# STARSHIP COMBAT PHASES

## Choose Roles

Everyone chooses the role they want to play for this round.

## Beginning of the Engineering Phase

Anyone might take an Open Action *instead of* an action associated with their role.

## Engineering Phase

- Captain
- Chief Mate

- Engineer
- Magic Officer

## Helm Phase

- Captain
- Chief Mate
- Pilot

- Science Officer
- Minor Crew Actions: Glide, Rescan, Visual Identification

## Gunnery Phase

- Captain
- Gunner

- Minor Crew Action: Snap Shot

# STARSHIP COMBAT OPEN ACTIONS

Open actions can be taken by anyone with at least 1 rank in Computers, Engineering, Physical Science, or Piloting. An open crew action counts as your action and occur at the beginning of the engineering phase. Each open crew action can be performed only once per round. Most open crew actions do not require a check. They happen simultaneously, at the beginning of the Engineering phase.

## Erratic Maneuvering

Grant a +1 circumstance bonus to your starship's AC and TL against any opponent performing the flyby stunt this round.

## Feign Disaster

Each enemy vessel's captain (or the science officer with the highest Computers skill bonus, if the ship has no captain) immediately makes a Computers check (DC = 10+1.5×your starship's tier); this doesn't take an action. If they succeed, they see through the ruse and are unaffected. On a failed check, their crews start enacting emergency procedures that impose a −2 penalty on their checks for scan and lock on actions taken against your ship, and on Piloting checks attempted while within 1 hex of your starship. This can only be attempted once per starship encounter.

## Prioritize Calculation

One crew member attempting a check this round and using a bonus from the ship's computer can increase that bonus by 1.

## Range Finding

One crewmember gains a +1 bonus to one attack roll or skill check of their choice related to starship combat that's attempted before the end of this turn.

## Ready Weapons System

Select one weapon system when you perform this task. If that weapon is not fired this round but is fired on the next round after you have readied it, it deals +1 damage on a successful attack (+2 damage for starships of tier 6 and greater).