

Extended Actions

Active Augury

The character makes a (+0) Scrutiny + Detection test to scan the area around the ship. Success should reveal basic (and important) information about celestial bodies, phenomena, and ships within 20 VUs. Any vessel on Silent Running is immediately detected. Each degree of success extends the range of the scan by 5VUs.

Aid the Machine Spirit

The character makes a (+0) Tech-Use test to commune with the ship's machine spirit. Success adds +5 to Manoeuvrability or Detection for the rest of the turn. Each additional two degrees of success adds +5 to the same system.

Disinformation

The character makes a (-10) Deceive or Blather test. Every degree of success increases crew Morale by 1d5 for the duration of the combat.

Emergency Repairs

The character makes (-10) Tech-Use test to direct and aid repairs. Success repairs one unpowered, damaged, or depressurised Component. Repairs normally take 1d5 turns, however, each degree of success reduces this by one to a minimum of one turn. Emergency Repairs cannot fix destroyed Components.

Extinguish Fire

The character makes a (-10) Command test. Multiple characters can attempt this and only one needs to succeed. Alternatively, the ship's captain can choose to vent the burning compartment into the void. It now counts as depressurised. Instead of the normal Crew Population and Morale damage, the ship suffers only 1d5 Crew Population damage but 2d10 Morale damage.

Flank Speed

The character makes a (+0) Tech-Use test to push the limit of the engines. Success allows the ship to move an addition VU this turn. Each degree of success allows an addition VU of movement. Failure by two or more degrees means the ship suffers an Engines Crippled critical hit.

Focused Augury

The character makes a (+10) Scrutiny + Detection test to scan a particular ship in range.
Success: All Essential Components except Auger Arrays and Void Shields.
One Degree: All Weapons.
Two Degrees: Auger Arrays, Void Shields and any combat related components.
Three Degrees: All ship components.

Hail the Enemy

This can be attempted by anyone. The character contacts one enemy using the ship's vox system. He may use Interaction Skills to accomplish certain goals, such as Intimidation. The details of this are left to the GM. See **p.293**.

Hit and Run

The character makes a (+0) Pilot (Space Craft) test, attempting to reach an enemy ship within 5VUs in a boarding craft. This can be modified by the targets Turret Rating, see **p.220**. Failure means he returns to his ship. Four degrees of failure means the craft is shot down. If he succeeds make an opposed (+10) Command test against the commander of troops on the enemy ship. If he succeeds, roll 1d5 on the Critical Hit table twice and select one result to apply to the enemy, plus 1 damage to Hull Integrity for every degree of success. Failure means he retreats back to his ship.

Hold Fast

The character must have Air of Authority or similar and make a (+0) Willpower test. Success reduces any Morale loss by one, and one for each additional degree of success, to a minimum of one. Hold Fast only cancels out Morale loss during the previous turn.

Jam Communications

The character makes a (-10) Tech-Use test, targeting a ship within long range. Success prevents the other ship using any technology to communicate with other ships. Psychic powers are unaffected.

Lock on Target

The character makes a (+0) Scrutiny + Detection test to improve the ships targetting. Success adds +5 to the Ballistic Skill test to fire one Weapon during this turn. Each two degrees of success adds an addition +5 to the same test.

Prepare to Repel Boarders

The character makes a (+0) Command test to organise soldiers. Success adds +10 to any opposed Command test he performs against boarders in the subsequent turns, plus an additional +5 for every degree of success. To retain the bonus he cannot do anything else.

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Put Your Backs into It

The character makes a (+0) Intimidate or Charm test. Success adds +5 to a Ballistic Skill test to fire a Weapon, an Emergency Repair action, or an attempt to Extinguish Fire during this turn. He may aid an additional test for every three degrees of success.

Triage

The character makes a (-10) Medicae test. Success reduces any Crew Population loss by one, and one for each additional degree of success, to a minimum of one. Triage only cancels out Morale loss during the previous turn.