

Material: 3 (Biosolids Powerplant)

"It is easier to find men who will volunteer to die, than to find those who are willing to endure pain with patience. Caesar

MultiCard

Enhance: (Cost:3) Lancer Rockets-- Damage rating: Light.

Combat: Light damage

Material: 3 (Diamond Mine)

"Battles are sometimes won by sergeants and are nearly always won by sergeants and privates. Mohandas K. Gandhi

MultiCard

Enhance: (Cost:6) Concussion Grenade-- Play this equipped card during combat as a heavy contact damage Damage rating: NONE.

Combat: Heavy damage

Material: 2 (Diamond Mine)

"I have always regarded the forward edge of battle as the most exclusive club in the world. Sir Brian Harrook

MultiCard

Enhance: (Cost:1) Ceramic Chaff Pod-- Discard this equipped card to cancel all incoming pod weapon damage this round. Damage rating: NONE.

Combat: Heavy damage

Material: 1 (Ceramics Fab. Plant)

"The harder the fighting and the longer the war, the more the infantry, and in fact all the arms, lean on the gunners. Marshal Montgomery

MultiCard

Enhance: (Cost:7) Repeater Rifle-- Damage rating: Heavy.

Combat: Light damage

Material: 1 (Zerograv Synth. Lab)

"Battles are sometimes won by sergeants and are nearly always won by sergeants and privates. F.E. Adcock

MultiCard

Enhance: (Cost:3) Chain Wakizashi-- This APF plays up to 4 contact damage cards per round Damage rating: NONE.

Combat: Heavy damage

Material: 3 (Gold Mine)

"Threats without power are like powder without ball. Nathan Bailey

MultiCard

Enhance: (Cost:9) Fission Fusion Fission Bomb-- Discard this equipped card to remove the current terrain from play. If in combat, combat ends. Requires 2 open hand slots. Damage rating: NONE.

Combat: Light damage