

<p style="text-align: center;">&lt; SUPERWEAPON &gt;</p> <p style="text-align: center;">7 5 3 3</p> <hr/> <p style="text-align: center;"><b>DEATH RAY</b></p> <p style="text-align: center;"><i>On activation.</i> You cannot replenish elements next round.</p> <hr/> <table style="width: 100%; border-collapse: collapse;"> <tr> <td style="width: 33%;"><i>Attack.</i></td> <td style="width: 33%;">ACC. (+4)</td> <td style="width: 33%;">POW. (+8)</td> </tr> <tr> <td><i>Defend.</i></td> <td>DDG. (+2)</td> <td>RES. (+5)</td> </tr> </table> <p>v1.0</p>	<i>Attack.</i>	ACC. (+4)	POW. (+8)	<i>Defend.</i>	DDG. (+2)	RES. (+5)	<p style="text-align: center;">&lt; SUPERWEAPON &gt;</p> <p style="text-align: center;">5 4 0 6</p> <hr/> <p style="text-align: center;"><b>EARTHQUAKE MACHINE</b></p> <p style="text-align: center;"><i>On hit or dodge.</i> <b>Deplete</b> all of your opponent's extra elements.</p> <hr/> <table style="width: 100%; border-collapse: collapse;"> <tr> <td style="width: 33%;"><i>Attack.</i></td> <td style="width: 33%;">ACC. (+5)</td> <td style="width: 33%;">POW. (+3)</td> </tr> <tr> <td><i>Defend.</i></td> <td>DDG. (+7)</td> <td>RES. (+3)</td> </tr> </table> <p>v1.0</p>	<i>Attack.</i>	ACC. (+5)	POW. (+3)	<i>Defend.</i>	DDG. (+7)	RES. (+3)	<p style="text-align: center;">&lt; SUPERWEAPON &gt;</p> <p style="text-align: center;">5 0 9 3</p> <hr/> <p style="text-align: center;"><b>TORNADO GENERATOR</b></p> <p style="text-align: center;"><i>On activation.</i> Replace <b>all</b> active cards with random cards from the draw pile.</p> <hr/> <table style="width: 100%; border-collapse: collapse;"> <tr> <td style="width: 33%;"><i>Attack.</i></td> <td style="width: 33%;">ACC. (+3)</td> <td style="width: 33%;">POW. (+5)</td> </tr> <tr> <td><i>Defend.</i></td> <td>DDG. (+4)</td> <td>RES. (+6)</td> </tr> </table> <p>v1.0</p>	<i>Attack.</i>	ACC. (+3)	POW. (+5)	<i>Defend.</i>	DDG. (+4)	RES. (+6)
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<p style="text-align: center;">&lt; SUPERWEAPON &gt;</p> <p style="text-align: center;">0 9 2 2</p> <hr/> <p style="text-align: center;"><b>DIRECTED MELTDOWN</b></p> <p style="text-align: center;"><i>On hit.</i> Your opponent gains 1d8 <b>Radioactive</b>.</p> <hr/> <table style="width: 100%; border-collapse: collapse;"> <tr> <td style="width: 33%;"><i>Attack.</i></td> <td style="width: 33%;">ACC. (+5)</td> <td style="width: 33%;">POW. (+2)</td> </tr> <tr> <td><i>Defend.</i></td> <td>DDG. (+2)</td> <td>RES. (+5)</td> </tr> </table> <p>v1.0</p>	<i>Attack.</i>	ACC. (+5)	POW. (+2)	<i>Defend.</i>	DDG. (+2)	RES. (+5)	<p style="text-align: center;">&lt; SUPERWEAPON &gt;</p> <p style="text-align: center;">4 7 4 0</p> <hr/> <p style="text-align: center;"><b>LAZARUS MACHINE</b></p> <p style="text-align: center;"><i>On hit.</i> Your opponent permanently loses 1 <b>Resilience</b>.</p> <p style="text-align: center;"><i>On dodge.</i> Permanently gain 2 <b>Resilience</b>.</p> <hr/> <table style="width: 100%; border-collapse: collapse;"> <tr> <td style="width: 33%;"><i>Attack.</i></td> <td style="width: 33%;">ACC. (+4)</td> <td style="width: 33%;">POW. (+3)</td> </tr> <tr> <td><i>Defend.</i></td> <td>DDG. (+7)</td> <td>RES. (+4)</td> </tr> </table> <p>v1.0</p>	<i>Attack.</i>	ACC. (+4)	POW. (+3)	<i>Defend.</i>	DDG. (+7)	RES. (+4)	<p style="text-align: center;">&lt; SUPERWEAPON &gt;</p> <p style="text-align: center;">3 0 5 7</p> <hr/> <p style="text-align: center;"><b>NANO-MECH SWARM</b></p> <p style="text-align: center;"><i>On activation.</i> Move this card to an empty Invention slot. <b>Persistent</b>.</p> <hr/> <table style="width: 100%; border-collapse: collapse;"> <tr> <td style="width: 33%;"><i>Attack.</i></td> <td style="width: 33%;">ACC. (+3)</td> <td style="width: 33%;">POW. (+2)</td> </tr> <tr> <td><i>Defend.</i></td> <td>DDG. (+0)</td> <td>RES. (+4)</td> </tr> </table> <p>v1.0</p>	<i>Attack.</i>	ACC. (+3)	POW. (+2)	<i>Defend.</i>	DDG. (+0)	RES. (+4)
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<p>(2)</p> <p>2 2 0 0</p> <hr/> <p><b>HEART OF THE MECH</b></p> <p><i>On activation.</i> Merge this card with 'Body of the Mech' if it is in your Lab and make it Persistent.</p> <hr/> <table> <tr> <td><i>Attack.</i></td> <td>ACC. (+0)</td> <td>POW. (+2)</td> </tr> <tr> <td><i>Defend.</i></td> <td>DDG. (+0)</td> <td>RES. (+0)</td> </tr> </table> <p>v1.0</p>	<i>Attack.</i>	ACC. (+0)	POW. (+2)	<i>Defend.</i>	DDG. (+0)	RES. (+0)	<p>(2)</p> <p>3 1 1 1</p> <hr/> <p><b>MIND OF THE MECH</b></p> <p><i>On activation.</i> Merge this card with 'Body of the Mech' if it is in your Lab.</p> <hr/> <table> <tr> <td><i>Attack.</i></td> <td>ACC. (+2)</td> <td>POW. (+0)</td> </tr> <tr> <td><i>Defend.</i></td> <td>DDG. (+2)</td> <td>RES. (+0)</td> </tr> </table> <p>v1.0</p>	<i>Attack.</i>	ACC. (+2)	POW. (+0)	<i>Defend.</i>	DDG. (+2)	RES. (+0)	<p>(2)</p> <p>1 1 1 4</p> <hr/> <p><b>BODY OF THE MECH</b></p> <p><i>On activation.</i> Merge this card with 'Body of the Mech' if it is in your Lab.</p> <hr/> <table> <tr> <td><i>Attack.</i></td> <td>ACC. (+0)</td> <td>POW. (+0)</td> </tr> <tr> <td><i>Defend.</i></td> <td>DDG. (+0)</td> <td>RES. (+2)</td> </tr> </table> <p>v1.0</p>	<i>Attack.</i>	ACC. (+0)	POW. (+0)	<i>Defend.</i>	DDG. (+0)	RES. (+2)
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