

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.

Armoury

Activation: 10 / Strain: 0 / Out of Game (B)

The crew can field one suit of combat armour without having to pay its 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.

Coordinated Fire

Activation: 10 / Strain: 0 / Line of Sight

The target member of the crew receives +1 Shoot for the duration of the game. This may not take a figure above +5 Shoot. A figure may only benefit from one Coordinated Fire Power at a time.

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.

Holographic Wall

Activation: 10 / Strain: 1 / Line of Sight

Creates a holographic wall 6" long and 3" high. No line of sight may be drawn through this wall. Figures may move through the wall as though it is not there. At the end of each turn, after the turn in which the wall is placed, roll a die. On a 1–4 the holograph fails, and the wall is removed.

Regenerate

Activation: 8 / Strain: 0 / Self Only

The activator regains up to 3 points of lost Health.

Toxic Claws

Activation: 10 / Strain: 1 / Self Only

The figure immediately grows a set of indestructible claws. These count as a hand weapon, do +2 Damage, and are toxic.

Transport

Activation: 10 / Strain: 1 / Line of Sight

May target one member of the same crew that is within Line of Sight and 12" from 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.