

Vera top 4 and Sigyn bottom 4 - upgrade action cards

3 Decoy



Place tile on an empty within 3 . If enemies have LOS to this tile, they will try to get on top of it when moving (no change to their attacks).

The tile is not an object. Remove the tile after the enemy's turn where an enemy got on top of it, or when this card is returned.

Gear (deployable)

ND7 Rapidfire



Deal 2 to an enemy within 3 .

Must be played on top of ND7 Pistol while it is on the track (all other rules still apply).

Weapon (enhancement)

3 Auto-Medic Drone



Right before your free rest action, heal yourself and another character within 3 for 1 .

When this leaves your track, move an ally 3 .

Gear

2 P99 Bullpup



Move 2 , then deal 2 to an enemy within 4 , and then move 2 .

If the enemy is within 2 when hit, gain +2 .

Weapon

4 Annihilator Drone



Deal 5 to an enemy within [3] . You may spend 1 to gain +1 , or 2 to gain +2 and +2 .

After your free rest action, lose 1 and remove this card for the rest of the mission.

Weapon (once per mission)

1 Wakizashi Stabber



Deal 2 to an adjacent enemy.

This can be played on top of Katana Slashers. If it is, repeat this attack once on the same or another enemy (all other rules still apply).

Ability

1 Recovery Algorithm



Gain 1 and 1 and 1 .

This can be played on top of a card. If it is, you may perform 1 free rest action. This blocks any effect (all other rules still apply).

Ability

2 Synergy Connection



Gain 1 extra action once this turn. You choose the result of all you roll this turn (including this card).

After your free rest action, lose 2 and remove this card for the rest of the mission.

Ability (once per mission)