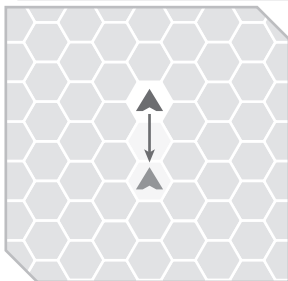
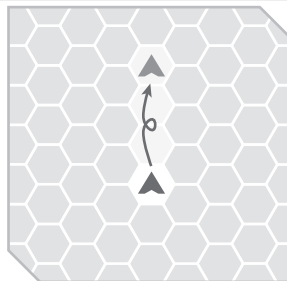
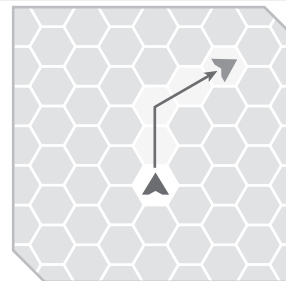
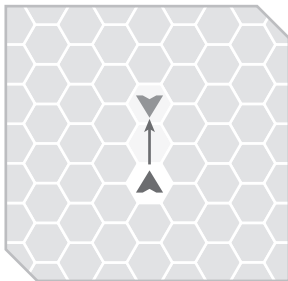
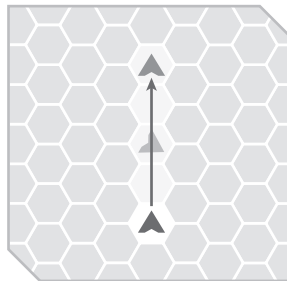
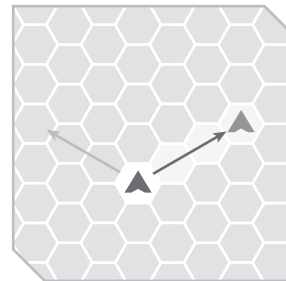


CREW ROLES	
CAPTAIN	
ENGINEER	
PILOT	
SCIENCE OFFICER	
GUNNER	

COMBAT PHASES	
1	ENGINEERING PHASE Repair or boost systems
	HELM PHASE All ships roll piloting check, and move in order from lowest to highest. Ships without a pilot act on 0. Pilots may attempt manoeuvres. Science officer can scan other ships.
2	GUNNERY Fire weapons, in the same order as helm phase. All ships fire before any damage is taken.

CREW		Role	Base de Ataque	Piloting Ranks
Crew Member			DES	BBA
			DES	BBA
			DES	BBA
			DES	BBA
			DES	BBA
			DES	BBA
			DES	BBA
			DES	BBA
			DES	BBA
			DES	BBA

STUNTS	
	BACK OFF Retreat at ½ speed. 10 1½
	BARREL ROLL Fly at ½ speed, weapons and shields are flipped this round. 10 1½
	EVADE Fly normally, gain +2 to AC and TL this round. 10 1½
	FLIP AND BURN Fly at ½ speed, turn at end. 15 1½
	FLYBY Move through enemy's hex, attack at close range. 15 1½
	SLIDE Fore-port or fore-starboard. 10 1½
TURN IN PLACE If manoeuvrability is clumsy, take -4 to AC and TL this turn; if poor, take -2; otherwise no penalty.	

ACTION DIFFICULTY

CD = Base value + [Ship Tier × Scale factor]

Other ship's tier (add countermeasures)

10 1½ 10 1½

COMMON DCs	
CD	= 5 + [× 1½] 5 1½
CD	= 10 + [× 1½] 10 1½
CD	= 15 + [× 1½] 15 1½
CD	= 20 + [× 1½] 20 1½
PATCH	
GLITCHING	1 <input type="checkbox"/> 10 1½
MALFUNCTIONING	2 <input type="checkbox"/> 15 1½
WRECKED	3 <input type="checkbox"/> 20 1½

COMBAT ACTIONS	
CAPTAIN	
DEMAND	Intimidate to grant +4 to another's check. 15 1½
ENCOURAGE	Attempt same skill to grant +2 to another's check. Diplomacy to grant +2 to another's check. 10 15 1½
TAUNT	Bluff or intimidate an enemy to impose -2 for one phase. Cannot be used against the same enemy ship again. 15 1½

Nível	ORDERS
6	Spend 1 resolve and piloting to grant an additional action to one crew member. 15 1½
Nível	MOVING SPEECH
12	Spend 1 resolve and diplomacy to allow all crew members to take the better of two rolls. 20 1½

ENGINEER	
DIVERT	Engineering to give one system a boost:
Engines	+2 speed
Science	+2 science officer's actions 10 1½
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
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PATCH	Treat a systems's damage as 1 lower for 1 hour. Engineers can work together. 15 1½
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Engineering	
6	OVERPOWER Divert to three systems at once. 15 1½
12	QUICK FIX Spend 1 resolve to fix a system for 1 hour. 20 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. 15 1½
Nível	FULL POWER
6	Spend 1 resolve to fly 1½ speed (turning distance +2)
Nível	AUDACIOUS GAMBIT
12	Reduce turning distance 2 and fly through enemy hexes. End facing any direction. 20 1½

SCIENCE OFFICER	
BALANCE	Computers check to move shield points or redistribute shield points equally. 10 1½
SCAN	Computers check to scan enemy ship. 5 1½
TARGET SYSTEM	Computers check to aim next attack at one system. On a 19 or 20, deal critical damage. 5 1½
Nível	LOCK ON
6	Spend 1 resolve and a computers check to gain +2 against one enemy for this round. 5 1½
Nível	IMPROVE COUNTERMEASURES
12	Force their gunner to take the worse of two rolls. 5 1½

GUNNER	
FIRE AT WILL	Fire any two weapons at -4.
SHOOT	Fire one weapon.
Nível	BROADSIDE
6	Spend 1 resolve to fire all weapons in a single arc at -2.
Nível	PRECISE TARGETING
12	Spend 1 resolve to fire one weapon. If shields are depleted on that quadrant, do critical damage to a random system.
MINOR CREW ACTIONS	
Computer-aided actions for unattended stations.	
GLIDE	Fly at ½ speed; turning distance is 2 higher. Add your piloting ranks to AC and TL this round.
SNAP SHOT	Fire one weapon at -2.