

# PENANCE

## Complete Equipment Pool

Absolution Through Steel

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## Penance: Absolution Through Steel

**Version:** 2.0 (Revised Equipment System) **Last Updated:** October 11, 2025

### Equipment System Overview

#### Deck Composition

**Variable Deck Size = 10 Universal Core + 6 Faction Core + X Equipment + 2 Tactics**

Where X = total cards from equipped items

#### Equipment Slots (By Casket Class)

Casket Class	SP	Weapon Slot	Shield/ Offhand Slot	Accessory Slots	Total Equipment Cards
Scout (Light)	6	1	1	1	8-12 cards
Assault (Medium)	5	1	1	2	12-18 cards
Heavy	4	1	1	3	15-24 cards
Fortress	3	1 (can be 2- handed)	1	4	18-30 cards

# CATEGORY 1: WEAPONS

## Light Weapons (3-4 cards)

### DAGGER

**Card Count:** 3 cards **Crafting Cost:** 2 Scrap **Weight:** Light **Faction Restrictions:** None (Universal)

**Cards:** 1. **Stab** (1 SP, Melee): Deal 3 damage 2. **Deflect** (0 SP, Reactive): Reduce damage by 1 3. **Double-Strike** (2 SP, Melee): Deal 2 damage twice (two separate attacks)

### PISTOL

**Card Count:** 3 cards **Crafting Cost:** 3 Scrap **Weight:** Light **Faction Restrictions:** None (Universal)

**Cards:** 1. **Quick Shot** (1 SP, Ranged 1-4): Deal 2 damage 2. **Point Blank** (1 SP, Melee): Deal 4 damage, gain 1 Heat 3. **Reload** (1 SP, Utility): Draw 1 card

### HAND AXE

**Card Count:** 4 cards **Crafting Cost:** 2 Scrap **Weight:** Light **Faction Restrictions:** Dwarves, Orcs, Nomads

**Cards:** 1. **Chop** (2 SP, Melee): Deal 4 damage 2. **Hook** (1 SP, Melee): Deal 2 damage, pull enemy 1 hex toward you 3. **Throw** (2 SP, Ranged 1-3): Deal 3 damage, discard this card 4. **Retrieve** (1 SP, Utility): Recover 1 discarded Hand Axe card from discard pile

## Medium Weapons (5-6 cards)

### LONGSWORD

**Card Count:** 6 cards **Crafting Cost:** 4 Scrap **Weight:** Medium **Faction Restrictions:** None (Universal)

**Cards:** 1. **Slash** (2 SP, Melee): Deal 4 damage 2. **Thrust** (2 SP, Melee): Deal 3 damage, +2 damage if attacking from front arc 3. **Parry** (0 SP, Reactive): Reduce damage by 2, next attack this turn +1 damage 4. **Riposte** (1 SP, Reactive): When attacked in melee, deal 3 damage to attacker 5. **Pommel Strike** (1 SP, Melee): Deal 2 damage, target loses 1 SP next turn 6. **Guard Stance** (2 SP, Defense): +2 Defense until your next turn

### SPEAR

**Card Count:** 5 cards **Crafting Cost:** 3 Scrap **Weight:** Medium **Faction Restrictions:** None (Universal)

**Cards:** 1. **Thrust** (2 SP, Melee): Deal 4 damage 2. **Sweep** (3 SP, Melee AoE): Deal 3 damage to up to 2 adjacent enemies 3. **Brace** (2 SP, Defense): +3 Defense vs next melee attack 4. **Javelin Throw** (3 SP, Ranged 1-5): Deal 5 damage, discard this card 5. **Defensive Stance** (1 SP, Utility): Move up to 1 hex, +1 Defense until your next turn

### MACE

**Card Count:** 5 cards **Crafting Cost:** 4 Scrap **Weight:** Medium **Faction Restrictions:** Church, Dwarves, Orcs

**Cards:** 1. **Crush** (2 SP, Melee): Deal 4 damage 2. **Shield Break** (3 SP, Melee): Deal 3 damage, destroy 1 Shield card in target's hand 3. **Stun Strike** (3 SP, Melee): Deal 3 damage, target loses 2 SP next turn 4. **Overhead Smash** (4 SP, Melee): Deal 6 damage, gain 1 Heat 5. **Backswing** (2 SP, Melee): Deal 3 damage to target, 2 damage to adjacent enemy

## Heavy Weapons (6-9 cards)

### GREATSWORD

**Card Count:** 8 cards **Crafting Cost:** 6 Scrap **Weight:** Heavy (2-handed, blocks Shield slot) **Faction Restrictions:** Church, Elves, Nomads

**Cards:** 1. **Cleave** (3 SP, Melee AoE): Deal 5 damage to primary target, 3 damage to adjacent enemies 2. **Overhead Smash** (4 SP, Melee): Deal 7 damage 3. **Spinning Slash** (4 SP, Melee AoE): Deal 4 damage to ALL adjacent hexes 4. **Execute** (5 SP, Melee): Deal 8 damage if target has 10 HP or less 5. **Guard Break** (3 SP, Melee): Deal 4 damage, ignore all Defense buffs 6. **Pommel Bash** (1 SP, Melee): Deal 2 damage, push 1 hex 7. **Impale** (4 SP, Melee): Deal 6 damage, target cannot move next turn 8. **Defensive Sweep** (2 SP, Defense): +1 Defense, deal 2 damage to attackers in melee

### WARHAMMER

**Card Count:** 6 cards **Crafting Cost:** 5 Scrap **Weight:** Heavy **Faction Restrictions:** Church, Dwarves, Orcs

**Cards:** 1. **Crushing Blow** (2 SP, Melee): Deal 4 damage, Armor-Piercing 2. **Earthshaker** (4 SP, Melee AoE): Deal 5 damage to primary, 2 damage + push to adjacent enemies 3. **Backswing** (2 SP, Melee): Deal 3 damage twice (two targets) 4. **Forge Fury** (3 SP, Melee): Deal 3 damage + 1 per Heat you have (max +6), remove all Heat 5. **Armor Break** (3 SP, Melee): Deal 3 damage, target loses all Armor counters 6. **Slam** (3 SP, Melee): Deal 4 damage, target loses 1 SP next turn, gain 1 Heat

### HALBERD

**Card Count:** 7 cards **Crafting Cost:** 5 Scrap **Weight:** Heavy (2-handed) **Faction Restrictions:** Church, Orcs, Nomads

**Cards:** 1. **Thrust** (2 SP, Melee): Deal 4 damage 2. **Slash** (3 SP, Melee): Deal 5 damage 3. **Hook** (2 SP, Melee): Deal 3 damage, pull enemy 2 hexes toward you 4. **Trip** (2 SP, Melee): Deal 2 damage, target cannot move next turn 5. **Overhead Chop** (4 SP, Melee): Deal 7 damage 6. **Defensive Sweep** (1 SP, Defense): Deal 2 damage to all adjacent enemies 7. **Impale** (5 SP, Melee): Deal 8 damage, Armor-Piercing

## Ranged Weapons (4-7 cards)

### CROSSBOW

**Card Count:** 5 cards **Crafting Cost:** 4 Scrap **Weight:** Medium **Faction Restrictions:** None (Universal)

**Cards:** 1. **Aimed Shot** (2 SP, Ranged 2-6): Deal 4 damage 2. **Quick Shot** (1 SP, Ranged 2-4): Deal 2 damage 3. **Reload** (1 SP, Utility): Draw 1 card, remove 1 Heat 4. **Suppressing Fire** (3 SP, Ranged 2-6): Deal 2 damage, target loses 1 SP next turn 5. **Leg Shot** (3 SP, Ranged 2-6): Deal 3 damage, target's movement costs +1 SP next turn

### Longbow

**Card Count:** 4 cards **Crafting Cost:** 3 Scrap **Weight:** Light (2-handed) **Faction Restrictions:** Elves only

**Cards:** 1. **Rapid Fire** (1 SP, Ranged 2-5): Deal 2 damage 2. **Aimed Shot** (3 SP, Ranged 3-8): Deal 5 damage 3. **Volley** (4 SP, Ranged 3-6): Deal 3 damage to up to 3 targets 4. **Pierce Shot** (3 SP, Ranged 2-6): Deal 4 damage, Armor-Piercing, Bleed 1

### RIFLE

**Card Count:** 6 cards **Crafting Cost:** 6 Scrap **Weight:** Medium (2-handed) **Faction Restrictions:** Dwarves, Merchants, Nomads

**Cards:** 1. **Snipe** (3 SP, Ranged 4-10): Deal 6 damage, Armor-Piercing 2. **Burst Fire** (4 SP, Ranged 2-6): Deal 3 damage three times (same or different targets) 3. **Suppressing Fire** (2 SP, Ranged 2-8): Deal 2 damage, target loses 1 SP 4. **Reload** (0 SP, Utility): Draw 1 card 5. **Aimed Shot** (2 SP, Ranged 3-8): Deal 4 damage 6. **Hip Fire** (1 SP, Ranged 1-3): Deal 3 damage, gain 1 Heat

## Exotic Weapons (6-8 cards)

### CHAIN WHIP

**Card Count:** 6 cards **Crafting Cost:** 5 Scrap **Weight:** Medium **Faction Restrictions:** Church, Fae, Nomads

**Cards:** 1. **Lash** (2 SP, Ranged 1-2): Deal 3 damage, Bleed 1 2. **Grapple** (2 SP, Ranged 1-3): Pull enemy 2 hexes toward you 3. **Trip** (2 SP, Melee): Deal 2 damage, target cannot move next turn 4. **Disarm** (3 SP, Melee): Deal 2 damage, target discards 1 random weapon card from hand 5. **Strangle** (4 SP, Melee): Deal 4 damage, target loses 2 SP next turn 6. **Sweep** (3 SP, Melee AoE): Deal 3 damage to all adjacent enemies

### FLAIL

**Card Count:** 5 cards **Crafting Cost:** 4 Scrap **Weight:** Medium **Faction Restrictions:** Church, Orcs, Nomads

**Cards:** 1. **Wild Swing** (2 SP, Melee): Deal 4 damage, ignore Defense buffs 2. **Overhead Crush** (3 SP, Melee): Deal 5 damage, gain 1 Heat 3. **Chain Wrap** (2 SP, Melee): Deal 2 damage, target loses 1 SP next turn 4. **Momentum Strike** (4 SP, Melee): Deal 6 damage, gain 2 Heat 5. **Defensive Spin** (1 SP, Defense): +1 Defense until next turn

## CATEGORY 2: SHIELDS / OFFHAND

### Light Shields (2-3 cards)

#### BUCKLER SHIELD

**Card Count:** 2 cards **Crafting Cost:** 2 Scrap **Weight:** Light **Faction Restrictions:** None (Universal)

**Cards:** 1. **Quick Deflect** (0 SP, Reactive): Reduce damage by 1 2. **Shield Bash** (1 SP, Melee): Deal 2 damage, push 1 hex

#### DUELING DAGGER (Offhand)

**Card Count:** 2 cards **Crafting Cost:** 2 Scrap **Weight:** Light **Faction Restrictions:** Elves, Fae, Nomads

**Cards:** 1. **Parry** (0 SP, Reactive): Reduce damage by 1, next attack +1 damage 2. **Offhand Strike** (1 SP, Melee): Deal 2 damage

### Medium Shields (3-4 cards)

#### KITE SHIELD

**Card Count:** 3 cards **Crafting Cost:** 3 Scrap **Weight:** Medium **Faction Restrictions:** None (Universal)

**Cards:** 1. **Shield Block** (0 SP, Reactive): Reduce damage by 2 2. **Shield Charge** (2 SP, Melee): Move 2 hexes, deal 3 damage, push 1 hex 3. **Defensive Stance** (2 SP, Defense): +2 Defense until next turn



## Heavy Shields (4-5 cards)

### TOWER SHIELD

**Card Count:** 4 cards **Crafting Cost:** 4 Scrap **Weight:** Heavy **Faction Restrictions:** Church, Dwarves, Orcs

**Cards:** 1. **Iron Wall** (0 SP, Reactive): Reduce damage by 3, gain 1 Heat 2. **Shield Wall** (3 SP, Defense): Allies behind you gain +2 Defense until your next turn 3. **Advance** (2 SP, Movement): Move 2 hexes, +1 Defense this turn 4. **Hunker Down** (2 SP, Defense): +3 Defense, cannot attack until next turn

## CATEGORY 3: PLATING (Accessory Slot - Physical Hull Mods)

### ABLATIVE PLATING

**Card Count:** 3 cards **Crafting Cost:** 3 Scrap **Faction Restrictions:** None (Universal)

**Cards:** 1. **Reactive Armor** (0 SP, Reactive): When damaged, reduce by 1 and remove this card 2. **Shrapnel Burst** (1 SP, Reactive): When damaged, deal 2 damage to attacker 3. **Sacrificial Layer** (Passive): First damage you take each round is reduced by 1

### SPIKE PLATING

**Card Count:** 2 cards **Crafting Cost:** 2 Scrap **Faction Restrictions:** Orcs, Horde, Nomads

**Cards:** 1. **Thorn Defense** (Passive): Enemies in melee range take 1 damage when they attack you 2. **Charge Damage** (1 SP, Utility): Next movement: deal 2 damage to enemies you move through

## REINFORCED PLATING

**Card Count:** 3 cards **Crafting Cost:** 4 Scrap **Faction Restrictions:** None (Universal)

**Cards:** 1. **Damage Reduction** (Passive): All damage you take is reduced by 1 (minimum 1) 2. **Fortified Hull** (2 SP, Defense): +2 Defense until end of round 3. **Emergency Bulkhead** (0 SP, Reactive): Prevent 1 Component Damage, remove this card

## STEALTH PLATING

**Card Count:** 3 cards **Crafting Cost:** 4 Scrap **Faction Restrictions:** Elves, Fae, Nomads

**Cards:** 1. **Sensor Dampening** (Passive): Ranged attacks against you have -1 to hit 2. **Heat Signature Reduction** (1 SP, Utility): Remove 2 Heat 3. **Optical Camouflage** (3 SP, Defense): Cannot be targeted by ranged attacks until your next turn

## CATEGORY 4: SIGILS (Accessory Slot - Magical/Tech Enchantments)

### Universal Sigils

#### REPAIR SIGIL

**Card Count:** 2 cards **Crafting Cost:** 3 Scrap **Faction Restrictions:** None (Universal)

**Cards:** 1. **Emergency Repair** (2 SP, Utility): Recover 3 cards from discard pile 2. **Auto-Patch System** (Passive): At start of your turn, if below 10 HP, recover 1 card

#### HEAT SINK SIGIL

**Card Count:** 2 cards **Crafting Cost:** 2 Scrap **Faction Restrictions:** None (Universal)

**Cards:** 1. **Passive Cooling** (Passive): At end of your turn, remove 1 Heat 2. **Vent Boost** (1 SP, Utility): Remove 3 Heat, draw 1 card

## TARGETING SIGIL

**Card Count:** 3 cards **Crafting Cost:** 3 Scrap **Faction Restrictions:** None (Universal)

**Cards:** 1. **Aim Assist** (1 SP, Utility): Next attack this turn +2 damage 2. **Weak Point Scan** (2 SP, Utility): Look at target's hand, choose 1 card to discard 3. **Lock-On** (2 SP, Utility): Your next ranged attack ignores cover and range penalties

## Faction-Exclusive Sigils

### MARTYR'S BRAND (Church Only)

**Card Count:** 3 cards **Crafting Cost:** 5 Scrap **Faction:** Church of Absolution only

**Cards:** 1. **Redirect Damage** (0 SP, Reactive): Redirect attack targeting ally within 3 hexes to yourself 2. **Faith Shield** (2 SP, Defense): Ally within 2 hexes gains +2 Defense until your next turn 3. **Consecrated Aura** (Passive): Allies within 2 hexes recover +1 card when drawing

### FORGE-RUNE (Dwarves Only)

**Card Count:** 3 cards **Crafting Cost:** 5 Scrap **Faction:** Dwarven Clans only

**Cards:** 1. **Heat-to-Damage** (2 SP, Utility): Your next attack deals +1 damage per 2 Heat you have 2. **Runic Overcharge** (3 SP, Utility): Gain 2 Rune Counters, gain 2 Heat 3. **Component Protection** (0 SP, Reactive): Prevent 1 Component Damage, gain 1 Heat

### LIVING SEAL (Elves Only)

**Card Count:** 3 cards **Crafting Cost:** 5 Scrap **Faction:** Elven Verdant Covenant only

**Cards:** 1. **Regeneration** (Passive): At end of your turn, recover 1 card if you did not attack this turn 2. **Thorn Aura** (2 SP, Defense): Enemies adjacent to you take 1 damage at start of their turn 3. **Root Network** (3 SP, Utility): Summon vine wall (3 hexes), blocks movement, lasts 2 rounds

## DEATH MARK (Ossuarium Only)

**Card Count:** 3 cards **Crafting Cost:** 5 Scrap **Faction:** The Ossuarium only

**Cards:** 1. **Lifesteal** (Passive): Whenever you deal damage, recover 1 card (once per turn) 2. **Soul Harvest** (3 SP, Utility): Target enemy discards 3 cards, you recover 2 cards 3. **Corpse Fuel** (2 SP, Utility): When enemy is destroyed, recover 5 cards

## GLAMOUR SIGIL (Wyrd Conclave Only)

**Card Count:** 4 cards **Crafting Cost:** 6 Scrap **Faction:** The Wyrd Conclave only

**Cards:** 1. **Illusion** (2 SP, Defense): Next attack targeting you misses automatically 2. **Mirror Self** (3 SP, Utility): Create decoy, enemy must target decoy first 3. **Phase Step** (2 SP, Movement): Move up to 3 hexes, ignore terrain and enemies 4. **Bargain Token** (4 SP, Utility): Discard 5 cards, gain 5 SP immediately

## MUTATION SIGIL (Horde Only)

**Card Count:** 3 cards **Crafting Cost:** 5 Scrap **Faction:** Chitinous Horde only

**Cards:** 1. **Adaptive Evolution** (Passive): Each time you take damage, gain +1 damage permanently this mission 2. **Frenzy** (3 SP, Utility): Your next attack deals double damage, gain 3 Heat 3. **Bio-Regeneration** (2 SP, Utility): Recover 3 cards, gain 1 Taint

## SALVAGE SIGIL (Nomads Only)

**Card Count:** 2 cards **Crafting Cost:** 3 Scrap **Faction:** Nomadic Scrap-Takers only

**Cards:** 1. **Scavenge Corpse** (1 SP, Utility): When enemy destroyed, gain 1 Scrap token 2. **Field Repair** (2 SP, Utility): Spend 2 Scrap tokens, recover 5 cards

CONTRACT SIGIL (Merchants Only)

**Card Count:** 3 cards **Crafting Cost:** 5 Scrap **Faction:** Merchant Guilds only

**Cards:** 1. **Debt Marker** (2 SP, Utility): Mark target enemy, your attacks vs marked target +2 damage 2. **Bounty Hunter** (Passive): When marked target is destroyed, gain 3 Scrap tokens 3. **Credit Line** (4 SP, Utility): Spend 3 Scrap tokens, draw 5 cards

CRAFTING COSTS SUMMARY

Tier	Equipment Type	Card Count	Scrap Cost	Examples
Basic	Light weapons, shields	2-3 cards	2 Scrap	Dagger, Buckler
Standard	Medium weapons, plating	4-6 cards	3-4 Scrap	Longsword, Crossbow, Kite Shield
Advanced	Heavy weapons, sigils	6-8 cards	5-6 Scrap	Greatsword, Warhammer, Rifle
Faction	Exclusive sigils/ weapons	3-4 cards	5-6 Scrap	Forge-Rune, Martyr’s Brand

# SMELTING & SALVAGE

## Smelting Equipment

When you no longer need equipment: - **Smelt** equipment → Remove all cards from deck - Gain **Scrap Tokens**: 1 Scrap per 2 cards smelted (round down) - Minimum 1 Scrap (even if only 2-card equipment)

**Example:** - Greatsword (8 cards) → Smelt → Gain 4 Scrap - Dagger (3 cards) → Smelt → Gain 1 Scrap

## Salvaging Enemy Equipment

When you destroy an enemy Casket: - Roll 1d20 on **Salvage Table** - On 15+, recover 1 random equipment card from their deck - That equipment can be used even if your faction cannot craft it

**Looted Gear Rules:** - Cannot be repaired/upgraded (no Research) - If destroyed, gone forever (cannot re-craft) - Can be smelted for Scrap normally

# EQUIPMENT RESTRICTIONS BY FACTION

Faction	Allowed Weapons	Forbidden Weapons	Special Access
Church	All weapons	None	Can dual-wield
Dwarves	Axes, Hammers, Picks, Cannons	Swords, Bows, Whips	All gain Armor-Piercing
Elves	Swords, Bows, Daggers, Spears, Whips	Hammers, Axes, Firearms	All gain Bleed
Ossuarium	Bone weapons, Scavenged, Necrotic Relics	Holy Relics, Living Wood	Can Reanimate destroyed gear
Wyrd Conclave	Fae Artifacts, Stolen weapons, Illusions	Iron/Steel, Dwarven Runes	Transmute weapon once/mission
Horde	Grafted Claws, Bio-Cannons, Carapace	Manufactured, Holy, Elven	Equipment Evolves (+1 card after 3 missions)
Nomads	All improvised, salvaged weapons	None	Field Modification (combine 2 weapons)
Merchants	Standardized arsenal, Imports	Fae Artifacts, Horde Bio-Weapons	Can Rent equipment

## END OF DOCUMENT

“Your deck is your arsenal. Craft wisely. Fight brutally. Smelt the obsolete. Forge your legend in iron and blood.”