one equipment card from any Doomtrooper to any other Doomtrooper in play in the same Squad. Your equipment cards may also be teleported back into your hand.

STUDIO PARENTE

TELESCOPIC SIGHT



ATTACH TO ANY SHOOT WEAPON OR FIGHT/SHOOT WEAPON.
Warrior gains +1 to S. Weapon may only have one Telescopic Sight.

TONY PAGE

TEMPLAR



4
7
5
6

FOLLOWER OF ILIAN.
The Ilian Temple Guards are extremely powerful alien warriors guarding the Citadels of Ilian, the Mistress of the Void.

DAIENE KOCHANSKI

TERROR



DARK SYMMETRY GIFT.
Opponents of this warrior are stricken with nearly paralyzing fear which causes -1 to their A.

STUDIO PARENTE

THE CATHEDRAL



THIS CARD MAY BE ADDED TO YOUR SQUAD AS ONE ACTION. BROTHERHOOD CITY. All of your Brotherhood members gain +2 to their A while THE CATHEDRAL is in play. You may not have two identical Cathedrals in play simultaneously.

TONY PAGE

THE HQ



THIS CARD MAY BE ADDED TO YOUR SQUAD AS ONE ACTION. CYBERTRONIC CITY. All of your Cybertronic members gain +2 to their A while THE HQ is in play. You may not have two identical Cities in play simultaneously.

PAUL BOLWER

TICKER



GIVE TO A NON-BROTHERHOOD DOOMTROOPER.
The warrior may take Ticker during combat by discarding this card. Once taken, the warrior's F and S are +2, and it may not be wounded or killed. After the combat, Ticker wears off, and the warrior automatically receives one wound.

STUDIO PARENTE

TIME DEATH



GIFT OF ILIAN.
This warrior always gets the upper hand in battle. Resolve its attack first. If it wounds its opponent, the combat is over. If not, then resolve the opponent's attack. This all happens after playing all combat modifiers.

STUDIO PARENTE

TIME ROT



GIFT OF DEMNOGONIS.
As one action, this warrior may age an enemy warrior. Place a marker on the affected warrior. For every 3 age markers, that warrior suffers a -1 to F, S, A and V. If the warrior's V reaches zero, discard the warrior.

PAUL BOLWER

TRAITOR DISCOVERED



ASSIGN TO ANY BAUHAUS DOOMTROOPER.
This warrior must kill a Bauhaus Doomtrooper to complete mission and earn twice the normal V. The mission-holder may attack non-Personality Bauhaus Doomtroopers until mission is fulfilled or otherwise removed.

STUDIO PARENTE

TRENCHER



3
2
2
3

The Trencher may dig a FOXHOLE as three actions. If this is done, take a FOXHOLE card from your collection and place it with this warrior. The Trencher is then in the FOXHOLE.

PAUL BOLWER

TRUE GATE



GIFT OF ILIAN.

For every 10 D, this warrior may call a reinforcement from your Kohort to assist in a battle it is involved in. Your warriors add their attack ratings together. The Defender chooses which warrior to attack.

PAUL BONNER

TRUE PATH



ART OF PREMONITION.

CAST DURING YOUR DRAW STEP, BEFORE DRAWING CARDS. For every 3 D, draw 1 extra card. Keep 1 of the extra cards and discard the rest. Before drawing, decide how many extra cards to draw.

PAUL BONNER

TWIST OF FATE



PLAY AT ANY TIME YOU HAVE 5 PROMOTION POINTS OR MORE. Flip a coin. If the result is heads, you gain 20 D. If the result is tails, you lose 5 Promotion Points.

STUDIO PARENTE

TWITCHER



2 If the Twitcher is equipped with TICKER, its F and S ratings increase by +1 in addition to the effects of TICKER. Twitcher is not wounded by TICKER.

STUDIO PARENTE

UNDEAD LEGIONNAIRE



FOLLOWER OF ALGEROTH.

Undead Legionnaires are zombies; humans killed in battle and reanimated with the help of the Dark Symmetry.

PAUL BONNER

UNDEAD LEGIONNAIRE



FOLLOWER OF ALGEROTH.

Undead Legionnaires are zombies; humans killed in battle and reanimated with the help of the Dark Symmetry.

PAUL BONNER

UNDERCOVER AGENTS



PLAY AS ONE ACTION.

For every 3 D, one Mission or Special card in play, chosen by you, is discarded.

PAUL BONNER

VALERIE DUVAL



PERSONALITY. CONSIDERED A MEMBER OF THE ETOILES MORTANT. While Valerie Duval is in play, all of your Etoiles Mortants are immune to the effects of Dark Symmetry cards.

PAUL BONNER

VALKYRIE



Valkyries may conjure the Arts of Changeling and Premonition.

STUDIO PARENTE

VASSHT



MAY ONLY BE GIVEN TO A DARK LEGION WARRIOR. FIGHT WEAPON.
Once equipped, the Vassht may never be given to another warrior, and this warrior may never own another Fight or Fight/Shoot weapon. It gives the warrior +2 to its F.

PAUL BONNER

VENUSIAN RANGER



4
3
4
4

Venusian Rangers are immune to the effects of all DARK SYMMETRY GIFT cards, but not GIFT OF APOSTLE cards.

PAUL BONNER

VIOLATOR SWORD



MAY ONLY BE GIVEN TO A BAUHAUS DOOMTROOPER. FIGHT WEAPON.
The warrior gains +2 to F.

TONY RAGRE

WELL-ROUNDED SQUAD



ASSIGN TO ANY PLAYER. Keep at least one warrior from each of the five Corporations and the Brotherhood in your squad for one full turn (from the end of this turn until the end of your next turn) to complete the mission and earn 10 Promotion Points.

LES EDWARDS


WHISPERS OF HERESY



ASSIGN TO ANY MORTIFICATOR.
This warrior must kill a Brotherhood warrior to complete mission and earn twice the normal V. The killed warrior may not be a Personality.

PAUL BONNER

WIND OF INSANITY



GIFT OF MUAWIJHE.
Once per turn, as 1 action, this warrior may invoke Winds of Insanity. For every 5 D, each warrior in play takes 1 point of damage. If this is equal to or greater than a warrior's A, it is wounded. Warriors killed this way earn points. This doesn't count as an attack.

PAUL BONNER

WOLFBANE LIGHT CAVALRY



5
4
4
5

Opponents of the Wolfbane Cavalry suffer a -3 to A unless the opponent is protected by a fortification, in which case their A is increased by +3.

PAUL BONNER

YOJIMBO



7
5
7
7

PERSONALITY.
CONSIDERED A HATAMOTO.
While Yojimbo is in play, all of your Hatamoto are immune to the effects of Dark Symmetry cards.

PAUL BONNER

YOUNG GUARD



2
4
3
3

Young Guards may never voluntarily seek cover, and they refuse to gain the benefits of fortifications.

PAUL BONNER

ZENITHIAN
SOULSLAYER



7



2



6



6

FOLLOWER OF MUAWIJHE.
Three meters or taller, Soul-
slayers tower behind endless
ranks of Screaming Legion-
naires, whipping them into an
unstoppable battle-frenzy.

PETER BERGTING