Cpt. Camina Drummer (Cyborg)   Level 15

Move	Fight	Shoot	Armour	Will
7	+4	+2	13	+3

Power	Activation	Strain
Drone	11	1
Energy Shield	10	0
Quick Step	9	1
Target Lock	10	1
Temporary Upgrade	12	0

Current Health

17

Gear
Combat Armour, Filter Mask, Fragmentation Grenade, Hand Weapon, Pistol, Rapid Fire

Ltn. Klaes Ashford (Tekker)   Level 0

Move	Fight	Shoot	Armour	Will
6	+2	+2	10	+4

Power	Activation	Strain
Data Jump	12	1
Data Knock	14	1
Drone	12	1
Power Spike	12	1

Current Health

15

Gear
Carbine, Flamethrower, Knife, Light Armour

Pathfinder (#1)

Move	Fight	Shoot	Armour	Will
7	+3	+3	10	+2

Current Health

14

Gear
Carbine, Fragmentation Grenade, Smoke Grenade, Light Armour, Hand Weapon

Sentry (#1)

Move	Fight	Shoot	Armour	Will
5	+3	+2	11	+0

Current Health

14

Gear
Carbine, Heavy Armour, Hand Weapon

Sentry (#2)

Move	Fight	Shoot	Armour	Will
5	+3	+2	11	+0

Current Health

14

Gear
Carbine, Heavy Armour, Hand Weapon

Chiseler (#1)

Move	Fight	Shoot	Armour	Will
6	+1	+1	10	+1

Current Health

12

Gear
Pistol, Picks, Light Armour, Knife

Hacker (#1)

Move	Fight	Shoot	Armour	Will
6	+1	+1	10	+1

Current Health

12

Gear
Pistol, Deck, Light Armour, Knife

Drone (11)
Touch / 1

Place a drone next to the activator. 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.

Energy Shield (10)
Self-only / 0

A small energy shield forms around the user. The 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.

Quick Step (9)
Self-only / 1

A figure may not make a power move when attempting to activate this power. The activator ma immediately move 4" in any direction, including out of combat. No figure may force combar during this move. The activator may not end this move within 1" of an enemy figure nor exit the table. This move does not suffer any movement penalties for terrain. If the figure fails its activation, it may make a normal power move.

Target Lock (10)
Touch / 1

The activator may make an immediate grenade or grenade launcher attack as a free action against any point in range; it does not have to be in line of sight. The attack automatically hits its intended point. If this power is used during a group activation, then the grenade or grenade launcher attack can be made by another member of the crew that is within 1" and was part of the group activation.

Temporary Upgrade (12)
Self-only / 0

The activator may select one of the following stat increases: +1 Move, +1 Fight, +1 Shoot, +3 Will, +1 Armour. These may not take the figure above Move (7), Fight (+6), Shoot (+6), Will (+8), or Armour (14). A figure may only have one upgrade activate a time, but they may use this power again to switch from one upgrade to another.

Data Jump (12)
Line of Sight / 1

This power may only target a member of the same warband that is carrying a data-loot token. The player may immediately move the data-loot token carried by that figure to another member of the crew, provided both are in line of sight of the activator and within 8" of one another.

Data Knock (14)
Line of Sight / 1

Immediately unlock a data loot counter.

Drone (12)
Touch / 1

Place a drone next to the activator. 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.

Power Spike (12)
Self-only / 1

The next time this figure makes a Shooting attack with a pistol, carbine or shotgun, the shot is resolved with +3 Damage. This is cumulative with other damage modifiers for the weapon. For example the total damage modifier for a shotgun would be +4.