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ADVANCED FACTORY
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INFANTRY PLATOON
UNIT - INFANTRY
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SOFT TARGET: If this unit is damaged while your opponent has a Mech in their deployment zone, return this to its supply pile instead.
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HEAVY CASUALTIES

OVERRUN - SUPPORT

-1

You may discard a Unit card from your hand or deployment zone. If you do, +1 Action and scrap this card.

Artwork by Florian Mellies • http://spooky777.deviantart.com

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RAIDED SUPPLIES

OVERRUN - SUPPORT

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You may discard two cards from your hand. If you do, +1 Action and scrap this card.

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Artwork by Florian Mellies • http://spooky777.deviantart.com

CRITICAL HIT

OVERRUN - SUPPORT

-3

You may scrap a Mech from your hand or deployment zone. If you do, +1 Action and scrap this card.

Artwork by Florian Mellies • http://spooky777.deviantart.com

CRITICAL HIT

OVERRUN - SUPPORT

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RETREAT!

OVERRUN

-3

Artwork by Florian Mellies • http://spooky777.deviantart.com

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RETREAT!

OVERRUN

-3

Artwork by Florian Mellies • http://spooky777.deviantart.com

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RETREAT!

OVERRUN

-3

Artwork by Florian Mellies • http://spooky777.deviantart.com

3

FUEL DUMP

RESOURCE

1

You may scrap a Resource card from your hand.

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4

DROPSHIP

RESOURCE

+3 Cards

Put a card from your hand on top of your deck.

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RESOURCE

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Put a card from your hand on top of your deck.

Artwork by Kristian Borg • http://punakettu.deviantart.com

5

BANKING SECTOR

RESOURCE

4

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5

BANKING SECTOR

RESOURCE

4

Artwork by Joakim Olofsson • http://joakimolofsson.deviantart.com

2

HIDDEN ROUTE

SUPPORT

+1 Card

+1 Action

Set aside a card from your hand face down. At the start of your next turn, put the card into your hand.

Screenshot from MechWarrior Online by Lordred

2 Redeployment

Support

+1 Card

+1 Action

You may take a unit from your deployment zone and put it in your hand.

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2 Staging Ground

Support

+3 Cards

+1 Action

Discard 3 cards.

Artwork by Florian Mellies • http://spooky777.deviantart.com

3 Close Formation

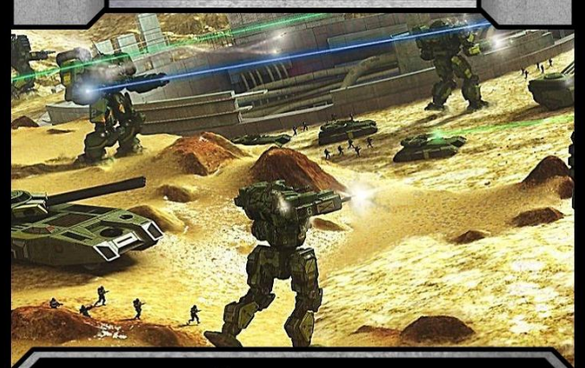
Support

+1 Action

Discard any number of cards from your hand. +1 Card for each card discarded in this way.

Screenshot from MechWarrior Online by Lordred

3 Combined Arms



Support

+2 Actions

Gain an **Infantry Platoon** or **Vehicle** from the Supply and put it in your hand.

Artwork by Florian Mellies • http://spooky777.deviantart.com

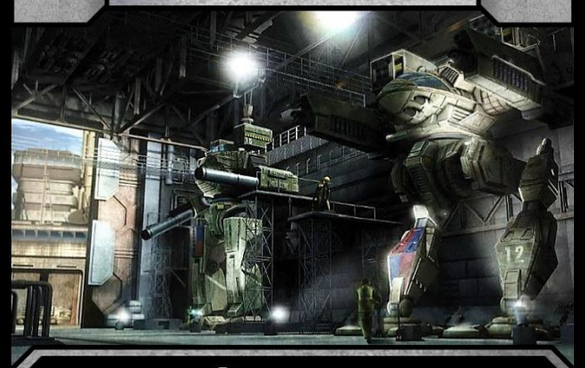
3 Heavy Manufacturing

Support

You may scrap a Resource card from your hand. If you do, + 3 .

Screenshot from MechWarrior Online by Lordred

3 Mech Bay



Support

+3 Cards

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3 Quartermaster

Support

+ 1

Choose two (may be same or different):

+1 Card; +1 Action; + 1

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3 Rapid Deployment

Support

+1 Card

+2 Actions

Artwork by Florian Mellies • http://spooky777.deviantart.com

3 Rapid Deployment

Support

+1 Card

+2 Actions

Artwork by Florian Mellies • http://spooky777.deviantart.com

3 Refinery

Support

Scrap a Resource card from your hand. Gain a Resource card costing up to 3 more than the card you scrapped. Put the gained card into your hand.

Artwork www.transientlight.co.uk/images/large/Grangemouth-Foundry-ntl.jpg

3 Reinforcements

Support

+1 Action

Reveal the top 4 cards of your deck. Put the revealed Unit cards into your hand. Put the other cards on top of your deck in any order.

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Support

+1 Action

Reveal the top 4 cards of your deck. Put the revealed Unit cards into your hand. Put the other cards on top of your deck in any order.

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3 Scrap for Parts

Support

+ 2

You may discard a Unit card from your hand or deployment zone. Gain an additional + X, where X is the cost of the card you discarded.

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4 Counterattack

Support

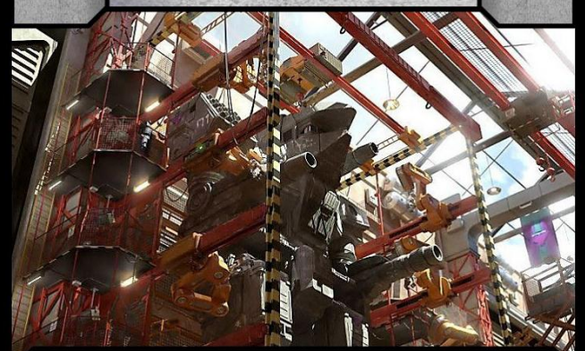
+1 Card

+2 Actions

Reveal any number of Overrun cards from your hand. +1 Card per card revealed in this way.

Screenshot from MechWarrior Online by Lordred

4 Repair Facility



Support

Draw cards from your deck until you have 6 cards in your hand.

If you have fewer units in your deployment zone than your opponent has in his, +1 Action.

Artwork by Kristian Borg • http://punakettu.deviantart.com

4 UAV

Support

+1 Action

Your opponent reveals their hand. +1 Card for each Unit card revealed in this way.

Screenshot from MechWarrior Online by Lordred

4 Zellbringen

Support

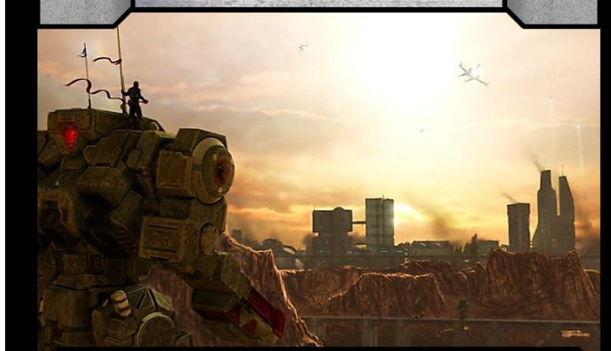
+2 Cards

+2 Actions

Discard a card.

Screenshot from MechWarrior Online by Lordred

5 Civilian Settlement



Support

+5 Cards

Discard 3 cards.

Your opponent may draw a card.

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5 Fortified Palace

Support

Reveal the top 5 cards of your deck. Discard the revealed card with the highest cost (chosen at random if multiple). Put the other cards in your hand.

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5 Salvage Team

Support

+ 2

Until the end of your turn, when you buy or gain a card, you may put it on top of your deck.

Artwork by Florian Mellies • http://spooky777.deviantart.com

5 Supply Run

Support

+1 Action

Gain a card costing up to 4 and place it on top of your deck.

Artwork by Florian Mellies • http://spooky777.deviantart.com

6 Combat Drop

Support

+3 Cards

Discard any number of cards from your hand. +1 Action for each card discarded in this way.

Screenshot from MechWarrior Online by Piranha Games

3 Technician Caste

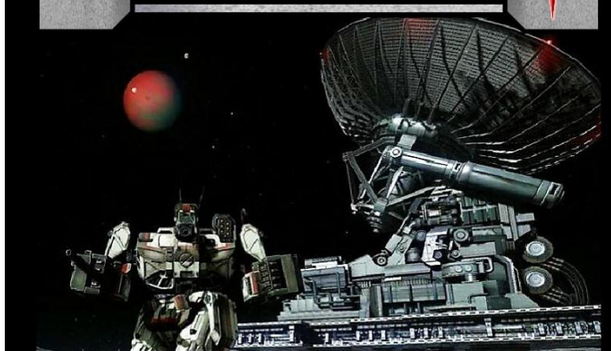
Support

+1 Action

Scrap a Mech from your hand or deployment zone. Gain a Mech from the Supply regardless of its cost and shuffle it into your deck.

Artwork by Kristian Borg • http://punakettu.deviantart.com

4 HPG Uplink



Support

Choose three (must be different):

+2 Cards; +2 Actions;

+ 3 ; +

Screenshot from MechWarrior Online by Piranha Games

4 JUMPSHIP

SUPPORT

+2 Cards

+1 Action

When you buy this card, gain a card costing 5 or less and put it on top of your deck.

Artwork by Florian Mellies • http://spooky777.deviantart.com

4 LABORER CASTE

SUPPORT

+3 Cards

+1 Action

Artwork by Kristian Borg • http://punakettu.deviantart.com

5 SCIENTIST CASTE

SUPPORT

+3 Cards

You may ignore the cost of cards when buying cards this turn.

Artwork by Joakim Olofsson • http://joakimolofsson.deviantart.com

6 MERCHANT CASTE

SUPPORT

Gain a card from the Supply without paying its cost.

Artwork by Florian Mellies • http://spooky777.deviantart.com

7 WARRIOR CASTE

SUPPORT

+2 Actions

You may scrap up to 2 Resource cards from your hand and/or discard pile. Draw a card for each card scrapped in this way.

Artwork by Florian Mellies • http://spooky777.deviantart.com

3 BEHIND ENEMY LINES

SUPPORT - ATTACK

+2 Cards

Your opponent must discard down to 3 cards in hand.

Screenshot from MechWarrior Online by Lordred

3 HEAVY BOMBARDMENT

SUPPORT - ATTACK

+1 Action

Reveal the top card of your deck. If the cost of the card is equal to or less than the number of units in your opponent's deployment zone, your opponent must damage a unit.

Screenshot from MechWarrior Online by Lordred

4 TACTICAL NUKE

SUPPORT - ATTACK

Reveal then discard the top card of your deck. Your opponent must damage X units, where X equals the cost of the card divided by two (rounded up).

http://media.defense.gov/2011/Aug/6/148138/-1/-1/0/110806-M-2021D-026.jpg

4 URBAN ASSAULT

SUPPORT - ATTACK

Gain a **Heavy Factory**.

Your opponent must place a Unit card from his hand on top of his deck, or reveal a hand with no Unit cards.

Artwork by Kristian Borg • http://punakettu.deviantart.com

5 ARTILLERY STRIKE

SUPPORT - ATTACK

Discard a card. If you discarded a….

Unit card, your opponent gains a **Raided Supplies** card

Resource or Support card, your opponent must damage a unit

Screenshot from MechWarrior Online by Tahribator

5 CLOSE AIR SUPPORT

SUPPORT - ATTACK

Discard a card. If you discarded a….

Resource or Unit card, your opponent must damage a Mech

Support card, your opponent must damage a unit and gain a **Heavy Casualties** card

Artwork by Florian Mellies • http://spooky777.deviantart.com

5 NIGHT ASSAULT

SUPPORT - ATTACK

Your opponent reveals the top 3 cards of his deck. Choose 2 of them to discard. Put the other card on top of his deck.

Screenshot from MechWarrior Online by Lordred

6 TARGETING COMPUTER

SUPPORT - ATTACK

Discard a card.

Your opponent must damage a unit of your choice.

Screenshot from MechWarrior Online by Lordred

2 AMBUSH!

SUPPORT - REACTION

Place this card in your deployment zone.

When you are overrun, you may scrap this card. If you do, your opponent must damage a Mech of your choice.

Artwork by Florian Mellies • http://spooky777.deviantart.com

3 EXPERT MECH TECHS

SUPPORT - REACTION

Place this card in your deployment zone.

When one of your Mechs is damaged, you may scrap this card. If you do, put that Mech into your hand instead of your discard pile.

Artwork by Florian Mellies • http://spooky777.deviantart.com

4 FORWARD BASE

SUPPORT - REACTION

Place this card in your deployment zone.

When you are overrun, you may scrap this card. If you do, you cannot gain any Overrun cards this turn.

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2

MECHANIZED INFANTRY

UNIT - INFANTRY

1

MOBILE: +1 Action when you deploy this unit.

EXPENDABLE: At the start of your Combat phase, you may damage this unit. If you do, +1 Attack.

Artwork by Florian Mellies • http://spooky777.deviantart.com

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EXPENDABLE: At the start of your Combat phase, you may damage this unit. If you do, +1 Attack.

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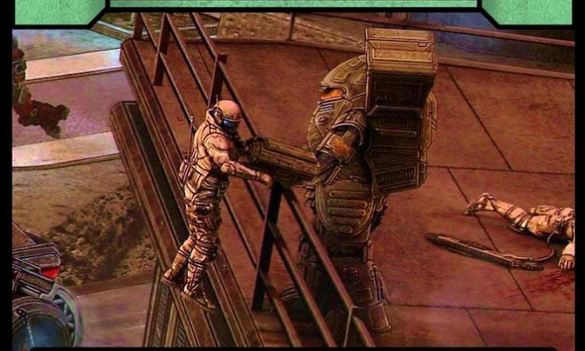
3

ELEMENTALS (MG)

Clan ♦ Battle Armor



UNIT - INFANTRY

2

ANTI-INFANTRY: When you deploy this unit, your opponent must damage an Infantry unit.

Artwork by Florian Mellies • http://spooky777.deviantart.com

3

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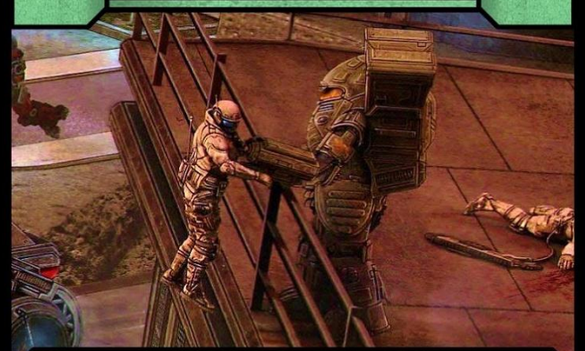
Clan ♦ Battle Armor



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Artwork by Florian Mellies • http://spooky777.deviantart.com

3

HEAVY INFANTRY

UNIT - INFANTRY

1 1

INSPIRING: +1 Attack per Infantry Platoon in your deployment zone.

Artwork by Florian Mellies • http://spooky777.deviantart.com

3

HEAVY INFANTRY

UNIT - INFANTRY

1 1

INSPIRING: +1 Attack per Infantry Platoon in your deployment zone.

Artwork by Florian Mellies • http://spooky777.deviantart.com

4

ELEMENTALS (LASER)

Clan ♦ Battle Armor

UNIT - INFANTRY

2

SWARM ATTACK: When you deploy this unit, your opponent must damage a Mech.

Artwork by Florian Mellies • http://spooky777.deviantart.com

4

ELEMENTALS (LASER)

Clan ♦ Battle Armor

UNIT - INFANTRY

2

SWARM ATTACK: When you deploy this unit, your opponent must damage a Mech.

Artwork by Florian Mellies • http://spooky777.deviantart.com

0

LOCUST

LCT-1V ♦ Inner Sphere ♦ 20 tons

UNIT - MECH

MOBILE: +1 Action when you deploy this unit.
SPOTTER: When your opponent gains an Overrun card, they must put it on top of their deck.

Screenshot from MechWarrior Online by Piranha Games

1

SPIDER

SDR-7K ♦ Inner Sphere ♦ 30 tons

UNIT - MECH

1

HARASSER: When you deploy this unit, your opponent must discard a card from their hand.

Screenshot from MechWarrior Online by Lordred

1

URBANMECH

UM-R63 ♦ Inner Sphere ♦ 30 tons

UNIT - MECH

1

CITY FIGHTER: + 3 Attack if your opponent has two or more Infantry units in his deployment zone.

Concept Art from MechWarrior Online by Piranha Games

1

URBANMECH

UM-R63 ♦ Inner Sphere ♦ 30 tons

UNIT - MECH

1

CITY FIGHTER: + 3 Attack if your opponent has two or more Infantry units in his deployment zone.

Concept Art from MechWarrior Online by Piranha Games

2

COMMANDO

COM-2D ♦ Inner Sphere ♦ 25 tons

UNIT - MECH

1

SCOUT: At the start of your Combat phase, your opponent reveals the top card of their deck and either puts it back or discards it, your choice.

Screenshot from MechWarrior Online by Piranha Games

2

COMMANDO

COM-2D ♦ Inner Sphere ♦ 25 tons

UNIT - MECH

1

SCOUT: At the start of your Combat phase, your opponent reveals the top card of their deck and either puts it back or discards it, your choice.

Screenshot from MechWarrior Online by Piranha Games

2

JENNER

JR7-D ♦ Inner Sphere ♦ 35 tons

UNIT - MECH

1

GUERRILLA FIGHTER: +1 Card when you overrun your opponent.

Artwork by Florian Mellies • http://spooky777.deviantart.com

2

JENNER

JR7-D ♦ Inner Sphere ♦ 35 tons

UNIT - MECH

1

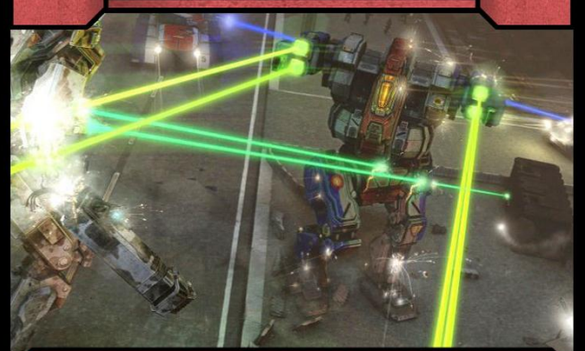
GUERRILLA FIGHTER: +1 Card when you overrun your opponent.

Artwork by Florian Mellies • http://spooky777.deviantart.com

3

BLACKJACK

BJ-3 ♦ Inner Sphere ♦ 45 tons



UNIT - MECH

1 1

SUPRESSIVE FIRE: + 2 Attack if you have more Mechs in your deployment zone than your opponent has in theirs.

Artwork by Florian Mellies • http://spooky777.deviantart.com

3

CENTURION

CN9-D ♦ Inner Sphere ♦ 50 tons

UNIT - MECH

1 1

AC/10: + 1 Attack if your opponent has a Mech in his deployment zone.

Artwork by Florian Mellies • http://spooky777.deviantart.com

3

CENTURION

CN9-D ♦ Inner Sphere ♦ 50 tons

UNIT - MECH

1 1

AC/10: + 1 Attack if your opponent has a Mech in his deployment zone.

Artwork by Florian Mellies • http://spooky777.deviantart.com

3

FIRESTARTER

FS9-H ♦ Inner Sphere ♦ 35 tons

UNIT - MECH

1

FLAMERS: At the start of your combat phase, your opponent must damage all Infantry Platoons in his deployment zone.

Artwork by Alex Iglesias • http://flyingdebris.deviantart.com

3

FIRESTARTER

FS9-H ♦ Inner Sphere ♦ 35 tons

UNIT - MECH

1

FLAMERS: At the start of your combat phase, your opponent must damage all Infantry Platoons in his deployment zone.

Artwork by Alex Iglesias • http://flyingdebris.deviantart.com

3

RAVEN

RVN-3L ♦ Inner Sphere ♦ 35 tons

UNIT - MECH

ACTIVE PROBE: +1 Card when your opponent deploys a Mech or Vehicle unit.

ECM: Each other Mech in your deployment zone gets + 1 Defense.

Screenshot from MechWarrior Online by Lordred

3

TREBUCHET

TBT-5N ♦ Inner Sphere ♦ 50 tons

UNIT - MECH

1 1

MOBILE FIRE SUPPORT: At the start of your Combat phase, you may discard a card. If you do, + 1 Attack.

Artwork by Florian Mellies • http://spooky777.deviantart.com

3

TREBUCHET

TBT-5N ♦ Inner Sphere ♦ 50 tons

UNIT - MECH

1 1

MOBILE FIRE SUPPORT: At the start of your Combat phase, you may discard a card. If you do, + 1 Attack.

Artwork by Florian Mellies • http://spooky777.deviantart.com

4

CICADA

CDA-3M ♦ Inner Sphere ♦ 40 tons

UNIT - MECH

1 1

MOBILE: +1 Action when you deploy this unit.

Artwork by Florian Mellies • http://spooky777.deviantart.com

4

CICADA

CDA-3M ♦ Inner Sphere ♦ 40 tons

UNIT - MECH

1 1

MOBILE: +1 Action when you deploy this unit.

Artwork by Florian Mellies • http://spooky777.deviantart.com

4

CRAB

CRB-27 ♦ Inner Sphere ♦ 50 tons

UNIT - MECH

1 1

ADVANCED COMM SYSTEM:
At the start of your turn, +1 Card if your total Attack value is greater than your opponent's total Attack value.

Artwork by Florian Mellies • http://spooky777.deviantart.com

4

GRIFFIN

GRF-3M ♦ Inner Sphere ♦ 55 tons

UNIT - MECH

1 1

SNIPER: When you deploy this unit, your opponent must damage a unit.

Artwork by Florian Mellies • http://spooky777.deviantart.com

4

GRIFFIN

GRF-3M ♦ Inner Sphere ♦ 55 tons

UNIT - MECH

1 1

SNIPER: When you deploy this unit, your opponent must damage a unit.

Artwork by Florian Mellies • http://spooky777.deviantart.com

4

HUNCHBACK

HBK-4G ♦ Inner Sphere ♦ 50 tons

UNIT - MECH

1 1

AC/20: At the start of your Combat phase, you may reveal the top card of your deck. If it is a Unit or Support card, your opponent must damage a unit.

Artwork by Alex Iglesias • http://flyingdebris.deviantart.com

4

HUNCHBACK

HBK-4G ♦ Inner Sphere ♦ 50 tons

UNIT - MECH

1 1

AC/20: At the start of your Combat phase, you may reveal the top card of your deck. If it is a Unit or Support card, your opponent must damage a unit.

Artwork by Alex Iglesias • http://flyingdebris.deviantart.com

4

SHADOW HAWK

SHD-2H ♦ Inner Sphere ♦ 55 tons

UNIT - MECH

1 1

RECON-IN-FORCE: When you deploy this unit, you may discard a card. If you do, your opponent gains a Raided Supplies card.

Screenshot from MechWarrior Online by Piranha Games

4

WOLVERINE

WVR-7D ♦ Inner Sphere ♦ 55 tons

UNIT - MECH

2 1

BRAWLER: When this unit is damaged, your opponent must damage a unit.

Screenshot from MechWarrior Online by Lordred

5

ARGUS

AGS-4D ♦ Inner Sphere ♦ 60 tons

UNIT - MECH

2 2

Artwork by Florian Mellies • http://spooky777.deviantart.com

5

CATAPULT

CPLT-C1 ♦ Inner Sphere ♦ 65 tons

UNIT - MECH

2

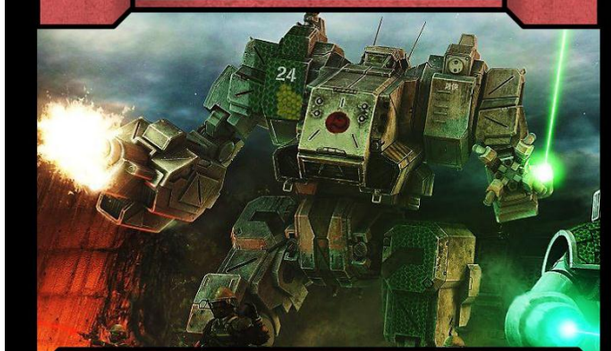
HEAVY FIRE SUPPORT: At the start of your Combat phase, you may discard a Unit card from your hand. If you do, your opponent must damage a unit.

Artwork by Florian Mellies • http://spooky777.deviantart.com

5

DRAGON

DRG-5N ♦ Inner Sphere ♦ 60 tons



UNIT - MECH

1 2

MOBILE HEAVY: + 2 Attack if your opponent does not have a unit costing 5 or more in his deployment zone.

Artwork by Florian Mellies • http://spooky777.deviantart.com

5

JAGERMECH

JM6-DD ♦ Inner Sphere ♦ 65 tons

UNIT - MECH

1 2

SUPRESSIVE FIRE: + 2 Attack if you have more Mechs in your deployment zone than your opponent has in theirs.

Screenshot from MechWarrior Online by Lordred

5

QUICKDRAW

QKD-5K ♦ Inner Sphere ♦ 60 tons

UNIT - MECH

2 1

VERSATILE: When you deploy this unit, choose one: +1 Card, +1 Action, + 1

Artwork by Alex Iglesias • http://flyingdebris.deviantart.com

5

THUNDERBOLT

TDR-7M ♦ Inner Sphere ♦ 65 tons

UNIT - MECH

2 1

DURABLE: +1 Card when this unit is damaged.

Artwork by Florian Mellies • http://spooky777.deviantart.com

6

AWESOME

AWS-9M ♦ Inner Sphere ♦ 80 tons

UNIT - MECH

1 3

OVERHEAT: You may damage this unit at the start of your Combat phase. If you do, + 4 Attack

Artwork by Florian Mellies • http://spooky777.deviantart.com

6 ORION

ON1-K ♦ Inner Sphere ♦ 75 tons

UNIT - MECH

2 / 2

HEROIC: If you have fewer units in your deployment zone than your opponent has in theirs, + 1 Attack and + 2 Defense.

Artwork by Florian Mellies • http://spooky777.deviantart.com

6 STALKER

STK-5M ♦ Inner Sphere ♦ 85 tons

UNIT - MECH

4 / 2

POOR HEAT MANAGEMENT: When you overrun your opponent, discard a card and shuffle this unit into your deck.

Screenshot from MechWarrior Online by Lordred

6 VICTOR

VTR-9D ♦ Inner Sphere ♦ 80 tons

UNIT - MECH

2 / 2

JUMP JETS: When you deploy this unit, your opponent must damage a unit costing 6 or more.

Artwork by Florian Mellies • http://spooky777.deviantart.com

6 WARHAMMER

WHM-7M ♦ Inner Sphere ♦ 70 tons

UNIT - MECH

2 / 2

INTIMIDATING: When you deploy this unit, your opponent must return a unit from their deployment zone to their hand (your choice).

Artwork by Florian Mellies • http://spooky777.deviantart.com

6 ZEUS

ZEU-5S ♦ Inner Sphere ♦ 80 tons

UNIT - MECH

2 / 3

DURABLE: +1 Card when this unit is damaged.

Screenshot from MechWarrior Online by Lordred

7 HIGHLANDER

HGN-732 ♦ Inner Sphere ♦ 90 tons

UNIT - MECH

2 / 3

HIGHLANDER BURIAL: You may damage this unit at the start of your Combat phase. If you do, choose a unit costing 5 or less for your opponent to scrap.

Screenshot from MechWarrior Online by Lordred

7 MARAUDER

MAD-5D ♦ Inner Sphere ♦ 75 tons

UNIT - MECH

3 / 3

RENOWNED: +1 Card when you deploy this unit.

Screenshot from MechWarrior Online by Lordred

8 ATLAS

AS7-K ♦ Inner Sphere ♦ 100 tons

UNIT - MECH

3 / 4

HEAVY ARMOR: When this unit is damaged, shuffle it into your deck.

Screenshot from MechWarrior Online by Piranha Games

8

King Crab

KGC-000 ♦ Inner Sphere ♦ 100 tons

Unit - Mech

3 | 4

DUAL AC/20s: When you deploy this unit, your opponent must damage a Mech.

Screenshot from MechWarrior Online by Lordred

2

Koshi

MIST LYNX ♦ Clan ♦ 25 tons

Unit - Mech

1

STRIKER: At the start of your Combat phase, your opponent reveals and discards the top card of their deck. If it was a Resource card, +1 Card.

Screenshot from MechWarrior Online by Piranha Games

3

Kit Fox

ULLER ♦ Clan ♦ 30 tons

Unit - Mech

2 | 1

VERSATILE: When you deploy this unit, choose one: +1 Card, +1 Action, + 1

QUICK TO ACTION: When you buy this unit, you may place it on top of your deck.

Artwork by Alex Iglesias • http://flyingdebris.deviantart.com

3

Kit Fox

ULLER ♦ Clan ♦ 30 tons

Unit - Mech

2 | 1

VERSATILE: When you deploy this unit, choose one: +1 Card, +1 Action, + 1

QUICK TO ACTION: When you buy this unit, you may place it on top of your deck.

Artwork by Alex Iglesias • http://flyingdebris.deviantart.com

4

Adder

PUMA ♦ Clan ♦ 35 tons

Unit - Mech

3 | 1

FEROCIOUS: +1 Card when your opponent damages a Mech.

Artwork by Florian Mellies • http://spooky777.deviantart.com

4

Adder

PUMA ♦ Clan ♦ 35 tons

Unit - Mech

3 | 1

FEROCIOUS: +1 Card when your opponent damages a Mech.

Artwork by Florian Mellies • http://spooky777.deviantart.com

4

Black Hawk

NOVA ♦ Clan ♦ 50 tons

Unit - Mech

3 | 1

LASER BARRAGE: At the start of your Combat phase, reveal the top card of your deck. If it is a Unit card, + 2 Attack.

Artwork by Florian Mellies • http://spooky777.deviantart.com

4

Fenris

ICE FERRET ♦ Clan ♦ 45 tons

Unit - Mech

2 | 1

VERY FAST: When you buy this, you may immediately place it in your deployment zone.

ACTIVE PROBE: +1 Card when your opponent deploys a Mech or Vehicle unit.

Screenshot from MechWarrior Online by Lordred

4

RYOKEN

STORMCROW ♦ Clan ♦ 55 tons

UNIT - MECH

3 / 1

COUNTER-ATTACK: When this unit is damaged, your opponent must damage a unit with the highest cost in his deployment zone.

Screenshot from MechWarrior Online by Lordred

4

SHADOW CAT

Clan ♦ 45 tons

UNIT - MECH

3 / 1

JUMP JETS: When you deploy this unit, your opponent must damage a unit costing 6 or more.

Artwork by Florian Mellies • http://spooky777.deviantart.com

4

SHADOW CAT

Clan ♦ 45 tons

UNIT - MECH

3 / 1

JUMP JETS: When you deploy this unit, your opponent must damage a unit costing 6 or more.

Artwork by Florian Mellies • http://spooky777.deviantart.com

5

MAN O' WAR

GARGOYLE ♦ Clan ♦ 80 tons

UNIT - MECH

3 / 2

FAST ASSAULT: This unit cannot be damaged unless your opponent has a unit costing 6 or more in his deployment zone.

Artwork by Florian Mellies • http://spooky777.deviantart.com

5

VULTURE

MAD DOG ♦ Clan ♦ 60 tons

UNIT - MECH

2 / 2

LRM FIRE SUPPORT: Each other Mech in your deployment zone gets + 1 Attack.

Artwork by Kristian Borg • http://punakettu.deviantart.com

6

LOKI

HELLBRINGER ♦ Clan ♦ 65 tons

UNIT - MECH

3 / 2

ACTIVE PROBE: +1 Card when your opponent deploys a Mech or Vehicle unit.

ECM: Each other Mech in your deployment zone gets + 1 Defense.

Artwork by Kristian Borg • http://punakettu.deviantart.com

6

THOR

SUMMONER ♦ Clan ♦ 70 tons

UNIT - MECH

3 / 2

DEATH FROM ABOVE: You may damage this unit at the start of your Combat phase. If you do, choose a unit costing 5 or less for your opponent to scrap.

Screenshot from MechWarrior Online by Lordred

7

MAD CAT

TIMBERWOLF ♦ Clan ♦ 75 tons

UNIT - MECH

4 / 3

OVERWHELMING: When you deploy this unit, your opponent must damage a unit costing 5 or less of your choice.

Artwork by Kristian Borg • http://punakettu.deviantart.com

7

GLADIATOR

EXECUTIONER ♦ Clan ♦ 95 tons

UNIT - MECH

5 | 3

TOTEM MECH: This unit cannot be damaged if it is the only Mech in your deployment zone.

Screenshot from MechWarrior Online by Piranha Games

7

NOVA CAT

Clan ♦ 70 tons

UNIT - MECH

4 | 2

LONG RANGE BARRAGE: At the start of your Combat phase, reveal the top card of your deck. If it is a: *Resource card*, your opponent must discard a card; *Unit card*, your opponent must damage a unit; otherwise, no effect.

Artwork by Kristian Borg • http://punakettu.deviantart.com

8

KODIAK

Clan ♦ 100 tons

UNIT - MECH

6 | 4

CHAMPION MECH: When you deploy this unit, +2 Cards if you have fewer units in your deployment zone than your opponent has in theirs.

Screenshot from MechWarrior Online by Piranha Games

8

MASAKARI

WARHAWK ♦ Clan ♦ 85 tons

UNIT - MECH

4 | 4

QUAD ER PPCs: You may discard two cards at the start of your Combat phase. If you do, your opponent gains a **Heavy Casualties** card.

Screenshot from MechWarrior Online by Lordred

9

DAISHI

DIRE WOLF ♦ Clan ♦ 100 tons

UNIT - MECH

6 | 4

"GREAT DEATH": When you overrun your opponent, they must damage an additional unit at the end of your Combat phase.

Artwork by Florian Mellies • http://spooky777.deviantart.com

1

MANTICORE

HEAVY TANK

UNIT - VEHICLE

1 | 1

TANK: When this unit is damaged, either scrap it or shuffle it into the Supply deck.

Artwork by Chris S • http://colourbrand.deviantart.com

1

MANTICORE

HEAVY TANK

UNIT - VEHICLE

1 | 1

TANK: When this unit is damaged, either scrap it or shuffle it into the Supply deck.

Artwork by Chris S • http://colourbrand.deviantart.com

1

PARTISAN

HEAVY TANK

UNIT - VEHICLE

2

TANK: When this unit is damaged, either scrap it or shuffle it into the Supply deck.

Artwork by Chris S • http://colourbrand.deviantart.com

1

PARTISAN
HEAVY TANK

UNIT - VEHICLE

2

TANK: When this unit is damaged, either scrap it or shuffle it into the Supply deck.

Artwork by Chris S • http://colourbrand.deviantart.com

2

AGGRESSOR
HEAVY TANK

UNIT - VEHICLE

2

TANK: When this unit is damaged, either scrap it or shuffle it into the Supply deck.

Artwork by Chris S • http://colourbrand.deviantart.com

2

AGGRESSOR
HEAVY TANK

UNIT - VEHICLE

2

TANK: When this unit is damaged, either scrap it or shuffle it into the Supply deck.

Artwork by Chris S • http://colourbrand.deviantart.com

2

CHEETAH
F-10 ♦ Light Aerospace Fighter

UNIT - VEHICLE

2

AFTERBURNER: When you buy this, you may overpay by 2 to immediately place it in your deployment zone.

REFUEL / REARM: Damage this unit if you are overrun or you overrun your opponent.

Artwork by Chris S • http://colourbrand.deviantart.com

2

CHEETAH
F-10 ♦ Light Aerospace Fighter

UNIT - VEHICLE

2

AFTERBURNER: When you buy this, you may overpay by 2 to immediately place it in your deployment zone.

REFUEL / REARM: Damage this unit if you are overrun or you overrun your opponent.

Artwork by Chris S • http://colourbrand.deviantart.com

2

SCHREK PPC CARRIER
ASSAULT TANK

UNIT - VEHICLE

1 2

TANK: When this unit is damaged, either scrap it or shuffle it into the Supply deck.

Artwork by Florian Mellies • http://spooky777.deviantart.com

2

STURMFEUR
Heavy Support Tank

UNIT - VEHICLE

1

LRM FIRE SUPPORT: Each other Mech in your deployment zone gets + 1 Attack.

TANK: When this unit is damaged, either scrap it or shuffle it into the Supply deck.

Artwork by Chris S • http://colourbrand.deviantart.com

3

SLAYER
SL-15 ♦ Heavy Aerospace Fighter

UNIT - VEHICLE

1

STRAFING RUN: You may damage this unit at the start of your Combat phase. If you do, your opponent must damage a Mech.

REFUEL / REARM: Damage this unit if you are overrun or you overrun your opponent.

Artwork by Chris S • http://colourbrand.deviantart.com

3

SLAYER

SL-15 ♦ Heavy Aerospace Fighter

UNIT - VEHICLE

1

STRAFING RUN: You may damage this unit at the start of your Combat phase. If you do, your opponent must damage a Mech.

REFUEL / REARM: Damage this unit if you are overrun or you overrun your opponent.

Artwork by Chris S • http://colourbrand.deviantart.com

3

TRANSIT

TR-10 ♦ Medium Aerospace Fighter

UNIT - VEHICLE

3

REFUEL / REARM: Damage this unit if you are overrun or you overrun your opponent.

Artwork by Chris S • http://colourbrand.deviantart.com

3

TRANSIT

TR-10 ♦ Medium Aerospace Fighter

UNIT - VEHICLE

3

REFUEL / REARM: Damage this unit if you are overrun or you overrun your opponent.

Artwork by Chris S • http://colourbrand.deviantart.com

4

STUKA

STU-K5 ♦ Heavy Aerospace Fighter

UNIT - VEHICLE

4

REFUEL / REARM: Damage this unit if you are overrun or you overrun your opponent.

Artwork by Chris S • http://colourbrand.deviantart.com

6

MOBILE HQ

UNIT - VEHICLE

COMMAND POST: Draw 2 extra cards at the end of your Clean-Up phase, then discard down to 5 cards in hand.

HIGH VALUE TARGET: If this unit is damaged or scrapped, your opponent may immediately draw 2 cards.

Artwork by Florian Mellies • http://spooky777.deviantart.com

DOMINATION

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