

Sun Falcon

4



Robot

C++

Sun Falcon has air scout ability. It can reinforce one firewall card with 2 points in a round, before the opponent attacks. This can be done three times per game.


The Sun Falcon is a mythological bird of prey.

This is Cyurbia Police HQ to Sun Falcon. We have data flooding in of an illegal street Robogram duel. You are the closest patrol and we need eyes and sensors on the scene.

Standard 0036 Common

Wolf Pack

4



Robot

C++

Wolf Pack has multi-front attack ability. They can increase three command cards by 1 point during an attack. This can be done three times per game.


A wolf pack is the collective name for a group of wolves.

Arga the Alpha wolf was also the pack's peace-keeper and always there when Roukan played a trick on short-tempered Accalia.

Standard 0037 Common

Optimised Kernel

+1



Upgrade

C++

Improves all Energy commands by 1 point.


A kernel is the central part of most operating systems. It manages both the software and the hardware.

Kernel Panic! Kernel Panic! - Loudspeakers roared across the city, lights went out as the city-block mainframe crashed and everywhere people and robots were screaming...

Standard 0038 Common

Lossless Compression

+1



Upgrade

C++

New storage algorithm. Improves Robot's memory by 1.

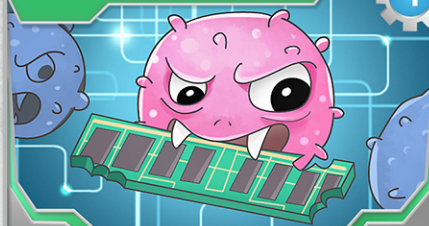
Lossless compression allows original data to be compressed and reconstructed without changes.

Elation flowed over PING Robot as her memory capacity was freed up by the latest compression algorithm...

Standard 0039 Common

Memory Resident Virus

-1



Upgrade

C++

Opponent Robot is infected. Lowers all Software commands by one point of the attacking opponent robot for each turn. Card strength can't go under one.

Memory Resident Virus hides inside a computer's RAM (memory) and can infect other opened files.

Have you had the latest anti-virus shots? You can get them free from CHS - Cyurbia Health System!

Standard 0040 Common

Magnetic Shield

1



Firewall

C++

Provides 1 defence point against Energy attacks.


Electromagnetic shielding protects electronic equipment from harmful fluctuations in Electromagnetic fields.

Reika smiled as her magnetic shield hummed. Her opponent's shields were down and victory was near.

Standard 0041 Common

Packet-Filtering

2



Firewall

C++

Provides 2 defence points against Software attacks.

Packet-filtering looks at incoming data and filters out anything harmful or unwanted.

"Thank you for saving me! My name is R0-B1734-893" said the little robot. "You're welcome R0-B17..... You have a long name. Is it okay if I call you 'Robi'?" - replied Reika. "That is fine, Robi is efficient" answered the little robot.

Standard 0042 Common

Reactive Armour

3



Firewall

C++

Provides 3 defence points against Matter attacks.

Reactive armour, responds to an attack to reduce any damage. Explosives are often used to disrupt an armour-piercing attack.

EGO the AI had no concept of matter firewalls. As a hologram, the concept was alien to it. It was like trying to explain a snowman to a desert nomad.

Standard 0043 Common

Gravity Well

3



Firewall

C++

Provides 3 defence points against Energy attacks.

A gravity well is a physics term for a black hole, a giant dying star with an inescapable gravitational field which sucks in and destroys everything that comes near.

PING robot threw all her energy at the Gravity well, but the black hole was insatiable,

Standard 0044 Common