

## Mecha Cards Ideas:

### A) Upgrade

- 1) Laser Gun (Attack Lv1): [A fancy powerful laser gun.] Attack: +2, Defend: +1, Evade: +0, AP=2
- 2) Last Stand (Defend Lv1): [A weird equipment that save your limb when HP goes down to or below 0. The limb is kept on 1 hp.] Attack: +0, Defend: +1, Evade: +1, AP=2
- 3) Blast Shield (Defend Lv2): [A cool solid blast shield.] Attack: +2, Defend: +2, Evade: +0, AP=3
- 4) Rare Alloy (Defend Lv2): [A good piece of rare alloy armor] Attack: +1, Defend: +2, Evade: +1, AP=3
- 5) Jet Packs (Evade Lv2): [A set of high quality jet pack.] Attack: +0, Defend: +1, Evade: +3, AP=3
- 6) Shapeshifter (Evade Lv3): [An incredible device to make you a shapeshifter.] Attack: +1, Defend: +1, Evade: +3, AP=4

### B) Event

- 1) Absorption (High): [All limbs steal 10 HP from your opponent.] HP +40, opponent HP -40, AP=5
- 2) Electric Bomb (Low): [Temporarily causes a limb paralyzed] Evade=0, AP=3
- 3) Restoration (Low): [Restore a discarded card from the deck], AP=3

### C) Skill

- 1) AP(action point)/HP(hit point)/Attack/Defend/Evade types: Hard-earned Endurance (Defend): [Defend +2, applies to all limbs], AP=5