

Voidrunner's Codex

Starship Combat Playtest Rules

The alert sirens wail and echo through the corridors as the fighter pilots rush to the hangar. Each of them knows full well that the only things standing between glory or a cold and sudden death in the void of space are the other brave aces beside them.

The great beast lurches forward and the thrusters are thrown into full reverse, but with a sickening crunch it latches around the hull! With grim determination the commander orders for the cannons to be fired—if they can't run they'll blast their way out.

There was a single battlecruiser expected, two at most. Not an entire fleet, their starfighters swarming ahead of the pack like a cloud of flies. Yet the station blockade must stand, and a cry rings out that they'll be sent back to the void screaming in plasma fire!

Starships move at astronomical speeds and can be truly enormous, for great stellar threats of massive scale drift through the void leaving little room for error, failure, or slow moving targets.

Capital Ships

Battleships, cargo vessels, and exploration ships boldly going to the farthest reaches of space—capital ships take many forms but they all serve as both a home and means of traversing the stars. In addition to simple travel, a capital ship offers benefits to its crew depending on its capital ship type, grade, and the decks which are a part of its construction. These benefits can include resources, bonuses, powers, and abilities that make their spacefaring adventures easier.

A capital ship is a type of stronghold.

Capital Ship Grades

Each capital ship has a grade, which is a rough unit of both size and quality that determines the ship's scale, and what degree of benefits it bestows on its crew.

Between countless worlds and ship designs there are outliers that break these conventions in terms of size and decks but the benefits are always determined by the ship's grade.

With regard to conventional size categories (small, medium, large, etc.) even the smallest capital ships are considered to be titanic-sized objects, occupying at minimum a 100-foot square space.

Havens

A capital ship acts as a haven so long as it retains at least 25% of its hit points and

currently has functioning life support systems. At the Narrator's discretion, capital ships may not be able to act as a haven when affected by certain environmental parameters or system failures.

Comms

As ships get bigger it becomes more and more important to keep lines of communication open, and capital ships have built in communication devices to facilitate this. Comms utilize worn badges, ear pieces, or just the ship's inbuilt screens and stations. Unless the Narrator deems otherwise, you are incapacitated, or your comms have been jammed, you are always able to talk freely with any other crew member of your capital ship, and any creature piloting a starfighter launched from the capital ship you are crewing.

Saving Throws

Unlike most objects, capital ships make Strength, Dexterity, and Constitution saving throws as if they were creatures against effects that would call for them. All capital ships have Strength, Dexterity, and Constitution scores based on their grade as shown on the Capital Ship Grades table. Whenever a capital ship makes a Dexterity saving throw, the creature at the helm can use its reaction to add its Dexterity modifier to the saving throw.

Capital Ship Grades

Grade	Typical Length (Bow to Stern)	Strength and Constitution Scores	Dexterity Score	Crew Minimum	Prestige Bonus
1	100–200 feet	30 (+10)	15	2	0
2	200–400 feet	34 (+12)	14	4	0
3	400–750 feet	38 (+14)	13	8	0
4	750–1,500 feet	42 (+16)	12	16	1
5	1,500–3,000 feet	46 (+18)	11	32	2
6	3,000–5,000 feet	50 (+20)	10	64	3
7	5,000–25,000 feet	54 (+22)	9	128	4
8	25,000–100,000 feet	58 (+24)	8	256	5

Immunities

As devices, capital ships are immune to poison and psychic damage. Unless the source is a hacking maneuver, capital ships and their decks are immune to the blinded, charmed, confused, deafened, fatigued, frightened, incapacitated, paralyzed, petrified, poisoned, prone, slowed, strife, stunned, and unconscious conditions, as well as any other effect that would result from failing a Wisdom, Intelligence, or Charisma saving throw.

Minimum Crew

Smaller capital ships can be managed by a handful of crewmen, and often a voidrunner crew can manage a ship all by themselves. However anyone running a larger vessel understaffed quickly finds that more hands are required to keep a capital ship in good order.

Minimum Crew. Capital ships have a minimum crew requirement determined by the ship's grade (as per Table: Capital Ship Grades). If a capital ship is not crewed by this minimum number of creatures, each deck's power point total and power point maximum is reduced to 1.

Paying a Crew. In some settings and situations crews may be paid by the Fleet or some other authority. The Narrator may also choose to assume that the activities the crew take up while traveling pay for or otherwise motivate the crew, but in scenarios where payment is involved each crewmember costs 5 credits per day.

Saving Throws. In combat situations the crew is evenly spread across a capital ship's decks. General crewmembers are **civilians** (page @@), and whenever a group of crewmembers would need to make a saving throw or ability check (such as a hull rupture or other event in which any creatures present would need to make a save) assume that half of the crew passes and half fails.

Prestige Bonus

Arriving at your destination in a massive battlecruiser carries far more weight than arriving in a small cargo ship. Smaller capital ships have no bearing on prestige but larger

capital ships grant a bonus to the prestige of the voidrunners who own it determined by the ship's grade, as shown on the Capital Ship Grades table.

Armor Class

Just like creatures, capital ships have an AC that determines how difficult it is to hit with attacks.

Shields

Capital ships project massive energy fields to protect from oncoming attacks. A ship's shields can be raised or dropped as an action by any creature crewing that ship's bridge.

While a ship's shields are raised, it gains a number of temporary hit points. When the temporary hit points from a shield are reduced to 0, the shields become broken.

Whenever a ship's shields are dropped it loses any remaining temporary hit points.

Recharging. All shield generators have a recharge rate. At the start of each round, roll a d6 for each ship with a dropped or broken shield, and on a result equal to or greater than its shield's recharge rate, the shields of a ship recharge and restore their provided temporary hit points. Shields recharge faster when merely dropped and not broken, and the recharge rate of dropped shields is improved by 1 (for example, a recharge rate of 6 becomes a recharge rate of 5–6).

Raised shields have several effects beyond granting temporary hit points:

- Ships with active shielding cannot be boarded.
- Ships with active shielding cannot launch or dock starfighters.
- Ships with active shielding are immune to the effects of radiation and intense heat.
- Attacks cannot target specific decks or functions of a ship with active shielding.

Hit Points

When a capital ship is reduced to 0 or fewer hit points it is destroyed. In addition, when capital ships are damaged there can be drastic effects on the ship's systems and the

Critical Malfunctions

d12 Critical Malfunction

- 1 **Crippled Engines:** The ship's engines have been brought to emergency power. Until this critical malfunction is repaired the engine deck cannot be used to perform system maneuvers, the ship's impulse speed is reduced to slow, and its FTL speed is reduced to 1.
- 2 **Hull Rupture:** Randomly determine one of the ship's decks. This deck suffers a large tear in the hull and rapidly decompresses which is especially dangerous on smaller vessels. Any creatures on that deck make a Strength saving throw (DC 18 – the ship's grade) or are sucked out into the combat zone surrounding the ship. On a successful save creatures may instead evacuate and move to another deck of their choice. Until this critical malfunction is repaired the deck is both a hard vacuum and zero-G environment.
- 3 **Hull Compromised:** The ship's hull is battered and barely holding together. Until this critical malfunction is repaired the ship's AC is reduced by 2. In addition, if this ship suffers another critical malfunction before this critical malfunction is repaired, it suffers a hull rupture malfunction in addition to any other critical malfunction rolled.
- 4 **Deck Disabled:** Randomly choose one of the ship's decks other than the bridge or engines. Until this critical malfunction is repaired, that deck cannot be used to make system maneuvers. Reroll this result if the ship does not have any decks besides the bridge and engines.
- 5 **Deck Damaged:** Randomly choose one of the ship's decks other than the bridge or engines. Until this critical malfunction is repaired, the maximum number of power points for that deck is reduced to 1. Reroll this result if the ship does not have any decks besides the bridge and engines.
- 6 **Weapon System Damaged:** Randomly choose one of the ship's weapons. Until this critical malfunction is repaired, any attacks made with that weapon have disadvantage and it gains the Recharging (4–6) property (as above).
- 7 **Artificial Gravity Failure:** The artificial gravity generator is wrecked. Until this critical malfunction is repaired all decks on the ship are considered zero-G environments. Reroll this result if the ship or setting does not utilize artificial gravity.
- 8 **Powered Down:** The ship's power systems are compromised and the engines strain to deliver power where it's needed. Until this critical malfunction is repaired, the maximum number of power points for each of the ship's decks is reduced to 2.
- 9 **Comms Blackout:** The systems vital for keeping the ship's comms functioning fail. Until this critical malfunction is repaired the ship's comms and the comms of any starfighters launched from it are considered jammed and can not be used to communicate.
- 10 **Shields Disabled:** The shield generator is horribly damaged. Until this critical malfunction is repaired the ship's shields cannot recharge and it loses any remaining temporary hit points gained from them. Reroll this result if the ship or setting does not utilize shields.
- 11 **Hard Impact:** The ship tumbles and slides under the weight of the hit, sending its occupants stumbling. Each creature on board the ship when this critical malfunction is suffered makes a DC 16 Strength or Dexterity saving throw (its choice) or falls prone and becomes rattled for the next minute.
- 12 **Scratched the Paint:** While the damage looks severe at first, it is superficial and only affects non-essential systems. No critical malfunction is suffered.

creatures on board. Whenever a capital ship loses 25% of its maximum hit points from a single attack or source, or whenever a capital ship is reduced to 50% of its total hit points, it suffers a critical malfunction and must roll on the Critical Malfunctions table.

Capital Ship Repairs

Damage suffered by a capital ship can vary from quick fixes to fundamental tear downs needing countless replacement parts. Certain features and abilities may provide the ability to repair a capital ship, but they are primarily repaired using one of three methods:

- **Improvised Repairs:** The Repair journey activity (Chapter 8) can be performed while the ship is traveling.
- **Scientific Jargon:** As an action, a voidrunner crewing a capital ship can spend a point of inspiration to string together a plan of action involving complex technical jargon that will somehow circumvent the ship's mechanical problems. This usually ends with a very simplified analogy that actually explains nothing, but it instantly repairs a critical malfunction regardless. To repair a critical malfunction affecting a specific deck in this way the voidrunner must be crewing that deck.
- **StarDock Repairs:** Capital ships can be repaired at friendly ports featuring stardocks, most commonly found on space stations. Rates and times may vary at the Narrator's discretion, but typically damage can be repaired at the cost of 1 credit per 10 points of damage repaired, and critical malfunctions can be repaired at the cost of 100 credits per malfunction repaired. These repairs usually take 1 day per 250 points of damage repaired, plus 1 day per critical malfunction repaired.

Capital Ship Weaponry

Capital ships often bristle with weapon systems, yet combat in the void still requires either skill with trajectory mathematics or the incredible intuition needed to predict quick movements to fire them effectively.

A creature proficient with Computers, Engineering, or Science is proficient with weapons fired from capital ships, and may add its Intelligence or Wisdom modifier (its choice) to attack and damage rolls with capital ship weapons.

Any creature crewing a ship's bridge can use an action to make up to one attack using one of the ship's weapons against a target operating in the same combat zone or in an adjacent combat zone. Alternatively, any creature crewing a ship's weapons deck can use an action to make up to one attack using each weapon linked to that deck.

Once fired, capital ship weapons cannot be fired again until the beginning of the next round.

Starfighters take half damage from capital ship weapons. Anti-starfighter weapons deal damage normally.

Capital Ship Decks

A deck is an area of a ship that serves a primary function or has some major utility for the ship's crew. Decks listed in a ship's statistics are not exhaustive—smaller vessels may have separate sleeping quarters not represented by their listed decks, and massive ships may have miles of pipework, ducts, whole barracks, and other areas not counted due to their relative unimportance. Only those areas of enhanced utility are represented in a ship's statistics as a deck.

While a creature is on a ship's deck and has access to a terminal or other console it is crewing that deck, capable of taking any special actions afforded by the deck or making system maneuvers linked to that deck type. At the Narrator's discretion you may be required to physically reach specific terminals or systems in order to perform actions (particularly in cases with boarding actions and enemies present on deck).

Larger ships may have multiple decks of the same type. Such decks are redundancies in the case of critical malfunctions, or they may allow for multiple actions to be taken during the same round when they would otherwise be limited.

Moving Between Decks

The layout of every ship is different and may be connected by winding corridors, turbolifts, or even short range teleporters.

Creatures move within a deck normally using any available movement speeds.

When a creature uses its movement to exit a deck through any passage, it travels along whatever connecting passages are present within the ship's layout and arrives at the deck of its choice at the beginning of its next turn unless blocked by damage or barricades.

Capital Ship Deck

Each capital ship has one or more decks of different types, and each deck type has linked system maneuvers, journey activities, and special bonuses it provides to creatures crewing it. Deck types include: Bridges, Cargo Holds, Engines, Hangars, Leisure

Infinite Designs

Each deck type includes an example layout and map for a typical terran design of that deck type, but they're only examples. In a vast universe with countless alien species the exact layout of each deck can take myriad different forms, but mechanically their functions are the same. At the Narrator's discretion decks can ultimately have any layout so long as their core functions are represented.

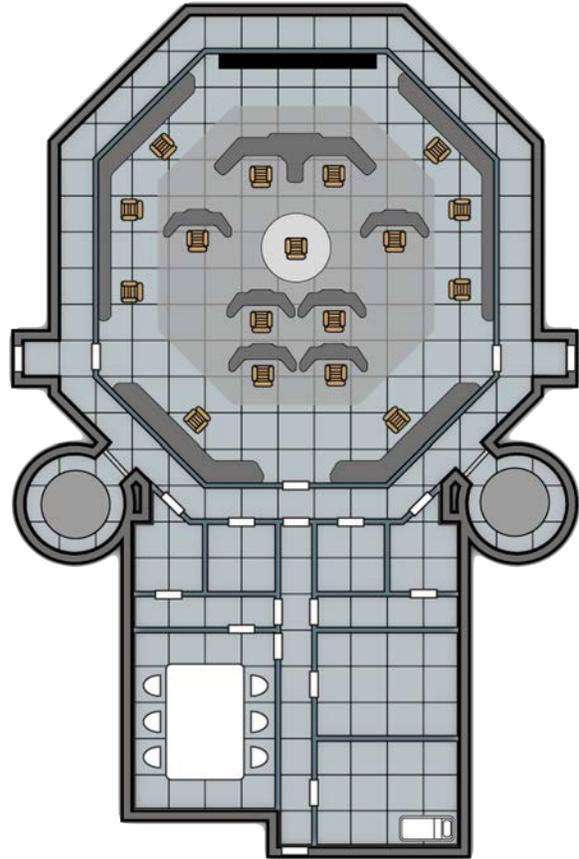
Decks, Medical Bays, Mining Haul, Operation Centers, Science Bays, and Weapon Decks.

Bridge

A ship's bridge is its command center, containing the vessel's primary controls and helm. Typically the bridge is where a ship's captain directs the crew and issues orders, with access to all of the ship's most vital functions and capabilities.

Command Center. A capital ship may only have one bridge deck.

Helm. Up to one creature crewing a ship's bridge may take the helm and pilot the ship. A creature piloting a capital ship in this way may choose to move the ship on its turn using the ship's movement speed.

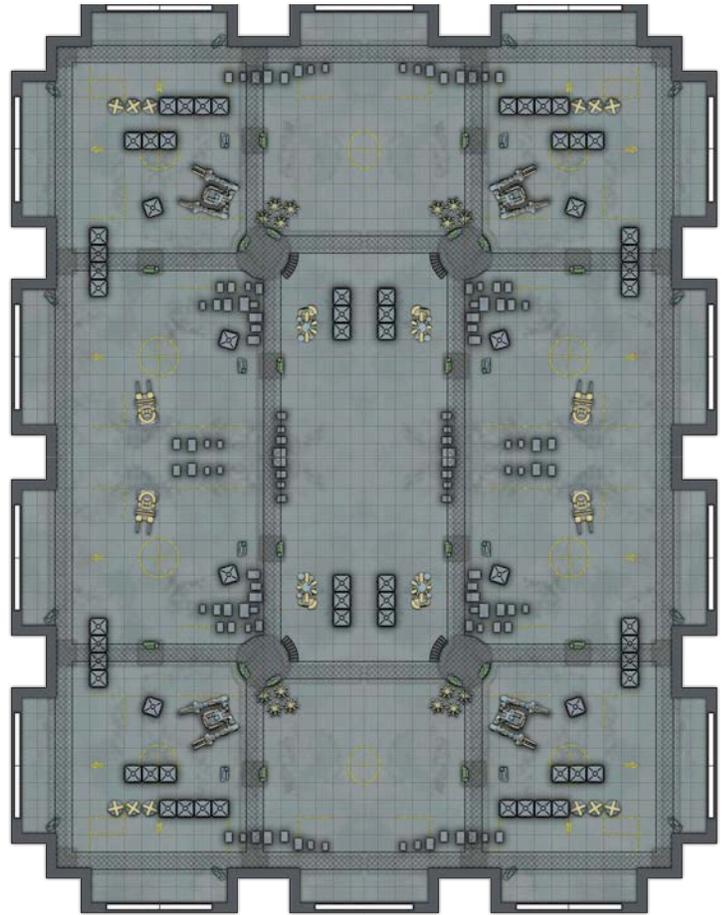


Cargo Hold

Although essentially just empty space, enclosed space is at a premium on starships that must propel themselves at nearly impossible speeds.

Cargo Space. A cargo hold deck has a capacity equal to 1,000 cubic feet x the ship's grade.

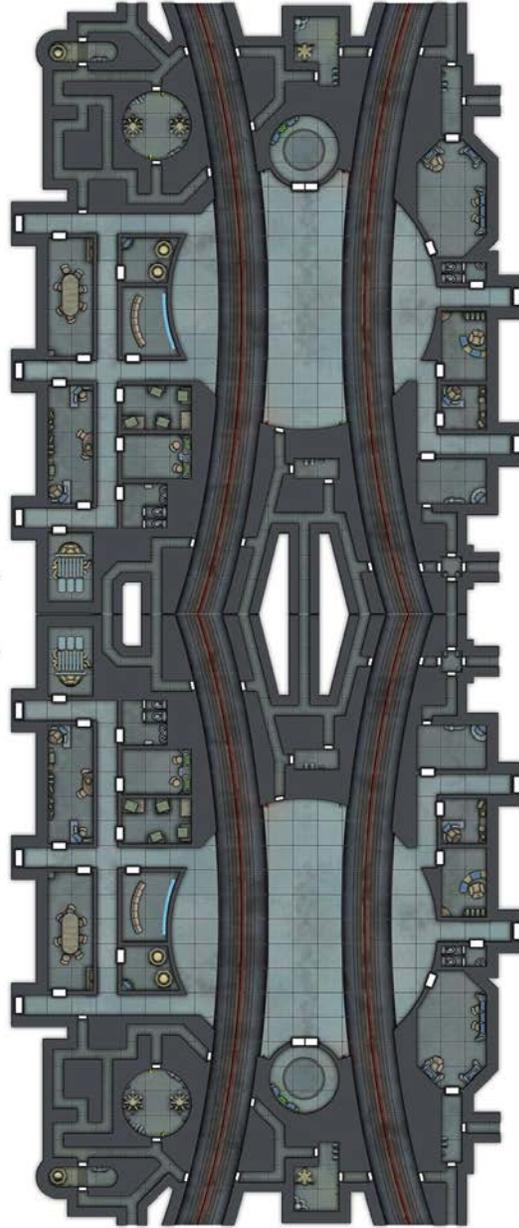
Supply Holds. Each cargo hold can store 500 additional Supply in addition to the ship's normal capacity.



Engine

While the technology that drives them can be vastly different, every ship requires some device to propel it between the stars.

Primary Propulsion. A capital ship may only have one engine deck.



Flex Deck

Flex decks are flexible sections of a ship that—with some work—can be converted into other decks. At the cost of credits equal to 10% of the ship's total value and a number of days in port equal to the ship's grade, this deck can be converted into another type of deck that is not the Bridge or Engine.

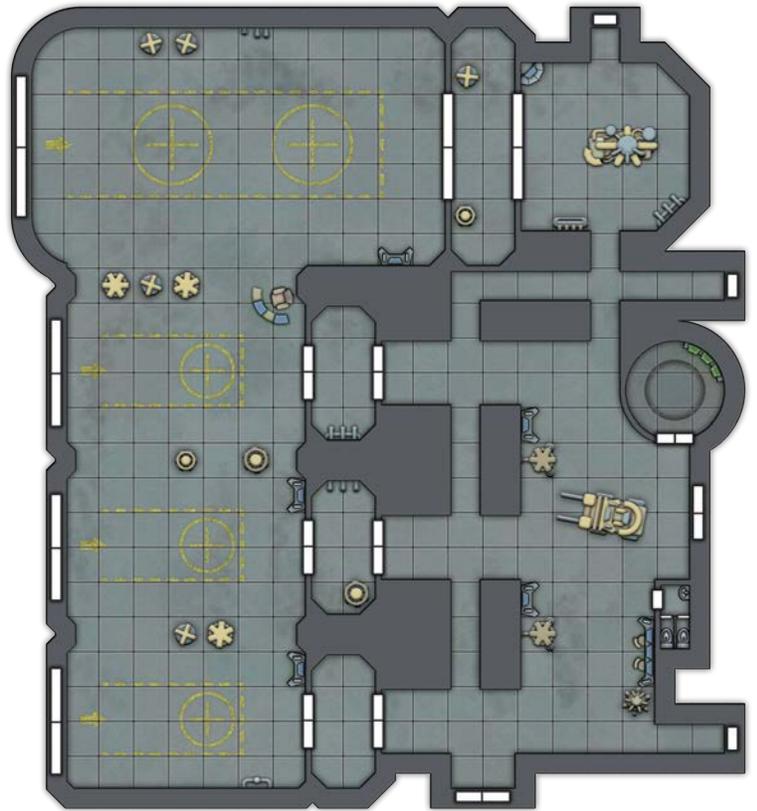
Hangar

At once a landing strip and starfighter maintenance bay, a hangar safely contains a capital ship's starfighter support. Airlock mounts serve in a pinch, but any starfighter pilot would prefer a well-stocked hangar for the launching, landing, and maintenance of their starfighters.

Quick Landing. Starfighters may dock at a hangar or launch from it using a bonus action, instead of an action as normal.

Starfighter Bays. A hangar deck can contain and dock a number of starfighters equal to twice the capital ship's grade.

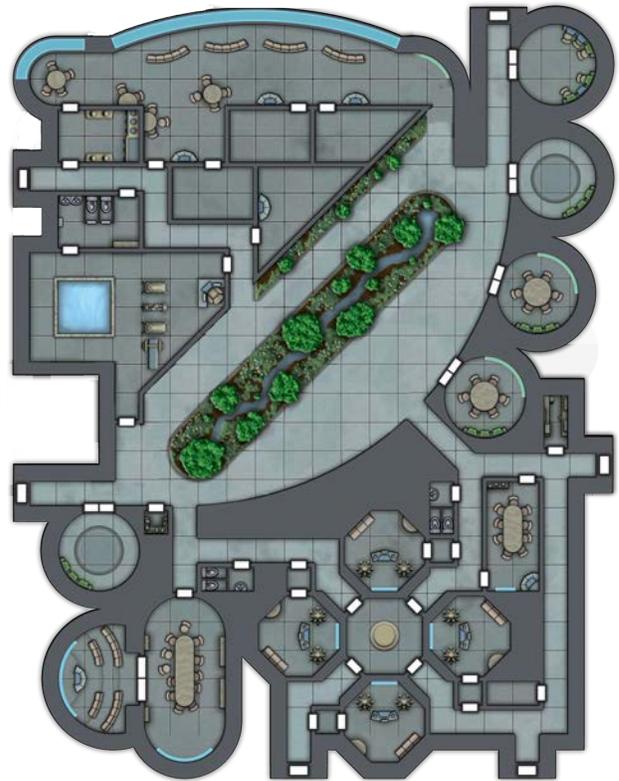
Starfighter Maintenance. You restore twice as many hit points as normal when using the Repair journey activity on a starfighter docked in a hangar.



Leisure Deck

Typically outfitted with one or more holographic projection theaters, conference rooms, exercise equipment, living plants, or any number of luxuries designed to keep crewmembers sane as they travel the endless expanse of the void.

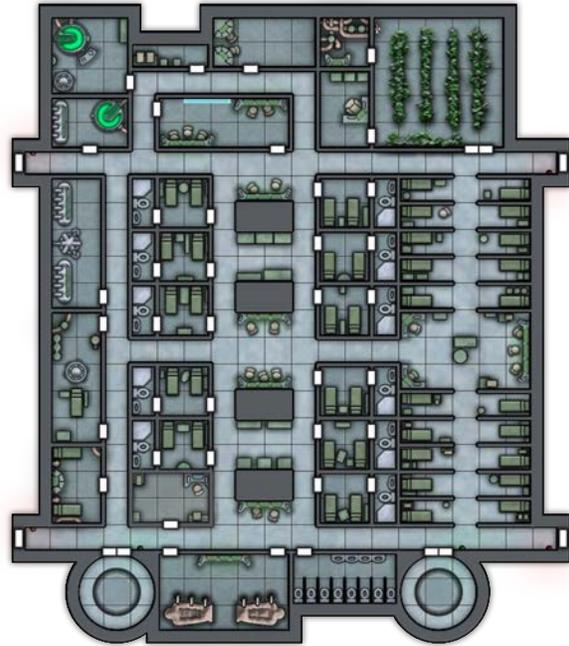
Diplomatic Comforts. Diplomatic efforts are far easier when surrounded by luxury and entertainment. Charisma checks made on a leisure deck gain an expertise die.



Medical Bay

The void holds untold and unknown dangers that often require more medical attention than first aid or a hypospray can provide. Medical bays are often the difference between life and death, bringing the diagnostic technology and restorative equipment of a hospital out into the reaches of space.

Medical Apparatus. Creatures crewing a medical bay may utilize its numerous medical devices as any of the following tools: crash kit (unlimited uses), cybernetics kit, multi-scanner, portable x-ray scanner.



Mining Haul

Treasures drift through space waiting for properly equipped ships to drill, grind, and haul them away. A mining haul contains external mining equipment, the internal machinery needed to process the ores, and all the terminals and stations needed to control them.

Haul Storage. A mining haul can store up to 1,000 cubic feet of raw ore. Any creature crewing the mining haul can transfer this ore between the mining haul and any available empty cargo holds as an action.

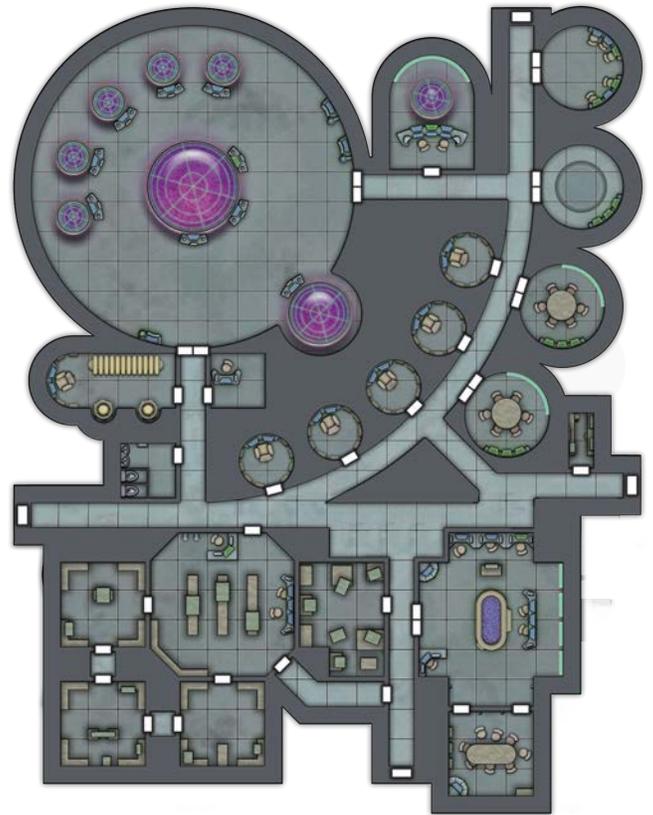
Mining Control. A mining haul may have one or more mecha weapon systems linked to it. A creature crewing a mining haul deck can use an action to make up to one attack using each mecha weapon linked to that deck.



Operations Center

Battle is about more than bullets and plasma. Coordination, communication, and unrelenting digital threats are handled at operation centers, the convergence points for countless scanning devices and digital channels. These decks are how capital ships keep tabs on the physical world and do battle in the digital world.

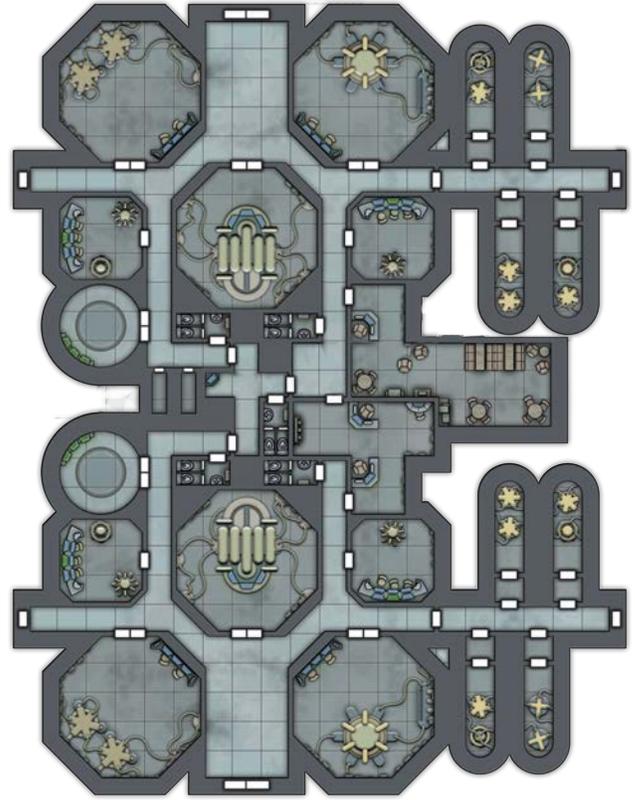
Technical Apparatus. Creatures crewing an operations center may utilize its numerous scanners and devices as any of the following tools: computer technician kit, hacking tools, multi-scanner.



Science Bay

Vessels designed specifically for investigating the wonders of the cosmos or exploring the unknown often have science bays. These decks are outfitted with numerous scanners and sensitive apparatus for analysis of both external phenomena and specimens brought on board.

Scientific Apparatus. Creatures crewing a science bay may utilize its numerous scientific devices as any of the following tools: brewer's supplies, cartographer's tools, chemical detector, geiger counter, multi-scanner, navigator's tools, poisoner's kit.

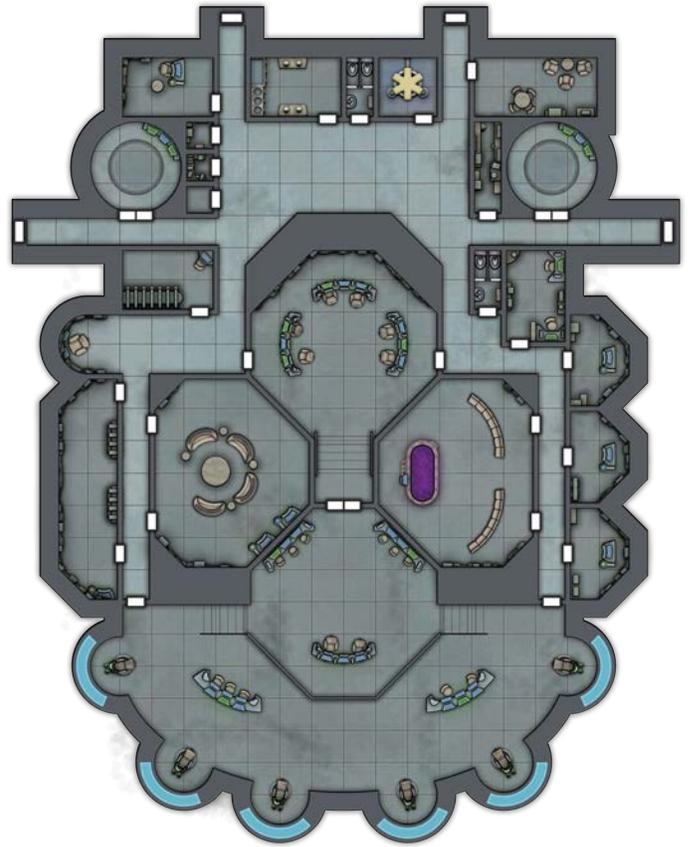


Weapon Deck

While most ships have one or more defensive measures, some are bristling vessels of war with weaponry beyond counting. Such warships are typically outfitted with devoted weapon decks where these offensive systems can be coordinated and controlled for maximum effect.

Coordinated Fire. A weapon deck has one or more weapon systems linked to it. A creature crewing a weapon deck can use an action to make up to one attack using each weapon linked to that deck.

Military Apparatus. Creatures crewing a weapon deck may utilize its armory equipment and upkeep devices as weapons and armor maintenance tools.



Starfighters

Utterly dwarfed by the massive capital ships, starfighters are typically designed for only a single pilot but this designation applies to any smaller spacecraft. Shuttles, dropships, bombers, and of course traditional short-range assault vessels all fall under the starfighter designation (a term for any small craft incapable of warp speeds on its own).

For many pilots a starfighter is practically an extension of themselves, a tool for conducting missions and battles as integral as an ancient warrior's armor or sword. Entering a starfighter's cockpit costs half your movement and can be performed once per turn.

While you are piloting a starfighter:

- Whenever you make an attack, you may do so using a weapon mounted on your starfighter.
- Weapons on starfighters are not meant for extremely precise targeting, and you have disadvantage on attacks made using a starfighter's weapon at targets of Large-size or smaller.
- You may move the starfighter in any direction up to the starfighter's movement speed in place of your movement for your turn.
- If you are conscious, your starfighter's AC increases by an amount equal to your Dexterity modifier.
- You may perform starfighter maneuvers using your starfighter.

Armor Class

Each starfighter has an AC that determines how difficult it is to hit with attacks.

Hit Points

When a starfighter is reduced to 0 or fewer hit points it is destroyed. If you are piloting a starfighter when it is destroyed you are ejected from the cockpit, and assuming you were operating in space you are immediately subjected to the rules of both zero-Gs and a hard vacuum (page @@).

Repairing Starfighters

Compared to repairing the damage of a capital ship, repairing starfighters is a simple patch job for even novice pilots and engineers—if they're willing to put in the time. Whenever you take a long rest with access to a starfighter, you can spend part of that time repairing their starfighter. When you do, the starfighter regains up to 50% of its lost maximum hit points and you only regain half the number of hit dice you normally would.

Alternatively, most stardocks fully repair a damaged starfighter at the cost of 25 credits.

Speed

Unlike capital ships, starfighters are incapable of FTL speeds and have a single defined impulse speed. A pilot may move a starfighter up to its impulse speed on each of their turns in place of their own movement.

Immunities

As devices, starfighters are immune to poison and psychic damage. Unless the source is a hacking maneuver, they are immune to the blinded, charmed, confused, deafened, fatigued, frightened, incapacitated, paralyzed, petrified, poisoned, prone, slowed, strife, stunned, and unconscious conditions, as well as any other effect that would result from failing a Wisdom, Intelligence, or Charisma saving throw. These immunities do not apply to a starfighter's pilot, only the craft itself.

Saving Throws

Unlike most objects, starfighters make Strength, Dexterity, and Constitution saving throws as if they were creatures against effects that would call for them. However, passing or failing these saves has more to do with the pilot than it does the hardware. Whenever a starfighter would be required to make a Strength, Dexterity, or Constitution saving throw, it uses the correlating score of its pilot.

Many starfighters are particularly nimble, tough, or can otherwise better resist certain threats than other ships. When you make one of the listed saving throws with a starfighter,

you gain an expertise die from the ship's inherent quality.

Starfighter Weaponry

Starfighters often have comparatively less firepower than capital ships, but they have the speed and maneuverability to land their attacks where it counts.

If you are proficient with martial weapons you are proficient with weapons fired from a starfighter, and may add your Strength or Dexterity modifier (your choice) to attack and damage rolls with starfighter weapons.

While piloting a starfighter you may use any of that starfighter's weapons for attacks you make. If a feature such as Extra Attack would allow you to make more than one attack in a round, you may use any of the starfighter's weapons to make those attacks and you may choose any target operating in the same combat zone.

Make Your Attack Run

While operating in a combat zone surrounding a capital ship, you can attempt an attack run to target a specific deck or ship function by attacking with disadvantage.

When a capital ship is hit by an attack run it makes a Constitution saving throw (DC equal to the damage taken) or suffers a critical malfunction (page @@).

Comms. The ship suffers the comms blackout critical malfunction.

Deck. Targeted deck suffers the deck damaged critical malfunction. If this save is failed by 20 or more, the deck instead suffers the deck disabled critical malfunction.

Engines. The ship suffers the engines crippled critical malfunction.

Shield Generator. The ship suffers the shields down critical malfunction.

Weapon System. The weapon system suffers the weapon system damaged critical malfunction.

Some ships are so large that the Narrator may decide to divide its surrounding combat zone into multiple combat zones. In such cases you must be in the same combat zone as the decks or functions you wish to target with your attack run.

Starship Combat

During starship combat voidrunners direct starfighters and activate the abilities of larger vessels. On your turn, you might use your starfighter to strafe an enemy carrier, or you might crew the weapons deck of a mighty destroyer.

Impulse and FTL Speeds

The speeds needed to traverse the stars are impossibly fast, and while the technologies behind reaching such terrible velocities differ they are all represented by two different speeds: an impulse speed and an FTL speed.

Impulse speeds represent the ship engaging and maneuvering around obstacles or other craft at slower than light speed, usually with lesser propulsion systems or with the main drives operating at low power. These speeds are categorized into **slow**, **average**, or **fast** impulse speeds. While operating at impulse speed bridge system maneuvers can be performed by the creatures crewing the ship's bridge.

FTL speeds represent the ship traveling to far off destinations at speeds faster than light. A capital ship moves up to its FTL speed each round, but it cannot alter its direction or perform bridge system maneuvers.

Going To FTL

When a capital ship leaves impulse speed and accelerates to FTL speed, it is not an instantaneous event. Engines whir to life, warp coils spark, and great technological achievements ponderously threaten to accelerate mass far faster than physics should allow. The exact nature of Faster Than Light technology is left to the Narrator's discretion, and ranges from advanced fission to propulsion drives, the opening of slipspace wormholes, or manipulating planar portals and more. Whatever technology the setting uses, engaging FTL drives takes some start-up time and can have devastating effects on those nearby.

Any creature crewing a capital ship's bridge can attempt to go to FTL as an action. Whenever a capital ship attempts to accelerate to FTL, create a fast countdown

pool using a number of d6 equal to the capital ship's grade (page @@). At the end of each of your turns, roll these dice and remove any with a result of 4–6. When there are no more dice remaining in the countdown pool the capital ship goes to FTL and immediately accelerates out of the sector, appearing to observers as if it teleported away.

Ships and creatures operating in a combat zone surrounding a capital ship when it goes to FTL take an amount of force damage equal to $2d6 \times$ the ship's grade.

FTL and Atmosphere

Ships can technically go to FTL in any environment, but doing so can be dangerous. If a ship attempts to go to FTL surrounded by any sort of atmosphere or moves through atmosphere for the first time in a round while using its FTL speed, it suffers an amount of force damage equal to $4d10 \times$ the ship's grade.

Speed Technology

The realms of science fiction present very different scales depending on the type of future being imagined, and exactly how the campaign setting functions depends a lot on how advanced the technology is and just how fast starships can travel. Each capital ship has a number presented for its FTL speed, but the units of measurement being used are determined by the Narrator.

Interplanetary Travel. In a setting limited to a single star system, set the unit of measurement to **Light Seconds**. A light second is the distance that light covers in a second. For reference Earth is about 500 light seconds away from the Sun.

With this method capital ships take a few days to travel between the inner planets of an average solar system, and weeks or even months to reach outer or exoplanets.

Interstellar Travel. In a setting in which people travel between solar systems but are still limited to one galaxy, set the unit of measurement to **Light Years**. A light year is the distance that light covers in a year. For reference the closest solar system to Earth is just about 4.3 light years away, while the star Betelgeuse is about 642 light years

from Earth.

With this method capital ships take a few days to travel between most star systems, and may be able to travel to nearby star systems in a matter of hours. The Milky Way galaxy is 105,700 light years across, and at these speeds capital ships can fly from one end to the other in just about a year.

Intergalactic Travel. In a setting of truly unfettered travel where even other galaxies are within reach, set the unit of measurement to **Kiloparsecs**. A kiloparsec is a thousand parsecs, which are themselves a bit more than 3 light years. For reference the nearest galaxy to our own is about 780 kiloparsecs from the Milky Way.

At these speeds most capital ships take under a day to travel the width of a galaxy, and can cross the vastness of space to visit other nearby galaxies with only a few days of travel.

Sectors and Combat Zones

Adding sectors and combat zones to Turn-Based Action provides a streamlined way to keep the game flowing, making tracking creatures and ships easier as they fight at high speeds and vast scales. While in the Set the Scene step of Turn-Based Action, the Narrator defines the sector. A sector is the area that includes all of the actors, factors, and environmental hazards that are relevant to the combat arena.

The exact size of a sector is up to the Narrator, but should generally be no larger than 1 light-second (about 180,000 miles) in diameter. Ships must slow down considerably to engage with other ships

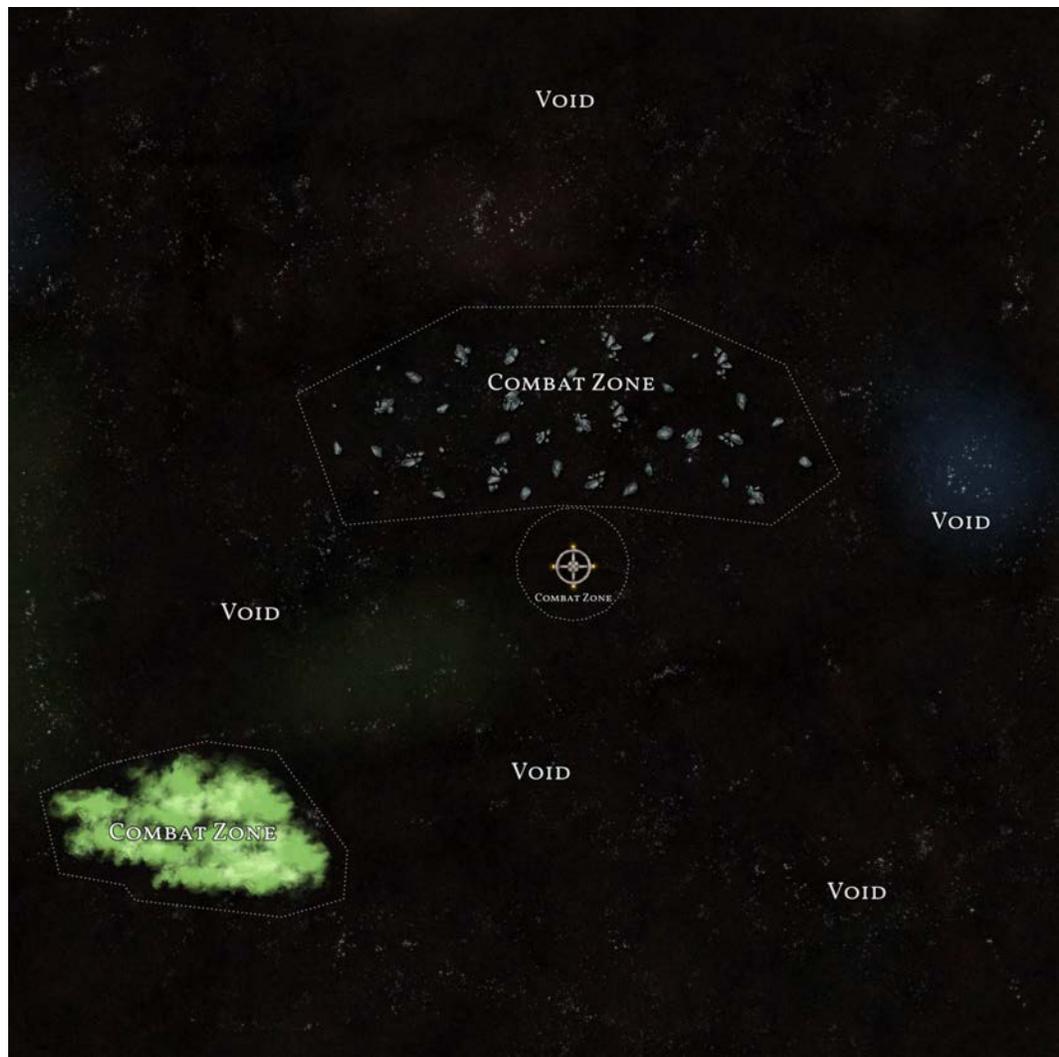
and objects meaning that sectors have approximately the same sizes regardless of the setting's speed technology.

A sector does not require a battle map, but some kind of visual indication of which ships are in which combat zones can be helpful.

The sector illustrated includes an asteroid field, a space station, and a small nebula each with a surrounding combat zone. The asteroid field and space station are quite close, and are considered adjacent combat zones. The nebula however is separated from the others by the void.

Setting Combat Zones

After defining the sector the Narrator defines the combat zones within it. A combat zone is an area of interest that has some quality or features that make it distinct from the surroundings. Typically any Titanic object should be surrounded by a combat zone, and any area that isn't just empty space should be a distinct combat zone. Some examples of combat zones include:



- Asteroid fields.
- Engagement areas where starships are fighting.
- The areas around capital ship wrecks.
- Debris fields.
- The areas around space stations.
- Space phenomena such as wormholes or electrical storms.
- Dust clouds.
- The atmosphere of a nearby planet.
- The area surrounding a capital ship.

In addition, larger capital ships may be surrounded by more than one combat zone which can include specific targets such as the shield generators or other vital objectives.

Combat zones have no predetermined size; rather they are nebulous spaces defined by the Narrator.

Combat zones can be contained within larger zones. Unless otherwise noted, any environmental effects of a combat zone apply also to any zones within it. In all other respects, the zones remain separate.

Adjacent Zones

While the actual distances may be massive, some combat zones may be close neighbors. The Narrator may designate two or more zones as “adjacent zones”.

In addition to any zones the Narrator has designated as adjacent, all zones are considered adjacent to the Void.

The Void

All of the space within a sector not allocated to a combat zone is part of a special zone called “The Void”. The Void is a transitional zone between all other combat zones and every combat zone is considered adjacent to the Void. Ships and creatures attempting to travel between combat zones must first travel through the Void to reach their destination. The following rules apply to starfighters and creatures operating in the Void:

- Any attack targeting something in the Void has disadvantage.
- Anything in the Void cannot perform combat maneuvers, starfighter maneuvers, or system maneuvers.

Creating New Combat Zones

While in the Void, ships and creatures automatically create a new combat zone when they attack another target currently in the Void. This new combat zone includes whatever created it and the target they fired upon, representing a new area of engagement spontaneously erupting within the sector.

When you create a combat zone in this way the Narrator may choose for it to be adjacent to any one other combat zone. If all ships and creatures leave this combat zone and leave it empty, the combat zone is removed from the sector and becomes part of the Void.

Targeting Within a Combat Zone

Ships and creatures operating within a combat zone may attack targets within the same combat zone, and any potential target within their combat zone is considered within range.

Ships and creatures operating within a combat zone may also attack targets in adjacent combat zones, but any attacks made in this way have disadvantage unless the attacker is a capital ship.

Moving Between Combat Zones

The impulse movement speeds of ships and spacefaring creatures are described as **slow**, **average**, and **fast**.

Creatures that are in the cockpit of a starfighter or are at the helm of a capital ship are considered to be helming a ship.

- A creature with a **slow** speed or that is helming a ship with a **slow** speed requires both its movement and its action on its turn to travel from one combat zone to an adjacent combat zone.
- A creature with an **average** speed or that is helming a ship with an **average** speed can move from one combat zone to an adjacent combat zone by using its movement on its turn.
- A creature with a **fast** speed or that is helming a ship with a **fast** speed can use its movement to move from one combat zone to any other combat zone in the same sector (even if those combat zones aren't adjacent).

Launching And Docking Starfighters

Most starfighters operate alongside capital ships, usually residing within hangars or mounted at airlocks. Hangars and airlock mounts are designed to make starfighter launches as quick and easy as possible so that short-range spaceships can respond to emergencies.

When you enter a starfighter's cockpit while docked at a capital ship or space station you may immediately launch as a bonus action, exiting the capital ship or space station to begin piloting your starfighter and operating in the surrounding combat zone. If a starfighter is not docked at anything and is either simply landed or drifting, you may enter the cockpit and begin piloting it as an action.

While piloting a starfighter and operating in a combat zone surrounding a friendly capital ship or space station, you may dock as an action. You cease piloting and operating in the surrounding combat zone to begin crewing the hangar you docked at. If the capital ship or space station has no hangar, you may instead move to another deck of your choice.

A starfighter docked at an airlock mount is still externally targetable and may be targeted as if it were operating in the capital ship's surrounding combat zone. Starfighters docked in a hangar cannot be targeted except by creatures in that hangar.

Moving Capital Ships

Capital ships are always surrounded by one or more of their own combat zones. Their movement through a sector works a little differently.

A capital ship moves when the helm operator uses their action to do so.

When a capital ship moves, it may move adjacent to any other combat zone in the same sector.

A capital ship (and its combat zones) may enter another combat zone, but not another capital ship's combat zones.

- A creature helming a capital ship with a **slow** speed may move the ship adjacent to any combat zone as an action. Until the beginning of the next

round, that ship's decks cannot be used to make system maneuvers and its weapons cannot be used to make attacks.

- A creature helming a capital ship with an **average** speed may begin moving the ship adjacent to any combat zone as an action. Until the beginning of the next round that ship's decks cannot be used to make system maneuvers.
- A creature helming a capital ship with a **fast** speed can use an action to begin moving the ship adjacent to any combat zone.

Whenever a capital ship moves, any ships or creatures operating in its surrounding combat zones may choose to move along with the capital ship and remain operating in those combat zones. Doing so does not cost any movement. If any ships or creatures choose to remain, they instead create a new combat zone in the vacant space.

Areas of Effect in Combat Zones

Personal abilities which normally have an area of effect only affect single targets when operating in a combat zone. In the case of areas of effect that persist over multiple turns, creatures, vehicles, or starships may choose to enter such areas but can always voluntarily avoid them.

Larger area-of-effect weapons (such as those used by capital ships) may affect an entire zone and all the creatures, vehicles, and starships within that zone.

Beneficial Auras in Combat Zones

Many class features bestow situational benefits to allies within a certain radius. While operating in a combat zone, these benefits can only be gained while operating in a formation using a formation combat maneuver.

Terrestrial Combat Zones

Combat zones are intended mainly for combat involving incredibly fast starfighters and massive scales. Narrators can also use combat zones for aerial combat at a much smaller scale. Placing and tracking multiple flying combatants can be difficult whether

they're aloft on wings or jet engines, and the use of combat zones can help streamline such encounters. Some examples of situations that call for terrestrial combat zones include:

- battles centered around airships or other airborne vehicles.
- combats in which multiple creatures are utilizing a fly speed.
- high speed chases atop multiple vehicles.

In such situations the Narrator defines a sector and combat zones as normal, but combat zones should not exceed 250 feet in diameter.

Multiple Surrounding Combat Zones

Every capital ship has a surrounding combat zone, but capital ships of grade 6 and above may have multiple combat zones surrounding distinct sections (such as bow or aft combat zones) or distinct combat zones for the areas around engines, shield generators, or other important sections of the ship.

Starfighter and System Maneuvers

The true strength of any starship lies in the person sitting behind the controls and it's their skilled maneuvers that can turn the tide of battle with even the most rusted out junkers.

System Maneuvers

Where starfighter pilots rely on reflexes and endurance, capital ships run on the intuition and mechanical knowhow of the crew. Anticipating enemy actions and diverting power to shields, quickly reconfiguring systems to overcome space phenomena, and hacking enemy systems are represented by system maneuvers that make truly exceptional crews stand out from the rank and file.

Many system maneuvers are universal and can be performed anywhere on the ship, or only be done in specific circumstances or are linked to specific deck types. While crewing a ship's deck you may perform any of the system maneuvers linked to that deck. Using a system maneuver requires spending a bonus action, reaction, or action, and may require spending 1 or more of that deck's power points.

System maneuvers that are more difficult to pull off include a minimum proficiency bonus required to perform them.

Most system maneuvers can be performed any number of times during a round so long as there are creatures to perform them. Some however are limited by the ship's capabilities and those system maneuvers will have a limited number of times they can be performed during any given round included in their description.

System maneuvers take skill, technical ingenuity, and quick thinking beyond what is called for in the normal operation of a ship. Unless otherwise noted, system maneuvers are considered basic maneuvers and do not require combat traditions, but they cannot be performed by regular crew or bridge officers.

A system maneuver sometimes forces a target to make a saving throw to resist its effects. The saving throw DC is calculated as

follows:

System Maneuver DC = 8 + your proficiency bonus + your Intelligence or Wisdom modifier

System maneuvers are nonmagical and nonpsionic.

Power Points

Making system maneuvers requires considerable drain on the ship's power. While this power may be sourced from fission reactors, complex crystals, or any number of other incredible technologies they each ultimately serve the same purposes and this power is quantified as **power points**.

Each deck has **3 power points** which can be spent to activate system maneuvers by creatures crewing that deck. At the beginning of each round each deck restores up to 1 spent power point.

All Ahead Full (2 points)

Engine action

The impulse engines roar to life for maximum speed.

Until the end of the next round, the ship's movement speed is improved by 1 category (from slow to average, or from average to fast).

All Power to the Shields (3 points)

Engine action

You dedicate the engine's power to the shield generator.

As long as they are not broken, the ship's shields immediately recharge and restore their full temporary hit points.

Analyze Voidbeast (2 points)

Prerequisites Proficiency Bonus +3

Science bay action

Using scientific apparatus you quickly analyze samples and readings taken from a nearby creature.

Make a Science check against a spacefaring creature in the surrounding combat zone or in an adjacent combat zone. On a result of 15 or higher you learn one of

the following aspects of the chosen creature, or on a result of 20 or higher learn two of the following aspects instead:

- Whether the creature is bloodied.
- One of the creature's ability scores.
- The creature's damage vulnerabilities.
- The creature's damage resistances.
- The creature's damage immunities.
- The creature's condition immunities.

Analyze Vessel (2 points)

Prerequisites Proficiency Bonus +3

Operations center action

You use the scanners to quickly analyze the engine signatures and chatter taken from a nearby ship.

Make a hacking tools check against the operations center of a ship in the surrounding combat zone or in an adjacent combat zone. On a result of 15 or higher you learn one of the following aspects of the ship, or on a result of 20 or higher learn two of the following aspects instead:

- The ship's capital ship type, if any.
- The ship's speed category.
- If the ship is currently at or below half of its total hit points.
- If the ship has shields, and if so the strength and recharge rates of those shields.
- If the ship is currently suffering from any critical malfunctions.
- The ship's damage vulnerabilities.
- The ship's damage resistances.
- The ship's damage immunities.
- What weapon systems the ship has on board.

Barricade (1 point)

Any deck action, 1 use per deck

You seal the exits and barricade the deck, using whatever is on hand to defend against boarders or other onboard threats.

Creatures cannot travel to or from a barricaded deck without breaching it first (page @@).

Once the deck is breached it is no longer barricaded.

A creature crewing a barricaded deck can use an action and spend 1 power point to remove the barricades.

Brace for Impact (1 point)

Bridge reaction that you take when the ship suffers a hard impact critical malfunction

With a shout over the comms you warn the crew of an impending impact.

All creatures crewing the ship gain advantage on the saving throw caused by the triggering critical malfunction.

Capital Boarding Action (2 points)

Bridge action, 1 use per deck

You carefully maneuver so that an umbilical corridor can extend and connect to another ship's airlock to quickly whisk crew onboard using magdrives.

Choose an unshielded capital ship in an adjacent combat zone. The chosen ship makes a Dexterity saving throw or you connect a ship deck of your choice with a deck of the opposing ship other than the bridge or engines. Any crew on your connected deck may immediately attempt to breach the deck of the opposing ship.

Attacks made against your ship while this connection is in place have advantage.

If your ship moves while this connection is made, the connection is immediately lost.

Concentrated Fire (2 points)

Weapon deck action

Seeing a potential weakness, you train as much weaponry as you can at a single deck of an opposing capital ship.

Choose a deck or weapon system on a capital ship in an adjacent combat zone. You make an attack against the target using every weapon linked to this weapon deck. These attacks have disadvantage if the chosen deck is a bridge or engines deck. Every time you hit with an attack made in this way, the target ship makes a Constitution saving throw with a -1 penalty for every 10 damage dealt by the attack. On a failed save a deck suffers the deck damaged critical malfunction, or a weapon system suffers the weapon system damaged critical malfunction. A deck that already has the deck damage critical malfunction suffers the deck disabled critical malfunction instead.

Crash Cart (3 points)

Medical bay action

The medical crew do everything in their power to keep a person alive.

A dying creature in the medical bay automatically stabilizes, regains 1 hit point, and returns to consciousness.

Divert Power (1–3 points)

Engine action

Some part of the ship is in desperate need and you reroute power to where it can do some good.

A deck of your choice gains a power point for each power point you spend on this system maneuver. Any power points in excess of 3 per deck are lost at the end of the next round.

Drop the Load (3 points)

Mining haul action

A loaded mining haul can be an ingenious distraction and weapon when the chips are down.

This system maneuver can only be performed if there is at least 750 cubic feet of material currently in the mining haul. The contents of the mining haul are released into the surrounding combat zone. The ship's surrounding combat zone gains the debris space encounter element (page @@) for 1 round per 250 cubic feet of material released in this way.

Emergency Triage (2 points)

Medical bay action

Disregarding their drain on the power supply you utilize each piece of medical equipment to the fullest to keep everyone alive.

Until the end of the next round, creatures in this medical bay have advantage on death saving throws.

Escort Wing (1 point)

Bridge action (formation)

In the same way that starfighters join up to fly in formation, particularly large capital ships can fly in formation with smaller escort craft.

When you activate this system maneuver, capital ships with a grade at least 4 lower than your ship that are operating in adjacent zones may choose to join your formation as

escort ships. Attacks made from escort ships have advantage if their target is operating in the combat zone surrounding the ship they're escorting.

Evade Concentrated Fire (2 points)

Bridge reaction that you take when one of the ship's decks is targeted by an attack run, Concentrated Fire, or Targeted Fire

You realize what the enemy forces are gunning for and do your best to keep the targeted deck out of the direct line of fire.

Until the end of the next round attacks against the targeted deck take a –5 penalty.

Fire Everything (3 points)

Prerequisites Proficiency Bonus +4

As a last ditch effort, you let the guns run hot as you fire absolutely everything you can as quickly as possible.

You may use every weapon linked to this weapon deck to immediately fire twice with disadvantage. After using this system maneuver any weapons tied to this weapon deck cannot be fired again until the end of the next round.

Infiltrate Network (3 points)

Prerequisites Proficiency Bonus +3

Operations center action

The operations center launches a tiny drone or data tether to directly hack into a target.

Choose a ship or the deck of a ship operating in the surrounding combat zone or in an adjacent combat zone. You may attempt hacks on the chosen ship or deck as if you had terminal access until you are locked out.

Lock On Target (0 points)

Weapon deck action, 1 use per deck

Even the most nimble craft can't evade forever when the weapon systems fully lock onto a target

Choose a target in the surrounding combat zone or an adjacent combat zone. The target makes a Dexterity or Strength saving throw (it's choice) or you lock onto it. While locked onto a target any attack rolls made against it using this weapon deck have advantage.

This lock on ends if the weapon deck is used

to attack a different target or attempts to lock onto a different target.

Ordnance Defense (1 point)

Weapon deck reaction that you take when the ship is targeted by an attack with a weapon that has the salvo property

You spot an incoming salvo and train the guns on the threat before it has a chance to impact.

Roll 1d20 for every weapon linked to the weapon deck you are crewing. For every result of 15 or higher, if the salvo attack hits its damage is reduced by 2 damage dice (minimum 0 damage dice).

Quick Patch (2 points)

Hangar action

In the heat of battle sometimes repairs only need to get the ship back out to the fight—the actual problem can be fixed later.

Choose a starfighter currently docked in this hangar and make an Engineering check. On a result of 15 or higher the starfighter gains 25 temporary hit points, or on a result of 20 or higher the starfighter gains 50 temporary hit points instead. Any temporary hit points gained in this way are lost after 1 hour.

Scan For Hostiles (1 point)

Operations center action

You scan an obscured area with advanced motion and electronic signature detectors.

Choose an adjacent combat zone or the ship's surrounding combat zone. Any hidden ships or spacefaring creatures within the chosen zone make a Dexterity saving throw or are revealed and no longer hidden. Any mines in the chosen zone are automatically detected.

Status Report (0 points)

Any deck bonus action

You log into a terminal and quickly find the ship's current status. You learn which decks have suffered critical malfunctions, if any decks are barricaded, and the current strength of any shields the ship has.

Suppressing Fire (2 points)

Weapon deck bonus action

You fill the void surrounding the ship with as much high-velocity death as possible in an attempt to rattle and overwhelm enemy pilots.

Any starfighter or spacefaring creature hit this round by weapons linked to this weapon deck makes a Wisdom saving throw or becomes rattled until the end of its next turn.

Vent Atmosphere (3 points)

Prerequisites Proficiency Bonus +3

Cargo hold or hangar action

Cargo holds are designed to open into space to allow larger freight inside, and hangars by design must provide access to the void. This provides a powerful but last resort option to expel something dangerous.

The deck immediately expels its atmosphere into the void and becomes a zero-G and hard vacuum environment (page @@). You and all other creatures make a Strength saving throw or are expelled into the combat zone surrounding the ship.

The deck can then be resealed as an action, refilling with atmosphere and returning to normal at the beginning of the next round.

Vent Toxins (3 points)

Prerequisites Proficiency Bonus +4

Science bay action

To repel a boarding threat you mix up an airborne toxin and siphon it through the vents.

Choose another deck. Every creature on that deck makes a Constitution saving throw or becomes poisoned for the next minute.

Starfighter Maneuvers

Starfighter pilots rely on their reflexes and endurance, pushing themselves to the limits against g-forces and the chaotic turmoil of space combat. Yet the starfighter itself is merely a tool and only as good as the skill of its pilot—the strafing runs, formation flying, and breakneck turns these starships are known for leave amateurs as space dust before the first shot is fired. All of these death-defying acts are starfighter maneuvers, the element of cosmic dogfighting that turns simple operations into things of beauty.

Starfighter maneuvers are a subset of combat maneuvers. Starfighter maneuvers that are more difficult to pull off include a minimum proficiency bonus required to perform them.

The starfighter maneuvers shown here are all basic maneuvers, and no combat traditions are required to perform them. The only prerequisite is that they can only be performed while piloting a starfighter.

A starfighter maneuver sometimes forces a target to make a saving throw to resist its effects. The saving throw DC is calculated as follows:

Starfighter Maneuver DC = 8 + your proficiency bonus + your Strength or Dexterity modifier

Starfighter maneuvers are nonmagical and nonpsionic.

Exertion Pool

Starfighter maneuvers require a pilot to muscle their way through intense g-forces with unwavering focus and the nimblest control of their craft. To use a starship maneuver, you must expend exertion points. You have a maximum number of exertion points equal to double your proficiency bonus. You regain any spent exertion points at the end of a short or long rest.

Alternatively, you can meditate, refocus, and stretch to refill your exertion pool more quickly. You expend Hit Dice to do so,

recovering 1d4 exertion points for each Hit Die expended. The process takes 1 minute per expended Hit Die.

Formations

Formed wings of starfighters are capable of much more together than what they can accomplish scattered. Activating a formation requires a bonus action and at least one allied starfighter in the same combat zone. Once activated, any number of allied starfighters can join your formation with you as the formation leader.

While acting as a formation leader:

- You and any allied ships in your formation gain the benefits of your formation.
- You and all the ships in your formation move at your initiative but cannot move during their own turns.
- Any ships in your formation may break off from your formation during their turn as a bonus action, losing any formation bonuses but reverting to its normal movement.
- You may break your formation or switch to a different one during your turn as a bonus action. When switching in this way allied ships in your formation may choose to remain in the new formation or break off.
- Unless broken, a formation lasts indefinitely.

A Game of Chicken (1 point)

Action

You fly head on against another starfighter, daring them to blink first and swerve out of the way.

Choose another starfighter operating in the same combat zone and make an opposed Charisma check against it. On a success that starfighter's pilot becomes rattled for the next 1d6 rounds. On a tied result you instead ram the chosen ship (page @@).

Ace Maneuvering (3 points)

Action, +4 proficiency

You pull a maneuver either too brilliant or foolhardy for your tail to predict—putting them in your crosshairs.

One starfighter of your choice currently locked on to you makes a Wisdom saving throw or its lock on you is broken and you lock on to it instead. While locked on to a target you have advantage on attacks made against it. This lock on ends if you attack a different target or attempt to lock on to a different target.

Barrel Roll (1 point)

Reaction you take when your starfighter is targeted by an attack

Your starfighter spins and jukes in response to oncoming fire, forcing the enemy pilot's attack to have disadvantage.

Bombing Formation (1 point)

Bonus action (formation)

You form up and coordinate your salvos into a single devastating bombing run.

When you fire a weapon with the salvo property while in this formation, any other ships in the formation can use their reaction to fire one weapon with the salvo property. Any effects that can shoot down or block weapons with the salvo property treat all munitions fired in this way as a single salvo.

Combine Mecha (1 point)

Bonus action (formation)

Multiple smaller mecha form up and physically interconnect to form an even larger mecha.

Only starfighters with the mecha property may perform this maneuver or join this formation, combining into a single mecha type capital ship with a grade equal to the number of ships in the formation divided by 5. The resulting mecha capital ship has a number of hit points equal to the combined hit point total of every ship in the formation, and it has an AC equal to the highest AC of ships in the formation. The resulting capital ship has a single deck: the bridge.

While in this formation, every creature piloting a ship in the formation is also crewing the resulting capital ship's bridge. Any weapons on ships in this formation are also considered weapons of the formed capital ship.

If any pilot of a ship in this formation breaks off from the formation, the formation ends. When this formation ends any damage

sustained by the mecha capital ship is divided evenly between the ships of its formation (any remainder is dealt to the starfighter that began the formation).

Dive Bomb (2 points)

Action, +3 proficiency

Throwing personal safety by the wayside, you dive directly at your target to ensure the hit regardless of what little time there is to pull away afterward.

Make an attack with advantage against a target in the same combat zone. After the attack make a DC 15 Strength or Dexterity saving throw (your choice). On a failed save you ram the target of your attack (page @@) unless your target can successfully save to avoid you.

Emergency Repairs (2 points)

Bonus action

As your ship starts seizing up you frantically reroute systems and override warnings to hold the vessel together just a bit longer.

Make a Computers check. Your starfighter gains a number of temporary hit points equal to the result of that check. These temporary hit points are automatically lost after 1 hour.

Evasive Maneuvers (0 points)

Action

You focus your efforts on surviving the hail of fire surrounding you, and until the beginning of your next turn attacks made against you have disadvantage.

Full Throttle (1 point)

Bonus action

You push your ship's engines as hard as you can to reach unsustainable speeds—but that perhaps can get you just far enough.

Until the end of your turn, your ship's speed is improved by 1 category (from **slow** to **average**, or from **average** to **fast**) to a maximum of **fast**.

Interceptor Formation (2 points)

Bonus action (formation), +3 proficiency

You and your wingmen corral your targets to keep them from escaping.

Whenever you successfully lock on to a starfighter, any other ships in the formation

can use their reaction to lock on to that same target. While locked on ships in the formation have advantage on attacks against it. If you lose the lock on a target other ships in the formation lose that lock as well.

Lock On (0 points)

Action

Dogfighting is all about putting your enemy in your sights and staying out of theirs, taking the best shots while staying on target.

Choose a target in your combat zone. The target makes a Dexterity or Strength saving throw (it's choice) or you lock on to it. While locked on a target you have advantage on attacks against it. This lock on ends if you attack a different target or attempt to lock onto a different target.

Lose Them (1 point)

Action

You break direct line of sight with your enemies by flying into an area that's dangerous or obscured.

You may only perform this starship maneuver while operating in a combat zone with the obscuring property, making a Stealth check to Hide with advantage. Any ships locked on to you make a Wisdom saving throw or lose their lock on you.

Pull Up (2 points)

Reaction you take when you fail a saving throw to avoid a collision or attempted ramming

Suddenly the empty space in front of you is occupied and you desperately try to pull your ship out of a collision course!

Reroll the failed saving throw, taking the new result.

Protective Formation (1 point)

Bonus action (formation)

The squadron forms up around a single member to protect them from fire.

When you enter this formation, choose one of the starfighters in the formation. Until the start of your next turn, any attacks made against the chosen ship have disadvantage and attacks made against any other ships in the formation have advantage.

Scouting Formation (1 point)

Bonus action (formation)

You position yourselves to put active eyes on as much of the area as possible.

Starfighter pilots in this formation gain an expertise die on Perception checks and when rolling for initiative.

Shake Them Off (0 points)

Action

The end of many a good pilot has been a turret or enemy starfighter that stayed locked on for just a bit too long. It's best to shake them off with some evasive flying.

Anything currently locked on to you makes a Dexterity saving throw or loses its lock on you.

Starfighter Boarding Action (2 points)

Action, +3 proficiency

You dodge the defenses and carefully dock your ship to an enemy airlock to bust your way in.

You may attempt to board an unshielded capital ship that shares your combat zone. If that ship possesses any anti-starfighter weapons, you make a Dexterity saving throw against them and suffer any effects of a failed save. Assuming your starfighter is still functional you successfully attach to the airlock of a deck of your choice on the ship that is not the bridge or engines. You and any other creatures on your starfighter may then immediately attempt to breach that deck.

Any attacks made against your starfighter while attached to an airlock in this way have advantage.

Your starfighter may be detached from the airlock as an action by any creature piloting it, immediately beginning to operate in the combat zone surrounding the detached capital ship.

Stealth Formation (1 point)

Bonus action (formation)

You mask each other's energy signatures and try to fly under the radar.

Starfighter pilots in this formation gain an expertise die on Stealth checks.

Targeted Fire (1 point)

Action

Lining up the shots, you carefully pick out your target along a ship's massive frame.

Choose a deck or weapon system on a capital ship in your combat zone and make an attack targeting that ship. These attacks have disadvantage if the chosen deck is a bridge or engines deck. Every time you hit with an attack made this way, the target ship makes a Constitution saving throw with a –2 penalty for every 10 damage dealt by the attack. On a failed save a deck suffers the deck damaged critical malfunction, or a weapon system suffers the weapon system damaged critical malfunction. A deck that already has the deck damage critical malfunction suffers the deck disabled critical malfunction instead.

Trench Run (2 points)

Action, +4 proficiency

You fly dangerously close to avoid the guns firing above you and to line up a perfect shot, but doing so puts you right in the crosshairs of the close range guns.

You may only perform this starship maneuver while operating in a combat zone surrounding a capital ship. Until the end of your next turn, any attacks that target you have disadvantage, and you have disadvantage on saving throws against weapons with the anti–starfighter property. Any attacks you make during your next turn have advantage and their critical hit range is increased by 1 (for example a weapon that would score a critical hit on a 20 instead scores a critical hit on an attack roll a d20 result of 19–20).

Space Encounter Elements

Space is vast and full of dangers, and braving those dangers may be necessary to survive an encounter in space. The following elements may be present within combat zones or entire sectors.

Moving in Zero Gravity

While artificial gravity is a staple of most sci-fi settings, many settings stick to a more realistic depiction of weightless movement, using the environment around them as useful handholds and points to kick off from.

Creatures treat zero-G environments as difficult terrain so long as they are adjacent to a solid surface. Creatures may move into areas without an adjacent surface in this way, but if they end their turn with no adjacent surface they begin drifting and their movement speed is reduced to 0.

Drifting creatures can throw any item on their person that weighs at least 5 pounds or use any propellant item (such as a cytospray, construction foam, spray adhesive, spray paint, or zero-friction lubricant) to move up to 10 feet as a bonus action.

Creatures with the spacefaring feature or creatures wearing armor with the spacefaring feature ignore the difficult terrain caused by zero-G environments and are immune to drifting. Creatures with a natural climb speed also ignore the difficult terrain caused by zero-G environments but are not immune to drifting.

Starfighters can pick up a drifting creature as an action so long as they are operating in the same combat zone as the drifting creature, they have the space in their ship (such as from the cargo or carrier features, or an empty co-pilot seat), and the creature is willing or incapacitated.

Hard Vacuum

No matter the comfort of a spaceship or the security of an atmosphere, once an adventurer steps out into the void, they are in hard vacuum – airless, dark, and cold. Armor with the spacefaring classification protects its wearer from hard vacuum, but even the smallest puncture in a suit can be deadly. As such, most spacefaring suits are equipped with self-sealing technology to protect against small punctures, tears, and fractures, but a critical hit renders a spacefaring suit Damaged. When a spacefaring suit is Damaged, roll 1d6. The result is the number of rounds before the suit fails to provide protection from hard vacuum. A second critical hit before the damage is patched or repaired completely breaks the suit, rendering it Broken and ineffective.

A character that finds themselves in hard vacuum without appropriate protection makes a DC 10 Constitution saving throw to attempt to retain their air. On a success, the creature is immediately Suffocating, while on a failure the air is pulled from their lungs and they can survive for a number of rounds equal to their Constitution modifier before dropping to 0 hit points. In addition, a character exposed to hard vacuum without appropriate insulation takes 3d6 cold damage at the start of each of their turns. If that damage drops them to 0 hit points or happens after they are already at 0 hit points, they gain a lingering injury.

1. Blindness
2. Skin burns
3. Loss of taste
4. Frostbitten appendage

After a day of rest, the affected creature may make a DC15 Constitution saving throw, made with advantage if the character has received medical attention since the exposure. On a success, the creature heals; on a failure, the affliction persists. The creature may make further Constitution saving throws after each subsequent day, but the DC increases by 1. If the creature fails three of these saves, the injury becomes permanent.

In addition, most spacesuits are not designed to remain in hard vacuum indefinitely. Unless a suit has environmental

recycling mods, a suit typically only carries enough oxygen and water for an hour. If a suit is pushed past its capacity, the air becomes Fouled for another hour, imposing disadvantage on all ability checks, attack rolls, and saving throws made without access to clean air. When the second hour elapses, the creature in the suit begins to Suffocate.

Debris

From wreckage to asteroid showers, debris moving at rapid speeds can be incredibly dangerous for anything unshielded, especially smaller craft.

WORLD ACTIONS

Deadly Projectile. Any creature or device operating without an active shield in a debris-filled area makes a DC 15 Dexterity saving throw. Any creature or device that fails this save takes 11 (3d6) slashing damage.

Extreme and High Heats

While all spacefaring creatures and ships must be insulated against the chill of the void, such vessels are rarely prepared for similarly high temperatures. Merely scorchingly high temperatures at or above 100° Fahrenheit (38°Celsius) cause discomfort and fatigue, close proximity to stars and other highly reactive phenomena can generate truly blistering extreme temperatures.

WORLD ACTIONS

High Heat. Spacefaring creatures and any creatures crewing or piloting a ship subjected to these temperatures makes a Constitution saving throw (DC 4 + 1 per hour spent in high heat) or suffer a level of fatigue. Resistance to fire damage or immunity to fire damage grants an automatic success on this save

1d4 Frostbitten Appendage

- 1 **Finger:** –2 Penalty to Sleight of Hand checks.
- 2 **Nose:** –2 Penalty to Perception checks that rely on scent.
- 3 **Ear:** –2 Penalty to Perception checks that rely on hearing.
- 4 **Toe:** Base walking speed is reduced by 5 feet.

Extreme Heat. Any creature or device operating without an active shield in an area of extreme heat makes a DC 15 Constitution saving throw. Any creature or device that fails this save takes 11 (3d6) fire damage and creatures crewing or piloting them gain a level of fatigue. Resistance to fire damage or immunity to fire damage also grants immunity to this fatigue.

Interference

Sometimes fields and radiation interact in strange ways, signals get hazy and lines of communication become useless. Wireless networks, communicators, and teleporters do not function in areas of interference, and any device that attempts to send a signal through an area of interference fails to do so. Such signals may be partially transmitted at the Narrator's discretion, though always as incomplete and garbled messages.

Radiation

The universe is filled with silent murderous radioactivity, so minor in most places that it's unnoticeable, but disastrous to life in great quantities.

Areas can become irradiated through natural radioactive elements, flippant use of nuclear technology, or the emanations of stellar phenomena. The severity of radiation varies, and is loosely divided into **light radiation**, **moderate radiation**, and **severe radiation**.

Creatures and devices that aren't actively shielded or equipped with hazmat sealing are vulnerable to areas of radiation, even

Radiation Severity	DC	Effects of a Failed Save	Examples
Light Radiation	12	On a failed save creatures and devices take 7 (2d6) poison damage.	Exposure to actively radioactive materials.
Moderate Radiation	16	On a failed save creatures and devices take 14 (4d6) poison damage and gain the poisoned condition for the next 24 hours.	Exposure to radiation belt particles or a solar flare.
Severe Radiation	20	On a failed save creatures and devices take 28 (8d8) poison damage and gain the poisoned condition until medically treated using an anti-rad drug or similar effect.	Proximity to a nuclear meltdown or a quasar.

electronic lifeforms are at risk from radioactivity as the exposure fries their circuits and turns their wires to brittle shards.

WORLD ACTIONS

Radiation Burn. Any creature or device operating without an active shield in a debris-filled area makes a Constitution saving throw. The DC of that saving throw and the effects of failing it are determined by the radiation's severity, as shown on the following table:

Any poison damage taken from radiation ignores all resistances and immunities to poison damage.

Atmosphere

Planetary atmospheres turn to friction fire at the speeds most ships travel at. Starfighters and shuttles typically have a more streamlined or shielded design allowing for easy landings but capital ships burn in the oppressive airs.

Whenever a capital ship begins its turn in atmosphere, it takes an amount of fire damage equal to 1d6 multiplied by its grade, and it has its impulse speed reduced to slow due to the pull of gravity. Capital ships with the *atmo capable* feature are immune to these effects.

Starfighters can travel through areas of atmosphere freely.