

SKILL	SKILL	SKILL	SKILL
<p>ACCURACY</p> <p>One Beam, Ballistic, Plasma or Mortar attack per turn at +1 to hit.</p>	<p>GUIDANCE</p> <p>One Missile attack per turn at +1 to hit.</p>	<p>AGILITY</p> <p>Dodge one ranged attack per turn on a roll of 1-3 on D6.</p>	<p>MARTIAL ARTS</p> <p>One extra punch (-1 to hit) or kick (-2 to hit) per turn.</p>
SKILL	SKILL	SKILL	SKILL
<p>WEAPON KATAS</p> <p>One extra Melee Weapon attack per turn at -2 to hit.</p>	<p>MANEUVER</p> <p>Move Points +1.</p>	<p>TACTICIAN</p> <p>Initiative Roll +2 and hand size +1.</p>	<p>CRUSHING BLOW</p> <p>HTH and Melee attacks do +1 Damage.</p>