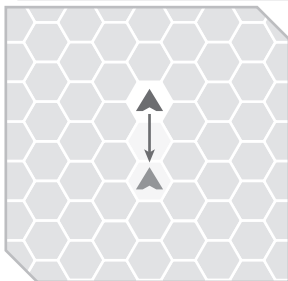
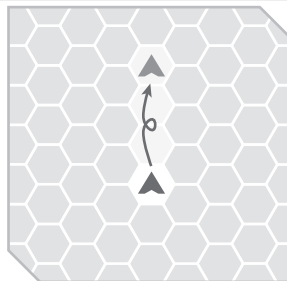
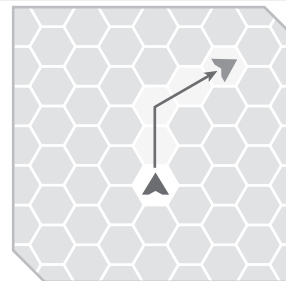
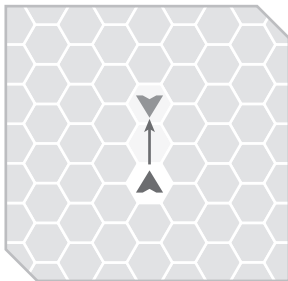
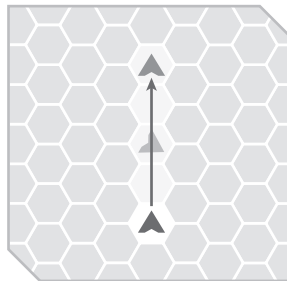
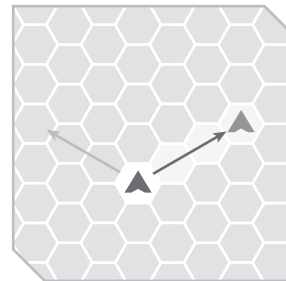


CREW ROLES	
CAPTAIN	
ENGINEER	
PILOT	
SCIENCE OFFICER	
GUNNER	

COMBAT PHASES	
1	<b>ENGINEERING PHASE</b> Repair or boost systems
	<b>HELM PHASE</b> 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.
2	<b>GUNNERY</b> Fire weapons, in the same order as helm phase. All ships fire before any damage is taken.

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

STUNTS	
	<b>BACK OFF</b> Retreat at ½ speed. <b>10 1½</b>
	<b>BARREL ROLL</b> Fly at ½ speed, weapons and shields are flipped this round. <b>10 1½</b>
	<b>EVADE</b> Fly normally, gain +2 to AC and TL this round. <b>10 1½</b>
	<b>FLIP AND BURN</b> Fly at ½ speed, turn at end. <b>15 1½</b>
	<b>FLYBY</b> Move through enemy's hex, attack at close range. <b>15 1½</b>
	<b>SLIDE</b> Fore-port or fore-starboard. <b>10 1½</b>
<b>TURN IN PLACE</b> If manoeuvrability is clumsy, take -4 to AC and TL this turn; if poor, take -2; otherwise no penalty.	

### ACTION DIFFICULTY

Ship Tier

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

Other ship's tier (add countermeasures)

10 1½ 10 1½

COMMON DCs	
CD	= 5 + [ $\frac{\text{Ship Tier}}{\text{Scale factor}}$ ] <b>5 1½</b>
CD	= 10 + [ $\frac{\text{Ship Tier}}{\text{Scale factor}}$ ] <b>10 1½</b>
CD	= 15 + [ $\frac{\text{Ship Tier}}{\text{Scale factor}}$ ] <b>15 1½</b>
CD	= 20 + [ $\frac{\text{Ship Tier}}{\text{Scale factor}}$ ] <b>20 1½</b>
PATCH	
GLITCHING	1 <input type="checkbox"/> <b>10 1½</b>
MALFUNCTIONING	2 <input type="checkbox"/> <b>15 1½</b>
WRECKED	3 <input type="checkbox"/> <b>20 1½</b>

COMBAT ACTIONS	
<b>CAPTAIN</b>	
<b>DEMAND</b>	Intimidate to grant +4 to a another's check. <b>15 1½</b>
<b>ENCOURAGE</b>	Attempt same skill to grant +2 to another's check. Diplomacy to grant +2 to another's check. <b>10 15 1½</b>
<b>TAUNT</b>	Bluff or intimidate an enemy to impose -2 for one phase. Cannot be used against the same enemy ship again. <b>15 1½</b>
<b>Nível 6 ORDERS</b>	Spend 1 resolve and piloting to grant an additional action to one crew member. <b>15 1½</b>
<b>Nível 12 MOVING SPEECH</b>	Spend 1 resolve and diplomacy to allow all crew members to take the better of two rolls. <b>20 1½</b>
ENGINEER	
<b>DIVERT</b>	Engineering to give one system a boost:
Engines	+2 speed <b>10 1½</b>
Science	+2 science officer's actions
Weapons	Damage dice with 1 become 2
Shields	5% of PCU distributed between shields
<b>HOLD IT TOGETHER</b>	Treat a system's damage as 2 lower this round. <b>15 1½</b>
<b>PATCH</b>	Treat a systems's damage as 1 lower for 1 hour. Engineers can work together. <b>10 1½</b>
<b>Engineering</b>	
<b>6 OVERPOWER</b>	Divert to three systems at once. <b>15 1½</b>
<b>12 QUICK FIX</b>	Spend 1 resolve to fix a system for 1 hour. <b>20 1½</b>
PILOT	
<b>FLY</b>	Move up to the ship's speed and make allowed turns.
<b>MANOEUVRE</b>	Fly; piloting check to reduce turning distance 1. <b>15 1½</b>
<b>STUNT</b>	Pull one of the stunts. <b>10 1½</b>
<b>Nível 6 FULL POWER</b>	Spend 1 resolve to fly 1 ½ speed (turning distance +2)
<b>Nível 12 AUDACIOUS GAMBIT</b>	Reduce turning distance 2 and fly through enemy hexes. End facing any direction. <b>20 1½</b>
SCIENCE OFFICER	
<b>BALANCE</b>	Computers check to move shield points or redistribute shield points equally. <b>10 1½</b>
<b>SCAN</b>	Computers check to scan enemy ship. <b>5 1½</b>
<b>TARGET SYSTEM</b>	Computers check to aim next attack at one system. On a 19 or 20, deal critical damage. <b>5 1½</b>
<b>Nível 6 LOCK ON</b>	Spend 1 resolve and a computers check to gain +2 against one enemy for this round. <b>5 1½</b>
<b>Nível 12 IMPROVE COUNTERMEASURES</b>	Force their gunner to take the worse of two rolls. <b>5 1½</b>
GUNNER	
<b>FIRE AT WILL</b>	Fire any two weapons at -4.
<b>SHOOT</b>	Fire one weapon.
<b>Nível 6 BROADSIDE</b>	Spend 1 resolve to fire all weapons in a single arc at -2.
<b>Nível 12 PRECISE TARGETING</b>	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.	
<b>GLIDE</b>	Fly at ½ speed; turning distance is 2 higher. Add your piloting ranks to AC and TL this round.
<b>SNAP SHOT</b>	Fire one weapon at -2.