

PHASE D'INGÉNIERIE

OPEN CREW ACTIONS

**ERRATIC MANOEUVERING**  
Small movements grant +1 AC and TL against the flyby manoeuvre.

**FEIGN DISASTER**  
Activate distress call and simulate catastrophe to give the impression of an imminent explosion.  
Each enemy captain (or science officer) must make a Computers check to see through the ruse. **10 1½**  
On failing, they take -2 to scan or lock on, or Piloting checks within 1 hex of your ship.

**PRIORITISE CALCULATION**  
Give +1 to a Computers check for any other task.

**RANGE FINDING**  
Grant the gunner, pilot or science officer +1 to an attack roll or skill check related to starship combat.

**READY WEAPONS SYSTEMS**  
Focus on one weapon system not firing this round; grant that weapon +1 damage next round.  
(+2 for starships tier 6 and up)

PHASE DE MANOEUVRE

ACTIONS D'ÉQUIPAGE RESTREINT

**GLISSE**  
Déplacement à ½ vitesse ; virer + 2.  
Ajoutez vos rangs de pilotage à la CA et l' IV ce tour.

**QUICK RESCAN**  
Learn one piece of information about a previously scanned target. **5 1½**  
Cannot use if science officer has acted this round.

**VISUAL IDENTIFICATION**  
Computers, Engineering or Perception check to learn one of: basic information, defences or one weapon. **10 1½**  
Cannot use if science officer has acted this round.

GUNNERY PHASE

ACTIONS D'ÉQUIPAGE RESTREINT

**TIR À LA VOLÉE**  
Faites feu avec une arme à -2.

CHIEF MATE

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**MAINTENANCE PANEL ACCESS**  
Acrobatics or Athletics check to let your engineer Divert two systems at once, or Overpower four systems. **10 1½**  
If you fail by 10 or more, the engineer takes -2 this round.

**Acrobatics or Athletics**  
**TARGETING AID**  
**6** Spend 1rp and an Acrobatics or Athletics check to let your gunner Fire At Will or Broadside without the usual penalty. **20 1½**  
If you fail by 10 or more, the gunner takes -2 this round.

PHASE DE MANOEUVRE

**HARD TURN**  
Acrobatics or Athletics check to add +1 to the ship's manoeuvrability this round. **10 1½**  
If you fail by 10 or more, take -1 manoeuvreability.

**MANUAL REALIGNMENT**  
Acrobatics or Athletics check to let your science officer gain an extra piece of information from Scan this round. **10 1½**  
If you fail by 10 or more, prevent any Scans this turn.

**Acrobatics or Athletics**  
**MAXIMISE SPEED**  
**12** Spend 1rp and an Acrobatics or Athletics check to add +2 to ship speed this round. **25 1½**  
This stacks with other speed increases.

OFFICIER SCIENTIFIQUE

**ÉQUILIBRE**  
Informatique pour déplacer des boucliers d' un arc à l' autre ou pour équilibrer les 4 arcs. **10 1½**

**CIBLAGE SYSTÈME**  
Informatique : dégâts critiques sur 19 ou 20 sur un système à la prochaine attaque. **5 1½**

**VERROUILLAGE**  
Niveau **6** Dépensez 1 pp et faites un test d' informatique pour donner +2 contre un ennemi ce tour. **5 1½**

**AMPLIFICATION DES CONTRE-MESURES**  
Niveau **12** Leurs canonnières prennent le moins bon de 2 jets. **5 1½**

SCAN

Computers check to scan enemy ship, to learn one piece of information (and one extra for every 5 by which you beat the check): **5 1½**

**BASIC INFORMATION**  
Crew, ship classification, size, speed, manoeuvrability

**DEFENCES**  
AC, TL, hp, current hp, shields, core PCU

**WEAPONS (each)**  
Firing arc, damage.

**LOAD**  
Expansion bays, cargo.

**AUTRE**  
Any other stats.

MAGIC OFFICER

**ELDRITCH SHOT**  
Mysticism check to add +5 to the range of on weapon. Does not work for Point weapons. **10 1½**

**PRECOGNITION**  
Mysticism check to add +2 to the Piloting check for initiative. **10 1½**

**SCRYING**  
Mysticism check to Scan. **5 1½**  
**Mysticisme**

**MYSTIC HAZE**  
**6** Spend 1rp and a Mysticism check to add +1 to AC and force enemy science officers to take the worse of two rolls to Scan or Lock On to your ship. **20 1½**

**PSYCHIC CURRENTS**  
**12** Spend 1rp and a Mysticism check to get -1 to your ship's turning distance. **20 1½**