

HEALTH PACK



When wounded but not killed, automatically remove all damage. Or, use an Auxiliary action to remove all damage.
1 Use.

DROP WALL



Place 2 Shield tokens that protect your cube. 1 Use.

EXPLOSIVE AMMO



Add +1 dice and +1 Wound to one ranged attack.
Cannot use with Explosive weapons, Lunge, or Grenades. 1 Use.

GRAPPLE SHOT



Make a free Speed 1 Advance into an adjacent cube.
Or, pick up an item or weapon in LOS from an adjacent cube.
1 Use.

ACTIVE CAMOUFLAGE



Full Shields = no LOS to you unless enemy is in your cube or adjacent cube. Partial Shields = -2 dice vs Ranged attacks. No Shields = -1 dice vs Ranged attacks. Ends when Sprint, Fight, or Shoot. 1 Use.

FRAG GRENADE

3
RANGE



Roll 3 (RA) to hit cube or scatter.
Roll 5 (4+) damage to all figures in cube.
Ignores 1 Armor.
Pins and knocks back in random direction. One use.

NEEDLER

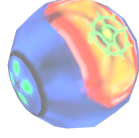
3
RANGE



Weight of Fire: May reroll 1 dice.
Lethal: +1 Wound.
Rapid Fire: Roll 4 dice. Unaffected by crouching.
Success = target loses 1 Shield and is pinned.

PLASMA GRENADE

3
RANGE



Roll 3 (RA) to hit cube or scatter.
Roll 4 (4+) damage to all figures in cube.
3+ successes = remove all Shields from 1 figure.
+1 Wound. Ignores 2 Armor.
Pins and knocks back in random direction. One use.