CAPTAIN

DEMAND `15` `1½`
Intimidate to give +4 to a another's check.

ENCOURAGE `10`
Attempt same skill to give +2 to crew check.

Diplomacy to grant +2 to another's check. `15` `1½`

TAUNT `15` `1½`
Bluff or intimidate: -2 for one phase.
Cannot be used against the same ship.

Niveau **ORDERS** `15` `1½`
6 Spend 1 resolve and piloting to give
an extra action to one crew member.

Niveau **MOVING SPEECH** `20` `1½`
12 Spend 1 resolve and diplomacy:
crew take the better of two rolls.

ENGINEER

DIVERT `10` `1½`
Engineering to give one system a boost:
  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 `15` `1½`
Treat a system's damage as
2 lower this round.

Engineering

6 **OVERPOWER**
ranks Divert to three systems at once.

`15` `1½`

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

`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	1 ☐	`10` `1½`
MALFUNCTIONING	2 ☐ ☐	`15` `1½`
WRECKED	3 ☐ ☐ ☐	`20` `1½`

Actions

SCIENCE OFFICER

BALANCE `10` `1½`
Computers check to move shield points
or redistribute shield points equally.

SCAN `5` `1½`
Computers check to scan enemy ship.

TARGET SYSTEM `5` `1½`
Computers check to aim next attack at one
system. On a 19 or 20, deal critical damage.

Niveau **LOCK ON** `5` `1½`
6 Spend 1 resolve and a computers
check to gain +2 against one
enemy for this round.

Niveau **IMPROVE COUNTERMEASURES** `5` `1½`
12 Force their gunner to take the
worse of two rolls.

GUNNER

FIRE AT WILL
Fire any two weapons at -4.

SHOOT
Fire one weapon.

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

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

WEAPONS

○ FORWARD	☐ Lié
○ STARBOARD	☐ Lié
○ AFT	☐ Lié
○ PORT	☐ Lié
◉ TURRET	☐ Lié

BONUS D'ATTAQUE

[___] = DEX + [BBA OR ___] + ___ + ___

Base Attaque · Piloting Ranks · Computer Bonus · Divers

PILOT

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

MANOEUVRE `15` `1½`
Fly; piloting check to reduce turning distance 1.

STUNT ◀
Pull one of the stunts.

Niveau **FULL POWER**
6 Spend 1 resolve to fly 1½ speed (turning distance +2)

Niveau **AUDACIOUS GAMBIT** `20` `1½`
12 Reduce turning distance 2 and fly through
enemy hexes. End facing any direction.

TURN IN PLACE

Turn the ship but don't move.

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

STARSHIP

Rapidité	Piloting modifier	Turning distance
⬡	+	⬡

Manoeuvrability

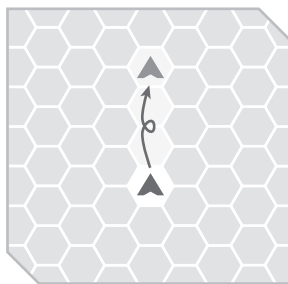**BACK OFF** `10` `1½`
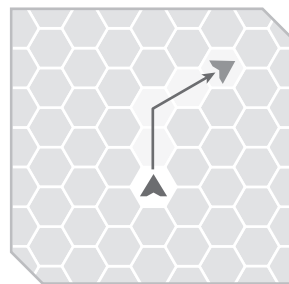Retreat at ½ speed.
FAIL Retreat 1 hex.

BARREL ROLL `10` `1½`
Fly at ½ speed, weapons and
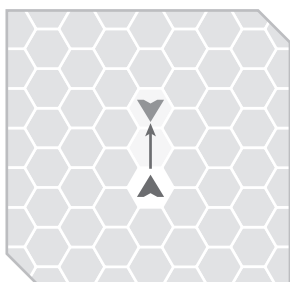shields are flipped this round.
FAIL Fly at ½ speed but don't roll.

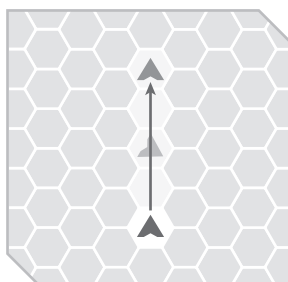**EVADE** `10` `1½`
Fly normally, gain +2 to AC
and TL this round.
FAIL No bonus.

FLIP AND BURN `15` `1½`
Fly at ½ speed, turn at end.
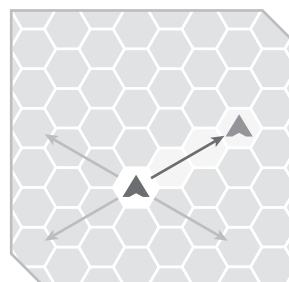**FAIL** Fly at ½, don't turn

FLYBY `15` `1½`
Move through enemy's hex,
attack at close range.
FAIL Move through enemy's hex,
but attack as normal.

SLIDE `10` `1½`
Fore-port or fore-starboard.
FAIL Fly forward at ½ speed,
don't turn.