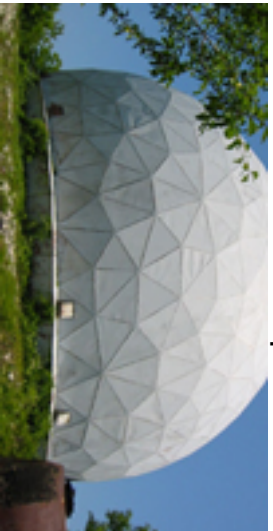


Installation: Howitzer Emplacement



Argenber

Deal one heavy ranged damage card to an opponent after third round of combat.

Installation: Munitions-Fabrik



Argenber

Once per cycle, search through your deck and deploy an ammo or payload to a field unit. Shuffle your deck.

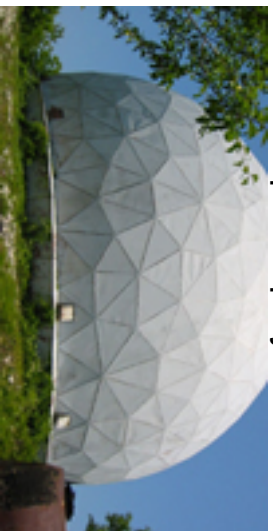
Installation: Terrorist Training Camp



Argenber

Put a terrorist counter on Terrorist training camp at the beginning of your deploy phase. Remove a counter to negate the ability of a base installation for the remainder of this cycle.

Installation: Rapid Deployment Shuttle Bay



Argenber

Once per combat, you may put into a combat one of your APFs currently at your base. On a random 50% chance (flip a coin), the shuttle crashes enroute and you must discard the APF.

Installation: Tacnuke Site



Argenber

Once per cycle, put a nuke counter on Tacnuke site. Remove 6 counters: destroy all units in a combat.

Installation: MCHV Fleet



Argenber

When your pilot is killed in combat, place her on MCHV Fleet. She may be redeployed to any pilotless APF as per normal during the deploy phase of the next cycle. Tech level 1