

STARSHIP COMBAT - CREW ACTIONS

Source *Starfinder Core Rulebook* pg. 322

As starship combat progresses, the various crew members aboard each vessel can take the actions their roles allow.

ACTIONS

Source *Starfinder Core Rulebook* pg. 322

You can take one action (usually defined by your role) per round of starship combat. Certain actions require a minimum character level or number of ranks in a certain skill. NPC crew members are assumed to have a number of ranks in the appropriate skill equal to the starship's tier. If a starship's tier is less than 1, treat it as 1 for this purpose. Class features or items that grant bonuses to or allow rerolls of the relevant skills can be used in starship combat.

PUSH

Push actions (indicated in an action's heading) are difficult to perform but can yield greater results. You can't perform a push action if the necessary system is malfunctioning or wrecked (as noted in Critical Damage Conditions on page 321).

CHANGING ROLES

Source *Starfinder Core Rulebook* pg. 322

You can switch between roles (or assume a role if you don't already have one), but this change must occur at the start of a round before the engineering phase. You can switch to the captain or pilot role only if that role would otherwise be vacant (or if the character in that role is unable to take actions).

STARSHIP COMBAT RESOLVE

Source *Starfinder Core Rulebook* pg. 322

As your combat expertise grows, you gain extra resolve that can help with high-level crew actions. At 8th level and again at 16th level, you gain 1 Resolve Point at the start of any starship combat encounter. These points can exceed your normal pool of RP; unspent points gained this way are lost at the end of the encounter. NPC starships have RP equal to their tier divided by 5, plus 3.

CAPTAIN ACTIONS

Source *Starfinder Core Rulebook* pg. 322

As a captain, you can take any of the following actions, depending on your character level, during any phase of combat.

DEMAND (ANY PHASE)

You can make a demand of a crew member to try to improve his performance. You grant a +4 bonus to one specific check by succeeding at an Intimidate check (DC = 15 + 1-1/2 times your starship's tier). You must use this action before the associated check is rolled, and you can grant this bonus to an individual character only once per combat. Demand might result in negative consequences if used on NPCs, and you can't make demands of yourself.

ENCOURAGE (ANY PHASE)

You can encourage another member of the crew to give her a bonus to her action. This works like aid another (see page 133), granting a +2 bonus to the check required by a crew action if you succeed at a DC 10 check using the same skill. Alternatively, you can grant this same bonus by succeeding at a DC 15 Diplomacy check. You can't encourage yourself.

TAUNT (ANY PHASE, PUSH)

You can use the communications system to broadcast a taunting message to the enemy vessel. You select an enemy vessel and a phase of combat (engineering, helm, or gunnery), and then attempt a Bluff or Intimidate check (DC = 15 + 1-1/2 × the enemy starship's tier). If you are successful, each enemy character acting during the selected phase takes a –2 penalty to all checks for 1d4 rounds; the penalty increases to –4 if the enemy's check is made as part of a push action. Once used against an enemy starship, regardless of the outcome, taunt can't be used against that starship again during the same combat.

ORDERS (ANY PHASE, PUSH)

At 6th level, you can grant an additional action to one member of the crew by spending 1 Resolve Point and succeeding at a difficult skill check at the beginning of the phase in which the crew member would normally act. The type of check depends on the role of the crew member targeted: a Computers check for a science officer, an Engineering check for an engineer, a gunnery check (see page 320) for a gunner, and a Piloting check for a pilot. The DC of this check is equal to 15 + 1-1/2 × your starship's tier. If the check succeeds, the crew member can take two actions in her role this round (both when she would normally act), but she can't take the same action twice. You can't give yourself orders.

MOVING SPEECH (ANY PHASE)

At 12th level, you can spend 1 Resolve Point and use your action to give a moving speech to the crew during one phase of combat with a successful Diplomacy check (DC = 20 + 1-1/2 × your starship's tier). For the remainder of that phase, your allies can roll twice and take the better result when performing crew actions.

ENGINEER ACTIONS

Source *Starfinder Core Rulebook* pg. 323

As an engineer, you can take any of the following actions, depending on your ranks in the Engineering skill. These actions can be taken only during the engineering phase. Unless otherwise noted, each action can be performed only once per round, no matter how many engineers are on a starship.

DIVERT (ENGINEERING PHASE)

You can divert auxiliary power into one of your starship's systems, giving it a boost. This requires a successful Engineering check (DC = 10 + 1-1/2 × your starship's tier), and the results depend on where you decide to send this extra power. If you send it to the engines, your starship's speed increases by 2 this round. If you send it to the science equipment, all science officers receive a +2 bonus to their crew actions this round. If you send it to the starship's weapons, treat each damage die that rolls a 1 this round as having rolled a 2 instead. If you send it to the shields, restore an amount of Shield Points equal to 5% of the PCU rating of the starship's power core (see page 296),

up to the shields' maximum value. You can distribute the restored Shield Points across the shields' four quadrants as you see fit.

HOLD IT TOGETHER (ENGINEERING PHASE)

You can hold one system together by constantly patching and modifying it. If you succeed at an Engineering check (DC = 15 + 1-1/2 × your starship's tier), you can select one system; that system is treated as if its critical damage condition were two steps less severe for the rest of the round (wrecked becomes glitching, and a malfunctioning or glitching system functions as if it had taken no critical damage). This check isn't modified by penalties from critical damage to the power core.

PATCH (ENGINEERING PHASE)

You can patch a system to reduce the effects of a critical damage condition. The number of actions and the DC of the Engineering check required to patch a system depend on how badly the system is damaged, as indicated on the table on page 324. Multiple engineers can pool their actions in a single round to effect repairs more quickly, but each engineer must succeed at her Engineering check to contribute her action to the patch. The number of actions required can be reduced by 1 (to a minimum of 1 action) by increasing the DC by 5. If you succeed at this check, the severity of the critical damage is unchanged, but it is treated as one step less severe for the remainder of the combat, until 1 hour has passed, or until the system takes critical damage again (which removes the patch and applies the new severity). This action can be taken more than once per round, and this check is not modified by any critical damage to the core.

| Critical Damage Condition | Actions to Patch | DC |
|---------------------------|------------------|---------------------------------------|
| Glitching | 1 | 10 + 1-1/2 times your starship's tier |
| Malfunctioning | 2 | 15 + 1-1/2 times your starship's tier |
| Wrecked | 3 | 20 + 1-1/2 times your starship's tier |

OVERPOWER (ENGINEERING PHASE, PUSH)

If you have at least 6 ranks in Engineering, you can spend 1 Resolve Point and attempt an Engineering check (DC = 15 + 1-1/2 × your starship's tier) to squeeze more out of your ship's systems. If you're successful, this functions as the divert action, but you can send extra power to any three systems listed in that action. This action and the divert action can't be taken in the same round.

QUICK FIX (ENGINEERING PHASE)

If you have at least 12 ranks in Engineering, you can try to repair a system quickly by spending 1 Resolve Point and attempting an Engineering check (DC = 20 + 1-1/2 × your starship's tier). If successful, you remove the critical damage condition from one system for 1 hour (allowing it to function as if it had taken no critical damage), after which time it must be repaired as normal.

GUNNER ACTIONS

Source *Starfinder Core Rulebook* pg. 324

As a gunner, you can take any of the actions below, depending on your character level. These actions can be taken only during the gunnery phase. Though each of a starship's weapons can be fired only once per round, multiple gunners can take actions to fire different weapons in a single round. Actions that allow you to fire starship weapons use the rules for attacking on page 320.

FIRE AT WILL (GUNNERY PHASE, PUSH)

You can fire any two starship weapons, regardless of their arc. Each attack is made at a –4 penalty.

SHOOT (GUNNERY PHASE)

You can fire one of your starship's weapons. If you use a turret weapon, you can target a ship in any arc.

BROADSIDE (GUNNERY PHASE, PUSH)

At 6th level, you can expend 1 Resolve Point to fire all of the starship weapons mounted in one arc (including turret-mounted weapons). Each weapon can target any vessel in that arc. All of these attacks are made with a –2 penalty.

PRECISE TARGETING (GUNNERY PHASE)

At 12th level, you can perform a very precise strike by spending 1 Resolve Point and firing one starship weapon at a single target. If the attack hits and the enemy ship's shields on that quadrant are depleted before your attack, you deal critical damage to a random system. If the attack would normally cause critical damage, the normal critical damage applies as well (meaning your attack could potentially deal critical damage multiple times; determine which system is damaged as normal each time).

PILOT ACTIONS

Source *Starfinder Core Rulebook* pg. 324

As a pilot, you can take the following actions, depending on your ranks in the Piloting skill. These actions can be taken only during the helm phase.

FLY (HELM PHASE)

You move your starship up to its speed and can make any turns allowed by its maneuverability. This doesn't require a skill check.

MANEUVER (HELM PHASE)

You move your starship up to its speed. You can also attempt a Piloting check (DC = 15 + 1-1/2 × your starship's tier) to reduce your starship's distance between turns by 1 (to a minimum of 0).

STUNT (HELM PHASE, PUSH)

You can attempt any one of the stunts described on page 319. The DCs of the Piloting checks required and the results of success and failure are described in each stunt's description.

FULL POWER (HELM PHASE, PUSH)

If you have at least 6 ranks in Piloting, you can spend 1 Resolve Point to move your starship up to 1-1/2 times its speed. You can make turns during this movement, but you add 2 to your starship's distance between turns.

AUDACIOUS GAMBIT (HELM PHASE)

If you have at least 12 ranks in Piloting, you can spend 1 Resolve Point and attempt a Piloting check (DC = 20 + 1-1/2 × your starship's tier) to pull off complex maneuvers. You can move your starship up to its speed, treating its distance between turns as if it were 2 lower (minimum 0). You can also fly through hexes occupied by enemy vessels without provoking free attacks. At the end of your starship's movement, you can rotate your starship to face in any direction. If you fail the check, you instead move as if you had taken the fly action (but still lose the Resolve Point).

SCIENCE OFFICER ACTIONS

Source *Starfinder Core Rulebook* pg. 324

As a science officer, you can take any of the following actions, depending on your ranks in the Computers skill. These actions can be taken only during the helm phase.

BALANCE (HELM PHASE)

You can balance the shields, redirecting power from one quadrant to protect another. With a successful Computers check (DC = 10 + 1-1/2 × your starship's tier), you can shift Shield Points (SP) from the shield in one quadrant to the shield in another quadrant, including to depleted shields (after rebalancing, every shield must have at least 10% of the total current SP). Alternatively, you can add up the SP from all the remaining shields and evenly distribute them to all four quadrants, putting any excess SP in the forward quadrant.

SCAN (HELM PHASE)

You can scan a starship with your sensors to learn information about it. This action requires your starship to have sensors (see page 300). You must attempt a Computers check, applying any modifiers from the starship's sensors. You can attempt this check untrained. The DC for this check is equal to 5 + 1-1/2 × the tier of the starship being scanned + its bonus from defensive countermeasures (see page 298). If you succeed at this check, you learn the first unknown piece of information on the following list. For every 5 by which you exceed the check, you learn another unknown piece of information. Subsequent checks reveal new pieces of information, continuing down this list.

- 1. Basic Information:** Living crew complement and ship classification, size, speed, and maneuverability.
- 2. Defenses:** AC, TL, total and current Hull Points, total and current Shield Points in each quadrant, and core PCU value.
- 3. Weapon:** Information about one weapon, including its firing arc and the damage it deals, starting with the weapon that uses the most PCU. Repeat this entry until all the starship's weapons are revealed.
- 4. Load:** Information about how the starship's expansion bays are allocated and any cargo the starship might be carrying.
- 5. Other:** Any remaining ship statistics.

TARGET SYSTEM (HELM PHASE, PUSH)

You can use your starship's sensors to target a specific system on an enemy starship. This action requires your starship to have sensors. You must attempt a Computers check, applying any modifiers from the starship's sensors. The DC equals $5 + 1\text{-}1/2 \times$ the tier of the enemy starship + its bonus from defensive countermeasures (see page 298). If you succeed, choose one system (core, engines, life support, sensors, or weapons). The next attack made by your starship that hits the enemy ship scores a critical hit on a natural roll of 19 or 20. If that attack deals critical damage, it affects the chosen system. For any further critical damage resulting from the attack, determine which system is affected randomly as normal. Your starship's sensors can target only one system on a specific enemy starship at a time, though this action can be used to concurrently target systems on multiple starships.

LOCK ON (HELM PHASE, PUSH)

If you have at least 6 ranks in Computers, you can lock your starship's targeting system on to one enemy vessel. You must spend 1 Resolve Point and attempt a Computers check. The DC equals $5 + 1\text{-}1/2 \times$ the tier of the target starship + its bonus from defensive countermeasures (see page 298). If you succeed, your starship's gunners gain a +2 bonus to gunnery checks against the target for the rest of the round. This action can be taken only once per round.

IMPROVE COUNTERMEASURES (HELM PHASE)

If you have at least 12 ranks in Computers, you can try to foil enemy targeting arrays and incoming projectiles by spending 1 Resolve Point and attempting a Computers check. The DC equals $5 + 1\text{-}1/2 \times$ the tier of the target starship + its bonus from defensive countermeasures (see page 298). If you're successful, gunners aboard the target starship roll twice and take the worse result for gunnery checks during this round (including checks for tracking weapons).

MINOR CREW ACTIONS

Source *Starfinder Core Rulebook* pg. 326

Minor crew actions are computer-aided actions that allow a starship limited functionality if it doesn't have the necessary crew to fill all the roles (for instance, the lone crew member aboard a Tiny starship might always be the pilot but may need to fire one of the vessel's weapons in an emergency). You can take one minor crew action per round regardless of your current role, but only if no other action was performed this round for the role associated with that minor crew action. A minor crew action can be performed only once per round and doesn't count as your action.

GLIDE (HELM PHASE, MINOR)

You move the starship at half its normal speed. The starship can take turns during this movement, but the starship's distance between turns increases by 2. You can add your ranks in the Piloting skill to the starship's AC and TL for this round. You can only take this action if no other pilot actions have been taken during the helm phase (including glide).

SNAP SHOT (GUNNERY PHASE, MINOR)

You can fire one of your starship's weapons with a -2 penalty to the gunnery check. You can take this action only if no other gunner actions have been taken during the gunnery phase (including snap shot).

CHIEF MATE ACTIONS

Source *Character Operations Manual* pg. 146

As a chief mate, you can take any of the following actions, some depending on your number of ranks in the Acrobatics or Athletics skill, whichever you favor. (Note that the Targeting Aid and Maximize Speed actions both require a minimum number of ranks in Acrobatics or Athletics to perform.) Each of these actions can be taken only during a particular phase, as noted in parentheses next to the action's name. You must decide at the start of each round which phase you will act in, usually by deciding which other role you're supporting that round. Unless otherwise noted, each action can be performed only once per round, no matter how many chief mates are on a starship.

HARD TURN (HELM PHASE, PUSH)

You manually adjust additional thrusters and bypass safety systems, shouting for your fellow crew members to brace themselves for a stomach-turning tactical maneuver. This bit of risky co-piloting might overtax the starship's turn radius, but it can also help the pilot get significantly more maneuverability out of the vessel when the crew finds itself in a lurch. Attempt an Acrobatics or Athletics check ($DC = 10 + 1-1/2 \times$ your starship's tier). If you succeed, the pilot can make one turn during the round as though the maneuverability of the starship were improved by one step. This has no effect on a ship with perfect maneuverability. If you fail your check by 10 or more, you overheat and temporarily degrade the effectiveness of the starship's maneuvering thrusters, causing the ship's maneuverability to worsen by one step for the rest of this round.

MAINTENANCE PANEL ACCESS (ENGINEERING PHASE)

You start ripping open access panels, turning secured valves, and manually bypassing safety systems to help the engineer get more out of their systems when they take the divert or overpower action. Attempt an Acrobatics or Athletics check ($DC = 10 + 1-1/2 \times$ your starship's tier). If you succeed and the engineer also succeeds at their check to divert, they can provide the normal benefit from divert to two different systems instead of only one. If the engineer instead succeeds at their check for the overpower action, they can choose four different systems to divert power to instead of three. In either case, no system can benefit twice from the same action. If you fail your check by 10 or more, you overtax the ship's systems without adding any useful capacity, and all engineer actions performed this turn take a -2 penalty.

MANUAL REALIGNMENT (HELM PHASE)

Manual realignment of the ship's sensors to better focus on an opposing starship can help the science officer get better results when using the ship's sensors to glean information about the other vessel. Attempt an Acrobatics or Athletics check ($DC = 10 + 1-1/2 \times$ your starship's tier). If you succeed and the science officer also succeeds at their check to perform the scan action, they receive one additional piece of information, as though their result were 5 higher. If you fail the check by 10 or more, you knock the sensors out of alignment altogether, and no check to scan can be attempted this round as the system recalibrate.

TARGETING AID (ENGINEERING PHASE, PUSH)

If you have at least 6 ranks in Acrobatics or Athletics, you can assist one specific gunner making an attack by inputting secondary sensor information, bypassing safety protocols, and even monitoring and adjusting power fluctuations in a ship's weapon system to make the ship's physical weapons more accurate. You must spend 1 Resolve Point and attempt either an Acrobatics or Athletics check (DC = 15 + 1-1/2 × your starship's tier). One gunner can then take the fire at will or broadside action without the associated penalty to gunnery checks (normally -4 for fire at will and -2 for broadside). If you fail the check by 10 or more, that gunner instead takes a -2 penalty to attack rolls they make this round. This action can be taken more than once per round, but only once per gunner acting in that round.

MAXIMIZE SPEED (HELM PHASE, PUSH)

If you have at least 12 ranks in Acrobatics or Athletics, you can help the pilot get the most speed possible out of your ship, pushing the engines to their limit. This requires spending 1 Resolve Point and succeeding at an Acrobatics or Athletics check (DC = 20 + 1-1/2 × your starship's tier), at which point the speed of your starship increases by 2 for this round. This increase is cumulative with other increases to speed, such as from the engineer diverting power to the engines.

MAGIC OFFICER ACTIONS

Source *Character Operations Manual* pg. 148

As a magic officer, you can take any of the following actions, depending on your ranks in the Mysticism skill. (Note that the Mystic Haze and Psychic Currents actions both require a minimum number of ranks in Mysticism to perform.) These actions can be taken only during the engineering phase. If your starship has an arcane laboratory, you gain a +2 bonus to Mysticism checks to perform any of these actions. Unless otherwise noted, each action can be performed only once per round, no matter how many magic officers are on a starship.

ELDRITCH SHOT (ENGINEERING PHASE, PUSH)

You augment a starship weapon with a burst of your personal magic in much the same way that weapon fusions augment personal-scale weapons. Such an effort is considerable, and the magic lasts for only a single attack before it fizzles and the starship weapon returns to its normal functionality. Choose one weapon on your starship to augment and attempt a Mysticism check (DC = 10 + 1-1/2 × your starship's tier). If you succeed, the gunner treats the range of that weapon as 5 hexes longer than normal. This does not work for weapons with the point special property.

PRECOGNITION (ENGINEERING PHASE)

You use your supernatural senses and a spark of divination magic to see opponents' motion before it happens, giving you just a split second to shout a warning to your ship's pilot. Attempt a Mysticism check (DC = 10 + 1-1/2 × your starship's tier). On a success, you grant the pilot a +2 circumstance bonus to their Piloting check at the beginning of the helm phase to determine piloting order.

SCRYING (ENGINEERING PHASE)

You employ a substantial form of divination, such as dealing from a digital harrow deck, reading the future by interpreting the splatter of leaking coolant on your ship, or visually scanning the readouts of your starship's myriad screens to pull deeper and predictive meaning from the lights and sounds around you. This functions as the scan science officer action, but you attempt a Mysticism check

instead of a Computers check. For information about the effects of a successful scan action, see page 325 of the Core Rulebook.

MYSTIC HAZE (ENGINEERING PHASE, PUSH)

If you have at least 6 ranks in Mysticism, you can spend 1 Resolve Point and attempt a Mysticism check (DC = 15 + 1-1/2 × your starship's tier); if you succeed, you call forth a magical burst of static to block your enemy's view. This obscuring field garbles your opponent's sensors and hinders their ability to gain information about your ship's defenses and positioning, providing your starship a +1 enhancement bonus to AC until the end of the next round. In addition, the increased interference means all science officers on the opposing starship taking the scan or lock on actions before the end of the next round must roll twice for their checks and use the worse result.

PSYCHIC CURRENTS (ENGINEERING PHASE)

If you have at least 12 ranks in Mysticism, you can spend 1 Resolve Point and attempt a Mysticism check (DC = 20 + 1-1/2 × your starship's tier) to manipulate mysterious, invisible forces in the void of space, expanding and contracting the basic physics around your own vessel and altering how your starship can negotiate the confines of physical space-time. On a successful check, reduce your starship's minimum distance between turns by 1 (to a minimum of 0) for that round.

OPEN CREW ACTIONS

Source *Character Operations Manual* pg. 148

Open crew actions are generally less specialized tasks than a typical crew action, and they can be performed regardless of a character's role. Many open crew actions do not require any specific skill or skill check to perform and can be undertaken by anyone with at least 1 rank in Computers, Engineering, Physical Science, or Piloting. Taking an open crew action counts as your action during a starship combat encounter.

Open crew actions occur at the beginning of the engineering phase, before any other actions occur. All open crew actions occur simultaneously and can be resolved in any order the GM sees fit. Each open crew action can be performed only once per round.

ERRATIC MANEUVERING (OPEN)

You trigger minor maneuvering thrusters, probe launchers, ballast vents, and other secondary systems at random to cause your starship to make small, unexpected jukes in its trajectory. This does not affect the starship's facing or movement, but it grants a +1 circumstance bonus to your starship's AC and TL against any opponent that performs the flyby stunt this round.

FEIGN DISASTER (OPEN)

As a ploy, you can activate fake distress calls, set off false internal alarms, artificially blow outer doors of airlocks, dump trash and other debris from your ship's jettison tubes, and intentionally leak panicked-sounding internal communications over public communication channels to convince your opponents that your ship has suffered a catastrophic failure and may imminently explode or otherwise cease functioning in a violent, spectacular manner. Each enemy vessel's captain (or the science officer with the highest Computers skill bonus, if the ship has no captain) must attempt a Computers check (DC = 10 + 1-1/2 × your starship's tier) immediately after you take this action; this doesn't take them an action. On a successful check, the enemy ship's crew sees through your ruse and this action has no effect, but on a failed check, their crews automatically take steps to ensure that their own ship's sensors are not blinded by the energy released by your ship's theoretical

imminent destruction. These emergency procedures impose a –2 penalty on their checks for scan and lock on actions taken against your ship, as well as on Piloting checks attempted while within 1 hex of your starship. Once used, regardless of the outcome, feign disaster can't be used again during the same combat encounter, even against different opponents or newcomers to the battlefield.

PRIORITIZE CALCULATION (OPEN)

You use a command terminal to temporarily suspend background computer tasks running noncritical systems throughout the ship, prioritizing the combat calculations made at one specific crew station. One crew member attempting a check this round and using a bonus from the ship's computer can increase that bonus by 1.

RANGE FINDING (OPEN)

You use any one of a number of your ship's systems to identify the range to a specific target or spatial feature, and you relay that information to another crew member so that they are free to focus on other aspects of the task they're attempting this round. Select one crew member filling the gunner, pilot, or science officer role. They gain +1 bonus to one attack roll or skill check of their choice related to starship combat that's attempted before the end of this turn.

READY WEAPON SYSTEM (OPEN)

You carefully perform comprehensive pre-firing preparations for one weapon, reading each minute detail of its systems and giving the ship's computers time to calculate the peak moment to fire the weapon so it can deal the maximum amount of damage to your opponents' ship. While normally no one has the time or capacity to perform these tasks in the heat of battle, you know they can be invaluable when focused on properly. Select one weapon system when you perform this task. If that weapon is not fired this round but is fired on the next round after you have readied it, it deals +1 damage on a successful attack (+2 damage for starships of tier 6 and greater).

MINOR CREW ACTIONS 2

Source *Character Operations Manual* pg. 149

Minor crew actions are computer-aided actions that allow a starship limited functionality if it doesn't have the necessary crew to fill all the roles (for instance, the lone crew member aboard a Tiny starship might always be the pilot but may need to fire one of the vessel's weapons in an emergency). You can take a minor crew action regardless of your current role, but only if no other action was performed this round for the role associated with that minor crew action, as indicated in the description for each minor action. A minor crew action can be performed only once per round, and it doesn't count as your action.

QUICK RESCAN (HELM PHASE, MINOR)

You quickly check the sensors to see minor changes and updates that your starship has made available since the last time your crew scanned the your opponent's starship. A science officer must have used the scan action in a previous round to determine information about the other starship you are looking for updates on. If you succeed at a Computers check (DC = 5 + 1-1/2 × the tier of the starship being scanned + its bonus from defensive countermeasures), you receive one piece of information, such as the ship's current Hull Points or its current distribution of Shield Points. You can take this action only if no science officer actions have been taken during the helm phase (including visual identification and quick rescan).

VISUAL IDENTIFICATION (HELM PHASE, MINOR)

You use your ship's visual sensors to get a much closer look at an opponent's starship and see if you recognize the technology used to make the ship or if you remember some specific technical details of its make and model. Attempt a Computers, Engineering, or Perception check (DC = 10 + 1-1/2 × the tier of the starship being examined). If you succeed, you learn the first unknown piece of information on the list below (all basic information, all defenses, or information about one weapon). Information already obtained from a science officer's scan action or a quick rescan minor action is not unknown. You learn only one unknown piece of information, regardless of your total check result. Subsequent successful checks reveal new pieces of information, continuing down the list below.

1. **Basic Information:** Size, speed, and maneuverability.

2. **Defenses:** Total Hull Points, total Shield Points, and power core PCU value.

3. **Weapon:** Information about one weapon, including its firing arc and the damage it deals, selected at random. Repeat this entry until all the starship's weapons are revealed. You can take this action only if no science officer actions have been taken during the helm phase (including visual identification and quick rescan).