

Card ID	Card Name	Card Text	Green Cost	Yellow Cost	Red Cost	Intercept	Force	Card Type	Teams	Rarity
AME001	Blazing Axe Kick	When you counterattack against a strike that has 3 Force or less, Blazing Axe Kick gets +3 Force.	2	1		6	3	Strike	Bull	C
AME002	Boiling Point	When you counterattack against a strike that has 3 Force or less, Boiling Point gets +3 Force.	2		1	8	3	Strike	Bull	C
AME003	Burning Blade	When you counterattack, your opponent uncharges one of his or her zones.	2	1		5	3	Strike	Bull	U
AME004	Burning Disc	When you counterattack, your opponent uncharges one of his or her zones.	1	1	1	5	6	Strike	Bull	C
AME005	Burning Lash	-4 Intercept >>> When you counterattack, your opponent uncharges one of his or her zones.	1	2		7	4	Strike	Bull	U
AME006	Doublefoot Dropkick	Yellow >>> +4 Force. Use only once.		1		5	1	Strike	Bull	C
AME007	Eye of Ozai	Eliminate one of your allies >>> +1 Intercept. Use only once.		2		4	6	Strike	Bull	C
AME008	Fetch!	When you counterattack, you may eliminate a green energy.	3			5	4	Strike	Bull	C
AME009	Flare	When you counterattack, you may eliminate a green energy.		1		4	3	Strike	Bull	C
AME010	Flying Fire Fist	When you counterattack, you may eliminate up to two green energy.	1	2	1	5	7	Strike	Bull	R
AME011	Gout of Flame	When you counterattack against a strike that has 3 Force or less, Gout of Flame gets +3 Force.	1	1		5	3	Strike	Bull	R
AME012	Jagged Ground	Red >>> Choose one: Jagged Ground gets +2 Intercept; or Jagged Ground gets +2 Force.	1			2	2	Strike	Bull	R
AME013	Quicksand	Reflip: Green <p> Whenever your opponent focuses, he or she eliminates one of his or her green energy.	1			3	4	Strike	Bull	U
AME014	Rock the House	Whenever your opponent focuses, he or she eliminates one of his or her green energy.	1		1	6	3	Strike	Bull	R
AME015	Scorching Phoenix	-4 Intercept >>> When you counterattack, eliminate all of your opponent's green energy.	1	1	1	6	6	Strike	Bull	R
AME016	Searing Cage	When you counterattack, your opponent eliminates one of his or her allies.	1		1	6	2	Strike	Bull	U
AME017	Stoke the Flames	Eliminate one of your allies >>> When you counterattack, eliminate up to two green energy.	1	1	1	8	4	Strike	Bull	R
AME018	Tectonic Shift	When you counterattack, you may eliminate up to two green energy.	2			3	6	Strike	Bull	U
AME019	Titanic Fireball	Eliminate one of your allies >>> When you counterattack, your opponent eliminates one of his or her allies. Use only once.	2	1		5	5	Strike	Bull	R
AME020	Wildfire Arc	-4 Intercept >>> When you counterattack, your opponent eliminates one of his or her allies. Use only once.	2	1	1	7	6	Strike	Bull	R
AME021	Blast Cushion	-1 Intercept >>> When you counterattack, move one of your green energy to your yellow zone.	2		1	8	1	Strike	Fox	U
AME022	Breath of the Dragon	When you counterattack, look at the top two cards of your deck. Put one on the top of your deck and the other into your discard pile.		2		4	6	Strike	Fox	C
AME023	Canyon Sprint	While your opponent is defending, his or her zones cannot be charged.		2		5	5	Strike	Fox	U
AME024	Careening Koi	When you counterattack, you may move one of your yellow energy to your red zone.	3			5	4	Strike	Fox	U
AME025	Frost Blade	Reflip: Green <p> Your opponent's strikes cost an additional yellow energy to play.		1		3	4	Strike	Fox	U

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AME026	Frost Daggers	Your opponent's strikes cost an additional yellow energy to play.		1	1	6	1	Strike	Fox	C
AME027	Frost Spear	Your opponent's strikes cost an additional yellow energy to play.	1		1	4	5	Strike	Fox	U
AME028	Gale Force	When you counterattack, you may move an ally to the top of its owner's deck.	2			3	6	Strike	Fox	R
AME029	Howling Cyclone	Whenever your opponent focuses, Howling Cyclone gets -2 Force.	3		1	8	7	Strike	Fox	R
AME030	Howling Squall	Whenever your opponent focuses, Howling Squall gets -1 Force.	2		1	5	7	Strike	Fox	R
AME031	Howling Wind	Whenever your opponent focuses, Howling Wind gets -1 Force.			1	5	5	Strike	Fox	C
AME032	Nimbus Churn	-4 Intercept >>> When you counterattack, move an ally to the top of its owner's deck.	1	1	1	7	5	Strike	Fox	R
AME033	Rocky Road	When you counterattack, you may move an ally to the top of its owner's deck.	2	2		6	5	Strike	Fox	R
AME034	Spinning Tempest	-3 Intercept >>> When you counterattack, move one of your yellow energy to your red zone.	1		1	7	3	Strike	Fox	R
AME035	Swirling Flames	Red >>> +2 Intercept. Use only once.	2		1	5	6	Strike	Fox	C
AME036	Teeth of the Dragon	When you counterattack, look at the top two cards of your deck. Put one on the top of your deck and the other into your discard pile.	2			5	1	Strike	Fox	C
AME037	Terra Break	-2 Intercept >>> While your opponent is defending, his or her zones cannot be charged.	1	1	1	6	6	Strike	Fox	R
AME038	Tongue of the Dragon	When you counterattack, look at the top two cards of your deck. Put one on the top of your deck and the other into your discard pile.	1	2		7	4	Strike	Fox	C
AME039	Water Lasso	Your opponent cannot play signature moves.	2	1		6	4	Strike	Fox	R
AME040	Wind on the Waves	When you counterattack, you may move one of your green energy to your yellow zone.	2			4	4	Strike	Fox	C
AME041	Bitter Batter	When you counterattack from a charged zone, add a green energy.		1		4	3	Strike	Lion	C
AME042	Blowback	Your opponent skips defending in his or her green zone.	1	2		5	5	Strike	Lion	R
AME043	Creeping Crystal	-4 Intercept >>> When you counterattack, your opponent moves one of his or her allies to one of your empty ally spaces.	1	1	1	6	6	Strike	Lion	R
AME044	Dancing Mists	While this zone is charged, Dancing Mists has +2 Intercept.	1	2		4	6	Strike	Lion	C
AME045	Double Crest	For each ally you have, Double Crest has +1 Force.	2	1		6	3	Strike	Lion	C
AME046	Hurricane Vault	Your opponent skips defending in his or her green zone.	2			3	5	Strike	Lion	U
AME047	Just Desserts	When you counterattack from a charged zone, add a green energy.		2		7	1	Strike	Lion	C
AME048	Million Gallon Attack	-2 Intercept >>> When you counterattack, charge this zone. Use only once.	1	1	1	6	6	Strike	Lion	R
AME049	Mischievous Downpour	Reflop: Green <p> When you counterattack, charge this zone.	1			3	4	Strike	Lion	U
AME050	Sea Sphere	When you counterattack, charge this zone.		2		5	5	Strike	Lion	R
AME051	Snowball Smash	When you counterattack, charge this zone.		2	1	8	5	Strike	Lion	C
AME052	Stifling Breeze	While your opponent is defending, your allies cannot be moved or eliminated.	3			6	4	Strike	Lion	U
AME053	Stifling Wind	While your opponent is defending, your allies cannot be moved or eliminated.		1	1	5	6	Strike	Lion	C
AME054	Surf Spray	When you counterattack, add a green energy for each charged zone you have.		2		5	2	Strike	Lion	R

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AME055	Sweet Revenge	-1 Intercept >>> When you counterattack, add a green energy.	3			5	3	Strike	Lion	U
AME056	Tandem Attack	While you have an ally in this zone, Tandem Attack has +2 Force.	2	1		5	4	Strike	Lion	R
AME057	Wall of Water	-2 Intercept >>> When you counterattack from a charged zone, add a yellow energy.		3		8	1	Strike	Lion	R
AME058	Whirling Debris	Two Red >>> +3 Intercept and +3 Force. Use only once.			1	4	4	Strike	Lion	R
AME059	Windmill Barrier	While your opponent is defending, your zones cannot be uncharged.		2		6	5	Strike	Lion	C
AME060	Windmill Dome	While your opponent is defending, your zones cannot be uncharged.	1		1	7	4	Strike	Lion	U
AME061	Bell Ringer	When you counterattack, your opponent eliminates one of his or her allies.	1	2		5	4	Strike	None	U
AME062	Boomerang Toss	Red >>> +5 Force. Use only once.	1	1		5	1	Strike	None	U
AME063	Canyon Crawler Clash		1	1	1	6	6	Strike	None	C
AME064	Coal Rake	When you counterattack, your opponent uncharges one of his or her zones.	1		1	5	1	Strike	None	U
AME065	Downdraft		1			4	3	Strike	None	C
AME066	Earthbound		1		1	6	5	Strike	None	C
AME067	Earthbridge	When you counterattack, you may move one of your opponent's allies to one of that player's empty ally spaces.	2	1		5	4	Strike	None	U
AME068	Evade	Red >>> +4 Intercept. Use only once.	1			3	1	Strike	None	C
AME069	Falling Leaf Ambush	Red, Green >>> +2 Intercept and +2 Force. Use only once.	1	2		6	4	Strike	None	R
AME070	Knuckle Sandwich		2	1		6	4	Strike	None	C
AME071	Kyoshi Backhand	When you counterattack, your opponent eliminates one of his or her energy.			1	4	4	Strike	None	U
AME072	Kyoshi Fan Parry	Reflip: Green (You may pay a green energy to discard this card and flip a new one in this zone.)	2		1	7	2	Strike	None	C
AME073	Kyoshi Fan Throw	When you counterattack, you may move one of your green energy to your yellow zone.	3			5	4	Strike	None	U
AME074	Kyoshi Pride	Reflip: Green (You may pay a green energy to discard this card and flip a new one in this zone.)		2		5	5	Strike	None	C
AME075	Pummel	Green >>> +1 Intercept. Use only once.	2			4	4	Strike	None	C
AME076	Seize the Moment	Reflip: Green (You may pay a green energy to discard this card and flip a new one in this zone.)	1			2	6	Strike	None	C
AME077	Skewer			1		3	6	Strike	None	C
AME078	Snapped Off		1	1	1	8	4	Strike	None	C
AME079	Tremor Trail		1	2		5	6	Strike	None	U
AME080	Will of the Warrior		3		1	4	7	Strike	None	U
AME081	Churning Stomachs	Your opponent's strikes cost an additional yellow energy to play.	2					Advantage	Body	U
AME082	Crystal Rampart	Your strikes have +2 Intercept.			1			Advantage	Body	R
AME083	Dive for Cover	Your strikes have +1 Intercept while in one of your charged zones.	1					Advantage	Body	U
AME084	Flopsie Flop	Your opponent cannot focus or pitch.	1	1				Advantage	Body	R
AME085	Immobilize	While your opponent is defending, his or her zones cannot be charged.	1					Advantage	Body	R
AME086	Misdirection	Your opponent skips defending in his or her green zone.	2					Advantage	Body	C
AME087	Riding the Crest	While your opponent is defending in his or her green zone, your strikes have +2 Force.	1					Advantage	Body	C
AME088	Stand Firm	Your strikes have +1 Intercept and +1 Force while in one of your charged zones.	2					Advantage	Body	R

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AME089	Take the High Ground	Your strikes have +1 Force while in one of your charged zones.	1					Advantage	Body	U
AME090	Ward Off	While your opponent is defending, your zones cannot be uncharged, and your allies cannot be moved or eliminated.	1					Advantage	Body	C
AME091	Charisma	Immediate—Your opponent moves one of his or her allies to one of your empty ally spaces.	3					Advantage	Mind	R
AME092	Contemplate	Immediate—Look at the top two cards of your deck. Put them back in any order.	1					Advantage	Mind	C
AME093	Incinerate	Immediate—Your opponent turns the top card of his or her deck face up. You may have your opponent put that card into his or her discard pile.	1					Advantage	Mind	C
AME094	Meditate	Immediate—Look at the top three cards of your deck. Put them back in any order.	2					Advantage	Mind	R
AME095	Pai Sho Mastery	While Pai Sho Mastery is in your advantage area, your cards have "Reflip: Eliminate Pai Sho Mastery."	1					Advantage	Mind	R
AME096	Run the Blockade	Immediate—You may move any player's ally to one of that player's empty ally spaces.	1					Advantage	Mind	U
AME097	Sculpted Flame	As you play Sculpted Flame, choose one: Your strikes have +1 Intercept and -1 Force; or your strikes have -1 Intercept and +1 Force.	1					Advantage	Mind	U
AME098	Training Scroll	Whenever you flip a card, turn the top card of your deck face up.	1					Advantage	Mind	C
AME099	Water Kata	When you counterattack, you may uncharge one of your zones. If you do, charge one of your zones.		1				Advantage	Mind	U
AME100	Yip Yip!	Immediate—You are now defending up one zone. (Charge the zone in which you played this advantage.)	1	1				Advantage	Mind	R
AME101	Bad Breath	Immediate—If this zone is already charged, you may uncharge any zone.		1				Advantage	Spirit	R
AME102	Channel the Winds	Immediate—You may charge any zone. (You also charge this zone as normal.)	3					Advantage	Spirit	R
AME103	Dust Storm	When you counterattack, add a yellow energy.	2					Advantage	Spirit	C
AME104	Expendable Troops	Immediate—You may eliminate one of your allies. If you do, eliminate one of your opponent's allies.	1					Advantage	Spirit	U
AME105	Fiery Temper	Reflip: Green <p> Immediate—You may eliminate an ally.	1	1				Advantage	Spirit	C
AME106	Flying Staff Technique	Immediate—If this zone is already charged, you may charge any zone.	2					Advantage	Spirit	U
AME107	Glorious Feast	Immediate—Add a red energy.	3					Advantage	Spirit	R
AME108	Head Over Heels	Reflip: Green <p> Immediate—You may uncharge any zone.	1	1				Advantage	Spirit	U
AME109	Highway Robbery	When your opponent counterattacks from his or her green zone, you add two green energy.	1					Advantage	Spirit	C
AME110	Volcanic Fountain	Immediate—You may eliminate an energy in this zone. If you do, eliminate one of your opponent's energy of the same color.	1					Advantage	Spirit	R
AME111	Bonzu Pippinpaddle-Oppsokopolis III	Immediate—Your opponent uncharges one of his or her zones.			1			Advantage	None	U
AME112	Caution to the Wind	Your strikes have -1 Intercept and +1 Force.	1					Advantage	None	C
AME113	Closed-Hand Form	Your strikes have +1 Force.		1				Advantage	None	C

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AME114	Lifesaver	Your strikes have +1 Intercept in your red zone.	1					Advantage	None	U
AME115	Open-Hand Form	Your strikes have +1 Intercept.		1				Advantage	None	C
AME116	Roku's Guidance	Immediate—Look at the top card of your deck. You may put it into your discard pile.	1					Advantage	None	C
AME117	Sustenance	Immediate—Add a red energy.	2	1				Advantage	None	C
AME118	Take Them Away	Immediate—Your opponent eliminates one of his or her allies.			1			Advantage	None	C
AME119	Aang	In Aang's zone, your strikes have +1 Intercept.			1			Ally	Light	U
AME120	Appa	Whenever you flip a card in Appa's zone, you may swap Appa with an ally in one of your other zones.	1	1				Ally	Light	R
AME121	Katara	Yellow >>> When you counterattack from Katara's zone, charge this zone. Use only once per turn.	1					Ally	Light	R
AME122	King Bumi	In King Bumi's zone, your strikes have "Whenever your opponent focuses, this strike gets +1 Force while it's in King Bumi's zone."	2					Ally	Light	U
AME123	Momo	When you counterattack from Momo's zone, each player adds a green energy.	1					Ally	Light	C
AME124	Monk Gyatso	Whenever you flip a card in Monk Gyatso's zone, turn the top card of your deck face up.	1					Ally	Light	C
AME125	Jet	When you counterattack from Jet's zone, each player eliminates one of his or her allies.	1					Ally	Shadow	U
AME126	Jojo	Reflip: Green <p> When you counterattack from Jojo's zone, eliminate one of your opponent's green energy, and you add a green energy.		2				Ally	Shadow	R
AME127	Malu	Two Green >>> In Malu's zone, your strikes have "Your opponent skips defending in his or her green zone."	1					Ally	Shadow	U
AME128	Pirate Captain	When you counterattack from Pirate Captain's zone, look at the top card of your deck. You may put it into your discard pile.	1					Ally	Shadow	C
AME129	Prince Zuko	Eliminate an energy in Prince Zuko's zone >>> When you counterattack from Prince Zuko's zone, eliminate an energy of the same color. Use only once per turn.	1					Ally	Shadow	C
AME130	Uncle Iroh	Whenever you would flip a card in Uncle Iroh's zone, you may first look at the top two cards of your deck. If you do, put them back in any order.			1			Ally	Shadow	R
AME131	Afiko	When you counterattack from Afiko's zone, you may eliminate one of your allies. If you do, your opponent charges one of your zones.	1	1				Ally	Dark	R
AME132	Commander Zhao	Your strikes in Commander Zhao's zone have +1 Force.	1	1				Ally	Dark	U
AME133	Fire Nation Elite	When you counterattack from Fire Nation Elite's zone, your opponent turns the top card of his or her deck face up. You may have your opponent put that card into his or her discard pile.		1				Ally	Dark	U
AME134	Kinto	When you counterattack from Kinto's zone, you may eliminate one of your allies. If you do, your opponent uncharges one of his or her zones.		1				Ally	Dark	R

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AME135	Prison Warden	Red >>> When you counterattack from Prison Warden's zone, your opponent eliminates one of his or her allies. Use only once per turn.	1					Ally	Dark	C
AME136	Zhao's Guard	Green >>> When you counterattack from Zhao's Guard's zone, eliminate Zhao's Guard and up to two green energy. Use only once per turn.	1					Ally	Dark	C
AME137	Cabbage Merchant	When you counterattack from Cabbage Merchant's zone, you may eliminate Cabbage Merchant. If you do, add a green energy.	1					Ally	None	U
AME138	Canyon Guide	Whenever you flip a card in Canyon Guide's zone, your opponent turns the top card of his or her deck face up.		1				Ally	None	U
AME139	Gan Jin Tribe	Green >>> In Gan Jin Tribe's zone, your strikes have +1 Intercept. Use only once per turn.	2					Ally	None	C
AME140	Herbalist	In Herbalist's zone, your strikes have "Reflip: Green."		1				Ally	None	U
AME141	Zhang Tribe	Green >>> In Zhang Tribe's zone, your strikes have +1 Force. Use only once per turn.	2					Ally	None	C
AME142	Air Scooter	When you flip Air Scooter in a zone without an ally, you may move one of your allies to this zone.	2	1		5	5	Strike	Air	R
AME143	Chi Absorption	Move Chi Absorption down one zone >>> Add a yellow energy. (Use only while defending in your green or yellow zone.)		1	1	8	1	Strike	Air	U
AME144	Dust Funnels	Move Dust Funnels down one zone >>> Add two green energy. (Use only while defending in your green or yellow zone.)	3	1		6	5	Strike	Air	R
AME145	Graceful Leap	Two Green >>> Move Graceful Leap up one zone. (Use only while defending in your yellow or red zone.)		1		4	2	Strike	Air	U
AME146	Open-Palm Pushback	Move Open-Palm Pushback to your red zone >>> Your opponent skips defending in his or her green zone. (Use only while defending in your green or yellow zone.)		1	1	5	6	Strike	Air	R
AME147	Zoom!	Two Green >>> Move Zoom! up one zone. (Use only while defending in your yellow or red zone.)	1		1	4	6	Strike	Air	U
AME148	Boulder Smash	Whenever your opponent focuses, Boulder Smash gets +1 Force.	2	1		5	5	Strike	Earth	R
AME149	Choking Sand	When your opponent counterattacks from a zone, eliminate an ally in that zone.	1	2		4	6	Strike	Earth	U
AME150	Granite Block	When your opponent counterattacks from a zone, uncharge that zone.	1	1	1	7	5	Strike	Earth	U
AME151	Ground Breaker	When your opponent counterattacks from a zone, uncharge that zone, eliminate an ally in that zone, and eliminate an energy in that zone.	1	1	1	6	2	Strike	Earth	R
AME152	Quarry Crush	Reflip: Green <p> Whenever your opponent focuses, Quarry Crush gets +1 Force.		1		3	5	Strike	Earth	R
AME153	Seismic Spring	When your opponent counterattacks from a zone, eliminate an energy in that zone.		1		4	4	Strike	Earth	U
AME154	Corona Punch	When you counterattack, you may eliminate a yellow energy. <p> Pitch >>> Eliminate a yellow energy.		2	1	5	6	Strike	Fire	R
AME155	Ember Shot	When you counterattack, charge this zone. <p> Pitch >>> Charge this zone.	1		1	4	6	Strike	Fire	R
AME156	Fire Sweep	Pitch >>> Eliminate up to two green energy.	1			3	3	Strike	Fire	U
AME157	Kindle	Pitch >>> Charge this zone.	3			6	4	Strike	Fire	U

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AME158	Twin Fire Daggers	Green, Pitch >>> Your opponent eliminates one of his or her allies.		2		7	2	Strike	Fire	U
AME159	Warship Barrage	When you counterattack, your opponent eliminates one of his or her allies. <p> Green, Pitch >>> Your opponent eliminates one of his or her allies.	3			4	4	Strike	Fire	R
AME160	Bubble Burst	-1 Intercept >>> +1 Force.			1	4	4	Strike	Water	U
AME161	Clutches of the Deep	-1 Intercept >>> +1 Force.	2		1	9	0	Strike	Water	R
AME162	Flash Flood	When you counterattack from a charged zone, you may charge any zone.	2		1	5	4	Strike	Water	R
AME163	Ice Blooms	Red >>> When you counterattack, charge any zone. Use only once.	2	1		6	4	Strike	Water	U
AME164	Single Water Whip	Uncharge this zone >>> When you counterattack, charge any zone.	2	1		5	5	Strike	Water	U
AME165	Tidal Wave	-3 Intercept >>> When you counterattack, charge any zone. Use only once.	1	2	1	6	7	Strike	Water	R
AME166	The Avatar Awakens	Exclusive—Aang			3	8	8	Strike	None	Exclusive
AME167	Sokka	Exclusive—Katara <p> Uncharge Sokka's zone >>> If you have a strike in Sokka's zone, choose one: That strike gets +1 Intercept; or that strike gets +1 Force. Use only once per turn.	1					Ally	None	Exclusive
AME168	Flopsie	Exclusive—King Bumi <p> In Flopsie's zone, your strikes have -1 Intercept and +2 Force.	1		1			Ally	None	Exclusive
AME169	The Kissing Bandit	Exclusive—Jojo <p> When you counterattack from a zone, add an energy to that zone and eliminate one of your opponent's energy of the same color.	1	1				Advantage	None	Exclusive
AME170	Strata Breaker	Exclusive—Malu <p> Your opponent skips defending in his or her green and yellow zones.	1			3	3	Strike	None	Exclusive
AME171	Tail of the Comet	Exclusive—Prince Zuko <p> When you counterattack, you may eliminate an energy.	1	1	1	5	5	Strike	None	Exclusive
AME172	Shocking Revelation	Exclusive—Uncle Iroh <p> Pitch >>> Look at the top three cards of your deck. Put one on the top of your deck and the rest into your discard pile.	1	1		5	4	Strike	None	Exclusive
AME173	Hollow Soul Hurricane	Exclusive—Afiko <p> Turn your Chamber Card from the back to the front >>> +3 Intercept and +3 Force.	3			4	4	Strike	None	Exclusive
AME174	Maw of the Inferno	Exclusive—Commander Zhao <p> When you counterattack, you may eliminate an ally.	1	1	1	6	5	Strike	None	Exclusive
AME175	Aquatic Tendrils	Exclusive—Kinto <p> Your opponent's strikes cost an additional red energy to play.			1			Advantage	None	Exclusive

Collector CARD ID	Character	Front Name	Front Cost	Front Intercept	Front Force	Front Text	Back Name	Back Cost	Back Intercept	Back Force	Back Text	
AME176	Aang	Penguin Sledding	G	5	7	Whenever your opponent focuses, Penguin Sledding gets -1 Force.	Taming the Unagi			9	Whenever your opponent focuses, Taming the Unagi gets -2 Force.	
AME177	Aang	Penguin Sledding	G	5	7	Whenever your opponent focuses, Penguin Sledding gets -1 Force.	Taming the Unagi			9	Whenever your opponent focuses, Taming the Unagi gets -2 Force.	
AME178	Aang	Penguin Sledding	G	5	7	Whenever your opponent focuses, Penguin Sledding gets -1 Force.	Vertigo Dash			6	When you counterattack, add an energy to each of your zones.	
AME179	Aang	Updraft			6	4	When you counterattack, you may rearrange your allies. (You can only have one ally in each of your zones.)	Taming the Unagi		9	Whenever your opponent focuses, Taming the Unagi gets -2 Force.	
AME180	Aang	Updraft			6	4	When you counterattack, you may rearrange your allies. (You can only have one ally in each of your zones.)	Vertigo Dash		6	When you counterattack, add an energy to each of your zones.	
AME181	Aang	Updraft			6	4	When you counterattack, you may rearrange your allies. (You can only have one ally in each of your zones.)	Avatar State	RRRRR	12	12	When you counterattack, eliminate all of your energy.
AME182	Katara	Arctic Sheath	G	6	4	When you counterattack, charge your yellow zone.	Whirlpool			7	When you counterattack, charge your yellow zone.	
AME183	Katara	Arctic Sheath	G	6	4	When you counterattack, charge your yellow zone.	Whirlpool			7	When you counterattack, charge your yellow zone.	
AME184	Katara	Arctic Sheath	G	6	4	When you counterattack, charge your yellow zone.	Geyser Torpedo	G		6	When you counterattack, add two red energy.	
AME185	Katara	Parting Shot			5	2	When you counterattack, add a red energy.	Whirlpool		7	When you counterattack, charge your yellow zone.	
AME186	Katara	Parting Shot			5	2	When you counterattack, add a red energy.	Geyser Torpedo	G	6	When you counterattack, add two red energy.	
AME187	Katara	Parting Shot			5	2	When you counterattack, add a red energy.	Double Water Whip		6	7	Green >>> When you counterattack, each player charges one of his or her zones.
AME188	King Bumi	Omashu Dodgeball	G	6	5	Whenever your opponent focuses, Omashu Dodgeball gets +1 Force.	Stone Heel of the King			7	Whenever your opponent focuses, Stone Heel of the King gets +1 Force	
AME189	King Bumi	Omashu Dodgeball	G	6	5	Whenever your opponent focuses, Omashu Dodgeball gets +1 Force.	Stone Heel of the King			7	Whenever your opponent focuses, Stone Heel of the King gets +1 Force	
AME190	King Bumi	Omashu Dodgeball	G	6	5	Whenever your opponent focuses, Omashu Dodgeball gets +1 Force.	Scouring-Earth Kick	G		6	8	Your opponent's cards have "Reflip: Green."
AME191	King Bumi	Shadow of the Boulder	GG	5	8	Your opponent's strikes have "Green >>> +1 Intercept."	Stone Heel of the King			7	7	Whenever your opponent focuses, Stone Heel of the King gets +1 Force
AME192	King Bumi	Shadow of the Boulder	GG	5	8	Your opponent's strikes have "Green >>> +1 Intercept."	Scouring-Earth Kick	G		6	8	Your opponent's cards have "Reflip: Green."
AME193	King Bumi	Shadow of the Boulder	GG	5	8	Your opponent's strikes have "Green >>> +1 Intercept."	Shock Wave	Y		6	6	Whenever your opponent plays a card in a zone, eliminate an energy in that zone.



Collector CARD ID	Character	Front Name	Front Cost	Front Intercept	Front Force	Front Text	Back Name	Back Cost	Back Intercept	Back Force	Back Text
AME194	Jojo	Bucking Earth			6 2	When you counterattack, you may move an ally to the top of its owner's deck.	Rockslide			6 6	Yellow >>> When you counterattack, move an ally to the top of its owner's deck.
AME195	Jojo	Bucking Earth			6 2	When you counterattack, you may move an ally to the top of its owner's deck.	Rockslide			6 6	Yellow >>> When you counterattack, move an ally to the top of its owner's deck.
AME196	Jojo	Bucking Earth			6 2	When you counterattack, you may move an ally to the top of its owner's deck.	Massive Meteor	Y		5 7	When you counterattack, eliminate one of your opponent's energy, and you add a red energy.
AME197	Jojo	Boulder Burst			5 4	When you counterattack, your opponent eliminates one of his or her energy, and you add a green energy.	Rockslide			6 6	Yellow >>> When you counterattack, move an ally to the top of its owner's deck.
AME198	Jojo	Boulder Burst			5 4	When you counterattack, your opponent eliminates one of his or her energy, and you add a green energy.	Massive Meteor	Y		5 7	When you counterattack, eliminate one of your opponent's energy, and you add a red energy.
AME199	Jojo	Boulder Burst			5 4	When you counterattack, your opponent eliminates one of his or her energy, and you add a green energy.	Beguiling Kiss			7 7	Whenever your opponent focuses in a zone, you add an energy of the same color as that zone.
AME200	Malu	Blustery Blast	G		5 5	Your opponent skips defending in his or her green zone.	Shrieking Wind			6 5	Your opponent skips defending in his or her green and yellow zones.
AME201	Malu	Blustery Blast	G		5 5	Your opponent skips defending in his or her green zone.	Shrieking Wind			6 5	Your opponent skips defending in his or her green and yellow zones.
AME202	Malu	Blustery Blast	G		5 5	Your opponent skips defending in his or her green zone.	Slingshot Stream	Y		9 0	When you counterattack, Slingshot Stream gets +X Force, where X is the Force of your opponent's strike.
AME203	Malu	Treetop Hop			8 3		Shrieking Wind			6 5	Your opponent skips defending in his or her green and yellow zones.
AME204	Malu	Treetop Hop			8 3		Slingshot Stream	Y		9 0	When you counterattack, Slingshot Stream gets +X Force, where X is the Force of your opponent's strike.
AME205	Malu	Treetop Hop			8 3		Ankle-Breaking Gust			4 4	Yellow >>> +1 Force.
AME206	Prince Zuko	Meltdown	G		6 1	When you counterattack, you may eliminate an energy.	Night of Flames			9 7	
AME207	Prince Zuko	Meltdown	G		6 1	When you counterattack, you may eliminate an energy.	Night of Flames			9 7	
AME208	Prince Zuko	Meltdown	G		6 1	When you counterattack, you may eliminate an energy.	Immolating Spiral			7 4	When you counterattack, you may eliminate up to two energy.
AME209	Prince Zuko	Burning in Exile	GG		6 5	When you counterattack, you may uncharge any zone.	Night of Flames			9 7	

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AME210	Prince Zuko	Burning in Exile	GG		6	5 When you counterattack, you may uncharge any zone.	Immolating Spiral			7	4 When you counterattack, you may eliminate up to two energy.
AME211	Prince Zuko	Burning in Exile	GG		6	5 When you counterattack, you may uncharge any zone.	Burning Spire	G		6	7 When you counterattack, uncharge all of your opponent's zones.
AME212	Uncle Iroh	Firecrackers			5	5 While your opponent is defending, his or her zones cannot be charged.	Smokescreen	G		8	7 When you counterattack, look at the top three cards of your deck. Put them back in any order.
AME213	Uncle Iroh	Firecrackers			5	5 While your opponent is defending, his or her zones cannot be charged.	Smokescreen	G		8	7 When you counterattack, look at the top three cards of your deck. Put them back in any order.
AME214	Uncle Iroh	Firecrackers			5	5 While your opponent is defending, his or her zones cannot be charged.	Suppressing Fire			5	7 Your opponent cannot focus or pitch, and while defending, his or her zones cannot be charged.
AME215	Uncle Iroh	Unchained	GG		6	6 When you counterattack, look at the top two cards of your deck. Put them back in any order.	Smokescreen	G		8	7 When you counterattack, look at the top three cards of your deck. Put them back in any order.
AME216	Uncle Iroh	Unchained	GG		6	6 When you counterattack, look at the top two cards of your deck. Put them back in any order.	Suppressing Fire			5	7 Your opponent cannot focus or pitch, and while defending, his or her zones cannot be charged.
AME217	Uncle Iroh	Unchained	GG		6	6 When you counterattack, look at the top two cards of your deck. Put them back in any order.	Rain of Fire	Y		6	5 Whenever your opponent flips a card, you may pay a green energy. If you do, your opponent discards that card and flips a new one in the same zone.
AME218	Afiko	Reaping Wind			7	4	Suffocating Void			7	7 -2 Intercept >>> When you counterattack, charge or uncharge any zone.
AME219	Afiko	Reaping Wind			7	4	Suffocating Void			7	7 -2 Intercept >>> When you counterattack, charge or uncharge any zone.
AME220	Afiko	Reaping Wind			7	4	Storms Without End	Y		6	7 When you clean up Storms Without End, leave your Chamber Card turned to the back.
AME221	Afiko	Tornado Punch	G		5	6 -2 Intercept >>> When you counterattack, charge or uncharge any zone. Use only once.	Suffocating Void			7	7 -2 Intercept >>> When you counterattack, charge or uncharge any zone.
AME222	Afiko	Tornado Punch	G		5	6 -2 Intercept >>> When you counterattack, charge or uncharge any zone. Use only once.	Storms Without End	Y		6	7 When you clean up Storms Without End, leave your Chamber Card turned to the back.
AME223	Afiko	Tornado Punch	G		5	6 -2 Intercept >>> When you counterattack, charge or uncharge any zone. Use only once.	Dark Tempest	G		9	6 Eliminate one of your allies >>> When you counterattack, your opponent charges one of your zones.
AME224	Commander Zhao	No Mercy for the Weak			5	4 When you counterattack against a strike that has 3 Force or less, No Mercy for the Weak gets +3 Force.	Open Fire!	G		6	6 When you counterattack against a strike that has 3 Force or less, Open Fire! gets +3 Force.

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AME225	Commander Zhao	No Mercy for the Weak			5	4 When you counterattack against a strike that has 3 Force or less, No Mercy for the Weak gets +3 Force.	Open Fire!	G		6	6 When you counterattack against a strike that has 3 Force or less, Open Fire! gets +3 Force.
AME226	Commander Zhao	No Mercy for the Weak			5	4 When you counterattack against a strike that has 3 Force or less, No Mercy for	Roaring Sphere			7	6 Green >>> When you counterattack, eliminate an ally.
AME227	Commander Zhao	Fiery Lash	R		6	6 When you counterattack, you may eliminate an ally.	Open Fire!	G		6	6 When you counterattack against a strike that has 3 Force or less, Open Fire! gets +3 Force.
AME228	Commander Zhao	Fiery Lash	R		6	6 When you counterattack, you may eliminate an ally.	Roaring Sphere			7	6 Green >>> When you counterattack, eliminate an ally.
AME229	Commander Zhao	Fiery Lash	R		6	6 When you counterattack, you may eliminate an ally.	Agni Kai	Y		6	6 Eliminate one of your allies >>> +1 Force.
AME230	Kinto	Gutwrencher			6	2 Your opponent's strikes cost an additional yellow energy to play.	Splash Rockets			6	7 Green >>> +1 Intercept.
AME231	Kinto	Gutwrencher			6	2 Your opponent's strikes cost an additional yellow energy to play.	Splash Rockets			6	7 Green >>> +1 Intercept.
AME232	Kinto	Gutwrencher			6	2 Your opponent's strikes cost an additional yellow energy to play.	Avalanche			8	6 -2 Intercept >>> Your opponent's strikes cost an additional yellow energy to play.
AME233	Kinto	Steam Blast	G		8	0 -1 Intercept >>> +1 Force.	Splash Rockets			6	7 Green >>> +1 Intercept.
AME234	Kinto	Steam Blast	G		8	0 -1 Intercept >>> +1 Force.	Avalanche			8	6 -2 Intercept >>> Your opponent's strikes cost an additional yellow energy to play.
AME235	Kinto	Steam Blast	G		8	0 -1 Intercept >>> +1 Force.	High Seas	YY		12	0 -1 Intercept >>> +1 Force.