

# Stardock Omega 31: New Actions

Created by Nytecode

## Jump

This is an alternate move action. Requires an Athletics check of 8 plus 1 per space attempting to jump minus 1 per 10 mass of equipment carried. Failure indicates how many spaces the jump is missed by. Cannot jump further than base Movement.

## Seal Bulkhead

Requires an Engineering check of 11 to close the automatic bulkhead between modules. Place a sealed bulkhead counter to show that the bulkhead is closed. Opening the hatch is an Engineering check vs 8. If on an enemy ship, the bulkhead will need to be hacked first. When a module with a sealed bulkhead is damaged, roll a D6 for each dice of damage. Any 6 opens the bulkhead.



(sealed bulkhead counters)

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