

## **Ophidian 2350 Spoiler:**

Here is a list of all 240 cards in the Ophidian 2350 base set (120 Common, 70 Uncommon, 50 Rare).

Which includes: 29 Bio-tek, 33 Cybernetics, 30 Mystic, 31 Portal, 33 Psi, 32 War, 52 Gladiator (36 level 1/2, 16 level 3/4)

Level: 1

Discipline: Bio-tek

Card Name: Arthritic Bile

Card Type: Pump: Gladiator

Flow: Pos

Play Cost: 2

Maintain Cost: Scrap

Keywords: affliction

Card Text: Pumped Character cannot be targeted by Level 1 <weapon> or <armor> Pumps

Flavor Text: "Covering the bubonic rash with armor plates or wielding weapons with infested limbs, only makes the bile worse!"

Artist: Ted Galaday

Rarity: Common

Card Number: 1

Level: 1

Discipline: Bio-tek x3

Card Name: Bacteria Pool

Card Type: Zone

Flow: Pos

Play Cost: 4

Maintain Cost: Scrap

Keywords: environmental

Card Text: After BACTERIA POOL is flipped face-up: All Characters take 1 {XDMG}

Flavor Text: "Those that fall in this stinking swamp are eaten alive by the pool itself."

--Oberon Smite

Artist: John Moriarty

Rarity: Uncommon

Card Number: 2

Level: 1

Discipline: Bio-tek

Card Name: Cellular Collapse

Card Type: Pump: Gladiator

Flow: Neg

Play Cost: 3

Maintain Cost: 2

Keywords: bio-decay

Card Text: +1 MAX {RAGE}

After a Wave ends: Pumped Character takes 1 {XDMG}

Flavor Text: The micropox is a lethal contagion rumored to have caused the destruction of Lothar's home world.

Artist: John Moriarty

Rarity: Uncommon

Card Number: 3

Level: 1  
Discipline: Bio-tek x2  
Card Name: Corrode  
Card Type: Quick-Hit  
Flow: Neg  
Play Cost: 2  
Keywords: bio-decay  
Card Text: Destroy target Minion with Play Cost of {2 CP} or less  
Flavor Text: Designed by Xarz'yucus specifically to implement an agonizing, slow death upon lesser beings.  
Artist: Ted Galaday  
Rarity: Uncommon  
Card Number: 4

Level: 1  
Discipline: Bio-tek x2  
Card Name: Dripping Leak  
Card Type: Pump: Character  
Flow: Pos  
Play Cost: 2  
Maintain Cost: 1  
Keywords: bio-decay  
Card Text: After Pumped Character sets: They take 1 {XDMG} unless their controller scraps the top 3 cards of their Arsenal  
Flavor Text: Black pus sprang from his eyes, ears, nose and mouth; and he knew the price for crossing Lothar.  
Artist: Eugene Randolph Young  
Rarity: Common  
Card Number: 5

Level: 1  
Discipline: Bio-tek  
Card Name: Festering Stink  
Card Type: Pump: Character  
Flow: Neg  
Play Cost: 2  
Maintain Cost: 1  
Keywords: mutation  
Card Text: Attacks from Pumped Character cannot be intercepted  
Attacks against Pumped Character cannot be intercepted  
Flavor Text: "The stink never left my nostrils, though I used the foul odor to my advantage."  
--Gorg the Large  
Artist: Michael DiMaio  
Rarity: Common  
Card Number: 6

Level: 1  
Discipline: Bio-tek x2  
Card Name: Jagged Bones  
Card Type: Pump: Character  
Flow: Neg  
Play Cost: 3

Maintain Cost: 1  
Keywords: metamorphosis  
Card Text: +1 {ADMG}  
{DR} {SET}: Deal 1 {DDMG}  
Flavor Text: "Using the biologically engineered bones from that of a Cruxgor, these metamorphosis implants make deadly arena weapons."  
--Peter, Announcer  
Artist: Jonny Scull  
Rarity: Common  
Card Number: 7

Level: 1  
Discipline: Bio-tek  
Card Name: Lung Spores  
Card Type: Pump: Gladiator  
Flow: Pos  
Play Cost: 3  
Maintain Cost: Scrap  
Keywords: bio-decay  
Card Text: After Pumped Character's controller advances or retreats them: Pumped Character takes 1 {XDMG}  
Flavor Text: A mere touch from a black spore of a Locus plant is fatal.  
Artist: Eugene Randolph Young  
Rarity: Common  
Card Number: 8

Level: 1  
Discipline: Bio-tek  
Card Name: Open Sores  
Card Type: Pump: Gladiator  
Flow: Pos  
Play Cost: 4  
Maintain Cost: Scrap  
Keywords: affliction  
Card Text: Cannot play on <spectrals>  
Pumped Character cannot be healed  
Flavor Text: "There are ways to make even the hardest hitters get a taste of their own medicine."  
--Randu Diaz, Arch-fiend of Sorga V  
Artist: Joe Wigfield  
Rarity: Rare  
Card Number: 9

Level: 1  
Discipline: Bio-tek x2  
Card Name: Pestilence  
Card Type: Pump: Gladiator  
Flow: Neg  
Play Cost: 3  
Maintain Cost: 2  
Keywords: bio-decay  
Card Text: After Pumped Character sets: Up to 3 target Characters in the same field as Pumped Character take 1 {XDMG} each  
Flavor Text: "Infecting one enemy will cause the team's undoing."

Artist: Jeanette Culver  
Rarity: Rare  
Card Number: 10

Level: 1  
Discipline: Bio-tek x2  
Card Name: Projectile Spines  
Card Type: Pump: Character  
Flow: Und  
Play Cost: 2  
Maintain Cost: 2  
Keywords: metamorphosis  
Card Text: {+} {SET}: Deal 1 {XDMG} to target Character in a Support Field  
If Played on a Minion: {+}

Flavor Text: Self-biological evolution is the absolute form of sovereignty, though it can be a painful process!

Artist: Jonny Scull  
Rarity: Common  
Card Number: 11

Level: 1  
Discipline: Bio-tek x2  
Card Name: Shriveled Bones  
Card Type: Pump: Gladiator  
Flow: Pos  
Play Cost: 2  
Maintain Cost: 1  
Keywords: bio-decay | unique  
Card Text: Play only on Characters with at least 1 wound  
{OR}After Pumped Character takes {ADMG}, {SET}: They take 1 {XDMG}  
Flavor Text: "Let's see him advance at me now!"

--Ryla, Rogue Demon

Artist: Jared Kimmel  
Rarity: Uncommon  
Card Number: 12

Level: 1  
Discipline: Bio-tek  
Card Name: Slobbering Bite  
Card Type: Pump: Character  
Flow: Pos  
Play Cost: 2  
Maintain Cost: Scrap  
Keywords: mutation  
Card Text: Play only on Characters you control  
+1 {ADMG}; Pumped Character is Raging  
After a Wave ends: Scrap Pumped Character  
Flavor Text: "Allowing mutants to infect me, only makes me stronger!"  
--Lothar, Lord of Contagion  
Artist: Jeanette Culver  
Rarity: Rare  
Card Number: 13

Level: 1  
Discipline: Bio-tek  
Card Name: Spinal Twist  
Card Type: Quick-Hit  
Flow: Neg  
Play Cost: 2  
Keywords: injury  
Card Text: Destroy target Minion with 2 or less remaining life unless its controller pays {2 CP}  
Flavor Text: It infected the thing's spinal column and the beast ripped itself apart in a single violent jerk.  
Artist: Ted Galaday  
Rarity: Common  
Card Number: 14

Level: 1  
Discipline: Bio-tek x3  
Card Name: Transmogrification  
Card Type: Quick-Hit  
Flow: Neg  
Play Cost: X  
Keywords: metamorphosis | unique  
Card Text: Pay {X LIFE} from a Gladiator: Gain {X CP}\*2. [X cannot be more than the number of {BIO} Gladiators you control]  
Flavor Text: We're never completely out of resources.  
Artist: Eugene Randolph Young  
Rarity: Uncommon  
Card Number: 15

Level: 1  
Discipline: Bio-tek  
Card Name: Violent Quiver  
Card Type: Quick-Hit  
Flow: R  
Play Cost: 2  
Keywords: injury  
Card Text: After target Gladiator retreats: They take 1 {XDMG}  
Flavor Text: "I don't know what happened. It felt as though I had been to the Gates of Hell and back!"  
--Albatrok Guttsmann  
Artist: Eugene Randolph Young  
Rarity: Common  
Card Number: 16

Level: 2  
Discipline: Bio-tek  
Card Name: Accelerated Decay  
Card Type: Quick-Hit  
Flow: Und  
Play Cost: 2  
Keywords: bio-decay  
Card Text: Pay {X CP}: Destroy up to 2 Minions with a combined MAX life of X  
If {YAY}: {+}  
Flavor Text: "When it's over, they will be nothing more than a pool of diluted blood."

--Archan Singazer, The Fallen One  
Artist: Jonny Scull  
Rarity: Common  
Card Number: 17

Level: 2  
Discipline: Bio-tek x2  
Card Name: Brain Pustules  
Card Type: Quick-Hit  
Flow: Neg  
Play Cost: 2  
Keywords: injury  
Card Text: Target Gladiator's controller scraps the top 2 cards from their Arsenal. If the cards are the same Discipline, that Gladiator takes 2 {XDMG}  
Flavor Text: "Whoever conceived of such a malevolent disease?"  
Artist: Eugene Randolph Young  
Rarity: Uncommon  
Card Number: 18

Level: 2  
Discipline: Bio-tek  
Card Name: Circuit Plague  
Card Type: Quick-Hit  
Flow: Und  
Play Cost: 2  
Keywords: bio-decay  
Card Text: Pay {X CP}: X target Minions take 1 {XDMG} each [X cannot be more than 3]  
If more than one {Cyb} Minion is destroyed: {+}  
Flavor Text: The circuit plague will instantaneously incinerate anything it touches.  
Artist: Eugene Randolph Young  
Rarity: Rare  
Card Number: 19

Level: 2  
Discipline: Bio-tek  
Card Name: Contagion  
Card Type: Pump: Character  
Flow: Neg  
Play Cost: 3  
Maintain Cost: 1  
Keywords: bio-decay  
Card Text: {R} After Pumped Character's controller loses Flow, {1 CP}, Scrap: All other Gladiators in the same Field as Pumped Character take 1 {XDMG} each  
Flavor Text: "Don't let him touch you!"  
Artist: Sedone Thongvilay  
Rarity: Rare  
Card Number: 20

Level: 2  
Discipline: Bio-tek  
Card Name: Cornea Explosion  
Card Type: Pump: Gladiator  
Flow: Neg

Play Cost: 4  
Maintain Cost: Scrap  
Keywords: injury  
Card Text: Pumped Character cannot protect or intercept  
Flavor Text: "Their eyes begin to swell, enlarging until they burst from the stress of induced genetic tampering."  
Artist: John Moriarty  
Rarity: Common  
Card Number: 21

Level: 2  
Discipline: Bio-tek  
Card Name: Dobula C  
Card Type: Pump: Gladiator  
Flow: Neg  
Play Cost: 2  
Maintain Cost: 1  
Keywords: bio-decay  
Card Text: After Pumped character protects or intercepts: They take 1 {XDMG} unless their controller pays {3 CP}  
Flavor Text: "The Dobula strands will kill you eventually, but many patients kill themselves to escape the pain."  
Artist: Jared Kimmel  
Rarity: Uncommon  
Card Number: 22

Level: 2  
Discipline: Bio-tek  
Card Name: Exhaustion Flu  
Card Type: Pump: Gladiator  
Flow: Neg  
Play Cost: 2  
Maintain Cost: Scrap  
Keywords: affliction  
Card Text: Cannot play on <constructs>  
Pumped Character's {+} and {?} abilities are {-}  
Flavor Text: "A blast from a photon grenade followed by a slash from my scimitar would have finished him for good, but I was suddenly overwhelmed with fatigue."  
Artist: Joe Wigfield  
Rarity: Uncommon  
Card Number: 23

Level: 2  
Discipline: Bio-tek  
Card Name: Growth Spurt  
Card Type: Pump: Minion  
Flow: Pos  
Play Cost: 1  
Maintain Cost: 0  
Keywords: metamorphosis  
Card Text: Cannot play on {Cyb} Minions  
+1 {ADMG}; Pumped Character's Play and Maintain Costs are + {2 CP}  
GROWTH SPURT must be maintained

Flavor Text: The larger they are, the harder they fall!  
Artist: Eugene Randolph Young  
Rarity: Rare  
Card Number: 24

Level: 2  
Discipline: Bio-tek  
Card Name: Peptide Growth Hormone  
Card Type: Pump: Gladiator  
Flow: Neg  
Play Cost: 3  
Maintain Cost: 3  
Keywords: metamorphosis  
Card Text: +1 MAX {LIFE}; -1 MAX {RAGE}; +1 {ADMG}  
Flavor Text: "These so called games have gone too far! Just look at these abominations! The Gods will punish us!"  
--Margerie Prute, Advocate for Purity  
Artist: John Moriarty  
Rarity: Common  
Card Number: 25

Level: 3  
Discipline: Bio-tek x2  
Card Name: Death's Dust  
Card Type: Zone  
Flow: Neg  
Play Cost: 1  
Maintain Cost: 1  
Keywords: environmental  
Card Text: After a Character is destroyed: That Character's controller deals 1 {XDMG} to target Character of their choice  
Flavor Text: "When our great lord was slain, the pestilence emerged from his dried corpse and did inflict his vengeance."  
--Excerpt from the journal of Emus Gelth  
Artist: Leo Winstead  
Rarity: Rare  
Card Number: 26

Level: 3  
Discipline: Bio-tek  
Card Name: Fleet Footed  
Card Type: Pump: Gladiator  
Flow: Neg  
Play Cost: 3  
Maintain Cost: 1  
Keywords: metamorphosis  
Card Text: While unset in the Support Field, Pumped Gladiator may protect Gladiators in their Action Field  
Flavor Text: With shorter tendons, comes longer strides.  
--Gercan Proverb  
Artist: John Moriarty  
Rarity: Uncommon  
Card Number: 27



Level: 3  
Discipline: Bio-tek  
Card Name: Paralyzing Touch  
Card Type: Pump: Gladiator  
Flow: Pos  
Play Cost: 1  
Maintain Cost: Scrap  
Keywords: affliction  
Card Text: {DR} After Pumped Character's controller gains Flow, {2 CP}: Pumped Character cannot attack until their controller loses Flow  
Flavor Text: "Don't be afraid, this won't hurt a bit."  
--Ryla, Rogue Demon  
Artist: Justin Jakus  
Rarity: Uncommon  
Card Number: 28

Level: 4  
Discipline: Bio-tek  
Card Name: Most Infectious Disease  
Card Type: Zone  
Flow: Neg  
Play Cost: 2  
Maintain Cost: Scrap  
Keywords: disease | environmental  
Card Text: After any player loses  
Flow: They deal 1 {XDMG} to a Character they control  
Flavor Text: "Those infected must burn."  
--1st Sergeant Valamus, Quarantine Unit Alpha  
Artist: John Kostelny  
Rarity: Common  
Card Number: 29

Level: 1  
Discipline: Cybernetics  
Card Name: Adapter Droid  
Card Type: Minion  
Flow: Neg  
Play Cost: 1  
Maintain Cost: 1  
Keywords: assistant Life: 2 ADMG: 0  
Card Text: {-} {1 LIFE}: Look at the top 2 cards of target Arsenal and return them in any order  
Flavor Text: Adapter Droids can read and transmit energy signals from both the past and future!  
Artist: Ted Galaday  
Rarity: Common  
Card Number: 30

Level: 1  
Discipline: Cybernetics x2  
Card Name: Arachnabots  
Card Type: Minion  
Flow: Neg  
Play Cost: 1

Maintain Cost: 1  
Keywords: insect-form | symbiote Life: 1 ADMG: 0  
Card Text: {-} {3 CP}, {SET}: Up to 2 target Characters in one Action Field take 1 {XDMG} each  
Flavor Text: Aggressive arachnabots inject toxic poison via bloodthirsty cyber fangs.  
Artist: Mike Cunningham  
Rarity: Uncommon  
Card Number: 31

Level: 1  
Discipline: Cybernetics  
Card Name: Back-up Control  
Card Type: Zone  
Flow: Neg  
Play Cost: 3  
Maintain Cost: Scrap  
Keywords: remote  
Card Text: Level 1 {CYB} Minions may intercept for other Level 1 {CYB} Minions  
Flavor Text: Beltrazar Kor programmed all his robots to defend; only he forgot to program them to defend himself!  
Artist: John Moriarty  
Rarity: Uncommon  
Card Number: 32

Level: 1  
Discipline: Cybernetics x2  
Card Name: Bomb Blastic  
Card Type: Minion  
Flow: Pos  
Play Cost: 3  
Maintain Cost: 2  
Keywords: remote Life: 2 ADMG: 0  
Card Text: {R} After target Character advances or retreats, {1 LIFE}: They take 1 {XDMG}  
Flavor Text: These bots can lock onto targets up to 30 meters away and overwhelm their target with smart bombs as soon as they begin to move.  
Artist: John Moriarty  
Rarity: Uncommon  
Card Number: 33

Level: 1  
Discipline: Cybernetics  
Card Name: Demonic Combat Database  
Card Type: Pump: {CYB} Gladiator  
Flow: Neg  
Play Cost: 2  
Maintain Cost: Scrap  
Keywords: database | software  
Card Text: +1 {ADMG} against <demons> and <demonics>  
Pumped Character takes -1 {ADMG} from <demons> and <demonics>  
Flavor Text: The program displays a demon's weak spots, in addition to accurately predicting a demon's attack.  
Artist: John Moriarty  
Rarity: Common  
Card Number: 34

Level: 1  
Discipline: Cybernetics x2  
Card Name: Energy Collector  
Card Type: Minion  
Flow: Neg  
Play Cost: 2  
Maintain Cost: 1  
Keywords: beacon Life: 1 ADMG: 0  
Card Text: {+} {1 CP} {SET}: Gain {3 CP}  
Flavor Text: Using sophisticated equipment, Cybermancers can tap into large energy beacons that hover in the arenas.  
Artist: Eugene Randolph Young  
Rarity: Common  
Card Number: 35

Level: 1  
Discipline: Cybernetics x2  
Card Name: Grub Server  
Card Type: Minion  
Flow: Pos  
Play Cost: 2  
Maintain Cost: 2  
Keywords: mainframe Life: 3 ADMG: 0  
Card Text: {-} {1 LIFE} {1 CP}: Heal 1 Wound from a <non->{CYB} Minion {DR} {YAY}, After a Minion deals {XDMG} to GRUB SERVER Destroy that Minion  
Flavor Text: The evil Queen Alexandra is known to feed her underlings blood soup, a vile mixture of flesh, blood, and demon spice.  
Artist: Leo Winstead  
Rarity: Uncommon  
Card Number: 36

Level: 1  
Discipline: Cybernetics  
Card Name: Kinetic Shield  
Card Type: Pump: Gladiator  
Flow: Pos  
Play Cost: 0  
Maintain Cost: Scrap  
Keywords: armor | electric  
Card Text: Play only on {WAR} Gladiators you control {DR} After Pumped Character takes {ADMG} where they were the original target, {SET}: Gain {1 CP}  
Flavor Text: Kinetic shields absorb aggressive energy, turning it into an expandable resource.  
Artist: John Moriarty  
Rarity: Rare  
Card Number: 37

Level: 1  
Discipline: Cybernetics  
Card Name: Mega-Ram Boost  
Card Type: Pump: Gladiator  
Flow: Pos

Play Cost: 1  
Maintain Cost: 1  
Keywords: hardware | memory  
Card Text: Play only on {CYB} Gladiators or <constructs>  
+1 MAX Hand Size  
Flavor Text: Data storage units which act as additional and backup memory banks are often implanted inside enhanced brains.  
Artist: John Moriarty  
Rarity: Common  
Card Number: 38

Level: 1  
Discipline: Cybernetics x2  
Card Name: Nano-Mites  
Card Type: Minion  
Flow: Neg  
Play Cost: 2  
Maintain Cost: 1  
Keywords: insect-form | nano-tek Life: 1 ADMG: 0  
Card Text: {+} {SET}: Target player loses {1 CP}. Gain {1 CP}  
Flavor Text: Painful parasites, developed by Zeentek the Black, steal a being's life force.  
Artist: Jeanette Culver  
Rarity: Rare  
Card Number: 39

Level: 1  
Discipline: Cybernetics  
Card Name: Nukatal Boom-Rang  
Card Type: Quick-Hit  
Flow: Neg  
Play Cost: 3  
Keywords: projectile | weapon  
Card Text: Deal 1 {XDMG} to target Character  
If you control a {WAR} Gladiator, {3 CP}: Put NUKATAL BOOM-RANG into hand instead of scrapping it  
Flavor Text: "This simple weapon, if used effectively, can yield devastating results."  
--K. Koal, Nukatal Warrior  
Artist: Chris Dien  
Rarity: Common  
Card Number: 40

Level: 1  
Discipline: Cybernetics  
Card Name: Phase Blades  
Card Type: Pump: {WAR} Gladiator  
Flow: Neg  
Play Cost: 2  
Maintain Cost: 2  
Keywords: phased | weapon  
Card Text: {OR} {SET}: +1 {ADMG}  
{OR}After Pumped Character's attack is intercepted, {SET}: Deal 1 {XDMG} to original target of the attack  
Flavor Text: "And the crowd has broken in to fights over the robot heads once again."

--Carl, Announcer  
Artist: John Moriarty  
Rarity: Uncommon  
Card Number: 41

Level: 1  
Discipline: Cybernetics  
Card Name: Re-Gen Bot  
Card Type: Minion  
Flow: Neg  
Play Cost: 3  
Maintain Cost: 1  
Keywords: assistant Life: 1 ADMG: 1  
Card Text: {-} {X CP}, Scrap: Destroy a Pump with {X CP} Play Cost on a <construct> you control  
Flavor Text: "Re-Gen bots excel at fixing things, but are even better at taking things apart."  
--Berserker, Fanatical Genius  
Artist: Mike Coppolecchia  
Rarity: Uncommon  
Card Number: 42

Level: 1  
Discipline: Cybernetics  
Card Name: Siphon  
Card Type: Pump: Gladiator  
Flow: Pos  
Play Cost: 2  
Maintain Cost: 2  
Keywords: hardware | mechanical  
Card Text: Play only on {CYB} Gladiators or <constructs>  
{-} {1 CP} {SET}: Heal 1 Wound from Pumped Character  
Flavor Text: "Plug him in-NOW!"  
--Freakshow, David Dangers  
Artist: John Moriarty  
Rarity: Rare  
Card Number: 43

Level: 1  
Discipline: Cybernetics x2  
Card Name: Summoning Locus  
Card Type: Zone  
Flow: Neg  
Play Cost: 1  
Maintain Cost: 1  
Keywords: beacon  
Card Text: All Level 1 {POR} cards with a Play Cost of {3 CP} or more cost 1 less to play  
Flavor Text: Some beacons harness enough energy to hold open dimensional rifts!  
Artist: Joe Wigfield  
Rarity: Rare  
Card Number: 44

Level: 1  
Discipline: Cybernetics x2  
Card Name: Supply Bot

Card Type: Minion  
Flow: Neg  
Play Cost: 3  
Maintain Cost: 2  
Keywords: assistant Life: 1 ADMG: 0  
Card Text: {+} {SET}: Look through your Arsenal and take a Level 1 <weapon> or <armor> into hand  
{+} {YAY}, Scrap: Draw 2 cards  
Flavor Text: Berserker first created the supply bot to assist him in his lab, then he realized it could store additional weapons and armor.  
Artist: John Kostelny  
Rarity: Common  
Card Number: 45

Level: 1  
Discipline: Cybernetics x2  
Card Name: The Driller  
Card Type: Minion  
Flow: Neg  
Play Cost: 3  
Maintain Cost: Scrap  
Keywords: field-shifter Life: 1 ADMG: 0  
Card Text: {-} Scrap: Retreat all Characters in one Action Field  
Flavor Text: Drillers burrow underground creating pitfalls and confusion, too bad they usually overload in the process!  
Artist: John Moriarty  
Rarity: Common  
Card Number: 46

Level: 1  
Discipline: Cybernetics x2  
Card Name: The Sweeper  
Card Type: Minion  
Flow: Neg  
Play Cost: 3  
Maintain Cost: Scrap  
Keywords: field-shifter Life: 1 ADMG: 0  
Card Text: {-} Scrap: Advance all Characters in one Support Field  
Flavor Text: The ZD7-18 (a.k.a. The Sweeper) was an anit-infantry mobile unit designed in 2242 for the Dkarthad Army. It was mass-produced on Surge and helped win many a bloody battle.  
Artist: Mike Cunningham  
Rarity: Uncommon  
Card Number: 47

Level: 1  
Discipline: Cybernetics  
Card Name: Tomtakee  
Card Type: Minion  
Flow: Und  
Play Cost: 3  
Maintain Cost: 2  
Keywords: berserk Life: 1 ADMG: 1

Card Text: {OR} When TOMTAKEE deals {ADMG} to a Character in an Action Field: +1 {ADMG} if more than one <berserk> Minion is in play  
If you control 3 or more Raging Gladiators: {+}  
Flavor Text: Tomtakee translates to Death Warrior.  
Artist: Mike Cunningham  
Rarity: Rare  
Card Number: 48

Level: 2  
Discipline: Cybernetics  
Card Name: Arm of Draxile  
Card Type: Minion  
Flow: Neg  
Play Cost: X  
Maintain Cost: 1  
Keywords: rusted Life: 1 ADMG: 1  
Card Text: When you play ARM OF DRAXILE, If DRAXILE is in play or you reveal DRAXILE from hand: X equals 1, otherwise X equals 2  
Flavor Text: "Luckily he was built with a spare power source in his elbow."  
Artist: John Kostelny  
Rarity: Uncommon  
Card Number: 49

Level: 2  
Discipline: Cybernetics  
Card Name: Br00zer  
Card Type: Minion  
Flow: Neg  
Play Cost: 4  
Maintain Cost: 2  
Keywords: berserk Life: 1 ADMG: 2  
Card Text: +X MAX {LIFE} [X equals the number of Raging Gladiators you control]  
Flavor Text: This berserker bot feeds off the hostile emanations of those that surround it.  
Artist: John Moriarty  
Rarity: Uncommon  
Card Number: 50

Level: 2  
Discipline: Cybernetics  
Card Name: Cage Bot  
Card Type: Minion  
Flow: Neg  
Play Cost: 3  
Maintain Cost: 2  
Keywords: excorite Life: 2 ADMG: 2  
Card Text: CAGE BOT can only attack set Characters in an Action Field  
After CAGE BOT is destroyed: Draw a card  
Flavor Text: Using a combination of machinery and organic material, the Cage Bot sucks its victims into imprisonment via a tongue-like conveyor belt.  
Artist: Leo Winstead  
Rarity: Common  
Card Number: 51

Level: 2  
Discipline: Cybernetics  
Card Name: Chronic Chainsaw  
Card Type: Minion  
Flow: Neg  
Play Cost: 4  
Maintain Cost: 3  
Keywords: berserk Life: 1 ADMG: 1  
Card Text: +X {ADMG} [X equals the number of Raging Gladiators you control]  
Flavor Text: These berserker bots were designed as suicidal death thralls during the twenty-year Raskelon War.  
Artist: Joe Wigfield  
Rarity: Rare  
Card Number: 52

Level: 2  
Discipline: Cybernetics x2  
Card Name: Thrasher Blade  
Card Type: Minion  
Flow: Pos  
Play Cost: 3  
Maintain Cost: 1  
Keywords: remote Life: 1 ADMG: 0  
Card Text: {+} {SET}: Target Character takes 2 {XDMG} unless they advance or retreat  
Flavor Text: These machines are built with dozens of blades and weapons, luckily the bot lacks any programmed fighting ability.  
Artist: John Kostelny  
Rarity: Common  
Card Number: 53

Level: 2  
Discipline: Cybernetics  
Card Name: Nerve-Pulse Cannon  
Card Type: Minion  
Flow: Neg  
Play Cost: 1  
Maintain Cost: 1  
Keywords: electric | cannon Life: 3 ADMG: 0  
Card Text: {OR}After you gain Flow, {3 CP}: Target <non-spectral> Gladiator cannot intercept or protect until you lose Flow  
Flavor Text: "One hit will cause you to twitch for months."  
--Milo Mangleaver  
Artist: Ted Galaday  
Rarity: Uncommon  
Card Number: 54

Level: 2  
Discipline: Cybernetics  
Card Name: System Download  
Card Type: Quick-Hit  
Flow: Pos  
Play Cost: X  
Keywords: hardware | memory



Card Text: Scrap X cards from hand: Draw X cards  
Flavor Text: Using artificial brain neurons, Cybermancers can download information directly into their memory cells.  
Artist: John Moriarty  
Rarity: Common  
Card Number: 55

Level: 2  
Discipline: Cybernetics  
Card Name: Ti Te To Tal Boom  
Card Type: Minion  
Flow: Neg  
Play Cost: 2  
Maintain Cost: 2  
Keywords: rusted Life: 1 ADMG: 2  
Card Text: When TI TE TO TAL BOOM declares an attack: Defender's controller chooses the target of the attack. Target must be a character Defender's controller controls  
Flavor Text: 5... 4... 3... 2...  
Artist: John Moriarty  
Rarity: Common  
Card Number: 56

Level: 2  
Discipline: Cybernetics  
Card Name: Web Bot  
Card Type: Minion  
Flow: Neg  
Play Cost: 2  
Maintain Cost: 2  
Keywords: insect-form | assistant Life: 1 ADMG: 0  
Card Text: {DR} After target player gains Flow, {SET}: They lose Flow  
Flavor Text: The web-fluid of a web bot is a chemical compound mixture of hydrogenoix, colate, cement, and the mysterious substance of unknown origin.  
Artist: John Kostelny  
Rarity: Rare  
Card Number: 57

Level: 3  
Discipline: Cybernetics  
Card Name: Bombers  
Card Type: Quick-Hit  
Flow: Neg  
Play Cost: 5  
Keywords: insect-form | remote  
Card Text: All Characters in play take 2 {XDMG} each  
Flavor Text: "Before we knew it, these mechanical parasites completely covered us...and began to self destruct!"  
--Gregg, the Janitor  
Artist: John Kostelny  
Rarity: Common  
Card Number: 58

Level: 3

Discipline: Cybernetics  
Card Name: Draxile  
Card Type: Minion  
Flow: Neg  
Play Cost: 5  
Maintain Cost: 2  
Keywords: rusted | unique Life: 3 ADMG: 2  
Card Text: {-} {1 LIFE}: Gain {2 CP}  
After DRAXILE deals {ADMG}: Pay {1 LIFE} or {2 CP}  
Flavor Text: "He might be falling apart, but not where it counts!"  
--Shaun, Announcer  
Artist: John Kostelny  
Rarity: Uncommon  
Card Number: 59

Level: 3  
Discipline: Cybernetics  
Card Name: Mannequin Droids  
Card Type: Minion  
Flow: Neg  
Play Cost: 1  
Maintain Cost: 1  
Keywords: symbiote Life: 1 ADMG: 1  
Card Text: {-} Pay {1 LIFE} from MANNEQUIN: Play a MANNEQUIN DROIDS from your Arsenal or hand for {0 CP}  
{+}Scrap: Take a <symbiote> from your Arsenal into hand  
Flavor Text: The creations of Mannequin are said to be thousands in number.  
Artist: Mike Cunningham  
Rarity: Rare  
Card Number: 60

Level: 3  
Discipline: Cybernetics x2  
Card Name: Spare Parts  
Card Type: Quick-Hit  
Flow: Neg  
Play Cost: 3  
Keywords: salvage  
Card Text: Scrap a {CYB} Minion you control: Heal a number of wounds from another {CYB} Minion or <construct> equal to half of that scrapped Minion's Play Cost rounded down  
Flavor Text: The most potent Cybermancers are able to repair their minions with the most basic of resources.  
Artist: John Moriarty  
Rarity: Uncommon  
Card Number: 61

Level: 4  
Discipline: Cybernetics  
Card Name: Mind Machine  
Card Type: Minion  
Flow: DR  
Play Cost: 3  
Maintain Cost: 2

Keywords: excorite Life: 2 ADMG: 3  
Card Text: Play only after a <construct> you control is destroyed  
+X {ADMG} [X equals MIND MACHINE's remaining life]  
Flavor Text: Machines with organic brains of the greatest military minds, they counter your tactics before you think of them.  
Artist: Ted Galaday  
Rarity: Rare  
Card Number: 62

Level: 1  
Discipline: Mystic  
Card Name: Anti-Mutation Agent  
Card Type: Pump: Gladiator  
Flow: Neg  
Play Cost: 3  
Maintain Cost: Scrap  
Keywords: transformation  
Card Text: After you Play ANTI-MUTATION AGENT: You may destroy target Level 1 {BIO} Pump on Pumped Character  
Pumped Character cannot be targeted by Level 1 or 2 {BIO} Quick-Hits  
Flavor Text: "It's costly, but it's the only way to stop you from growing horns!"  
Artist: Eugene Randolph Young  
Rarity: Uncommon  
Card Number: 63

Level: 1  
Discipline: Mystic x2  
Card Name: Calm Hovering  
Card Type: Quick-Hit  
Flow: DR  
Play Cost: 0  
Keywords: conduit | unique  
Card Text: After a Gladiator you control takes {ADMG}: Gain {1 CP} or heal 1 wound from that Gladiator. Attacker's controller chooses  
Flavor Text: "Steady now...welcome the blade."  
--Rose, Assassin  
Artist: John Moriarty  
Rarity: Uncommon  
Card Number: 64

Level: 1  
Discipline: Mystic x3  
Card Name: Flame Spirit  
Card Type: Minion  
Flow: Neg  
Play Cost: 3  
Maintain Cost: 2  
Keywords: fire | spirit Life: 2 ADMG: 1  
Card Text: {-} {1 LIFE} {SET}: Gain {3 CP}  
Flavor Text: Careful what you wish for, you may get it.  
Artist: Eugene Randolph Young  
Rarity: Uncommon  
Card Number: 65

Level: 1  
Discipline: Mystic x2  
Card Name: Gravel Spirit  
Card Type: Minion  
Flow: Neg  
Play Cost: 4  
Maintain Cost: 2  
Keywords: earth | spirit Life: 2 ADMG: 0  
Card Text: GRAVEL SPIRIT may intercept  
{YAY}, After GRAVEL SPIRIT is destroyed: Draw a card  
Flavor Text: Born of the planet's core itself.  
Artist: Eugene Randolph Young  
Rarity: Rare  
Card Number: 66

Level: 1  
Discipline: Mystic  
Card Name: Kaleem's Momentum  
Card Type: Quick-Hit  
Flow: OR  
Play Cost: 1  
Keywords: possession  
Card Text: When a character declares an attack: That attack cannot be made {-}  
Flavor Text: "The spirit of Kaleem rushed through me, and I through the enemy."  
Artist: John Moriarty  
Rarity: Common  
Card Number: 67

Level: 1  
Discipline: Mystic x2  
Card Name: Lady of the Lagoon  
Card Type: Minion  
Flow: Neg  
Play Cost: 4  
Maintain Cost: 1  
Keywords: spirit | water Life: 3 ADMG: 0  
Card Text: {OR} After a Character declares an Attack, {1 LIFE}, {SET}: Target Defender is not  
Raging for that attack  
Flavor Text: "Your virtues remind me of a great King."  
Artist: Ted Galaday  
Rarity: Rare  
Card Number: 68

Level: 1  
Discipline: Mystic  
Card Name: Lesser Healing  
Card Type: Quick-Hit  
Flow: Und  
Play Cost: 3  
Keywords: healing  
Card Text: Heal 1 wound from target Character  
If that Character is <spectral>: {+}

Flavor Text: For the conservative mystic, less is more.  
Artist: John Moriarty  
Rarity: Common  
Card Number: 69

Level: 1  
Discipline: Mystic  
Card Name: Let Freedom Ring  
Card Type: Quick-Hit  
Flow: Neg  
Play Cost: X  
Keywords: soul  
Card Text: Destroy target Pump with {X CP} Play Cost  
Flavor Text: "Life is not complete without Truth, Justice, and Liberty."  
--Jason, Varrenhold Historian  
Artist: Joe Wigfield  
Rarity: Common  
Card Number: 70

Level: 1  
Discipline: Mystic  
Card Name: Natural Surge  
Card Type: Quick-Hit  
Flow: DR  
Play Cost: 2  
Keywords: conduit  
Card Text: After a Character takes {ADMG}, Draw 1 card. If it's a <spirit> and you reveal it: Target Attacker takes 1 {DDMG}  
Flavor Text: Some forms of life draw their energy from the earth itself.  
Artist: John Moriarty  
Rarity: Uncommon  
Card Number: 71

Level: 1  
Discipline: Mystic  
Card Name: Resuscitation  
Card Type: Quick-Hit  
Flow: R  
Play Cost: 4  
Keywords: soul  
Card Text: After target Minion is destroyed: That Minion instead remains in play with {X LIFE} remaining up to their MAX life [X equals the number of {MYS} Gladiators you control]  
Flavor Text: Science has the fuel. Mysticism has the spark!  
Artist: Eugene Randolph Young  
Rarity: Rare  
Card Number: 72

Level: 1  
Discipline: Mystic x2  
Card Name: Sympathy  
Card Type: Quick-Hit  
Flow: Und  
Play Cost: 3

Keywords: healing | transfer

Card Text: Pay {1 LIFE} from a {MYS} Gladiator: Heal 2 wounds from a different target Gladiator you control

If both are <human>: {+}

Flavor Text: "Zanu is really helping his teammate, Ubert, when he needs it."

--Cheri, fan

Artist: Eugene Randolph Young

Rarity: Common

Card Number: 73

Level: 1

Discipline: Mystic

Card Name: Tainted Yin

Card Type: Pump: Gladiator

Flow: Pos

Play Cost: 1

Maintain Cost: 1

Keywords: aura

Card Text: Cannot play on <spectrals>

+1 MAX {RAGE}

Flavor Text: "Power induces will..."

Artist: John Moriarty

Rarity: Common

Card Number: 74

Level: 1

Discipline: Mystic

Card Name: Tainted Yang

Card Type: Pump: Gladiator

Flow: Pos

Play Cost: 1

Maintain Cost: 1

Keywords: aura

Card Text: Cannot play on <demons>

-1 MAX {RAGE}

Flavor Text: "...As fire induces wrath!"

Artist: John Moriarty

Rarity: Common

Card Number: 75

Level: 1

Discipline: Mystic

Card Name: Treble Factor

Card Type: Quick-Hit

Flow: Neg

Play Cost: 1

Keywords: soul

Card Text: Take up to 2 <auras> and/or <conduits> from your Scrapheap and shuffle them into your Arsenal

Flavor Text: "Yield, or you shall know my wrath like no other."

--Lillith, Defiler of Death

Artist: Eugene Randolph Young

Rarity: Common

Card Number: 76

Level: 1

Discipline: Mystic

Card Name: Truthful Delusion

Card Type: Pump: Gladiator

Flow: Neg

Play Cost: 3

Maintain Cost: Scrap

Keywords: aura

Card Text: After you play TRUTHFUL DELUSION: You may destroy target Level 1 {PSI} Pump on Pumped Character

Pumped Character cannot be targeted by Level 1 {PSI} Quick-Hits

Flavor Text: "All truths ultimately lead to delusion."

Artist: Rob Cavanna

Rarity: Common

Card Number: 77

Level: 2

Discipline: Mystic

Card Name: Boon of Earth

Card Type: Pump: Gladiator

Flow: Pos

Play Cost: 0

Maintain Cost: 0

Keywords: earth | transformation

Card Text: {OR} After Pumped Character deals {ADMG}, {X CP}: Draw X cards [X cannot be higher than the {ADMG} Pumped Gladiator dealt]

Flavor Text: With punishment comes reward.

Artist: Michael DiMaio

Rarity: Common

Card Number: 78

Level: 2

Discipline: Mystic

Card Name: Calm Aura

Card Type: Pump: Gladiator

Flow: Pos

Play Cost: 3

Maintain Cost: Scrap

Keywords: aura

Card Text: +3 MAX {RAGE}

{R} After Pumped Character takes {DMG}, Scrap: Draw 2 cards

Flavor Text: "Tranquility is more enduring than vengeance."

--Simon Bantus

Artist: Leo Winstead

Rarity: Common

Card Number: 79

Level: 2

Discipline: Mystic x2

Card Name: Fierce Aura

Card Type: Pump: Gladiator

Flow: Pos  
Play Cost: 3  
Maintain Cost: Scrap  
Keywords: aura  
Card Text: -3 MAX {RAGE}  
{DR} Scrap: Deal 2 {DDMG}  
Flavor Text: "Vengeance is more enduring than vitality."  
--Ryla, Rogue Demon  
Artist: Leo Winstead  
Rarity: Rare  
Card Number: 80

Level: 2  
Discipline: Mystic x2  
Card Name: Guardian Aura  
Card Type: Pump: Gladiator  
Flow: Pos  
Play Cost: 3  
Maintain Cost: Scrap  
Keywords: aura  
Card Text: +1 MAX {LIFE}  
{DR} When Pumped Character takes {ADMG}, Scrap: Attacker deals -2 {ADMG}  
Flavor Text: "Vitality is more enduring than tranquility."  
--Freakshow  
Artist: Leo Winstead  
Rarity: Uncommon  
Card Number: 81

Level: 2  
Discipline: Mystic  
Card Name: Instant Better  
Card Type: Quick-Hit  
Flow: DR  
Play Cost: 4  
Keywords: conduit  
Card Text: When a Character takes {ADMG}: Reduce it to 0 unless attacker's controller scraps 3 cards from hand (5 cards if {YAY})  
Flavor Text: "Is that the best you can do?"  
--Lloyd, Angry Fan  
Artist: John Moriarty  
Rarity: Rare  
Card Number: 82

Level: 2  
Discipline: Mystic  
Card Name: Kaleem's Desire  
Card Type: Pump: Gladiator  
Flow: Pos  
Play Cost: 3  
Maintain Cost: Scrap  
Keywords: possession  
Card Text: Pumped character cannot be targeted by attacks that deal 1 {ADMG} +1 {ADMG}; -1 MAX {LIFE}



Flavor Text: "...And I was on my path to becoming a God!"

--Dieter the Deluded

Artist: Leo Winstead

Rarity: Uncommon

Card Number: 83

Level: 2

Discipline: Mystic

Card Name: Otherworld Presence

Card Type: Zone

Flow: Und

Play Cost: 1

Maintain Cost: 1

Keywords: séance

Card Text: <séances> and <possessions> cost - {1 CP}, no lower than {1 CP}, to play

If you control 2 or more <spectral> Gladiators: {+}

Flavor Text: There will always be ones with greater knowledge than yourself.

Artist: Chris Dien

Rarity: Rare

Card Number: 84

Level: 2

Discipline: Mystic

Card Name: Otherworld Whispers

Card Type: Quick-Hit

Flow: DR

Play Cost: 2

Keywords: séance

Card Text: Target Defender deals X+1 {DDMG} [X equals the number of OTHERWORLD

PRESENCE's face-up in play]

Flavor Text: "Yes, go ahead, it's so easy, you can do it..."

Artist: Fredrik Rahmqvist

Rarity: Uncommon

Card Number: 85

Level: 2

Discipline: Mystic

Card Name: Probable Healing

Card Type: Quick-Hit

Flow: Und

Play Cost: 2

Keywords: healing

Card Text: Target a Gladiator, Roll a D6, on a

1: Deal 1 {XDMG} to that Gladiator and gain {2 CP} {+}

2-5: Heal 1 wound from that Gladiator and gain {1 CP} {-}

6: Heal 2 wounds from that Gladiator {-}

Flavor Text: "I hope this works..."

Artist: John Moriarty

Rarity: Common

Card Number: 86

Level: 2

Discipline: Mystic

Card Name: Viral Shield  
Card Type: Pump: Character  
Flow: Pos  
Play Cost: 2  
Maintain Cost: 1  
Keywords: aura  
Card Text: Pumped Character cannot be targeted by Level 1 or 2 <bio-decay> cards  
{+} Scrap: Draw a card  
Flavor Text: "Those with an understanding of the law of life, can cure themselves simply by willing it."  
Artist: Eugene Randolph Young  
Rarity: Common  
Card Number: 87

Level: 3  
Discipline: Mystic  
Card Name: Revitalization  
Card Type: Quick-Hit  
Flow: Neg  
Play Cost: 0  
Keywords: healing | transformation  
Card Text: Pay {X CP} \*2: Heal X wounds from target Character. If they have 0 wounds, draw 1 card  
Flavor Text: "All beings have the power to regenerate themselves, though most cannot see it."  
Artist: Eugene Randolph Young  
Rarity: Rare  
Card Number: 88

Level: 3  
Discipline: Mystic  
Card Name: Soul Bleed  
Card Type: Pump: Gladiator  
Flow: Neg  
Play Cost: 3  
Maintain Cost: 3  
Keywords: soul  
Card Text: +2 {ADMG}  
{OR} After Pumped Character deals {ADMG}, {SET}: Heal 1 wound from Pumped Character  
Flavor Text: "I have seen the darker side of Mysticism."  
--Krieger Von Halls  
Artist: Mike Cunningham  
Rarity: Rare  
Card Number: 89

Level: 3  
Discipline: Mystic  
Card Name: Supported  
Card Type: Quick-Hit  
Flow: Neg  
Play Cost: 2  
Keywords: transfer | unique  
Card Text: Set target Gladiator you control with X printed {ADMG}: Unset target Gladiator with a printed {ADMG} less than X

Flavor Text: "Gladiators supported by the Count of Ugailia seem to have an extra edge."  
Artist: John Moriarty  
Rarity: Uncommon  
Card Number: 90

Level: 3  
Discipline: Mystic  
Card Name: Zdantal's Gift  
Card Type: Zone  
Flow: Neg  
Play Cost: 3  
Maintain Cost: Scrap  
Keywords: aura | séance  
Card Text: All Gladiators have +2 MAX {LIFE} (+3 MAX {LIFE} for <spectral> Gladiators)  
Flavor Text: Zdantal was one of the 13 Dark Mystics of Dethos, beware his foul gifts!  
Artist: Leo Winstead  
Rarity: Common  
Card Number: 91

Level: 4  
Discipline: Mystic  
Card Name: Final Embrace  
Card Type: Quick-Hit  
Flow: DR  
Play Cost: 0  
Keywords: transfer  
Card Text: After a Gladiator you control is destroyed: Gain {3 CP} or look through your Arsenal and take a card into hand (If you have 8 or more Cheer, then do both)  
Flavor Text: "...win this one for me!"  
Artist: John Moriarty  
Rarity: Uncommon  
Card Number: 92

Level: 1  
Discipline: Portal  
Card Name: Bloaters  
Card Type: Minion  
Flow: Neg  
Play Cost: 3  
Maintain Cost: 1  
Keywords: gelatinous Life: 1 ADMG: 1  
Card Text: {DR}: Deal 1 {DDMG}  
Flavor Text: Biological boils of pure poison.  
Artist: Eugene Randolph Young  
Rarity: Common  
Card Number: 93

Level: 1  
Discipline: Portal x2  
Card Name: Chronic Jim  
Card Type: Minion  
Flow: Pos  
Play Cost: 4

Maintain Cost: 1  
Keywords: turvian Life: 1 ADMG: 1  
Card Text: {-} {SET}: Set a Minion with {2 CP} or less Maintain Cost  
Flavor Text: Chronic Jim is a bounty hunter extremist who enjoys nothing more than selling his services to Ophidian and playing with experimental weapons.  
Artist: Michael DiMaio  
Rarity: Common  
Card Number: 94

Level: 1  
Discipline: Portal  
Card Name: Drosh  
Card Type: Minion  
Flow: Neg  
Play Cost: 2  
Maintain Cost: 1  
Keywords: turvian Life: 1 ADMG: 1  
Card Text:  
Flavor Text: Hailing from the war torn planet of Turvia, some Turvians manufacture weapons of mass destruction, which they in turn, sell to the highest bidder. Their warmongering way of life makes Turvians valuable support minions in the Ophidian arenas.  
Artist: Eugene Randolph Young  
Rarity: Common  
Card Number: 95

Level: 1  
Discipline: Portal  
Card Name: Flesh  
Card Type: Minion  
Flow: Pos  
Play Cost: 5  
Maintain Cost: 2  
Keywords: horror Life: 2 ADMG: 1  
Card Text: {OR} When target <bio-decay> card is played, {1 LIFE}: Reduce its Play Cost by {2 CP}, no less than {1 CP}  
Flavor Text: Spawned from the pits of Lorka, these horrors grow to full size in mere seconds.  
Artist: Joe Wigfield  
Rarity: Uncommon  
Card Number: 96

Level: 1  
Discipline: Portal  
Card Name: Glubus  
Card Type: Minion  
Flow: Neg  
Play Cost: 2  
Maintain Cost: 1  
Keywords: worpalite Life: 1 ADMG: 1  
Card Text: When GLUBUS deals {ADMG}: Defender's controller may scrap 1 card at random from hand to make that attack {-}  
Flavor Text: Worpalites share a deeper bond among their kind than most species.  
Artist: Mike Cunningham  
Rarity: Common

Card Number: 97

Level: 1

Discipline: Portal x2

Card Name: Grendel

Card Type: Minion

Flow: Neg

Play Cost: 2

Maintain Cost: 2

Keywords: were-beast Life: 1 ADMG: 1

Card Text: {DR} {YAY}, After GRENDEL is destroyed: Take a Level 1 <weapon> from your Arsenal into hand

Flavor Text: Grendels are a form of lesser were-creatures from the Alphon Cluster. At will, they can transform themselves from ordinary humanoids into monstrous beasts!

Artist: Mike Cunningham

Rarity: Common

Card Number: 98

Level: 1

Discipline: Portal

Card Name: Iron Monster

Card Type: Minion

Flow: Neg

Play Cost: 3

Maintain Cost: 3

Keywords: demonic Life: 1 ADMG: 1

Card Text: Attacks against IRON MONSTER cannot be protected

Attacks against {POR} Gladiators you control deal -1 {ADMG}

Flavor Text: "A demon lord from Skiverkial has an entire army of these monsters as guards."

Artist: Joe Wigfield

Rarity: Rare

Card Number: 99

Level: 1

Discipline: Portal

Card Name: Pandu

Card Type: Minion

Flow: Pos

Play Cost: 2

Maintain Cost: 1

Keywords: worpalite Life: 1 ADMG: 1

Card Text: When PANDU deals {ADMG}: Defender's controller may pay {1 CP} to reduce that {ADMG} to 0

Flavor Text: "Blood is thicker than water, and worpalite blood is the thickest."

Artist: Mike Cunningham

Rarity: Common

Card Number: 100

Level: 1

Discipline: Portal

Card Name: Portal Transport

Card Type: Quick-Hit

Flow: Pos

Play Cost: 1

Keywords: utility

Card Text: Advance or retreat a Character you control (Using PORTAL TRANSPORT does not count as advancing or retreating for responses)

Flavor Text: Traveling through dimensional gateways can be equal to achieving hypersonic speeds.

Artist: John Moriarty

Rarity: Common

Card Number: 101

Level: 1

Discipline: Portal

Card Name: Portalled Heist

Card Type: Quick-Hit

Flow: Neg

Play Cost: X

Keywords: utility

Card Text: Destroy target Pump with {X CP} Play Cost. You may bring a copy of that Pump from your Arsenal into hand

Flavor Text: Micro-portals create vacuums capable of disarming the most potent gladiators.

Artist: John Moriarty

Rarity: Common

Card Number: 102

Level: 1

Discipline: Portal

Card Name: Putaka

Card Type: Minion

Flow: Neg

Play Cost: 3

Maintain Cost: 1

Keywords: were-beast Life: 1 ADMG: 1

Card Text: {+} {SET}: Advance or retreat target Minion

Flavor Text: These vicious were-beasts are a cross species of wolf and man, their unquenchable appetites make them savage fighters in the arenas.

Artist: Mike Cunningham

Rarity: Common

Card Number: 103

Level: 1

Discipline: Portal

Card Name: Ranchek

Card Type: Minion

Flow: Neg

Play Cost: 3

Maintain Cost: 1

Keywords: worpalite Life: 2 ADMG: 1

Card Text:

Flavor Text: Glubus, Pandu, Ranchek, and Senet are the most common types of worpalites. There are other types, but those are all very rare.

Artist: Mike Cunningham

Rarity: Common

Card Number: 104

Level: 1  
Discipline: Portal x2  
Card Name: Scrambler  
Card Type: Minion  
Flow: Neg  
Play Cost: 3  
Maintain Cost: 0  
Keywords: gelatinous Life: 1 ADMG: 1  
Card Text:  
Flavor Text: "First a gloppy layer of ooze masks your face, then their tentacles begin to burrow through your skull."  
--Archan Singazer, The Fallen One  
Artist: Michael DiMaio  
Rarity: Uncommon  
Card Number: 105

Level: 1  
Discipline: Portal  
Card Name: Senet  
Card Type: Minion  
Flow: Neg  
Play Cost: 2  
Maintain Cost: 1  
Keywords: worpalite Life: 2 ADMG: 1  
Card Text: When SENET deals {ADMG}: Defender may set to reduce that DMG to 0 and make that attack {-}  
Flavor Text: "It is rumored that some worpalites can metamorph into single, more dangerous creatures."  
Artist: Mike Cunningham  
Rarity: Common  
Card Number: 106

Level: 1  
Discipline: Portal  
Card Name: Writhing Horror  
Card Type: Minion  
Flow: Und  
Play Cost: 2  
Maintain Cost: 2  
Keywords: horror Life: 1 ADMG: 1  
Card Text: WRITHING HORROR's attacks against <humans> cannot be protected (Cannot be protected or intercepted if {YAY})  
If there are no <humans> in play: {+}  
Flavor Text: These Horrors reproduce with, then consume organic life forms.  
Artist: Joe Wigfield  
Rarity: Uncommon  
Card Number: 107

Level: 1  
Discipline: Portal x2  
Card Name: Zwazaw  
Card Type: Minion  
Flow: Neg

Play Cost: 2  
Maintain Cost: 1  
Keywords: phasial Life: 1 ADMG: 0  
Card Text: {-} Scrap: Destroy target Pump with Play Cost of {3 CP} or less  
{+} {YAY}, {SET}: Destroy target Pump on a {MYS} Gladiator you control  
Flavor Text: These phasial predators hail from the moons of Vykintus, and sense their prey from emanations of kinetic energy.  
Artist: Mike Cunningham  
Rarity: Uncommon  
Card Number: 108

Level: 2  
Discipline: Portal x2  
Card Name: Bone Beast  
Card Type: Minion  
Flow: Neg  
Play Cost: 5  
Maintain Cost: 2  
Keywords: horror Life: 2 ADMG: 2  
Card Text: {DR} After an attack Destroys BONE BEAST: Target Attacker takes 2 {XDMG}  
Flavor Text: "The Dark Mystics of Dethos use these horrors as both companions and sentries."  
--Jim, Announcer  
Artist: Jeanette Culver  
Rarity: Uncommon  
Card Number: 109

Level: 2  
Discipline: Portal  
Card Name: Breeding Larvae Fields  
Card Type: Zone  
Flow: Neg  
Play Cost: 1  
Maintain Cost: 1  
Keywords: gate | larvae  
Card Text: After the Wave ends: You may play 1 <demonic> Minion from hand for {0 CP}  
Flavor Text: Some demons are born, others are made, but all must breed.  
Artist: Jonny Scull  
Rarity: Rare  
Card Number: 110

Level: 2  
Discipline: Portal  
Card Name: Demented Maggot Swarm  
Card Type: Minion  
Flow: Neg  
Play Cost: 2  
Maintain Cost: 2  
Keywords: swarm Life: 1 ADMG: 0  
Card Text: {-} {X CP} {SET}: X target set Gladiators in one Action Field take 1 {XDMG} each  
Flavor Text: "A single demented maggot is no threat, though in large numbers they can overwhelm the entire arena!"  
Artist: John Kostelny  
Rarity: Rare



Card Number: 111

Level: 2

Discipline: Portal x2

Card Name: Flow-Flux Portal

Card Type: Zone

Flow: Neg

Play Cost: 1

Maintain Cost: 1

Keywords: anomaly

Card Text: All {-} actions keep Flow as if they were {+} and all {+} actions lose Flow as if they were {-} for whoever has the most cards in hand

Flavor Text: Opening dimensional portals can disrupt the balance of the universe.

Artist: Sedone Thongvilay

Rarity: Rare

Card Number: 112

Level: 2

Discipline: Portal x2

Card Name: Krevloc Screamer

Card Type: Minion

Flow: Neg

Play Cost: 3

Maintain Cost: 2

Keywords: krevloc Life: 1 ADMG: 2

Card Text: KREVLOC SCREAMER cannot be targeted by attacks from Minions

Flavor Text: Krevloc specimen: IX Krevlocquiritois:

Emanates a paralyzing screeching discord

--Dr. Armand Kopelman, Liber Alienicus

Artist: Joe Wigfield

Rarity: Common

Card Number: 113

Level: 2

Discipline: Portal

Card Name: Lockjaw

Card Type: Minion

Flow: Neg

Play Cost: 3

Maintain Cost: 1

Keywords: demonic Life: 1 ADMG: 2

Card Text:

Flavor Text: "These are no ordinary demonic fiends. They are the hellhounds of Lord Xarz'ycus, Prince of Gates."

Artist: Eugene Randolph Young

Rarity: Common

Card Number: 114

Level: 2

Discipline: Portal x2

Card Name: Shendondrian Dominatrix

Card Type: Minion

Flow: Neg

Play Cost: 3  
Maintain Cost: 2  
Keywords: demonic Life: 2 ADMG: 1  
Card Text: {R} After a Character sets, {SET}: Target that Character  
{DR} While set, After that Character takes {ADMG}: That Character cannot unset or deal {RDMG}  
Flavor Text: "Do you want to play?"  
Artist: Chris Dien  
Rarity: Rare  
Card Number: 115

Level: 2  
Discipline: Portal x2  
Card Name: Royal Guard  
Card Type: Minion  
Flow: Neg  
Play Cost: 4  
Maintain Cost: 3  
Keywords: demonic Life: 2 ADMG: 2  
Card Text: {2 CP} or if you control PRINCE OF GATES: ROYAL GUARD may enter play in your  
Action Field  
ROYAL GUARD may intercept  
Flavor Text: "Loyal spawn, rise and serve me!"  
--Xarz'ycus, Prince of Gates  
Artist: Jonny Scull  
Rarity: Rare  
Card Number: 116

Level: 2  
Discipline: Portal  
Card Name: Snakes of Wrath  
Card Type: Minion  
Flow: Neg  
Play Cost: 4  
Maintain Cost: 2  
Keywords: swarm Life: 2 ADMG: 2  
Card Text: {DR} While unset, After target Gladiator retreats, {1 CP}: Advance that Gladiator  
Flavor Text: There is no escape from the Snakes of Wrath.  
Artist: Michael DiMaio  
Rarity: Uncommon  
Card Number: 117

Level: 2  
Discipline: Portal x2  
Card Name: Vacuous Portal  
Card Type: Quick-Hit  
Flow: Pos  
Play Cost: 2  
Keywords: utility  
Card Text: Pay {X CP}: Return target Minion with {X CP} Play Cost from play into owner's hand. Its  
controller gains {X CP} - 2  
Flavor Text: "Send them back, whence they came."  
Artist: John Kostelny  
Rarity: Common

Card Number: 118

Level: 3

Discipline: Portal

Card Name: Gun-Kipa

Card Type: Minion

Flow: Neg

Play Cost: 4

Maintain Cost: 2

Keywords: pa'chan | shaman Life: 2 ADMG: 3

Card Text: {-} {SET}: Up to 3 Target Characters take 1 {X DMG} each

Flavor Text: "Behold! my telepathic powers pale in comparison to my ray gun!"

Artist: Eugene Randolph Young

Rarity: Common

Card Number: 119

Level: 3

Discipline: Portal x2

Card Name: King Solomon CXIII

Card Type: Minion

Flow: Neg

Play Cost: 10

Maintain Cost: Scrap

Keywords: judge | unique Life: 3 ADMG: 0

Card Text: Play only if target player controls at least 2 <non-reinforcement> Gladiators

{-} Scrap, Choose 1 Gladiator that player controls, That player chooses 1 Gladiator you control:

Both chosen Gladiators are destroyed

Flavor Text: "Guilty, by pain of death!"

Artist: Eugene Randolph Young

Rarity: Rare

Card Number: 120

Level: 3

Discipline: Portal

Card Name: Portal Prison

Card Type: Pump: Gladiator

Flow: Neg

Play Cost: 4

Maintain Cost: Scrap

Keywords: utility

Card Text: Pumped Character cannot protect, attack, intercept, or use an ability

As a {+} action, Pumped Character's controller may Pay {3 LIFE} from Pumped Character or {5 CP} to scrap PORTAL PRISON

Flavor Text: Prince Thaedrax was imprisoned within a dimensional vortex for six millennia.

Artist: Joe Wigfield

Rarity: Uncommon

Card Number: 121

Level: 3

Discipline: Portal

Card Name: Unborn

Card Type: Minion

Flow: Neg

Play Cost: 5  
Maintain Cost: 3  
Keywords: horror | unique Life: 2 ADMG: 4  
Card Text: After UNBORN enters play: Advance target Character {YAY}, after UNBORN is destroyed: Gain {3 CP}  
Flavor Text: "It was a thing so hideous that my fear possessed me to destroy it."  
Artist: Jonny Scull  
Rarity: Rare  
Card Number: 122

Level: 4  
Discipline: Portal  
Card Name: He Who Hungers  
Card Type: Minion  
Flow: Neg  
Play Cost: 6  
Maintain Cost: 5  
Keywords: horror | unique Life: 3 ADMG: 5  
Card Text: {P} Scrap a Minion you control  
When you declare an attack with HE WHO HUNGERS, Scrap X Minions you control: HE WHO HUNGERS deals +X {ADMG}  
Flavor Text: No quantity of flesh, nor blood, nor bone can stay the hunger of this vicious beast.  
Artist: Joe Wigfield  
Rarity: Rare  
Card Number: 123

Level: 1  
Discipline: Psi x2  
Card Name: Breathe Deeply  
Card Type: Quick-Hit  
Flow: Neg  
Play Cost: X  
Keywords: focus  
Card Text: Target player draws up to X cards. X cannot be more than 2 (X cannot be more than 5 If {YAY})  
Flavor Text: "You must have control over your mind, as well as your body."  
--Madame Petice, The Heart of Wrath  
Artist: Ted Galaday  
Rarity: Common  
Card Number: 124

Level: 1  
Discipline: Psi x2  
Card Name: Cerebrum Swell  
Card Type: Quick-Hit  
Flow: Neg  
Play Cost: 3  
Keywords: delusion  
Card Text: Cannot play on <constructs>.  
If target Character's controller has 3 or more Strategy cards in play: Deal 1 {XDMG} to that Character  
Flavor Text: Mental techniques were once banned from Gladiator combat on accusations of unfairness.

Artist: John Moriarty  
Rarity: Common  
Card Number: 125

Level: 1  
Discipline: Psi x2  
Card Name: Combat Mind Trace  
Card Type: Quick-Hit  
Flow: DR  
Play Cost: 3  
Keywords: focus | mind-raid  
Card Text: When a Character declares an attack: Target Attacker and target Defender switch their printed {ADMG}  
Flavor Text: Experience is in the mind of the beholder.  
Artist: Leo Winstead  
Rarity: Rare  
Card Number: 126

Level: 1  
Discipline: Psi  
Card Name: Distraction  
Card Type: Quick-Hit  
Flow: DR  
Play Cost: 3  
Keywords: hallucination  
Card Text: Target Gladiator deals -1 {ADMG} (-2 {ADMG} if there is a <cheerleader> in play)  
Flavor Text: "Humanoids are so easily misled."  
--Billious the Blob  
Artist: John Moriarty  
Rarity: Common  
Card Number: 127

Level: 1  
Discipline: Psi x2  
Card Name: Fade  
Card Type: Quick-Hit  
Flow: R  
Play Cost: 3  
Keywords: delusion  
Card Text: After target player plays a card: They scrap a Strategy card they control from play  
Flavor Text: The mastery of some psi gladiators is very powerful indeed.  
Artist: John Moriarty  
Rarity: Common  
Card Number: 128

Level: 1  
Discipline: Psi  
Card Name: Force Reversal  
Card Type: Quick-Hit  
Flow: DR  
Play Cost: 3  
Keywords: focus

Card Text: When a {PSI} Gladiator you control takes {DMG} from a Minion: Reduce the {DMG} by that Minion's MAX life

Flavor Text: "Creatures of weak will are nothing but an annoyance."

--Queen Alexandra, Mistress of Evil

Artist: Mike Cunningham

Rarity: Uncommon

Card Number: 129

Level: 1

Discipline: Psi x2

Card Name: Full Monty

Card Type: Zone

Flow: Neg

Play Cost: 3

Maintain Cost: Scrap

Keywords: hallucination

Card Text: All players other than the player controlling FULL MONTY, play with their hands revealed

Flavor Text: "I could see their moves before they made them."

--Lillith, Defiler of Death

Artist: Eugene Randolph Young

Rarity: Rare

Card Number: 130

Level: 1

Discipline: Psi x2

Card Name: Fumble

Card Type: Quick-Hit

Flow: Neg

Play Cost: 2

Keywords: mind-raid

Card Text: Target player scraps 1 card at random from hand unless they scrap 2 cards from hand

Flavor Text: "With a mere glance, the wicked queen caused me to slip."

--Ingram Ironarm

Artist: Eugene Randolph Young

Rarity: Common

Card Number: 131

Level: 1

Discipline: Psi

Card Name: Hidden Danger

Card Type: Pump: Gladiator

Flow: Pos

Play Cost: 1

Maintain Cost: 1

Keywords: hallucination

Card Text: After Pumped Character sets: Scrap

{DR} When an attack is declared against Pumped Character, {2 CP}: Attacking player must choose a different target

Flavor Text: "Marcus! To your Side!"

Artist: Mike Cunningham

Rarity: Rare

Card Number: 132

Level: 1  
Discipline: Psi x2  
Card Name: Macbeth Syndrome  
Card Type: Quick-Hit  
Flow: Neg  
Play Cost: 0  
Keywords: madness  
Card Text: Scrap X cards from hand: Set a Minion with {X CP} Play Cost  
Flavor Text: "Curse those three Witches!"  
Artist: John Moriarty  
Rarity: Uncommon  
Card Number: 133

Level: 1  
Discipline: Psi  
Card Name: Mind Over Body  
Card Type: Quick-Hit  
Flow: Pos  
Play Cost: X  
Keywords: focus  
Card Text: X equals 2 (X equals 1 if {YAY})  
Pay {1 LIFE} from a {PSI} Gladiator: Draw 3 cards  
Flavor Text: "The body is a prison of the mind. When the mind learns how to escape, it wields power far beyond that of sinew and bone."  
--Madame Petice, The Heart of Wrath  
Artist: John Moriarty  
Rarity: Common  
Card Number: 134

Level: 1  
Discipline: Psi  
Card Name: Mindlash  
Card Type: Quick-Hit  
Flow: OR  
Play Cost: 1  
Keywords: mind-raid  
Card Text: After a Character you control deals {ADMG}: Defender's controller scraps 1 card from hand  
Flavor Text: "If it's done right, an attack of the mind will effect the entire body."  
--Goth Garal, Master of Minions  
Artist: John Moriarty  
Rarity: Common  
Card Number: 135

Level: 1  
Discipline: Psi x2  
Card Name: Mistaken Identity  
Card Type: Quick-Hit  
Flow: DR  
Play Cost: 3  
Keywords: delusion

Card Text: When an opponent declares an attack: Choose the target of the attack. The target must be a Non-Raging Gladiator Defender's controller controls  
Flavor Text: What you see, is not always what you get.  
Artist: Chris Dien  
Rarity: Rare  
Card Number: 136

Level: 1  
Discipline: Psi  
Card Name: Mute  
Card Type: Quick-Hit  
Flow: Neg  
Play Cost: X  
Keywords: delusion  
Card Text: Set a Minion with {X CP} Play Cost  
Flavor Text: "I'll give him something else to think about."  
--Opaq Sentir, The Warmaster of Rakaram  
Artist: Steve Schwartz  
Rarity: Common  
Card Number: 137

Level: 1  
Discipline: Psi  
Card Name: Palm Ripples  
Card Type: Quick-Hit  
Flow: Pos  
Play Cost: 2  
Keywords: mind-raid  
Card Text: Retreat target Character  
If you control 3 or more {PSI} Gladiators, {2 CP}: Deal 1 {XDMG} to that Character  
Flavor Text: "None shall stand before me!"  
--Queen Alexandra, Mistress of Evil  
Artist: Mike Cunningham  
Rarity: Common  
Card Number: 138

Level: 1  
Discipline: Psi  
Card Name: Skull Splice  
Card Type: Quick-Hit  
Flow: Neg  
Play Cost: X  
Keywords: mind-raid  
Card Text: X equals 5 minus the number of {PSI} Gladiators you control  
Destroy target Pump unless its controller pays {2 CP}  
Flavor Text: Skull splicing first began long before Ophidian, by way of hammers and axes!  
Artist: Mike Coppolecchia  
Rarity: Uncommon  
Card Number: 139

Level: 1  
Discipline: Psi  
Card Name: Suffocation



Card Type: Quick-Hit  
Flow: Und  
Play Cost: X  
Keywords: delusion  
Card Text: Destroy target Pump with {X CP} Play Cost on an opponent's Character  
If you control 2 or more {PSI} Gladiators: {+}  
Flavor Text: Just because there is air, does not mean you can breath.  
Artist: John Moriarty  
Rarity: Common  
Card Number: 140

Level: 1  
Discipline: Psi x2  
Card Name: Whiplash  
Card Type: Quick-Hit  
Flow: OR  
Play Cost: 1  
Keywords: mind-raid  
Card Text: After a Character you control deals {ADMG}: Defender's controller loses {1 CP}  
Flavor Text: "He did not even see it coming."  
--Cray Phillips, Psychic Mutant  
Artist: John Moriarty  
Rarity: Uncommon  
Card Number: 141

Level: 2  
Discipline: Psi  
Card Name: Backlash  
Card Type: Quick-Hit  
Flow: OR  
Play Cost: 2  
Keywords: mind-raid  
Card Text: After a Character you control destroys a Character with an attack: Deal 1 {XDMG} to target Character  
Flavor Text: "Who's there?"  
Artist: John Moriarty  
Rarity: Common  
Card Number: 142

Level: 2  
Discipline: Psi  
Card Name: Epiphany  
Card Type: Quick-Hit  
Flow: Neg  
Play Cost: 2  
Keywords: focus  
Card Text: Draw a card and reveal it. If it is a {PSI} card or {YAY}: Target player scraps 1 card at random from hand  
Flavor Text: "Every being has a mystical link to another and all links are bound to the chain of life."  
--Bette, Mystic  
Artist: Mike Cunningham  
Rarity: Uncommon  
Card Number: 143

Level: 2  
Discipline: Psi  
Card Name: Free Your Mind  
Card Type: Quick-Hit  
Flow: Pos  
Play Cost: 1  
Keywords: focus  
Card Text: Scrap 1 card from hand, Scrap all copies of that card from your Arsenal: Take a Strategy card of the same Discipline type as scrapped card from your Arsenal into hand  
Flavor Text: "The physical body is nothing more than a burden to the soul."  
--Madame Petice, The Heart of Wrath  
Artist: Eugene Randolph Young  
Rarity: Uncommon  
Card Number: 144

Level: 2  
Discipline: Psi  
Card Name: Inner Demons  
Card Type: Pump: Gladiator  
Flow: Pos  
Play Cost: 3  
Maintain Cost: 2  
Keywords: mind-raid  
Card Text: After Pumped Character deals X {ADMG}: They take X {ADMG} unless their controller scraps 2 cards at random from hand  
Flavor Text: "How can you win when your biggest enemy... is you?"  
--Raffi, Announcer  
Artist: John Moriarty  
Rarity: Common  
Card Number: 145

Level: 2  
Discipline: Psi  
Card Name: IQ Filter  
Card Type: Quick-Hit  
Flow: Neg  
Play Cost: 3  
Keywords: madness  
Card Text: Up to X target set Minions take 1 {XDMG} each [X equals the number of {PSI} Gladiators you control]  
Flavor Text: "The best way to deal with lesser ones is to squash their diminutive minds."  
--Queen Alexandra, Mistress of Evil  
Artist: Eugene Randolph Young  
Rarity: Uncommon  
Card Number: 146

Level: 2  
Discipline: Psi x2  
Card Name: Kaleem's Triangle  
Card Type: Pump: Gladiator  
Flow: Pos  
Play Cost: 2

Maintain Cost: 1  
Keywords: relic | unique  
Card Text: {-} Scrap 3 cards from hand, {SET}: Draw 3 cards (4 cards if {YAY})  
{PASS} Scrap 2 cards from hand: Unset  
Flavor Text: "With focus on the three, comes pain focused on one."  
--Kaleem  
Artist: Sedone Thongvilay  
Rarity: Rare  
Card Number: 147

Level: 2  
Discipline: Psi  
Card Name: Love Tap  
Card Type: Quick-Hit  
Flow: Neg  
Play Cost: 2  
Keywords: delusion  
Card Text: Target player scraps 2 cards from the top of their Arsenal. Draw 2 cards  
Flavor Text: "Gross!"  
--Kevin, fan  
Artist: Eugene Randolph Young  
Rarity: Common  
Card Number: 148

Level: 2  
Discipline: Psi  
Card Name: One Step Ahead  
Card Type: Quick-Hit  
Flow: Pos  
Play Cost: 0  
Keywords: read-mind  
Card Text: Look at the top 3 cards of target Arsenal and return them in any order  
Flavor Text: "The arena is a giant game of chess; to win, you need to be one step ahead."  
--Qazar Doddlefung, The Self-Appointed Authority of Intellect  
Artist: Eugene Randolph Young  
Rarity: Common  
Card Number: 149

Level: 2  
Discipline: Psi  
Card Name: Power in Numbers  
Card Type: Zone  
Flow: Pos  
Play Cost: 3  
Maintain Cost: 0  
Keywords: focus  
Card Text: During the \_Regenerate\_ step, If a player controls 2 or more {PSI} Gladiators, that player draws +1 Bonus cards. If a player controls 3 or more {PSI} Gladiators, that player gains + {1 CP}  
Flavor Text: "Like nightmarish zombies they haunted my dreams, but when I awoke I could still see them!"  
Artist: Eugene Randolph Young  
Rarity: Rare

Card Number: 150

Level: 2

Discipline: Psi

Card Name: Weakened Thought

Card Type: Quick-Hit

Flow: DR

Play Cost: 3

Keywords: delusion

Card Text: Target Character deals -X {ADMG} [X equals the number of Pumps on that Character]

Flavor Text: If you believe that you are inferior, that is what you will be.

Artist: Chris Dien

Rarity: Common

Card Number: 151

Level: 3

Discipline: Psi x2

Card Name: Alter Ego

Card Type: Quick-Hit

Flow: Neg

Play Cost: 4

Keywords: madness | unique

Card Text: Target Gladiator takes {XDMG} equal to their current {ADMG} value, unless their controller sets them

Flavor Text: The ultimate test of warrior prowess is to defeat yourself.

Artist: John Moriarty

Rarity: Common

Card Number: 152

Level: 3

Discipline: Psi

Card Name: For the Mighty

Card Type: Pump: Gladiator

Flow: Neg

Play Cost: 3

Maintain Cost: Scrap

Keywords: hallucination

Card Text: Pumped Character cannot be targeted by attacks from Minions

Flavor Text: "You are meaningless in comparison to me!"

Artist: John Moriarty

Rarity: Rare

Card Number: 153

Level: 3

Discipline: Psi

Card Name: Thought Cyphon

Card Type: Pump: Gladiator

Flow: Pos

Play Cost: 2

Maintain Cost: Scrap

Keywords: relic | unique

Card Text: {-} Scrap: Target player draws 1 card for each of their Minions, then scraps that many cards from hand

Flavor Text: "There are some ancient relics that literally strip thoughts straight from your head."  
Artist: Eugene Randolph Young  
Rarity: Rare  
Card Number: 154

Level: 3  
Discipline: Psi  
Card Name: Vengeful Blow  
Card Type: Quick-Hit  
Flow: OR  
Play Cost: 2  
Keywords: focus | madness  
Card Text: Target Gladiator deals +X {ADMG} [X equals the number of Gladiators in your Funeral Pyre]  
Flavor Text: "Vengeance does not quench your emotions, it only makes you thirst for more."  
--Lillith, Defiler of Death  
Artist: Leo Winstead  
Rarity: Uncommon  
Card Number: 155

Level: 4  
Discipline: Psi  
Card Name: Confused Alliance  
Card Type: Quick-Hit  
Flow: DR  
Play Cost: 4  
Keywords: delusion  
Card Text: When a player declares an attack: Choose a player. That player chooses one of their Gladiators to be the target of the attack (This will allow a Gladiator to attack a teammate, but not themselves)  
Flavor Text: "I thought you were on our side!"  
Artist: Eugene Randolph Young  
Rarity: Uncommon  
Card Number: 156

Level: 1  
Discipline: War  
Card Name: Adrenaline Shot  
Card Type: Quick-Hit  
Flow: Neg  
Play Cost: 2  
Keywords: kit  
Card Text: Target player draws 1 card, (2 cards if they have less than 3 cards in hand)  
Flavor Text: "Some say, all life is controlled by the Ophidians."  
Artist: Fredrik Rahmqvist  
Rarity: Common  
Card Number: 157

Level: 1  
Discipline: War  
Card Name: Defensive Anchor  
Card Type: Pump: Gladiator  
Flow: Pos

Play Cost: 2  
Maintain Cost: 2  
Keywords: equipment  
Card Text: Play only on Gladiators you control  
Pumped Character cannot be advanced by opponent  
{+} {SET}: Retreat  
Flavor Text: "Let's see Version 9 try that again!"  
Artist: Justin Jakus  
Rarity: Common  
Card Number: 158

Level: 1  
Discipline: War x2  
Card Name: Double Team  
Card Type: Quick-Hit  
Flow: OR  
Play Cost: 2  
Keywords: rally | technique  
Card Text: Set target {WAR} Gladiator you control: Target Attacker deals +X {ADMG} [X equals that {WAR} Gladiator's {ADMG}]  
Flavor Text: "No one ever said anything about one-on-one combat."  
Artist: Eugene Randolph Young  
Rarity: Uncommon  
Card Number: 159

Level: 1  
Discipline: War  
Card Name: Electro Chains  
Card Type: Pump: Gladiator  
Flow: Neg  
Play Cost: 2  
Maintain Cost: 2  
Keywords: electric | weapon  
Card Text: {+} {SET}: Advance target Gladiator worth 3 or less VP  
{-} {SET}: Deal 1 {XDMG} to target Gladiator worth 4 or more VP  
Flavor Text: Electric-induced weaponry allows for a variety of tactical options.  
Artist: Mike Cunningham  
Rarity: Rare  
Card Number: 160

Level: 1  
Discipline: War  
Card Name: Experimental Magenta Pill  
Card Type: Quick-Hit  
Flow: Und  
Play Cost: 2  
Keywords: kit  
Card Text: Roll a D6, on a  
1, 2: Gain {2 CP} {+}  
3, 4: Draw 1 Card {+}  
5, 6: Heal 1 wound from target Gladiator {-}  
Flavor Text: "Trust me...this is better than the yellow pill."  
--Ed, Arena Medic

Artist: Leo Winstead  
Rarity: Common  
Card Number: 161

Level: 1  
Discipline: War  
Card Name: Faulty Weapon  
Card Type: Quick-Hit  
Flow: Pos  
Play Cost: 2  
Keywords: subterfuge  
Card Text: Target Gladiator with target <weapon> Pump on them takes 1 {XDMG}. If they are a <non->{WAR} Gladiator, destroy that <weapon>  
Flavor Text: "Malfunction or Sabotage?"  
--The Modeerf Underground  
Artist: Mike Cunningham  
Rarity: Uncommon  
Card Number: 162

Level: 1  
Discipline: War  
Card Name: Flexi Armor  
Card Type: Pump: Gladiator  
Flow: Pos  
Play Cost: 3  
Maintain Cost: 1  
Keywords: armor | plas-tek  
Card Text: {DR} When Pumped Character takes {ADMG}, Scrap: Attacker Deals -1 {ADMG}  
Flavor Text: "A lot of the female competitors seem to favor this armor--and the fans don't seem to mind!"  
--Roger, Announcer  
Artist: John Moriarty  
Rarity: Common  
Card Number: 163

Level: 1  
Discipline: War  
Card Name: Gercan Side Step  
Card Type: Quick-Hit  
Flow: DR  
Play Cost: 2  
Keywords: gercan | technique  
Card Text: When a Character deals {ADMG} against a Gladiator you control, Scrap a Pump you control on that Gladiator: -1 {ADMG} (-2 {ADMG} if that Gladiator is a {WAR} Gladiator)  
Flavor Text: "Sacrifice is part of war."  
--Maximillion, The Conqueror  
Artist: Eugene Randolph Young  
Rarity: Rare  
Card Number: 164

Level: 1  
Discipline: War  
Card Name: Joint Lock

Card Type: Quick-Hit  
Flow: DR  
Play Cost: 2  
Keywords: martial arts | technique  
Card Text: Target {WAR} Gladiator deals 1 {DDMG}  
Flavor Text: "The more you bruise me, the more angry I get!"  
--Freakshow  
Artist: John Moriarty  
Rarity: Uncommon  
Card Number: 165

Level: 1  
Discipline: War  
Card Name: Medi-Patch  
Card Type: Pump: Character  
Flow: Neg  
Play Cost: 3  
Maintain Cost: Scrap  
Keywords: kit  
Card Text: +1 MAX {LIFE} (+2 MAX {LIFE} if not Raging)  
{DR} {YAY}, After Pumped Character is destroyed: Deal 1 {XDMG} to target Character  
Flavor Text: Persistent: Fighting to the death.  
Relentless: Fighting after death.  
Artist: Leo Winstead  
Rarity: Common  
Card Number: 166

Level: 1  
Discipline: War  
Card Name: One for the Team  
Card Type: Quick-Hit  
Flow: DR  
Play Cost: 1  
Keywords: gercan | technique  
Card Text: When a Character declares an attack against a Character you control: Target {WAR} Gladiator you control may intercept from any field  
Flavor Text: "Team-work is why I'm so well liked."  
--Little Jinx  
Artist: Eugene Randolph Young  
Rarity: Uncommon  
Card Number: 167

Level: 1  
Discipline: War x2  
Card Name: Rocket Launch  
Card Type: Quick-Hit  
Flow: Neg  
Play Cost: 5  
Keywords: explosive | weapon  
Card Text: Up to 2 target Characters in the same field take 1 {XDMG} each  
Flavor Text: "Take that!"  
Artist: Leo Winstead  
Rarity: Common



Card Number: 168

Level: 1

Discipline: War

Card Name: Spiked Fists

Card Type: Pump: Gladiator

Flow: Neg

Play Cost: 3

Maintain Cost: 1

Keywords: physical | weapon

Card Text: +1 {ADMG}

Flavor Text: Staples of the arena, used by the “up-close and personal” gladiators, these appear in many forms but all have a similar effectiveness.

Artist: Scott Klauder

Rarity: Common

Card Number: 169

Level: 1

Discipline: War

Card Name: Sunder Maul

Card Type: Pump: Gladiator

Flow: Neg

Play Cost: 2

Maintain Cost: 1

Keywords: physical | weapon

Card Text: {OR} {SET}: +1 {ADMG} (+2 {ADMG} against Gladiators worth 2 or less VP)

Flavor Text: A maul akin to this was used to smite Joruss the Vile during the rise of the Shadow Cult.

Artist: Mike Cunningham

Rarity: Common

Card Number: 170

Level: 1

Discipline: War x2

Card Name: Trauma Kit

Card Type: Quick-Hit

Flow: Neg

Play Cost: 3

Keywords: kit

Card Text: Heal 1 wound from target Character

Flavor Text: Doctor Heinz Krook died only a meter away from his medical kit.

Artist: John Moriarty

Rarity: Common

Card Number: 171

Level: 2

Discipline: War

Card Name: Aikido Strike

Card Type: Quick-Hit

Flow: DR

Play Cost: 2

Keywords: martial arts | technique

Card Text: When a {WAR} Gladiator takes {ADMG}: Deal 1 {DDMG} and that attack is {-}

Flavor Text: "Use their offensive weakness as your own offensive strength."

--Naru Kami, The Striking Dragon

Artist: Chris Dien

Rarity: Rare

Card Number: 172

Level: 2

Discipline: War

Card Name: Arm Blade

Card Type: Pump: Gladiator

Flow: Neg

Play Cost: 3

Maintain Cost: 2

Keywords: physical | weapon

Card Text: {OR} {SET}: +2 {ADMG}

Flavor Text: "The crowd chanting 'FISH! FISH! FISH!' made me want to gut him even more."

--The Mangled One

Artist: Scott Klauder

Rarity: Common

Card Number: 173

Level: 2

Discipline: War

Card Name: Bio Suit

Card Type: Pump: Gladiator

Flow: Und

Play Cost: 2

Maintain Cost: 1

Keywords: equipment | kit

Card Text: Pumped Character cannot be targeted by <bio-decay> {DMG}

If a {BIO} card is in play: {+}

Flavor Text: Invented specifically to counter the Lord of Contagion.

Artist: Joe Wigfield

Rarity: Uncommon

Card Number: 174

Level: 2

Discipline: War

Card Name: Blasting Surge

Card Type: Pump: Gladiator

Flow: Pos

Play Cost: 5

Maintain Cost: Scrap

Keywords: emp | equipment

Card Text: {-} Pay {1 LIFE} from a Gladiator, Scrap: All Minions with Play Cost {2 CP} or less take 1 {XDMG}. {CYB} Minions take +1 {XDMG}

Flavor Text: "EMP suits amplify the wearer's bio-energy to devastating proportions."

--Maximillion, The Conqueror

Artist: Mike Coppolecchia

Rarity: Common

Card Number: 175

Level: 2

Discipline: War  
Card Name: Electro Spear  
Card Type: Pump: Gladiator  
Flow: Und  
Play Cost: 4  
Maintain Cost: 1  
Keywords: electric | weapon  
Card Text: Play only on Gladiators you control  
{-} Scrap: Deal 2 {XDMG} to target Character in a Support Field  
If you play ELECTRO SPEAR on a {WAR} Gladiator: {+}  
Flavor Text: "With the thunder of battle comes the might of lightning"  
Artist: John Moriarty  
Rarity: Uncommon  
Card Number: 176

Level: 2  
Discipline: War x2  
Card Name: Exo-Skeleton  
Card Type: Pump: Gladiator  
Flow: Pos  
Play Cost: 2  
Maintain Cost: 1  
Keywords: armor | gen-gineered  
Card Text: {DR} When Pumped Character takes {ADMG}, Scrap: Reduce the {ADMG} to 2  
Flavor Text: "Yep. 190mm UE rounds. Didn't feel a thing."  
Artist: John Kostelny  
Rarity: Common  
Card Number: 177

Level: 2  
Discipline: War  
Card Name: Gelhar's Spear Lobber  
Card Type: Zone  
Flow: Neg  
Play Cost: 3  
Maintain Cost: Scrap  
Keywords: equipment  
Card Text: All {WAR} Gladiators gain +1 {ADMG}  
Flavor Text: "Gelhar's my name; war engines' my game!"  
Artist: Jeanette Culver  
Rarity: Common  
Card Number: 178

Level: 2  
Discipline: War  
Card Name: Karate Strike  
Card Type: Quick-Hit  
Flow: OR  
Play Cost: 2  
Keywords: martial arts | technique  
Card Text: When a {WAR} Gladiator deals {ADMG}: Target Defender has +5 MAX {RAGE}  
Flavor Text: "Pain controls emotion."  
--Naru Kami, The Striking Dragon

Artist: Chris Dien  
Rarity: Common  
Card Number: 179

Level: 2  
Discipline: War  
Card Name: Kung Fu Dodge  
Card Type: Quick-Hit  
Flow: DR  
Play Cost: 2  
Keywords: martial arts | technique  
Card Text: Target {WAR} Gladiator you control takes -1 {ADMG}  
Flavor Text: "Keen reflexes, not armor, is true defense."  
--Naru Kami, The Striking Dragon

Artist: Chris Dien  
Rarity: Uncommon  
Card Number: 180

Level: 2  
Discipline: War  
Card Name: Minion Zipnot  
Card Type: Quick-Hit  
Flow: Neg  
Play Cost: 3  
Keywords: gercan | weapon  
Card Text: Advance 2 target Level 1 Minions or destroy target Level 1 Minion (You may target Level 2 Minions if {YAY})  
Flavor Text: "GET OVER HERE!"  
Artist: Sedone Thongvilay  
Rarity: Rare  
Card Number: 181

Level: 2  
Discipline: War  
Card Name: Stealth Attack  
Card Type: Quick-Hit  
Flow: Neg  
Play Cost: 3  
Keywords: maneuver | subterfuge  
Card Text: Up to X target <non->{WAR} Gladiators in one Support Field take 1 {XDMG} each [X equals the number of unset {WAR} Gladiators you control]  
Flavor Text: This maneuver's effectiveness capitalizes on the opponent's lack of strategic planning.  
Artist: John Moriarty  
Rarity: Rare  
Card Number: 182

Level: 2  
Discipline: War  
Card Name: Tigbar Rolls  
Card Type: Quick-Hit  
Flow: Und  
Play Cost: 2  
Keywords: maneuver | tigbar

Card Text: retreat up to 2 target Gladiators you control  
If both are {WAR} Gladiators: {+}  
Flavor Text: "The training of a Tigbar warrior focuses on athletic skills as well as weapon proficiency."  
--Chris, Tigbar Captain  
Artist: Mike Cunningham  
Rarity: Common  
Card Number: 183

Level: 2  
Discipline: War  
Card Name: X-Assault Armor  
Card Type: Pump: Gladiator  
Flow: Pos  
Play Cost: 2  
Maintain Cost: 2  
Keywords: armor | assault  
Card Text: {OR} When Pumped Character takes {DDMG} or {RDMG}, {SET}: Reduce that {DMG} by 2  
{+} {YAY}, Scrap: Take a Level 1 or 2 <weapon> card from your Arsenal into hand  
Flavor Text: "Because of its great value, wealthy Gladiators wear this armor as a sign of status, rather than simply for defense."  
Artist: Rob Cavanna  
Rarity: Rare  
Card Number: 184

Level: 3  
Discipline: War  
Card Name: Gandrel's Ax  
Card Type: Pump: {WAR} Gladiator  
Flow: Neg  
Play Cost: 2  
Maintain Cost: 1  
Keywords: ancient | weapon | unique  
Card Text: {-} Scrap: Deal 2 {XDMG} to target Character  
+1 {ADMG}  
Flavor Text: "Some secrets of the mystical battle arts cannot be traced to their origins."  
--Mark Deago, Archeologist of Gasherdel  
Artist: Chris Dien  
Rarity: Rare  
Card Number: 185

Level: 3  
Discipline: War  
Card Name: Kal Tasha's Molten Hammer  
Card Type: Pump: Gladiator  
Flow: Neg  
Play Cost: 3  
Maintain Cost: 2  
Keywords: ancient | weapon | unique  
Card Text: {YAY}: Pumped Character's attacks cannot be intercepted  
+3 {ADMG}  
If Pumped Character is a {MYS} Gladiator: +2 MAX {LIFE}

Flavor Text: This ancient hammer was forged during the great Demon Wars and, in the hand's of Kal Tasha, slew the notorious Demon King, Azulor Apók.

Artist: Steve Schwartz

Rarity: Uncommon

Card Number: 186

Level: 3

Discipline: War x2

Card Name: Nukatal Shield

Card Type: Pump: Gladiator

Flow: Neg

Play Cost: 2

Maintain Cost: Scrap

Keywords: armor | nukatal

Card Text: {DR} After Pumped Character takes {ADMG}, {SET}: Destroy all <weapons> on target Attacker

{DR} Scrap: Deal 2 {DDMG}

Flavor Text: "This simple shield, if used effectively, can cause mass destruction."

--K. Koal, Nukatal Warrior

Artist: Chris Dien

Rarity: Rare

Card Number: 187

Level: 4

Discipline: War

Card Name: Assault Jumpack

Card Type: Pump: Gladiator

Flow: Neg

Play Cost: 5

Maintain Cost: Scrap

Keywords: equipment | explosive

Card Text: {+} {X LIFE}, Scrap: Retreat Pumped Character. X target Characters take 2 {XDMG} each

Flavor Text: Extremely hazardous to operate, only the most crazed Gladiators consider using one.

Artist: Leo Winstead

Rarity: Rare

Card Number: 188

Level: 1

Disciplines: Mystic Portal

Card Name: Arkzilipul

Sub Name: Devourer of Souls

Card Type: Gladiator

VP: 4

Keywords: demon

Life: 12

Rage: 7

ADMG: 2

Card Text: {-} {HAPPY} \_Drain Life\_ {SET}: Up to 2 target <non->{CYB} Characters in one Action Field take 1 {XDMG} each

Flavor Text: Say that again...

Artist: Mike Cunningham

Rarity: Common

Card Number: 189f

Level: 2

Disciplines: Mystic Portal

Card Name: Arkzilipul

Sub Name: Devourer of Souls

Card Type: Gladiator

VP: 5

Keywords: demon

Life: 12

Rage: 7

ADMG: 3

Card Text: {-} {HAPPY} \_Drain Life\_ {SET}: Up to 2 target <non->{CYB} Characters in one Action

Field take 1 {XDMG} each

Artist: Mike Cunningham

Rarity: Common

Card Number: 189b

Level: 3

Disciplines: Mystic Portal

Card Name: Arkzilipul

Sub Name: Devourer of Souls

Card Type: Gladiator

VP: 6

Keywords: demon

Life: 12

Rage: 7

ADMG: 3

Card Text: {-} {HAPPY} \_Drain Life\_ {SET}: Up to 2 target <non->{CYB} Characters in one Action

Field take 1 {XDMG} each

{-} \_Demonic Renewal\_ Scrap a {POR} or {MYS} Minion you control: Take a Minion from your Arsenal into hand

Artist: Mike Cunningham

Rarity: Uncommon

Card Number: 190f

Level: 4

Disciplines: Mystic Portal

Card Name: Arkzilipul

Sub Name: Devourer of Souls

Card Type: Gladiator

VP: 7

Keywords: demon

Life: 12

Rage: 7

ADMG: 4

Card Text: {-} {HAPPY} \_Drain Life\_ {SET}: Up to 2 target <non->{CYB} Characters in one Action

Field take 1 {XDMG} each

{-} \_Demonic Renewal\_ Scrap a {POR} or {MYS} Minion you control: Take a Minion from your Arsenal into hand

Artist: Mike Cunningham

Rarity: Uncommon

Card Number: 190b

Level: 1  
Disciplines: Cybernetics Psi  
Card Name: Cray Phillips  
Sub Name: Psychic Mutant  
Card Type: Gladiator  
VP: 4  
Keywords: human  
Life: 12  
Rage: 6  
ADMG: 1  
Card Text: {-} \_Compute\_ {2 CP}: Draw 1 card. Scrap 1 card from hand  
{OR} {HAPPY} \_Static\_: +1 {ADMG} unless Defender's controller scraps 1 card at random from hand  
Flavor Text: His mutated psychic abilities are amplified through his adamantium-plated hood.  
Artist: John Kostelny  
Rarity: Common  
Card Number: 191f

Level: 2  
Disciplines: Cybernetics Psi  
Card Name: Cray Phillips  
Sub Name: Psychic Mutant  
Card Type: Gladiator  
VP: 5  
Keywords: human  
Life: 12  
Rage: 6  
ADMG: 2  
Card Text: {-} \_Compute\_ {2 CP}: Draw 1 card. Scrap 1 card from hand  
{OR} {HAPPY} \_Static\_: +1 {ADMG} unless Defender's controller scraps 1 card at random from hand  
Artist: John Kostelny  
Rarity: Common  
Card Number: 191b

Level: 3  
Disciplines: Cybernetics Psi  
Card Name: Cray Phillips  
Sub Name: Psychic Mutant  
Card Type: Gladiator  
VP: 6  
Keywords: human  
Life: 12  
Rage: 6  
ADMG: 2  
Card Text: {-} \_Calculate\_ {2 CP}: Draw 2 cards. Scrap 2 cards from hand  
{OR} {HAPPY} \_Shock\_: +1 {ADMG} unless Defender's controller scraps 2 card at random from hand  
Artist: John Kostelny  
Rarity: Uncommon  
Card Number: 192f



Level: 4  
Disciplines: Cybernetics Psi  
Card Name: Cray Phillips  
Sub Name: Psychic Mutant  
Card Type: Gladiator  
VP: 7  
Keywords: human  
Life: 12  
Rage: 6  
ADMG: 3  
Card Text: {-} \_Calculate\_ {2 CP}: Draw 2 cards. Scrap 2 cards from hand  
{OR} {HAPPY} \_Shock\_: +1 {ADMG} unless Defender's controller scraps 2 card at random from hand  
Artist: John Kostelny  
Rarity: Uncommon  
Card Number: 192b

Level: 1  
Disciplines: Cybernetics Mystic  
Card Name: Freakshow  
Sub Name: David Dangers  
Card Type: Gladiator  
VP: 4  
Keywords: human  
Life: 12  
Rage: 6  
ADMG: 2  
Card Text: {OR} \_Rush Attack\_ {2 CP}: +1 {ADMG}  
Flavor Text: Freakshow hogs all the glory, breaks all the rules, and wows all the women...damn I hate him.  
--Simon Bantus, Fish  
Artist: Chris Dien  
Rarity: Common  
Card Number: 193f

Level: 2  
Disciplines: Cybernetics Mystic  
Card Name: Freakshow  
Sub Name: David Dangers  
Card Type: Gladiator  
VP: 5  
Keywords: human  
Life: 12  
Rage: 6  
ADMG: 2  
Card Text: {OR} {RAGE} \_Mad Rush\_ +1 {ADMG}  
{DR} \_Show Stealer\_ When an opponent declares an attack, {1 LIFE}, {1 CP}: Make it {-}  
Artist: Chris Dien  
Rarity: Common  
Card Number: 193b

Level: 3  
Disciplines: Cybernetics Mystic

Card Name: Freakshow  
Sub Name: David Dangers  
Card Type: Gladiator  
VP: 6  
Keywords: human  
Life: 12  
Rage: 6  
ADMG: 3  
Card Text: {OR} {RAGE} \_Mad Rush\_ +1 {ADMG}  
{DR} \_Show Stealer\_ When an opponent declares an attack, {1 LIFE}, {1 CP}: Make it {-}  
Artist: Chris Dien  
Rarity: Uncommon  
Card Number: 194f

Level: 4  
Disciplines: Cybernetics Mystic  
Card Name: Freakshow  
Sub Name: David Dangers  
Card Type: Gladiator  
VP: 7  
Keywords: human  
Life: 12  
Rage: 6  
ADMG: 3  
Card Text: {OR} {RAGE} \_Show Stopper\_ +1 {ADMG}, Roll a D6, on a 6: Set target Defender  
{DR} \_Show Stealer\_ When an opponent declares an attack, {1 LIFE}, {1 CP}: Make it {-}  
Artist: Chris Dien  
Rarity: Uncommon  
Card Number: 194b

Level: 1  
Disciplines: War Cybernetics  
Card Name: Ironsides  
Sub Name: Cyborg Agent  
Card Type: Gladiator  
VP: 4  
Keywords: construct  
Life: 12  
Rage: 8  
ADMG: 2  
Card Text: {OR} \_Quick Deploy\_ When you play a {-} or {?} Level 1 {CYB} card, {2 CP}: Make it {+}  
Flavor Text: Half-man, half-machine--and one bad attitude.  
Artist: Mike Cunningham  
Rarity: Common  
Card Number: 195f

Level: 2  
Disciplines: War Cybernetics  
Card Name: Ironsides  
Sub Name: Cyborg Agent  
Card Type: Gladiator  
VP: 5  
Keywords: construct

Life: 12  
Rage: 8  
ADMG: 3  
Card Text: {OR} \_Quick Equip\_ When you play a {-} or {?} Level 1 {WAR} or {CYB} card, {2 CP}:  
Make it {+}  
Artist: Mike Cunningham  
Rarity: Common  
Card Number: 195b

Level: 3  
Disciplines: War Cybernetics  
Card Name: Ironsides  
Sub Name: Cyborg Agent  
Card Type: Gladiator  
VP: 6  
Keywords: construct  
Life: 12  
Rage: 8  
ADMG: 3  
Card Text: {OR} \_Quick Equip\_ When you play a {-} or {?} Level 1 {WAR} or {CYB} card, {2 CP}:  
Make it {+}  
{DR} {RAGE} \_Shielding\_ {2 CP}: IRONSIDES takes -1 {ADMG}  
Artist: Mike Cunningham  
Rarity: Uncommon  
Card Number: 196f

Level: 4  
Disciplines: War Cybernetics  
Card Name: Ironsides  
Sub Name: Cyborg Agent  
Card Type: Gladiator  
VP: 7  
Keywords: construct  
Life: 12  
Rage: 8  
ADMG: 4  
Card Text: {OR} \_Efficiency\_ When you play a {-} or {?} Level 1 or 2 {WAR} or {CYB} card, {2 CP}:  
Make it {+}  
{DR} {RAGE} \_Shielding\_ {2 CP}: IRONSIDES takes -1 {ADMG}  
Artist: Mike Cunningham  
Rarity: Uncommon  
Card Number: 196b

Level: 1  
Disciplines: Mystic Psi  
Card Name: Lillith  
Sub Name: Defiler of Death  
Card Type: Gladiator  
VP: 4  
Keywords: alien  
Life: 12  
Rage: 8  
ADMG: 2

Card Text: {DR} {HAPPY} \_Shock Aura\_ While set: Deal 1 {DDMG}  
Flavor Text: "The last of her kind, she is beyond the reach of death."  
Artist: Leo Winstead  
Rarity: Common  
Card Number: 197f

Level: 2  
Disciplines: Mystic Psi  
Card Name: Lillith  
Sub Name: Defiler of Death  
Card Type: Gladiator  
VP: 5  
Keywords: alien  
Life: 12  
Rage: 8  
ADMG: 2

Card Text: {DR} {HAPPY} \_Shock Aura\_ While set: Deal 1 {DDMG}  
{DR} \_Shift\_ When a Character other than LILLITH takes {ADMG}, {2 LIFE}: They take -1 {ADMG}  
Artist: Leo Winstead  
Rarity: Common  
Card Number: 197b

Level: 3  
Disciplines: Mystic Psi  
Card Name: Lillith  
Sub Name: Defiler of Death  
Card Type: Gladiator  
VP: 6  
Keywords: alien  
Life: 12  
Rage: 8  
ADMG: 2

Card Text: {DR} {HAPPY} \_Shock Aura\_ While set: Deal 1 {DDMG}  
{DR} \_Transfer\_ When a Character other than LILLITH takes {ADMG}, {1 LIFE}: They take -1 {ADMG}  
Artist: Leo Winstead  
Rarity: Uncommon  
Card Number: 198f

Level: 4  
Disciplines: Mystic Psi  
Card Name: Lillith  
Sub Name: Defiler of Death  
Card Type: Gladiator  
VP: 7  
Keywords: alien  
Life: 12  
Rage: 8  
ADMG: 2

Card Text: {DR} {HAPPY} \_Trauma Aura\_ While set: Deal 2 {DDMG}  
{DR} \_Transfer\_ When a Character other than LILLITH takes {ADMG}, {1 LIFE}: They take -1 {ADMG}  
Artist: Leo Winstead

Rarity: Uncommon  
Card Number: 198f

Level: 1  
Disciplines: Bio-tek War  
Card Name: Lothar  
Sub Name: Lord of Contagion  
Card Type: Gladiator  
VP: 4  
Keywords: alien  
Life: 12  
Rage: 8  
ADMG: 1  
Card Text: {OR} {HAPPY} \_Fetid Touch\_ +1 <bio-decay> {ADMG}  
LOTHAR cannot be targeted by {BIO} cards of his Level or lower  
Flavor Text: The last of many; and the deadliest form of contagion.  
Artist: Jonny Scull  
Rarity: Common  
Card Number: 199f

Level: 2  
Disciplines: Bio-tek War  
Card Name: Lothar  
Sub Name: Lord of Contagion  
Card Type: Gladiator  
VP: 5  
Keywords: alien  
Life: 12  
Rage: 8  
ADMG: 2  
Card Text: {OR} {HAPPY} \_Fetid Touch\_ +1 <bio-decay> {ADMG}  
LOTHAR cannot be targeted by {BIO} cards of his Level or lower  
Artist: Jonny Scull  
Rarity: Common  
Card Number: 199b

Level: 3  
Disciplines: Bio-tek War  
Card Name: Lothar  
Sub Name: Lord of Contagion  
Card Type: Gladiator  
VP: 6  
Keywords: alien  
Life: 12  
Rage: 8  
ADMG: 3  
Card Text: {OR} {HAPPY} \_Fetid Touch\_ +1 <bio-decay> {ADMG}  
LOTHAR cannot be targeted by {BIO} cards of his Level or lower  
Flavor Text: Fear me only if you have reason to.  
Artist: Jonny Scull  
Rarity: Uncommon  
Card Number: 200f

Level: 4  
Disciplines: Bio-tek War  
Card Name: Lothar  
Sub Name: Lord of Contagion  
Card Type: Gladiator  
VP: 7  
Keywords: alien  
Life: 12  
Rage: 8  
ADMG: 3  
Card Text: {OR} {HAPPY} \_Fetid Touch\_ +1 <bio-decay> {ADMG}  
LOTHAR cannot be targeted by {BIO} cards of his Level or lower  
Artist: Jonny Scull  
Rarity: Uncommon  
Card Number: 200b

Level: 1  
Disciplines: Psi Portal  
Card Name: Queen Alexandra  
Sub Name: Mistress of Evil  
Card Type: Gladiator  
VP: 4  
Keywords: spectral  
Life: 12  
Rage: 9  
ADMG: 2  
Card Text: {-} {HAPPY} \_Blow a Kiss\_ {X CP} + 1: Set a {POR} Minion with {X CP} Play Cost  
Flavor Text: Queen Alexandra has been the savior of some and the ruin of others. Often Both.  
Artist: Darryl Thompson  
Rarity: Common  
Card Number: 201f

Level: 2  
Disciplines: Psi Portal  
Card Name: Queen Alexandra  
Sub Name: Mistress of Evil  
Card Type: Gladiator  
VP: 5  
Keywords: spectral  
Life: 12  
Rage: 9  
ADMG: 2  
Card Text: {-} {HAPPY} \_Blow a Kiss\_ {X CP} + 1: Set a {POR} Minion with {X CP} Play Cost  
{-} \_Intimidation\_ {SET}: Set a Gladiator worth 3 or less VP  
Artist: Darryl Thompson  
Rarity: Common  
Card Number: 201b

Level: 3  
Disciplines: Psi Portal  
Card Name: Queen Alexandra  
Sub Name: Mistress of Evil  
Card Type: Gladiator

VP: 6  
Keywords: spectral  
Life: 12  
Rage: 9  
ADMG: 3  
Card Text: {-} {HAPPY} \_Blow a Kiss\_ {X CP} + 1: Set a {POR} Minion with {X CP} Play Cost  
{-} \_Domination\_ {SET}: Set a Gladiator worth 5 or less VP  
Flavor Text: Those who do not obey shall die!  
Artist: John Moriarty  
Rarity: Uncommon  
Card Number: 202f

Level: 4  
Disciplines: Psi Portal  
Card Name: Queen Alexandra  
Sub Name: Mistress of Evil  
Card Type: Gladiator  
VP: 7  
Keywords: spectral  
Life: 12  
Rage: 9  
ADMG: 3  
Card Text: {-} {HAPPY} \_Blow a Kiss\_ {X CP} + 1: Set a {POR} Minion with {X CP} Play Cost  
{-} \_Control\_ {SET}: Set a Gladiator worth 7 or less VP  
Artist: John Moriarty  
Rarity: Uncommon  
Card Number: 202b

Level: 1  
Disciplines: Portal Bio-tek  
Card Name: Prince of Gates  
Sub Name: Xarz'ycus  
Card Type: Gladiator  
VP: 4  
Keywords: demon  
Life: 12  
Rage: 7  
ADMG: 2  
Card Text: {P} {HAPPY} \_Presence\_ After a Wave starts, {1 LIFE} Take a {POR} Minion from your Arsenal into hand  
Flavor Text: "None tread through my dimensions without my word."  
Artist: Jonny Scull  
Rarity: Common  
Card Number: 203f

Level: 2  
Disciplines: Portal Bio-tek  
Card Name: Prince of Gates  
Sub Name: Xarz'ycus  
Card Type: Gladiator  
VP: 5  
Keywords: demon  
Life: 12

Rage: 7  
ADMG: 3  
Card Text: {P} {HAPPY} \_Presence\_ After a Wave starts, {1 LIFE} Take a {POR} Minion from your Arsenal into hand  
Artist: Jonny Scull  
Rarity: Common  
Card Number: 203b

Level: 3  
Disciplines: Portal Bio-tek  
Card Name: Prince of Gates  
Sub Name: Xarz'ycus  
Card Type: Gladiator  
VP: 6  
Keywords: demon  
Life: 12  
Rage: 7  
ADMG: 3  
Card Text: {P} {HAPPY} \_Presence\_ After a Wave starts, {1 LIFE} Take a {POR} Minion from your Arsenal into hand  
{OR} {RAGE} \_Embolden\_ While set, When a {POR} Minion you control declares an attack, {2 CP}: They deal +1 {ADMG}  
Artist: Jonny Scull  
Rarity: Uncommon  
Card Number: 204f

Level: 4  
Disciplines: Portal Bio-tek  
Card Name: Prince of Gates  
Sub Name: Xarz'ycus  
Card Type: Gladiator  
VP: 7  
Keywords: demon  
Life: 12  
Rage: 7  
ADMG: 4  
Card Text: {P} {HAPPY} \_Presence\_ After a Wave starts, {1 LIFE} Take a {POR} Minion from your Arsenal into hand  
{OR} {RAGE} \_Embolden\_ While set, When a {POR} Minion you control declares an attack, {2 CP}: They deal +1 {ADMG}  
Artist: Jonny Scull  
Rarity: Uncommon  
Card Number: 204b

Level: 1  
Disciplines: Portal Bio-tek  
Card Name: The Fallen One  
Sub Name: Archan Singazer  
Card Type: Gladiator  
VP: 3  
Keywords: alien  
Life: 10  
Rage: 6



ADMG: 2

Card Text: {OR} \_Funneling\_ While set, When you play a {-} or {?} Level 1 {POR} card, {2 CP}:  
Make it {+}

Flavor Text: Responsible for heinous acts of cruelty and genocide, Singazer now pays for his crimes in the Ophidian arenas.

Artist: Jonny Scull

Rarity: Common

Card Number: 205f

Level: 2

Disciplines: Portal Bio-tek

Card Name: The Fallen One

Sub Name: Archan Singazer

Card Type: Gladiator

VP: 4

Keywords: alien

Life: 10

Rage: 6

ADMG: 2

Card Text: {OR} \_Transport\_ While set, When you play a {-} or {?} Level 1 or 2 {POR} card, {2 CP}:  
Make it {+}

Artist: Jonny Scull

Rarity: Common

Card Number: 205b

Level: 3

Disciplines: Portal Bio-tek

Card Name: The Fallen One

Sub Name: Archan Singazer

Card Type: Gladiator

VP: 5

Keywords: alien

Life: 10

Rage: 6

ADMG: 3

Card Text: {OR} \_Transport\_ While set, When you play a {-} or {?} Level 1 or 2 {POR} card, {2 CP}:  
Make it {+}

Flavor Text: Look out! He's loose!...

--Andrew, Keeper

Artist: Jonny Scull

Rarity: Uncommon

Card Number: 206f

Level: 4

Disciplines: Portal Bio-tek

Card Name: The Fallen One

Sub Name: Archan Singazer

Card Type: Gladiator

VP: 6

Keywords: alien

Life: 10

Rage: 6

ADMG: 3

Card Text: {OR} \_Transport\_ While set, When you play a {-} or {?} Level 1 or 2 {POR} card, {2 CP}:  
Make it {+}  
{-} \_Redemption\_ Scrap: Heal 2 wounds from all other Gladiators you control  
Artist: Jonny Scull  
Rarity: Uncommon  
Card Number: 206b

Level: 1  
Disciplines: Bio-tek Psi  
Card Name: Goth Garal  
Sub Name: Master of Minions  
Card Type: Gladiator  
VP: 3  
Keywords: demon  
Life: 10  
Rage: 5  
ADMG: 2  
Card Text: {OR} {HAPPY} \_Confusion\_ When a Minion you control declares an attack, {1 LIFE}, {2  
CP}: That attack cannot be intercepted  
Flavor Text: Anyone who comes close, will receive a whip to the jugular, or whatever keeps your  
system working!  
Artist:  
Rarity: Common  
Card Number: 207f

Level: 2  
Disciplines: Bio-tek Psi  
Card Name: Goth Garal  
Sub Name: Master of Minions  
Card Type: Gladiator  
VP: 4  
Keywords: demon  
Life: 10  
Rage: 5  
ADMG: 2  
Card Text: {OR} {HAPPY} \_Chaos\_ When a Minion you control declares an attack, {1 LIFE}, {1  
CP}: That attack cannot be intercepted  
Artist:  
Rarity: Common  
Card Number: 207b

Level: 3  
Disciplines: Bio-tek Psi  
Card Name: Goth Garal  
Sub Name: Master of Minions  
Card Type: Gladiator  
VP: 5  
Keywords: demon  
Life: 10  
Rage: 5  
ADMG: 3  
Card Text: {OR} {HAPPY} \_Chaos\_ When a Minion you control declares an attack, {1 LIFE}, {1  
CP}: That attack cannot be intercepted

Flavor Text: Goth Garal projects negative emotions and fear to send his followers into a furious mob frenzy.

Artist:

Rarity: Uncommon

Card Number: 208f

Level: 4

Disciplines: Bio-tek Psi

Card Name: Goth Garal

Sub Name: Master of Minions

Card Type: Gladiator

VP: 6

Keywords: demon

Life: 10

Rage: 5

ADMG: 3

Card Text: {OR} {HAPPY} \_Havoc\_ When a Minion you control declares an attack, {1 LIFE} or {1 CP}; That attack cannot be intercepted

Artist:

Rarity: Uncommon

Card Number: 208b

Level: 1

Disciplines: Psi Mystic

Card Name: Madame Petice

Sub Name: The Heart of Wrath

Card Type: Gladiator

VP: 3

Keywords: spectral

Life: 10

Rage: 7

ADMG: 2

Card Text: {-} \_Stand True\_ While unset, {X CP} +1: Destroy target Pump with {X CP} Play Cost

Flavor Text: He shall always be by my side.

Artist:

Rarity: Common

Card Number: 209f

Level: 2

Disciplines: Psi Mystic

Card Name: Madame Petice

Sub Name: The Heart of Wrath

Card Type: Gladiator

VP: 4

Keywords: spectral

Life: 10

Rage: 7

ADMG: 2

Card Text: {-} \_Stand True\_ While unset, {X CP} +1: Destroy target Pump with {X CP} Play Cost

{-} \_Channeling\_ While unset: MADAME PETICE may use a {-} or {?} ability of target Gladiator in your Funeral Pyre. Set her

Artist:

Rarity: Common

Card Number: 209b

Level: 3

Disciplines: Psi Mystic

Card Name: Madame Petice

Sub Name: The Heart of Wrath

Card Type: Gladiator

VP: 5

Keywords: spectral

Life: 10

Rage: 7

ADMG: 2

Card Text: {-} \_Remain True\_ {X CP} +1: Destroy target Pump with {X CP} Play Cost

{-} \_Spiritual Medium\_ While unset: MADAME PETICE may use a {+}, {-}, or {?} ability of target

Gladiator in your Funeral Pyre. Set her

Artist: Mike Cunningham

Rarity: Uncommon

Card Number: 210f

Level: 4

Disciplines: Psi Mystic

Card Name: Madame Petice

Sub Name: The Heart of Wrath

Card Type: Gladiator

VP: 6

Keywords: spectral

Life: 10

Rage: 7

ADMG: 3

Card Text: {-} \_Remain True\_ {X CP} +1: Destroy target Pump with {X CP} Play Cost

{-} \_Spiritual Medium\_ While unset: MADAME PETICE may use a {+}, {-}, or {?} ability of target

Gladiator in your Funeral Pyre. Set her

Artist: Mike Cunningham

Rarity: Uncommon

Card Number: 210b

Level: 1

Disciplines: Cybernetics Portal

Card Name: Mannequin

Sub Name: Experimental Enigma

Card Type: Gladiator

VP: 3

Keywords: construct

Life: 10

Rage: 6

ADMG: 2

Card Text: {-} \_Tinker\_ {X CP} +1, Scrap target {CYB} Minion you control: Unset another {CYB} Minion of MANNEQUIN's Level or lower with {X CP} Play Cost

Flavor Text: Condemned to slavery because of its artificial nature, the true ambitions of Mannequin remain unknown.

Artist: Mike Cunningham

Rarity: Common

Card Number: 211f

Level: 2  
Disciplines: Cybernetics Portal  
Card Name: Mannequin  
Sub Name: Experimental Enigma  
Card Type: Gladiator  
VP: 4  
Keywords: construct  
Life: 10  
Rage: 6  
ADMG: 2  
Card Text: {-} \_Tinker\_ {X CP} +1, Scrap target {CYB} Minion you control: Unset another {CYB} Minion of MANNEQUIN's Level or lower with {X CP} Play Cost  
{-} {HAPPY} \_Refreshment\_ {X life}\*2: Unset a Level X {POR} Minion. [X cannot be higher than MANNEQUIN's Level]  
Artist: Mike Cunningham  
Rarity: Common  
Card Number: 211b

Level: 3  
Disciplines: Cybernetics Portal  
Card Name: Mannequin  
Sub Name: Experimental Enigma  
Card Type: Gladiator  
VP: 5  
Keywords: construct  
Life: 10  
Rage: 6  
ADMG: 2  
Card Text: {-} \_Fiddle\_ {X CP}, Scrap target {CYB} Minion you control: Unset another {CYB} Minion of MANNEQUIN's Level or lower with {X CP} Play Cost  
{-} {HAPPY} \_Rejuvenation\_ {X life}+2: Unset a Level X {POR} Minion. [X cannot be higher than MANNEQUIN's Level]  
Artist: Mike Cunningham  
Rarity: Uncommon  
Card Number: 212f

Level: 4  
Disciplines: Cybernetics Portal  
Card Name: Mannequin  
Sub Name: Experimental Enigma  
Card Type: Gladiator  
VP: 6  
Keywords: construct  
Life: 10  
Rage: 6  
ADMG: 2  
Card Text: {-} \_Fiddle\_ {X CP}, Scrap target {CYB} Minion you control: Unset another {CYB} Minion of MANNEQUIN's Level or lower with {X CP} Play Cost  
{-} {HAPPY} \_Rejuvenation\_ {X life}+2: Unset a Level X {POR} Minion. [X cannot be higher than MANNEQUIN's Level]  
Artist: Mike Cunningham  
Rarity: Uncommon

Card Number: 212b

Level: 1

Disciplines: War Mystic

Card Name: Maximillion

Sub Name: The Conqueror

Card Type: Gladiator

VP: 3

Keywords: human

Life: 10

Rage: 6

ADMG: 2

Card Text: {+} \_Combat Tactician\_ {SET}: Either advance or retreat each of two target Gladiators you control

{+} \_Back-Off\_ {1 CP}: Retreat

Flavor Text: "If you want to win, do as I say."

Artist: Scott Klauder

Rarity: Common

Card Number: 213f

Level: 2

Disciplines: War Mystic

Card Name: Maximillion

Sub Name: The Conqueror

Card Type: Gladiator

VP: 4

Keywords: human

Life: 10

Rage: 6

ADMG: 2

Card Text: {+} \_Military Tactician\_ {SET}: Either advance or retreat each of two target Gladiators controlled by the same player

{+} \_Back-Off\_ {1 CP}: Retreat

Artist: Scott Klauder

Rarity: Common

Card Number: 213b

Level: 3

Disciplines: War Mystic

Card Name: Maximillion

Sub Name: The Conqueror

Card Type: Gladiator

VP: 5

Keywords: human

Life: 10

Rage: 6

ADMG: 3

Card Text: {+} \_Military Tactician\_ {SET}: Either advance or retreat each of two target Gladiators controlled by the same player

{+} \_Back-Off\_ {1 CP}: Retreat

Artist: Leo Winstead

Rarity: Uncommon

Card Number: 214f

Level: 4  
Disciplines: War Mystic  
Card Name: Maximillion  
Sub Name: The Conqueror  
Card Type: Gladiator  
VP: 6  
Keywords: human  
Life: 10  
Rage: 6  
ADMG: 3  
Card Text: {+} \_War Tactician\_ {SET}: Either advance or retreat each of two target Gladiators  
{+} \_Back-Off\_ {1 CP}: Retreat  
Artist: Leo Winstead  
Rarity: Uncommon  
Card Number: 214b

Level: 1  
Disciplines: Psi War  
Card Name: Opac Sentir  
Sub Name: The Warmaster of Rakaram  
Card Type: Gladiator  
VP: 3  
Keywords: spectral  
Life: 10  
Rage: 7  
ADMG: 2  
Card Text: {+} \_Squelch\_ While in the Action Field, {SET}: Target player scraps 1 card at random from hand  
Flavor Text: Rumored to be hundreds of years old, Sentir is second to none in the art of combat.  
Artist: Mike Cunningham  
Rarity: Common  
Card Number: 215f

Level: 2  
Disciplines: Psi War  
Card Name: Opac Sentir  
Sub Name: The Warmaster of Rakaram  
Card Type: Gladiator  
VP: 4  
Keywords: spectral  
Life: 10  
Rage: 7  
ADMG: 2  
Card Text: {+} \_Squelch\_ While in the Action Field, {SET}: Target player scraps 1 card at random from hand  
{-} {HAPPY} \_Regather\_ While set in the Support Field, {2 LIFE}, Scrap 3 cards from hand: Unset  
Artist: Mike Cunningham  
Rarity: Common  
Card Number: 215b

Level: 3  
Disciplines: Psi War

Card Name: Opac Sentir  
Sub Name: The Warmaster of Rakaram  
Card Type: Gladiator  
VP: 5  
Keywords: spectral  
Life: 10  
Rage: 7  
ADMG: 2  
Card Text: {+} \_Silence\_ While in the Action Field, {SET}: Target player scraps 2 cards at random from hand  
{-} {HAPPY} \_Regather\_ While set in the Support Field, {2 LIFE}, Scrap 3 cards from hand: Unset  
Artist: Mike Cunningham  
Rarity: Uncommon  
Card Number: 216f

Level: 4  
Disciplines: Psi War  
Card Name: Opac Sentir  
Sub Name: The Warmaster of Rakaram  
Card Type: Gladiator  
VP: 6  
Keywords: spectral  
Life: 10  
Rage: 7  
ADMG: 2  
Card Text: {+} \_Silence\_ While in the Action Field, {SET}: Target player scraps 2 cards at random from hand  
{-} {HAPPY} \_Recreate\_ While set , {1 LIFE}, Scrap 3 cards from hand: Unset  
Artist: Mike Cunningham  
Rarity: Uncommon  
Card Number: 216b

Level: 1  
Disciplines: Cybernetics War  
Card Name: Version 9  
Sub Name: Machine of Death  
Card Type: Gladiator  
VP: 3  
Keywords: construct | human  
Life: 10  
Rage: 9  
ADMG: 2  
Card Text: {-} \_Grappling Strike\_ Target a Character in a Support Field, {SET}: Advance that Character and deal 1 {XDMG} to it  
Flavor Text: "There are 3, 136 ways to kill a human; it knows all of them."  
Artist: Leo Winstead  
Rarity: Common  
Card Number: 217f

Level: 2  
Disciplines: Cybernetics War  
Card Name: Version 9  
Sub Name: Machine of Death



Card Type: Gladiator  
VP: 4  
Keywords: construct | human  
Life: 10  
Rage: 9  
ADMG: 2  
Card Text: {-} \_Grappling Bash\_ Target a Character in a Support Field, {SET}: Advance that Character and deal 2 {XDMG} to it  
Artist: Leo Winstead  
Rarity: Common  
Card Number: 217b

Level: 3  
Disciplines: Cybernetics War  
Card Name: Version 9  
Sub Name: Machine of Death  
Card Type: Gladiator  
VP: 5  
Keywords: construct | human  
Life: 10  
Rage: 9  
ADMG: 3  
Card Text: {-} \_Grappling Bash\_ Target a Character in a Support Field, {SET}: Advance that Character and deal 2 {XDMG} to it  
Flavor Text: There were once 300 contracted Version 9's. This one retired them all.  
Artist: Leo Winstead  
Rarity: Uncommon  
Card Number: 218f

Level: 4  
Disciplines: Cybernetics War  
Card Name: Version 9  
Sub Name: Machine of Death  
Card Type: Gladiator  
VP: 6  
Keywords: construct | human  
Life: 10  
Rage: 9  
ADMG: 3  
Card Text: {-} \_Grappling Crush\_ Target a Character in a Support Field, {SET}: Advance that Character and deal 3 {XDMG} to it  
Artist: Leo Winstead  
Rarity: Uncommon  
Card Number: 218b

Level: 1  
Disciplines: Mystic Bio-tek  
Card Name: Ryla  
Sub Name: Rogue Demon  
Card Type: Gladiator  
VP: 3  
Keywords: demon  
Life: 10

Rage: 5  
ADMG: 2  
Card Text: {OR} \_Growth\_ Scrap a Pump you control on RYLA: +1 {ADMG}  
Flavor Text: Summoned by Xarz'ycus to defeat the spirit-warrior Kaleem, Ryla was instead freed by Kaleem's essence.  
Artist: Mike Cunningham  
Rarity: Common  
Card Number: 219f

Level: 2  
Disciplines: Mystic Bio-tek  
Card Name: Ryla  
Sub Name: Rogue Demon  
Card Type: Gladiator  
VP: 4  
Keywords: demon  
Life: 10  
Rage: 5  
ADMG: 2  
Card Text: {OR} \_Growth\_ Scrap a Pump you control on RYLA: +1 {ADMG}  
{-} \_Crush\_ {SET}: Destroy target Minion with a Play Cost less than the number of wounds on RYLA  
Artist: Mike Cunningham  
Rarity: Common  
Card Number: 219b

Level: 3  
Disciplines: Mystic Bio-tek  
Card Name: Ryla  
Sub Name: Rogue Demon  
Card Type: Gladiator  
VP: 5  
Keywords: demon  
Life: 10  
Rage: 5  
ADMG: 2  
Card Text: {OR} {RAGE} \_Hyper-Growth\_ Scrap a Pump you control on RYLA: +2 {ADMG}  
{-} \_Crush\_ {SET}: Destroy target Minion with a Play Cost less than the number of wounds on RYLA  
Artist: Mike Cunningham  
Rarity: Uncommon  
Card Number: 220f

Level: 4  
Disciplines: Mystic Bio-tek  
Card Name: Ryla  
Sub Name: Rogue Demon  
Card Type: Gladiator  
VP: 6  
Keywords: demon  
Life: 10  
Rage: 5  
ADMG: 3

Card Text: {OR} {RAGE} \_Hyper-Growth\_ Scrap a Pump you control on RYLA: +2 {ADMG}  
{-} \_Thrash\_ {SET}: Destroy up to 2 target Minions with a combined Play Cost less than the number of wounds on RYLA  
Artist: Mike Cunningham  
Rarity: Uncommon  
Card Number: 220b

Level: 1  
Disciplines: Mystic Cybernetics  
Card Name: Bull's Eye  
Sub Name: Cutthroat Mercenary  
Card Type: Gladiator  
VP: 2  
Keywords: spectral  
Life: 8  
Rage: 5  
ADMG: 1  
Card Text: {PASS} \_Deck Cycle\_ While unset, Scrap 2 cards from hand: Draw a card and reveal it. If it is a {MYS} card, heal 1 wound from a Character. If it is a {CYB} card, gain {1 CP}  
Flavor Text: "If it involves money, I'm interested."  
Artist: Eugene Randolph Young  
Rarity: Common  
Card Number: 221f

Level: 2  
Disciplines: Mystic Cybernetics  
Card Name: Bull's Eye  
Sub Name: Cutthroat Mercenary  
Card Type: Gladiator  
VP: 3  
Keywords: spectral  
Life: 8  
Rage: 5  
ADMG: 1  
Card Text: {PASS} \_Deck Cycle\_ While unset, Scrap 2 cards from hand: Draw a card and reveal it. If it is a {MYS} card, heal 1 wound from a Character. If it is a {CYB} card, gain {1 CP}  
{-} {HAPPY} \_Stinger\_ While unset, {2 LIFE}: Deal 1 {XDMG} to target Character  
Artist: Eugene Randolph Young  
Rarity: Common  
Card Number: 221b

Level: 1  
Disciplines: Bio-tek Cybernetics  
Card Name: H'Ronka  
Sub Name: Mechanical Manipulator  
Card Type: Gladiator  
VP: 2  
Keywords: alien  
Life: 8  
Rage: 4  
ADMG: 1  
Card Text: You may play Gladiator {BIO} Pumps on your {CYB} Minions  
Flavor Text: H'Ronka hails from Cybicon V, a planet with limited organic life.

Artist: Joe Wigfield  
Rarity: Common  
Card Number: 222f

Level: 2  
Disciplines: Bio-tek Cybernetics  
Card Name: H'Ronka  
Sub Name: Mechanical Manipulator  
Card Type: Gladiator  
VP: 3  
Keywords: alien  
Life: 8  
Rage: 4  
ADMG: 1

Card Text: You may play Gladiator {BIO} Pumps on your {CYB} Minions  
{-} \_Technician\_ {3 CP}: Heal 1 wound from a <construct> or a {CYB} Minion  
Artist: Joe Wigfield  
Rarity: Common  
Card Number: 222b

Level: 1  
Disciplines: Portal War  
Card Name: Leetah Kalynda  
Sub Name: Battle-Worn Assassin  
Card Type: Gladiator  
VP: 2  
Keywords: construct  
Life: 8  
Rage: 4  
ADMG: 1

Card Text: LEETAH KALYNDA may intercept for Characters in different fields  
Flavor Text: Sometimes, accidents happen.  
Artist: John Kostelny  
Rarity: Common  
Card Number: 223f

Level: 2  
Disciplines: Portal War  
Card Name: Leetah Kalynda  
Sub Name: Battle-Worn Assassin  
Card Type: Gladiator  
VP: 3  
Keywords: construct  
Life: 8  
Rage: 4  
ADMG: 1

Card Text: LEETAH KALYNDA may intercept for Characters in different fields  
You may play Level 3 <weapons> for an additional {1 CP}  
Artist: John Kostelny  
Rarity: Common  
Card Number: 223b

Level: 1

Disciplines: Bio-tek Portal  
Card Name: Little Jinx  
Sub Name: Alice Jenks  
Card Type: Gladiator  
VP: 2  
Keywords: human  
Life: 8  
Rage: 4  
ADMG: 1  
Card Text: {?} \_Jinx\_ {SET}, Roll a D6, on a  
1, 2: Deal 1 {XDMG} to target Gladiator you control {+}  
3-6: Deal 1 {XDMG} to target Gladiator {-}  
Flavor Text: Her misfortune out weights her good looks!  
Artist:  
Rarity: Common  
Card Number: 224f

Level: 2  
Disciplines: Bio-tek Portal  
Card Name: Little Jinx  
Sub Name: Alice Jenks  
Card Type: Gladiator  
VP: 3  
Keywords: human  
Life: 8  
Rage: 4  
ADMG: 1  
Card Text: {?} \_Vex\_ {SET}, Roll a D6, on a  
1, 2: Deal 1 {XDMG} to target Gladiator you control {+}  
3-6: Deal 2 {XDMG} to target Gladiator {-}  
Artist:  
Rarity: Common  
Card Number: 224b

Level: 1  
Disciplines: War Cybernetics  
Card Name: Striking Dragon  
Sub Name: Naru Kami  
Card Type: Gladiator  
VP: 2  
Keywords: human  
Life: 8  
Rage: 4  
ADMG: 1  
Card Text: {+} \_Hand-to-Hand\_ Scrap a <weapon> on STRIKING DRAGON: Play a <software> or <hardware> card from your Arsenal or hand for half its Play Cost rounded up  
Flavor Text: "Strike when you have the advantage or not at all."  
Artist:  
Rarity: Common  
Card Number: 225f

Level: 2  
Disciplines: War Cybernetics

Card Name: Striking Dragon

Sub Name: Naru Kami

Card Type: Gladiator

VP: 3

Keywords: human

Life: 8

Rage: 4

ADMG: 2

Card Text: {+} \_Hand-to-Hand\_ Scrap a <weapon> on STRIKING DRAGON: Play a <software> or <hardware> card from your Arsenal or hand for half its Play Cost rounded up

{+} \_Armed Combat\_ Scrap 2 cards from hand, {SET}: Take a <physical> or <ancient> <weapon> from your Arsenal into hand

Artist:

Rarity: Common

Card Number: 225b

Level: 1

Disciplines: War Bio-tek

Card Name: Pago

Sub Name: The Mangled One

Card Type: Gladiator

VP: 2

Keywords: construct | alien

Life: 8

Rage: 4

ADMG: 1

Card Text: {DR} \_Flashback\_ After PAGO takes X {ADMG}, {SET}: Target Attacker takes X {DDMG} unless its controller scraps 3 cards from hand

Flavor Text: Pago once tore himself apart, simply to be reconstructed with superior parts!

Artist: John Kostelny

Rarity: Common

Card Number: 226f

Level: 2

Disciplines: War Bio-tek

Card Name: Pago

Sub Name: The Mangled One

Card Type: Gladiator

VP: 3

Keywords: construct | alien

Life: 8

Rage: 4

ADMG: 2

Card Text: {DR} \_Flashback\_ After PAGO takes X {ADMG}, {SET}: Target Attacker takes X {DDMG} unless its controller scraps 3 cards from hand

Artist: John Kostelny

Rarity: Common

Card Number: 226b

Level: 1

Disciplines: Psi Mystic

Card Name: The Stranger

Sub Name: Q'estaok

Card Type: Gladiator  
VP: 2  
Keywords: spectral  
Life: 8  
Rage: 5  
ADMG: 1  
Card Text: {-} \_Bolt\_ {1 CP} {SET}: Deal 1 <aura> {XDMG} to target Character  
Flavor Text: "With the Great Arrival, they shall understand"  
Artist: John Moriarty  
Rarity: Common  
Card Number: 227f

Level: 2  
Disciplines: Psi Mystic  
Card Name: The Stranger  
Sub Name: Q'estaok  
Card Type: Gladiator  
VP: 3  
Keywords: spectral  
Life: 8  
Rage: 5  
ADMG: 1  
Card Text: {-} \_Bolt\_ {1 CP} {SET}: Deal 1 <aura> {XDMG} to target Character  
{+} {HAPPY} \_Paradox\_ {2 LIFE} {SET}: Switch the total wounds on 2 target Gladiators you control  
(Cannot be used if it would destroy one of the targets)  
Artist: John Moriarty  
Rarity: Common  
Card Number: 227b

Level: 1  
Disciplines: Portal Psi  
Card Name: Trace  
Sub Name: Summoner  
Card Type: Gladiator  
VP: 2  
Keywords: human  
Life: 8  
Rage: 3  
ADMG: 1  
Card Text: {OR} {HAPPY} \_Psychic Boomerang\_ After you play a {PSI} Quick-Hit, {1 LIFE}, {2 CP}:  
Take it into hand instead of scrapping it  
Flavor Text: Bound by a contract she was helpless to avoid signing, Trace struggles to free herself  
from Ophidian.  
Artist: Mike Coppolecchia  
Rarity: Common  
Card Number: 228f

Level: 2  
Disciplines: Portal Psi  
Card Name: Trace  
Sub Name: Summoner  
Card Type: Gladiator  
VP: 3

Keywords: human

Life: 8

Rage: 3

ADMG: 1

Card Text: {OR} {HAPPY} \_Psychic Boomerang\_ After you play a {PSI} Quick-Hit, {1 LIFE}, {2 CP}:  
Take it into hand instead of scrapping it

{+} \_Guided Retreat\_ {1 CP}: Retreat a {POR} Minion you control

Artist: Mike Coppolecchia

Rarity: Common

Card Number: 228b

Level: 1

Disciplines: Cybernetics

Card Name: Berserker

Sub Name: Fanatical Genius

Card Type: Gladiator

VP: 1

Keywords: construct

Life: 6

Rage: 3

ADMG: 1

Card Text: {-} \_Reconstruction\_ Scrap a {CYB} Minion you control, {SET}: Take a {CYB} Minion  
from your Arsenal into hand

Flavor Text: "With an IQ like mine, who needs brawn?"

Artist: Mike Cunningham

Rarity: Common

Card Number: 229f

Level: 2

Disciplines: Cybernetics

Card Name: Berserker

Sub Name: Fanatical Genius

Card Type: Gladiator

VP: 2

Keywords: construct

Life: 6

Rage: 3

ADMG: 1

Card Text: {-} \_Reconstruction\_ Scrap a {CYB} Minion you control, {SET}: Take a {CYB} Minion  
from your Arsenal into hand

{-} \_Jump Start\_ {SET}: Unset a Level 1 {CYB} Minion

Artist: Mike Cunningham

Rarity: Common

Card Number: 229b

Level: 1

Disciplines: Portal

Card Name: P.K.

Sub Name: Demon of Honor

Card Type: Gladiator

VP: 1

Keywords: demon

Life: 6



Rage: 1  
ADMG: 1  
Card Text: {DR} \_Pacification\_ When an opponent declares an attack against a Gladiator other than P.K., {2 CP}: {ADMG} cannot be modified by <weapons>  
Flavor Text: A former servant of Arkzilipul's, P.K. has strayed from the path of evil.  
Artist: Mike Cunningham  
Rarity: Common  
Card Number: 230f

Level: 2  
Disciplines: Portal  
Card Name: P.K.  
Sub Name: Demon of Honor  
Card Type: Gladiator  
VP: 2  
Keywords: demon  
Life: 6  
Rage: 1  
ADMG: 1  
Card Text: {DR} \_Pacification\_ When an opponent declares an attack against a Gladiator other than P.K., {2 CP}: {ADMG} cannot be modified by <weapons>  
{DR} \_Support\_ When a Character declares an attack, {SET}: They deal -1 {ADMG}  
Artist: Mike Cunningham  
Rarity: Common  
Card Number: 230b

Level: 1  
Disciplines: Bio-tek  
Card Name: Poc Shot  
Sub Name: Scion of Evil  
Card Type: Gladiator  
VP: 1  
Keywords: demon  
Life: 6  
Rage: 1  
ADMG: 1  
Card Text: {OR} \_Outbreak\_ While unset, Before a Character takes <bio-decay> {DMG}, {2 CP}: +1 <bio-decay> {DMG}  
Flavor Text: Upon his birth he was declared: The unworthy son of a Demon Lord.  
Artist: John Moriarty  
Rarity: Common  
Card Number: 231f

Level: 2  
Disciplines: Bio-tek  
Card Name: Poc Shot  
Sub Name: Scion of Evil  
Card Type: Gladiator  
VP: 2  
Keywords: demon  
Life: 6  
Rage: 1  
ADMG: 1

Card Text: {OR} \_Outbreak\_ While unset, Before a Character takes <bio-decay> {DMG}, {2 CP}: +1 <bio-decay> {DMG}

{DR} \_Mourn\_ After a Gladiator you control is destroyed: Play a {BIO} card with a Play Cost of {4 CP} or less for {0 CP}, ignoring its flow symbol.

Artist: John Moriarty

Rarity: Common

Card Number: 231b

Level: 1

Disciplines: War

Card Name: The Stallion

Sub Name: Schaeffer Steelarm

Card Type: Gladiator

VP: 1

Keywords: human

Life: 6

Rage: 2

ADMG: 1

Card Text: {OR} \_One-Two Punch\_ Roll a D6, on a 5 or 6: +1 {ADMG}

Flavor Text: Stallion fights for love, which makes him weak. He will never improve until he learns the power of hate.

--Arkzilipul

Artist: Mike Coppolecchia

Rarity: Common

Card Number: 232f

Level: 2

Disciplines: War

Card Name: The Stallion

Sub Name: Schaeffer Steelarm

Card Type: Gladiator

VP: 2

Keywords: human

Life: 6

Rage: 2

ADMG: 1

Card Text: {OR} \_One-Two Punch\_ Roll a D6, on a 5 or 6: +1 {ADMG}

{+} \_New Blood\_ Set a Gladiator you control: Take a <weapon> card from your Arsenal and Play it on THE STALLION

Artist: Mike Coppolecchia

Rarity: Common

Card Number: 232b

Level: 1

Disciplines: Mystic

Card Name: Simon Bantus

Sub Name: Fish

Card Type: Gladiator

VP: 1

Keywords: alien

Life: 6

Rage: 5

ADMG: 1

Card Text: {-} \_Triage\_ While in the Action Field, {X CP} \*2, {SET}: Heal 1 wound from X set  
Gladiators you control in the Action Field  
Flavor Text: "I really hate this place!"  
Artist: John Moriarty  
Rarity: Common  
Card Number: 233f

Level: 2  
Disciplines: Mystic  
Card Name: Simon Bantus  
Sub Name: Fish  
Card Type: Gladiator  
VP: 2  
Keywords: alien  
Life: 6  
Rage: 5  
ADMG: 1

Card Text: {-} \_Triage\_ While in the Action Field, {X CP} \*2, {SET}: Heal 1 wound from X set  
Gladiators you control in the Action Field  
{-} \_Medical Container\_ {SET}: Take a {MYS} card from your Arsenal into hand  
Artist: John Moriarty  
Rarity: Common  
Card Number: 233b

Level: 1  
Disciplines: Psi  
Card Name: Taa Ra  
Sub Name: Seeker of Shadows  
Card Type: Gladiator  
VP: 1  
Keywords: spectral  
Life: 6  
Rage: 3  
ADMG: 1

Card Text: {R} \_Unburden\_ While set, {1 LIFE}: Reduce the Play Cost of a {PSI} card by {1 CP}, to  
a minimum of {0 CP}  
Flavor Text: It is said that she wishes to exact revenge upon her brother's murderer.  
Artist: Drew Hilstad  
Rarity: Common  
Card Number: 234f

Level: 2  
Disciplines: Psi  
Card Name: Taa Ra  
Sub Name: Seeker of Shadows  
Card Type: Gladiator  
VP: 2  
Keywords: spectral  
Life: 6  
Rage: 3  
ADMG: 1

Card Text: {R} \_Unburden\_ While set, {1 LIFE}: Reduce the Play Cost of a {PSI} card by {1 CP}, to  
a minimum of {0 CP}

{DR} {HAPPY} \_Swipe\_ While unset, When an opponent plays a {?} or {+} {PSI} card: Make it {-}  
unless they pay {1 CP}  
Artist: Drew Hilstad  
Rarity: Common  
Card Number: 234b

Level: 0  
Disciplines: Portal  
Card Name: Tessa  
Sub Name: Dimensional Seeker  
Card Type: Gladiator  
VP: 2  
Maintain Cost: 2  
Keywords: alien | reinforcement  
Life: 4  
Rage: 2  
ADMG: 1  
Card Text: {-} \_Summoning Watch\_ Scrap a {POR} Minion you control, Reveal top card of your Arsenal: Take it into hand if it is a {POR} card, otherwise scrap it  
Flavor Text: Tessa's royalty where she comes from, but here she has to earn her place.  
Artist: Elizabeth Robinette  
Rarity: Common  
Card Number: 235

Level: 0  
Disciplines: War  
Card Name: Hammerhands  
Sub Name: Unfortunate Fiend  
Card Type: Gladiator  
VP: 2  
Maintain Cost: 2  
Keywords: construct | reinforcement  
Life: 4  
Rage: 2  
ADMG: 1  
Card Text: {-} \_Improvised Attack\_ {SET}: Scrap top card of your Arsenal. If it is a <weapon> card, deal 1 {XDMG} to a Minion  
Flavor Text: Gambling lost him everything, including his hands...  
Artist: John Moriarty  
Rarity: Common  
Card Number: 236

Level: 0  
Disciplines: Bio-tek  
Card Name: Jean Splice  
Sub Name: Electric Hag  
Card Type: Gladiator  
VP: 2  
Maintain Cost: 2  
Keywords: spectral | reinforcement  
Life: 4  
Rage: 3  
ADMG: 1

Card Text: {-} \_Pool\_ {SET}: Reveal top card of your Arsenal. Take it into hand if it is a {BIO} card, otherwise scrap it  
Flavor Text: "Let me take a look at that."  
Artist: Elizabeth Robinette  
Rarity: Common  
Card Number: 237

Level: 0  
Disciplines: Mystic  
Card Name: Mandy Von Ulaga  
Sub Name: Demon Child  
Card Type: Gladiator  
VP: 2  
Maintain Cost: 2  
Keywords: demon | reinforcement  
Life: 4  
Rage: 1  
ADMG: 1

Card Text: {-} {HAPPY} \_Mystic Dolly\_ {2 CP} {SET}: Heal 1 wound from a set Raging Gladiator in the Action Field  
Flavor Text: "I just wanna play."  
Artist: John Moriarty  
Rarity: Common  
Card Number: 238

Level: 0  
Disciplines: Psi  
Card Name: Sara-la Konets  
Sub Name: The Bloated One  
Card Type: Gladiator  
VP: 2  
Maintain Cost: 2  
Keywords: alien | reinforcement  
Life: 4  
Rage: 2  
ADMG: 1

Card Text: {PASS} \_Wandering Search\_ Name a card: Reveal top card of your Arsenal. Take card into your hand if it is named card, otherwise scrap it  
Flavor Text: "I can hold my own with th best of them!"  
Artist: John Moriarty  
Rarity: Common  
Card Number: 239

Level: 0  
Disciplines: Cybernetics  
Card Name: Walter "Boom-Boom" Drake  
Sub Name: Champion of Old Times  
Card Type: Gladiator  
VP: 2  
Maintain Cost: 2  
Keywords: alien | human | reinforcement  
Life: 4  
Rage: 2

ADMG: 1

Card Text: {-} \_Dark-room Methods\_ {SET}: Scrap top card of your Arsenal. If it is a {CYB} card, gain {1 CP}

Flavor Text: "I was kickin' demon-butt when your father was in diapers!"

Artist: Elizabeth Robinette

Rarity: Common

Card Number: 240

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