쉱 CAI	IIAT	N SF	R: LE\	/EL, VARIOUS PHASE: ANY NON-CHECK (CR	B: 322, SOM: 42, ERRATA)
	SR	COST	PUSH	ACTION/DESCRIPTION	CRIT SUCCESS
iQ:	-	i 	-	Demand - [DC 15 + 1.5 ST] Intimidate check to demand crew member improve performance. On success, crew member gains +4 on any one check. One use per character per combat. Can't make demands of self.	+1 use of <u>Demand</u> on this PC
©	-	 - 	-	Encourage - [DC 15] Diplomacy check or [DC 10] check using the skill that the targeted crew member is using to encourage crew member and provide a bonus. On success, crew member gains +2 on targeted check. Can't encourage self.	Increase to +4
≯ /←	-	 	~	Taunt - [DC 15 + 1.5 EST] Bluff or Intimidate check targeting specific phase to taunt enemy ship. On success, enemy crew acting during phase take a -2 (-4 for push skills) to all checks for 1d4 rounds. Once per enemy starship per combat.	Taunt lasts all three phases
	L6	1RP	~	Orders - [DC 15 + 1.5 ST] target role primary skill check to give a crew member orders at the beginning of the phase in which she would act. On success, crew member can take a second, different action in her role this round. Can't order self.	+1 Captain action this round
\Box	L12	1RP	-	eq:moving Speech - [DC 20 + 1.5 ST] Diplomacy check to give moving speech during one combat phase. On success, all remaining crew members and allies roll twice and take the better result.	+2 to all crew checks this round

TOTAL TRANSPORT TO THE CREEK
multiplier enemy
[DC 15 + 1.5EST + _j]
base value starship add. tier

CRIT HIT/MISS/SUCCESS Critical Hit (Attack) - 20 on a d20 and damage dealt to ship's hull or damage exceeds a one of the five critical thresholds. Critical Miss (Attack) - 1 on a









	Critic	al Succes	ically misses is (Action) - 2 ion Crit Succ	20 c
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PILOTING CHECK (CRB: 320)

Piloting Check - [1d20 + Pilot's Piloting Skill Ranks + Pilot's Piloting Skill bonuses + any bonuses from Captain and Crew]. Turn order during Helm phase = ascending.

BOARDING CHECK

Boarding Check - Upon ramming, successfully firing an anchoring property weapon, or attaching a breaching pod to an enemy starship, make a [1d20 + boarding party's tier (rounded down) + boarding party complement modifier + boarding party training modifier] boarding check to board.

DAMAGE PHASE

(SOM: 40)

Damage Phase - Damage and critical effects are calculated during Damage Phase to allow all ships to fire even if the damage they will take will result in disabled/destroyed.

PUSH ACTIONS

(CRB: 322)

Push Actions - Actions that can't be performed if system is malfunctioning or wrecked.

ROLES & SWAPPING

Roles - Declared when you board a ship. Determines actions you can take. Passenger = no special actions. Max one Captain, Pilot, and Gunner per weapon.

Swapping - You may swap between roles at the start of a round prior to the Engineering phase.

CRITICAL EFFECTS/CONDITIONS

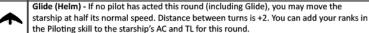
Glitching - System not operating at peak. All actions (except Hold It Together and Patch) take a -2. Malfunctioning - System is hard to control. All actions (except Hold It Together and Patch) take a -4. No Push actions. If power core, all actions not involving core take a -2. Stacks with penalties. Wrecked - System is minimally functional. All Crew actions (except Hold It Together and Patch) auto fail. If power core, all actions not involving core take a -4. Stacks with penalties.

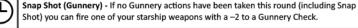
MINOR | MINIMAL CREW ONLY | PHASE: VARIOUS

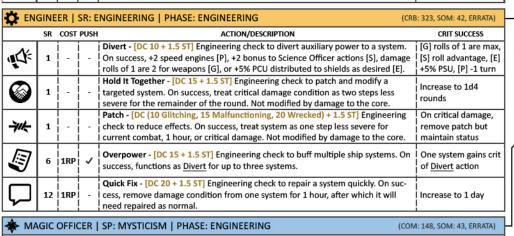
ACTION/DESCRIPTION

Quick Rescan (Helm) - If no Science Officer actions were taken during Helm phase (including Minor actions), and Scan was used last round, check sensors. [DC 5 + 1.5 EST + Countermeasure Defense] Computers check to learn Hit Points or Shield Points.

Visual ID (Helm) - If no Science Officer actions during the Helm phase (including Minor actions), use visual sensors. [DC 10 + 1.5 EST] Computers, Engineering, or Perception 0 check to learn first unknown: Basic Info, Defenses, Weapons.







♦ MAGIC OFFICER SP: MYSTICISM PHASE: ENGINEERING (COM: 148, SOM: 43, ERRATA)							
	SR	COST	PUSH	ACTION/DESCRIPTION	CRIT SUCCESS		
Q	1	i - 	-	Precognition - [DC 10 + 1.5 ST] Mysticism check to use supernatural senses or divination to see an enemy ship's movement. On success, Pilot gains +2 to Piloting Check.	Increase to +4		
	1	 - 	-	Scrying - [DC 5 + 1.5 EST + Countermeasure Defense] Mysticism check to divine information about enemy starship. On success, learn next item (+1 item for every 5 exceeding the check) on list: Basic Info, Defenses, Weapon, Load, Other.	Gunner damages hull =25% chance crit dmg to random		
%	1	 -	~	Eldritch Shot - [DC 10 + 1.5 ST] Mysticism check to augment a ship's weapon with magic. On success, weapon has +5 range for a single shot. Cannot be used on weapons with the point special property.	All damage rolls of 1 are now 2 for target weapon		
#	6	1RP	~	Mystic Haze - [DC 20 + 1.5 ST] Mysticism check to create a magic field obscuring a target ship's view. On success, starship gains +1 to AC until the end of the next round and enemy Science Officers roll disadvantage on Scan or Lock-On actions.	Increase to +2, also affects TL		
0	12	1RP	~	Psychic Currents - [DC 20 + 1.5 ST] Mysticism check to alter space around the starship, changing the way the vessel interacts with space-time. On success, reduce starship's distance between turns by 1 (min 0) for the round.	+2 to starship speed until next turn		

					reduce starship's distance between turns by 1 (min 0) for the round.	***************************************
	CHIE	F N	1ATE	SR:	ACROBATICS, ATHLETICS PHASE: ENGINEERING	(SOM: 43, COM: 146)
		SR	COST	PUSH	ACTION/DESCRIPTION	CRIT SUCCESS
	כ	-	-	-	Maintenance Panel Access - [DC 10 + 1.5 ST] Acrobatics/Athletics check to supplement Engineers <u>Divert/Overpower</u> actions. On success, if Engineer succeeds, <u>Divert/Overpower</u> to +1 different systems. Fail by >10, Engineers take -2 this round.	On next <u>Divert</u> action, Engineer rolls advantage
(2)	9	6	1RP	~	Targeting Aid - [DC 20 + 1.5 ST] Acrobatics/Athletics check to increase accuracy. On success, one Gunner can take the Fire at Will/Broadside action with no penalty. Fail by >10, Gunner takes -2 to attacks this round. Once per gunner per round.	Target specific ship, all Gunners gain benefits



ACTION/DESCRIPTION Erratic Maneuvering - Trigger minor maneuvering thrusters at random to cause your starship to make small, unexpected jukes in its trajectory. +1 to AC and TL against enemy starships using the Flyby stunt this round.

OPEN | SR: NONE | PHASE: OPEN

of their choice related to combat this turn.

Feign Disaster - Fake a catastrophic failure. All enemy starship Captains must make a [DC 10 + 1.5 ST] Computers check to see through ruse. On failure, -2 to Scan/Lock-On actions -1 to Piloting checks within 1 hex. Once/combat. Prioritize Calculation - Use a command terminal to temporarily suspend computer tasks



running noncritical systems, prioritizing combat calculations made at a specific station to add +1 to a single check this round. Range Finding - Use multiple ships systems to triangulate an enemy ship or spacial feature. One Gunner, Pilot, or Science Officer gains +1 bonus to one attack roll or skill check



Ready Weapon System - Carefully perform comprehensive pre-firing preparations for one selected weapon. If weapon is fired NEXT round, +1 damage (+2 to starships of tier >5).



Lead Boarding Party - Accompany a boarding party, granting it a bonus equal to your key ability score modifier to the boarding attack modifier. On success, choose which system takes critical damage. Crit success = Inflict critical damage to an additional, random system



Subdue Boarding Party - Lead thwarting of boarding party. Either add your key ability score modifier to your starship's BR against one boarding attack this round, or half the bonus (rounded down) to the BR against all boarding attacks this round.



₹ SP, HP & CT

Shield Points (SP) - Recoverable shields for each quadrant. When taking damage, reduce SP first, then HP. Hull Points (HP) - Non-recoverable pool of health. When HP = 0, starship is disabled.

Critical Thresholds (CT) - Every 1/5 of max Hull Points.

AC.		

(CRB: 320, SOM: 40)

(CRB: 320)

Armor Class (AC) - Armor against direct-fire weapons. AC = [10 + Pilot's Piloting Skill Ranks + starship's armor bonus + size modifier + stunt and action bonuses/penalties]. Target Lock (TL) - Evasion of tracking weapons. TL = [10 + Pilot's Piloting Skill Ranks+ bonus vs countermeasures + size modifier + stunt and action bonuses/penalties]. Boarding Resistance (BR) - Resistance to boarding. BR = [ST

+ starship's security modifier + starship's training modifier].

PHASE DAMAGE CHECK

HELM GUNNERY CHECK

✓ STUNTS

(CRB: 318, SOM: 17, 43, ERRATA)

Back Off - [DC 10 + 1.5 ST] Piloting check to move starship aft up to half speed (no turns). Fail = move aft 1 hex. Fail > 5, no move, -4 AC/TL until next round. Crit Success = Move full speed, turn normal.

Barrel Roll - Starship <= Large size. [DC 10 + 1.5 ST] Piloting check to move starship up to half its speed and flip on central axis. During Gunnery phase, port/aft shields/weapons act as if they have swapped arcs. Fail = move half speed, no roll. Fail > 5, no move/roll, -4 AC/TL until next round. Crit Success = Gain Evade effects until start of next round.

Evade - [DC 10 + 1.5 ST] Piloting check to move starship up to its speed and turn as normal, but gain +2 AC/TL until the start of next round. Fail = move normal. Fail > 5, move normal, -2 AC/TL until next round. Crit Success = Increase to +4 AC/TL. Flip and Burn - [DC 15 + 1.5 ST] Piloting check to move starship up to half speed and rotate 180° to face aft. Fail = move half speed, no rotation. Crit Success = Move full speed, turn 180°. Flyby - [DC 15 + 1.5 ST] Piloting check to move starship up to its speed and move through one enemy occupied hex without provoking. During Gunnery phase, single arc of weapons can fire as if enemy starship is at 1 range. Fail = move, attack, provoke normal. Crit Success = +2 to gunnery check. Ramming Speed - [DC 15 + 1.5 ST] Piloting check to increase distance between turns by 2, move up to speed through ${\bf 1}$ enemy-occupied hex. Fail (Ramming Speed) = move and provoke as normal. Success (Ramming Speed) = attempt a gunnery check. Success (Gunnery Check) = collide with ship and deal [(1d4 * 1/2 your starship's speed) + (1d4 * your starship size)] damage to both ships. Tiny = 1, Small = 2... Fail (Gunnery Check) = move, but don't provoke. Crit Success (Ramming Speed) = attempt a +2 gunnery check, and if gunnery check succeeds, deal [1 ST] additional damage to the target. Slide - [DC 10 + 1.5 ST] Piloting check to move starship up to speed forward-port or forward-starboard without turning. Fail = move half, no turns. Crit Success = +1 turn after move. Turn in Place - No movement, turn to face any direction. Maneuverability of Clumsy = -4 AC/TL. Poor = -2 AC/TL. Average or better = no change. AC/TL changes last for the round.

GUNNERY CHECK

(CRB: 320

Gunnery Check - For each weapon fired against a target: [1d20 + Gunner's BAB or Piloting Skill Ranks + Gunner's Dex Mod + computer system bonuses + bonuses from Captain and Crew + range penalty + action bonus/penalty].

★ ECM CHECK	(SOM: 12)
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ECM Check - For each ECM activated: [1d20 + Science Officer's Computer Skill Ranks + Science Officer's Int Mod + computer system bonuses + bonuses from Captain and Crew + range penalty + action bonus/penalty + target shield penalty (-2)].

Γ		SR	COST	PUSH	ACTION/DESCRIPTION	CRIT SUCCESS
	₩	-	-	-	Manual Realignment - [DC 10 + 1.5 ST] Acrobatics/Athletics check to manually realign sensors (must have sensors). On success, if Science Officer check succeeds receive +1 info. Fail by >10, knock sensors out of alignment, no scans this round.	On next <u>Scan</u> action, Science Officer rolls advantage
1	₽	-	-	v	Hard Turn - [DC 10 + 1.5 ST] Acrobatics/Athletics check to manually adjust thrusters and bypass safety protocols. On success, pilot can make one turn at maneuverability +1. Fail by >10, overheat, maneuverability -1 for remainder of round.	Improve starship maneuverability to +
	•	12	1RP	v	Maximize Speed - [DC 25 + 1.5 ST] Acrobatics/Athletics check to push engines to the limit. On success, starship speed increases by +2. Cumulative with other speed boosts.	Extend speed increase until end of next round

	PIL	OT	3: 324, SOM: 43, ERRATA)			
		SR	COST	PUSH	ACTION/DESCRIPTION	CRIT SUCCESS
4		-	i - 	-	Fly - Move starship up to its speed and make turns allowed by its maneuverability.	 -
•	×	-	 - 	 - 	Maneuver - Move starship up to its speed. [DC 15 + 1.5 ST] Piloting check to reduce starships distance between turns by 1 (min 0).	Gain effects of Evade until start of next round
_	Λ	-	 	~	Stunt - Instead of ordinary movement, pilots can attempt a stunt with their starship. See Stunts section for information on stunts.	See <u>Stunts</u> section
		6	1RP	~	Full Power- Move starship up to 1-1/2 times its speed. +2 to distance between turns.	Reduce to +1 distance between turns
	2	12	 1RP	-	Audacious Gambit - [DC 20 + 1.5 ST] Piloting check for complex maneuver. Move starship up to speed2 distance between turns (min 0). Flying through enemy-ocupied hexes doesn't provoke. After move, rotate any direction. Failed check = Fly.	+4 to AC and TL until next round

1	⊕ GUI	NNE	RIS	R: LE	VEL PHASE: HELM	(SOM: 15, ERRATA)
		SR	COST	PUSH	ACTION/DESCRIPTION	CRIT SUCCESS
	₩		i	i	Lay Mines - Activate a mine property weapon and place mines on hexes your starship	
1	★2	-	-	-	travels through this round up to max shown. Mines not deployed are wasted. Must be	-
1	~		ŀ	1	used before Piloting actions. See Gunnery Check section for details on firing weapons.	

4	⊕ GU	GUNNER SR: LEVEL PHASE: GUNNERY					
		SR	COST	PUSH	ACTION/DESCRIPTION	CRIT SUCCESS	
	*	-	-	-	Deploy Drone - 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. See <u>Gunnery Check</u> section for details on firing weapons.	-	
	*	-	-	-	Shoot - Fire one starship weapon. If you use a turret you can target a ship in any arc. See <u>Gunnery Check</u> section for details on firing weapons.	-	
	**	-	-	~	Fire at Will - Fire any two starship weapons regardless of arc. Each attack has a -4 to hit. See <u>Gunnery Check</u> section for details on firing weapons.	-	
	•	L6	1RP	~	Broadside - Fire all starship weapons mounted in one arc (including turret-mounted weapons). Each weapon can target any vessel in that arc. Each attack has a -2 to hit. See Gunnery Check section for details on firing weapons.	-	
	Å	L12	1RP	~	Precise Targeting - Fire at a single target. If shields were depleted prior, deal critical damage to a random system. If attack would normally cause critical damage, apply in addition. See Gunnery Check section for details on firing weapons.	-	

∰ sc	ENC	OFF	ICER	SR: COMPUTERS PHASE: HELM (CRB	3: 324, SOM: 43, ERRATA)
	SR	COST	PUSH	ACTION/DESCRIPTION	CRIT SUCCESS
4	1	 - 	-	Balance - [DC 10 + 1.5 ST] Computers check to shift Shield Points (SP) from one quadrant to another (even depleted shields, min 10% of current total SP in each) or redistribute total Shield Points (SP) to all quadrants with excess in forward.	Increase SP by 5%, up to max value during redistribution
	1	 	-	Scan - [DC 5 + 1.5 EST + Countermeasure Defense + Sensors] Computers check to learn about enemy starship (must have sensors). On success, learn next item (+1 for every 5 exceeding check) from list: Basic Info, Defenses, Weapon, Load, Other.	Gunner damages hull =25% chance crit dmg to random system
*	1	 - 	-	Recall Beacon - [DC 15 + 1.5 ST] Computers check to warp to one of your active pucks and keep facing (for every 5 exceeding the check, +1 size mod to extend movement or +1 starship turn). Attempt beyond range, no move, puck destroyed.	Turn to face any direction
*	1	 	~	Target System - [DC 5 + 1.5 EST + Countermeasure Defense + Sensors] Computers check to target an enemy starship system (must have sensors). On success, next attack on enemy starship scores a critical on 19/20. One system per ship at a time.	Effects last until the start of next round
£	6	 1RP 	~	Lock On - [DC 5 + 1.5 EST + Countermeasure Defense] Compters check to lock on to an enemy vessel. On success, gunners take a +2 on Gunnery Checks against the target for the rest of the round. Action may be taken once per round.	Attacks by your starship crit on 19 /20 until next round
\rightleftharpoons	12	1RP	-	Improved Countermeasures - [DC $5 + 1.5$ EST + Countermeasure Defense] Computers check to foil enemy targeting and projectiles. On success, gunners on the enemy starship roll disadvantage for all Gunnery Checks this round.	Gunners on target starship take -2 penalty this round

₩ sc	(SOM: 43)				
	SR	COST	PUSH	ACTION/DESCRIPTION	CRIT SUCCESS
	1	-	-	Activate ECM Module - Activate one of your starship's ECM modules. If you use an ECM module mounted on a turret, you can target a ship in any arc. See <u>EMC</u> <u>Check</u> section for details on activating modules.	-2 to enemy Gunnery Checks this round
(3)	1	-	~	Rapid Jam - Activate any two of your starship's ECM modules, regardless of their arc. Each check attempted with these modules this round takes a –4 penalty. See EMC Check section for details on activating modules.	-2 to enemy Gunnery Checks this round
*	6	1RP	~	Insidious Electronics - Activate any ECM module targeting a starship. On success, Science Office gains <u>Scan</u> or <u>Target System</u> action in addition to the effects of the ECM module. See <u>EMC Check</u> section for details on activating modules.	Gain critical effect of Activate ECM, Scan, or Target System
	_	! !		ECIVI ITIOUDIE. See LIVIC CHECK SECTION for details on activating modules.	or larger system