Card ID	Card Name	Card Text	Green Cost	Yellow Cost	Red Cost	Intercept	Force	Card Type	Teams	Rarity
		When you counterattack against a strike that has								
AME001	Blazing Axe Kick	3 Force or less, Blazing Axe Kick gets +3 Force.	2	1		6	3	Strike	Bull	С
		g and a second s								
		When you counterattack against a strike that has								
AME002	Boiling Point	3 Force or less, Boiling Point gets +3 Force.	2		1	8	3	Strike	Bull	С
		When you counterattack, your opponent								
AME003	Burning Blade	uncharges one of his or her zones.	2	1		5	3	Strike	Bull	U
		When you counterattack, your opponent					_			_
AME004	Burning Disc	uncharges one of his or her zones.	1	1	1	5	6	Strike	Bull	С
		A Intercept When you counterated a very								
AME005	Purning Lach	-4 Intercept >>> When you counterattack, your opponent uncharges one of his or her zones.	1	2		7	1	Strike	Bull	U
AME006	Burning Lash Doublefoot Dropkick	Yellow >>> +4 Force. Use only once.		1		7 5		Strike	Bull	C
AIVIEUUU	Doubleioot Diopkick	Eliminate one of your allies >>> +1 Intercept. Use		'		3	- '	Slike	Duli	C
AME007	Eye of Ozai	only once.		2		4	6	Strike	Bull	С
72007	2,00.024	When you counterattack, you may eliminate a		_				Otriito		
AME008	Fetch!	green energy.	3			5	4	Strike	Bull	С
		When you counterattack, you may eliminate a								
AME009	Flare	green energy.		1		4	3	Strike	Bull	С
		When you counterattack, you may eliminate up to								
AME010	Flying Fire Fist	two green energy.	1	2	1	5	7	Strike	Bull	R
		When you counterattack against a strike that has								
AME011	Gout of Flame	3 Force or less, Gout of Flame gets +3 Force.	1	1		5	3	Strike	Bull	R
=	l	Red >>> Choose one: Jagged Ground gets +2						a		_
AME012	Jagged Ground	Intercept; or Jagged Ground gets +2 Force.	1			2	2	Strike	Bull	R
		Reflip: Green Whenever your opponent								
AME013	Quicksand	focuses, he or she eliminates one of his or her green energy.	1			3	1	Strike	Bull	U
AMEUIS	Quicksariu	Whenever your opponent focuses, he or she				3	- 4	Slike	Duli	U
AME014	Rock the House	eliminates one of his or her green energy.	1		1	6	3	Strike	Bull	R
AWEOTA	TOOK the House	-4 Intercept >>> When you counterattack,						Ottike	Dali	1
AME015	Scorching Phoenix	eliminate all of your opponent's green energy.	1	1	1	6	6	Strike	Bull	R
		When you counterattack, your opponent								
AME016	Searing Cage	eliminates one of his or her allies.	1		1	6	2	Strike	Bull	U
		Eliminate one of your allies >>> When you								
AME017	Stoke the Flames	counterattack, eliminate up to two green energy.	1	1	1	8	4	Strike	Bull	R
		When you counterattack, you may eliminate up to								
AME018	Tectonic Shift	two green energy.	2			3	6	Strike	Bull	U
		Eliminate one of your allies >>> When you								
AME040	Titonia Firebell	counterattack, your opponent eliminates one of	,			-	_	Chriles	D. II	R
AME019	Titanic Fireball	his or her allies. Use only once. -4 Intercept >>> When you counterattack, your	2	- 1		5	5	Strike	Bull	K
		opponent eliminates one of his or her allies. Use								
AME020	Wildfire Arc	only once.	2	1	1	7	6	Strike	Bull	R
7.11.12.02.0	TTHAIN O 7 HO	emy enec.	_					Ot. iii.		. `
		-1 Intercept >>> When you counterattack, move								
AME021	Blast Cushion	one of your green energy to your yellow zone.	2		1	8	1	Strike	Fox	U
		When you counterattack, look at the top two								
		cards of your deck. Put one on the top of your								
AME022	Breath of the Dragon	deck and the other into your discard pile.		2		4	6	Strike	Fox	С
		While your opponent is defending, his or her								
AME023	Canyon Sprint	zones cannot be charged.		2		5	5	Strike	Fox	U
=		When you counterattack, you may move one of							<u> </u> _	l
AME024	Careening Koi	your yellow energy to your red zone.	3			5	4	Strike	Fox	U
AMEGOE	E+ Dii-	Reflip: Green Your opponent's strikes cost						01-11		l
AME025	Frost Blade	an additional yellow energy to play.		1		3	4	Strike	Fox	U

Card ID	Card Name	Card Text	Green Cost	Yellow Cost	Red Cost	Intercept	Force	Card Type	Teams	Rarity
		Your opponent's strikes cost an additional yellow								
AME026	Frost Daggers	energy to play.		1	1	6	1	Strike	Fox	С
		Your opponent's strikes cost an additional yellow								
AME027	Frost Spear	energy to play.	1		1	4	5	Strike	Fox	U
		When you counterattack, you may move an ally								
AME028	Gale Force	to the top of its owner's deck.	2			3	6	Strike	Fox	R
		Whenever your opponent focuses, Howling								
AME029	Howling Cyclone	Cyclone gets -2 Force.	3		1	8	7	Strike	Fox	R
	,	Whenever your opponent focuses, Howling								
AME030	Howling Squall	Squall gets -1 Force.	2		1	5	7	Strike	Fox	R
	January C. January	Whenever your opponent focuses, Howling Wind								1
AME031	Howling Wind	gets -1 Force.			1	5	5	Strike	Fox	С
	i ioniiiig iiiiid	-4 Intercept >>> When you counterattack, move			<u> </u>	-		<u> Cumo</u>	. 0%	
AME032	Nimbus Churn	an ally to the top of its owner's deck.	1	1	1	7	5	Strike	Fox	R
WILOUZ	TVIIII DUS CITUITI	When you counterattack, you may move an ally				,		Otrike	I OX	11
AME033	Rocky Road	to the top of its owner's deck.	2	2		6	5	Strike	Fox	R
AIVIL 033	Nocky Noad	to the top of its owner's deck.				0		Strike	1 0 %	IX
		2 Intercent When you counterattack mayo								
NATO24	Cainaina Tamasat	-3 Intercept >>> When you counterattack, move	4			7	2	Chuilea	Ган	В
AME034	Spinning Tempest	one of your yellow energy to your red zone.	1		1	7		Strike	Fox	R
AME035	Swirling Flames	Red >>> +2 Intercept. Use only once.	2		1	5	6	Strike	Fox	С
		When you counterattack, look at the top two								
		cards of your deck. Put one on the top of your				_			<u> </u>	_
AME036	Teeth of the Dragon	deck and the other into your discard pile.	2			5	1	Strike	Fox	С
		-2 Intercept >>> While your opponent is								
AME037	Terra Break	defending, his or her zones cannot be charged.	1	1	1	6	6	Strike	Fox	R
		When you counterattack, look at the top two								
		cards of your deck. Put one on the top of your								
AME038	Tongue of the Dragon	deck and the other into your discard pile.	1	2		7	4	Strike	Fox	С
AME039	Water Lasso	Your opponent cannot play signature moves.	2	1		6	4	Strike	Fox	R
		When you counterattack, you may move one of								
AME040	Wind on the Waves	your green energy to your yellow zone.	2			4	4	Strike	Fox	С
		When you counterattack from a charged zone,								
AME041	Bitter Batter	add a green energy.		1		4	3	Strike	Lion	С
WILOTT	Dittor Buttor	Your opponent skips defending in his or her						Otriko	Lion	
AME042	Blowback	green zone.	1	2		5	5	Strike	Lion	R
WILUTZ	Biowback	-4 Intercept >>> When you counterattack, your						Otrike	LIOIT	11
		opponent moves one of his or her allies to one of								
AME043	Crooping Crustal	1 1 1	4	4	1	6	6	Strike	Lion	R
AIVIEU43	Creeping Crystal	your empty ally spaces.		- '			0	Strike	LIOII	К
NAT-044	Danish a Mista	While this zone is charged, Dancing Mists has +2				,	_	Otalia.	1.1	_
AME044	Dancing Mists	Intercept.	1	2		4	ь	Strike	Lion	С
		For each ally you have, Double Crest has +1	_			_	_			_
AME045	Double Crest	Force.	2	1		6	3	Strike	Lion	С
	1	Your opponent skips defending in his or her				_	_			
AME046	Hurricane Vault	green zone.	2			3	5	Strike	Lion	U
		When you counterattack from a charged zone,								
AME047	Just Desserts	add a green energy.		2		7	1	Strike	Lion	С
		-2 Intercept >>> When you counterattack,								
AME048	Million Gallon Attack	charge this zone. Use only once.	1	1	1	6	6	Strike	Lion	R
		Reflip: Green When you counterattack,								
AME049	Mischievous Downpour	charge this zone.	1			3	4	Strike	Lion	U
AME050	Sea Sphere	When you counterattack, charge this zone.		2		5		Strike	Lion	R
AME051	Snowball Smash	When you counterattack, charge this zone.		2	1	8		Strike	Lion	С
		While your opponent is defending, your allies								
AME052	Stifling Breeze	cannot be moved or eliminated.	3			6	4	Strike	Lion	U
	3	While your opponent is defending, your allies					•			i -
AME053	Stifling Wind	cannot be moved or eliminated.		1	1	5	6	Strike	Lion	С
	19						- 0			<u> </u>
WILOSS		When you counterattack, add a green energy for								

Card ID	Card Name	Card Text	Green Cost	Yellow Cost	Red Cost	Intercept	Force	Card Type	Teams	Rarity
		-1 Intercept >>> When you counterattack, add a						7,		
AME055	Sweet Revenge	green energy.	3			5	3	Strike	Lion	U
		While you have an ally in this zone, Tandem								
AME056	Tandem Attack	Attack has +2 Force.	2	1		5	4	Strike	Lion	R
		-2 Intercept >>> When you counterattack from a								
AME057	Wall of Water	charged zone, add a yellow energy.		3		8	1	Strike	Lion	R
		Two Red >>> +3 Intercept and +3 Force. Use								
AME058	Whirling Debris	only once.			1	4	4	Strike	Lion	R
		While your opponent is defending, your zones								
AME059	Windmill Barrier	cannot be uncharged.		2		6	5	Strike	Lion	С
		While your opponent is defending, your zones								
AME060	Windmill Dome	cannot be uncharged.	1		1	7	4	Strike	Lion	U
		When you counterattack, your opponent								
AME061	Bell Ringer	eliminates one of his or her allies.	1	2		5	4	Strike	None	U
AME062	Boomerang Toss	Red >>> +5 Force. Use only once.	1	1		5	1	Strike	None	U
AME063	Canyon Crawler Clash		1	1	1	6	6	Strike	None	С
		When you counterattack, your opponent								
AME064	Coal Rake	uncharges one of his or her zones.	1		1	5	1	Strike	None	U
AME065	Downdraft		1			4	3	Strike	None	С
AME066	Earthbound		1		1	6	5	Strike	None	С
		When you counterattack, you may move one of								
		your opponent's allies to one of that player's								
AME067	Earthbridge	empty ally spaces.	2	1		5	4	Strike	None	U
AME068	Evade	Red >>> +4 Intercept. Use only once.	1			3	1	Strike	None	С
		Red, Green >>> +2 Intercept and +2 Force. Use								
AME069	Falling Leaf Ambush	only once.	1	2		6	4	Strike	None	R
AME070	Knuckle Sandwich		2	1		6	4	Strike	None	С
		When you counterattack, your opponent								
AME071	Kyoshi Backhand	eliminates one of his or her energy.			1	4	4	Strike	None	U
		Reflip: Green (You may pay a green energy to								
AME072	Kyoshi Fan Parry	discard this card and flip a new one in this zone.)	2		1	7	2	Strike	None	С
		When you counterattack, you may move one of								
AME073	Kyoshi Fan Throw	your green energy to your yellow zone.	3			5	4	Strike	None	U
		Reflip: Green (You may pay a green energy to								
AME074	Kyoshi Pride	discard this card and flip a new one in this zone.)		2		5	5	Strike	None	С
AME075	Pummel	Green >>> +1 Intercept. Use only once.	2			4		Strike	None	C
2070		eredit for the intercepts declering erice.	_					O	110.10	
		Reflip: Green (You may pay a green energy to								
AME076	Seize the Moment	discard this card and flip a new one in this zone.)	1			2	6	Strike	None	С
AME077	Skewer	diodra trio cara aria inp a riow orio in trio zorio.)		1		3		Strike	None	C
AME078	Snapped Off		1	1	1	8		Strike	None	C
AME079	Tremor Trail		1	2	•	5		Strike	None	U
AME080	Will of the Warrior		3		1	4	7		None	U
WILOUG	TTIII OI LIIO TTAITIOI	Your opponent's strikes cost an additional yellow	Ů		•	·		Ctrinto	110110	
AME081	Churning Stomachs	energy to play.	2					Advantage	Body	U
WILOUT	Charming Cterriaerie	chargy to play.						ravanago	Dody	
AME082	Crystal Rampart	Your strikes have +2 Intercept.			1			Advantage	Body	R
	- John Hampart	Your strikes have +1 Intercept while in one of						, warantage	Joay	f.,
AME083	Dive for Cover	your charged zones.	1					Advantage	Body	U
TIVILOUS	Bive for Gover	your charged zones.						Advantage	Dody	
AME084	Flopsie Flop	Your opponent cannot focus or pitch.	1	1				Advantage	Body	R
11712007	1 Johaic I Joh	While your opponent is defending, his or her						, wantaye	Dody	11
AME085	Immobilize	zones cannot be charged.	1					Advantage	Body	R
TIVILOUS	IIIIIIODIIIZG	Your opponent skips defending in his or her	- '					nuvaniaye	Dody	11
AME086	Misdirection	green zone.	2					Advantage	Body.	С
NIVIEU00	IMPORTECTION	While your opponent is defending in his or her						Advantage	Dody	0
AME087	Riding the Crest	green zone, your strikes have +2 Force.	1					Advantage	Body.	С
AIVIEU01	rading the clest	Your strikes have +1 Intercept and +1 Force						Auvaniage	Douy	
	Stand Firm	while in one of your charged zones.	2					Advantage	l	R
	ı					l		A -l t	l	l _D

Card ID	Card Name	Card Text	Green Cost	Yellow Cost	Red Cost	Intercept	Force	Card Type	Teams	Rarity
		Your strikes have +1 Force while in one of your								
AME089	Take the High Ground	charged zones.	1					Advantage	Body	U
		While your opponent is defending, your zones								
		cannot be uncharged, and your allies cannot be								
AME090	Ward Off	moved or eliminated.	1					Advantage	Body	С
		Immediate—Your opponent moves one of his or	_							L
AME091	Charisma	her allies to one of your empty ally spaces.	3					Advantage	Mind	R
	-	Immediate—Look at the top two cards of your								
AME092	Contemplate	deck. Put them back in any order.	1					Advantage	Mind	С
		Immediate—Your opponent turns the top card of								
		his or her deck face up. You may have your								
		opponent put that card into his or her discard								
AME093	Incinerate	pile.	1					Advantage	Mind	С
1145004	A 12 /	Immediate—Look at the top three cards of your								_
AME094	Meditate	deck. Put them back in any order.	2					Advantage	Mind	R
		While Pai Sho Mastery is in your advantage area,								
ANAE005	Dei Ohe Mestern	your cards have "Reflip: Eliminate Pai Sho						A -1	N Albanial	_
AME095	Pai Sho Mastery	Mastery."	1					Advantage	IVIIna	R
A N 4 E 00 C	Dun the Displants	Immediate—You may move any player's ally to						A di	Min al	U
AME096	Run the Blockade	one of that player's empty ally spaces.	1					Advantage	IVIIna	U
		As you play Sculpted Flame, choose one: Your								
A NAT-007	Caulated Flores	strikes have +1 Intercept and -1 Force; or your						A di	Min al	
AME097	Sculpted Flame	strikes have -1 Intercept and +1 Force.	1					Advantage	IVIING	U
A N 4 E 0 0 0	Training Carell	Whenever you flip a card, turn the top card of						A di	Min al	С
AME098	Training Scroll	your deck face up. When you counterattack, you may uncharge one	- 1					Advantage	IVIING	C
AME099	Water Kete	of your zones. If you do, charge one of your		1				A diventege	Mind	U
AMEU99	Water Kata	zones. Immediate—You are now defending up one zone.		- 1				Advantage	IVIIIIu	U
		(Charge the zone in which you played this								
AME100	Yip Yip!	advantage.)	-1	1				Advantage	Mind	R
AIVIE 100	Tip Tip:	Immediate—If this zone is already charged, you						Auvantage	IVIII IU	N
AME101	Bad Breath	may uncharge any zone.		1				Advantage	Cnirit	R
AIVIETOT	Bau Breatti	Immediate—You may charge any zone. (You						Auvantage	Spirit	N
AME102	Channel the Winds	also charge this zone as normal.)	2					Advantage	Cnirit	R
AIVIE 102	Chainlei the Winds	also charge this zone as normal.)	3					Auvantage	Spirit	N
AME103	Dust Storm	When you counterattack, add a yellow energy.	2					Advantage	Cnirit	С
AIVIL 103	Dust Stofffi	When you counterattack, and a yellow energy.						Advantage	Орин	
		Immediate—You may eliminate one of your allies.								
AME104	Expendable Troops	If you do, eliminate one of your opponent's allies.	1					Advantage	Spirit	U
TIVIL 104	Experidable Troops	Reflip: Green Immediate—You may						Mavaillage	Орин	
AME105	Fiery Temper	eliminate an ally.	1	1				Advantage	Spirit	С
TIVIL 100	riery remper	Immediate—If this zone is already charged, you						riavaniago	Орин	
AME106	Flying Staff Technique	may charge any zone.	2					Advantage	Spirit	U
2.700	i iying Gtan Teeninque	may onalige any zono.	_					riaramago	Op	
AME107	Glorious Feast	Immediate—Add a red energy.	3					Advantage	Spirit	R
		Reflip: Green Immediate—You may						go		1
AME108	Head Over Heels	uncharge any zone.	1	1				Advantage	Spirit	U
		When your opponent counterattacks from his or	-					gc	- F	
AME109	Highway Robbery	her green zone, you add two green energy.	1					Advantage	Spirit	С
	3 .,,	Immediate—You may eliminate an energy in this								1
		zone. If you do, eliminate one of your opponent's								
AME110	Volcanic Fountain	energy of the same color.	1					Advantage	Spirit	R
· · · · · · · · · · · · · · · · · · ·	Bonzu Pippinpaddle-	Immediate—Your opponent uncharges one of his							_	1
AME111	Oppsokopolis III	or her zones.			1			Advantage	None	U
										1
AME112	Caution to the Wind	Your strikes have -1 Intercept and +1 Force.	1					Advantage	None	С
		,						J-		
AME113	Closed-Hand Form	Your strikes have +1 Force.		1				Advantage	l	С

Card ID	Card Name	Card Text	Green Cost	Yellow Cost	Red Cost	Intercept	Force	Card Type	Teams	Rarity
AME114	Lifesaver	Your strikes have +1 Intercept in your red zone.	1					Advantage	None	U
	Z.i.ocavo.	Tour cumos nave ++ intercept in your rea zener						riavamage	110110	
AME115	Open-Hand Form	Your strikes have +1 Intercept.		1				Advantage	None	С
		Immediate—Look at the top card of your deck.								
AME116	Roku's Guidance	You may put it into your discard pile.	1					Advantage	None	С
AME117	Sustenance	Immediate—Add a red energy.	2	1				Advantage	None	С
- COVIL 1 17	Gusteriariee	Immediate—Your opponent eliminates one of his						Mavaillage	TVOIC	
AME118	Take Them Away	or her allies.			1			Advantage	None	С
AME119	Aang	In Aang's zone, your strikes have +1 Intercept.			1			Ally	Light	U
		Whenever you flip a card in Appa's zone, you						ĺ	Ü	
		may swap Appa with an ally in one of your other								
AME120	Арра	zones.	1	1				Ally	Light	R
		Yellow >>> When you counterattack from								
		Katara's zone, charge this zone. Use only once								
AME121	Katara	per turn.	1					Ally	Light	R
		In King Bumi's zone, your strikes have								
		"Whenever your opponent focuses, this strike	_					l		l
AME122	King Bumi	gets +1 Force while it's in King Bumi's zone."	2					Ally	Light	U
NAE400		When you counterattack from Momo's zone,						A III.	I desire	
AME123	Momo	each player adds a green energy. Whenever you flip a card in Monk Gyatso's zone,	1					Ally	Light	С
AME124	Monk Cyataa		4					A III.	Light	С
AIVIE 124	Monk Gyatso	turn the top card of your deck face up. When you counterattack from Jet's zone, each	- '					Ally	Light	C
AME125	Jet	player eliminates one of his or her allies.	1					Ally	Shadow	U
AIVIL 123	361	player eliminates one of this of their aliles.						Ally	Siladow	0
		Reflip: Green When you counterattack from								
		Jojo's zone, eliminate one of your opponent's								
AME126	Jojo	green energy, and you add a green energy.		2				Ally	Shadow	R
	,-	Two Green >>> In Malu's zone, your strikes have		_				,		
		"Your opponent skips defending in his or her								
AME127	Malu	green zone."	1					Ally	Shadow	U
		When you counterattack from Pirate Captain's								
		zone, look at the top card of your deck. You may								
AME128	Pirate Captain	put it into your discard pile.	1					Ally	Shadow	С
		Eliminate an energy in Prince Zuko's zone >>>								
		When you counterattack from Prince Zuko's								
		zone, eliminate an energy of the same color. Use								
AME129	Prince Zuko	only once per turn.	1					Ally	Shadow	С
		Whenever you would flip a card in Uncle Iroh's								
AME130	Uncle Iroh	zone, you may first look at the top two cards of			1			A III.	Shadow	R
AIVIE 130	Officie from	your deck. If you do, put them back in any order. When you counterattack from Afiko's zone, you			- '			Ally	Snauow	K
		may eliminate one of your allies. If you do, your								
AME131	Afiko	opponent charges one of your zones.	1	1				Ally	Dark	R
WILLIOT	Tillico	Your strikes in Commander Zhao's zone have +1						Ally	Dark	1
AME132	Commander Zhao	Force.	1	1				Ally	Dark	U
			-					,		
		When you counterattack from Fire Nation Elite's								
		zone, your opponent turns the top card of his or								
		her deck face up. You may have your opponent								
AME133	Fire Nation Elite	put that card into his or her discard pile.		1				Ally	Dark	U
		When you counterattack from Kinto's zone, you								
		may eliminate one of your allies. If you do, your								
AME134	Kinto	opponent uncharges one of his or her zones.		1		<u> </u>		Ally	Dark	R

Card ID	Card Name	Card Text	Green Cost	Yellow Cost	Red Cost	Intercept	Force	Card Type	Teams	Rarity
		Red >>> When you counterattack from Prison								
		Warden's zone, your opponent eliminates one of								
AME135	Prison Warden	his or her allies. Use only once per turn.	1					Ally	Dark	С
		Green >>> When you counterattack from Zhao's								
		Guard's zone, eliminate Zhao's Guard and up to								
AME136	Zhao's Guard	two green energy. Use only once per turn.	1					Ally	Dark	С
		When you counterattack from Cabbage								
		Merchant's zone, you may eliminate Cabbage								
AME137	Cabbage Merchant	Merchant. If you do, add a green energy.	1					Ally	None	U
		Whenever you flip a card in Canyon Guide's								
		zone, your opponent turns the top card of his or								
AME138	Canyon Guide	her deck face up.		1				Ally	None	U
		Green >>> In Gan Jin Tribe's zone, your strikes								
AME139	Gan Jin Tribe	have +1 Intercept. Use only once per turn.	2					Ally	None	С
		In Herbalist's zone, your strikes have "Reflip:								
AME140	Herbalist	Green."		1				Ally	None	U
		Green >>> In Zhang Tribe's zone, your strikes								
AME141	Zhang Tribe	have +1 Force. Use only once per turn.	2					Ally	None	С
]						
		When you flip Air Scooter in a zone without an								
AME142	Air Scooter	ally, you may move one of your allies to this zone.	2	1		5	5	Strike	Air	R
		Move Chi Absorption down one zone >>> Add a								
		yellow energy. (Use only while defending in your								
AME143	Chi Absorption	green or yellow zone.)		1	1	8	1	Strike	Air	U
		Move Dust Funnels down one zone >>> Add two								
		green energy. (Use only while defending in your								
AME144	Dust Funnels	green or yellow zone.)	3	1		6	5	Strike	Air	R
		Two Green >>> Move Graceful Leap up one								
		zone. (Use only while defending in your yellow or								
AME145	Graceful Leap	red zone.)		1		4	2	Strike	Air	U
		Move Open-Palm Pushback to your red zone >>>								
		Your opponent skips defending in his or her								
		green zone. (Use only while defending in your								
AME146	Open-Palm Pushback	green or yellow zone.)		1	1	5	6	Strike	Air	R
		Two Green >>> Move Zoom! up one zone. (Use								
AME147	Zoom!	only while defending in your yellow or red zone.)	1		1	4	6	Strike	Air	U
		Whenever your opponent focuses, Boulder								
AME148	Boulder Smash	Smash gets +1 Force.	2	1		5	5	Strike	Earth	R
		When your opponent counterattacks from a zone,								
AME149	Choking Sand	eliminate an ally in that zone.	1	2		4	6	Strike	Earth	U
		When your opponent counterattacks from a zone,								
AME150	Granite Block	uncharge that zone.	1	1	1	7	5	Strike	Earth	U
		When your opponent counterattacks from a zone,								
		uncharge that zone, eliminate an ally in that zone,								
AME151	Ground Breaker	and eliminate an energy in that zone.	1	1	1	6	2	Strike	Earth	R
		Reflip: Green Whenever your opponent								
AME152	Quarry Crush	focuses, Quarry Crush gets +1 Force.		1		3	5	Strike	Earth	R
		When your opponent counterattacks from a zone,								
AME153	Seismic Spring	eliminate an energy in that zone.			1	4	4	Strike	Earth	U
		When you counterattack, you may eliminate a								
		yellow energy. Pitch >>> Eliminate a yellow								
AME154	Corona Punch	energy.		2	1	5	6	Strike	Fire	R
		When you counterattack, charge this zone.								
AME155	Ember Shot	Pitch >>> Charge this zone.	1		1	4	6	Strike	Fire	R
AME156	Fire Sweep	Pitch >>> Eliminate up to two green energy.	1			3		Strike	Fire	U
AME157	Kindle	Pitch >>> Charge this zone.	3			6		Strike	Fire	U

Card ID	Card Name	Card Text	Green Cost	Yellow Cost	Red Cost	Intercept	Force	Card Type	Teams	Rarity
		Green, Pitch >>> Your opponent eliminates one						71		,
AME158	Twin Fire Daggers	of his or her allies.		2		7	2	Strike	Fire	U
		When you counterattack, your opponent								
		eliminates one of his or her allies. Green,								
		Pitch >>> Your opponent eliminates one of his or								
AME159	Warship Barrage	her allies.	3			4	4	Strike	Fire	R
AME160	Bubble Burst	-1 Intercept >>> +1 Force.			1	4	4	Strike	Water	U
AME161	Clutches of the Deep	-1 Intercept >>> +1 Force.	2		1	9	0	Strike	Water	R
		When you counterattack from a charged zone,								
AME162	Flash Flood	you may charge any zone.	2		1	5	4	Strike	Water	R
7	i iddii i idda	Red >>> When you counterattack, charge any	_			- J		Ou no	Truto.	
AME163	Ice Blooms	zone. Use only once.	2	1		6	4	Strike	Water	U
7 2 . 0 0	ioo Bioomo	Uncharge this zone >>> When you	_	·		- J		Ou no	Truto.	
AME164	Single Water Whip	counterattack, charge any zone.	2	1		5	5	Strike	Water	U
74012101	Cirigio Water Wriip	-3 Intercept >>> When you counterattack,				Ŭ		Cunc	water	Ŭ
AME165	Tidal Wave	charge any zone. Use only once.	1	2	1	6	7	Strike	Water	R
AME166	The Avatar Awakens	Exclusive—Aang	<u>'</u>		3			Strike	None	Exclusive
AIVIL 100	The Avalar Awakers	Lxclusive—Aarig						Strike	INOTIC	LACIUSIVE
		Exclusive—Katara Uncharge Sokka's zone								
		>>> If you have a strike in Sokka's zone, choose								
		one: That strike gets +1 Intercept; or that strike								
AME407	Caldra		1					A III.	Nama	Fuelueiue
AME167	Sokka	gets +1 Force. Use only once per turn.	- 1					Ally	None	Exclusive
ANAE 400	Floresia	Exclusive—King Bumi In Flopsie's zone,	1					A III.	NI.	E
AME168	Flopsie	your strikes have -1 Intercept and +2 Force.	1		1			Ally	None	Exclusive
		Exclusive—Jojo When you counterattack								
		from a zone, add an energy to that zone and								
		eliminate one of your opponent's energy of the								
AME169	The Kissing Bandit	same color.	1	1				Advantage	None	Exclusive
		Exclusive—Malu Your opponent skips				_	_			
AME170	Strata Breaker	defending in his or her green and yellow zones.	1			3	3	Strike	None	Exclusive
		Exclusive—Prince Zuko When you						_		
AME171	Tail of the Comet	counterattack, you may eliminate an energy.	1	1	1	5	5	Strike	None	Exclusive
		Exclusive—Uncle Iroh Pitch >>> Look at the								
		top three cards of your deck. Put one on the top								
AME172	Shocking Revelation	of your deck and the rest into your discard pile.	1	1		5	4	Strike	None	Exclusive
		Exclusive—Afiko Turn your Chamber Card								
		from the back to the front >>> +3 Intercept and								
AME173	Hollow Soul Hurricane	+3 Force.	3			4	4	Strike	None	Exclusive
•		Exclusive—Commander Zhao When you								
AME174	Maw of the Inferno	counterattack, you may eliminate an ally.	1	1	1	6	5	Strike	None	Exclusive
		Exclusive—Kinto Your opponent's strikes								
AME175	Aquatic Tendrils	cost an additional red energy to play.			1			Advantage	None	Exclusive

Collector			Front	Front	Front			Back	Back	Back	
CARD ID	Character	Front Name	Cost	Intercept	Force	Front Text	Back Name	Cost	Intercept	Force	Back Text
						Whenever your opponent					
						focuses, Penguin Sledding					Whenever your opponent focuses,
AME176	Aang	Penguin Sledding	G	5	7	gets -1 Force.	Taming the Unagi		9	9	Taming the Unagi gets -2 Force.
						Whenever your opponent					NATI
A NAIC 4 77	A = = =	Danguin Cladding		_	7	focuses, Penguin Sledding	Toming the Unesi				Whenever your opponent focuses,
AME177	Aang	Penguin Sledding	G	5	/	gets -1 Force. Whenever your opponent	Taming the Unagi		8	9	Taming the Unagi gets -2 Force.
						focuses, Penguin Sledding					When you counterattack, add an
AME178	Aang	Penguin Sledding	G	5	7	gets -1 Force.	Vertigo Dash		6	6	energy to each of your zones.
7	7 131.19	. origani croading		Ů		When you counterattack,	7 5. 1.gc 2 45.1				onergy to each or year zeroes.
						you may rearrange your					
						allies. (You can only have					
						one ally in each of your					Whenever your opponent focuses,
AME179	Aang	Updraft		6	4	zones.)	Taming the Unagi		9	9	Taming the Unagi gets -2 Force.
						When you counterattack,					
						you may rearrange your					
						allies. (You can only have					
				_		one ally in each of your					When you counterattack, add an
AME180	Aang	Updraft		6	4	zones.)	Vertigo Dash		6	6	energy to each of your zones.
						When you counterattack,					
						you may rearrange your					
						allies. (You can only have					M/han you acusto rotto alc aliminata
AME181	Aana	Undraft		6	1	one ally in each of your zones.)	Aveter State	RRRRR	12	12	When you counterattack, eliminate all of your energy.
AIVIETOT	Aang	Updraft		0	4	When you counterattack,	Avatar State	KKKKK	12	. 12	When you counterattack, charge
AME182	Katara	Arctic Sheath	G	6	1	charge your yellow zone.	Whirlpool		7	. 7	your yellow zone.
AIVIL 102	Ratara	Arctic Gricatii	0	U		When you counterattack,	Willipool		,	, , , , , , , , , , , , , , , , , , ,	When you counterattack, charge
AME183	Katara	Arctic Sheath	G	6	4	charge your yellow zone.	Whirlpool		7	7	your yellow zone.
						When you counterattack,					When you counterattack, add two
AME184	Katara	Arctic Sheath	G	6	4	charge your yellow zone.	Geyser Torpedo	G	6	6	red energy.
						When you counterattack,	·				When you counterattack, charge
AME185	Katara	Parting Shot		5	2	add a red energy.	Whirlpool		7	7	your yellow zone.
						When you counterattack,					When you counterattack, add two
AME186	Katara	Parting Shot		5	2	add a red energy.	Geyser Torpedo	G	6	6	red energy.
											Green >>> When you
				_		When you counterattack,				_	counterattack, each player charges
AME187	Katara	Parting Shot		5	2		Double Water Whip		6	7	one of his or her zones.
						Whenever your opponent					Whenever your opponent focuses,
AME400	King Dumi	Omashu Dadashall	_		_	focuses, Omashu Dodgeball	Ctone Heal of the King		_		Stone Heel of the King gets +1
AME188	King Bumi	Omashu Dodgeball	G	6	5	gets +1 Force. Whenever your opponent	Stone Heel of the King			-	Force Whenever your opponent focuses,
						focuses, Omashu Dodgeball					Stone Heel of the King gets +1
AME189	King Bumi	Omashu Dodgeball	G	6	5	gets +1 Force.	Stone Heel of the King		7	. 7	Force
, tivile 100	Tang Danii	Omasma Dougeball		0	3	Whenever your opponent	Clorio Ficor of the fally		· '		1 0.00
						focuses, Omashu Dodgeball					Your opponent's cards have "Reflip:
AME190	King Bumi	Omashu Dodgeball	G	6	5	gets +1 Force.	Scouring-Earth Kick	G	6	8	Green."
	3	Jagozan									Whenever your opponent focuses,
						Your opponent's strikes have					Stone Heel of the King gets +1
AME191	King Bumi	Shadow of the Boulder	GG	5	8	"Green >>> +1 Intercept."	Stone Heel of the King		7	7	Force
						Your opponent's strikes have					Your opponent's cards have "Reflip:
AME192	King Bumi	Shadow of the Boulder	GG	5	8	"Green >>> +1 Intercept."	Scouring-Earth Kick	G	6	8	Green."
											Whenever your opponent plays a
						Your opponent's strikes have					card in a zone, eliminate an energy
AME193	King Bumi	Shadow of the Boulder	GG	5	8	"Green >>> +1 Intercept."	Shock Wave	Υ	6	6	in that zone.

Collector			Front	Front	Front			Back	Back	Back	
CARD ID	Character	Front Name	Cost	Intercept	Force	Front Text	Back Name	Cost	Intercept	Force	Back Text
						When you counterattack,					Yellow >>> When you
				_	_	you may move an ally to the			_		counterattack, move an ally to the
AME194	Jojo	Bucking Earth		6	2	•	Rockslide		6	6	top of its owner's deck.
						When you counterattack, you may move an ally to the					Yellow >>> When you counterattack, move an ally to the
AME195	Jojo	Bucking Earth		6	2	top of its owner's deck.	Rockslide		6	6	top of its owner's deck.
7 2 . 0 0						top of the entries of deeth.	reconcilia				top of no office o door.
						When you counterattack,					When you counterattack, eliminate
				_	_	you may move an ally to the			_	_	one of your opponent's energy, and
AME196	Jojo	Bucking Earth		6	2	top of its owner's deck.	Massive Meteor	Y	5	7	you add a red energy.
						When you counterattack,					
						your opponent eliminates					Yellow >>> When you
						one of his or her energy, and					counterattack, move an ally to the
AME197	Jojo	Boulder Burst		5	4		Rockslide		6	6	top of its owner's deck.
						When you counterattack,					NA/I
						your opponent eliminates one of his or her energy, and					When you counterattack, eliminate one of your opponent's energy, and
AME198	Jojo	Boulder Burst		5	4		Massive Meteor	Υ	5	7	you add a red energy.
7 2 100		200.00. 20.00				you dad a groom onergy.	INGGOVO MOLGO				you add a roa chorgy.
						When you counterattack,					
						your opponent eliminates					Whenever your opponent focuses
				_		one of his or her energy, and				_	in a zone, you add an energy of the
AME199	Jojo	Boulder Burst		5	4		Beguiling Kiss		7	7	same color as that zone.
						Your opponent skips defending in his or her green					Your opponent skips defending in
AME200	Malu	Blustery Blast	G	5	5	9	Shrieking Wind		6	5	his or her green and yellow zones.
		, , , , , , , , , , , , , , , , , , , ,				Your opponent skips	<u> </u>				
						defending in his or her green					Your opponent skips defending in
AME201	Malu	Blustery Blast	G	5	5	zone.	Shrieking Wind		6	5 5	his or her green and yellow zones.
						Your opponent skips					When you counterattack Slingabot
						defending in his or her green					When you counterattack, Slingshot Stream gets +X Force, where X is
AME202	Malu	Blustery Blast	G	5	5	zone.	Slingshot Stream	Υ	g	c	the Force of your opponent's strike.
							Ŭ				
											Your opponent skips defending in
AME203	Malu	Treetop Hop		8	3		Shrieking Wind		6	5 5	his or her green and yellow zones.
											When you counterattack Clingshat
											When you counterattack, Slingshot Stream gets +X Force, where X is
AME204	Malu	Treetop Hop		8	3		Slingshot Stream	Υ	g		the Force of your opponent's strike.
AME205	Malu	Treetop Hop		8	3		Ankle-Breaking Gust		4		Yellow >>> +1 Force.
						When you counterattack,					
4145655	.					you may eliminate an					
AME206	Prince Zuko	Meltdown	G	6	1	energy. When you counterattack,	Night of Flames		g	7	
						you may eliminate an					
AME207	Prince Zuko	Meltdown	G	6	1	energy.	Night of Flames		g	7	7
						When you counterattack,	J				
						you may eliminate an					When you counterattack, you may
AME208	Prince Zuko	Meltdown	G	6	1	energy.	Immolating Spiral		7	4	eliminate up to two energy.
						\\\(\text{\\circ}\ext{\(\text{\(\text{\(\text{\\circ}\ext{\(\text{\(\text{\\circ}\ext{\(\text{\(\text{\\circ}\ext{\\\circ}\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\					
ΔME200	Prince Zuko	Rurning in Evile	GG	6	-	When you counterattack, you may uncharge any zone.	Night of Flames		0	,	,
AME209	Prince Zuko	Burning in Exile	90	6		ryou may uncharge any zone.	INIGHT OF FIAIRES		9	/	

Collector			Front	Front	Front			Back	Back	Back	
CARD ID	Character	Front Name	Cost	Intercept	Force	Front Text	Back Name	Cost	Intercept	Force	Back Text
	D: 7.		00		_	When you counterattack,			_		When you counterattack, you may
AME210	Prince Zuko	Burning in Exile	GG	6	5	you may uncharge any zone.	Immolating Spiral		/	4	eliminate up to two energy.
						When you counterattack,					When you counterattack, uncharge
AME211	Prince Zuko	Burning in Exile	GG	6	5	you may uncharge any zone.	Burning Spire	G	6	7	all of your opponent's zones.
						While your opponent is	<u> </u>				When you counterattack, look at
				_		defending, his or her zones		_			the top three cards of your deck.
AME212	Uncle Iroh	Firecrackers		5	5	cannot be charged.	Smokescreen	G	8	3 7	Put them back in any order.
						While your opponent is defending, his or her zones					When you counterattack, look at the top three cards of your deck.
AME213	Uncle Iroh	Firecrackers		5	5	cannot be charged.	Smokescreen	G	8	7	Put them back in any order.
AWILLIO	Choic hon	T II COTACIONO				While your opponent is	CHICKOCOLOGII			<u>'</u>	Your opponent cannot focus or
						defending, his or her zones					pitch, and while defending, his or
AME214	Uncle Iroh	Firecrackers		5	5	cannot be charged.	Suppressing Fire		5	7	her zones cannot be charged.
						When you counterattack,					NA (1 - 1 - 1 - 1 - 1 - 1 - 1 - 1 - 1 - 1
						look at the top two cards of your deck. Put them back in					When you counterattack, look at the top three cards of your deck.
AME215	Uncle Iroh	Unchained	GG	6	6	any order.	Smokescreen	G	8	7	Put them back in any order.
AWILLIO	Choic hon	CHORAMOA	00			When you counterattack,	Onorcon			<u>'</u>	That them back in any craci.
						look at the top two cards of					Your opponent cannot focus or
						your deck. Put them back in					pitch, and while defending, his or
AME216	Uncle Iroh	Unchained	GG	6	6	any order.	Suppressing Fire		5	7	her zones cannot be charged.
						M/h on viou pountaments als					Whenever your opponent flips a
						When you counterattack, look at the top two cards of					card, you may pay a green energy. If you do, your opponent discards
						vour deck. Put them back in					that card and flips a new one in the
AME217	Uncle Iroh	Unchained	GG	6	6	any order.	Rain of Fire	Υ	6	5	same zone.
											-2 Intercept >>> When you
				_					_	_	counterattack, charge or uncharge
AME218	Afiko	Reaping Wind		7	4		Suffocating Void		7	7	any zone2 Intercept >>> When you
											counterattack, charge or uncharge
AME219	Afiko	Reaping Wind		7	4		Suffocating Void		7	, 7	any zone.
		Tree-pring rune					Curreduring veru				When you clean up Storms Without
											End, leave your Chamber Card
AME220	Afiko	Reaping Wind		7	4		Storms Without End	Υ	6	7	turned to the back.
						-2 Intercept >>> When you					O laterant M/h an
						counterattack, charge or uncharge any zone. Use					-2 Intercept >>> When you counterattack, charge or uncharge
AME221	Afiko	Tornado Punch	G	5	6	only once.	Suffocating Void		7	, 7	any zone.
	7 1	Tomas ranon	_	J		-2 Intercept >>> When you	Currecuming vera				ay 20o.
						counterattack, charge or					When you clean up Storms Without
						uncharge any zone. Use					End, leave your Chamber Card
AME222	Afiko	Tornado Punch	G	5	6	only once.	Storms Without End	Υ	6	7	turned to the back.
						-2 Intercept >>> When you counterattack, charge or					Eliminate one of your allies >>> When you counterattack, your
						uncharge any zone. Use					opponent charges one of your
AME223	Afiko	Tornado Punch	G	5	6	only once.	Dark Tempest	G	9	6	zones.
						When you counterattack					
						against a strike that has 3					When you counterattack against a
AMEROA	Commander	No Moroy for the Merch		_		Force or less, No Mercy for	Onen Firel				strike that has 3 Force or less,
AME224	Zhao	No Mercy for the Weak		5	4	the Weak gets +3 Force.	Open Fire!	G	6		Open Fire! gets +3 Force.

Collector			Front	Front	Front			Back	Back	Back	
CARD ID	Character	Front Name				Front Text	Back Name	Cost	Intercept		Back Text
CARDID	Onaractor	TION Name	0031	пистосри	1 0100	TIONE TEXT	Dack Name	0031	пистосри	1 0100	Back Text
						M/h on vou countorate als					
						When you counterattack against a strike that has 3					When you counterattack against a
	Commander					Force or less, No Mercy for					When you counterattack against a strike that has 3 Force or less,
AME225	Zhao	No Mercy for the Weak		_			Open Fire!	G			Open Fire! gets +3 Force.
AIVIEZZ3	ZIIaU	No wercy for the weak		0	4	When you counterattack	Open rife:	G) (Open Fire! gets +3 Force.
	Commander					against a strike that has 3					Green >>> When you
AME226	Zhao	No Mercy for the Weak		5	4		Roaring Sphere		7	, 6	counterattack, eliminate an ally.
		Í					J - 1				When you counterattack against a
	Commander					When you counterattack,					strike that has 3 Force or less,
AME227	Zhao	Fiery Lash	R	6	6	you may eliminate an ally.	Open Fire!	G	6	6	Open Fire! gets +3 Force.
	Commander					When you counterattack,					Green >>> When you
AME228	Zhao	Fiery Lash	R	6	6	you may eliminate an ally.	Roaring Sphere		7	' 6	counterattack, eliminate an ally.
	Commander					When you counterattack,					Eliminate one of your allies >>> +1
AME229	Zhao	Fiery Lash	R	6	6	you may eliminate an ally.	Agni Kai	Y	6	6	Force.
						Your opponent's strikes cost					
						an additional yellow energy					
AME230	Kinto	Gutwrencher		6	2		Splash Rockets		6	5 7	Green >>> +1 Intercept.
						Your opponent's strikes cost					
						an additional yellow energy					
AME231	Kinto	Gutwrencher		6	2	to play.	Splash Rockets		6	5 7	Green >>> +1 Intercept.
						Your opponent's strikes cost					-2 Intercept >>> Your opponent's
		-				an additional yellow energy					strikes cost an additional yellow
AME232	Kinto	Gutwrencher		6	2	to play.	Avalanche		8	3 6	energy to play.
					_				_	_	
AME233	Kinto	Steam Blast	G	8	C	-1 Intercept >>> +1 Force.	Splash Rockets		6	5 7	Green >>> +1 Intercept.
											-2 Intercept >>> Your opponent's
4.145.00.4	12	Ot and Black				41.	A				strikes cost an additional yellow
AME234	Kinto	Steam Blast	G	8		-1 Intercept >>> +1 Force.	Avalanche			5 6	energy to play.
AME 225	Kinto	Steam Blast	G			1 Intercent 11 Force	Lligh Coop	YY	12		1 Intercent 11 Force
AME235	KITILO	Steam Blast	G	8		-1 Intercept >>> +1 Force.	High Seas	ΥΥ	12	- (-1 Intercept >>> +1 Force.