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Bodyhack 01: ICARUS

Spend 1 Lux and gain 1 Movement point. You can now fly.
At the beginning of the Scout phase gain 1 Movement and either lose 1 Lux or remove this card from play.





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+1



Bodyhack 02: GH05T

Spend 1 Action. Prevent 1 damage from every attack made against you. At the beginning of the Scout Actions sub-phase either lose 2 movement points or remove this card from play.





+1



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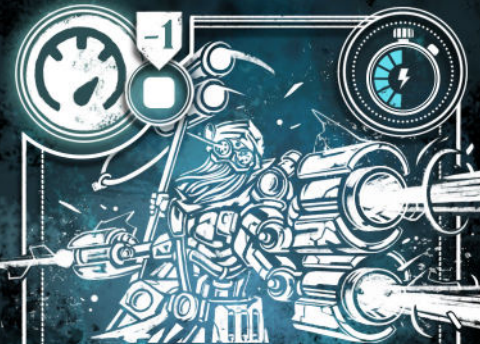
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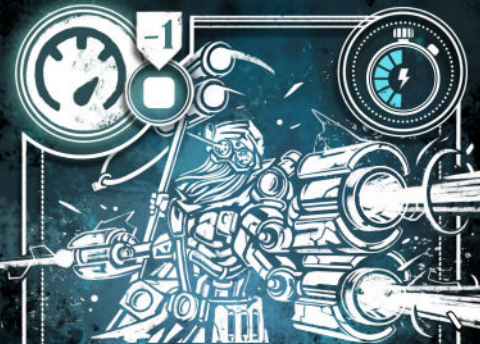




Bodyhack 03: FIRESTORM

When performing an overloaded attack spend 1 Umbra and either ignore 1 damage to your weapon or deal -1 damage and attack all targets. At the beginning of the Scout phase either discard a card from your hand or remove this card from play.





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Bodyhack 04: COMP455

Spend 2 Lux and either add +1 Plan or +1 Attack. At the beginning of the Refill Lightshield sub-phase either reduce the maximum number of Lightshield cards you should draw by 2 or remove this card from play.





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Chip M2: DJ1NN

You may add the weapon damage value to the lantern plan value (and vice versa). This effect lasts until you perform 2 actions. Then, put X Break markers on your weapon and X on your lantern.



X is 3



X is 2



X is 1



+1



Bodyhack 05: 3CHO

Another scout (connected to you by the lightstream) is allowed to play a card from your hand (except the Bodyhack 05: 3CH8 card)





+1



Bodyhack 05: 3CHO

Another scout (connected to you by the lightstream) is allowed to play a card from your hand (except the Bodyhack 05: 3CH8 card)





Chip M1: 1FR1T

Gain +1 Action if you performed
at least 1 Plan, 1 Reveal and 1
Attack action in the same Scout
Phase



Also gain 2 Umbra



Also gain 3 Umbra



Also gain 2 Lux