







Accessory - Helm



Gain +1 Health.
Before your activation, roll 1  for every red condition you have, on a , discard that condition.
Maximum 1 Helm.

Gromril Mask
Engineer


Accessory - Equipment




Before your activation, you may deplete this card to ready your turret. Then, apply +1  to the turret's attack action.

Overclocking Mechanism
Engineer


Accessory - Turret (Basic)






Exhaust this card after taking an action to make an additional Ranged **ATTACK**:  . Before this action, you may target two enemies. This doesn't take up a gear slot.

Engineer's Turret

Accessory - Turret (Advanced)



Exhaust this card after taking an action to make an additional Ranged **ATTACK**:   . Before this action, you may target three enemies. This doesn't take up a gear slot.

Engineer's Turret

Weapon - Melee



While rolling to attack, you may place as many  on your turret as you had . Then, discard all . Your turret can hold up to 3  from any source.

Wrench of Morgrim
Engineer





