

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

STAR WARS

STARSHIP CONTROL SHEET

STARSHIP NAME

STARSHIP CLASS

COST

STARSHIP TYPE

CREW

CHARACTER NAME

SIZE

Size Modifier

SHIELDS

Shield DR

HULL

Hull DR

| | | |
|----------------|-------------------|--|
| ENGINES | MAX SPEED | |
| | HYPERDRIVE | |
| | MAIN | |
| | BACKUP | |

PASSENGERS

CONSUMABLES

| | | | | |
|----------------|-------------|--|------------|--|
| 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: | |
|-------------|-------------|--|------------|--|

| DECLARED SPEED: | STOP | DOCKING | CRUISE | ATTACK | RAMMING |
|---------------------------------------|------|---------|--------|--------|---------|
| SQUARES / MOVE ACTION | 0 | 1 | 2-4 | 5-8 | 9+ |
| DEFENSE MODIFIER | -4 | -2 | +0 | +2 | +4 |
| ATTACK ROLL / MANEUVER CHECK MODIFIER | +0* | +0 | -1 | -2 | -4 |

* - A starship that is stopped may not perform maneuvers

INITIATIVE = +
Size Crew

DEFENSE = **10** + + +
Flying Defensively: +2 Defense (+3 if 6 or more ranks in Pilot)
Total Defense: +4 Defense (+6 if 6 or more ranks in Pilot)
Size Armor Misc.

MANEUVER = + +
-4 penalty to Crew bonus if the pilot does not have the appropriate Starship Operation feat
Size Crew Other

CARGO MANIFEST

| CARGO | PRICE | WEIGHT |
|------------------|-------|--------|
| | | |
| | | |
| | | |
| | | |
| | | |
| | | |
| | | |
| | | |
| | | |
| TOTAL | | |
| AVAILABLE | | |

STAR WARS

STARSHIP GUNNER SHEET

| DEFENSIVE MANEUVERS | NORMAL FLIGHT | FLYING DEFENSIVELY | TOTAL DEFENSE |
|----------------------|---------------|--------------------|---------------|
| ATTACK ROLL MODIFIER | +0 | -4 | -8* |

* - The Pilot may not fire when flying Total Defense

| DECLARED SPEED: | STOP | DOCKING | CRUISE | ATTACK | RAMMING |
|----------------------|------|---------|--------|--------|---------|
| ATTACK ROLL MODIFIER | +0 | +0 | -1 | -2 | -4 |

| | |
|------------------|--|
| MULTIFIRE | 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 |
| AUTOFIRE | Quadlasers may be set to autofire; gain two additional attacks when using the full-attack action, and all attacks suffer a -6 penalty |

CHARACTER NAME _____ STARSHIP NAME _____

WEAPON 01

| | | | |
|--------------|---|--------------------|--|
| DESCRIPTION: | | FIRE LINKED | |
| NOTES: | <div style="display: flex; justify-content: space-between;"> <div> <input type="checkbox"/> Multifire <input type="checkbox"/> Autofire </div> <div> </div> </div> | | |

| RANGE | Point Blank | Short | Medium | Long | Damage |
|---------|----------------------|----------------------|----------------------|----------------------|----------------------|
| BONUS | <input type="text"/> |
| SQUARES | 0 - 1 | 2 - 5 | 6 - 10 | 11 - 20 | x |

| | | | | | | | | |
|----------------------|---|----------------------|---|----------------------|---|----------------------|---|----------------------|
| <input type="text"/> | = | <input type="text"/> | + | <input type="text"/> | + | <input type="text"/> | + | <input type="text"/> |
| Total | | Size | | Crew | | Fire Control | | Misc. |

| Max Range | |
|-------------|----|
| Point Blank | +0 |
| Short | -2 |
| Medium | -4 |
| Long | -6 |

-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

WEAPON 02

| | | | |
|--------------|---|--------------------|--|
| DESCRIPTION: | | FIRE LINKED | |
| NOTES: | <div style="display: flex; justify-content: space-between;"> <div> <input type="checkbox"/> Multifire <input type="checkbox"/> Autofire </div> <div> </div> </div> | | |

| RANGE | Point Blank | Short | Medium | Long | Damage |
|---------|----------------------|----------------------|----------------------|----------------------|----------------------|
| BONUS | <input type="text"/> |
| SQUARES | 0 - 1 | 2 - 5 | 6 - 10 | 11 - 20 | x |

| | | | | | | | | |
|----------------------|---|----------------------|---|----------------------|---|----------------------|---|----------------------|
| <input type="text"/> | = | <input type="text"/> | + | <input type="text"/> | + | <input type="text"/> | + | <input type="text"/> |
| Total | | Size | | Crew | | Fire Control | | Misc. |

| Max Range | |
|-------------|----|
| Point Blank | +0 |
| Short | -2 |
| Medium | -4 |
| Long | -6 |

-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

WEAPON 03

| | | | |
|--------------|---|--------------------|--|
| DESCRIPTION: | | FIRE LINKED | |
| NOTES: | <div style="display: flex; justify-content: space-between;"> <div> <input type="checkbox"/> Multifire <input type="checkbox"/> Autofire </div> <div> </div> </div> | | |

| RANGE | Point Blank | Short | Medium | Long | Damage |
|---------|----------------------|----------------------|----------------------|----------------------|----------------------|
| BONUS | <input type="text"/> |
| SQUARES | 0 - 1 | 2 - 5 | 6 - 10 | 11 - 20 | x |

| | | | | | | | | |
|----------------------|---|----------------------|---|----------------------|---|----------------------|---|----------------------|
| <input type="text"/> | = | <input type="text"/> | + | <input type="text"/> | + | <input type="text"/> | + | <input type="text"/> |
| Total | | Size | | Crew | | Fire Control | | Misc. |

| Max Range | |
|-------------|----|
| Point Blank | +0 |
| Short | -2 |
| Medium | -4 |
| Long | -6 |

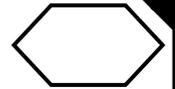
-4 penalty to Crew bonus if the gunner does not have the appropriate Starship Operation feat
 +2 bonus to Crew bonus if the gunner has 5 or more ranks in Pilot

SHIELDS**MAX:****DR:**

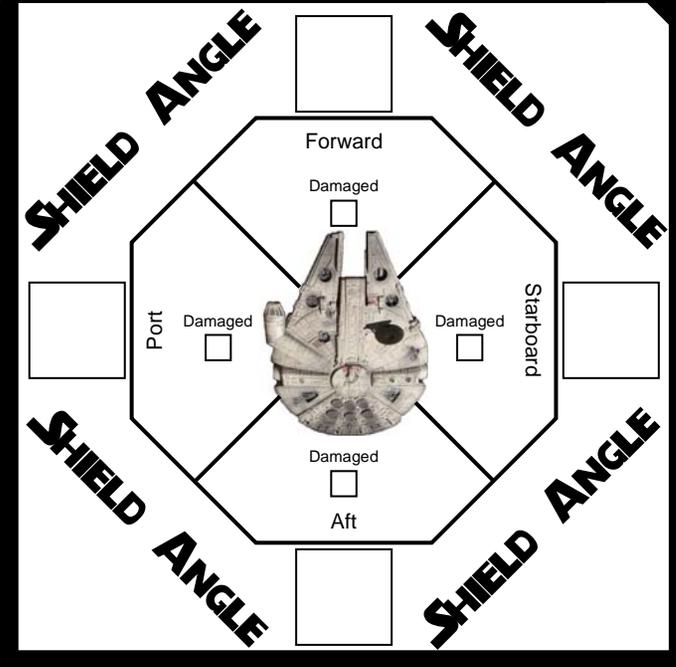
STAR WARS

STARSHIP SHIELD OPERATOR SHEET

CHARACTER NAME

STARSHIP NAME
COMPUTER USE


SHIELD STATUS



SHIELD REPAIR

ACTIVE REGENERATION

STARSHIP TYPE

| Computer Use Check Result | <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

Angle the Deflector Shields!

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

Balance the Deflector Shields!

You may bring the shields back to Balanced if they are angled towards a particular arc. Current Shield Points are cut in half.

Move

Restore the Shields!

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 | | |

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 | Predict Attack Vectors! 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 | Lock on Target! 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 | Scan Targets! You may scan various targets to gain more information. See the Scanning section. | Varies |

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 |

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 damaged stabilizer | 10 |
| Full-round | Bypass the narrow aperture array. | Removes -4 penalty on Computer Use checks due to damaged sensors | pg 216 |
| Full-round | Reboot the hyperspace matrix! | Removes -2 penalty on Astrogate checks due to a damaged nav computer | pg 216 |
| Full-round | Override the flux capacitors! | Fix damaged ion engine , increasing ship's speed by 1 square, up to undamaged max speed | pg 216 |
| Move | Get these lights working! | Restore functionality to a damaged non-critical system (lighting, temp control, life support, etc.) | 10 |
| Full-round | We need blasters on-line, now! | Restore functionality to a single damaged weapon (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 damaged hyperdrive 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 |

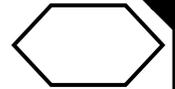
STAR WARS

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 |

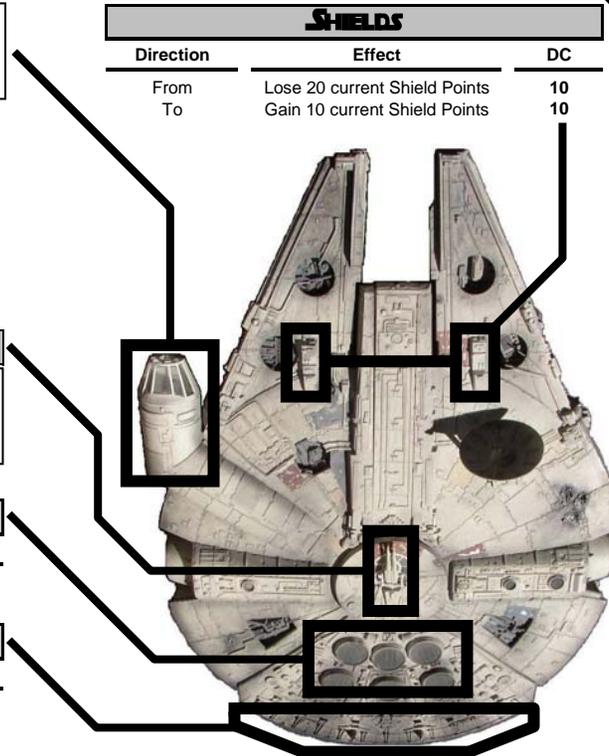
| WEAPONS SYSTEMS | | |
|-----------------|---|----|
| Direction | Effect | DC |
| From | Disable a single weapon | 15 |
| To | Reenable a single weapon | 15 |
| To | Boost a single weapon's damage by 1 die | 15 |

| 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 | Reroute power from the ... 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 | ... to the ... ! 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 | Just get it working! 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 | Recalibrate the Computer! You may attempt to repair ion damage to your ship. See the table at left |

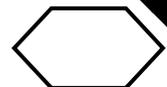
STAR WARS

STARSHIP COMMANDER SHEET

CHARACTER NAME

STARSHIP NAME

CHARLSMA



OPTIONS

| ACTION TYPE | DESCRIPTION | CHARISMA CHECK DC |
|-------------|---|-------------------|
| Free | Execute attack pattern Omega!* | N / A |
| Full-round | On my mark ...* You may coordinate multiple ship's stations as they execute a complex series of orders; each station acts in the order you specify | N / A |
| Move | Let me help you with that ... 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. | 10 |
| 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.

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 | |
| | | | Engineer 2 | |
| 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 | |
| | | | Gunner 2 | |
| | | | Gunner 3 | |
| 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 | |
| | | | Pilot 2 | |
| | | | Pilot 3 | |
| 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 | |
| | | | Sensor Operator 2 | |
| SHIELD OPERATOR | Manage ship's shields, angle shields, actively regenerate shield points | Computer Use | Shield Operator 1 | |
| | | | Shield Operator 2 | |