




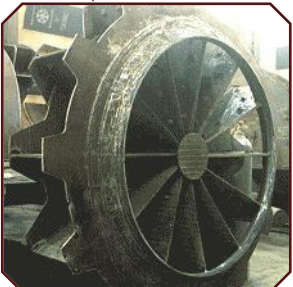

































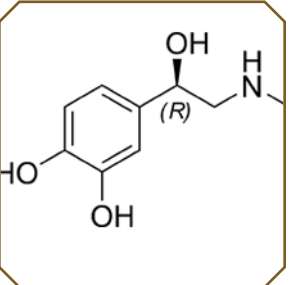
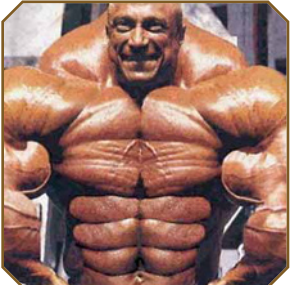



<div>3600,000^k</div> <div>Buzz-Pole</div> <div>Inconceivable Reach</div> <div> <ul style="list-style-type: none"> Hits all adjacent enemy units. Incapacitate </div> <div> <div>weapon • close combat</div>  <p>"A giant buzz-saw attached to the end of a telephone pole? Sounds like a good idea."</p> </div> <div>warrior</div>	<div>3600,000^k</div> <div>Scarab Buzz-Saw Suit</div> <div>Human Saw</div> <div> <ul style="list-style-type: none"> Hits all adjacent enemy units. May be used to attack in the middle of a movement phase. </div> <div> <div>weapon • close combat</div>  <p>"The giant, blade-backed beetles were found nesting inside an inexplicably constructed pyramid on the Waspworth Plateau."</p> </div> <div>warrior</div>	<div>3600,000^k</div> <div>Tungsten Loaded Boxing Gloves</div> <div>Precious Metal Punch</div> <div> <ul style="list-style-type: none"> Push Back <p>Pushes back 3 spaces or until the enemy unit contacts lava, a wall, or another unit.</p> </div> <div> <div>weapon • close combat</div>  <p>"I must break you."</p> </div> <div>warrior</div>	<div>2400,000^k</div> <div>Flaming Shredders</div> <div>Slice and Dice</div> <div> <ul style="list-style-type: none"> Push Back <p>Make 2 separate attacks.</p> </div> <div> <div>weapon • close combat</div>  <p>"Also useful in the kitchen."</p> </div> <div>warrior</div>	<div>2400,000^k</div> <div>Plutonium's Nuclear Whip</div> <div>Yellow Cake Wake</div> <div> <ul style="list-style-type: none"> Hits all adjacent enemy units. Incapacitate </div> <div> <div>weapon • close combat</div>  <p>The idea to infuse a whip with nuclear materials came to Patrick Plutonium when he noticed how boring a regular whip was.</p> </div> <div>warrior</div>
<div>2400,000^k</div> <div>Oversized Bladed-Vacuum-Fan</div> <div>Tornado Force</div> <div> <p>If a wound is made, this unit may move up to 3 spaces. The wounded unit may be pulled along and placed in any adjacent, non-lava space at the end of this movement.</p> </div> <div> <div>weapon • close combat</div>  <p>"Commence Operation: Vacu-suck!"</p> </div> <div>warrior</div>	<div>1200,000^k</div> <div>Enormous Scythe</div> <div>Harvest Attack</div> <div> <p>If a wound is made, you may draw 1 power card.</p> </div> <div> <div>weapon • close combat</div>  <p>"You can be a King or a street sweeper, but everybody dances with the Grim Reaper"</p> </div> <div>warrior</div>	<div>1100,000^k</div> <div>Rusty Chain Saw</div> <div>Hedge Trim</div> <div> <p>May be used to attack in the middle of a movement phase.</p> </div> <div> <div>weapon • close combat</div>  <p>"Groovy."</p> </div> <div>warrior</div>	<div>1100,000^k</div> <div>Humans' Finest Blade</div> <div>Inhuman Speed</div> <div> <p>If a wound is made, this unit may move up to 3 spaces.</p> </div> <div> <div>weapon • close combat</div>  <p>"There can be only one."</p> </div> <div>warrior</div>	<div>1100,000^k</div> <div>Cattle-Prod</div> <div>Stunning Jolt</div> <div> <ul style="list-style-type: none"> Incapacitate </div> <div> <div>weapon • close combat</div>  <p>"It was like this: zzzzzt, zzzzzt, zzzzzzzzzzzzzzzzzzzzzzzzzt!!!" -Professor Josiah</p> </div> <div>warrior</div>

<div>3600,000^k</div> <div>The Butros Bombardier</div> <div>Butros Blast Wave</div> <div> <p> strength from lower ground. If a wound is made, the wounded unit's team must randomly discard 1 power card. </p> </div> <div> <div>weapon • range 9</div>  </div> <div> <p> <i>"And from the heavens rained down a terrible hellfire, and in the air only one name was whispered: Butros."</i> <i>-Anonymous Storyteller</i> </p> </div> <div>  gunner </div>	<div>3600,000^k</div> <div>Portable Atom Splitter</div> <div>Mushroom Cloud</div> <div> <p> Splash Damage </p> </div> <div> <div>weapon • range 9</div>  </div> <div> <p><i>"I split on your grave."</i></p> </div> <div>  gunner </div>	<div>2400,000^k</div> <div>44,000 Magnum</div> <div>Big Bullet</div> <div> <p> Push Back Pushes back 2 spaces, or until the enemy unit contacts lava, a wall, or another unit. </p> </div> <div> <div>weapon • range 9</div>  </div> <div> <p><i>"Do you feel lucky, cyber punk?"</i></p> </div> <div>  gunner </div>	<div>2400,000^k</div> <div>88 Barreled Glass Gun</div> <div>Glass Rain</div> <div> <p> Splash Damage </p> </div> <div> <div>weapon • range 9</div>  </div> <div> <p><i>"88 Barrels of Glass in your face."</i></p> </div> <div>  gunner </div>	<div>2400,000^k</div> <div>Neutron Incinerator</div> <div>Neutron Beam</div> <div> <p>Hits all enemy units in a straight line of 12 spaces.</p> </div> <div> <div>weapon • range 12</div>  </div> <div> <p><i>"Give me the code key, Howard."</i></p> </div> <div>  gunner </div>
<div>2400,000^k</div> <div>Supercharged Street Sweeper</div> <div>Super Sabot Shell</div> <div> <p>If a wound is made, the wounded unit's team must randomly discard 1 power card.</p> </div> <div> <div>weapon • range 9</div>  </div> <div> <p> <i>"You can be a king or the Grim Reaper, but you're going down from a hit with the Supercharged Street Sweeper."</i> </p> </div> <div>  gunner </div>	<div>1200,000^k</div> <div>Heavy Flame Thrower</div> <div>Flame Jet</div> <div> <p>Hits all enemy units in a straight line of 9 spaces.</p> </div> <div> <div>weapon • range 9</div>  </div> <div> <p><i>"When one burns one's bridges, what a very nice fire it makes."</i></p> </div> <div>  gunner </div>	<div>1200,000^k</div> <div>Photon Cannon</div> <div>Blinking Flash</div> <div> <p>If a wound is made, the wounded unit's team must randomly discard 1 power card.</p> </div> <div> <div>weapon • range 9</div>  </div> <div> <p><i>"My eyes! These goggles, they do nothing!"</i></p> </div> <div>  gunner </div>	<div>1200,000^k</div> <div>Missile Launcher</div> <div>Rocket-Propelled Grenade</div> <div> <p> Splash Damage </p> </div> <div> <div>weapon • range 9</div>  </div> <div> <p><i>"You're fired."</i></p> </div> <div>  gunner </div>	<div>100,000^k</div> <div>Gatling Gun</div> <div>Disregard for Ammo</div> <div> <p>Make 2 separate attacks.</p> </div> <div> <div>weapon • range 9</div>  </div> <div> <p><i>"I ain't got time to bleed."</i></p> </div> <div>  gunner </div>

<div>3</div> <div>600,000^k</div> <div>Bleach Syringe</div> <div>Vein Pain</div> <div> <div>Push Back</div> <div>Incapacitate</div> </div> <div> <div>weapon • close combat</div>  <div>"The Hippocratic Oath is for suckers." -Old Man Hobblere.</div> <div> <div>+</div> <div>medic</div> </div> </div>	<div>2</div> <div>600,000^k</div> <div>Hobblere's Healer</div> <div>Personal Shaman</div> <div>Each time this unit completes a movement phase. Heal up to two separate units by  vitae each.</div> <div> <div>equipment • range 4</div>  <div>Hobblere's shaman was often fastened to the old man's back, like a baby.</div> <div> <div>+</div> <div>medic</div> </div> </div>	<div>2</div> <div>400,000^k</div> <div>Ether Hose</div> <div>Anesthetized</div> <div> <div>Incapacitate</div> <div>Hits all enemy units in a straight line of 5 spaces.</div> </div> <div> <div>weapon • range 5</div>  <div>"Malpractice is really not that big a deal." -Dr. Charles Signozo</div> <div> <div>+</div> <div>medic</div> </div> </div>	<div>2</div> <div>400,000^k</div> <div>Hallucinogen Syringe</div> <div>Troubling Visions</div> <div>If a wound is made, you may move the wounded unit as many spaces as its movement allows. It may not be moved into lava.</div> <div> <div>weapon • close combat</div>  <div>"Your mind makes it real."</div> <div> <div>+</div> <div>medic</div> </div> </div>	<div>2</div> <div>400,000^k</div> <div>Formaldehyde Balloon</div> <div>Poisonous Preservatives</div> <div> <div>Ignore Line of Sight</div> <div> <div>Splash Damage</div> <div>Incapacitate</div> </div> </div> <div> <div>weapon • range 4</div>  <div>"Safety third!"</div> <div> <div>+</div> <div>medic</div> </div> </div>
<div>400,000^k</div> <div>Ostrich Tranq</div> <div>Chill Chicken</div> <div>Each time this unit completes a movement phase heal one unit by  vitae.</div> <div> <div>equipment • range 4</div>  <div>"Tranquility is the old man's milk."</div> <div> <div>+</div> <div>medic</div> </div> </div>	<div>200,000^k</div> <div>Speed Pack</div> <div>Tweaked Out</div> <div> <div>A</div> Once per turn, use an action phase to give one unit <div>3</div> movement until the end of your turn. </div> <div> <div>equipment • range 4</div>  <div>"The best part of waking up."</div> <div> <div>+</div> <div>medic</div> </div> </div>	<div>200,000^k</div> <div>Adrenaline Pack</div> <div>Epinephrine Rush</div> <div> <div>A</div> Once per turn, use an action phase to give one unit <div>3</div> strength and Push Back with any weapon, until the end of your turn. </div> <div> <div>equipment • range 4</div>  <div>"You took too much, man."</div> <div> <div>+</div> <div>medic</div> </div> </div>	<div>200,000^k</div> <div>Steroid Pack</div> <div>Suspicious Size Increase</div> <div> <div>A</div> Once per turn, use an action phase to give one unit <div>3</div> toughness and Cannot be Pushed Back and Cannot be Incapacited, until the beginning of your next turn. </div> <div> <div>equipment • range 4</div>  <div>"Once and for all, I did not use steroids or any other illegal substance."</div> <div> <div>+</div> <div>medic</div> </div> </div>	<div>1</div> <div>100,000^k</div> <div>Liquid Plumber Spray</div> <div>Chemical Corrosion</div> <div>Hits all enemy units in a straight line of 5 spaces.</div> <div> <div>weapon • range 5</div>  <div>"From the main line to the drain line."</div> <div> <div>+</div> <div>medic</div> </div> </div>

3

1,000,000^k

Van Damme

Tinted Windows

When any adjacent unit starts moving this unit may follow it. When the unit is done moving, move to any space adjacent to it.

vehicle



"I can't lose that damn van."



vehicle

3

1,000,000^k

Fan Hover Chariot

Chariots of Fire

➦ strength when attacking with a close combat weapon.

vehicle



"How frugal is the chariot that bears a human soul."



vehicle

1

3

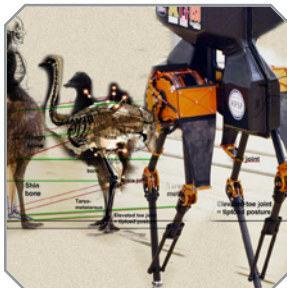
1,000,000^k

Cybernetic Ostrich Legs

Powered Prosthetic

This unit may move over walls and enemy units.

vehicle



Dr. Signozo's questionable and illegal ostrich research is still being used to develop new technology.



vehicle

2

600,000^k

Plutonium's Nuclear Steamroller

Lava Laminate

1 toughness when standing in the lava. This unit is unharmed by lava and may move through it as normal.

vehicle



"Patrick Plutonium was a genius." -Gary Grobeck



vehicle

1

2

600,000^k

Vimana

Mercury Gyroscope

vehicle



"The flying vimana of Rama was set down as but a dream..."



vehicle

3

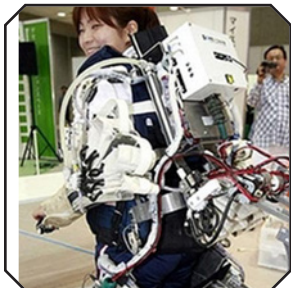
1,000,000^k

Robotic Exo-Skeleton

Astounding Engineering

➦ strength when attacking with a ranged weapon.

suit



"A robot should injure a human being, and, through direct action, eliminate them if possible."



armor

2

600,000^k

Bejeweled Cod Piece

God Save the Queen

1 toughness against close combat weapons.

suit



"Is that thing bejeweled, or are you just happy to see me?"



armor

2

600,000^k

Portable Fallout Shelter

The End is Nigh

1 toughness against ranged weapons.

suit



"The grave is still the best shelter against the storms of destiny."



armor

2

2

600,000^k

Hyperbranched Aramid Blast Suit

Three-Layer System

suit



"The materials are strain-rate sensitive, see, so the faster something hits it, the stronger it gets."



armor

2

600,000^k

Rocketeer Pack

Frequent Flyer

This unit may move over walls, enemy units, lava, and may move onto the tower without using the bridges. This unit is still harmed by the lava and can be pushed into it as normal.

suit



"And on the right hand side, you'll see a tower surrounded by lava."



armor

2

400,000^k

Cyber Suit

Magnetic Field

Cannot be Pushed Back.

suit



The legendary Gary Grobeck preferred the Cyber Suit and was even rumored to have worn it around his flat.



armor

2

400,000^k

Symbiotic Shell

Cellular Regeneration

A Use an action phase to heal this unit by vitae.

M Use a movement phase to heal this unit by vitae.

suit



"You're a parasite for sore eyes."



armor

2

400,000^k

The Butros Suit

Ricochet Rebound

Payback

When this unit is attacked by a close combat weapon, the attacker is hit with a strength ranged attack.

suit



Butros also wore his suit as protection from the many species of bees that buzz about the DD-22 desert-scape.



armor

2

400,000^k

Inverted Iron Maiden

The Maiden's Revenge

Payback

When this unit is attacked by a close combat weapon, the attacker is hit with a strength close combat attack.

suit



"Inverting this Iron Maiden was the best idea you've ever had."



armor

1

400,000^k

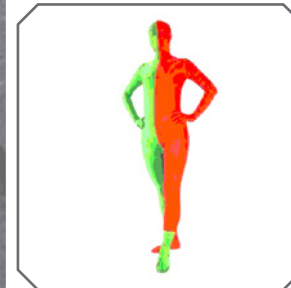
Option Suit

Option Adoption

A Use an action phase to gain a movement phase.

M Use a movement phase to gain an action phase.

suit



"Option Suit Baby!"
- Gary Grobeck



armor

1

300,000^k

Titanium Armor

Titanium Plating

1 toughness against close combat weapons.

suit



"Safety first."



armor

1

300,000^k

Kevlar Kombat Suit

Kuality Kraftsmanship

1 toughness against ranged weapons.

suit



"I'm lucky this thing is so well made."



armor

1

200,000^k

Kamikaze Vest

Extreme Measures

A Use an action phase to wound all adjacent enemy units by vitae automatically. This unit is also wounded by vitae automatically.

suit



"Stylish evening wear for the man with nothing to lose."



armor

1

100,000^k

Bullet Proof Vest

suit



"Because dodging takes effort."



armor

1

100,000^k

Rabid Ostrich Hide

suit



"He behaved like an ostrich and put his head in the sand, thereby exposing his thinking parts."



armor

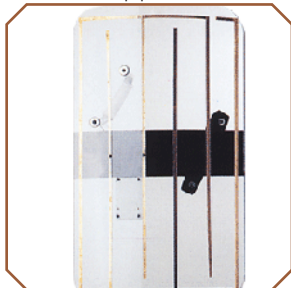
<div>4</div> <div>1,000,000^k</div> <div>Blight Saber</div> <div>Withering Blights</div> <div> Incapacitate </div> <div> weapon • close combat </div> <div> equipment <p>"And I shall blight thy brow with blotch and blister."</p> </div>	<div>1</div> <div>400,000^k</div> <div>Microprocessor Weapon Upgrade</div> <div>Technical Advancement</div> <div> Push Back with any weapon. </div> <div> equipment </div> <div> equipment <p>"One of the first rules of science is if somebody delivers a secret weapon to you, you better use it."</p> </div>	<div>1</div> <div>400,000^k</div> <div>Neuro-Muscular Nanobot Implants</div> <div>Precision Decisions</div> <div>Cannot be Pushed Back.</div> <div> equipment </div> <div> equipment <p>"I'd take precision any day over power."</p> </div>	<div>4</div> <div>400,000^k</div> <div>Secondary Heart</div> <div>Cardiac Unrest</div> <div> </div> <div> equipment <p>"Two hearts. Two hearts that beat as one."</p> </div>	<div>2</div> <div>600,000^k</div> <div>Mechanized Bee Decoy</div> <div>Tragic Picnic</div> <div> When this unit is attacked by an adjacent unit and is not wounded, the attacker is wounded by vitae automatically. </div> <div> equipment </div> <div> equipment <p>"Hope you brought your epi-pen."</p> </div>
<div>2</div> <div>400,000^k</div> <div>Judo Memory Implant</div> <div>Uchi Mata</div> <div> When this unit is attacked by an adjacent unit and not wounded, the attacker is Pushed Back. </div> <div> equipment </div> <div> equipment <p>"When you're out for justice because your beliefs are under siege, realize that you are marked for death and become hard to kill."</p> </div>	<div>★</div> <div>600,000^k</div> <div>Holo-Emitter</div> <div>Holographic Double</div> <div> When this unit is attacked, draw 1 power card and add its value to your defense value for this attack, then discard that power card. </div> <div> equipment </div> <div> equipment <p>"Hahaha! You think this is the real Quaid? It is."</p> </div>	<div>★</div> <div>600,000^k</div> <div>Confusion Array</div> <div>Over-stimulation</div> <div> When this unit is attacked, randomly discard 1 power card from the attack. That power card is still added to the attack value for other units hit by the attack. </div> <div> equipment </div> <div> equipment <p>"I find tinsel disorienting."</p> </div>	<div>1</div> <div>300,000^k</div> <div>Medical Pager</div> <div>Medical Emergency</div> <div> When one or more of your other units are wounded, you may move up to spaces, then if adjacent to the wounded units, you may heal them by vitae each. </div> <div> equipment </div> <div> equipment <p>"There's a horse in the hospital!"</p> </div>	<div>1</div> <div>300,000^k</div> <div>Jerry-Rigged Alarm System</div> <div>Alarm Bells</div> <div> When one of your control points is captured, you may immediately move up to spaces. </div> <div> equipment </div> <div> equipment <p>"Even the rustling of leaves will alarm the hare."</p> </div>

1

200,000^k**Plasma-Powered Riot Shield***Power Play*

Gives all adjacent friendly units **1** toughness.

equipment



"Passion is the mob of the man, that commits a riot upon his reason."



equipment

1

200,000^k**Human Shield***Somebody's Baby*

1 toughness for each adjacent friendly unit.

equipment



"Only a life lived for others is worth living."



equipment

2

400,000^k**Hobbleron's Visor***Phase Shift*

This unit may move through walls and enemy units.

equipment



"As I placed the creation on my head, my body became a mass of swimming particles, one and not one at once." -Old Man Hobbleron



equipment

2

400,000^k**Displacer Helm***Out of Sync*

When attacked and not wounded, you may move up to **3** spaces.

equipment



"Death is a displaced name for a linguistic predicament."



equipment

2

400,000^k**Sansatchel's Satchel***Courier Carry*

This unit may choose an adjacent unit from its team to pull along and place in any adjacent space at the end of its movement phase. No action is required.

equipment



"That satchel has got some serious cache, baby."



equipment

400,000^k**The Butros Boots***Butros Bound*

M Use a movement phase to move to any control point of your team's color.

equipment



"The man with the boots does not mind where he places his foot."

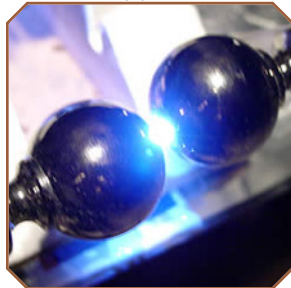


equipment

400,000^k**Hobbleron's Spatial Distortion Earmuffs***Worm Hole*

M Use a movement phase to move to any space adjacent to one of your other units.

equipment



"The mischievous Hobbleron also used his device for elaborate and sometimes hurtful pranks."



equipment

400,000^k**Sansatchel's Bifocals***Sansatchel's Sight*

Ignore line of sight with ranged weapons.

equipment



"I can see clearly now the acid rain is gone."

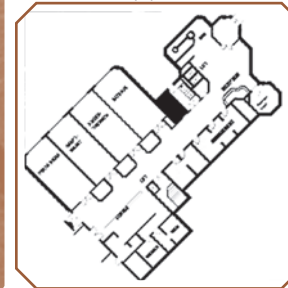


equipment

400,000^k**Plutonium's Perfect Plans***The Death Dome Redemption*

This unit may be released from jail by sacrificing 1 unit phase on your turn.

equipment



"These plans are perfect."



equipment

2

400,000^k**Intravenous Adrenaline Supply***Wired to the Gills*

Cannot be incapacitated.

equipment



"One hundred percent pure adrenaline!"



equipment