



**CLASSIC WEAPON**  
**NEEDLE GUN**

**AMMO: 2**  
The Weapon makes Intruder Retreat instead of dealing Injuries. Can only be reloaded with Chemicals.


**MEDIC**



**ONE USE ONLY**  
**COMBAT DRUGS**

Draw until you have 5 cards.

**MEDIC**



**ONE USE ONLY**  
**SURGERY KIT**

Choose any 1 Character in the Room you are in. Scan all Contamination cards in their deck, Discard and hand. Remove all INFECTED cards (and the Larva, if there's one). Then, this Character shuffles their deck, Discard and hand and suffers 1 Light Wound.

**MEDIC**



**TRAIT: ALTRUIST**

When you Dress any number of Serious Wounds or Heal any number of Light Wounds of another Character, draw 1 Action card.

**MEDIC**



**PICK MEDIC**



**0** **SEARCH**

Reduce Item Counter by 1.  
Draw 2 Item cards of the same color as the Room you are in.  
Pick one and discard the other.

**MEDIC**



**0** **SEARCH**

Reduce Item Counter by 1.  
Draw 2 Item cards of the same color as the Room you are in.  
Pick one and discard the other.

**MEDIC**



**0** **REST**

Scan all Contamination cards in your hand and remove all not Infected cards. If any of the cards was INFECTED, follow the Infection procedure.

**MEDIC**







**0** **DEMOLITION**

Destroy 1 Closed Door in a Corridor connected to the Room you are in.

**OR**

Place a Malfunction marker in the Room you are in.

MEDIC



**INTERRUPTION**

Discard this card to cancel any Action performed by another player in the Room you are in (the other player must still pay the action's Cost)

**OR**

Cancel an Interruption Action of another player.

MEDIC



**1** **REPAIRS**

Discard a Malfunction marker from the Room you are in.

**OR**

Repair / Break the Engine in the Engine Room you are in.

MEDIC




**0** **COMPUTER SKILLS**

Open or Close 1 Door in a Corridor connected to the Room you are in.

**OR**

If you are in a Room with a Computer, use its Room Action without paying its Cost.

MEDIC



**0** **PHARMACIST**

Heal 1 Dressed Serious Wound of any 1 Character in the Room you are in. Then, draw a card if you are in a Green Room.

**OR**

Dress 1 Serious Wound of any 1 Character in the Room you are in. Then, draw a card if you are in a Green Room.

MEDIC



**1** **FIELD DRESSING**

Heal all Light Wounds or Dress 1 Serious Wound of any 1 Character in the Room you are in. Then, draw a card if you are in a Green Room.

MEDIC



**0** **ER**

Spend 1 Ammo from the Needle Gun and choose any 1 Character in the Room you are in: This Character gets 1 Contamination card in their Discard pile and discards 1 Action card from their hand.

This Character draws 3 Action cards to their hand.

MEDIC

