

Medkit



Heal for 10HP.

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Armory



Shuffle and draw a random equipment card.

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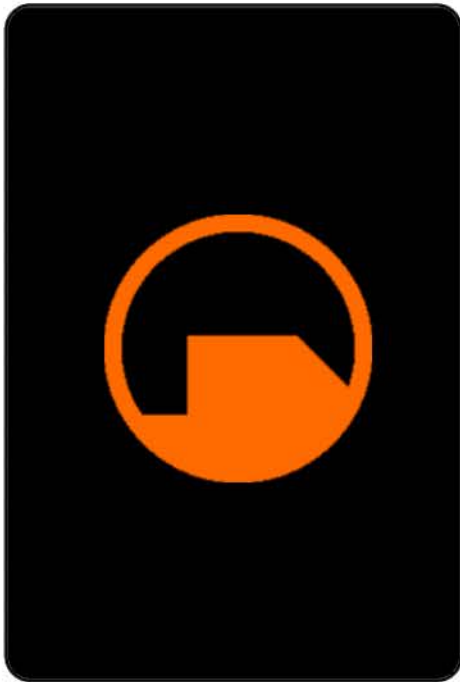
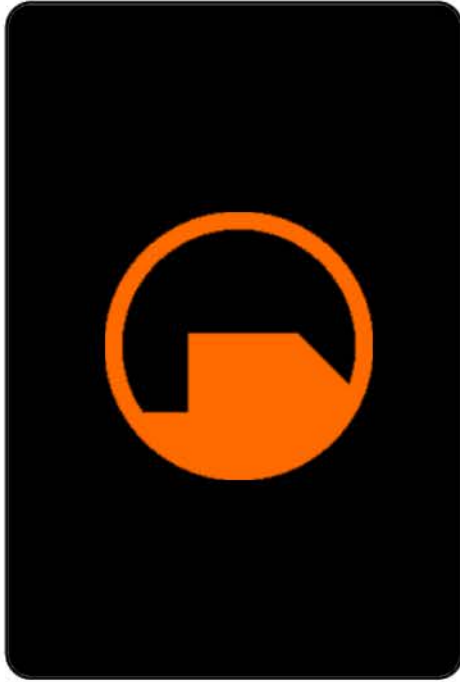
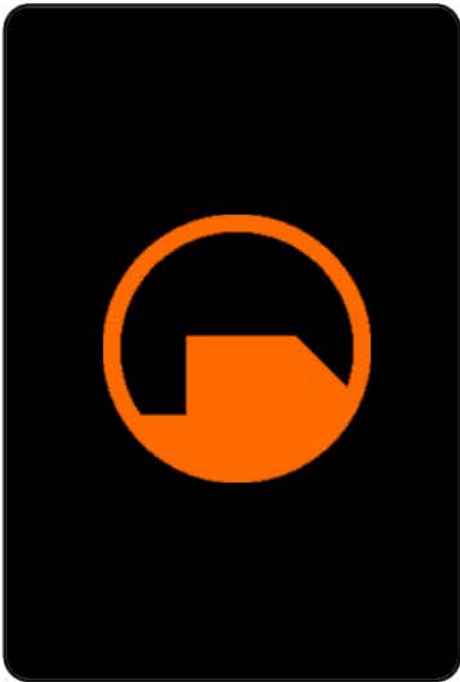


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Secret Hunter



You have a keen eye and look out for secrets. Choose an equipment card of your choice.

Trapped



Trap Event - Choose:
Take 5HP healing, OR
Gain the Gauss Canon, but draw another situation card instantly.

Security Guard



You run into a security guard.
He agrees to help you. Keep this card with you for the next situation, and discard after. He passively deals 1/2 damage per roll.

Scientist



You rescue a scientist after clearing hostiles. He agrees to come with you. Use this card to bypass any situation card once. Do NOT reveal a G-Card when you do, and don't collect loot.

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