Asylum *Ability Card*

Abyss

Martial Attack: 13
Martial Defense: 15
Martial Delta: 4

Use the space below as scratch area for current Hit Points, Maximum 13

add +1 to your Martial Attack if you are acting silly or saying something silly

Summer 1991 *Not Transferable*

Asylum *Summer 1991*

Meester Beeg

Martial Attack: 6
Martial Defense: 8
Martial Delta: 2

Use the space below as scratch area for current Hit Points, Maximum 5

add +1 to your Martial Attack if you are acting silly or saying something silly

Ability Card *Not Transferable*

Asylum *Summer 1991*

Panache Phoenix

Martial Attack: 8
Martial Defense: 10
Martial Delta: 3

Use the space below as scratch area for current Hit Points, Maximum 9

add +1 to your Martial Attack if you are acting silly or saying something silly

Ability Card *Not Transferable*

Asylum

Ability Card

Jeeves

Martial Attack: 12
Martial Defense: 10
Martial Delta: 5

Use the space below as scratch area for current Hit Points, Maximum 17

add +1 to your Martial Attack if you are acting silly or saying something silly

Summer 1991

Not Transferable

Asylum *Summer 1991*

Sparkle

Martial Attack: 9
Martial Defense: 11
Martial Delta: 3

Use the space below as scratch area for current Hit Points, Maximum 9

add +1 to your Martial Attack if you are acting silly or saying something silly

Ability Card *Not Transferable*

Asylum *Summer 1991*

The Master

Martial Attack: 14
Martial Defense: 12
Martial Delta: 3

Use the space below as scratch area for current Hit Points, Maximum 15

add +1 to your Martial Attack if you are acting silly or saying something silly

Ability Card *Not Transferable*

Asylum *Summer 1991*

Frobozz

Martial Attack: 4
Martial Defense: 5
Martial Delta: 1

Use the space below as scratch area for current Hit Points, Maximum 6

add +1 to your Martial Attack if you are acting silly or saying something silly

Ability Card *Not Transferable*

Asylum *Summer 1991*

Chuck the Wonder Dog

Martial Attack: 20
Martial Defense: 25
Martial Delta: 10

Use the space below as scratch area for current Hit Points, Maximum 5

add +1 to your Martial Attack if you are acting silly or saying something silly

Ability Card *Not Transferable*

Asylum *Summer 1991*

Merlin

Martial Attack: 11
Martial Defense: 7
Martial Delta: 2

Use the space below as scratch area for current Hit Points, Maximum 12

add +1 to your Martial Attack if you are acting silly or saying something silly

Ability Card *Not Transferable*

Asylum *Summer 1991*

George

Martial Attack: 18
Martial Defense: 12
Martial Delta: 4

Use the space below as scratch area for current Hit Points, Maximum 2

add +1 to your Martial Attack if you are acting silly or saying something silly

Ability Card *Not Transferable*

Asylum *Summer 1991*

Mater

Martial Attack: 9
Martial Defense: 13
Martial Delta: 2

Use the space below as scratch area for current Hit Points, Maximum 4

add +1 to your Martial Attack if you are acting silly or saying something silly

Ability Card *Not Transferable*

Asylum *Summer 1991*

Gandalf

Martial Attack: 4
Martial Defense: 2
Martial Delta: 4

Use the space below as scratch area for current Hit Points, Maximum 7

add +1 to your Martial Attack if you are acting silly or saying something silly

Ability Card *Not Transferable*

Asylum *Summer 1991*

Falconeer

Martial Attack: 9
Martial Defense: 13
Martial Delta: 5

Use the space below as scratch area for current Hit Points, Maximum 3

add +1 to your Martial Attack if you are acting silly or saying something silly

Ability Card ***Not Transferable***

Asylum *Summer 1991*

Scary Dude

Martial Attack: 15
Martial Defense: 10
Martial Delta: 6

Use the space below as scratch area for current Hit Points, Maximum 15

add +1 to your Martial Attack if you are acting silly or saying something silly

Ability Card ***Not Transferable***

Asylum *Summer 1991*

Jeremy Wombat

Martial Attack: 12
Martial Defense: 11
Martial Delta: 8

Use the space below as scratch area for current Hit Points, Maximum 7

add +1 to your Martial Attack if you are acting silly or saying something silly

Ability Card ***Not Transferable***

Asylum *Summer 1991*

pooky the bear

Martial Attack: 3
Martial Defense: 4
Martial Delta: 2

Use the space below as scratch area for current Hit Points, Maximum 2

add +1 to your Martial Attack if you are acting silly or saying something silly

Ability Card *Not Transferable*

Asylum *Summer 1991*

falcon

Martial Attack: 6
Martial Defense: 2
Martial Delta: 2

Use the space below as scratch area for current Hit Points, Maximum 4

add +1 to your Martial Attack if you are acting silly or saying something silly

Ability Card *Not Transferable*

Asylum *Summer 1991*

falcon

Martial Attack: 5
Martial Defense: 1
Martial Delta: 4

Use the space below as scratch area for current Hit Points, Maximum 2

add +1 to your Martial Attack if you are acting silly or saying something silly

Ability Card *Not Transferable*

Asylum *Summer 1991*

boll weevil

Martial Attack: 14
Martial Defense: 10
Martial Delta: 5

Use the space below as scratch area for current Hit Points, Maximum 19

add +1 to your Martial Attack if you are acting silly or saying something silly

Ability Card *Not Transferable*

Asylum *Summer 1991*

hawk

Martial Attack: 8
Martial Defense: 3
Martial Delta: 1

Use the space below as scratch area for current Hit Points, Maximum 5

add +1 to your Martial Attack if you are acting silly or saying something silly

Ability Card *Not Transferable*

Asylum *Summer 1991*

flying squirrel

Martial Attack: 2
Martial Defense: 1
Martial Delta: 2

Use the space below as scratch area for current Hit Points, Maximum 1

add +1 to your Martial Attack if you are acting silly or saying something silly

Ability Card *Not Transferable*

Asylum

Summer 1991

bengal tiger

Martial Attack: 14
Martial Defense: 12
Martial Delta: 3

**Use the space below as scratch area
for current Hit Points, Maximum** 23

***add +1 to your Martial Attack if you
are acting silly or saying something silly***

Ability Card

Not Transferable

Asylum

Summer 1991

fish

Martial Attack: 1
Martial Defense: 1
Martial Delta: 1

**Use the space below as scratch area
for current Hit Points, Maximum** 1

***add +1 to your Martial Attack if you
are acting silly or saying something silly***

Ability Card

Not Transferable

Asylum

Summer 1991

fish

Martial Attack: 1
Martial Defense: 1
Martial Delta: 1

**Use the space below as scratch area
for current Hit Points, Maximum** 1

***add +1 to your Martial Attack if you
are acting silly or saying something silly***

Ability Card

Not Transferable

Asylum *Summer 1991*

fish

Martial Attack: 1
Martial Defense: 1
Martial Delta: 1

Use the space below as scratch area for current Hit Points, Maximum 1

add +1 to your Martial Attack if you are acting silly or saying something silly

Ability Card *Not Transferable*

Asylum *Summer 1991*

fish

Martial Attack: 1
Martial Defense: 1
Martial Delta: 1

Use the space below as scratch area for current Hit Points, Maximum 1

add +1 to your Martial Attack if you are acting silly or saying something silly

Ability Card *Not Transferable*

Asylum *Summer 1991*

snake

Martial Attack: 9
Martial Defense: 2
Martial Delta: 1

Use the space below as scratch area for current Hit Points, Maximum 5

add +1 to your Martial Attack if you are acting silly or saying something silly

Ability Card *Not Transferable*

Asylum *Summer 1991*

rat

Martial Attack: 7
Martial Defense: 1
Martial Delta: 0

Use the space below as scratch area for current Hit Points, Maximum 2

add +1 to your Martial Attack if you are acting silly or saying something silly

Ability Card *Not Transferable*

Asylum *Summer 1991*

bug

Martial Attack: 4
Martial Defense: 1
Martial Delta: 2

Use the space below as scratch area for current Hit Points, Maximum 1

add +1 to your Martial Attack if you are acting silly or saying something silly

Ability Card *Not Transferable*

Asylum *Summer 1991*

wombat

Martial Attack: 6
Martial Defense: 2
Martial Delta: 1

Use the space below as scratch area for current Hit Points, Maximum 6

add +1 to your Martial Attack if you are acting silly or saying something silly

Ability Card *Not Transferable*

Asylum
Summer 1991

cat

Martial Attack: 2
Martial Defense: 2
Martial Delta: 2

Use the space below as scratch area for current Hit Points, Maximum 1

add +1 to your Martial Attack if you are acting silly or saying something silly

Ability Card
Not Transferable

Asylum
Summer 1991

wild boar

Martial Attack: 9
Martial Defense: 4
Martial Delta: 5

Use the space below as scratch area for current Hit Points, Maximum 1

add +1 to your Martial Attack if you are acting silly or saying something silly

Ability Card
Not Transferable

Asylum
Summer 1991

gerbil

Martial Attack: 1
Martial Defense: 1
Martial Delta: 1

Use the space below as scratch area for current Hit Points, Maximum 1

add +1 to your Martial Attack if you are acting silly or saying something silly

Ability Card
Not Transferable

Asylum *Summer 1991*

clam

Martial Attack: 0
Martial Defense: 0
Martial Delta: 0

Use the space below as scratch area for current Hit Points, Maximum 1

add +1 to your Martial Attack if you are acting silly or saying something silly

Ability Card *Not Transferable*

Asylum *Summer 1991*

rabbit

Martial Attack: 2
Martial Defense: 1
Martial Delta: 1

Use the space below as scratch area for current Hit Points, Maximum 1

add +1 to your Martial Attack if you are acting silly or saying something silly

Ability Card *Not Transferable*

Asylum *Summer 1991*

bill the cat

Martial Attack: 2
Martial Defense: 2
Martial Delta: 2

Use the space below as scratch area for current Hit Points, Maximum 1

add +1 to your Martial Attack if you are acting silly or saying something silly

Ability Card *Not Transferable*

Asylum *Summer 1991*

hamster

Martial Attack: 1
Martial Defense: 2
Martial Delta: 1

Use the space below as scratch area for current Hit Points, Maximum 1

add +1 to your Martial Attack if you are acting silly or saying something silly

Ability Card *Not Transferable*

Asylum *Summer 1991*

junebug

Martial Attack: 2
Martial Defense: 1
Martial Delta: 1

Use the space below as scratch area for current Hit Points, Maximum 1

add +1 to your Martial Attack if you are acting silly or saying something silly

Ability Card *Not Transferable*

Asylum *Summer 1991*

monkey

Martial Attack: 5
Martial Defense: 2
Martial Delta: 4

Use the space below as scratch area for current Hit Points, Maximum 1

add +1 to your Martial Attack if you are acting silly or saying something silly

Ability Card *Not Transferable*

Asylum *Summer 1991*

toad

Martial Attack: 1
Martial Defense: 0
Martial Delta: 1

Use the space below as scratch area for current Hit Points, Maximum 1

add +1 to your Martial Attack if you are acting silly or saying something silly

Ability Card *Not Transferable*

Asylum *Summer 1991*

panda bear

Martial Attack: 1
Martial Defense: 0
Martial Delta: 1

Use the space below as scratch area for current Hit Points, Maximum 1

add +1 to your Martial Attack if you are acting silly or saying something silly

Ability Card *Not Transferable*