CREW ROLES

CAPTAIN _____

ENGINEER _____

PILOT _____

SCIENCE OFFICER _____

GUNNER _____

COMBAT PHASES

**1 ENGINEERING PHASE**
Repair or boost systems

2 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.

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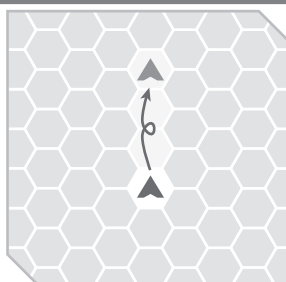
CREW

Crew Member	Role	Grund-angriff	Piloting Ranks
		GE ⸱⸱⸱ GAB ⸱⸱⸱	⸱⸱⸱
		GE ⸱⸱⸱ GAB ⸱⸱⸱	⸱⸱⸱
		GE ⸱⸱⸱ GAB ⸱⸱⸱	⸱⸱⸱
		GE ⸱⸱⸱ GAB ⸱⸱⸱	⸱⸱⸱
		GE ⸱⸱⸱ GAB ⸱⸱⸱	⸱⸱⸱
		GE ⸱⸱⸱ GAB ⸱⸱⸱	⸱⸱⸱
		GE ⸱⸱⸱ GAB ⸱⸱⸱	⸱⸱⸱
		GE ⸱⸱⸱ GAB ⸱⸱⸱	⸱⸱⸱
		GE ⸱⸱⸱ GAB ⸱⸱⸱	⸱⸱⸱
		GE ⸱⸱⸱ GAB ⸱⸱⸱	⸱⸱⸱

STUNTS
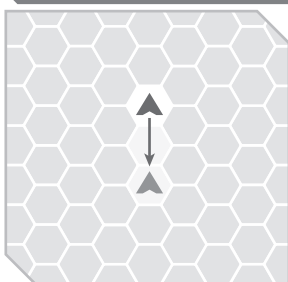
BACK OFF `10` `1½`
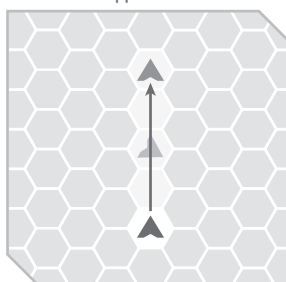Retreat at ½ speed.

BARREL ROLL `10` `1½`
Fly at ½ speed, weapons and shields are flipped this round.
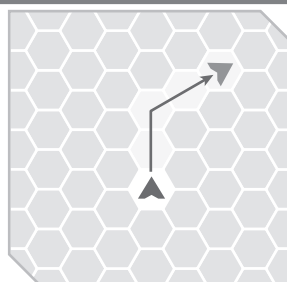
EVADE `10` `1½`
Fly normally, gain +2 to AC and TL this round.
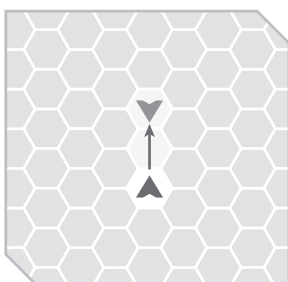
FLIP AND BURN `15` `1½`
Fly at ½ speed, turn at end.

FLYBY `15` `1½`
Move through enemy's hex, attack at close range.
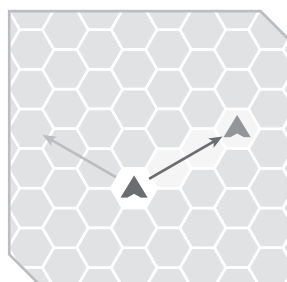
SLIDE `10` `1½`
Fore-port or fore-starboard.

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

ACTION DIFFICULTY

$$SG = \text{Base value} + [\ \text{Ship Tier} \times \text{Scale factor}\ ]$$

`10` `1½`   `10` `1½`

Other ship's tier (add countermeasures) ⟶

COMMON DCs

SG	= 5 + [× 1½]	`5`	`1½`
SG	= 10 + [× 1½]	`10`	`1½`
SG	= 15 + [× 1½]	`15`	`1½`
SG	= 20 + [× 1½]	`20`	`1½`

PATCH

	Actions		
GLITCHING	1 ☐	`10`	`1½`
MALFUNCTIONING	2 ☐☐	`15`	`1½`
WRECKED	3 ☐☐☐	`20`	`1½`

COMBAT ACTIONS

CAPTAIN

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

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

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

Stufe 6 ORDERS `15` `1½`
Spend 1 resolve and piloting to grant an additional action to one crew member.

Stufe 12 MOVING SPEECH `20` `1½`
Spend 1 resolve and diplomacy to allow all crew members to take the better of two rolls.

ENGINEER

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 `15` `1½`
Treat a system's damage as 2 lower this round.

PATCH ◄
Treat a systems's damage as 1 lower for 1 hour. Engineers can work together.

Engineering

6 ranks OVERPOWER `15` `1½`
Divert to three systems at once.

12 ranks QUICK FIX `20` `1½`
Spend 1 resolve to fix a system for 1 hour.

PILOT

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

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

STUNT ◄
Pull one of the stunts.

Stufe 6 FULL POWER
Spend 1 resolve to fly 1½ speed (turning distance +2)

Stufe 12 AUDACIOUS GAMBIT `20` `1½`
Reduce turning distance 2 and fly through enemy hexes. End facing any direction.

SCIENCE OFFICER

BALANCE `10` `1½`
Computers check to move shield points or redistribute shield points equally.

SCAN `5` `1½`
Computers check to scan enemy ship.

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

Stufe 6 LOCK ON `5` `1½`
Spend 1 resolve and a computers check to gain +2 against one enemy for this round.

Stufe 12 IMPROVE COUNTERMEASURES `5` `1½`
Force their gunner to take the worse of two rolls.

GUNNER

FIRE AT WILL
Fire any two weapons at -4.

SHOOT
Fire one weapon.

Stufe 6 BROADSIDE
Spend 1 resolve to fire all weapons in a single arc at -2.

Stufe 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

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.