WAVE 4
MOD CARDS
**Asbestos Lining**

- Immune to fire.
- Increases armor rating by 1.
- Must be attached to an armor card that sets armor values.

**Pneumatic**

- Immune to Push Back (unless willing).
- Resistant to and .
- Must be attached to an armor card that sets armor values.

**Lengthened Barrel**

- Short range is one color longer.
- Long range is one color shorter.

**Toxic**

- During set-up, place on this card.
- On first attack with this weapon, give target if damage is caused to model; otherwise, discard the .
WAVE 3
MOD CARDS
**ABRAXO PAINT**

Once during activation, allocate 2 to one opposing model within (4) 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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**HEADLAMP**

Can discard a 2 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 2 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**

For attached weapon only.

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**POWERFUL**

Weapon gains + for attached weapon only.

Cannot be attached to a weapon that is already +

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**ALIGNED SIGHTS**

Always hits intended target when firing into melee.

For attached weapon only.

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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.
### JET PACK
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.

### V.A.T.S. MATRIX OVERLAY
When using a Quick Action to Attack, for long-range only.

### RECON SENSORS
+ for long-range only.

### TARGETING HUD
+ for only.

### RUSTY KNUCKLES
+ when using Improvised weapon.

### HYDRAULIC BRACERS
+ when using Improvised weapon.

### TESLA BRACERS
Improvised weapon attacks deal instead of.

### OPTIMIZED SERVOS
When using a Quick Action to Move, Move is one color longer.

### EXPLOSIVE SHIELDING
Increases and armor rating by 1 for area effect damage only.

### REACTIVE PLATES
After damage taken from a Close Combat attack (even if blocked by armor), resolve 1 on attacker.

### EXPLOSIVE VENT
After Falling or Jumping down from Yellow or greater, resolve (excluding self)

### MEDIC PUMP
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.)
VIM! REFRESH PAINT

Gain +1

SENSOR ARRAY

No -2 penalty for Quick Action Shooting.

INTERNAL DATABASE

+1

+2

EDEXER PAINT

Can only be used with T-60 or T-60F.
PADDED
Increases and armor rating by 2 for area effect damage only. Must be attached to an armor ( ) 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 **ST** at short range only.

When attached to energy weapons, this mod is called Boosted Capacitor.

**Hardened Receiver**

1 blank face of any 1 **HP**/**MP**/**LE** counts as **CP**

**Stun Pack**

If attack results in adding damage to model, adds: 

**Boost**

Adds **HE** if weapon does not roll one already.

**Heavy**

1 blank face of any 1 **HP**/**MP**/**LE** counts as **CP**

**Multi-Caliber**

Prior to Shooting roll, can discard any 2 effect dice (same or different colours) to add 1 **HP**/**MP**/**LE** (player's choice).

**Emergency Protocols**

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

**Armour Piercing Receiver**

1 blank face of any 1 **HP**/**MP**/**LE** counts as **CP**

**Multi-Purpose**

Prior to Close Combat roll, can discard any 2 effect dice (same or different colours) to add 1 **HP**/**MP**/**LE** (player's choice).

**Boosted Servos**

Prior to Close Combat roll, can discard any 2 effect dice (same or different colours) to add 1 **MP**/**LE** (player's choice).

**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.

**Biocomm 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 +1.

**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**
Art +1

**SILENCED**
Firing the weapon does not cause triggers. Damage caused still causes trigger 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 +2.

**SUPERIOR MATERIALS**
Power Armor’s End +1

**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**
Increases +2
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**
Increases +2