

Marine Misc Equipment

<u>Equipment</u>	<u>Type</u>	<u>Min Rank</u>	<u>Prerequisite</u>	<u>Honour Cost</u>	<u>Spend or Invest</u>	<u>Effects</u>
Untreated Serious Wound	Medical	1		0		-1 Wound box in location
Untreated Serious Wound (Head)	Medical	1		0		Marine cannot deploy
Repair Serious Wound (Head)	Medical	1		Marine Rank x 10	Spend	Miss one mission. Lose 1 MIND permanently. Requires a bionic brain to deploy marine.
Repair Serious Wound (Arms, Legs, Torso)	Medical	1		Marine Rank x 5	Spend	Removes Permanent damage effects from body part (including lost boxes) Not head
Vat Grown Replacement Limb	Medical	1		Marine Rank x 10	Spend	New normal arm or legs at health of one that was destroyed.
Bionic limb – crude	Medical	1		0		-1 die to checks using the arm, or -1 to move if legs
Bionic limb – standard	Medical	1		Marine Rank x 10	Invest	No change to attributes
Bionic limb – Advanced	Medical	1		Marine Rank x 20	Invest	+1 Soak in location
Bionic Brain Crude	Medical	1		0	Invest	-2 MIND -2 Action Points +1 Soak head
Bionic Brain Normal	Medical	1		Marine Rank x 20	Invest	No effect
Bionic Brain Advanced	Medical	1		Marine Rank x 50	Invest	+1 Soak head, +2 Mind (Medical) and Mind (Technical) checks
PhotonFlash Grenades	Combat	2		20	Invest	When moving out of combat, character can avoid one free hack from one enemy. Still must use withdraw to leave "locked in combat"
Arm mounted grenade thrower	Combat	2		20	Invest	Increase thrown grenade range from 8" to 12"
Jump Backpack	Utility	2	Jump Pack Training	50	Invest	Character gains Jump Trait
Toolkit Basic	Utility	1		free		Used to perform Mind (Technical) Checks
Medical Kit Basic	Utility	1		free		Used to perform Mind (Medical) Checks
Toolkit Improved	Utility	1	Improved Technical Training	20	Invest	+1 Mind (Technical) Checks
Medical Kit Improved	Utility	1	Improved Medical Training	20	Invest	+1 Mind (Medical) Checks
Toolkit Advanced	Utility	2	Advanced Technical Training	50	Invest	+2 Mind (Technical) Checks
Medical Kit Advanced	Utility	2	Advanced Medical Training	50	Invest	+2 Mind (Medical) Checks
Robotic Helper Arms	Utility	3	Techie Only	100	Invest	+2 Mind (Technical) Checks, stacks with a toolkit
Advanced Medical Bot	Utility	3	Medic Only	100	Invest	+2 Mind (Medical) Checks, stacks with a medical kit
Scanner Basic	Utility	1		free		Used to perform Mind (Spot) Checks
Scanner Improved	Utility	1	Improved Sensor Training	20	Invest	+1 Mind (Spot) Checks
Scanner Advanced	Utility	2	Advanced Sensor Training	50	Invest	+2 Mind (Spot) Checks
Bionic Eye Standard	Utility	2	Improved Sensor Training	50	Invest	Can use scanner without using any hands
Bionic Eye Advanced	Utility	4	Advanced Sensor Training	100	Invest	Can use scanner without using any hands. +2 on Mind (Spot) checks.

Marine Misc Equipment

<u>Equipment</u>	<u>Type</u>	<u>Min Rank</u>	<u>Prerequisite</u>	<u>Honour Cost</u>	<u>Spend or Invest</u>	<u>Effects</u>
Lucky Charm	Award	1		5*	Spend	Ignore the effects of one botch or mishap, the roll is still a failure.
Adamantium Cross	Award	1	5* Kills	10 *	Spend	Reroll one check
Neutronium Cross	Award	2	5* Kills	20 *	Spend	Reroll failures on one check
Xentronium Cross	Award	3	25* Kills	50*	Spend	Add one success to a check just made
Vermillion Heart	Award	2	Taken a serious wound	30*	Spend	+1 on a serious wound check on one location each game.
Adamantium Star	Award	2	10* Kills	50*	Spend	Make a basic attack as a bonus action once per game
Neutronium Star	Award	3	50* Kills	50*	Spend	Make an advance as a bonus action once per game
Xentronium Star	Award	4	100* Kills	100*	Spend	Make a full attack or full auto attack as a bonus action once per game
Xeno-Force Cross	Award	4	100 Kills	200	Spend	Gain 1 Action Point
Xeno-Force Star	Award	5	200 Kills	500	Spend	Once per game take an extra activation with this marine. Even in the alien turn.
Xeno-Force Shield	Award	3	250 Kills	50	Spend	Can use super heavy armour
Campaign Awards	Award	1	Completed Campaign	varies	Spend	varies
Adamantium Shield	Award	3		100*	Spend	Once per game on marine's activation use the award to heal (rank) toughness boxes from anywhere on marine.
Neutronium Shield	Award	4		100*	Spend	Reroll a hit location on this marine
Xentronium Shield	Award	5		400	Spend	Use once per game to completely cancel the damage from one attack.