

## Special Abilities

|                         |  | Pool     | Cum. | Source     |
|-------------------------|--|----------|------|------------|
| Ace Engineer            | +1 bonus when pumping an engine for 2 or more power                          |          |      | GCW        |
| Ace Fighter Pilot       | +1 bonus when moving 2 or more spaces  |          |      | GCW        |
| Ace Ship Pilot          | +1 bonus when accelerating or turning 2 or more facings, etc                 |          |      | GCW        |
| Agile                   | +1 to your TN  |          |      | Core       |
| Assistant               | May give a better bonus for assisting  |          |      | PG         |
| Battle Frenzied         | Free attack actions  |          |      | Core       |
| Boarding Combat Trained | Choose to damage or not damage modules, reroll module damage                 |          |      | Core       |
| Bosun                   | No remote actions penalties  |          |      | PoT        |
| Bot Specialist          | Upgrade three bots. Reroll damage vs. bots                                   |          |      | Core       |
| Braced                  | Reroll vs. internal hits   |          |      | Core       |
| Brutal                  | Reroll personal damage you deal  |          | Y    | Core       |
| Calm                    | May choose to automatically roll a 7   | Rank x 2 |      | PoT        |
| Cannon Specialist       | Reroll cannon attacks in standard configuration                              | Cbt x 2  |      | PoT        |
| Cannoneer               | +1 to shoot, repair or reconfigure a cannon                                  |          |      | PoT        |
| Cautious                | Reroll enemy attack roll when you peek or pop                                |          |      | Core       |
| Charger                 | Free melee attack at the end of move, 1/phase                                |          |      | Core       |
| Connected               | Extra requisitions and pay   |          | Y    | Core / PoT |
| Cross-Class             | Change class, keep 4 rerolls in your old class                               | 4        |      | PoT        |
| Cut-Throat              | Reroll damage dice in personal combat  | Cbt x 2  |      | PoT        |
| Cyber Receptive         | Cybernetics weigh less and are easier to upgrade                             |          |      | Core       |
| Death Marcher           | May act when damage exceeds hit points                                       |          |      | Core       |
| Death Striker           | Unarmed strikes might kill targets   |          |      | Core       |
| Dirty Fighter           | Targets you wound suffer -3 on actions                                       |          |      | Core       |
| Doctor                  | Reroll dice for healing wounds or sickness                                   | Sci x 2  |      | PG         |
| Dogfighter              | Reroll Piloting rolls for Dogfighting  | Plt x 2  |      | GCW        |
| ECM Specialist          | +3 to ECM and Target Locks. ECM destroys missiles                            |          |      | PG         |
| EMT                     | Once per phase make a free heal action at -3                                 | Cbt      |      | PG         |
| Energy Deflector        | Combat skill to block ranged shots   |          |      | Core       |
| Energy Swordsman        | Use E-Blade efficiently and safely   |          |      | Core       |
| Engine Specialist       | Reroll on pumping and repairing engines                                      | Eng x 2  |      | Core       |
| Enraged                 | +2 Combat skill when injured   |          |      | Core       |
| Envelope Pusher         | Reroll fighter manoeuvre checks, but damage the fighter                      |          |      | GCW        |
| Escape Artist           | Free action to abandon ship  |          |      | Core       |
| Executioner             | Make Coup-de-grace without preparing   |          |      | GCW        |
| Famous                  | +10% Prestige rewards  |          |      | Core       |
| Fast Healer             | Double amount you are healed   |          |      | Core       |
| Fast Learner            | +10% Experience rewards  |          |      | Core       |
| Fated                   | Choose the die result when using your first and last Luck points             |          |      | PoT        |
| Fighter Jack            | May dodge incoming fire as a free action                                     |          |      | GCW        |
| Fire Fighter            | Rerolls for fighting fires, causing fires, or catching fire                  | Cbt x 2  |      | PG         |
| First Mate              | +3 and a free reroll when attempting to assist                               |          |      | PoT        |
| Florentine Fighter      | Attack with two weapons at less of a penalty                                 |          |      | Core       |
| Fortunate               | May spend two Luck to nudge die rolls up                                     |          |      | Core       |
| Grease Monkey           | Rerolls for repairing, reconfiguring or upgrading                            | Eng x 2  |      | PG         |
| Grenadier               | Rerolls on hurling, intercepting or vs. effects                              |          |      | Core       |
| Guardian Trained        | Reroll for Guardian placement roll   |          |      | PoT        |
| Hacker                  | Rerolls for hacking  | Sci x 2  |      | PG         |
| Healer                  | Double successes on healing attempts   |          |      | Core       |
| Helpful                 | May allow others to use your Luck  |          |      | Core       |
| Hook Handy              | Use a Cyberhook as a regular hand with no penalty                            |          |      | PoT        |
| Hot Dog                 | Doubles on Piloting rolls (other than 2s) automatically succeed              | Plt      |      | GCW        |
| Hyper-Do Black Belt     | Reroll one attack and one damage dice for unarmed, use "Heavy Object" damage |          |      | PoT        |
| Hyperphysicist          | Rerolls for operating the hyperdrive   | Sci x 2  |      | PG         |
| Inoculated              | Rerolls for Athletics resistance tests                                       | Ath x 2  |      | PG         |
| Insightful              | Extra science bay question if sucesful                                       |          |      | PG         |
| Jack of All Trades      | 1 reroll in each profession  |          |      | Core       |
| Jet-Jumper              | Allows jet-move as a pop action  | Ath x 2  |      | PG         |
| Jet-Pack Jockey         | +3 Pilot skill for using a jet pack  |          |      | Core       |
| Jury Rigger             | Allow broken modules to function   | Eng x 2  |      | Core       |
| Laser Cannon Specialist | Reroll when firing Laser Cannon  | Cbt x 2  |      | Core       |

## Special Abilities

|                      |  | Pool       | Cum. | Source  |
|----------------------|--|------------|------|---------|
| Lucky                | +3 Luck  |            | Y    | Core    |
| Missile Expert       | Launch extra missile   | Eng x 2    |      | Core    |
| Mobile               | +2 Move attribute  |            | Y    | Core    |
| Multi-Barrel Expert  | Fires 2 shots/phase  |            |      | Core    |
| Nimble               | Take an additional action at -3  | Ath x 2    |      | Core    |
| Numb-Runner          | Use pool to ignore forced rerolls from Numb  | Ath x 2    |      | PoT     |
| Overloader           | Add another systems power level to fire guns, detonates a satchel charge                                   | Eng x 2    |      | Core    |
| Pack Mule            | +10 carry limit  |            | Y    | Core    |
| Pack Rat             | Equipment hoard  |            |      | PG      |
| Patient              | Spend preparation actions up to skill level for extra bonuses  |            |      | Core    |
| Peaceful             | +1 to any skill, may only retaliate  |            |      | PG      |
| Power Slider         | Combine helm maneuvers   |            |      | Core/PG |
| Powered Armour Spec. | Double power up/down actions, reduced penalties  |            |      | GCW     |
| Preconceived         | Spend 2 Luck to choose a die result instead or a reroll  |            |      | PoT     |
| Predestined          | When spending luck you may choose the result, but it costs D6-1 Luck                                       |            |      | PoT     |
| Quartermaster        | Upgrade attempts do not cost parts, assist any number of upgrade attempts                                  |            |      | PoT     |
| Quick on the Draw    | +3 to Quickdraw, and one less penalty  |            |      | Core    |
| Quick on the Stick   | Make two different fighter actions for one action  |            |      | GCW     |
| Reckless             | Throw an extra damage die in melee, the lowest die result affects only you                                 |            |      | PoT     |
| Reflexive            | Free Ram or Dodge, 1/phase   |            |      | Core    |
| Researcher           | Rerolls for asking Yes/No questions with the science bay or wristcomputer                                  | Sci x 2    |      | PoT     |
| Resourceful          | Use Science or Engineering as another skill, use smaller pool  | Eng or Sci |      | Core    |
| Rolls With It        | If you prepare an action you may ignore OOC for the action   |            |      | PoT     |
| Self Defense Expert  | +3 TN in melee range   |            |      | Core    |
| Sharpshooter         | Reroll hit allocation  | Cbt x 2    |      | Core    |
| Shocktrooper         | Go on overwatch as a free action   | Cbt        |      | Core    |
| Sniper               | Reroll attacks if prepared   | Cbt x 2    |      | Core    |
| Spacelegs            | Ignore 2 OOC   |            | Y    | Core    |
| Speed Demon          | Reroll on Accelerate or Decelerate actions   | Plt x 2    |      | Core    |
| Stunner Expert       | Target rerolls Athletics check against Stun  |            |      | Core    |
| Sturdy               | +3 Hit Points  |            | Y    | Core    |
| Surgeon              | May roll 3D for medical checks   |            |      | PG      |
| Swashbuckler         | You may use your action in the middle of a move, one less penalty for a multiple quickdraw                 |            |      | PoT     |
| Tactician            | As an Action, make a Combat Skill check to boost other characters Combat Skill                             |            |      | PoT     |
| Tinkerer             | 2 Upgrade attempts/campaign turn   |            |      | Core    |
| Tough                | Rerolls on Athletics checks  |            |      | Core    |
| Tough Silicoid       | May reroll damage reduction dice   |            |      | GCW     |
| Tractor Specialist   | Rerolls when using tractor   | Eng x 2    |      | Core    |
| Trampler             | Free melee attack when you move through an enemy square  |            |      | Core    |
| Trick Shooter        | Bonus towards shooting personal equipment, firing multiple ranged weapons and quickldrawing ranged weapons |            |      | PoT     |
| Tricky               | Dump trash, focus sensors or vent plasma   | Eng        |      | Core    |
| True-Trundlian       | Allocating Hands, Feet and Hit Points is a free action and can be done out of turn sequence                |            |      | PoT     |
| Turn Specialist      | Rerolls when turning   | Plt x 2    |      | Core    |
| Unarmed Combatant    | Unarmed attacks not limited by Athletics, penalise attack roll for extra damage                            |            |      | Core    |
| Unconventional       | When making a Skill check you may roll an extra die, if it is odd subtract it instead                      | Sci        |      | PoT     |
| Unflappable          | Ignore up to -3 of penalties   | Rank       |      | PoT     |
| Unlimited            | Replenish a Special Ability Pool   |            | Y    | Core    |
| Unsinkable           | Rerolls against ship explosion   | Luck       |      | Core    |
| Vibrant Fungaloid    | Reroll regeneration die roll   |            | Y    | PG      |
| Voltrex Specialist   | May reroll one die on any double   |            |      | GCW     |
| Wake Rider           | Move fighter with ship, and ride away from ship explosions   |            |      | PG      |
| Wild Flyer           | May reroll Piloting checks for OOS or damage   |            |      | GCW     |
| Wingman              | May participate in dogfights as a free action  |            |      | GCW     |
| Wrestler             | May select two different grapple effects   |            |      | GCW     |
| Xenobiologist        | Reduces alien damage reduction effects   |            |      | GCW     |
| Zone Controller      | Free attacks on targets leaving melee  |            |      | Core    |

## Equipment

| Rq# | Weapon                   | Price | Mass | Damage / Effect   | En. | Sou. |
|-----|--------------------------|-------|------|---|-----|------|
| 8   | Blast Pistol             | 250   | 4    | 2D6-2   | Y   | Core |
| 10  | Blast Rifle              | 500   | 8    | 2D6-1, may fire twice per phase                                       | Y   | Core |
| 10  | Disintegrator            | 550   | 9    | Disintegrates target and possessions                                  | Y   | Core |
| 8   | EMP Pistol               | 600   | 5    | EMP   | Y   | Core |
| 7   | Flyntlock                | 25    | 3    | 2D6, Single Use   |     | PoT  |
| 10  | Heavy Blaster            | 350   | 75   | 3D6-1, Armoury, Heavy Weapon  | Y   | GCW  |
| 11  | Heavy Disruptor          | 450   | 75   | 3D6-6, Special (target drops held items), Armoury, Heavy Weapon       | Y   | GCW  |
| 12  | Heavy Ion Bore           | 600   | 75   | 2D6 (cumulative, max 6D6), Armoury, Heavy Weapon                      | Y   | GCW  |
| 12  | Heavy Laser              | 450   | 75   | 2D6, Ignores armour, Armoury, Heavy Weapon                            | Y   | GCW  |
| 14  | Heavy Particle Rifle     | 1500  | 75   | Successes D6, max of 4D6, Armoury, Heavy Weapon                       | Y   | GCW  |
| 10  | Ion Bore                 | 450   | 9    | 1D6 (cumulative, max 6D6)   | Y   | Core |
| 10  | Laser Monacle            | 200   | 1    | 1 Damage, no Hands  | Y   | PoT  |
| 10  | Laser Rifle              | 300   | 9    | 1D6, +1 Combat, ignore armour   | Y   | Core |
| 8   | Microblaster             | 150   | 1    | 1D6, only -1 after a Quickdraw  | Y   | Core |
| 9   | Needle Pistol            | 300   | 4    | Remote drug administration, one drug                                  |     | Core |
| 10  | Needle Rifle             | 400   | 7    | Remote drug administration, all drugs                                 |     | Core |
|     | [Susepto]                | 0     |      | -3 on all Athletics checks  |     | Core |
|     | [Slowgo]                 | 0     |      | Reduce Move attribute to 1  |     | Core |
|     | [Kayo]                   | 0     |      | Ath vs 11 at the end of each round until Incapacitated                |     | Core |
|     | [Oucho]                  | 0     |      | 1D6 Damage each phase, Armour will not reduce the damage              |     | Core |
| 9   | Nerve Disruptor          | 300   | 5    | 2D6-4, Special (target drops held items)                              | Y   | Core |
| 12  | Particle Rifle           | 1000  | 12   | Successes D6, max of 3D6  | Y   | Core |
| 12  | Plasma Projector         | 1100  | 20   | Special (ignites plasma fires)  | Y   | Core |
| 13  | Rocket Pistol            | 1200  | 6    | As per grenade type   |     | Core |
| 7   | Slug Gun                 | 150   | 5    | Carries one type of Ammo  |     | PoT  |
|     | [Standard Shells]        |       |      | 1D6   |     | PoT  |
|     | [Armour Piercing Shells] |       |      | 1D6-1, Ignore Armour (but not other damage reduction)                 |     | PoT  |
|     | [Scattershot]            |       |      | 1D6, +3 Combat, Apply damage reduction twice                          |     | PoT  |
|     | [Rad]                    |       |      | Modifies ammo, -1 damage per dice, low die cannot be healed w/ Medkit |     | PoT  |
| 8   | Stun Gun                 | 200   | 3    | Stun  | Y   | Core |
| 13  | Voltrex                  | 675   | 11   | 1D6, may fire up to four shots per action, breaks                     | Y   | GCW  |

| Rq# | Melee Weapon   | Price | Mass | Damage / Effect   | En. | Sou. |
|-----|----------------|-------|------|---|-----|------|
| n/a | Blunt Object   | n/a   | n/a  | 1D6 (max = Athletics + 2)   |     | Core |
| *   | Dirty Weapon   | x2D6  | m/a  | Modifies weapon, -1 damage, lowest die cannot be healed with a Medkit |     | PoT  |
| 14  | E-Blade        | 1300  | 8    | 3D6-3, chance of damaging modules or yourself                         | Y   | Core |
| 13  | Energy Cutlass | 900   | 6    | 2D6-2, may choose to have a chance of damaging modules                | Y   | PoT  |
| n/a | Fist           | n/a   | n/a  | 1D6 (max = Athletics)   |     | Core |
| 10  | Ion Hammer     | 450   | 9    | 1D6 (cumulative, max 6D6)   | Y   | PoT  |
| 8   | Knife          | 5     | 1    | 1D6   |     | Core |
| 8   | Phase Pick     | 300   | 10   | Disintegrates, 1D6 damage if not                                      | Y   | PoT  |
| 10  | Stun Stick     | 350   | 3    | Stun  | Y   | GCW  |
| 9   | Vibraknife     | 250   | 4    | 1D6, ignores armour   | Y   | Core |

| Rq# | Grenades                    | Price | Mass | Damage / Effect  | En. | Sou. |
|-----|-----------------------------|-------|------|--|-----|------|
| 8   | EMP                         | 25    | 2    | EMP, LOS   | Y   | Core |
| 8   | Energy                      | 25    | 2    | 2D6-Range  | Y   | Core |
| 8   | Flare                       | 25    | 2    | Make yourself easier to target or pick up                    | Y   | PG   |
| 8   | Fragmentation               | 25    | 2    | 2D6-Range (Armour counts double)                             |     | Core |
| 8   | Fritzer                     | 25    | 2    | Damages modules (4D6) and personnel (1D6-Range)              | Y   | GCW  |
| 8   | Frost Bomb                  | 25    | 2    | Puts out fire, reduces movement to all in LOS                | Y   | PG   |
| 8   | Heavy Energy Grenade        | 50    | 3    | 3D6-Range, harder to use                                     | Y   | GCW  |
| 8   | Heavy Fragmentation Grenade | 50    | 3    | 3D6-Range (Armour counts double), harder to use              |     | GCW  |
| 8   | Ion Grenade                 | 25    | 2    | +1 Ion Level, no damage to all in LOS, max. of one per phase | Y   | PoT  |
| 8   | Neutron Grenade             | 25    | 2    | All organic beings in LOS are hit with Oucho!                | Y   | PoT  |
| 11  | Satchel Charge              | 100   | 5    | Special, Includes Remote Detonator                           |     | Core |
| 8   | Stun                        | 25    | 2    | Stun, LOS  | Y   | Core |

## Equipment

| Rq# | Drugs       | Price | Mass | Damage / Effect  | En. | Sou. |
|-----|-------------|-------|------|--|-----|------|
| 8   | Acceleroid™ | 25    | 1    | +3 on Mad Dash athletics checks                                      |     | PG   |
| 8   | Aggro™      | 25    | 1    | +1 to Combat skill, -1 to all others except for Athletics            |     | Core |
| 8   | AntiShok™   | 25    | 1    | All damage reduced by one, -1 to all skills                          |     | Core |
| 8   | Detox™      | 25    | 1    | Cancel all drug effects  |     | Core |
| 8   | Equilout™   | 25    | 1    | Ignore OOC, -1 to all Skill Check actions                            |     | PoT  |
| 8   | Flyboy™     | 25    | 1    | +1 to Piloting skill, -1 to all others except for Athletics          |     | Core |
| 8   | Innoculex™  | 25    | 1    | Reset the disease effect for one patient to zero                     |     | PG   |
| 8   | Numb™       | 25    | 1    | Reroll highest damage dice dealt to you and highest skill check dice |     | PoT  |
| 8   | Nytynyte™   | 25    | 1    | Stun   |     | Core |
| 8   | RadZene™    | 25    | 1    | Reduces the damage levels of radiation, but 1D6 damage (cumulative)  |     | PG   |
| 8   | Roid™       | 25    | 1    | +1 Athletics skill, -1 to all others                                 |     | Core |
| 8   | Stim™       | 25    | 1    | Allows move actions when incapacitated or worse                      |     | PG   |
| 8   | Stungone™   | 25    | 1    | Free reroll to avoid stun effects                                    |     | Core |
| 8   | SupSci™     | 25    | 1    | +1 to Science skill, -1 to all others except for Athletics           |     | Core |
| 8   | TecKnow™    | 25    | 1    | +1 to Engineer skill, -1 to all others except for Athletics          |     | Core |
| *   | Drug Patch  | *     | +1   | Does not need to be in hand to administer                            |     | PoT  |

| Rq# | Equipment                    | Price | Mass | Damage / Effect  | En. | Sou. |
|-----|------------------------------|-------|------|--|-----|------|
| 8   | Armour                       | 200   | 10   | -1 Damage  |     | Core |
| -   | Bandages                     | 10    | 1    | Automatic action to expend one bandage and heal one damage                 |     | PG   |
| 8   | Bipod                        | 50    | 2    | +1 to Combat skill tests if set up   |     | GCW  |
| 10  | Canary 4900                  | 300   | 1    | Wristwatch informs user of the effects of a hazardous environment          | Y   | PG   |
| 8   | Electrocuffs                 | 100   | 1    | Reduces effectiveness of cuffed individual                                 | Y   | GCW  |
| 8   | EVA                          | 100   | 5    | Ignore life support restrictions for 100 rounds                            | Y   | Core |
| 3   | EVA Strap                    | 10    | 1    | Holds EVA, -1 to all Skills  |     | PoT  |
| 9   | Froster                      | 100   | 5    | Puts out fires   |     | PG   |
| 11  | Gamma Ray Gun                | 500   | 7    | Neutralises radiation markers  | Y   | PG   |
| 9   | Grav Sled                    | 100   | 10   | Can carry 100 mass of equipment and one person                             | Y   | PG   |
| 3   | Gear Sling                   | 25    | 1    | Use of Quickdrawn item is only at -1                                       |     | PoT  |
| 11  | Hazardous Material Apparatus | 400   | 10   | +1 to Athletics tests vs. hazardous effects, a reroll vs. fire, -1 Move    | Y   | PG   |
| 13  | Jet Pack                     | 500   | 4    | Piloting vs. 8 to Jet-Move   | Y   | Core |
| 14  | Macroscopic                  | 1250  | 3    | Ask questions about things in LOS  | Y   | PG   |
| 8   | Med Kit                      | 250   | 5    | Heal damage using Science vs. 8  | Y   | Core |
| 6   | Pack                         | 10    | 2    | Stuff weighs 1/2, but is difficult to ready                                |     | Core |
| 7   | Phase Wrench                 | 150   | 10   | +1 to any roll that would also benefit from a Toolkit, 1D6 damage in melee | Y   | PoT  |
| 9   | PortaRam                     | 500   | 5    | -3 to hit, 1D6+Athletics, double damage against portals                    | Y   | PG   |
| n/a | Remote Detenator             | 20    | 1    |  | Y   | Core |
| 8   | Scope                        | 150   | 1    | Prepare action gives +3 to Combat test for the weapon                      |     | GCW  |
| 11  | Shield                       | 200   | 10   | +1 to your TN  |     | Core |
| 5   | Slug Gun Selectore Drum      | 50    | 5    | Carries three ammo types   |     | PoT  |
| 8   | Toolkit                      | 100   | 5    | +1 on repairs, ship upgrades and reconfiguring cannon                      | Y   | Core |
| 12  | Turbo Power Pack             | 200   | 5    | Fits to energised weapons, may fire any number of times per turn           | Y   | GCW  |
| 13  | Wristcomp                    | 1000  | 1    | +1 on hacking and equipment upgrades                                       | Y   | Core |

| Rq# | Cyberware            | Price | Mass | Damage / Effect   | En. | Sou. |
|-----|----------------------|-------|------|---|-----|------|
| 13  | AutoNurse            | 500   | 5    | May heal a target twice per action, with -3 to the second attempt                 | Y   | PG   |
| 15  | Cyberfoot            | 2000  | 6    | +1 Move   | Y   | Core |
| 16  | Cyberhand            | 2500  | 4    | +1 Hand   | Y   | Core |
| 12  | Cyberhook            | 500   | 7    | Built in Vibraknife, -3 to any other skill checks with this hand, not lost to EMP | Y   | PoT  |
| 10  | Cyberpatch           | 400   | 1    | Variable bonuses to Personal Combat or Battlestations                             | Y   | PoT  |
| 11  | Disipline Collar     | 250   | 5    | Forces a reroll of a failed Skill check, take D6 damage if still failed           | Y   | PoT  |
| 15  | FiberDerm            | 1300  | 10   | +1 Hit Point, and +1 to all Athletics checks                                      | Y   | PG   |
| 11  | MedJack              | 150   | 1    | Carries drugs (at 1/2 weight), no need to ready, etc                              | Y   | GCW  |
| 12  | Mentor Chip          | 500   | 1    | +10% Experienced earned   | Y   | Core |
| 14  | Skeletal Enhancement | 1500  | 0    | +1 Athletics for Carry and Damage only  | Y   | Core |
| 13  | Skill Chip           | 1000  | 1    | +1 to a specific skill  | Y   | Core |

| Rq# | Misc         | Price | Mass | Damage / Effect | En. | Sou. |
|-----|--------------|-------|------|-----------------|-----|------|
| *   | Clone Update | 1000  |      |                 |     | PoT  |

## Ship Modules and Parts

| Rq# | Module          | Price | Damage / Effect   | Sou. |
|-----|-----------------|-------|---|------|
| 13  | Cannon          | 3000  | Fires in Blast, Laser or Multi modes                              | Core |
| 13  | Cargo Bay       | 3000  | Contains up to 3 cargo items or 25 resources                      | Core |
| 13  | Damage Control  | 3000  | Repair hull damage and helps with repairs                         | PG   |
| 13  | Engine          | 3000  | Generates one power per turn                                      | Core |
| 13  | Fighter Bay     | 3000  | Cary and maintain one fighter or shuttle                          | GCW  |
| 13  | Fusion Cannon   | 3000  | Creates explosions in space                                       | PoT  |
| 13  | Gravity Lance   | 3000  | A damaging tractor beam   | PoT  |
| 13  | Helm            | 3000  | Controls the crafts movement and speed                            | Core |
| 13  | Hull Stabiliser | 3000  | Rerolls on hull integrity checks                                  | Core |
| 13  | Hyperdrive      | 3000  | Allows hyperspace travel (12+ from celestial object)              | Core |
| 13  | Life Support    | 3000  | Supports up to four life forms or robots                          | Core |
| 13  | Mine Layer      | 3000  | Launch Anchor, Explosive, OOC and Science mines                   | GCW  |
| 13  | Missile Bay     | 3000  | Launches assorted Probes, Pods and Mines                          | Core |
| 13  | Science Bay     | 3000  | Generates shields, used for scans                                 | Core |
| 13  | Sick Bay        | 3000  | Treat dying characters and investigate medical matters            | PG   |
| 13  | Teleporter      | 3000  | Teleports between ships (2+ from celestial object)                | Core |
| 13  | Tractor         | 3000  | Capture small objects or grapple ships (2+ from celestial object) | Core |

| Rq# | Pods        | Price | Damage / Effect                                | Sou. |
|-----|-------------|-------|--|------|
| *   | Cargo Pod   | *     | As cargo bay, may not use any stored equipment | PoT  |
| *   | Missile Pod | *     | Two-shot missile pod                           | PoT  |

*Note that pods reduce a ships manoeuvrability*

| Rq# | Fighters, Missiles and Mines | Type    | Damage / Effect   | Sou. |
|-----|------------------------------|---------|---|------|
| *   | Fighter                      | Fighter | Carries up to two crew  | GCW  |
| *   | Shuttle                      | Fighter | Carries up to four crew   | PG   |
| *   | Anchor Mine                  | Mine    | -2 Speed and +2 OOC   | GCW  |
| *   | Explosive Mine               | Mine    | 2D6 Damage  | GCW  |
| *   | OOC Mine                     | Mine    | +1D6 OOC  | GCW  |
| *   | Plasma Mine                  | Mine    | 1D6 Damage, sets the module on fire on an odd result                  | PoT  |
| *   | Pyrotechnic Chaff Mine       | Mine    | Penalises attacks through the targetted hex                           | PoT  |
| *   | Science Beacon Mine          | Mine    | Used for asking Science Bay questions, may not be used to gather data | GCW  |
| *   | Beacon                       | Missile | Alerts travellers to navigational hazards                             | PG   |
| *   | Boarding Torpedo             | Missile | Carries two passengers  | Core |
| *   | Escape Pod                   | Missile | Carries up to two passengers  | PG   |
| *   | Heavy Missile                | Missile | 3D6 Damage, roll 1D6 to hit   | GCW  |
| *   | Missile                      | Missile | 2D6 Damage  | Core |
| *   | Plasma Missile               | Missile | 1D6 Damage, sets the module on fire on an odd result                  | PoT  |
| *   | Rescue Pod                   | Missile | Picks up spacewalkers   | PG   |
| *   | Science Probe                | Missile | Used for asking Science Bay questions, may not be used to gather data | Core |
| *   | Seeker Boarding Torpedo      | Missile | Roll 3D6 to hit, carries one passenger                                | GCW  |
| *   | Seeker Missile               | Missile | 1D6 Damage, roll 3D6 to hit   | GCW  |
|     | Armoured Missile or Mine     |         | Reduced capacity or effect, gets a survival check                     | PoT  |

## Ship Modules and Parts

| Rq# | Cargo Item                   | Price | Space | Damage / Effect   | Sou. |
|-----|------------------------------|-------|-------|---|------|
| 13  | Armoury                      | 500   | 1Cgo  | Stockpile weapons and service heavy weapons                                 | GCW  |
| 10  | Atmospherics                 | 250   | 1Cgo  | Maneuver more safely in atmosphere  | PG   |
| 11  | AutoEngineer                 | 500   | 1Cgo  |   | PG   |
| 11  | AutoMarine                   | 500   | 1Cgo  |   | PG   |
| 11  | AutoPilot                    | 500   | 1Cgo  |   | PG   |
| 11  | AutoScientist                | 500   | 1Cgo  |   | PG   |
| 15  | Auxilliary Fighter           | 1500  | 2Cgo  | Hanger an extra fighter adjacent to a fighter bay                           | GCW  |
|     | Battery                      |       | 1Cgo  | One shot extra power  | Core |
| 10  | Brig                         | 350   | 1Cgo  | Holds up to three characters  | PoT  |
| *   | Capacitor, Cannon            | n/a   | 1Cgo  | Fire one more shot from a cannon in a round                                 | GCW  |
| *   | Capacitor, Helm              | n/a   | 1Cgo  | One extra power for a helm action   | GCW  |
| n/a | Capacitor, Shield            | n/a   | 1Cgo  | Maximise shields for one phase  | GCW  |
| 11  | Cargo Arm                    | 500   | 1Cgo  | Retrieve small objects from space into the cargo bay                        | PG   |
| 11  | Diplomacy Protocol Studio    | 500   | 1Cgo  | +1 to Diplomacy Skill Checks  | PoT  |
| 9   | Docking Clamps               | 250   | 1Cgo  | Holds docked ships fast   | GCW  |
|     | EAME                         |       | 1Cgo  | Temporary battlestation for one action                                      | Core |
| 12  | EMP Generator                | 500   | 1Cgo  | EMP the entire ship!  | PoT  |
| 11  | Explosion Modulator          | 400   | 1Cgo  | Protects your ship from explosions  | PoT  |
| 8   | Gymnasium                    | 300   | 1Cgo  | All crew automatically succeed their first Athletics check per mission      | PoT  |
| 9   | Inertial Dampener            | 450   | 1Cgo  | Sets maximum OOC to level of choosing                                       | PoT  |
| 13  | Ioniser                      | 550   | 1Cgo  | While active everything on the ship has +1 Ionisation level                 | PoT  |
|     | Local Life Support Unit      |       | 1Cgo  | Carry one extra passenger, acts as EVA for the cargo bay                    | Core |
| 13  | Magateleportometer           | 450   | 1Cgo  | +3 to use the Teleporter  | PoT  |
| 10  | Megafin                      | 400   | 1Cgo  | +3 to turn in chosen direction, -3 in the other direction                   | PoT  |
| 11  | Mine Sweeper                 | 250   | 1Cgo  | Clear minefields  | GCW  |
| 14  | Ouchifier                    | 600   | 1Cgo  | While active everybody aboard takes 1D6 damage per phase                    | PoT  |
| 17  | Powered Armour               | 3000  | 1Cgo  | Become a killin' machine  | GCW  |
| 17  | Powered Armour: Ambulance    | 3000  | 1Cgo  | Powered Casevac suit  | GCW  |
| 15  | Radium Cannon Feed           | 700   | 1Cgo  | Cannon does less hull damage and more crew damage                           | PoT  |
| 14  | RecRoom                      | 1000  | 1Cgo  | Use your upgrade action to gain temporary Luck                              | PG   |
| 8   | Rocket Booster               | 250   | 1Cgo  | One-shot speed boost  | PoT  |
| 9   | Safety Chamber               | 250   | 2Cgo  | Safe storage compartment  | PoT  |
| 16  | Self Destruct System         | 750   | 1Cgo  | Detonates the ship  | PoT  |
| 15  | Shieldcutter                 | 500   | 1Cgo  | Cannon ignore targets shields for damage, some damage gets reflected to you | PoT  |
| 10  | Solar Sails                  | 250   | 1Cgo  | Generates one power per turn if open  | PoT  |
| 10  | Stabilising Fin              | 250   | 1Cgo  | Reduce OOC by one per round   | GCW  |
| 11  | Stun Generator               | 350   | 1Cgo  | Stuns everything in the ship as a stun grenade                              | PoT  |
| 14  | Targetting Computer          | 1000  | 1Cgo  | +1 to hit for all cannon of a given type (blast, laser or multi)            | GCW  |
| 14  | TeleChute                    | 1250  | 1Cgo  | Two teleporter pads on your ship  | PG   |
| 13  | Warp Inhibitor               | 450   | 1Cgo  | Makes it harder to warp out if within 12 hexes                              | PoT  |
| *   | Built-In Cargo Bay Equipment | *     | *     | -1 Hull size for integrity  | PoT  |

| Rq# | Misc                   | Price | Damage / Effect   | Sou. |
|-----|------------------------|-------|-------------------|------|
| *   | Damage Control Refresh | 100   | Cost per marker   | PoT  |
| *   | Hull Repair            | 10    | Cost per point    | PoT  |
| *   | Ship Hull              | *     | Costs 1000 x size | PoT  |

## Psionic Abilities

|                          |   | Pool    | Source  |
|--------------------------|---|---------|---------|
| Beguiler                 | Choose targets next action (LOS)                        | Sci     | Core    |
| Cerebral Conduit         | Reallocate ships power                                  | Eng     | Core    |
| Deep Thinker             | Yes/No questions about current system                   |         | PG      |
| Empathic                 | Scan as if you had a wristcomp                          | Sci     | Core    |
| Empathic Projection      | When damaged, deal smallest die of damage to attacker   | Cbt x 2 | PoT     |
| Extradimensional Pockets | Stored objects have no mass                             |         | PoT     |
| Fire Starter             | Start plasma fires (LOS)                                | Cbt     | Core    |
| Fly by Instinct          | Use Psionics instead of Piloting                        | Plt x 2 | PoT     |
| Focused                  | Boost other skills                                      | Psi     | PG      |
| Ghost in the Machine     | Operate Battlestations from anywhere                    | Eng     | Core    |
| Hull Stress Empath       | Reroll damage against ship                              | Eng     | Core    |
| Hypercrystal Sensitive   | Add Psionics skill to any Hyperdrive roll               |         | PoT     |
| Mechanical Empath        | Repair damaged modules                                  | Eng     | Core    |
| Mentally Shielded        | Reroll personal incoming energy weapon damage           | Ath     | Core    |
| Mind Mender              | Heal any target (LOS)                                   | Sci     | Core    |
| Miracle Worker           | Perform remote repairs with the Psionic Skill           | Eng x 2 | PoT     |
| Neurologian              | Change mental effects (Groggy, Scared, etc) (LOS)       | Sci     | PG      |
| Polarizer                | EMP or unEMP a piece of equipment (LOS)                 | Psi     | PG      |
| Prescient                | May cancel action part-way through                      | Plt     | Core    |
| Psychic                  | See die rolls   | Psi     | PG      |
| Psychic Blaster          | Deals damage to target (LOS)                            | Cbt     | Core    |
| Stunner                  | When an attack strikes it also stuns the target (LOS)   | Cbt     | Core    |
| Telekinetic              | Move beings or objects (LOS)                            | Ath     | Core/PG |
| Teleporter               | Move between modules on the same ship                   | Plt     | Core/PG |
| Weather Eye              | Ask up to (Psionic Skill) Yes/No questions as an Action | Psi     | PoT     |

## Special Abilities

|              |   |  |      |
|--------------|---|--|------|
| Psion        | Give up your profession to become a psionacist      |  | Core |
| Quick Minded | Spend two from a psionic pool for a free action use |  | Core |
| Seer         | You do not need LOS for psionic abilities           |  | Core |
| Telepathic   | Speak to any being up to 1 hex per Psionic level    |  | Core |