

CAPTAIN

Phase: Any Limit: 1/starship
Key Skill: Diplomacy (also Intimidate/Bluff)

"If your issues are with me, then deal with me. This has nothing to do with my ship, nothing to do with the Federation!" - Jean-Luc Picard

Key Skill

Bonus:

BASE TEMP.

ACTIONS

DEMAND Intimidate: DC = 15+ 1.5x Your Ship's Tier
+4 to any one ally's action. Max once per ally per combat.

ENCOURAGE Diplomacy: DC 15
+2 to any one ally's action. Instead of Diplomacy, you may attempt a DC 10 Skill check for the Skill being encouraged.

TAUNT LIFE SUPPORT Intimidate: DC = 15+ 1.5x Enemy Ship's Tier
Target ship takes -2 penalty for 1d4 rounds on all actions during gunnery phase. If the action is a action, penalty is increased to -4. Once per ship per combat. May use Bluff.

ORDERS LVL6 LIFE SUPPORT Varies: DC = 15+ 1.5x Your Ship's Tier
Grant an additional action to one ally this round. That ally cannot pick the same action twice. The required skill check is the ally's Key Skill.

MOVING SPEECH LVL12 Diplomacy: DC = 20+ 1.5x Your Ship's Tier
All actions taken by allies during the phase the speech is given may roll twice and take the better result.

This action cannot be taken if the listed system is malfunctioning or wrecked.

This action requires Resolve to be spent to complete it. (No number = 1 RP)

GUNNER

Phase: Gunnery Limit: 1 action/weapon
Key Skill: Gunnery (BAB + DEX)

"Nuke the entire site from orbit—it's the only way to be sure."
- Aliens

Key Skill

Bonus:

BASE TEMP.

ACTIONS

SHOOT DC= Enemy AC or TL
Fire one of the starship's weapons at a target in its arc.

FIRE AT WILL WEAPONS DC= Enemy AC or TL
Fire any two starship weapons, regardless of arc. Each attack is made at a -4 penalty.

BROADSIDE LVL6 WEAPONS DC= Enemy AC or TL
Fire all starship weapons mounted in one arc (including turret). You can target each weapon independently if more than one target is in that arc, but all attacks are made at a -4 penalty.

PRECISE TARGETING LVL12 DC= Enemy AC or TL
Fire one weapon at target ship. If the attack hits and there are no shields on the quadrant the enemy ship was hit on, you automatically deal critical damage to a random system. This is in addition to critical damage your attack may normally deal, if the attack's Hull Point damage exceeds the CT.

This action cannot be taken if the listed system is malfunctioning or wrecked.

This action requires Resolve to be spent to complete it. (No number = 1 RP)

ENGINEER

Phase: Engineering Limit: 1 team/action
Key Skill: Engineering

"There's no way the computer can compensate for the human factor, the, the intuition, the experience." - Geordi Laforge

Key Skill

Bonus:

BASE TEMP.

ACTIONS

DIVERT POWER CHOOSE ONE DC = 10+ 1.5x Your Ship's Tier
• Engines: Ship Speed +2 for this turn.
• Sensors: +2 all Science Officer actions this turn.
• Weapons: All rolled 1s are treated as 2s this turn on damage.
• Shields: Gain 5% max PCU as SP to distribute to shields.

HOLD IT TOGETHER DC = 15+ 1.5x Your Ship's Tier
Treat target system's damage as 2 steps less severe for 1 turn.

PATCH ACTIONS REQUIRED
Remove Critical Damage from system. Glitch DC = 10+1.5x Tier 1
Multiple Engineers may attempt this Malf. DC = 15+1.5x Tier 2
check, and combine their actions. Wreck DC = 20+1.5x Tier 3

OVERPOWER POWER CORE 6 DC = 15+ 1.5x Your Ship's Tier
As Divert, but you can divert power to three systems. Cannot use in the same round as a Divert action.

QUICK FIX 12 DC = 15+ 1.5x Your Ship's Tier
Ignore Critical Damage condition on target system for 1 hour, after which it must be repaired normally.

This action cannot be taken if the listed system is malfunctioning or wrecked.

This action requires Resolve to be spent to complete it. (No number = 1 RP)

This action requires the listed number of ranks in Engineering to perform.

GUNNER

Phase: Gunnery Limit: 1 action/weapon
Key Skill: Gunnery (BAB + DEX)

"It's not impossible. I used to bullseye womp rats in my T-16 back home, they're not much bigger than two meters." - Luke Skywalker

Key Skill

Bonus:

BASE TEMP.

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Fire all starship weapons mounted in one arc (including turret). You can target each weapon independently if more than one target is in that arc, but all attacks are made at a -4 penalty.

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STARSHIP



ROLES

STARSHIP



ROLES

STARSHIP



ROLES

STARSHIP



ROLES

PILOT

Phase: Helm
Key Skill: Piloting

Limit: 1/starship

"Flying is hours and hours of boredom sprinkled with a few seconds of sheer terror."
- Gregory "Pappy" Boyington, USMC

Key Skill
Bonus:

BASE TEMP.

ACTIONS

FLY

Move your starship up to its speed, turning as normal.

MANEUVER

DC = 15+ Your Ship's Tier

Move up to your starship's speed, and reduce your starship's distance between turns by 1 for this round.

STUNT

P ENGINES

DC Varies

Attempt any one stunt listed on the back of this card.

FULL POWER

P ENGINES

6 **R**

Move up to 1.5x your starship's speed, but your starship's turn distance increases by 2 this round.

AUDACIOUS GAMBIT

12 **R**

DC = 20+ 1.5x Your Ship's Tier

Move up to your speed, but reduce the ship's turn by 2. You may pass through enemy hexes without provoking free attacks. Rotate your facing to any direction at the end of your movement. If you fail this check, you move as per Fly, but still spend the RP.

P This action cannot be taken if the listed system is malfunctioning or wrecked.

R This action requires Resolve to be spent to complete it. (No number = 1 RP)

6 This action requires the listed number of ranks in the Piloting skill to perform.

PILOT

MOVEMENT

STUNTS

BACK OFF $\frac{1}{2}$ SPEED (AFT) DC = 10+ 1.5x Your Ship's Tier

Move backwards without changing facing.

FAIL: Back 1 hex. **FAIL 5+:** No movement, -4 AC/TL this turn.

BARREL ROLL $\frac{1}{2}$ SPEED (FWD) DC = 10+ 1.5x Your Ship's Tier

During next Gunnery Phase, swap firing arcs of starboard and port weapons. Only Large or smaller ships can attempt this.

FAIL: no roll. **FAIL 5+:** As fail, and -4 AC/TL this turn.

EVADE NORMAL DC = 10+ 1.5x Your Ship's Tier

Gain +2 AC/TL until the start of the next round.

FAIL: no bonus. **FAIL 5+:** -2 AC/TL instead.

FLIP AND BURN $\frac{1}{2}$ SPEED (FWD) DC = 15+ 1.5x Your Ship's Tier

Move forward and rotate facing 180° at end of movement.

FAIL: move half speed, but no rotation.

FLY-BY NORMAL DC = 15+ 1.5x Your Ship's Tier

Move through one enemy's hex this turn without provoking.

One weapon may attack at close range on any quadrant.

FAIL: provoke free attack, no benefit to your weapons.

SLIDE FULL SPEED (FWD-PORT OR -STBD) DC = 10+ 1.5x Your Ship's Tier

Move diagonally forward without changing facing.

FAIL: move directly forward, cannot make turns this round.

TURN IN PLACE NO MOVEMENT

Do not move, turn to any facing. If clumsy manoeuvrability, -4 AC/TL. If poor manoeuvrability, -2 AC/TL.

SCI OFFICER

Phase: Helm
Key Skill: Computers

Limit: none

"I do not fear computers. I fear the lack of them." - Isaac Asimov

Key Skill
Bonus:

BASE TEMP.

ACTIONS

BALANCE SHIELDS

Min. SP 10% Max Shield Points DC = 10+ 1.5x Your Ship's Tier

You may redistribute your ship's current SP. See back for more.

SCAN

DC = 5+ Enemy DCM + Enemy Ship's Tier

Learn information about enemy starship. See back for more.

TARGET SYSTEM

P WEAPONS

DC = 5+ Enemy DCM + Enemy Ship's Tier

Choose one system: Core, Engines, Life Support, Sensors, or Weapons. The next successful attack to hit the target ship deals critical damage to that system. If this attack also pushes their HP past a Critical Threshold, they are dealt Critical Damage for that as well.

LOCK ON

P WEAPONS

6 **R**

DC = 5+ Enemy DCM + Enemy Ship's Tier

Grant gunners a +2 bonus to gunnery checks on target ship for the rest of this round. Can only be done 1/round.

IMPROVE COUNTERMEASURES

12 **R**

DC = 5+ Enemy DCM + 1.5x Enemy Ship's Tier

Target ship must roll twice and take the worse result on all gunnery checks this round.

P This action cannot be taken if the listed system is malfunctioning or wrecked.

R This action requires Resolve to be spent to complete it. (No number = 1 RP)

6 This action requires the listed number of ranks in Computers to perform.

SCI OFFICER

NOTES

BALANCE SHIELDS

You have two options when redistributing: move or spread.

Spread: distribute SP evenly on all quadrants (remainder fwd).

Move: Move SP from one quadrant to another. No quadrant may have less than 10% of total current SP after moving.

SCAN

When you beat the DC of a Scan check, you learn tiers of information about the target, starting with Basic Info. For every 5 by which you beat the DC, you learn another tier of info.

1. Basic Info: Living crew complement, ship classification, size, speed, manoeuvrability.

2 Defenses: AC, TL, total and current HP, total and current SP in each quadrant, core PCU value.

3 Weapons: Info about one weapon, including its firing arc and the damage it deals. Start with highest PCU, repeat this tier until all weapons are known.

4 Load: Info about starship expansion bay allocations and any cargo the ship may be carrying.

5 Other: Any remaining ship statistics.