

## CREW ROLES

CAPITÃO

ENGENHEIRO

PILOTO

OFICIAL DE CIÊNCIA

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.

2

Science officer can scan other ships.

### GUNNERY

3

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

## CREW

Crew Member

Role

Base de Ataque  
Ataques de  
Pilagem

DES BBA

DES BBA

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DES BBA

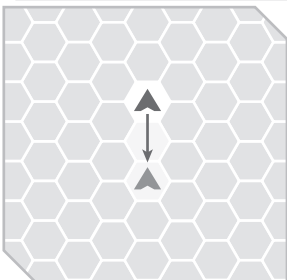
DES BBA

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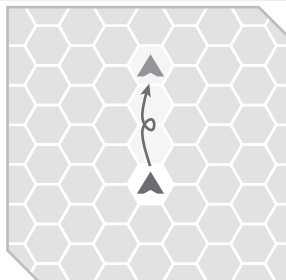
## STUNTS



### BACK OFF

Retreat at ½ speed.

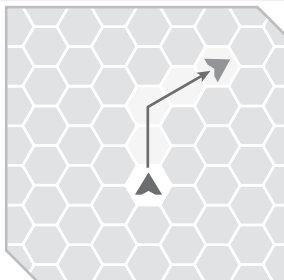
10 1½



### BARREL ROLL

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

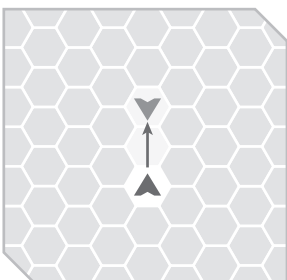
10 1½



### EVADE

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

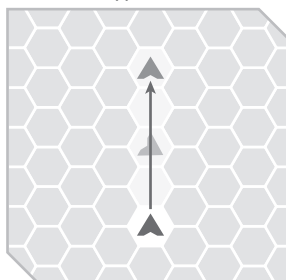
10 1½



### FLIP AND BURN

Fly at ½ speed, turn at end.

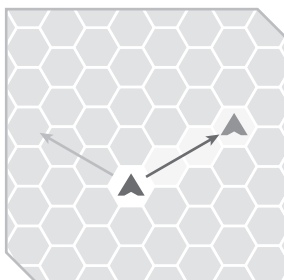
15 1½



### 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

$$CD = \text{Base value} + \left[ \frac{\text{Ship Tier}}{\text{Scale factor}} \right]$$

Other ship's tier (add countermeasures)

### COMMON DCs

$$CD = 5 + \left[ \frac{\text{Ship Tier}}{\text{Scale factor}} \right] \quad 5 \quad 1\frac{1}{2}$$

$$CD = 10 + \left[ \frac{\text{Ship Tier}}{\text{Scale factor}} \right] \quad 10 \quad 1\frac{1}{2}$$

$$CD = 15 + \left[ \frac{\text{Ship Tier}}{\text{Scale factor}} \right] \quad 15 \quad 1\frac{1}{2}$$

$$CD = 20 + \left[ \frac{\text{Ship Tier}}{\text{Scale factor}} \right] \quad 20 \quad 1\frac{1}{2}$$

### PATCH

GLITCHING

MALFUNCTIONING

WRECKED

1

□

10 1½

2

□ □

15 1½

3

□ □ □

20 1½

## COMBAT ACTIONS

### CAPITÃO

#### DEMAND

Intimidate to grant +4 to a 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

### ENGENHEIRO

#### DIVERT

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

10 1½

#### 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.

#### 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

### PILOTO

#### 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.

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

### OFICIAL DE CIÊNCIA

#### 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.