

| CARD                    | TYPE        | COST | AMMO | DAMAGE | EFFECTS  |
|-------------------------|-------------|------|------|--------|--|
| 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 cha          |
| 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 infect         |
| 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 y |
| 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                |
| <input type="checkbox"/> |                         |                        |   |   | 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                |
| <input type="checkbox"/> |                         |                        |                    |                | 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     |                        |                        |                         |



| <b><u>NAME</u></b>        | <b><u>RNG</u></b> |
|---------------------------|-------------------|
| 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  |

|            |              |
|------------|--------------|
| Submission | 0.4015362563 |
|------------|--------------|

| NAME                         | TYPE        | COST | AMMO | DAMAGE | EFFECTS  |
|------------------------------|-------------|------|------|--------|--|
| 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 to the bottom of the mansion. Trash this card after use  |
| Telescopic Sight Rifle       | Rifle       | 50   | 50   | 30     | When your character explores, reveal cards from the bottom of the mansion instead of the top   |
| Rail Shotgun                 | Shotgun     | 70   | 60   | 45     | You get +1 explore this turn   |
| Russian Assault Rifle        | Machine Gun | 40   | X    | X      | You cannot use more than 20 ammo for "X"   |
| Flamethrower                 | Special     | 90   | 0    | X      | "X" = 5 times the number of cards in your discard pile   |
| Blowback Pistol              | Pistol      | 40   | 30   | 20     | You can discard any number of "Pistol" cards from your hand when you play this weapon. It gets +10 damage this turn for each card discarded this way   |
| Ibex Standard                | Pistol      | 30   | 10   | 10     | You may pay 20 ammo. If you do, this weapon gets +10 damage this turn  |
| Custom Pump-Action Shotgun   | Shotgun     | 50   | 40   | 30     | When your character defeats 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 | 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 gets +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     | N.A.   |
| 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     | N.A.   |
| 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     | N.A.   |
| Pump Action Shotgun          | Shotgun     | 40   | 40   | 25     | You get +1 explore this turn   |
| Six Shooter                  | Magnum      | 90   | 50   | 50     | N.A.   |
| 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 weapon gets +30 damage this turn  |
| Longbow                      | Bow         | 110  | 0    | 25     | N.A.   |
| 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 Am                    | 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  |
| Six 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   |
| Archival                     | 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.   |
| Urborox 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  |
| Quirk of Fate                | Action      | 30   | -    | -      | You get +1 action. Trash a card from your hand, then draw a card.  |
| Back to Back                 | 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 LVirus          | 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  |
| Weaker'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 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      | 80   | -    | -      | 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           | Action      | 60   | -    | -      | You get +1 action. You get +5 gold and +5 ammo during this turn for each card in your inventory  |
| Raccoon City PD              | Action      | 50   | -    | -      | You get +20 ammo. Discard cards from the top of your inventory until you reveal a weapon. Move that weapon to your hand  |
| PDA                          | Action      | 20   | -    | -      | 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  |
| Toe to Toe                   | Action      | 70   | -    | -      | You get +1 action. Draw one card for every five cards in your inventory  |
| A Gift                       | Action      | 30   | -    | -      | You get +2 cards. Discard your inventory   |
| Mind Control                 | Action      | 80   | -    | -      | 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   |
| Long Awaited Dawn            | Action      | 50   | -    | -      | 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           | 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  |
| 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 you get +1 card   |
| Fight or Flight              | Action      | 40   | -    | -      | You get +2 cards. When an infected is revealed, you may trash this card from your hand. If you do, move that infected to the bottom of the mansion if it has more health than an exploring character   |
| The Mercenaries              | Action      | 70   | -    | -      | 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  |
| Boundless Battlefield        | Action      | 50   | -    | -      | You get +3 cards and +1 action. Discard two cards, then trash one card from your hand  |
| 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 character, up to a maximum of +20 damage   |
| Melee                        | 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   |
| Anticipation                 | Action      | 20   | -    | -      | Trash two cards from your hand. If those cards shared the same card type, you get +20 gold during this turn  |
| Backstab                     | Action      | 40   | -    | -      | You get +1 action. When one of your characters explores during this turn, select a player. If you do, that player moves 1 XP from one of his character's skills to your character. Then, that player discards a card from his hand   |
| 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 characters from the game. If you do, you get +1 card   |
| Resuscitate                  | Action      | 40   | -    | -      | You get +20 gold and +1 buy. When a character would have his health reduced to 0 or less, you may trash this card from your hand or play area. If you do, set that character's health to 10 instead  |
| Tear Gas                     | Action      | 70   | -    | -      | You get +1 action. Discard cards from the top of your inventory until you discard a weapon. If you discarded a weapon, one of your characters deals an additional 10 damage during this turn for each card discarded   |
| 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   |
| Red Herb                     | Item        | 20   | -    | -      | Trash this item and a "Green Herb" to fully heal all characters  |
| 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  |
| Treasure                     | Item        | 40   | -    | -      | You get +30 gold this turn   |
| Ammo x10                     | Basic       | 0    | -    | -      | When you trash this card, you get +10 gold during 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   |
| 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   |
| 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  |
| 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   |



|             |                         |             |             |                   |
|-------------|-------------------------|-------------|-------------|-------------------|
| 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 Target |
| 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        |                   |
| #N/A        |                         |             | #N/A        |                   |
| #N/A        |                         |             | #N/A        |                   |
| #N/A        |                         |             | #N/A        |                   |