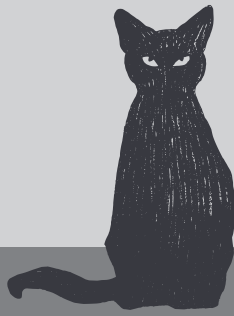


NINE
LIVES!



Robot: The Black Cat

He looks at every Playing Card he gets and sorts them into a 9's pile and an "all other cards" pile. He will always use cards from the "all other cards pile" unless it is empty, only then will he use 9's in regular play. When calculating Battle Score, he will keep turning up cards until he has a 18 or better. If he has a 9 and using it would give him an 18 or better Score, then he will play that 9. Sneaky cat!

Keep 9's here



All other cards here



QUEEN
OF THE
WITCHES



Robot: The Witch Queen

When she plays a Queen in a Skirmish, it counts as an Ace (her Queen ties an Ace to start a War and her Queen beats all other cards). When she plays a Queen in a Battle, it magically counts as a Queen (10) or an Ace (1 or 11) – whatever gets her the best Battle Score.

In Battle, she will turn up cards until getting an 18 or better Battle Score.



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ZOMBIE
NATION

Robot: The Zombie Nation

The Zombie Nation may plod along slowly, but it keeps going because of its ability to regenerate.

In a Battle, it turns up cards until it has a Battle Score of 16 or better. As soon as it has reached 16, any cards it has not turned up "regenerate" by returning them to the bottom of its Playing Card pile.

It is very difficult to wipe out The Zombie Nation in a War — it's best to whittle away at them slowly, skirmish by skirmish.

THE SUITS



Robot: The Suits

Send in The Suits! These accountants have the skill to fudge numbers and get away with it!

In a Skirmish, their card counts for 1 better than it shows, unless it is an ace in which case it is an ace. (A 2 counts as a 3, a Jack as a Queen, etc.)

In a Battle, they turn up cards until they have a Battle Score of 16 or better. Then they fudge the numbers and add 1 to the Battle Score (unless adding 1 would push it over 21, in which case they don't).