CAPTAIN

DEMAND
Intimidate to give +4 to a another's check. `15` `1½`

ENCOURAGE
Attempt same skill to give +2 to crew check. `10`

Diplomacy to grant +2 to another's check. `15` `1½`

TAUNT
Bluff or intimidate: -2 for one phase.
Cannot be used against the same ship. `15` `1½`

Stufe **6** **ORDERS**
Spend 1 resolve and piloting to give
an extra action to one crew member. `15` `1½`

Stufe **12** **MOVING SPEECH**
Spend 1 resolve and diplomacy:
crew take the better of two rolls. `20` `1½`

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
Treat a system's damage as
2 lower this round. `15` `1½`

Engineering

6 ranks **OVERPOWER**
Divert to three systems at once.

12 ranks **QUICK FIX** `15` `1½`
Spend 1 resolve to fix a
system for 1 hour. `20` `1½`

SYSTEMS

| LIFE SUPPORT | ☐ ☐ ☐ |
| SENSORS | ☐ ☐ ☐ |

WEAPONS ARRAY
⬤ FORWARD	☐ ☐ ☐
⬤ STARBOARD	☐ ☐ ☐
⬤ AFT	☐ ☐ ☐
⬤ PORT	☐ ☐ ☐

| ENGINES | ☐ ☐ ☐ |
| POWER CORE | ☐ ☐ ☐ |

PATCH

Treat a systems's damage as 1 lower for 1 hour.
Engineers can work together.

			Actions		
GLITCHING	**1** ☐			`10` `1½`	
MALFUNCTIONING	**2** ☐ ☐			`15` `1½`	
WRECKED	**3** ☐ ☐ ☐			`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. On a 19 or 20, deal critical damage. `5` `1½`

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

Stufe **12** **IMPROVE COUNTERMEASURES**
Force their gunners to take the
worse of two rolls. `5` `1½`

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.

ANGRIFF BONUS

☐ = GE + [GAB OR ____] + ____ + ____

Grund-angriff   Piloting Ranks   Computer Bonus   Sonstiges

WEAPONS

⬤ FORWARD	☐ Linked
⬤ STARBOARD	☐ Linked
⬤ AFT	☐ Linked
⬤ PORT	☐ Linked
⬤ TURRET	☐ Linked

BACK OFF `10` `1½`
Retreat at ½ speed.
FAIL Retreat 1 hex.

BARREL ROLL `10` `1½`
Fly at ½ speed, weapons and
shields are flipped this round.
FAIL Fly at ½ speed but don't roll.

EVADE `10` `1½`
Fly normally, gain +2 to AC
and TL this round.
FAIL No bonus.

FLIP AND BURN `15` `1½`
Fly at ½ speed, turn at end.
FAIL Fly at ½, don't turn

FLYBY `15` `1½`
Move through enemy's hex,
attack at close range.
FAIL Move through enemy's hex,
but attack as normal.

SLIDE `10` `1½`
Fore-port or fore-starboard.
FAIL Fly forward at ½ speed,
don't turn.

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.

TURN IN PLACE

Turn the ship but don't move.

If manoeuverability is clumsy, take -4 to AC and TL this turn;
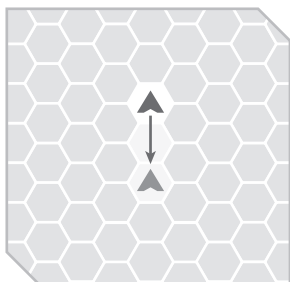if poor, take -2; otherwise no penalty.

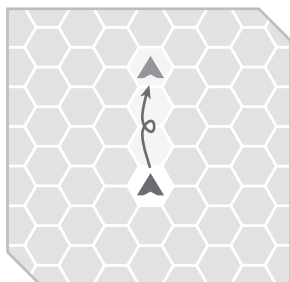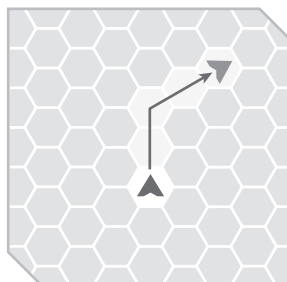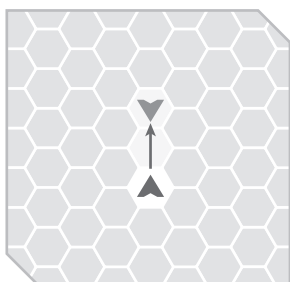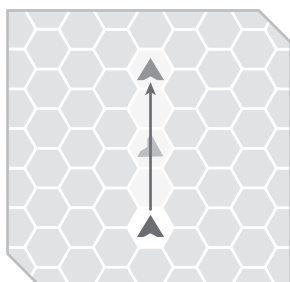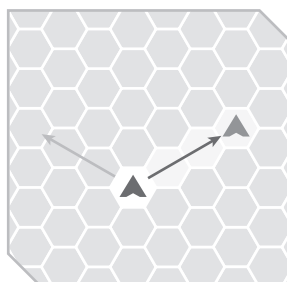### STARSHIP

Speed	Piloting modifier	Turning distance
⬡	+	⬡

Manoeuvrability