

TORCHMAN
HOTHEAD



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PRETTY GOOD MOVE 4



EVENT

Make your NetNavi defense +4.
GutsMan knows how to block.

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FLAME BRAIN 1



RESOURCE

SPEND: Opponent discards a card.
"The kid is hot tonight."

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MR. MATCH 3

RED HOT



RESOURCE

NETOP.
Whenever you play another **TorchMan** card, you may make your opponent lose an energy.
"I'm just burning for a victory."

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MR. MATCH 3

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FISH ON THE BRAIN 4



EVENT

Discard a card to cancel a blast destiny.
"Alright, that does it. No more Mr. Nice Maysa!"

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FISH ON THE BRAIN 4



EVENT

Discard a card to cancel a blast destiny.
"Alright, that does it. No more Mr. Nice Maysa!"

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VULCAN1



BATTLECHIP

Your NetNavi is strength +2.

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HEATSHOT



BATTLECHIP

Burn 2 power to make your TorchMan strength +3 for each TorchMan card you have in play.

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TOWERING INFERNO 4



RESOURCE

SPEND: Burn a power to make opponent lose 2 energy.
"Let's turn up the heat."

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SHOW NO MERCY 3



RESOURCE

SPEND: Discard a card to cancel a red blast destiny.
"Hey you, get off of me! You'll give me stretch marks!"

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POWER PASTRIES 1



RESOURCE

SPEND: Add 1 to your blast destiny.
"Yum! These are great Maysa power pastries!"

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WORTHY OPPONENT 1



RESOURCE

SPEND: Add 2 to your blast destiny.
"Alright, MegaMan, we rock!"

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GREAT SURPRISE 2



RESOURCE

SPEND: Discard a card to make your opponent discard a card.
"I can't believe I'm finally gonna be on time."

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HANDY WORK 3



RESOURCE

SPEND: Play a resource.
"Ready to ignite when you are! I'll shock the world!"

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