| General Actions | Skill | Target # | Location | Effect | Page |
|---|---|---|---|---|---|
| Brace | - | - | Any | RR one damage die against you | 29 |
| Overwatch | - | - | Any | Declare action being held until next round. | 29 |
| Popping | - | - | Any | Add 1 space of move to another action. +1 diff to popped action | 30 |
| Prepare | - | - | Any | Choose action & equipment. -1 to prepared action difficulty | 30 |
| Ready a weapon | - | - | Any | Puts a weapon in hand | 30 |
| Deactivate a Tractor | - | - | Any | Turn off Tractor Beam | 30 |
| Expend a Battery | - | - | Any | Use a battery | 30 |
| Move | - | - | Any | Move a # of squares | 30 |
| Jet Move | Piloting | 8 | Any | Turn 1 point of move to up to 10 points in a straight line. +3 diff per each additional move. | 93 |
| Run | Athletics | 11 | Any | Move an extra square during movement. +3 diff per additional. | 33 |
| Cramming | - | Automatic | In target module | Hide things in a broken module | 43 |
| Stowing Away | - | Automatic | In target module | Hide yourself in a module | 43 |
| Breaking Out | - | Automatic | In target module | Reveal yourself from Stowing Away. Nearest empty square. | 43 |
| Board/Disembark Fighter | - | Automatic | Adjacent to or in fighter | Enter/Exit fighter cockpit. | 122 |
| Assist | Relev Skill | 8 | Any | -1 to difficulty of assisted character's action | 29 |
| Quickdraw | Athletics | 8 | Any | Put a piece of personal equipment from your body to your hand at no action cost. Also +3 diff to next action this turn. -1 to Move this turn. | 37 |
| Diplomatic Approach | Diplomacy | 18 | *special | *special | 46 |
| Confuse Enemy | Diplomacy | Distance to target | Any | Target +1 diff to actions, -1 to move until end of next turn. +3 diff per additional target. | 46 |
| Demoralize Enemies (optional morale) | Diplomacy | Distance to target / 2 | Any | *special | 46 |
| Rallying your crew (optional morale) | Diplomacy | 0 | Any | +3 diff per +1 bonus to morale check. Increase crew morale by 1 | 47 |
| Hacking Ext Doors, Fighter or Station | Science | 11 | Enemy Ship / Base | Operate a Hacked door / Fighter / Battlestation. | 31 |

| Engineering Actions | Skill | Target # | Location | Effect | Page |
|---|---|---|---|---|---|
| Repair (Bots, Cargo Bay Items & Modules) | Engineering | 11 | Next to broken item | Repair item to working condition. | 42 |
| Break a module | Engineering | 11 | In target module | Add a broken marker to module | 42 |
| Extinguish Fires | Engineering | 8 | Anywhere in target module or at Battlestation | Remove all fire markers from adjacent target. +3 to remove all markers in target module. | 42 |
| Downgrade a module | Engineering | 11 | Crammed/Stowed Away in target module | Create an Upgrade Barrel for specific module. Downgraded module +1 to diff checks. | 43 |
| Reconfigure Cannon (Battlestation Action) | Engineering | 8 | Battlestation (Cannon) | Change to Standard, Multi, Long Range or Fusion Mode (req Fusion Node). No Remote. | 103 |
| Repair Fighter | Engineering | 11 | In cargo bay with fighter | Remove all damage from any Fighter in the Cargo Bay. | 123 |
| Pump Engine (Battlestation Action) | Engineering | 8 | Battlestation (Engine) | Increase power to 1 system by 1. +3 diff per additional power. +3 diff per used marker. | 127 |
| Transfer Power (Battlestation Action) | Engineering | 8 | Battlestation (Engine) | Transfer 1 power from one system to another. +3 diff per additional power | 127 |
| Place Mine (Battlestation Action) | Engineering | distance x2 | Battlestation (Mine Layer) | +3 diff per used marker. Place a mine in any empty hex within Distance and the firing arc of the Mine Layer. | 135 |
| Drop Mine (Battlestation Action) | Engineering | 0 | Battlestation (Mine Layer) | +3 diff per used marker. Place a mine in your hex. Arms when hex empty. | 135 |
| Extinguish Fire (Personal) | Engineering | 8 | Adjacent to Fire | Extinguish target fire. +3 diff for each adjacent fire attempt. -1 diff if tooklit in hand | 150 |
| Extinguish Fire (Battlestation Action) | Engineering | 8 | Battlestation | Extinguish fire in functioning module. | 150 |
| De-Ionize | Engineering | 11 | Adjacent to target | Reduces Ionization markers on target to 0. Requires Medkit, Toolkit or at Battlestation. +3 per additional target. May be done remotely. | 42 |
| Deactivate Bot | Engineering | 14 | Adjacent to bot | Does not use life support. Inactive for rest of game. | 25 |
| Upgrade Bot (Upgrade Phase) | Engineering | 11 | Adjacent to bot | Gives the bot an upgrade it does not have. -1 diff with toolkit. | 25 |
| Swap out Bot Built-In | Engineering | 11 | Adjancent to bot | Change bot built-in for another item. Added mass counts against carry. | 24 |
| Upgrade Module (Upgrade Phase) | Engineering | 11 | In Module | Upgraded Life Support = 5 crew. All other modules -1 diff to Battlestation Action. | |

| General Actions | Skill | Target # | Location | Effect | Page |
|---|---|---|---|---|---|
| Brace | - | - | Any | RR one damage die against you | 29 |
| Overwatch | - | - | Any | Declare action being held until next round. | 29 |
| Popping | - | - | Any | Add 1 space of move to another action. +1 diff to popped action | 30 |
| Prepare | - | - | Any | Choose action & equipment. -1 to prepared action difficulty | 30 |
| Ready a weapon | - | - | Any | Puts a weapon in hand | 30 |
| Deactivate a Tractor | - | - | Any | Turn off Tractor Beam | 30 |
| Expend a Battery | - | - | Any | Use a battery | 30 |
| Move | - | - | Any | Move a # of squares | 30 |
| Jet Move | Piloting | 8 | Any | Turn 1 point of move to up to 10 points in a straight line. +3 diff per each additional move. | 93 |
| Run | Athletics | 11 | Any | Move an extra square during movement. +3 diff per additional. | 33 |
| Cramming | - | Automatic | In target module | Hide things in a broken module | 43 |
| Stowing Away | - | Automatic | In target module | Hide yourself in a module | 43 |
| Breaking Out | - | Automatic | In target module | Reveal yourself from Stowing Away. Nearest empty square. | 43 |
| Board/Disembark Fighter | - | Automatic | Adjacent to or in fighter | Enter/Exit fighter cockpit. | 122 |
| Assist | Relev Skill | 8 | Any | -1 to difficulty of assisted character's action | 29 |
| Quickdraw | Athletics | 8 | Any | Put a piece of personal equipment from your body to your hand at no action cost. Also +3 diff to next action this turn. -1 to Move this turn. | 37 |
| Diplomatic Approach | Diplomacy | 18 | *special | *special | 46 |
| Confuse Enemy | Diplomacy | Distance to target | Any | Target +1 diff to actions, -1 to move until end of next turn. +3 diff per additional target. | 46 |
| Demoralize Enemies (optional morale) | Diplomacy | Distance to target / 2 | Any | *special | 46 |
| Rallying your crew (optional morale) | Diplomacy | 0 | Any | +3 diff per +1 bonus to morale check.Increase crew morale by 1 | 47 |
| Hacking Ext Doors, Fighter or Station | Science | 11 | Enemy Ship / Base | Operate a Hacked door / Fighter / Battlestation. | 31 |

| Science Actions | Skill | Target # | Location | Effect | Page |
|---|---|---|---|---|---|
| Repair (Pers Equip, Bots, small items) | Science | 11 | Adjacent to or in hand. | Repair item to working condition. | 45 |
| De-Emp | Science | 11 | Adjacent to target | Removes EMP effect from target. +3 per additional target. | 45 |
| Neutralize Toxins/Drugs | Science | 11 | Adjacent to target | Requires Medkit. -3 diff if using Sick Bay. Remove all Drug/Toxin effects from target. +3 diff per additional target | 45 |
| Heal | Science | 11 | Adjacent to target | Requires Medkit. Heals 1 die of dmg. +3 diff per additional die. | 94 |
| Installing/Uninstalling Cyberware | Science | 11 | Adjacent to Char or Self | Remove or install Cyberware. | 98 |
| Cloak (Battlestation Action) | Science | Ship Size | Battlestation (Cloak) | +3 diff for each additional level of cloak. +3 diff per used marker | 126 |
| Cloak Penetration (Battlestation Action) | Science | Distance to cloaked ship | Battlestation (Cloak or Science Bay) | Lower target's cloack 1 level. +3 diff per additional level | 126 |
| Warping In (Battlestation Action) | Science | Ship Size | Battlestation (Hyperdrive) | Begin 20 hexes away from nearest planet/star/ship at speed 1. | 132 |
| Program Hyperdrive (Battlestation Action) | Science | 8 | Battlestation (Hyperdrive) | Place a program marker on hyperdrive. Lose all markers if within 12 hexes of planet or star. +3 diff per additional marker. | 132 |
| Warp Out (Battlestation Action) | Science | 8 | Battlestation (Hyperdrive) | If program markers = ship size ship may warp out. | 132 |
| Ping (Battlestation Action) | Science | 0 | Battlestation (Hyperdrive) | +3 diff per additional question. Ask a question: Dist to nearest cloaked obj; Speed of nearest cloaked obj; Facing of your ship to nearest cloaked obj; Number of cloaked obj in system. You may use "second closest" etc. | 133 |
| Scan/Counterscan (Battlestation Action) | Science | 1/2 Distance (round up) | Battlestation (Science Bay) | +3 diff per additional scan. Shows Contents of Ship/Missile/Fighter. Max scans = ship size. | 140 |
| Research (Battlestation Action) | Science | Distance to Object | Battlestation (Science Bay) | Ask a yes/no question about an object in the system. +3 diff per additional question. | 140 |
| Collect Data (Battlestation Action) | Science | Distance to Object | Battlestation (Science Bay) | Each Success adds one to the amount of data collected. | 140 |
| ECM (Battlestation Action) | Science | Distance to Furthest Missile | Battlestation (Science Bay) | ECM'd Missile (non-boarding) will not move of use an action. +3 diff per additional missile. | 140 |
| Detox (Battlestation Action) | Science | 8 | Battlestation (Sick Bay) | Neutralize all drugs and Toxins in the patient's system | 141 |
| Diagnostics (Battlestation Action) | Science | 0 | Battlestation (Sick Bay) | Ask a yes/no question about an object in the sick bay. +3 diff per additional question. | 141 |
| Heal (Battlestation Action) | Science | 8 | Battlestation (Sick Bay) | Heal 1 die damage. +3 diff per additional die. | 141 |
| Revive the Dying (Battlestation Action) | Science | Amount by which dmg exceeds HP | Battlestation (Sick Bay) | Success brings the target to -5 hit points. Only "Doctor" and "Field Surgeon" apply. | 141 |
| Teleport (Battlestation Action) | Science | Your shields + Target's shields + distance | Battlestation (Teleporter) | Declare before check (Self/Character/Bomb). Add used marker after use. +3 diff for each marker. Roll location as per a hit. Bomb does 1 hull damage. On 1-3 deals 1 die dmg to occupants of hit module. On 4-6 deals 2 dice dmg to occupants, breaks module and 1 OOC. | 142 |
| De-Ionize | Science | 11 | Adjacent to target | Reduces Ionization markers on target to 0. Requires Medkit, Toolkit or at Battlestation. +3 per additional target. May be done remotely. | 42 |
| Upgrade Bot (Upgrade Phase) | Science | 11 | Adjacent to bot | Gives the bot an upgrade it does not have. -1 diff with Wristcomp. | 25 |
| Swap out Bot Built-In | Science | 11 | Adjancent to bot | Change bot built-in for another item. Added mass counts against carry. | 24 |

| General Actions | Skill | Target # | Location | Effect | Page |
|---|---|---|---|---|---|
| Brace | - | - | Any | RR one damage die against you | 29 |
| Overwatch | - | - | Any | Declare action being held until next round. | 29 |
| Popping | - | - | Any | Add 1 space of move to another action. +1 diff to popped action | 30 |
| Prepare | - | - | Any | Choose action & equipment. -1 to prepared action difficulty | 30 |
| Ready a weapon | - | - | Any | Puts a weapon in hand | 30 |
| Deactivate a Tractor | - | - | Any | Turn off Tractor Beam | 30 |
| Expend a Battery | - | - | Any | Use a battery | 30 |
| Move | - | - | Any | Move a # of squares | 30 |
| Jet Move | Piloting | 8 | Any | Turn 1 point of move to up to 10 points in a straight line. +3 diff per each additional move. | 93 |
| Run | Athletics | 11 | Any | Move an extra square during movement. +3 diff per additional. | 33 |
| Cramming | - | Automatic | In target module | Hide things in a broken module | 43 |
| Stowing Away | - | Automatic | In target module | Hide yourself in a module | 43 |
| Breaking Out | - | Automatic | In target module | Reveal yourself from Stowing Away. Nearest empty square. | 43 |
| Board/Disembark Fighter | - | Automatic | Adjacent to or in fighter | Enter/Exit fighter cockpit. | 122 |
| Assist | Relev Skill | 8 | Any | -1 to difficulty of assisted character's action | 29 |
| Quickdraw | Athletics | 8 | Any | Put a piece of personal equipment from your body to your hand at no action cost. Also +3 diff to next action this turn. -1 to Move this turn. | 37 |
| Diplomatic Approach | Diplomacy | 18 | *special | *special | 46 |
| Confuse Enemy | Diplomacy | Distance to target | Any | Target +1 diff to actions, -1 to move until end of next turn. +3 diff per additional target. | 46 |
| Demoralize Enemies (optional morale) | Diplomacy | Distance to target / 2 | Any | *special | 46 |
| Rallying your crew (optional morale) | Diplomacy | 0 | Any | +3 diff per +1 bonus to morale check.Increase crew morale by 1 | 47 |
| Hacking Ext Doors, Fighter or Station | Science | 11 | Enemy Ship / Base | Operate a Hacked door /  Fighter / Battlestation. | 31 |

| Combat Actions | Skill | Target # | Location | Effect | Page |
|---|---|---|---|---|---|
| Personal Attack | Combat | Target # of intended target | In range of target | Damage to target | 29 |
| Personal Attack vs Module | Combat | 3 | In target module | Damage marker for each damage die roll of "6". | 39 |
| Personal Attack vs Personal Equipment | Combat | 11 | In range of target | Break item on damage die roll of "6". | 39 |
| Disarm | Combat | 11 | In melee range of target | Damage die roll of "6" breaks target equip. Target character Athletics vs 11 or drops it. | 39 |
| Grappling Attack | Combat | *special | In melee range of target | *special | 40 |
| Hurled Weapon Attack | Combat | Target # of intended target | In range = Athletics | Damage to target | 40 |
| Coup de Grace | Combat | Target # of intended target | In range of target | Roll Damage to target twice | 40 |
| Attack with 2 Weapons | Combat | 6 + Target # of intended target | In range of target | Roll Damage to target for each. Choose order of damage. Doubles on skill check damages you. Not used as free attack. | 41 |
| Fire Cannon (Battlestation Action) | Combat | Distance to target + (2x speed) +3 per used marker | Battlestation (Cannon) | +3 diff if remote. Cannon damage to target. | 103 |
| Fire Fusion Cannon (Battlestation Action) | Combat | 3x distance | Battlestation (Cannon) | +3 diff if remote. Fusion explosion in target hex. | 103 |
| Launch Missile (Battlestation Action) | Combat | 11 | Battlestation (Missile Bay) | Choose missile type and place marker in your hex. Expend 1 guns power and add a used marker to missile bay. | 136 |
| Retarget Missile (Battlestation Action) | Combat | Distance to Missile | Battlestation (Missile Bay) | Change one missile's target. +3 diff per additional missile retargeted. | 137 |

| General Actions | Skill | Target # | Location | Effect | Page |
|---|---|---|---|---|---|
| Brace | - | - | Any | RR one damage die against you | 29 |
| Overwatch | - | - | Any | Declare action being held until next round. | 29 |
| Popping | - | - | Any | Add 1 space of move to another action. +1 diff to popped action | 30 |
| Prepare | - | - | Any | Choose action & equipment. -1 to prepared action difficulty | 30 |
| Ready a weapon | - | - | Any | Puts a weapon in hand | 30 |
| Deactivate a Tractor | - | - | Any | Turn off Tractor Beam | 30 |
| Expend a Battery | - | - | Any | Use a battery | 30 |
| Move | - | - | Any | Move a # of squares | 30 |
| Jet Move | Piloting | 8 | Any | Turn 1 point of move to up to 10 points in a straight line. +3 diff per each additional move. | 93 |
| Run | Athletics | 11 | Any | Move an extra square during movement. +3 diff per additional. | 33 |
| Cramming | - | Automatic | In target module | Hide things in a broken module | 43 |
| Stowing Away | - | Automatic | In target module | Hide yourself in a module | 43 |
| Breaking Out | - | Automatic | In target module | Reveal yourself from Stowing Away. Nearest empty square. | 43 |
| Board/Disembark Fighter | - | Automatic | Adjacent to or in fighter | Enter/Exit fighter cockpit. | 122 |
| Assist | Relev Skill | 8 | Any | -1 to difficulty of assisted character's action | 29 |
| Quickdraw | Athletics | 8 | Any | Put a piece of personal equipment from your body to your hand at no action cost. Also +3 diff to next action this turn. -1 to Move this turn. | 37 |
| Diplomatic Approach | Diplomacy | 18 | *special | *special | 46 |
| Confuse Enemy | Diplomacy | Distance to target | Any | Target +1 diff to actions, -1 to move until end of next turn. +3 diff per additional target. | 46 |
| Demoralize Enemies (optional morale) | Diplomacy | Distance to target / 2 | Any | *special | 46 |
| Rallying your crew (optional morale) | Diplomacy | 0 | Any | +3 diff per +1 bonus to morale check.Increase crew morale by 1 | 47 |
| Hacking Ext Doors, Fighter or Station | Science | 11 | Enemy Ship / Base | Operate a Hacked door / Fighter / Battlestation. | 31 |

| Piloting Actions | Skill | Target # | Location | Effect | Page |
|---|---|---|---|---|---|
| Launch Fighter | Piloting | 11 | Cargo Bay / Fighter Cockpit | Place fighter marker in hex adjacent to ship. | 122 |
| Maneuver | Piloting | - | Battlestation (Helm) | See list of Maneuver Actions | 128 |

| Maneuver Actions | Skill | Target # | Location | Effect | Page |
|---|---|---|---|---|---|
| Accel/Decel (Battlestation Action) | Piloting | (2x Ship Size)+ (2x Ship Speed) | Battlestation (Helm) | Adjust Ship Speed by one. +3 diff per additional point. | 128 |
| Turn (Battlestation Action) | Piloting | (2x Ship Size)+ (2x Ship Speed) | Battlestation (Helm) | Rotate ship 1 Facing. +3 diff per additional facing. | 128 |
| Sideslip (Battlestation Action) | Piloting | (2x Ship Size)+ (2x Ship Speed) | Battlestation (Helm) | Slide ship one hex diagonally forward during next Ship Move | 128 |
| Stall (Battlestation Action) | Piloting | (2x Ship Size)+ (2x Ship Speed) | Battlestation (Helm) | Ship skips its next hex of movement. +3 diff per additional hex | 128 |
| Steady the Ship (Battlestation Action) | Piloting | (2x Ship Size)+ (2x Ship Speed) | Battlestation (Helm) | Clear all OOC | 129 |
| Dock (Battlestation Action) | Piloting | (2x Ship Size)+ (2x Ship Speed) | Battlestation (Helm) | Connect Door of your ship with ship in same hex & same speed. | 129 |
| Ram (Battlestation Action) | Piloting | (2x Ship Size)+ (2x Ship Speed) | Battlestation (Helm) | Must be on Overwatch. Your successes count as penalty to target's dodge. Strikes both ships with Speed as Cannon hit and Size as Cannon Hit. Each ship loses 1 speed and random facing. Max 1 Ram per phase in a given hex. | 129 |
| Dodge (Battlestation Action) | Piloting | (2x Ship Size)+ (2x Ship Speed) + Ram Successes. | Battlestation (Helm) | +3 diff per additional dodge. | 130 |
| Evasive Maneuvers (Battlestation Action) | Piloting | (2x Ship Size)+ (2x Ship Speed) | Battlestation (Helm) | +3 diff per level of maneuver to increase OOC. Add ship's OOC to diff of any attempt to target the ship. | 130 |
| Enter Atmospere (Battlestation Action) | Piloting | Ship Size x 3 | Battlestation (Helm) | Must be at speed 0 in hex of planet. | 131 |
| Land (Battlestation Action) | Piloting | Ship Size x 3 | Battlestation (Helm) | Failed attempt causes 1 Hull dmg and 1 die to each passenger. | 131 |
| Blast Off! (Battlestation Action) | Piloting | Ship Size x 3 | Battlestation (Helm) | Move ship from surface to "Atmosphere". No atmo if from moon. | 131 |
| Leave Atmosphere (Battlestation Action) | Piloting | Ship Size x 3 | Battlestation (Helm) | Move ship from "Atmosphere" to space hex of planet. | 131 |

| Fighter Actions | Skill | Target # | Location | Effect | Page |
|---|---|---|---|---|---|
| Assist | Piloting | 8 | Same hex | -1 to assisted fighter/drone's action | 123 |
| Launch Fighter | Piloting | 11 | In cockpit | same as Launch Fighter character action | 123 |
| Land Fighter | Piloting | target ship OOC + (Speed x2) | In cockpit | Place fighter in Cargo Bay. Fail 1 die damage to occupants and survival check. | 123 |
| Dock with a Starship Portal | Piloting | target ship OOC + (Speed x2) + 3 | In cockpit | Dock at external port. | 123 |
| Clamp / Unclamp Fighter | Piloting | Automatic | In cockpit / Adjacent | Fighter remains docked to port if starship does maneuvers | 123 |
| Pickup a Spacewalker | Piloting | smallest Personal Target # | In cockpit | +3 per additional pickup. | 123 |
| In-Flight Repairs | Engineering | 11 | In cockpit | +3 per additional marker to remove | 123 |
| Fire Cannon | Combat | (Target distance x2) + (Speed x2) | In cockpit | Roll hit allocation as per Multi-shot cannon. | 123 |
| Crash Land | Piloting | Target ship speed x 2 | In cockpit | Impact target similar to Boarding Missile | 123 |
| Dodge A Planet or Moon | Piloting | 7 | In cockpit | No survival check when entering Planet or Moon hex. | 124 |