



CAPITAL SHIP COMBAT

I have my orders from the Emperor himself. He has something special planned for them. We only need to keep them from escaping.
- Admiral Piett

Starship combat can be one of the most exciting and descriptive narratives that can happen within a Star Wars Role Playing Game, whether that be from the perspective of a bush pilot within a cockpit of an X-Wing fighter or the smuggler manning the guns of his spice laden freighter.

Capital ship combat however can sometimes seem daunting to even the most seasoned of GMs, but the excitement of smaller ship combat can be replicated with the introduction of these rules.

Capital ship combat involves capital-class starships of silhouette 5 or higher. Combat between these behemoths is, by necessity, more abstract due to the complexity of the vessels and the number of crew members involved.

Capital ship combat follows the same format as starship combat involving small craft (ships with a silhouette of 4 or less), in that ships can only

perform one pilot only maneuver and one pilot only action (or two pilot maneuvers) during the ship's turn. Along with the pilot, each additional crew member aboard the ship can also use their actions and maneuvers to man weapons, operate sensors, move about the ship, and generally engage in combat along with the pilot. This all happens in the same round, and is subject to Initiative order just like personal combat.

The sheer number of crew and passengers aboard some vessels however, may make the idea of using capital ships the size of small cities outside the realm of reality; after all vehicles of this immense size are likely to have hundreds or thousands of crew, and be bristling with countless weapons in order to lay siege to its enemies.

These rules aim to make the notion of including capital ships in your campaign epic, and cinematic, yet make the process something all of the players at the table can enjoy.

CAPITAL SHIP STATISTICS

These rules aim to make using a capital ship no different than a group of player characters using a tramp freighter; however several adjustments need to be explained using the statistics of the capital ship you will be using in your scenarios.

There are three main areas of capital-class ships statistics that these rules focus on are:

- Silhouette
- Crew Compliment
- Weapons

SILHOUETTE

The majority of the calculations that establish how many crews of a certain type are available will be determined on the size of the ship using the vessel's Silhouette. It stands to reason that the larger the ship, the more available resources are ready to operate the ship. **Table 3.1 Available Crew Numbers** provides the calculations of how many crew "types" a capital ship has available at its disposal during a turn.

TABLE 3.1 – Available Crew Numbers

Minion Crew	Number	Minimum
Bridge	Silhouette/3	2
Command	Silhouette/3	1
Gunnery	# of Weapons in Weapon Group	As weapon
Technical	Silhouette/3	1

CREW COMPLIMENT

The ship's compliment must be broken down into manageable pieces also known as **Crew Positions**. Although a ship's statistics provide the number of officers and passengers that a capital ship has, those statistics are added for flavour and for a GM to use in the narratives of their games. Using **Table 3.1 Available Crew Number** it can be seen that there are four crew positions which must be occupied within a capital ship and include:

- Bridge Crew
- Command Crew
- Gunnery Crew
- Technical Crew

BRIDGE ACTIONS

The *Bridge Crew* consist of the pilots and staff responsible for the general running of the ship. The Bridge Crew can perform any of the following:

ACTIONS

- Plot Course
- Co-pilot
- Jamming
- Boost Shields
- Fire Discipline
- Scan the Enemy
- Slice Enemy Systems

- Damage Control
- Jump to Hyperspace
- Fire Weapon
- Blanket Barrage
- Concentrated Barrage
- Overwhelming Barrage
- "Spoof" Missiles

MANEUVERS

- Accelerate/Decelerate
- Fly/Drive
- Angle Deflector Shields
- Navigate Terrain
- Aim
- Assist

COMMAND ACTIONS

The *Command Crew* normally consists of the Captain of the ship and if required, several command officers, depending on the size of the ship in question. Some ships have hundreds of command staff for the general day to day running of the ship, but for the purpose of these rules, only the Captain and her fellow officers will have an impact on the running of the ship. The Command Crew can perform any of the following:

ACTIONS & MANEUVERS

- As Bridge Minion Crew
- Any skill check or use of a talent use to command the vessel's compliment



GUNNERY ACTIONS

The *Gunnery Crews* are those who man the weapons for which the capital ship normally exists. These vessels are rarely anything more than weapons platforms, used to take control of a sector of space, or defend their own area of the galaxy. Gunnery Crews are those men and women who ensure the success of a capital ship's mission. Gunnery Crews may perform any of the following:

ACTIONS

- Fire Discipline
- Fire Weapon
- Blanket Barrage
- Concentrated Barrage
- Overwhelming Barrage
- "Spoof" Missiles

MANEUVERS

- Aim
- Assist

TECHNICAL ACTIONS

The *Technical Crews* of a ship are the ones who keep the ship running. They are vitally important in the scheme of combat for they are adept at boosting shields, rerouting power and repairing any damage to the ship's System Strain or Hull Threshold during and after combat. Technical Crews can be led by a Chief Engineer. Technical Crews can perform any of the following:

ACTIONS

- Jamming
- Boost Shields
- Fire Discipline
- Scan the Enemy
- Slice Enemy Systems
- Damage Control

MANEUVERS

- Angle Deflector Shields
- Assist

MINION CREWS

Each station aboard a capital ship is operated not by Rivals or Nemesis, but by Minions. This is to make things easier to manage, especially when needing to track character elements like strain. Rivals or Nemesis can be aboard capital ships, however normally fill the roles of command.

CREW TYPES

The Minion rules as provided in the various Core Rule Books provide the flexibility to replicate a large number of crew aboard a ship with some minor modifications. These rules introduce a new type of Minion, called the *Minion Crew*. This is a group of individuals, who operate a particular area of the ship. Each crew type fits into 4 categories which align with the initiative categories and are defined as:

WEAPONS

Capital ships vary to such a degree, that the number of weapons aboard a ship can range from one single weapon to dozens of weapon batteries. Managing this many weapons individually would be impossible, and would slow down play to such an extent to destroy the enjoyment and narrative of the game.

In order to simplify this, weapons are displayed in groups of the same type, even if they have different fire-arcs. These weapons are considered to be in the same **Weapon Group**. The Weapon Groups are used to determine how many weapons are fired together in the same initiative position. Each Weapon Group is then broken down into **Weapon Banks** which number between 3 and 6 weapons per Weapon Bank. Weapons Banks should be broken down into as large a size between 3 and 6 as possible and should be divided evenly.

EXAMPLE:

A Nebulon-B Frigate has 6 x port and 6 x starboard retractable turret mounted medium turbolasers; 3 x starboard, 3 x port, 3 x forward, and 3 x aft retractable turret-mounted light laser cannons; and 3 x forward-mounted heavy tractor beam emitters. There are therefore 3 x Weapon Groups namely (1) medium turbolasers, (2) light laser cannons, and (3) tractor beam emitters. All of the weapons are in groups of between 3 and 6, so each of those Weapon Banks act independently.

When firing weapons in a Blanket, Concentrated, or Overwhelming Barrage attack action, all weapons in the Weapon Group are deemed to have been fired providing they are able to (i.e. the target is in the weapon's firing arc and is within, and weapon's range).

- *Bridge Minion Crews*
- *Command Minion Crews*
- *Gunner Minion Crews*
- *Technical Minion Crews*.

As the names suggest, these groups fit into the positions within the ship. Narratively, the numbers of Minions in a *Minion Crew* is left abstract, and contains a number of individuals as is required to operate that station or area of the ship. Should there be a reason to provide an exact number of individuals within one of those groups, the GM is free to allocate the number of members within that crew as the situation demands such as during boarding actions, and similar instances where PCs may find themselves aboard a capital ship.

ATTRIBUTES AND SKILLS

Minion Crews, as the name would suggest, are fairly low powered individuals. Minion crews have no strain and may not actively suffer strain to perform an action. Minion crews follow the standard rules for Minions in all respects.

Each Minion Crew member has a 3 in the attribute relevant to their position and skills relevant to their role. **Table 3.2 – Minion Crew Skills** provides the attribute and skills which are relevant to the various positions. If not mentioned, a minion crew is deemed to have a 2 in an attribute.

TABLE 3.2 – Minion Crew Skills

Type	Attribute/Skills
Bridge	AGILITY: Computers, Piloting (Space)
Command	PRESENCE: Leadership, Warfare
Gunnery	AGILITY: Gunnery
Technical	INTELLECT: Computers, Mechanics

BRIDGE MINION CREWS

Pilots are the men and women who helm the massive warships as they head into battle. In reality, hundreds of officers and crew help pilot the ships, but for the purpose of these rules, the number of individuals in a *Bridge Minion Crew* who are required to pilot a starship is a third of the silhouette of the ship rounding down to a minimum of 2.

EXAMPLE:

A CR90 Corvette with Silhouette 5, would be operated by two *Bridge Minion Crews*. If the *Bridge Minion Crew* has an Agility of 3, and Piloting (Space) skill, the initial dice pool would be .

COMMAND CREWS

The command crew is normally a single individual or a small team of officers lead by a Commanding Officer such as a Rival or Nemesis. The number of individuals in a command crew

is equal to a third of the ship's silhouette rounding down to a minimum of 1, with the first always being the Commanding Officer. Each officer in the Command crew beyond the first provides to any checks the commanding officer makes. Should the commanding officer be incapacitated or injured in any way, leaving the ship without a Rival or Nemesis in command, the remaining Command Crew revert to a *Command Minion Crew* and follow the standard rules for Minions in all respects.

EXAMPLE:

A Star Galleon Armed Transport has a Silhouette of 6, meaning that a Command Crew would consist of 3 individuals, the first being the Captain of the ship who would normally be at least a Rival. The additional individuals provide a boost dice for each additional commanding officer. Should the Commanding officer be killed, the remaining individuals form a Command Minion Crew. If that crew has a Presence of 3, and Leadership as a skill, the Command Minion Crew will have an initial dice pool of .



GUNNER MINION CREWS

Gunners are those brave souls who man the monstrous weapons which provide the warships they work in with the fear they rightly deserve. Weapons on capital ships require the focus of a team of Gunners, however due to the complexity of tracking each Minion Crew firing a single weapon, a Gunner Minion Crew occupies a single Gunnery Bank, with each weapon in that Weapon Bank representing one Minion Crew member.

EXAMPLE:

A Nebulon-B Frigate has two Weapon Banks of six turbolasers. A *Gunner Minion Crew* has Agility 3 and the Gunnery skill. Therefore, when firing the weapon bank, the dice pool is  per Weapon Bank.

Gunnery Banks are split into groups of between 3-6 weapons. If a ship has a weapon listing of greater than 6, divide the number of weapons in that battery evenly until a number provided is between 3 and 6 weapons per Weapon Bank.

Weapon Banks of the same Weapon Type that can be used in the same firing-arc and are within range, may provide support in the form of the *Aid* maneuver. This maneuver by provides  if it combines its efforts with another Weapon Bank. This maneuver counts as a use of that entire Weapon Bank.

It should be noted that normally, if weapons are used in this way, the player may prefer to perform any of the three Barrage style attack actions in place of using the *Aid* maneuver in order to maximise the benefits. However should the player controlling the vessel wish to increase their chance to hit the target instead, the *Aid* maneuver option, may be of greater benefit.

EXAMPLE:

An Imperial-class Star Destroyer has 10 port-mounted and 10 starboard-mounted heavy turbolasers, each with firing arcs which can fire forward. This would equate to 2 banks of 5 turbolasers on either side of the ship. Should the captain desire to fire all of the 20 turbolaser banks at a target in the forward arc, the 3 extra gunnery banks, in addition to the first group of 5 turbolasers, would provide  to the check. At the end of the attack, all weapons are considered to have been used, and must now wait for an addition two rounds to recharge due to their Slow-Firing 2 ability.

TECHNICAL MINION CREWS

Technical Minion Crews work slightly different in that there can be multiple technical crews throughout the ship, with larger ships having the facilities to cater for more technicians. A *Technical Minion Crew* is considered to consist of 4 individuals for the purpose of dice pool creation. The numbers of *Technical Minion Crews* that a ship contains is one third of the ship's Silhouette, rounding down to a minimum of 1. Each *Technical Minion Crew* may perform one action that they are able to perform once per turn, and may perform that action anywhere on the ship. *Technical Minion Crews* may only perform work on a single system at the same time.

Separate *Technical Minion Crews* may combine their efforts to provide  to a check rather than combining the total number of minions.

EXAMPLE:

An Imperial Class Star Destroyer has a Silhouette of 8, which would allow for 2 Technician Minion Crews. Each Technician Minion Crew, provides a dice pool of . During combat, the same ship has an entire weapon bank damaged during a critical hit which causes a Major Damage. If the 2 crews combined their efforts to repair the weapons, the crew would roll .

Technical Minion Crews can repair sections of the ship which have been targeted and subsequently damaged. Areas of the ship which have been disabled in that way a **Mechanics** check of the relevant difficulty (see Table 3.3 - **Repair Difficulty**) to make functional again. If areas of the ship have been destroyed, they may not be repaired until after the encounter has ended.





INITATIVE

GMs and players should not track the individual Actions and Initiative slots during combat for every member of the ship's compliment. Instead, group individual crew members into teams and only focus on those individuals who are actually performing tasks pertinent to the ongoing encounter. As previously mentioned, the 4 crew types can be cumbersome for the GM and players to manage and so for the purpose of Initiative, the teams are merged into three categories:

- Bridge/Technical Group
- Command Group
- Gunnery Groups

BRIDGE AND TECHNICAL CREWS

The Bridge Crew and Technical Crew perform their actions in the same initiative slot. This is to account for the bridge crew being able issue orders and direct members of the technical teams to where they are required. As both crews act in the same initiative slot, the controlling player chooses whatever order they perform their actions in.

COMMAND CREWS

The Command Crew may act to provide support and direction as their skills require, which may merely include a boost dice as per the **Assist Maneuver** or **Fire Discipline Action** to provide additional support to gunnery or pilot crews.

In the case where a commander takes actions which require a **Leadership** check, the Commander may gain \square from support staff assisting them in their actions.

It should be noted that as most crew are the equivalent of Minions, and therefore abilities and talents which result in adding or recovering strain have no effect. When an ability is used however, \clubsuit and \spadesuit may still be applied as part of the check and be applied to the Commander's allies and other crews so as to provide upgraded skill checks and \square .

WEAPONS CREWS

Weapon Crews fire in the initiative slot of their particular Weapon Group. Each Weapon Bank may then fire individually in whichever order the controlling player or game master wishes.

Weapon Crews may perform the **Aim** maneuver, **Assist** maneuver or **Fire Discipline** action during their turn, however cannot gain the benefits of these actions and maneuvers if the target of the attack is outside of the weapon's firing arc, nor if the target is outside of that crew's weapon range. As Minion Crews may not willingly spend Strain, a crew may only gain the benefit of these actions/maneuvers once per turn. A weapon fired in this way can never benefit from more than $\square\square$ from performing the **Aim** maneuver.

THE COMBAT TURN

Capital Starship Combat follows the same basic order and rules as personal combat. These have been repeated here.

STEP 1: DETERMINE INITIATIVE

Before the first salvos are fired, all players and NPCs determine the Initiative order by making a **Simple () Cool or Vigilance** check. Each Group (Bridge/Technical, Command, and Gunnery) within the capital ship make a check. Once all Initiative checks have been made, the GM notes the results of each check and ranks them in order, from highest to lowest. If two checks are tied, the check with more **•** is ranked higher, and if they are still tied, PCs are ranked higher than NPCs. This is the Initiative order.

STEP 2: ASSIGN INITIATIVE SLOTS

Once the GM has determined the Initiative order, he notes which results were generated by Player Characters and which results were generated by NPCs. The results generated by Player Characters become Player Character Initiative slots. The results generated by NPCs become NPC Initiative slots.

STEP 3: PARTICIPANTS ACT

Beginning at the top of the Initiative order, the players and GM fill each Initiative slot one at a time with a character turn. If the Initiative slot is

SPECIAL RULES

The following special rules allow the GM and players to expand upon the rules presented here. These rules should be considered optional.

TARGETING COMPONENTS

During combat, a Starfighter squadron, or another capital ship, may wish to attack another vessel in order to knock out or eliminate components of a ship. This is dealt with using the **Aim** maneuver to target a specific area of the ship in the same way character scale combat works. The attacker takes either **█** or **██** to the check depending on how many maneuvers had been spent aiming.

When a weapon hits, after aiming in this way, determine the damage, by reducing the damage by the vessel's armour value as normal; then apply the damage as per Table 3.3 - Repair Difficulty. Damage to weapons is applied to a specific Weapon Bank. Further damage is upgraded to the next level.

TABLE 3.3 – Repair Difficulty

Damage is...	Damage	Difficulty
... < Armour Value	Minor	◆
... > Armour	Major	◆◆
... > Armour x 2	Destroyed	◆◆◆

a Player Character Initiative slot, then the players agree on one Player Character to fill the slot from among the Player Characters who have not acted that round. That Player Character then takes this turn. If the Initiative slot is an NPC Initiative slot, then the GM chooses one NPC to fill the slot from among the NPCs who have not acted that round. That NPC then takes this turn. Note that some starships can have multiple crew members in them.

STEP 4: ROUND ENDS

Once all NPCs and Player Characters have taken a turn, the round ends. At this point, any effects that last until the "end of the round" end. The GM also determines if the ongoing action warrants additional rounds, or if it has been resolved. If the ongoing action continues, repeat step 3 using the same Initiative order generated in step 1. If the action has been resolved and the encounter is over, proceed to step 5.

STEP 5: ENCOUNTER ENDS

Once the action has been resolved, the GM ends the encounter. At this point, any character abilities that can only be used "once per encounter" reset. Each Player Character also has a chance to catch his breath and recover strain, and can take steps to help heal any incapacitated characters.

EXAMPLE:

A wing of four TIE Bombers has maneuvered themselves into short range of a Rebel MC80 Liberty Mon Cal Cruiser. The wing decides to attack the cruiser's forward facing assault concussion missile launchers. The bombers attack with their proton torpedoes which results in 15 points of damage. The torpedoes have a breach of 6 leaving 12 points of damage to apply to the weapons. This amount is more than the armour value but less than twice the Armour Value. The missile launchers now suffer **Major Damage** but can be repaired during combat. Had the damage been greater than twice the armour value, the weapons would have been destroyed, and could not be repaired until after the encounter.

STARFIGHTERS

As giant behemoths battle it out, other elements within the same battle can be going on around and even in these ships. Obviously, players may wish to run each starfighter (or in a wing) within the combat, and as long as the players feel comfortable doing so, this is some-

thing that can work remarkably well. The star-fighters involved may not necessarily be the centre of the story the GM is trying to tell however, and can instead be used to enhance the narrative and give the scene a more epic Star Wars feel.

These rules therefore assume that the fighters from one ship are dealing with the fighters from the opposing ship or base and instead become the background or texture of the scenario.

Starfighters can therefore be used in one of two ways namely as **terrain** or as a **threat**.

Terrain

Terrain plays an important role in all combat in the Star Wars Role Playing game, whether it is personal scale or regular starship combat. Capital ship combat should be no different, and in this sense, starfighter squadrons which swirl around the ship can be considered a terrain feature, providing anywhere between ■ and ■■■ to maneuver checks depending on the density of the battle. The GM should decide this as part of the scenario and communicate that to his players. Fighters are agile enough to get out of the way of the gigantic behemoths, and the effects of a starfighter colliding with a capital ship is fairly insignificant as can be seen in the Star Wars movies

Threat

The mere existence of starfighters in a space battle can pose a serious threat to a capital ship, in particular when the captain of a capital ship is faced against a squadron of proton torpedo laden X-Wing fighters, or a flight of Ion-Cannon wielding Y-Wing fighters. This type of threat can be represented by the GM or players by using ☀ or ☀.

When an action is taken as a part of the ship's movement, the GM or players may use ☀ or ☀ to initiate a hit from a fighter squadron.

The number of fighters involved in the attack is entirely dependent on the number of ships that the scenario has provided, but is normally represented as a single attack from a squadron launched from the opposing ship. The number of ships in the squadron has no bearing on the damage imposed.

Further ☀ or ☀ can be used to activate critical hits or special qualities that a weapon has against the target vessel. The damage is calculated as the base damage for the type of weapon used to make the attack (i.e. X-Wings would use proton torpedoes; A-Wings would use concussion missiles, etc). This represents a lucky shot, or in the case where a ship's positioning opens it up to an attack.

EXAMPLE:

An Interdictor has been performing routine patrols of the Ruac system when two Rebel Alliance Nebulon-B frigates jump into the system. The Nebulon-Bs make a successful attack, and the Interdictor's captain decides that he'd rather not become space debris, and so attempts to flee the system. The GM allows the captains of the Nebulon-B to perform a maneuver to block the Interdictor's escape. The captains' use of their skills has paid off and the Interdictor's captain is forced to make a **Hard (♦♦♦)** **Piloting (Space)** check to make it through his opposition's impromptu blockade. The Captain instructs his pilots to fly between the Nebulon-B, which results in ☀☀☀ and a single ☀. The players decide to activate the fighter attack stating that during the Interdictor's maneuvers to get through, the captain left his aft vulnerable, resulting in one of the fighter squadrons to land a solid hit with their proton torpedoes. The players can then use the ☀ to activate a critical hit

CAPITAL SHIP STAT BLOCK

EF76 NEBULON-B Frigate

Silhouette: 6

Command: Initiative – ♢♦♦

- Rival + Minion Crew 1
 - Presence: 3; Intellect: 2
 - Leadership 2, Warfare 2
 - Leadership Dice Pool: ♢♦♦

Bridge/Technicians: Initiative - ♢♦

- Bridge Crews: 2
 - Agility: 2
 - Piloting (Space), Computers
 - Piloting Dice Pool: ♦♦
- Technical Crews: 2 (4)
 - Intellect: 3
 - Skills: Computers, Mechanics
 - Repair Dice Pool: ♦♦♦

Gunnery: Initiative – ♢♦

- Medium Turbolasers:
 - Two Minion Crew 6
 - Agility: 2
 - Gunnery Pool: ♢♦♦♦♦
- Light Laser Cannons:
 - Four Minion Crew 3
 - Agility: 2
 - Gunnery Pool: ♢♦♦
- Heavy Tractor Beam Emitters:
 - One Minion Crew 3
 - Agility: 2
 - Gunnery Pool: ♦♦