

CREW ROLES

CAPTAIN

ENGINEER

PILOT

SCIENCE OFFICER

GUNNER

COMBAT PHASES

1 ENGINEERING PHASE
Repair or boost systems

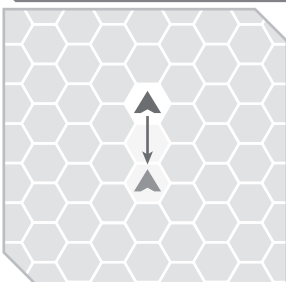
2 HELM PHASE
All ships roll piloting check, and move in order from lowest to highest. Ships without a pilot act on 0. Pilots may attempt manoeuvres.
Science officer can scan other ships.

3 GUNNERY
Fire weapons, in the same order as helm phase. All ships fire before any damage is taken.

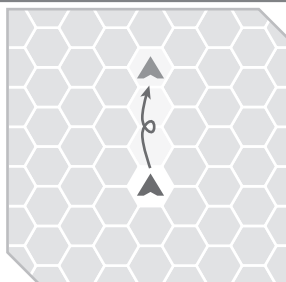
CREW

Crew Member	Role	Base Attaque	Piloting Ranks
	DEX	BBA	
	DEX	BBA	
	DEX	BBA	
	DEX	BBA	
	DEX	BBA	
	DEX	BBA	
	DEX	BBA	
	DEX	BBA	
	DEX	BBA	
	DEX	BBA	

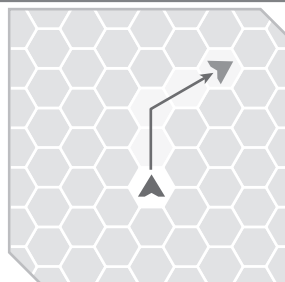
STUNTS



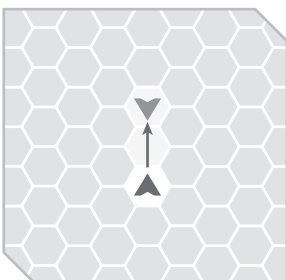
BACK OFF
Retreat at ½ speed. **10 1½**



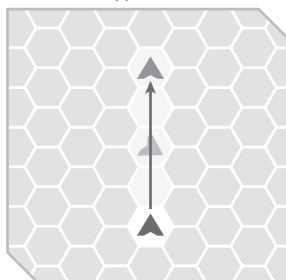
BARREL ROLL
Fly at ½ speed, weapons and shields are flipped this round. **10 1½**



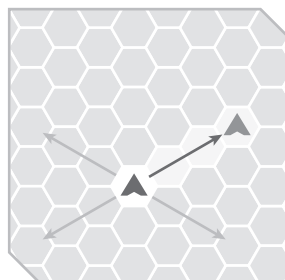
EVADE
Fly normally, gain +2 to AC and TL this round. **10 1½**



FLIP AND BURN
Fly at ½ speed, turn at end. **15 1½**



FLYBY
Move through enemy's hex, attack at close range. **15 1½**



SLIDE
Fore-port or fore-starboard. **10 1½**

TURN IN PLACE

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

ACTION DIFFICULTY

$$DD = \text{Base value} + \left[\frac{\text{Ship Tier}}{\text{Scale factor}} \right]$$

Other ship's tier (add countermeasures)

COMMON DCs

$$DD = 5 + \left[\frac{\text{Ship Tier}}{\text{Scale factor}} \right] \quad 5 \quad 1\frac{1}{2}$$

$$DD = 10 + \left[\frac{\text{Ship Tier}}{\text{Scale factor}} \right] \quad 10 \quad 1\frac{1}{2}$$

$$DD = 15 + \left[\frac{\text{Ship Tier}}{\text{Scale factor}} \right] \quad 15 \quad 1\frac{1}{2}$$

$$DD = 20 + \left[\frac{\text{Ship Tier}}{\text{Scale factor}} \right] \quad 20 \quad 1\frac{1}{2}$$

PATCH

GLITCHING **1** ☐ **10 1½**

MALFUNCTIONING **2** ☐ **15 1½**

WRECKED **3** ☐ **20 1½**

COMBAT ACTIONS

CAPTAIN

DEMAND
Intimidate to grant +4 to another's check. **15 1½**

ENCOURAGE
Attempt same skill to grant +2 to another's check. **10**
Diplomacy to grant +2 to another's check. **15 1½**

TAUNT

Bluff or intimidate an enemy to impose -2 for one phase. **15 1½**
Cannot be used against the same enemy ship again.

ORDERS

6 Spend 1 resolve and piloting to grant an additional action to one crew member. **15 1½**

MOVING SPEECH

12 Spend 1 resolve and diplomacy to allow all crew members to take the better of two rolls. **20 1½**

ENGINEER

DIVERT

Engineering to give one system a boost:

- Engines** +2 speed
- Science** +2 science officer's actions **10 1½**
- 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**

PATCH

Treat a systems's damage as 1 lower for 1 hour. Engineers can work together. **10 1½**

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**

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. **10 1½**

Full Power

6 Spend 1 resolve to fly 1½ speed (turning distance +2)

AUDACIOUS GAMBIT

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

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

IMPROVE COUNTERMEASURES

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

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

PRECISE TARGETING

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

MINOR CREW ACTIONS

Computer-aided actions for unattended stations.

GLIDE

Fly at ½ speed; turning distance is 2 higher. Add your piloting ranks to AC and TL this round.

SNAP SHOT

Fire one weapon at -2.