

STARSHIP COMBAT ACTIONS

1 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)

CHIEF MATE

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 ranks 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.

CAPTAIN

DEMAND

Intimidate to grant +4 to a another's check. **15** **1½**

ENCOURAGE

Attempt same skill to grant +2 to another's check. **10**
Diplomacy to grant +2 to another's check. **15** **1½**

TAUNT

Bluff or intimidate to impose -2 for one phase. **15** **1½**
Cannot be used against the same enemy ship again.

Level

6

ORDERS

Spend 1 resolve and piloting to grant an additional action to one crew member. **15** **1½**

Level

12

MOVING SPEECH

Spend 1 resolve and diplomacy to allow all crew members to take the better of two rolls. **20** **1½**

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**

Mysticism

MYSTIC HAZE

6 ranks 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**

Level

12

PSYCHIC CURRENTS

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

ENGINEER

DIVERT

Engineering to give one system a boost:

Engines +2 speed **10** **1½**
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**

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**

OVERPOWER

6 ranks Divert to three systems at once. **15** **1½**

QUICK FIX

12 ranks Spend 1rp to fix a system for 1 hour. **20** **1½**

2 HELM PHASE

CHIEF MATE

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

SCIENCE OFFICER

BALANCE

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

Weapon (each)

Firing arc, damage.

Load

Expansion bays, cargo.

Other

Any other stats.

TARGET SYSTEM

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

Level

6

LOCK ON

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

Level

12

IMPROVE COUNTERMEASURES

Force their gunner to take the worse of two rolls. **5** **1½**

PILOT

FLY

Move up to the ship's speed and make allowed turns.

MANOEUVRE

Fly; piloting check to reduce turning distance 1. **15** **1½**

STUNT

Pull one of the stunts.

Level

6

FULL POWER

Spend 1 resolve to fly 1½ speed (turning distance +2)

AUDACIOUS GAMBIT

Level **12** Reduce turning distance 2 and fly through enemy hexes. End facing any direction. **20** **1½**

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.

3 GUNNERY PHASE

GUNNER

SHOOT

Fire one weapon.

FIRE AT WILL

Fire any two weapons at -4.

Level

6

BROADSIDE

Spend 1 resolve to fire all weapons in an arc at -2.

Level

12

PRECISE TARGETING

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

MINOR CREW ACTIONS

SNAP SHOT

Fire one weapon at -2.