

**Turn a card of one remaining
character face up**

**Turn a card of one remaining
character face up**

**Turn a card of one remaining
character face down**

**Turn a card of one remaining
character face down**

**Turn all remaining cards face
down**

**Recover (1) damage done to
a remaining character**

**Recover (1) damage done to
a remaining character**

**Recover (2) damage done to
a remaining character**

**Recover (1) damage done to
all of your remaining
characters**

**Recover (2) damage done to
all of your remaining
characters**

Deal (1) damage to a remaining character

Deal (1) damage to a remaining character

Deal (2) damage to a remaining character

Deal (1) damage to one of your opponent's remaining characters

Deal (1) damage to all of your opponent's remaining characters

Move one remaining character up to three spaces

Move one remaining character up to three spaces

Move one remaining character up to five spaces

Select a character—this character cannot move for one turn

Select a character—this character cannot move for two turns

**Turn a card of one remaining
character face up**

**Turn a card of one remaining
character face up**

**Turn a card of one remaining
character face down**

**Turn a card of one remaining
character face down**

**Turn all remaining cards face
down**

**Recover (1) damage done to
a remaining character**

**Recover (1) damage done to
a remaining character**

**Recover (2) damage done to
a remaining character**

**Recover (1) damage done to
all of your remaining
characters**

**Recover (2) damage done to
all of your remaining
characters**

Deal (1) damage to a remaining character

Deal (1) damage to a remaining character

Deal (2) damage to a remaining character

Deal (1) damage to one of your opponent's remaining characters

Deal (1) damage to all of your opponent's remaining characters

Move one remaining character up to three spaces

Move one remaining character up to three spaces

Move one remaining character up to five spaces

Select a character—this character cannot move for one turn

Select a character—this character cannot move for two turns