STARSHIP CREW

CREW					"
Crew Member	DEX	Base Attack BAB	Piloting Ranks	Role	Engineering Mysticism Acrobatics Athletics
		BAB			
		BAB			
	DEX	BAB			
	DEX	BAB			
	DEX	BAB			
	DEX	BAB			
	DEX	BAB			
	DEX	BAB			
	DEX	BAB			
	DEX	BAB			
		BAB			
STARSHIP COMBAT PHASES	DEX	BAB			N DIFFICULTY

ENGINEERING PHASE Repair or boost systems. Captain may inspire crew.

HELM PHASE

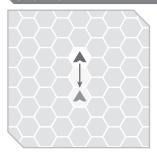
All ships roll piloting check, and move in order from lowest to highest. 2 Ships without a pilot act on 0. Pilots may attempt manoeuvres.

Science officer can scan other ships.

GUNNERY

Fire weapons, in the same order as helm phase. All ships fire before any damage is taken.

STUNTS

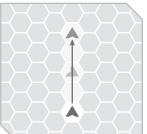


BACK OFF

Retreat at 1/2 speed.

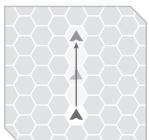


Fly at ½ speed, weapons and shields are fline a 1112 shields are flipped this round.



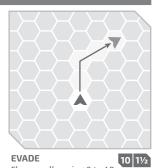
FLIP AND BURN 15 11/2

Fly at ½ speed, turn at end.

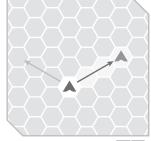


FLYBY

15 11/2 Move through enemy's hex, attack at close range.



Fly normally, gain +2 to AC and TL this round.

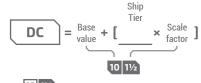


SLIDE

Fore-port or fore-starboard.

TURN IN PLACE

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



10 11/2

 Other ship must attempt check

Other ship's tier — (add countermeasures)

10 11/2

20 11/2

COMMON DCs

DC	= 5 +	[]	× 1½]
DC	= 10 +	[× 1½]

× 1½] = 15 + [DC

= 20 + [× 1½] DC

NOTES



10 11/2