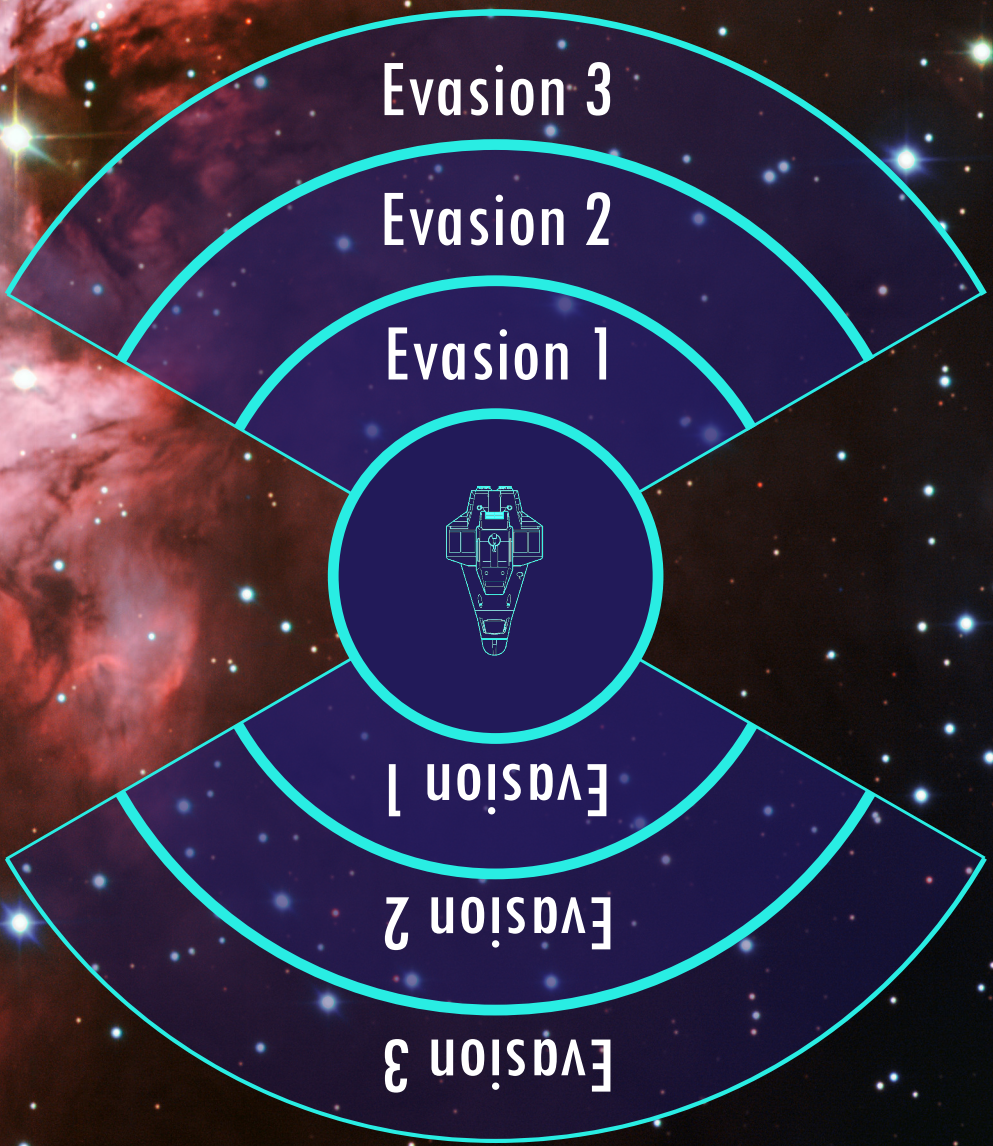


Command Points



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

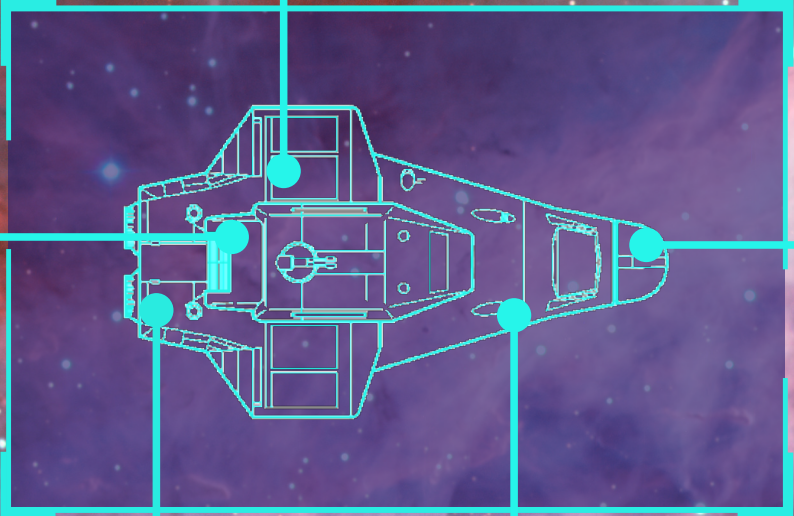
Boost Engines 2
Int/Fix vs difficulty 8. success: increase speed by 2 until start of next turn.

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.

Hull Size	Multiplier
Capital	6
Cruiser	4
Fighter	3
2	2

Weapons



Fittings

Drive

AC Bonus

Armor

Speed Bonus

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
Nullify enemy hit and roll crisis.

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.

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.

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.

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