

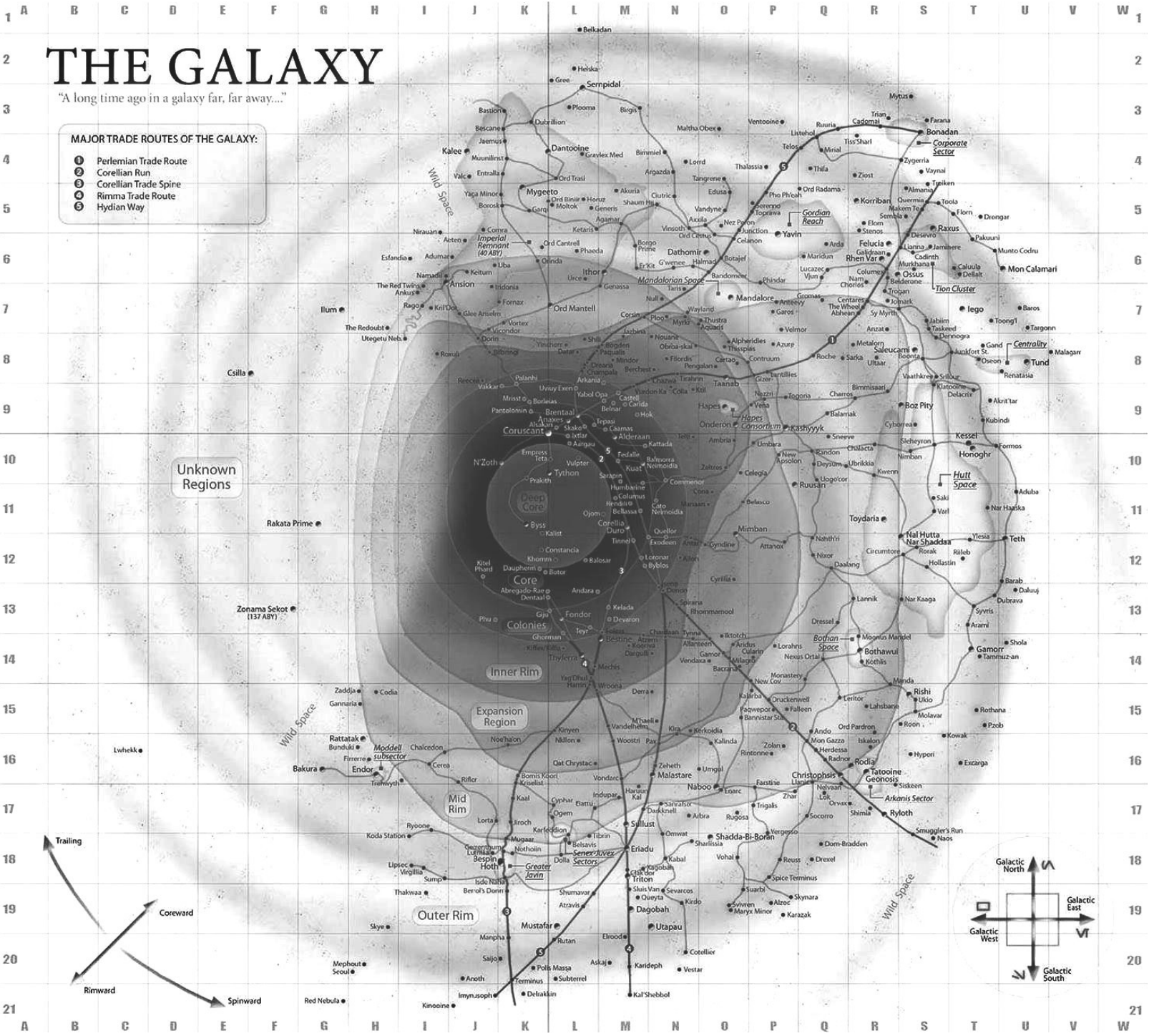
CONDITION TRACK	0	Normal state, no penalties
	-1	-1 defenses, attacks, skill checks
	-2	-2 defenses, attacks, skill checks (ships: speed -1 hex)
	-3	-5 defenses, attacks, skill checks (ships: speed -2 hex)
	-4	-10 defenses, attacks, skill checks, half speed (ships: speed = 1 hex)
	-5	Unconscious or disabled

WEAPON RANGE	Point Blank	Short (-2)	Medium (-5)	Long (-10)
Melee	0 – 1 sq	—	—	—
Reach Melee	2 sq	—	—	—
Thrown Weapons	0 – 6 sq	7 – 8 sq	9 – 10 sq	11 – 12 sq
Blasters (Stun)	0 – 6 sq	—	—	—
Blaster Pistols	0 – 20 sq	21 – 40 sq	41 – 60 sq	61 – 80 sq
Blaster Rifles	0 – 30 sq	31 – 60 sq	61 – 150 sq	151 – 300 sq
Heavy Weapons	0 – 50 sq	51 – 100 sq	101 – 250 sq	251 – 500 sq
Blaster Cannons	0 – 1 hex	2 hex	3 – 5 hex	—
Laser Cannons	0 – 1 hex	2 hex	3 – 5 hex	6 – 10 hex
Ion Cannons	0 – 2 hex	3 – 4 hex	5 – 10 hex	11 – 20 hex
Missiles	0 – 3 hex	4 – 6 hex	7 – 15 hex	16 – 30 hex
Turbolasers	0 – 4 hex	5 – 8 hex	9 – 20 hex	21 – 40 hex

COMBAT MODIFIERS	
Cover (Partial)	+2 Ref, no damage from missed area attacks
Cover (Improved)	+5 Ref, no damage from missed area attacks
Concealment (Partial)	-2 attack, -5 Perception
Concealment (Total)	-5 attack, -10 Perception
High / Low Ground	+1 melee attack / -1 melee attack
Flanking	+2 melee attack
Shooting into Melee	-5 attack
Improvised Weapon	-5 attack
Fighting Defensively	-5 attack, +2 Ref (or +5 Ref if not attacking)
Prone	+5 Ref vs ranged, -5 Ref vs melee, -5 melee attack
Encumbered	-10 all physical skills, 0.75x speed
Encumbered (Fully)	Flat-footed, full-round action to move 1 sq
Flat-Footed	No DEX bonus to Ref
Blinded	Flat-footed, half speed, total concealment
Helpless	-10 Ref, no DEX bonus to Ref

COMBAT ACTIONS	Time	Description
Delay	—	Reset initiative count to later position
Ready	—	Set aside specific action to be triggered later
Move	Move	Move your speed
Run	Full-round	Move 3x speed (or 4x in straight line). No DEX bonus to Ref
Withdraw	Move	Move half speed. No AoO in first square of movement
Draw / Holster / Reload	Move	—
Switch Weapon Mode	Swift	Autofire, stun, or club up rifle for melee
Aim	2 Swift	+1 ranged attack. Can be split across rounds
Brace	2 Swift	-2 autofire attack (instead of -5)
Attack	Standard	—
Autofire Attack	Standard	2x2 area, -5 attack. Half damage on miss
Full Attack	Full-round	Attack with two weapons at -10 attack each
Charge	Standard	Move (2+ squares) and make melee attack. +2 attack, -2 Ref
Grapple	Standard	Unarmed attack check, then opposed grapple check
Feint	Standard	Deception vs Initiative. Target flat-footed vs your next attack
Aid / Suppress Attack	Standard	Attack vs Ref 10 for +2 attack (ally) or -2 attack (enemy)
Recover	3 Swift	+1 step on condition track

VEHICLE COMBAT ACTIONS		P	C	S	E	G	
Steer Vehicle	Move	+	-	-	-	-	—
Fly Defensively	Standard	+	-	-	-	-	-5 all attacks, +2 Ref (or -10 attacks, +5 Ref)
Ram	Full-round	+	-	-	-	-	Pilot vs [10 + target Ref]. DC 15 Pilot for half dmg
Change Vehicle Speed	Swift	+	-	-	+	-	DC 20 Pilot or DC 20 Mechanics
Increase Vehicle Speed	Standard	-	-	-	+	-	DC 20 Mechanics
Aid Pilot	Standard	-	+	-	-	-	DC 10 Pilot for +2 all Pilot checks for one round
Astrogate	2 Minutes	-	+	+	-	-	Use Computer check. Time and DC varies
Attack	Standard	+	+	-	-	+	Pilot & Copilot: Forward attacks only
Aim	2 Swift	+	+	-	-	+	+1 ranged attack. Can be split across rounds
Aid Attack	Standard	-	-	+	-	+	DC 10 Use Comp or attack check for +2 ally attack
Boost Weapon Damage	Standard	-	-	-	+	-	DC 20 Mechanics for +1 damage per damage die
Raise / Lower Shields	Swift	+	+	+	-	-	—
Recharge Shields	3 Swift	-	-	+	+	-	DC 15 Mechanics to recover 5 SR
Angle Deflector Shields	Standard	-	-	+	-	-	DC 20 Use Comp for +10 SR vs target, half vs others
Boost Shields	Standard	-	-	-	+	-	DC 20 Mechanics for +5 SR
Hail a Vehicle	Swift	+	+	+	-	-	DC 5 Use Computer for unfamiliar vehicles
Study with Sensors	Move	-	-	+	-	-	Use Computer check. Uses and DC varies
Reroute Power	3 Swift	-	-	-	+	-	DC 15 Mechanics for +1 step on condition track

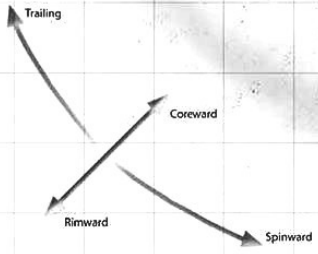
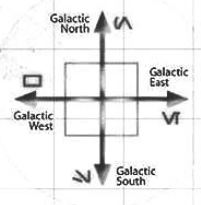


THE GALAXY

"A long time ago in a galaxy far, far away..."

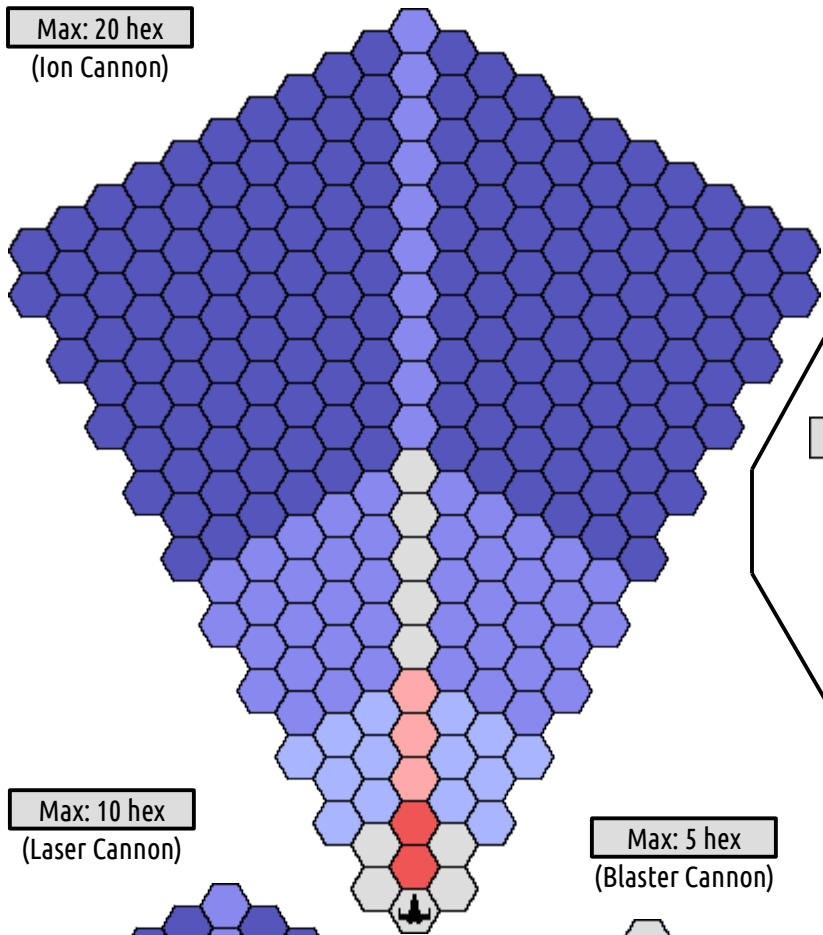
- MAJOR TRADE ROUTES OF THE GALAXY:**
- 1 Perlemian Trade Route
 - 2 Corellian Run
 - 3 Corellian Trade Spine
 - 4 Rimma Trade Route
 - 5 Hydian Way

Unknown Regions

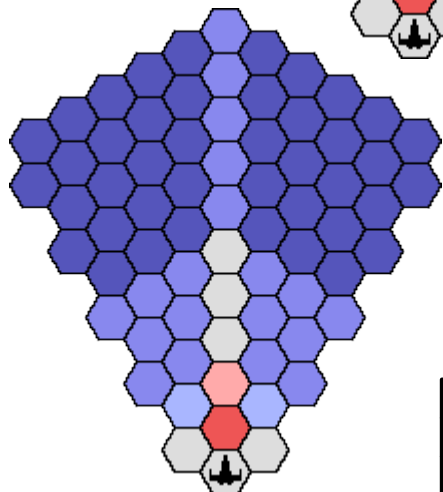


VEHICLE WEAPON RANGE MODIFIERS

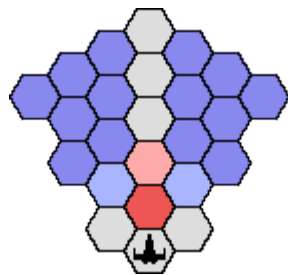
Max: 20 hex
(Ion Cannon)



Max: 10 hex
(Laser Cannon)

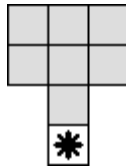


Max: 5 hex
(Blaster Cannon)

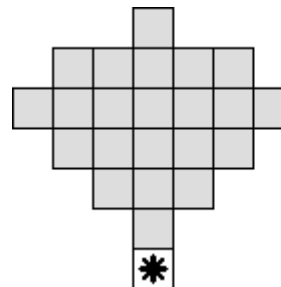


ATTACK BONUS / PENALTY					
+5	+3	+0	-2	-5	-10

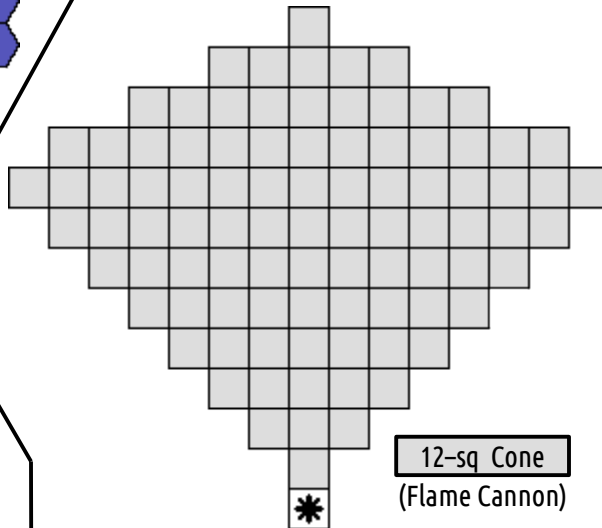
AREA ATTACKS



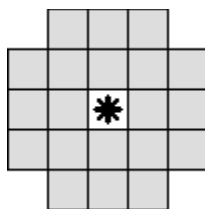
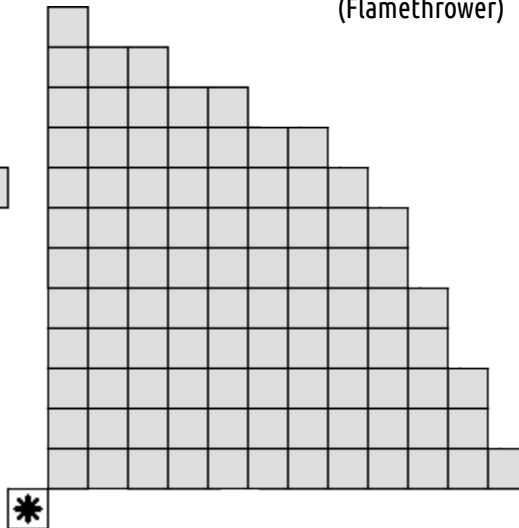
3-sq Cone



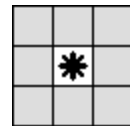
6-sq Cone
(Flamethrower)



12-sq Cone
(Flame Cannon)



2-sq Splash
(Heavy Missile)



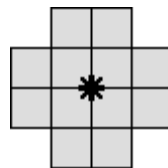
1-sq Splash
(Missile)



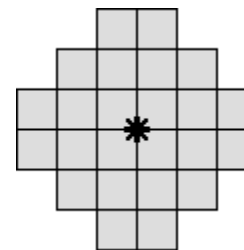
1-hex Splash
(Space Mine)



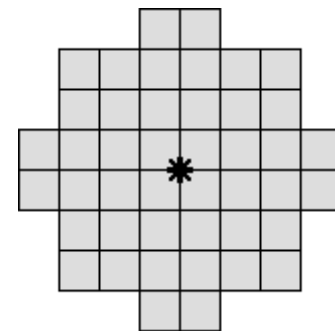
1-sq Burst
(Detonite)



2-sq Burst
(Frag Grenade)



3-sq Burst
(Smoke Grenade)



4-sq Burst
(Thermal Detonator)