

# Battlestations



## summary of Personal and Special actions

Action	Type	Skill	Check	PP	Notes
Attack (Grenade)	Personal	Combat	Distance x2	28	Explodes following phase. Failure falls short.
Attack (Melee/Range)	Personal	Combat	Target To Hit	21	
Attack (Target item)	Personal	Combat	11	21	Damage roll 6 breaks item. 2 breaks = destroyed
Attack (Two weapons)	Personal	Combat	Target To Hit +6	22	Both attacks must be versus same target
Breach load drug	Personal	Science	8	31	Load drug into needler weapon for remote administration
Carry the Fallen	Personal	-	Automatic	20	-1 Move, -3 to Actions, max of 1 person to carry
Draw item	Personal	-	Automatic	20	Transfers item to hand
Drop item	Personal	-	Automatic	20	Free action
Hack Battlestation	Personal	Science	11	33	Allows use of unauthorized battlestation
Heal (Damage)	Personal	Science	8	22	Heal target by successes
Heal (Needler Toxin)	Personal	Science	11	26	
Kick grenade	Personal	Athletics	8	28	Deflect grenade in direction "success" spaces
Movement	Personal	-	Automatic	17	1 free. May also move instead of standard action
Pick up item	Personal	-	Automatic	20	
Quickdraw	Personal	Athletics	8	20	Free action. Draw item, -3 to next action
Reconfigure Cannon	Personal	Engineer	11		Cannot be remote. Blast, Laser or Multi cannon
Remote Detonation	Personal	Science	Varies	28	See p. 29 for details
Repair Bot	Personal	Special	11	24	Can use <b>Engineering</b> or <b>Science</b>
Repair Module	Personal	Engineer	11	38	Cannot be remote. Reduce damage to interior modules
Reset Ion Bore	Personal	Science	11		Resets Ion Bore damage to 1d6
Sling item	Personal	-	Automatic	20	Transfers item from hand
Use Jetpack	Personal	Pilot	8	30	Failure = damage. Vs DC 11 for all moves via jetpack
Hold onto attacked item	Reaction	Athletics	Damage Inflicted		Failure drops item
Intercept grenade	Reaction	Athletics	11	28	Deflect grenade in direction "success" spaces
Resist (Disintegration)	Reaction	Athletics	8	26	Failure obliterates target
Resist (Stun)	Reaction	Athletics	11	27	Failure gains 2 stun counters
Dash	Special	Athletics	8	NA	+1 Move for phase. +3/additional Move bonus. Fail = penalty
Extinguish Fires	Special	Science	11	27	Mission details may provide additional info
Recovery	Special	-	Automatic	22	Waking from KO uses this as first action
Upgrade (Bot)	Special	Special	11	24	Can use <b>Engineering</b> or <b>Science</b> . Failure = bot destroyed!
Upgrade (Equipment)	Special	Science	11	32	Failure = item destroyed. Success is permanent upgrade.
Upgrade (Module)	Special	Engineer	11	32	Failure = damage. Success is permanent upgrade.