

<div>Popup Tactics</div> <div>6</div> <div>Player Hand Size is reduced by 1</div> <div>Player Hand Size is increased by 1</div>	<div>Nullifier</div> <div>7</div> <div>The first time you Dig every turn is ineffective</div> <div>The first time you trash Static on your turn, Dig an additional time.</div>	<div>Scrapper Hostilities</div> <div>8</div> <div>Whenever a player is made to discard a card, they lose 1 life</div> <div>The first time you gain life on your turn, draw a card.</div>
<div>Burner Protocol</div> <div>10</div> <div>Whenever a Static is trashed, Active Player takes 1 damage</div> <div>Win the Game</div>		