

2TP

WEAK POINT



Ignore all armor for all hits this round.



PILOT 08

1U

2TP

WEAK POINT



Ignore all armor for all hits this round.



PILOT 08

1U

OTP

MECHANICAL PRODIGY



Repair 2HP. If you reveal a repair card this round, double HP gained from it.



PILOT 08

0U

2TP

GAUSS CANNON



Gauss Rifle cards played by you this round gain +4 Damage.



PILOT 09

1U

2TP

GAUSS CANNON



Gauss Rifle cards played by you this round gain +4 Damage.



PILOT 09

1U

OTP

SUSTAINED SHIELDS



Shields gained during this round do not dissipate until the end of the following round. Stacks with any shields gained.



PILOT 09

0U

2TP

EFFICIENT FLAMER



Flamer cards played by you this round cost 1TP and gain +1 Range.



PILOT 10

1U

2TP

EFFICIENT FLAMER



Flamer cards played by you this round cost 1TP and gain +1 Range.



PILOT 10

1U

OTP

QUICK THINKING



After revealing, you may change the move order to which this card is assigned.



PILOT 10

0U