
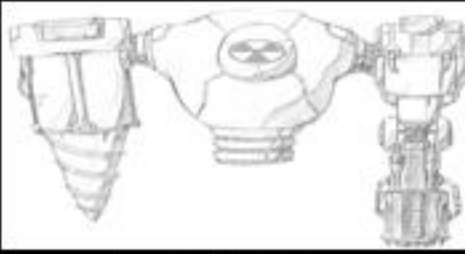



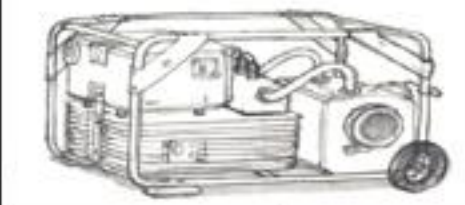






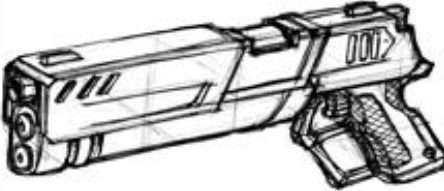






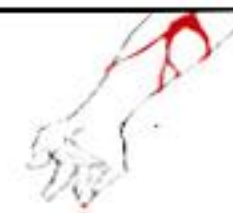




































Action/Effect *	Action/Effect *	Action/Effect *	Action/Effect *
			
Reflector Array	Radioactive Isotope	Audio Amplifier	Laser Focusing Device
Description	Description	Description	Description
<b>+1</b> To all Concussive Defense	<b>+1</b> To all Radiation Damage	<b>+1</b> To all Sound Damage	<b>+1</b> To all Laser Damage
Action/Effect *	Action/Effect *	Action/Effect ***	Action/Effect ***
			
Concussive Repeater	EMP Supercharge	Name	Name
Description	Description	Description	Description
<b>+1</b> To all Concussive Damage	<b>+1</b> To all EMP Damage		


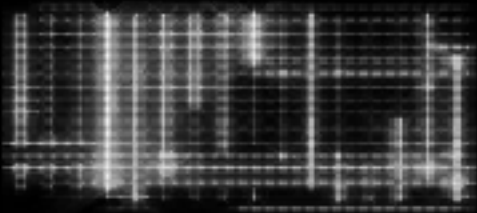
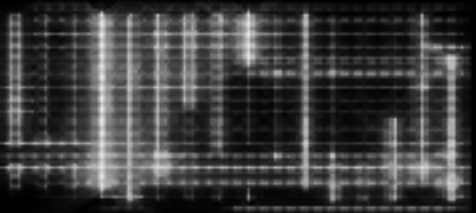
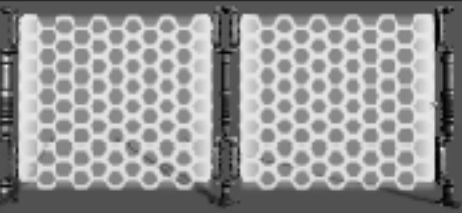




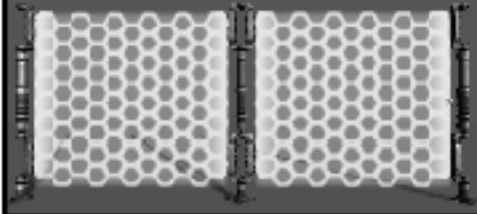
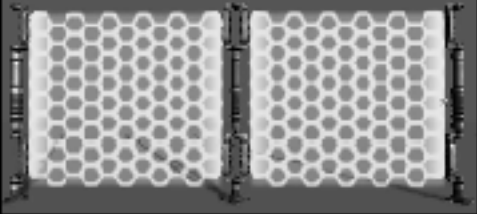
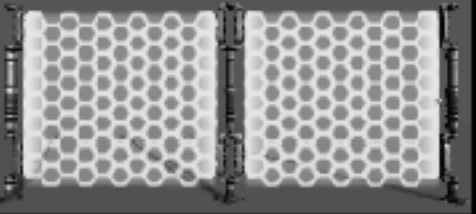
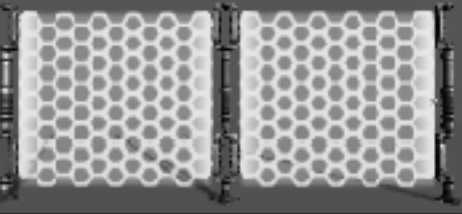




<b>Action/Effect ***</b>  <b>Mugging</b> You can mug another player and take a random card from them	<b>Action/Effect **</b>  <b>Police Investigation</b> Prevent one player from playing a card this turn	<b>Action/Effect **</b>  <b>Private Investigator</b> A private investigator is watching your every move. Prevents playing mercenary for one turn	<b>Action/Effect **</b>  <b>FBI Investigation</b> The FBI is running an investigation in your part of town. Prevents new defense cards being played for one turn
<b>Action/Effect *</b>  <b>Audio Dead Zone</b> You set up an area where Audio waves are cancelled all Audio weaponry is reduced by -1	<b>Action/Effect *</b>  <b>Containment Suit</b> You wear an environmental containment suit. All radioactive weaponry is reduced by -1	<b>Action/Effect *</b>  <b>Light wave Scatter Device</b> You set up a light wave scattering device. All Lasers lose their power by -1	<b>Action/Effect *</b>  <b>Ruggedization</b> You ruggedize your personal office preventing EMP overloads. EMP weapons are reduced by -1









Trap *** 	Trap ** 	Trap ** 	Trap ** 
Instant Death Trap, no one escapes	Might have just blown one of your limbs off	There goes your chances at being marathon runner of the year	You didn't really need your arms any way, right?
4 + 3	4 + 2	4 + 2	4 + 2
Trap * 	Trap * 	Trap * 	Trap * 
That probably stings a bit	Painful, but you might pull through	Brush it off big guy	Sucker punch, bet you didn't see that coming
4 + 1	4 + 1	4 + 1	4 + 1



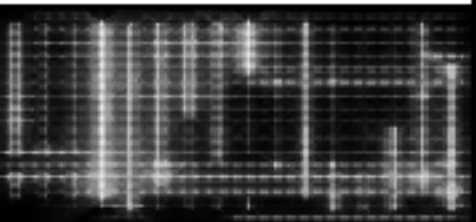
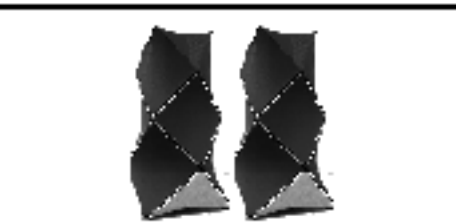






Defense *** 	Defense ** 	Defense ** 	Defense * 
Type: Audio	Type: Audio	Type: Audio	Type: Audio
 + 6	 + 4	 + 4	 + 2
Defense * 	Defense * 	Defense * 	Defense * 
Type: Audio	Type: Audio	Type: Audio	Type: Audio
 + 2	 + 2	 + 2	 + 2



















<b>Defense</b> *** 	<b>Defense</b> ** 	<b>Defense</b> ** 	<b>Defense</b> * 
Type: Concussive	Type: Concussive	Type: Concussive	Type: Concussive
 + 6	 + 4	 + 4	 + 2
<b>Defense</b> * 	<b>Defense</b> * 	<b>Defense</b> * 	<b>Defense</b> * 
Type: Concussive	Type: Concussive	Type: Concussive	Type: Concussive
 + 2	 + 2	 + 2	 + 2

























Defense *** 	Defense ** 	Defense ** 	Defense * 
Type: EMP	Type: EMP	Type: EMP	Type: EMP
 + 6	 + 4	 + 4	 + 2
Defense * 	Defense * 	Defense * 	Defense * 
Type: EMP	Type: EMP	Type: EMP	Type: EMP
 + 2	 + 2	 + 2	 + 2

























Defense ***	Defense **	Defense **	Defense *
			
Type: Laser	Type: Laser	Type: Laser	Type: Laser
🛡️ + 6	🛡️ + 4	🛡️ + 4	🛡️ + 2
Defense *	Defense *	Defense *	Defense *
			
Type: Laser	Type: Laser	Type: Laser	Type: Laser
🛡️ + 2	🛡️ + 2	🛡️ + 2	🛡️ + 2

























<b>Defense</b> ** 	<b>Defense</b> ** 	<b>Defense</b> ** 	<b>Defense</b> ** 
Type: Concussive	Type: Radioactive	Type: EMP	Type: Audio
 + 4	 + 4	 + 4	 + 4
<b>Defense</b> ** 	<b>Defense</b> * 	<b>Defense</b> * 	<b>Defense</b> * 
Type: Laser			
 + 4			





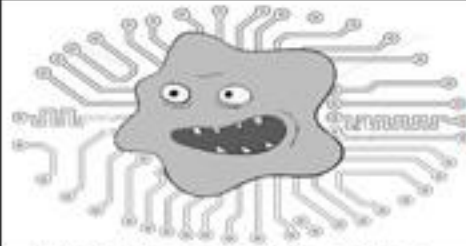






<b>Defense</b> ***  <b>FALLOUT SHELTER</b>	<b>Defense</b> ** 	<b>Defense</b> ** 	<b>Defense</b> * 
Type: Radioactive	Type: Radioactive	Type: Radioactive	Type: Radioactive
 + 6	 + 4	 + 4	 + 2
<b>Defense</b> * 	<b>Defense</b> * 	<b>Defense</b> * 	<b>Defense</b> * 
Type: Radioactive	Type: Radioactive	Type: Radioactive	Type: Radioactive
 + 2	 + 2	 + 2	 + 2

Enemy *	Enemy *	Enemy *	Enemy *
Persuaded Mutant	Persuaded Machine	Persuaded Mutant	Wounded Human
These mutants have willingly given their bodies to the nanites, further twisting their already distorted visage.	Machines that have decided to join the nanite's collective. They often serve as scouts.	Some mutants will give up anything to go back to their normal lives. The nanites use this desire to their advantage.	Humans who through an open wound have had nanites invade their bodies. They now live in constant pain, aware of their actions, and unable to do anything.
Type: Laser	Type: Radioactive	Type: EMP	Type: Audio
 +2  +2  +1	 +3  +1  +1	 +1  +3  +1	 +1  +2  +2
Enemy *	Enemy *	Enemy *	Enemy *
Wounded Xenophage	Wounded Mutant	Wounded Machine	Wounded Machine
While Humans have a more familiar anatomy to nanite's this will not stop them from infecting aliens, so as to further bolster their forces.	Mutants suffer more damage in the infection process due to the wide variance in each of their own individual biologies.	Machines are almost half ripped apart in their infection process in order to better get at internal systems.	Sometimes clumps of nanites will congeal along the surface of a machine during infection. This slows the new threat, but provides more armor.
Type: Concussive	Type: Laser	Type: Radioactive	Type: EMP
 +2  +1  +2	 +2  +2  +1	 +3  +1  +1	 +1  +3  +1









Enemy *	Enemy *	Enemy *	Enemy *
Confused Human	Delirious Human	Delirious Xenophage	Delirious Mutant
A human infected by parasitic nanites. They're disrupting his electric impulses. Type: EMP	This human looks very ill. You can hear her emitting a warped humming. Type: Audio	This xenophage looks distressed. It is emitting noises like you've never heard before. Type: Concussive	This Unneeded wildly swings its laser weapon, aiming at anything in range. Type: Laser
 + 1  + 3  + 1	 + 1  + 2  + 2	 + 2  + 1  + 2	 + 2  + 2  + 1
Enemy *	Enemy *	Enemy *	Enemy *
Delirious Machine	Delirious Xenophage	Persuaded Human	Persuaded Xenophage
This construct appears to be gravely malfunctioning, it is releasing toxic radiation Type: Radioactive	The xenophage has a wild look in its eye. It aims its EMP Launcher at your defenses. Type: EMP	This human appears frenetic, altered. She opens her mouth to scream. Your defenses crack when she does. Type: Audio	The xenophage screams something in an unknown tongue, and pulls the pin on a concussive grenade. Type: Concussive
 + 3  + 1  + 1	 + 1  + 3  + 3	 + 1  + 2  + 2	 + 2  + 1  + 2









Enemy **	Enemy **	Enemy **	Enemy **
Fused Mech	Controlled Xeno	Consumed Mutant	Fused Mech
A pair of machines haphazardly fused together, with a great number of nanites acting as the glue.	An alien that has had its whole personality subsumed by the nanites within, allowing them greater command of the body.	A mutant whose bulbous flesh has been melted away over time from the nanites controlling it, granting it greater speed.	A machine that has had numerous other appliances and parts glued to its body from the nanites controlling it.
Type: Audio	Type: Concussive	Type: Concussive	Type: Concussive
 + 3  + 2  + 2	 + 2  + 3  + 2	 + 3  + 1  + 3	 + 2  + 2  + 3
Enemy *	Enemy *	Enemy *	Enemy *
Confused Human	Confused Xenophage	Confused Mutant	Confused Mech
A human who has had a group of nanites attempt to infect him. Both he and the nanites are fighting for control.	Nanites will typically target an alien's HUD and other internal systems to make them attack friend and foe alike.	Nanites will often look for a more vulnerable spot on a mutant's body. Once they find what they are looking for they will agitate the area.	A machine whose systems are being hacked into by the nanites, sending it into a blind rage.
Type: Audio	Type: Concussive	Type: Laser	Type: Radioactive
 + 1  + 2  + 2	 + 2  + 1  + 2	 + 2  + 2  + 1	 + 3  + 1  + 1

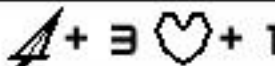

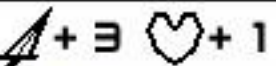
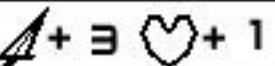






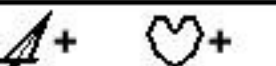
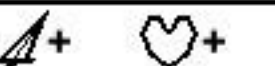
Event ***	Event **	Event **	Event **
			
<b>Shockwave</b>	<b>Demolition</b>	<b>Over Clock</b>	<b>System Error</b>
A massive System Blast moves all your cards back one row. Third row is lost	Lose your Highest level defense card on your field	Any enemies on the field are given double life points (From their current pool)	Enemy ignores cards directly in front of them
Event *	Event *	Event *	Event *
			
<b>System Infection</b>	<b>Pay Delay</b>	<b>Malfunction</b>	<b>Brain Wave Error</b>
All mercenaries reduce attack by -1	Highest level mercenary cannot attack this turn	Lose one trap card in front of you	Randomly discard one card from your hand

<b>Event</b> **	<b>Event</b> **	<b>Event</b> ***	<b>Event</b> ***
			
<b>Double Trouble</b>		Name	Name
Immediately draw enemies until two enemies are on the table, events drawn do not take effect		Description	Description
<b>Event</b> ***	<b>Event</b> ***	<b>Event</b> ***	<b>Event</b> ***
Name	Name	Name	Name
Description	Description	Description	Description



















Merc *	Merc *	Merc *	Merc *
♣+1 ♥+2	♣+1 ♥+2	♣+1 ♥+2	♣+1 ♥+2
			
Xeno Dermal Probe I guess it's true what they say about aliens Type: Laser	Xeno Defender Xenophage imprint, good thing this one imprinted with you Type: Laser	Mutant Gaurd Doesn't look or smell nice, but he sure fights well Type: Radioactive	BodyGaurd Pretty simple meat head, but you get what you pay for Type: EMP
Merc *	Merc *	Merc *	Merc *
♣+1 ♥+2	♣+1 ♥+2	♣+1 ♥+2	♣+1 ♥+2
			
Auto Turret Always a crowd pleasure, or is it supressor? Type: Cuncussive	Personal Defender You one stop shop for all robotic defense needs Type: Audio	Xeno Watcher What is it watching, hopefully you'll never find out Type: Concussive	Mutant Eye These things stick anywhere, even you office Type: Radioactive

Merc *	Merc *	Merc *	Merc *
♣+1 ♥+2	♣+2 ♥+1	♣+2 ♥+1	♣+2 ♥+1
			
Controlled Cricket	Listening Device	Mutant Ear	Xeno Recon Unit
Hope no one squashes it	Used from 1950's till now	What doesn't come off of these dumb mutants	What better info can you get than from blind aliens
Type: Audio	Type: Audio	Type: Radioactive	Type: Laser
Merc *	Merc *	Merc *	Merc *
♣+2 ♥+1	♣+2 ♥+1	♣+2 ♥+1	♣+2 ♥+1
			
Mutant Recon	Watcher Unity	Auto Recon Unit	Black Ops Recon
What they lack in hygiene they make up for is firepower	You can pay people to watch things for you	Fancy cameras with legs	Not military trained they just like the name
Type: Radioactive	Type: Concussive	Type: Audio	Type: EMP

Merc ** 	Merc ** 	Merc ** 	Merc ** 
			
Xenophage Rejects Deported Xeno's who need to work  Type: Laser	Xeno Spec Ops Xeno militants who still don't know there's no war Type: Laser	Mutant Spec Ops Spec ops who met a swift dismissal after mutating Type: Radioactive	Reject Seal Team Seals with poor coordination, but high fire power Type: EMP
Merc ** 	Merc ** 	Merc ** 	Merc ** 



Merc **	Merc **	Merc **	Merc **
♣+1 ♥+3	♣+1 ♥+3	♣+2 ♥+2	♣+2 ♥+2
			
Mutant Rejects	Day Spec Ops	Special Ops Team	Cleaner Crew
Rejects of rejects they're willing to do anything	Special ops team that do their work in daylight	Night team for doing dirty work.	Regular cleaner crew for "cleaning" safe houses
Type: Radioactive	Type: EMP	Type: Cuncussive	Type: Cuncussive
Merc **	Merc **	Merc **	Merc **
♣+2 ♥+2	♣+2 ♥+2	♣+2 ♥+2	♣+3 ♥+1
			
Military Rejects	Mutant Cleaners	Black Ops Cleaners	Xenophage Cleaner
Mercs who liked their job a little to much	Eater Mutants who will "clean" anything	Military cleaner crew	Cleaner crew that will erase anything with pure light
Type: Cuncussive	Type: Radioactive	Type: EMP	Type: Laser

Merc ***  <b>Makshift Bomber</b> Bomber for hire suffering from PTSD uses makeshift concussive devices Type: Concussive	Merc ***  <b>Radioactive Gimp</b> A highly irradiated mutant will go where you tell it to, for a price Type: Radioactive	Merc ***  <b>Xenophage Assassin</b> Special Assassin from another world, they will attack any target without remorse Type: Laser	Merc ***  <b>The "Mechanic"</b> Unhinged professional who enjoys his work far too much. Type: EMP
Merc ***  <b>Juggernaut Mech</b> A well balanced war bot designed to take enemies and take a beating Type: Audio	Merc **  <b>Mech Special Ops</b> Special Ops team for hire. Name your price Type: Audio	Merc **  <b>Mech Rejects</b> Rejected Mech units, now they can help you Type: Audio	Merc **  <b>Mech Cleaner Crew</b> Special cleaner crew for cleaning up your messes Type: Audio

Enemy ***	Enemy ***	Enemy ***	Enemy ***
<b>Nanite Hive</b>	<b>Nanite Hive</b>	<b>Nanite Hive</b>	<b>Nanite Hive</b>
A spawning point for most of the nanite forces, they are completely dedicated to providing a never-ending tide of nanobots.	A hive that makes use of nuclear power to keep itself running and to ward off potential threats.	A large group of nanites who have focused on subsonic frequencies in order to better fight against human enemies and eventually topple their society.	A conglomeration of nanites that focusses on the defense of the whole. The multitude of lasers at their disposal helps to fend off attacks on their thicker exterior.
Type: Concussive	Type: Radioactive	Type: Audio	Type: Laser
✈+4 🛡+3 ❤+3	✈+3 🛡+4 ❤+3	✈+6 🛡+3 ❤+1	✈+3 🛡+6 ❤+1
Enemy ***	Enemy **	Enemy **	Enemy **
<b>Nanite Hive</b>	<b>Controlled Xeno</b>	<b>Consumed Xeno</b>	<b>Fused Xeno</b>
A horde of nanites that have managed to study the effects of EMP technology. This has left them brittle and weak, but extremely powerful.	An alien that for all intents and purposes seems perfectly fine on the exterior but in reality is a nanite infiltrator.	An alien whose nanites have used most of its blood to act as a coolant to the weapons now fused to its body, draining it over time.	A fully controlled alien who has had its equipment fused to its skin, providing another layer of defense.
Type: EMP	Type: Laser	Type: Laser	Type: Laser
✈+8 🛡+1 ❤+1	✈+2 🛡+2 ❤+3	✈+3 🛡+1 ❤+3	✈+2 🛡+3 ❤+2



Enemy **	Enemy **	Enemy **	Enemy **
<b>Consumed Mutant</b>	<b>Controlled Mutant</b>	<b>Fused Mutant</b>	<b>Consumed Human</b>
Nanites are crawling all over his skin, spewing radioactive gas.	The glow behind her eyes suggests that she may not be herself. So does the gas leaking from her mouth	His arms have been replaced with malfunctioning cybernetics	The nanites on his skin are violently sparking as he sprints towards you
Type: Radioactive	Type: Radioactive	Type: Radioactive	Type: EMP
🔪+3 🛡️+2 💚+2	🔪+4 🛡️+1 💚+2	🔪+4 🛡️+2 💚+1	🔪+3 🛡️+3 💚+1
Enemy **	Enemy **	Enemy **	Enemy **
<b>Controlled Human</b>	<b>Fused Human</b>	<b>Controlled Mech</b>	<b>Consumed Mech</b>
The blood from the nanites burrowed into her temples is still drying	His skin seems to pulse with electricity.	The machine marches forward, unwavering... or perhaps unthinking.	Any missing parts are replaced by undulating waves of nanites.
Type: EMP	Type: EMP	Type: Audio	Type: Audio
🔪+2 🛡️+4 💚+1	🔪+3 🛡️+3 💚+1	🔪+4 🛡️+2 💚+1	🔪+4 🛡️+1 💚+2