

COMMANDER / CREW CAMPAIGN ADVANTAGES

Advantage	Prerequisite	Game Rules	Scenario Point Cost
Commander's Luck	none	Allows commanders <i>one</i> re-roll any roll that involves their survival or the survival of their ship (ship recovery rolls, captain survival, etc). Cannot be used for anything in the actual game <i>except</i> ship explosion rolls.	none
ECM / Shielding	none	Increases the effective ECM / Shielding ratings for all six sides of the ship or station by one level for each time the advantage is purchased.	20% base ship cost
Gunnery Accuracy	none	Applies a -2 bonus modifier to all base gunnery checks (any roll made with the base to-hit table). Does not assist torpedoes, mass drivers, or aerospace attack rolls.	20% base ship cost
Gunnery Impact	none	The damage on any gunnery hit is assessed as if it were one range bracket closer. Note this will not always confer a benefit. Not it will also extend effective range of guns by one full range bracket.	20% base ship cost
Electronic Warfare	none	Gives a +1 to hit bonus to torpedoes (d10) and +1 to mass drivers (d6). Gives a +1 to ECM / Shielding vs. torpedoes / missiles only. Enemy mass drivers have a -1 (d6) to hit your torpedoes.	20% base ship cost
Engineering / Thrust	none	Applies a +1 modifier to the ship's sublight thrust. Note that this also increases initiative. Damage to engines and reactors work backward from this new adjusted (improved) number.	20% base ship cost
Darkstar Engineering	none	Allows the ship to operate Darkstar drives at one level higher than its listed design Darkstar system. 10th-wave ships move at 11th-wave speeds, etc.	none
Elite Aerospace	none	Applies a -1 to-hit bonus for all aerospace craft carried by that ship. Applies a +1 to-hit penalty for enemy fighters and mass drivers trying to hit them. These craft must be marked to identify them among others in the same fleet.	+50% to the cost of ship's aerospace group
Elite Marines	none	Applies a -3 modifier for marines trying to board enemy ships, or a +3 penalty for enemy marines trying to board a ship with elite marines. Also, enemy is at a +1 penalty to hit the marines' assault boats.	20% of COMPLETE ship cost (including aerospace)
Tactical Initiative	none	Applies a +2 modifier to the ship commander's initiative. Note that it <i>does not</i> increase the ship's available thrust.	20% base ship cost
Resolute Crew	none	50% chance that ship will break off when sustaining core damage. Buy two = 25% chance. Cannot be boarded / captured post-game via Ship Recovery table. Also, +1 for defending crew on Boarding Action table. Also, gets to repair damage during game on a 4+ roll at beginning of each resolution phase: PV-CRV = 1d. FF-DD= 2d. CL-CA = 3d. BB= 5d. Made BEFORE cripple checks. But CANNOT "uncripple" a ship.	20% base ship cost
Expert Repair	none	Halves the amount of towing and repair time needed for the ship after each battle. Note that this advantage can only be bought once.	none
Battlegroup Command	Must be at least a Commander	Allows commander to lead multi-ship forces costing up to 250 points. A battlegroup that does not have a qualified commander applies a -1 penalty to all initiative checks. Starting Captains and above have this automatically.	none
Task Force Command	Must be at least a Captain - must have Battlegroup Command	Allows commander to lead multi-ship forces costing up to 500 points. A battlegroup that does not have a qualified commander applies a -1 penalty to all initiative checks. Starting Commodores and above have this automatically.	none
Fleet Command	Must be at least a Commodore - must have Task Force Command	Allows commander to lead multi-ship forces costing up to 500 points. A battlegroup that does not have a qualified commander applies a -1 penalty to all initiative checks. Starting R. Admirals and above have this automatically.	none