

BRIDGE

Roll Command:

INITIATIVE

SHIP NAME

SHIP CLASS

ORDERS (All 0 EP)

◇

ATTACK: Advance moves and attack rolls

◇

EVADE: Evasive Manoeuvres and Breaking Locks

◇

REPAIR: All Ship Repairs

◇

RETREAT: Retreat moves

PLACE ORDER HERE

CURRENT ORDER BONUS

RANGES

CONTACT

0 CU

SHORT

1 CU

MEDIUM

2 CU

LONG

4 CU

EXTREME

8 CU

SENSORS

Roll Data Djinn:

SIG BONUS

ACTIONS (All 1 EP):

◇

TARGET LOCK

◇

BREAK TARGET LOCK

◇

PULSE or MEME ATTACK: EP dmg

◇

DISAPPEAR: requires Stealth Tech

PLACE ASSIGNED ENERGY POINTS HERE

CURRENT TARGET LOCK

ENGINEERING

Roll Tech:

ENERGY POINTS

ACTIONS:

◇

OVERLOAD REACTOR: Each 6 = 1 EP, 1 HP dmg (0 EP)

◇

REPAIR: Hull, System, Critical or Module (1 EP)

◇

OPEN AIRLOCK: After docking (1 EP)

Repairs require Spare Parts

PLACE ASSIGNED ENERGY POINTS HERE

DISABLED MODULES

GUNNERY

Roll R. Combat:

ARMOUR

ACTIONS:

◇

FIRE WEAPON SYSTEM (1 EP)

◇

LAUNCH TORPEDO/DEPLOY MINE (0 EP)

◇

DEFENSIVE FIRE (1 EP)

PLACE ASSIGNED ENERGY POINTS HERE

CURRENT HULL POINTS

HELM

Roll Pilot:

SPEED

MAN. BONUS

ACTIONS (All EP = Ship Class):

◇

POSITION: Each 6 = +1 Initiative

◇

ADVANCE/RETREAT: Each extra 6 = +1 move

◇

EVASIVE MANOEUVRES

◇

RAMMING: Dmg = Ship Class

◇

BOARDING: -2 during combat

CURRENT EVASION BONUS

WEAPON	BONUS	DMG	CRIT	RANGE	NOTES