

POWER PACK

The Warrior finds an operating Power Pack underneath some loose rubble.

The Power Pack can be used with any Las based weapon. Using the extra Power the Power Pack provides, allows the Weapons strength to be increased by 1. The Pack has enough charge for 2 bursts of Power.

Roll 1D6 when using the extra power for a shot. On a roll of 1 the Power Pack burns out, and must be discarded.



VALUE
90C
Back

2 USES THEN DISCARD OR BURN OUT

MEDKIT

Nestled in a corner, the Warrior finds a Medkit, the contents inside appear to be undamaged.

There are enough supplies within the Medkit to heal two Warriors back to full Wounds. When the Medkit is first used, flip this card over, when the Medkit is used for a second time, discard this card.



VALUE
200C
Back

USE TWICE, THEN DISCARD

LOOT



SHOTGUN

Propped up against the wall you notice a shotgun, although battered it still works. The shotgun can fire with both 'solid' and 'scatter' modes, declare which before combat.

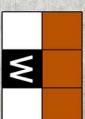


Solid Range: 4 Strength: 4

Scatter Range: 1 Strength: 2

Scatter allows the shotgun to hit multiple targets at melee range with a less powerful shot. Enemies in the orange squares are hit.

VALUE
65C
Back



SHADOW PENDANT

Your eyes fixate on the red gem encased in the pendant. A ghostly image seems to flash across it's surface as though it is trapped within.

The pendant contains the lifeforce of a Daemon, and can cause fear to any that stare into it's depths.

You may choose to use the pendant before attacking in melee. Roll 1D6 on a roll of 4-6 the enemy covers in terror and does nothing this turn. On a roll of 1, the Daemon's spirit spills into your own mind, lose 1 Willpower for the rest of the quest.



VALUE
315C
Back

ONCE PER QUEST

LOOT



LOOT

