

#### Body

#### Body

0 Sneak

+2 🗸 +2 📆

1 🖰 : 2 ื

1 🖰 : 🖒

1 🖰 🖒 : 1 🖫

2 🖒 🖒 : 2 🖫

 $1 \bigcirc$ : [1:1:X]+0:1d4 unarmed.

2 🖰 : Manipulate environment for cover

 $Rest \bigcirc : +1 \boxtimes per \bigcirc until SoT$ 

2  $\bigcirc$  : Change contents of hands. 2  $\bigcirc$  : +1  $\bigcirc$  (Interrupt) until SoT

#### Toolbelt

#### Belt

4 Belt Slots

#### Work Gloves

#### Gloves

+1 🗘

#### **Leather Boots**

#### Feet

#### +1 .

This bonus is reduced by 0.5 if you have any **Heavy** equipment.

06\$

#### Overalls

#### **Torso**

 $+2 \square$ 

+1 Belt Slot

06\$

# This One's Special

Any

2Pair 💯

Play as you use  $a \Rightarrow \boxed{1}$  ability. Replace one of the loaded tokens with a distinct marker. When this marker is expended as ammo, if the attack hits, it does  $2x \not \sim 1$  and is a **solid critical** hit. (If you rolled something that would otherwise have been critical, it does  $4x \not \sim 1$ .)

## Grenade!

1 Free Hand

1 ( )

Pair+1

10  $\bigcirc$ . Roll  $\bigcirc$  against  $4 + \bigcirc$ . For each 2 by which you fail (rounding up), the center deviates by 1.  $\square$  can reduce damage to 0.

1 **(** : 2d6-**[** ] ☆.

] Thrown

\$100

## Grenade!

1 Free Hand

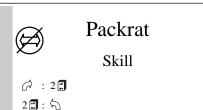
1 🖰

Pair+1

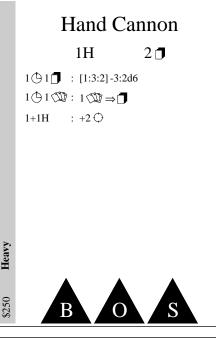
10  $\bigcirc$ . Roll  $\bigcirc$  against  $4 + \bigcirc$ . For each 2 by which you fail (rounding up), the center deviates by 1.  $\square$  can reduce damage to 0.

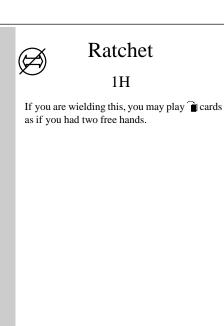
] Thrown

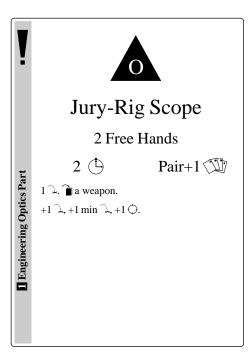
\$120

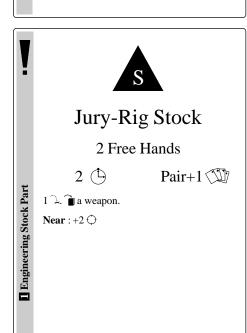


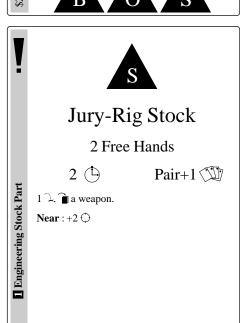
Use each ability at most once per turn.

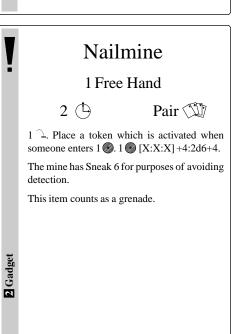


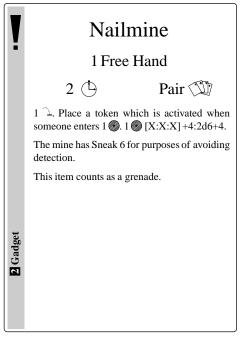












#### Smoke Grenade

#### 1 Free Hand

1 ( )

Pair 💯

10  $\bigcirc$  Roll  $\bigcirc$  against 4 +  $\bigcirc$  For each 2 by which you fail (rounding up), the center deviates by 1. can reduce damage to 0.

Creates a 1 smoke cloud. Any line of attack passing through the cloud is 3 , but you can fire out from the edge of the cloud at no penalty. Inside the cloud, you may start sneaking as if no enemy had LoS. Dissipates in 3 turns.

#### Smoke Grenade

#### 1 Free Hand

 $1 \stackrel{\frown}{\hookrightarrow}$ 

Pair 💯

10  $\bigcirc$  Roll  $\bigcirc$  against 4 +  $\bigcirc$  For each 2 by which you fail (rounding up), the center deviates by 1. can reduce damage to 0.

Creates a 1 smoke cloud. Any line of attack passing through the cloud is 3 , but you can fire out from the edge of the cloud at no penalty. Inside the cloud, you may start sneaking as if no enemy had LoS. Dissipates in 3 turns.

### **Utility Jacket**

**Torso** 

+3 🗸

+2 Belt Slots

#### One More

Any

Pair 💯

One of your weapons with no may make one additional attack, paying the normal (5) cost.

\$200

### One More

#### Any

Pair 🌃

One of your weapons with no may make one additional attack, paying the normal 🗅 cost.

#### WD-40

#### 2 Free Hands

2 (1)

3Kind 💯

1 \( \). This card \( \) a weapon. Grants a type B upgrade slot.

You may play this as you play an Engineering acard on the same target, in which cast this costs 0 ( and Pair ).

A mysterious lubricant dispensed by gas pressure from canisters, its manufacture has eluded even the most skilled technicians, and it can only be found in salvage. It has facilitated weapon modifications most would have thought impossible.

#### WD-40

#### 2 Free Hands

2 ( )

3Kind 💯

1 2. This card  $\widehat{\phantom{a}}$  a weapon. Grants a type B upgrade slot.

You may play this as you play an Engineering acard on the same target, in which cast this costs 0 ( ) and Pair ( ).

A mysterious lubricant dispensed by gas pressure from canisters, its manufacture has eluded even the most skilled technicians, and it can only be found in salvage. It has facilitated weapon modifications most would have thought impossible.

## **Duct Tape**

2 Free Hands

2 ( )

3Kind 🖤

1 \( \). This card \( \) a weapon. Grants a type O or type S upgrade slot, chosen when this card is played.

You may play this as you play an Engineering acard on the same target, in which case this costs 0 ( ) and Pair ( ).

2 Engineering

#### -3/8-

## **Duct Tape**

2 Free Hands

2 ( )

3Kind 💯

1 \(\). This card \(\) a weapon. Grants a type O or type S upgrade slot, chosen when this card is played.

You may play this as you play an Engineering acard on the same target, in which case this costs 0 ( and Pair ).

## Frag Grenade

1 Free Hand

1 🖰

Pair+1

10  $\bigcirc$  Roll  $\bigcirc$  against 4 +  $\bigcirc$  For each 2 by which you fail (rounding up), the center deviates by 1. can reduce damage to 0.

2 **(a)**: 1d6-**(a) (b) (c) (d) (d) (d) (d) (e) (e)** 

## Incendiary Grenade

1 Free Hand

Pair+1

10  $\bigcirc$ . Roll  $\bigcirc$  against 4 +  $\bigcirc$ . For each 2 by which you fail (rounding up), the center deviates by 1. can reduce damage to 0.

1 **②**: 2d6-**②** ☆, +1 On Fire token.

## Packrat II Skill

Your Minit is increased by 1.

# Incendiary

2 Engineering

Ammo 1 Free Hand

1 (4)

Pair 💯

1 \(\). Targets a gun in someone's hand. Activate a weapon's  $\Rightarrow \square$  ability up to 2 times. You may use your own cards as well as the target's to pay the reload costs. Instead of loading normal rounds, load Incendiary Ammo tokens. They are fired after currently loaded ammo. You may choose to unload the weapon when applying this card. This can't be used on weapons which require []]] to reload.

Incendiary Ammo tokens add 1 On Fire token to the enemy.

## Incendiary Ammo

1 Free Hand

1 ( )

Pair 💯

1 . Targets a gun in someone's hand. Activate a weapon's  $\Rightarrow \square$  ability up to 2 times. You may use your own cards as well as the target's to pay the reload costs. Instead of loading normal rounds, load Incendiary Ammo tokens. They are fired after currently loaded ammo. You may choose to unload the weapon when applying this card. This can't be used on weapons which require []]] to reload.

Incendiary Ammo tokens add 1 On Fire token to the enemy.

## Hollowpoint Ammo

1 Free Hand

1 ( )

Pair 💯

1 \(\). Targets a gun in someone's hand. Activate a weapon's  $\Rightarrow \square$  ability up to 2 times. You may use your own cards as well as the target's to pay the reload costs. Instead of loading normal rounds, load Hollowpoint Ammo tokens. They are fired after currently loaded ammo. You may choose to unload the weapon when applying this card. This can't be used on weapons which require []]] to reload.

Wound token to the enemy.

## Hollowpoint Ammo

1 Free Hand

1 🖰

Pair 💯

1 2. Targets a gun in someone's hand. Activate a weapon's  $\Rightarrow \square$  ability up to 2 times. You may use your own cards as well as the target's to pay the reload costs. Instead of loading normal rounds, load Hollowpoint Ammo tokens. They are fired after currently loaded ammo. You may choose to unload the weapon when applying this card. This can't be used on weapons which require [1]] to reload.

Hollowpoint Ammo tokens do  $+1 \iff$  and add 1 Wound token to the enemy.

-4/8-

4 Engineering



## Mechanic's Work Is Never Done

#### Skill

When you play an Engineering [!]] card, look at the top \int and place it on the top or bottom of П.

When you play a card that removes a cards, look at the top 2 [] as above (placing the two cards independently in either position in any order). This supersedes the above bonus.

: Draw a card you're looking at

## **Better Than** New

2 Free Hands

2 ( )

Pair+1

This card a weapon held by you or an adjacent ally. Up to 2  $\widehat{\blacksquare}$  on that weapon  $\Rightarrow$ ②. For each card removed in this way, put 1 on this.

If this card has  $1 \mid 7, +1 : \%$ .

If this card has  $2 \mid \mathbf{1}, +3 \nleq \mathbf{1}$ .

4 Engineering

4

## Fire Extinguisher

2 Free Hands

2 ( )

Remove all On Fire tokens from either 1 vehicle or up to 3 allies within 4 \(\frac{1}{2}\).

Fire Extinguisher

2 Free Hands

2 ( )

Remove all On Fire tokens from either 1 vehicle or up to 3 allies within 4 \(\text{2}\).

## **Quick Fix**

#### Any

Play as you play a a card on an ally's equipment. You may additionally remove one on the target.

## **Quick Fix**

#### Any

Play as you play a a card on an ally's equipment. You may additionally remove one on the target.

## Meta-Kludge

2 Free Hands

2 (1)

SStraight (III)

Up to two Kludge cards on you or an adjacent ally have their counters reset, as if they had just come into play.



## Thinking Ahead

#### Any

When using the Planning inspiration ability, you may look at the top 4 []. Draw 1, choose 1 to put on the top or bottom, and discard the other 2.

1( : When Considering Alternatives, you may keep one additional card.

4 Engineering

## **Ceramic Plating**

2 Free Hands

1 🖰

SStraight 🖤

1  $\bigcirc$ . This card  $\bigcirc$  a piece of armor and comes into play with 4  $\bigcirc$ .

-10 .

4 Engineering Kludge Armor Part

When you take damage, remove 1  $\boxed{1}$ . If you can't, this  $\Rightarrow \cancel{C}$ .

## **Ceramic Plating**

2 Free Hands

1 🕒

SStraight 💯

1  $\bigcirc$ . This card  $\bigcirc$  a piece of armor and comes into play with 4  $\bigcirc$ .

-10 않.

4 Engineering Kludge Armor Part

When you take damage, remove 1  $\square$ . If you can't, this  $\Rightarrow \square$ .

## Armor Modification

Any

2 🕒

Pair 🗯 : 1 🔍 This 📵 torso armor.

Pair (3): Place 1 on this. Do this only once, as this is being played.

This grants a type A slot. If there's  $\boxed{1}$  on this,  $+1 \boxed{1}$ .

5 Engineering

## Armor Modification

Any

2 ( )

Pair  $\mathfrak{D}$ : 1  $\mathfrak{L}$ . This  $\hat{\mathfrak{d}}$  torso armor.

Pair 🕽 : Place 1 🗖 on this. Do this only once, as this is being played.

This grants a type A slot. If there's  $\boxed{1}$  on this,  $+1 \boxed{1}$ .

+11

Improvised Remote Gun

Any

2 🖰

Pair 💯

As you play this, place a gun you're carrying on the ground in an adjacent hex and put a Remote token into one of your hands. All **Remote** cards you have share the same Remote token. It is 1H and non-transferrable.

You may use that weapon's basic attacks remotely as if it were in your hands. Turrets cannot be disarmed. If the turret is destroyed, the gun falls to the ground in that hex. Attacks are modified only by the weapon's intrinsic bonuses and your skills, not by your equipment. You may not target these attacks with inspiration cards. You may use the turret's  $\Rightarrow \boxed{1}$  ability only if you are adjacent.

The turret has  $6 \bigcirc$  and 25 HP, or 35 HP if the weapon is 2H.

HEAP Ammo

1 Free Hand

1 🖰

Pair+1

1 → Activate a weapon's ⇒ ☐ ability up to 2 times. You may use your own cards as well as the target's to pay the reload costs. Instead of loading normal rounds, load HEAP Ammo tokens. They are fired after currently loaded ammo. You may choose to unload the weapon when applying this card. This can't be used on weapons which require ☐ to reload.

HEAP Ammo tokens have 2 and do  $+ \swarrow$  equal to the target's  $\bigcirc$ .

Target's \( \subseteq \geq 4 : \text{On hit, add a Wound token} \)

Tune Up

Skill

Whenever you play a a card on a weapon, you may put this card under the weapon as if it were a a. It isn't a a, and can't be removed by any effect.

+1 🗘

**EoT**: Return this card to its owner.

Ĭ

**Rocket Boots** 

2 Free Hands

1 Φ µStraight 🎾

1 . This a **Feet** item.

 $0 \bigcirc$ : Activate this item. At EoT, this  $\Rightarrow \bigcirc$ .

When this item is activated, +3 **L**. Whenever you take a **L** action, you must immediately spend all of your **L**. You must move in a straight line, except that you may take one 60-degree turn. You may stop by hitting a wall or person, in which case all people involved take 1 Stun token.

6 Engineering Gadget

## Augmented Firing Mechanism

2 Free Hands

2 🗅

μStraight 💯

1 ⊋. 🚡 a weapon.

+1d6 ⅔, **Recoil** 1

6 Engineering Trigger Part

Thrown Consumable

You can only a weapon with a material projectile - not **Laser** or **Plasma**.

## Flechette Ammo

1 Free Hand

1 ( )

Pair+1

1  $\searrow$ . Activate a weapon's  $\Rightarrow$   $\boxed{1}$  ability up to 2 times. You may use your own cards as well as the target's to pay the reload costs. Instead of loading normal rounds, load Flechette Ammo tokens. They are fired after currently loaded ammo. You may choose to unload the weapon when applying this card. This can't be used on weapons which require  $\boxed{1}$  to reload.

The damage of Flechette Ammo tokens takes a penalty equal to the target's  $\bigcirc + \bigcirc \bigcirc$ .

If a Flechette Ammo token does damage, the target takes a Serious Wound token.

## Custom Semiautomatic

1H

8 🗖

1 🖰 1 🗍 : [1:5:1] +1:1d6

 $1 \bigoplus 2 \boxed{\phantom{1}} \quad : \ [1:5:1] - 1:1 d6x2$ 

 $2 \bigcirc N \bigcirc \square : N \bigcirc \square \Rightarrow \square$ 



## Sapphire IV Laser

1H 8 🗇

1 ⊕ 1 **1** : [1:8:1] +2:1d8- **1** ♦ ♦ ♦ ♦

If you hit, the target is marked. The mark is removed if the target moves, if you take damage, or at the end of your next action.

 $1 \bigcirc SStraight \bigcirc 3 : 4 \bigcirc 3 \Rightarrow \boxed{1}$ .

A sleek, silver metal tube with a trigger and a scope rail. CFIR-IV 1064 is engraved on the side

\$1450



## Frag Grenade

1H

1 ⊕: 10 → Roll ⊕ against 4 + → For each 2 by which you fail (rounding up), the center deviates by 1. 🔯 can reduce damage to 0.

 $2 \otimes : 1d6 - 2 \Leftrightarrow +2 \text{ Wound tokens.}$ 

#### Frag Grenade

1H

1 ⊕: 10 → Roll ⊕ against 4 + → For each 2 by which you fail (rounding up), the center deviates by 1. 🔯 can reduce damage to 0.

 $1 \otimes : 2d6 \otimes 2 , +2$  Wound tokens.

#### Grenade

1H

1 ⊕: 10 → Roll ⊕ against 4 + → For each 2 by which you fail (rounding up), the center deviates by 1. 🔯 can reduce damage to 0.

 $1 \otimes : 2d6 - \bigcirc \bigtriangleup$ .

#### Grenade

1H

1 ⊕: 10 →. Roll ⊕ against 4 + →. For each 2 by which you fail (rounding up), the center deviates by 1. 🔯 can reduce damage to 0.

1 **②**: 2d6-**□ ② 公**.

2 **(** : 1d6-**(** \( \frac{1}{2} \) \( \frac{1}{2} \).

Thrown Consumable

\$45

Thrown Consumable

\$85

\$45

Thrown Consumable

#### Grenade

#### 1H

 $1 \bigcirc : 10 \bigcirc .$  Roll  $\bigcirc$  against  $4 + \bigcirc .$  For each 2 by which you fail (rounding up), the center deviates by 1. an reduce damage to 0.

1 **(a)** : 2d6-**(** □ \( \pi \).

2 **(a)** : 1d6-**(1 (2 (3 (...**)

Thrown Consumable

#### 1H

Activate a weapon's  $\Rightarrow \Box$  ability. In paying the  $\bigcirc$  cost, you may use the top 3  $\bigcirc$ . If you have a free hand and this is in your belt, you may use this as if it were in your hand. Instead of loading normal rounds, load Incendiary Ammo tokens. They are fired after currently loaded ammo. You may choose to unload the weapon when applying this card. This can't be used on weapons which require []] to reload.

Incendiary Ammo tokens add 1 On Fire token to the enemy.

## Incendiary Ammo

Thrown Consumable

\$65

 $1 \bigcirc : 10 \bigcirc .$  Roll  $\bigcirc$  against  $4 + \bigcirc .$  For each 2 by which you fail (rounding up), the center deviates by 1. can reduce damage to 0.

Incendiary

Grenade

1H

1 **②**: 2d6-**③ ☆**, +1 On Fire token.

2 : +2 On Fire tokens. -1 per and per 3

## Incendiary Grenade

#### 1H

 $1 \bigcirc : 10 \bigcirc .$  Roll  $\bigcirc$  against  $4 + \bigcirc .$  For each 2 by which you fail (rounding up), the center deviates by 1. an reduce damage to 0.

## Incendiary Grenade

#### 1H

 $1 \bigcirc : 10 \bigcirc .$  Roll  $\bigcirc$  against  $4 + \bigcirc .$  For each 2 by which you fail (rounding up), the center deviates by 1. an reduce damage to 0.

1 **②**: 2d6-**□ △**, +1 On Fire token.

## Incendiary Grenade

\$50

Thrown Consumable

\$65

#### 1H

 $1 \bigcirc : 10 \bigcirc .$  Roll  $\bigcirc$  against  $4 + \bigcirc .$  For each 2 by which you fail (rounding up), the center deviates by 1. an reduce damage to 0.

 $1 \otimes : 2d6 - \bigcirc \circlearrowleft, +1 \text{ On Fire token.}$ 

## Analgesic **Quick Injector**

#### 1H

1( : 1 . Heal 3d6. If you have a medkit equipped, add its Medkit Bonus x 1.



Thrown Consumable

## Packrat I + II Skill

Your W limit is increased by 1.

2 🗊 : 🕤

Use each ability at most once per turn.

Thrown Consumable

Medical Consumable

\$65