




All Battlestations

Force morale check	HAND	USE: n/a	POT 15
Diplomacy vs target dist + (3 x extra)		EXPENDS: n/a	
will force the target ship to make a morale check, difficulty at +1 per extra, if failed drop morale level by 1 + extra			
Hack battlestation	HAND 	USE: n/a	BCR 33
Science vs 11		EXPENDS: n/a	
grants access to enemy battlestation, cannot be done remotely			
Password hack	HAND 	USE: n/a	PG 5
Science vs 14		EXPENDS: n/a	
hack all battlestations in a single module simultaneously to gain access to all			



Cannon

Fire at spacewalker	HAND 	USE: see firing mode	BCR 40
Combat vs target dist + 11		EXPENDS: 1 gun power	
spacewalker takes 4d6 damage, no matter what firing mode			
Fire cannon as blast	HAND 	USE: 1 / round	BCR 35
Combat vs target dist + speed		EXPENDS: 1 gun power	
damage = guns power, cannot be fired again this round			
Fire cannon as laser	HAND 	USE: 1 / round	BCR 35
Combat vs target speed + dist / 2 (round up)		EXPENDS: 1 gun power	
damage = guns power / 2 (round down), cannot be fired again this round			
Fire cannon as multi	HAND 	USE: 1 / phase	BCR 35
Combat vs target dist + speed		EXPENDS: 1 gun power	
damage = 1, cannot be fired again this phase			
Reconfigure cannon	HAND 	USE: n/a	BCR 35
Engineering vs 11		EXPENDS: n/a	
switch to different firing mode (blast, laser, multi), cannot be done remotely, toolkit bonus applies			









Damage Control

Damage control	HAND 	USE: 1 marker	PG 17
Engineering vs 0 + (3 x used)		EXPENDS: n/a	
reduces hull damage by successes, markers remain until end of mission			



Engine

Pump engine	HAND 	USE: 1 / round	BCR 42
Engineering vs 8		EXPENDS: n/a	
generates 1 extra energy, skill check at +3 for each additional energy			
Transfer power	HAND 	USE: n/a	BCR 42
Engineering vs 8		EXPENDS: n/a	
reduce one power level to increase another one by 1, check at +3 for each additional energy to be transferred			


Fighter

Dock with spacewalker	HAND 	USE: 1 / phase	GCW 22
Piloting vs 8		EXPENDS: n/a	
allows spacewalker to enter fighter if there is enough room			
Dock with starship portal	HAND 	USE: 1 / phase	GCW 22
Piloting vs target speed + OOC + 3		EXPENDS: n/a	
choose module to dock on, as an action can move between ships, failure damages the fighter			
Dodge mine	HAND 	USE: 1 / phase	GCW 22
Piloting vs 11		EXPENDS: n/a	
free action upon entering a hex with mine to avoid collision			
Dogfight	HAND 	USE: n/a	GCW 22
Piloting vs competing skill check		EXPENDS: n/a	
only between fighters, increase damage level of loser			
Fighter attack	HAND 	USE: 1 / phase	GCW 22
Combat vs target speed + dist x 2		EXPENDS: n/a	
treat attack as gun power 1, ignore shields if in same hex as target ship			
Fighter launch	HAND 	USE: 1 / phase	GCW 22
Piloting vs 11		EXPENDS: 2 gun power	
take fighter from bay and put it into ships space			
Fighter speed move	HAND 	USE: 1 / phase	GCW 22
Piloting vs 11 + (3 x extra)		EXPENDS: n/a	
move 1 + extra additional spaces, you can move 3 additional spaces at maximum, this is a move action			
In-flight repairs	HAND 	USE: 1 / phase	GCW 22
Engineering vs 11		EXPENDS: n/a	
lowers damage level by 1			
Land in fighter bay	HAND 	USE: 1 / phase	GCW 22
Piloting vs target speed + OOC		EXPENDS: n/a	
must be in same hex and go for empty fighter bay			

Fighter Bay

Board / Disembark fighter	HAND	USE: n/a	GCW 21
Auto vs n/a		EXPENDS: n/a	
get into or out of fighter			
Repair fighter	HAND 	USE: n/a	GCW21
Engineering vs 11		EXPENDS: n/a	
reduce damage level to 0			
Transfer fighter	HAND 	USE: n/a	GCW 21
Engineering vs 11		EXPENDS: n/a	
transfers fighter between fighter bay and adjacent cargo bay			

Fusion Cannon

Fire fusion cannon	HAND 	USE: 1 / round	POT 25
Combat vs target hex dist x 3		EXPENDS: 1 gun power	
generate ship sized explosion with size equal to gun power in target hex, if missed the explosion falls short, see BCR2 39 for explosion rules, cannot be fired again this round			

Gravity Lance

Fire gravity lance

HAND



USE: 1 / round

POT 26

Combat vs target dist + speed

EXPENDS: 1 gun power







no damage if silhouette is missed, ignores shields, occupants of a struck module suffer 2d6, roll 1d6 for each struck module:

- 1, 2, 3: no hull damage

- 4, 5, 6: hull damage and 1 OOC

if at least one 4, 5 or 6 is rolled tractor target ship, cannot be fired again this round

Helm

Accelerate / Decelerate	HAND  USE: n/a	BCR 45
Piloting vs OS size + speed	EXPENDS: 1 helm power	
change speed by 1, additional speed changes increases difficulty by +3		
Descent / Ascent	HAND  USE: n/a	PG 14
Piloting vs OS size x 2	EXPENDS: 1 helm power	
descent to planetary surface for landing or ascent to take off, generates OS size OOC		
Dock with starship	HAND  USE: n/a	BCR 46
Piloting vs OS size + speed	EXPENDS: 1 helm power	
target must have same speed and facing		
Dodge missile	HAND  USE: n/a	BCR 45
Piloting vs OS size + speed + missile hit margin	EXPENDS: 1 helm power	
can be taken as reaction but costs regular action, can be overwatched		
Enter orbit	HAND  USE: n/a	BCR 46
Piloting vs OS size + 1	EXPENDS: 1 helm power	
OS speed must be at speed 1 and adjacent to celestial body facing clockwise or counterclockwise		
Evasive maneuvers	HAND  USE: n/a	GCW 7
Piloting vs OS size + speed	EXPENDS: 1 helm power	
increase OOC by 1 to have attacks against OS at -1, lasts until other maneuver is attempted or OOC gets reduced, additional modifiers at +3 each		
Fishtail	HAND  USE: n/a	PG 5
Piloting vs OS size + speed	EXPENDS: 1 helm power	
start delayed turn maneuver, turn will occur after next move		
Land / Launch	HAND  USE: n/a	BCR 46
Piloting vs OS size x 2	EXPENDS: 1 helm power	
land on or launch from surface, speed is 0, generates ship size OOC, remaining OOC is converted to hull damage when landing		
Pick up spacewalker	HAND  USE: n/a	BCR 46
Piloting vs OS size	EXPENDS: 1 helm power	
OS speed must be 0, choose through which portal the spacewalker will enter		
Ram / Dodge	HAND  USE: n/a	BCR2 45
Piloting vs OS size + speed	EXPENDS: 1 helm power	
try to ram or dodge a ram, competing skill check, see BCR2 45 for collisions		
Sideslip	HAND  USE: n/a	GCW 7
Piloting vs OS size + speed	EXPENDS: 1 helm power	
move diagonally to one side on next movement		
Spin the wheel	HAND  USE: n/a	BCR2 44
Piloting vs 8	EXPENDS: 1 helm power	
move OOC to maximum		
Steady the ship	HAND  USE: n/a	BCR2 43
Piloting vs OS size + speed	EXPENDS: 1 helm power	
ignores OOC, if successful remove all OOC, cannot be combined with other helm actions		
Turn ship	HAND  USE: n/a	BCR 44
Piloting vs OS size + speed	EXPENDS: 1 helm power	
change ships facing by 60°, check at +3 for each extra facing turned		

Hyperdrive

Program hyperdrive HAND  USE: 1 marker BCR 48

Science vs 8 + (3 x used) EXPENDS: n/a

program level is lost if within 12 clicks of celestial body or hyperdrive is slagged, if damaged lose 1 program marker, skill check at +3 for each additional program level

Warp in HAND  USE: n/a BCR 47

Science vs 30 EXPENDS: n/a

determine distance to desired entry point

Warp out HAND  USE: n/a BCR 48

Science vs 8 + (3 x used) EXPENDS: n/a

must be programmed beforehand, program level = ship size required for warp out

Mine Layer

Lay mine HAND  USE: 1 marker GCW 25

Engineering vs dist x 2 + (3 x used) EXPENDS: 1 gun power

place mine in hex within firing arc of mine layer

Missile Bay

Launch escape pod HAND  USE: 1 / round PG 16

Combat vs 8 EXPENDS: 1 gun power

transports 2 persons and lands safely on planets, cannot be fired again this round

Launch missile HAND  USE: 1 / round BCR 49

Combat vs 11 EXPENDS: 1 gun power


choose missile type to launch at target ship or hex, cannot be fired again this round

Redirect missile HAND  USE: n/a BCR2 49








Combat vs distance to target missile EXPENDS: n/a

ignore use markers on missile bay, redirect one of your missiles to the new target, add +3 to difficulty for additional missiles to redirect






Modifier

Assist other	HAND 	USE: n/a	BCR 19
as assisted vs 8		EXPENDS: n/a	
adjacent unmodified or remote at -3, only one assistance bonus is counted, counts until end of phase			
Brace	HAND	USE: n/a	BCR2 19
Auto vs n/a		EXPENDS: n/a	
go for cover, reroll internal damage and damage from explosions while spacewalking, lasts until next move or other action			
Overwatch	HAND	USE: n/a	BCR 19
depends on action vs depends on action		EXPENDS: n/a	
nominate action to ready, resolve when triggered, overwatching a move allows 1 space of movement			
Peek	HAND	USE: n/a	BCR2 20
Auto vs n/a		EXPENDS: n/a	
spend last movement point to peek into adjacent space, you occupy only 1 space but are considered to be in the best space for purposes of damage effects but in both spaces for purposes of targeting, your target# is at +3 unless attacker has LOS to both spaces, you can use battlestations while peeking, spend 1 movement point to fully enter either space			
Pop	HAND	USE: n/a	BCR2 20
Auto vs n/a		EXPENDS: n/a	
you may move 1 space and attempt action at -1 penalty, after resolving the action you may move back into your original space, attacks targeting you while popping are at -1			
Prepare	HAND	USE: n/a	BCR 20
Auto vs n/a		EXPENDS: n/a	
skill check +1 for prepared action, action must be fully declared			


Personal

Administer drug	HAND	USE: n/a	BCR
Science vs 8 + alien ability + armor		EXPENDS: drug	
to adjacent willing character, no check needed for self administration, difficulty +2 vs zoallan and +1d6 vs silicoids			
Battery, drain	HAND 	USE: n/a	BCR2 41
Engineering vs 8		EXPENDS: battery	
distribute 4 power to the ships energy levels, failure will drain the battery without benefit			
Battery, recharge	HAND 	USE: n/a	BCR2 41
Engineering vs 17		EXPENDS: 4 power	
take 4 power from ships power levels, can be done after mission as free action			
Becalm	HAND	USE: n/a	DOD 5
Sanity vs 8		EXPENDS: n/a	
reduce targets madness level by 1, skill check at +3 for each additional level, must have LOS, becalming self is at +3 difficulty			
Breach load drug	HAND 	USE: n/a	BCR 31
Science vs 8		EXPENDS: n/a	
for remote administration of drugs load into needler			
Carry the fallen	HAND 	USE: n/a	BCR 20
Auto vs n/a		EXPENDS: n/a	
pick up one unconscious character or item beyond carry capacity, your move - 1 actions - 3			
Confuse enemy	HAND	USE: n/a	POT 16
Diplomacy vs 8 + target dist + (3 x extra)		EXPENDS: n/a	
target person is at (1 + extra) penalty for next action - ship to ship: distance in hexes - same ship: distance in spaces			
Cower	HAND	USE: n/a	DOD 5
Auto vs n/a		EXPENDS: n/a	
you may reroll up to both dice on a Sanity skill check but loose your action cowering, whimpering, simpering, begging, cringing, pleading, sobbing, crying or flinching			
CPR	HAND 	USE: n/a	PG 5
Science vs 11		EXPENDS: n/a	
secure dying, MedKit grants + 3, allows another athletic check			
Deactivate bot	HAND 	USE: n/a	PG 5
Science / Engineering vs 14		EXPENDS: n/a	
deactivate friendly bot to save life support, cannot be reactivated during the mission			
Defuse explosive	HAND 	USE: n/a	BCR
Science vs 11		EXPENDS: n/a	
explodes if failed, defuse tractored missile or satchel charge			
De-Ionization	HAND	USE: n/a	BCR2 26
Science vs 11		EXPENDS: n/a	
must have MedKit or ToolKit in Hand or be at battlestation, reset ion damage to starting amount			
Diplomatic approach	HAND	USE: n/a	POT 16
Diplomacy vs 18 + MD		EXPENDS: heroes first actio	
depends on mission, replaces warp-in, start with speed 4 and no power			





Personal

Energize EAME	HAND 	USE: once	BCR 41
Engineering vs 11		EXPENDS: EAME	
not remote, destroy after action, emulates 1 module for 1 action			
Extinguish fire	HAND 	USE: 1 / phase	BCR 27
Science vs 11		EXPENDS: n/a	
uses module built-in fire extinguisher, MedKit or ToolKit for use on characters			
Firemans carry	HAND 	USE: n/a	PG 5
Athletic vs 8		EXPENDS: n/a	
carry more than 1 body, +3 per body already carried, move -1 actions -3 per body carried			
Grab object	HAND 	USE: n/a	PG 13
Engineering vs OS speed		EXPENDS: n/a	
grab small object with cargo arm and put into cargo bay, cannot grab missiles unless they are already tracted			
Hack enemy door	HAND 	USE: n/a	PG 5
Science vs 11		EXPENDS: n/a	
hack to open enemy door			
Heal	HAND	USE: n/a	BCR2 22
Science vs 11		EXPENDS: n/a	
requires MedKit, heals 1d6 (luckable) wounds, add +3 to difficulty for each additional d6			
Heal needler toxin	HAND	USE: n/a	BCR 26
Science vs 11		EXPENDS: n/a	
requires MedKit, negates toxin effect			
Item, draw	HAND	USE: n/a	BCR 20
Auto vs n/a		EXPENDS: n/a	
put slung item into your hand			
Item, drop	HAND	USE: n/a	BCR 17
Auto vs n/a		EXPENDS: n/a	
free action, drop item to the ground			
Item, give	HAND	USE: n/a	PG 9
Auto vs n/a		EXPENDS: n/a	
in hand or slung on recipient			
Item, pack / unpack	HAND	USE: n/a	PG 9
Auto vs n/a		EXPENDS: n/a	
put into or take out of pack, takes 2 actions			
Item, pick up	HAND	USE: n/a	BCR 20
Auto vs n/a		EXPENDS: n/a	
pick up item from your space or an adjacent to your empty hand			
Item, quickdraw	HAND	USE: n/a	BCR 20
Athletic vs 8		EXPENDS: n/a	
free action, other action this phase at -3			
Item, quickgive	HAND	USE: n/a	PG 9
Athletic vs 8		EXPENDS: n/a	
free action, item goes to hand or is slung on recipient, other actions at -3			



Personal

Item, quickpick	HAND	USE: n/a	PG 9
Athletic vs 11		EXPENDS: n/a	
free action, pick up item from floor and put into hand, other actions at -3			
Item, quicksling	HAND	USE: n/a	PG 9
Athletic vs 8		EXPENDS: n/a	
free action, sling held item, other actions at -3			
Item, quicksnatch	HAND	USE: n/a	GCW 7
Athletic vs 11		EXPENDS: n/a	
free action, object from adjacent square or person			
Item, sling	HAND	USE: n/a	BCR 20
Auto vs n/a		EXPENDS: n/a	
item in hand is slung			
Item, snatch	HAND	USE: n/a	PG 9
Auto vs n/a		EXPENDS: n/a	
pick up item in adjacent space or from willing target			
Item. quickswitch	HAND	USE: n/a	GCW 7
Athletic vs 11		EXPENDS: n/a	
free action, sling item and draw another one, other actions at -3			
Mad dash	HAND	USE: n/a	PG 5
Athletic vs 11		EXPENDS: n/a	
exceed move allowance by 1, for each additional +1 move check +3			
Merge fighter	HAND 	USE: n/a	GCW 24
Engineering vs 11		EXPENDS: upgrade phase	
combine the best of two fighters in one, upgrade one and destroy other			
Move	HAND	USE: n/a	BCR2 17
Auto vs n/a		EXPENDS: n/a	
move non diagonal spaces as allowed, OOC reduces, at least 1 space per move action			
Mutiny crew	HAND	USE: n/a	POT 15
Diplomacy vs target dist		EXPENDS: n/a	
will force target ship to make a morale check if routed, if unsuccessful freebooters will mutiny in favor of the enemy ship			
Rally Crew	HAND	USE: n/a	POT 15
Diplomacy vs 11 + target dist		EXPENDS: n/a	
will force the target ship to make a morale check, if successful increase morale level by one			
Recovery	HAND	USE: n/a	BCR 22
Auto vs n/a		EXPENDS: n/a	
obligatory action when regaining consciousness, no game effect			
Remote detonation	HAND	USE: n/a	BCR2 29
Science vs depends		EXPENDS: n/a	
use remote detonator to set off armed satchel charge, ship to ship: dist + shields, enemy charge: 11, OS: auto			
Repair bot	HAND	USE: n/a	BCR 24
Science / Engineering vs 11		EXPENDS: n/a	
bots with 2 hits cannot be repaired, they are destroyed			

Personal

Repair gear	HAND	USE: n/a	BCR 21
Science vs 11		EXPENDS: n/a	
broken items can be used again, destroyed items cannot be repaired and are lost			
Repare module	HAND	USE: n/a	BCR 38
Engineering vs 11		EXPENDS: n/a	
removes 1 damage counter from module			
Switch on/off cargo module	HAND	USE: n/a	POT 21
Auto vs Auto		EXPENDS: n/a	
stand adjacent to module			
Upgrade bot	HAND	USE: n/a	BCR 24
Science / Engineering vs 11		EXPENDS: upgrade phase	
choose upgrade from list to add to bot			
Upgrade fighter	HAND 	USE: n/a	BCR 24
Engineering vs 11		EXPENDS: upgrade phase	
choose upgrade from list to add to fighter			
Upgrade gear	HAND 	USE: n/a	BCR 27
Science vs 11		EXPENDS: upgrade phase	
usually +1 on use, see respective item			
Upgrade power armor	HAND 	USE: n/a	GCW 20
Science / Engineering vs 11		EXPENDS: upgrade phase	
choose upgrade from list to add to armor			
Use jetpack	HAND 	USE: n/a	BCR 30
Piloting vs 8 + (3 x extra)		EXPENDS: n/a	
convert 1 + extra moves to jet moves, failure margin determines the amount of damage taken as well as move penalty suffered, if this reduces your move below 1 you cannot move at all			






Personal Combat

Attack (module)	HAND	USE: n/a	BCR2 21
Combat vs 3		EXPENDS: n/a	
target a module with a weapon dealing damage dice, each 6 raises the modules damage level and deals 1 hull damage			
Attack (ranged, melee)	HAND	USE: n/a	BCR 21
Combat vs target#		EXPENDS: n/a	
standard attack, apply weapon effect to target			
Attack (rocket pistol)	HAND	USE: n/a	GCW 27
Combat vs distance in spaces		EXPENDS: n/a	
loads any standard sized grenade, grenade detonates upon impact			
Attack (throw grenade)	HAND	USE: n/a	BCR 28
Combat vs dist x 2		EXPENDS: n/a	
missed check => grenade falls short, explodes next phase			
Attack (with 2 weapons)	HAND	USE: n/a	BCR 22
Combat vs target# + 6		EXPENDS: n/a	
both attacks must be vs same target with weapons of similar type (hurled, ranged, melee)			
Coup de grâce	HAND	USE: n/a	GCW 7
Auto vs n/a		EXPENDS: n/a	
melee, must be prepared and not disturbed, deal triple damage			
Enter by force	HAND	USE: n/a	PG 5
n/a vs n/a		EXPENDS: n/a	
deal 10 damage in 1 blow or 20 total to open door to enemy ship			
Grapple	HAND 	USE: n/a	GCW 8
Combat vs competing skill check		EXPENDS: n/a	
winner chooses to block, crush, hinder, throw or wrest the target			
Grenade, arm	HAND	USE: n/a	BCR 28
Auto vs n/a		EXPENDS: n/a	
free action if drawn or thrown in same phase, will detonate at end of opponents phase			
Grenade, dive on	HAND	USE: n/a	BCR 29
Auto vs n/a		EXPENDS: n/a	
on adjacent space, free action, takes full effect but saves surrounding			
Grenade, intercept	HAND	USE: n/a	BCR 28
Athletic vs 11		EXPENDS: n/a	
grenade while flying through the characters space			
Grenade, kick or bat	HAND	USE: n/a	BCR 28
Athletic vs 8		EXPENDS: n/a	
grenade must have landed and character must be in same space			
Sabotage module	HAND	USE: n/a	BCR 21
Auto vs n/a		EXPENDS: n/a	
add damaged marker and 1 hull damage for any 6 rolled on damage roll			
Setup heavy weapon	HAND 	USE: n/a	GCW 13
Engineering vs 8		EXPENDS: n/a	
ready or dismantle heavy weapon			




Reaction

Fighter survival check	HAND	USE: n/a	GCW 23
Engineering vs 8 + damage level toolkit bonus applies, if failed fighter will be destroyed dealing 3d6 damage to all passengers		EXPENDS: n/a	
Item, hold onto attacked	HAND	USE: n/a	BCR 21
Athletic vs inflicted damage if failed will drop item		EXPENDS: n/a	
Resist disintegration	HAND	USE: n/a	BCR 26
Athletic vs 8 dead if failed		EXPENDS: n/a	
Resist stun	HAND	USE: n/a	BCR 27
Athletic vs 11 stun markers as failure margin, incapacitated while stunned, lose 1 stun marker per phase or when your space is moved through, lose all when attacked		EXPENDS: n/a	


Science Bay

Download data	HAND 	USE: 1 marker	BCR2 52
Science vs target dist success margin on check equals the amount of data transferred, effect may depend on mission description		EXPENDS: n/a	
ECM	HAND 	USE: 1 marker	BCR2 52
Science vs missile dist + (3 x used) negates the next action of the missile		EXPENDS: n/a	
Research scan	HAND 	USE: 1 marker	BCR2 52
Science vs dist + (3 x used) get a yes/no question answered about something within range		EXPENDS: n/a	
Scan	HAND 	USE: 1 marker	BCR2 53
Science vs target dist scan a hex to see what type of missiles are flying through it, may also look at the configuration and power levels and crew positions of ships in that hex		EXPENDS: n/a	
Target locking	HAND 	USE: 1 marker	BCR2 52
Science vs target dist + (3 x used) may only acquire #locks equal to OS size, add +3 to difficulty for additional locks on same target, if LOS to target is blocked by an obstacle larger than an asteroid the locks are lost		EXPENDS: n/a	

Sick Bay

Resuscitation	HAND 	USE: 1 marker	PG 17
Science vs damage suffered below 0 + (3 x used) reanimate dying to 0 hitpoints		EXPENDS: n/a	
Treat illness	HAND 	USE: 1 marker	PG 17
Science vs 8 + MD + (3 x used) allow patient new check to resist illness		EXPENDS: n/a	
Triage	HAND 	USE: 1 marker	PG 17
Science vs 0 + (3 x used) + (3 x extra) heal person somewhere in sick bay module by (1 + extra)d6, (unofficial ruling)		EXPENDS: n/a	

Teleporter

Teleport to other ship	HAND 	USE: 1 marker	BCR 53
Science vs target dist + shield + OS shield + (3 x used) gun power must be at least 1, teleport 1 crew or 1 bomb		EXPENDS: n/a	

Tractor

Release target HAND  USE: n/a BCR 55

Engineering vs 8

EXPENDS: n/a

ends tractor dock of chosen held targets

Tractor dock HAND  USE: n/a BCR 55

Engineering vs target OOC + size + # held targets

EXPENDS: 1 gun power

to break tractor lock shut down, disable or destroy tractor

Tractor missile HAND  USE: n/a BCR 55

Engineering vs dist + 12 + # held targets

EXPENDS: 1 gun power

moves into ships hex but stays grabbed by tractor beam

Tractor object HAND  USE: n/a BCR 55

Engineering vs dist + 11 + # held targets

EXPENDS: 1 gun power

moves into ships hex but stays grabbed by tractor beam

Tractor ship HAND  USE: n/a BCR 55

Engineering vs target dist + size + shield + # held targets

EXPENDS: 1 gun power

target ship will move one hex closer and will not stay grabbed by tractor beam
