

Looked worse than it was!

Ignore a roll on the Injury Table. The character recovers immediately

It's time to go!

The crew may immediately end a battle, with all remaining characters escaping from the fight.

Did you ever meet my mate?

Add a new character to your team immediately, even mid-battle. Place the model within 6" of any battlefield edge. They can act immediately.

Lucky shot!

If a character just missed a shot, turn it into a hit. Only applies to a single shot, even if the weapon rolls multiple attack dice.

Rainy day fund!

Immediately add 1D6+5 credits to your available funds.

Sometimes story points just aren't enough.

Some players are going to relish going into an overwhelming fight with one crew member, armed with a handgun, a confident attitude, and a pack of gum. Others will feel dejected that the dice just ended their campaign. How you feel about things depends on your attitude to games, but here are some options for when the dice start to go against you. You may employ each ONCE per campaign, and when an option has been used, remove it for the rest of the campaign, however long it lasts. To gain new uses, you have to start completely from scratch, or have accomplished 5 Elite Ranks (see p.65)