## Ship Actions

Level 1-5 (See other side for high level version)

· ·	0		,						
Task	DC	Succe							
	Any		Role: Ca	otain	Skill		Skill		
Demand	15+1.5xTier	+4 bo	+4 bonus to one specific check (1 per character)				Intimidate		
Encourage	+2 to	+2 to crew action				Diplomacy			
Encourage	+2 to	+2 to crew action				Skill required by crew action			
Taunt*	r -2 to e	-2 to enemy action in phase for 1d4 rounds				Bluff o	or Intimidate		
		-4 if a	-4 if action is a push (1 per ship)						
Engineering		Role: Engineer Skill: Engineering							
Divert	10+1.5xTier	Choos	Choose 1: Engines (+2 speed), Computers (+2 to Science Officers), Weapons (Treat						
		1s as	1s as 2s on damage.), Shields (+5% of PCU to shields, split evenly, extra to front)						
Hold it together	15+1.5xTier	Treat	Treat 1 damaged system as 2 steps less damaged for one round. Ignore Crit penalties						
		on thi	s check.						
Patch Glitching	10+1.5xTier	1 acti	on	System is treate	d as one	e damage low	er for i	remainder of combat,	
Malfunct	15+1.5xTier	2 acti				, or 1 hour has passed. Ignore Crit			
Wreaked	20+1.5xTier	3 acti	3 action penalties on this check.			Can be done more than once per round,			
Fast Patch	+5	-1 Act	-1 Action multiple engineers can c			combine actions, but all must pass check.			
Helm			Role: Sc	ience Officer	Skill	Computers			
Balance	10+1.5xTier		Shift shield points from 1 arc to another, (all shields must end up with 10% of						
			current.) (	Or distribute shie	ld point	s as equally a	s possi	ble.	
Scan	5+1.5xE-Tier	+EC	Get 1 Line	of Info from Ship	Statist	ics chart below	w, +1 p	er 5 exceeded DC	
Target System	+EC								
Helm			Role: Pi	lot	Skill	: Piloting			
Order	Opposed: Lo	west Res	ult goes firs	t		No Pilot: 0+	Pilot N	lod	
Glide	(Minor)	Move up	to half spee	ed, increase turn	distanc	e by 2, Add pi	lot ran	ks to AC / TL	
Fly				nd make turns no					
Maneuver	15+1.5xTier	Move up	to speed ar	nd reduce turn di	stance l	oy 1 (min 0)			
Stunts		· ·				Fail		Fail by 5	
Turn in place		Change f	acing to any	direction.		Poor -2 AC /	TL	Clumsy -4 AC / TL	
Back off		Half Speed, Backward, no turns				Backward on	e hex	Don't move, -4 AC/TL	
Barrel Roll		Half Speed, Swap port / starboard for 1 turn				Half speed, n	no roll	Half Speed, -4 AC / TL	
Evade		Full speed, +2 AC / TL				Full Speed		Full speed, -2 AC/TL	
Slide		•	ull speed, no turns, but move either				Half Speed, no turns		
		•	prward port or forward starboard						
Flip and Burn		Half Speed, no turns, turn 180				Half Speed, no turns			
Flyby		•		ough 1 hex of en	emv	Full speed, move provokes, gunnery as			
		ship w/o provoking.		S ,		normal			
	· ·		ose one arc to fire at range 1 at any arc						
		of enemy							
Gunnery	Penalty		Role: G	unner	Skill	Max(BAB, P	ilot <u>ing</u>	ranks)+Dex	
Snap Shot	-2 (Minor)	Fire o							
Fire at will	-4		Fire one weapon, can only be done if no other gunner actions occur Fire 2 starship weapons						
Shoot	0		Fire 1 starship weapon						
E-Tier - Enemy shin's	-			termeasures					

E-Tier = Enemy ship's Tier EC = Enemy Ship's Countermeasures.

## Ship Statistics

**1. Basic Information:** Living crew complement and ship classification, size, speed, and maneuverability.

**2. Defenses:** AC, TL, total and current Hull Points, total and current Shield Points in each quadrant, and core PCU value.

**3. Weapon:** Information about one weapon, including its firing arc and the damage it deals, starting with the weapon that uses the most PCU. Repeat this entry until all the starship's weapons are revealed.

4. Load: Information about how the starship's expansion bays are allocated and any cargo the starship might be carrying.5. Other: Any remaining ship statistics.

1	D	Task	DC	Success							
		ase: Any		Role: Ca	stain Ckill.	Varies		Skill			
			1 F . 1 FyTion						<b>.</b>		
		Demand			•	one specific check (1 per character)			Intimidate		
		Encourage	15	+2 to crew action +2 to crew action					Diplomacy		
		Encourage	10						uired by crew action		
		Taunt*	15+1.5xE-	-2 to enemy action in phase for 1d4 rounds					Intimidate		
			Tier		n is a push (1 per ship						
6	_	Orders*			nber may perform 2 c		nembers role skill				
12	1	Moving Speech	20+1.5xTier	For remai	nder of phase allies ro	oll twice, take	e best.	Diplom	асу		
Pł	a	se: Engineering		Role: En	gineer Skill:	Engineering	5				
		Divert	10+1.5xTier		Engines (+2 speed), n damage.), Shields (+	•			cers), Weapons (Treat		
		Hold it together	15+1 5xTier		maged system as 2 st						
		noid it together	13.1.5%1161		on this check.		lagea lo				
		Patch Glitching	10+1.5xTier	•		one damage	lower f	or romain	nder of combat, or until		
			15+1.5xTier		it takes damage, or	-					
						•		-	nultiple engineers can		
			20+1.5xTier				-		iuitiple engineers can		
_	4	Fast Patch		-1 Action		•					
6	_	Overpower*			ivert to 3 systems. Ca			d Divert II	n same turn		
		Quick Fix	20+1.5xTier		rit damage from 1 sy	1	our				
Pł	a	se: Helm			ence Officer Skill:	•					
		Balance	10+1.5xTier		•				ust end up with 10% of		
				current.) Or distribute shield points as equally as possible.							
		Scan	5+1.5xE-Tier	+EC Get	1 Line of Info from Sł	per 5 exceeded DC					
		Target System	5+1.5xE-Tier	r+EC Chose 1 system. Next hit crits on 19-20, if crit, that system damaged.							
6	1	Lock On	5+1.5xE-Tier								
12	1	Improve	5+1.5xE-Tier+EC Enemy gunners roll twice, take worse result.								
		Countermeasure				•					
		Countermeasure									
Pł	has	se: Helm		Role: Pile	ot Skill:	Piloting					
Pł	nas	se: Helm	Opposed: Lo	Role: Pilo		Piloting	t: 0+Pilo	ot Mod			
Pł	nas	se: Helm Order	<b>Opposed: Lo</b> (Minor)	west Resu	It goes first	No Pilo			ranks to AC / TL		
Pł	na:	se: Helm Order Glide	<b>Opposed: Lo</b> (Minor) 	west Resu Move up 1	It goes first to half speed, increase	No Pilo e turn distan	ce by 2,		ranks to AC / TL		
Pł		se: Helm Order Glide Fly	(Minor) 	Move up 1 Move up 1 Move up 1	It goes first to half speed, increase to speed and make tu	No Pilo e turn distan Irns normally	ce by 2,	Add pilot	ranks to AC / TL		
Pł		se: Helm Order Glide Fly Maneuver	(Minor) 	Move up 1 Move up 1 Move up 1	It goes first to half speed, increase	No Pilo e turn distan Irns normally turn distance	ce by 2,	Add pilot			
Pł		se: Helm Order Glide Fly Maneuver Stunts	(Minor) 	West Resu Move up 1 Move up 1 Move up 1	It goes first to half speed, increase to speed and make tu to speed and reduce t	No Pilo e turn distan urns normally turn distance Fail	ce by 2, by 1 (m	Add pilot iin 0)	Fail by 5		
Pł		se: Helm Order Glide Fly Maneuver Stunts Turn in place	(Minor)  15+1.5xTier	Move up t Move up t Move up t Move up t Change fa	It goes first to half speed, increase to speed and make tu to speed and reduce to cing to any direction.	No Pilo e turn distan urns normally turn distance Fail	ce by 2, by 1 (m <sup>-</sup> -2 AC /	Add pilot iin 0) TL	<b>Fail by 5</b> Clumsy -4 AC / TL		
Ph		se: Helm Order Glide Fly Maneuver Stunts Turn in place Back off	(Minor)  15+1.5xTier 10+1.5xTier	Move up 1 Move up 1 Move up 1 Move up 1 Change fa Half Speed	It goes first to half speed, increase to speed and make tu to speed and reduce to cing to any direction. d, Backward, no turns	No Pilo e turn distan urns normally turn distance <b>Fail</b> . Poor s Back	ce by 2, by 1 (m -2 AC / ward or	Add pilot iin 0) TL ne space	<b>Fail by 5</b> Clumsy -4 AC / TL Don't move, -4 AC / TL		
		se: Helm Order Glide Fly Maneuver Stunts Turn in place	(Minor)  15+1.5xTier 10+1.5xTier	Move up 1 Move up 1 Move up 1 Move up 1 Change fa Half Speed	It goes first to half speed, increase to speed and make tu to speed and reduce to cing to any direction.	No Pilo e turn distan urns normally turn distance <b>Fail</b> . Poor s Back	ce by 2, by 1 (m <sup>-</sup> -2 AC /	Add pilot iin 0) TL ne space	<b>Fail by 5</b> Clumsy -4 AC / TL		
		se: Helm Order Glide Fly Maneuver Stunts Turn in place Back off Barrel Roll	(Minor)  15+1.5xTier 10+1.5xTier 10+1.5xTier	Move up 1 Move up 1 Move up 1 Move up 1 Change fa Half Speed for 1 turn	It goes first to half speed, increase to speed and make tu to speed and reduce t cing to any direction. d, Backward, no turns d, Swap port and star	No Pilo e turn distance urns normally turn distance <b>Fail</b> . Poor s Back board Half	ce by 2, by 1 (m -2 AC / ward or speed, r	Add pilot iin 0) TL ne space	<b>Fail by 5</b> Clumsy -4 AC / TL Don't move, -4 AC / TL Half Speed, -4 AC / TL		
		se: Helm Order Glide Fly Maneuver Stunts Turn in place Back off Barrel Roll Evade	(Minor)  15+1.5xTier 10+1.5xTier 10+1.5xTier 10+1.5xTier	Move up 1 Move up 1 Move up 1 Change fa Half Speed Half Speed for 1 turn Full speed	<b>It goes first</b> to half speed, increase to speed and make tu to speed and reduce to cing to any direction. d, Backward, no turns d, Swap port and star	No Pilo e turn distance irns normally turn distance <b>Fail</b> . Poor s Back board Half	ce by 2, by 1 (m -2 AC / ward or speed, r	Add pilot iin 0) TL ne space no roll	Fail by 5 Clumsy -4 AC / TL Don't move, -4 AC / TL Half Speed, -4 AC / TL Full speed, -2 AC/TL		
		se: Helm Order Glide Fly Maneuver Stunts Turn in place Back off Barrel Roll	(Minor)  15+1.5xTier 10+1.5xTier 10+1.5xTier 10+1.5xTier	Move up 1 Move up 1 Move up 1 Change fa Half Speed for 1 turn Full speed Full speed	It goes first to half speed, increase to speed and make tu to speed and reduce to cing to any direction. d, Backward, no turns d, Swap port and star , +2 AC / TL , no turns, but move	No Pilo e turn distance irns normally turn distance <b>Fail</b> . Poor s Back board Half	ce by 2, by 1 (m -2 AC / ward or speed, r	Add pilot iin 0) TL ne space	Fail by 5 Clumsy -4 AC / TL Don't move, -4 AC / TL Half Speed, -4 AC / TL Full speed, -2 AC/TL		
		se: Helm Order Glide Fly Maneuver Stunts Turn in place Back off Barrel Roll Evade Slide	(Minor)  15+1.5xTier 10+1.5xTier 10+1.5xTier 10+1.5xTier 10+1.5xTier	Move up 1 Move up 1 Move up 1 Change fa Half Speed for 1 turn Full speed port or fo	It goes first to half speed, increase to speed and make tu to speed and reduce to cing to any direction. d, Backward, no turns d, Swap port and star , +2 AC / TL , no turns, but move tward starboard	No Pilo e turn distance irns normally turn distance <b>Fail</b> . Poor s Back board Half	ce by 2, by 1 (m -2 AC / ward or speed, r Speed rd Hal	Add pilot iin 0) TL ne space no roll If Speed, r	Fail by 5 Clumsy -4 AC / TL Don't move, -4 AC / TL Half Speed, -4 AC / TL Full speed, -2 AC/TL no turns		
		se: Helm Order Glide Fly Maneuver Stunts Turn in place Back off Barrel Roll Evade Slide Flip and Burn	(Minor)  15+1.5xTier 10+1.5xTier 10+1.5xTier 10+1.5xTier 10+1.5xTier 10+1.5xTier 10+1.5xTier	Move up t Move up t Move up t Change fa Half Speed for 1 turn Full speed Full speed port or fo Half Speed	It goes first to half speed, increase to speed and make tu to speed and reduce to cing to any direction. d, Backward, no turns d, Swap port and star , +2 AC / TL , no turns, but move tward starboard d, no turns, turn 180	No Pilo e turn distance irns normally turn distance <b>Fail</b> . Poor Back board Half Full s either forwar	ce by 2, by 1 (m 2 AC / ward or speed, r Speed rd Hal Hal	Add pilot iin 0) TL ne space no roll If Speed, r	Fail by 5 Clumsy -4 AC / TL Don't move, -4 AC / TL Half Speed, -4 AC / TL Full speed, -2 AC/TL no turns		
		se: Helm Order Glide Fly Maneuver Stunts Turn in place Back off Barrel Roll Evade Slide	(Minor)  15+1.5xTier 10+1.5xTier 10+1.5xTier 10+1.5xTier 10+1.5xTier 10+1.5xTier 10+1.5xTier	Move up 1 Move up 1 Move up 1 Change fa Half Speed for 1 turn Full speed port or fo Half Speed Full speed	It goes first to half speed, increase to speed and make tu to speed and reduce to cing to any direction. d, Backward, no turns d, Swap port and star , +2 AC / TL , no turns, but move tward starboard d, no turns, turn 180 , move through 1 hey	No Pilo e turn distance irns normally turn distance <b>Fail</b> . Poor board Half board Half either forwar	ce by 2, by 1 (m -2 AC / ward or speed, r Speed rd Hal hip Ful	Add pilot iin 0) TL ne space no roll If Speed, r I speed, n	Fail by 5 Clumsy -4 AC / TL Don't move, -4 AC / TL Half Speed, -4 AC / TL Full speed, -2 AC/TL no turns		
		se: Helm Order Glide Fly Maneuver Stunts Turn in place Back off Barrel Roll Evade Slide Flip and Burn	(Minor)  15+1.5xTier 10+1.5xTier 10+1.5xTier 10+1.5xTier 10+1.5xTier 10+1.5xTier 10+1.5xTier	Move up 1 Move up 1 Move up 1 Move up 1 Change fa Half Speed for 1 turn Full speed port or fo Half Speed Full speed w/o provo	It goes first to half speed, increase to speed and make tu to speed and reduce to cing to any direction. d, Backward, no turns d, Swap port and star , +2 AC / TL , no turns, but move tward starboard d, no turns, turn 180 , move through 1 hes sking. During Gunner	No Pilo e turn distance urns normally turn distance Fail Door Back board Half Full s either forwar x of enemy sh y, choose one	ce by 2, by 1 (m -2 AC / ward or speed, r Speed rd Hal hip Ful e as r	Add pilot iin 0) TL ne space no roll If Speed, r	Fail by 5 Clumsy -4 AC / TL Don't move, -4 AC / TL Half Speed, -4 AC / TL Full speed, -2 AC/TL no turns		
		se: Helm Order Glide Fly Maneuver Stunts Turn in place Back off Barrel Roll Evade Slide Flip and Burn Flyby	(Minor)  15+1.5xTier 10+1.5xTier 10+1.5xTier 10+1.5xTier 10+1.5xTier 10+1.5xTier 10+1.5xTier	Move up to Move up to Move up to Move up to Change fa Half Speed for 1 turn Full speed Full speed port or for Half Speed Full speed w/o provo arc to fire	It goes first o half speed, increase o speed and make tu to speed and reduce to cing to any direction. d, Backward, no turns d, Swap port and star , +2 AC / TL , no turns, but move ward starboard d, no turns, turn 180 , move through 1 hey oking. During Gunnery at range 1 at any arc	No Pilo e turn distance irns normally turn distance <b>Fail</b> . Poor Back board Half cither forwar k of enemy sh of enemy sh	ce by 2, by 1 (m 2 AC / ward or speed, r Speed rd Hal hip Ful e as r ip	Add pilot iin 0) TL ne space no roll If Speed, r I speed, n	Fail by 5 Clumsy -4 AC / TL Don't move, -4 AC / TL Half Speed, -4 AC / TL Full speed, -2 AC/TL no turns		
6		se: Helm Order Glide Fly Maneuver Stunts Turn in place Back off Barrel Roll Evade Slide Flip and Burn Flyby Full Power	(Minor)  15+1.5xTier 10+1.5xTier 10+1.5xTier 10+1.5xTier 10+1.5xTier 15+1.5xTier 15+1.5xTier 	Move up 1 Move up 1 Move up 1 Move up 1 Change fa Half Speed for 1 turn Full speed port or fo Half Speed Full speed w/o provo arc to fire Move up 1	It goes first to half speed, increase to speed and make tu to speed and reduce to cing to any direction. d, Backward, no turns d, Swap port and star , +2 AC / TL , no turns, but move tward starboard d, no turns, turn 180 , move through 1 hese king. During Gunnery at range 1 at any arc to 1½ speed, increase	No Pilo e turn distance irns normally turn distance <b>Fail</b> . Poor board Half board Half either forwar x of enemy shi e turn distance	ce by 2, by 1 (m -2 AC / ward or speed, r Speed rd Hal hip Ful e as r ip e by 2	Add pilot iin 0) TL ne space no roll If Speed, r I speed, n normal	Fail by 5 Clumsy -4 AC / TL Don't move, -4 AC / TL Half Speed, -4 AC / TL Full speed, -2 AC/TL no turns no turns nove provokes, gunnery		
6		se: Helm Order Glide Fly Maneuver Stunts Turn in place Back off Barrel Roll Evade Slide Flip and Burn Flyby Full Power Audacious	(Minor)  15+1.5xTier 10+1.5xTier 10+1.5xTier 10+1.5xTier 10+1.5xTier 10+1.5xTier 10+1.5xTier	Move up 1 Move up 1 Move up 1 Change fa Half Speed for 1 turn Full speed port or fo Half Speed port or fo Half Speed w/o provo arc to fire Move up 1	It goes first to half speed, increase to speed and make tu to speed and reduce to cing to any direction. d, Backward, no turns d, Swap port and star , +2 AC / TL , no turns, but move tward starboard d, no turns, turn 180 , move through 1 hey oking. During Gunnery at range 1 at any arc to 1½ speed, increase to speed and reduce to	No Pilo e turn distance irns normally turn distance Fail Poor board Half Full s either forwar y, choose one of enemy shi e turn distance	ce by 2, by 1 (m -2 AC / ward or speed, r Speed rd Hal hip Ful e by 2 by 2 (m	Add pilot iin 0) TL ne space no roll If Speed, r I speed, n normal	Fail by 5 Clumsy -4 AC / TL Don't move, -4 AC / TL Half Speed, -4 AC / TL Full speed, -2 AC/TL no turns no turns nove provokes, gunnery		
6		se: Helm Order Glide Fly Maneuver Stunts Turn in place Back off Barrel Roll Evade Slide Flip and Burn Flyby Full Power	(Minor)  15+1.5xTier 10+1.5xTier 10+1.5xTier 10+1.5xTier 10+1.5xTier 15+1.5xTier 15+1.5xTier 	Move up 1 Move up 1 Move up 1 Change fa Half Speed for 1 turn Full speed port or fo Half Speed port or fo Half Speed w/o provo arc to fire Move up 1	It goes first to half speed, increase to speed and make tu to speed and reduce to cing to any direction. d, Backward, no turns d, Swap port and star , +2 AC / TL , no turns, but move tward starboard d, no turns, turn 180 , move through 1 hese king. During Gunnery at range 1 at any arc to 1½ speed, increase	No Pilo e turn distance irns normally turn distance Fail Poor board Half Full s either forwar y, choose one of enemy shi e turn distance	ce by 2, by 1 (m -2 AC / ward or speed, r Speed rd Hal hip Ful e by 2 by 2 (m	Add pilot iin 0) TL ne space no roll If Speed, r I speed, n normal	Fail by 5 Clumsy -4 AC / TL Don't move, -4 AC / TL Half Speed, -4 AC / TL Full speed, -2 AC/TL no turns no turns nove provokes, gunnery		
6 12	1	se: Helm Order Glide Fly Maneuver Stunts Turn in place Back off Barrel Roll Evade Slide Flip and Burn Flyby Full Power Audacious	(Minor)  15+1.5xTier 10+1.5xTier 10+1.5xTier 10+1.5xTier 10+1.5xTier 15+1.5xTier 15+1.5xTier 	Move up 1 Move up 1 Move up 1 Change fa Half Speed for 1 turn Full speed port or fo Half Speed port or fo Half Speed w/o provo arc to fire Move up 1	It goes first to half speed, increase to speed and make tu to speed and reduce to cing to any direction. d, Backward, no turns d, Swap port and star , +2 AC / TL , no turns, but move tward starboard d, no turns, turn 180 , move through 1 hey oking. During Gunnery at range 1 at any arc to 1½ speed, increase to speed and reduce to rovoking, change faci	No Pilo e turn distance irns normally turn distance Fail Poor board Half Full s either forwar y, choose one of enemy shi e turn distance	ce by 2, by 1 (m 2 AC / ward or speed, r Speed rd Hal hip Ful e by 2 by 2 (m ection.	Add pilot iin 0) TL ne space no roll If Speed, r I speed, n normal iin 0), fly t <b>Fail:</b> As Fl	Fail by 5 Clumsy -4 AC / TL Don't move, -4 AC / TL Half Speed, -4 AC / TL Full speed, -2 AC/TL no turns no turns nove provokes, gunnery		
6 12	1	se: Helm Order Glide Fly Maneuver Stunts Turn in place Back off Barrel Roll Evade Slide Flip and Burn Flyby Full Power Audacious Gambit	(Minor)  15+1.5xTier 10+1.5xTier 10+1.5xTier 10+1.5xTier 10+1.5xTier 15+1.5xTier 15+1.5xTier  20+1.5xTier	Move up 1 Move up 1 Move up 1 Move up 1 Change fa Half Speed for 1 turn Full speed port or fo Half Speed Full speed w/o prove arc to fire Move up 1 Move up 1 Move up 1	It goes first to half speed, increase to speed and make tu to speed and reduce to cing to any direction. d, Backward, no turns d, Swap port and star , +2 AC / TL , no turns, but move tward starboard d, no turns, turn 180 , move through 1 hey oking. During Gunnery at range 1 at any arc to 1½ speed, increase to speed and reduce to rovoking, change faci	No Pilo e turn distance irns normally turn distance <b>Fail</b> Poor board Half board Half either forwar x of enemy shi turn distance turn distance ing to any dire Max(BAB, P	ce by 2, by 1 (m -2 AC / ward or speed, r Speed rd Hal ip Ful e by 2 by 2 (m ection. iloting r	Add pilot in 0) TL ne space no roll If Speed, r I speed, n normal in 0), fly t Fail: As Fl ranks)+De	Fail by 5 Clumsy -4 AC / TL Don't move, -4 AC / TL Half Speed, -4 AC / TL Full speed, -2 AC/TL no turns no turns nove provokes, gunnery through enemy ship ly, but resolve spent.		
6 12	1	se: Helm Order Glide Fly Maneuver Stunts Turn in place Back off Barrel Roll Evade Slide Flip and Burn Flyby Full Power Audacious Gambit se: Gunnery	(Minor)  15+1.5xTier 10+1.5xTier 10+1.5xTier 10+1.5xTier 10+1.5xTier 15+1.5xTier 15+1.5xTier 20+1.5xTier Penalty	Move up 1 Move up 1 Move up 1 Move up 1 Change fa Half Speed for 1 turn Full speed port or fo Half Speed port or fo Half Speed w/o prove arc to fire Move up 1 Move up 1 Move up 1 Move up 1 Move up 1	It goes first to half speed, increase to speed and make tu to speed and reduce to cing to any direction. d, Backward, no turns d, Swap port and star , +2 AC / TL , no turns, but move tward starboard d, no turns, turn 180 , move through 1 hese bing. During Gunnery at range 1 at any arc to 1½ speed, increase to speed and reduce to rovoking, change faci nner Skill:	No Pilo e turn distance irns normally turn distance <b>Fail</b> Poor board Half board Half either forwar x of enemy shi turn distance turn distance ing to any dire Max(BAB, P	ce by 2, by 1 (m -2 AC / ward or speed, r Speed rd Hal ip Ful e by 2 by 2 (m ection. iloting r	Add pilot in 0) TL ne space no roll If Speed, r I speed, n normal in 0), fly t Fail: As Fl ranks)+De	Fail by 5 Clumsy -4 AC / TL Don't move, -4 AC / TL Half Speed, -4 AC / TL Full speed, -2 AC/TL no turns no turns nove provokes, gunnery through enemy ship ly, but resolve spent.		
6 12	1	se: Helm Order Glide Fly Maneuver Stunts Turn in place Back off Barrel Roll Evade Slide Flip and Burn Flyby Full Power Audacious Gambit se: Gunnery Snap Shot	(Minor)  15+1.5xTier 10+1.5xTier 10+1.5xTier 10+1.5xTier 10+1.5xTier 15+1.5xTier 15+1.5xTier 20+1.5xTier Penalty -2 (Minor)	Move up 1 Move up 1 Move up 1 Move up 1 Change fa Half Speed for 1 turn Full speed Full speed Full speed Full speed w/o prove arc to fire Move up 1 Move up 1 Without p Role: Gu Fire one w	It goes first o half speed, increase to speed and make tu to speed and reduce to cing to any direction. d, Backward, no turns d, Swap port and star , +2 AC / TL , no turns, but move tward starboard d, no turns, turn 180 , move through 1 hey oking. During Gunnery at range 1 at any arc to 1½ speed, increase to speed and reduce to rovoking, change faci nner Skill: reapon, can only be d ship weapons	No Pilo e turn distance irns normally turn distance <b>Fail</b> Poor board Half board Half either forwar x of enemy shi turn distance turn distance ing to any dire Max(BAB, P	ce by 2, by 1 (m -2 AC / ward or speed, r Speed rd Hal ip Ful e by 2 by 2 (m ection. iloting r	Add pilot in 0) TL ne space no roll If Speed, r I speed, n normal in 0), fly t Fail: As Fl ranks)+De	Fail by 5 Clumsy -4 AC / TL Don't move, -4 AC / TL Half Speed, -4 AC / TL Full speed, -2 AC/TL no turns no turns nove provokes, gunnery through enemy ship ly, but resolve spent.		
6 12		se: Helm Order Glide Fly Maneuver Stunts Turn in place Back off Barrel Roll Evade Slide Flip and Burn Flyby Full Power Audacious Gambit se: Gunnery Snap Shot Fire at will Shoot	(Minor)  15+1.5xTier 10+1.5xTier 10+1.5xTier 10+1.5xTier 10+1.5xTier 15+1.5xTier 15+1.5xTier 20+1.5xTier Penalty -2 (Minor) -4 0	Move up 1 Move up 1 Move up 1 Move up 1 Change fa Half Speed for 1 turn Full speed port or fo Half Speed port or fo Half Speed w/o prove arc to fire Move up 1 Move up 1 Move up 1 Move up 1 Fire one w Fire 2 star Fire 1 star	It goes first to half speed, increase to speed and make tu to speed and reduce to cing to any direction. d, Backward, no turns d, Swap port and star , +2 AC / TL , no turns, but move tward starboard d, no turns, turn 180 , move through 1 hese tward starboard d, no turns, turn 180 , move through 1 hese tward starboard d, no turns, turn 180 , move through 1 hese tward starboard d, no turns, turn 180 , move through 1 hese tward starboard d, no turns, turn 180 , move through 1 hese tward starboard d, no turns, turn 180 , move through 1 hese to speed and reduce to the speed, increase to speed and reduce to the speed, and reduce to the speed and reduce	No Pilo e turn distance irns normally turn distance <b>Fail</b> Door Back board Half Full s either forwar of enemy shi e turn distance turn distance ing to any dire Max(BAB, P done if no oth	ce by 2, by 1 (m -2 AC / ward or speed, r Speed rd Hal hip Ful e by 2 by 2 (m ection. iloting r her gunn	Add pilot in 0) TL ne space no roll If Speed, r I speed, r I speed, n normal in 0), fly t <b>Fail:</b> As Fl ranks)+De ter actions	Fail by 5 Clumsy -4 AC / TL Don't move, -4 AC / TL Half Speed, -4 AC / TL Full speed, -2 AC/TL no turns no turns nove provokes, gunnery through enemy ship ly, but resolve spent.		
6 12 6	1	se: Helm Order Glide Fly Maneuver Stunts Turn in place Back off Barrel Roll Evade Slide Flip and Burn Flyby Full Power Audacious Gambit se: Gunnery Snap Shot Fire at will Shoot Broadside	(Minor)  15+1.5xTier 10+1.5xTier 10+1.5xTier 10+1.5xTier 10+1.5xTier 15+1.5xTier 15+1.5xTier 20+1.5xTier Penalty -2 (Minor) -4 0 -2	Move up 1 Move up 1 Move up 1 Move up 1 Change fa Half Speed for 1 turn Full speed port or fo Half Speed port or fo Half Speed w/o prove arc to fire Move up 1 Move up 1 Move up 1 Move up 1 Fire one w Fire 2 star Fire 1 star Fire all we	It goes first o half speed, increase to speed and make tu to speed and reduce to cing to any direction. d, Backward, no turns d, Swap port and star , +2 AC / TL , no turns, but move tward starboard d, no turns, turn 180 , move through 1 hey oking. During Gunnery at range 1 at any arc to 1½ speed, increase to speed and reduce to rovoking, change faci nner Skill: reapon, can only be do ship weapon apons in one arc (inc	No Pilo e turn distance irns normally turn distance Fail Poor board Half Full s either forwar of enemy shi turn distance ing to any dire Max(BAB, P done if no oth	ce by 2, by 1 (m -2 AC / ward or speed, r Speed rd Hal as r ip Ful e by 2 by 2 (m ection. iloting r	Add pilot in 0) TL ne space no roll If Speed, r Ispeed, r ispeed, n normal in 0), fly t <b>Fail:</b> As Fl anks)+De er actions arget diff	Fail by 5 Clumsy -4 AC / TL Don't move, -4 AC / TL Half Speed, -4 AC / TL Full speed, -2 AC/TL no turns no turns nove provokes, gunnery through enemy ship y, but resolve spent. x s occur erent ships		
6 12 6 12		se: Helm Order Glide Fly Maneuver Stunts Turn in place Back off Barrel Roll Evade Slide Flip and Burn Flyby Full Power Audacious Gambit se: Gunnery Snap Shot Fire at will Shoot Broadside Precise Targeting	(Minor)  15+1.5xTier 10+1.5xTier 10+1.5xTier 10+1.5xTier 10+1.5xTier 15+1.5xTier 15+1.5xTier 20+1.5xTier Penalty -2 (Minor) -4 0 -2	Move up 1 Move up 1 Move up 1 Move up 1 Change fa Half Speed for 1 turn Full speed Full speed port or fo Half Speed Full speed w/o prove arc to fire Move up 1 Move up 1 Move up 1 Fire one w Fire 2 star Fire 1 star	It goes first o half speed, increase to speed and make tu to speed and reduce to cing to any direction. d, Backward, no turns d, Swap port and star , +2 AC / TL , no turns, but move tward starboard d, no turns, turn 180 , move through 1 hey oking. During Gunnery at range 1 at any arc to 1½ speed, increase to speed and reduce to rovoking, change faci nner Skill: reapon, can only be do ship weapon apons in one arc (inc	No Pilo e turn distance irns normally turn distance Fail Poor Back board Half Either forwar of enemy shi turn distance ing to any dire Max(BAB, P done if no oth	ce by 2, by 1 (m 2 AC / ward or speed, r Speed rd Hal as r by 2 (m e by 2 (m ection. iloting r er gunn ) May t t and tar	Add pilot in 0) TL ne space no roll If Speed, r I Speed, r I speed, n normal in 0), fly t <b>Fail:</b> As Fl anks)+De ier actions	Fail by 5 Clumsy -4 AC / TL Don't move, -4 AC / TL Half Speed, -4 AC / TL Full speed, -2 AC/TL no turns no turns nove provokes, gunnery through enemy ship y, but resolve spent. x s occur		