

DURING FISH ⚡
▶ Roll 1 extra skill die

ITEM HUNTING GEAR

4



FISH ⚡

SMALL FISH TRAP

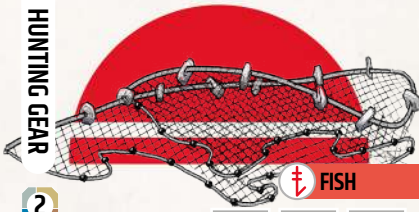
5 **CRAFT** a more advanced item (reserve this): Gain a large fish trap (912).

016

DURING FISH ⚡
▶ Roll 1 extra skill die

ITEM HUNTING GEAR

2



FISH ⚡

FISHING NET

3 **CRAFT** a more advanced item (reserve this): Gain a small fish trap (910), spring trap (926), or vented jacket (967).

116

DURING FISH ⚡
▶ Roll 2 extra skill dice

ITEM HUNTING GEAR

4



FISH ⚡

LARGE FISH TRAP

5 **CRAFT** a more advanced item (reserve this): Gain a snaptrap (923).

216

DURING FISH ⚡
▶ Roll 1 extra skill die

ITEM HUNTING GEAR

4



FISH ⚡

FISHING LURE

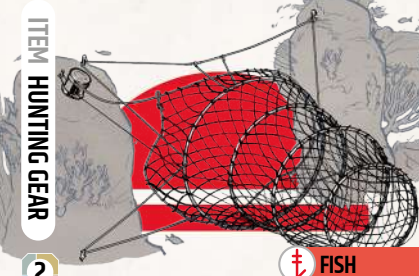
3 **CRAFT** a more advanced item (reserve this): Gain a bone arrow (1411) or a fishing pole (921).

116

DURING FISH ⚡
▶ Roll 2 extra skill dice

ITEM HUNTING GEAR

2



FISH ⚡

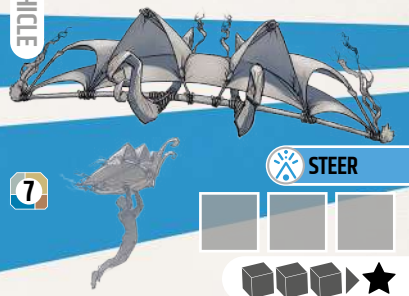
NET TRAP

5 **CRAFT** a more advanced item (reserve this): Gain a hot air balloon (1023).

216

VEHICLE

7



DESCEND
LEAP
STEER

STEER

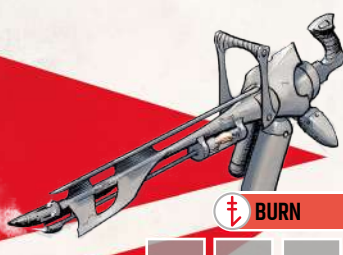
GLIDER

6 **UPGRADE**: Replace with a flying carpet (985) or hot air balloon (1023).

156

ITEM WEAPON

7



BURN ⚡

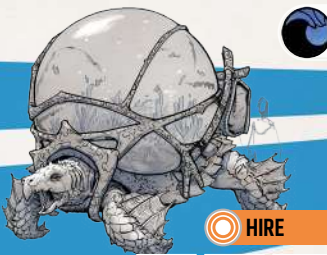
FLAMETHROWER

6 **UPGRADE** into a vehicle: Replace this with a jet pack (1253).

296

ANIMAL VEHICLE

8



DIVE
SWIM
WADE

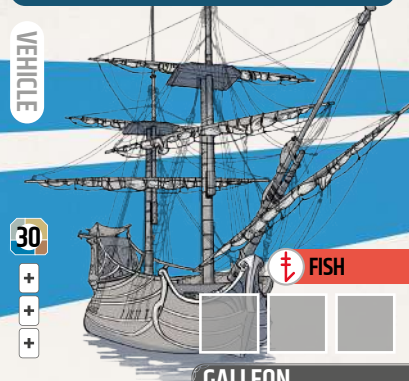
HIRE

TURTAXI

101

VEHICLE

30



FISH ⚡

GALLEON

7 **UPGRADE** into an advanced vehicle: Replace this with a flying pirate ship (1017).

9101

ITEM TOOL

6

SERRATED AXE

BREAK some ice (if on a location with nearby ice or snow): Gain an ice resource (1183).

1080

ITEM ACCESSORY

2

LAVA CHISME

CRAFT into an advanced item: Replace this with fire arrows (1409), an explosive (879), or a magma shovel (900).

1011

ITEM MAP

3

MAP OF SKELETONS

When placed: Gain 1 per adjacent card.

View pg 11 of the Book of Vantages until the end of this turn.

1254

CHARACTER SURVIVOR

IRA, THE MEDIC

Ignore heat damage.

BUY **EQUIP**

Reroll 1 of your challenge dice until the result changes, refresh 1 challenge die on another card, or transfer 1 reserved card into your grid.

1444

CHARACTER POWER ARMOR

IRA, THE MEDIC

Ignore hypoxia damage.

BUY **EQUIP**

Refresh 1 of your unplaced challenge dice, refresh 1 challenge die on another card, or transfer 1 reserved card into your grid.

1450

CHARACTER POWER ARMOR

TINA, THE MARINE

Ignore hypoxia damage.

BUY **EQUIP**

Refresh 1 of your unplaced challenge dice, increase an action cost by 1 to gain 1, or transfer 1 reserved card into your grid.

1452

ABILITY

BUILD

BUILD

4 BUILD: Either gain the result of a **BUILD** action and 1 or gain 1 blueprint (choose randomly from items 1294–1298).

1488

