

Intruder



Emerging from the most surreal depths of your wicked spirit, this monstrosity – once finished – will be the most powerful weapon in your arsenal. With no will of its own but enough firepower to destroy entire armies and virtually impenetrable armor, it will pursue your goals to fulfillment.

Base values

420 ATK / 850 DEF / 700 HP

Costs

150.000 gold, 1500 weapons-grade steel, 50 gears, 25 batteries, 250 ball bearings, 10 hydraulic pumps, 35 chips, 1 motor, 1 AI system