



Denizen of Machinas

Android

<Deck>
A deck can have any number of this card.

[Passive]
This minion cannot block.

BASIC



300

1



Denizen of Machinas

Android

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A deck can have any number of this card.

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Denizen of Machinas

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A deck can have any number of this card.

[Passive]
This minion cannot block.

BASIC



300

1



Guardian of Machinas

Android

[Passive]
This minion cannot block.
<Base> [At the End of Your Turn]
This mana enters the Active State.

RARE



100

1



Guardian of Machinas

Android

[Passive]
This minion cannot block.
<Base> [At the End of Your Turn]
This mana enters the Active State.

RARE



100

1



Guardian of Machinas

Android

[Passive]
This minion cannot block.
<Base> [At the End of Your Turn]
This mana enters the Active State.

RARE



100

1



Snow Mouse

Rodent

1
[When Summoned]
Restore 1 point to one of your Forces.
[Passive]
This minion enters the Rest State when it moves to the base.

COMMON



200

0

1



F · MINION Rodent

Snow Mouse

[When Summoned]
Restore 1 point to one of your Forces.

[Passive]
This minion enters the Rest State when it moves to the base.

COMMON 200 0

MACHINAS

1



F · MINION Rodent

Snow Mouse

[When Summoned]
Restore 1 point to one of your Forces.

[Passive]
This minion enters the Rest State when it moves to the base.

COMMON 200 0

MACHINAS

2



F · MINION Winged

Ring Raptor

[Passive]
This minion cannot be selected as a target for your opponent's Magic cards.

BASIC 300 1

MACHINAS

2



F · MINION Winged

Ring Raptor

[Passive]
This minion cannot be selected as a target for your opponent's Magic cards.

BASIC 300 1

MACHINAS

2



F · MINION Winged

Ring Raptor

[Passive]
This minion cannot be selected as a target for your opponent's Magic cards.

BASIC 300 1

MACHINAS

2



MAGIC

Reactive Shield

[Main]/[Flash]
One minion gains +300BP for the duration of this turn. If it is your opponent's turn, that minion enters the Active State.

BASIC

MACHINAS

2



MAGIC

Reactive Shield

[Main]/[Flash]
One minion gains +300BP for the duration of this turn. If it is your opponent's turn, that minion enters the Active State.

BASIC

MACHINAS

2



MAGIC

Reactive Shield

[Main]/[Flash]
One minion gains +300BP for the duration of this turn. If it is your opponent's turn, that minion enters the Active State.

BASIC

MACHINAS

2



F · MINION

Mad Jackuar Hunter

[When Destroyed]
Restore 1 point to one of your Forces.

BASIC WILD LAND 200 1

2



F · MINION

Mad Jackuar Hunter

[When Destroyed]
Restore 1 point to one of your Forces.

BASIC WILD LAND 200 1

2




F · MINION

Mad Jackuar Hunter

[When Destroyed]
Restore 1 point to one of your Forces.

BASIC WILD LAND 200 1

3



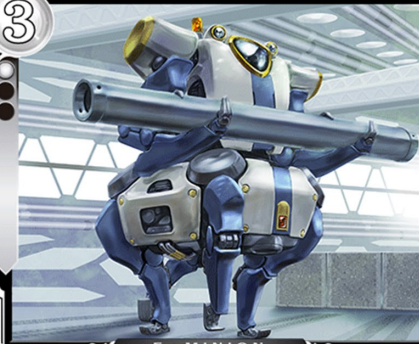
F · MINION

R-B7 Gravion Soldier

[Passive]
For each one of your Forces, this minion gains +200BP.

BASIC MACHINAS 200 1

3




F · MINION

R-B7 Gravion Soldier

[Passive]
For each one of your Forces, this minion gains +200BP.

BASIC MACHINAS 200 1

3



F · MINION

R-B7 Gravion Soldier

[Passive]
For each one of your Forces, this minion gains +200BP.

BASIC MACHINAS 200 1

3



MAGIC

Obliteration Beam

[Main]/[Flash]
Destroy one minion with a cost of 5 or higher.

BASIC MACHINAS

3



MAGIC

Obliteration Beam

[Main]/[Flash]
Destroy one minion with a cost of 5 or higher.

BASIC MACHINAS

3

MAGIC

Obliteration Beam

[Main]/[Flash]
Destroy one minion with a cost of 5 or higher.

BASIC

MACHINAS

4

F · MINION

D-13 Holy Quayd Soldier

Resurge
[On Your Opponent's Turn]
All your minions gain +200BP. This effect cannot stack.

RARE

MACHINAS

400 1

4

F · MINION

D-13 Holy Quayd Soldier

Resurge
[On Your Opponent's Turn]
All your minions gain +200BP. This effect cannot stack.

RARE

MACHINAS

400 1

4

F · MINION

D-13 Holy Quayd Soldier

Resurge
[On Your Opponent's Turn]
All your minions gain +200BP. This effect cannot stack.

RARE

MACHINAS

400 1

5

F · MINION

Killer Jackvar Hunter

[Passive]
Whenever this minion wins a battle against another minion, draw one card.

COMMON

MACHINAS

500 2

5

F · MINION

Killer Jackvar Hunter

[Passive]
Whenever this minion wins a battle against another minion, draw one card.

COMMON

MACHINAS

500 2

5

F · MINION

Killer Jackvar Hunter

[Passive]
Whenever this minion wins a battle against another minion, draw one card.

COMMON

MACHINAS

500 2

6

F · MINION

Combat Verda MK4 Android Android

[Passive]
For each one of your Forces, this minion gains +100BP/+1DP.

EPIC

MACHINAS

700 2

6



F · MINION

Combat Verda MK4 Android Android

[Passive]
For each one of your Forces, this minion gains +100BP/+1DP.

EPIC MACHINAS 700 2

6



F · MINION

Combat Verda MK4 Android Android

[Passive]
For each one of your Forces, this minion gains +100BP/+1DP.

EPIC MACHINAS 700 2

7




F · MINION

Nue - Beast of Death Chimera

[When Summoned]
Destroy one of your opponent's minions with 500BP or lower.

BASIC WILD LAND 600 2

7



F · MINION

Nue - Beast of Death Chimera

[When Summoned]
Destroy one of your opponent's minions with 500BP or lower.

BASIC WILD LAND 600 2

7



F · MINION

Nue - Beast of Death Chimera

[When Summoned]
Destroy one of your opponent's minions with 500BP or lower.

BASIC WILD LAND 600 2

8



F · MINION

Vicerave - The King Hunter

[On Your Turn]
Whenever one of your minions attacks, your opponent must block.

[On Your Turn]
Whenever this minion wins a battle, deal 1 damage to your opponent's Life and each of your opponent's Forces.

LEGEND MACHINAS 1000 2

10



F · MINION

Lord Alabaster - The Embattled Dragon

Charge

[When Attacking]
Deal 3 damage to your opponent's Life. For each Force your opponent has, this damage is reduced by 1.

LEGEND WILD LAND 1200 3

10



F · MINION

Lord Alabaster - The Embattled Dragon

Charge

[When Attacking]
Deal 3 damage to your opponent's Life. For each Force your opponent has, this damage is reduced by 1.

LEGEND WILD LAND 1200 3