

## PILOT ACTIONS OVERVIEW

Action	Skill	Check	Note	U
Change Speed by 1	Pilot	Size + Speed	+3/additional level, +1 OOC per level	
Turn Ship	Pilot	Size + Speed	+3/additional facing, +1 OOC per facing	
Sideslip	Pilot	Size + Speed	fail: OOC +1 + failure margin	
Steady Ship	Pilot	Size + Speed	ignore OOC for this roll, fail: no additional OOC	
Docking	Pilot	Size + Speed	must be in same hex + speed + facing	
Ram/Dodge Ship	Pilot	Size + Speed	two hits equal to ship's speed and size, ignore shields, each ship gains 1D6 OOC, occupants +1D6 additional damage	
Dodge Missile	Pilot	Size + Speed + x	X = amount missile hits	
Avoid Collision	Pilot	Size + Speed	only if entering hex with speed > 1	
Spin the wheel	Pilot	3	+1D6 OOC, Pilots can reroll	
Enter Orbit	Pilot	Size +1	requires Speed 1, no automatic deceleration in orbit	
Pick up Spacewalker	Pilot	Size	requires Speed 0, +3/additional person	
Landing	Pilot	automatic	requires Speed 0, leave mission at end of phase	

### PERSONAL PILOT ACTIONS

Use Jetpack	Pilot	8	move to any square in los, +3/additional move, target# +3, fail: gain damage and loose move points by failure margin
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### COMMON PERSONAL ACTIONS

Assist other	other's	8	+1 to other's next check, +3 remotely
Prepare	-	automatic	+1 on your next check (announce now)
Overwatch	-	automatic	announce action, which is carried out whenever you want
Pop	-	-	free action, move 1 extra space, next action -1, target # +1
Peek	-	-	requires 1 move left, character is considered to be in two squares for los and targeting, target # +3, no BS actions
Brace	-	Automatic	Rerolls on internal damage until next action
Quick Draw	Athletics	8	free action, transfer item to hand, next action -3
Quick Snatch	Athletics	11	transfer item to hand from own/adjacent square, next action -3
Quick Switch	Athletics	11	free action, sling item/quickdraw new item, next action -3
Kick Grenade	Athletics	8	free action, kick grenade in announced direction for spaces equal to the check's successes
Attack	Combat	Target #	total of 2 = weapon doesn't discharge at all
Attack (on item)	Combat	11	damage die of 6 = broken, two dices of 6 = destroyed
Throw Grenade	Combat	Distance x 2	explodes in next phase, fail: reduce range by fail margin
Repair Module	Engineer	11	+3 if slagged, can't be done remotely. remove 1 damage
Repair Bot	Eng Sci	11	either use engineering or science skill
Repair Item	Science	11	Item is fully repaired
Open Locked Door	Science	11	or blow up with 20 damage in total or 10 damage in one shot

## SCIENTIST ACTIONS OVERVIEW

Action	Skill	Check	Note	U
Download Data	Science	Distance	requires 1 Shield Power, successes = data collected	+
Scan Object	Science	Distance	requires 1 Shield Power, asks yes/no question	+
Target Lock	Science	Distance	requires 1 Shield Power, reroll one die of Hit Allocation	+
Activate ECM	Science	Distance +12	controls missile movement next phase	+
Program Hyperdrive	Science	8	adds one program counter	+
Warp in	Science	30	ships warps in at (30 – check's total) spaces away from any object on the map	+
Warp out	Science	8	requires program counters = ship size	+

### PERSONAL SCIENCE ACTIONS

Hack Battlestation	Science	11	allows use of enemy battlestations
Heal Damage	Science	8	requires MedKit, heal target by successes
Heal Toxin	Science	11	requires MedKit, cancel Toxin Effects
Defuse Missile	Science	11	fail: Missile explodes in Tractor Module
Administer Drugs	Science	8	-
Breach load Drugs	Science	8	load drug in needler weapon for remote administration
Upgrade Equipment	Science	11	permanent upgrade, fail: item destroyed

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Peek	-	-	requires 1 move left, character is considered to be in two squares for los and targeting, target # +3, no BS actions
Brace	-	Automatic	Rerolls on internal damage until next action
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## ENGINEER ACTIONS OVERVIEW

Action	Skill	Check	Note	U
Pump Engine	Engineer	8	+3/additional power, once per round	+
Transfer Power	Engineer	8	+3/additional power	
Tractor Dock	Engineer	Size + Target OOC	requires same hex + facing + speed, costs 1 Gun Power	
Tractor Ship	Engineer	Size + Distance + Target Shield	can't be used within 2 spaces of a celestial body, move target ship 1 space towards own ship, costs 1 GP	
Tractor Missile	Engineer	Distance + 12	hold missile in place or reel into ship to defuse, costs 1 GP	
Tractor Object	Engineer	Distance + 11	hold object/Spacewalker or reel into ship, costs 1 GP	
Undock	Engineer	8	stops Tractor Dock	

### PERSONAL ENGINEER ACTIONS

Repair Module	Engineer	11	+3 if slagged, can't be done remotely. remove 1 damage	
Repair Bot	Eng Sci	11	either use engineering or science skill	
Reconfigure Cannon	Engineer	11	Blaster, Laser or Multi-Barrel mode, can't be done remotely	
Drain Battery	Engineer	8	only 1 attempt, successes = power, remotely from engine +0	
Energize EAME	Engineer	11	one per round, not remotely, self-destruction after use	+
Upgrade Module	Engineer	11	Permanent unless slagged, fail: module damaged	
Upgrade Bot	Eng Sci	11	Either use engineering or science skill, fail: bot destroyed	

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Overwatch	-	automatic	announce action, which is carried out whenever you want	
Pop	-	-	free action, move 1 extra space, next action -1, target # +1	
Peek	-	-	requires 1 move left, character is considered to be in two squares for los and targeting, target # +3, no BS actions	
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## MARINE ACTIONS OVERVIEW

Action	Skill	Check	Note	U
Fire Blast Cannon	Combat	Distance + Speed	1 shot/round, damage = Gun Power, costs 1 GP	+
Fire Laser Cannon	Combat	Distance/2 + Speed	1shot/round, damage = Gun Power/2, costs 1 GP	+
Fire Multi Cannon	Combat	Distance + Speed	1 shot/phase, damage = Gun Power, costs 1 GP	
Fire at Spacewalker	Combat	Distance + 11	Spacewalker takes 4D6 damage	?
Fire Missile	Combat	11	1 shot/round	+
Reconfigure Cannon	Engineer	11	Blaster, Laser or Multi-Barrel mode, can't be done remotely	

### PERSONAL MARINE ACTIONS

Attack	Combat	Target #	total of 2 = weapon doesn't discharge at all
Attack (on item)	Combat	11	damage die of 6 = broken, two dices of 6 = destroyed
Attack (2 Weapons)	Combat	Target# +6	both attacks must be on same target
Throw Grenade	Combat	Distance x 2	explodes in next phase, fail: reduce range by fail margin

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