Adrenaline Surge

Activation: 12 / Strain: 2 / Self Only
This figure immediately gains an additional action during this activation, and an additional action in their next activation as well.

Drone

Activation: 10 / Strain: 1 / Touch
Place a drone next to the activator (see Chapter Six: Bestiary, page 144). This drone counts as a temporary member of the crew, and may activate and move as normal. For the rest of the game, the figure may draw line of sight from the drone, instead of the figure, when using a power. This includes using Touch powers. A figure may only have one active drone at a time.

Mystic Trance

Activation: 8 / Strain: 0 / Out of Game (B)
If successfully activated, the figure may attempt to use one of their other powers before the first Initiative Roll as if it was an Out of Game (B) power. No power that targets a point on the table or an enemy figure can be used with Mystic Trance.

Remote Firing

Activation: 10 / Strain: 0 / Line of Sight
This power allows the user to select one robot in the same crew that is within line of sight. That robot makes an immediate +3 Shooting attack against any legal target within 12". This attack does not count as the robot's activation, nor does it cost the robot an action.

Armoury

Activation: 10 / Strain: 0 / Out of Game (B)
The crew can field one suit of combat armour without having to pay is normal upkeep cost. Alternatively, one standard (not Advanced Technology) pistol, carbine, or shotgun may be given a +1 Damage modifier for the next game only.

Energy Shield

Activation: 10 / Strain: 0 / Self Only
A small energy shield forms around the user. This shield absorbs the next 3 points of Damage from any Shooting attack that would injure the activator. Once 3 points of Damage have been absorbed, the power is cancelled.

Regenerate

Activation: 8 / Strain: 0 / Self Only
The activator regains up to 3 points of lost Health.

Repair Robot

Activation: 10 / Strain: 0 / Line of Sight
This power restores up to 5 points of lost Health to a target robot within 6". This power cannot take a figure above its starting Health.