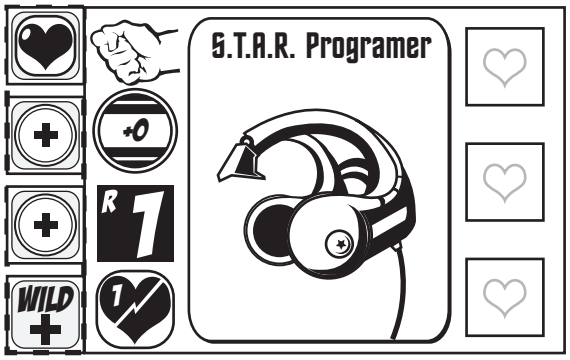
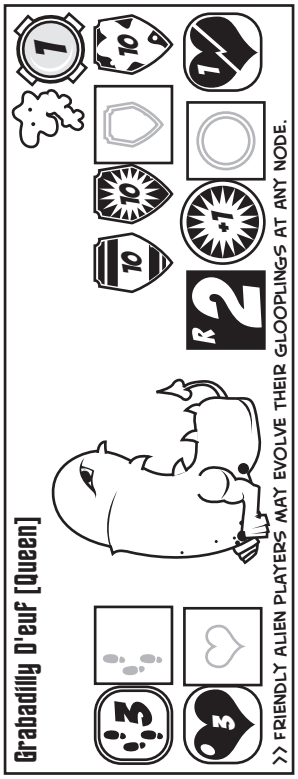
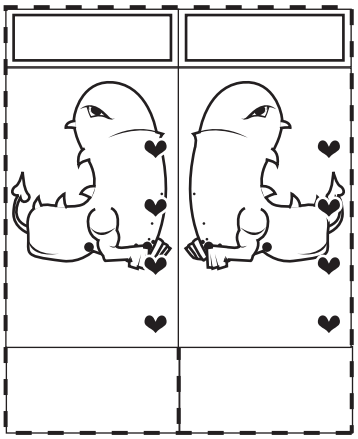



YOUR FREE UPGRADE TAB

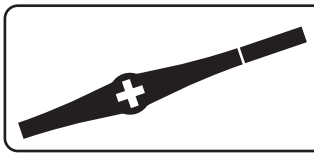
WILD



# Poor First Job Choice

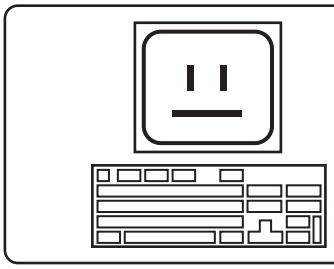
**Recharge Rod** 1
[Weapon]



WHEN YOU HIT YOUR TARGET, YOU GET ONE BATTERY.

R 1 +0 0

**Helper A.I.** 2
[Bonus]



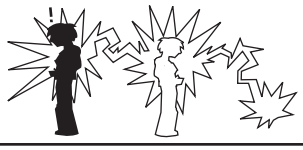
ALL DROIDS AND CONSOLES COST 1 FEWER BATTERIES FOR YOU TO ACTIVATE.

**Juiced Up** 3
[Bonus]

AS LONG AS YOU HAVE AT LEAST THREE BATTERIES, YOU GET:

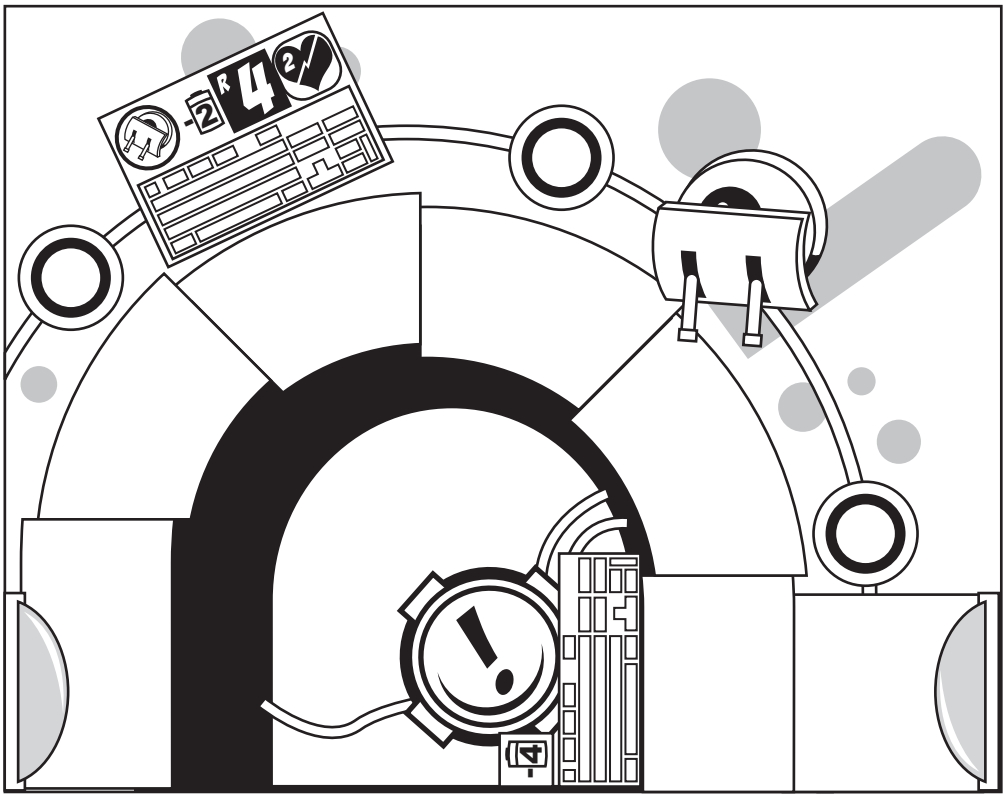
ALL +3

**Energy Drain** 4
[Flip Bonus]



ALL HUMAN PLAYERS LOSE 2 BATTERIES.

YOU GAIN A BATTERY FOR EACH ONE LOST WHEN YOU DO THIS.




THE ANY NODE CONSOLE CAN BE ANY NODE... FOR THE LOW LOW PRICE OF 4 BATTERIES.