

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 [2]

- You may instantly repair an item damaged by [BREAK](#).

Shock Absorption

- If you are subject to [BLAST](#) you may throw yourself to the floor and take a [BREAK CHEST](#) to avoid calling [KABOOM](#).

Rank 2

Trace the Faults

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

Bolster Armour [2]

- Call [YOU: GAIN PING KABOOM](#) or [YOU: GAIN PING STRIKEDOWN](#) to an ally within reach.

Augment Weapon [2]

- Call [YOU: GAIN RANGED STRIKEDOWN](#) or [YOU: GAIN MELEE PUSH](#) to an ally within reach.
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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 [2]

- Call [YOU: GAIN RANGED TAUNT](#).

Rank 4

Hardened

- Gain +2 Body Hits.

Reinforce [2]

- Call **PING** to **BREAK**.

Overcharge [3]

- Call **YOU: GAIN RANGED BREAK**.
 - You may suffer a **DRAIN** to make this call as **YOU LOT**.
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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 [5]

- You make an impassioned charge toward the enemy.
 - When you stop moving you **must** call **MASS: BREAK**.
 - For 10s, while moving directly toward a target, you may call **MISS** to any “YOU: PEW” call.
 - You cannot generate energy while charging a target.
 - The effect ends early if:
 - You make a call other than PEW or a reaction
 - You stop moving directly toward the original target
 - You are subject to a multi-target “YOU LOT” or “MASS” call
 - You are subject to a “YOU: DRAIN” call
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Space Hulk [5]

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

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