

ENGINEER



Deck Limits: 50 max-25 min. Rarity Limits: 1-U, 3-X, 7-R, 13-S.

WEAPONS	SPELLS	TECH
Hvy	3rd	High
Med	2nd	Med
Lt	1st	Low

Special ability: Salvage a card from the discard pile once a game.

Life Points: 25. Dodge 2D6: 6 or lower. Hit: 1D6 damage.

Order of a Player's turn:

- 1- Draw one card from your deck.
- 2- Free Action(s). Play as many of these cards as you want.
- 3- Action(s). Do one of: Move, Hit, Play a card(s), Use a special ability, Use a tabled card, Return a tabled card to hand, Pick up a key, Use a Hex event, Exit, or None.
- 4- Discard.

Defense Turn: Defend with a card or Dodge with the dice.

2E1P-ENG01 Illus. DAMKAT

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2E1P-IPC-C000 Illus. DAMKAT

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Show this card when attempting to EXIT.
Roll doubles to win!



THE KEY

Use: return to hand

Item

Activity



2E1P-H016 Illus. DAMKAT © 2024 Shadarkeem Games.

EXIT

1 LP.

1 LP.

1 LP.

3 LP.

3 LP.

3 LP.

5 LP.

5 LP.

5 LP.

10 LP.

10 LP.

10 LP.

C

M

Cr

MU

M

Cr

MU

M



The Pharaoh's Curse

2E1P-H022 Illus. DAMKAT © 2024 Shadarkeem Games.

The next character to die arises as a mummy in this hex!

Life Points: 35, Dodge: 7, Hit: 3D6, 2 actions/turn.

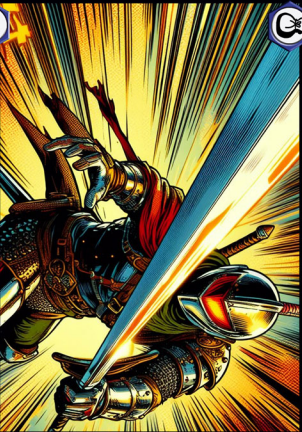
Hex owner: +1 action in hex.

Advantage

Use and discard

Tactic
Modifier

C



+1 Action this turn.

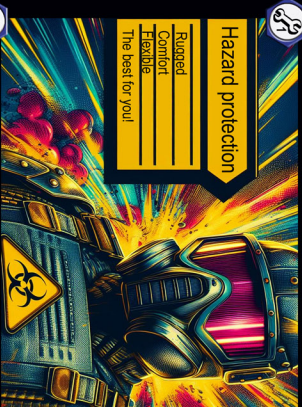
Must be played on the free action.

Kevlar Bioarmor

Table until destroyed

Tech-Low
Defense

C



Stops 10 damage.

Immune to gas/poison.

Cannot be worn with any other armor.

Stops 15 damage for an Engineer.

Evasion

Use and discard

Tactic
Defense enhancement

C



Automatically dodge!

Enforce, allows the user to evade attacks that cannot be dodged.

Advantage

Use and discard

Tactic
Modifier

C



+1 Action this turn.

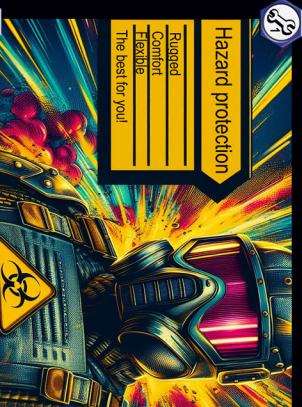
Must be played on the free action.

Kevlar Bioarmor

Table until destroyed

Tech-Low
Defense

C



Stops 10 damage.

Immune to gas/poison.

Cannot be worn with any other armor.

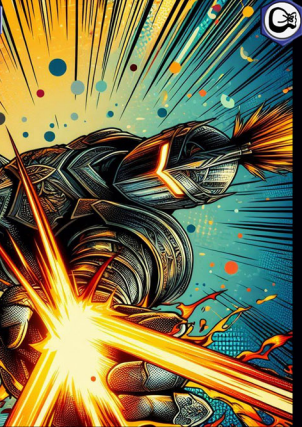
Stops 15 damage for an Engineer.

Block

Use and discard

Tactic
Defense

C



Block an attack.

Enforce allows this to block: gas/poison, X-U cards.

Hex Protection

Tactic
Defense



Protects the user from
hex events.
Discard when leaving hex.

2E1P-TPC-C025 Illus. Crystidustos\NW.

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Counter Attack

Tactic
Defense



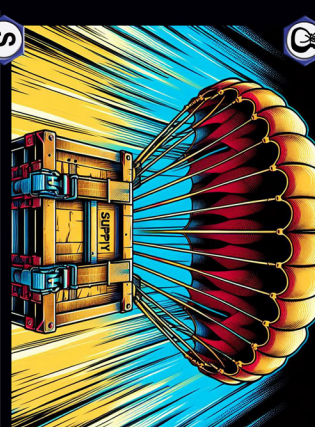
Evoke the attack
and then attack back.
Does not affect U cards.

2E1P-TPC-SM6 Illus. Crystidustos\NW.

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Resupply

Tactic
Activity



Draw 3 cards.

2E1P-TPC-S023 Illus. Crystidustos\NW.

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Heal

Tactic
Defense



Heal 10 life points,
after the damage is inflicted.
May be used on the free action.

2E1P-TPC-C024 Illus. Crystidustos\NW.

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Berserker Rage

Tactic
Modifier



+2 Actions this turn.
Play on the free action of your turn.
It is not attached to any card.

2E1P-TPC-S001 Illus. Crystidustos\NW.

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Enforce

Tactic
Modifier

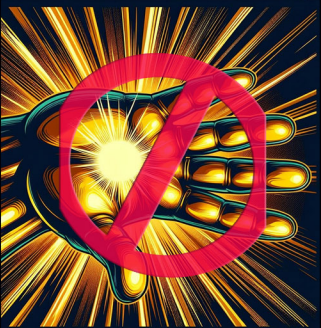


Doubles the effect of any card.
Enforce allows other cards
to affect X-U cards.
This cannot be enforced or used
with X-U cards.
Only one enforce may be
added to a card.

2E1P-TPC-S012 Illus. Crystidustos\NW.

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Thwart
Play any time
Tactic
Modifier



Negates the use of a card anywhere in the game!
If used on a card that is already tabled,
Thwart stops that single use.
Does not affect U cards.
Use and discard.

2E1P-TPC-R013 Illus. CryptidusNW

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War Grizzly
Table until destroyed
Creature
Attack



Immunity: Magic

"Never ask a grizzly for directions."

Table in any hex or as a guard.

LP: 10 DG: 5 DMG: 2D6, Weapon claws

2E1P-TPC-S029 Illus. CryptidusNW

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The Dune Warlocks
Table until destroyed
Military Unit
Attack



"The sands are filled with power!"

Phazed dmg bypasses tabled defenses.

Table in any hex or as a guard.

LP: 10 DG: 5 DMG: 1 Phazed/LP

2E1P-TPC-S011 Illus. CryptidusNW

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Luck
Play any time
Tactic
Alteration

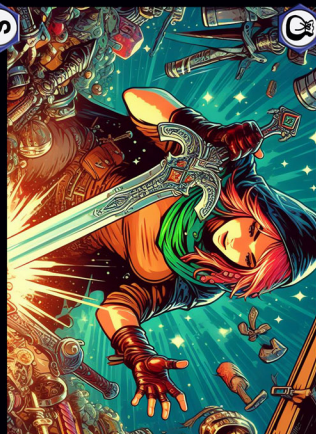


Use to control any dice roll or remove another Luck.
If used to change a roll for the user, Luck attaches
to the action that requires the dice roll.
The user states what the dice should read.
Range: Any dice roll in the game.
Use and discard.

2E1P-TPC-R008 Illus. CryptidusNW

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Salvage
Use and discard
Tactic
Activity



Look in the user's, or a player's, discard pile and take 1 card.
You may later play the card. The user shows the card taken.
Range: 2 hexes. Discard salvaged card to owner's discard pile.
Enforce: Recover 2 cards or 1 card that cannot be salvaged.

2E1P-TPC-S024 Illus. CryptidusNW

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Recognition
Use and discard
Potion
Activity



The user looks into their deck and draws any 1 card,
except the Key. The user must show the card drawn.
With Enforce, the user does not show the card
and may draw the Key.
Shuffle and cut deck after use.

2E1P-TPC-R010 Illus. CryptidusNW

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Force Field

Tech-Med
Defense



2EIP-TPC-C021 Illus. CrysstudiosNW.
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Table until destroyed

"The field sparks against the sand!"

Stops 15 damage.

Only stops 10 damage for the Avenger.
A player may only have 1 of these tabled.

Nerve Gas

Tech-Med.
Attack



2EIP-TPC-C039 Illus. CrysstudiosNW.
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Table in hex

2D6 Tech/Gas damage

to ALL in the hex, except the user.
Cannot be dodged.
Treat as an event after the 1st turn.

Shotgun

Tech-Low
Attack



2EIP-TPC-C056 Illus. CrysstudiosNW.
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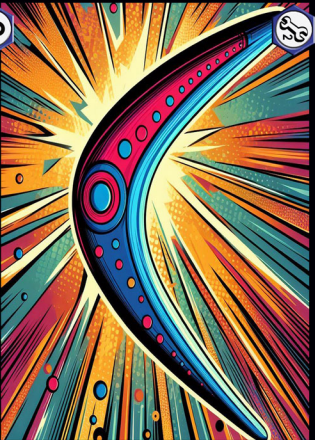
Use and discard

1D6 Tech damage.

Subtract 2 from the target's dodge.
Range: 1 hex.

Electro Boomerang

Tech-Med
Attack



2EIP-TPC-C007 Illus. CrysstudiosNW.
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Use; return to hand

"Remotely controlled, it works great in a tight chamber."

2D6+2 Tech damage.

Plasma Blaster

Tech-High
Attack



2EIP-TPC-C041 Illus. CrysstudiosNW.
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Use and discard

"Fight fair, you lose!"

3D6 Tech damage.

Range: 3 hexes.

The Widget

Tech-High
Defense



2EIP-TPC-C063 Illus. CrysstudiosNW.
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Use and discard

Evade the attack and teleport up to 4 explored hexes away.
The landing hex cannot be an exit.

