

NO SPEED FOR NOW, unless we change our minds

Number	Name	Attack	Defence	Energy	Connector	Passive	Active	Count	Drawn	Colored
	Average Joe	300 + 2	20							
2	Glass Cannon	400 + 3	10	2						
3	Reactive Armor	500 + 4	10	4						
4	Slow Tank	100 + 2	30	2						
5	Sharp Elbow	300 + 2	20	3	1					
6	Shield	0	30	2			Block any Attack the player chooses			
7	Decey	0	20	0			Opponent must attack this part			
8	Cleaver Claw	200 + 0	10	2		Every even roll you get another attack				
9	Snake Eyes	300 + 0	20	2		Re-roll when you roll a 1				
10	Dead Aim	400 + 0	20	2		Lower this card if you roll a 1				
11	Energy Champ	300 + 3	15	2		When you destroy a card with this attack gain 2 energy for this round				
12	Back Backward	0	0	0	2		If destroyed kill your opponent but deal some damage to your opponent.			
13	Bomb Effect	0	25	0	2		If destroyed discard this card and cards adjacent to it, opponent loses card used to destroy bomb allow			
14	Thinning Hand	100 + 2	10	1			If used to attack and destroys a card deal that card and add it to your hand			
15	Impaling Throwing Hand	400 + 0	10	1			If used to attack and destroys a card deal that card and add it to your hand			
16	Fanny Pack	0	20	2	2		When any player loses a card use energy to save that card, use energy to place card on monster from the fanny pack, only 1 card can be saved at a time			
17	Battery	0	20	0	2		1 extra energy only for one turn, can be stacked up			
18	Link's Destroyer's Glasses	0	20	2	2		1 extra use to be categorized			
19	Reactor Link	0	20	1	2		Reactor link interchangeable and react link			
20	Reactor Link	0	20	1	2		Reactor link interchangeable and react link			
21	Reactor Link	0	20	1	2		Reactor link interchangeable and react link			
22	Solar Beam	500 + 0	25	4			Use energy this turn to attack next turn, if destroyed before attack deals damage, attack fails			
23	Proton Mark Dice	0	20	1			Roll 2d6, place dice on card that loses that much as for next round			
24	Celestial Strike	200	20	1		If you roll a 6 double your attack				
25	Forceful	300 + 3	15	1	1	Do not determine your target at first! Use one energy to roll, if you decide to use that roll to damage any body part of your choice then spend another energy				
26	Battlestar	200	25	2		For every card it graveyard add +1 to attack				
27	Grave Digger	0	30	4	2		Randomly draw card from any graveyard and add it to your monster, then destroy this card			
28	Threat	500 + 0	20	4	1					
29	Unleash	200 + 2	10	3			If on the grave spend 3 energy to react to monster			
30	Grave Digress	0	20	4						
31	The Succor	300 + 3	20	4			If you kill a part take any card from opponents grave and add it to your hand			
32	Reilly	0	High	2			If your attack misses use 2 more energy to attack any other energy			
33	Reilly's Law	0	Med	1			If someone is attacking another opponent (can't be an attack for 1 energy)			
34	Trap Card	0	Low	1	2		When being attacked use any card with an energy value to attack the part that is attacking you that use 4 energy to retreat opponents attack			
35	Grave Knight	200/400	20	2			If target is bigger use 4d6 if smaller 2d6			
36	One Release	0	Med	0	2		All attacks from a 1 card but every attack now has a cross chance if you roll any 1's			
37	Force Field Gun	0	15	0	2		All cards go into get a +1 to AC			
38	Armor Park	0	20	0	2		Adjusted cards get +0 AC			
39	Unleashed	700	Med	0	2		Use all your cards to attack this round, next round discard a card of your choice and lose 4 turn			
40	Burner	0	20	1			Play 1 energy to use any card for free, even if already used but discard that card after the round is over			
41	Clawing these hands	500	30	0			Attack any part of opponents monster			
42	Light gun	Low	Low	1			If you use this card to attack, go first for that round (must be used first before any other attacks)			
43	Heavy arm	High	High	3			You are always last to attack			
44	Revenge	Med	Low	1			If you win 1d6 this round deal another d6			
								5	Total Cards	