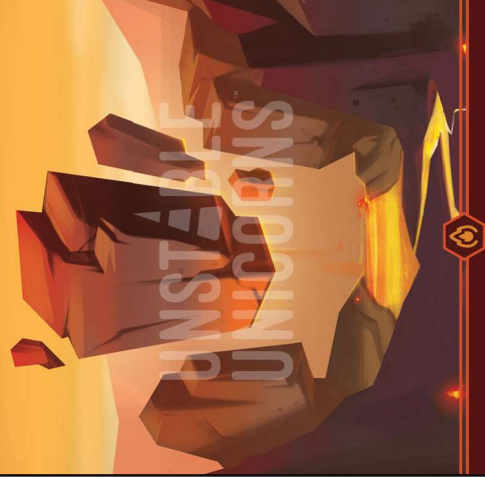


SUSPENDED INFERNO



When a Fire-type Hero attacks, it gains 1 Strength.

TYPES

- WATER
- FIRE
- LIGHT
- DARK
- UNKNOWN

TOKENS

- BANE TOKEN
- MYTH POINT TOKEN
- DAMAGE COUNTER

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- WATER
- FIRE
- LIGHT
- DARK
- UNKNOWN

TOKENS

- BANE TOKEN
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TYPES

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- FIRE
- LIGHT
- DARK
- UNKNOWN

TOKENS

- BANE TOKEN
- MYTH POINT TOKEN
- DAMAGE COUNTER

EXILED LEGENDS

TYPES

- WATER
- FIRE
- LIGHT
- DARK
- UNKNOWN

TOKENS

- BANE TOKEN
- MYTH POINT TOKEN
- DAMAGE COUNTER

PHASES

BEGINNING OF TURN PHASE

- Refresh Myth Points

ACTION PHASE

- Spend 1MP to do any of the following:
 - Add a bane token
 - Remove a bane token
 - Remove a damage counter from a Support
 - Switch your Champion with a Support
 - Return a Support to your Team deck
 - Use functional abilities

ATTACK PHASE

- Choose to do one of the following:
 - Precise attack
 - Mass attack

END OF TURN PHASE

PHASES

BEGINNING OF TURN PHASE

- Refresh Myth Points

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END OF TURN PHASE

Print-and-play version