Body

Body

0 Sneak

+2 ▨ +2 ▥

1 ⏱ : 2 ▟
1 ⏱ : ↷
1 ⏱ ↩ : 1 ▦
2 ⏱ ↩ : 2 ▦
1 ⏱ : [1:1:X] +0:1d4 unarmed.
2 ⏱ : Manipulate environment for cover
Rest ⏱ : +1 ▥ per ⏱ until SoT
2 ⏱ : Change contents of hands.
2 🂠 : +1 ▥ (Interrupt) until SoT
Max ⏱ : ◇ ⇒ ▯

$90

Toolbelt

Belt

4 Belt Slots

$90

Work Gloves

Gloves

+1 ◯

$100

Leather Boots

Feet

+1 ▟.

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

$90

Overalls

Torso

+2 ▨

+1 Belt Slot

$120

This One's Special

Any

2Pair 🂠

Play as you use a ⇒ ▯ 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 ✧ and is a **solid critical** hit. (If you rolled something that would otherwise have been critical, it does 4x ✧.)

Grenade!

1 Free Hand

1 ⏱   Pair+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 ● : 2d6-▨ ✧.
2 ● : 1d6-▨ ✧.

▯ **Thrown**

Grenade!

1 Free Hand

1 ⏱   Pair+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 ● : 2d6-▨ ✧.
2 ● : 1d6-▨ ✧.

▯ **Thrown**

Packrat

Skill

↪ : 2 🎴

2 🎴 : ↩

Use each ability at most once per turn.

Hand Cannon

1H   2 🔫

1 🕐 1 🔫 : [1:3:2] -3:2d6

1 🕐 1 🃏 : 1 🃏 ⇒ 🔫

1+1H   : +2 ◌

Heavy

$250

B O S

Ratchet

1H

If you are wielding this, you may play 🔫 cards as if you had two free hands.

Jury-Rig Scope

O

2 Free Hands

2 🕐   Pair+1 🃏

1 🔧 🔫 a weapon.

+1 🔧, +1 min 🔧, +1 ◌.

1 Engineering Optics Part

Jury-Rig Stock

S

2 Free Hands

2 🕐   Pair+1 🃏

1 🔧 🔫 a weapon.

Near : +2 ◌

1 Engineering Stock Part

Jury-Rig Stock

S

2 Free Hands

2 🕐   Pair+1 🃏

1 🔧 🔫 a weapon.

Near : +2 ◌

1 Engineering Stock Part

Nailmine

1 Free Hand

2 🕐   Pair 🃏

1 🔧. Place a token which is activated when someone enters 1 ◉. 1 ◉ [X:X:X] +4:2d6+4.

The mine has Sneak 6 for purposes of avoiding detection.

This item counts as a grenade.

2 Gadget

Nailmine

1 Free Hand

2 🕐   Pair 🃏

1 🔧. Place a token which is activated when someone enters 1 ◉. 1 ◉ [X:X:X] +4:2d6+4.

The mine has Sneak 6 for purposes of avoiding detection.

This item counts as a grenade.

2 Gadget

Smoke Grenade

1 Free Hand

1 ⏁   Pair 🂠

10 ⌇. Roll ⬡ against 4 + ⌇. 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.

2 Thrown

Smoke Grenade

1 Free Hand

1 ⏁   Pair 🂠

10 ⌇. Roll ⬡ against 4 + ⌇. 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.

2 Thrown

Utility Jacket

Torso

+3 ▨

+2 Belt Slots

$200

One More

Any

Pair 🂠

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

2

One More

Any

Pair 🂠

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

2

WD-40

2 Free Hands

2 ⏁   3Kind 🂠

1 ⌇. This card 🗜 a weapon. Grants a type B upgrade slot.

You may play this as you play an Engineering 🗜 card 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.

2 Engineering

WD-40

2 Free Hands

2 ⏁   3Kind 🂠

1 ⌇. This card 🗜 a weapon. Grants a type B upgrade slot.

You may play this as you play an Engineering 🗜 card 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.

2 Engineering

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 🗜 card on the same target, in which case this costs 0 ⏁ and Pair 🂠.

2 Engineering

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 📦 card on the same target, in which case this costs 0 🕐 and Pair 🃏.

2 Engineering

Frag Grenade

1 Free Hand

1 🕐   Pair+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 ⬤ : 2d6-🛡 ☆, 2 Wound tokens

2 ⬤ : 1d6-🛡 ☆, 1 Wound token

3 Thrown

Incendiary Grenade

1 Free Hand

1 🕐   Pair+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 ⬤ : 2d6-🛡 ☆, +1 On Fire token.

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

3 Thrown

Packrat II

Skill

Your 🃏 limit is increased by 1.

Incendiary Ammo

1 Free Hand

1 🕐   Pair 🃏

1 🔧. Targets a gun in someone's hand. 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 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.

3 Ammo

Incendiary Ammo

1 Free Hand

1 🕐   Pair 🃏

1 🔧. Targets a gun in someone's hand. 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 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.

3 Ammo

Hollowpoint Ammo

1 Free Hand

1 🕐   Pair 🃏

1 🔧. Targets a gun in someone's hand. 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 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.

Hollowpoint Ammo tokens do +1 ☆ and add 1 Wound token to the enemy.

3 Ammo

Hollowpoint Ammo

1 Free Hand

1 🕐   Pair 🃏

1 🔧. Targets a gun in someone's hand. 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 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.

Hollowpoint Ammo tokens do +1 ☆ and add 1 Wound token to the enemy.

3 Ammo

Mechanic's Work Is Never Done

Skill

When you play an Engineering ⬛ card, look at the top 🎴 and place it on the top or bottom of 🎴.

When you play a card that removes 🗡 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 🗡 on that weapon ⇒ ◇. For each card removed in this way, put 1 🗋 on this.

If this card has 1 🗋, +1 ✩.

If this card has 2 🗋, +3 ✩.

Engineering

Fire Extinguisher

2 Free Hands

2 🕐

Remove all On Fire tokens from either 1 vehicle or up to 3 allies within 4 �’.

Engineering

Fire Extinguisher

2 Free Hands

2 🕐

Remove all On Fire tokens from either 1 vehicle or up to 3 allies within 4 �’.

Engineering

Quick Fix

Any

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

Quick Fix

Any

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

Meta-Kludge

2 Free Hands

2 🕐　　　SStraight 🎴

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

Engineering

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.

Ceramic Plating

2 Free Hands

1 ⏱   SStraight 🎴

1 🔧. This card 🎯 a piece of armor and comes into play with 4 🔲.

-10 ✧.

When you take damage, remove 1 🔲. If you can't, this ⇒ ⬡.

4 Engineering Kludge Armor Part

Ceramic Plating

2 Free Hands

1 ⏱   SStraight 🎴

1 🔧. This card 🎯 a piece of armor and comes into play with 4 🔲.

-10 ✧.

When you take damage, remove 1 🔲. If you can't, this ⇒ ⬡.

4 Engineering Kludge Armor Part

Armor Modification

Any

2 ⏱

Pair 🎴 : 1 🔧. This 🎯 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 🔲 on this, +1 ▱.

5 Engineering

Armor Modification

Any

2 ⏱

Pair 🎴 : 1 🔧. This 🎯 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 🔲 on this, +1 ▱.

5 Engineering

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 ⇒ 🔲 ability only if you are adjacent.

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

5 Engineering Remote

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 ⊘ and do +✧ equal to the target's ▱.

Target's ▱ ≥ 4 : On hit, add a Wound token

6 Ammo

Tune Up

Skill

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

+1 ⬡

EoT : Return this card to its owner.

Rocket Boots

2 Free Hands

1 ⏱   μStraight 🎴

1 🔧. This 🎯 a **Feet** item.

0 ⏱ : Activate this item. At EoT, this ⇒ ⬡.

When this item is activated, +3 🥾. Whenever you take a 🥾 action, you must immediately spend all of your 🥾. 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 ✬, **Recoil** 1

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

⚙ Engineering Trigger Part

Flechette 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 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 🔫 to reload.

The damage of Flechette Ammo tokens takes a penalty equal to the target's ▧ + ▨.

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

Ammo

Custom Semiautomatic

1H   8🔫

1 ⏱ 1🔫 : [1:5:1]+1:1d6

1 ⏱ 2🔫 : [1:5:1]-1:1d6x2

2 ⏱ N 🃏 : N 🃏 ⇒🔫

$330

Sapphire IV Laser

1H   8🔫

1 ⏱ 1🔫 : [1:8:1]+2:1d8- ▧ ✬ ⊘

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 ⏱ 1🔫 : 2d6- ▧ ✬ against the marked target. The target is marked.

1 ⏱ SStraight 🃏 : 4 🃏 ⇒🔫.

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.

1 ● : 2d6- ▧ ✬, +2 Wound tokens.

2 ● : 1d6- ▧ ✬, +2 Wound tokens.

Thrown Consumable

$85

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 ● : 2d6- ▧ ✬, +2 Wound tokens.

2 ● : 1d6- ▧ ✬, +2 Wound tokens.

Thrown Consumable

$85

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 ● : 2d6- ▧ ✬.

2 ● : 1d6- ▧ ✬.

Thrown Consumable

$45

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 ● : 2d6- ▧ ✬.

2 ● : 1d6- ▧ ✬.

Thrown Consumable

$45

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 ● : 2d6-▨ ✩.

2 ● : 1d6-▨ ✩.

Thrown Consumable

$45

Incendiary Ammo

1H

Activate a weapon's ⇒ ▯ ability. In paying the 🃏 cost, you may use the top 3 ♧. 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.

Ammo Consumable

$50

Incendiary 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 ● : 2d6-▨ ✩, +1 On Fire token.

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

Thrown Consumable

$65

Incendiary 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 ● : 2d6-▨ ✩, +1 On Fire token.

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

Thrown Consumable

$65

Incendiary 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 ● : 2d6-▨ ✩, +1 On Fire token.

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

Thrown Consumable

$65

Incendiary 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 ● : 2d6-▨ ✩, +1 On Fire token.

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

Thrown Consumable

$65

Analgesic Quick Injector

1H

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

Medical Consumable

$65

Packrat I + II

Skill

Your 🃏 limit is increased by 1.

↪ : 2 🎲

2 🎲 : ↩

Use each ability at most once per turn.

Custom