

quicksilver

TEST SUBJECT HALBERD-19



RESHAPE

POWER: DISCARD A CARD. IF YOU DO, DRAW 2 CARDS.



ART BY MATTHEW BISHOP

LIQUID METAL



ONE-SHOT

REVEAL CARDS FROM THE TOP OF YOUR DECK UNTIL YOU REVEAL A COMBO AND A FINISHER AND PUT THEM INTO YOUR HAND. SHUFFLE THE OTHER REVEALED CARDS BACK INTO YOUR DECK.

QUICKSILVER MAY DEAL HERSELF 2 MELEE DAMAGE AND PLAY A COMBO NOW.

"LET'S DANCE!"
- QUICKSILVER, FREEDOM FIVE #375

ART BY MATTHEW BISHOP

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- ⇒ ONE PLAYER MAY PLAY A CARD NOW.
- ⇒ DESTROY 1 ONGOING CARD.
- ⇒ UNTIL THE START OF YOUR NEXT TURN, INCREASE MELEE DAMAGE DEALT BY HERO TARGETS BY 1.

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ART BY MATTHEW BISHOP

ALLOY STORM



ONE-SHOT, COMBO

QUICKSILVER DEALS EACH NON-HERO TARGET 1 PROJECTILE DAMAGE.

YOU MAY PLAY A FINISHER, OR QUICKSILVER MAY DEAL HERSELF 2 MELEE DAMAGE AND PLAY A COMBO.

"FOUND HER IN THE MIDDLE OF THAT FORTRESS; YOU SHOULD HAVE SEEN WHAT SHE DID TO THE PLACE."
- DOC HAVOC, QUICKSILVER #65

ART BY MATTHEW BISHOP

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ART BY MATTHEW BISHOP

MERCURY STRIKE



ONE-SHOT, COMBO

QUICKSILVER DEALS 1 TARGET 2 MELEE DAMAGE, THEN 1 TARGET 1 MELEE DAMAGE.

YOU MAY PLAY A FINISHER, OR QUICKSILVER MAY DEAL HERSELF 2 MELEE DAMAGE AND PLAY A COMBO.

"I DON'T CARE HOW BIG, IT'S STILL CONSIDERED A DELICACY IN SOME PARTS OF THE WORLD."
- QUICKSILVER, CHIVALRY #10

ART BY MATTHEW BISHOP

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WHISPERING STEEL



ONE-SHOT, COMBO

QUICKSILVER DEALS 1 TARGET 2 IRREDUCIBLE MELEE DAMAGE.

YOU MAY PLAY A FINISHER, OR QUICKSILVER MAY DEAL HERSELF 2 MELEE DAMAGE AND PLAY A COMBO.

"SHE'S BREACHED THE MAIN CORRIDOR! WHAT DO YOU MEAN NO-ONE HAS EYES ON THE TARGET?!"

- CPT. REAGER, QUICKSILVER #1

ART BY MATTHEW BISHOP

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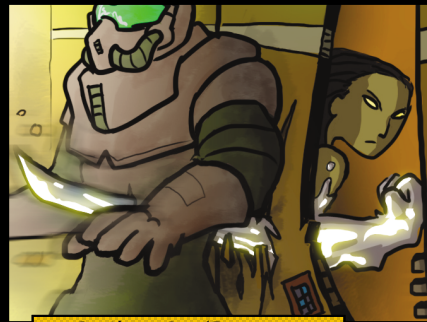
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COALESCING SPEAR



ONE-SHOT, COMBO

QUICKSILVER DEALS 1 TARGET 3 PROJECTILE DAMAGE.

YOU MAY PLAY A FINISHER, OR QUICKSILVER MAY DEAL HERSELF 2 MELEE DAMAGE AND PLAY A COMBO.

"IT'S GETTING HARDER AND HARDER TO RETRACT THIS ALLOY SKIN."

- QUICKSILVER, THE CHASE #11

ART BY MATTHEW BISHOP

COALESCING SPEAR



ONE-SHOT, COMBO

QUICKSILVER DEALS 1 TARGET 3 PROJECTILE DAMAGE.

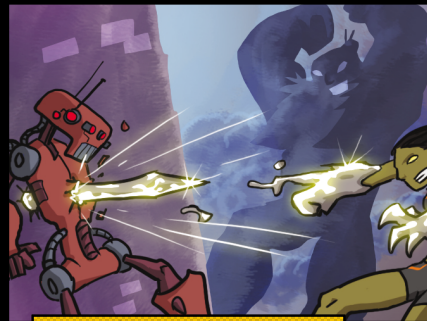
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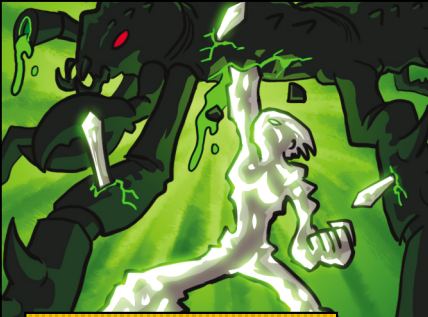
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ART BY MATTHEW BISHOP

GUARD BREAKER



ONE-SHOT, FINISHER

DESTROY A TARGET WITH 3 OR FEWER HP, OR DEAL 1 TARGET 3 IRREDUCIBLE MELEE DAMAGE.

THE KNIGHT: "YOUR ARMOR RIVALS MY OWN."

QUICKSILVER: "ARMOR IS FOR DEFENSE. THIS ISN'T ARMOR."
- QUICKSILVER, CHIVALRY #10

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MIRROR SHARD



ONGOING, LIMITED

WHEN THIS CARD ENTERS PLAY, DRAW A CARD. YOU MAY REDIRECT ANY DAMAGE DEALT BY OTHER HERO TARGETS TO QUICKSILVER.

WHENEVER QUICKSILVER TAKES DAMAGE THIS WAY, SHE DEALS 1 NON-HERO TARGET X DAMAGE OF THE SAME TYPE, WHERE X IS THE DAMAGE THAT WAS DEALT TO QUICKSILVER PLUS 1.

HALCYON SOLDIER: "SIR! SHE'S SHOOTING ELECTRIFIED METAL SPIKES!"
CPT. REAGER: "DON'T BE STUPID."
- THE LIVING ISLAND #7

ART BY MATTHEW BISHOP

FOREST OF NEEDLES



ONE-SHOT, FINISHER

QUICKSILVER MAY DEAL 6 MELEE DAMAGE TO A TARGET WITH MORE THAN 8HP, OR 3 MELEE DAMAGE TO A TARGET WITH 8 OR FEWER HP.

"SUBJECT IS CAPABLE OF FORMING ITS LIQUID METAL SHEATH INTO LETHAL PROJECTILE MUNITIONS. WARRANTS FURTHER STUDY."
- CPT. REAGER, QUICKSILVER #1

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STRESS HARDENING



ONGOING, LIMITED

IF QUICKSILVER CURRENTLY HAS LESS THAN HER MAX HP, INCREASE DAMAGE SHE DEALS TO NON-HERO TARGETS BY 1.

IF QUICKSILVER HAS 10 OR FEWER HP, INCREASE DAMAGE SHE DEALS TO NON-HERO TARGETS BY AN ADDITIONAL 1.

"I'M LOSING MY TEMPER HERE."

- QUICKSILVER, HALCYON BLACK LIMITED SERIES #1

ART BY MATTHEW BISHOP

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COMBO CHAIN



ONGOING, LIMITED

THE FIRST TIME EACH TURN THAT QUICKSILVER WOULD DEAL HERSELF DAMAGE TO PLAY A COMBO CARD, PREVENT THAT DAMAGE.

THE LIQUID METAL SKIN OF HER HAND SHIFTED RAPIDLY, FORMING SPINES, BLADES, AND AN ASSORTMENT OF OTHER UNFRIENDLY IMPLEMENTS.

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FRENZIED MELEE



ONGOING, LIMITED

INCREASE ALL DAMAGE DEALT BY 1.

THE FIRST TIME A HERO TARGET WOULD BE DEALT DAMAGE BY A NON-HERO TARGET DURING THE VILLAIN TURN, YOU MAY REDIRECT THAT DAMAGE TO QUICKSILVER.

POWER: DESTROY THIS CARD.

"FOLLOW HER LEAD."
- THE STRANGER, THE CAULDRON ONE-SHOT

ART BY MATTHEW BISHOP

MALLEABLE ARMOR



ONGOING, LIMITED

IF QUICKSILVER WOULD BE REDUCED FROM GREATER THAN 1 HP TO 0 OR FEWER HP, RESTORE HER TO 1HP.

POWER: IF QUICKSILVER HAS NOT DEALT DAMAGE THIS TURN, SHE REGAINS 3HP.

"ANALYSIS: POLYMITETIC BIO-ALLOY IS EXTREMELY RESILIENT AND POSSIBLY SENTIENT; COMPARABLE WITH NANOMACHINERY CAPABILITIES."
- OMNITRON-X, BLOOD AND MERCURY #18

ART BY MATTHEW BISHOP

VICIOUS MEMORIES



ONGOING, LIMITED

YOU MAY DRAW AN EXTRA CARD DURING YOUR DRAW PHASE.

"I'M STILL NOT SURE WHAT THEY DID TO ME," SHE REPLIED, THROUGH THE HAZE OF IMAGES. SHE GLANCED UP AT HAVOC. "OR IF THEY DID ANYTHING AT ALL."

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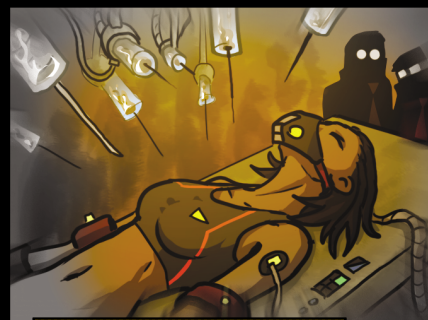
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IRON RETORT



ONGOING

WHEN THIS CARD ENTERS PLAY, DRAW A CARD AND QUICKSILVER REGAINS 2HP.

WHEN QUICKSILVER IS DEALT DAMAGE, YOU MAY DESTROY THIS CARD. IF YOU DO, YOU MAY PLAY A CARD.

"YOU WANT SOME, BIRDIE?"
- QUICKSILVER, QUICKSILVER #29

ART BY MATTHEW BISHOP

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TEST SUBJECT HALBERD-19



ONE-SHOT

QUICKSILVER REGAINS 6HP.

IMMEDIATELY END YOUR TURN.

"INEFFECTIVE! REPEAT,
TARGET IS NOT DOWN!"
- HALCYON OFFICER, QUICKSILVER #1

ART BY MATTHEW BISHOP

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