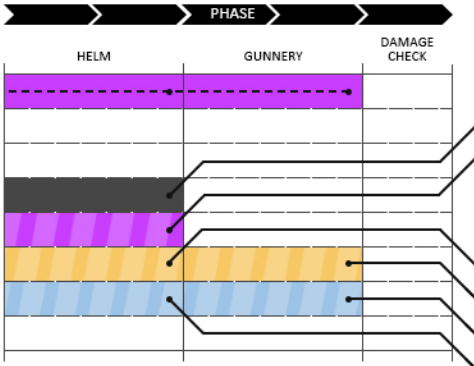


SP, HP & CT (CRB: 320)
Shield Points (SP) - Recoverable shields for each quadrant. When taking damage, reduce SP first, then HP.
Hull Points (HP) - Non-recoverable pool of health. When HP = 0, starship is disabled.
Critical Thresholds (CT) - Every 1/5 of max Hull Points.

AC, TL & BR (CRB: 320, SOM: 40)
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].



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 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)
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)].

CHIEF MATE SR: ACROBATICS, ATHLETICS PHASE: HELM (SOM: 43, COM: 146)					
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 Scan action, Science Officer rolls advantage
	-	-	✓	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 +2
	12	1RP	✓	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

PILOT SKILL: PILOTING PHASE: HELM (CRB: 324, SOM: 43, ERRATA)					
SR	COST	PUSH	ACTION/DESCRIPTION	CRIT SUCCESS	
	-	-	-	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
	-	-	✓	Stunt - Instead of ordinary movement, pilots can attempt a stunt with their starship. See Stunts section for information on stunts.	See Stunts 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
	12	1RP	-	Audacious Gambit - [DC 20 + 1.5 ST] Piloting check for complex maneuver. Move starship up to speed. -2 distance between turns (min 0). Flying through enemy-occupied hexes doesn't provoke. After move, rotate any direction. Failed check = Fly.	+4 to AC and TL until next round

GUNNER SR: LEVEL PHASE: HELM (SOM: 15, ERRATA)					
SR	COST	PUSH	ACTION/DESCRIPTION	CRIT SUCCESS	
	-	-	-	Lay Mines - Activate a mine property weapon and place mines on hexes your starship travels through this round up to max shown. Mines not deployed are wasted. Must be used before Piloting actions. See Gunnery Check section for details on firing weapons.	-

GUNNER SR: LEVEL PHASE: GUNNERY (CRB: 324, ERRATA)					
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 Gunnery Check 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 Gunnery Check 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 Gunnery Check 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.	-
	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.	-

SCIENCE OFFICER SR: COMPUTERS PHASE: HELM (CRB: 324, SOM: 43, ERRATA)					
SR	COST	PUSH	ACTION/DESCRIPTION	CRIT SUCCESS	
	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] Computers 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
	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

SCIENCE OFFICER SR: COMPUTERS PHASE: GUNNERY (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 EMC Check section for details on activating modules.	-2 to enemy Gunnery Checks this round
	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 Scan or Target System action in addition to the effects of the ECM module. See EMC Check section for details on activating modules.	Gain critical effect of Activate ECM, Scan, or Target System