

1. Order Phase (Captain)

Give orders to crew members that will bestow bonuses if followed.

Repair!

Grants a bonus to ship repairs (Phase 2).

Evade!

Grants a bonus to evasive maneuvers (Phase 3), and to attempts at breaking an enemy lock-on (Phase 4).

Retreat!

Grants a bonus to movement away from the enemy ship (Phase 3).

Attack!

Grants a bonus to movement towards an enemy ship (Phase 3), and to all attacks (Phase 5).

2. Engineer Phase (Engineer)

Distribute the entire EP pool to all crew members, then you may perform a demanding TECHNOLOGY test for the following actions.

Overload the Reactor - 0 EP

A successful roll gives you extra EP equal to the number of sixes on your roll. Distribute the extra EP immediately. The ship suffers 1 point of HP damage per extra EP generated. A failed roll means 1 point of HP damage.

Repair Hull Damage - 1 EP

A successful roll restores Hull Points equal to the number of sixes on your roll. A failed roll has no effect. Requires one Ordinary spare part. Without a service station, you get a -2 to the roll.

Repair System Damage - 1 EP

A successful roll restores lost EP equal to the number of sixes on your roll, taking effect at the beginning of the next turn. A failed roll has no effect. Requires one Ordinary spare part. Without a service station, you get a -2 to the roll.

Repair Critical Damage - 1 EP

A successful roll repairs one critical damage, provided the ship has not been vaporized. A failed roll has no effect. Requires one Ordinary spare part. Without a service station, you get a -2 to the roll.

Repair System Damage - 1 EP

A successful roll restores a disabled module to working condition. A failed roll has no effect. Requires one ordinary spare part. Without a service station, you get a -2 to the roll.

Open an airlock - 1 EP

Open an airlock to an enemy ship that the pilot has docked with in the previous turn. See Boarding (phase 3).

3. Pilot Phase (Pilot)

The pilot can perform a variety of maneuvers, each one requiring a pilot test. Each maneuver is modified by the Maneuverability of the ship. A failed roll means that the intended maneuver is not performed. The pilot can perform multiple actions at once – if she has been allotted enough EP. Each additional action after the first one gives a -2 to all actions.

Position - [Class of Ship] EP

The pilot attempts to move into a better position. Each six on the roll raises the initiative score of the ship by one for the coming turns.

Advance/Retreat - [Class of Ship] EP

The ship moves one segment on the map in the direction of your choice. For each additional six on the roll, you can move one extra segment.

Evasive Maneuver - [Class of Ship] EP

An unexpected maneuver that gives a penalty to all attacks against the ship for the rest of the turn, equal to the number of sixes on the roll.

Ramming - [Class of Ship] EP

If the ship is in the same segment as an enemy ship (Contact Range), the pilot may attempt to ram the enemy. The action is an opposed pilot roll for the two pilots. It counts as an action for the attacker, but not for the defender. Both rolls are modified by the Maneuverability of the ships.

Boarding - [Class of Ship] EP

If the ship is equipped with a docking station, the pilot may attempt to dock with an enemy ship to send a boarding party over. Just like ramming, this is an opposed pilot roll modified by Maneuverability. The attacking pilot suffers a -2 however, as docking during combat is incredibly difficult. If you win the roll, the engineer may (in the next turn) test technology to open an airlock into the enemy ship. Once the docking is complete, the target ship cannot Retreat from the attacker.

4. Sensor Phase (Sensor operator)

The sensor operator can perform one of several key actions during a fight, all requiring data djinn rolls.

Target Lock - 1 EP

To attack the enemy effectively, the sensor operator should attempt to lock the targeting computers on the enemy craft. The roll is modified by the Signature of the enemy ship. A successful roll means that the target is now locked, giving a positive modifier to attacks against this target equal to the number of sixes on the roll. Note the lock strength down or use a die to indicate it. Torpedoes cannot be used at all without first locking the target. Other weapon systems can be used without a lock, but suffer a -2 modifier. Only one target at a time may be locked – if you establish a new lock, the previous lock is lost.

Breaking Target Lock - 1 EP

To avoid attacks, the sensor operator may attempt to break an enemy lock on the ship. The roll is modified negatively by the strength of the enemy lock. A successful roll breaks the lock.

Pulse and Meme Attacks - 1 EP

The operator launches a data pulse or meme attack against the opponent. The roll is modified by the enemy's Signature. Pulse attacks deal EP damage (not HP damage).

Disappear - 1 EP

If the ship is fitted with Stealth Technology (page 154), the sensor operator may attempt to drop from the enemies' screens. If the ship has a lock on it, the roll is modified negatively by the strength of the lock (the highest value in the case of multiple locks). A successful roll ends the combat. The enemy ship may of course try to detect you again.

5. Attack Phase (Gunner)

The gunner fires the ship's weapon systems. If there are more than one weapon systems onboard, the gunner must choose which system to fire. The attack roll is a ranged combat test

Fire Weapon Systems - 1 EP

The attack is modified by the bonus of the weapon system, certain features (above), and by the strength of the lock on the enemy ship. Firing without a target lock gives the gunner a -2 to the roll. Incoming torpedoes may also be targeted. On a successful roll, the target suffers damage

Launch a Torpedo - 1 EP

Like the action above, but requires a lock on the target. Torpedoes don't hit their targets immediately – they approach them at a speed of 2 CU per turn, including the turn they were launched. Use a token of some sort to represent the torpedo on the combat map. Torpedoes can be fired upon and destroyed by the defender. A ship can carry only a limited number of torpedoes.

Launch Mine - 0 EP

Places a mine in the segment where the ship is located. Roll a normal attack roll and note down the result, which represents how well placed the mine is. No target lock is needed and the roll gets no penalty for this. Place any appropriate marker in the segment to mark where the mine is. When any other ship moves into the segment, the attack from the mine is immediately triggered, directly in the Pilot Phase of the turn.

Defensive Fire - 1 EP

A ship equipped with an autocannon or a countermeasure dispenser can fire defensive fire against an incoming torpedo, even if the torpedo is launched from 2 CU or less (and thus strikes in the same turn). The defensive fire is rolled right before the torpedo strikes, and is considered to occur at Contact range. The defensive fire replaces any offensive fire by the gunner in the same turn.