

BASIC BATTERY



Capacity: 4E

At the start of the round:
Generate 2E

Activate:
Generate 2E

BASIC BATTERY



Capacity: 4E

At the start of the round:
Generate 2E

Activate:
Generate 2E

BASIC BATTERY



Capacity: 4E

At the start of the round:
Generate 2E

Activate:
Generate 2E

BASIC BATTERY



Capacity: 4E

At the start of the round:
Generate 2E

Activate:
Generate 2E

BASIC BATTERY



Capacity: 4E

At the start of the round:
Generate 2E

Activate:
Generate 2E

BARRIER BATTERY



Capacity: 6E

At the start of the round:
Generate 3E per turn + 1E when activating a
Shield.

Activate:
Generate 3E

BARRIER BATTERY



Capacity: 6E

At the start of the round:
Generate 3E per turn + 1E when activating a
Shield.

Activate:
Generate 3E

CHAOTIC BATTERY



Capacity: 8E

At the start of the round:
Generate 3E per turn.

Activate:
Generate 4E. Players who rolled same-letter as
you on the last BINGO roll gain 1E, same num...

CHAOTIC BATTERY 5E

Capacity: 8E

At the start of the round:
Generate 3E per turn.

Activate:
Generate 4E. Players who rolled same letter as
you on the last BINGO roll gain 1E, same here.

MILITARY BATTERY 4E

Capacity: 6E

At the start of the round:
Generate 3E per turn + 1E when activating a
Lazor.

Activate:
Generate 3E

MILITARY BATTERY 4E

Capacity: 6E

At the start of the round:
Generate 3E per turn + 1E when activating a
Lazor.

Activate:
Generate 3E

REACTIVE BATTERY 5E

Capacity: 6E

At the start of the round:
Generate 3E per turn.

Activate:
Generate 3E + 1E per Dmg taken

REACTIVE BATTERY 5E

Capacity: 6E

At the start of the round:
Generate 3E per turn.

Activate:
Generate 3E + 1E per Dmg taken

TESSERACT BATTERY 8E

Capacity: 16E

At the start of the round:
No supply. Starts with 16E. Cannot be activated.

Activate:
Spend 8E to make an extra BINGO roll

TESSERACT BATTERY 8E

Capacity: 16E

At the start of the round:
No supply. Starts with 16E. Cannot be activated.

Activate:
Spend 8E to make an extra BINGO roll