Card Number	Card Name	Effect
A - PL-46	10/10 Unfair	Your opponent's Hero loses -10 in this Battle, and your Hero in the next Battle gets +10.
A - PL-45	2 Get 10	Your Hero in this Battle and the next Battle gets +10.
A - BPL-6	3 Weapon Streak	If your Heroes in the 2 previous Battles had the same weapon type as this one, your Hero gets +25.
G - PL-67	3-Dog-Special	If you have exactly 3 Hot Dogs left, your Hero gets +10.
A - PL-49	3rd Time Charm	Flip a coin 3 times. If all 3 flips land on heads, your Hero's Power is doubled. Each time the coin lands on tails, draw a Play.
A - BPL-7	5 Weapon Streak	If your Heroes in the 5 previous Battles had the same weapon type as this one, your Hero gets +40.
A - PL-61	Add Firepower	Flip a coin 4 times. For each heads, you can either draw a card (Hero or Play) or Recover a Hot Dog from your Discard Pile.
U - PL-30	Another Man's Treasure	Swap your Hero with a Hero in your Discard Pile.
A - PL-50	Baby Phoenix	If your Hero has a Fire weapon, after both players finish their turn, your Hero gets +10.
A - PL-7	Back From The Dumps	Each player gets up to 3 Hot Dogs back from their Discard Pile.
G - PL-3	Banked Power	After paying the Hot Dog cost of this Play, your Hero gets +5 for every Hot Dog you have left.
G - PL-22	Battle Back	Your Hero gets +15. If your opponent has won more Battles than you, Draw 1 Play.
G - PL-18	Belly Buster	If your opponent has an equal or greater number of Hot Dogs than you before paying this Play's Hot Dog cost, their Hero gets -10.
G - PL-59	Bench Blocker	Your opponent's Hero gets -20. They can't Substitute next Battle.
G - BPL-19	Big Spender Bonus	Discard the top 5 Plays of your Playbook. Your Hero gets +10 for any of those Plays with a cost of 3 or more.
U - PL-28	Big Win Energy	If you win this Battle, your next Hero gets +40.
U - PL-61	Blind Substitution	Discard your Hero. Replace it with the top card of your Hero Deck.
HTD-10	Blind Substitution - htd	Discard your Hero. Replace it with the top card of your Hero Deck.
U - PL-86	Brothers In Arms	If your opponent has played a Hero with the same weapon type as yours, your Hero gets +20.
G - PL-41	Buff Or Debuff	After paying this Play's cost, if your opponent has more Hot Dogs than you, your Hero gets +15. If you have more than them, their Hero gets -15.
A - PL-31	Buff Up 15	Your Hero gets +15.
U - PL-75	Burning Fever	If your Hero has a Fire weapon, it can't drop below its current Power.
HTD-15	Burning Fever - htd	If your Hero has a Fire weapon, it can't drop below its current Power.
U - PL-67	Burnout	Discard 1 Hero with a Fire weapon from your hand. Your opponent's Hero gets -15 this Battle.
A - PL-27	By Any Means Necessary	Search your Playbook and run any play for free. (Then, re-shuffle your Playbook.)
A - BPL-8	Call it a Day	The Hero with the highest current Power wins this Battle now (or it's a tie). Both players draw a Play and move to the next Battle.
G - BPL-4	Called Shot	Declare the name of 1 Play. If your opponent has a Play in their hand with that name, they must Discard it.
G - PL-40	Catch-Up Bonus	Your Hero gets +10. If your opponent has more Hot Dogs than you after you've paid this Play's cost, Recover 1 Hot Dog.
A - PL-99	Change The Future	You can re-order your face-down Heroes in future Battles, but you can't look at them.
G - PL-73	Cheap Trick	Reveal the top card of your Playbook. If it costs 2 or less, Draw it and your Hero gets +10. If not, shuffle it back into your Playbook.
A - PL-12	Cloudy With A Chance Of Hot Dogs	Pick a number from 1 to 6 and roll a dice. If it lands on your number, Recover 4 Hot Dogs from your Discard Pile.
U - BPL-9	Cold Pressure	For the rest of the game, any time you have a Hero with an Ice weapon in the active Battle, your opponent's Hero loses -10.
U - PL-17	Combo Deal	Your Hero gets +10. Draw 2 Plays.
G - PL-52	Combo Kick	Your Hero gets +15. If this is your second Play this Battle, it gets an additional +5.
U - PL-12	Comeback Season	If your opponent has won more Battles than you so far, your Hero gets +30.
G - BPL-7	Competitive Disadvantage	Your opponent's current Hero gets -10 for every Battle they've won.
G - PL-27	Consolation Combo	If your Hero loses this Battle, Draw 1 Play and Recover 1 Hot Dog.
U - BPL-1	Copycat	This card copies the effect and Hot Dog cost of the last Play you used.
U - PL-88	Cursed Coin	Flip a coin 3 times; opponent's Hero gets -10 each time the coin lands on heads.

A - PL-60	Curveball	Replace your Hero with any Hero from your hand and draw 1 Hero.
HTD-41	Curveball - htd	Replace your Hero with any Hero from your hand and draw 1 Hero.
U - PL-34	Damage On Discard	Discard 2 Plays from your hand. Your opponent's Hero gets -30.
G - PL-61	Dead Red	Name a weapon type. Now and for the rest of the game, if your opponent's Hero has that weapon type, they get -10. Otherwise, you Discard 1 Play.
A - PL-5	Deadline Deal	Swap your Hero's current power with your opponent's current power in this Battle.
G - PL-46	Delayed Recovery	Choose one of your unrevealed Heroes. When that Hero is revealed, it gets -10 but you Recover 2 Hot Dogs.
G - PL-51	Dog Gone Flip	Flip a coin. If heads, you Recover 3 Hot Dogs. If tails, your opponent Recovers 3 Hot Dogs.
A - PL-29	Dogpile	Draw the top card from your Hero Deck and add its power to your Hero.
G - PL-20	Double-Edged Flip	Flip a coin. If heads, your opponent's Hero gets -15. If tails, your opponent's next Hero gets -15.
U - PL-5	Dragging Anchor	Your opponent's Heroes in the next 2 Battles get -10.
G - BPL-10	Dumpster Battle	If possible, both Players replace their Hero in the active Battle with a Hero from their Discard Pile.
U - PL-29	Early Round Magic	Your Hero gets +5 for every Battle still remaining in the game. (Ex. You use this on Battle 3, there are 4 Battles left, your Hero gets +20.)
U - PL-3	Edge Rush	Set your Hero's Power to 5 higher than your opponent's current Power.
G - PL-19	Emergency Shutdown	If you have 2 or fewer Hot Dogs, cancel all Plays affecting the rest of the game.
U - PL-20	Eternal Flame	For the rest of the game, Heroes with Fire weapons can't lose Power.
G - BPL-12	Fair Trade	Your opponent Recovers 1 Hot Dog. Draw 2 Plays.
U - PL-49	Feast Or Famine	If you win this Battle, Recover 2 Hot Dogs. If you lose, Discard 1 Hot Dog.
A - PL-23	Fire Boost	For the rest of the game, all Heroes with Fire weapons get +10.
U - PL-37	Fire Comeback	Swap your Hero with a Fire weapon Hero in your Discard Pile.
HTD-30	Fire Comeback - htd	Swap your Hero with a Fire weapon Hero in your Discard Pile.
U - PL-59	Fire Crew	For every Hero with a Fire weapon you've used in all Battles so far, your Hero gets +10.
HTD-9	Fire Crew - htd	For every Hero with a Fire weapon you've used in all Battles so far, your Hero gets +10.
U - PL-89	Fire Extinguisher	If your opponent's Hero has a Fire weapon, give it -20.
HTD-20	Fire Extinguisher - htd	If your opponent's Hero has a Fire weapon, give it -20.
U - PL-71	Fire Hose	If your opponent's Hero has a Fire weapon, your Hero gets +15.
A - PL-24	Fire Roll	If your Hero has a Fire weapon, roll a dice. If you roll a 4-6, your Hero gets +30.
U - PL-83	Firework	If your Hero has a Fire weapon, flip a coin. If it's heads, your Hero gets +20.
U - PL-47	Flaming Flip	Discard a Hero with a Fire weapon from your hand and flip a coin. If it's heads, your Hero gets +20.
U - PL-69	Forced Retreat	Your opponent must Discard their current Hero, and replace it with one from their hand.
U - PL-85	Forced Substitution	Your opponent must pay 2 Hot Dogs and Substitute next Battle.
HTD-17	Forced Substitution - htd	Your opponent must pay 2 Hot Dogs and Substitute next Battle.
G - PL-11	Free Booster	Your Hero gets +20. If you didn't run any Plays last Battle, this Play costs 0. This Play can't be used in Battle 1.
A - PL-1	Front Run	If your opponent has not used a Play in this Battle, your Hero gets +20.
U - PL-25	Frozen Lineup	If your Hero has an Ice weapon, your opponent can't Substitute next Battle.
U - PL-76	Frozen Resolve	If your Hero has an Ice weapon, it can't drop below its current Power.
HTD-16	Frozen Resolve - htd	If your Hero has an Ice weapon, it can't drop below its current Power.
A - PL-77	Gavel of Justice	Lower the opponent's Hero by -30.
HTD-31	Gavel of Justice - htd	Lower the opponent's Hero by -30.
A - PL-3	Get What You Pay For	Pay as many Hot Dogs as you want to run this Play. Your Hero gets +10 for each Hot Dog you pay. (Ex: Pay 3 Hot Dogs, your Hero gets +30.)
A - PL-62	Going Back to Back	This Hero gets any extra Power your previous Hero had.

HTD-54	Going Back to Back - htd	This Hero gets any extra Power your previous Hero had.
U - PL-41	Greedy Gamble	Flip a coin. If Heads, Recover 6 Hot Dogs.
G - BPL-11	Head Start	Both Heroes in this Battle return to their starting Power, then your Hero gets +10.
A - PL-84	Heads-Up!	Flip a coin 4 times; your Hero gets +5 each time the coin lands on heads.
U - PL-21	Heavy Swing	Flip a coin. If heads, your opponent's Hero gets -35.
G - PL-4	Hero Reset	Your Hero's Power returns to its starting Power.
G - PL-13	Hero Tax	Your opponent must pay 1 Hot Dog for each Hero in their hand. If they can't, they must Discard a random Hero instead.
A - BPL-10	Hero's Resolve	If you win this Battle, your Hero's power can't be reduced by an opponent's Play in the next 2 Battles.
U - PL-40	High Fastball	Roll a dice; opponent's Hero gets -5x the number. (Ex. If you roll a 4, their Hero gets -20.)
U - BPL-24	High Turnover	If you have 3 or more Heroes in your Discard Pile, give your Hero +25.
U - PL-51	Hollow Bat	Roll a dice. If it lands on 3-6, your Hero gets +25. If it lands on 1 or 2, your Hero gets -25.
U - PL-1	Hot Dog Dominance	Your Hero gets +5 for every Hot Dog you have Discarded this Battle, including Substitutions.
U - BPL-15	Hot Dog Stock Exchange	This must be played in Battle 7. Your opponent switches their number of unused Hot Dogs with you.
U - BPL-19	Hungry Demands	Your opponent must Discard 2 Hot Dogs.
U - PL-84	Ice Blast	If your Hero has an Ice weapon, flip a coin. If it's heads, your Hero gets +20.
A - PL-21	Ice Boost	For the rest of the game, all Heroes with Ice weapons get +10.
U - PL-93	Ice Climber	If your Hero has an Ice weapon and your opponent has Steel, your Hero gets +35.
HTD-24	Ice Climber - htd	If your Hero has an Ice weapon and your opponent has Steel, your Hero gets +35.
U - PL-57	Ice Crew	For every Hero with an Ice weapon you've used in all Battles so far, your Hero gets +10.
HTD-7	Ice Crew - htd	For every Hero with an Ice weapon you've used in all Battles so far, your Hero gets +10.
U - PL-90	Ice Pick	If your opponent's Hero has an Ice weapon, give it -20.
HTD-21	Ice Pick - htd	If your opponent's Hero has an Ice weapon, give it -20.
A - PL-25	Ice Roll	If your Hero has an Ice weapon, roll a dice. If you roll a 4-6 your Hero gets +30.
U - PL-72	Icevantage	If your opponent's Hero has an Ice weapon, your Hero gets +15.
U - PL-36	Icy Comeback	Swap your Hero with an Ice weapon Hero in your Discard Pile.
U - BPL-5	Incendiary Dog	This must be played on or after Battle 4. You and your opponent both lose 1 Hot Dog at the start of each Battle.
HTD-26	Last-Minute Re-Org htd	Swap your Hero with another one of your face-down Heroes from a future Battle.
U - PL-95	Last-Minute Re-Org	Swap your Hero with another one of your face-down Heroes from a future Battle.
A - PL-86	Late Game Lockdown	Your opponent cannot Substitute in Battle 7.
A - PL-6	Late Game Push	Play this on or before Battle 4. For the rest of the game, nothing changes until the start of Battle 7, when you recover all Hot Dogs from your Discard Pile.
U - PL-73	Late Hit	This must be used in Battle 7, your opponent's Hero gets -35.
A - PL-68	Late-Game Magic	You can only run this Play in Battle 5 or later; give your Hero +20.
A - PL-20	Leave It To Fate	Both players must send their Hero to the Discard Pile and replace them with the top card from their Hero Deck.
G - PL-7	Lineup Pressure	Your opponent's Hero gets -5 for each Hero you've revealed so far.
U - BPL-12	Lineup Randomizer	Your opponent must Discard their unrevealed Heroes in future Battles and replace them with the top cards from their Hero Deck in order.
A - PL-69	Loan Sharked	For the rest of the Game if a coin is flipped, lower the opponent's Hero in the active Battle by -5.
A - PL-33	Lose 1 To Win 2 (Hopefully)	Your current Hero loses -50, but your next 2 Heroes each gain +15.
G - BPL-8	Lose And Discard	For the rest of the game, whenever a Player loses a Battle, they must also Discard a Hot Dog.
HTD-5	Lost Plays - htd	Both Players Discard the top 3 Plays of their Playbook.
A - PL-88	Lucky Bounce	Roll a die; your Hero gets +5x the number; (ex. If you roll a 3 your Hero gets +15).

G - PL-55	Lucky Discard	Discard the top card of your Hero Deck. If it has the same weapon type as your active Hero, your Hero gets +20.
U - BPL-25	Lunch Table	Give your Hero +20. All players get 2 Hot Dogs back from their Discard Pile at the start of next Battle.
U - PL-44	Make Up Call	If you lose this Battle, Recover 1 Hot Dog.
U - PL-16	Make Up Meal	Recover 1 Hot Dog for every Battle you have lost.
A - BPL-1	Member Bounce	All your Heroes get +10 for the rest of the game.
U - PL-68	Molten Steel	For the rest of the game, if your Hero has a Steel weapon, it changes to a Fire weapon.
HTD-13	Molten Steel - htd	For the rest of the game, if your Hero has a Steel weapon, it changes to a Fire weapon.
G - PL-12	Momentum Meal	If you win this Battle, Recover Hot Dogs equal to the number of Plays you used this Battle which cost 2 or more. (Max 3).
U - BPL-2	My Idol	Set your Hero's power to the same as your opponent's Hero's starting power.
A - PL-15	No More Subs	Your opponent can't Substitute for the rest of the game.
A - PL-30	Noble Sacrifice	This Hero's Power is now 0. All your Heroes gain +10 for the rest of the Game.
A - PL-52	Only Fire	For the rest of the game all Heroes have Fire Weapons.
HTD-35	Only Fire - htd	For the rest of the game all Heroes have Fire Weapons.
A - PL-53	Only Ice	For the rest of the game all Heroes have Ice Weapons.
HTD-36	Only Ice - htd	For the rest of the game all Heroes have Ice Weapons.
U - PL-8	Opening Strike	If you won the first Battle, your Hero gets +30.
A - PL-32	Opp Loses 15	Your opponent's Hero loses -15.
U - PL-4	Outside The Pocket	Your Hero gets +30. If you lose this Battle, Discard all Plays in your hand.
G - PL-17	Overcommited	Next Battle, your opponent's Hero gets -5 for every Play they run.
G - PL-21	Overextended	Your opponent's Hero gets -10. If your opponent has used 2 or more Plays this Battle, they also lose 1 Hot Dog.
G - PL-53	Overprepared	Your opponent's Hero gets -5 for every Play you have run this Battle.
U - PL-24	Overwhelm	Your opponent must Discard 2 random Plays.
A - PL-18	Pay The Price	For the rest of the Game, whenever a dice is rolled, the opponent's Hero loses -5.
A - PL-28	Pick On Someone Your Own Size	Your Hero now has the same power as your Opponent's Hero's current power.
G - PL-36	Pick Your Poison	If you lost the previous Battle, your opponent must pay 1 Hot Dog at the start of the next Battle or Discard a Play.
U - PL-11	Plan Ahead	Choose a future Battle. When your Hero in that Battle is revealed, it gets +35.
G - BPL-5	Plays Or Dogs?	Choose one of these options: Draw 2 Plays or Discard 2 Plays and Recover 3 Hot Dogs.
U - PL-38	Polished Comeback	Swap your Hero with a Steel weapon Hero in your Discard Pile.
A - BPL-9	Power Drain	Your opponent's Hero loses -10, and your Hero gets +5 for each Hero in your opponent's Discard Pile.
G - PL-56	Power Pick	Reveal the top 3 Plays of your Playbook. Add 1 to your hand and Discard the rest. If it's a Play with a cost of 3 or higher, your Hero gets +10.
U - BPL-18	Pre-Game Spy	Look at 2 random Plays in your opponent's hand.
G - PL-48	Protein Bar	Your Hero gets +15. If you lose this Battle, Recover 1 Hot Dog.
A - PL-71	Rally Cap	If your Hero in this Battle is losing by 15 or more it gets +20.
A - PL-93	Rebuild	If you lost the previous Battle, Discard all Heroes in your hand and draw 4 new Heroes from your Hero Deck.
A - PL-43	Recycle For 5	Your Hero gets +5 power for every card in your Discard Pile, except Hot Dogs.
G - PL-16	Rich Get Richer	If you have 6 or more Hot Dogs left, Recover 1 Hot Dog and Draw 1 Play.
U - PL-9	Roll Some Plays	Roll a dice, draw Plays equivalent to that number. (Ex. If you roll a 3, draw 3 Plays.)
A - BPL-5	Roller Dogs	Roll a dice to Recover Hot Dogs from your Discard Pile: 1 or 2 = 1 Hot Dog, 3 or 4 = 2 Hot Dogs, 5 or 6 = 3 Hot Dogs.
U - PL-92	Roster Cuts	Discard the top 3 Heroes of your Hero Deck.
HTD-23	Roster Cuts - htd	Discard the top 3 Heroes of your Hero Deck.

G - BPL-9	Rotten Dogs	At the start of the next Battle, your opponent loses 2 Hot Dogs.
G - PL-15	Running On Fumes	If you have 1 or 0 Hot Dogs left, your Hero gets +15.
U - PL-70	Rusted Edge	If your opponent's Hero has a Steel weapon, your Hero gets +15.
G - PL-14	Sack Streak	Roll a dice once. If you roll a 4-6, your opponent's Hero gets -15. You may roll again until you roll a 1-3.
A - BPL-19	Sacrifice it All to Win	Reduce your Hero's power to 0. In the next Battle, your first Play is free.
U - PL-6	Saving Bullets	Your Hero gets +10 for every Battle you have lost.
U - BPL-8	Scorching Pressure	For the rest of the game, any time you have a Hero with a Fire weapon in the active Battle, your opponent's Hero loses -10.
A - PL-73	Shooters Shoot	Flip a coin 4 times; your opponent's Hero gets -5 each time the coin lands on tails.
U - PL-94	Smitty	If your Hero has a Fire weapon and your opponent has Steel, your Hero gets +35.
HTD-25	Smitty - htd	If your Hero has a Fire weapon and your opponent has Steel, your Hero gets +35.
U - PL-91	Stain-Less-Steel	If your opponent's Hero has a Steel weapon, give it -15.
HTD-22	Stain-Less-Steel - htd	If your opponent's Hero has a Steel weapon, give it -15.
G - BPL-13	Storm The Field	Discard all Heroes and Plays from your hand. Your Hero gets +5 for every card discarded this way.
A - BPL-13	Strength in Numbers	Your current Hero gets +5 for every Hero and Play card in your Hand.
U - BPL-3	Student Loan	Next Battle only, you can spend up to 3 Hot Dogs more than what you have.
G - BPL-14	Sub And Power-Up	Swap your current Hero with one from your hand. Your new Hero gets +10.
U - BPL-16	Sweet Relish	Any of your opponent's plays which lower your Power this Battle now raise your Power by that amount.
G - PL-30	Synergy Snacks	If your previous 2 revealed Heroes shared a weapon type, Recover 2 Hot Dogs.
A - BPL-2	The 12th Man	All your Opponent's Heroes get -10 for the rest of the game.
G - PL-2	The Closer	If this is used in Battle 7, your Hero gets +40. If it's used in any other Battle, your Hero gets +25.
U - BPL-14	The Perfect Offense	Cancel every Play your opponent used this Battle.
A - PL-75	To Fight Another Day	If you lost the previous Battle, your Hero in the active Battle gets +20.
G - PL-6	Too Full To Fight	If your opponent has 5 or more Hot Dogs, their Hero gets -15 and they lose 2 Hot Dogs.
U - PL-26	Torched	If your Hero has a Fire weapon, your opponent can't Substitute next Battle.
G - PL-57	Toss And Trade	Flip a coin. If heads, send your current Hero to the Discard Pile and replace it with one from your hand. If tails, Discard 1 Play from your hand.
A - PL-66	Tough Call	Reveal the top 3 Plays of your Playbook; choose 1 and add it to your hand then Discard the other 2.
U - PL-33	Transfer Portal	Your Hero loses -30. Your Hero in the next Battle gets +30.
HTD-1	Transfer Portal - htd	Your Hero loses -30. Your Hero in the next Battle gets +30.
G - BPL-25	Transparency Clause	Choose up to 2 Plays in your opponent's hand. Your opponent reveals them.
A - PL-95	Trash Bandit	Recover 1 Hot Dog from your Discard Pile.
U - BPL-21	Turn the Tide	If you lost the first 3 Battles, give your Hero +60.
U - BPL-6	Ultimatum Dog	For the rest of the game, Players lose any Battle in which they have 0 Hot Dogs left at the end of their turn.
U - PL-19	Unbreakable Ice	For the rest of the game, Heroes with Ice weapons can't lose Power.
A - PL-19	Unlimited Subs	For the rest of the Game all of your Substitutions are free.
U - PL-10	Updog	Whichever player has fewer Hot Dogs Recovers 2 Hot Dogs and draws 1 Play.
A - PL-2	Victory Dinner	If you win this Battle, recover up to 3 Hot Dogs from your Discard Pile.
A - PL-94	Waiver Wire Pickup	Search your Hero Deck for any Hero with up to 100 power and add it to your hand.
G - PL-74	Weapon Mixer	Your Hero gets +5 for every different weapon type revealed this game.
G - PL-23	Weapon Tangle	If your opponent's Hero has a different weapon type than yours, your Hero gets +15. If they are the same, your Hero gets +20.
G - PL-29	Weapon-Sync	If your previous Hero and your current Hero share a weapon type, your Hero gets +20. Otherwise, Draw 1 Play.

G - BPL-6	Win or Weiners	If you lose this Battle, Recover 2 Hot Dogs. If you win, Draw a Play.