

DATA CUBE

You find a Data Cube, activating the cube shows a partial map of your area, and perhaps your objective's location.

You may use the Data Cube once and then it is discarded. Reveal the next 2 exploration cards and place the relevant board sections down. The Data Cube does not reveal the contents of these sections.



VALUE
300C
Back

USE ONCE AND THEN DISCARD

CREDITS

You find 20 hidden credits under some old parchment in one corner of the room.

Record the money on your Mission Record sheet then discard this card.



VALUE
20C
Back

RECORD THEN DISCARD

FORCE STAFF

The Psyker is able to use their Force Staff to draw on the powers of the Warp to enhance their abilities.

Using the powers drawn from the Warp, once per quest the Psyker is able to foresee incoming wounds. With this knowledge, the Psyker can cause all wounds inflicted on Warriors to be ignored during one turn.



VALUE
150C
Back

Psyker only

ONCE PER QUEST

DATASPIKE OVERRIDE

Pressing a button on the dataspike, an antenna type structure unfolds from the device. You realise this is an override variant.

The Dataspike Override, allows you once per mission, to override an enemies ranged weapon.

Choose an enemy target with a ranged weapon, and make an attack against another enemy with that weapons stats.



VALUE
90C
Back

ONCE PER QUEST

LOOT

LOOT

LOOT

LOOT