









CREATURE COMBAT STATISTICS

General NPC Type	HD	AC	Atk.	Dmg.	Move	ML	Skills	Saves
Normal Human	1	10	+0	Unarmed	10m	6	+1	15+
Martial Human	1	10	+1	By weapon	10m	8	+1	15+
Veteran Combatant	2	14	+2	By weapon +1	10m	9	+1	14+
Elite Combatant	3	16 (combat)	+4	By weapon +1	10m	10	+2	14+
Heroic Combatant	6	16 (combat)	+8	By weapon +3	10m	11	+3	12+

Example Humans	HD	AC	Atk.	Dmg.	Move	ML	Skills	Saves
Police Officer	1	14	+1	By weapon	10m	8	+1	15+
Skilled Professional	1	10	+0	By weapon	10m	6	+2	15+
Gang Member	1	12	+1	By weapon	10m	7	+1	15+
Gang Boss	3	14	+4	By weapon +1	10m	9	+2	14+
Military Soldier	1	16 (combat)	+1	By weapon	10m	9	+1	15+
Military Elite	3	16 (combat)	+4	By weapon +1	10m	10	+2	14+
Barbarian Tribal	1	12 (primitive)	+2	By weapon	10m	8	+1	15+
Barbarian Hero	6	16 (primitive)	+8	By weapon +3	10m	11	+3	12+
Pirate King	7	18 (powered)	+9	By weapon +2	10m	11	+3	12+
Warrior Tyrant	8	20 (powered)	+10	By weapon +3	10m	11	+3	11+
Legendary Fighter	10	20 (powered)	+12 x 2	By weapon +4	10m	12	+5	10+

Types of Alien Beasts	HD	AC	Atk.	Dmg.	Move	ML	Skills	Saves
Small Vicious Beast	1 HP	14	+1	1d2	10m	7	+1	15+
Large Pack Hunter	2	14	+2	1d6	15m	9	+1	14+
Lesser Lone Predator	3	14	+4 x 2	1d8 each	15m	8	+2	14+
Greater Lone Predator	5	15	+6 x 2	1d10 each	10m	9	+2	12+
Terrifying Alien Beast	8	16	+8 x 2	1d10 each	20m	9	+2	11+

2d6	Reaction Roll Results
2	<i>Hostile</i> , reacting negatively as is plausible
3-5	<i>Negative</i> , unfriendly and unhelpful
6-8	<i>Neutral</i> , reacting predictably or warily
9-11	<i>Positive</i> , potentially cooperative with PCs
12	<i>Friendly</i> , helpful as is plausible to be

Morale Checks

Roll a Morale check when a group of hostile NPCs takes its first casualty and when it first appears to be losing the fight. To check Morale, roll 2d6 and compare it to the NPC's Morale score. If the roll is equal or less, the NPC can continue fighting. If higher, they break and will retreat, surrender, or flee blindly.

Common Weapons	Dmg.	Range	Shock/AC	Mag	TL
Unarmed	1d2	Melee	-	-	-
Small Prim. Melee	1d4	Melee	1/15	-	1
Medium Prim. Melee	1d8	Melee	2/13	-	1
Large Prim. Melee	1d10	Melee	2/15	-	1
Small Adv. Melee	1d6	Melee	1/15	-	4
Medium Adv. Melee	1d8+1	Melee	2/13	-	4
Large Adv. Melee	1d10+1	Melee	2/15	-	4
Semi-Auto Pistol	1d6+1	30/100	-	12	3
Laser Pistol	1d6	100/300	-	10	4
Shotgun	3d4	10/30	-	2	2
Rifle	1d10+2	200/400	-	6	2
Combat Rifle*	1d12	100/300	-	30	3
Laser Rifle*	1d10	300/500	-	20	4

* can burst fire, using 3 rounds of ammo for +2 to hit and damage

COMBAT SUMMARY

Rolling Initiative

Each participant rolls 1d8, adding Dexterity modifiers if they are a PC. Participants act in order from highest to lowest roll, with PCs winning ties. Optionally, each "side" in a fight rolls once, with the entire side acting when their turn comes up.

If a person is successfully surprised or ambushed, they can't act during the first round of combat.

Acting On Your Turn

Combat is split into **rounds** of about six seconds. Each round, a participant can act on their initiative turn. They may take one Main action, one Move action, and as many On Turn actions as they wish. They may take Instant actions at any time, even when it is not their turn or after dice have been rolled.

Main actions can be used to attack a foe, pick something up, dig something from a pack, use a skill, aid a friend, take a second Move action, or anything else that can be done in six seconds.

Move actions can be used to move up to 10 meters, or half that if the terrain is difficult. You must use your Main action to make a fighting withdrawal when moving away from a foe in melee or they receive an Instant free attack on you as you flee.

On Turn actions can be used to say a few words, drop something, fall prone, or otherwise do something very simple.

Instant actions are so fast that they take no meaningful time. Only a few maneuvers and actions qualify as Instant.

Hitting and Hurting a Target

Attacking a foe usually requires your Main action for the round. To attack, a PC rolls 1d20 and adds their class attack bonus, the attribute modifier used by their weapon, their relevant skill, and any situational modifiers. An NPC simply adds their listed attack bonus. If the total is equal or greater than the target's Armor Class, they damage the target. A natural roll of 1 always misses, and a roll of 20 is always a success.

On a success, roll the weapon's damage dice and add the relevant attribute modifier if the attacker is a PC. Subtract the damage done from the target's hit point total.

If a target runs out of hit points, they are mortally wounded. NPCs usually die on the spot. If brought down with a non-lethal weapon or method, they may only be incapacitated, or cowed into giving up the fight. Mortally wounded targets must be stabilized within six rounds if they are to survive.

Shock damage is inflicted by most melee weapons. If you use a weapon that inflicts Shock damage and the target has an Armor Class susceptible to the Shock of the weapon, they automatically take Shock damage even if you miss, adding your relevant attribute modifier to the weapon's Shock score. Thus, a primitive knife that uses Dexterity and has a Shock score of 1 point/AC 15 will automatically inflict 1 plus the wielder's Dexterity modifier in damage on any target with AC 14 or less, even if your attack roll is a failure. A successful attack never does less damage than this.

Common Hit Roll Modifiers

Mod

Shooting at a distant prone foe	-2
Shooting or meleeing an adjacent prone foe	+2
Melee attacking while prone	-4
The target is at least half behind cover	-2
The target is almost completely in cover	-4
Shooting from a prepared firing position	+2

Stabilizing Mortal Wounds

Most NPCs will die if reduced to zero hit points by a lethal attack. A PC or particularly hardy NPC can survive up to six rounds before perishing, and may be stabilized by an ally.

Stabilizing a target requires an Int or Dex/Heal skill check at difficulty 10 plus the number of rounds since the target went down. Using a medkit or other proper tools is a difficulty 8+time check, and using a Lazarus patch is 6+time. A failed check can be retried the next round, but Lazarus patches are expended on a failure.

Stims or biopsionic powers that restore hit points to a target automatically stabilize and revive them, and allow them to act normally on their next turn. Those stabilized in other ways remain fragile until their convalescence is over or they are restored by healing that replenishes lost hit points.

Checking Morale

When an NPC group takes its first casualties, and again the first time they seem to be losing a fight, they must check Morale. To do so, roll 2d6 and compare it to their Morale score. If greater, they break, and will flee or surrender. If equal or less, they will keep fighting as long as it seems a rational choice. Animals will fight to the death only if maddened or desperate.

Common Morale Scores for Combatants

Morale

Ordinary peaceful citizen	6
Opportunistic scavenger beast	6
Common street tough or thug	7
Dangerous predatory animal	7
Citizen of a violent culture or savage world	8
Police officer or trained fighter	8
Hardened combat veteran	9
Exceptionally savage predator	9
Elite veteran of numerous deadly fights	10
Fanatic, robot with no self-preservation code	12

COMMON COMBAT ACTIONS

Make a Melee Attack

Main Action

The combatant attacks an enemy within melee range, rolling a normal hit roll and inflicting damage on a successful hit. Most melee attacks inflict Shock damage on a miss, if the target's Armor Class is low enough, and no successful hit does less damage than the weapon's Shock would have done on a miss. An attacker's weapon must be Readied in order to attack with it.

Make a Ranged Attack

Main Action

The combatant fires or throws a Readied ranged weapon at a target. The combatant can't *Make a Ranged Attack* with a two-handed weapon if there's an enemy armed with a melee weapon within melee range; it's too easy for the assailant to bind up a rifle-sized gun. One-handed ranged weapons and thrown weapons can still be used, albeit at a -4 penalty to hit.

Make a Snap Attack

Instant Action

A combatant with a Ready weapon can rush their attack, sacrificing accuracy for speed. The combatant must still have their Main Action impending or available. As an Instant, they can sacrifice it to *Make a Melee Attack* or *Make a Ranged Attack* against a foe in range, whether a snap shot with a pistol or a quick thrust at an adjacent melee foe. This attack takes a -4 penalty to its hit roll. If multiple combatants decide to make Snap Attacks at the same time, they are resolved simultaneously.

Snap Attacks are usually made only by the desperate, the undisciplined, or the elite, and the GM should rarely have NPCs employ them. Untrained hooligans might blaze away in excitement or panic, or a gunman being charged by a howling spearman might risk a shot before he gets too close, but most combatants can't afford to take such a heavy penalty to their hit roll. Truly skilled combatants, however, can sometimes get away with such risks, particularly if they have a Warrior's class ability to turn a miss into a hit.

Run

Move Action

The combatant moves their normal combat movement rate, which is 10 meters for most humans. If they're climbing a surface, swimming, or navigating extremely rough terrain, this movement rate is halved, and they might have to make an Exert skill check to achieve even that. Prone characters crab along at half this rate.

Stand Up

Move Action

The combatant gets up from a prone position. Most characters that have just been revived from unconsciousness must get up before they do much else.

Total Defense

Instant Action

As an Instant action, the combatant focuses on nothing other than avoiding knives, gunfire, hurled crystalline spears, or other perils in the vicinity. Using *Total Defense* costs the user their Main Action for the round, and cannot be used if they've already employed their Main Action. They become immune to Shock damage for the round from melee weapons, regardless of their Armor Class, and gain a +2 bonus to their Armor Class until their next turn.

Fighting Withdrawal

Main Action

The combatant disengages from any melee foes around them. They don't actually move away, but they can now get away from their assailants without giving them a free melee attack. Usually, this means the combatant uses their Move action to get clear, because if they just stand there the enemies might choose to re-engage them the next round.

Use a Skill

Main Action

The combatant uses a skill that could be plausibly applied in a few seconds. An Int/Heal or Dex/Heal skill check to stabilize a wounded comrade is one such potential use, as is executing a pre-programmed hack, shouting out a stirring rallying cry to timorous NPC allies, or anything else that might be done quickly.

Ready or Stow an Item

Main Action

The combatant draws a weapon, extracts an item from their backpack, digs a magazine out of a belt pouch, or otherwise moves an object around on their person. They can Ready an item this way or Stow it.

Reload a Weapon

Main Action

The combatant swaps a Readied power cell or magazine into their weapon. Some very primitive firearms might require more than one action to load them, while an archer can nock another arrow as a Move action.

Hold an Action

Move Action

By choosing to *Hold An Action*, the combatant can delay taking the rest of their actions until later in the round, activating them as an Instant action. Thus, a hero who wins initiative might use their Move action to *Hold An Action*. Later in the round, as an enemy rushes around a corner, he may Instantly elect to use his Main Action to *Make A Ranged Attack* with his readied laser rifle. If acting in response to someone else's impending action, the held action is resolved first.

GAME SYSTEMS

SKILL CHECKS

For a PC skill check, roll 2d6 and add the relevant skill level and most appropriate attribute modifier. If lacking even level-0 skill, the check may be impossible. If not, take a -1 penalty on the roll. NPCs roll 2d6 for skill checks, plus their default skill bonus if it's something they'd be good at doing.

PCs can *aid a skill check* made by another by explaining how they're helping and rolling the applicable skill against the same difficulty. On a success, the beneficiary gains a +1 bonus on the roll. On a failure, no negative effects ensue. Multiple PCs can try to help, but successes don't stack.

Skill Check Difficulties	Difficulty
A relatively simple task that is still more than a usual task for a competent practitioner	6
A significant challenge to a competent professional that they'd still usually overcome.	8
Something too difficult to be expected of anyone but a skilled expert	10
Only a true master could expect to carry this off with any degree of reliability.	12
Only a true master has any chance of achieving this at all, and even they will probably fail.	14

Situational Check Modifiers	Modifier
Unusually good or bad circumstances, enough to make a significant difference in difficulty	+1 / -1
Extremely good or bad circumstances, and the largest modifier usually possible. More than this should be reason for an automatic success or failure.	+2 / -2

SAVING THROWS

To make a saving throw, a victim rolls 1d20 and tries to equal or exceed their relevant saving throw score. NPCs usually have saving throw scores of 15 minus half their maximum hit dice, rounded down.

Saving Throw	When To Use It
Physical	Exhaustion, poisons, diseases, tests of overall health and stamina
Evasion	Diving for cover, dodging environmental perils, tests of quick reaction
Mental	Psionic assaults, mind-affecting technology, tests of pure mental determination

ENVIRONMENTAL PERILS

Danger

Falling	Take 1d6 damage per 3 meters fallen.
Poisons	Physical save to resist death, damage, or other ill effect. TL4 medicine can negate most poisons on an Int/Heal check at diff 8 for normal toxins and 10+ for virulent or synthetic poisons.
Radiation	Physical save each determined interval. On a failure, lose 1 Constitution point. Eventual death at half Con, immediate death at less than 3. TL4 medicine can restore lost Con at 1 point/week.
Vacuum	No effect for rounds equal to subject's Constitution modifier, then 1d20 damage/round and a Physical save each round to remain conscious.

HACKING

Hacking checks are usually Int/Program. If the PC spends an hour beforehand planning the specific hack, it takes a Main Action to execute. If they extemporize on-site, it takes ten minutes to execute. They can rush it as a single Main Action at a difficulty penalty. Hack effects last 1d4+Program skill rounds, though sabotaged systems are down until fixed. Modern security usually requires the hacker to be on-site to crack databases or control local automation.

Common Hacking Actions	Difficulty
Answer a Specific Question	8
Get General Information	10
Complete Database Acquisition	12
Suppress a System	8
Subvert a System	10
Sabotage a System	10

Hacking Circumstances	Modifier
Human overseers are alarmed	+1
Rushed work for an unplanned hack	+2
Each hack after the first per 24 hours	+1
Especially sensitive system	+1

Types of Systems	Modifier
Ordinary personal system	-1
Small business system/savvy personal	+0
Minor gov system/major corporation	+1
Major government/megacorp	+2

ARMOR AND GEAR

Armor Type	AC	Cost	Enc.	TL
Primitive Armor				
Shield	13/+1	10	2	0
Leather-type	13	10	1	0
Mail-type	15	50	1	1
Full plate-type	17	100	2	1
Street Armor				
Warpaint	12	300	0	4
Armored Undersuit	13	600	0	4
Secure Clothing	13	300	1	4
Armored Vacc Suit	13	400	2	4
Deflector Array	18	30,000	0	5
Combat Armor				
Force Pavis	15/+1	10,000	1	5
Security Armor	14	700	1	4
Woven Body Armor	15	400	2	3
Combat Field Uniform	16	1,000	1	4
Icarus Harness	16	8,000	1	4
Powered Armor				
Vestimentum	18	15,000	0	5
Assault Suit	18	10,000	2	4
Storm Armor	19	20,000	2	5
Field Emitter Panoply	20	40,000	1	5

Ammo and Power	Cost	Enc.	TL
Ammo, 20 rounds	10	1#	2
Ammo, missile	50	1	3
Power cell, type A	10	1#	4
Power cell, type B	100	1	4
Solar recharger	500	3	4
Telekinetic generator	250	2	4

Tools and Medical	Cost	Enc.	TL
Bioscanner	300	1	4
Lazarus patch	30	1#	4
Medkit	100	2	4
Metatool	200	1	4
Spare parts	50	1#	4
Tailored antiallergens	5	*	4
Toolkit/Postech	300	3	4
Toolkit/Pretech	1,000	1	5

Field Equipment	Cost	Enc.	TL
Atmofilter	100	1	4
Backpack	5/50	1/*	0/4
Binoculars	20/200	1	3/4
Climbing harness	50	1	3
Glowbug	5	*	3
Grapnel launcher	200	1	3
Grav chute	300/1,000	1	4/5
Grav harness	5,000	3	5
Instapanel	50	1#	4
Low-light goggles	200	1	3
Navcomp	500	1	4
Portabox	50	1	4
Pressure tent	100	4	3
Rations, 1 day	5	1#	1
Rope, 20 meters	4/40	2/1	0/4
Scout report	200	*	4
Survey scanner	250	1	4
Survival kit	60	1	4
Telescoping pole	10	*	4
Thermal flare	5	*	3
Trade goods	50	1#	4
Trade metals	10	1#	4
Vacc fresher	400	1	4
Vacc skin	1,000	1	5
Vacc suit	100	2	4

* no encumbrance in reasonable amounts

can Stow 3 items as 1. Needs extra round to unpack

Pharmaceuticals	Cost/Dose	Enc.	TL
Bezoar	200	*	4
Brainwave	1,000	*	5
Hush	200	*	4
Lift	50	*	4
Psych	25	*	4
Pretech Cosmetic	1,000	*	5
Reverie	100	*	4
Squeal	300	*	4
Tsunami	50	*	4

Communications	Cost	Enc.	TL
Comm server	1,000	3	4
Compad	100	*	4
Field radio	200	1	4
Translator torc	200	*	4

WEAPONRY

Ranged Weapons	Dmg.	Range	Cost	Mag.	Attr.	Enc	TL
Primitive Bow	1d6	50/75	15	1&	Dex	2	1
Advanced Bow	1d6	100/150	50	1&	Dex	2	3
Conversion Bow	1d8	150/300	500	1&	Dex	2	4
Grenade	2d6	10/30	25	N/A	Dex	1	3
Crude Pistol	1d6	5/15	20	1@	Dex	1	2
Musket	1d12	25/50	30	1@	Dex	2	2
Revolver	1d8	30/100	50	6	Dex	1	2
Rifle	1d10+2	200/400	75	6	Dex	2	2
Shotgun	3d4	10/30	50	2	Dex	2	2
Semi-Auto Pistol	1d6+1	30/100	75	12	Dex	1	3
Submachine Gun	1d8*	30/100	200	20	Dex	1	3
Combat Rifle	1d12*	100/300	300	30	Dex	2	3
Combat Shotgun	3d4*	10/30	300	12	Dex	2	3
Sniper Rifle	2d8	1K/2K	400	1	Dex	2	3
Void Carbine	2d6	100/300	400	10	Dex	2	4
Mag Pistol	2d6+2	100/300	400	6	Dex	1	4
Mag Rifle	2d8+2	300/600	500	10	Dex	2	4
Spike Thrower	3d8*	20/40	600	15	Dex	2	4
Laser Pistol #	1d6	100/300	200	10	Dex	1	4
Laser Rifle #	1d10*	300/500	300	20	Dex	2	4
Thermal Pistol #	2d6	25/50	300	5	Dex	1	4
Plasma Projector #	2d8	50/100	400	6	Dex	2	4
Shear Rifle #	2d8*	100/300	600	10	Dex	2	5
Thunder Gun #	2d10	100/300	1,000	6	Dex	2	5
Distortion Cannon #	2d12	100/300	1,250	6	Dex	2	5

* this weapon can fire in burst mode , using 3 rounds for +2 hit/damage

this weapon is an energy weapon, giving a +1 hit bonus

@ this weapon requires two Main Actions to reload

& this weapon can be reloaded with a Move action

Melee Weapon	Damage	Shock	Attribute	Cost	Enc.	TL
Small primitive weapon	1d4	1 point/AC 15	Str/Dex	0	1	0
Medium primitive weapon	1d6+1	2 points/AC 13	Str/Dex	20	1	0
Large primitive weapon	1d8+1	2 points/AC 15	Str	30	2	0
Small advanced weapon	1d6	1 point/AC 15	Str/Dex	40	1	4
Medium advanced weapon	1d8+1	2 points/AC 13	Str/Dex	60	1	4
Large advanced weapon	1d10+1	2 points/AC 15	Str	80	2	4
Stun baton	1d8	1 point/AC 15	Str/Dex	50	1	4
Suit ripper	1d6	None	Str/Dex	75	1	4
Unarmed attack	1d2	None	Str/Dex	-	-	-

Shock damage is automatically inflicted on a miss against a target with equal or lower AC, adding in the attribute modifier as well.

SHIP COMBAT ACTIONS

Bridge Actions

Escape Combat
4 CP (4 CP) Roll an opposed Int/Pilot or Dex/Pilot skill check plus your ship's Speed against the fastest opponent's skill check plus their ship's Speed. On a win, all enemy ships gain one point of Escape. If an enemy ship gets three points, after three uses of this maneuver, your ship gets away from that ship and is no longer in combat with it.

Evasive Maneuvers
2 CP Roll Int or Dex/Pilot against difficulty 9 to add your Pilot skill to the ship's AC until its next turn. Usable once per round at most.

Pursue Target
3 CP Opposed Int/Pilot or Dex/Pilot skill check plus Speed against the target ship's skill check plus Speed. On a win, you shed one point of Escape rating the target ship may have on you.

Captain Actions

Into the Fire
0 CP Accept a *Crew Lost* Crisis and gain your Lead skill plus one in Command Points. You may do this at most once per round.

Keep It Together
0 CP Nullify a successful enemy hit and roll a Crisis instead. You can use this action in Instant response to an enemy hit, but may only use it once / round.

Support Department
0 CP Choose a department. One action that department takes will require 2 fewer Command Points. You can do this once per round.

Comms Actions

Crash Systems
2 CP Roll an opposed Int/Program check against a targeted ship. On a success, it starts its next turn with a Command Point penalty equal to your Program.

Defeat ECM
2 CP Roll an opposed Int/Program against a targeted ship. On a success, any attacks this round by your ship against the target get a hit bonus equal to twice your Program skill.

Sensor Ghost
2 CP Succeed on a difficulty 9 Int/Program check to gain your Program as an AC bonus until the next turn. Usable once per round at most.

Engineering Actions

Boost Engines
2 CP Roll Int/Fix versus difficulty 8. On a success, gain +2 to ship Speed until the start of the ship's next turn.

Damage Control
3 CP Roll Int/Fix versus difficulty 7. On a success, repair a number of lost hit points equal to your Fix skill times 2 for fighter hulls, 3 for frigates, 4 for cruisers, and 6 for capital-class hulls. Each attempt of this action after the first increases its difficulty by +1.

Emergency Repairs
3 CP Roll Int/Fix versus difficulty 8. On a success, a disabled system is repaired or a damage-degraded drive has its rating increased by 1. Destroyed systems cannot be fixed this way.

Gunnery Actions

Fire All Guns
3 CP Gunners fire all weapons mounted on the ship, designating targets as wished.

Fire One Weapon
2 CP A gunner fires a single ship's weapon of their choice.

Target Systems
1 CP A *Fire One Weapon* action you take this round may target a ship's weapons, engine, or fittings the GM decides are vulnerable. Such targeted attacks take -4 to hit. On a hit, do half damage before applying Armor. If damage gets through the system is disabled or drive is degraded by 1 level. Disabled systems hit again are destroyed. You may take this action more than once for additional shots.

General Actions

Above and Beyond
0 CP Push yourself to help the ship or its crew. Pick a relevant attribute and skill check. If the GM agrees, roll it against difficulty 9. On a success, gain your skill level in Command Points plus one. On a failure, take -1 Command Point.

Deal With a Crisis
0 CP Roll a relevant skill check.. The difficulty is usually 10, plus or minus 2 depending on the situation and the effectiveness of your action. On a success, the Crisis is resolved. You can use this to aid another PC or do something inside the ship.

Do Your Duty
0 CP The ship gains 1 Command Point. PCs who head more than one department can act only in one of them; the rest automatically take this action. PCs must name some plausible act the PC is doing to be useful, and can't do the same act two rounds in a row.

If you take a General action, you can do nothing else.

SHIP CRISES

d10	Ship Crisis	Type
1	Armor Loss	Continuing
2	Cargo Loss	Acute
3	Crew Lost	Acute
4	Engine Lock	Continuing
5	Fuel Bleed	Acute
6	Haywire Systems	Continuing
7	Hull Breach	Acute
8	System Damage	Continuing
9	Target Decalibration	Continuing
10	VIP Imperiled	Acute

Crisis

Armor Loss: The hit melted an important patch of ship armor, cracked an internal support, or exposed a sensitive system. Until resolved, the ship's Armor rating is halved, rounded down.

Cargo Loss: The hit has gored open a cargo bay, threatening to dump the hold or expose delicate contents to ruinous damage. If not resolved by the end of the next round, lose d10*10% of the ship's cargo.

Crew Lost: Brave crew risk their lives to keep damaged systems operating. Describe the danger they face. If the Crisis is not resolved by the end of the next round, 10% of the ship's maximum crew are incapacitated, not counting any *Extended Life Support* fittings. Half these crewmen are dead or permanently disabled, and the other half return to duty in a week. *Extended Med-bay* fittings halve the number of dead and crippled. If the ship has run out of NPC crew when it takes this Crisis, a random PC must roll a Physical save; on a success, they lose half their hit points, while on a failure, they are mortally wounded. If not stabilized by the end of the ship's turn through some PC taking a *Deal With A Crisis* action to heal them, they will die.

Engine Lock: The ship's engine has been jammed or control circuits have gone non-responsive. Until resolved, no bridge actions can be taken, though the pilot can still perform general actions.

Fuel Bleed: The ship's fuel tanks have been holed or emergency vents have been force-triggered by battle damage. If not resolved by the end of the next round, the ship will jettison all fuel except the minimal amount needed for in-system operation.

Haywire Systems: Critical command links have been damaged or disordered by the hit. Until resolved, the ship starts each round at -2 Command Points. Multiple such Crises can stack this penalty, crippling a ship until the Crises are resolved.

Once per round, a ship may choose to accept a Crisis instead of taking an enemy hit. They must choose to do so immediately after damage is rolled, and only one player needs to request the Crisis to get it even if the rest of the party doesn't want it. Once the Crisis is accepted, the hit is negated and the GM rolls on the table.

The captain may also choose to voluntarily accept a Crisis through their *Keep It Together* or *Into the Fire* department actions. Use of these actions doesn't count against the one-voluntary-Crisis-per-round maximum.

Some Crises are continuing. They will apply a penalty to the ship that continues until some PC successfully performs a *Deal With a Crisis* action.

Other Crises are acute. They inflict no immediate negative consequence, but if the PCs don't resolve it by the end of the next combat round, an unpleasant consequence will ensue. The Crisis is then removed.

The same Crisis rolled more than once will stack on the ship, though hits to empty cargo holds or dry fuel tanks may not be much of a problem to the ship.

Dealing With a Crisis

Any PC can *Deal With a Crisis* by taking that general action and describing what they're doing to solve the problem. They then roll an applicable skill check against difficulty 10, possibly modified by up to plus or minus two depending on the GM's judgment of their general plan and its likelihood of being helpful. On a success, the Crisis is resolved. All Crises are considered resolved at the end of an engagement.

Hull Breach: The hull has been damaged in a way that is currently non-critical but is about to tear open an important compartment or crumple on vital systems. If not resolved by the end of the next round, the ship will take damage: 1d10 for fighter-class hulls, 2d10 for frigates, 3d10 for cruisers, and 4d10 for capital hulls, all ignoring Armor.

System Damage: One of the ship's systems has been cooked by the hit. The GM randomly picks a weapon, fitting, or engine; that system is disabled as if hit with a targeted shot, with drives suffering a 1 point drive level decrease. Disabled systems hit by this Crisis or drives reduced below drive-0 are destroyed and cannot be repaired during combat.

Target Decalibration: The gunnery computers are hopelessly confused and cannot lock the ship's weaponry on a target until this Crisis is resolved.

VIP Imperiled: Shipboard damage threatens a random PC or important NPC. That victim must immediately roll a Physical saving throw; on a success, they lose half their hit points, and on a failure they are mortally wounded. NPC crew can make a free attempt to stabilize the downed VIP using their usual NPC skill bonus. If the NPC fails, and no PC takes a *Deal With a Crisis* action to successfully stabilize them by the end of the ship's turn, they die.