

CREW ROLES

CAPTAIN

ENGINEER

PILOT

SCIENCE OFFICER

GUNNER

COMBAT PHASES

1 ENGINEERING PHASE
Repair or boost systems

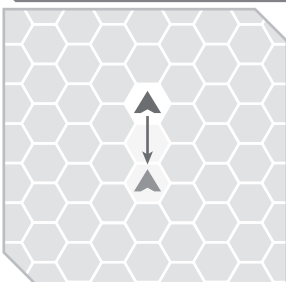
2 HELM PHASE
All ships roll piloting check, and move in order from lowest to highest. Ships without a pilot act on 0. Pilots may attempt manoeuvres.
Science officer can scan other ships.

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

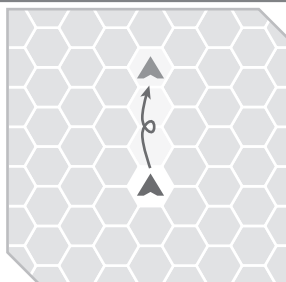
CREW

Crew Member	Role	Base de Ataque	Piloting Ranks
	DES	BBA	
	DES	BBA	
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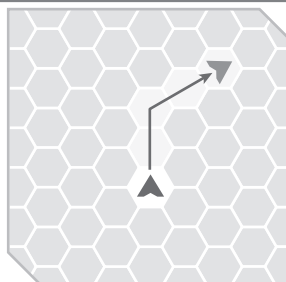
STUNTS



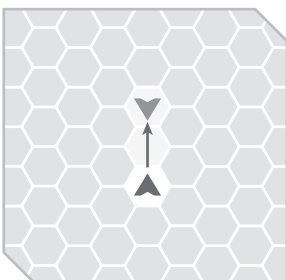
BACK OFF
Retreat at ½ speed. **10 1½**



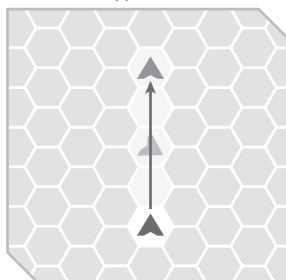
BARREL ROLL
Fly at ½ speed, weapons and shields are flipped this round. **10 1½**



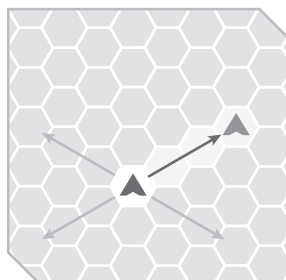
EVADE
Fly normally, gain +2 to AC and TL this round. **10 1½**



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

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

Other ship's tier (add countermeasures)

COMMON DCs

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

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

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

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

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.
Diplomacy to grant +2 to another's check. **10 1½**

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

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

Nível 12 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. **10 1½**

Engineering

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

12 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. **10 1½**

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

Nível 12 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**

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

Nível 12 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.

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

Nível 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.