

1  
Material: (Silicon Refinery)

# MultiCard

Enhance: (Cost:2) Willie Pete Tracers--  
Equipping APF: -1 stealth, opponents can't  
use light dodges against it. Damage rating:  
NONE.

"To see the right and not to do it is  
cowardice." --Confucius

Combat: Light damage

4  
Material: (Promethium Mine)

# MultiCard

Enhance: (Cost:7) Light Railgun-- Damage  
rating: Heavy.

"For a war to be just three conditions are  
necessary- public authority, just cause,  
right motive." --Charlton Heston

Combat: Light damage

5  
Material: (Gold Mine)

# MultiCard

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

"Fear has its use but cowardice has none."  
--Mohandas K. Gandhi

Combat: Light damage

1  
Material: (Uranium Refinery)

# MultiCard

Enhance: (Cost:12) Compression Wave IEM  
Fresnel-- Once per combat, select one  
opponent. All ammunition and payload must  
be discarded from that unit. Requires tech  
2 to equip. Damage rating: NONE.

"Rascals, do you want to live forever?"  
--Frederick the Great

Combat: Light damage

1  
Material: (Oceanfloor Nuke Plant)

# MultiCard

Enhance: (Cost:12) Tripod Heavy Machinegun--  
This APF may play up to 2 ranged damage  
cards of up to heavy rating via this weapon  
per round of combat. -3 Maneuver. Damage  
rating: Heavy.

"For a war to be just three conditions are  
necessary- public authority, just cause,  
right motive." --Ernest Miller Hemmingway

Combat: Light damage

4  
Material: (Ore Field)

# MultiCard

Enhance: (Cost:2) Depleted Uranium Rounds--  
Each time a field unit is damaged by Depleted  
Uranium weapons, the player controlling that  
unit must discard a card from her deck. Damage  
rating: NONE.

"Once we have a war there is only one thing  
to do. It must be won. For defeat brings  
worse things than any that can ever happen  
in war." --Ernest Miller Hemmingway

Combat: Light damage