CREW ROLES		ACTION DIF	FICULTY Shi	ip		COMBAT ACTIONS CAPTAIN	
ENGINEER		DC =	Tie Base + [scale		DEMAND Intimidate to grant +4 to a another's check.	15 11/
PILOT		50	value L	facto	or J	ENCOURAGE	10
SCIENCE OFFICER			10 11/2			Attempt same skill to grant +2 to another's check. Diplomacy to grant +2 to another's check.	15 11
GUNNER		Other ship's t	tier (add counter	measures) —		TAUNT Bluff or intimidate an enemy to impose -2 for one phase.	15 1
COMBAT PHASES			5+ [× 1½]	5 11/2	Cannot be used against the same enemy ship again. Level ORDERS	
1 ENGINEERING PHASE		DC = 1	10 + [- × 1½]	10 11/2	6 Spend 1 resolve and piloting to grant an additional action to one crew member.	15 11
Repair or boost systems HELM PHASE		DC = 1	 5 + [- × 1½]	15 11/2	Level MOVING SPEECH	
All ships roll piloting check, and		DC = 2	20 + [- ×1½]	20 11/2	Spend 1 resolve and diplomacy to allow all crew members to take the better of two rolls.	20 1
act on 0. Pilots may attempt ma	anoeuvres.	PATCH				ENGINEER DIVERT	
Science officer can scan other s	ships.	GLITCHING	SI	1 🗆	10 11/2	Engineering to give one system a boost:	
GUNNERY 3 Fire weapons, in the same order		MALFUNCTION	0	2 🗆 🗆	15 11/2	Engines +2 speed Science +2 science officer's actions	10 1
All ships fire before any damage	e is taken.	WRECKED		3	20 11/2	Weapons Damage dice with 1 become 2 Shields 5% of PCU distributed between shields	S
Crew Member			Role	Base	Piloting	HOLD IT TOGETHER Treat a system's damage as 2 lower this round	15 1
			DEX	Attack BAB	Ranks	Treat a system's damage as 2 lower this round. PATCH	
				270		Treat a systems's damage as 1 lower for 1 hour. Engineers can work together.	•
			DEX	BAB		Engineering ————————————————————————————————————	_
			DEX	BAB		ranks Divert to three systems at once.	15 1
			DEX	BAB		12 QUICK FIX ranks Spend 1 resolve to fix a system for 1 hour.	20 1
				DAD		PILOT	
			DEX	BAB		FLY Move up to the ship's speed and make allowed turns.	
			DEX	BAB		MANOEUVRE	15 1
						Fly; piloting check to reduce turning distance 1. STUNT	
			DEX	BAB		Pull one of the stunts.	
			DEX	BAB		Level FULL POWER Spend 1 resolve to fly 1½ speed (turning distance	+2)
			DEX	BAB		Level AUDACIOUS GAMBIT	20.4
						Reduce turning distance 2 and fly through enemy hexes. End facing any direction.	20 1
			DEX	BAB		SCIENCE OFFICER BALANCE	
STUNTS						Computers check to move shield points or redistribute shield points equally.	10 1
						SCAN	5 1
	+		KX			Computers check to scan enemy ship. TARGET SYSTEM	
	\bigcirc		$K \supset K$	$\mathcal{H} \supset$		Computers check to aim next attack at one system. On a 19 or 20, deal critical damage.	5 1
		$\langle \rightarrow \rightarrow \rangle$	$H \rightarrow H$	$X \rightarrow$	$\prec \searrow$	Level LOCK ON	
		+	\rightarrow	$\langle \ \rangle \langle$	\preceq	Spend 1 resolve and a computers check to gain +2 against one enemy for this round.	5 1
K	$\forall \forall$	\succ		\prec	\rightarrow	Level IMPROVE COUNTERMEASURES 12 Force their gunner to take the worse of two rolls.	5 1
BACK OFF Retreat at ½ speed.	BARREL ROLL Fly at ½ speed, wea		EVADE Fly normally,		10 1½	GUNNER	
	shields are flipped	shields are flipped this round.		and TL this round.		FIRE AT WILL Fire any two weapons at -4.	
						SHOOT	
		\longrightarrow			$\langle \downarrow \prec \rangle$	Fire one weapon. Level BROADSIDE	
						6 Spend 1 resolve to fire all weapons in a single arc	at -2.
		$\not \vdash \!$	H = S	A	\succ	Level PRECISE TARGETING Spend 1 resolve to fire one weapon. If shields are on that quadrant do critical damage to a random	
HHHHH	\rightarrow	$H \supset H$				on that quadrant, do critical damage to a random MINOR CREW ACTIONS	systen
+++	$\forall \forall$	$\times \times$	$\forall \vdash$	\rightarrow	\succ	Computer-aided actions for unattended stations.	
	15 172						
FLIP AND BURN Fly at ½ speed, turn at end.	Move through enen	ny's hex,	SLIDE Fore-port or f	ore-starboa	10 1½ rd.	GLIDE Fly at ½ speed; turning distance is 2 higher. Add your piloting ranks to AC and TL this round.	