

Personal Actions		Skill	TN	Page
Movement	Move up to "Move" squares. No diagonals, one free move action per turn			
Jet Move	Free Action, each move costs one MP, -3 per Jet Move	Plt	8	
Assist	Help another character for a +1 bonus	As Apt	8	19
Brace	Roll damage to you inflicted because of ship damage			
Overwatch	Hold a specific action until some specified event occurs			19
Peek	Half enter a squade, +3 to Target # unless the attacker can see both squares			20
Pop	Free Action, Pop out for a quick attack at -1			20
Prepare	Prepare for a specific action. +1 to the action when carried out			20
Drop Equipment	Free Action if in hand			20
Pick Up	Pick an item up of the floor			20
Draw / Sling	Ready or put away an item of equipment			20
Quickdraw / Sling	Free Action, any other action will be at -3	Ath	8	20
Carry the Fallen	-1 to Move and -3 Skill Checks			20
Personal Attack	Must have LoS	Cbt	Tgt #	21
Two Weapon Attack	-6 penalty, otherwise as the Personal Attack Action	Cbt	Tgt #	21
Use a Med Kit	Requires Medkit, heals 1D6, +3 difficulty per extra 1D6	Sci	11	30
Recovery	Recover from Incapacitated (after healing, etc)			
Repair Module	Remove one damage token	Eng	11	38
Repair Bot		Eng or Sci	11	24
Repair Equipment		Sci	11	24
Upgrade Module		Eng	11	32
Upgrade Bot		Eng or Sci	11	32
Upgrade Equipment		Sci	11	32
De-ionization	Resets Ion-bore track, requires a Medkit, Toolkit or Battlestation	Sci	11	
Arm Grenade	Free Action, detonates at the end of next phase			
Throw Grenade	Failed skill checks drop short by the amount failed by	Cbt	2x Range	28
Intercept Grenade	Deflect thrown grenade, counts as free melee attack for the phase	Ath	11	28
Kick Grenade		Ath	8	28
Dive on Grenade	Free action if the grenade lands in your square			28
CPR	Prevent dying characters suffering further damage, +3 with MedKit	Sci	11	
Hack Door / Airlock / Module		Sci	11	55
Breach Door / Airlock	10 Damage in one blow or 20 Damage in total			55
Get Into / Out of Power Armour	Requires five actions (need not all be yours)			
Repair (Un)Powered Armour		Eng	11	
Avoid Power Armour Breakage	Free Action when armour is damaged	Eng	8	
Repair Broken Power Armour		Eng	11	

Fighter Actions		Skill	TN
Fighter Move	Move one hex for free, one extra hex if succesful, +1 per +3 difficulty	Plt	11
Dogfight	Opposed roll, low roller is damaged, one free Dogfight per phase, -3 for every additional Dogfight fought	Plt	
Fighter Attack	1D6 damage. Ignore shields if in the same hex.	Cbt	Speed + 2x Range
Land in Fighter Bay	Must be in the same hex, take damage if failed	Plt	Speed + OOC
Dock with Starship Portal	Must be in the same hex, take damage if failed. May be dodged	Plt	Speed + OOC + 3
Dock with a Spacewalker		Plt	8
Dodge a Mine	Free action	Plt	11
In-Flight Repair	Lower Damage Level by one	Eng	11 + Damage Level

Common Modifiers:		Common Targets	
Ship is Out Of Control	-OOO	Personal Equipment	11
Target Peeking	-1	Small	9
Attacker Peeking	No penalty	Medium	8
Target and/or Attacker Popping	-1	Large	7
Intervening Character in LOS	-1 per	Module	3
Hands are full	-3		
Operating a Module Remotely	-3		
Actions in a Slagged Module	-3 (and double movement costs)		
Attacking with Two Weapons	-6		
Assisted	1		
Target Unconscious, etc	+3		
Prepared Action	+1		
Attack Range	-1 / 10 squares		

Ship Actions		Skill	TN	Power
Cannon				
Cannon Attack	"Used" afterwards, unless in Rapid-Fire mode	Cbt	Distance + Speed	1 Guns
Reconfigure Cannon	Rapid-Fire, Cannon or Long-Range	Eng	11	
Engine				
Pump Engine	+1 power, +3 difficulty per extra power, "Used" afterwards	Eng	8	
Transfer Power	Move one power, +3 difficulty per extra power, can be remote at -3	Eng	8	
Helm				
Turn Ship	All actions may be made remotely with a -3 penalty Turn one facing, +3 difficulty per extra facing turned, +10OC per facing	Plt	Speed + Size	1 Helm
Spin the Wheel	Move OOC to the maximum	Plt	8	1 Helm
Sideslip	Sideslip one hex	Plt	Speed + Size	1 Helm
Accelerate/Decelerate	+1 Speed, +3 difficulty per extra +1 Speed, +10OC per speed increase	Plt	Speed + Size	1 Helm
Dodge a Missile		Plt	Speed + Size + MoS	1 Helm
Ram or Dodge		Plt	Speed + Size	1 Helm
Enter Orbit	Must be Speed 1 and adjacent to body	Plt	Size + Speed	1 Helm
Enter Atmosphere	Speed must be 0	Plt	Speed + Size	1 Helm
Steady the Ship	Ignore OOC, Remove all OOC	Plt	Size + Speed	1 Helm
Hyperdrive				
	-3 per Used marker on Actions, lose all program markers if within 12 hexes of a planet or moon			
Warp-In	"Used"	Sci	30	
Program the Hyperdrive	+3 per additional program marker desired, "Used"	Sci	8	
Warp Out	Requires program markers = size	Sci	8	
Missile Bay				
Launch Missile	"Used" afterwards	Cbt	11	1 Guns
Redirect Missile		Cbt	Range	
Science Bay				
	-3 per Used marker on Actions			
Aquire Target Lock	Target Lock counters are hit-location rerolls, +3 difficulty per extra counter, "used"	Sci	Range	
Consult the Computer	Ask a Yes/No question, "used"	Sci	Range	
Download Data	"Used"	Sci	Range	
ECM	Temporarily redirect missiles, "used"	Sci	Range	
Scan	Determine Missile types, or ship layout and crew dispositions, "used"	Sci	Range	
Teleporter				
	Requires 1+ Guns power to use the Module, -3 per "Used" marker			
Teleport to another Ship	"Used", failure causes damage	Sci	Range + Shields + Shields	
Tractor				
	Tractor beams are useless within two hexes of a planet or moon and suffer a -1 penalty per item currently tractored			
Tractor a Missile	Moved to Tractor bay	Eng	Range + 12	1 Guns
Tractor an Object or Spacewalker	Moved to Tractor bay	Eng	Range + 11	1 Guns
Tractor a Ship	Target moves one hex closer	Eng	Size + Range + Shields	1 Guns
Tractor Dock		Eng	OOC + Size	1 Guns
Fighter Bay				
Board / Disembark Fighter				
Repair Fighter		Eng	11	
Launch Fighter		Plt	11	2 Guns
Mine Layer				
	-3 per Used marker on Actions			
Lay Mine	Max 1/ Phase, "used"	Eng	2x Range	
Damage Control				
	"Used" markers remain for the Campaign Turn, +3 bonus for fire-fighting			
Repair Hull Damage	"Used", recover Hull Damage points, -3 per "Used" marker	Eng	0	
Sick Bay				
	-3 penalty per "Used" marker			
Resuscitation	Set a dying characters HP to 0, "Used"	Sci	HP below 0	
Triage	Heals HP = margin of success, "Used"	Sci	0	
Treating Illnesses	"Used"	Sci	8 + MD	
Fusion Cannon				
Fire Fusion Cannon	"Used" afterwards, creates explosion of Size = Guns power	Cbt	3x Range	1 Guns
Gravity Lance				
	"Used" afterwards, injures crew and damages modules	Cbt	Range + Speed	1 Guns