

When you draw, gain Attack 1		When you discard -> draw		When you pay -> draw a card	
Remove any permanent card to destroy an ennemy with Str < 5		Attack 1		Attack 2	
When destroyed : top card of laboratory goes to ennemy deck		When you play a permanent card : activate a new ennemy		While active: Visibility +3	
You can discard a permanent card		Before drawing : sort 3		Hand Limit +1	
Visibility -1		Destroy the smallest ennemy		Draw 1	
When destroyed : activate 2 ennemies		When activated : discard a permanent card		When you play a permanent card : activate a new ennemy	
Discard this permanent to cancel a bad effect once		New ennemy ? -> draw 2, choose 1 (other to bottom)		Datacenter CU6	
Attack 3		Attack 3		Visibility -2	
Visibility +1		When destroyed : activate 2 ennemies		When you draw -> discard 1	