

Material: 1 (Biosolids Powerplant)

"Violence is the last refuge of the incompetent." --Salvor Hardin

MultiCard

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

Combat: Light damage

Material: 1 (Seawater Trace Mine)

"Without supplies no army is brave " --Henry Ford

MultiCard

Enhance: (Cost:2) Acoustic Sensors--+ 1 sensors
Damage rating: NONE.

Combat: Heavy damage

Material: 4 (Chromium Mine)

"this country we find it pays to shoot an admiral from time to time to encourage the others " --Voltaire

MultiCard

Enhance: (Cost:7) RAM Armor--+ 1 stealth, this unit's armor rating is downgraded by one.
Damage rating: NONE.

Combat: Light damage

Material: 1 (Mountain Removal Mine)

"War is a quarrel between two thieves... therefore they take boys from one village and another village, stick them into uniforms, and dip them with dopes, and loose " --Thomas Carlyle

MultiCard

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

Combat: Light damage

Material: 4 (Mountain Removal Mine)

"Without supplies no army is brave " --Frederick the Great

MultiCard

Enhance: (Cost:1) Ceramic Composite Armor--
This field unit gains light armor. Damage rating: NONE.

Combat: Heavy damage

Material: 1 (Tritium Plant)

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

MultiCard

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

Combat: Grievous damage