

Rear Guard Mutation

2

Character — Mutation

2

1

Rally.

3

Transmutation

1

Modifier — Mutation

-

-

+2

Play during your attack. Change any human or Fempiror to a Mutation and bring it to your group. New Mutation gets +0/+0/+2 and moves to your group. All Rastem must attack on their next turn. Possession of human card returns to owner when killed or at conclusion of game.

Bloodlust

0

Event — Mutation

+4

-

-

Play during attack.
+4/+0/+0 to target Mutation.

Climb a Wall

0

Event — Mutation

Target Mutation can escape an attack after block is declared.

Mutation Serum

1

Event — Mutation

Remove target Fempiror or Human from play.

Sneak Attack

1

Event — Mutation

Inflict 2 damage directly to target character.

Flank Mutation

3

Character — Mutation

3

2

4

Seasoned Mutation

4

Character — Mutation

4

3

5

All Non-Mutation Characters on your side receive +0/-1/+0 counter for every turn Seasoned Mutation is in play. If this is equal to or greater than maximum defense of character, character dies.

New Mutation

1

Character — Mutation

1

1

2

Alpha Mutation

5

Character — Mutation

5 All Non-Mutation Characters on your side receive +0/-2/+0 counter for every turn Alpha Mutation is in play. If this is equal to or greater than maximum defense of character, character dies.

4

6

Onslaught

1

Modifier — Mutation

Mob.

Cave Protection

1

Modifier — Global — Mutation

All Mutations can attack during Rain.

Speed reduced to 0 (including modifiers and locations) for all Mutations if Rain is in play at Outside locations.

Blood Banker

2

Character — Mutation

1 +0/+3/+0 to target Mutation during an attack in which they've already blocked or move top card from your discard pile to the bottom of your deck. This ability is played as an event and cannot be used again until reset.

1

1

Attack From Above

1

Modifier — Mutation

Preemptive Attack

Destroy Headquarters

2

Event — Mutation



Target opponent must discard top 4 cards from draw pile.

Sort the Dead

2

Event — Mutation

Retrieve 1 card from discard pile and put it directly into play.

Former Fempiror

3

Character — Mutation

2 Remove Former Fempiror from play to force target opponent to remove 1 resource from game.

3

3

Feeding

1

Modifier — Mutation

+1

+1 +1/+1/+0 counter for each attack in which character was blocked.

-

Blood Loss

1

Modifier — Mutation

-2

-2/-1/-1

-1

Can be played on a character of any class.

-1

Door Guard Imposter

4

Character — Mutation

3

2

Preemptive Attack.

2

Scout

1

Character — Mutation

1

1

Rally.

3

Infiltrator

2

Character — Mutation

2

Use to inflict 1 damage directly to any target.

2

This ability is played as an event and cannot be used again until reset.

2

Fortress Warrior

3

Character — Mutation

4

3

2