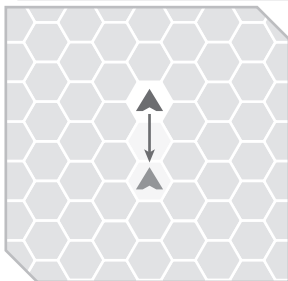
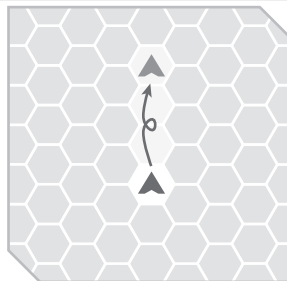
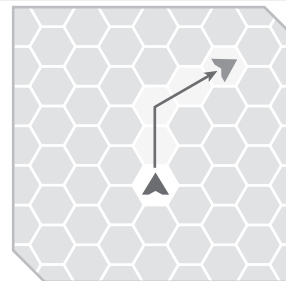
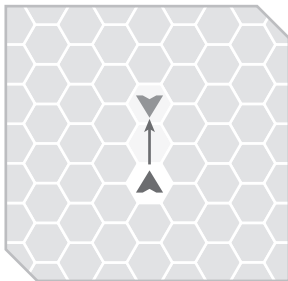
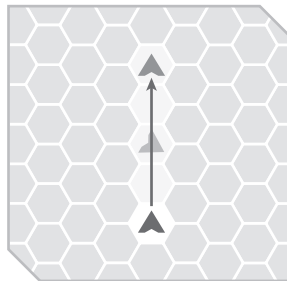
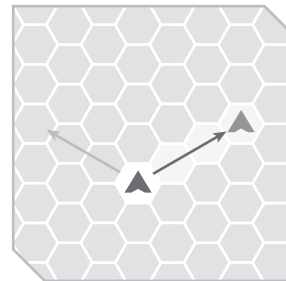


| CREW ROLES      |  |
|-----------------|--|
| CAPTAIN         |  |
| ENGINEER        |  |
| PILOT           |  |
| SCIENCE OFFICER |  |
| GUNNER          |  |

| COMBAT PHASES |   |
|---------------|---|
| 1             | <b>ENGINEERING PHASE</b><br>Repair or boost systems   |
|               | <b>HELM PHASE</b><br>All ships roll piloting check, and move in order from lowest to highest. Ships without a pilot act on 0. Pilots may attempt manoeuvres.<br>Science officer can scan other ships. |
| 2             | <b>GUNNERY</b><br>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  |  |
|---|--|
|   | <b>BACK OFF</b><br>Retreat at ½ speed. <b>10 1½</b>  |
|    | <b>BARREL ROLL</b><br>Fly at ½ speed, weapons and shields are flipped this round. <b>10 1½</b> |
|    | <b>EVADE</b><br>Fly normally, gain +2 to AC and TL this round. <b>10 1½</b>                    |
|   | <b>FLIP AND BURN</b><br>Fly at ½ speed, turn at end. <b>15 1½</b>                              |
|    | <b>FLYBY</b><br>Move through enemy's hex, attack at close range. <b>15 1½</b>                  |
|    | <b>SLIDE</b><br>Fore-port or fore-starboard. <b>10 1½</b>                                      |
| <b>TURN IN PLACE</b><br>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 ] <b>5 1½</b>              |
| CD             | = 10 + [ × 1½ ] <b>10 1½</b>            |
| CD             | = 15 + [ × 1½ ] <b>15 1½</b>            |
| CD             | = 20 + [ × 1½ ] <b>20 1½</b>            |
| PATCH          |   |
| GLITCHING      | 1 <input type="checkbox"/> <b>10 1½</b> |
| MALFUNCTIONING | 2 <input type="checkbox"/> <b>15 1½</b> |
| WRECKED        | 3 <input type="checkbox"/> <b>20 1½</b> |

| COMBAT ACTIONS  |  |
|---|--|
| <b>CAPTAIN</b>  |  |
| <b>DEMAND</b>   | Intimidate to grant +4 to another's check. <b>15 1½</b>  |
| <b>ENCOURAGE</b>  | Attempt same skill to grant +2 to another's check. Diplomacy to grant +2 to another's check. <b>10 15 1½</b>                     |
| <b>TAUNT</b>  |  |
| Bluff or intimidate an enemy to impose -2 for one phase. Cannot be used against the same enemy ship again. <b>15 1½</b> |  |
| Nível   | <b>ORDERS</b>  |
| 6   | Spend 1 resolve and piloting to grant an additional action to one crew member. <b>15 1½</b>                                      |
| Nível   | <b>MOVING SPEECH</b>   |
| 12  | Spend 1 resolve and diplomacy to allow all crew members to take the better of two rolls. <b>20 1½</b>                            |
| <b>ENGINEER</b>   |  |
| <b>DIVERT</b>   |  |
| Engineering to give one system a boost:   |  |
| Engines   | +2 speed <b>10 1½</b>  |
| Science   | +2 science officer's actions   |
| Weapons   | Damage dice with 1 become 2  |
| Shields   | 5% of PCU distributed between shields  |
| <b>HOLD IT TOGETHER</b>   |  |
| Treat a system's damage as 2 lower this round. <b>15 1½</b>   |  |
| <b>PATCH</b>  |  |
| Treat a systems's damage as 1 lower for 1 hour. Engineers can work together. <b>15 1½</b>                               |  |
| <b>Engineering</b>  |  |
| 6   | <b>OVERPOWER</b><br>Divert to three systems at once. <b>15 1½</b>  |
| 12  | <b>QUICK FIX</b><br>Spend 1 resolve to fix a system for 1 hour. <b>20 1½</b>   |
| <b>PILOT</b>  |  |
| <b>FLY</b>  |  |
| Move up to the ship's speed and make allowed turns.   |  |
| <b>MANOEUVRE</b>  |  |
| Fly; piloting check to reduce turning distance 1. <b>15 1½</b>  |  |
| <b>STUNT</b>  |  |
| Pull one of the stunts. <b>15 1½</b>  |  |
| Nível   | <b>FULL POWER</b>  |
| 6   | Spend 1 resolve to fly 1½ speed (turning distance +2) <b>15 1½</b>   |
| Nível   | <b>AUDACIOUS GAMBIT</b>  |
| 12  | Reduce turning distance 2 and fly through enemy hexes. End facing any direction. <b>20 1½</b>                                    |
| <b>SCIENCE OFFICER</b>  |  |
| <b>BALANCE</b>  |  |
| Computers check to move shield points or redistribute shield points equally. <b>10 1½</b>                               |  |
| <b>SCAN</b>   |  |
| Computers check to scan enemy ship. <b>5 1½</b>   |  |
| <b>TARGET SYSTEM</b>  |  |
| Computers check to aim next attack at one system. On a 19 or 20, deal critical damage. <b>5 1½</b>                      |  |
| Nível   | <b>LOCK ON</b>   |
| 6   | Spend 1 resolve and a computers check to gain +2 against one enemy for this round. <b>5 1½</b>                                   |
| Nível   | <b>IMPROVE COUNTERMEASURES</b>   |
| 12  | Force their gunner to take the worse of two rolls. <b>5 1½</b>   |
| <b>GUNNER</b>   |  |
| <b>FIRE AT WILL</b>   |  |
| Fire any two weapons at -4.   |  |
| <b>SHOOT</b>  |  |
| Fire one weapon.  |  |
| Nível   | <b>BROADSIDE</b>   |
| 6   | Spend 1 resolve to fire all weapons in a single arc at -2. <b>5 1½</b>   |
| Nível   | <b>PRECISE TARGETING</b>   |
| 12  | Spend 1 resolve to fire one weapon. If shields are depleted on that quadrant, do critical damage to a random system. <b>5 1½</b> |
| <b>MINOR CREW ACTIONS</b>   |  |
| Computer-aided actions for unattended stations.   |  |
| <b>GLIDE</b>  |  |
| Fly at ½ speed; turning distance is 2 higher. Add your piloting ranks to AC and TL this round.                          |  |
| <b>SNAP SHOT</b>  |  |
| Fire one weapon at -2.  |  |