

†NORIKO ASHIDA

3
REC



ALTER-EGO

MUTANT.

You may include up to 5 cards with a printed ⚡ resource in your deck from aspects other than your own.

New X-Men — Action: Exhaust Noriko Ashida → search your deck for an X-MEN ally and add it to your hand.

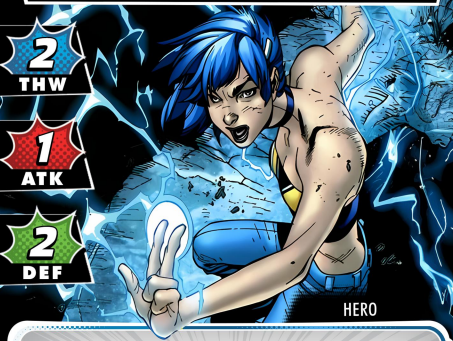
HAND SIZE 6 / HIT POINTS 9

†SURGE

2
THW

1
ATK

2
DEF



HERO

X-MEN.

Uncontrolled Surge — Forced Response: After you play a card with a printed ⚡ resource, discard your hand. For each card discarded this way, draw 1 card. You may take 1 damage to draw 1 card.

HAND SIZE 5 / HIT POINTS 9

3

†PRODIGY

DAVID ALLEYNE

ALLY

1
THW

1
ATK



X-MEN.

Mimic — Response: After a friendly character thwarts, Prodigy gets +1 THW until the end of the phase (to a maximum of +3 THW).

SURGE (1/15)

2

UPGRADE

GAUNTLETS



ITEM. TECH.

Hero Interrupt: When your "Uncontrolled Surge" ability would resolve, cancel that effect.

Response: After you play a card with a printed ⚡ resource, exhaust Gauntlets → draw 1 card.

SURGE (2/15)

2

UPGRADE

RECHARGE



SKILL.

Action: Exhaust Recharge and any number of cards you control with a printed ⚡ resource → heal 1 damage for every 3 cards exhausted this way.

SURGE (3/15)

1

UPGRADE

HASTE



SKILL.

Hero Interrupt: When the surge keyword on an encounter card would be resolved, exhaust Haste instead.

SURGE (4/15)

1

INTENSE TRAINING

SUPPORT



TRAINING.

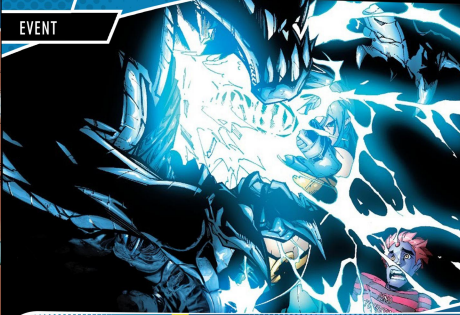
Action: Exhaust your identity and an ally you control → choose up to 3 identity specific cards in your discard pile and place them on the top of your deck. Then, draw 1 card.

SURGE (5/15)

1

KEEP AT BAY

EVENT



ATTACK. DEFENSE.

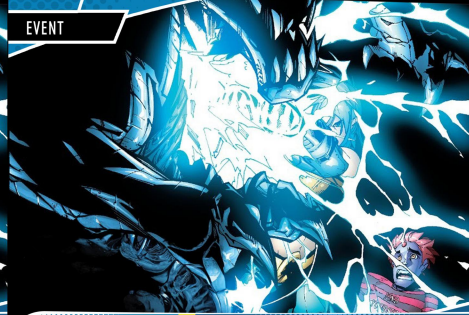
Hero Interrupt (defense): When a friendly character would take any amount of damage from an attack, prevent 3 of that damage. If you paid for this card using a ⚡ resource, prevent 2 additional damage and deal 2 damage to the attacker.

SURGE (7/15)

1

KEEP AT BAY

EVENT



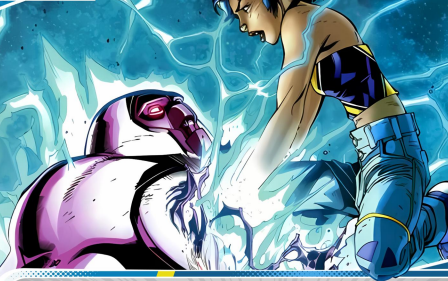
ATTACK. DEFENSE.

Hero Interrupt (defense): When a friendly character would take any amount of damage from an attack, prevent 3 of that damage. If you paid for this card using a ⚡ resource, prevent 2 additional damage and deal 2 damage to the attacker.

SURGE (6/15)

3 FULL BLAST

EVENT



ATTACK.

Hero Action (attack): Deal 6 damage to an enemy. If the number of ⚡ resource spent to pay for this card is at least:

- 1 – This attack gains ranged
- 2 – This attack also gains piercing
- 3 – This attack also gains overkill

SURGE (10/15)



3 FULL BLAST

EVENT



ATTACK.

Hero Action (attack): Deal 6 damage to an enemy. If the number of ⚡ resource spent to pay for this card is at least:

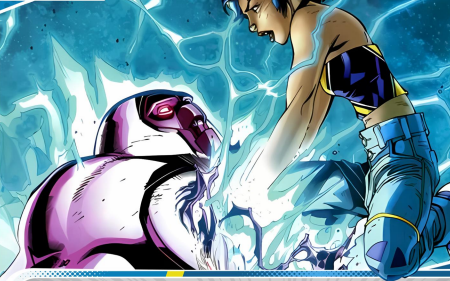
- 1 – This attack gains ranged
- 2 – This attack also gains piercing
- 3 – This attack also gains overkill

SURGE (9/15)



3 FULL BLAST

EVENT



ATTACK.

Hero Action (attack): Deal 6 damage to an enemy. If the number of ⚡ resource spent to pay for this card is at least:

- 1 – This attack gains ranged
- 2 – This attack also gains piercing
- 3 – This attack also gains overkill

SURGE (8/15)



2 SITUATION CONTROL

EVENT



THWART.

Hero Action (thwart): Remove 3 threat from a scheme. You may exhaust an ally you control to remove 3 threat from a scheme.

SURGE (12/15)



2 SITUATION CONTROL

EVENT



THWART.

Hero Action (thwart): Remove 3 threat from a scheme. You may exhaust an ally you control to remove 3 threat from a scheme.

SURGE (11/15)



0 GATHER ENERGY

EVENT



SUPERPOWER.

Hero Action: Choose up to 3 cards with a printed ⚡ resource in your discard pile and place them on the top of your deck.

SURGE (14/15)



0 GATHER ENERGY

EVENT



SUPERPOWER.

Hero Action: Choose up to 3 cards with a printed ⚡ resource in your discard pile and place them on the top of your deck.

SURGE (13/15)



1 LEAD THE TEAM

EVENT



TACTIC.

Hero Action: Ready your identity. For each ⚡ resource you overpaid for Lead the Team's cost, ready a card with a printed ⚡ resource.

SURGE (15/15)



BUS ATTACK

SIDE SCHEME

Forced Response: After you exhaust an **X-MEN** or **MUTANT** friendly character, deal 1 damage to that character.

28 SURGE NEMESIS (1/5)

† REVERAND STRYKER

MINION

3 SCH

1 ATK



4

ELITE.

Incite 2.
Reverand Stryker cannot take damage while another minion is in play.

★ **Forced Response:** After Reverand Stryker attacks, he schemes.
(Surge's nemesis minion.)

SURGE NEMESIS (2/5)



PURIFIERS

MINION

0 SCH

2 ATK



3

SOLDIER.

Quickstrike.

When Defeated: Shuffle this card into the encounter deck.

SURGE NEMESIS (3/5)



ATTACHMENT

MEDIA COVERAGE

Attach to your identity card.
Resolve each "When Revealed" ability that you reveal 1 additional time.
Alter-Ego Action: Spend a resource → discard this card.

SURGE NEMESIS (4/5)



SHOT

TREACHERY



When Revealed: Choose to either take 3 damage, exhaust and discard an ally you control, or exhaust and stun your identity.

SURGE NEMESIS (5/5)



1

SUPPORTIVE PARTNER

EVENT



Team-Up (Surge and Prodigy). Max 1 per deck.

Hero Action: Ready Surge and Prodigy. Heal 2 damage from each of them.

BASIC

LOSING CONTROL NEED HELP

OBLIGATION



Give to the Noriko Ashida player.

You may flip to alter-ego form. Choose:

- Exhaust your alter-ego → remove LosingControlNeedHelp from the game.
- You are confused. Exhaust each card with a printed resource you control. If no card was exhausted this way, this card gains surge. Discard this obligation.

SURGE

