

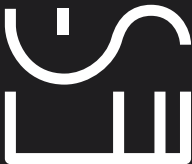


## ELECTRICAL TRIDENT

 Assault



**STRIKE [2]**



END STREAM



## THE GHOST SWORD OF SATURN

 Assault



**EQUIP. STRIKE [3]** to first enemy operator that enters turnpoint



END STREAM



RAIL GUN



Assault



**STRIKE [1]** to 2 targets



END STREAM



3AX (AUTOMATED AIM ASSIST)



Assault



Gain **+2** to next **STRIKE** that targets an operator



END STREAM



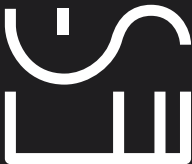


PLASMA HAMMER

 Assault



**STRIKE [3]**



END STREAM



VIBROBLADE



Assault



**STRIKE [2]** at target operator. Ignore armor



END STREAM



## DARK SKIES PROTOCOL

 Assault



**STRIKE [2]** to target controller anywhere on the board



END STREAM



## DIRTY CHRONO-BOMB

 Heavy



**STRIKE [4]** to target controller



END STREAM





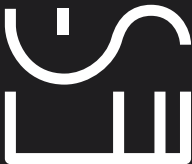
STORMPIT



Heavy



**STREAM** target enemy operator anywhere on the board to current turnpoint and **STRIKE [2]**



END STREAM



## NUCLEAR RAILGUN

 Heavy



**STRIKE [1]. CONTAMINATE** turnpoint [at the start of each player's turn operators in this turnpoint get **-2 ARMOR**]



END STREAM



## TEMPORAL RAIL GUN

 Heavy



**STRIKE [2]** across stream



END STREAM



## PLASMA MORTAR



Heavy



**DEPLOY.** At the start of your turn **STRIKE [2]** to controllers for 3 turns



END STREAM





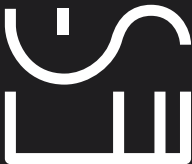
## GML FACELOCK



Heavy



**DEPLOY.** Choose a target enemy operator on the board. At the start of your next turn GML Facelock does **STRIKE [3]** to that operator



END STREAM



EMP BOMB



Assault



**DISINTEGRATE** all enemy tech



END STREAM



## CORROSIVE NANOBOT SWARM

 Assault



Remove all **ARMOR** from an enemy operator



END STREAM



## VIRAL NANOBOT SWARM

📡 Remote



**DEPLOY.** At the start of each player's turn Viral Nanobot Swarm moves 1 century downstream and all enemy operators in the turnpoint get **-2 ARMOR**



END STREAM



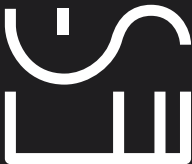


## EMP NANOBOT SWARM

📡 Remote



**DEPLOY.** At the start of each player's turn EMP Nanobot Swarm moves 1 century downstream and **DISINTEGRATES** all enemy tech



END STREAM



M.U.G.G.E.R. DROID

📶 Remote



**DEPLOY.** Can **MOVE** like an operator. Can take tech from operators and give tech to operators [tech restrictions apply. Can hold 1 tech at a time]



END STREAM



PULSE SHIELD

Wearable



**EQUIP.** After owner receives **STRIKE** damage gain  
**+2 ARMOR**



END STREAM



## STEALTH SUIT

📌 Wearable



Target operator becomes **UNTOUCHABLE** for 2 turns



END STREAM



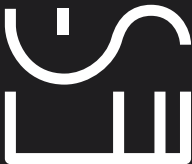


EXO-SUIT

↗ Wearable



Gain **+4 ARMOR**



END STREAM



## NEURAL PARASITE



Bio



Take control of target enemy operator for 2 turns [cannot use their tech]



END STREAM



STIM-PACK



Give friendly operator **+2** to their next **STRIKE**



END STREAM



B.M.B.L. (BLACK MARKET BIOHACKING LAB)



Bio



**DEPLOY.** Friendly operators may permanently change their type/sex



END STREAM



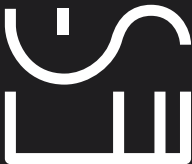


## NEURO-TUNING CHIP

⚡ Bio



Gain **+2 ARMOR**



END STREAM



## CRONENBERG CHAMBER

🔗 Bio



**Choose one: change the sex of an operator or  
change one of the types of an operator**



END STREAM



LIFE POD



Bio



**REACTIVATE** a disabled friendly operator



END STREAM



## GENE-ADAPTABLE PERFUME

🧪 Bio



Choose an enemy operator's ability. They must use it on another enemy operator without paying the agenda cost



END STREAM





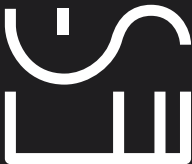
SPIN DOCTOR AI



AI



Gain **+2 ARMOR**



END STREAM



## FAKE NEWS GENERATOR



Gain **-2** to next **STRIKE**



END STREAM



## AUTOMATED DAMAGE CONTROL



AI



**EQUIP** to a controller. Whenever that controller receives **STRIKE** damage reduce it by 1



END STREAM



## REFLECTIVE FIELD BARRIER



Make controller **UNTOUCHABLE** for 2 turns



END STREAM





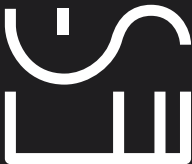
## DARK SKIES NETWORK



AI



**DEPLOY.** Target enemy controller anywhere on board. If it moves it receives **STRIKE [3]**



END STREAM



## FARADAY CAGE



Temporal



**IMMOBILIZE** enemy controller for 2 turns



END STREAM



SAT-P (SHORT-RANGE AI TEMPORAL PREDICTION SYSTEM)

↻ Temporal



Give **+3 ARMOR** to a controller.



END STREAM



## TEMPORAL TRIPWIRE

 Temporal



**DEPLOY. STRIKE [2]** to first enemy operator that moves into the turnpoint



END STREAM





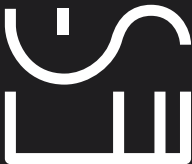
PLUNGER



Temporal



**STREAM** an enemy operator from any turnpoint  
into current turnpoint



END STREAM



## TEMPORAL REFLECTOR

 Temporal



**DEPLOY.** LOCKDOWN turnpoint for 3 turns



END STREAM



## TEMPORAL SCRAMBLER

 Temporal



**Spin agenda without ripple effect**



END STREAM



C.D.U. (CHRONO DIFFUSER UNIT)

 Temporal



**IMMOBILIZE** all enemy operators for 2 turns



END STREAM

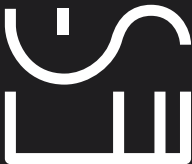




# UNSTABLE WORMHOLE GENERATOR

 Temporal

Turn agenda to any type



END STREAM



MARS RISING



Temporal



**STRIKE [1]** to any target anywhere on the board



END STREAM



## VOID-FREQUENCY HAMMER

 Assault



Next **STRIKE** that targets an operator gains **+2**.  
If target operator has any equipped tech, target  
one and **DISINTEGRATE** it



END STREAM



## BONEBOIL STAFF



Assault



**DEPLOY.** At the start of your turn **STRIKE [1]** to all enemy operators in turnpoint for 2 turns



END STREAM





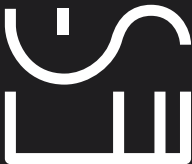
## SMOKE WATER



Assault



Choose an enemy operator's ability. They cannot use it for 3 turns.



END STREAM



## MIRROR OF ISHTAR

 Enhancer



**Choose a target operator's ability. Use it once without paying the agenda cost.**



END STREAM



## LUNAR PHASE REFLECTOR



Enhancer



When owner uses a **STRIKE** ability, duplicate the first **STRIKE** to another target



END STREAM



CHRONO-ACCELERATOR

 Enhancer



**MOVE** two extra times this turn



END STREAM



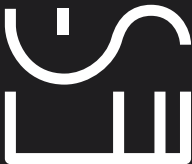


## HAMSA NECKLACE

 Enhancer



**EQUIP.** Operator has **+2** defense whilst Hamsa Necklace is equipped



END STREAM



## ZAMAN'S VORTEX

 Temporal



Undo last 3 move actions, including ones in opponent's turn. Any other actions remain in effect



END STREAM



## SOUL CAPSULE

↻ Temporal

↻ 5 ↻

**EQUIP.** If the operator would be disintegrated they instead return to the same turnpoint. They have the type ghost and all other types are removed. They are **FRAIL**



END STREAM



## THE SCROLL OF ZAMAN

 Temporal



**Undo opponent's agenda spin from last turn**



END STREAM



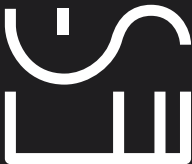


PARASITIC GHOST

↻ Temporal

↻ 5 ↻

Create a copy of this operator. It is **FRAIL** and has 1 defense



END STREAM



## HAND OF ZAMAN

↻ Temporal



**DEPLOY.** Operator may use their abilities in Hand of Zaman's turnpoint, regardless of which turnpoint they are in



END STREAM



## ZEITGEIST CAPSULE

↻ Temporal



Activate target enemy agenda as your own. It remains activated on your opponent's next turn.



END STREAM



THE SUN MOUTH



Temporal



**DEPLOY.** Activate as  then **DISINTEGRATE**



END STREAM



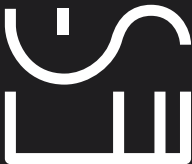


## PYRAMID BLUEPRINTS

↻ Temporal



**DEPLOY.** Activate as  then **DISINTEGRATE**



END STREAM



WAR SHRINE

↻ Temporal



**DEPLOY.** Activate as  then **DISINTEGRATE**



END STREAM



## RECORDS OF ISHTAR

↻ Temporal



**STREAM** all operators to their original turnpoint



END STREAM



## THE MAZE OF MOONLIGHT

↻ Temporal



**EQUIP.** If owner was a target of **STRIKE** ability on opponent's turn, use the same **STRIKE** ability on any target without paying the agenda price



END STREAM



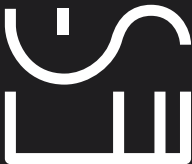


AURORAL CHARGE

↻ Temporal



Add 3 Vremenium charge to target controller



END STREAM



## LIGHTNING STICK

↻ Temporal



Deplete 3 Vremenium charge from target controller



END STREAM



## WELL OF STILLNESS

↻ Temporal



**STREAM** to any turnpoint with the same agenda type



END STREAM