

CREW ROLES

CAPTAIN

ENGINEER

PILOT

SCIENCE OFFICER

GUNNER

COMBAT PHASES

1 ENGINEERING PHASE

Repair or boost systems

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.

2

Science officer can scan other ships.

GUNNERY

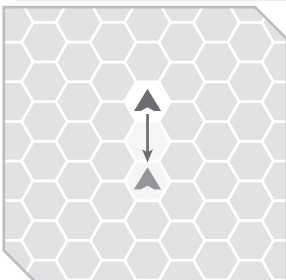
3

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

CREW

Crew Member	Role	Base Attack	Piloting Ranks
	DEX	BAB	
	DEX	BAB	
	DEX	BAB	
	DEX	BAB	
	DEX	BAB	
	DEX	BAB	
	DEX	BAB	
	DEX	BAB	
	DEX	BAB	
	DEX	BAB	

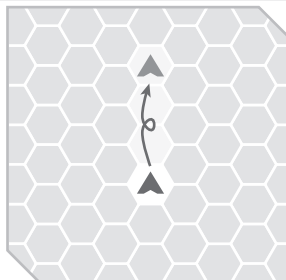
STUNTS



BACK OFF

Retreat at ½ speed.

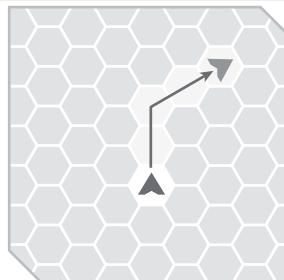
10 1½



BARREL ROLL

Fly at ½ speed, weapons and shields are flipped this round.

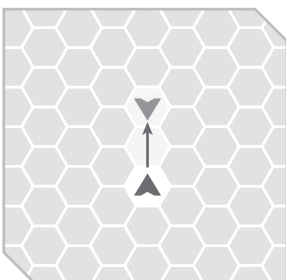
10 1½



EVADE

Fly normally, gain +2 to AC and TL this round.

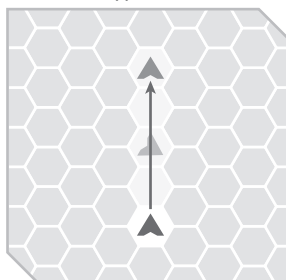
10 1½



FLIP AND BURN

Fly at ½ speed, turn at end.

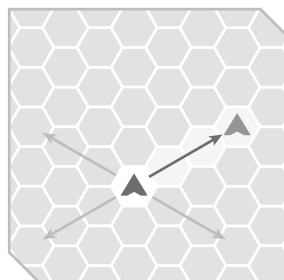
15 1½



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

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

Other ship's tier (add countermeasures)

COMMON DCs

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

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

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

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

PATCH

GLITCHING

MALFUNCTIONING

WRECKED

Actions

1

2

3

10 1½

15 1½

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

Weapons Damage dice with 1 become 2

Shields 5% of PCU distributed between shields

10 1½

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.

Engineering

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.

Level

FULL POWER

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

Level

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

Level

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.

Level

BROADSIDE

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

Level

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.