

What can you do on a silhouette 1-4 ships during combat?

MANEUVERS

Accelerate/Decelerate

(Increase or decrease Speed by 1)

Fly/Drive

(Move rangeband, determined by ship Speed)

Evasive Maneuvers - Speed 3

(Upgrade difficulty of attacks made against and by your ship until end of pilot's next turn)

Stay On Target - Speed 3

(Upgrade ability of attacks made by and against your ship until end of pilot's next turn)

Punch It

(Go to max speed. Suffer 1 point of system strain for every point of speed between ships's current speed and max speed.)

Angle Deflector Shields

(Move 1 point to another zone)

ACTIONS

Damage Control

(Mechanics Check: Recovers System Strain. Can be done multiple times. With GM approval, may attempt hull repair once per encounter.)

Damage Control Difficulty: System Strain/Hull Damage...

Less than half of threshold	Easy ♦
Equal to or more than half of threshold	Average ♦♦
Exceeds threshold	Hard ♦♦♦

Gain The Advantage - Speed 4

(Piloting Check: Pilot ignores all penalties imposed by his own and his opponents use of Evasive Maneuvers until end of the following round. Gets to pick which defense zone to fire upon. To counter is one step more difficult than last check.)

Gain The Advantage: Initiating ship is traveling...

One or more higher than the target ship	Easy ♦
At the same speed as the target	Average ♦♦
One lower than the target ship	Hard ♦♦♦
Two or more lower than the target ship	Daunting ♦♦♦♦

Combat Check

(Gunnery Check: Attack target with weapons)

Silhouette Comparison: Firing vessel has silhouette...

Same, or 1 larger or smaller:	Average ♦♦
2 or more smaller than target:	Easy ♦
2 points larger than target:	Hard ♦♦♦
3 points larger than target:	Daunting ♦♦♦♦
4 or more points larger than target:	Formidable ♦♦♦♦♦

Other Actions

(See examples to the right)

Other Creative Skill Checks

(Approved by GM)

PILOTS	TECHNICIANS	GUNNERS	OTHER
Maneuvers Accelerate/Decelerate Fly/Drive Evasive Maneuvers Stay On Target Punch It Angle Deflector Shields Aim Assist	Maneuvers Accelerate/Decelerate Fly/Drive Evasive Maneuvers Stay On Target Punch It Angle Deflector Shields Aim Assist	Maneuvers Accelerate/Decelerate Fly/Drive Evasive Maneuvers Stay On Target Punch It Angle Deflector Shields Aim Assist	Maneuvers Accelerate/Decelerate Fly/Drive Evasive Maneuvers Stay On Target Punch It Angle Deflector Shields Aim Assist
Actions Damage Control Gain The Advantage Combat Check Plot Course Co-pilot Jamming Boost Shields Manual Repairs Fire Discipline Scan the Enemy Slice Enemy Systems "Spoof" Missiles Other Skill Checks	Actions Damage Control Gain The Advantage Combat Check Plot Course Co-pilot Jamming Boost Shields Manual Repairs Fire Discipline Scan the Enemy Slice Enemy Systems "Spoof" Missiles Other Skill Checks	Actions Damage Control Gain The Advantage Combat Check Plot Course Co-pilot Jamming Boost Shields Manual Repairs Fire Discipline Scan the Enemy Slice Enemy Systems "Spoof" Missiles Other Skill Checks	Actions Damage Control Gain The Advantage Combat Check Plot Course Co-pilot Jamming Boost Shields Manual Repairs Fire Discipline Scan the Enemy Slice Enemy Systems "Spoof" Missiles Other Skill Checks

Plot Course: (♦♦) Astrogation, (♦♦♦) Perception (Crewman plots course ahead. Each ✱ reduces ■ suffered for difficult terrain by 1.)

Copilot: (♦♦) Piloting (Crewman helps the pilot focus on driving. Each ✱ downgrades the difficulty of the pilot's next piloting check by 1.)

Jamming: (♦♦) Computers (Crewman jams the communications of enemy vehicles. On a success, the enemy must make a (♦♦) Computers check to use their communication system. Difficulty increases for each additional ✱ and the jamming affects an additional target for each ♻.)

Boost Shields: (♦♦♦) Mechanics (Crewman reroutes power to boost defensive systems. Only works if vehicle already has a defense rating. On success, vehicle suffers 1 system strain and increases one defense zone by one until beginning of next turn. Additional ✱ increase the duration by one round per ✱.)

Manual Repairs: (♦♦♦) Athletics (If the GM allows and crewman has the proper tools, they can use the Damage Control action with Athletics. If successful, they may remove one point of hull trauma, plus one additional point for each additional ✱. May only be attempted once per encounter.)

Fire Discipline: (♦♦♦) Leadership or Discipline (Crewman analyzes the opponents' tactics and directs his crewmates. Next crew member firing a ship weapon can add □ to his check. Each additional ✱✱ grants this to an additional crewman. Crewman may spend ♻♻ to allow every hit to also inflict 1 system strain on the target until the beginning of his next turn.)

Scan the Enemy: (♦♦♦) Perception check (Crewman scans the enemy. Learns what weapons, any modifications, system strain and hull trauma thresholds. With ♻♻ he can learn current system strain and hull trauma levels.)

Slice Enemy Systems: (♦♦♦) Computers (Crewman disrupts enemy systems. He can reduce the defense of one zone on the target vehicle for one round per ✱. A ♻ can disable weapons system for one round, and ♻♻ can inflict 1 system strain.)

Spoofing Missiles: (♦♦) Computers or (♦♦♦) Vigilance (Crewman tracks incoming attacks and disrupts targeting systems. Any Guided quality weapons targeting crewman's ship upgrade difficulty by 1, plus an additional upgrade for every ♻♻ until the start of the crewman next turn.)

CLOSE

SHORT

MEDIUM

LONG

EXTREME