**NECTRAVORE**

They hail from the clan Pollinator Garden and fight to protect all pollinators!

**SPECIAL ABILITY:** Give up all maneuvers to fly anywhere on the board

**SPEED:** 3

**ORDER OF PLAY:**
1. Choose 2 Maneuvers
   A. Move
   B. Give or receive an environmental action
   C. Draw a card
   D. Send mail
   E. Get the mail
   F. Defeat a villain
2. Draw a card

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**CROPIDASH RADISH**

They hail from the clan Cover Crop and fight to protect soil and contain nutrients!

**SPECIAL ABILITY:** Begin the game with 4 cards instead of 3

**SPEED:** 5

**ORDER OF PLAY:**
1. Choose 2 Maneuvers
   A. Move
   B. Give or receive an environmental action
   C. Draw a card
   D. Send mail
   E. Get the mail
   F. Defeat a villain
2. Draw a card
HERO

HERO
**Righteous Azoto**

- They hail from the Unknown Clan and fight to stop all non-native plants and animals!

**Special Ability:**
- Discard two cards to search the deck for an environmental action.

**Speed:** 5

**Order of Play:**
1. Choose 2 Maneuvers
   - A. Move
   - B. Give or receive an environmental action
   - C. Draw a card
   - D. Send mail
   - E. Get the mail
   - F. Defeat a villain
2. Draw a Card

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**Hydromax**

- They hail from the Clan bioreactor and fight to stop nutrients entering water!

**Special Ability:**
- Defeats a villain using 1 less restoration.

**Speed:** 4

**Order of Play:**
1. Choose 2 Maneuvers
   - A. Move
   - B. Give or receive an environmental action
   - C. Draw a card
   - D. Send mail
   - E. Get the mail
   - F. Defeat a villain
2. Draw a Card
**BUFFY THE NUTRIENT SLAYER**

She hails from the clan Buffer Strip and fights to protect water ways!

**SPECIAL ABILITY:** Defeats a villain using 1 less advocacy

**SPEED:** 4

**ORDER OF PLAY:**
1. Choose 2 Maneuvers
   A. Move
   B. Give or receive an environmental action
   C. Draw a card
   D. Send Mail
   E. Get the Mail
   F. Defeat a Villain
2. Draw a Card

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**PHOENIXFLARE**

She hails from the clan Control Burn and fights to clean up oil and protect prairies!

**SPECIAL ABILITY:** Turn off a crisis once per game then flip hero over

**SPEED:** 6

**ORDER OF PLAY:**
1. Choose 2 Maneuvers
   A. Move
   B. Give or receive an environmental action
   C. Draw a card
   D. Send Mail
   E. Get the Mail
   F. Defeat a Villain
2. Draw a Card
She hails from the Clan Control Burn and fights to clean up oil and protect prairies!

**Special Ability:** Turn off a crisis once per game then flip hero over.

**Speed:** 6

**Order of Play:**
1. Choose 2 maneuvers
   A. Move
   B. Give or receive an environmental action
   C. Draw a card
   D. Send mail
   E. Get the mail
   F. Defeat a villain
2. Draw a card