

# †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

3

# †PRODIGY

DAVID ALLEYNE

ALLY

1  
THW

1  
ATK



## X-MEN.

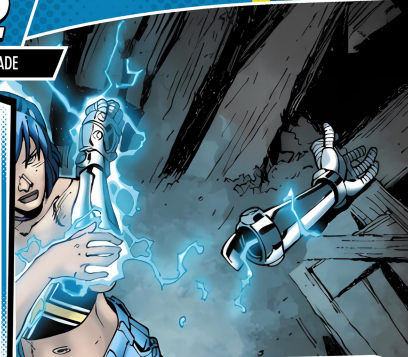
**Mimic — Response:** After a friendly character thwarts, Prodigy gets +1 THW until the end of the phase (to a maximum of +3 THW).

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



## 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



## 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.

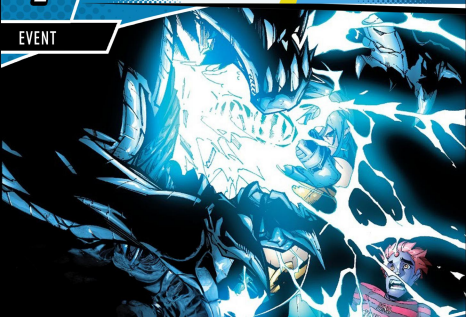
**Action:** Exhaust your identity and an ally you control → choose up to 3 identity specific cards in your discard pile and place them on the top of your deck. Then, draw 1 card.

SURGE (5/15)

1

# KEEP AT BAY

EVENT



## ATTACK. DEFENSE.

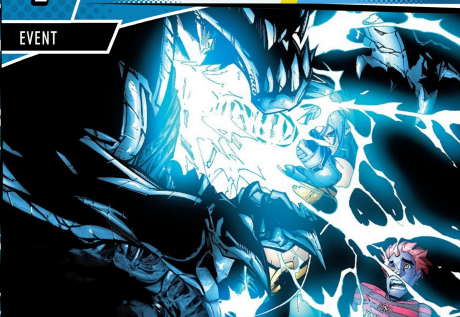
**Hero Interrupt (defense):** When a friendly character would take any amount of damage from an attack, prevent 3 of that damage. If you paid for this card using a ⚡ resource, prevent 2 additional damage and deal 2 damage to the attacker.

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)



† SURGE

2 THW

1 ATK

2 DEF



HERO

X-MEN.

**Uncontrolled Surge — Forced Response:**  
After you play a card with a printed lightning 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



MARVEL

MARVEL

MARVEL

MARVEL

MARVEL

MARVEL

MARVEL

MARVEL



**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.

**2** 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.)

**3** SURGE NEMESIS (2/5)





**MARVEL**

**MARVEL**

**MARVEL**

**MARVEL**

**MARVEL**

**MARVEL**



**MARVEL**

**MARVEL**

**MARVEL**



# PURIFIERS

MINION

0 SCH  
2 ATK

3

**SOLDIER.**

Quickstrike.

**When Defeated:** Shuffle this card into the encounter deck.

SURGE NEMESIS (3/5)

15



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)

16

# 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)

18

# 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

15

# 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

16



