

2TP

FMJ ROUNDS



Autocannon cards played by you this round ignore the double armor rule.



PILOT 02

1U

2TP

FMJ ROUNDS



Autocannon cards played by you this round ignore the double armor rule.



PILOT 02

1U

OTP

KEEPING My OPTIONS OPEN



Draw 2 cards.



PILOT 02

0U

2TP

MIGHTY ARMOR



Adds +4 Armor



PILOT 03

1U

2TP

MIGHTY ARMOR



Adds +4 Armor



PILOT 03

1U

OTP

DIRECTED SALVAGE



Choose 1 card from your discard pile and add it to your hand.



PILOT 03

0U

2TP

ALPHA STRIKE



When you reveal a weapon card this round you may play another weapon card from your hand.



PILOT 04

1U

2TP

ALPHA STRIKE



When you reveal a weapon card this round you may play another weapon card from your hand.



PILOT 04

1U

OTP

RECONSTITUTE



Shuffle your discard pile into your deck.



PILOT 04

0U