

Automatic Weapons Infantry 2*



Creature — Soldier B90

Ammunition 3

Remove an ammunition counter from Automatic Weapons Infantry, ☉: Automatic Weapons Infantry deals 1 damage to target attacking or blocking creature.

2/2

Beni Rose 1/45

Defend 1*



Instant B90

Kicker - Sacrifice a land.

Target creature you control gains protection from the color of your choice until end of turn. If you paid the Kicker cost, target permanent gains protection from the color of your choice until end of turn and draw a card instead.

Beni Rose 2/45

Defender GTI-12 3***



Creature — Machine Mech B90

Ammunition 2

Remove an ammunition counter from Defender GTI-12: target creature you control gains protection from the color of your choice until end of turn.

2/3

Beni Rose 3/45

Orbital Assult Force 5***



Creature — Machine Army B90

Flying, Trample, Haste, manufacture 15

9/9

Beni Rose 4/45

Rocket Launcher Infantry 1*



Creature — Soldier B90

Ammunition 1

Remove an ammunition counter from Rocket Launcher Infantry: Rocket Launcher Infantry deals 2 damage to target attacking or blocking creature.

1/2

Beni Rose 5/45

Siege Tank 2***



Creature — Machine Tank B90

3***: Put a siege counter on Siege Tank or remove one from it.

Siege Tank cannot attack or block if it has any siege counters on it.

T: Siege Tank deals 3 damage to target attacking or blocking creature. play this ability only if there is a siege counter on Siege Tank.

3/3

Beni Rose 6/45

Vanquish DB-9 5*



Creature — Machine Mech B90

First Strike, Vigilance, Manufacture 8

3/4

Beni Rose 7/45

Apache Assult Helicopter 2



Creature — Machine Helicopter B90

Flying, Ammunition 2

Remove an ammunition counter from Apache Assult Helicopter: Apache Assult Helicopter deals 1 damage to target creature blocking or blocked by it.

2/3

Beni Rose 8/45

Battlefield Technician 3



Creature — Soldier B90

Whenever a creature you control deals combat damage to a player you may draw a card and then choose and discard a card.

Creatures can't attack you unless their controller pays 1 for each creature attacking you.

1/3

Beni Rose 9/45

Command Chopper 2



Creature — Machine Helicopter B30

Flying, ammunition 2

☞, Remove an ammunition counter from Command Chopper : Draw a card then choose and discard a card.

2/1

Beni Rose 10/45

Consult 1



Instant B30

Buyback - Discard a card.
Draw a card.

Beni Rose 11/45

Destabilize X



Sorcery B30

Target creature gains fading. Put (6 - x) fade counters on it.

Beni Rose 12/45

Ice Ferret CRX-dx92 2



Creature — Machine Mech B30

Ammunition 4, Manufacture 9

☞, Remove an ammunition counter from Ice Ferret CRX-dx92: Tap target creature

4/3

Beni Rose 13/45

Master Pilots 2



Creature — Pilot B30

Machines you controll cannot be the targets of spells or abilities.
Master Pilots gets +2/+1 as long as you control any machines.

1/3

Beni Rose 14/45

Brutal Annihilation 3



Sorcery B30

Choose a creature in play, that creature is removed from the game.
You may remove a black card in your hand and pay 2 life instead of paying Brutal Annihilation's mana cost.

Beni Rose 15/45

Cloaking Mech 1



Creature — Machine Mech B30

Pay 1 life: remove Cloaking Mech from the game.
Pay 1 life: put Cloaking Mech into play. play this ability only if Cloaking Mech is removed from the game.

2/1

Beni Rose 16/45

Comanche, stealth chopper 3



Creature — Machine Helicopter B30

Flying
Comanche, stealth chopper cannot be the target of spells or abilities your opponents control.
Whenever Comanche, stealth chopper deals damage to a player put an ammunition counter on it.
Remove an ammunition counter from Comanche, stealth chopper: target creature gets -1/-1 until end of turn.

2/2

Beni Rose 17/45

Diablo GT-95 3



Creature — Machine Mech B30

Ammunition 3

1, Remove an ammunition counter from Diablo GT-95: Regenerate target machine.

3/2

Beni Rose 18/45

Greven's MechWarrior 3

Legendary Creature — Machine Mech **B90**

First Strike, Haste, Manufacture 11

Ahhh, much better than that stupid flagship. -Greven il-vec

6/5

Beni Rose 19/45

Secret Operations 2

Instant **B90**

Draw 4 cards, then shuffle up to 4 cards from your hand into your library. Lose 3 life for each card fewer than 4 that you shuffle in.

Beni Rose 20/45

Shadowalker SI-4 1

Creature — Machine Mech **B90**

Manufacture 4, Fear

When Shadowalker SI-4 is turned face up, you may pay 1, if you do, look at target player's hand and choose a non-land non-creature card, that player discards that card.

2/1

Beni Rose 21/45

Artillery Truck 2

Creature — Machine Artillery **B90**

Ammunition 3

Remove an ammunition counter from Artillery Truck: Artillery Truck deals 3 damage to target creature that has already been dealt damage this turn.

2/2

Beni Rose 22/45

Battlefield Veteran 3

Creature — Soldier **B90**

Ammunition 3, Vigilance Remove an ammunition counter from Battlefield Veteran, 1: Target creature can't block this turn.

2/3

Beni Rose 23/45

Fire Spitter GTI 1

Creature — Machine Mech **B90**

Ammunition 4

Remove an ammunition counter from Fire Spitter GTI, 1: Fire Spitter GTI deals 1 damage to target creature or player.

Beni Rose 24/45

Fire the Laser! 2

Instant **B90**

Fire the Laser! deals 2 damage plus 1 damage for each ammunition counter on permanents you control to target creature..

Beni Rose 25/45

Firebird GT-72 3

Creature — Machine Mech **B90**

Ammunition 3, Manufacture 10 Remove an ammunition counter from Firebird GT-72: Firebird GT-72 deals 1 damage to target creature.

When Firebird GT-72 is turned face up put an ammunition counter on it.

1/2

Beni Rose 26/45

Infer Structure Saboteur 1

Creature — Soldier **B90**

Kicker 2 and/or 1

When Infer Structure Saboteur comes into play if you paid the black kicker target player sacrifices a creature, and if you played the green kicker destroy target artifact or enchantment.

2/1

Beni Rose 27/45

Murcielago k-300 1 2 2

Creature — Machine Mech **B90**

Manufacture 7

When you play Murcielago k-300 from your hand it deals 3 damage to target player.

When Murcielago k-300 is turned face up it deals 2 damage to target creature.

2/2

Beni Rose 28/45

Gallardo k-175 1 1

Creature — Machine Mech **B90**

Manufacture 5

When Gallardo K-175 is turned face up you may search your library for a card with manufacture, reveal it, and put it into play face down, if you do shuffle your library afterwards.

2/2

Beni Rose 29/45

Jungle Operatives 1 1 1

Creature — Soldier **B90**

Ammunition 2

Your manufacture costs are reduced by 2.

Remove an ammunition counter from Jungle Operatives: put an ammunition counter on target permanent.

2/3

Beni Rose 30/45

Primal Pummeling 2 1 1

Sorcery **B90**

Kicker - Remove an ammunition counter from a creature you control Destroy target non-creature permanent, if you paid the kicker cost destroy target creature instead.

2/1

Beni Rose 31/45

Spyder SI-06 5 1 1

Creature — Machine Mech **B90**

Manufacture 10

Spyder SI-06 may block as though it had flying.

You may play Spyder SI-06 any time you could play an instant.

When Spyder SI-06 is turned face up you may pay $\{1\}$, if you do, it deals 4 damage to each creature with flying.

5/7

Beni Rose 32/45

Support Troops 1 1

creature — soldier **B90**

Ammunition 2

Remove an ammunition counter from Support Troops: add one mana of any color to your mana pool

2/1

Beni Rose 33/45

Supra GT-98 3 1

Creature — Machine Mech **B90**

Manufacture 6

When Supra GT-98 is turned face up, you may pay $\{1\}$, if you do, destroy target artifact or enchantment.

3/4

Beni Rose 34/45

Type R v-tec 4 1 1

Creature — Machine Mech **B90**

Ammunition 2, manufacture 9

Remove an ammunition counter from Type R v-tec: Target creature gets +2/+2 and gains trample until end of turn.

4/4

Beni Rose 35/45

Arctile Defender MX-5 2 * 1

Creature — Machine Mech **B90**

Ammunition 2

$1 * 1$, Remove an ammunition counter from Arctile Defender MX-5: Return target attacking or blocking creature to owners hand.

2/3

Beni Rose 36/45

Endless Reinforcements 3



Enchantment

At end of turn, if a creature was put into your graveyard from play that turn, you may search your library for a creature card, reveal it, and put it into your hand. Shuffle your library afterwards.

Beni Rose 37/45

Glare of the Master 1



Artifact

Counter target spell unless its controller sacrifices a creature. Draw a card.

Beni Rose 38/45

Plauge RX-8 3



Creature — Machine Mech

Ammunition 2
Remove an ammunition counter from Plauge RX-8: Plauge RX-8 deals 1 damage to each non-machine.

3/2

Beni Rose 39/45

Work Crew 1



Creature — Soldier

When Work Crew comes into play, you may search your library for any machine, reveal it, and put it into your hand. If you do, shuffle your library.

1/2

Beni Rose 40/45

Enforcer SRT-10 6



Artifact Creature — Machine Mech

Manufacture 12
0: Turn enforcer SRT-10 face down.

4/6

Beni Rose 41/45

Masterful Planning 6



Artifact

Manufacture x
You may turn Masterful Planning face up any time you could play instant.
Sacrifice masterful planning: counter target spell with converted mana cost X or less where X is equal to the number of construction counters on Masterful Planning when it was turned face up.

Beni Rose 42/45

Showdown of Titans 5



Artifact

3: Choose a creature you control and a creature you don't control, they deal damage equal to their power to each other.

Beni Rose 43/45

Stoic Slaughterer 8



Artifact Creature — Machine Mech

Ammunition 3, Manufacture 12
Remove an ammunition counter from Stoic Slaughterer: Stoic Slaughterer gains Flying, First strike, Trample, Haste, or Vigilance until end of turn.

7/6

Beni Rose 44/45

Ammunition Depot



Land

: Add one colorless mana to your mana pool
2: Put an ammunition counter on target permanent

Beni Rose 45/45