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.

ACTION DIFFICULTY

ST = Base value + [Ship Tier × Scale factor]

Base value: 10 1½ — Scale factor: 10 1½

Other ship's tier (add countermeasures)

COMMON DCs

ST	= 5 + [____ × 1½]	5 1½
ST	= 10 + [____ × 1½]	10 1½
ST	= 15 + [____ × 1½]	15 1½
ST	= 20 + [____ × 1½]	20 1½

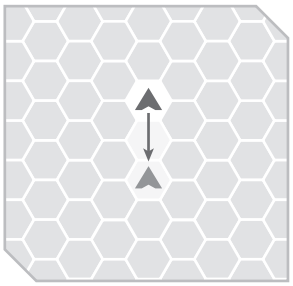
PATCH

	Actions	
GLITCHING	1 ☐	10 1½
MALFUNCTIONING	2 ☐☐	15 1½
WRECKED	3 ☐☐☐	20 1½

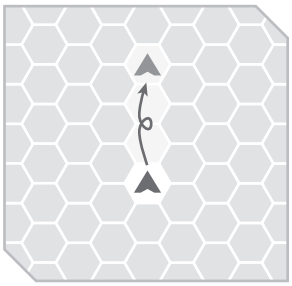
CREW

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	

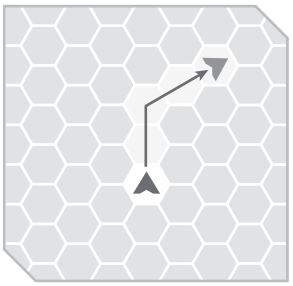
STUNTS



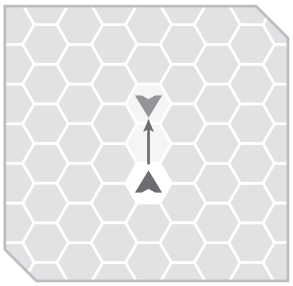
BACK OFF 10 1½
Retreat at ½ speed.



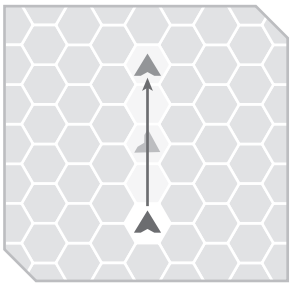
BARREL ROLL 10 1½
Fly at ½ speed, weapons and shields are flipped this round.



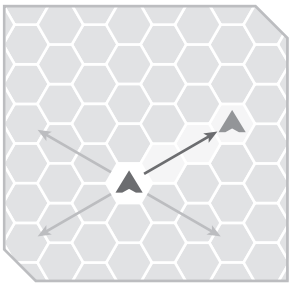
EVADE 10 1½
Fly normally, gain +2 to AC and TL this round.



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



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



SLIDE 10 1½
Fore-port or fore-starboard.

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

COMBAT ACTIONS

CAPTAIN

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

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

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

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

Poziom 12 **MOVING SPEECH** 20 1½
Spend 1 resolve and diplomacy to allow all crew members to 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.

PATCH ◀
Treat a systems's damage as 1 lower for 1 hour. Engineers can work together.

Engineering

6 ranks **OVERPOWER** 15 1½
Divert to three systems at once.

12 ranks **QUICK FIX** 20 1½
Spend 1 resolve to fix a system for 1 hour.

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.

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

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

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.

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

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

GUNNER

FIRE AT WILL
Fire any two weapons at -4.

SHOOT
Fire one weapon.

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

Poziom 12 **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.