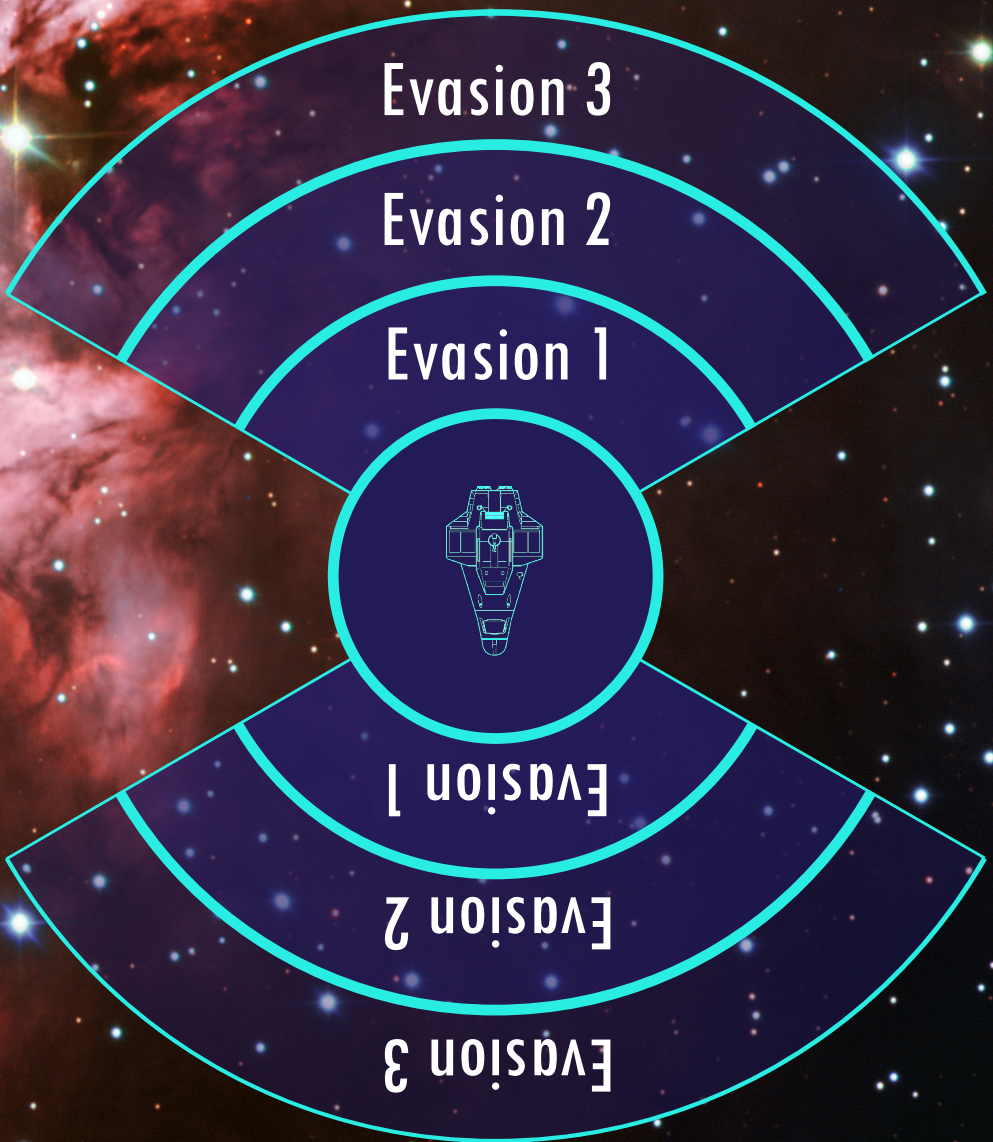


Command Points



Gunners

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 -4 to hit, half damage before applying Armor. Drive is degraded by 1.

Fire all Guns

3

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

Gain 1 CP

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.

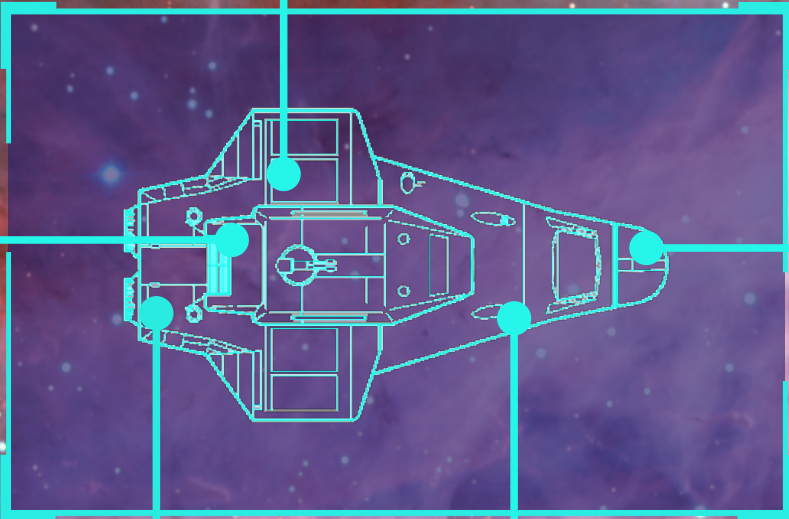
Emergency Repairs

3

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

Gain 1 CP

Hull Size	Multiplier
Capital	6
Cruiser	4
Fighter	3
2	2



AC

Bonus

Armor

Speed

Bonus

Drive



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

Captain

Support Department

0

Reduce cost of single action by 2 CP for chosen department.

Into the Fire

0

Accept Crew Lost crisis. Gain Lead skill +1 CP.

Keep it Together

0

Mullify enemy hit and roll crisis.

Once

Once

Once

Comms

Crash Systems

2

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

Defeat ECM

2

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

Sensor Ghost

2

Int/Program vs difficulty 9. success: AC + Program skill until next turn.

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.

Bridge

Escape Combat

4

Opposed Int/Pilot or Dex/Pilot + ship speed against fastest 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	Acute
4 Engine lock	Cont.
5 Fuel bleed	Acute
6 Haywire systems	Cont.
7 Hull breach	Acute
8 System damage	Cont.
9 Target decalibration	Cont.
10 VIP imperiled	Acute