

STARSHIP COMBAT CHANGES

PILOTING SPEED MODIFIER

Do not modify Piloting because of your speed.

NPC SKILLS

Primary skills are 8 + 1½ Tier; Secondary 5 + Tier. Attack scores are Primary 3+1½ Tier; Secondary 1+Tier. Assume each crew is Primary in one role, Secondary in most others. Captains are Primary in two roles.

STARSHIP COMBAT FEATS

Weapon focus can apply to the *Ship weapons* type. At level 5, it grants *talent* with gunner actions.

Talent means you are considered to have one extra rank and level for the purpose of restricted actions (two at level 10)

Sky Jockey does not increase a starship speed, but grants *talent* with pilot actions.

Other feats exist that give you a +1 Insight bonus for one role's action and *talent* for that role at level 5.

PROVOKING

Moving through an enemy hex does not provoke.

TRACKING WEAPONS

When launched, roll against TL using the listed Range.

At the start of subsequent Gunnery phases, move the missile its speed, *then* roll against TL, using the Range from the missile, or against AC instead if the weapon has impacted (obviously, no range modifier in this case).

FIGHTER SWARMS

Use elements made of 4 identical Tiny ships.

Assume group shield of 5xShield. Start damaging ships, one at a time, when shields are gone. No critical hits.

Damage is multiplied by number of remaining ships. All rolls take a malus equal to the number of downed ships.

CRITICAL HITS

Critical hits on a functioning shield causes overload (a *shield generator* critical as below).

Add criticals from CT and critical rolls to the same zone, unless on a ram, 19-20, EMP, Line or Array weapon.

If a zone is already Wrecked, roll again.

D20	ZONE	Affected checks (-2/-4/Wrecked)
1-2	Core	All Push actions. Roll each turn for random crit equal to Core crit level this turn
3-4	Engines	Maximum speed (min 1). W = Still only.
5	Drift engine	Drift (4x slow travel / 1h to start / Offline)
6-7	Thrusters	Pilot role checks. W = must Glide.
8	Shield generator	Checks to Divert and Rebalance
9	Battle station	Checks for ① Captain ② Engineer ③④ Gunner ⑤ Pilot ⑥ Science (Affects all in station. Reroll d20 if station cannot exist, but not if unstaffed)
10	Crew	Roll as above. All crewmembers currently in role take penalty. Can be healed.
11	Life Support	All checks for everyone, also take 2/4/6 dmg per turn until spend an action. W = depressurized, Acrobatics DC10 to act.
12	Electronics	①② Countermeasures ③ Computer Mk ④ Computer nodes ⑤ Sensors ⑥ Security
13-17	Weapons	13 Front; 14 Port; 15 Starboard; 16 Aft; 17 Turret If there is no such weapon mount, reroll d20.
18-20	Bays	Roll among these and others accessories. Reroll if none exist. Bays can take a single level of crit (except Core, Hangars and Shuttle)

Captain

You can take any of the following actions during the Helm phase. There can be only one captain per turn.

Make demand

Choose one check another crew can make and roll **Intimidate** (your ship's DC).

★ +4 to the next check this turn.

Once per crew per combat. If an NPC, reduce his attitude by one step, regardless of outcome.

Captain's advice

Choose one check another crew can make, and roll the same skill (your ship's DC).

★ +2 to the roll this turn.

Taunt enemy

Choose an enemy ship and a phase, and roll **Intimidate** or **Bluff** (enemy DC). One attempt per ship per combat.

★ -4 to all enemy checks during that phase.

Failure: enemy captain gets +4 to his current or next Taunt action against you.

Moving speech (6th level)

Roll **Diplomacy** (your ship's DC).

★ Each crew member can reroll one die once this turn.

Failure: attempt a Sense Motive check. If you fail again, all crew actions at -2 this turn.

This is my crew, and this is my ship (12th level)

Spend a RP and choose another role. This turn, you can either grant a crew member another action for his role, or take an extra action as this role, using the ship's Tier as your ranks in the relevant skill.

Gunner

You can take one of the following actions during the Gunnery phase. Each weapon can be fired once per turn, and by a single gunner.

Fire

Fire a single weapon or linked weapons.

Fire at will (Push)

Fire all weapons in one arc, or two weapons (or links) on different arcs, each at -4.

Flyby volley (6th level)

Fire at any point during any ship's movement. You take any Piloting check penalty, on top of your normal penalties, and suffer an additional -4.

Precise targeting (12th level)

Spend a RP and perform a Fire action. If you hit the hull and score a critical, you can choose one zone as for a Systems targeting action; if it doesn't, you deal a random critical hit. This works with tracking weapon, though you must decide at launch time.

Engineer

You can take any of the following actions during the engineering phase by making an Engineering check with your ship's DC. Up to one extra engineer per ship size can try to assist; roll the same check to grant a +2.

Divert auxiliary power (Push)

Can be attempted by a single Engineer each turn.

★ Choose one effect:

- Engines: +2 speed
- Sensors: add 5 to Range
- Weapon: choose one weapon; can reroll each damage die once OR ignore the Recharge property.
- Shields: restore a number of points equal to the Regen value to the weakest arc, one point at a time.

Hold it together

This action can be attempted once for each system each turn.

★ Reduce the critical condition of one system by one step for one turn.

Patch system (Push)

This action can be attempted once for each system each turn.

★ Begin repairing a critical condition. A system requires two such checks to lower the current condition by one step.

You can take a -10 penalty to work twice faster.

This temporary fix breaks down after one hour.

Overpower (Engineering 6 ranks, Push)

★ Choose two Divert benefits affecting two different systems.

Engineering Genius (Engineering 12 ranks)

Spend a RP.

★ Completely remove a critical effect.

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12	Electronics	①② Countermeasures ③ Computer Mk ④ Computer nodes ⑤ Sensors ⑥ Security
13-17	Weapons	13 Front; 14 Port; 15 Starboard; 16 Aft; 17 Turret If there is no weapon mount there, reroll d20.
18-20	Bays	Roll among these and others accessories. Bays can take a single level of crit (except Core, Hangars and Shuttle)

Pilot

A single pilot can take one of the following actions during each Helm phase, using your ship's DC.

At the start of the movement, you can also freely change your throttle setting by one step.

- ▶▶ Full: more than half speed and up to max speed
- ▶ Half: from 1 to half speed
- _ Still: moving very slowly or not at all. Reduce your AC and TL by 2.
- ◀ Astern: up to half speed, reverse.

Fly

Move according to your current throttle. If Still, you can turn as if moving 4 hexes without moving at all.

Stunt (Push)

Perform a Fly, with special rules. Roll a Piloting check, usually at the end of your movement.

Fail: do not perform the stunt, and continue moving as normal.

Fail by 5 or more: move as normal then change end facing toward ①② port ③④ same ⑤⑥ starboard; -2 to AC/TL; crew are Off-Kilter this turn.

Swerve

Reduce your Turn by 1 for the rest of the movement. Roll right before performing a hard turn.

Reverse thrusters

Immediately reduce your throttle by an extra step. Roll at the start of movement.

Barrel Roll (Huge or smaller; Half throttle or Still)

For the next Gunnery phase, switch the starboard and port firing arcs. Flyby volleys against you can also switch.

Evade (Huge or smaller; Full throttle)

Gain +2 AC and TL this turn.

Flip-and-burn

Move half your current speed, turning normally, then roll your check to rotate your ship 180 degrees.

Slide

Slide one or more time to your forward-port or forward-starboard (aft, if going in reverse), preserving facing, during your movement. All your slides must be in the same direction (but not your turns). Roll right before the first slide.

Hull skimmer (Piloting 6 ranks)

End you movement in the same hex as a ship three sizes larger and roll. If that ship moves later, you can follow it if your remaining move and turns allow it.

While in the same hex: you can target any arc with any weapon; the ship cannot target you with non-tracking weapons; other ships and missiles are at -4 and must roll to hit the bigger ship if they miss you.

Ramming speed! (6th level)

Enter an enemy hex. Use the enemy pilot's check if higher than the DC.

Roll a number of dice equal to your ship's size, with a number of faces equal to your current speed. Each die deals a minimum damage equal to the number of hexes moved in a straight line before impact.

Only count half the shield, and it is reduced by what it absorbs.

Both ships are dealt this damage, though they cannot receive more damage than what is enough to destroy either.

Daring Stunt (Piloting 6 ranks; Push)

Perform two Stunts, each at -4.

Insane Stunt (Piloting 12 ranks; Push)

Spend a RP. You can perform up to three Stunts, ignoring throttle and size restrictions, rolling for each at -4.

Science officer

Each officer can take one of the following actions during the Helm phase by making a Computers check.

Balance shields

This can be attempted once per ship per turn. Use your ship's DC.

★ Reduce shields on up to three arcs, adding the total (up to the Regen value) to one arc.

Systems targeting

Choose a critical zone on one enemy ship (select a specific weapon or Bays if you are aware of it).

Use the enemy ship DC, modified for your sensors, sensor Range and Countermeasures.

★ All normal attacks in the following Gunnery phase score critical hits on 19-20, if not already better. The first critical zone is the selected system.

Scanning

Roll **Computers + Sensors – Range modifier – enemy Tier – Countermeasures**.

You get each full line of information from the table below, up to your check. Any officer can retry to improve the check.

Check	Biological survey (Life Sciences)	Power profile (Physical Sciences)	Structural scan (Engineering)	Tactical analysis (Perception)	Computer probe (Computers)
5		Thrusters	Ship frame		
10	Living crew	Core	Bays (all)	Thrusters	
15	Living cargo	Shield generator	Armor mark	Largest wpns	
20	Life support status	Largest weapons	Current HP	Median wpns	
25		Sensors Median weapons	Largest wpns	Smaller wpns Armor mark	Connected (enables hacking)
30		Current shields Smaller weapons	Median wpns	Current HP	Computer Mark
35		Drift engine class	Smaller wpns	Current shields	

You also know the critical status and remaining uses of the components below the current level.

The Biological survey skill may vary depending on the main crew type or subtype (p. 133)

Largest weapons means all weapons in the largest installed size class; median weapon are the second largest, if any.

Data analysis

Once a Scan action has been successful (check 0 or better), you can perform Analysis.

Choose one column from the table and roll the indicated skill (enemy ship's DC, no modifiers) to receive the *next* piece of information, plus one for every 5 points. Each skill can only be tried once per enemy ship.

Adjust countermeasures (Computers 6 ranks)

Roll against the enemy ship DC.

★ Enemies must reroll all their checks involving your TL or Countermeasures, taking the worst result.

Stroke of Genius (Knowledge skill 12 ranks)

Spend 1 RP and roll a skill below. You can use the result to replace another crewmember's check this turn.

□ Life sciences: attack roll or Taunt.

□ Physical sciences: Engineering check

System operator

Take one of these actions during the Helm phase. Use the Computers skill with hacking modifiers. You cannot use computer nodes on those checks. You can use the ship's computer or yours, connected to the sensors.

Hacking

Once you have ascertained the Computer mark (DC25 scan check above), you can attempt Hacking as a separate action, using the enemy ship's DC. You must have sensors and be within your first sensor Range increment. You must first gain access, then use actions to control modules.

Access

You must accumulate a number of successes equal to the computer Tier (+Firewalls). You gain an extra success every time you beat the DC by 5. Two failures (or fail by 5+) starts triggering countermeasures.

If you ever beat the DC by 20, you gain Root access and can grant access to others and use modules without rolling.

Hacking actions

- Access, download or erase **data** (cargo or crew manifest, captain log, research data, ship specs)
- **Glitch** a critical zone of your choice (except Crew) this turn. This has the same effect as one level of critical. It stacks with criticals, but not itself.
- Block further usage of the ship's **computer nodes** this turn
- Observe or shut down a Bay, cameras, PA system, antipersonnel weapons or doors. You can't affect self-destruct, jettison pods and shuttles, open doors to depressurize, or use a weapon to attack the crew.
- List computer **countermeasures** (except Fake shells), or deactivate a known countermeasure.

Counterhacking

You can try the following actions (DC by your Tier). However, you are not aware of an hacking attempt until a critical is created, an Alarm is triggered, or an attempt fails while you're using the Patch Routines action below.

- **Patch routines**: use check result instead of the ship's DC for hacking attempts.
- **Disable sensors**, cutting off connections (and sensors!) altogether
- **Rerouting**: cancel one hacking Glitch
- **Shut down** (no check): cut off connection and remove Glitches; lose computer nodes and -2 all checks. Reboot requires one Computers check or ten minutes.

Ghost in the machine (Computers 6 ranks, Push)

Choose an effect and make a module control attempt. If you beat the DC by 5, use the improved effect.

- Glitch a weapon. Improved: **fire the weapon** or link as if you were a gunner, at -2 and without the benefit of nodes
- Glitch thrusters. Improved: **control the ship** as if you replaced the pilot, at -2 and without the benefit of nodes
- Block nodes. Improved: choose the allocation of the remaining **nodes** this turn; they count as negative modifiers

On-the-fly programming (Computers 12 ranks)

Spend a RP and choose a role. During this turn, you can either take an action for this role, or reroll one crew member's check for this role. Either way, use your hacking skill in place of the normal skill.

Alternatively, you can create a countermeasure; it will remain active for one hour.

Adviser

Perform one of these actions during the Helm phase. Multiple advisers can perform these actions.

Counsel

Choose a crewmember and a check that he failed last turn, then roll **Sense Motive** (your ship's DC).

★ Grant a +2 bonus to this same check this turn.

Evaluate opponent

Make a **Sense Motive** check (enemy ship's DC) to get an insight into the opponent's actions.

★ You know the actions they undertake during this Helm phase.

Tactical lore

Make a **Culture** check (enemy ship's DC) to get information on the race, faction, or cultural preferences of the enemy.

★ Get one new culture-specific piece of information on the ship's specs, build, or the crew tactics.

Encourage (6th level)

Choose one crew, and roll **Diplomacy** (your ship's DC).

★ This crew can reroll one check this turn.

Psychotactical survey (12th level)

Spend a RP. Every time an enemy crew acts during this Helm phase, roll **Sense Motive** (enemy ship's DC).

★ You decide the action type undertaken by this crew. You don't know his stats and don't choose the specifics.

Alternatively, you can choose a phase and reroll each of your crewmembers' rolls once, using your **Sense Motive**.

Mystical Officer

Perform an action during the Helm phase.

Mystical reading (Hybrid sensors)

You tie the ship's sensors to your arcane abilities and cast a divination spell through it.

Roll **Mysticism + sensor Range modifier – enemy Tier – highest Mysticism ranks in the enemy ship**

You receive information according to the spell cast and your check result.

Check	Detect magic	Detect radiation	Detect tech	Detect thoughts
5	Presence of magic/hybrid	Current radiation level	Core	Presence of minds
10	Location of magic	Highest Irradiate property of installed weapons	Shield generator	
15	Magic effects source type	Details of Irradiate weapons	Largest weapons	Number of minds
20	Drift engine class	Shield generator	Sensors Median weapons	Roles of minds
25	Magic effect levels	Sensors	Current shields Smaller weapons	Planned actions for one role
30		Core	Drift engine class	
35		Current shields	Bays	

Beam spell (Caster level 6, Push, Hybrid sensors; Hybrid computer)

You tie the ship's sensors to your spellcasting ability and cast a spell through it.

A successful check 25 Scan must have been completed. You can increase the current level by rolling **Mysticism** as a Data Analysis attempt.

The maximum hex range is Short, Medium or Long corresponding to the spell's close, medium or long range.

To be successful, you have to make a **Mysticism** check, DC15+5xSpell level. The spell slot is expended in any case.

The GM has to adjudicate the spell's effect. Some spells may take place in other phases. You might need to obtain visualization or use *Detect thoughts* (check 20) to target a specific role.

Hybridize ship (Caster level 12)

Spend a RP and expend a spell slot. This turn, add a bonus equal to the spell level to one role checks, or to the Armor, Countermeasures, Sensors or Shield Mark level.

Alternatively, make your ship's computer or sensors hybrid for the rest of the combat (this requires a spell level equal to the component's Mark).

This effects register with *Detect magic*.