CARD	TYPE	COST	<u>AMMO</u>	DAMAGE	<u>EFFECTS</u>
Battle Hardened	Action	30	-	-	You get +1 action. Move any number of cards from your hand to the bottom of your inventory, then draw the same amount. Then, you may remove 1 XP on one of your
Flash Grenade	Explosive	20	0	0	The next time a "Las Plagas" infected is revealed this turn, defeat it immediately. While your characters are exploring, you may move one infected with 20 or less health
Green Herb	Item	20	-	-	Trash this item to heal a character's health by 20, or, trash 2 green herbs to heal a character's health by 60
Ammo x10	Basic	0	-	-	When you trash this card, you get +10 gold during this turn
Coup de Grace	Action	30	-	-	You get +2 actions. When you explore, select a weapon that one of your characters is using. That weapon gets +10 damage during this turn for every 5 XP on your characters.
Machine Pistol w/Stock	Machine Gun	40	30	20	You get +20 gold this turn
Ammo x20	Basic	30	-	-	When you defeat an infected, if this ammunition is in your play area, you may trash it and gain one "Ammo x 30" card. You may use this effect only once per turn
Great Ambition	Action	50	-	-	You get +10 gold and +1 action. If you have no partner, you get +2 cards
Broken Butterfly	Magnum	80	40	40	This weapon gets +20 damage this turn if you have 10 or more cards in your inventory
Ammo x30	Basic	60	-	-	At the end of your turn, if this ammunition is in your play area and you did not explore during this turn, you may move this card to the top of your inventory
High Value Targets	Action	60	-	-	You get +1 action. You get +5 gold and +5 ammo during this turn for each card in your inventory
Six Shooter	Magnum	90	50	50	N.A.
Custom Standard Sidearm	Basic	20	20	10	You can give this weapon +20 damage this turn. If you do, trash this weapon at end of turn
Higher Priorities	Action	70	-	-	Choose one: you get +3 cards, or, +2 actions
Standard Sidearm	Pistol	30	10	10	This weapon gets +5 damage for each non-item gained this turn
First Aid Spray	Basic	50	-	-	If your character has 30 or less health, heal his health by 50. Otherwise, heal his health by 30. Then, trash this item
Injection	Action	30	-	-	You get +1 action. Discard any number of cards from your hand, then draw the same amount. Then, you may trash this card. If you do, decrease your character's infec
Reliable Blade	Basic	0	0	5	When you defeat one or more infected this turn, you may choose to get +10 gold. If you do, trash this weapon at end of turn
Master of Unlocking	Action	30	-	-	You get +1 action. Each other player reveals the top card of his inventory. You may gain one revealed weapon. Then, discard all the other revealed cards
Symbol of Evil	Action	40	-	-	Attach this card to your character. At the beginning of your turn, if that character has 10 or less health, trash this card. Otherwise, that character takes 10 damage and your turn, if the character has 10 or less health, trash this card.
Vengeful Intention	Action	40	-	-	You get +2 cards. Your character takes 10 damage. You may play as many actions as you like this turn. Each time you play another action this turn, your character take

Player	1	2	3	4	Action	Weapons	All	Always
Character	CH-001	CH-043	-	-		5	4	1
Name	Albert Wesker	Ada Wong						
Card 1	Ammo x10	Ammo x10			Injection	Six Shooter	Battle Hardened	Ammo x10
Card 2	Ammo x10	Ammo x10			Coup de Grace	Standard Sidearm		Ammo x20
Card 3	Ammo x10	Ammo x10			High Value Targets	Broken Butterfly		Ammo x30
Card 4	Ammo x10	Ammo x10			Higher Priorities	Flash Grenade		Reliable Blade
Card 5	Ammo x10	Ammo x10			Great Ambition			Custom Standard Sidearm
Card 6	Ammo x10	Ammo x10						First Aid Spray
Card 7	Ammo x10	Green Herb						
Card 8	Master of Unlocking	Symbol of Evil						
Card 9	Custom Standard Sidearm	Vengeful Intention						
Card 10	Custom Standard Sidearm	Machine Pistol w/Stock						
					Battle Hardened	Flash Grenade	Green Herb	Ammo x10
					Coup de Grace	Machine Pistol w/Stock		Ammo x20
					Great Ambition	Broken Butterfly		Ammo x30
					High Value Targets	Six Shooter		Custom Standard Sidearm
					Higher Priorities	Standard Sidearm		First Aid Spray
					Injection			Reliable Blade
					Master of Unlocking			
					Symbol of Evil			
					Vengeful Intention			

Player	1	2	3	4	Action	Weapons	All	Always
Character	CH-001	CH-021	CH-010	CH-007		5	4	1
Name	Albert Wesker	Excella Gionne	Rebecca Chambers	Jack Krauser				
Card 1	Ammo x10	Ammo x10	Ammo x10	Ammo x10				Ammo x10
Card 2	Ammo x10	Ammo x10	Ammo x10	Ammo x10	The Gathering Darkness	Longbow	The Gathering Darkness	Ammo x20
Card 3	Ammo x10	Ammo x10	Ammo x10	Ammo x10	Anticipation	Standard Sidearm		Ammo x30
Card 4	Ammo x10	Ammo x10	Ammo x10	Ammo x10	Master of Unlocking	Lightning Hawk		Reliable Blade
Card 5	Ammo x10	Ammo x10	Ammo x10	Ammo x10				Custom Standard Sidearm
Card 6	Ammo x10	Ammo x10	Ammo x10	Ammo x10				First Aid Spray
Card 7	Ammo x10	Ammo x10	Ammo x10	Reliable Blade				
Card 8	Master of Unlocking	Ammo x10	First Aid Spray	Reliable Blade				
Card 9	Custom Standard Sidearm	By Any Means Necessary	Green Herb	Reliable Blade				
Card 10	Custom Standard Sidearm	Power of the T-Virus	Shattered Memories	Reliable Blade				
					Battle Hardened	Flash Grenade	Green Herb	Ammo x10
					Coup de Grace	Machine Pistol w/Stock		Ammo x20
					Great Ambition	Broken Butterfly		Ammo x30
					High Value Targets	Six Shooter		Custom Standard Sidearm
					Higher Priorities	Standard Sidearm		First Aid Spray
					Injection			Reliable Blade
					Master of Unlocking			
					Symbol of Evil			
					Vengeful Intention			

Number	Character Name	Card 1	Card 2	Card 3	Card 4	Card 5	Card 6	Card 7	Card 8	Card 9	Card 10
- CH 001	Albert Wesker	Ammo x10	Amma v10	Ammo x10	Amma v10	Ammo v10	Ammo x10	Ammo x10	Master of Unlocking	Custom Standard Sidearm	Custom Standard Sidearm
		Ammo x10		Ammo x10			Ammo x10	Ammo x10	Reload	Custom Standard Sidearm	Custom Standard Sidearm Custom Standard Sidearm
					Ammo x10		Ammo x10	Ammo x20	Ammo x20	Assault Machine Gun	Assault Machine Gun
		Ammo x10 Ammo x10		Ammo x10	Ammo x10		Ammo x10	Ammo x10	Deadly Aim	Bolt-Action Rifle	Bolt-Action Rifle
		Ammo x10	Ammo x10	Ammo x10	Ammo x10	Ammo x10	Ammo x10	Deadly Aim	Reload	Custom Standard Sidearm	Custom Standard Sidearm
		Ammo x10			Ammo x10		Ammo x10		Master of Unlocking		Custom Standard Sidearm
								Ammo x10		Master of Unlocking	
		Ammo x10		Ammo x10			Ammo x10	Reliable Blade Ammo x10	Reliable Blade	Reliable Blade Submission	Reliable Blade Submission
		Ammo x10	Ammo x10	Ammo x10	Ammo x10		Ammo x10	Ammo x10	Pump-Action Shotgun	Grenade	Custom Standard Sidearm
		Ammo x10	Ammo x10	Ammo x10			Ammo x10	Ammo x10	Grenade First Aid Spray	Green Herb	Shattered Memories
		Ammo x10		Ammo x10			Ammo x10	Ammo x10	Reliable Blade	Custom Standard Sidearm	Russian Assault Rifle
		Ammo x10	Ammo x10		Ammo x10		Ammo x10	Ammo x10	Blowback Pistol	Custom Standard Sidearm	Custom Standard Sidearm
		Ammo x10	Ammo x10	Ammo x10	Ammo x10		Ammo x10	Ammo x10	Uroboros Injection	Uroboros Injection	Custom Standard Sidearm
		Ammo x10	Ammo x10	Ammo x10	Ammo x10		Ammo x10	Ammo x10	Treasure	Archrival	Blowback Pistol
CH-015		Ammo x10		Ammo x10			Ammo x10	Ammo x10	Ammo x10	Great Ambition	Great Ambition
		Ammo x10		Ammo x10			Ammo x10	Ammo x20	Flash Grenade	Flash Grenade	Telescopic Sight Rifle
	,	Ammo x10		Ammo x10			Ammo x10	Ammo x10	Ammo x10	Star-Crossed Duo	Flamethrower
		Ammo x10		Ammo x10	Ammo x10		Ammo x10	Ammo x10	Quirk of Fate	Reliable Blade	Survival Knife
		Ammo x10		Ammo x10			Ammo x10	Ammo x10	Ammo x10	Desperate Escape	Riot Shotgun
		Ammo x10	Ammo x10	Ammo x10	Ammo x10		Ammo x10	Ammo x10	Green Herb	Green Herb	Red Herb
CH-021	Excella Gionne	Ammo x10	Ammo x10	Ammo x10	Ammo x10	Ammo x10	Ammo x10	Ammo x10	Ammo x10	By Any Means Necessary	Power of the T-Virus
		Ammo x10	Ammo x10	Ammo x10	Ammo x10		Ammo x10	Ammo x10	Reliable Blade	Reliable Blade	Standard Sidearm
CH-023	David King	Ammo x10	Ammo x10	Ammo x10	Ammo x10	Reliable Blade	Reliable Blade	Reliable Blade	Reliable Blade	Reliable Blade	Reliable Blade
		Ammo x10	Ammo x10	Ammo x10	Ammo x10	Ammo x10	Ammo x10	Ammo x10	Stun Rod	Stun Rod	Submission
CH-025	Jill Valentine	Ammo x10	Ammo x10	Ammo x10	Ammo x10	Ammo x10	Ammo x10	Ammo x10	Parting Ways	Standard Sidearm	Standard Sidearm
CH-026	Leon S. Kennedy	Ammo x10	Ammo x10	Ammo x10	Ammo x10	Ammo x10	Ammo x10	Power of the T-Virus	Returned Favor	Standard Sidearm	Standard Sidearm
CH-027	Ada Wong	Ammo x10	Ammo x10	Ammo x10	Ammo x10	Ammo x10	Ammo x10	Ammo x10	Ammo x10	By Any Means Necessary	I Have This
CH-028	Chris Redfield	Ammo x10	Ammo x10	Ammo x10	Ammo x10	Ammo x10	Ammo x10	Ammo x10	Reliable Blade	Standard Sidearm	Standard Sidearm
CH-029	Rebecca Chambers	Ammo x10	Ammo x10	Ammo x10	Ammo x10	Ammo x10	Ammo x10	Ammo x10	Green Herb	Green Herb	By Any Means Necssary
CH-030	Hunk	Ammo x10	Ammo x10	Ammo x10	Ammo x10	Ammo x10	Ammo x10	Ammo x10	Grenade	Grenade	Pump-Action Shotgun
CH-034	Chris Redfield	Ammo x10	Ammo x10	Ammo x10	Ammo x20	Ammo x20	Long Awaited Dawn	PDA	Flashbang	Silver Ghost	Single Shot Rifle w/Scope
CH-035	Sergei Vladimir	Ammo x10	Ammo x10	Ammo x10	Ammo x10	Ammo x10	Ammo x10	Lonewolf	Vengeful Intention	Single Shot Rifle w/Scope	Single Shot Rifle w/Scope
CH-036	Luis Sera	Ammo x10	Ammo x10	Ammo x10	Ammo x10	Ammo x10	Ammo x10	Ammo x10	A Gift?	Single Shot Rifle w/Scope	Single Shot Rifle w/Scope
CH-037	Josh Stone	Ammo x10	Ammo x10	Ammo x10	Ammo x10	Ammo x10	Ammo x10	Green Herb	A Gift?	HE Grenade	Machine Pistol w/Stock
CH-038	Mikhail Victor	Ammo x10	Ammo x10	Ammo x10	Ammo x10	Ammo x10	Ammo x10	Ammo x10	Raccoon City Police Department	Machine Pistol w/Stock	Silver Ghost
CH-039	Carlos Oliveira	Ammo x10	Ammo x10	Ammo x10	Ammo x10	Ammo x10	Ammo x20	Symbol of Evil	Reliable Blade	HE Grenade	Machine Pistol w/Stock
CH-040	Mysterious Mask	Ammo x10	Ammo x10	Ammo x10	Ammo x10	Ammo x10	Ammo x10	Ammo x10	Raccoon City Police Department	HE Grenade	Machine Pistol w/Stock
CH-041	Albert Wesker	Ammo x10	Ammo x10	Ammo x10	Ammo x10	Ammo x10	Ammo x10	Symbol of Evil	Vengeful Intention	Incendiary Grenade	Single Shot Rifle w/Scope
CH-042	Leon S. Kennedy	Ammo x10	Ammo x10	Ammo x10	Ammo x10	Ammo x10	Ammo x10	PDA	Raccoon City Police Department		Silver Ghost
CH-043	Ada Wong	Ammo x10	Ammo x10	Ammo x10	Ammo x10	Ammo x10	Ammo x10	Green Herb	Symbol of Evil	Vengeful Intention	Machine Pistol w/Stock
		Ammo x10	Ammo x10	Ammo x10	Ammo x10		Hunting Bow	Reliable Blade	Reliable Blade	Reliable Blade	Reliable Blade
CH-045		Ammo x10	Ammo x10	Ammo x10	Ammo x10	Ammo x10	Ammo x10	Backstab	Battle Hardened		Ibex Standard
		Ammo x10	Ammo x10	Ammo x10			Ammo x10	Ammo x20	Melee	Melee	Ibex Standard
		Ammo x10		Ammo x10			Ammo x10	Ammo x10	Custom Bolt-Action Rifle		Ibex Standard
		Ammo x10		Ammo x10	Ammo x10		Ammo x20	Custom Full-Bore Machine Gun		Reliable Blade	Reliable Blade
		Ammo x10		Ammo x10			Ammo x10	Ammo x10	Ammo x20	Custom Pump-Action Shotgun	Custom Pump-Action Shotgun
	Rebecca Chambers	Ammo x10		Ammo x10			Ammo x20	Resuscitate	Custom Full-Bore Machine Gun		Tear Gas
				Ammo x10			Ammo x10	Ammo x10	Ammo x20	Custom Bolt-Action Rifle	Ibex Standard
PR-001	,	x 10	× 10	× 10	x 10	٨10					Otamaara
PR-002											
PR-002											
PR-003											
PR-005											
PR-006											
PR-007											
PR-008											
PR-009											
PR-010											

NAME	RNG
Red Herb	0.4916466748
First Aid Spray	0.7561122058
Green Herb	0.8002621973
Treasure	0.9632589817
Mansion Foyer	0.6004515082
Deadly Aim	0.194546028
Shattered Memories	0.3456398381
Escape from the Dead City	0.4213271459
Reload	0.4718236488
The Merchant	0.3708779655
Umbrella Corporation	0.2506642376
Back to Back	0.1827379577
Item Management	0.9627811504
Ominous Battle	0.4917529905
Master of Unlocking	0.07096015079
Struggle for Survival	0.8768039421
Partners	0.2911335199
Star-Crossed Duo	0.9665370697
Great Ambition	0.4164527267
Archrival	0.1304695298
Fierce Battle	0.5100318232
Uroboros Injection	0.7706700223
Quirck of Fate	0.4740937874
Cornered	0.3214729109
Gathering Forces	0.8720308113
Desperate Escape	0.3586637391
Power of the t-Virus	0.3356428918
I have this	0.8021891782
Wesker's Secret	0.5585236095
Injection	0.2952333844
By Any Means Necessary	0.1498205978
Higher Priorities	0.07563053033
Parting Ways	0.9076362891
Returned Favor	0.2818382209
The Gathering Darkness	0.04100317782
Lonewolf	0.8044931991
High Value Targets	0.7121460706
Raccoon City PD	0.7959475242
PDA	0.9407296529
Toe to Toe	0.4648054995
A Gift?	0.3787131344
Mind Control	0.1316368036

Long Awaited Dawn	0.9636433789
Vengeful Intention	0.9176446281
Symbol of Evil	0.7406933333
Fight or Flight	0.2326575004
The Mercenaries	0.7260919272
Boundless Battlefield	0.165554398
Coup de Grace	0.0990247647
Melee	0.3429135328
Anticipation	0.05346097407
Backstab	0.08471014326
Battle Hardened	0.629158555
Resuscitate	0.1643163056
Tear Gas	0.8514190224
Flash Grenade	0.9795409478
Telescopic Sight Rifle	0.6367300753
Riot Shotgun	0.9082794142
Russian Assault Rifle	0.5266014579
Flamethrower	0.3934334207
Blowback Pistol	0.2706440408
Ibex Standard	0.3546528371
Custom Pump-Action Shotgun	0.2338642856
Custom Full-Bore Machine Gun	0.7273053567
Custom Lightning Hawk	0.2094726657
Custom Bolt-Action Rifle	0.7906859081
Hunting Bow	0.4000890428
Machine Pistol w/Stock	0.8672517882
Single Shot Rifle w/Scope	0.5255435429
Broken Butterfly	0.4926471814
Mine Thrower	0.428622302
Silver Ghost	0.2031297189
Flashbang	0.4008199344
HE Grenade	0.2340184206
Incendiary Grenade	0.2237842316
Standard Sidearm	0.1318621474
Stun Rod	0.6196524994
Lightning Hawk	0.1567190897
Night Scope Rocket Launcher	0.1914832742
Assault Machine Gun	0.3824059295
Pump Action Shotgun	0.7957088531
Six Shooter	0.2256064986
Grenade	0.6698240327
Bolt-Action Rifle	0.273742302
Longbow	0.1038630035

NAME	TYPE	COST	AMMO	DAMAGE	FFFCIS
NAME Flash Grenarie		20	O.	0	ETECIS The next time a "Las Plagas" infected is revealed this turn, defeat it immediately. While your characters are exploring, you may move one infected with 20 or less health to the bottom of the mansion. Trash this card after use
Telescopic Sight Rifle	Rifle	50	50	30	The next time a Last regals interest is reveiled time time, which is the control of the top of the control of t
Riot Shotgun	Shotgun	70	60	45	when you chalacter explices, reveal cares from the document in the manifold in the dop You get 1 or care from this turn
Russian Assault Rifle	Machine Gun	40	X	45 X	Tou get # lexplore this turn You cannot use more than 20 ammo for "X"
Flamethrower	Special Special	90	0	X	To Claims the number of carins in viv. discard pile
Riowhack Pistol	Pistol	40	30	20	You can discard any number of "Pstor" cards from your hand when you play this wespon. It gets +10 damage this turn for each card discarded this way
Ibex Standard	Pistol	30	10	10	You may pay 3 ammo. If you do, this weapon gets +10 damage this turn
Custom Pump-Action Shotgun	Shotgun	50	40	30	When your character deleats an infected this turn, you may move one card from your hand or discard pile to another player's discard pile
Custom Full-Bore Machine Gun		40	30	20	When you defeat one or more infected during this turn, gain 1 XP
Custom Lightning Hawk	Magnum	80	40	40	You may remove any amount of XP on your character from the game. If you do, this weapon gets +10 damage during this turn for every XP removed
Custom Bolt-Action Rifle	Rifle	60	50	40	If you have 3 or more XP on your character, this weapon gets +10 damage during this turn
Hunting Bow	Bow	100	0	20	If there are no actions in your play area, this weapon gets +10 damage during this turn. While this weapon is in your play area, you cannot play actions
Machine Pistol w/Stock	Machine Gun	40	30	20	You get +20 gold this turn
Single Shot Rifle w/Scope	Rifle	50	40	30	Choose a player. That player discards a card from his hand
Broken Butterfly	Magnum	80	40	40	This weapon cets +20 damage this turn if you have 10 or more cards in your inventory
Mine Thrower	Explosive	120	0	0	This weapon gets +10 damage this turn for each "Ammo" card in your play area
Silver Ghost	Pistol	30	10	10	You get +1 card and +1 action this turn
Flashbang	Explosive	20	0	10	You get +1 explore this turn. While your characters are exploring, all revealed infected with 40 or less health deal 0 damage. Trash this card after use
HE Grenade	Explosive	40	0	20	NA.
Incendiary Grenade	Explosive	30	0	10	This weapon gets +5 damage for each infected your characters are battling this turn
Standard Sidearm	Pistol	30	10	10	This weapon gets +5 damage for each non-item gained this turn
Stun Rod	Melee	30	0	10	You get + 1 explore this turn. While your character is battling two or more infected, you may move one of those infected with 20 or less health to the top of the mansion
Lightning Hawk	Magnum	100	60	60	NA.
Night Scope Rocket Launcher	Explosive	80	0	60	While it is night-time outside the game, this weapon gets +20 damage. Trash this card after use
Assault Machine Gun	Machine Gun	30	40	20	NA.
Pump Action Shotgun	Shotgun	40	40	25	You get +1 explore this turn
Six Shooter	Magnum	90	50	50	NA.
Grenade	Explosive	40	0	15	This weapon does 5 damage to each adjacent player. Trash this card after use
Bolt-Action Rifle	Rifle	50	50	20	Reveal the top card of your inventory. If the revealed card has a cost of 40 or more, this wespon gets +30 damage this turn
Longbow	Bow	110	0	25	NA.
Submission	Melee	20	0	5	This weapon gets +5 damage this turn if your character's health is 80 or more; (versus mode) The attacked player must also discard a weapon from his hand
Mansion Foyer	Action	30	-		You get +2 Cards
Deadly Aim	Action	50	-		You get +20 ammo. All weapons played this turn get +10 damage
Shattered Memories	Action	20	-	-	Trash up to two cards from your discard pile. Then, trash this card
Escape from the Dead City	Action	70	-		You get +1 card and +2 actions
Reload	Action	50	-	-	You get +20 ammo. Return one weapon from your discard pile to your hand
The Merchant	Action	50	-	-	You get +10 gold, +1 card, and +1 buy
Umbrella Corporation	Action	50	-	-	You get +2 cards. Put one card from your hand on top of your inventory
Back to Back	Action	30	-	-	You get +10 gold and +1 action. If one of your characters is attacked, you may discard this card to give one weapon being used -20 damage this turn
Item Management	Action	30	-	-	Trash one ammunition card. Gain an ammunition card that costs up to 30 gold more than the trashed card
Ominous Battle	Action	60	-	-	You get +10 gold and +3 cards. Then, trash a card from your hand
Master of Unlocking	Action	30	-	-	You get +1 action. Each other player reveals the top card of his inventory. You may gain one revealed weapon. Then, discard all the other revealed cards
Struggle for Survival	Action	30	-	-	You get +1 action and +1 explore. You may discard this card to reduce the damage of one weapon being used with a cost of 40 gold or less to 0
Partners	Action	30	-	-	You get +20 ammo and +2 actions. Attach this to your partner if you have one. If this card is attached to your partner at the beginning of the turn, you get +1 action during this turn
Star-Crossed Duo	Action	40	-	-	You get +2 cards and +1 buy. Attach this card to your partner if you have one. When your character explores, if your partner is leading with this card attached, one of your partner's weapons deals +10 damage this turn
Great Ambition	Action	50	-	-	You get +10 gold and +1 action. If you have no partner, you get +2 cards
Archrival	Action	30	-	-	You get +2 cards. All players discard down to one or fewer cards attached to their partners
Fierce Battle	Action	80	-	-	You get +4 cards. Choose another player. That player gets +1 card.
Uroboros Injection	Action	60	-	-	You get +2 actions and +1 buy. During another player's turn, you may trash this card to give +20 health to a revealed infected of your choice
Quirck of Fate	Action	30	-	-	You get +1 action. Trash a card from your hand, then draw a card.
Cornered	Action	30	-	-	Attach this card to your partner if you have one. At the beginning of your turn, if there are two "Cornered" cards attached to your partner, trash both. Then, gain 3 cards with a total combined cost of 100 or less gold and move them to the top of your inventory in any order
Gathering Forces	Action	90	-	-	You get +20 gold, +1 action, and +1 buy. Any cards you gain this turn go to your hand instead of your discard pile.
Desperate Escape	Action	70	-	-	You get +20 ammo and +1 action. Choose a weapon type. All weapons of that type get +10 damage this turn
Power of the t-Virus	Action	20	-	-	Choose one of your characters. That character deals an additional 20 damage this turn. Then, you may trash this card to get +20 gold this turn. At the end of this turn, if you explored or attacked an infected character, increase your infection level by one
I have this	Action	40	-	-	You get +1 card and +1 action. You may reveal a weapon with a cost of 50 or more from your hand. If you do, you get +1 card
Wesker's Secret	Action	40	-	-	You get +2 cards. Look at the top four cards of the mansion. If there is an "Antivirus" card among them, you may reveal it and move it to the top of the mansion. Then, move all non-revealed cards to the bottom of the mansion in any order
Injection	Action	30	-	-	You get +1 action. Discard any number of cards from your hand, then draw the same amount. Then, you may trash this card. If you do, decrease your character's infection level by one
By Any Means Necessary	Action	40	-		You get +2 actions. Decrease your character's infection level by any amount. Then, increase your your character's infection level by the same amount, minus one
Higher Priorities	Action	70	-	-	Choose one: you get +3 cards, or, +2 actions
Parting Ways	Action	30	-		You get +1 action. You may trash a card from your hand. If you do, gain a card from the resource area costing up to 20 more than the trashed card
Returned Favor	Action	50	-		You get +2 cards. Attach this card to your character. At the beginning of your turn, if this card is attached to your character, you get +1 card. Then, discard this card
The Gathering Darkness	Action	50	-		Choose another player and trash this card. That player reveals his hand and trashes an ammunition card with the highest cost, if any. For each 10 ammo provided by the trashed card, that player moves one "Ammo x 10" card to their hand.
Lonewolf	Action	60	-		You get +10 ammo. When one of your characters explores, select one weapon he is using. That weapon gets +5 damage this turn for each card in your discard pile
High Value Targets			-		You get +1 action. You get +5 gold and +5 ammo during this turn for each card in your inventory
Raccoon City PD PDA	Action Action	50 20	-	-	You get +20 ammo. Discard cards from the top of your inventory until you reveal a weapon. Move that weapon to your hand
PDA Toe to Toe	Action	70	-		Look at up to the top three cards of your inventory. Trash one of those cards, then return the others to the top or bottom of your inventory in any order Very and 1.5 addition. Durance one offer greater to present this prefet to large from the pr
			-		You get +1 action. Draw one card for every five cards in your inventory
A Gift? Mind Control	Action	30 80	-	-	You get +2 cards. Discard your inventory
Mind Control Long Awaited Dawn	Action	50	-		Choose another player. That player reveals his hand. Choose an action card with a cost of 70 or less. That player discards that card, then, you copy its bonus icons and effects twice
	Action	40	-		You get +2 actions. Move up to two cards from a player's discard pile to the top of his inventory in any order
Vengeful Intention Symbol of Evil	Action	40	-		You get 2 cards: Your character takes 10 damage, You may play as many actions as you like this turn. Each time you play another action this turn, your character takes 10 damage Attach this card to your character. At the beginning of your turn. If that character takes 10 or less health; turn in this card. Otherwise, that character takes 10 damage and you get 41 card
Fight or Flight	Action	40			Attach this card to your charácter. At the beginning of your turn, if that charácter has 10 or less health, it says the card You get 2 cards. When an infected is revealed. You may trash this card from your hand, I You do, move that infected to the town of the manisor in it has more health than an excloring charácter.
Fight or Flight The Mercenaries	Action	70	-	-	
I ne Mercenaries Roundless Rattlefield	Action	50			Choose another player. That player reveals his hand and discards a weapon of your choice. One of your characters deals an additional X damage during this turn, where X equals the damage of the discarded weapon You get 4 scards and 4 scall no. Board how cards, then the shon one can't drow you'r hand
Coup de Grace	Action	30	-		
Coup de Grace Melee	Action	20	-		You get 2 actions. When you explore, select a weapon that one of your characters is using. That weapon gets + 10 damage during this true in for every 5 XP on your character, up to a maximum of +20 damage. You get 20 amo
Melee Anticipation	Action	20	-		You get +20 ammo and +1 card. One of your characters deals an additional 10 damage during this turn. If you're playing Mercenaries Mode, remove this card from the game. Then, increase the amount of turns remaining by one Trash wor cands from wort hand. If those cards shared the same card froe, you call +20 and during this turn.
Anticipation Rackstah	Action	40	-		
Backstab Rattle Hardened	Action	30			You get a laction. When one of your characters explores during this turn, select a player. If you do, that player enves 1 XP from one of haracter's skills to your character. Then, that player discards a card from his hand You get a laction. When one you runber or cards from your haracter for the beat men of your character. Then, you day you get a laction of your characters from the game. If you do, you get a lact of you get a laction your character from the game. If you do, you get a lact of you get a laction your character. Then, you day you get a lact of you get a laction you get a lact of your character. Then, you day you get a laction you character. Then, you day you get a laction you character. Then, you day you get a laction you character. Then, you day you get a laction you character. Then, you day you get a laction you character. Then, you day you get a laction you character. Then, you day you get a laction you character. Then, you day you get a laction you character. Then, you day you get a laction you character. Then, you day you get a laction you character. Then, you day you get a laction you character. Then, you day you get a laction you character. Then, you day you get a laction you character. Then, you day you get a laction you character. Then, you day you
Resuscitate	Action	40			You get 4 action. Move any number of catast strom your hand to the factor of your hand to the factor of your heart of the factor of your whentory, then oran whe same amount. Inen, you may remove 1 AV on one of your characters from the game. If you do, you get 11 catal You get 420 goal and 14 buy. When a character would have 18 health retucted to 0 or less you may trash this card from your hand yet are. If you do, you get at this character's better that character's best that chara
Resuscitate Tear Gas	Action	70		-	You get 4 action. Discard cards from the top of your inventory memory and inventor and a character would nave as neath reduced to 0 or less, you may train this card from your hand or plays are. If you do, set that character's health to 10 unstead to 10 u
Green Herb	Action	20			You get 41 action. Discard cards from the top of your invention yuntil you discard a weapon, one or your characters deats an adoptional 10 damage during this turn for each card discarded Trash his liem to heal a character's health to 20, or tash 2 oreen here to heal a character's health to 20, or tash 2 oreen here to heal a character's health to 20, or tash 2 oreen here to heal a character's health to 20, or tash 2 oreen here to heal a character's health to 20, or tash 2 oreen here to heal a character's health to 20, or tash 2 oreen here to heal a character's health to 20, or tash 2 oreen here to heal a character's health to 20, or tash 2 oreen here to heal a character's health to 20, or tash 2 oreen here to heal a character's health to 20, or tash 2 oreen here to heal a character's health to 20, or tash 2 oreen here to heal a character's health to 20, or tash 2 oreen here to heal a character's health to 20, or tash 2 oreen here to heal a character's health to 20, or tash 2 oreen here to heal a character's health to 20, or tash 2 oreen here to 20, or tash 2 or
Red Herb	Item	20			I rash mis liem to neal a craractice's nealin by 20, 0r, trash 2 green neros to neal a character's nealin by 00 Trash his liem and a "Green Herb" for fully heal all characters
First Aid Spray	Basic	50			I result mis term and a streen retor to may free all classification. If your character has 30 or feets health, beal his health by 50. Otherwise, health is health by 30. Then, trash this item
Treasure	Item	40			If your character has 30 or less health, heal his health by 50. Otherwise, heal his health by 50. Otherwise, heal his health by 50. Then, trash this item You get 400 gold this turn
Ammo x10	Basic	0			Tou get +3u goot tins turn When you trash his card, you get +10 gold during this turn
Ammo x20	Basic	30			wren you trass in since fair, the you get in you get in you gree in you grow to you get in you grow that you grow that you grow they are you grow that you grow th
Ammo x20 Ammo x30	Basic	60			when you deed an intected, it mis ammunition is in you pay sees, you may stars it and gain one. Arminot xxx card, may be the election only once per turn. At the end of your turn, if this ammunition is in your play area and you did not explore during fils turn, you may move this card to the top of your inventory.
Reliable Blade	Basic	0	0	5	As the entrol by our aim, it may aminution in an you pay are and you our our explore using inside. If you do, trash this waspon at end of the unit of
Custom Standard Sidearm	Basic	20	20	10	You can give this weapon +20 dange this turn. You do, trash this weapon at end of turn You can give this weapon +20 dange this turn. You do, trash this weapon at end of turn
					The same give one manager one same of your and same of the same of

Basic	Ammo x10	Explosive	Action	Battle Hardened
Action	Injection	Rifle	Action	Coup de Grace
Magnum	Six Shooter	Shotgun	Action	Great Ambition
Action	Battle Hardened	Machine Gun	Action	High Value Targe
Action	Coup de Grace	Special	Action	Higher Priorities
Pistol	Standard Sidearm	Pistol	Action	Injection
Basic	Ammo x20	Magnum	Action	Master of Unlock
Action	High Value Targets	Bow	Action	Symbol of Evil
Magnum	Broken Butterfly	Melee	Action	Vengeful Intentio
Basic	Ammo x30	Action	Basic	Ammo x10
Action	Higher Priorities	Item	Basic	Ammo x20
Explosive	Flash Grenade	Basic	Basic	Ammo x30
Basic	Reliable Blade		Basic	Custom Standard
Action	Great Ambition		Basic	First Aid Spray
Basic	Custom Standard Sidearm		Basic	Reliable Blade
Basic	First Aid Spray		Explosive	Flash Grenade
Item	Green Herb		Item	Green Herb
Action	Master of Unlocking		Machine Gun	Machine Pistol w
Action	Symbol of Evil		Magnum	Broken Butterfly
Action	Vengeful Intention		Magnum	Six Shooter
Machine Gun	Machine Pistol w/Stock		Pistol	Standard Sidearr
#N/A			#N/A	