

Level 17

6	+5	+2	9	+5
Move	Fight	Shoot	Armour	Will

Power	Activation	Strain	Current Health 17
Dark Energy	12	1	
Heal	10	0	
Psionic Fire	10	1	
Psychic Shield	9	2	
Pull	12	1	

Gear
Deck, Grenade Launcher, Hand Weapon, No Armour, Picks

Level 0

6	+3	+2	11	+2
Move	Fight	Shoot	Armour	Will

Power	Activation	Strain	<div>Current Health</div> <div>15</div>
Armour Plates	12	2	
Regenerate	10	0	
Restructure Body	12	0	
Transport	14	1	

Gear
Deck, Flamethrower, Heavy Armour, Knife, Picks

Hacker (#1)

6	+1	+1	10	+1	Current Health 12
Move	Fight	Shoot	Armour	Will	
Gear Pistol, Deck, Light Armour, Knife					

Chiseler (#1)

6	+1	+1	10	+1	Current Health 12
Move	Fight	Shoot	Armour	Will	
Gear Pistol, Picks, Light Armour, Knife					

Chiseler (#2)

6	+1	+1	10	+1	Current Health 12
Move	Fight	Shoot	Armour	Will	
Gear Pistol, Picks, Light Armour, Knife					

Hacker (#1)

6	+1	+1	10	+1	Current Health 12
Move	Fight	Shoot	Armour	Will	
Gear Pistol, Deck, Light Armour, Knife					

Gunner (#1)

5	+3	+3	11	+1	Current Health 14
Move	Fight	Shoot	Armour	Will	
Gear Rapid Fire, Pistol, Heavy Armour, Knife					

Dark Energy (12)

Line of Sight / 1

The figure makes a +5 Shooting attack against any target within 12". This attack ignores any armour worn by a figure (so subtract a figure's armour modifier from their armour). Increase this attack to +7 against robots. If this attack targets a figure in combat, do not randomize the target, it can only hit the intended target. (Armour Interference).

Heal (10)

Line of Sight / 0

This power restores up to 5 points of lost Health to a target figure within 6". The power has no effect on Robots. (Armour Interference)

Psionic Fire (10)

Self-only / 1

The activator should place two flamethrower templates as though the figure had just made a flamethrower attack. These templates may be touching, but may not overlap. Every figure touching a template immediately suffers a +3 flamethrower attack (see page 32). Figures only suffer one attack even if touching both templates. (Armour Interference).

Psychic Shield (9)

Line of Sight / 2

The next time the target figure is hit with a Shooting attack that causes Damage of any amount, halve that Damage (rounding down), and then the power is cancelled. If this figure enters combat, the power is immediately cancelled. If the figure also has an active Energy Shield, deduct the 3 Points of Damage for it first and then halve the remaining damage. (Armour Interference)

Pull (12)

Line of Sight / 1

The target figure must make a Will Roll (TN16). If it fails, move that figure up to 6" in any horizontal direction. This may not move the figure over terrain more than 0.5" high. If this moves them off terrain that is above the ground, they fall and take Damage as normal. (Armour Interference)

Armour Plates (12)

Self-only / Out of Game (B) / 2

The figure gains +2 Armour. The power cannot be used if the figure is already wearing combat armour. When using this power out of game, the figure starts the game with -2 Health representing the strain.

Regenerate (10)

Self-only / 0

The activator regains up to 3 points of lost Health.

Restructure Body (12)

Self-only / Out of Game (B) / 0

The activator gains one of the following traits of its choice: Amphibious, Burrowing, Expter Climber, Immune to Critical Hits, Immune to Toxings or Never Wounded. It may only gain one of these traits at a time, but can change the attribute from one to another with an additional use of the power.

Transport (14)

Line of Sight / 1

May target one member of the same crew that is within Line of Sight and within 12" of the activator. This figure can be moved up to 6" in any direction (maintaining line of sight). If the figure was carrying a loot token, the token is dropped and not moved with the figure.