

## SotM Card Guide - Environments

### The Block

Setting Shtick: An interstellar prison, currently in the midst of an inmate riot.

#### Deck Stats

Unmarked:	3 (5)	Agents:	3 (5)
Inmates:	3 (5)		
Damage – single:	2 (4) [+3 (5)]	Support – Env.:	4 (7)
Damage – multi:	1 (1)	Support – Heroes & Villains:	0 (0)
Survivability – Env.:	0 (0) [+1 (1)]	Hero/ Villain Hindrance:	1 (2)
Survivability – Heroes & Villains:	1 (1)		

#### Damage

Single Target:

Name	Type	#	Description
F.I.L.T.E.R. Officer	Agent	2	9 hp target; end of env. turn, H-1 projectile dmg to second lowest hp non-agent target.
Time-Crazed Prisoner	Inmate	2	4 hp target; start of env. turn, x melee dmg to second highest non-inmate target, x = cards in env. trash.

Also: Block Guard, Warden Hoefle, Imprisoned Rogue

Split target or Multi-target:

Name	Type	#	Description
Char	Inmate	1	14 hp target; start of env. turn, 2 fire dmg and 2 toxic dmg to all non-Inmate targets.

#### Support (e.g., Damage buffs, increased card plays)

Environment:

Name	Type	#	Description
Warden Hoefle	Agent	1	13 hp target; +1 dmg dealt, -1 dmg taken by Agents; start of env. turn, destroy lowest hp Inmate.
Imprisoned Rogue	Inmate	2	6 hp target; +1 dmg dealt by Inmates; start of env. turn, destroy highest hp agent.
Lock Down	Unmarked	2	Destroy all inmates; +1 dmg dealt by Agents; end of env. turn, destroy this card if inmate is in play.
Prison Riot	Unmarked	2	Play H-1 Inmates from deck; end of env. turn, destroy this card.

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Heroes & Villains: None

### **Survivability (Healing and Damage Reduction)**

Environment: Warden Hoefle

Heroes & Villains:

<i>Name</i>	<i>Type</i>	<i>#</i>	<i>Description</i>
Defensive Displacement	Unmarked	1	-2 dmg dealt by all targets; start of env. turn, destroy this card if no Inmates are in play.

### **Hero/ Villain Hindrance**

<i>Name</i>	<i>Type</i>	<i>#</i>	<i>Description</i>
Block Guard	Agent	2	7 hp target; end of env. turn, H-2 lightning dmg to lowest hp non-agent target; the target cannot deal dmg for 1 turn.

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### The Final Wasteland

Setting Shtick: An apocalyptic alternate timeline where large, mutated monsters try to extinguish all other life forms.

#### Deck Stats

Unmarked:	3 (3)	Cryptids:	6 (12)
Damage – single:	3 (7)	Support – Environment:	0 (0) [+2 (2)]
Damage – multi:	3 (5)	Support – Hero & Villain:	2 (2)
Survivability – Environment:	0 (0) [+1 (1)]	Hero/ Villain Hindrance:	1 (1)
Survivability – Hero & Villain:	0 (0)		

#### Damage

##### Single Target:

Name	Type	#	Description
Abominable Snowman	Cryptid	2	9 hp target; start of env. turn, 2 cold and 2 melee dmg to second lowest hp target.
Amphibious Chupacabra	Cryptid	2	6 hp target; end of env. turn, H-1 melee dmg to lowest hp target; 1 toxic dmg if target has $\geq 5$ hp.
Rat Beast	Cryptid	3	7 hp target; end of env. turn, H-1 melee dmg to second highest hp non-env. target.

##### Split target or Multi-target:

Name	Type	#	Description
Horrid Skunk Ape	Cryptid	2	5 hp target; end of env. turn, 1 melee dmg to all targets.
Mongolian Death Worm	Cryptid	1	8 hp target; start of env. turn, 3 melee dmg and 3 toxic dmg to 2 highest hp targets, then shuffle into env. deck.
New Jersey Devil	Cryptid	2	4 hp target; end of env. turn, H-1 fire dmg to 2 lowest hp targets.

#### Support (e.g., Damage buffs, increased card plays)

Environment: Ancient Library, Con's Bunker

##### Hero & Villain:

Name	Type	#	Description
Ancient Library	Unmarked	1	Start of hero's turn, hero may draw 2 cards and play top card of env. deck.
Con's Bunker	Unmarked	1	End of env. turn, +1 hp to all hero targets; start of env. turn, destroy this card or play top card of env. deck.

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### **Survivability (Healing and Damage Reduction)**

Environment: Mongolian Death Worm

Heroes & Villains: None

### **Hero/ Villain Hindrance**

<i>Name</i>	<i>Type</i>	<i>#</i>	<i>Description</i>
Unforgiving Wasteland	Unmarked	1	Remove target from game if destroyed by env. damage.

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### Freedom Tower

Setting Shtick: The Freedom Six's upgraded home base, which acts as a lightning rod of villain assaults.

#### Deck Stats

Unmarked:	1 (4)	Room:	11 (11)
Damage – single:	0 (0)	Support – Environment:	1 (1)
Damage – multi:	0 (0) [+1 (1)]	Support – Hero & Villain:	9 (12)
Survivability – Env.:	0 (0)	Hero/ Villain Hindrance:	1 (1)
Survivability – Hero & Villain:	1 (1) [+1 (1)]		

#### Damage

Single Target: None

Split target or Multi-target: Frost's Cryo Chamber

#### Support (e.g., Damage buffs, increased card plays)

Environment:

Name	Type	#	Description
Front Desk	Room	1	End of env. turn, play top card of env. deck.

Heroes & Villains:

Name	Type	#	Description
Entry Point	Unmarked	4	Play on top of Room card; +1 dmg dealt by villain targets.
Caspit's "Playground"	Room	1	All hero ongoing cards are also equipment cards.
Dr. Stinson's Secondary Lab	Room	1	End of env. turn, reveal top card of all hero decks and either replace or discard.
Frost's Cryo Chamber	Room	1	+1 cold dmg, -1 fire dmg by all targets; end of env. turn, 1 cold dmg to all targets.
Ironclad Maintenance Lab	Room	1	End of env. turn, put top card of each trash pile under its deck.
Legacy's Landing Pad	Room	1	+1 dmg dealt by highest hp target; -1 dmg taken by lowest hp target.
Mission Control	Room	1	End of env. turn, play 1 card from every hero deck; discard if One-Shot or Limited card already in play.
Training Simulator	Room	1	Start of env. turn, play first target from villain trash.
Wraith's Arsenal	Room	1	Start of env. turn, each player may draw 1 card; if all player draw cards, discard this card.

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### **Survivability (Healing and Damage Reduction)**

Environment: None

Heroes & Villains:

<i>Name</i>	<i>Type</i>	<i>#</i>	<i>Description</i>
Medical Ward	Room	1	Start of env. turn, +1 hp to all targets.

Also: Legacy's Landing Pad

### **Hero/ Villain Hindrance**

<i>Name</i>	<i>Type</i>	<i>#</i>	<i>Description</i>
Security Station	Room	1	Start of env. turn, hero may discard hand to destroy env. card.

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### Insula Primalis

Setting Shtick: A tropical island with an active volcano, inhabited by dinosaurs and dangerous plant life.

#### Deck Stats

Unmarked:	4 (8)	Dinosaurs:	3 (7)
Damage – single:	2 (5)	Support – Environment:	0 (0) [+1 (1)]
Damage – multi:	1 (1) [+2 (4)]	Support – Hero & Villain:	1 (3)
Survivability – Environment:	0 (0)	Hero/ Villain Hindrance:	3 (6)
Survivability – Hero & Villain:	0 (0)		

#### Damage

##### Single Target:

Name	Type	#	Description
Enraged T-Rex	Dinosaur	2	15 hp target; end of env. turn, 5 melee dmg to second highest hp target.
Velociraptor Pack	Dinosaur	3	5 hp target; end of env. turn, 2x melee dmg to lowest hp non-env. target, x = Velociraptor targets in play.

##### Split target or Multi-target:

Name	Type	#	Description
Volcanic Eruption	Unmarked	1	Start of env. turn, 7 fire dmg to each target; 1 player may skip their turn to destroy this card and play Obsidian Field from trash.

Also: Primordial Plant Life, River of Lava

#### **Support (e.g., Damage buffs, increased card plays)**

Environment: Volcanic Eruption

Hero & Villain:

Name	Type	#	Description
Obsidian Field	Unmarked	3	+1 all dmg dealt; 1 player may discard 2 cards to destroy this card.

#### **Survivability (Healing and Damage Reduction)**

Environment: None

Hero & Villain: None

## SotM Card Guide - Environments

### Hero/ Villain Hindrance

<i>Name</i>	<i>Type</i>	<i>#</i>	<i>Description</i>
Primordial Plant Life	Unmarked	2	4 toxic dmg to all heroes; -2 toxic dmg if hero destroys an ongoing card; end of env. turn, destroy this card.
River of Lava	Unmarked	2	End of env. turn, each hero takes H fire dmg or destroys 1 equipment card; start of env. turn, each player discards top 3 cards of their decks to destroy this card.
Pterodactyl Thief	Dinosaur	2	5 hp target; start of env. turn, move all equipment cards under this card; x sonic dmg to all heroes; x = cards under this card; return all cards to players' hands when this card is destroyed.



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### Megalopolis

Setting Shtick: A large, thriving urban center suffering collateral damage from a supervillain invasion.

#### Deck Stats

Unmarked:	8 (13)	Train:	1 (2)
Damage – single:	1 (2)	Support – Environment:	1 (1)
Damage – multi:	1 (2) [+1 (1)]	Support – Hero & Villain:	2 (3)
Survivability – Environment:	0 (0)	Hero/ Villain Hindrance:	4 (7)
Survivability – Hero & Villain:	0 (0)		

#### Damage

##### Single Target:

Name	Type	#	Description
Police Backup	Unmarked	2	End of env. turn, 1 projectile dmg to highest hp villain; destroy this card when a villain cards makes a player discard.

##### Split target or Multi-target:

Name	Type	#	Description
Plummeting Monorail	Train	2	Start of env. turn, 5 melee dmg to 2 highest hp targets.

Also: Targeting Innocents.

#### Support (e.g., Damage buffs, increased card plays)

##### Environment:

Name	Type	#	Description
Targeting Innocents	Unmarked	1	10 hp target; start of env. turn, H-1 fire dmg to all hero targets; play Impending Casualty from trash.

##### Hero & Villain:

Name	Type	#	Description
Cramped Quarters Combat	Unmarked	2	+1 all dmg dealt; all dmg becomes melee; start of env. turn, destroy this card.
Rooftop Combat	Unmarked	1	+1 all dmg dealt; destroy all env. cards, new ones cannot be played; destroy when heroes deal 10 dmg to villains in 1 round.

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### Survivability (Healing and Damage Reduction)

Environment: None

Hero & Villain: None

### Hero/ Villain Hindrance

<i>Name</i>	<i>Type</i>	<i>#</i>	<i>Description</i>
Hostage Situation	Unmarked	2	Hero cards cannot be played; start of env. turn, all heroes discard 1 card to destroy this card.
Impending Casualty	Unmarked	3	Start of env. turn, heroes either discard an ongoing card or take 3 psychic dmg; end of env. turn, 1 player discards 1 card to destroy this card.
Paparazzi on the Scene	Unmarked	1	Heroes cannot use powers; start of env. turn, each players discards 1 card to destroy this card.
Traffic Pileup	Unmarked	1	10 hp target; players cannot draw cards.

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### Mobile Defense Platform

Setting Shtick: Baron Blade's personal defense system which he rents out to other, hero-bedeveled supervillains.

#### Deck Stats

Unmarked: 1 (2)                      Structure: 2 (4)  
Level: 3 (3)                              Minion: 3 (6)

Damage – single: 1 (2)                      Support – Environment: 3 (4)  
Damage – multi: 1 (2)                      Support – Hero & Villain: 0 (0)  
Survivability – Environment: 2 (5)                      Hero/ Villain Hindrance: 2 (2)  
Survivability – Hero & Villain: 0 (0)

#### Damage

##### Single Target:

Name	Type	#	Description
Battalion Brute	Minion	2	4 hp target; end of env. turn, 1 melee and 1 lightning dmg to highest hp hero.

##### Split target or Multi-target:

Name	Type	#	Description
Battalion Gunner	Minion	2	3 hp target; end of env turn, 1 energy dmg to all heroes.

#### Support (e.g., Damage buffs, increased card plays)

##### Environment:

Name	Type	#	Description
MDP Turbolift	Unmarked	2	Play first Structure or Level from deck; destroy this card.
Berth	Level	1	Destroy all Level cards; play top card of env. deck when a target enters play.
Bridge	Level	1	Destroy all Level cards; +1 dmg dealt and taken by env. targets.

Hero & Villain: None

#### Survivability (Healing and Damage Reduction)

##### Environment:

Name	Type	#	Description
Shield Generator	Structure	3	6 hp target; -1 dmg taken by env. targets.

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Battalion Mechanic	Minion	2	2 hp target; end of env. turn, +1 hp to all Structures.
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Hero & Villain: None

### **Hero/ Villain Hindrance**

<i>Name</i>	<i>Type</i>	<i>#</i>	<i>Description</i>
Propulsion System	Structure	1	If this card is reduced to 0 hp, game over.
Sky Deck	Level	1	Destroy all Level cards; put destroyed targets under their deck.



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### Hero & Villain:

<i>Name</i>	<i>Type</i>	<i>#</i>	<i>Description</i>
Biometric Plasma Vat	Vat	2	End of env. turn, +1 hp to all targets; -1 all dmg dealt.

### Hero/ Villain Hindrance

None.