

# HOW TO USE THESE SHEETS

In the event of a single-crew ship (like most snubfighters), the pilot will have access to nearly all ship's positions. Of these, the most commonly used sheets will be the Starship Control Sheet and the Starship Gunner's sheet. However, he or she may wish to keep the other sheets on-hand as references, should he or she wish to perform the duties associated with that position.

In the event of a multiple-crew ship (like most space transports and capital ships), each member of the crew should have a copy of the sheet pertaining to his or her specialty.

Each ship's station has one or more options available to it as actions that character may take each round. The options may be found on the lower right-hand corner of each sheet.

# HOW TO USE THESE SHEETS (CONT.)

The individual sheets are as follows:

## •Starship Control Sheet

- This sheet is meant to be used by the Pilot of the starship; it provides most of the summary information required to operate the craft (including damage tracking)
- Each turn, before any other actions, decide your ship's speed (and announce this to the other players, if applicable); place a marker in the appropriate Declared Speed box
- Additionally, decide if you will be flying normally, defensively, or total defense (and announce this to the other players, if applicable)

## •Starship Gunner's Sheet

- When the ship's pilot declares the ship's speed for the round, place a marker in the appropriate Declared Speed box
- If the Pilot declares that the ship will be flying defensively or total defense, place a marker in the appropriate Defensive Maneuvers box
- Together, these two boxes present the total penalty to your attack rolls this round

## •Starship Shield Operator's Sheet

- This sheet provides an expanded area to track damage to the ship's shields
- Mark the appropriate column for your ship's class in the Active Regeneration section and the appropriate row for your ship's size in the Passive Regeneration section of Shield Repair
- Should you choose to angle the shields, place a marker in quadrant to which they are angled; when you return the shields to balanced, remove the marker

## •Starship Sensor Operator's Sheet

- Use the Sensor Modes, Detection DCs, Sensor Ranges, and Other Modifiers sections to scan for ships in the area
- Use the Scanning section to determine additional information about those ships
- Alternatively, you may provide help to other ship's stations using the Options

# HOW TO USE THESE SHEETS (CONT.)

The individual sheets are as follows:

## •Starship Engineer's Sheet

- Should you wish to reroute power from a system, disabling it, place a marker in the appropriate system's disabled box
- If, instead, you wish to reduce power to the ion engines, instead place a counter in the square (a die works well for this), with the displayed number equal to the current reduction in the ship's maximum speed
- If you wish to disable or boost one of the ship's weapons systems, place a marker (for single weapons) or counter (for firelinked or battery weapons) in the appropriate square (again, a die works well for this)
  - in the event that a ship's weapon system is firelinked or battery, it is possible to have the same weapon system both disabled and boosted (i.e., of an 8-gun battery, two may be boosted while three are disabled)
- When attempting jury-rig repairs, refer to the Repair DC present in the Jury-Rig section
  - For repairs which have a variable DC, see page 216 in the Revised Core Rulebook for more information
- A successful attempt to repair ion damage removes all ion damage that the ship has suffered

## •Starship Commander's Sheet

- This sheet includes a basic crew roster for the ship, including space for alternates at each position

## **COST**

## CREW

## PASSENGERS

Size Modifier

Shield DR


Hull DR

<b>ENGINES</b>	<b>MAX SPEED</b>	
	<b>HYPERDRIVE</b>	
	<div><b>MAIN</b></div> <div><b>BACKUP</b></div>	

## CONSUMABLES

# STAR WARS

# STARSHIP CONTROL SHEET

SHIELDS	MAX:	DR:
		

If the shields are angled, they gain double shield points in a single firing arc, but do not protect against damage from any other arc; divide remaining shield points in half when returning them to balanced

HULL	MAX:		DR:	





## CARGO MANIFEST

CARGO	PRICE	WEIGHT
<b>TOTAL</b>		
<b>AVAILABLE</b>		

# INITIATIVE

A diagram illustrating the decomposition of a hexagon into a square and a rectangle. On the left is a hexagon with a black-shaded trapezoidal section on its left side. This is followed by an equals sign. To the right of the equals sign are two shapes: a square labeled "Size" below it, and a rectangle labeled "Crew" below it, preceded by a plus sign (+).

# DEFENSE

 = **10** +  +  + 

Size                      Armor                      Misc.

Flying Defensively: +2 Defense (+3 if 6 or more ranks in Pilot)  
Total Defense: +4 Defense (+6 if 6 or more ranks in Pilot)

# MANEUVER

-4 penalty to Crew bonus if the pilot does not have the appropriate Starship Operation feat

<b>MULTIFIRE</b>	Double lasers, adjoining weapons, and all blasters may be set to multifire; gain an additional attack when using the full-attack action, and all attacks suffer a -4 penalty
<b>AUTOFIRE</b>	Quadlasers may be set to autofire; gain two additional attacks when using the full-attack action and all attacks suffer a -6 penalty

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CHARACTER NAME \_\_\_\_\_ STARSHIP NAME \_\_\_\_\_

	Point Blank	Short	Medium	Long	Damage
<b>RANGE</b>					
<b>BONUS</b>					
<b>SQUARES</b>	0 - 1	2 - 5	6 - 10	11 - 20	x ____

-4 penalty to Crew bonus if the gunner does not have the appropriate Starship Operation feat  
+2 bonus to Crew bonus if the gunner has 5 or more ranks in Pilot

	Point Blank	Short	Medium	Long	Damage
<b>RANGE</b>					
<b>BONUS</b>					
<b>SQUARES</b>	0 - 1	2 - 5	6 - 10	11 - 20	x ____

-4 penalty to Crew bonus if the gunner does not have the appropriate Starship Operation feat  
+2 bonus to Crew bonus if the gunner has 5 or more ranks in Pilot

	Point Blank	Short	Medium	Long	Damage
<b>RANGE</b>					
<b>BONUS</b>					
<b>SQUARES</b>	0 - 1	2 - 5	6 - 10	11 - 20	x ____

-4 penalty to Crew bonus if the gunner does not have the appropriate Starship Operation feat  
+2 bonus to Crew bonus if the gunner has 5 or more ranks in Pilot

<b>SHIELDS</b>	<b>MAX:</b>		<b>DR:</b>	



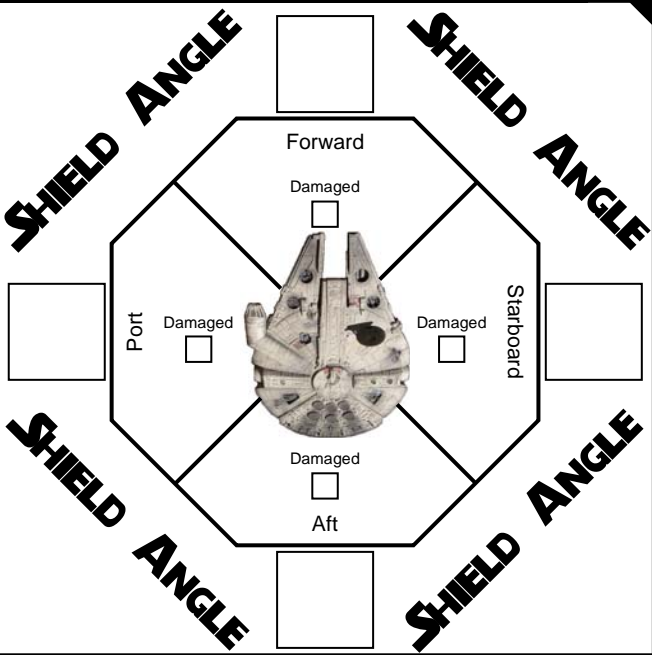
CHARACTER NAME

STARSHIP NAME

COMPUTER USE



# SHIELD STATUS



# SHIELD REPAIR

ACTIVE REGENERATION			
Computer Use Check Result	STARSHIP TYPE		
	<input type="checkbox"/> Starfighter	<input type="checkbox"/> Transport	<input type="checkbox"/> Capital Ship
9-	0	0	0
10 - 14	1d4	1d6	1d10
15 - 19	1d4	2d6	2d10
20 - 24	2d4	4d6	4d10
25 - 29	2d4	4d6	7d10
30+	3d4	5d6	10d10

PASSIVE REGENERATION	
Starship Size	Shield Points Restored / Minute
<input type="checkbox"/> Fine / Diminutive	1
<input type="checkbox"/> Tiny / Small	2
<input type="checkbox"/> Medium	5
<input type="checkbox"/> Large / Huge	8
<input type="checkbox"/> Gargantuan / Colossal	10

# OPTIONS

ACTION TYPE	DESCRIPTION
Move	<b>Angle the Deflector Shields!</b> You may angle the deflector shields along a single attack vector. If the shields are currently Balanced, current Shield Points double. The shields now only protect against damage from one arc.
Move	<b>Balance the Deflector Shields!</b> You may bring the shields back to Balanced if they are angled towards a particular arc. Current Shield Points are cut in half.
Move	<b>Restore the Shields!</b> You may increase the power of depleted shields. Make a Computer Use check, and compare it to the Active Regeneration table under Shield Repair. Current Shield Points increase by the appropriate amount, to a maximum of their normal rating (if Balanced) or double their normal rating (if Angled)

- If the shields are angled, they gain double shield points in a single firing arc, but do not protect against damage from any other arc
- A damaged shield quadrant provides no protection against attacks from that direction

# SENSOR MODES

ACTION TYPE	SENSOR MODE	DESCRIPTION	RANGE	BONUS TO COMPUTER USE
Free	Passive	Basic information about the immediate vicinity, 360° view	Short	+0
Move	Scan	Basic information about the immediate vicinity, 360° view, sends out active pulses	Long	+2
Move	Search	Detailed information about objects present in a single fire arc	Extreme	+4
Full-round	Focus	Exact information about a single object or location	Extreme	+6

# STAR WARS

## STARSHIP SENSOR OPERATOR SHEET

CHARACTER NAME

STARSHIP NAME

COMPUTER USE



# DETECTION DCs

TARGET SIZE	COMPUTER USE DC	TARGET SIZE	COMPUTER USE DC
Colossal	2	Small	11
Gargantuan	6	Tiny	12
Huge	8	Diminutive	14
Large	9	Fine	18
Medium	10		

# SENSOR RANGES

TARGET RANGE	SQUARES	DC MODIFIER
Point Blank	0 - 1	-4
Short	2 - 5	+0
Medium	6 - 10	+2
Long	11 - 20	+4
Extreme	21 - 40	+8
Out of Range	41+	N / A

# OTHER MODIFIERS

SITUATION	DC MODIFIER
Target using scan, search, or focus sensors	-4
Target is powered down	+4
Target is using sensor mask	Varies
Concealed behind object three sizes or more larger	+10

# SCANNING

INFORMATION	MIN. SENSOR SETTING	COMPUTER USE DC
Life Scan: Presence or absence of life, relative size of life reading	Passive	Detection + 5
Basic Ship Info: Size of ship, relative speed (docking, cruising, etc.), type of ship	Passive	Detection + 5
Basic Combat Status: Basic reading of ship's weapons & shields (powered, unpowered, etc.)	Scan	Detection + 10
Advanced Combat Status: Detailed information on ship's weapons & shields (shield angle, powered beam weapons present, etc.)	Search	Detection + 15
Advanced Ship Info: Hull Point and Shield Point %, ship transponder code / name if available	Focused	Detection + 20
Presence of Surface Technology: Location of major cities on a planet, large power sources, etc.	Search	Detection + 10

# OPTIONS

ACTION TYPE	DESCRIPTION	COMPUTER USE DC
Move	<b>Predict Attack Vectors!</b> You may study incoming opponents and relay their likely attack vectors to the pilot. This grants a +2 bonus to the ship's Defense for one round.	20
Move	<b>Lock on Target!</b> You may study potential targets and relay their likely maneuvers to a gunner. This grants a +2 bonus to that gunner's next attack roll.	20
Varies	<b>Scan Targets!</b> You may scan various targets to gain more information. See the Scanning section.	Varies

# JURY-RIG

ACTION TYPE	ACTION	DESCRIPTION	REPAIR DC
Full-round	Lock down that stabilizer!	Removes -2 penalty on attack rolls and Pilot checks from a <b>damaged stabilizer</b>	10
Full-round	Bypass the narrow aperture array.	Removes -4 penalty on Computer Use checks due to <b>damaged sensors</b>	pg 216
Full-round	Reboot the hyperspace matrix!	Removes -2 penalty on Astrogate checks due to a <b>damaged nav computer</b>	pg 216
Full-round	Override the flux capacitors!	Fix <b>damaged ion engine</b> , increasing ship's speed by 1 square, up to undamaged max speed	pg 216
Move	Get these lights working!	Restore functionality to a <b>damaged non-critical system</b> (lighting, temp control, life support, etc.)	10
Full-round	We need blasters on-line, now!	Restore functionality to a single <b>damaged weapon</b> (one weapon, not a battery or set of fire-linked weapons)	15
Full-round	If this doesn't work, it's going to be a real short trip.	Decrease the multiplier of a <b>damaged hyperdrive</b> by x1, to a minimum of the undamaged multiplier	pg 216

# IONIZATION

ION DAMAGE	IONIZATION LEVEL	REPAIR DC
10-	Unionized	N / A
11 - 20	Superficial	10
21 - 40	Minor	15
31 - 60	Systematic	20
61 - 80	Major	25
81+	Catastrophic	30

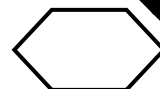
# STAR WARS

## STARSHIP ENGINEER SHEET

CHARACTER NAME

STARSHIP NAME

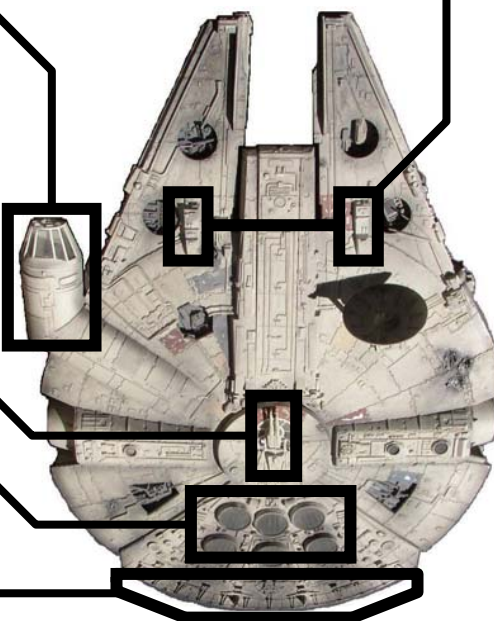
REPAIR



# REROUTE POWER

MINOR SYSTEMS		
Direction	Effect	DC
From	Disable internal power, life support, etc.	15
To	Reenable internal power, life support, etc.	15
WEAPONS SYSTEMS		
Direction	Effect	DC
From	Disable a single weapon	15
To	Reenable a single weapon	15
To	Boost a single weapon's damage by 1 die	15
WEAPON 1	WEAPON 2	WEAPON 3
Disabled	Boosted	Disabled
Boosted	Disabled	Boosted
HYPERDRIVE		
Direction	Effect	DC
From	Disable the hyperdrive	15
To	Reenable the hyperdrive	15
ION ENGINES		
Direction	Effect	DC
From	Reduce max speed by 1	10
To	Increase max speed by 1, up to full normal maximum	10

SHIELDS		
Direction	Effect	DC
From	Lose 20 current Shield Points	10
To	Gain 10 current Shield Points	10



# OPTIONS

ACTION TYPE	DESCRIPTION
Move	<b>Reroute power from the ...</b> You may reroute power from a particular ship's system, in order to use it elsewhere (as below). Check the diagrams at left to determine the effects of taking power from each system.
Move	<b>... to the ... !</b> You may reroute power to a particular ship's system, but only after successfully rerouting power from a ship's system (as above). Check the diagrams at left to determine the effects of adding power to each system.
Varies	<b>Just get it working!</b> You may attempt jury-rigged repairs on a particular ship's system. These repairs last until the end of the current scene or encounter only, after which they must undergo full repair (see the Repair skill's full description)
Full-round	<b>Recalibrate the Computer!</b> You may attempt to repair ion damage to your ship. See the table at left



# SHIP'S STATIONS SUMMARY

CREW STATION	GENERAL DUTIES	PRIMARY SKILL	CHARACTER NAME	SKILL BONUS
ENGINEER	Manage ship's systems, transfer power between systems, repair damaged systems	Repair	Engineer 1	<div></div>
			Engineer 2	<div></div>
GUNNER	Control, aim, and fire a particular ship's weapon or set of weapons (fire-linked, battery, or adjacent)	Ranged Attack Bonus; Starship Operation Feat	Gunner 1	<div></div>
			Gunner 2	<div></div>
			Gunner 3	<div></div>
PILOT	Maneuver the ship, plot hyperdrive courses, fill in for missing crew positions (generally Sensor Operator, Shield Operator, and Commander)	Pilot; Starship Operation Feat	Pilot 1	<div></div>
			Pilot 2	<div></div>
			Pilot 3	<div></div>
SENSOR OPERATOR	Locate hostile targets; identify located targets; scan ships / planets for technology / life forms; aid pilots and gunners with detailed sensor information	Computer Use	Sensor Operator 1	<div></div>
			Sensor Operator 2	<div></div>
SHIELD OPERATOR	Manage ship's shields, angle shields, actively regenerate shield points	Computer Use	Shield Operator 1	<div></div>
			Shield Operator 2	<div></div>

# STAR WARS

## STARSHIP COMMANDER SHEET

CHARACTER NAME

STARSHIP NAME

CHARLSMA

## OPTIONS

ACTION TYPE	DESCRIPTION	CHARISMA CHECK DC
Free	Execute attack pattern Omega!*	N / A
	You may issue simple commands to each of the ship's stations; you may not specify the order in which these commands are carried out.	
Full-round	On my mark ...*	N / A
	You may coordinate multiple ship's stations as they execute a complex series of orders; each station acts in the order you specify	
Move	Let me help you with that ...	10
	You may provide help to a ship's station. On a successful Charisma check, that station's operator gains a +2 competence bonus to actions at that station for 1 round.	
Move	No, not that way! This way!*	N/A
	You may countermand an order previously given as a free action, forcing a particular ship's station to act in the manner you wish. For instance, you may as a free action order a pilot to avoid an obstacle; if the pilot decides to move the ship away from the obstacle, you may countermand as a move action to determine the pilot's action on your own, keeping the ship near the edge of the obstacle.	

\* - NOTE: These abilities generally only apply to ship's stations crewed by NPCs.