

Sequence of Play

**Crew-Up & Get Your Mission Assignment** (pg 59 & pg 69)

**Determine Personal, Ship and Bot Upgrades** (pg 32)

**Warp-In, then Resolve Upgrades** (pg 47 & pg 32)

**Round 1 Begins:**

**=Power Generation**

Each functioning Engine generates one power. (pg 42)

**=Phase 1** (there are 6 phases each Round)

**==Phase Activity**

- a) Ship Movement (pg 43)
- b) Collisions (pg 45)
- c) Missile Movement (pg 49)
- d) Hero Actions (pg 16)
- e) Enemy Grenade Detonation (pg 29)
- f) Enemy Actions (pg 60)
- g) Hero Grenade Detonation (pg 29)
- h) End of Phase Character Effects
- i) Control Recovery: Reduce OOC level

**=End of Phase**

**End-of-Round Effects / Bookkeeping** (p 62)

1. Reduce all power levels of all ships by one.

2. Remove all used markers from all modules.

3. Resolve any other 'end of Round' effects.

**Begin a New Round until the mission ends**

**Resolve the Campaign Turn & Character Development** (pg 63)

Common Action List

COMBAT	ENGINEERING	PILOTING	SCIENCE
Page	Action	Difficulty (2d6 + Skill)	
21	Personal Weapon Attack	<b>Combat</b> skill vs. <b>Target #</b> (must have line of sight to target square)	
35	Fire a Cannon	<b>Combat</b> skill vs. target ship's Speed + distance	
49	Launch a Missile	<b>Combat</b> skill vs. 11	
28	Throw a Grenade	<b>Combat</b> skill vs. 2 x distance of squares	
55	Blast Open an Enemy Portal	20 points of personal weapon damage or 10 points of damage in one strike	
42	Pump an Engine for 1 Power	<b>Engineering</b> skill vs. 8 (-3 penalty per additional power)	
38	Remove a Damage Marker	<b>Engineering</b> skill vs. 8 in the damaged module (-3 penalty if <i>slagged</i> )	
24	Repair a Bot	<b>Engineering</b> skill vs. 11 (or use <b>Science</b> skill to fix bots or equipment)	
42	Transfer 1 Power	<b>Engineering</b> skill vs. 8 (ignore used marker) (-3 penalty per additional power)	
55	Tractor a Missile (Tractor a Ship)	<b>Engineering</b> skill vs. distance + 12 in the Tractor ( <b>Size</b> + distance + Shields to tractor a ship)	
35	Reconfigure a Cannon (Long Range or Multi-)	<b>Engineering</b> skill vs. 11 ( <b>note</b> : this action cannot be taken remotely)	
45	Accelerate or Decelerate by 1	<b>Piloting</b> skill vs. speed + <b>Size</b> (-3 penalty per additional point)	
44	Turn the Ship 1 Facing	<b>Piloting</b> skill vs. speed + <b>Size</b> (-3 penalty per additional facing)	
45	Ram	<b>Piloting</b> skill vs. speed + <b>Size</b>	
45	Dodge	<b>Piloting</b> skill vs. speed + <b>Size</b> (penalized by the successes of the ram)	
46	Enter an Atmosphere	<b>Piloting</b> skill vs. <b>Size</b> ( <b>note</b> : ship speed must be 0)	
47	Warp-in	<b>Science</b> skill vs. 30 (Difference = distance to target object)	
30	Use a MedKit	<b>Science</b> skill vs. 11 to heal 1d6 (-3 penalty per additional 1d6 of healing)	
52	Acquire a Targeting Lock	<b>Science</b> skill vs. 8 (-3 penalty per additional Targeting Lock)	
52	Consult the Computer	<b>Science</b> skill vs. distance (to ask a Yes or No question)	
53	Teleport a Crewmember (or Teleporter Bomb)	<b>Science</b> skill vs. distance + your Shields level + their Shields level	
53	Scan or Download Data	<b>Science</b> skill vs. distance to target	
53	ECM a Missile	<b>Science</b> skill vs. distance to target + 12 (Missile loses next phase of movement)	
33	Hack a Battlestation (or Enemy Portal)	<b>Science</b> skill vs. 11 (-3 penalty to hack <i>all</i> stations in a module)	
47	Program the Hyperdrive	<b>Science</b> skill vs. 8 (-3 penalty per additional marker)	
47	Warp-out	<b>Science</b> skill vs. 8 (only possible if Program markers = <b>Size</b> )	
32	Upgrade Equipment (only possible <i>before</i> the Mission)	<b>Science</b> skill vs. 11 for bots or personal equipment <b>Engineering</b> skill vs. 11 for bots or modules	
19	Assist (to give +1 to another's action)	Relevant skill vs. 8 (use the same skill as the primary action)	
20	Quickdraw	<b>Athletics</b> skill vs. 8 (may use the equipment immediately at -3)	
19	Go On Overwatch	Declare an action, then resolve it at any time. (Signify by twisting your hero 45°)	
20	Pop	Move 1 extra space and act at -1 (you may pop back after acting, if desired)	
20	Peek	End your movement between 2 spaces (+3 <b>Target #</b> , unless attacker has LOS on both)	
20	Prepare	Spend 1 action preparing to get +1 on your next skill check (max +1)	
20	Carry the Fallen	Drag a fallen comrade or equipment (-1 Move & -3 on all actions until uncumbered)	

Common Skill Check Modifiers	
Circumstance	Modifier
Ship is Out Of Control	-1 per OOC level
Target <b>peeking</b>	-3
Attacker <b>peeking</b>	No penalty
Target &/or Attacker <b>popping</b>	-1
Intervening Characters in LOS	-1 per
Hands are full	-3
Operating a module from a remote battlestation	-3
Actions in a slagged module	-3
<b>Assisted</b>	+1
Target unconscious, stunned or incapacitated	+3
<b>Prepared Action</b>	+1

Hull Rating Survival Chart								
Minimum Survival Roll	Ship Size							Total Hull Damage
	3	4	5	6	7	8	9	
3+	12	16	20	24	28	32	36	
4+	18	24	30	36	42	48	54	
5+	24	32	40	48	56	64	72	
6+	30	40	50	60	70	80	90	
7+	36	48	60	72	84	96	108	
8+	42	56	70	84	98	112	126	
9+	48	64	80	96	112	128	144	
10+	54	72	90	108	126	144	162	
11+	60	80	100	120	140	160	180	
12	66	88	110	132	154	176	198	
X	72+	96+	120+	144+	168+	192+	214+	

Species	Hands	Move	H.P. Base	Target #
Canosian	∞	5	6	7
Human	2	5	4	8
Silicoid	1	5	8	7
Tentac	∞	6	5	9
Xeloxian	0-6	8-2	4	8
Zoallan	3	7	3	9

