

Common



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A selection of household chemicals. Yields **chemical components x1**. Used to build XK gas grenades or cook your favorite WarPharm.

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A stash of expired drugs, bandages, syringes, a flask of ethanol. Equal to **medical supplies x1**. Used to assort into personal med-kits.

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Trouble



Mould stained fabric, shattered glass, rubble, rotten wood and rusty metal. An now **empty** and desolate place once filled with life. Better to keep moving on before you start thinking.

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Someone left a **booby trap** as a surprise. Maybe to keep away looters, maybe to kill aliens. Roll for damage (or defuse if eligible). Also counts as 1 alarm if set off.

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As if alien patrols was not enough, you just stumbled upon a group of **vermin**. They are angry, hungry or both. Two to three melee attackers, activating next AO phase.

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Common



A couple cans of food and 2 liters of bottled water. Equal to **food supplies x1**. Enough to keep one insurgent fed and happy for a day.

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Common



A box of metal junk. Enough copper wire, springs, screws and metal plates to yield **mechanical components x1**. Used to build grenades, weapon upgrades or improve body armor.

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Trouble



A loud noise, a flashing light: no need to be a rocket scientist to know an **alarm** equals trouble squared. Patrol detection and rapid response rolls get a +1 modifier this round.

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Lucky break



This place looks like a former machine shop. Most things in here are broken, but you can salvage **4 electronic and 4 mechanical components**.

Lucky break



Someone was cooking in here and it wasn't pasta! A deserted Meth lab! Yields **D6 doses of any War-Pharm** plus **chemical supplies x2**.

Lucky break



There are still people out there! You ran into an **experienced survivor** who will join your ranks if desired. Character starts with 1D6, 2D8 action dice pool.

Lucky break



Did not look like a pharmacy from the outside, but it seems to be one! Enough medical supplies to make **4 med-kits or 2 trauma kits**.

Lucky break



Sometimes all you need is luck! You found a well hidden prepper cache that yields **food supplies x4**. Next days will not be hungry!

Lucky break



What a lucky find! Someone built a **signal jammer** and left it here. If equipped, it will prevent one alarm from going off per mission. But also permanently jams any comm-sets.

Lucky break



Fortune smiles on you. You just discovered a nice piece of kit. Do **one roll on the advanced equipment table** to see what you found.

Lucky break



Weird shape, glowing, covered in strange markings. You're probably holding it upside down. Worth **alien tech x2**. Combines to make one alien tech enhanced item.

Lucky break



Found a gun nut's stash: firearms, ammunition, explosives... Yields **two scarce weapons and two grenades**.

Lucky break



You stumble upon a scout from another insurgent cell. He shows you a concealed path across the area.
Next round, moving any distance does not add +1 to the alert level.

Lucky break



You stumble upon a scout from another insurgent cell. He shows you a concealed path across the area.
Next round, apply a -3 modifier to the surveillance overflight roll.

Lucky break



You spotted another refugee hiding from the invaders. This **survivor** (3D6 action dice pool) could be a useful addition to your team if you desire.

Trouble



Did not expect this, right? You just ran into an **AO sector patrol** ambush your scouts did not recognize. Hope you did not have any plans for tonight!

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Trouble



You just caught an **alien cold**. After this mission, you are incapacitated for D4 days (missions) and need 2 medical supplies per day in addition to your food ration.

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Trouble



What. Is. THIS? You got no idea, but it is way too close for comfort. It is huge, not from this planet and, if you survive, will make a great campfire story: the **xenos monstrosity!**

Trouble



You overlooked this place for hours before entering the area. It was empty. Well, at least you thought so. An **enemy sentry** ambushes you!

Trouble



That's called **double trouble**: clumsy you just ran into two ambushes or set off two alarms, your choice. Either way, a bad situation just got worse. A lot.

