Action	Type	Skill	Check	Free?	Notes
Admin. Drugs remotely	Personal	-	Target # + armor	-	Use needler weapon to administer drug remotely. Silicoids add D6, Zoallans +2 to difficulty.
Administer Drugs	Personal	Science	8	-	
Assist Other	Modifier	As assistee	8, remote: 11	-	Max +1 bonus to person being assisted, adjacent or at remote BS (-3).
Attack (grenade)	Personal	Combat	Distance x2	-	Arm (free)+draw/hurl). Explodes following phase. Fail: reduce range by fail margin.
Attack (melee/range)	Personal	Combat	Target # To Hit	-	Natural 2 or total = 2: weapon did not discharge, miss: check for Sabotage Module.
Attack (target gear)	Personal	Combat	11	-	Each Damage die = 6 breaks item. 2 breaks = destroyed, check for Hold onto attacked item.
Attack (two weapons)	Personal	Combat	Target # To Hit + 6	-	Both attacks must be versus same target.
Brace	Modifier	-	Automatic	-	Reroll internal damage until next action.
Breech load drug	Personal	Science	8	-	Load drug into needler weapon for remote administration.
Carry the Fallen	Personal	-	Automatic	-	-1 Move, -3 to skill checks, max. 1 person to carry, or drag object beyond carry limit.
Coup de Grâce	Personal	-	Automatic	-	Spend 1 action to prepare, victim must be KO and in melée range, deal triple damage (3 separate rolls).
Defuse Missile	Personal	Science	11	-	Fail: missile explodes in Tractor Module.
Dive on Grenade	Reaction	-	Automatic	F	In square with Grenade: Dive on grenade, take 6D6 damage or effect, but no other damage is done.
Draw item	Personal	-	Automatic	-	Transfers item to hand.
Drop item	Personal	-	Automatic	F	Free action.
Grappling	Personal	Combat	own Target #	-	use free hand, enemy: free melée attack, both roll, higher margin wins: Block, Crush, Hinder, Throw, Wrest.
Hack Battlestation	Personal	Science	11	-	Allows use of any battlestation, even on other ships.
Heal Damage	Personal	Science	8	-	Requires Medkit. Heal target by successes.
Heal Needler Toxin	Personal	Science	11	-	
Hold onto attacked item	Reaction	Athletics	Damage Inflicted	-	Failure drops item.
Intercept grenade	Reaction	Athletics	11	F	Free melee attack. Deflect grenade in announced direction for "successes" spaces.
Kick grenade	Personal	Athletics	8	F	If in square with grenade. Deflect grenade in announced direction for "successes" spaces.
Movement	Personal	-	Automatic	F/-	1 free. May also move instead of action. Move through enemy: free enemy melée attack.
Open enemy doors	Personal	Science	11	-	or blow up by 20 points of damage total or by 10 points of damage in one shot with personal weapon.
Overwatch	Modifier	-	Automatic	-	Set contingent to act when trigger occurs.
Peek	Modifier	-	-	-	1 move left: character in two squares for LOS and targeting, no BS action if peeking, enemy -1 to hit.
Pick up item	Personal	-	Automatic	-	
Pop	Modifier	-	-	F	Free action:. -1 to action, +1 to defense, move 1 space before or after action.
Prepare	Modifier	-	Automatic	-	Gain +1 on announced next task.
Quick Snatch	Personal	Athletics	11	F	Transfer item to hand from own/adjacent squares or from unresisting character, -3 to next action.
Quickdraw	Personal	Athletics	8	F	Free action. Draw item, -3 to next action.
Quickswitch	Personal	Athletics	11	F	Sling item in hand and quickdraw a new item in one action, -3 to next action.
Recovery	Special	-	Automatic	-	Waking from KO uses this as first action, no move.
Remote Detonation	Personal	Science	Varies	-	Set satchel charge to detonate immediate, remote, timed or remote/timed. See p. 29 for details.
Repair Bot	Personal	Eng./Scie.	11 (toolkit: -1)	-	Can use Engineering or Science.
Repair Equipment	Personal	Science	11 (toolkit: -1)	-	
Repair Module	Personal	Engineer	11 (toolkit: -1)	-	Slagged: +3. Cannot be remote. Reduce damage of module by one.
Reset Ion Bore	Personal	Science	11	-	Resets Ion Bore damage to 1d6.
Resist Disintegration	Reaction	Athletics	8	-	Failure obliterates target and all of its possessions.
Resist Stun	Reaction	Athletics	11	-	Fail: gain 2 stun counters (as incapacitated), remove counters if wounded again (stun or other).
Sabotage Module	Personal	Combat	Automatic	-	Roll weapon damage, any 6 raises damage by 1 and 1 hull damage, also if a weapon misses.
Sling item	Personal	-	Automatic	-	Transfers item from hand.
Use Jetpack	Personal	Pilot	8	-	Fail margin = damage and move reduction. Make 1 (all) jet move(s): move to any square within LOS.

Pre Mission Actions:

Upgrade Bot	Special	**Eng./Scie.**	**11 (wrist comp: -1)**	-	Can use **Engineering** or **Science**. Fail: destroyed. Permanent upgrade until destroyed.
Upgrade Equipment	Special	**Science**	**11 (wrist comp: -1)**	-	Permanent upgrade until destroyed, fail: equipment destroyed.
Upgrade Module	Special	**Engineer**	**11 (toolkit: -1)**	-	Permanent upgrade until slagged, fail: module damaged.