

Eradicator (15) Final Action Cards

Eradicator:

Shock Pulse Emitter: Can go down to cooldown track 2 / blue boost adds a choice of 2 moves / Increase damage to 3 but make the second part -OR- (it was included originally)

Power Feedback Armor:

Increase dice to 2 / Adds [o] move / Increase red boost to pulling an enemy 3 squares closer to you. Also this used to be an EFFECT card, but now is a movement card.

