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

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

Base value: 10 1½ — Scale factor: 10 1½ — Ship Tier: Other ship's tier

COMMON DCs

DC _____	= 5 + [_____ × 1½]	5	1½
DC _____	= 10 + [_____ × 1½]	10	1½
DC _____	= 15 + [_____ × 1½]	15	1½
DC _____	= 20 + [_____ × 1½]	20	1½

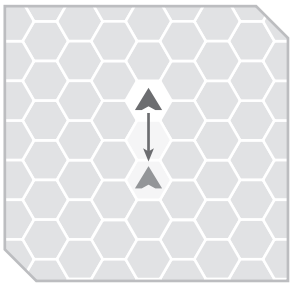
PATCH

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

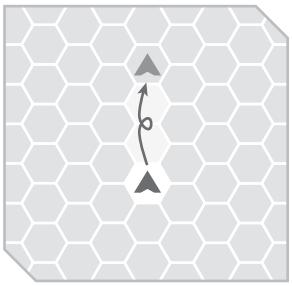
CREW

		Piloting Ranks
_____	DEX	
_____	DEX	
_____	DEX	
_____	DEX	
_____	DEX	
_____	DEX	
_____	DEX	
_____	DEX	
_____	DEX	
_____	DEX	

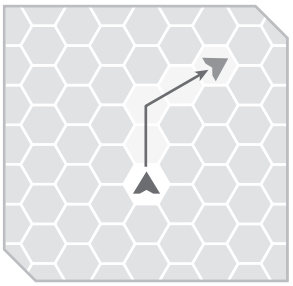
STUNTS



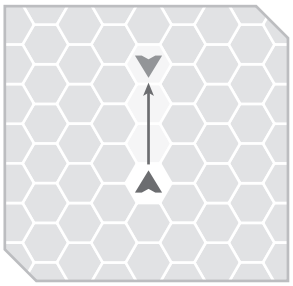
BACK OFF 10 1½
Retreat at ½ speed.



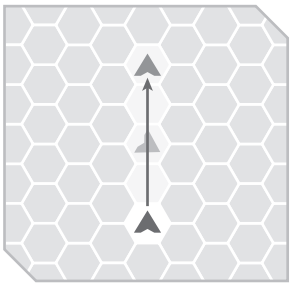
BARREL ROLL 10 1½
Fly at ½ speed, weapons and shields are flipped this round.



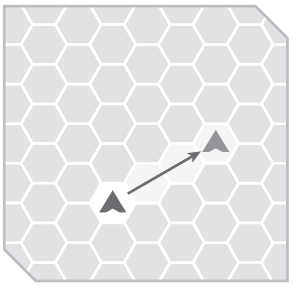
EVADE 10 1½
Fly normally, gain +2 to AC and TL this round.



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.

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

Level 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 added to shields equally

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.

Level 6 **FULL POWER**
Spend 1 resolve to fly 1½ speed (turning

Level 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.

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

Level 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.

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

Level 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.