SALVAGE · CREDITS 1/4

CRED CHIP

TYPE	KEEP	IN DECK
Cred	No	4

- **+5 credits** to the team's purse.

Draw one when you search — PROVISIONAL

SALVAGE · CREDITS 2/4

CRED CHIP

TYPE	KEEP	IN DECK
Cred	No	4

- **+5 credits** to the team's purse.

Draw one when you search — PROVISIONAL

SALVAGE · CREDITS 3/4

CRED CHIP

TYPE	KEEP	IN DECK
Cred	No	4

- **+5 credits** to the team's purse.

Draw one when you search — PROVISIONAL

SALVAGE · CREDITS 4/4

CRED CHIP

TYPE	KEEP	IN DECK
Cred	No	4

- **+5 credits** to the team's purse.

Draw one when you search — PROVISIONAL

SALVAGE · CREDITS 1/3

CRED STICK

TYPE	KEEP	IN DECK
Cred	No	3

- **+10 credits** to the team's purse.

Draw one when you search — PROVISIONAL

SALVAGE · CREDITS 2/3

CRED STICK

TYPE	KEEP	IN DECK
Cred	No	3

- **+10 credits** to the team's purse.

Draw one when you search — PROVISIONAL

SALVAGE · CREDITS 3/3

CRED STICK

TYPE	KEEP	IN DECK
Cred	No	3

- **+10 credits** to the team's purse.

Draw one when you search — PROVISIONAL

SALVAGE · CREDITS 1/1

CRED CACHE

TYPE	KEEP	IN DECK
Cred	No	1

- **+25 credits** to the team's purse.

Draw one when you search — PROVISIONAL

SALVAGE · FOUND ITEM 1/3

MED-PATCH

TYPE	KEEP	IN DECK
Item	Yes	3

- One use. **1 action:** restore 2 HP to yourself or an adjacent hero.
- Can't heal Machines such as drones.

FOUND ITEM
Up to 4 per hero. Hand one to an adjacent hero: free, once per activation. Kept between missions.

Draw one when you search — PROVISIONAL

SALVAGE DECK · SHEET 1/3 · PRINT AT 100%

1 INCH

SALVAGE · FOUND ITEM 2/3

MED-PATCH

TYPE	KEEP	IN DECK
Item	Yes	3

- One use. **1 action:** restore 2 HP to yourself or an adjacent hero.
- Can't heal Machines such as drones.

FOUND ITEM
Up to 4 per hero. Hand one to an adjacent hero: free, once per activation. Kept between missions.

Draw one when you search — PROVISIONAL

SALVAGE · FOUND ITEM 3/3

MED-PATCH

TYPE	KEEP	IN DECK
Item	Yes	3

- One use. **1 action:** restore 2 HP to yourself or an adjacent hero.
- Can't heal Machines such as drones.

FOUND ITEM
Up to 4 per hero. Hand one to an adjacent hero: free, once per activation. Kept between missions.

Draw one when you search — PROVISIONAL

SALVAGE · FOUND ITEM 1/1

SPARE PARTS

TYPE	KEEP	IN DECK
Item	Yes	1

- One use. **1 action:** restore 2 HP to an adjacent drone.
- Can't restore a destroyed drone.

FOUND ITEM
Up to 4 per hero. Hand one to an adjacent hero: free, once per activation. Kept between missions.

Draw one when you search — PROVISIONAL

SALVAGE · FOUND ITEM 1/1

FRAG GRENADE

TYPE	KEEP	IN DECK
Item	Yes	1

- One use. **Attack action:** 3 attack dice, rolled once, against every figure in a 2×2 area within range 6, allies included.
- Each figure defends separately. Needs line of sight to one square.

FOUND ITEM
Up to 4 per hero. Hand one to an adjacent hero: free, once per activation. Kept between missions.

Draw one when you search — PROVISIONAL

SALVAGE · FOUND ITEM 1/1

SMOKE GRENADE

TYPE	KEEP	IN DECK
Item	Yes	1

- One use. **1 action:** a 3×3 area blocks line of sight for a round.

FOUND ITEM
Up to 4 per hero. Hand one to an adjacent hero: free, once per activation. Kept between missions.

Draw one when you search — PROVISIONAL

SALVAGE · FOUND ITEM 1/1

FLASHBANG

TYPE	KEEP	IN DECK
Item	Yes	1

- One use. **Attack action:** a 2×2 area within range 6. Each figure in it makes a Body check or is Stunned.

FOUND ITEM
Up to 4 per hero. Hand one to an adjacent hero: free, once per activation. Kept between missions.

Draw one when you search — PROVISIONAL

SALVAGE · INTEL 1/1

DATA SHARD

TYPE	KEEP	IN DECK
Intel	No	1

- The searcher gains **+1 AP** at the end of the mission.

Draw one when you search — PROVISIONAL

SALVAGE · NOTHING 1/2

PICKED CLEAN

TYPE	KEEP	IN DECK
Empty	No	2

- Someone got here first. You find nothing.

Draw one when you search — PROVISIONAL

SALVAGE · NOTHING 2/2

PICKED CLEAN

TYPE	KEEP	IN DECK
Empty	No	2

- Someone got here first. You find nothing.

Draw one when you search — PROVISIONAL

SALVAGE DECK · SHEET 2/3 · PRINT AT 100%

1 INCH

SALVAGE · BAD NEWS 1/3

PATROL

TYPE	KEEP	IN DECK
Bad	No	3

- The GM places one of the mission's **patrol** enemies (a Corporate Guard if it names none) at a reinforcement entry, or on a square no hero can see at least 6 squares from every hero.
- It first activates next round.

Draw one when you search — PROVISIONAL

SALVAGE · BAD NEWS 2/3

PATROL

TYPE	KEEP	IN DECK
Bad	No	3

- The GM places one of the mission's **patrol** enemies (a Corporate Guard if it names none) at a reinforcement entry, or on a square no hero can see at least 6 squares from every hero.
- It first activates next round.

Draw one when you search — PROVISIONAL

SALVAGE · BAD NEWS 3/3

PATROL

TYPE	KEEP	IN DECK
Bad	No	3

- The GM places one of the mission's **patrol** enemies (a Corporate Guard if it names none) at a reinforcement entry, or on a square no hero can see at least 6 squares from every hero.
- It first activates next round.

Draw one when you search — PROVISIONAL

SALVAGE · BAD NEWS 1/2

BOOBY TRAP

TYPE	KEEP	IN DECK
Bad	No	2

- A **trap attack** against the searcher: 3 attack dice.
- Defend normally; cover doesn't count.

Draw one when you search — PROVISIONAL

SALVAGE · BAD NEWS 2/2

BOOBY TRAP

TYPE	KEEP	IN DECK
Bad	No	2

- A **trap attack** against the searcher: 3 attack dice.
- Defend normally; cover doesn't count.

Draw one when you search — PROVISIONAL

SALVAGE · BAD NEWS 1/1

TRIPPED SENSOR

TYPE	KEEP	IN DECK
Bad	No	1

- The mission's **alarm effect** happens.
- If the mission has none, resolve this as **Patrol**.

Draw one when you search — PROVISIONAL

SALVAGE DECK · SHEET 3/3 · PRINT AT 100%

1 INCH