Create one 6 damage trap in an adjacent empty hex.

Gain 2 when the trap is sprung by an enemy.
Harmless Contraption

Summon Decoy

Heal 💧 2
Range ⚒ 3
Tinkerer
Flamethrower

**Attack** ⚔ 3

**WOUND** 🔥

**Shield** 🏛 1

Affect self and all adjacent allies
Tinkerer
Hook Gun

Attack ★★ 2
Range ★ 3
PULL 2

Loot ★★ 2
Ink Bomb

- Attack ★ 4
- Range ★ 3
- Gain 1 for each enemy targeted.

Move ★ 4
Tinkerer
Net Shooter

Attack ★★ 3
Range ★★★ 3
IMMOBILIZE

Gain ★ for each enemy targeted.

IMMOBILIZE

Target one adjacent enemy

Move ★★ 2
Tinkerer
Stun Shot

Attack ⭐ 1
Range ⭐ 3
STUN

Move ⭐ 4

20
Tinkerer
One adjacent ally may Recover all their discarded cards.
Restorative Mist

- Heal ⚛ 3
- Range ⚜ 3

Move ⚕ 2

Heal ⚛ 1
Affect all adjacent allies
Energizing Tonic

Heal ♦ 5

Range ♦ 2

Move ♦ 6
You and all adjacent allies add +1 Attack to all your Attacks this round.
Tinkerer
Toxic Bolt

Attack ★★ 2
Range ★★ 3
POISON

Attack ★★ 5
Range ★★ 2
Tinkerer
Reviving Shock

**Attack** ✴ 2
**Range** ✴ 3
**Target** ⚪ 2

**Heal** ⛵ 5
**Range** ✴ 2

042
Create one 2 damage POISON trap in an adjacent empty hex.

One ally within Range 2 may Recover one discarded card.

Up to two discarded cards instead.
Tinkerer
On your next four heal actions, add +2 Heal.
Stamina Booster

Heal ⚫ 4
Range ✖ 3

One ally within Range ✖ 3 may
Recover ✓ one lost card.

2

045
Disorienting Flash

**STUN**

- Range: 3
- Target: 2

**MUDDLE**

- Target all adjacent enemies

**Move**: 2

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046
Tinkerer’s Tools

1

Disarm one adjacent trap.

26

Create one STUN trap in an adjacent empty hex.
Tinkerer
Crank Bow

Attack ★ 6
Range ★ 5
Move ★ 4

048
Tinkerer
Dangerous Contraption

Summon Battle Bot

- Water: 6
- Air: 2
- Earth: 2
- Fire: -

Move 4

84
Tinkerer
Micro Bots

Heal ♦ 6
Range ♣ 3

Move ♣ 3
Loot ♦ 1
Tinkerer
Noxious Vials

Attack ⚔ 3
Range ⚔ 3
POISON 🔞
Gain 1 for each enemy targeted.

One adjacent ally may Refresh item.

One consumed item.

Cost: 75

Level: 5

Noxious Vials

051
Tinkerer
Disintegration Beam

Kill all enemies in the targeted area whose hit point value is equal to or less than 5.
Gain 1 for each enemy killed.

Move 2
DISARM
Target one adjacent enemy
Gas Canister

Create one 4 damage MUDDLE trap in an adjacent empty hex.

At the end of your next four turns, one ally within Range 3 may Recover one discarded card.
At the end of your next five turns, perform an “Attack ⚔ 2, Range ⚖ 5” action.
Murderous Contraption

Summon Kill Bot

- Attack: 4
- Range: 3
- Health: 6
- Mana: 3
- Poison: 3
- Bleed: -
Tinkerer
Curative Aerosol

Move 2
Heal 2
Range 1
Move 2
Heal 2
Range 1

Heal 4
Range 3
Target 2

056
Tinkerer
All summoned allies within Range 3 may perform Move +2 with you controlling the actions.
Harsh Stimulants

Attack ★★ 9

Suffer 2 damage.

All adjacent allies add +2 Attack ★★ to all attacks this round.

All adjacent allies suffer 2 damage.
Kill one adjacent normal or elite enemy.

Move 4

POISON

Target all adjacent enemies
Tinkerer
One ally within Range may Recover one lost card belonging to an ally adjacent to them.

One adjacent ally may Recover up to two of their lost cards, then lose two cards.

One ally within Range may Recover one lost card belonging to an ally adjacent to them.
Tinkerer