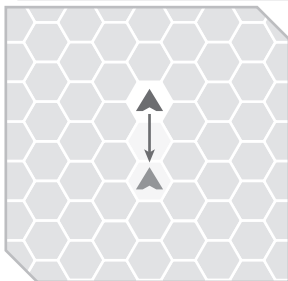
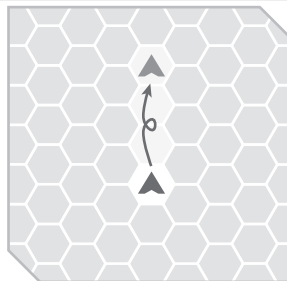
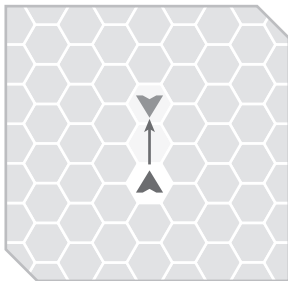
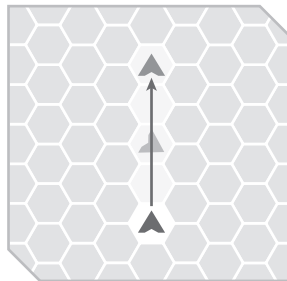
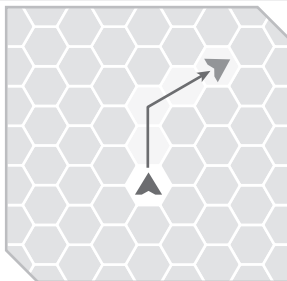
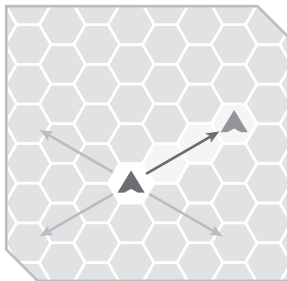


CREW ROLES	
CAPTAIN	
ENGINEER	
PILOT	
SCIENCE OFFICER	
GUNNER	

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	Bazowa Premia	Piloting Ranks		
	ZR	BPA			
	ZR	BPA			
	ZR	BPA			
	ZR	BPA			
	ZR	BPA			
	ZR	BPA			
	ZR	BPA			
	ZR	BPA			
	ZR	BPA			
	ZR	BPA			

STUNTS	
 <p>BACK OFF Retreat at ½ speed.</p> <p>10 1½</p>	 <p>BARREL ROLL Fly at ½ speed, weapons and shields are flipped this round.</p> <p>10 1½</p>
 <p>FLIP AND BURN Fly at ½ speed, turn at end.</p> <p>15 1½</p>	 <p>FLYBY Move through enemy's hex, attack at close range.</p> <p>15 1½</p>
 <p>EVADE Fly normally, gain +2 to AC and TL this round.</p> <p>10 1½</p>	 <p>SLIDE Fore-port or fore-starboard.</p> <p>10 1½</p>
<p>TURN IN PLACE If manoeuvrability is clumsy, take -4 to AC and TL this turn; if poor, take -2; otherwise no penalty.</p>	

ACTION DIFFICULTY	
$ST = \text{Base value} + \left[\frac{\text{Ship Tier}}{\text{Scale factor}} \right]$ <p>Other ship's tier (add countermeasures)</p>	
COMMON DCs	
ST = 5 + [] × 1½	5 1½
ST = 10 + [] × 1½	10 1½
ST = 15 + [] × 1½	15 1½
ST = 20 + [] × 1½	20 1½
PATCH	
GLITCHING	1 <input type="checkbox"/> 10 1½
MALFUNCTIONING	2 <input type="checkbox"/> 15 1½
WRECKED	3 <input type="checkbox"/> 20 1½

COMBAT ACTIONS	
CAPTAIN	
DEMAND Intimidate to grant +4 to a another's check.	15 1½
ENCOURAGE Attempt same skill to grant +2 to another's check. Diplomacy to grant +2 to another's check.	10 15 1½
TAUNT Bluff or intimidate an enemy to impose -2 for one phase. Cannot be used against the same enemy ship again.	15 1½
ORDERS Spend 1 resolve and piloting to grant an additional action to one crew member.	15 1½
MOVING SPEECH 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.	
OVERPOWER Divert to three systems at once.	15 1½
QUICK FIX 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.	
FULL POWER Spend 1 resolve to fly 1½ speed (turning distance +2)	
AUDACIOUS GAMBIT 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 Spend 1 resolve and a computers check to gain +2 against one enemy for this round.	5 1½
IMPROVE COUNTERMEASURES 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 Spend 1 resolve to fire all weapons in a single arc at -2.	
PRECISE TARGETING 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.	