

## SotM Card Guide - All Heroes

### Tachyon

Character Shtick: Deals damage in short, rapid bursts, or in big bursts late the game, using her speed-based powers.

Ramp Up: Average to slow. Tachyon can start spreading damage around early, but requires many of her burst cards to be in her trash in order to deal her optimal damage.

#### Character Card

Nemeses: The Matriarch, Iron Legacy, Friction

HP: 27

Primary dmg: Melee, sonic

Complexity: 2

Name	Description	Effect
Rapid Recon	Power: Reveal top card of deck; may discard that card.	Support – Self
Incapacitated	Hero plays 1 card; hero draws 1 card; remove 1 card from hero trash and put into hand.	

#### Freedom Six Tachyon (HP 28)

Name	Description	Effect
Team Leader	Power: Each player draws 1 card.	Support – Group
Incapacitated	Hero draws 1 card; hero plays 1 card; shuffle any trash into deck.	

#### Deck Stats

One-Shots:	11 (29)	Ongoing:	3 (8)
Equipment:	1 (3)	Special (Burst):	8 (22)
Damage – single:	3 (8) [+1 (3)]	Support – self:	6 (15)
Damage – multi:	2 (5) [+1 (3)]	Support – group:	1 (3)
Survivability – self:	1 (3)	Hindrance/ Deck Control:	2 (6)
Survivability – group:	0 (0)		

#### Damage

##### Single Target:

Name	Type	#	Description
Lightspeed Barrage	One-Shot	3	X melee dmg to 1 target, x = number of burst cards in trash.
Sucker Punch	One-Shot, Burst	3	Destroy 1 target with <3 hp.
Supersonic Response	One-Shot, Burst	2	2 melee dmg to 1 target; 2 sonic dmg to same target if that target dealt dmg to Tachyon since last turn.

Also: Nimble Strike

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Split target or Multi-target:

<i>Name</i>	<i>Type</i>	<i>#</i>	<i>Description</i>
Sonic Vortex	One-Shot	2	3 sonic dmg to x targets, x = number of burst cards in trash.
Accelerated Assault	One-Shot, Burst	3	1 melee dmg to all non-hero targets.

Also: Hypersonic Assault

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

Self:

<i>Name</i>	<i>Type</i>	<i>#</i>	<i>Description</i>
Lightning Reflexes	One-Shot	2	Play up to 2 cards.
Nimble Strike	One-Shot, Burst	3	1 melee dmg to 1 target; draw 1 card.
Quick Insight	One-Shot, Burst	2	Draw 3 cards; discard 2 cards.
Research Grant	Ongoing	2	Power: Draw 2 cards; discard 1 card.
Pushing the Limits	Ongoing, Limited	3	+1 play during play phase, +1 card during card phase. Start of turn, 2 sonic dmg to Tachyon or destroy this card.
HUD Goggles	Equipment, Limited	3	+1 play during play phase.

Group:

<i>Name</i>	<i>Type</i>	<i>#</i>	<i>Description</i>
Fleet of Foot	One-Shot, Burst	3	Each player draws 1 card; play 1 card.

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

Self:

<i>Name</i>	<i>Type</i>	<i>#</i>	<i>Description</i>
Synaptic Interruption	Ongoing, Burst	3	If Tachyon is dealt 3+ dmg, redirect to another target and destroy this card.

Group: None.

### **Non-Hero Hindrance/ Deck Control**

<i>Name</i>	<i>Type</i>	<i>#</i>	<i>Description</i>
Hypersonic Assault	One-Shot	3	1 melee dmg to all non-hero targets; targets cannot deal dmg for 1 turn.
Blinding Speed	One-Shot, Burst	3	Destroy 1 environment or ongoing card.

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## Tempest

Character Shtick: 'The Alien Master of Storms.' Tempest deals damage and protect allies by summoning the powers of storm, wind, and lightning.

Ramp Up: Average. Tempest does not need many cards in hand or in play to begin having impactful turns.

### Character Card

Nemeses: Grand Warlord Voss, Iron Legacy, Vyktor

HP: 26

Primary dmg: Lightning, Projectile

Complexity: 1

Name	Description	Effect
Squall	1 lightning dmg to all non-hero targets.	Damage - multi
Incapacitated	Hero uses 1 power; heroes immune to 1 dmg type for 1 turn; hero may move ongoing card from trash to hand.	

### Freedom Six Tachyon

Name	Description	Effect
Sacrifice	Power: Destroy 1 card to draw 3 cards.	Support – self
Incapacitated	Hero draws 1 card; hero uses 1 power; discard top card of each deck.	

### Deck Stats

One-Shots:	7 (18)	Ongoing:	7 (18)
Equipment:	2 (4)		
Damage – single:	2 (5) [+2 (5)]	Support – self:	3 (6)
Damage – multi:	3 (9) [+1 (2)]	Support – group:	1 (3)
Survivability – self:	2 (5)	Hindrance/ Deck Control:	3 (7)
Survivability – group:	2 (5)		

### Damage

#### Single Target:

Name	Type	#	Description
Lightning Slash	One-Shot	3	5 lightning dmg to 1 target.
Vicious Cyclone	Ongoing	2	Play on target; at start of turn, discard x cards to deal 1 dmg per card discarded.

Also: Ball Lightning, Into the Stratosphere

#### Split target or Multi-target:

Name	Type	#	Description
Chain Lightning	One-Shot	3	4 lightning dmg to 1 target; 3 dmg to 1 target; 2 dmg to 1 target.

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Grievous Hail Storm	Ongoing	3	Power: 2 cold dmg to all non-hero targets.
Electrical Storm	Ongoing, Limited	3	Start of turn, all non-hero targets take 1 lightning dmg.

Also: Localized Hurricane

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

Self:

<i>Name</i>	<i>Type</i>	<i>#</i>	<i>Description</i>
Aquatic Correspondence	One-Shot	2	Draw 3 cards.
Localized Hurricane	Ongoing	2	+1 dmg taken. Power: 3 projectile dmg to 2 targets; draw 2 cards. Power: Destroy this card.
Gene-Bound Shackles	Equipment, Limited	2	+2 dmg dealt to villain with highest hp.

Group:

<i>Name</i>	<i>Type</i>	<i>#</i>	<i>Description</i>
Reclaim from the Deep	One-Shot	3	All players move a card from trash to top of deck; draw 1 card.

### Survivability (Healing and Damage Reduction)

Self:

<i>Name</i>	<i>Type</i>	<i>#</i>	<i>Description</i>
Otherworldly Resilience	Ongoing, Limited	3	-1 dmg taken.
Elemental Subwave Inducer	Equipment, Limited	2	Choose dmg dealt type; -1 dmg taken of that type.

Group:

<i>Name</i>	<i>Type</i>	<i>#</i>	<i>Description</i>
Cleansing Downpour	Ongoing	2	Power: +2 hp to each hero.
Shielding Winds	Ongoing, Limited	3	-2 dmg taken for all heroes when they are dealt 5+ dmg.

### Non-Hero Hindrance/ Deck Control

<i>Name</i>	<i>Type</i>	<i>#</i>	<i>Description</i>
Ball Lightning	One-Shot	2	4 lightning dmg to 1 target; destroy up to 2 ongoing cards.
Flash Flood	One-Shot	2	Destroy up to 2 environment cards.
Into the Stratosphere	One-Shot	3	Put 1 villain card in play on top of its deck; 2 projectile dmg to highest hp villain target.

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### Unity

Character Shtick: 'The Robot Tinkerer.' Unity deals damage and absorbs hits intended for the group through her small army of mechanical golems.

Ramp Up: Average to slow. Much of Unity's impact happens outside of her main turn due to her golems. However, she needs help deploying them all successfully, either from her deck or from other players.

#### Character Card

Nemeses: Iron Legacy, The Radioactivist

HP: 26

Primary dmg: Varied

Complexity: 2

Name	Description	Effect
Bot-Hack	Power: Destroy 1 equipment card to play 1 Golem.	Support – Self
Incapacitated	Hero draws 1 card; hero plays 1 card; +2 hp to lowest hp hero.	

#### Golem Unity (HP 25)

Name	Description	Effect
Golem-Spawn	Power: 4 energy dmg to Unity to play 1 Golem.	Support – Self
Incapacitated	Hero draws 1 card; hero plays 1 card; destroy villain device card.	

#### Deck Stats

One-Shots:	6 (14)	Ongoing:	0 (0)
Equipment:	5 (12)	Special (Mechanical Golem):	8 (14)
Damage – single:	4 (9)	Support – self:	10 (22)
Damage – multi:	2 (3) [+1 (3)]	Support – group:	1 (2)
Survivability – self:	0 (0) [+1 (2)]	Hindrance/ Deck Control:	1 (3)
Survivability – group:	1 (1)		

#### Damage

##### Single Target:

Name	Type	#	Description
Volatile Parts	Equipment	2	When a golem is destroyed, 2 fire dmg to lowest hp target.
Platform Bot	Mechanical Golem	3	-1 dmg taken; at end of turn, 3 energy dmg to 1 target.
Raptor Bot	Mechanical Golem	3	End of turn, x melee dmg to 1 target, x = number of golems in play.
Turret Bot	Mechanical Golem	1	Start of turn, 3 projectile dmg to 1 target.

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

Name	Type	#	Description
Powered Shock Wave	One-Shot	2	X lightning dmg to all villain targets; x = number of golems in play +1
Cryo Bot	Mechanical Golem	1	When Cryo Bot takes dmg, 1 cold dmg to all non-hero targets.

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Also; Brainstorm

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

Self:

<i>Name</i>	<i>Type</i>	<i>#</i>	<i>Description</i>
Brainstorm	One-Shot	4	Draw 2 cards; 1 lightning dmg to 3 targets.
Inspired Repair	One-Shot	2	Draw 1 card; play 1 card; +3 hp to all golems in play.
Flash Forge	One-Shot	2	Discard x cards; draw x golem/ equipment cards from deck.
Robot Reclamation	One-Shot	2	Move 5 golems from trash to top of deck; draw 1 card.
Construction Pylon	Equipment	3	Power: Play 2 golem cards; destroy this card.
Modular Workbench	Equipment	2	Power: Discard 1 card to play 1 golem.
Scrap Metal	Equipment	2	End of turn, return 1 golem from play to hand; start of turn, may play a card and destroy this card.
Supply Crate	Equipment	3	Draw 1 card when played; start of turn, destroy this card to draw 2 cards.
Champion Bot	Mechanical Golem	1	+1 dmg dealt for Unity and golems.
Swift Bot	Mechanical Golem	1	+1 play during play phase; +1 card during draw phase.

Group:

<i>Name</i>	<i>Type</i>	<i>#</i>	<i>Description</i>
Hasty Augmentation	One-Shot	2	One hero may use a power; +2 dmg dealt on power.

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

Self: Inspired Repair (for Golems).

Group:

<i>Name</i>	<i>Type</i>	<i>#</i>	<i>Description</i>
Stealth Bot	Mechanical Golem	1	-1 dmg taken; may redirect dmg from hero to Stealth Bot.

### **Non-Hero Hindrance/ Deck Control**

<i>Name</i>	<i>Type</i>	<i>#</i>	<i>Description</i>
Bee Bot	Mechanical Golem	3	When this card is destroyed, 2 projectile dmg to 1 target, destroy 1 ongoing or environment card.

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### The Visionary

Character Shtick: 'The Psy-Soldier.' The Visionary stymies villains by using her psychic powers.

Ramp Up: Average to fast. The Visionary can begin to impact the game with minimal setup.

#### Character Card

Nemeses: The Dreamer, Major Flay

HP: 26

Primary dmg: Psychic

Complexity: 2

Name	Description	Effect
Enlighten	Power: One player draws 2 cards and discards 1.	Support - Group
Incapacitated	Destroy target with 1 hp; destroy environment card; destroy ongoing card.	

#### Dark Visionary (HP 25)

Name	Description	Effect
Turmoil	Power: Reveal top 2 cards of any deck; put 1 on top, 1 on bottom of deck.	Villain/ Env. Hindrance
Incapacitated	+1 hp to hero; hero draws 1 card; move 1 card from environment trash to top of deck.	

#### Deck Stats

One-Shots:	7 (21)	Ongoing:	7 (16)
Equipment:	0 (0)	Special – Distortion:	1 (3)
Damage – single:	1 (4) [+1 (3)]	Support – self:	1 (2)
Damage – multi:	3 (8)	Support – group:	0 (0) [+2 (5)]
Survivability – self:	2 (5)	Hindrance/ Deck Control:	7 (19)
Survivability – group:	1 (2)		

#### Damage

##### Single Target:

Name	Type	#	Description
Mind Spike	One-Shot	4	3 psychic dmg to 1 target.

Also: Wrest the Mind

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

Name	Type	#	Description
Cerebral Hemorrhage	One-Shot	3	1 psychic dmg to 3 targets.
Psychic Maelstrom	One-Shot	3	1 psychic dmg to all villain targets.
Demoralization	Ongoing	2	Start of Turn; 1 psychic dmg to all non-hero targets.

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### Support (Damage buffs/ increased card plays)

Self:

<i>Name</i>	<i>Type</i>	<i>#</i>	<i>Description</i>
Foresight	Ongoing	2	Power: Draw 3 cards; keep 1, move 1 to top of deck, move 1 to bottom of deck.

Group: See Mental Divergence, Twist the Ether

### Survivability (Healing and Damage Reduction)

Self:

<i>Name</i>	<i>Type</i>	<i>#</i>	<i>Description</i>
Decoy Projection	Distortion, Limited	3	5 hp target; absorbs damage intended for Visionary
Telekinetic Cocoon	Ongoing, Limited	2	Immunity to dmg; cannot play cards or use powers

Group:

<i>Name</i>	<i>Type</i>	<i>#</i>	<i>Description</i>
Mass Levitation	Ongoing	2	Power: -3 dmg dealt to heroes by environment cards.

### Non-Hero Hindrance/ Deck Control

<i>Name</i>	<i>Type</i>	<i>#</i>	<i>Description</i>
Brain Burn	One-Shot	2	Untrash x villain cards, deal Visionary x damage.
Precognition	One-Shot	3	Draw 3 cards from villain deck; place 1 on top, 2 on bottom.
Prophetic Vision	One-Shot	3	Draw 3 cards from environment deck; place 1 on top, 2 on bottom.
Suggestion	One-Shot	3	Remove 2 cards from villain trash; place 1 on top of villain deck, 1 on bottom.
Mental Divergence	Ongoing	3	Power: Destroy one ongoing card or move one hero ongoing card from trash to top of deck.
Twist the Ether	Ongoing	2	Play on any target; +1 or -1 dmg dealt by target, choose dmg type.
Wrest the Mind	Ongoing	3	Play on any non-character target; when target deals dmg, redirect to another target; 3 dmg to Visionary and target.



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### Wraith

Character Shtick: 'Batman.' Wraith deals damage and affects the game in a variety of ways using various gadgets.

Ramp Up: Average. Wraith has many useful gadgets and can affect the game with most of them.

#### Character Card

Nemeses: Spite, Iron Tyrant, Ermine,

HP: 26

Primary dmg: Projectile

Complexity: 1

Name	Description	Effect
Stealth	Power: -2 dmg taken from next attack.	Survivability – Self
Incapacitated	Hero plays 1 card; +2 hp to hero; destroy an ongoing card.	

#### Rook City Wraith (HP 27)

Name	Description	Effect
Sleuth	Power: Reveal top card of environment deck; discard or play it.	Env. Deck Control
Incapacitated	Play 1 equipment card from trash; +2 hp to hero; destroy 1 environment card.	

#### Freedom Six Wraith (HP 25)

Name	Description	Effect
Last Stand	Power: 2 melee dmg to 1 target.	Damage – single
Incapacitated	Hero draws 1 card; destroy 1 environment card; put 1 ongoing card on top of its deck.	

#### Deck Stats

One-Shots:	6 (15)	Ongoing:	1 (2)
Equipment:	8 (23)		
Damage – single:	3 (7) [+2 (5)]	Support – self:	4 (12) [+2 (6)]
Damage – multi:	1 (3)	Support – group:	0 (0)
Survivability – self:	1 (2)	Hindrance/ Deck Control:	5 (14)
Survivability – group:	1 (2)		

#### Damage

##### Single Target:

Name	Type	#	Description
Inventory Barrage	One-Shot	2	Deal x projectile dmg to 1 target; x = equipment cards destroyed before playing this card.
Combat Stance	Ongoing, Limited	2	2 melee dmg to first target that deals Wraith dmg on a turn.
Razor Ordinance	Equipment, Limited	3	Power: 3 projectile dmg to 1 target

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Also: Throat Jab, Stun Bolt

Split target or Multi-target:

<i>Name</i>	<i>Type</i>	<i>#</i>	<i>Description</i>
Throwing Knives	Equipment, Limited	3	Power: 1 projectile dmg to 3 targets.

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

Self:

<i>Name</i>	<i>Type</i>	<i>#</i>	<i>Description</i>
Impromptu Invention	One-Shot	3	Draw 1 card; draw or play 1 equipment card from deck; play 1 card.
Trust Fund	One-Shot	3	Draw 4 cards; discard 2 cards.
Micro Targeting Computer	Equipment, Limited	3	+2 projectile dmg dealt.
Utility Belt	Equipment, Limited	3	Use an additional power.

Also: Grappling Hook, Infrared Eyepiece

Group: None

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

Self:

<i>Name</i>	<i>Type</i>	<i>#</i>	<i>Description</i>
Suture Self	One-Shot	2	+3 hp.

Group:

Smoke Bombs	Equipment, Limited	2	Redirect dmg to lowest hp hero to highest hp hero; -1 dmg taken.
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### **Non-Hero Hindrance/ Deck Control**

<i>Name</i>	<i>Type</i>	<i>#</i>	<i>Description</i>
Grappling Hook	One-Shot	3	Destroy 1 ongoing or environment card; draw a card.
Throat Jab	One-Shot	2	2 melee dmg to 1 target; target cannot deal dmg for 1 round.
Infrared Eyepiece	Equipment	3	Power: Reveal top 2 cards of villain deck; put 1 on top of deck and 1 on bottom of deck; draw 1 card.
Mega Computer	Equipment	3	-1 dmg dealt by environment cards.
Stun Bolt	Equipment	3	Power: 1 projectile dmg to 1 target; -1 dmg dealt by target for 1 round.