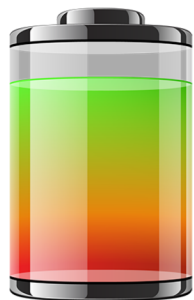

 Basic Battery

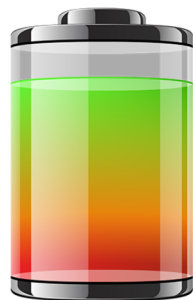


Capacity: 4E

At the start of the round:
Generate 2E

Activate:
Generate 2E


 Basic Battery

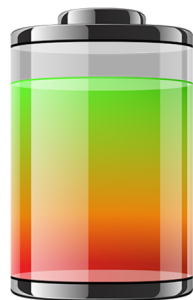


Capacity: 4E

At the start of the round:
Generate 2E

Activate:
Generate 2E


 Basic Battery

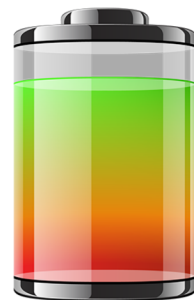


Capacity: 4E

At the start of the round:
Generate 2E

Activate:
Generate 2E


 Basic Battery

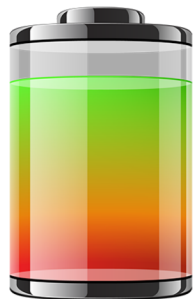


Capacity: 4E

At the start of the round:
Generate 2E

Activate:
Generate 2E


 Basic Battery

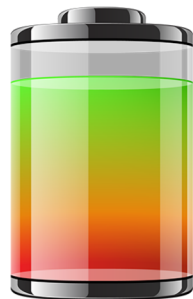


Capacity: 4E

At the start of the round:
Generate 2E

Activate:
Generate 2E


 Barrier Battery ⚡ 4E

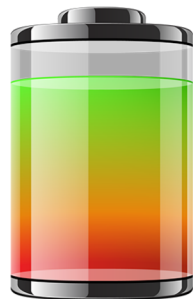


Capacity: 6E

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

Activate:
Generate 3E


 Barrier Battery ⚡ 4E

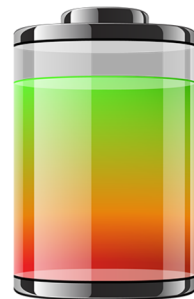


Capacity: 6E

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

Activate:
Generate 3E

 Chaotic Battery ⚡ 5E

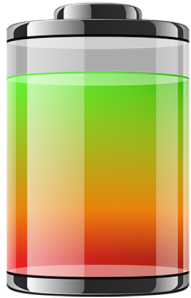


Capacity: 8E

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
number lose 1E.

Chaotic Battery ⚡ 5E

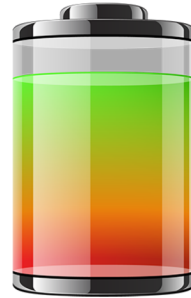


Capacity: 8E

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 number lose 1E.

Military Battery ⚡ 4E

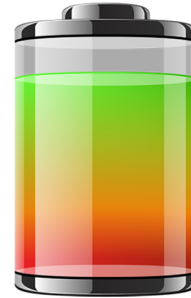


Capacity: 6E

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

Activate:
Generate 3E

Military Battery ⚡ 4E

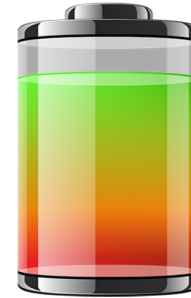


Capacity: 6E

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

Activate:
Generate 3E

Reactive Battery ⚡ 5E

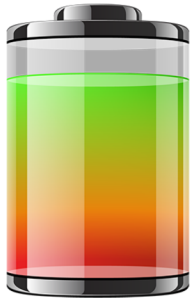


Capacity: 6E

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

Activate:
Generate 3E + 1E per Dmg taken

Reactive Battery ⚡ 5E

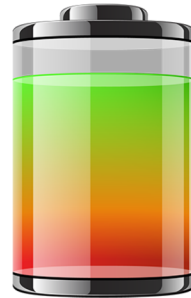


Capacity: 6E

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

Activate:
Generate 3E + 1E per Dmg taken

Tesseract Battery ⚡ 8E

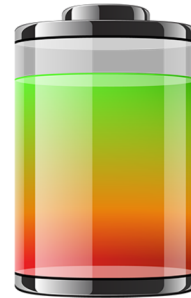


Capacity: 16E

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.