

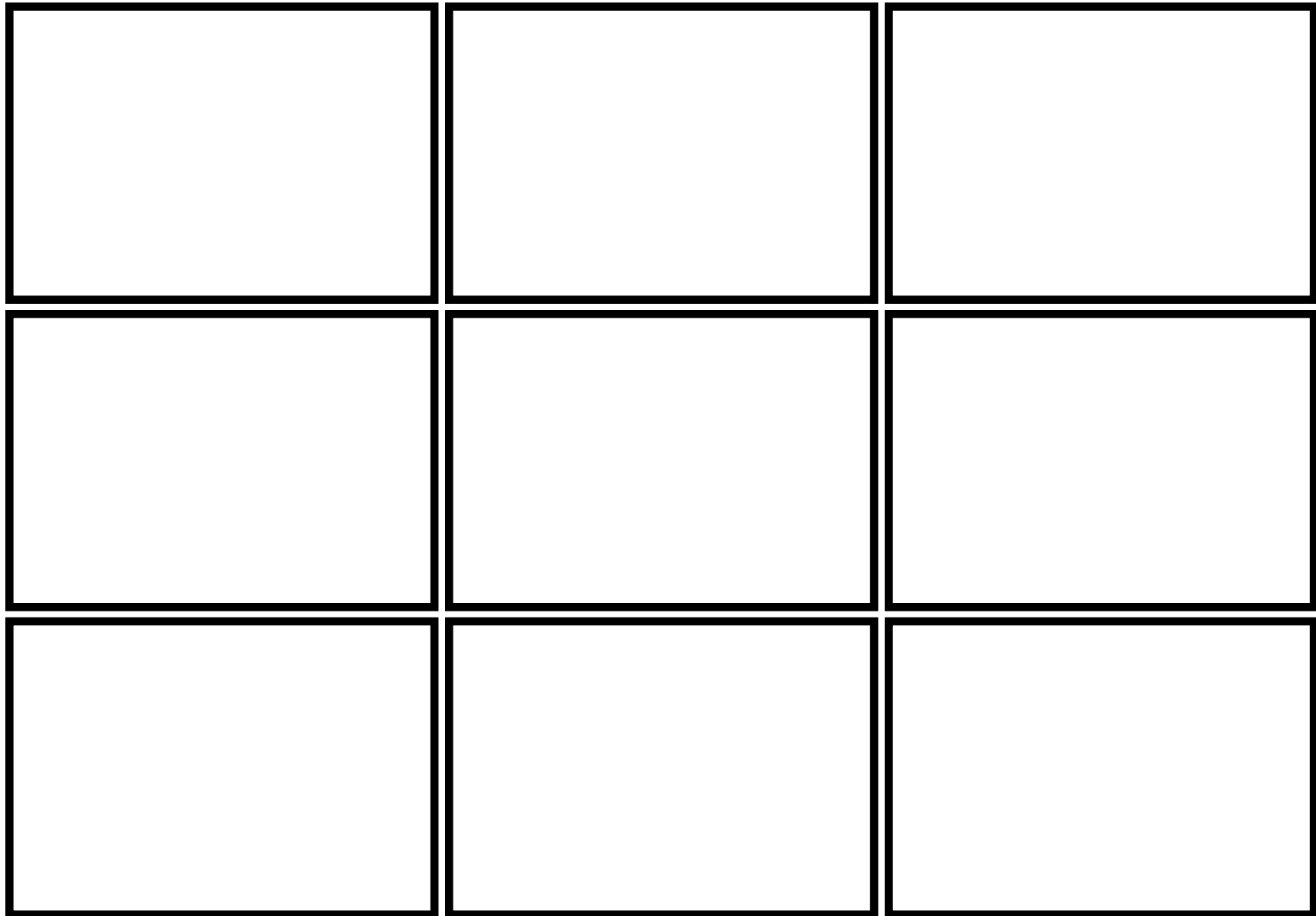
<p>Multifunction Combat Turret</p> <p>Attack (standard) Defend (standard)</p> <p>Retain: 1 power</p>	<p>Diamond-Carbide Chainblade</p> <p>Attack (-1 cost) 0 / 2 / 7 Defend (+1 cost) 1 / 4 / 9</p>	<p>Spiked Demolition Ball</p> <p>Attack (-2 cost) 0 / 1 / 6 Defend (+2 cost) 2 / 5 / 10</p>
<p>Phased Plasma Array</p> <p>Attack (-3 cost) 0 / 0 / 5 Defend (+3 cost) 3 / 6 / 11</p>	<p>Beamed Power Transmission</p> <p>Gain 3 power</p>	<p>Armored Cannon</p> <p>Defend (-1 cost) 0 / 2 / 7 Attack (+1 cost) 1 / 4 / 9</p>
<p>Hardened Chaingun Nest</p> <p>Defend (-2 cost) 0 / 1 / 6 Attack (+2 cost) 2 / 5 / 10</p>	<p>Spiked Shield</p> <p>Defend (-3 cost) 0 / 0 / 5 Attack (+3 cost) 3 / 6 / 11</p>	<p>High-Efficiency Solar Capacitor</p> <p>+1 Power per turn</p> <p>Retain: 0</p>

<p><b>B-Class Secondary Generators</b></p> <p>All adjacent cards cost 2 less power to activate.</p> <p>Retain: 1 power</p>	<p><b>Command Report</b></p> <p>Tokenize: Discard to roll one extra time in the Command phase and select the result you want.</p>	<p><b>Targeting Report</b></p> <p>Tokenize: Discard to have your target roll an extra time (for hit location) and select the roll you want.</p>
<p><b>Defense Report</b></p> <p>Tokenize: Discard to roll two extra times for a card's defense.</p>	<p><b>Kinetic Shield Generator</b></p> <p>All adjacent cards roll one extra time for defense.</p> <p>Retain: 1 power</p>	<p><b>Linked Systems Array</b></p> <p>3 Power: Activate 2 adjacent cards. 8 Power: Activate 3 adjacent cards. 16 Power: Activate 4 adjacent cards.</p>
<p><b>Repair Team</b></p> <p>3 Power: Remove 1 damage token 8 Power: Remove 2 damage tokens 16 Power: Remove 3 damage tokens</p>	<p><b>A-Class Secondary Generators</b></p> <p>All adjacent cards cost 1 less power to activate.</p> <p>Retain: 0 power</p>	<p><b>Research Report</b></p> <p>Tokenize: Discard during the Recover phase to draw three cards, then pick three cards from your hand and shuffle them into your deck.</p>

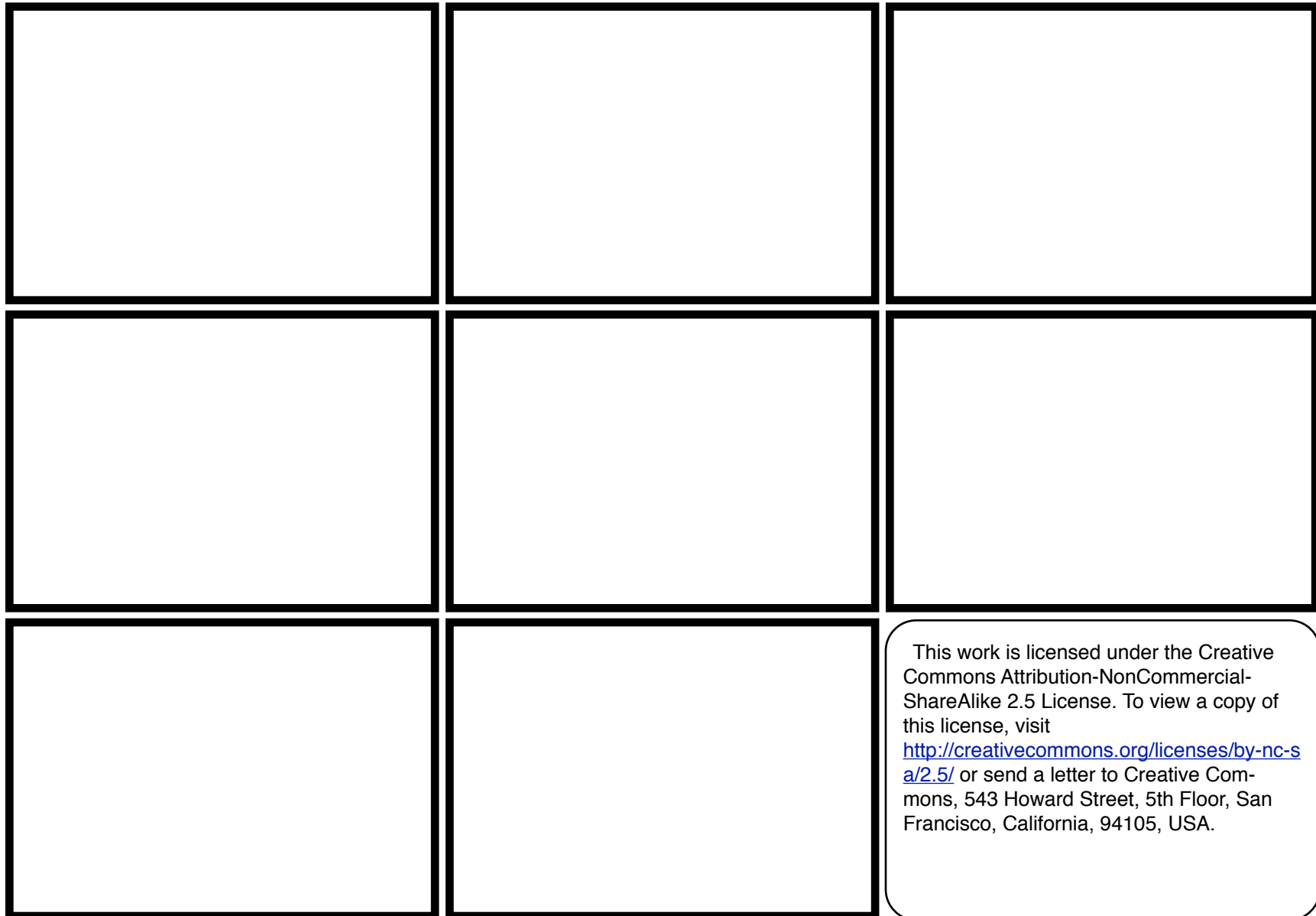
<p><b>R&amp;D Breakthrough</b></p> <p>Tokenize: Discard during a recover phase to go through your deck, take a card from it, then reshuffle your deck.</p>	<p><b>Initiate Transformation Sequence!</b></p> <p>Immediately after replacing this card during the Drain phase, you may rearrange all cards and damaged zones in your matrix.</p>	<p><b>Intelligence Report</b></p> <p>Tokenize: Discard during the Energize phase to either: a) Look at all cards in your opponent's matrix, <i>or</i> b) Look at your opponent's hand.</p>
<p><b>Rapid Response Team</b></p> <p>Tokenize: Discard to re-roll any roll you make.</p>	<p><b>EMP Grenade Launcher</b></p> <p>Attack (-3 cost) 0 / 0 / 5 Defend (standard)</p> <p>Damage: Neutralize targeted card.</p>	<p><b>Recovery Team</b></p> <p>Tokenize: Discard to take a card of your choice from your discard pile instead of drawing the top card from your deck.</p>
<p><b>Anti-Infantry Systems</b></p> <p>Tokenize: Discard to remove an alert token from your deck.</p>	<p><b>Targeting Systems</b></p> <p>All adjacent attacks roll one extra time for hit location. You choose which roll to use.</p> <p>Retain: 1</p>	<p><b>EMP Squad</b></p> <p>Tokenize: Discard during the Drain phase to deactivate an active card in your opponent's matrix.</p>

<p>Command Aide</p> <p>Tokenize: Discard and spend three Power to take an extra Command phase action.</p>	<p>Infiltration Team</p> <p>Tokenize: Place this card next to your opponent's deck during the Drain phase to reduce your opponent's hand size by one.</p>	<p>Hacker Team</p> <p>Tokenize: Discard at the end of the Recover phase to spend any amount of Power. Your opponent must discard one card for every Power you spent.</p>
<p>Communications Array</p> <p>+1 hand size</p> <p>Retain: 0</p>		

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