



CAPTAIN

CAPTAIN



Your role in combat is to encourage the crew while taunting enemies into making critical mistakes. A starship can have only one captain, and you can assume that role only if it's currently vacant. The captain alone can act in any phase of combat. You can take the following actions:

- Demand
- Encourage
- Taunt
- Orders (Level 6+)
- Moving Speech (Level 12+)

Skills: Bluff, Diplomacy, Intimidate



CHIEF MATE

CHIEF MATE



The chief mate assists characters in all other roles on the ship, making the rest of the crew's jobs easier and allowing them to accomplish more in their primary duties since they no longer need to focus on physically manipulating machinery or equipment. As chief mate, you act during the same phase as the crew member you wish to assist that round. You can take the following actions:

- Hard Turn
- Maintenance Panel Access
- Manual Realignment
- Targeting Aid (6+ ranks)
- Maximize Speed (12+ ranks)

Skills: Acrobatics, Athletics



ENGINEER

ENGINEER



You work with your starship's power core and engines to achieve maximum efficiency, grant extra power in times of need, and divert power to vital systems as necessary. You can also repair damaged systems. A starship can have any number of engineers, and you act during the engineering phase. You can take the following actions:

- Divert
- Hold it Together
- Patch
- Overpower (6+ ranks)
- Quick Fix (12+ ranks)

Skills: Engineering



GUNNER

GUNNER



You operate your starship's various weapon systems, using them to neutralize or destroy enemy vessels. A starship can have at most one gunner per weapon mount. A gunner acts during the gunnery phase.

A gunner doesn't use a skill to fire weapons. Instead, your Dexterity bonus plus either your base attack bonus or Piloting ranks determines your gunnery bonus. You can take the following actions:

- Deploy Drones (if available)
- Fire at Will
- Lay Mines (if available)
- Shoot
- Broadside (Level 6+)
- Precise Targeting (Level 12+)

Skills: —



MAGIC OFFICER

MAGIC OFFICER



The magic officer deeply understands the connection between magic and science. You provide mystical knowledge and resources that can push the starship's interaction with the inherent magic around it to new heights. A magic officer acts during the engineering phase in starship combat, and a ship can have any number of magic officers. You can take the following actions:

- Eldritch Shot
- Precognition
- Scrying
- Mystic Haze (6+ ranks)
- Psychic Currents (12+ ranks)

Skills: Mysticism



PILOT

PILOT



You plot the course of the ship. Each starship has speed and maneuverability ratings, but you can push your starship beyond these boundaries with enough prowess. A starship can have only one pilot, and you can assume that role only if it's vacant. The pilot acts during the helm phase of combat. You can take the following actions:

- Fly
- Maneuver
- Stunt
- Full Power (6+ ranks)
- Audacious Gambit (12+ ranks)

Skills: Piloting



SCIENCE OFFICER

SCIENCE OFFICER



You use the starship's technological systems to identify threats, target foes, and navigate hazards. A starship can have any number of science officers, who act during the helm phase of combat. You can take the following actions, some of which require electronic countermeasure (ECM) weapons:

- Activate ECM (if available)
- Balance
- Rapid Jam (if available)
- Recall Beacon (if available)
- Scan
- Target System
- Insidious Electronics (6+ ranks, if available)
- Lock On (6+ ranks)
- Improve Countermeasures (12+ ranks)

Skills: Computers

CREW ACTIONS



You can take one action (usually defined by your role) per round of starship combat. Certain actions require a minimum character level or number of ranks in a certain skill. NPC crew members are assumed to have a number of ranks in the appropriate skill equal to the starship's tier. Class features and items affect crew actions only if specifically noted in that class feature or item. If a starship's tier is less than 1, treat it as 1 for the purpose of these calculations.

CREW ACTIONS

MINOR CREW ACTIONS



Minor crew actions are computer-aided actions that provide you limited functions for certain starship roles even if you don't have a full crew. You can take a minor crew action regardless of your current role, but only if no other action was performed this round for the role associated with that minor crew action. A minor crew action can be performed only once per round and doesn't count as your action.

CREW ACTIONS

PUSH AND RESOLVE



Push: Push actions (indicated in an action's heading) are difficult to perform but can yield greater results. You can't perform a push action if the necessary system is malfunctioning or wrecked.

Resolve: You must spend Resolve Points to perform certain actions. At 8th level and again at 16th level, you gain 1 Resolve Point at the start of any starship combat encounter. These points can exceed your normal pool of Resolve Points; unspent points gained this way are lost at the end of the encounter.

CHANGING ROLES



You can switch between roles (or assume a role if you don't already have one), but this change must occur at the start of a round, before the engineering phase. You can switch to the captain or pilot role only if that role would otherwise be vacant (or if the character in that role is unable to take actions).

CAPTAIN

DEMAND



Phase: Any

You can make a demand of a crew member to try to improve their performance. You grant a +4 bonus to one specific check by succeeding at an Intimidate check ($DC = 15 + 1\frac{1}{2} \times \text{your starship's tier}$). You must take this action before the associated check is rolled, and you can grant this bonus to an individual character only once per combat.

CHIEF MATE

HARD TURN (PUSH)



Phase: Helm

You manually adjust additional thrusters and bypass safety systems to improve the starship's maneuverability. Attempt an Acrobatics or Athletics check (DC = $10 + 1\frac{1}{2} \times$ your starship's tier). If you succeed, the pilot can make one turn during the round as though the maneuverability of the starship were improved by one step. This has no effect on a ship with perfect maneuverability. If you fail your check by 10 or more, you cause the ship's maneuverability to worsen by one step for the rest of this round.

CAPTAIN

ENCOURAGE



Phase: Any

You can encourage another member of the crew to give them a bonus to their action. This grants a +2 bonus to the check required by a crew action if you succeed at a DC 10 check using the same skill. Alternatively, you can grant this same bonus by succeeding at a DC 15 Diplomacy check. You can't encourage yourself.

CHIEF MATE

MAINTENANCE PANEL ACCESS



Phase: Engineering

You rip open access panels to help the engineer with their divert or overpower action. Attempt an Acrobatics or Athletics check ($DC = 10 + 1\frac{1}{2} \times \text{your starship's tier}$), enhancing the engineer's action as follows if you succeed.

Divert: The engineer can provide the benefit to two different systems instead of one.

Overpower: The engineer can divert power to four different systems instead of three.

If you fail your check by 10 or more, all engineer actions performed this turn take a -2 penalty.

CAPTAIN

TAUNT (PUSH)



Phase: Any

You broadcast a taunting message to the enemy. Select an enemy vessel and a phase of combat (engineering, helm, or gunnery), then attempt a Bluff or Intimidate check ($DC = 15 + 1\text{-}1/2 \times \text{the enemy starship's tier}$). If you succeed, each enemy character acting during the selected phase takes a -2 penalty to all checks for 1d4 rounds; the penalty increases to -4 if the enemy's check is made as part of a push action. Once used against an enemy starship, taunt can't be used against that starship again during the same combat.

CHIEF MATE

MANUAL REALIGNMENT



Phase: Helm

You realign the ship's sensors to help the science officer get better results when studying another vessel. Attempt an Acrobatics or Athletics check ($DC = 10 + 1\frac{1}{2} \times \text{your starship's tier}$). If you succeed and the science officer also succeeds at their check to perform the scan action, they receive one additional piece of information, as though their result were 5 higher. If you fail the check by 10 or more, no check to scan can be attempted this round as the system recalibrates.

CAPTAIN

ORDERS (PUSH)



Phase: Any

At 6th level, you can grant an additional action to one member of the crew by spending 1 Resolve Point and succeeding at a difficult skill check (Computers for a science officer, Engineering for an engineer, gunnery for a gunner, and Piloting for a pilot) at the beginning of the phase in which the crew member would normally act. The DC of this check is equal to $10 + 1\frac{1}{2} \times$ your starship's tier. If you succeed, the crew member can take two actions in their role this round (both when they would normally act), but they can't take the same action twice.

CHIEF MATE

TARGETING AID (PUSH)



Phase: Engineering

If you have at least 6 ranks in Acrobatics or Athletics, you can assist one gunner by maximizing their weapon's performance. Spend 1 Resolve Point and attempt either an Acrobatics or Athletics check ($DC = 20 + 1\frac{1}{2} \times \text{your starship's tier}$). One gunner can then take the fire at will or broadside action without the associated penalty to gunnery checks. If you fail the check by 10 or more, that gunner instead takes a -2 penalty to attack rolls they make this round. This action can be taken more than once per round, but only once per gunner acting in that round.

CAPTAIN

MOVING SPEECH



Phase: Any

At 12th level, you can spend 1 Resolve Point and take your action to give a moving speech to the crew during one phase of combat with a successful Diplomacy check (DC = $15 + 1\frac{1}{2} \times$ your starship's tier). For the remainder of that phase, your allies can roll twice and take the better result when performing crew actions.

CHIEF MATE

MAXIMIZE SPEED (PUSH)



Phase: Helm

If you have at least 12 ranks in Acrobatics or Athletics, you can help the pilot get the most speed possible out of your ship, pushing the engines to their limit. Spend 1 Resolve Point and attempt an Acrobatics or Athletics check ($DC = 25 + 1\text{-}1/2 \times \text{your starship's tier}$). If you succeed, increase the speed of your starship by 2 this round. This increase is cumulative with other increases to speed, such as from the engineer diverting power to the engines.

PILOT

FLY AND MANEUVER



Fly (Helm Phase): You move your starship up to its speed and can make any turns allowed by its maneuverability. This doesn't require a skill check.

Maneuver (Helm Phase): You move your starship up to its speed. You can also attempt a Piloting check ($DC = 15 + 1\frac{1}{2} \times \text{your starship's tier}$) to reduce your starship's distance between turns by 1 (to a minimum of 0).

ENGINEER

DIVERT



Phase: Engineering

You can divert extra power into one of your starship's systems with a successful Engineering check (DC = $10 + 1\frac{1}{2} \times$ your starship's tier). The results depend on where you send this extra power.

Engines: Your starship's speed increases by 2 this round.

Science Equipment: Science officers receive a +2 bonus to their crew actions this round.

Shields: Restore Shield Points equal to 5% of the starship's PCU rating (up to the shields' maximum). Distribute the SP among the quadrants as you see fit.

Weapons: Treat each damage die that rolls a 1 this round as having rolled a 2 instead.

PILOT

STUNT (PUSH) AND FULL POWER (PUSH)



Stunt (Helm Phase): You can attempt any one of the stunts described on page 319 of the *Core Rulebook* or pages 17 and 55 of the *Starship Operations Manual*. The DCs of the Piloting checks required and the results of success and failure are described in each stunt's description.

Full Power (Helm Phase): If you have at least 6 ranks in Piloting, you can spend 1 Resolve Point to move your starship up to 1-1/2 times its speed. You can make turns during this movement, but you add 2 to your starship's distance between turns.

ENGINEER

HOLD IT TOGETHER



Phase: Engineering

You can hold one system together by constantly patching and modifying it. If you succeed at an Engineering check ($DC = 15 + 1\text{-}1/2 \times$ your starship's tier), you can select one system; that system is treated as if its critical damage condition were two steps less severe for the rest of the round (wrecked becomes glitching, and a malfunctioning or glitching system functions as if it had taken no critical damage). This check isn't modified by penalties from critical damage to the power core.

PILOT

AUDACIOUS GAMBIT



Phase: Helm

If you have at least 12 ranks in Piloting, you can spend 1 Resolve Point and attempt a Piloting check ($DC = 15 + 1\frac{1}{2} \times \text{your starship's tier}$) to pull off complex maneuvers. You can move your starship up to its speed, treating its distance between turns as if it were 2 lower (minimum 0). You can also fly through hexes occupied by enemy vessels without provoking free attacks. At the end of your starship's movement, you can rotate your starship to face in any direction. If you fail the check, you instead move as if you had taken the fly action (but still lose the Resolve Point).

ENGINEER

PATCH



Phase: Engineering

You can patch a system to reduce the effects of a critical damage condition; this takes a number of actions and has a DC based on the condition's severity (see Patch Table on card 36 or 47). The number of actions required can be reduced by 1 (to a minimum of 1 action) by increasing the DC by 5. If you succeed, the damage remains, but it is treated as one step less severe until one of the following occurs: the combat ends, 1 hour passes, or the system takes critical damage again. This action can be taken more than once per round, such as by multiple engineers.

GUNNER

FIRE AT WILL (PUSH), SHOOT, AND BROADSIDE (PUSH)



Fire At Will (Gunnery Phase): You can fire any two starship weapons, regardless of their arc. Each attack is made at a -4 penalty.

Shoot (Gunnery Phase): You can fire one of your starship's weapons. If you use a turret weapon, you can target a ship in any arc.

Broadside (Gunnery Phase): At 6th level, you can spend 1 Resolve Point to fire all of your starship's weapons mounted in one arc (including turret-mounted weapons). Each weapon can target any vessel in that arc. All of these attacks are made at a -2 penalty.

ENGINEER

PATCH TABLE



This table is used for the engineer's patch action (card 34 or 45). Always add 1-1/2 times your starship's tier to the Base DC below to calculate the Engineering DC.

Critical Damage Condition	Actions to Patch	Base DC
Glitching	1	10
Malfunctioning	2	15
Wrecked	3	20

GUNNER

PRECISE TARGETING



Phase: Gunnery

At 12th level, you can perform a very precise strike by spending 1 Resolve Point and firing one starship weapon at a single target. If the attack hits and the enemy ship's shields on that quadrant are depleted before your attack, you deal critical damage to a random system. If the attack would normally cause critical damage, the normal critical damage applies as well (meaning your attack could potentially deal critical damage multiple times; determine which system is damaged as normal each time).

ENGINEER

OVERPOWER (PUSH)

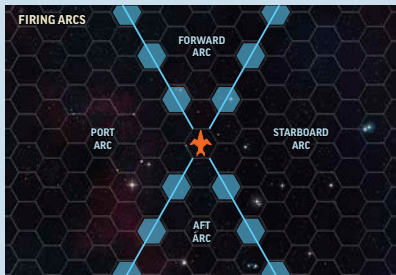


Phase: Engineering

If you have at least 6 ranks in Engineering, you can spend 1 Resolve Point and attempt an Engineering check ($DC = 10 + 1\text{-}1/2 \times \text{your starship's tier}$) to perform the divert action, but sending extra power to any three systems listed in that action. This action and the divert action can't be taken in the same round.

GUNNER

FIRING ARCS



Shaded hexes are in both arcs (attacker's choice)

ENGINEER

QUICK FIX



Phase: Engineering

If you have at least 12 ranks in Engineering, you can repair a system quickly by spending 1 Resolve Point and attempting an Engineering check (DC = 20 + 1-1/2 × your starship's tier). If successful, you remove the critical damage condition from one system for 1 hour, after which time it must be repaired as normal.

ENGINEER

DIVERT



Phase: Engineering

You can divert extra power into one of your starship's systems with a successful Engineering check (DC = 10 + 1-1/2 × your starship's tier), and the results depend on where you send this extra power.

Engines: Your starship's speed increases by 2 this round.

Science Equipment: Science officers receive a +2 bonus to their crew actions this round.

Shields: Restore Shield Points equal to 5% of the starship's PCU rating (up to the shields' maximum). Distribute the SP among the quadrants as you see fit.

Weapons: Treat each damage die that rolls a 1 this round as having rolled a 2 instead.

MAGIC OFFICER

ELDRITCH SHOT (PUSH)



Phase: Engineering

You magically augment a starship weapon. The magic lasts for only a single attack before it dissipates and the starship weapon returns to its normal functionality. Choose one weapon on your starship to augment and attempt a Mysticism check (DC = $10 + 1\frac{1}{2} \times$ your starship's tier). If you succeed, the gunner treats the range of that weapon as 5 hexes longer than normal. This does not work for weapons with the point special property.

ENGINEER

HOLD IT TOGETHER



Phase: Engineering

You can hold one system together by constantly patching and modifying it. If you succeed at an Engineering check ($DC = 15 + 1\frac{1}{2} \times$ your starship's tier), you can select one system; that system is treated as if its critical damage condition were two steps less severe for the rest of the round (wrecked becomes glitching, and a malfunctioning or glitching system functions as if it had taken no critical damage). This check isn't modified by penalties from critical damage to the power core.

MAGIC OFFICER

PRECOGNITION



Phase: Engineering

You use your supernatural senses and a spark of divination magic to see an opponent's motion before it happens, giving you just a split second to shout a warning to your ship's pilot. Attempt a Mysticism check ($DC = 10 + 1\frac{1}{2} \times \text{your starship's tier}$). On a success, you grant the pilot a +2 circumstance bonus to their Piloting check at the beginning of the helm phase to determine piloting order.

ENGINEER

PATCH



Phase: Engineering

You can patch a system to reduce the effects of a critical damage condition; this takes a number of actions and a DC based on the condition's severity (see Patch Table on card 36 or 47). The number of actions required can be reduced by 1 (to a minimum of 1 action) by increasing the DC by 5. If you succeed, the damage remains, but it is treated as one step less severe until one of the following occurs: the combat ends, 1 hour passes, or the system takes critical damage again. This action can be taken more than once per round, such as by multiple engineers.

MAGIC OFFICER

SCRYING



Phase: Engineering

Using magical divination, you learn information about another starship. Attempt a Mysticism check, applying any modifiers from the starship's sensors. The DC for this check is equal to $5 + 1\frac{1}{2} \times$ the tier of the starship being scanned + its bonus from defensive countermeasures. If you succeed, you learn the first unknown piece of information from the list on the Scrying Results card (card 48 or 91). For every 5 by which you exceed the check, you learn another unknown piece of information.

ENGINEER

PATCH TABLE



This table is used for the engineer's patch action (card 34 or 45). Always add 1-1/2 times your starship's tier to the Base DC below to calculate the Engineering DC.

Critical Damage Condition	Actions to Patch	Base DC
Glitching	1	10
Malfunctioning	2	15
Wrecked	3	20

MAGIC OFFICER

SCRYING RESULTS



The scrying action (card 46 or 89) reveals the following information:

1. Basic Information: Living crew complement and ship classification, size, speed, and maneuverability.

2. Defenses: AC, TL, total and current Hull Points, total and current Shield Points in each quadrant, and core PCU value.

3. Weapon: Information about one weapon (its firing arc and damage), starting with the weapon that uses the most PCU. Repeat this entry until all the starship's weapons are revealed.

4. Load: Information about how the starship's expansion bays are allocated and any cargo the starship is carrying.

5. Other: Any remaining ship statistics.

ENGINEER

OVERPOWER (PUSH)



Phase: Engineering

If you have at least 6 ranks in Engineering, you can spend 1 Resolve Point and attempt an Engineering check ($DC = 10 + 1\text{-}1/2 \times \text{your starship's tier}$) to perform the divert action, but sending extra power to any three systems listed in that action. This action and the divert action can't be taken in the same round.

MAGIC OFFICER

MYSTIC HAZE (PUSH)



Phase: Engineering

If you have at least 6 ranks in Mysticism, you can spend 1 Resolve Point and attempt a Mysticism check ($DC = 20 + 1\text{-}1/2 \times \text{your starship's tier}$); if you succeed, you call forth a magical burst of static to block your enemy's view. This obscuring field garbles your opponent's sensors and provides your starship a +1 enhancement bonus to AC until the end of the next round. In addition, the increased interference means science officers on the opposing starship taking the scan or lock on actions before the end of the next round must roll twice for their checks and use the worse result.

ENGINEER

QUICK FIX



Phase: Engineering

If you have at least 12 ranks in Engineering, you can repair a system quickly by spending 1 Resolve Point and attempting an Engineering check (DC = 20 + 1-1/2 × your starship's tier). If successful, you remove the critical damage condition from one system for 1 hour, after which time it must be repaired as normal.

MAGIC OFFICER

PSYCHIC CURRENTS



Phase: Engineering

If you have at least 12 ranks in Mysticism, you can spend 1 Resolve Point and attempt a Mysticism check ($DC = 20 + 1\frac{1}{2} \times \text{your starship's tier}$) to manipulate mysterious, invisible forces in the void of space, expanding and contracting the basic physics around your own vessel and altering how your starship can negotiate the confines of physical space-time. On a successful check, reduce your starship's minimum distance between turns by 1 (to a minimum of 0) for that round.

SCIENCE OFFICER

BALANCE



Phase: Helm

You can balance the shields, redirecting power from one quadrant to protect another. With a successful Computers check (DC = $15 + 1\frac{1}{2} \times$ your starship's tier), you can shift Shield Points (SP) from the shield in one quadrant to the shield in another quadrant, including to depleted shields (after rebalancing, every shield must have at least 10% of the ship's total current SP). Alternatively, you can add up the SP from all the remaining shields and evenly distribute them to all four quadrants, putting any excess SP in the forward quadrant.

CAPTAIN

DEMAND



Phase: Any

You can make a demand of a crew member to try to improve their performance. You grant a +4 bonus to one specific check by succeeding at an Intimidate check ($DC = 15 + 1\frac{1}{2} \times \text{your starship's tier}$). You must use this action before the associated check is rolled, and you can grant this bonus to an individual character only once per combat.

SCIENCE OFFICER

SCAN



Phase: Helm

You can scan a starship with your sensors to learn information about it. You must attempt a Computers check, applying any modifiers from the starship's sensors. You can attempt this check untrained. The DC for this check is equal to $5 + 1\frac{1}{2} \times$ the tier of the starship being scanned + its bonus from defensive countermeasures. If you succeed, you learn the first unknown piece of information from the list on the Scan Results card (card 57 or 74). For every 5 by which you exceed the check, you learn another unknown piece of information.

CAPTAIN

ENCOURAGE



Phase: Any

You can encourage another member of the crew to give them a bonus to their action. This grants a +2 bonus to the check required by a crew action if you succeed at a DC 10 check using the same skill. Alternatively, you can grant this same bonus by succeeding at a DC 15 Diplomacy check. You can't encourage yourself.

SCIENCE OFFICER

SCAN RESULTS



The scan action (card 55 or 72) reveals the following information:

1. Basic Information: Living crew complement and ship classification, size, speed, and maneuverability.

2. Defenses: AC, TL, total and current Hull Points, total and current Shield Points in each quadrant, and core PCU value.

3. Weapon: Information about one weapon (its firing arc and damage), starting with the weapon that uses the most PCU. Repeat this entry until all the starship's weapons are revealed.

4. Load: Information about how the starship's expansion bays are allocated and any cargo the starship is carrying.

5. Other: Any remaining ship statistics.

CAPTAIN

TAUNT (PUSH)



Phase: Any

You broadcast a taunting message to the enemy. Select an enemy vessel and a phase of combat (engineering, helm, or gunnery), then attempt a Bluff or Intimidate check ($DC = 15 + 1\frac{1}{2} \times$ the enemy starship's tier). If you succeed, each enemy character acting during the selected phase takes a -2 penalty to all checks for 1d4 rounds; the penalty increases to -4 if the enemy's check is made as part of a push action. Once used against an enemy starship, taunt can't be used against that starship again during the same combat.

SCIENCE OFFICER

TARGET SYSTEM (PUSH)



Phase: Helm

You focus the sensors on a specific enemy ship system. Attempt a Computers check, applying any modifiers from your starship's sensors. The DC equals $5 + 1\frac{1}{2} \times$ the tier of the enemy starship + its bonus from defensive countermeasures. If you succeed, choose one system (core, engines, life support, sensors, or weapons). The next attack made by your starship that hits the enemy ship scores a critical hit on a natural roll of 19 or 20. If that attack deals critical damage, it affects the chosen system. For any further critical damage, determine the affected system randomly as normal.

CAPTAIN

ORDERS (PUSH)



Phase: Any

At 6th level, you can grant an additional action to one member of the crew by spending 1 Resolve Point and succeeding at a difficult skill check (Computers for a science officer, Engineering for an engineer, gunnery for a gunner, and Piloting for a pilot) at the beginning of the phase in which the crew member would normally act. The DC of this check is equal to $10 + 1\frac{1}{2} \times$ your starship's tier. If you succeed, the crew member can take two actions in their role this round (both when they would normally act), but they can't take the same action twice.

SCIENCE OFFICER

LOCK ON (PUSH)



Phase: Helm

If you have at least 6 ranks in Computers, you can lock your starship's targeting system on to one enemy vessel. Spend 1 Resolve Point and attempt a Computers check. The DC equals $5 + 1\frac{1}{2} \times$ the tier of the target starship + its bonus from defensive countermeasures. If you succeed, your starship's gunners gain a +2 bonus to gunnery checks against the target for the rest of the round. This action can be taken only once per round.

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CAPTAIN

MOVING SPEECH



Phase: Any

At 12th level, you can spend 1 Resolve Point and take this action to give a moving speech to the crew during one phase of combat with a successful Diplomacy check (DC = 15 + 1-1/2 × your starship's tier). For the remainder of that phase, your allies can roll twice and take the better result when performing crew actions.

SCIENCE OFFICER

IMPROVE COUNTERMEASURES



Phase: Helm

If you have at least 12 ranks in Computers, you can try to foil enemy targeting arrays and incoming projectiles by spending 1 Resolve Point and attempting a Computers check. The DC equals $5 + 1\frac{1}{2} \times$ the tier of the target starship + its bonus from defensive countermeasures. If you're successful, gunners aboard the target starship roll twice and take the worse result for gunnery checks during this round (including checks for tracking weapons).

PILOT

FLY AND MANEUVER



Fly (Helm Phase): You move your starship up to its speed and can make any turns allowed by its maneuverability. This doesn't require a skill check.

Maneuver (Helm Phase): You move your starship up to its speed. You can also attempt a Piloting check ($DC = 15 + 1\frac{1}{2} \times \text{your starship's tier}$) to reduce your starship's distance between turns by 1 (to a minimum of 0).

SCIENCE OFFICER

ECM OPTIONS



These actions all rely on electronics countermeasure (ECM) modules and occur during the gunnery phase.

Activate ECM Module: You activate one of your starship's ECM modules.

Rapid Jam (Push): You activate two of your starship's ECM modules, regardless of their arc. Both checks with these modules are attempted at a -4 penalty.

Insidious Electronics (Push): At 6th level, you can spend 1 Resolve Point to activate any one of your ECM modules that targets a starship. If you succeed, you gain the benefits of either the scan (1 piece of information) or target system science officer action, in addition to the effects of the ECM module.

PILOT

STUNT (PUSH) AND FULL POWER (PUSH)



Stunt (Helm Phase): You can attempt any one of the stunts described on page 319 of the *Core Rulebook*. The DCs of the Piloting checks required and the results of success and failure are described in each stunt's description.

Full Power (Helm Phase): If you have at least 6 ranks in Piloting, you can spend 1 Resolve Point to move your starship up to 1-1/2 times its speed. You can make turns during this movement, but you add 2 to your starship's distance between turns.

SCIENCE OFFICER

RECALL BEACON



Phase: Helm

You configure your starship's coordinates to one of your starship's active teleportation pucks. If you succeed at a Computers check ($DC = 15 + 1\frac{1}{2} \times$ your starship's tier) before your starship's movement for the round, your starship instantly moves to the teleportation puck's hex, maintaining the starship's facing. For every 5 by which you exceed the check, you can either increase your starship's size modifier by 1 for the purpose of determining the maximum distance your starship can teleport, or you can turn your starship once. If you attempt to teleport your starship to a teleportation puck that is beyond the module's maximum range, your starship does not move, and the puck is destroyed.

PILOT

AUDACIOUS GAMBIT



Phase: Helm

If you have at least 12 ranks in Piloting, you can spend 1 Resolve Point and attempt a Piloting check ($DC = 15 + 1\frac{1}{2} \times \text{your starship's tier}$) to pull off complex maneuvers. You can move your starship up to its speed, treating its distance between turns as if it were 2 lower (minimum 0). You can also fly through hexes occupied by enemy vessels without provoking free attacks. At the end of your starship's movement, you can rotate your starship to face in any direction. If you fail the check, you instead move as if you had taken the fly action (but still lose the Resolve Point).

CHIEF MATE

HARD TURN (PUSH)



Phase: Helm

You manually adjust additional thrusters and bypass safety systems to improve the starship's maneuverability. Attempt an Acrobatics or Athletics check (DC = $10 + 1\frac{1}{2} \times$ your starship's tier). If you succeed, the pilot can make one turn during the round as though the maneuverability of the starship were improved by one step. This has no effect on a ship with perfect maneuverability. If you fail your check by 10 or more, you cause the ship's maneuverability to worsen by one step for the rest of this round.

SCIENCE OFFICER

BALANCE



Phase: Helm

You can balance the shields, redirecting power from one quadrant to protect another. With a successful Computers check (DC = $15 + 1\frac{1}{2} \times$ your starship's tier), you can shift Shield Points (SP) from the shield in one quadrant to the shield in another quadrant, including to depleted shields (after rebalancing, every shield must have at least 10% of the ship's total current SP). Alternatively, you can add up the SP from all the remaining shields and evenly distribute them to all four quadrants, putting any excess SP in the forward quadrant.

CHIEF MATE

MAINTENANCE PANEL ACCESS



Phase: Engineering

You rip open access panels to help the engineer perform the divert or overpower action. Attempt an Acrobatics or Athletics check ($DC = 10 + 1\frac{1}{2} \times$ your starship's tier), enhancing the engineer's action as follows if you succeed.

Divert: The engineer can provide the benefit to two different systems instead of one.

Overpower: The engineer can divert power to four different systems instead of three.

If you fail your check by 10 or more, all engineer actions performed this turn take a -2 penalty.

SCIENCE OFFICER

SCAN



Phase: Helm

You can scan a starship with your sensors to learn information about it. You must attempt a Computers check, applying any modifiers from the starship's sensors. You can attempt this check untrained. The DC for this check is equal to $5 + 1\frac{1}{2} \times$ the tier of the starship being scanned + its bonus from defensive countermeasures. If you succeed, you learn the first unknown piece of information from the list on the Scan Results card (card 57 or 74). For every 5 by which you exceed the check, you learn another unknown piece of information.

CHIEF MATE

MANUAL REALIGNMENT



Phase: Helm

You realign the ship's sensors to help the science officer get better results when studying another vessel. Attempt an Acrobatics or Athletics check (DC = $10 + 1\frac{1}{2} \times$ your starship's tier). If you succeed and the science officer also succeeds at their check to perform the scan action, they receive one additional piece of information, as though their result were 5 higher. If you fail the check by 10 or more, no check to scan can be attempted this round as the system recalibrates.

SCIENCE OFFICER

SCAN RESULTS



The scan action (card 55 or 72) reveals the following information:

1. Basic Information: Living crew complement and ship classification, size, speed, and maneuverability.

2. Defenses: AC, TL, total and current Hull Points, total and current Shield Points in each quadrant, and core PCU value.

3. Weapon: Information about one weapon (its firing arc and damage), starting with the weapon that uses the most PCU. Repeat this entry until all the starship's weapons are revealed.

4. Load: Information about how the starship's expansion bays are allocated and any cargo the starship is carrying.

5. Other: Any remaining ship statistics.

CHIEF MATE

TARGETING AID (PUSH)



Phase: Engineering

If you have at least 6 ranks in Acrobatics or Athletics, you can assist one gunner by maximizing their weapon's performance. Spend 1 Resolve Point and attempt either an Acrobatics or Athletics check ($DC = 20 + 1\frac{1}{2} \times \text{your starship's tier}$). One gunner can then take the fire at will or broadside action without the associated penalty to gunnery checks. If you fail the check by 10 or more, that gunner instead takes a -2 penalty to attack rolls they make this round. This action can be taken more than once per round, but only once per gunner acting in that round.

SCIENCE OFFICER

TARGET SYSTEM (PUSH)



Phase: Helm

You focus the sensors on a specific enemy ship system. Attempt a Computers check, applying any modifiers from your starship's sensors. The DC equals $5 + 1\frac{1}{2} \times$ the tier of the enemy starship + its bonus from defensive countermeasures. If you succeed, choose one system (core, engines, life support, sensors, or weapons). The next attack made by your starship that hits the enemy ship scores a critical hit on a natural roll of 19 or 20. If that attack deals critical damage, it affects the chosen system. For any further critical damage, determine the affected system randomly as normal.

CHIEF MATE

MAXIMIZE SPEED (PUSH)



Phase: Helm

If you have at least 12 ranks in Acrobatics or Athletics, you can help the pilot get the most speed possible out of your ship, pushing the engines to their limit. Spend 1 Resolve Point and attempt an Acrobatics or Athletics check ($DC = 25 + 1\text{-}1/2 \times \text{your starship's tier}$). If you succeed, increase the speed of your starship by 2 this round. This increase is cumulative with other increases to speed, such as from the engineer diverting power to the engines.

SCIENCE OFFICER

LOCK ON (PUSH)



Phase: Helm

If you have at least 6 ranks in Computers, you can lock your starship's targeting system on to one enemy vessel. Spend 1 Resolve Point and attempt a Computers check. The DC equals $5 + 1\frac{1}{2} \times$ the tier of the target starship + its bonus from defensive countermeasures. If you succeed, your starship's gunners gain a +2 bonus to gunnery checks against the target for the rest of the round. This action can be taken only once per round.

GUNNER

FIRE AT WILL (PUSH), SHOOT, AND BROADSIDE (PUSH)



Fire At Will (Gunnery Phase): You can fire any two starship weapons, regardless of their arc. Each attack is made at a -4 penalty.

Shoot (Gunnery Phase): You can fire one of your starship's weapons. If you use a turret weapon, you can target a ship in any arc.

Broadside (Gunnery Phase): At 6th level, you can expend 1 Resolve Point to fire all of the starship weapons mounted in one arc (including turret-mounted weapons). Each weapon can target any vessel in that arc. All of these attacks are made at a -2 penalty.

SCIENCE OFFICER

IMPROVE COUNTERMEASURES



Phase: Helm

If you have at least 12 ranks in Computers, you can try to foil enemy targeting arrays and incoming projectiles by spending 1 Resolve Point and attempting a Computers check. The DC equals $5 + 1\frac{1}{2} \times$ the tier of the target starship + its bonus from defensive countermeasures. If you're successful, gunners aboard the target starship roll twice and take the worse result for gunnery checks during this round (including checks for tracking weapons).

GUNNER

PRECISE TARGETING



Phase: Gunnery

At 12th level, you can perform a very precise strike by spending 1 Resolve Point and firing one starship weapon at a single target. If the attack hits and the enemy ship's shields on that quadrant are depleted before your attack, you deal critical damage to a random system. If the attack would normally cause critical damage, the normal critical damage applies as well (meaning your attack could potentially deal critical damage multiple times; determine which system is damaged as normal each time).

SCIENCE OFFICER

ECM OPTIONS



These actions all rely on electronics countermeasure (ECM) modules and occur during the gunnery phase.

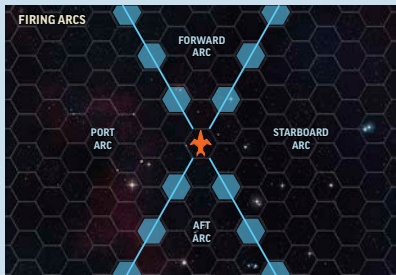
Activate ECM Module: You activate one of your starship's ECM modules.

Rapid Jam (Push): You activate two of your starship's ECM modules, regardless of their arc. Both checks with these modules are attempted at a -4 penalty.

Insidious Electronics (Push): At 6th level, you can spend 1 Resolve Point to activate any one of your ECM modules that targets a starship. If you succeed, you gain the benefits of either the scan (1 piece of information) or target system science officer action, in addition to the effects of the ECM module.

GUNNER

FIRING ARCS



Shaded hexes are in both arcs (attacker's choice)

SCIENCE OFFICER

RECALL BEACON



Phase: Helm

You configure your starship's coordinates to one of your starship's active teleportation pucks. If you succeed at a Computers check ($DC = 15 + 1\frac{1}{2} \times$ your starship's tier) before your starship's movement for the round, your starship instantly moves to the teleportation puck's hex, maintaining the starship's facing. For every 5 by which you exceed the check, you can either increase your starship's size modifier by 1 for the purpose of determining the maximum distance your starship can teleport, or you can turn your starship once. If you attempt to teleport your starship to a teleportation puck that is beyond the module's maximum range, your starship does not move, and the puck is destroyed.

MAGIC OFFICER

ELDRITCH SHOT (PUSH)



Phase: Engineering

You magically augment a starship weapon. The magic lasts for only a single attack before it dissipates and the starship weapon returns to its normal functionality. Choose one weapon on your starship to augment and attempt a Mysticism check (DC = $10 + 1\frac{1}{2} \times$ your starship's tier). If you succeed, the gunner treats the range of that weapon as 5 hexes longer than normal. This does not work for weapons with the point special property.

GUNNER

FIRE AT WILL (PUSH), SHOOT, AND BROADSIDE (PUSH)



Fire At Will (Gunnery Phase): You can fire any two starship weapons, regardless of their arc. Each attack is made at a -4 penalty.

Shoot (Gunnery Phase): You can fire one of your starship's weapons. If you use a turret weapon, you can target a ship in any arc.

Broadside (Gunnery Phase): At 6th level, you can expend 1 Resolve Point to fire all of the starship weapons mounted in one arc (including turret-mounted weapons). Each weapon can target any vessel in that arc. All of these attacks are made at a -2 penalty.

MAGIC OFFICER

PRECOGNITION



Phase: Engineering

You use your supernatural senses and a spark of divination magic to see an opponent's motion before it happens, giving you just a split second to shout a warning to your ship's pilot. Attempt a Mysticism check ($DC = 10 + 1\frac{1}{2} \times \text{your starship's tier}$). On a success, you grant the pilot a +2 circumstance bonus to their Piloting check at the beginning of the helm phase to determine piloting order.

GUNNER

PRECISE TARGETING



At 12th level, you can perform a very precise strike by spending 1 Resolve Point and firing one starship weapon at a single target. If the attack hits and the enemy ship's shields on that quadrant are depleted before your attack, you deal critical damage to a random system. If the attack would normally cause critical damage, the normal critical damage applies as well (meaning your attack could potentially deal critical damage multiple times; determine which system is damaged as normal each time).

MAGIC OFFICER

SCRYING



Phase: Engineering

Using magical divination, you learn information about another starship. Attempt a Mysticism check, applying any modifiers from the starship's sensors. The DC for this check is equal to $5 + 1\frac{1}{2} \times$ the tier of the starship being scanned + its bonus from defensive countermeasures. If you succeed, you learn the first unknown piece of information from the list on the Scrying Results card (card 48 or 91). For every 5 by which you exceed the check, you learn another unknown piece of information.

GUNNER

FIRE AT WILL (PUSH), SHOOT, AND BROADSIDE (PUSH)



Fire At Will (Gunnery Phase): You can fire any two starship weapons, regardless of their arc. Each attack is made at a -4 penalty.

Shoot (Gunnery Phase): You can fire one of your starship's weapons. If you use a turret weapon, you can target a ship in any arc.

Broadside (Gunnery Phase): At 6th level, you can expend 1 Resolve Point to fire all of the starship weapons mounted in one arc (including turret-mounted weapons). Each weapon can target any vessel in that arc. All of these attacks are made at a -2 penalty.

MAGIC OFFICER

SCRYING RESULTS



The scrying action (card 46 or 89) reveals the following information:

1. Basic Information: Living crew complement and ship classification, size, speed, and maneuverability.

2. Defenses: AC, TL, total and current Hull Points, total and current Shield Points in each quadrant, and core PCU value.

3. Weapon: Information about one weapon (its firing arc and damage), starting with the weapon that uses the most PCU. Repeat this entry until all the starship's weapons are revealed.

4. Load: Information about how the starship's expansion bays are allocated and any cargo the starship is carrying.

5. Other: Any remaining ship statistics.

GUNNER

PRECISE TARGETING



At 12th level, you can perform a very precise strike by spending 1 Resolve Point and firing one starship weapon at a single target. If the attack hits and the enemy ship's shields on that quadrant are depleted before your attack, you deal critical damage to a random system. If the attack would normally cause critical damage, the normal critical damage applies as well (meaning your attack could potentially deal critical damage multiple times; determine which system is damaged as normal each time).

MAGIC OFFICER

MYSTIC HAZE (PUSH)



Phase: Engineering

If you have at least 6 ranks in Mysticism, you can spend 1 Resolve Point and attempt a Mysticism check ($DC = 20 + 1\text{-}1/2 \times \text{your starship's tier}$); if you succeed, you call forth a magical burst of static to block your enemy's view. This obscuring field garbles your opponent's sensors and provides your starship a +1 enhancement bonus to AC until the end of the next round. In addition, the increased interference means science officers on the opposing starship taking the scan or lock on actions before the end of the next round must roll twice for their checks and use the worse result.

GUNNER

DEPLOY DRONE



Phase: Gunnery

You activate a starship weapon with the deployed special property, deploying a drone into a hex adjacent to your starship at the beginning of the next round.

MAGIC OFFICER

PSYCHIC CURRENTS



Phase: Engineering

If you have at least 12 ranks in Mysticism, you can spend 1 Resolve Point and attempt a Mysticism check ($DC = 20 + 1\frac{1}{2} \times \text{your starship's tier}$) to manipulate mysterious, invisible forces in the void of space, expanding and contracting the basic physics around your own vessel and altering how your starship can negotiate the confines of physical space-time. On a successful check, reduce your starship's minimum distance between turns by 1 (to a minimum of 0) for that round.

GUNNER

LAY MINES



Phase: Gunnery

You activate one of your ship's weapons with the mine special property and place a number of mines up to the value listed with this special property. Each mine must occupy a different hex through which your starship traveled during its movement this round. Any of the listed number of mines not deployed with this action are wasted. You must use this action before the pilot begins moving the starship during the helm phase.

OPEN ACTION

BOARDING PARTIES



Lead Boarding Party: You accompany a boarding party. Add an insight bonus equal to your key ability score's modifier to the boarding party's boarding attack modifier. If the boarding attack succeeds, you can choose which system takes critical damage.

Subdue Boarding Party: You help your crew thwart a boarding party. Either add an insight bonus equal to your key ability score modifier to your starship's Boarding Resistance (BR) against one boarding attack attempted against the starship this round, or add half that bonus (rounded down) to the BR against all such boarding attacks this round.

MINOR CREW ACTION

GLIDE



Phase: Helm

You move the starship at half its normal speed. The starship can take turns during this movement, but the starship's distance between turns increases by 2. You can add your ranks in the Piloting skill to the starship's AC and TL for this round. You can only take this action if no other pilot actions have been taken during the helm phase (including glide).

OPEN ACTION

ERRATIC MANEUVERING



You trigger minor maneuvering thrusters, probe launchers, ballast vents, and other secondary systems at random to cause your starship to make small, unexpected jukes in its trajectory. This does not affect the starship's facing or movement, but it grants a +1 circumstance bonus to your starship's AC and TL against any opponent that performs the flyby stunt this round.

MINOR CREW ACTION

HARRYING SHOT



Phase: Gunnery

You attack to distract your target. If you succeed at a gunnery check against the target (DC = 10 + the enemy pilot's ranks in Piloting, or 10 if the starship is unpiloted), your next ally who attacks that opponent this round rolls their gunnery check twice and uses the better result.

At 6th level, you can expend 1 Resolve Point before attempting a harrying shot. If your gunnery check's result also exceeds the target's AC (for direct fire weapons) or TL (for tracking weapons) by 4 or more, you also hit and deal damage to the target with the weapon.

OPEN ACTION

FEIGN DISASTER



As a ploy, you convince your foes that your starship may imminently explode. Each enemy vessel's captain (or the science officer, if the ship has no captain) must attempt a Computers check (DC = 10 + 1-1/2 × your starship's tier).

Success: The enemy crew sees through the ruse, to no effect.

Failure: The enemy crew takes steps to ensure that their own ship's sensors are not blinded by the explosion, imposing a -2 penalty to their checks for scan and lock on actions taken against your ship, as well as on Piloting checks attempted while within 1 hex of your starship.

You can feign disaster only once per combat.

MINOR CREW ACTION

QUICK RESCAN



Phase: Helm

You quickly double-check a starship in your sensors. A science officer must have used the scan action in a previous round on that starship. If you succeed at a Computers check ($DC = 5 + 1\text{-}1/2 \times$ the tier of the starship being scanned + its bonus from defensive countermeasures), you receive one piece of information, such as the ship's current Hull Points or its current distribution of Shield Points. You can take this action only if no science officer actions have been taken during the helm phase.

OPEN ACTION

PRIORITIZE CALCULATION



You use a command terminal to temporarily suspend background computer tasks running noncritical systems throughout the ship, prioritizing the combat calculations made at one specific crew station. One crew member attempting a check this round and using a bonus from the ship's computer can increase that bonus by 1.

MINOR CREW ACTION

SNAP SHOT



Phase: Gunnery

You can fire one of your starship's weapons at a -2 penalty to the gunnery check. You can take this action only if no other gunner actions have been taken during the gunnery phase (including snap shot).

OPEN ACTION

RANGE FINDING



You use any one of a number of your ship's systems to identify the distance to a specific target or spatial feature, and you relay that information to another crew member so that they are free to focus on other aspects of the task they're attempting this round. Select one crew member filling the gunner, pilot, or science officer role. They gain 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.

MINOR CREW ACTION

SWIFT KICK



With swift, physical encouragement, you can force a failing system to ignore its recent damage. If you succeed at an Engineering check ($DC = 15 + 1\text{-}1/2 \times$ your starship's tier), select one system; that system is treated as if its critical damage condition were one step less severe for the rest of the round (e.g. wrecked is treated as malfunctioning). This check isn't modified by penalties from critical damage to the power core; however, you cannot affect a particular system more than once per combat with the swift kick action.

OPEN ACTION

READY WEAPON SYSTEM



You perform pre-firing preparations for one weapon. While normally no one has the time or capacity to perform these tasks in the heat of battle, you know they can be invaluable when focused on properly. Select one weapon system when you take this action. 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).

MINOR CREW ACTION

VISUAL IDENTIFICATION



Phase: Helm

You use your sensors to quickly assess another starship. Attempt a Computers, Engineering, or Perception check ($DC = 10 + 1\frac{1}{2} \times \text{the tier of the starship being examined}$). If you succeed, you learn information from the first unknown tier below. You learn only one unknown piece of information, regardless of your total check result.

Basic Information: Size, speed, and maneuverability.

Defenses: Total Hull Points, total Shield Points, and power core PCU value.

Weapon: Information about one weapon, including its firing arc and the damage it deals, selected at random.

MINOR CREW ACTION

GLIDE



Phase: Helm

You move the starship at half its normal speed. The starship can take turns during this movement, but the starship's distance between turns increases by 2. You can add your ranks in the Piloting skill to the starship's AC and TL for this round. You can only take this action if no other pilot actions have been taken during the helm phase (including glide).

OPEN ACTION

BOARDING PARTIES



Lead Boarding Party: You accompany a boarding party. Add an insight bonus equal to your key ability score's modifier to the boarding party's boarding attack modifier. If the boarding attack succeeds, you can choose which system takes critical damage.

Subdue Boarding Party: You help your crew thwart a boarding party. Either add an insight bonus equal to your key ability score modifier to your starship's Boarding Resistance (BR) against one boarding attack attempted against the starship this round, or add half that bonus (rounded down) to the BR against all such boarding attacks this round.

MINOR CREW ACTION

HARRYING SHOT



Phase: Gunnery

You attack to distract your target. If you succeed at a gunnery check against the target (DC = 10 + the enemy pilot's ranks in Piloting, or 10 if the starship is unpiloted), your next ally who attacks that opponent this round rolls their gunnery check twice and uses the better result.

At 6th level, you can spend 1 Resolve Point before attempting a harrying shot. If your gunnery check's result also exceeds the target's AC (for direct fire weapons) or TL (for tracking weapons) by 4 or more, you also hit and deal damage to the target with the weapon.

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You trigger minor maneuvering thrusters, probe launchers, ballast vents, and other secondary systems at random to cause your starship to make small, unexpected jukes in its trajectory. This does not affect the starship's facing or movement, but it grants a +1 circumstance bonus to your starship's AC and TL against any opponent that performs the flyby stunt this round.

MINOR CREW ACTION

QUICK RESCAN



Phase: Helm

You quickly double-check a starship in your sensors. A science officer must have used the scan action in a previous round on that starship. If you succeed at a Computers check ($DC = 5 + 1\text{-}1/2 \times$ the tier of the starship being scanned + its bonus from defensive countermeasures), you receive one piece of information, such as the ship's current Hull Points or its current distribution of Shield Points. You can take this action only if no science officer actions have been taken during the helm phase.

OPEN ACTION

FEIGN DISASTER



As a ploy, you convince your foes that your starship may imminently explode. Each enemy vessel's captain (or the science officer, if the ship has no captain) must attempt a Computers check (DC = 10 + 1-1/2 × your starship's tier).

Success: The enemy crew sees through the ruse, to no effect.

Failure: The enemy crew takes steps to ensure that their own ship's sensors are not blinded by the explosion, imposing a -2 penalty to their checks for scan and lock on actions taken against your ship, as well as on Piloting checks attempted while within 1 hex of your starship.

You can feign disaster only once per combat.

MINOR CREW ACTION

SNAP SHOT



Phase: Gunnery

You can fire one of your starship's weapons at a -2 penalty to the gunnery check. You can take this action only if no other gunner actions have been taken during the gunnery phase (including snap shot).

OPEN ACTION

PRIORITIZE CALCULATION



You use a command terminal to temporarily suspend background computer tasks running noncritical systems throughout the ship, prioritizing the combat calculations made at one specific crew station. One crew member attempting a check this round and using a bonus from the ship's computer can increase that bonus by 1.

MINOR CREW ACTION

SWIFT KICK



With swift, physical encouragement, you can force a failing system to ignore its recent damage. If you succeed at an Engineering check ($DC = 15 + 1\frac{1}{2} \times$ your starship's tier), select one system; that system is treated as if its critical damage condition were one step less severe for the rest of the round (e.g. wrecked is treated as malfunctioning). This check isn't modified by penalties from critical damage to the power core; however, you cannot affect a particular system more than once per combat with the swift kick action.

OPEN ACTION

RANGE FINDING



You use any one of a number of your ship's systems to identify the range to a specific target or spatial feature, and you relay that information to another crew member so that they are free to focus on other aspects of the task they're attempting this round. Select one crew member filling the gunner, pilot, or science officer role. They gain 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.

MINOR CREW ACTION

VISUAL IDENTIFICATION



Phase: Helm

You use your sensors to quickly assess another starship. Attempt a Computers, Engineering, or Perception check ($DC = 10 + 1\frac{1}{2} \times \text{the tier of the starship being examined}$). If you succeed, you learn information from the first unknown tier below. You learn only one unknown piece of information, regardless of your total check result.

Basic Information: Size, speed, and maneuverability.

Defenses: Total Hull Points, total Shield Points, and power core PCU value.

Weapon: Information about one weapon, including its firing arc and the damage it deals, selected at random.

OPEN ACTION

READY WEAPON SYSTEM



You perform pre-firing preparations for one weapon. While normally no one has the time or capacity to perform these tasks in the heat of battle, you know they can be invaluable when focused on properly. 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).

STUNT

BACK OFF



The starship moves up to half its speed in the direction of the aft edge without changing facing. It can't take any turns during this movement. To perform this stunt, you must succeed at a Piloting check ($DC = 10 + 1\frac{1}{2} \times \text{your starship's tier}$). On a failed check, your starship moves backward only 1 hex. If you fail this check by 5 or more, your starship does not move at all and takes a -4 penalty to its AC and TL until the start of the next round.

STUNT

BACK OFF



BACK OFF



STUNT

BARREL ROLL



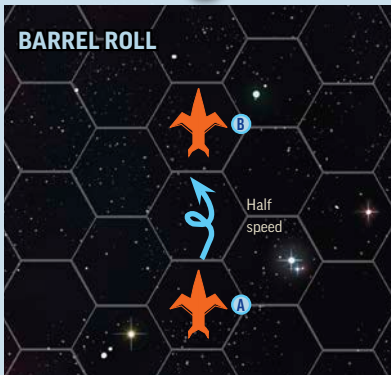
The starship moves up to half its speed and flips along its central axis. For the next gunnery phase, the starship's port shields and weapons function as if they were in the starboard firing arc, and vice versa. The starship reverts to normal at the beginning of the next round. To perform this stunt, your starship must be Large or smaller and you must succeed at a Piloting check ($DC = 10 + 1\frac{1}{2} \times \text{your starship's tier}$). On a failed check, the starship moves half its speed but doesn't roll. If you fail by 5 or more, your starship moves half its speed, doesn't roll, and takes a -4 penalty to its AC and TL until the start of the next round.

STUNT

BARREL ROLL



BARREL ROLL



STUNT

EVADE



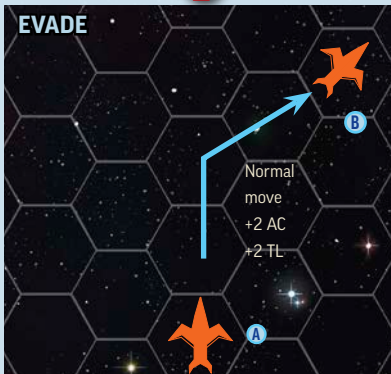
The ship moves up to its speed and can turn as normal, but it gains a +2 circumstance bonus to its AC and TL until the start of the next round. To perform this stunt, you must succeed at a Piloting check (DC = $10 + 1\frac{1}{2} \times$ your starship's tier). If you fail, the starship moves as normal. If you fail the check by 5 or more, the starship moves as normal, but it also takes a -2 penalty to its AC and TL until the start of the next round.

STUNT

EVADE



EVADE



STUNT

FLIP AND BURN



The ship moves forward up to half its speed (without turning) and rotates 180 degrees to face the aft edge at the end of the movement. To perform this stunt, you must succeed at a Piloting check ($DC = 15 + 1\frac{1}{2} \times \text{your ship's tier}$). If you fail this check, your starship moves forward half its speed but doesn't rotate.

STUNT

FLIP AND BURN



FLIP AND BURN



B



Half speed
and 180° turn
at the end.



A

STUNT

FLYBY



The ship moves as normal, but it can move through 1 hex occupied by an enemy starship without provoking a free attack. During the following gunnery phase, you can select one arc of your starship's weapons to fire at the enemy vessel as if the vessel were at a range of 1 hex, against any quadrant of the enemy starship. You must succeed at a Piloting check ($DC = 15 + 1\frac{1}{2} \times \text{the tier of the enemy starship}$). If you fail, your starship moves as described above, but you follow the normal rules for attacking, and the movement provokes a free attack from that starship as normal.

STUNT

FLYBY



FLYBY



STUNT

SLIDE



The starship moves up to its speed in the direction of either the forward-port or forward-starboard edge without changing its facing. To perform this stunt, you must succeed at a Piloting check ($DC = 10 + 1\frac{1}{2} \times \text{your ship's tier}$). If you fail this check, the ship moves forward up to half its speed and can't make any turns.

STUNT

SLIDE



SLIDE



STUNT

TURN IN PLACE



The ship does not move but instead can turn to face any direction. If the ship has a maneuverability of clumsy, it takes a -4 penalty to its AC and TL until the start of the next round. If it has a maneuverability of poor, it instead takes a -2 penalty to its AC and TL until the start of the next round. Ships with a maneuverability of average or better do not take a penalty. This stunt doesn't require a skill check.

STUNT

TURN IN PLACE



TURN IN PLACE



Ship remains
and turns in
any direction

STUNT

RAMMING SPEED



Your starship's distance between turns increases by 2 (max 4), and it moves up to its speed, but it can move through 1 hex occupied by an enemy starship that has already moved during this helm phase. Attempt a Piloting check ($DC = 15 + 1/1-2$ your starship's tier). If you succeed, make a gunnery check against the enemy starship's AC. If the gunnery check succeeds, your starship strikes the enemy starship.

If the Piloting check fails, your starship moves as described and doesn't attempt the gunnery check, but the movement provokes a free attack from that starship as normal. If the Piloting check succeeds yet the gunnery check fails, your starship still moves as described, but the movement doesn't provoke a free attack from that starship.

STUNT

RAMMING SPEED



Collision damage = $(1d4 \times 1/2 \text{ your starship's tier}) + (1d4 \times \text{your starship's size})$

For the purpose of this calculation, Tiny = 1, Small = 2, Medium = 3, etc.

The enemy starship takes the full damage to the struck quadrant, and your starship takes half this damage to its forward arc, after which your movement ends. If your starship has a ramming weapon, add that weapon's damage to the damage dealt to the enemy starship. If your starship is one size category smaller than the target or larger, you push the ship 1 hex in the direction your ship is facing. If that hex is occupied, the ship doesn't move but instead takes additional damage equal to your starship's tier. Otherwise, your starship returns to the hex from which it entered the enemy ship's hex, facing that starship.

STUNT

ESCORT



Choose an allied starship and attempt a Piloting check ($DC = 10 + 1\frac{1}{2} \times$ the chosen starship's tier). If you succeed, your starship moves up to its speed and can turn as normal. If your starship occupies a hex adjacent to the chosen starship at the end of the helm phase, that starship gains a +2 circumstance bonus to its AC and TL until the start of the next round. On a failed check, the starship moves as normal. If you fail by 5 or more, your starship interferes with the chosen starship's movement; that starship takes a -2 penalty to its AC and TL until the start of the next round.

STUNT

ESCORT



ESCORT



STUNT

FLANK



Choose an enemy starship. Your starship moves as normal, and if your starship ends the helm phase within 5 hexes of the chosen starship, the next attack made against the chosen starship that round and originating from one of that starship's arcs that your starship doesn't occupy gains a +2 circumstance to its gunnery check. To perform this stunt, you must succeed at a Piloting check ($DC = 10 + 1\frac{1}{2} \times$ the enemy starship's tier).

STUNT

FLANK



FLANK



STUNT

RUN INTERFERENCE



Choose one tracking projectile that has not yet reached its target. Your starship moves as normal. If it moves through a hex occupied by the projectile, the starship attempts to interfere with the projectile's tracking system, causing it to veer off course and take a -4 penalty to its next gunnery check to continue moving toward its target. To perform this stunt, you must succeed at a Piloting check (DC = 5 + the tracking weapon's speed + $1\frac{1}{2} \times$ the attacking starship's tier) with a circumstance bonus to your check equal to the bonus to TL granted by your starship's defensive countermeasures.

(Continued on opposite side)

STUNT

RUN INTERFERENCE



If you succeed by 5 or more, you cause the projectile to detonate harmlessly, destroying it. If you fail, your starship moves as normal but does not penalize the tracking weapon's gunnery check. If you fail the check by 5 or more, the tracking projectile immediately attacks you instead; it makes a new gunnery check against your starship's TL, dealing damage if it succeeds and veering off course to explode harmlessly if it fails.

ENGINEERING PHASE

ENGINEERING PHASE



The engineers on all ships (if present) each take an action to repair the starships' systems or give them a boost. These actions occur simultaneously, so they can be resolved in any order.

HELM PHASE

HELM PHASE



Each starship's pilot attempts a Piloting check. The pilot with the lowest result moves their starship first, followed by the next lowest, until all starships have moved. This check is repeated each helm phase. If a starship has no pilot, that starship acts as if its pilot had rolled a 0. If there is a tie, the pilot with fewer ranks in the Piloting skill must move their starship first; the two pilots roll another Piloting check and compare the results if there is still a tie.

Several other officers (chief mate and science officer) often act during this phase, acting immediately before or after their starship's pilot.



GUNNERY PHASE

GUNNERY PHASE



The gunners fire their starships' weapons. Starships fire in the same order in which their pilots acted during that round's helm phase, but the effects of damage are not taken into account until the end of the phase, meaning that all starships can fire, even if they take enough damage to be disabled or destroyed during this phase.

Once all of the phases have been resolved, if there are still combatants engaged in the fight, the next round begins, starting with a new engineering phase.

MOVEMENT

SPEED



A starship's speed is the number of hexes it typically moves in a round. It can instead move fewer hexes than this amount, as determined by the pilot. This movement is in a straight line in the direction the starship is facing, though a starship's facing can be altered while it moves by making turns (see Turns on cards 151-152).

MOVEMENT

THROUGH OTHER STARSHIPS



Starships can move through hexes containing other starships, but they can't end their movement there. If a starship moves through a hex containing an enemy starship, the enemy starship can fire any one of its direct-fire weapons from any arc at the moving starship, targeting its aft quadrant. This free attack doesn't benefit from any bonuses or additional abilities from other actions taken aboard the enemy starship, such as divert or lock on. Any character currently in a gunner role can make this attack. If the starship doesn't have a gunner, it can't make this free attack. A weapon used for this free attack can still be used as normal later in the round.

MOVEMENT

TURNS



While moving, a starship can make turns, altering its forward movement direction, firing arcs, and shield quadrants. One turn changes a starship's forward facing by 60 degrees, or one side of a hex. Every round in which a starship turns, it must move a certain number of hexes before each turn, determined by its maneuverability (see the table on the opposite side). For example, a ship with average maneuverability making two turns in a round must move at least 2 hexes before its first turn, and at least 2 more hexes before its second turn. If a starship has perfect maneuverability (the distance between turns is 0), the ship can make two turns for each hex that it moves (allowing it to turn around a single point).

MOVEMENT

TURNS



The number of turns per round a starship can take is limited only by its speed and maneuverability. Turns don't count against a starship's movement speed. A ship's maneuverability also modifies Piloting checks for it.

Maneuverability	Distance Between Turns
Clumsy	4
Poor	3
Average	2
Good	1
Perfect	0 (see above)

WEAPON CLASS



Weapons belong to one of three classifications. **Light weapons** can be mounted on any ship but are most typically found on smaller fighters and bombers. While dangerous, light weapons do not have the firepower necessary to damage very large starships. **Heavy weapons** are a serious threat to any vessel but can be mounted only on Medium or larger starships. **Capital weapons** can be mounted only on Huge or larger starships. Capital weapons can't be brought to bear against Tiny or Small targets and are typically used only against other large vessels.

GUNNERY CHECK



When firing a starship weapon, you make a gunnery check.

Gunnery Check = 1d20 + the gunner's base attack bonus or the gunner's ranks in the Piloting skill + the gunner's Dexterity modifier + bonuses from computer systems + bonuses from the captain and science officers + range penalty

Compare the result of the gunnery check to the target's Armor Class (AC) or Target Lock (TL), depending on the weapon used (see cards 155–156).

ARMOR CLASS



When you attack with a direct-fire weapon and the result of the gunnery check equals or exceeds the target's Armor Class (AC), you hit the target and deal the weapon's damage. A target's AC is determined using the following formula.

AC = 10 + the pilot's ranks in the Piloting skill + the ship's armor bonus + modifier based on the ship's size + bonuses and penalties from successful or failed stunts and actions

TARGET LOCK



When you attack with a tracking weapon and the gunnery check's result equals or exceeds the target's TL, the weapon's projectile moves its speed toward the target, turning while moving as needed with perfect maneuverability. If it intercepts the target before it reaches the end of its movement, it explodes and deals damage. If not, attempt a new gunnery check at the start of the next gunnery phase to keep the projectile on course; ignore any bonuses from computer systems and crew actions, but do apply any penalties. If the result of the gunnery check is ever less than the target's TL, the weapon's projectile is destroyed and removed from play. A target's TL is determined using the following formula.

TL = 10 + the pilot's ranks in the Piloting skill + the ship's bonus from defensive countermeasures + modifier based on the ship's size + bonuses and penalties from successful or failed stunts and actions

RANGE AND ARC



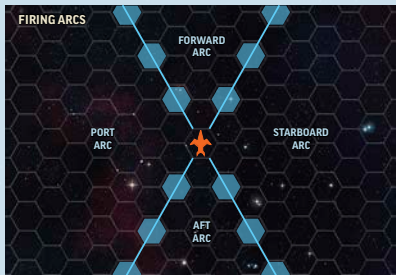
When firing a starship weapon, determine the range between the two starships and the arc of attack.

Range: Starship weapons list a range increment, measured in hexes. If you make an attack from a distance greater than this range, you take a cumulative -2 penalty to the gunnery check for each full range increment of distance between you and the target beyond the first increment.

Arc: The attacking starship can fire a weapon against only ships in the same arc as that weapon; see the diagram on this card's opposite side. If the target is in a hex that lies in two arcs (the shaded hexes in the diagram), the gunner decides which arc's weapons target it; it can't be targeted by weapons in two arcs.

ARCS AND QUADRANTS

FIRING ARCS



Shaded hexes are in both arcs (attacker's choice)

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TAKING DAMAGE



When a gunner hits with an attack, they roll the damage dealt by the weapon they are using and determine which quadrant of the targeted starship they hit. A starship's shield quadrants are the same as its firing arcs. Damage is first applied to any shields the target starship has in that quadrant, depleting a number of Shield Points (SP) equal to the amount of damage dealt. If that quadrant's SP reach 0, that shield is entirely depleted and any excess damage is applied to the target starship's Hull Points (HP). If the ship doesn't have shields or if its shields in that quadrant have already been depleted, apply all damage directly to the target's Hull Points.

TAKING DAMAGE



If a starship has a Damage Threshold (DT), any attack that would deal damage to its Hull Points (HP) equal to or less than the DT value fails to damage the ship's HP. If the damage is greater than the DT, the attack deals its full damage.

If a ship is reduced to 0 or fewer HP, it is disabled and floats in its current direction of travel at a rate of half its speed until it is repaired, rescued, or destroyed. Crew members aboard such ships are not in immediate danger unless their life-support system is wrecked.

If a ship ever takes damage that exceeds twice its Hull Points, it is destroyed and can't be repaired. All systems stop functioning, and the hull is compromised. The crew might initially survive, but without protection, they won't live very long.

CRITICAL DAMAGE

SCORING CRITICAL DAMAGE



Critical damage makes starships systems less functional or stop working altogether. Critical damage is scored whenever a gunnery check results in a natural 20 on the die and damage is dealt to the target ship's hull.

Critical damage is also scored whenever the target starship's hull takes damage that causes its total amount of damage to exceed its Critical Threshold (CT) or a multiple of that threshold. An individual attack does not need to deal damage that exceeds the CT in order to score critical damage against a starship; it just needs to deal enough damage to push the starship's total damage above a multiple of its Critical Threshold.

CRITICAL DAMAGE

LOCATION AND CONDITION



When critical damage is scored, the attacking gunner rolls 1d% to randomly determine which of the target starship's key systems is hit: 1-10 for life support, 11-30 for sensors, 31-60 for weapons array, 61-80 for engines, and 81-100 for power core. That system gains a critical damage condition. Cards 163-172 detail the effects of critical damage.

If the system isn't already critically damaged, it gains the glitching condition. If it is critically damaged again, its critical condition changes by one step of severity (glitching becomes malfunctioning; malfunctioning becomes wrecked).

CRITICAL DAMAGE

LIFE SUPPORT



Critical damage to life support penalizes all captain actions.

Glitching: A glitching system isn't operating at peak performance. Captain actions take a -2 penalty.

Malfunctioning: A malfunctioning system is difficult to control. Captain actions take a -4 penalty, and the captain can't perform push actions.

Wrecked: A wrecked system is minimally functional. Captain actions automatically fail.



CRITICAL HIT

CRITICAL DAMAGE

SENSORS



Critical damage to sensors penalizes all science officer actions.

Glitching: A glitching system isn't operating at peak performance. Science officer actions take a -2 penalty.

Malfunctioning: A malfunctioning system is difficult to control. Science officer actions take a -4 penalty, and the science officer can't perform push actions.

Wrecked: A wrecked system is minimally functional. Science officer actions automatically fail.



CRITICAL HIT

CRITICAL DAMAGE

WEAPONS ARRAY



Critical damage to a weapons array penalizes all gunner actions using weapons mounted in the damaged arc (and all turrets). Roll 1d4 to determine the damaged arc randomly: 1 for forward, 2 for starboard, 3 for port, and 4 for aft.

Glitching: A glitching system isn't operating at peak performance. The arc's gunner actions take a -2 penalty.

Malfunctioning: A malfunctioning system is difficult to control. The arc's gunner actions take a -4 penalty, and the arc's gunner can't perform push actions.

Wrecked: A wrecked system is minimally functional. The arc's gunner actions automatically fail.



CRITICAL HIT

CRITICAL DAMAGE

ENGINES



Critical damage to engines penalizes all pilot actions.

Glitching: A glitching system isn't operating at peak performance. Pilot actions take a -2 penalty.

Malfunctioning: A malfunctioning system is difficult to control. Pilot actions take a -4 penalty, and the pilot can't perform push actions.

Wrecked: A wrecked system is minimally functional. Pilot actions automatically fail.



CRITICAL HIT

CRITICAL DAMAGE

POWER CORE



Critical damage to the power core penalizes all engineer actions except hold it together and patch. Especially severe damage penalizes other crew actions, as well.

Glitching: A glitching system isn't operating at peak performance. Engineer actions take a -2 penalty.

Malfunctioning: A malfunctioning system is difficult to control. Engineer actions take a -4 penalty, the engineer can't perform push actions, and all other crew actions take a -2 penalty.

Wrecked: A wrecked system is minimally functional. Engineer actions automatically fail, and all other crew actions take a -4 penalty.



CRITICAL HIT

NAVIGATION



Determine the approximate distance you wish to travel and roll using the travel times on the following cards to see how long it takes you to reach your destination. The Game Master is the final arbiter of travel times and may shorten or lengthen them as needed for the campaign.

Start Thrusters (1 Minute per Size Category): A starship's thrusters need a short amount of time to warm up before they are ready to be used. Most hangars and space docks require that a starship's thrusters be deactivated after it lands or docks. However, a starship in orbit always has its thrusters active. A starship also needs to deactivate its thrusters to use its Drift engine—this requires no time.

NAVIGATION

STANDARD TRAVEL TIME



Travel Point-to-Point on a Planet (1d4 Hours):

Large and smaller starships can operate in a planet or planetoid's atmosphere and can travel between two areas on the same planet, within reason (a starship isn't generally equipped to be submerged underwater, for instance). The travel time depends on the distance between the two points.

Go into Orbit or Land (1d2 Hours): It takes only a short amount of time for a Large or smaller starship to lift off from a planet's or planetoid's surface and enter orbit, or to make a controlled landing from orbit. Huge and larger starships can be placed in orbit around only a planet or planetoid, and the crew requires a shuttle or other conveyance to reach the surface.

NAVIGATION

STANDARD TRAVEL TIME



Reach Satellite (1d8 Hours): From planetary orbit, it takes slightly longer for a starship to reach one of that planet's satellite bodies (or vice versa) than it would take to land. This travel time depends partly on the size of the planet and the satellite's orbit.

Travel In-System (1d6+2 Days): Traveling between two planets in the same star system fluctuates based on those planets' relative positions at the time of travel.

Travel Between Systems: Traveling between two star systems via conventional thrusters is a daunting affair, taking decades at the very least. Only large colony starships or vessels with crews in suspended animation attempt such a journey.

DRIFT NAVIGATION

OVERVIEW



When traveling through the Drift, determine whether the destination is in the same system, Near Space, or the Vast. The distance doesn't matter. Roll using the travel times on cards 177-178, then divide the result by your starship's Drift engine rating to determine how long it takes you to reach your destination. Days spent in the Drift are no different for the crew than days spent in normal space, and thus they can craft items, heal, and take other actions as normal.

The one exception to the rules above is Absalom Station: for unknown reasons, the *Starstone* at its core acts as an extremely powerful Drift beacon, allowing ships from anywhere in the galaxy to jump to Absalom Station in 1d6 days.

DRIFT NAVIGATION

TRAVEL TIMES



For a starship to engage its Drift engines to either enter or exit the Drift, it must remain stationary with its conventional thrusters turned off for 1 minute.

Travel In-System (1d6 Days): Jumping between two points in the same solar system is moderately faster than moving between them in real space. There is only a 1% chance of random encounters in the Drift.

Travel to Near Space (3d6 Days): Near Space contains the Pact Worlds system, the Veskarium, and many of the worlds contacted so far by their explorers. There is rarely more than a 10% chance of a random encounter during such trips through the Drift.

DRIFT NAVIGATION

TRAVEL TIMES



Travel to the Vast (5d6 Days): Largely unexplored, the millions of Vast worlds are significantly more difficult to reach than Near Space, and the risk of a random encounter in the Drift can be anywhere from 25% to as high as 50%.

Travel beyond the Rim: While other galaxies exist, the distances between them are so incredibly large that there have yet to be any confirmed instances of intergalactic travel using Drift technology. It's unclear whether this is due to extreme travel times, possible limits of the Drift, or unreported dangers within the Drift.

COMPUTERS

INTEGRATED CONTROL MODULE



While a starship's computer manages a variety of starship systems, only one with an integrated control module (ICM) can aid the crew in starship combat.

An ICM adds a circumstance bonus to one or more starship combat checks, decided just before the check is attempted. An ICM has a number of nodes; each node grants its bonus to one starship combat check per round. Multiple nodes allow an ICM to influence multiple starship combat checks in a round, but an ICM cannot add multiple bonuses to the same check. Use the dots below to track the starship's ICM uses per turn.



SENSORS



Sensors operate in two modes: passive or active.

Passive Mode: Sensors automatically scan the ship's surroundings, detecting objects in a 360-degree field around the starship at a range of up to twice the sensors' range category while in space or in the Drift, though local conditions may affect their range. On most planets, the range is reduced to 250 feet (or less, at the GM's discretion).

Active Sensors: The sensors scan a specific vessel, object, or planet. More sophisticated sensors grant a bonus on checks to study these targets. Active sensors can discern info from up to five times the sensors' range away from the starship, but such checks take a penalty of -2 for each range increment beyond the first to the target.

REPAIRING STARSHIPS



Outside of combat, the crew can repair damage done to their starship, provided it hasn't been destroyed. You can remove the critical damage condition from a system by taking 10 minutes and succeeding at an Engineering check. The DC depends on the severity of the condition (DC 15 for glitching, DC 20 for malfunctioning, and DC 25 for wrecked). The system is then no longer critically damaged (it has no critical damage conditions) and can function as normal.

Restoring lost Hull Points is more difficult. You must first stop the starship completely, and the repairing character(s) must have access to the hull's exterior.

(Continued on opposite side)

REPAIRING STARSHIPS



Repairs cost 10 UPBs per point of damage to be repaired and require 5 hours of work regardless of the number of points repaired. A character who succeeds at an Engineering check ($DC = 15 + 1\frac{1}{2} \times$ the starship's tier) can cut either the cost or the time in half. For every 10 by which their check exceeds the DC, they can reduce one of these factors by half (or by half again), to a minimum of 1 UPB per point of damage and 1 hour. Allies can use the aid another action to assist with this check. Failing the check to reduce the time or cost instead increases the cost by 5 UPBs per point of damage.

STARSHIP CHALLENGES



Combat between starships of equal tiers is more evenly matched than a fight between PCs and opponents of an equal CR. As a result, starship combats where the PCs face off against a ship of equal tier and capability are very difficult. Most encounters should be against ships of a lower tier. Use the following table as a guideline.

Difficulty	Enemy Starship Tier
Easy	PC tier - 3
Average	PC tier - 2
Challenging	PC tier - 1
Hard	PC tier + 0
Epic	PC tier + 1

STARSHIP XP



PCs should earn experience points (XP) for defeating enemy ships. To award XP, compare the difficulty of the encounter (see the opposite side of this card) to Table 11-1: Encounter Difficulty on page 390 of the *Core Rulebook* to find the Challenge Rating of the encounter. Look up the value of that CR on Table 11-3: Experience Point Awards (also on page 390) to find the party's XP award for the encounter.

ARMADA BASICS

ROUNDS AND PHASES



As in standard starship combat, each round of armada combat is divided into three phases: engineering, helm, and gunnery. Fleets perform specific actions in each phase, and officers can contribute only during certain phases, depending on their roles.

1. Engineering: During this phase, fleets prepare for their next maneuvers by repairing damage, restoring shields, and priming weapons. Chief casters and chief engineers act during this phase. At the end of this phase, each fleet also automatically regains a small number of Shield Points based on its maximum Shield Points value.

ARMADA BASICS

ROUNDS AND PHASES



2. Helm: At the beginning of the phase, each admiral attempts a check. The armada whose admiral's result was the lowest must choose and move half of their active fleets (rounded up) first, followed by the next lowest, until all armadas have moved half of their fleets (or waived those fleets' movement). The process then repeats in that order, with each armada moving its remaining half of its fleets. If an armada has no admiral, the armada rolls only 1d6 for its check to determine the order in which fleets move. If there is a tie, the two admirals in question roll another check and compare the results, with the one who rolls lowest moving first.

Admirals, chief technicians, and commanders typically act during the helm phase.

ARMADA BASICS

ROUNDS AND PHASES



3. Gunnery: During this phase, fleets fire their weapons. With the rare exception of free attacks or bonus attacks from the array special ability, each fleet can attack only once per round. Fleets attack in any order, but the effects of gunnery actions are all applied simultaneously at the end of the round, meaning that all fleets can fire, even if they take enough damage to be disabled during the phase.

If there are still combatants engaged in the combat, the next round begins, starting with a new engineering phase.

ARMADA BASICS

MOVEMENT



Fleets move and maneuver in much the same way as starships do in standard starship combat, including the rules for making turns, moving through other fleets (as though they were starships), and measuring firing arcs. Speed functions in the same way.

A fleet can freely attempt one stunt as part of its movement. Only the following stunts are available in armada combat, using the listed DCs for a fleet's Piloting checks to perform those stunts: **back off** (DC 10 + 1/4 the fleet's tier), **flip and burn** (DC 15 + 1/4 the fleet's tier), **flyby** (DC = the enemy fleet's AC), **slide** (DC 10 + 1/4 the fleet's tier), **turn in place** (no check). Any free attack performed during a flyby stunt deals half damage.

ATTACKING



You make a fleet attack using the following procedure.

1. Range: Determine the range between the two fleets (counted in hexes). Attacks made against a target within a fleet's short range take no penalty, whereas attacks beyond short range but within long range (the second range increment) take a -2 penalty, and attacks beyond long range but shorter than extreme range (the third range increment) take a -4 penalty. A starship cannot attack targets beyond its extreme range.

2. Gunnery Check: The fleet rolls a gunnery check and compares the result to the target's AC. If the gunnery result equals or exceeds the target's AC, the fleet hits and deals its listed damage. Otherwise the attack misses or deals negligible damage.

ATTACKING



Gunnery Check = 1d20 + fleet's check modifier + officer bonus + range penalty

AC = 10 + the fleet's check modifier + officer bonus + modifiers from tactics + shield bonus (front arc only)

3. Deal Damage: Apply damage first to a fleet's Shield Points, and any remaining damage is applied to its Hull Points (HP). A fleet deals an additional point of damage per die to fleets that are weak to its fleet type, and a fleet deals 1 less point of damage per die to fleets that are strong against its fleet type. If a fleet is reduced to 0 or fewer HP, it is disabled and cannot act. If a fleet's total HP damage exceeds twice its Hull Points, it is destroyed.

CRITICAL DAMAGE



Incoming damage can devastate fleets' starship systems and group cohesion, represented by critical damage and morale, respectively.

Critical Damage: Critical damage is scored once whenever a gunnery check results in a natural 20 on the die, and the attack deals at least one damage to the fleet's Hull Points. Critical damage is also scored when the fleet is reduced to half its maximum HP. When critical damage is scored, the attacking fleet should roll 1d6 and consult the opposite side of this card to determine which system is disrupted.

CRITICAL DAMAGE



Roll 1d6 to determine which system receives critical damage.

1. Auxiliary System: One of the fleet's special abilities (selected at random) provides no benefits.

2. Communications: The fleet gains no benefits from officers, and the fleet's officers cannot affect other fleets.

3. Engines: The fleet takes a -1 penalty to AC and speed.

4. Shields: The fleet cannot regain SP.

5. Weapons: Reduce all damage dealt by 1 per damage die.

6. Roll twice and apply both results, ignoring 6s and duplicate results.

MORALE



When a fleet is reduced to half its maximum HP, the fleet must attempt a morale check (DC 10 + 1/2 the opposing armada's tier). If the fleet's check succeeds by 4 or less, it is unaffected. If it exceeds the DC by 5 or more, the fleet is emboldened and gains a +1 bonus to all checks until the end of the next round. If it fails by 4 or less, the fleet is shaken and takes a -1 penalty to all checks until the end of the next round. If it fails by 5 or more, the fleet is routed and attempts to flee the combat by the safest route possible.

(Continued on opposite side)

MORALE



A routed fleet can make attacks at a -2 penalty and continues to flee until successfully rallied by an admiral or until it has fled for 3 rounds, at which point the fleet is disabled.

When a fleet is routed, any allied fleets within 2 hexes that have half of their HP or fewer remaining must also attempt a morale check with a DC equal to the routed fleet's AC. A fleet that succeeds at its morale check does not need to make further morale checks until the end of the round.

ARMADA OFFICERS

BONUSES



Each PC takes an officer role in a specific fleet, and a fleet cannot have more than one of any officer at a time (and only one admiral per armada). An officer grants their fleet a passive benefit, and each officer can perform one special action per round.

Officer Bonuses: An officer's bonus equals $2 + 1$ for every 6 ranks the officer has in one of their role's associated skills; a commander can instead use their base attack bonus to calculate their officer bonus in place of their skill ranks. Officer bonuses do not stack with other officer bonuses.

When performing an armada combat check, an officer's modifier equals their officer bonus plus their fleet's check modifier. Before an officer's assigned fleet attempts a check, that officer can spend 1 Resolve Point to roll the check twice and use the better result.

ARMADA OFFICERS

RANGE AND ROLES



Range: Officer actions have a maximum range equal to their fleet's long range, and the actions do not take range penalties when affecting targets. Officers assigned to the armada's flagship can affect targets within that fleet's extreme range.

Changing Roles: At the beginning of each round, any officers can change their roles, though only to assume a role that would otherwise be vacant. An armada can have only one admiral, and a fleet can have only one of any given officer role. An officer can join a different fleet by spending an action during the engineering phase if the two fleets begin the round adjacent to each other.

ADMIRAL



As admiral, you direct the overall flow of battle and provide motivation at key moments. You don't necessarily outrank the other officers or control their actions, but you are in a position to influence your forces in unique ways. An armada can have only a single admiral.

Associated Skills: Bluff, Diplomacy, or Intimidate

Officer Bonus: You grant your officer bonus to your fleet's morale checks.

Encourage (Any Phase): You can encourage a fleet or officer to grant them a bonus to their action. Before that fleet or officer attempts the check, you attempt a DC 10 check. If you succeed, you either grant your officer bonus to the triggering check, or you grant a +1 bonus to the check.

ADMIRAL



Rally (Engineering Phase): You order a fleet to regroup, granting it your officer bonus to morale checks until the end of the round. If the fleet is routed, it attempts a new morale check against the same DC that caused it to rout. If it succeeds, it is no longer routed.

Taunt (Helm Phase): You harangue or mislead an enemy fleet. Attempt a check targeting an enemy fleet's AC. If you succeed, that fleet takes a penalty equal to 1 + half your officer bonus to all checks until the beginning of the next helm phase. Whether or not you succeed, you cannot successfully taunt that fleet again for the rest of the combat.

CHIEF CASTER



As chief caster, you oversee the mystical rites and magical augmentation of your fleet with the help of ample crew.

Associated Skill: Mysticism

Officer Bonus: You grant your officer bonus to your fleet's AC against enemy gunnery checks.

Conjure (Engineering Phase): Choose one hex and attempt a DC 10 check. If you succeed, your mystical crew conjures cosmic debris in that hex and all adjacent hexes that lasts until the end of the round. Any starship that ends its turn in that area takes an amount of damage equal to your officer bonus, and any fleet attacks that pass through the affected area take a -1 penalty to gunnery checks.

CHIEF CASTER



Enchant (Engineering Phase): You lead your mystical crew in enchanting a fleet's weapons. Choose a fleet and attempt a check against that fleet's AC. If you succeed, that fleet's range increases by 2, and its gunnery checks can score critical damage on a 19 or 20. These effects last until the end of the round.

Precognition (Engineering Phase): You lead your crew in predicting enemy movements. Attempt a DC 10 check. If you succeed, your admiral rolls 1d4 and adds the result to their next check to determine the order in which fleets move during the helm phase.

CHIEF ENGINEER



As chief engineer, you command your fleet's engineering corps, oversee repairs, and make crucial calls on when to exceed starships' recommended performance limits.

Associated Skill: Engineering

Officer Bonus: You grant twice your officer bonus to your fleet's starting and maximum Shield Points.

Repair (Engineering Phase): Choose a fleet and attempt a check against the fleet's AC. If you succeed, choose one of the fleet's critical damage conditions; you direct the onboard engineers' repairs, and the fleet ignores that critical damage condition for 1 round, plus 1 additional round for every 5 by which your check exceeded the fleet's AC.

CHIEF ENGINEER



Boost (Engineering Phase): Choose a fleet. You attempt a check against the fleet's AC and direct the engineers aboard that fleet to augment a key system. If you succeed, you either increase the fleet's speed by 1d2 until the end of the round, decrease the fleet's turn distance by 1 (minimum 0) until the end of the round, add your officer bonus to the SP that fleet recovers during this phase, or add your officer bonus to the fleet's damage rolls until the end of the turn.

CHIEF TECHNICIAN



As chief technician, you oversee your fleet's powerful computers and scientists.

Associated Skills: Computers

Officer Bonus: You grant your officer bonus to your fleet's gunnery checks.

Scramble (Gunnery Phase): Select an enemy fleet and one of that fleet's officers (or optionally choose one at random), then attempt a check against the fleet's AC. During the next round, the fleet's selected officer grants no passive benefit to their fleet and can't perform any officer actions. In addition, other fleets' officer actions cannot affect the targeted fleet.

Target (Helm Phase): Choose an allied fleet and enemy fleet within range, then attempt a check against the enemy fleet's AC. If you succeed, your science officers help aim the allied fleet's weapons until the end of the round, which both grants that fleet a +1 untyped bonus to gunnery checks against the enemy fleet and enables the allied fleet's gunnery checks against the target to score critical damage on a 19 or 20.

CHIEF TECHNICIAN



Scan (Helm Phase): You direct the fleet's sensors to scan another fleet. Attempt a check with an untyped +5 bonus against the fleet's AC. If you succeed, you learn the first unknown category of information from the following list. For every 5 by which you exceed the check, you learn an additional unknown category of information.

1. Basic Statistics: Fleet type, size, speed, maneuverability, tier, damage, total and current Hull Points, and total and current Shield Points.

2. Special Abilities: Special abilities, as well as the fleets against which the target fleet is strong or weak.

3. Officers: The names and roles of any officers assigned to the fleet.

COMMANDER



Whereas an admiral directs the armada's grander strategy, as commander, you oversee a specific fleet's maneuvers to ensure optimal performance.

Associated Skills: Base attack bonus, Diplomacy, Intimidate, or Piloting

Officer Bonus: You grant your officer bonus to your fleet's Piloting checks.

Direct (Helm Phase): Either by issuing precise commands or by piloting a key starship yourself, you set an example that the rest of your fleet follows. Attempt a DC 15 check. If you succeed, you grant your officer bonus to either your fleet's gunnery checks or AC until the end of the round. If you fail the check by less than 5, your officer bonus is reduced to 1 for this action.

COMMANDER



Duel (Gunnery Phase): You direct your starship to engage with an enemy officer's starship within 3 hexes—or if your target is a capital fleet, you lead your starship in a daring attack on the enemy vessel's bridge. Attempt a check against the enemy fleet's AC + 5. You gain a +5 untyped bonus to this check if your armada has identified the fleet's officers, and you gain an additional +5 untyped bonus if the targeted fleet also uses the duel action against your fleet. If you succeed and your fleet's attack that round deals damage to the enemy fleet's HP, the target gains the communications critical damage condition until the end of the next round. If your attack would deal critical damage to the fleet, one of the fleet's officers is incapacitated and provides no benefits for the remainder of the combat.

CRITICAL DAMAGE

LIVING STARSHIPS



These creatures have no crew, but they can take engineer, gunner, magic officer^{COM}, and pilot actions (one of each, in the appropriate phases) using the appropriate skill bonuses and ranks. Because living creatures have unique anatomies, they require a special table for determining critical damage effects and conditions (*Core Rulebook* 321). This also serves as a list of systems an enemy science officer can target with the target system crew action.

An example critical damage effect table appears on the opposite side of this card, but specific creatures could have unique critical damage effects and systems.

CRITICAL DAMAGE

LIVING STARSHIPS



D%	System	Effect
1-30	Weapons array	Randomly determine one arc containing weapons; condition applies to all gunner actions using weapons in that arc.
31-60	Propulsion	Condition applies to all pilot actions.
61-90	Heart	Condition applies to all engineer actions, except when patching or repairing the heart.
91-100	Brain	The brain doesn't take critical damage conditions. Instead, during the next round after taking critical damage, each of the creature's attempted actions has a 25% chance of failure.

STARSHIP WEAPONS— FORWARD

WEAPON 1: _____

Class: _____ Type: _____

Range: _____ Speed: _____

Damage: _____

Special Properties: _____

WEAPON 2: _____

Class: _____ Type: _____

Range: _____ Speed: _____

Damage: _____

Special Properties: _____

STARSHIP WEAPONS— FORWARD

WEAPON 3: _____

Class: _____ Type: _____

Range: _____ Speed: _____

Damage: _____

Special Properties: _____

WEAPON 4: _____

Class: _____ Type: _____

Range: _____ Speed: _____

Damage: _____

Special Properties: _____

STARSHIP WEAPONS— PORT

WEAPON 1: _____

Class: _____ Type: _____

Range: _____ Speed: _____

Damage: _____

Special Properties: _____

WEAPON 2: _____

Class: _____ Type: _____

Range: _____ Speed: _____

Damage: _____

Special Properties: _____

STARSHIP WEAPONS— PORT

WEAPON 3: _____

Class: _____ Type: _____

Range: _____ Speed: _____

Damage: _____

Special Properties: _____

WEAPON 4: _____

Class: _____ Type: _____

Range: _____ Speed: _____

Damage: _____

Special Properties: _____

STARSHIP WEAPONS— STARBOARD

WEAPON 1: _____

Class: _____ Type: _____

Range: _____ Speed: _____

Damage: _____

Special Properties: _____

WEAPON 2: _____

Class: _____ Type: _____

Range: _____ Speed: _____

Damage: _____

Special Properties: _____

STARSHIP WEAPONS— STARBOARD

WEAPON 3: _____

Class: _____ Type: _____

Range: _____ Speed: _____

Damage: _____

Special Properties: _____

WEAPON 4: _____

Class: _____ Type: _____

Range: _____ Speed: _____

Damage: _____

Special Properties: _____

STARSHIP WEAPONS— AFT

WEAPON 1: _____

Class: _____ Type: _____

Range: _____ Speed: _____

Damage: _____

Special Properties: _____

WEAPON 2: _____

Class: _____ Type: _____

Range: _____ Speed: _____

Damage: _____

Special Properties: _____

STARSHIP WEAPONS— AFT

WEAPON 3: _____

Class: _____ Type: _____

Range: _____ Speed: _____

Damage: _____

Special Properties: _____

WEAPON 4: _____

Class: _____ Type: _____

Range: _____ Speed: _____

Damage: _____

Special Properties: _____

STARSHIP WEAPONS— TURRET

WEAPON 1: _____

Class: _____ Type: _____

Range: _____ Speed: _____

Damage: _____

Special Properties: _____

WEAPON 2: _____

Class: _____ Type: _____

Range: _____ Speed: _____

Damage: _____

Special Properties: _____

STARSHIP WEAPONS— TURRET

WEAPON 3: _____

Class: _____ Type: _____

Range: _____ Speed: _____

Damage: _____

Special Properties: _____

WEAPON 4: _____

Class: _____ Type: _____

Range: _____ Speed: _____

Damage: _____

Special Properties: _____

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ICONS



Armada



Crew Action



Gunner



Science Officer



Captain



Critical Damage



Magic Officer



Starship Basics



Chief Mate



Engineer



Pilot



Stunt

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