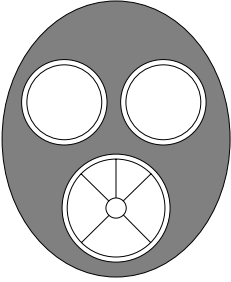

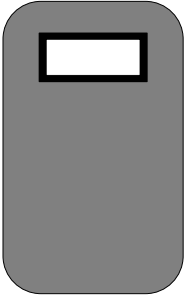
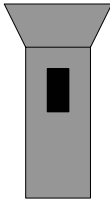

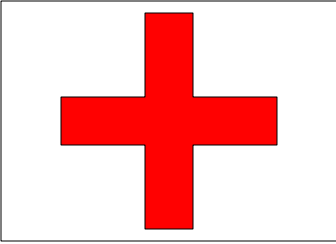
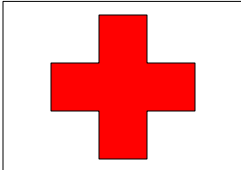
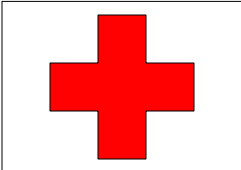
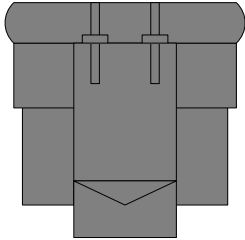


<p style="text-align: center;"><b>Gas Mask</b> (1)</p> <p style="text-align: center;">Has own case on thigh</p>  <p style="text-align: center;"><b>Negates any Gas effects</b>  1 AP to wear or remove mask  -1 to hit while wearing mask  -1 Movement: Restricted View</p>	<p style="text-align: center;"><b>Rope</b> (1)</p>  <p style="text-align: center;">Length: 4  Descending 1 AP per level  Climbing 2 AP per level  2 AP to recover and stow rope</p>	<p style="text-align: center;">6</p> <hr/> <p style="text-align: center;">5</p> <hr/> <p style="text-align: center;">4</p> <hr/> <p style="text-align: center;">3</p> <hr/> <p style="text-align: center;">2</p> <hr/> <p style="text-align: center;">1</p> <hr/> <p style="text-align: center;">Shield useless</p>	<p style="text-align: center;"><b>Assault Shield</b> (2)</p>  <p style="text-align: center;">-2 from damage.  Can only fire pistol using shield.  Option: Use counter to mark off damage to shield instead of -2 from damage.</p>
<p style="text-align: center;"><b>Flashlight (small)</b> (1)</p> <div style="border: 1px solid black; padding: 2px; display: inline-block; margin-bottom: 10px;">NVG lens</div>  <p style="text-align: center;">Can be used hands free  If NVG lens put on +2 to hit using NVG's, +2 AP in no/low light, +1 to hit user in no/low light if shooter directly in front of user.</p>	<p style="text-align: center;"><b>Crowbar</b> (1)</p>  <p style="text-align: center;">Range: Same, Damage: 1  Can be carried in Backpack or in hand. +2 to open locked doors and windows.</p>	<p style="text-align: center;"><b>Large First Aid Kit</b> (1)</p>  <p style="text-align: center;">1D6 +1 = recovered health points  must be carried in Backpack  1 Use only</p>	
<p style="text-align: center;"><b>First Aid Kit (small)</b> (1)</p>  <p style="text-align: center;">+1 Health points  can carry 1 in cargo pocket  1 Use only</p>	<p style="text-align: center;"><b>First Aid Kit (small)</b> (1)</p>  <p style="text-align: center;">+1 Health points  can carry 1 in cargo pocket  1 Use only</p>	<p style="text-align: center;"><b>Backpack</b> (1*)</p>  <p style="text-align: center;">*Carries up to 6 points of gear.  Needed to carry extra items: large items, Snacks, Ammo, Crowbar. If anything needs to be added or removed from Backpack 2 AP, or 1 AP from both players if done by a team member.</p>	