

<p>QUARK-DRIVE ACCELERATOR 5 DEVICE</p> <p>AT THE END OF THE VILLAIN TURN, PUT THE TOP CARD OF THE VILLAIN DECK BENEATH THE CHRONAL MANIPULATOR. IF CURRENT REQUIREMENTS ARE MET, ACTIVATE THE CHRONAL MANIPULATOR.</p>	<p>QUARK-DRIVE ACCELERATOR 5 DEVICE</p> <p>AT THE END OF THE VILLAIN TURN, PUT THE TOP CARD OF THE VILLAIN DECK BENEATH THE CHRONAL MANIPULATOR. IF CURRENT REQUIREMENTS ARE MET, ACTIVATE THE CHRONAL MANIPULATOR.</p>	<p>REPULSIVE FORCE EMITTER 5 DEVICE</p> <p>WHENEVER THE VILLAIN WOULD BE DEALT MELEE OR PROJECTILE DAMAGE, PREVENT ALL OF IT. THIS CARD DEALS AS MUCH ENERGY DAMAGE TO EACH HERO TARGET AS DAMAGE PREVENTED.</p>
<p>REPULSIVE FORCE EMITTER 5 DEVICE</p> <p>WHENEVER THE VILLAIN WOULD BE DEALT MELEE OR PROJECTILE DAMAGE, PREVENT ALL OF IT. THIS CARD DEALS AS MUCH ENERGY DAMAGE TO EACH HERO TARGET AS DAMAGE PREVENTED.</p>	<p>PORTABLE IMPULSION BEAM 5 DEVICE</p> <p>AT THE START OF THE VILLAIN TURN, THE VILLAIN DESTROYS 1 EQUIPMENT CARD.</p>	<p>PORTABLE IMPULSION BEAM 5 DEVICE</p> <p>AT THE START OF THE VILLAIN TURN, THE VILLAIN DESTROYS 1 EQUIPMENT CARD.</p>
<p>YS-1300I OMNI-RIFLE 5 DEVICE</p> <p>AT THE START OF THE VILLAIN TURN, THE VILLAIN DEALS H ENERGY DAMAGE TO THE HERO TARGET WITH THE HIGHEST HP.</p>	<p>YS-1300I OMNI-RIFLE 5 DEVICE</p> <p>AT THE START OF THE VILLAIN TURN, THE VILLAIN DEALS H ENERGY DAMAGE TO THE HERO TARGET WITH THE HIGHEST HP.</p>	<p>ELECTRO-PULSE GRENADE 10 DEVICE</p> <p>AT THE START OF THE VILLAIN TURN, THIS CARD DEALS EACH HERO TARGET X LIGHTNING DAMAGE, WHERE X EQUALS THE CURRENT HP OF THIS CARD. THEN, DESTROY THIS CARD.</p>

<p>ELECTRO-PULSE GRENADE 10 DEVICE</p> <p>AT THE START OF THE VILLAIN TURN, THIS CARD DEALS EACH HERO TARGET X LIGHTNING DAMAGE, WHERE X EQUALS THE CURRENT HP OF THIS CARD. THEN, DESTROY THIS CARD.</p>	<p>SONIC DISRUPTION MINE 5 DEVICE</p> <p>AT THE START OF THE VILLAIN TURN, HERO TARGETS MAY DESTROY ONGOING CARDS. THIS CARD DEALS EACH HERO TARGET X SONIC DAMAGE, WHERE X EQUALS THE NUMBER OF ONGOING CARDS REMAINING IN PLAY. THEN, DESTROY THIS CARD.</p>	<p>SONIC DISRUPTION MINE 5 DEVICE</p> <p>AT THE START OF THE VILLAIN TURN, HERO TARGETS MAY DESTROY ONGOING CARDS. THIS CARD DEALS EACH HERO TARGET X SONIC DAMAGE, WHERE X EQUALS THE NUMBER OF ONGOING CARDS REMAINING IN PLAY. THEN, DESTROY THIS CARD.</p>
<p>CRYOGENIC CALTROP 5 DEVICE</p> <p>THE VILLAIN DEALS A HERO TARGET 1 COLD DAMAGE WHENEVER THAT HERO TARGET USES A POWER.</p>	<p>CRYOGENIC CALTROP 5 DEVICE</p> <p>THE VILLAIN DEALS A HERO TARGET 1 COLD DAMAGE WHENEVER THAT HERO TARGET USES A POWER.</p>	<p>TEMPORAL DISPLACEMENT ONGOING</p> <p>REDUCE ALL DAMAGE DEALT BY HERO TARGETS BY 1.</p>
<p>TEMPORAL DISPLACEMENT ONGOING</p> <p>REDUCE ALL DAMAGE DEALT BY HERO TARGETS BY 1.</p>	<p>CHRONIC COUNTERBALANCE ONGOING</p> <p>THE VILLAIN MAY PLAY X ADDITIONAL CARDS DURING THE NEXT VILLAIN TURN, WHERE X EQUALS THE NUMBER OF CARDS PLAYED BY HERO TARGETS IN THIS ROUND.</p> <p>AT THE START OF THE VILLAIN TURN, DESTROY THIS CARD.</p>	<p>CHRONIC COUNTERBALANCE ONGOING</p> <p>THE VILLAIN MAY PLAY X ADDITIONAL CARDS DURING THE NEXT VILLAIN TURN, WHERE X EQUALS THE NUMBER OF CARDS PLAYED BY HERO TARGETS IN THIS ROUND.</p> <p>AT THE START OF THE VILLAIN TURN, DESTROY THIS CARD.</p>

TEMPORAL HEALTH STIMULANT
ONE-SHOT

THE VILLAIN REGAINS 10 HP.

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STOLEN ARSENAL
ONE-SHOT

SHUFFLE THE VILLAIN DECK AND REVEAL CARDS UNTIL H MINUS 2 DEVICE CARDS ARE REVEALED. PUT THEM INTO PLAY. SHUFFLE THE OTHER REVEALED CARDS INTO THE VILLAIN DECK.

STOLEN ARSENAL
ONE-SHOT

SHUFFLE THE VILLAIN DECK AND REVEAL CARDS UNTIL H MINUS 2 DEVICE CARDS ARE REVEALED. PUT THEM INTO PLAY. SHUFFLE THE OTHER REVEALED CARDS INTO THE VILLAIN DECK.

OVERLOAD THE QUARK-DRIVE
ONE-SHOT

DESTROY ALL DEVICE CARDS CURRENTLY IN PLAY.

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DESTROY ALL DEVICE CARDS CURRENTLY IN PLAY.

CHRONAL MANIPULATOR
DEVICE

THIS CARD CANNOT BE DESTROYED.

WHEN A DEVICE OR EQUIPMENT CARD IS DESTROYED, PUT IT BENEATH THIS CARD.

WHEN THE CHRONAL MANIPULATOR IS ACTIVATED, PUT ALL HERO, VILLAIN, AND ENVIRONMENT CARDS CURRENTLY IN PLAY INTO THE APPROPRIATE TRASH. PUT ALL CARDS BENEATH THIS CARD INTO THE APPROPRIATE TRASH. SHUFFLE THE HERO, VILLAIN, AND ENVIRONMENT TRASH INTO THE APPROPRIATE DECK. FLIP THE VILLAIN'S CHARACTER CARD.

TIME THIEF 40
 VILLAIN – TIME-TRAVELLING MASTER THIEF

SETUP
 AT THE START OF THE GAME, PUT TIME THIEF'S VILLAIN CHARACTER CARD INTO PLAY, "TIME-TRAVELLING MASTER THIEF" SIDE UP.

LOOK THROUGH THE VILLAIN DECK FOR THE CARD "CHRONAL MANIPULATOR" AND PUT IT INTO PLAY. SHUFFLE THE VILLAIN DECK.

GAMEPLAY
 AT THE END OF THE VILLAIN TURN, PUT THE TOP CARD OF THE VILLAIN DECK BENEATH THE CHRONAL MANIPULATOR. IF AT LEAST 10 MINUS H CARDS ARE BENEATH THE CHRONAL MANIPULATOR, ACTIVATE THE CHRONAL MANIPULATOR.

LORD TEMPUS 40
 VILLAIN – RULER OF ALTERED TIMELINE

GAMEPLAY
 WHEN FLIPPED TO THE "RULER OF ALTERED TIMELINE" SIDE, SHUFFLE THE VILLAIN DECK AND REVEAL CARDS UNTIL H DEVICE CARDS ARE REVEALED. PUT THEM INTO PLAY. SHUFFLE THE OTHER REVEALED CARDS INTO THE VILLAIN DECK.

LORD TEMPUS IS IMMUNE TO ALL DAMAGE.

WHEN LORD TEMPUS DESTROYS AN EQUIPMENT CARD, PUT IT IN THE HERO TARGET'S TRASH INSTEAD.

WHEN A VILLAIN CARD WOULD DESTROY A DEVICE CARD, LORD TEMPUS DEALS EACH HERO TARGET 1 ENERGY DAMAGE INSTEAD.

AT THE END OF THE VILLAIN TURN, LORD TEMPUS DEALS EACH HERO TARGET H MINUS 1 ENERGY DAMAGE.

AT THE END OF THE VILLAIN TURN, IF AT LEAST H PLUS 2 CARDS ARE BENEATH THE CHRONAL MANIPULATOR, ACTIVATE THE CHRONAL MANIPULATOR.