

SAPIENCE STARSHIP COMBAT REFERENCE SHEET

Each of the ship positions below (if filled) act in order. Each character has three Action Points (the same as in melee combat), and can spend them on three Standard Actions, one Improved and one Standard Action, or a single Exalted Action. Actions that use energy cannot be performed if the station does not have energy available (which must be shunted to it by engineering each round).

Reactions can be taken at any time during the round. In most cases, Reactions require energy to be available. Excess energy vanishes at the end of the round.

CAPTAINS ACTIONS

Action	Standard (1 Action Point)	Improved (2 Action Points)	Exalted (3 Action Points)
Berate	Leadership; One crew member takes Stress equal to Leadership – Focus. Next action, Purple dice generate Focus and Effort	As Standard for the whole crew rather than just one crew member. If you only affect one instead, they gain a Boon on their next action as well.	As standard for the whole crew, plus they all gain a Boon on their next action.
Direct Octopuses	Leadership; Octopus action gains +1 die and Captain directs what they work on	Leadership; Octopus action gains +2 dice and NPC Focus 3, and Captain directs what they work on	Leadership; Octopus action gains +3 dice and NPC Focus 3, and Captain directs what they work on
Inspire	Leadership; grant Boon to crew member's next check. Adverbs you add to this roll can be used by your ally for free.	Leadership; As Standard, but inspire all your crew nearby with a Boon for one action, or a single ally for all actions until the end of their next round.	Leadership As Improved, but inspire all of your crew with Boons on their rolls until the end of their next round.

ENGINEERS ACTIONS

Action	Standard (1 Action Point)	Improved (2 Action Points)	Exalted (3 Action Points)
Direct Energy	Technology; Allocate energy to ships stations as you see fit	Technology; Allocate energy plus Focus to ships stations as you see fit	As Improved, plus whoever uses the bonus Focus energy gains a Boon
Charge Accumulator	Store one energy into the ship's accumulator	Store any amount of energy into the ship's accumulator	
Discharge Accumulator	Take any amount of energy out of the Accumulator and add to allocation		
Recharge Shields	Direct 1 energy into the shields, recharging them by one	Direct 2 energy into the shields, recharging them by two	Direct 3 energy into the shields, recharging them by three
Overclock	<i>Please see p.111 of the rulebook</i>		

PILOTS ACTIONS

Action	Standard (1 Action Point)	Improved (2 Action Points)	Exalted (3 Action Points)
Adjust Speed	Increase or decrease the speed of the ship by 1-2	Increase or decrease the speed of the ship by 3-4	Increase or decrease the speed of the ship by 5+
Fire Main Battery		Shooting; Effort 2, or 3 if target is faster. Gain Boon if sensors locked.	
Ram	Piloting; Crash into other ship, the better your roll the more damage they take and the less you take	As Standard but gain a Boon on the check	As Standard but gain a Boon on the check and +1 Focus
Turn Ship	Spend 1 energy to turn ship based on maneuverability		
Evasive Maneuvers	Reaction. Piloting; Makes it harder for an enemy to target you, ram you or board you. Also used to evade asteroids or other dangers. Costs 1 energy per use		

WEAPON OFFICERS ACTIONS

Action	Standard (1 Action Point)	Improved (2 Action Points)	Exalted (3 Action Points)
Fire Main Battery	Shooting; Effort 2, or 3 if target is faster. Gain Boon if sensors locked.	As Standard but gain +1 Focus if attack is successful	As Standard but gain +2 Focus if attack is successful
Fire Turret		Shooting; Effort 2, or 3 if target is faster. Gain Boon if sensors locked.	
Fire Point Defence	Reaction. Attempt to destroy incoming missile before it hits the ship. Costs 1 energy per use		

TURRET OPERATORS ACTION

Action	Standard (1 Action Point)	Improved (2 Action Points)	Exalted (3 Action Points)
Fire Turret	Shooting; Effort 2, or 3 if target is faster. Gain Boon if sensors locked.	As Standard but gain +1 Focus if attack is successful	As Standard but gain +2 Focus if attack is successful

COMPUTER OPERATORS ACTIONS

Action	Standard (1 Action Point)	Improved (2 Action Points)	Exalted (3 Action Points)
Create Sensor Lock	Computing;	Computing; Gain a Boon on the check	
Break Sensor Lock	Computing;	Computing; Gain a Boon on the check	
Recharge Shields		Direct 1 energy into the shields, recharging them by one	Direct 2 energy into the shields, recharging them by two
Electronic Warfare		Computing; Use desired module according to its specifications	
Control Doors	Open or Close, and/or Lock or Unlock any one door on the ship	Open or Close, and/or Lock or Unlock any or all doors on the ship at once	
Scan Enemy Vessel	Computing (requires sensor lock); How many living creatures and what volume in CUs of Base or Precious metals are they carrying	As Standard, but the GM will show you where every lifeform is on the scanned ship on a floorplan, if you have good enough sensors.	
Counter Hacking	Reaction. Oppose an energy Computer Operator trying to hack or make a sensor lock with your ship. Costs 1 energy per use		

HULL OCTOPUS ACTION

Repair Ship	Roll number of Octopuses as long as 2+; They will prioritise Hull, then Engines, then Thrusters, then Weapons.
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DAMAGE SYMBOL MEANINGS

Symbol	Result
-X	Engine: The engine produces X less energy per turn Thruster: The maximum speed of the thruster is reduced by X Weapons: The damage dice of the weapon system are reduced by X Hull: All die rolls by all crew suffer a -X penalty to their die pools unless the damage track is repaired back above this result.
C	A Calamity has occurred, roll on the Calamity Table
In	The system has been incapacitated and stops functioning until repaired
D	Engine/Thruster/Weapon: The system has been destroyed and cannot be repaired during this battle. Hull: The ship has been disabled or destroyed (GM's decision). Either way, the fight is over.

TAKING DAMAGE

Die Roll	Damaged System
1	Closest Engine to direction of attack (or hull if not applicable)
2	Closest Thruster to direction of attack (or hull if not applicable)
3	Closest Weapon to direction of attack (or hull if not applicable)
4-6	Hull

CALAMITY TABLE

Die Roll	Calamity
1	One of the Octopuses on the hull is struck or knocked off the hull by the blast and killed. Reduce the ship's Octopus compliment by 1.
2	A fire breaks out in the room closest to the direction the damage came from (GM's Choice). Putting out the fire requires an Exalted action by a crew member. In the meantime, anyone in the room or any adjacent room without a door between them takes 2 Strain per round from smoke inhalation. Passing through the fire forces the person doing so to roll 2 Wound Dice +1 for each significant source of fuel in the room.
3	One randomly determined console in the ship explodes in a spray of sparks. The operator must roll a damage pool of 3 Fatigue and 3 Wound Dice. The console needs to be repaired before it can be used again.
4	The Cargo Bay has been breached, 2d6 CU's of randomly determined boxes fly out of the hull and stay in that hex. This cargo can be picked up by anyone, but a ship must be stationary in the hex for one round per 3 CUs being picked up. If the ship has no cargo bay, reroll this result.
5	The superstructure of the entire ship shudders, knocking everyone to their feet or bashing them against their console. All characters in the ship must roll 3 Fatigue dice. If the same calamity comes more than once during a battle, the number of dice increases by 3 each time.
6	The hull is breached, and air explodes out of the room closest to the direction the damage that caused this Calamity came from. Everyone in the room must succeed at an Effort 2 Agility Skill Check or be sucked out into space. Until the damage is repaired, anyone who enters the area without appropriate safeguards immediately begins to Suffocate. Repairing the breach requires removing damage to that section of Hull until you've removed the point of damage that triggered this Calamity.