COMMON PILOT MODULES

FIGHTER BAY

Action	Type	Notes
Board Fighter	Auto	Also for disembarking a fighter.
Repair Fighter	11 (Engineer)	Repairs a damaged fighter.
Launch Fighter	11 (Pilot)	Costs 2 Power
Fighter Move	11 (Pilot)	Fighters have Move 12, but may move an additional hex per phase with a successful roll (+3 per additional hex).
Dogfight	Pilot	Both pilots in the same hex make a roll; loser is damaged (1d6 damage to occupants, -1 Speed, and roll 8 (Engineer) not to break up! Roll at an additional -3 per dogfight this phase.
Dodge	11 (Pilot)	Dodges a missile or ship cannon. Mines may be dodged the same way, but is a free action.
Fighter Attack	Ship Speed + Double Distance (Combat)	Fighters may attack each phase for 1d6 damage.
Land in Fighter Bay	Ship Speed + OOC (Pilot)	Failure damages the fighter!
Dock with a Starship Portal	Ship Speed + OOC + 3 (Pilot)	Docks with a ship.
Dock with a Spacewalker	8 (Pilot)	Additional +1 difficulty for each damage level.
In-Flight Repairs	11 + Damage Level (Engineer)	Lowers damage of the fighter by one level.

HELM

[Actions cost 1 Power each and generates 1 OOC if successful, or 1 OOC per point of failure; each OOC causes -1 to all skill rolls and movement!]

Action	Type	Notes
Steady the Ship	Ship Speed + Size (Pilot)	Ignore OOC for this roll. Reduce OOC by 1 per point of success on the roll.
Turn the Ship	Ship Speed + Size (Pilot)	Changes direction by 1 hex face. If failed, ship does not turn! Harder turns may be attempted (+3 difficulty and +1 OOC per additional hex face).
Sideslip	Ship Speed + Size (Pilot)	Slides the ship 1 hex.
Fishtail	Ship Speed + Size (Pilot)	Ship will turn one face after its next movement (+3 difficulty and +1 OOC per additional hex face)
Spin the Wheel	3 (Pilot)	Generate 1d6 of OOC!
Accelerate / Decelerate	Ship Speed + Size (Pilot)	Change ship's speed by 1. +3 difficulty and +1 OOC for each additional speed change.
Evasive Maneuvers	Ship Speed + Size (Pilot)	Enemy ships are at -1 to hit you (+3 to the difficulty and +1 OOC for additional penalties). Lasts until next maneuver or ship regains OOC (it's free to keep it at the end of the phase).
Dodge Missile	Ship Speed + Size (Pilot)	Difficulty of roll is increased by amount missile hit you. Negates a missile hit this phase.
Enter Orbit	Ship Size +1 (Pilot)	Ship must be at speed 1 and pointed towards the next hex adjacent to the body.
Land	Auto	Must decelerate to 0 and orbit before landing on a planet.
Dock	Ship Speed + Size (Pilot)	Only if at same speed, hex, and facing as other ship. Any maneuver will break the docking.
Ram	Ship Speed + Size (Pilot)	See p.45

COMMON MARINE MODULES

CANNON

Action	Type	Notes
Attack!	Target Distance + Speed (Combat)	Damage is equal to the Guns power. Costs 1 Power, usable once per round.
Reconfigure Cannon	11 (Engineer)	Reconfigures a cannon to Blast (default), Laser (half range penalties, half power), or Multi-barrel (1d6 damage, but can fire every phase).
Attack a Spacewalker	Target Distance + 11 (Combat)	Damage is always 4d6!

FIGHTER BAY

Action	Type	Notes
Board Fighter	Auto	Also for disembarking a fighter.
Repair Fighter	11 (Engineer)	Repairs a *damaged* fighter.
Launch Fighter	11 (Pilot)	Costs 2 Power
Fighter Move	11 (Pilot)	Fighters have Move 12, but may move an additional hex per phase with a successful roll (+3 per additional hex).
Dogfight	Pilot	Both pilots in the same hex make a roll; loser is *damaged* (1d6 damage to occupants, -1 Speed, and roll 8 (Engineer) not to break up! Roll at an additional -3 per dogfight this phase.
Dodge	11 (Pilot)	Dodges a missile or ship cannon. Mines may be dodged the same way, but is a free action.
Fighter Attack	Ship Speed + Double Distance (Combat)	Fighters may attack each phase for 1d6 damage.
Land in Fighter Bay	Ship Speed + OOC (Pilot)	Failure *damages* the fighter!
Dock with a Starship Portal	Ship Speed + OOC + 3 (Pilot)	Docks with a ship.
Dock with a Spacewalker	8 (Pilot)	Additional +1 difficulty for each damage level.
In-Flight Repairs	11 + Damage Level (Engineer)	Lowers damage of the fighter by one level.

MINE LAYER

Action	Type	Notes
Launch Mine	Distance x2 (Engineer)	1 Power. Additional mines may be launched at -3 each.

MISSILE BAY

Action	Type	Notes
Launch Missile	11 (Combat)	Starting on the launching ship, fires a speed 12 missile at its target. Missiles crossing an asteroid or planet requires a skill 8 (Pilot) roll to not be destroyed.
Launch Science Probe	11 (Combat)	Allows Scanning from the Science Bay closer to the target
Launch Boarding Missile	11 (Combat)	Launches a boarding missile or escape pod (each has occupancy of two). Boarding missiles may dodge incoming fire – Difficulty 12 (Pilot).

COMMON ENGINEER MODULES

CANNON

Action	Type	Notes
Attack!	Target Distance + Speed (Combat)	Damage is equal to the Guns power. Costs 1 Power, usable once per round.
Reconfigure Cannon	11 (Engineer)	Reconfigures a cannon to Blast (default), Laser (half range penalties, half power), or Multi-barrel (1d6 damage, but can fire every phase).

DAMAGE CONTROL ✶

[All repairs or fire fighting attempts in a ship with this module are at +3]

Action	Type	Notes
Damage Control	0 (Engineer)	Repairs 1 point of hull damage per success on the roll.

ENGINE

Action	Type	Notes
Pump Engines	8 (Engineer)	Adds 1 extra power to either Helm, Guns, or Shields. Each +3 to difficulty allows an additional power boost. *Maximum once per round!*
Transfer Power	8 (Engineer)	Transfers one point of power from Helm, Guns, or Shields to another. Each +3 to difficulty allows an additional point of transfer.

MINE LAYER

Action	Type	Notes
Launch Mine	Distance x2 (Engineer)	1 Power. Additional mines may be launched at -3 each.

TRACTOR BEAM

[Costs 1 Guns Power per use]

Action	Type	Notes
Tractor a Missile	12 + Distance (Engineer)	If successful, missile can be held in place or tractored in – Difficulty 11 (Science) to disarm within one phase.
Tractor an Object/Spacewalker	11 + Distance (Engineer)	
Tractor a Ship	Ship Size + Distance + Shields (Engineer)	If successful, target moves one space closer.
Tractor Dock	Target OOC + Size (Engineer)	Only if at same speed, hex, and facing as other ship.
Tractor Dock Disengage	8 (Engineer)	Losing power also disengages

✶ Module gets a *used counter* each time it is used (-3 penalty per used counter to future actions). Used counters disappear at the *end of the mission.*

COMMON SCIENTIST MODULES

HYPERDRIVE ✪

Action	Type	Notes
Warp-In	30 (Science)	Amount by which roll is failed is minimum distance to a planet or ship. You always warp-in with 0 power, speed 4, random facing.
Program the Hyperdrive	8 (Science)	Each successful roll increases the programming of the hyperdrive by one level. Must not be within 12 hexes of a planet or moon.
Warp Out	8 (Science)	Only allowed if the programming level on the hyperdrive is equal to the ship's size.

SCIENCE BAY ✪

[Science Bay powers the Shields – if it is damaged, shield power cannot be increased. All Science Bay actions require at least one Power to the Shields, but does not actually use Power]

Action	Type	Notes
Targeting Lock	Ship Distance (Science)	Places a "target" marker which allows one single die reroll on hit allocation
ECM	12 + Missile Distance (Science)	Allows you to move a missile 2 hexes instead of its normal movement (doesn't affect piloted missiles)
Collect Data	Target Distance (Science)	Each point of success in the roll grants 1 point of data.
Scan	Target Distance (Science)	Allows a yes or no question.

SICK BAY ✪

[Science Bay powers the Shields – if it is damaged, shield power cannot be allocated]

Action	Type	Notes
Resuscitate	(X) Science	Difficulty (X) is amount of damage below 0 hp. Success heals a target in sickbay up to 0 hit points. *Cannot be used remotely.*
Triage	0 (Science)	Like medkit healing; heals 1 point per point of success.
Treat Illness	8+ (Science)	Allows a sick patient a new check to resist the disease.

TELEPORTER ✪

Action	Type	Notes
Teleport to Another Ship	Distance + Both Ships' Shields (Science)	If successful, roll hit allocation and random location. If roll fails, character takes 1d6 damage. *Requires power to the Guns.*

✪ Module gets a *used counter* each time it is used (-3 penalty per used counter to future actions). Used counters disappear at the end of a round.