

ENGINEERING PHASE

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)

HELM PHASE

MINOR CREW ACTIONS

**GLIDE**  
Fly at ½ speed; turning distance is 2 higher.  
Add your piloting ranks to AC and TL this round.

**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

MINOR CREW ACTIONS

**SNAP SHOT**  
Fire one weapon at -2.

CHIEF MATE

ENGINEERING PHASE

**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.

HELM PHASE

**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.

SCIENCE OFFICER

**BALANCE**  
Computers check to move shield points or redistribute shield points equally. **10 1½**

**TARGET SYSTEM**  
Computers check to aim next attack at one system. On a 19 or 20, deal critical damage. **5 1½**

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

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

SCAN

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.

**OTHER**  
Any other stats.

MAGIC OFFICER

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

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

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

**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**