

CAPTAIN

DEMAND

Intimidate to give +4 to a another's check.

15 1½

ENCOURAGE

Attempt same skill to give +2 to crew check.

10

Diplomacy to grant +2 to another's check.

15 1½

TAUNT

Bluff or intimidate: -2 for one phase.

15 1½

Cannot be used against the same ship.

ORDERS

Stufe 6 Spend 1 resolve and piloting to give an extra action to one crew member.

15 1½

MOVING SPEECH

Stufe 12 Spend 1 resolve and diplomacy: crew take the better of two rolls.

20 1½

ENGINEER

DIVERT

Engineering to give one system a boost:

10 1½

Engines +2 speed

Science +2 science officer's actions

Weapons Damage dice with 1 become 2

Shields 5% of PCU distributed between shields

HOLD IT TOGETHER

Treat a system's damage as 2 lower this round.

15 1½

Engineering

6 OVERPOWER

6 ranks Divert to three systems at once.

12 QUICK FIX

12 ranks Spend 1 resolve to fix a system for 1 hour.

15 1½

20 1½

SYSTEMS

LIFE SUPPORT

□ □ □

SENSORS

□ □ □

WEAPONS ARRAY

○ FORWARD □ □ □
○ STARBOARD □ □ □
○ AFT □ □ □
○ PORT □ □ □

ENGINES

□ □ □

POWER CORE

□ □ □

PATCH

Treat a systems's damage as 1 lower for 1 hour. Engineers can work together.

GLITCHING

Actions 1 □ 10 1½

MALFUNCTIONING

2 □ □ 15 1½

WRECKED

3 □ □ □ 20 1½

SCIENCE OFFICER

BALANCE

Computers check to move shield points or redistribute shield points equally.

10 1½

SCAN

Computers check to scan enemy ship.

5 1½

TARGET SYSTEM

Computers check to aim next attack at one system. On a 19 or 20, deal critical damage.

5 1½

LOCK ON

Stufe 6 Spend 1 resolve and a computers check to gain +2 against one enemy for this round.

5 1½

IMPROVE COUNTERMEASURES

Stufe 12 Force their gunner to take the worse of two rolls.

5 1½

GUNNER

FIRE AT WILL

Fire any two weapons at -4.

SHOOT

Fire one weapon.

BROADSIDE

Stufe 6 Spend 1 resolve to fire all weapons in a single arc at -2.

PRECISE TARGETING

Stufe 12 Spend 1 resolve to fire one weapon. If shields are depleted on that quadrant, do critical damage to a random system.

ANGRIFF BONUS

= GE + [GAB OR] + + +

WEAPONS

FORWARD

□ Linked

STARBOARD

□ Linked

AFT

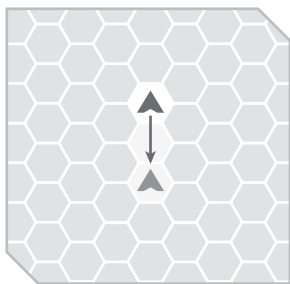
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PORT

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TURRET

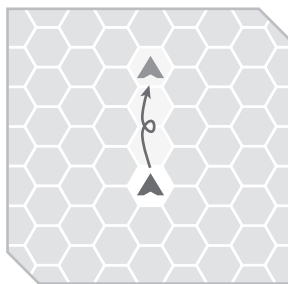
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BACK OFF

Retreat at ½ speed.
FAIL Retreat 1 hex.

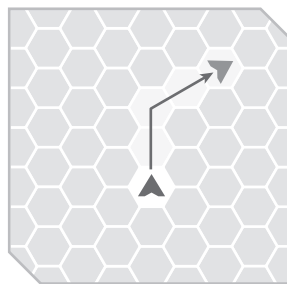
10 1½



BARREL ROLL

Fly at ½ speed, weapons and shields are flipped this round.
FAIL Fly at ½ speed but don't roll.

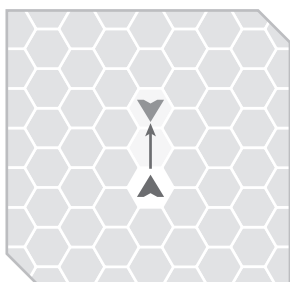
10 1½



EVADE

Fly normally, gain +2 to AC and TL this round.
FAIL No bonus.

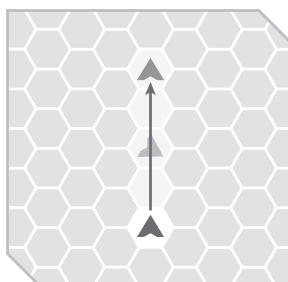
10 1½



FLIP AND BURN

Fly at ½ speed, turn at end.
FAIL Fly at ½, don't turn

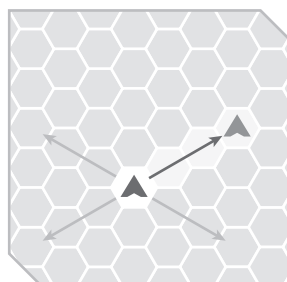
15 1½



FLYBY

Move through enemy's hex, attack at close range.
FAIL Move through enemy's hex, but attack as normal.

15 1½



SLIDE

Fore-port or fore-starboard.
FAIL Fly forward at ½ speed, don't turn.

10 1½

PILOT

FLY

Move up to the ship's speed and make allowed turns.

MANOEUVRE

Fly; piloting check to reduce turning distance 1.

15 1½

STUNT

Pull one of the stunts.

Stufe

6 FULL POWER

Spend 1 resolve to fly 1 ½ speed (turning distance +2)

Stufe

12 AUDACIOUS GAMBIT

Reduce turning distance 2 and fly through enemy hexes. End facing any direction.

20 1½

TURN IN PLACE

Turn the ship but don't move.

If manoeuvrability is clumsy, take -4 to AC and TL this turn; if poor, take -2; otherwise no penalty.

STARSHIP

Speed

Manoeuvrability

Piloting modifier

+

Turning distance