

2TP

CRAKE RANGE



Gain +1 range for all weapons for this round except Energy Blade.



CRAKE

1U

0TP

CRAKE SKILL



Add a pilot card from your discard pile to your hand.



CRAKE

OU

0TP

CRAKE SKILL



Add a pilot card from your discard pile to your hand.



CRAKE

OU

1TP

JAKAMAR SALVAGE



If a mech is destroyed this round, add any Weapon or Item card found in their deck to your discard pile from the shop for free.



JAKAMAR

1U

1TP

JAKAMAR SALVAGE



If a mech is destroyed this round, add any Weapon or Item card found in their deck to your discard pile from the shop for free.



JAKAMAR

1U

1TP

JAKAMAR REORGANIZE



At the end of the round, shuffle your discard pile into your deck and draw a card.



JAKAMAR

OU

1TP

JAKAMAR REORGANIZE



At the end of the round, shuffle your discard pile into your deck and draw a card.



JAKAMAR

OU

0TP

APALIS ARMOR



Take -2 damage on each hit taken this round.



APALIS

1U

0TP

APALIS ARMOR



Take -2 damage on each hit taken this round.



APALIS

1U