

Set	play number	name	cost	text
	2026 BPL-12	Fair Trade	1	Your opponent Recovers 1 Hot Dog. Draw 2 Plays.
	2026 BPL-18	A Game Of War	0	Both Players reveal the top card of their Hero Deck. Whichever Player reveals a Hero with higher Power Draws 1 Play. Both Players Discard their revealed Heroes.
	2026 BPL-19	Big Spender Bonus	2	Discard the top 5 Plays of your Playbook. Your Hero gets +10 for any of those Plays with a cost of 3 or more.
	2026 BPL-23	Clean Slate	1	Both Players Discard all the Plays in their hands and Draw 3 new Plays.
	2026 BPL-24	Bull Market	2	Flip a coin. If heads, your opponent's Plays cost 1 extra Hot Dog this Battle and next Battle.
	2026 BPL-3	Bonus Recovery	0	For the rest of the game, whenever a Player Recovers any Hot Dogs, they Recover an extra Hot Dog. (Ex. If you would Recover 3 Hot Dogs, you get 4.)
	2026 BPL-4	Called Shot	3	Declare the name of 1 Play. If your opponent has a Play in their hand with that name, they must Discard it.
	2026 BPL-5	Plays Or Dogs?	1	Choose one of these options: Draw 2 Plays or Discard 2 Plays and Recover 3 Hot Dogs.
	2026 BPL-6	Win or Weiners	1	If you lose this Battle, Recover 2 Hot Dogs. If you win, Draw a Play.
	2026 BPL-7	Competitive Disadvantage	2	Your opponent's current Hero gets -10 for every Battle they've won.
	2026 PL-12	Momentum Meal	0	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).
	2026 PL-14	Sack Streak	3	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.
	2026 PL-19	Emergency Shutdown	0	If you have 2 or fewer Hot Dogs, cancel all Plays affecting the rest of the game.
	2026 PL-20	Double-Edged Flip	2	Flip a coin. If heads, your opponent's Hero gets -15. If tails, your opponent's next Hero gets -15.
	2026 PL-25	Trade-Up	2	Discard a Play from your hand to Draw 2 new Plays.
	2026 PL-27	Consolation Combo	0	If your Hero loses this Battle, Draw 1 Play and Recover 1 Hot Dog.
	2026 PL-31	Wildcard Wager	0	Draw 1 Play. If it costs 1 or less, you may play it immediately for free. If the cost is 2 or higher, Discard it.
	2026 PL-33	Comeback Time	1	If you lost the 2 previous Battles, your Hero gets +15.
	2026 PL-34	Dice Duel	0	Both Players roll a dice. Whoever rolls a higher number gets +25. If tied, both get -10.
	2026 PL-35	High Stakes Pump-Up	0	Your Hero gets +10. If you lose this Battle, your Hero in the next Battle gets -20.
	2026 PL-46	Delayed Recovery	1	Choose one of your unrevealed Heroes. When that Hero is revealed, it gets -10 but you Recover 2 Hot Dogs.
	2026 PL-48	Protein Bar	2	Your Hero gets +15. If you lose this Battle, Recover 1 Hot Dog.
	2026 PL-51	Dog Gone Flip	0	Flip a coin. If heads, you Recover 3 Hot Dogs. If tails, your opponent Recovers 3 Hot Dogs.
	2026 PL-55	Lucky Discard	2	Discard the top card of your Hero Deck. If it has the same weapon type as your active Hero, your Hero gets +20.
	2026 PL-56	Power Pick	2	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.
	2026 PL-57	Toss And Trade	2	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.
	2026 PL-58	Lucky Shot	1	Flip a coin and roll a dice. If the coin lands on heads and you roll a 4-6 on the dice, your Hero gets +30. If not, Discard 2 Plays from your hand.
	2026 PL-64	Play Re-Order	1	Look at the top 3 Plays of your Playbook. Place them back on top in any order you want.
	2026 PL-65	Discard Or 10	0	Flip a coin. If heads, your Hero gets +10. If tails, you must Discard a random Play from your hand.
	2026 PL-70	Good Guess	1	Name a weapon type. If your opponent's next Hero has that weapon type, that Hero gets -15.
	2026 PL-71	Good Fortune	1	If you won the last Battle, your Hero gets +10. If you lost, Draw 1 Play.
	2026 PL-73	Cheap Trick	2	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.
	2026 PL-75	Streaky	0	If you've won 2 Battles in a row, your opponent's current Hero gets -10.
ALPHA	BPL-10	Hero's Resolve	2	If you win this Battle, your Hero's power can't be reduced by an opponent's Play in the next 2 Battles.
ALPHA	BPL-12	Tear a Page	0	Discard a Play from your hand and draw a new one.
ALPHA	BPL-17	Bundle Deal	0	Your next Play costs 1 less Hot Dog.
ALPHA	BPL-19	Sacrifice it All to Win	2	Reduce your Hero's power to 0. In the next Battle, your first Play is free.
ALPHA	BPL-23	Play Reset	2	Both players shuffle all their Plays back into their Playbooks and draw the same number of Plays again. (Ex: Shuffle 3 Plays, draw 3 Plays.)
ALPHA	BPL-24	Risky Recovery	0	Flip a coin. If heads, Recover 3 Hot Dogs from your Discard Pile. Your opponent draws 2 Plays no matter the result.
ALPHA	BPL-3	The Heroes Favorite Hot Dog	0	Recover a Hot Dog from your Discard Pile for every Hero in your Discard Pile.
ALPHA	BPL-5	Roller Dogs	1	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.
ALPHA	PL-10	4 New Plays Baby!	2	Shuffle all the Plays in your hand back into your Playbook, then draw 4 new Plays.
ALPHA	PL-12	Cloudy With A Chance Of Hc	0	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.
ALPHA	PL-17	Deep In The Playbook	0	For the rest of the Game, whenever a Player rolls a dice, they get to draw a Play from their Playbook.
ALPHA	PL-18	Pay The Price	2	For the rest of the Game, whenever a dice is rolled, the opponent's Hero loses -5.
ALPHA	PL-2	Victory Dinner	1	If you win this Battle, recover up to 3 Hot Dogs from your Discard Pile.
ALPHA	PL-20	Leave It To Fate	3	Both players must send their Hero to the Discard Pile and replace them with the top card from their Hero Deck.
ALPHA	PL-24	Fire Roll	2	If your Hero has a Fire weapon, roll a dice. If you roll a 4-6, your Hero gets +30.
ALPHA	PL-25	Ice Roll	2	If your Hero has an Ice weapon, roll a dice. If you roll a 4-6 your Hero gets +30.
ALPHA	PL-26	Bigger Steel Roll	2	If your Hero has a Steel weapon, roll a dice. If you roll a 5 or 6 your Hero gets +50.

ALPHA	PL-34	Luck Of The Draw	0	Both players roll a dice; whoever rolls the highest number gets to play the top card from their Playbook for free if able.
ALPHA	PL-37	Heads I Win, Tails You Lose	1	Flip a coin: If heads, your Hero gets +15. If tails, your opponent's Hero loses -5.
ALPHA	PL-4	It's Gonna Cost Ya	0	Your Hero loses -15, but you can recover up to 2 Hot Dogs from your Discard Pile.
ALPHA	PL-40	Ha! Gotcha	1	Any Plays currently affecting your Hero's power now also affect your opponent's Hero in this Battle.
ALPHA	PL-42	Only Upside	1	Pick a number from 1 to 6, then roll a dice. If it lands on your number, your Hero gets +20. If not, draw a Play from your Playbook.
ALPHA	PL-44	Steel Flipper	0	Flip a coin: If heads, your Hero gets +10 power. If your Hero's weapon is Steel, draw 1 Play as well.
ALPHA	PL-49	3rd Time Charm	2	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.
ALPHA	PL-58	Indestructible	1	This Hero can't have its power reduced by an opponent's Play.
ALPHA	PL-61	Add Firepower	2	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.
ALPHA	PL-63	Flip Ya For 2 Plays	0	Flip a coin: If heads, you draw 2 Plays. If tails, your opponent draws 2 Plays.
ALPHA	PL-69	Loan Sharked	2	For the rest of the Game if a coin is flipped, lower the opponent's Hero in the active Battle by -5.
ALPHA	PL-7	Back From The Dumps	0	Each player gets up to 3 Hot Dogs back from their Discard Pile.
ALPHA	PL-70	Pulling The Plug	1	Any Plays that are affecting the rest of the Game are now cancelled going forward (including your own).
ALPHA	PL-73	Shooters Shoot	2	Flip a coin 4 times; your opponent's Hero gets -5 each time the coin lands on tails.
ALPHA	PL-76	Win The Toss	1	Flip a coin; if heads, run the top Play from your Playbook in this Battle for free (0 Hot Dog cost).
ALPHA	PL-82	Crystal Ball	0	Pick a number 1-6, then your opponent picks a different number 1-6; roll a die; if it lands on either player's number their Hero gets +30.
ALPHA	PL-83	Double or Nothin'	1	Flip a coin twice; if both land on heads, play the top card from your Hero Deck and add its power to the active Hero in this Battle.
ALPHA	PL-84	Heads-Up!	2	Flip a coin 4 times; your Hero gets +5 each time the coin lands on heads.
ALPHA	PL-85	Jump Ball	0	Flip a coin; if heads, your Hero gets +10, if tails, your Hero gets -10.
ALPHA	PL-87	Lucky 7	0	Roll a die two times; if the numbers add up to 7 your Hero gets +100; if any other number you must Discard a random Hero from your hand.
ALPHA	PL-88	Lucky Bounce	2	Roll a die; your Hero gets +5x the number; (ex. If you roll a 3 your Hero gets +15).
ALPHA	PL-9	Leave It To Chance	5	For the rest of the game, your opponent must roll a dice after paying the Hot Dog cost to run a Play. If they roll a 2-5, they can run the Play. If they roll anything else, they cannot.
ALPHA	PL-96	Worth The Risk?	1	Roll a dice: if you get a 1 or 6, your Hero's power drops to 0. If you roll a 2-5, you gain +25.
ALPHA	PL-99	Change The Future	2	You can re-order your face-down Heroes in future Battles, but you can't look at them.
Alpha Update	BPL-1	Copycat		This card copies the effect and Hot Dog cost of the last Play you used.
Alpha Update	BPL-12	Lineup Randomizer	5	Your opponent must Discard their unrevealed Heroes in future Battles and replace them with the top cards from their Hero Deck in order.
Alpha Update	BPL-16	Sweet Relish	4	Any of your opponent's plays which lower your Power this Battle now raise your Power by that amount.
Alpha Update	BPL-17	A Hard Bargain	2	Your opponent flips the top card of their Hero Deck. If its Power is 130 or higher, they can't run any additional Plays this Battle. Discard the drawn Hero.
Alpha Update	BPL-18	Pre-Game Spy	2	Look at 2 random Plays in your opponent's hand.
Alpha Update	BPL-20	Roll And Hope	1	Roll a dice. If you roll a 6, swap current Power with your opponent.
Alpha Update	BPL-21	Turn the Tide	4	If you lost the first 3 Battles, give your Hero +60.
Alpha Update	BPL-25	Lunch Table	2	Give your Hero +20. All players get 2 Hot Dogs back from their Discard Pile at the start of next Battle.
Alpha Update	PL-12	Comeback Season	2	If your opponent has won more Battles than you so far, your Hero gets +30.
Alpha Update	PL-13	Line Drive	1	Roll a dice. If it lands on 3 or 4, your Hero gets +40. If not, it gets +5.
Alpha Update	PL-14	1/6 For 15	1	Roll a dice, if it lands on 1, your Hero's Power goes to 0. Otherwise, your Hero gets +15.
Alpha Update	PL-15	Money Line	1	If you win this Battle, draw 2 Plays.
Alpha Update	PL-16	Make Up Meal	0	Recover 1 Hot Dog for every Battle you have lost.
Alpha Update	PL-21	Heavy Swing	2	Flip a coin. If heads, your opponent's Hero gets -35.
Alpha Update	PL-28	Big Win Energy	3	If you win this Battle, your next Hero gets +40.
Alpha Update	PL-40	High Fastball	2	Roll a dice; opponent's Hero gets -5x the number. (Ex. If you roll a 4, their Hero gets -20.)
Alpha Update	PL-41	Greedy Gamble	3	Flip a coin. If Heads, Recover 6 Hot Dogs.
Alpha Update	PL-44	Make Up Call	0	If you lose this Battle, Recover 1 Hot Dog.
Alpha Update	PL-45	Might Of The Underdog	1	Draw the top Hero of your Hero Deck and Reveal it to your opponent. If its Power is 120 or lower, your Hero gets +30.
Alpha Update	PL-49	Feast Or Famine	0	If you win this Battle, Recover 2 Hot Dogs. If you lose, Discard 1 Hot Dog.
Alpha Update	PL-51	Hollow Bat	2	Roll a dice. If it lands on 3-6, your Hero gets +25. If it lands on 1 or 2, your Hero gets -25.
Alpha Update	PL-54	One-And-One	1	Flip a coin. If heads, your Hero gets +10. You may do this a second and final time if it lands on heads.
Alpha Update	PL-60	Steel Helmet	0	If your Hero has a Steel weapon, flip a coin. If heads, your Hero can't lose any more Power this Battle.
Alpha Update	PL-61	Blind Substitution	3	Discard your Hero. Replace it with the top card of your Hero Deck.
Alpha Update	PL-62	Double Down	0	Flip a coin twice. If it lands on heads both times, your Hero gets +20. If both flips are tails, your Hero loses -40. (Nothing happens for any other result.)
Alpha Update	PL-64	Nasty Or Nada	1	Roll a dice 3 times. Your Hero gets +30 if you roll a 6.
Alpha Update	PL-69	Forced Retreat	2	Your opponent must Discard their current Hero, and replace it with one from their hand.

Alpha Update	PL-74	Pre-Game Ritual	1	Flip a coin 3 times; your Hero gets +15 if the coin lands on heads 2 or more times.
Alpha Update	PL-78	Super Lucky	1	If your Hero has a Super weapon, flip a coin. If it's heads, your Hero gets +20.
Alpha Update	PL-79	Hex Flipper	1	If your Hero has a Hex weapon, flip a coin. If it's heads, your Hero gets +20.
Alpha Update	PL-80	Lucky Gum	1	If your Hero has a Gum weapon, flip a coin. If it's heads, your Hero gets +20.
Alpha Update	PL-81	Flip & Glow	1	If your Hero has a Glow weapon, flip a coin. If it's heads, your Hero gets +20.
Alpha Update	PL-82	Steel Smash	1	If your Hero has a Steel weapon, flip a coin. If it's heads, your Hero gets +20.
Alpha Update	PL-83	Firework	1	If your Hero has a Fire weapon, flip a coin. If it's heads, your Hero gets +20.
Alpha Update	PL-84	Ice Blast	1	If your Hero has an Ice weapon, flip a coin. If it's heads, your Hero gets +20.
Alpha Update	PL-88	Cursed Coin	2	Flip a coin 3 times; opponent's Hero gets -10 each time the coin lands on heads.
Alpha Update	PL-9	Roll Some Plays	3	Roll a dice, draw Plays equivalent to that number. (Ex. If you roll a 3, draw 3 Plays.)
Alpha Update	PL-95	Last-Minute Re-Org	3	Swap your Hero with another one of your face-down Heroes from a future Battle.
Alpha Update	PL-96	Over Under	2	Send 2 Heroes from your hand to your Discard Pile. Draw 1 Play and 1 Hero.
Alpha Update	PL-98	Three Strikes You're Out	1	Discard a Hero from your hand. Flip a coin 3 times. If it lands on heads 3 times in a row, set opponent's Hero's Power to 0.
Alpha Update	PL-99	Even Money	0	Flip a coin. If heads, your Hero gets +20. If tails, opponent's Hero gets +20.
HTD	HTD-10	Blind Substitution HTD	2	Discard your Hero. Replace it with the top card of your Hero Deck.
HTD	HTD-12	Nasty Or Nada HTD	0	Roll a dice 3 times. Your Hero gets +30 if you roll a 6.
HTD	HTD-14	Forced Retreat HTD	1	Your opponent must Discard their current Hero, and replace it with one from their hand.
HTD	HTD-19	Cursed Coin HTD	1	Flip a coin 3 times; opponent's Hero gets -10 each time the coin lands on heads.
HTD	HTD-26	Last-Minute Re-Org HTD	2	Swap your Hero with another one of your face-down Heroes from a future Battle.
HTD	HTD-27	Over Under HTD	1	Send 2 Heroes from your hand to your Discard Pile. Draw 1 Play and 1 Hero.
HTD	HTD-32	Heads I Win, Tails You Lose	0	Flip a coin: If heads, your Hero gets +15. If tails, your opponent's Hero loses -5.
HTD	HTD-33	Only Upside HTD	0	Pick a number from 1 to 6, then roll a dice. If it lands on your number, your Hero gets +20. If not, draw a Play from your Playbook.
HTD	HTD-34	3rd Time Charm HTD	1	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.
HTD	HTD-4	Hollow Bat HTD	1	Roll a dice. If it lands on 3-6, your Hero gets +25. If it lands on 1 or 2, your Hero gets -25.
HTD	HTD-42	Loan Sharked HTD	1	For the rest of the Game if a coin is flipped, lower the opponent's Hero in the active Battle by -5.
HTD	HTD-43	Shooters Shoot HTD	1	Flip a coin 4 times; your opponent's Hero gets -5 each time the coin lands on tails.
HTD	HTD-44	Heads-Up! HTD	1	Flip a coin 4 times; your Hero gets +5 each time the coin lands on heads.
HTD	HTD-51	Worth The Risk? HTD	0	Roll a dice: if you get a 1 or 6, your Hero's power drops to 0. If you roll a 2-5, you gain +25.
HTD	HTD-53	Indestructible HTD	0	This Hero can't have its power reduced by an opponent's Play.
HTD	HTD-56	Pulling The Plug HTD	0	Any Plays that are affecting the rest of the Game are now cancelled going forward (including your own).
HTD	HTD-6	One-And-One HTD	0	Flip a coin. If heads, your Hero gets +10. You may do this a second and final time if it lands on heads.
TECMO	PL-10	Press Your Luck	2	?
TECMO	PL-17	Please Be Low	1	?
TECMO	PL-18	Roll For 30	3	?
TECMO	PL-2	Risky Draw	1	?
TECMO	PL-21	Four-Flip Frenzy	0	?
TECMO	PL-24	Gambler's Feast	0	?
TECMO	PL-25	Risky Reload	1	?
TECMO	PL-26	Dice Trap	1	?
TECMO	PL-3	Deck Burn	1	?
TECMO	PL-32	Big Swinger	0	?
TECMO	PL-33	Even Odds	0	?
TECMO	PL-34	C'mon 6	1	?
TECMO	PL-45	Discard Flip	0	?
TECMO	PL-46	Hot Dog Flip Out	0	?
TECMO	PL-47	Dicey Discard	0	?
TECMO	PL-52	Coin Gambit	2	?
TECMO	PL-55	Scrappy Flip	0	?
TECMO	PL-7	Dog Gone Streak	1	?
TECMO	PL-71	Last Chance	0	?
TECMO	PL-74	All or Nothing	1	?

PROMO	?	Vegas Baby	?	?
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