

CREW ROLES

CAPTAIN

ENGINEER

PILOT

SCIENCE OFFICER

GUNNER

COMBAT PHASES

1 ENGINEERING PHASE
Repair or boost systems

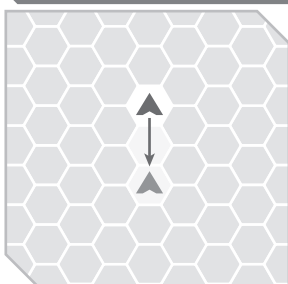
2 HELM PHASE
All ships roll piloting check, and move in order from lowest to highest. Ships without a pilot act on 0. Pilots may attempt manoeuvres.
Science officer can scan other ships.

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

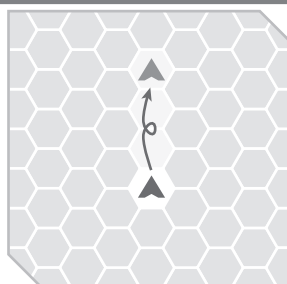
CREW

Crew Member	Role	Ataque Base	Piloting Ranks
	DES	BAB	
	DES	BAB	
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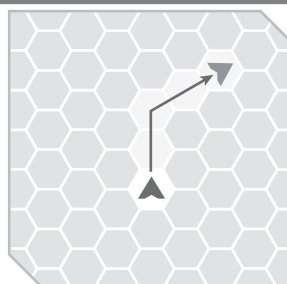
STUNTS



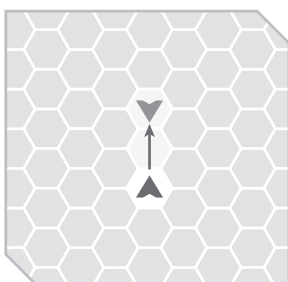
BACK OFF
Retreat at ½ speed. **10 1½**



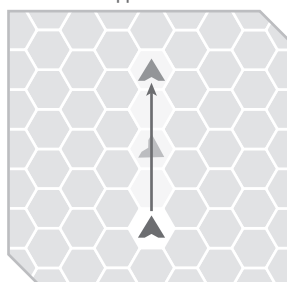
BARREL ROLL
Fly at ½ speed, weapons and shields are flipped this round. **10 1½**



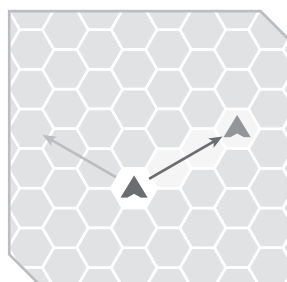
EVADE
Fly normally, gain +2 to AC and TL this round. **10 1½**



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 **1** ☐ **10 1½**

MALFUNCTIONING **2** ☐ **15 1½**

WRECKED **3** ☐ **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. **10**
Diplomacy to grant +2 to another's check. **15 1½**

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

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

MOVING SPEECH
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**

PATCH
Treat a systems's damage as 1 lower for 1 hour. Engineers can work together. **10 1½**

Engineering

OVERPOWER
Divert to three systems at once. **15 1½**

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. **10 1½**

FULL POWER
Spend 1 resolve to fly 1½ speed (turning distance +2). **15 1½**

AUDACIOUS GAMBIT
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**

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

IMPROVE COUNTERMEASURES
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.

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

PRECISE TARGETING
Spend 1 resolve to fire one weapon. If shields are depleted on that quadrant, do critical damage to a random system. **12**

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.