

<p><b>Adrenaline Surge</b></p> <p><b>Activation: 12 / Strain: 2 / Self</b></p> <p>This figure immediately gains an additional action during this activation, and an additional action in their next activation.</p> <p>SG</p>	<p><b>Antigravity Projection</b></p> <p><b>Activation: 10 / Strain: 0 / LoS</b></p> <p>Target figure gains Levitate for the rest of game</p> <p>SG</p>
<p><b>Armour Plates</b></p> <p><b>Activation: 10 / Strain: 2 / Self</b></p> <p>Gain +2 Armour (Cannot be used with Combat Armour)</p> <p>SG</p>	<p><b>Armoury</b></p> <p><b>Activation: 10 / Strain: 0 / OoG (B)</b></p> <p>Either pays for a set of Combat Armour, OR one standard pistol/carbine/shotgun gains +1 dmg for next game</p> <p>SG</p>
<p><b>Bait and Switch</b></p> <p><b>Activation: 12 / Strain: 2 / LoS</b></p> <p>Target figure carrying loot makes Will roll (TN14) or drops it and this character may move 4"</p> <p>SG</p>	<p><b>Break Lock</b></p> <p><b>Activation: 12 / Strain: 1 / LoS</b></p> <p>Immediately unlock one physical loot</p> <p>SG</p>
<p><b>Bribe</b></p> <p><b>Activation: 14 / Strain: 0 / OoG (B)</b></p> <p>Gain a bribe token. Use to cancel a shooting attack before rolling. (not vs Cap/1st)</p> <p>SG</p>	<p><b>Camouflage</b></p> <p><b>Activation: 10 / Strain: 2 / Self</b></p> <p>No LoS to this figure over 12". +2F when shot at by pistol/carbine/shotgun/rapid-fire. Cancelled if stunned.</p> <p>SG</p>
<p><b>Cancel Power</b></p> <p><b>Activation: 12 / Strain: 1 / LoS</b></p> <p>Immediately cancel one ongoing LoS power.</p> <p>SG</p>	<p><b>Command</b></p> <p><b>Activation: 10 / Strain: 0 / LoS</b></p> <p>Target unactivated figure activates in current phase.</p> <p>SG</p>

## **Concealed Firearm**

**Activation: 10 / Strain: 1 / Self**

In combat, make +5S attack. If damages, push back 1" and stun opponent

SG

## **Control Animal**

**Activation: 10 / Strain: 1 / LoS**

Uncontrolled Animal makes Will roll (TN16) or joins crew for game. One at a time. Free action to cancel.

SG

## **Control Robot**

**Activation: 10 / Strain: 1 / LoS**

Robot makes Will roll (TN15) or joins crew. Recheck each activation. One at a time. Free action to cancel.

SG

## **Coordinated Fire**

**Activation: 10 / Strain: 0 / LoS**

Target crew gains +1 shoot for rest of game. Not if over +5 shoot, and once per figure per game.

SG

## **Create Robot**

**Activation: 14 / Strain: 0 / OoG (A)**

Gain robot soldier to crew of any type except Armoured Trooper. Normal limits to specialists.

SG

## **Dark Energy**

**Activation: 10 / Strain: 1 / 12"**

+5 shooting attack, ignoring armour. +7 to robots (Armour Interference)

SG

## **Data Jump**

**Activation: 10 / Strain: 1 / LoS**

Data loot carried by friend can move to friend within 8"

SG

## **Data Knock**

**Activation: 12 / Strain: 1 / LoS**

Immediately unlock one data loot

SG

## **Data Skip**

**Activation: 12 / Strain: 2 / LoS**

Unlocked data loot moves 4" any direction. If carried, they make a Will roll (TN16) to resist

SG

## **Destroy Weapon**

**Activation: 12 / Strain: 2 / 12"**

Destroy weapon (non indestructable) until end of game. Armour Interference

SG

<p><b>Drone</b></p> <p><b>Activation: 10 / Strain: 1 / Touch</b></p> <p>Gain Drone for rest of game. Figure may draw LoS from Drone. One Done max.</p> <p>SG</p>	<p><b>Electromagnetic Pulse</b></p> <p><b>Activation: 10 / Strain: 1 / LoS</b></p> <p>If targetting a robot, it must make Will roll (TN18) or lose next activation. Non robots all firearms jam and gain -1D (Once)</p> <p>SG</p>
<p><b>Energy Shield</b></p> <p><b>Activation: 10 / Strain: 0 / Self</b></p> <p>Shield absorbs next 3 dmg from shooting attacks, then cancelled</p> <p>SG</p>	<p><b>Fling</b></p> <p><b>Activation: 8 / Strain: 1 / Self/Touch</b></p> <p>Fling crewmember within 1", 6" any direction (inc up), then stun. Or vs enemy who rolls Fight (TN16) to resist. Not on Large enemies.</p> <p>SG</p>
<p><b>Fortune</b></p> <p><b>Activation: 12 / Strain: 0 / Self</b></p> <p>Gain fortune token. Tokens used to reroll Combat/Shooting/Stat roll. Max one token at a time.</p> <p>SG</p>	<p><b>Haggle</b></p> <p><b>Activation: 10 / Strain: 0 / OoG (A)</b></p> <p>When selling, gain 20% more on one item</p> <p>SG</p>
<p><b>Heal</b></p> <p><b>Activation: 10 / Strain: 0 / 6"</b></p> <p>Restore 5 H to non-robot</p> <p>SG</p>	<p><b>Holographic Wall</b></p> <p><b>Activation: 10 / Strain: 1 / LoS</b></p> <p>Create 6"x3" high wall that blocks LoS but not movement. Each turn roll: on &lt;5 remove.</p> <p>SG</p>
<p><b>Life Leach</b></p> <p><b>Activation: 10 / Strain: 0 / LoS</b></p> <p>Target makes Will roll (TN15) or gives 3H to this figure. Non-robots only. Own crew deserts. Armour Interference.</p> <p>SG</p>	<p><b>Lift</b></p> <p><b>Activation: 10 / Strain: 0 / LoS</b></p> <p>Move friendly figure 6" in any direction, inc up. Armour interference.</p> <p>SG</p>

## Mystic Trance

**Activation: 8 / Strain: 0 / OoG (B)**

May attempt to use another power as if OoG(B). Not powers related to points on table or enemy figures.

SG

## Power Spike

**Activation: 8 / Strain: 1 / Self**

Next shooting attack with carbine/pistol/shotgun gains +3D.

SG

## Psionic Fire

**Activation: 10 / Strain: 1 / Self**

2x flamethrower template attacks at +3.

SG

## Pull

**Activation: 12 / Strain: 1 / LoS**

Target rolls Will (TN16) or moves 6" horizontally, not over terrain >0.5", but can be over edges

SG

## Puppet Master

**Activation: 12 / Strain: 2 / Touch**

Non-robots with 0H return as 1H, wounded characters. Armour interference

SG

## Psychic Shield

**Activation: 10 / Strain: 2 / LoS**

Next incoming shooting damage reduced by 1/2 (rd down), then cancel power. Armour interference

SG

## Regenerate

**Activation: 8 / Strain: 0 / Self**

Gain 3 lost Health

SG

## Remote Guidance

**Activation: 10 / Strain: 0 / OoG (B)/ Touch**

Target robot out of activation range may activate in this phase.

SG

## Remote Firing

**Activation: 10 / Strain: 0 / LoS**

Robot within LoS makes +3 shoot attack to target within 12" as free action

SG

## Repair Robot

**Activation: 10 / Strain: 0 / 6"**

Restore 5 H to robot

SG

## Restructure Body

**Activation: 10 / Strain: 0 / Self/OoG (B)**

Gain one attribute at a time: Amphibious, Burrowing, Expert Climber, Immune Crit/Toxin, Never Wounded.

SG

## Quick-Step

**Activation: 10 / Strain: 1 / Self**

Not Power Move, move 4" any direction, may escape combat.

SG

## Re-wire Robot

**Activation: 14 / Strain: 0 / OoG (B)**

Friendly robot gains: +1 M/F/A, but -1 Will. Permanent, one time only.

SG

## Suggestion

**Activation: 12 / Strain: 1 / LoS**

Target rolls Will (TN16) or drops loot and moves 3" in any direction, but not into combat/damage. Armour Interference

SG

## Target Designation

**Activation: 8 / Strain: 0 / LoS**

Target gets -2F vs Shooting for rest of game

SG

## Target Lock

**Activation: 10 / Strain: 1 / Touch**

Immediate free grenade/launcher attack that hits target point.

SG

## Temporary Upgrade

**Activation: 12 / Strain: 0 / Self**

Gain +1 M/F/S/A or +3W to max 7/+6/+6/14 or +8W. May switch upgrades.

SG

## Toxic Claws

**Activation: 10 / Strain: 1 / Self**

Gain indestructable Hand Weapon with +2D and Toxic.

SG

## Toxic Secretion

**Activation: 12 / Strain: 0 / OoG (B)**

Choose 2 crew, including self. All attacks are Toxic next game.

SG

## Transport

**Activation: 10 / Strain: 1 / 12"**

Move friendly figure 6" any direction in LoS. Drop loot token.

SG

<p><b>Void Blade</b></p> <p><b>Activation: 10 / Strain: 0 / Self</b></p> <p>Hand Weapon is indestructable, +2D. Gain +2F vs shooting attack from pistol/carbine/rapid-fire/shotgun. Does not stack with cover. Cancelled on stun.</p> <p>SG</p>	<p><b>Wall of Force</b></p> <p><b>Activation: 12 / Strain: 1 / Self</b></p> <p>Create 6"x3" high wall that blocks movement but not LoS. Shooting attack on 19-20 destroys it.</p> <p>SG</p>
<p><b>Contacts</b></p> <p><b>Activation: 12 / Strain: 0 / OoG (A)</b></p> <p>May buy one item from Advanced Tech table</p> <p>LP,Q37, BE</p>	<p><b>Indifference</b></p> <p><b>Activation: 12 / Strain: 1 / Self</b></p> <p>Never Wounded. May ignore Stun</p> <p>LP,Q37</p>
<p><b>Information Broker</b></p> <p><b>Activation: 12 / Strain: 0 / OoG (A)</b></p> <p>One information/secret worth 100cr+ is kept after selling, but halves in value.</p> <p>LP</p>	<p><b>Pistol Expert</b></p> <p><b>Activation: 10 / Strain: 0 / Self</b></p> <p>Figure's Pistols are indestructable. Crit on19+. Never Jam. Cancelled on stun.</p> <p>LP</p>
<p><b>Saving Grace</b></p> <p><b>Activation: 10 / Strain: 0 / LoS</b></p> <p>Next time under grenade/flamer template, auto move out of template. Then cancel power. Armour interference.</p> <p>LP, BE</p>	<p><b>Seize the Initiative</b></p> <p><b>Activation: 10 / Strain: 1 / Self</b></p> <p>Gain +8 to next initiative roll, for determining initiative only.</p> <p>LP</p>
<p><b>Smash and Grab</b></p> <p><b>Activation: 10 / Strain: 1 / Touch</b></p> <p>No penalties for carrying physical loot. Unlock one loot token within 1", unless enemy also within 1"</p> <p>LP</p>	<p><b>Treasure Seeker</b></p> <p><b>Activation: 12 / Strain: 0 / OoG (A)</b></p> <p>Make 2 rolls on physical loot table and choose one, for one recovered physical loot token.</p> <p>LP</p>

<p><b>Beast Call</b></p> <p><b>Activation: 12 / Strain: 1 / Touch</b></p> <p>Roll on Random Encounter table (SG p140) and place at random table edge. May reroll edge once.</p> <p>Q37</p>	<p><b>Crack Shot</b></p> <p><b>Activation: 10 / Strain: 1 / Self</b></p> <p>Critical Hits on Shooting 19+. Never jams.</p> <p>Q37</p>
<p><b>Inspiring</b></p> <p><b>Activation: 10 / Strain: 0 / LoS</b></p> <p>Either: target immediately recovers from Stun. OR target gains +1F for rest of game (once only)</p> <p>Q37</p>	<p><b>Investments</b></p> <p><b>Activation: 12 / Strain: 0 / OoG (A)</b></p> <p>Gain 50cr</p> <p>Q37</p>
<p><b>Study Prey</b></p> <p><b>Activation: 12 / Strain: 0 / OoG (A)</b></p> <p>If killed uncontrolled creature last game, gain +5xp for each, to max 25xp.</p> <p>Q37</p>	<p><b>Weapon Maintenance</b></p> <p><b>Activation: 12 / Strain: 0 / OoG (B)</b></p> <p>One carbine/shotgun/pistol becomes indestructable, +1D, Never jams, for next game.</p> <p>Q37</p>
<p><b>Bounce Back</b></p> <p><b>Activation: 8 / Strain: 0 / Touch</b></p> <p>Next time moved involuntarily, may cancel this power to cancel the move</p> <p>BE</p>	<p><b>Probability Curve</b></p> <p><b>Activation: 10 / Strain: 0 / Self</b></p> <p>Next dice roll, make 2 rolls and choose best result, cancel power. Armour Interference.</p> <p>BE</p>
<p><b>Righteous Fury</b></p> <p><b>Activation: 10 / Strain: 1 / 6"</b></p> <p>Target gains +1F and +1D for melee. (once only)</p> <p>BE</p>	<p><b>Thunderstrike</b></p> <p><b>Activation: 10 / Strain: 1 / Self</b></p> <p>Next time do dmg in melee, do +5 dmg and cancel power. If enemy has 0H, and not in combat, move 3"</p> <p>BE</p>