

Material: 3 (Zerograv Synth. Lab)

Enhance: (Cost:18) Liquid Oxygen Laser--  
Cancel all ranged weapon damage bound for  
this field unit. Damage rating: NONE.

# MultiCard

"If there is one thing you can count on in war it is that there is nothing you can count on in war." --Richard M. Watt

Combat: Light damage

Material: 2 (Photoelectric Farm)

Enhance: (Cost:3) FLIR Sensors-- +1 sensors  
Damage rating: NONE.

# MultiCard

"Anyone who has ever looked into the glazed eyes of a soldier dying on the battlefield will think hard before starting a war." --Lieutenant General Alfred M. Gray

Combat: Heavy damage

Material: 1 (Landfill Recycling)

Enhance: (Cost:9) Railgun Coolant Autoinjector-- You may play up to 2 ranged damage cards per round through this railgun  
Damage rating: Heavy.

# MultiCard

"I learned that good judgement comes from experience and that experience grows out of mistakes." --Omar Bradley

Combat: Grievous damage

Material: 4 (Zerograv Synth. Lab)

Enhance: (Cost:2) Phase-Conjugate Laser--  
Damage rating: Light.

# MultiCard

"When you want to fool the world, tell the truth." --Otto Von Bismarck

Combat: Light damage

Material: 4 (Actinium Strip Mine)

"Anyone who has ever looked into the glazed eyes of a soldier dying on the battlefield will think hard before starting a war." --Otto Von Bismarck

# MultiCard

Enhance: (Cost:4) Scramjet Booster Upgrades-- +2 maneuver  
Damage rating: NONE.

Combat: Heavy damage

Material: 4 (Oceanfloor Nuke Plant)

Enhance: (Cost:5) Firearm Duplexer -- This APF gains one hand slot. -2 maneuver  
Damage rating: NONE.

# MultiCard

"There can be no peace but that which is forced by the sword." --Henry Halleck

Combat: Heavy damage