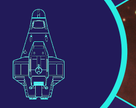
Evasion 3
Evasion 2
Evasion 1

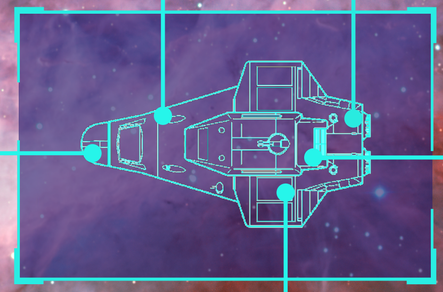


Evasion 1
Evasion 2
Evasion 3

Armor

Speed Bonus

AC Bonus



Drive

Weapons

Hull

Fittings

Command Points

Comms

Crash Systems 2
Opposed Int/Program against target ship.
success: target starts next turn with CP
penalty equal to Program skill.

Sensor Ghost 2
Int/Program vs difficulty 9.
success: AC + Program skill until next turn. once

Defeat ECM 2
Opposed Int/Program against target ship.
success: 2xProgram skill bonus to attacks against target.

General

Above and Beyond 0
Skill check against difficulty 9.
success: gain skill level +1 CP
failure: loose 1 CP

Deal with a Crisis 0

Do your Duty 0
Gain 1 CP

Bridge

Escape Combat 4
Opposed Int/Pilot or Dex/Pilot
+ ship speed against faster opponent.
success: all enemies gain 1 Escape point

Pursue Target 3
Opposed Int/Pilot or Dex/Pilot
+ ship speed against target.
success: shed 1 Escape point.

Evasive Maneuvers 2
Int/Pilot or Dex/Pilot difficulty 9
success: add Pilot skill to ship AC. once

Crisis	Type
1 Armor loss	Cont.
2 Cargo loss	Acute
3 Crew lost	Cont.
4 Engine lock	Cont.
5 Fuel bleed	Acute
6 Haywire systems	Cont.
7 Hull breech	Acute
8 System damage	Cont.
9 Target decalibration	Cont.
10 VIP imperiled	Acute

Captain

Support Department 0
Reduce cost of single action by 2 CP for chosen department. once

Into the Fire 0
Accept Crew Lost crisis.
Gain Lead skill +1 CP. once

Keep it Together 0
Nullify enemy hit and roll crisis. instant once

General

Above and Beyond 0
Skill check against difficulty 9.
success: gain skill level +1 CP
failure: loose 1 CP

Deal with a Crisis 0

Do your Duty 0
Gain 1 CP.

Gunnery

Fire One Weapon 2
Fire a single ship's weapon.

Target Systems 1
A Fire One Weapon action may target a ship's sub-system this round.
-4 to hit, half damage before applying Armor. If damage gets through system is disabled. Drive is degraded by 1.

Fire all Guns 3
Fire all guns mounted on ship. Choose target for each.

General

Above and Beyond 0
Skill check against difficulty 9.
success: gain skill level +1 CP
failure: loose 1 CP

Deal with a Crisis 0

Do your Duty 0
Gain 1 CP.

Engineering

Boost Engines 2
Int/Fix vs difficulty 8.
success: increase speed by 2 until start of next turn.

Damage Control 3
Int/Fix vs difficulty 7.
success: repair lost hitpoints equal to Fix skill x ship size multiplier.
Each attempt of this action increases difficulty by 1.

Emergency Repairs 3
Int/Fix vs difficulty 8.
success: a disabled system is repaired or a damaged drive rating restored by 1.

Hull Size	Multiplier
Fighter	2
Frigate	3
Cruiser	4
Capital	6