

0TP

EJECTION MODULE



If your mech is destroyed this round, draw a card and add its cost to your income as a bonus at the end of the game. If the card has no cost gain 50.

20



ITEM

1U

0TP

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If your mech is destroyed this round, draw a card and add its cost to your income as a bonus at the end of the game. If the card has no cost gain 50.

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ITEM

1U

2TP

TARGETING MODULE



Negate 1 miss chance this round.

20



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Negate 1 miss chance this round.

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