

INGEGNERIA

OPEN CREW ACTIONS

ERRATIC MANOEUVERING
Small movements grant +1 AC and TL against the flyby manoeuvre.

FEIGN DISASTER
Activate distress call and simulate catastrophe to give the impression of an imminent explosion.
Each enemy captain (or science officer) must make a Computers check to see through the ruse. **10 1½**
On failing, they take -2 to scan or lock on, or Piloting checks within 1 hex of your ship.

PRIORITISE CALCULATION
Give +1 to a Computers check for any other task.

RANGE FINDING
Grant the gunner, pilot or science officer +1 to an attack roll or skill check related to starship combat.

READY WEAPONS SYSTEMS
Focus on one weapon system not firing this round; grant that weapon +1 damage next round.
(+2 for starships tier 6 and up)

MANOVRA

AZIONI MINORI DELL'EQUIPAGGIO

PLANARE
Movimento a ½ velocità; distanza di virata aumentata di 2.
Si aggiungono i gradi di Pilotare a CA e AB.

QUICK RESCAN
Learn one piece of information about a previously scanned target. **5 1½**
Cannot use if science officer has acted this round.

VISUAL IDENTIFICATION
Computers, Engineering or Perception check to learn one of: basic information, defences or one weapon. **10 1½**
Cannot use if science officer has acted this round.

GUNNERY PHASE

AZIONI MINORI DELL'EQUIPAGGIO

Fuoco alla cieca
Scoprire con 1 arma a -2.

CHIEF MATE

INGEGNERIA

MAINTENANCE PANEL ACCESS
Acrobatics or Athletics check to let your engineer Divert two systems at once, or Overpower four systems. **10 1½**
If you fail by 10 or more, the engineer takes -2 this round.

Acrobatics or Athletics
TARGETING AID
6 Spend 1rp and an Acrobatics or Athletics check to let your gunner Fire At Will or Broadside without the usual penalty. **20 1½**
If you fail by 10 or more, the gunner takes -2 this round.

MANOVRA

HARD TURN
Acrobatics or Athletics check to add +1 to the ship's manoeuvrability this round. **10 1½**
If you fail by 10 or more, take -1 manoeuvreability.

MANUAL REALIGNMENT
Acrobatics or Athletics check to let your science officer gain an extra piece of information from Scan this round. **10 1½**
If you fail by 10 or more, prevent any Scans this turn.

Acrobatics or Athletics
MAXIMISE SPEED
12 Spend 1rp and an Acrobatics or Athletics check to add +2 to ship speed this round. **25 1½**
This stacks with other speed increases.

UFFICIALE SCIENTIFICO

BILANCIARE
Prova su Computer per trasferire Punti o oppure ridistribuirli equamente. **10 1½**

MIRARE A UN SISTEMA
Prova di Computer per mirare il prossimo attacco ad un sistema **5 1½**

AGGANCIARE
Livello 6 Spendi 1 PR ed una prova di Computer per guadagnare +2 contro un nemico per questo round. **5 1½**

MIGLIORARE CONTROMISURE
Livello 12 Forza gli artiglieri avversari a tirare dadi e tenere il peggiore. **5 1½**

SCANSIONARE

Computers check to scan enemy ship, to learn one piece of information (and one extra for every 5 by which you beat the check): **5 1½**

BASIC INFORMATION
Crew, ship classification, size, speed, manoeuvrability

DEFENCES
AC, TL, hp, current hp, shields, core PCU

WEAPONS (each)
Firing arc, damage.

LOAD
Expansion bays, cargo.

ALTRO
Any other stats.

MAGIC OFFICER

ELDRITCH SHOT
Mysticism check to add +5 to the range of one weapon. Does not work for Point weapons. **10 1½**

PRECOGNITION
Mysticism check to add +2 to the Piloting check for initiative. **10 1½**

SCRYING
Mysticism check to Scan. **5 1½**
Misticismo

MYSTIC HAZE
6 Spend 1rp and a Mysticism check to add +1 to AC and force enemy science officers to take the worse of two rolls to Scan or Lock On to your ship. **20 1½**

PSYCHIC CURRENTS
12 Spend 1rp and a Mysticism check to get -1 to your ship's turning distance. **20 1½**