



When Charlotte defeats a Fighter, you may remove that Fighter from play linked to Charlotte. Only one Fighter can be removed at a time this way. If the linked Fighter is replaced, put it in its owner's discard pile.

Charlotte has all activated abilities of the linked Fighter and adds its Attack to her base Attack.

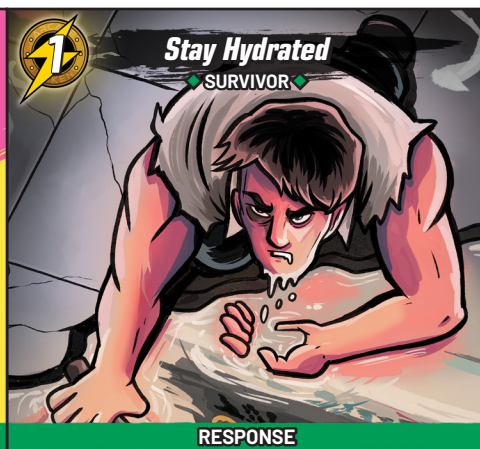
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Zanni, Nobody's Fool can't be attacked.

Response (1)(1): Block (A Boss or Fighter attacks this Fighter instead.)

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Target Boss or Fighter gains 2 Health.

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Put two -1 Attack counters on target Fighter.

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HOT MIKE SEZ: "I MADE ONE JOKE ON THE AIR ABOUT HIM THAT ONE TIME. NOW TUBE STEAK IS A WALKING TIN CAN. NO COMMENT!"

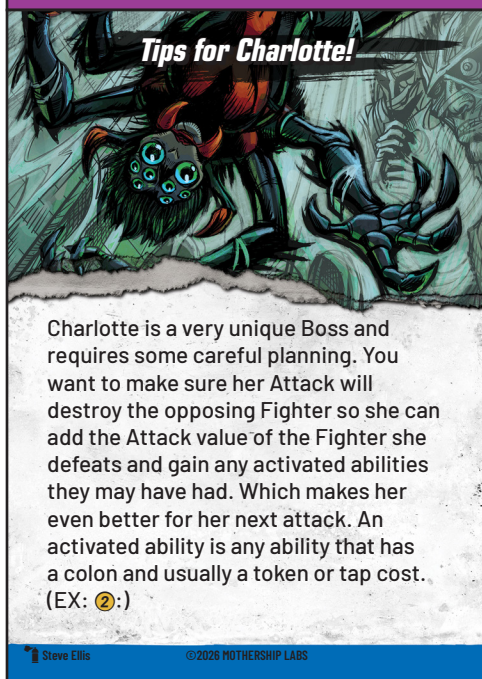
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When Dette becomes Phantasmal, target Fighter on your team gains 2 Health.

(1): Phantasmal (If she isn't Phantasmal, put a +1 Attack counter on her and she becomes Phantasmal.)

Juan Doe ©2026 MOTHERSHIP LABS DS3 029



Charlotte is a very unique Boss and requires some careful planning. You want to make sure her Attack will destroy the opposing Fighter so she can add the Attack value of the Fighter she defeats and gain any activated abilities they may have had. Which makes her even better for her next attack. An activated ability is any ability that has a colon and usually a token or tap cost. (EX: (2):)

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Vigo gets +1 Attack for each player that discarded a card this level.

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(2): Put two +1 Attack counters on target Survivor Fighter.

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5

LEVEL

WillyB, Newcomer

SURVIVOR

5

HEALTH

1

ATTACK COST

2

ATTACK

FIGHTER • HERALDS

HOT MIKE SEZ: "EVEN IF BROOKLYN WASN'T DESTROYED IN THE CATAclysm, THERE IS NO WAY TO GET FROM THERE TO HERE. AND WILLYB IS A LIAR IF HE SAYS THAT'S WHERE HE CAME FROM."

DAF

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DS3 153

1

LEVEL

Jacked Hammer

SYNTH

1

WIELD COST

1

ATTACK

WEAPON

(Weapons enter wielded to a Fighter.)

Tim Gaedke

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DS3 061

2

LEVEL

Motreina, Stepmonster

SYNTH

3

HEALTH

1

ATTACK COST

1

ATTACK

FIGHTER • THE JONESES

When Motreina enters play, wield up to one of your Weapons to target Fighter on your team.

①: Wield one of your Weapons in play to target Fighter on your team.

Z. Howard & N. Daniel

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DS3 084

3

LEVEL

Ryle, Unchecked

SHIFTER

4

HEALTH

1

ATTACK COST

1

ATTACK

FIGHTER • THE SHAMBLES

When Ryle is dealt damage, deal that much damage to target Boss or Fighter.

When Ryle deals attack damage, deal 2 damage to Ryle.

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DS3 108

3

LEVEL

Best Offense

SYNTH

1

WIELD COST

1

ATTACK

TACTIC

Deal damage to target Boss or Fighter equal to the greatest health among Fighters on your team.

Pryce Jones

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DS2 007

5

LEVEL

Sage, Fair Fighter

MYSTIC

2

HEALTH

1

ATTACK COST

1+

ATTACK

FIGHTER • ODDDZ

When Sage enters play, destroy up to one target Weapon. Sage gains Health equal to the level of that weapon.

When Sage attacks, roll a six-sided die. If you roll 4 or higher, Sage gets +1 Attack this level and roll again.

Juan Doe

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DS3 110

3

LEVEL

Kat Five

SURVIVOR

4

HEALTH

3

ATTACK COST

1

ATTACK

FIGHTER • [REDACTED]

When Kat enters play, you gain ① for each other Survivor on your team.

When Kat deals attack damage, she deals that much damage to another target Boss or Fighter.

ChrisCross

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DS3 064