Ship Actions

Level 1-5 (See other side for high level version)

Task	DC	Success					
	Any		Role:	Captain	Skill:	Varies	Skill
Demand	15+1.5xTier	+4 bonus to one specific check (1 per character)					Intimidate
Encourage	15	+2 to crew action					Diplomacy
Encourage	10	+2 to crew action					Skill required by crew action
Taunt*	15+1.5xE-Tier	-2 to enemy action in phase for 1d4 rounds -4 if action is a push (1 per ship)					Bluff or Intimidate
Engineering			Role:	Engineer	Skill:	Engineering	
Divert	10+1.5xTier	Choose 1: Engines (+2 speed), Computers (+2 to Science Officers), Weapons (Treat 1s as 2s on damage.), Shields (+5% of PCU to shields, distributed as you wish)					
Hold it together	15+1.5xTier	Treat 1 damaged system as 2 steps less damaged for one round. Ignore Crit penalties on this check.					
Patch Glitching	10+1.5xTier	1 action	System is treated as one damage lower for remainder of combat, or until it takes damage, or 1 hour has passed. Ignore Crit penalties on this check. Can be done more than once per round, multiple engineers can combine actions, but all must pass check.				
Malfunct	15+1.5xTier	2 action					
Wreaked	20+1.5xTier	3 action					
Fast Patch	+5	-1 Action					
Helm			Role:	Science Officer	Skill:	Computers	
Balance	10+1.5xTier	Shift shield points from 1 arc to another, (all shields must end up with 10% of current.) Or distribute shield points as equally as possible.					
Scan	5+1.5xE-Tier+EC	Get 1 Line of Info from Ship Statistics chart below, +1 per 5 exceeded DC					
Target System	5+1.5xE-Tier+EC	Chose 1 system. Next hit crits on 19-20, if crit, that system damaged.					
Helm			Role:	Pilot	Skill:	Piloting	
Order	**Opposed: Lowest Result goes first**				No Pilot: 0+Pilot Mod		
Glide	-- (Minor)	Move up to half speed, increase turn distance by 2, Add pilot ranks to AC / TL					
Fly	--	Move up to speed and make turns normally					
Maneuver	15+1.5xTier	Move up to speed and reduce turn distance by 1 (min 0)					
Stunts					Fail	Fail by 5	
Turn in place		Change facing to any direction.			Poor -2 AC / TL	Clumsy -4 AC / TL	
Back off	10+1.5xTier	Half Speed, Backward, no turns			Backward one hex	Don't move, -4 AC/TL	
Barrel Roll	10+1.5xTier	Half Speed, Swap port / starboard for 1 turn			Half speed, no roll	Half Speed, -4 AC / TL	
Evade	10+1.5xTier	Full speed, +2 AC / TL			Full Speed	Full speed, -2 AC/TL	
Slide	10+1.5xTier	Full speed, no turns, but move either forward port or forward starboard			Half Speed, no turns		
Flip and Burn	15+1.5xTier	Half Speed, no turns, turn 180			Half Speed, no turns		
Flyby	15+1.5xTier	Full speed, move through 1 hex of enemy ship w/o provoking. During Gunnery, choose one arc to fire at range 1 at any arc of enemy ship			Full speed, move provokes, gunnery as normal		
Gunnery	Penalty		Role:	Gunner	Skill:	Max(BAB, Piloting ranks)+Dex	
Snap Shot	-2 (Minor)	Fire one weapon, can only be done if no other gunner actions occur					
Fire at will	-4	Fire 2 starship weapons					
Shoot	0	Fire 1 starship weapon					

E-Tier = Enemy ship's Tier   EC = Enemy Ship's Countermeasures.

Ship Statistics

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, including its firing arc and the damage it deals, 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 might be carrying.

5. Other: Any remaining ship statistics.

Compiled by Jared Thaler   11/28/2017

L	R	Task	DC	Success	Skill
		Phase: Any		Role: Captain	Skill: Varies	Skill
		Demand	15+1.5xTier	+4 bonus to one specific check (1 per character)	Intimidate
		Encourage	15	+2 to crew action	Diplomacy
		Encourage	10	+2 to crew action	Skill required by crew action
		Taunt*	15+1.5xE-Tier	-2 to enemy action in phase for 1d4 rounds -4 if action is a push (1 per ship)	Bluff or Intimidate
6	1	**Orders***	15+1.5xTier	Crew member may perform 2 different actions	Crew members role skill
12	1	**Moving Speech**	20+1.5xTier	For remainder of phase allies roll twice, take best.	Diplomacy

L	R	Task	DC	Success	
		Phase: Engineering		Role: Engineer	Skill: Engineering
		Divert	10+1.5xTier	Choose 1: Engines (+2 speed), Computers (+2 to Science Officers), Weapons (Treat 1s as 2s on damage.), Shields (+5% of PCU to shields, distributed as you wish)	
		Hold it together	15+1.5xTier	Treat 1 damaged system as 2 steps less damaged for one round. Ignore Crit penalties on this check.	
		Patch Glitching	10+1.5xTier	1 action	System is treated as one damage lower for remainder of combat, or until it takes damage, or 1 hour has passed. Ignore Crit penalties on this check. Can be done more than once per round, multiple engineers can combine actions, but all must pass check.
		Malfunct	15+1.5xTier	2 action	
		Wreaked	20+1.5xTier	3 action	
		Fast Patch	+5	-1 Action	
6	1	**Overpower***	15+1.5xTier	Treat as divert to 3 systems. Cannot Overpower and Divert in same turn	
12	1	**Quick Fix**	20+1.5xTier	Remove Crit damage from 1 system for 1 hour	

L	R	Task	DC	Success	
		Phase: Helm		Role: Science Officer	Skill: Computers
		Balance	10+1.5xTier	Shift shield points from 1 arc to another, (all shields must end up with 10% of current.) Or distribute shield points as equally as possible.	
		Scan	5+1.5xE-Tier+EC	Get 1 Line of Info from Ship Statistics chart on back, +1 per 5 exceeded DC	
		Target System	5+1.5xE-Tier+EC	Chose 1 system. Next hit crits on 19-20, if crit, that system damaged.	
6	1	**Lock On**	5+1.5xE-Tier+EC	+2 to gunnery checks for rest of round	
12	1	**Improve Countermeasure**	5+1.5xE-Tier+EC	Enemy gunners roll twice, take worse result.	

L	R	Task	DC	Success		Fail	Fail by 5
		Phase: Helm		Role: Pilot	Skill: Piloting		
		Order	**Opposed: Lowest Result goes first**		No Pilot: 0+Pilot Mod		
		Glide	-- (Minor)	Move up to half speed, increase turn distance by 2, Add pilot ranks to AC / TL			
		Fly	--	Move up to speed and make turns normally			
		Maneuver	15+1.5xTier	Move up to speed and reduce turn distance by 1 (min 0)			
		Stunts				**Fail**	**Fail by 5**
		Turn in place		Change facing to any direction.		Poor -2 AC / TL	Clumsy -4 AC / TL
		Back off	10+1.5xTier	Half Speed, Backward, no turns		Backward one space	Don't move, -4 AC / TL
		Barrel Roll	10+1.5xTier	Half Speed, Swap port and starboard for 1 turn		Half speed, no roll	Half Speed, -4 AC / TL
		Evade	10+1.5xTier	Full speed, +2 AC / TL		Full Speed	Full speed, -2 AC/TL
		Slide	10+1.5xTier	Full speed, no turns, but move either forward port or forward starboard		Half Speed, no turns	
		Flip and Burn	15+1.5xTier	Half Speed, no turns, turn 180		Half Speed, no turns	
		Flyby	15+1.5xTier	Full speed, move through 1 hex of enemy ship w/o provoking. During Gunnery, choose one arc to fire at range 1 at any arc of enemy ship		Full speed, move provokes, gunnery as normal	
6	1	**Full Power**	--	Move up to 1½ speed, increase turn distance by 2			
12	1	**Audacious Gambit**	20+1.5xTier	Move up to speed and reduce turn distance by 2 (min 0), fly through enemy ship without provoking, change facing to any direction. **Fail:** As Fly, but resolve spent.			

L	R	Task	Penalty	Success	
		Phase: Gunnery	Penalty	Role: Gunner	Skill: Max(BAB, Piloting ranks)+Dex
		Snap Shot	-2 (Minor)	Fire one weapon, can only be done if no other gunner actions occur	
		Fire at will	-4	Fire 2 starship weapons	
		Shoot	0	Fire 1 starship weapon	
6	1	**Broadside**	-2	Fire all weapons in one arc (including Turret) May target different ships	
12	1	**Precise Targeting**	0	Fire 1 starship weapon at 1 target. If you hit and target has no shields deal +1 crit.	

L = Level Minimum   R = Resolve Cost   E-Tier = Enemy ship's Tier   EC = Enemy Ship's Countermeasures.