BRIDGE Roll Command:

INITIATIVE

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

SHIP NAME

SHIP CLASS

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