

CAPTAIN _____

ENGINEER _____

PILOT _____

SCIENCE OFFICER _____

GUNNER _____

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.

[illegible]

BACK OFF Retreat at $\frac{1}{2}$ speed. **10** **1½**

BARREL ROLL Fly at $\frac{1}{2}$ speed, weapons and shields are flipped this round. **10** **1½**

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

FLIP AND BURN Fly at $\frac{1}{2}$ speed, turn at end. **15** **1½**

FLYBY Move through enemy's hex, attack at close range. **15** **1½**

SLIDE Fore-port or fore-starboard. **10** **1½**

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

Other ship's tier (add countermeasures)

DC	=	Base value	+	[$\frac{\text{Ship Tier}}{\text{Scale factor}}$]
					10 1½	10 1½

COMMON DCs

DC	=	5	+	[$\times 1\frac{1}{2}$]	5 1½
DC	=	10	+	[$\times 1\frac{1}{2}$]	10 1½
DC	=	15	+	[$\times 1\frac{1}{2}$]	15 1½
DC	=	20	+	[$\times 1\frac{1}{2}$]	20 1½

PATCH

GLITCHING	1	<input type="checkbox"/>	10 1½
MALFUNCTIONING	2	<input type="checkbox"/> <input type="checkbox"/>	15 1½
WRECKED	3	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	20 1½

CAPTAIN	
DEMAND	
Intimidate to grant +4 to a another's check.	15 1½
ENCOURAGE	
Attempt same skill to grant +2 to another's check.	10
Diplomacy to grant +2 to another's check.	15 1½
TAUNT	
Bluff or intimidate an enemy to impose -2 for one phase.	15 1½
Cannot be used against the same enemy ship again.	
Level	
6	ORDERS
Spend 1 resolve and piloting to grant an additional action to one crew member.	15 1½
Level	
12	MOVING SPEECH
Spend 1 resolve and diplomacy to allow all crew members to take the better of two rolls.	20 1½
ENGINEER	
DIVERT	
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	
Treat a system's damage as 2 lower this round.	15 1½
PATCH	
Treat a systems's damage as 1 lower for 1 hour.	
Engineers can work together.	
Engineering	
6	OVERPOWER
ranks	Divert to three systems at once.
12	QUICK FIX
ranks	Spend 1 resolve to fix a system for 1 hour.
PILOT	
FLY	
Move up to the ship's speed and make allowed turns.	
MANOEUVRE	
Fly; piloting check to reduce turning distance 1.	15 1½
STUNT	
Pull one of the stunts.	
Level	
6	FULL POWER
Spend 1 resolve to fly 1½ speed (turning distance +2)	
Level	
12	AUDACIOUS GAMBIT
Reduce turning distance 2 and fly through enemy hexes. End facing any direction.	20 1½
SCIENCE OFFICER	
BALANCE	
Computers check to move shield points or redistribute shield points equally.	10 1½
SCAN	
Computers check to scan enemy ship.	5 1½
TARGET SYSTEM	
Computers check to aim next attack at one system.	5 1½
On a 19 or 20, deal critical damage.	
Level	
6	LOCK ON
Spend 1 resolve and a computers check to gain +2 against one enemy for this round.	5 1½
Level	
12	IMPROVE COUNTERMEASURES
Force their gunner to take the worse of two rolls.	5 1½
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.	