CAPTAIN

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

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

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.

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

Уровень **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.

GLITCHING	**1** ☐	`10` `1½`
MALFUNCTIONING	**2** ☐ ☐	`15` `1½`
WRECKED	**3** ☐ ☐ ☐	`20` `1½`

Actions

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.

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

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

GUNNER

FIRE AT WILL
Fire any two weapons at -4.

SHOOT
Fire one weapon.

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

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

МОДИФИКАТОР АТАКИ

| | Базовая Атака | Piloting Ranks | Computer Bonus | Прочее |

= ЛОВ + [БМА OR _____] + _____ + _____

WEAPONS

◯ FORWARD	☐ Linked
◯ STARBOARD	☐ Linked
◯ AFT	☐ Linked
◯ PORT	☐ Linked
⦿ TURRET	☐ Linked
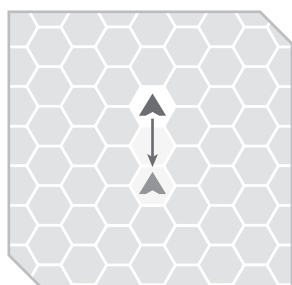
BACK OFF `10` `1½`
Retreat at ½ speed.
FAIL Retreat 1 hex.
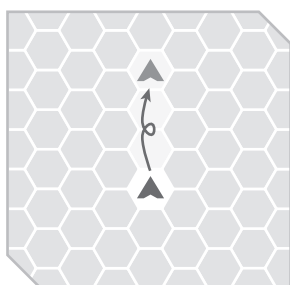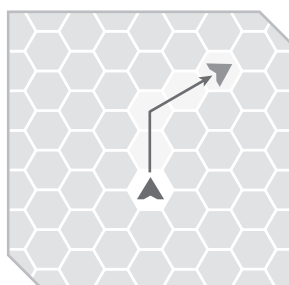

BARREL ROLL `10` `1½`
Fly at ½ speed, weapons and
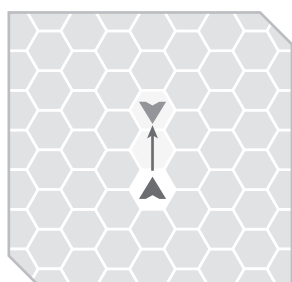shields are flipped this round.
FAIL Fly at ½ speed but don't roll.

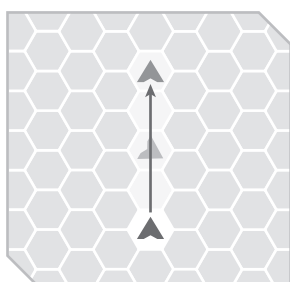**EVADE** `10` `1½`
Fly normally, gain +2 to AC
and TL this round.
FAIL No bonus.

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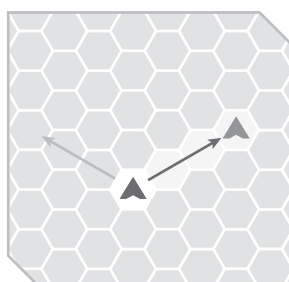

FLYBY `15` `1½`
Move through enemy's hex,
attack at close range.
FAIL Move through enemy's hex,
but attack as normal.

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.

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

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

STARSHIP

| Скорость | Piloting modifier | Turning distance |
| ⬡ | + | ⬡ |

Manoeuvrability

_____