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|  | **Engineering** | **Helm** | **Gunnery** |
| **Captain**  *Single*  1 action | **Demand**: DC = 15 + 1.5 x Tier  **Encourage:** Diplo(DC 15) or Skill (DC 10)  **Taunt (Push)**: DC = 15 + 1.5 x enemy Tier  Bluff or intimidate | **Demand**: DC = 15 + 1.5 x Tier  **Encourage:** Diplo(DC 15) or Skill (DC 10)  **Taunt (Push)**: DC = 15 + 1.5 x enemy Tier  Bluff or intimidate | **Demand**: DC = 15 + 1.5 x Tier  **Encourage:** Diplo(DC 15) or Skill (DC 10)  **Taunt (Push)**: DC = 15+1.5 x enemy Tier  Bluff or intimidate |
| **Engineer**  *Multiple*  1 action per | **Divert**: DC = 10 + 1.5 x Tier  **Hold it Together**: DC = 15 + 2 x Tier  **Patch**:   |  |  |  | | --- | --- | --- | | **Condition** | **Actions needed** | **DC** | | Glitching | 1 | 10 + 2 x Tier | | Malfunction | 2 | 15 + 2 x Tier | | Wrecked | 2 | 20 + 2 x Tier | | **Minor Crew Action – Helm Phase:**   |  |  |  | | --- | --- | --- | | **Action** |  | **When** | | Glade | Move half normal speed with turn rate +2.  Add Pilot Ranks to AC and TL. | Can take if no other pilot actions were taken. | | **Gunnery Check:**  D20 +  BAB or Pilot rank +  DEX modifier +  ship’s computer bonus +  captain and science officer bonus +  range penalty. |
| **Pilot**  *Single*  1 action |  | **Fly**  **Maneuver**: DC = 15 + 1.5 x Tier  **Stunt (Push)**:   |  |  |  | | --- | --- | --- | | **Stunt** | **DC** | **Failed** | | Back Off | 10 + 1.5 x Tier | Move backward 1 hex  5 or more, also -2 AC & TL | | Barrel Roll | 10 + 1.5 x Tier | Move half speed, no roll  5 or more, also -2 AC & TL | | Evade | 10 + 1.5 x Tier | Move normally.  5 or more, also -2 AC & TL | | Flip and Burn | 15 + 1.5 X Tier | Move half speed but no flip | | Flyby | 15 + 1.5 x Tier | Move normally but provoke free attack. | | Slide | 10 + 2 x Tier | Move forward half‑speed,  no turning. | | Turn in Place | n/a | n/a | |  |
| **Science Officer**  *Multiple*  1 action per |  | **Balance**: DC = 10 + 1.5 x Tier  **Target System (Push)**: DC = 5 + enemy Tier + enemy CM  **Scan**: DC = 5 + enemy Tier + enemy CM   |  |  | | --- | --- | | **Roll** | **Information gathered** | | DC to +4 | # of living crew, ship classification, size, speed, maneuverability. | | +5 to +9 | AC, TL, HP (total & current),  SP (total & current SP each quadrant), core PCU | | +10 to +14 | Detail on 1 weapon  Repeat for all weapons | | +15 to +19 | Expansion bays and cargo. | | +20 + | Remaining ship stats | |  |
| **Gunner**  *Multiple*  1 action per |  | **Minor Crew Action – Gunnery Phase:**   |  |  |  | | --- | --- | --- | | **Action** |  | **When** | | Snap Shot | Fire 1 weapon at -2. | Can take if no other gunner actions were taken. | | **Shoot**  **Fire at will (Push):** -4 to hit |