

## CREW ROLES

CAPTAIN	
ENGINEER	
PILOT	
SCIENCE OFFICER	
GUNNER	

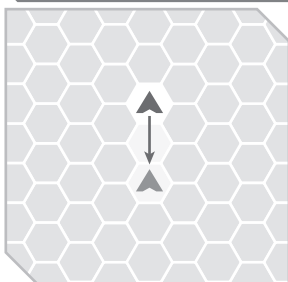
## COMBAT PHASES

- 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.  
Science officer can scan other ships.
- GUNNERY**  
Fire weapons, in the same order as helm phase. All ships fire before any damage is taken.

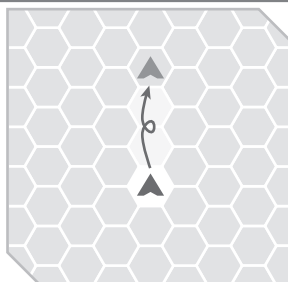
## CREW

	Piloting Ranks
	DEX
	DEX
	DEX
	DEX
	DEX
	DEX
	DEX
	DEX
	DEX

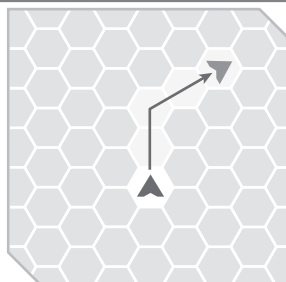
## STUNTS



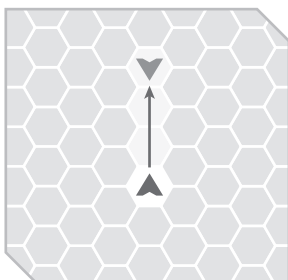
**BACK OFF**  
Retreat at ½ speed.



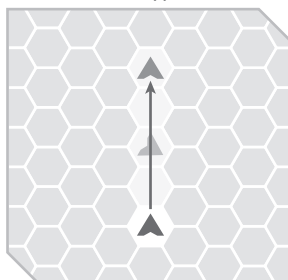
**BARREL ROLL**  
Fly at ½ speed, weapons and shields are flipped this round.



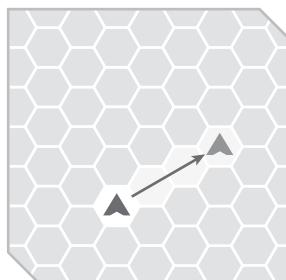
**EVADE**  
Fly normally, gain +2 to AC and TL this round.



**FLIP AND BURN**  
Fly at ½ speed, turn at end.



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



**SLIDE**  
Fore-port or fore-starboard.

### TURN IN PLACE

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

## ACTION DIFFICULTY

Own ship	Ship Tier
Enemy ship	
EASY	DC = 15 + [ ]
MEDIUM	DC = 15 + [ ] × 2
HARD	DC = 15 + [ ] × 3

## PATCH

	Ship Tier
Glitching	
1 action	DC = 10 + [ ] × 2
Malfunctioning	
2 actions	DC = 15 + [ ] × 2
Wrecked	
3 actions	DC = 20 + [ ] × 2

## COMBAT ACTIONS

### CAPTAIN

<b>DEMAND</b>	Intimidate to grant +4 to a another's check.
<b>ENCOURAGE</b>	Diplomacy to grant +2 to another's check.
<b>TAUNT</b>	Bluff or intimidate the enemy to impose -2 for one phase. Cannot be used against the same enemy ship again.

Level 6	<b>ORDERS</b> Spend 1 resolve and piloting to grant an additional action to one crew member.
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Level 12	<b>MOVING SPEECH</b> Spend 1 resolve and diplomacy to allow all crew members to take the better of two rolls.
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### ENGINEER

<b>DIVERT</b>	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 added to shields equally

<b>HOLD IT TOGETHER</b>	Treat a system's damage as 2 lower this round.
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<b>PATCH</b>	Treat a systems's damage as 1 lower for 1 hour. Engineers can work together.
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Engineering

Level 6 ranks	<b>OVERPOWER</b> Divert to three systems at once.
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Level 12 ranks	<b>QUICK FIX</b> Spend 1 resolve to fix a system for 1 hour.
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### PILOT

<b>FLY</b>	Move up to the ship's speed and make allowed turns.
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<b>MANOEUVRE</b>	Fly; piloting check to reduce turning distance 1.
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<b>STUNT</b>	Pull one of the stunts.
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Level 6	<b>FULL POWER</b> Spend 1 resolve to fly 1½ speed (turning)
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Level 12	<b>AUDACIOUS GAMBIT</b> Piloting check to reduce turning distance 2 and fly through enemy hexes. End facing any direction.
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### SCIENCE OFFICER

<b>BALANCE</b>	Computers check to move shield points or redistribute shield points equally.
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<b>SCAN</b>	Computers check to scan enemy ship.
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<b>TARGET SYSTEM</b>	Computers check to aim next attack at one system. On a 19 or 20, deal critical damage.
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Level 6	<b>LOCK ON</b> Spend 1 resolve and a computers check to gain +2 against one enemy for this round.
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Level 12	<b>IMPROVE COUNTERMEASURES</b> Force enemy gunners to take the worse of two rolls.
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### GUNNER

<b>FIRE AT WILL</b>	Fire any two weapons at -4.
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<b>SHOOT</b>	Fire one weapon.
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Level 6	<b>BROADSIDE</b> Spend 1 resolve to fire all weapons in a single arc at -2.
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Level 12	<b>PRECISE TARGETING</b> Spend 1 resolve to fire one weapon. If shields are depleted on that quadrant, do critical damage to a random system.
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### MINOR CREW ACTIONS

Computer-aided actions for unattended stations.

<b>GLIDE</b>	Fly at ½ speed; turning distance is 2 higher. Add your piloting ranks to AC and TL this round.
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<b>SNAP SHOT</b>	Fire one weapon at -2.
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