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# **Engineering Abilities**



# Rank 1

# Mending

• With 30s of uninterrupted roleplay, you can make repairs to an item that is damaged, or call HEAL on an inorganic entity that is Incapacitated.

# Padded Armour [2]

Call PING to KABOOM.

# **Battlefield Repairs [3]**

• You may instantly repair an item damaged by CRUNCH.

# **Shock Absorption**

 If you are subject to BLAST you may throw yourself to the floor and take a CRUNCH CHEST to avoid calling KABOOM.

# Rank 2

#### **Trace the Faults**

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 With 30s to examine a damaged object you can determine how it was damaged or detect its weakest point.

### **Bolster Armour [3]**

Call YOU: GAIN PING KABOOM or YOU: GAIN PING STRIKEDOWN to an ally within reach.

### **Augment Weapon [3]**

Call YOU: GAIN RANGED STRIKEDOWN or YOU: GAIN MELEE PUSH to an ally within reach.

### Rank 3

## Rig

- You are capable of improvising mechanical solutions outside of a combat situation.
- Inform the Ref you wish to jury Rig a system together.
- You can then construct a Rig that performs a simple function (e.g. "moves object", "fires weapon") per 3 power levels.
- Use the Engineering Mishap Deck to determine the power level of your Rig and any Mishaps that may occur.
- Inform the Ref when you have done this and what you wish to have constructed

#### Example:

- Upon entering a corridor you decide to rig up a trap for anyone who follows you in.
- You play the Mishap deck and result in a power of 2 with no Mishaps.
- You: "I create a trap to **Trigger When Crossed** which will **Spray Shrapnel**"
- The rig is created and when enemies later try to backstab the party there's a loud BOOM as they trigger the trap. The enemies take severe damage.

# Immovable Object [2]

Call PING to PUSH.

# Dazzle Paint [3]

• Call YOU: GAIN RANGED TAUNT.

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# Rank 4

#### Hardened

• Gain +2 Body Hits.

## **Reinforce [2]**

Call PING to CRUNCH.

## Overcharge [4]

- Call YOU: GAIN RANGED CRUNCH.
- You may suffer a ZAP to make this call as YOU LOT.

# Rank 5

### **Hardpoints Mean Prizes**

- You may rig up a mount for carrying an additional weapon or item (as if you had 3 hands) and use it as such.
- The item held in the third hand must be a ranged weapon or item, not a melee weapon or shield.
- This may be used to allow you to hold a one-handed melee weapon and then a two-handed ranged weapon.
- Feel free to make costumes for this (not required).

# Ramming Speed [8]

- Call CHAAAAARGE.
- When you stop moving you must call MASS: CRUNCH.

# Space Hulk [8]

- Suffer a Severe Injury.
- For the rest of the encounter, you may call YOU LOT: GAIN PING ANYTHING every 10s.

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