7TH - HACKER

Ability: hacking - 7th can hack: Cameras, electric doors, ventilation compartments.
* can distract enemies once per card, using a tin can.

"Before the rebellion I used to work here, YA' Know… I've created all the security systems of this F****** place."

DC
7

WHISPER - ASSSSIN

Ability: elimination - Whisper can eliminate: Enemies(Gaurds & Patrols), Switch on electricity and extinguish fire in barrels.

" You have no Idea how Many lives I've taken before those metal cans locked me here ."

DC
7

+1

PORTABLE CI

" Psst!!! Look at that thing! With This I can enter and change the source code of any electronics... Are you even listening?"

PERMANENT

+2

ELECTRIC PULSE

"Wow, Check this out! this little thing contains a bunch of energy,usually it is used as a backup power supply... But I can find it a better use now."

DISPOSABLE

+2

DE-OXIDIZER

"This will turn those barrels off..."

When thrown into a fire barrel and coming in contact with the heat, this devise sucks the oxygen around the fire, helping extinguishing it.

DISPOSABLE

+2

NEO-KNUCHLE

"This is really helpful ..."

*This energy knuckle cuts through the hard skin of the androids like a knife through butter.

PERMANENT

DRONE

Movement: Moves diagonally (three tiles per turn), according to the numbers on the map.

```
MHOST => 904.27.60.1;
LIFE_CENTER( V.3 ) {#########};
F.DRONE[ 2 ] = DETECT(VHOST);
IF(VHOST == TRUE) { ELIMINATE };
```

GAURD

Movement: Turns in place counter clock wise (once per turn), according to the numbers on the map.

```
MHOST => 673.31.47.9;
LIFE_CENTER( V.4 ) {#########};
F.GUARD[ 1 ] = DETECT(VHOST);
IF(VHOST == TRUE) { ELIMINATE };
```

PATROL

Movement: Follows his pattern (3 tiles per turn) on repeat. At the end of the pattern, turns Counter clock wise in the direction he is heading.

```
MHOST => 249.69.23.7;
LIFE_CENTER( V.2 ) {#########};
F.PATROL[ 0 ] = DETECT(VHOST);
IF(VHOST == TRUE) { ELIMINATE };
```