

Battlestations



summary of Modifier and Module actions

Action	Type	Skill	Check	Use?	PP	Notes
Assist Other	Modifier	As assistee	8	-	19	Max +1 bonus to person being assisted
Brace	Modifier	-	Automatic	-	19	Reroll internal damage until next action
Dodge	Modifier	Athletics	8	-	NA	+1 to Target # until next action. +3/additional bonus
Overwatch	Modifier	-	Automatic	-	19	Set contingent to act when trigger occurs
Peek	Modifier	-	-	-	20	Opponents -1 to hit you
Pop	Modifier	-	-	-	20	Free action. -1 to action, +1 to defense, move 1 space
Prepare	Modifier	-	Automatic	-	20	Gain +1 on next task
Fire blast/laser cannon	Module (Cannon)	Combat	Distance+Speed	Y	35	1 shot/round. Damage = Cannon power
Fire multi-cannon	Module (Cannon)	Combat	Distance+Speed	N	35	1 shot/phase. Damage = 1d6
Pump Engine	Module (Engine)	Engineer	8	Y	42	+3/additional energy. Can only pump 1/round
Transfer Power	Module (Engine)	Engineer	8	N	42	+3/additional energy
Change Speed	Module (Helm)	Pilot	Size+Speed	N	45	+3/additional step. 1 OOC per level
Dock Ship	Module (Helm)	Pilot	Size + Speed	N	46	Dock with ship in same hex with same speed and facing
Dodge Missile	Module (Helm)	Pilot	Size+Speed+Special	N	45	Special = Amount missile hits by
Enter Orbit	Module (Helm)	Pilot	Size + 1	N	46	Must be traveling at speed 1
Ram/Dodge Ship	Module (Helm)	Pilot	Special	N	45	See p. 45 for details
Spin the wheel	Module (Helm)	Pilot	Size+Speed	N	44	Generates 1d6 OOC (Pilots may reroll)
Steady Ship	Module (Helm)	Pilot	Size+Speed	N	43	Reduce OOC by successes
Turn Ship	Module (Helm)	Pilot	Size+Speed	N	44	+3/additional facing. 1 OOC per level
Program Hyperdrive	Module (Hyperdrive)	Science	8	Y	48	Cannot program within 12 spaces of celestial body
Warp in	Module (Hyperdrive)	Science	30	Y	47	Determines entry point
Warp out	Module (Hyperdrive)	Science	8	Y	48	Program time required = ship size
Fire Missiles	Module (Missile Bay)	Combat	11	Y	49	1 shot/round. Launches 1 missile
Acquire targeting lock	Module (Science Bay)	Science	Distance	Y	52	Requires 1 Shield power
Activate ECM	Module (Science Bay)	Science	12+Distance	Y	52	Success = move target missile 2 spaces on its next phase
Collect data	Module (Science Bay)	Science	Distance	Y	52	Requires 1 Shield power, but does not drain power
Teleport (Missile)	Module (Teleporter)	Science	Distance+Shields	Y	54	Success = 1d6 hull damage, possible damage to module
Teleport (Person)	Module (Teleporter)	Science	Distance+Shields	Y	53	Requires 1 Guns power, but does not drain power
Tractor (Docking)	Module (Tractor)	Engineer	Size + Target OOC	N	55	Same hex/speed, ships locked for boarding
Tractor (Missile)	Module (Tractor)	Engineer	Distance +12	N	55	DC Increases per held item, drains gun power
Tractor (Object)	Module (Tractor)	Engineer	Distance +11	N	55	DC Increases per held item, drains gun power
Tractor (Ship)	Module (Tractor)	Engineer	Size+Distance+Shields	N	55	As above + cannot use 2 spaces from celestial body

Use? Refers to whether or not a module acquires a "used" token after the stated action. All subsequent actions in a used module are at -3/marker