

5 **HYENA**
CREED QUINN



AMALGAM - THE JOKER | SABRETOOTH
ARKHAM INMATES • BROTHERHOOD

Whenever Hyena stuns an opposing character, KO it unless its controller pays endurance equal to the number of cards in his hand.

11 **AMX-001** ILLUS: JIM BALENT
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2 **BIG QUESTION**
EDWARD NIGMA FISH



AMALGAM - RIDDLER | KINGPIN
ARKHAM INMATES • CRIME LORDS

Discard an Amalgam character card with cost X → Target opponent can't play plot twists with cost X from his hand this turn.

2 **AMX-002** ILLUS: SCOTT McDANIEL
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7 **CATSAI**
ELEKTRA KYLE



AMALGAM - CATWOMAN | ELEKTRA
ARKHAM INMATES • CRIME LORDS

Pay 17 ATK this turn → Target defender's DEF becomes 0 this attack. Use only if Catsai is attacking.

17 **AMX-003** ILLUS: SCOTT McDANIEL
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5 **THORION**
NEW ASGOD



AMALGAM - THOR | ORION
ASGARDIANS • NEW GODS

Cosmic: Thorion gets +X/+X while in combat, where X is target opposing attacker or defender's cost.

8 **AMX-004** ILLUS: JOHN ROMITA JR.
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6 **IRON LANTERN**
HAROLD STARK



AMALGAM - IRON MAN | HAL JORDAN
AVENGERS • GREEN LANTERN

Willpower 2
Leader: Characters adjacent to Iron Lantern get +X ATK, where X is Iron Lantern's willpower.

11 **AMX-005** ILLUS: PAUL SMITH
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8 **DARE THE TERMINATOR**
SLADE MURDOCK



AMALGAM - DEATHSTROKE THE TERMINATOR | DAREDEVIL
DEATHSTROKE • MARVEL KNIGHTS

Free → KO target opposing character stunned by a Catsai you control this turn.
Free → Target Catsai you control gets +17 ATK this turn. Use only if Catsai's ATK is 0.

18 **AMX-006** ILLUS: SCOTT McDANIEL
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8 **DOCTOR DOOMSDAY**
VICTOR VON DOOM



AMALGAM - DOCTOR DOOM | DOOMSDAY
DOOM • REVENGE SQUAD

Stun and KO an Army character that shares an affiliation with Doctor Doomsday → Ready Doctor Doomsday. He can't cause breakthrough this turn.

19 **AMX-007** ILLUS: TOM GRUMMET
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5 **DARK CLAW**
PATCH MALONE



AMALGAM - BATMAN | WOLVERINE
GOTHAM KNIGHTS • X-MEN

Stealth
Vengeance: Whenever Dark Claw becomes stunned, recover and ready him, and he can't cause breakthrough this turn. This power triggers only once per turn.

8 **AMX-008** ILLUS: JIM BALENT
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2 **SPARROW**
JUBILATION LEE



AMALGAM - TIM DRAKE | JUBILEE
GOTHAM KNIGHTS • X-MEN

Whenever Sparrow attacks, target player loses X endurance, where X is the number of other Amalgam characters you control that share an affiliation with her.

2 AMX-009 ILLUS: JIM BALENT
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10 **SILVER RACER**
NEW ASGOD



AMALGAM - SILVER SURFER | BLACK RACER
HERALDS OF GALACTUS • DARKSEID'S ELITE

Remove a cosmic counter from Silver Racer → KO all opposing characters, and at the start of the combat phase, put all characters in opponents' KO'd piles into play under your control. Use only during the build phase.

Cosmic

28 AMX-010 ILLUS: JOHN ROMITA, JR.
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9 **THANOSEID**
NEW ASGOD



AMALGAM - THANOS | DARKSEID
INFINITY WATCH • DARKSEID'S ELITE

Remove a cosmic counter from Thanoseid → KO all stunned characters in play.

Cosmic: Whenever Thanoseid stuns a character, ready him.

23 AMX-011 ILLUS: JOHN ROMITA, JR.
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4 **WHITE WITCH**
WANDA ZATARA



AMALGAM - ZATANNA | SCARLET WITCH
JLA • AVENGERS A

Pay 2 endurance → Power-up target attacker or defender you control. Use only once per turn.

Ally: Whenever an Amalgam character or character that shares an affiliation with White Witch becomes powered up, you may pay 2 endurance. If you do, target opponent discards a card. This power only triggers once per turn.

6 AMX-012 ILLUS: JOSE LUIS GARCIA LOPEZ
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6 **AMAZON**
PRINCESS ORORO OF THEMYSCLRA




AMALGAM - WONDER WOMAN | STORM
JLA • X-MEN

Pay X ATK this turn → Target character you control with cost X can't be attacked this turn. Use only once per turn.

11 AMX-013 ILLUS: JOHN BYRNE
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6 **MOONWING**
DICK GRAYSON



AMALGAM - MOON KNIGHT | DICK GRAYSON
MARVEL KNIGHTS • GOTHAM KNIGHTS

When Moonwing enters play, if you do not control another hidden character put three +1/+1 counters on him.

Remove a +1/+1 counter from Moonwing → Target character loses and can't have reinforcement while defending against Moonwing this turn. Use only once per turn.

10 AMX-014 ILLUS: CARY NORD
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4 **PRINCE**
DIANA PRINCE OF THEMYSCLRA




AMALGAM - ELEKTRA | WONDER WOMAN
MARVEL KNIGHTS • JLA

Pay 7 ATK this turn → KO target character stunned by an Amalgam character you control, or a stunned by a character that shares an affiliation with Prince you control, this turn.

7 AMX-015 ILLUS: GARY FRANK
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4 **SPEED DEMON**
BLAZE ALLEN



AMALGAM - GHOST RIDER | BARRY ALLEN
MARVEL KNIGHTS • SPEED FORCE

Whenever Speed Demon causes breakthrough to an opposing character, ready him unless that character's controller pays endurance equal to its cost. If you do, Speed Demon can't cause breakthrough this turn.

8 AMX-016 ILLUS: SALVATORE LAROCCA
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4 **BRUCE WAYNE**
AGENT OF S.H.I.E.L.D.

AMALGAM - NICK FURY | BATMAN
SHIELD • JLA

Reservist
☛ → Rally for an Amalgam character or a character that shares a printed affiliation with Bruce Wayne X times, where X is the number of Amalgam characters you control.

7 **AMX-017** ILLUS: CARY NORD
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5 **MERCURY**
PIETRO "PETE" ALLEN

AMALGAM - BART ALLEN | QUICKSILVER
SPEED FORCE • AVENGERS A

Free → Ready Mercury. Use only while Mercury is in combat and he can't attack this turn.
☛ → Mercury can't be stunned this attack.

8 **AMX-018** ILLUS: HOWARD PORTER
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3 **BLACK BAT**
AGENT OF S.H.I.E.L.D.

AMALGAM - BLACK CAT | BARBARA GORDON
SPIDER-FRIENDS • GOTHAM KNIGHTS

Reservist
At the start of the combat phase, if you control another Amalgam character, or a character that shares an affiliation with Black Bat, choose one: Draw a card; or target opponent discards a card.

5 **AMX-019** ILLUS: CARY NORD
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3 **SPIDER-BOY**
PETE ROSS

AMALGAM - SPIDER-MAN | CONNOR KENT
SPIDER-FRIENDS • TEAM SUPERMAN

Evasion
Remove a cosmic counter from Spider-Boy → Exhaust target character with cost 3 or less.

Cosmic: At the start of the combat phase, exhaust target character with cost 1 or less.

4 **AMX-020** ILLUS: MIKE WIERINGO
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7 **SUPER SOLDIER**
CLARK KENT

AMALGAM - SUPERMAN | CAPTAIN AMERICA
TEAM SUPERMAN • AVENGERS A

Involuntability
KO an equipment card equipped to Super Soldier → Stun target character with cost X or less, where X is the number of characters adjacent to Super Soldier.

Leader: Amalgam characters adjacent to Super Soldier have involuntability.

16 **AMX-021** ILLUS: DAVE GIBBONS
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3 **ACCESS**
MAN OF TWO WORLDS

Access gains the affiliations of each Amalgam character you control.
Amalgam characters you control gain Access's affiliations.

Free → Reveal the top card of your deck. If it is an Amalgam character card, put it into your hand; otherwise, discard it. Use only once per turn.

4 **AMX-022** ILLUS: BUTCH GUICE
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6 **LOBO THE DUCK**
THE MAIN DUCK

AMALGAM - LOBO | HOWARD THE DUCK

Hunter
Lobo the Duck gains all affiliations gained by Amalgam characters, as specified by target Team-Up you control.
Characters hunted by Lobo the Duck lose and can't have reinforcement.

13 **AMX-023** ILLUS: VAL SEMEKIS
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2 **JLX**
TEAM-UP

PLOT TWIST

Ongoing: Amalgam characters you control, as well as Amalgam character cards in your hand, KO'd pile, and deck lose all affiliations, have the JLX affiliation, and can't have any affiliation other than JLX.
All references to printed affiliations among characters you control refer to JLX instead.

11 **AMX-024** ILLUS: HOWARD PORTER
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4 MAN OF WAR



PLOT TWIST

Pay X endurance → Discard a DC or Marvel character card with cost X that shares a name with an Amalgam character you control. Put X +1/+1 counters on that Amalgam character.

AMX-025 ILLUS: DAVE GIBONS
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3 THE BEST OF BOTH WORLDS



PLOT TWIST

To play, reveal a DC character and a Marvel character from your hand.
Search your deck for an Amalgam character that shares a name with both characters you revealed, reveal it and put it into your hand.

AMX-026 ILLUS: CLAUDIO CASTELLINI
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2 THE COMING OF AMALGAM!



PLOT TWIST

To play, KO a DC character and a Marvel character you control.
Play only during your recruit step.
Put an Amalgam character that shares a name with both characters with cost less than or equal to the highest cost among the characters you KO'd into play, with X +1/+1 counters, where X is its cost.

AMX-027 ILLUS: CLAUDIO CASTELLINI
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