

Memnon (2) Final Action Cards

Memnon:

K90 Rifle: Formerly: K90 CC gun / Added: If the enemy is within 4-7 [range] when hit, gain +1 [damage]

CQ Nano-Blaster: Changed Yellow Boost to: +2 [range]

0 Basic Interact



Deal [1] [damage] to an adjacent enemy - or - Interact with an adjacent object for [1] [energy] - or - Heal an adjacent unconscious character for [1] [heal]

Ability (basic)

0 Basic Move



Move [1] [move]

Ability (basic)

2 Rush



Move [3] [move] and then gain 1 [energy]. If you do not use all your available moves, gain 2 [energy] instead.

Ability

3 Hacking Device



Interact with an object within 4 [range] for [3] [energy]

+1 [energy]

You and an ally gain 1 [energy]

Gear (scanner)

3 K90 Rifle



Deal [1] [damage] to an enemy within 7 [range]. If the enemy is within 4-7 [range] when hit, gain +1 [damage]

+1 [damage]

Gain 2 [energy]

Weapon

2 CQ Nano-Blaster



Deal [2] [damage] to 2 enemies within 3 [range]

+1 [energy]

+2 [range]

Weapon

1 Enhanced Power Core



You have +1 [damage] to your K90 Rifle, K90 Repeater, and CQ Nano-Blaster. Gain 1 [energy] at the start of your turn.

Gain 2 [energy]

An ally gains 2 [energy]

Gear