CAPTAIN

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

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

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

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

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

Poziom **MOVING SPEECH** `20` `1½`
12 Spend 1 resolve and diplomacy:
crew 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.

Engineering

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

`15` `1½`

12 **QUICK FIX**
ranks 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 `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.

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

Poziom **IMPROVE COUNTERMEASURES**
12 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.

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

Poziom **PRECISE TARGETING**
12 Spend 1 resolve to fire one weapon.
If shields are depleted on that quadrant,
do critical damage to a random system.

ATAK
PREMIA

$$ \boxed{} = \underset{\text{......}}{ZR} + [\underset{\text{......}}{BPA} \ OR \ \underline{}] + \underline{} + \underline{} $$

Bazowa Premia · Piloting Ranks · Computer Bonus · Inne

WEAPONS

⚪ FORWARD	☐ Linked
⚪ STARBOARD	☐ Linked
⚪ AFT	☐ Linked
⚪ PORT	☐ Linked
⦿ TURRET	☐ Linked
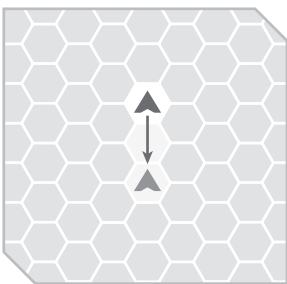
BACK OFF `10` `1½`
Retreat at ½ speed.
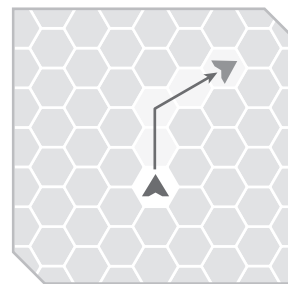**FAIL** Retreat 1 hex.
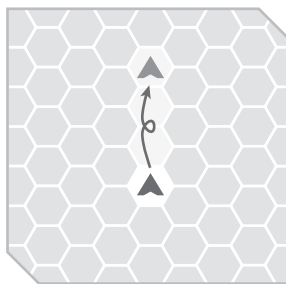
BARREL ROLL `10` `1½`
Fly at ½ speed, weapons and
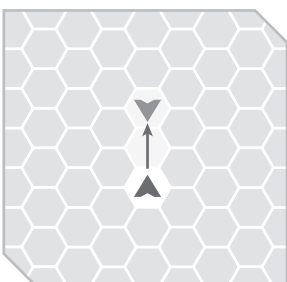shields are flipped this round.
FAIL Fly at ½ speed but don't roll.

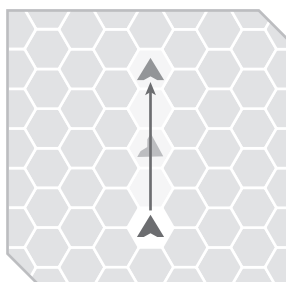**EVADE** `10` `1½`
Fly normally, gain +2 to AC
and TL this round.
FAIL No bonus.

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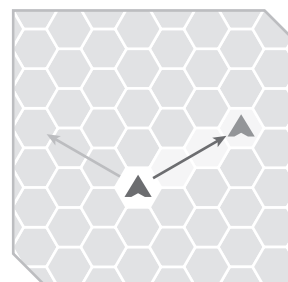**FAIL** Fly at ½, don't turn

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.

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

Poziom **AUDACIOUS GAMBIT** `20` `1½`
12 Reduce turning distance 2 and fly through
enemy hexes. End facing any direction.

TURN IN PLACE
Turn the ship but don't move.

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

STARSHIP

Speed	Piloting modifier	Turning distance
⬡	+	⬡

Manoeuvrability