

Engineer Actions:

Action	Skill	Check	P? U?	Notes
Engine (p42) (upgraded: Engineer +1): Produce 1 Power for each engine at start of Round.				
Pump Engine	Engineer	8	- U	+3/additional energy. Can only pump 1/round.
Transfer Power	Engineer	8	- -	+3/additional energy.
Tractor (p55) (upgraded: +1 for tractoring): Drains Guns Power, release objects held if Guns Power drops to 0 or module is damaged, increase difficulty by 1 per object held.				
Tractor docking	Engineer	Size + Target OOC	P -	Same hex + speed + facing, ships locked, helm actions have difficulty increased by docked ship size.
Tractor missile	Engineer	Distance + 12	P -	hold missile in place or reel missile in to tractor bay for defusing. boarding missile: break tractor lock: Pilot check against 8 + Guns Power of tractoring ship.
Tractor object	Engineer	Distance + 11	P -	hold object/spacewalker or reel in to tractor bay.
Tractor ship	Engineer	Size + Distance + Enemy's Shield	P -	cannot be used within 2 spaces from celestial body, move ship one hex towards own ship.
Undock tractor dock	Engineer	8	- -	Stop tractor dock.
Personal Engineer Actions:				
Drain Battery	Engineer	8	- -	Only 1 attempt, remote from engine at no penalty, any other BS at +3, power generated = successes.
Energize EAME	Engineer	11	- U	Not remote, only 1/round, EAME can be used for one action as any kind of module, destroyed after use.
Reconfigure Cannon	Engineer	11 (toolkit: -1)	- -	Cannot be remote. Set Cannon to Blast, Laser or Multi cannon mode.
Repair Bot	Eng./Scie.	11 (toolkit: -1)	- -	Can use Engineering or Science .
Repair Module	Engineer	11 (toolkit: -1)	- -	Slagged: +3. Cannot be remote. Reduce damage of module by one.
Upgrade Bot	Eng./Scie.	11 (wrist comp: -1)	- -	Can use Engineering or Science . Fail: destroyed.
Upgrade Module	Engineer	11 (toolkit: -1)	- -	Permanent upgrade until slagged, fail: module damaged.

Pilot Actions:

Action	Skill	Check	P? U?	Notes
Helm (p43) (upgraded: Pilot +1): Never acquires used counters, every maneuver drains one helm power, failed maneuvers increase OOC as if successful plus fail margin, OOC going above 6 is taken as hull damage, reduce OOC by one at end of phase, actual OOC level defines penalty for movement and any skill checks.				
Avoid Planet Collision	Pilot	Size+Speed	P -	only if a planet hex is entered with a speed > 1, Fail: treat as a Ram with ship of equal size and speed.
Change Speed	Pilot	Size + Speed	P -	+3/additional step. 1 OOC per level.
Dock Ship	Pilot	Size + Speed	P -	Same hex+speed+facing, connect ships at exterior modules, any maneuver stops docking.
Dodge Missile	Pilot	Size+Speed+Special	P -	Special = Amount missile hits, missile does not hit this phase but continues to follow.
Enter Orbit	Pilot	Size + 1	P -	Requires speed 1, no automatic deceleration during orbiting, leave orbit by attempting any maneuver
Evasive Maneuver	Pilot	Size+Speed	P -	+3/additional step. -1 for enemy targeting attack roll, any maneuver cancels effect, keep OOC to keep effect.
Land	Pilot	automatic	P -	enter planetary hex and decelerate to speed 0, leave mission at end of phase.
Pick up Spacewalker	Pilot	Size	- -	requires speed 0, Spacewalker enters any exterior module, +3 for each additional person.
Ram/Dodge Ship	Pilot	Size + Speed	P -	both ships are hit by two "cannon" shots equal to opposing ship's speed and size, roll to hit allocation twice and ignore shields, each ship gains 1D6 OOC, each occupant takes an additional 1D6 damage.
Sideslip	Pilot	Size+Speed	P -	move ship towards starboard/portside front hex, next movement finish move, fail: OOC 1 + failure margin.
Spin the wheel	Pilot	3	P -	Generate 1D6 OOC, Pilots can reroll.
Steady Ship	Pilot	Size+Speed	P -	ignore OOC for this roll, reduce OOC by success, Fail: no OOC is generated additionally.
Turn Ship	Pilot	Size+Speed	P -	+3/additional facing. 1 OOC per level.
Personal Pilot Actions:				
Use Jetpack	Pilot	8 or 11(all jet moves)	- -	Fail margin = damage and move reduction. Make 1 (all) jet move(s): move to any square within LOS.

Science Actions:

Action	Skill	Check	P? U?	Notes
Teleporter (p53) (upgraded: +1 for teleporting): Requires 1 Guns power. Min. ship size 3, max. ship size 20.				
Teleport crew/bomb	Science	Distance + Shields from both ships	- U	roll 2D6 on silhouette and put crew in impact Module, Fail/Miss: remain at ship and take D6 damage/bomb goes off in Teleport module, bomb: inflict 1D6 hull damage (ignore Shields) and apply personal/module damage as with missiles/cannon hits.
Science Bay (p52) (upgraded: Science +1): Shields can only be powered if the Science Bay is not damaged.				
Acquire targeting lock	Science	Distance	- U	Requires 1 Shield power, reroll one die for hit allocation, limit to # of targeting locks: own ship size.
Activate ECM	Science	12+Distance	- U	Control missile movement next phase.
Collect data	Science	Distance	- U	Requires 1 Shield power, amount of data collected = success.
Research	Science	Distance(own ship:0)	- U	Requires 1 Shield power, ask yes/no question.
Hyperdrive (p47): Cannot program within 12 spaces of celestial body, lose 1 counter if damaged, remove all program counters if passing within 12 spaces of celestial body.				
Program Hyperdrive	Science	8	- U	add one program counter.
Warp in	Science	30	- U	Place Ship 30 - total away (min. 12) from any object, start with zero power and a speed of 4.
Warp out	Science	8	- U	Program counters required = ship size.
Personal Science Actions:				
Administer Drugs	Science	8	- -	
Breach load drug	Science	8	- -	Load drug into needler weapon for remote administration.
Defuse Missile	Science	11	- -	Fail: missile explodes in Tractor Module.
Hack Battlestation	Science	11	- -	Allows use of any battlestation, even on other ships,
Heal Damage	Science	8	- -	Requires Medkit, heal target by successes.
Heal Needler Toxin	Science	11	- -	Requires Medkit, cancel toxin effect.
Open enemy doors	Science	11	- -	or blow up by 20 points of damage total or by 10 points of damage in one shot with personal weapon.
Remote Detonation	Science	Varies	- -	See p. 29 for details.
Repair Bot	Eng./Scie.	11 (toolkit: -1)	- -	Can use Engineering or Science .
Repair equipment	Science	11 (toolkit: -1)	- -	
Reset Ion Bore	Science	11	- -	Resets Ion Bore damage to 1d6.
Upgrade Bot	Eng./Scie.	11 (wrist comp: -1)	- -	Can use Engineering or Science . Fail: destroyed.
Upgrade equipment	Science	11 (wrist comp: -1)	- -	Permanent upgrade until destroyed, fail: equipment destroyed.
Hull Stabilizer(p47) (upgraded: additional reroll): Reroll up to both dice on a failed hull check.				
Life Support (p48) (upgraded: support +1 crew): If no working Life Support on ship: at end of round make athletics skill check vs. 11 or take D6 damage.				
Cargo Bay (p41) (upgraded: +1 aux. Items): Hold up to 25 resources or up to 3 auxiliary equipment. Square with resources counts as slagged. Damage: each 6 on damage dice damages equipment or destroys resource, second damage destroys equipment. Possible auxiliary equipment:				
<i>Emergency Auxiliary Module Emulator:</i> can be used once for one action as any kind of module, destroyed after use, Engineer check vs. 11 to configure, only 1 EAME use per round				
<i>Battery:</i> Use once to gain additional power, see Drain Battery.				
<i>Local Life Support Unit:</i> +1 crew supported on ship. If only remaining Life Support it acts as EVA for all characters in Cargo Bay.				

Combat Actions:

Action	Skill	Check	P?	U?	Notes
Cannon (p35) (upgraded: Combat +1): Shoot cannon either in Blaster, Laser or Multi-Cannon Mode. Always LOS to Objects in own Hex.					
Fire Blast/Laser Cannon	Combat	Distance+Speed	P	U	1 shot/round. Laser Cannon shoots with Distance/2 (round up) and Guns power/2 (round down).
Fire multi-cannon	Combat	Distance+Speed	P	-	1 shot/phase. Damage = 1d6.
Fire at Spacewalker	Combat	Distance + 11	P	U/-	Spacewalker takes 4D6 damage, braced Spacewalker may reroll some or all damage dice.
Reconfigure Cannon	Engineer	8	-	-	Set cannon to Blaster, Laser or Multi-Cannon mode, not remotely possible.
1. roll hit allocation: 2D6 at ship's silhouette from side of cannon shot to determine row or column which is hit.					
2. Miss silhouette: per Guns power 1 point of hull damage. Hit silhouette: roll as many D6 as Guns power + enemy shields, remove # of highest dice equal to enemy shield level.					
3. Damage Allocation: Laser/Blaster: apply damage dice in descending value to modules in row/column, total hull damage = module damage + 1 per excess dice Multi Cannon: only impact module takes 1D6 damage.					
Module Damage: 1-3: 1D6 personal damage, 4-6: 2D6 personal damage and module receives 1 damage counter.					
Missile Bay (p49) (upgraded: +1 to fire Missiles): Fire warhead, heavy warhead, seeker, science probe or boarding missile once per round. Missile Speed is 12 (2 hex per phase), moves blindly towards target even through occupied spaces -> make Pilot skill check of 8 or it is destroyed (warhead, probe) or damaged (boarding Missile).					
Fire Missiles	Combat	11	P	U	1 shot/round. Launches 1 missile.
<i>Warhead Missile:</i>	in target's hex: roll 2D6 >= target's speed -> hit: roll 2D6 for hit allocation (miss silhouette: missile is chasing), damage: roll 2D6 (ignore shields): higher die is damage of impact module, lower die is damage of orthogonally adjacent modules, total is equal to hull damage.				
<i>Heavy Missile:</i>	roll only 1D6 against target's speed to hit but deal 3D6 damage to Modules: highest to impact, middle to adjacent and lowest to cater-corner modules.				
<i>Seeker Missile:</i>	roll 3D6 against target's speed to hit but deal only 1D6 damage to impact Module. Can also be a Boarding Missile with max. 1 Crew. Moves after regular missiles but hits before them.				
<i>Science Probe:</i>	only Research possible and only 1 probe per Science Bay, distance to target from probe is taken for research check, probes follow/wait at target until deactivated/destroyed.				
<i>Boarding Missile:</i>	up to 2 heroes can fly, if hit by enemy weapons make a Pilot check against 12 to avoid damage. If still hit, each passenger takes D6 damage and make integrity test: Engineer check against 8, success: missile is damaged (destroyed if it takes its second damage) and all subsequent skill checks are at -3. fail: missile is destroyed and everybody takes 3D6 damage and is floating in space. in target's hex: roll 2D6 >= target's speed to hit ship, roll 2D6 for hit allocation (miss silhouette: chasing) or spend one action to choose impact module, determine position in module randomly. BM are treated as normal missiles but can be steered and stopped. Any attacks can be cancelled by a Pilot skill check with the difficulty of the enemy die roll for the attack skill check, immune to ECM, BM as escape pots: emergency landing on planet/asteroid: Pilot skill check against 8, fail: take 1D6 damage + failure margin, escape mission without landing: at referees decision (need to be picked up by friendly ship).				
Module Damage: 1-3: 1D6 personal damage, 4-6: 2D6 personal damage and module receives 1 damage counter.					
Personal Combat Actions:					
Attack (grenade)	Combat	Distance x2	-	-	Arm (free)+draw/hurl is one action). Explodes following phase. Fail: reduce range by fail margin.
Attack (melee/range)	Combat	Target # To Hit	-	-	Natural 2 or total = 2: weapon did not discharge, miss: check for Sabotage Module.
Attack (target weapon)	Combat	11	-	-	Each Damage die = 6 breaks item. 2 breaks = destroyed, check for Hold onto attacked item.
Attack (two weapons)	Combat	Target To Hit + 6	-	-	Both attacks must be versus same target.
Grappling	Combat	own Target #	-	-	Use free hand, enemy: free melée attack, both roll, higher margin wins: Block, Crush, Hinder, Throw, Wrest.
Sabotage Module	Combat	Automatic	-	-	Roll weapon damage, any 6 raises damage by 1 and 1 hull damage, also if a weapon misses.
<i>Stun-/EMP-Grenades:</i>	all characters in grenade LOS are hit as by a weapon of according type (Stun (p26)- or EMP (p27)-Gun). No damage to module is inflicted.				
<i>Energy-/Frag-Grenades:</i>	Characters take 2D6 damage minus distance (double if not in LOS) to grenade. Bots take damage for each 5/6 on dice as long as total damage is not reduced below 1. Impact Module takes 3D6 damage, Modules in LOS take 1D6 damage (each 6 raises damage level by 1 + 1 Hull damage). Frag grenades ignore EMP effects, count armor twice against frag grenades.				