

Material: 2 (Transuramics Refinery)

Enhance: (Cost:2) Acoustic Dagger-- This APF plays up to 3 contact damage cards per round
Damage rating: NONE.

MultiCard

"Diplomats are useful only in fair weather. As soon as it rains they drown in every drop." --Charles De Gaulle

Combat: Light damage

Material: 1 (Tritium Plant)

Battles are sometimes won by generals; wars are nearly always won by sergeants and privates." --F.E. Adcock

MultiCard

Enhance: (Cost:12) Active Denial MW gun--
Damage rating: .

Combat: Grievous damage

Material: 4 (Chromoly Plant)

Enhance: (Cost:6) Lucivore Stealth Kit-- +1 stealth while in combat
Damage rating: NONE.

MultiCard

"In war there is no second prize for the runner-up." --Ngo Dinh Diem

Combat: Heavy damage

Material: 3 (Silicon Refinery)

"Have you not got your bayonets?" --Sir George Cathcart

MultiCard

Enhance: (Cost:5) Megiddo Rockets-- For the purposes of dodging them, these rockets' damage level is considered to be one lower, to a minimum of light.
Damage rating: Heavy.

Combat: Heavy damage

Material: 1 (Uranium Mine)

"war there is no second prize for the runner-up." --Omar Bradley

MultiCard

Enhance: (Cost:6) Doppler Anomaly Sensors-- +1 sensors
Damage rating: NONE.

Combat: Light damage

Material: 1 (Tidal Power Plant)

Enhance: (Cost:1) High Explosive Warheads-- This field unit's pod weapons are upgraded one level, to a maximum of heavy.
Damage rating: NONE.

MultiCard

"Death does not concern me, because as long as we exist, death is not here. And when it does come, we no longer exist." --Epicurus

Combat: Light damage