



## Scheme

Choose a creature. If that creature is committed, it becomes uncommitted. If it is uncommitted, it becomes committed.

Objection!

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## Scheme

You may only play this card after each player has announced which dice, if any, they are re-rolling, but before they have been re-rolled. You may re-roll an additional die this turn.

## Scheme

Discard any number of strategy cards from your hand. Then draw cards equal to the number you discarded this way.

## Scheme

Choose a creature. Move a chip on that creature from LOSE to WIN or vice versa. Then repeat this process (you may choose the same creature twice).

## Scheme

Choose a creature. All equipment cards attached to that creature are discarded.

## Scheme

You may only play this card before making a challenge. This turn, you choose the type of fight instead of the defending player.

## Scheme

Choose an opponent. That player reveals their hand. Choose one of the cards in their hand and discard it.

## Scheme

Look at the top 5 cards of the strategy deck. Choose one of those cards and put it into your hand. Discard the others.

## Scheme

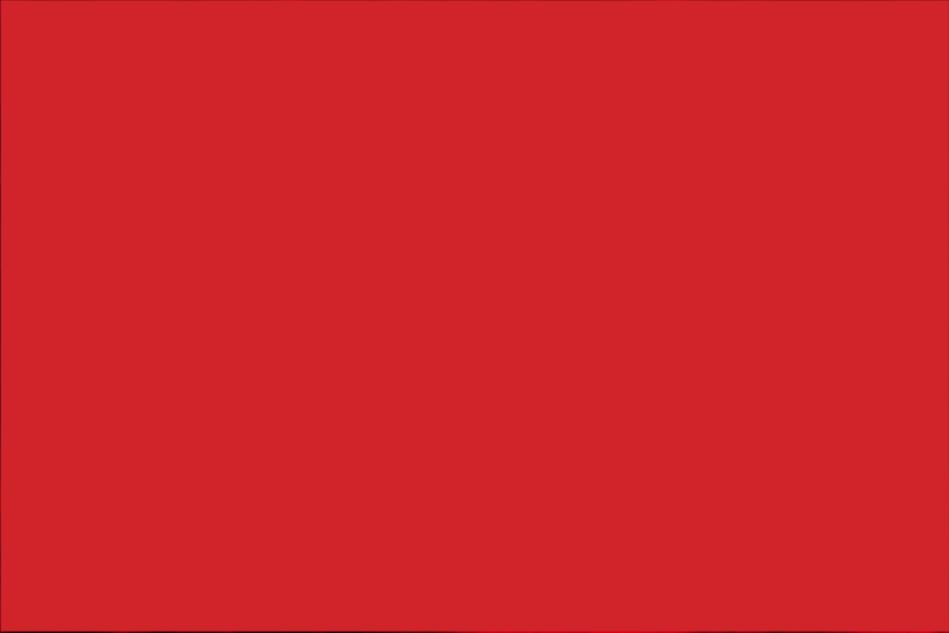
Play this card only after dice have been rolled (and re-rolled) for a fight, but before a winner is declared. The creature that would win that fight instead loses it and vice versa.

## Scheme

Transfer one of your creatures. Then you may transfer another one of your creatures. You may attach any equipment cards that were attached to the original creatures to their replacements. If either of the transferred creatures were committed, commit their replacement.

## Scheme

You may only play this card before making a challenge. If you win a fight this turn, draw 4 strategy cards and take an extra victory card.



## Scheme

Choose an opponent. That player must discard a victory card and a strategy card at random.

## Scheme

You may only play this card before making a challenge. If you win a fight this turn, you control the defending player during their next combat turn. You may look at their hand and make all decisions for them.

## Scheme

Choose an opponent. That player must discard all cards in his or her hand.

## Scheme

Choose an opponent's uncommitted creature. Transfer that creature. You may choose its replacement.

## Scheme

For each opponent, pick a random one of their victory cards. Add those cards to your hand.

## Scheme

Pick up all chips currently on creatures. You may place those chips on the WIN or LOSE spaces of any creatures in play. You may not put two chips of the same colour on the same creature.

## Scheme

Reveal cards from the top of the strategy deck until you've revealed 3 equipment cards. You may attach any number of those equipment cards to creatures in play for free. Discard all other cards revealed this way.

## Scheme

Put everyone's chips in a central pool. Then take all of your chips back and give each opponent two of their chips. Chips in that pool are returned to their owners in the next pre-season phase.

## Scheme

Choose up to two of your uncommitted creatures. Transfer those creatures, but you may look through your entire creature deck to do so. Then shuffle your creature deck.