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	Grund-angriff	Piloting Ranks
		GE GAB	
		GE GAB	
		GE GAB	
		GE GAB	
		GE GAB	
		GE GAB	
		GE GAB	
		GE GAB	
		GE GAB	
		GE GAB	

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.

ACTION DIFFICULTY

$$SG = \text{Base value} + [\quad \times \text{Scale factor}]$$

Ship Tier

`10` `1½`   `10` `1½`

Other ship's tier (add countermeasures) →

COMMON DCs

SG	= 5 + [× 1½]	`5`	`1½`
SG	= 10 + [× 1½]	`10`	`1½`
SG	= 15 + [× 1½]	`15`	`1½`
SG	= 20 + [× 1½]	`20`	`1½`

PATCH

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

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.

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

Stufe 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.

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

Stufe 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.

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

Stufe 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.

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

Stufe 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.