mAGENTa *Summer 1996*

Adrian Smythe

Martial Attack: 12
Martial Defense: 10
Martial Delta: 4

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

Combat Card *Not Transferable*

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mAGENTa *Summer 1996*

Angelo Death

Martial Attack: 16
Martial Defense: 9
Martial Delta: 5

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

Combat Card *Not Transferable*

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mAGENTa *Summer 1996*

Che-cheng Lin

Martial Attack: 11
Martial Defense: 10
Martial Delta: 3

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

Combat Card *Not Transferable*

mAGENTa *Summer 1996*

Dr. Ursula Uranus

Martial Attack: 12
Martial Defense: 11
Martial Delta: 3

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

Combat Card *Not Transferable*

---

mAGENTa *Summer 1996*

Ken Lu

Martial Attack: 15
Martial Defense: 15
Martial Delta: 5

Use the space below as scratch area for current Hit Points, Maximum 14

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

Combat Card *Not Transferable*

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mAGENTa *Summer 1996*

Deborah Hangover

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

Use the space below as scratch area for current Hit Points, Maximum 10

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

Combat Card *Not Transferable*

mAGENTa *Summer 1996*

Agent Orange

Martial Attack: 2
Martial Defense: 3
Martial Delta: 6

Use the space below as scratch area for current Hit Points, Maximum 8

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

Combat Card *Not Transferable*

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mAGENTa *Summer 1996*

Sven Molotov

Martial Attack: 12
Martial Defense: 13
Martial Delta: 5

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

Combat Card *Not Transferable*

---

mAGENTa *Summer 1996*

Spiny Norman

Martial Attack: 9
Martial Defense: 9
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

Combat Card *Not Transferable*

mAGENTa *Summer 1996*

Blue Woofer

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

Use the space below as scratch area for current Hit Points, Maximum 14

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

Combat Card *Not Transferable*

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mAGENTa *Summer 1996*

Commander McBragg

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

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

Combat Card *Not Transferable*

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mAGENTa *Summer 1996*

Whisper Knife

Martial Attack: 12
Martial Defense: 12
Martial Delta: 2

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

Combat Card *Not Transferable*

mAGENTa

Summer 1996

Dmitri Andropov

Martial Attack: 13
Martial Defense: 12
Martial Delta: 3

Use the space below as scratch area for current Hit Points, Maximum 10

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

Combat Card

Not Transferable

---

mAGENTa

Summer 1996

Winston Jacobs

Martial Attack: 12
Martial Defense: 14
Martial Delta: 5

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

Combat Card

Not Transferable

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mAGENTa

Summer 1996

Duke of Hazard

Martial Attack: 8
Martial Defense: 8
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

Combat Card

Not Transferable

mAGENTa

Summer 1996

Ivantsum Kornchechs

Martial Attack: 14
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

Combat Card

Not Transferable

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mAGENTa

Summer 1996

Snake Pliskin

Martial Attack: 13
Martial Defense: 13
Martial Delta: 6

Use the space below as scratch area for current Hit Points, Maximum 14

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

Combat Card

Not Transferable

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mAGENTa

Summer 1996

Louie Reasoner

Martial Attack: 7
Martial Defense: 10
Martial Delta: 2

Use the space below as scratch area for current Hit Points, Maximum 10

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

Combat Card

Not Transferable

mAGENTa *Summer 1996*

Inspector Red

Martial Attack: 16
Martial Defense: 25
Martial Delta: 8

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

Combat Card *Not Transferable*

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mAGENTa *Summer 1996*

Norse Winthrop

Martial Attack: 11
Martial Defense: 10
Martial Delta: 3

Use the space below as scratch area for current Hit Points, Maximum 10

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

Combat Card *Not Transferable*

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mAGENTa *Summer 1996*

Natasha Gokonya

Martial Attack: 13
Martial Defense: 12
Martial Delta: 6

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

Combat Card *Not Transferable*

mAGENTa *Summer 1996*

Gladys Friday

Martial Attack: 8
Martial Defense: 15
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

Combat Card *Not Transferable*

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mAGENTa *Summer 1996*

Elissa P. Hacker

Martial Attack: 18
Martial Defense: 17
Martial Delta: 10

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

Combat Card *Not Transferable*

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mAGENTa *Summer 1996*

Hector

Martial Attack: 10
Martial Defense: 13
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

Combat Card *Not Transferable*

mAGENTa

Summer 1996

Ghast Lee

Martial Attack: 11
Martial Defense: 15
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

Combat Card

Not Transferable

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mAGENTa

Summer 1996

Steppenwolf L. Banzai

Martial Attack: 14
Martial Defense: 13
Martial Delta: 5

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

Combat Card

Not Transferable

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mAGENTa

Summer 1996

H. P. Loveboat

Martial Attack: 13
Martial Defense: 14
Martial Delta: 4

Use the space below as scratch area for current Hit Points, Maximum 14

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

Combat Card

Not Transferable