

## Trade items

When a ship arrives at the space station, its crew inevitably resort to bartering for goods and supplies. In addition to the standard equipment list in the Space Station Zero rulebook, your crew can choose from this list of gear available from other ships in neighbouring docking bays.

To use some of these items in game, you must agree on minor rule changes. For example, the **Tactical Jammer** is easiest to use if you allow a "counter action" before your opponent rolls an attack. Discuss rules changes with your opponent before the game begins.

If you're using this list for the campaign, then each terrain item on your battlefield contains exactly one item from this list. Any miniature in base contact with terrain may roll a Reaction (Spot Hidden) 4+ to acquire any item from this gear list.

### **Ambidextrous gloves** (Weapon)

Take no penalty for using your off-hand weapon.

### **Armor repair kit** (Armor)

+1 to Armor.

### **Armor penetrator** (Weapon)

Treat your target's Armor as 2.

### **Comfy shoes** (Mobility)

+2 to Movement.

### **Datajammer** (Weapon)

As an action, attempt to cause a mobile but non-living enemy (such as a robot) to move in a direction of your choosing, up to its Movement. To succeed, make an Intelligence test with the target number of your enemy's In score.

### **Datascrambler** (Weapon)

As an action, cause a mobile but non-living enemy to make a single attack against one of its own allies. To succeed, make an Intelligence test with the target number of your enemy's In score.

### **Insulation** (Armor)

Ignore 2 DMG from electrical effects.

### **Library cortex** (Armor)

Cranial implant provides +1 In save tests.

### **Off-hand weapon** (Weapon)

Weild a second weapon. This does not grant you a second attack, but any time you may make an attack, you may choose which weapon to use.

When attacking with your off-hand weapon, attack with Combat -1.

### **Opportunitazer** (Detection)

Once per activation, when an enemy engaged in melee combat with you moves away from you, you may make a free melee attack (an "attack of opportunity") against it.

### **Peripheral vision** (Detection)

Make a free attack (Combat -2, minimum 1) on an enemy passing within 1" of you.

### **Reflex cortex** (Armor)

A bio chip providing +1 Re save tests.

### **Respirator** (Armor)

Ignore 2 DMG taken from poison gases, noxious fumes, and other effects requiring breathing (aside from suffocation).

### **Scope** (Weapon)

+2 Co to any one weapon.

### **Smoke bomb** (Detection)

If you are within 1" of an enemy, you may move away from that enemy without triggering an attack of opportunity.

*There is no attack of opportunity rule in the **Space Station Zero** rulebook. This item is only useful as a countermeasure against the **Opportunitazer** item in a game with more than 1 player.*

### **Smoke screen** (Weapon)

Once per challenge, make an Intelligence test 6+ to jam enemy navigation. Upon success, the next enemy to move must move in the direction of your choosing. Your enemy won't walk off a ledge to its death, but it may run into a physical hazard, or come closer to your allies so that it may be attacked.

### **Stealth suit** (Armor, Detection)

You are invisible, but for the minor visual distortions concealing you. You become visible when you make a melee attack, take damage, or when an enemy makes a successful Spot Hidden Test to target you for an attack. Once visible, you may not become invisible again until your next activation.

### **Stimm** (Armor)

Pop a pill, get +1 Lf save tests.

### **Tactical HUD** (Detection)

Roll twice to retain initiative, and choose which result to use.

### **Tactical scanner** (Weapon)

Once per challenge, add 4 dice to your next Combat.

### **Tactical jammer** (Weapon)

Once per challenge, remove 4 dice (for a minimum of 0) dice from an enemy's attack.