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| Once activated:  If this card is on the field, your team heals 2 health when they deal damage. If an enemy Boss or Hero dies, your team heals half their max HP  6  2  Instantly kill any enemy card under 50% max HP  (rounded down)  3  4  5  28  B  Annihilator | Take all DMG your team would take this round and half it (Instant)  2  6  Use the difference between your max HP and your current HP as a powerup for your next ATK  3  3  Increase all healing you take by 50%  (rounded up)  5  1  3  4  40  B  Goliath Heavy | Next turn, cause all energy allies generate to also heal  2  2  3  Cause an enemy team to take DMG for half of all energy they gain (rounded down) for two turns  5  4  5  28  B  M.A.Y.A. | 3  3  7  5  Deal 10 ability DMG (20 to bosses) to a single target  +2 generation for ally generators for 2 turns and give all ally heroes +2 energy  5  6  26  B  Metal Dragon |