WAVE 3
MOD CARDS
**Abraxo Paint**

Once during activation, allocate **2** to one opposing model within **6** and LoS. If the model with this Mod is engaged, opposing model must be a model engaged with them. Remove token when this model is next activated.

A model cannot be affected by this effect and the 'Distracting' ability simultaneously.

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**X-111 Compound**

Can discard a **to increase one armor rating by 2** for one armor roll. Must be attached to an armor card that sets armor values.

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**Braced**

Can discard a ** to increase one armor rating by 2** for one armor roll. Must be attached to an armor card that sets armor values.

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**Custom Fitted**

If a Move is a Quick Action, Move is one colour longer. Must be attached to an armor card that sets armor values.

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**Hair Trigger**

Can discard a ** for attached weapon only.

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**Powerful**

Weapon gains ** +** Cannot be attached to a weapon that is already **

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**Aligned Sights**

Always hits intended target when firing into melee.

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**Light**

** for attached weapon only.

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**Jagged**

** 1 = ** instead.

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**Counterweight**

Str requirement to use weapon is 1 lower.

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**Serrated Bayonet**

When model is charged (and not already engaged), model that charged must resolve **1** + **

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**Tesla Coils**

At the end of model's activation, resolve **1** Excluding the model equipped with this Mod, all models (not just opposing models) are affected.
<table>
<thead>
<tr>
<th><strong>JET PACK</strong></th>
<th><strong>V.A.T.S. MATRIX OVERLAY</strong></th>
<th><strong>RECON SENSORS</strong></th>
</tr>
</thead>
<tbody>
<tr>
<td>At the start of the battle, place on this card. When performing Move or Charge, discard 1 token to Move directly from start to end of movement without considering difficult and/or impassable terrain up to Yellow above base level at start of movement.</td>
<td>When using a Quick Action to Attack, + for long-range only.</td>
<td>+ for long-range only.</td>
</tr>
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<tr>
<th><strong>TARGETING HUD</strong></th>
<th><strong>ROSTY KNUCKLES</strong></th>
<th><strong>HYDRAULIC BRACERS</strong></th>
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<td>+ for only.</td>
<td>+ when using Improvised weapon.</td>
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<tr>
<th><strong>TESLA BRACERS</strong></th>
<th><strong>OPTIMIZED SERVOS</strong></th>
<th><strong>EXPLOSIVE SHIELDING</strong></th>
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<tr>
<td>Improvised weapon attacks deal instead of</td>
<td>When using a Quick Action to Move, Move is one color longer.</td>
<td>Increases and armor rating by 1 for area effect damage only.</td>
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<th><strong>REACTIVE PLATES</strong></th>
<th><strong>EXPLOSIVE VENT</strong></th>
<th><strong>MEDIC PUMP</strong></th>
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<td>After damage taken from a Close Combat attack (even if blocked by armor), resolve 1 on attacker.</td>
<td>After Falling or Jumping down from Yellow or greater, resolve 1 (excluding self)</td>
<td>If of model wearing this power armor is 1, 2 or 3 after an attack on it is resolved, automatically use 1 Stimpak. (Stimpak must be carried by model, not shared. Stimpak used is not included with this card.)</td>
</tr>
</tbody>
</table>
**HEADLAMP**

- +2
- +2
- is one color longer.

**VIM! REFRESH PAINT**

- +1

**SENSOR ARRAY**

- +1

- No -2 penalty for Quick Action Shooting.

**ELDER PAINT**

- +1

**INTERNAL DATABASE**

- +1
- +2

- Can only be used with T-60 or T-60f.
WAVE 2
MOD CARDS
PADDED
Increases and amor rating by 2 for area effect damage only. Must be attached to an armor (card) card that sets armor values.

CUSHIONED
Falling damage resolved as if one color distance less.

CORE ASSEMBLY
When rolling V.A.T.S., equals too.
WAVE 1
MOD CARDS
**COMFORT GRIP**
+2 at short range only.

**HARDENED RECEIVER**
1 blank face of any 1 ✷/★/counts as ★
When attached to energy weapons, this mod is called Boosted Capacitor.

**STUN PACK**
If attack results in adding damage to model, adds:
Adds ➤ if weapon does not roll one already.

**HEAVY**
1 blank face of any 1 ✷/★/counts as ★

**MULTI-CALIBER**
Prior to Shooting roll, can discard any 2 effect dice (same or different colours) to add 1 ✷/★/ (player's choice).

**EMERGENCY PROTOCOLS**
If of model wearing this power armor is 1 or 2 when activated, gain 1

**ARMOUR PIERCING RECEIVER**
1 blank face of any 1 ✷/★/counts as ★

**MULTI-PURPOSE**
Prior to Close Combat roll, can discard any 2 effect dice (same or different colours) to add 1 ✷/★/ (player's choice).

**BOOSTED SERVOS**
Sym +1

**BALANCED**
No penalty for using this weapon as a ranged weapon in close combat.

**LONG BARREL**
Increases short and long ranges each by one colour.

**BIOMED MESH**
A chem's right-most column of effect lasts one additional activation duration.
**RE-BORED**

After Shooting roll result and prior to armor roll, ★ can be discarded to add ✧.

**LEAD LINED**

Increases ▼ rating by 1. Must be attached to an armor (▼) card that sets armor values.

**ARM BREAKER**

Adds if weapon does not roll one already.

**HOT ROD SHARK PAINT**

Add +1 to weapon.

**SILENCED**

Firing the weapon does not cause triggers. Damage caused still causes triggers as usual.

**REFINED**

Start of battle: Add to weapon. Any attack with this weapon versus Power Armor:

Must discard 1 to add 1 to roll.

**LIGHTWEIGHT**

Model is not affected by difficult terrain.

**REFLEX SIGHTS**

+2 at long range only.

**BAYONET**

When model is charged (and not already engaged), model that charged must resolve 1+

**SPIKED**

1 blank face of any 1 ▼/▲/▼ counts as ▼.

**SUPERIOR MATERIALS**

+2

**THICKER PLATING**

Power Armor’s End +1
Ballistic Weave
Increases rating by 1.
Must be attached to an armor card that sets armor values.

Headlamp
+2
Increases armor rating by 1.
Must be attached to an armor card that sets armor values.

Dissipating
Increases armor rating by 1.
Must be attached to an armor card that sets armor values.

Improved Flexibility
+2