

QUANTUM TRANSLocator



Use when making an Advance or Sprint. Place token in starting cube. Until your activation's end, you can teleport back. Does not trigger breakaway.
1 Use.

HARDLIGHT SHIELD



Gain +1 Armor. Discard when you gain a Wound.

SHROUD SCREEN



Place in your cube or adjacent cube in LOS. Blocks LOS into, out of, and through this cube for the rest of the round. The cube itself may still be targeted. 1 Use.

OVERSHIELD



Add 1 Energy Shield to your figure.
Must be depleted first. Ends when depleted.
1 Use.

THREAT SENSOR



Pick any cube. For the rest of the round, friendly figures have LOS to that cube and all adjacent cubes and figures in them. 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.

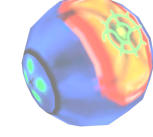
THRUSTER



Add +1 to your Speed for your next Advance or Sprint action. 1 Use.

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.