

Proximity Mine



Create one 6 damage trap
in an adjacent empty hex.

Gain  when the trap is sprung
by an enemy.


2
2

Move  4


030

Tinkerer



Harmless Contraption



Summon Decoy



• : 6

• : 2

• : -

• : -

2

S

X

• 2

• 2

74

Heal • 2

Range • 3



031

Tinkerer



Flamethrower



Attack 3

WOUND

2



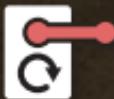
2

2

47

Shield 1

Affect self and all adjacent allies



032

Tinkerer



Hook Gun



Attack  2

Range  3 •

PULL  2 •

 2 2 72

Loot  2

 1 033

Tinkerer



Ink Bomb



Attack  4 •

Range  3

Gain  for each
enemy targeted.



 2

 2

74

Move  4 •

Tinkerer



Net Shooter



Attack 3

Range 3

IMMOBILIZE

Gain for each enemy targeted.



2

2

19



IMMOBILIZE

Target one adjacent enemy

Move 2

035

Tinkerer



Stun Shot

1

Attack ⚡ 1 •

Range ⚡ 3 •

STUN ⚡

⚡ 2

⚡ 2

20

Move ⚡ 4 •

036

Tinkerer



Reinvigorating Elixir



Heal 3 •
Range 3 •

2

2

37

One adjacent ally may Recover
all their discarded cards.

2



037

Tinkerer



Restorative Mist



Heal 3 •
Range 3 •

2

2

17

Move 2 •

Heal 1

Affect all adjacent allies

Tinkerer



Energizing Tonic



Heal 5 • •

Range 2



2

2



Move 6 •



039

Tinkerer



Enhancement Field



Attack 3 •
Range 3

2

2

6]

You and all adjacent allies add
+1 Attack to all your Attacks this round.



040

Tinkerer



Toxic Bolt



Attack ⚡ 2

Range ⚡ 3 •

POISON 



⚡ 2

• 2

18

Attack ⚡ 5 •

Range ⚡ 2 •

2

041



Tinkerer



Reviving Shock



Attack ⚡ 2 •

Range ↗ 3

Target ◎ 2 •

⚡ 2

⚡ 2

34

Heal 💧 5 • •

Range ↗ 2

2

042



Tinkerer



Volatile Concoction



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

 2

 2

76

One ally within Range  2 may Recover  one discarded card.



Up to two discarded cards instead.

Tinkerer



Potent Potables



On your next four heal actions, add +2 Heal 💧



⚡ 2

⚡ 2

46

Move ⚡ 3 •

Tinkerer



Stamina Booster



Heal 4 •
Range 3

2

2

48

One ally within Range 3 may
Recover one lost card.



045



Tinkerer



Disorienting Flash



STUN

Range 3 •

Target 2 •



2

2

73

MUDGLE

Target all adjacent enemies

Move 2 •

Tinkerer



Tinkerer's Tools



Disarm one adjacent trap.



★ 2

▼ 2

26

Create one STUN ★ trap in
an adjacent empty hex.



047

Tinkerer



Crank Bow



Attack 6 • •

Range 5



2

2

66



Move 4 •

048

Tinkerer



Dangerous Contraption



Summon Battle Bot



• : 6

• : 2

• : 2

• : -

2

S

X

• 2

• 2

84

Move • 4

049

Tinkerer



Micro Bots



Heal 6 • •

Range 3



2

2

22



Move 3 •

Loot 1



050

Tinkerer



Noxious Vials



One adjacent ally may Refresh one consumed item.

2

2

75

Attack 3

Range 3

POISON

Gain for each enemy targeted.



051

Tinkerer



Disintegration Beam



Kill all enemies in the targeted area whose hit point value is equal to or less than 5.

Gain for each enemy killed.



2

2

36

Move 2

DISARM

Target one adjacent enemy

Tinkerer



Gas Canister



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

2

2

71

At the end of your next four turns, one ally within Range 3 may Recover one discarded card.



Tinkerer



Auto Turret



At the end of your next five turns, perform an
“Attack $\star 2$, Range $\nabla 5$ ” action.



$\star 2$

$\nabla 2$

34

Heal $\bullet 3$

Range $\nabla 4$

Tinkerer



Murderous Contraption



Summon Kill Bot



• : 6

• : 3

• : 3

• : -

2

8



• 2

• 2

94

Attack • 4

Range • 3

055

Tinkerer



Curative Aerosol



Move Δ 2

Heal \bullet 2

Range ∇ 1

Move Δ 2

Heal \bullet 2

Range ∇ 1

\star 2

Δ 2

21

Heal \bullet 4

Range ∇ 3

Target \odot 2



056



Tinkerer



Jet Propulsion



All summoned allies within
Range ⚡3 may perform

Move ⚪ + 2

with you controlling the actions.

⚡ 2

⚡ 2

38

Move ⚪ 8 •

Jump ⚫

2

057



Tinkerer



Harsh Stimulants



Attack 9 • •

Suffer 2 damage.



2

2



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

All adjacent allies suffer 2 damage.



Tinkerer



Lethal Injection



Kill one adjacent normal or elite enemy.

2

2

2

85



Move 4

POISON



Target all adjacent enemies

Tinkerer



Chimeric formula



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

2

2

43

One ally within Range 3 may Recover one lost card belonging to an ally adjacent to them.

2



060

Tinkerer

