

## SotM Card Guide – Hero Comparison

### Random Observations

- Best Deck Controllers (multiple cards that control non-hero decks): The Argent Adept, Nightmist, Parse, Visionary, Wraith
  - Heroes with Ongoing powers that destroy non-hero cards: The Argent Adept, Bunker (promo card), Omnitron-X (only env. cards), Parse, Visionary
  - Heroes who cannot destroy non-hero cards: Bunker, Haka, Legacy, Mr. Fixer, Ra, The Sentinels, The Scholar
  - Heroes who can freeze the villain deck for a turn: Legacy, Nightmist
  - Heroes who can see/ determine next turn's villain card play: The Naturalist, Nightmist, Parse, Tempest, Visionary, Wraith
  - Heroes who can manipulate villain trash (remove cards from trash, or simply keep targets out): Chrono-Ranger, Haka, Visionary.
- The Best Group Healers (multiple healing powers, or one significant power): The Argent Adept, Omnitron-X, The Sentinels/ Dr. Medico, Tempest
- The Best Tanks (heroes with good healing/ damage mitigation and damage redirection): dmg: Haka (if environments are dealing damage), Legacy, The Naturalist, The Scholar, The Sentinels/ Mainstay, Setback
  - Honorable Mentions (Characters who can heal/ defend themselves or redirect damage): Absolute Zero, Bunker, Fanatic, Nightmist
- Heroes who have one or fewer ways to recover hp: Chrono-Ranger, Expatriette, K.N.Y.F.E., Mr. Fixer, Omnitron-X, Parse, Tachyon, Unity, Visionary, Wraith
- Heroes who have one or fewer innate defensive powers: The Ardent Adept, Chrono-Ranger, Expatriette, Fanatic, Parse, Ra, Setback, Tachyon, Unity
  - The True Glass Cannons: Chrono-Ranger, Expatriette, Parse, Tachyon, Unity
- Heroes who can reduce a villain target's damage output: Chrono-Ranger, Expatriette, Mr. Fixer, Visionary, Wraith
- Heroes who have "big time" defensive cards that negate damage for a round: Fanatic, Haka, Legacy, Mr. Fixer, The Naturalist, The Scholar, Tachyon, Wraith.

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### Part I: Non-Hero Deck Control

#### 1) Non-Hero Card Destruction – One Time Effects:

| <i>Hero</i>    | <i>Card</i>            | <i>Card Type</i> | <i>#</i> | <i>Description</i>   |
|----------------|------------------------|------------------|----------|--|
| Absolute Zero  | Fueled Freeze          | One-Shot         | 2        | Destroy x (max 3) ongoing cards; x cold dmg to all non-hero targets.   |
| Chrono-Ranger  | Temporal Grenade       | Equipment        | 2        | Power: 1 energy dmg to 3 targets; destroy an ongoing or environment card; destroy this card.                             |
| Expatriette    | RPG Launcher           | One-Shot         | 3        | Destroy 1 ongoing or environment card; 2 fire dmg to 2 targets.  |
| Fanatic        | Consecrated Ground     | One-Shot         | 2        | Destroy 1 ongoing or environment card; 1 radiant dmg to 3 targets.   |
| Fanatic        | End of Days            | Ongoing, Limited | 2        | Start of Environment turn; destroy all non-character cards in play, then destroy this card.                              |
| The Naturalist | Crafty Assault         | One-Shot         | 3        | Deal 2 melee dmg to 3 targets.<br>Gazelle: Destroy 2 ongoing cards.  |
| Nightmist      | Planar Banishment      | One-Shot, Spell  | 3        | Reveal card from deck; x infernal dmg to Nightmist; destroy x ongoing or environment cards; x = number of revealed card. |
| Omnitron-X     | Disruptive Fletchettes | One-Shot         | 3        | Destroy 2 ongoing cards; 2 projectile dmg to all non-hero targets.   |
| Parse          | Data Mining            | One-Shot         | 3        | If 2 ongoing cards in play, destroy 1; If 2 environment cards in play, destroy 1.  |
| Parse          | Buffer Overflow        | Ongoing          | 2        | Destroy this card to destroy a villain card as it enters play; draw 1 card; play the top card of the villain deck.       |
| Setback        | Cause and Effect       | One-Shot         | 2        | Destroy 1 ongoing or environment card; x melee dmg to target and Setback, x = number of tokens in pool.                  |
| Setback        | “Whoops! Sorry!”       | One-Shot         | 3        | Destroy a hero non-character card to destroy 1 ongoing or environment card; add or remove 3 tokens from pool.            |
| Tachyon        | Blinding Speed         | One-Shot, Burst  | 3        | Destroy 1 environment or ongoing card.   |
| Tempest        | Ball Lightning         | One-Shot         | 2        | 4 lightning dmg to 1 target; destroy up to 2 ongoing cards.  |
| Tempest        | Flash Flood            | One-Shot         | 2        | Destroy up to 2 environment cards.   |
| Unity          | Bee Bot                | Mechanical Golem | 3        | When this card is destroyed, 2 projectile dmg to 1 target, destroy 1 ongoing or environment card.                        |
| Wraith         | Grappling Hook         | One-Shot         | 3        | Destroy 1 ongoing or environment card; draw a card.  |

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### 2) Non-Hero Card Destruction – Ongoing Effects and Powers:

| <i>Hero</i>      | <i>Card</i>              | <i>Card Type</i>   | <i>#</i> | <i>Description</i>   |
|------------------|--------------------------|--------------------|----------|--|
| The Argent Adept | Cedistic Dissonant       | Ongoing, Harmony   | 2        | Perform: Destroy 1 instrument to destroy 1 card in play.   |
| The Argent Adept | Sarabande of Destruction | Ongoing, Melody    | 2        | Perform: Destroy one ongoing or environment card.  |
| Bunker           | Locomotion               | Base Power – promo | c        | Power: Discard a card to destroy an ongoing card.  |
| K.N.Y.F.E.       | Prototype Servo-Gauntlet | Equipment, Limited | 2        | +1 melee dmg dealt.<br>Power: 2 melee dmg to 1 target. If target is destroyed, destroy 1 environment card. |
| Omnitron-X       | Bio-Engineering Beam     | Ongoing            | 2        | Power: Destroy 1 environment card; 2 energy dmg to 1 target.   |
| Parse            | Segmentation Fault       | Ongoing            | 2        | Power: Discard a card to destroy an ongoing or environment card.   |
| Visionary        | Mental Divergence        | Ongoing            | 3        | Power: Destroy one ongoing card or move one hero ongoing card from trash to top of deck.                   |

### 3) Non-Hero Deck Manipulation – One Time Effects:

| <i>Hero</i>    | <i>Card</i>           | <i>Card Type</i> | <i>#</i> | <i>Description</i>   |
|----------------|-----------------------|------------------|----------|--|
| Bunker         | Adhesive Foam Grenade | One-Shot         | 3        | Prevent environment cards from being played for 1 turn.  |
| K.N.Y.F.E.     | Wrecking Uppercut     | One-Shot         | 4        | 3 melee dmg to 1 target; discard top card of villain deck.   |
| Legacy         | Take Down             | Ongoing          | 2        | Villain cards cannot be played for 1 turn; 2 dmg to Legacy.  |
| The Naturalist | Hyperactive Senses    | One-Shot         | 2        | Reveal top two cards of any two decks<br>Gazelle: Discard top card of any two decks.                               |
| Nightmist      | Mistbound             | One-Shot         | 2        | Discard 2 cards; cards cannot be played from one deck for 1 turn.  |
| Parse          | Buffer Overflow       | Ongoing          | 2        | Destroy this card to destroy a villain card as it enters play; draw 1 card; play the top card of the villain deck. |
| Setback        | Fumbling Fool         | One-Shot         | 3        | Discard top card of all decks; add or remove H tokens from pool.   |
| Tempest        | 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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|           |                  |          |   |   |
|-----------|------------------|----------|---|---|
| Visionary | Brain Burn       | One-Shot | 2 | Untrash x villain cards, deal Visionary x damage.                               |
| Visionary | Precognition     | One-Shot | 3 | Draw 3 cards from villain deck; place 1 on top, 2 on bottom.                    |
| Visionary | Prophetic Vision | One-Shot | 3 | Draw 3 cards from environment deck; place 1 on top, 2 on bottom.                |
| Visionary | Suggestion       | One-Shot | 3 | Remove 2 cards from villain trash; place 1 on top of villain deck, 1 on bottom. |

#### 4) Non-Hero Deck Manipulation – Ongoing Effects and Powers:

| <i>Hero</i>   | <i>Card</i>            | <i>Card Type</i>   | <i>#</i> | <i>Description</i>   |
|---------------|------------------------|--------------------|----------|--|
| Absolute Zero | Subzero Atmosphere     | Ongoing            | 2        | All villain cards act at start of turn.  |
| Chrono-Ranger | “No Executions”        | Ongoing, Bounty    | 1        | Play on target; move target to bottom of deck when destroyed.  |
| Haka          | Savage Mana            | Ongoing, Limited   | 2        | Place targets Haka destroys under this card.<br>Power: Destroy x (all) cards to deal 2x toxic dmg to 1 target.           |
| Nightmist     | Astral Premonition     | Ongoing            | 2        | Power: Discard 1 card; take two cards from one deck, put one card on top and one card on bottom.                         |
| Parse         | Extrasensory Awareness | Ongoing            | 2        | Power: Look at top 3 cards of villain deck; discard 1, replace 2 in any order; may reshuffle villain deck.               |
| Parse         | Gauge                  | Ongoing            | 2        | Power: Look at the top card of a deck; place card on top or bottom of deck; draw 1 card.                                 |
| Parse         | Updated Intel          | Ongoing            | 2        | When a villain card enters play, look at the bottom of a deck; choose to replace or put the card on the top of the deck. |
| The Sentinels | Extract (Writhe)       | Base Power         | c        | Power: Reveal bottom card of any deck; discard or return to deck.  |
| Visionary     | Turmoil                | Base Power – promo | c        | Power: Reveal top 2 cards of any deck; put 1 on top, 1 on bottom of deck.  |
| Visionary     | Mental Divergence      | Ongoing            | 3        | Power: Destroy one ongoing card or move one hero ongoing card from trash to top of deck.                                 |
| Wraith        | Sleuth                 | Base Power – Promo | c        | Power: Reveal top card of environment deck; discard or play it.  |
| Wraith        | 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.                    |