VEHICLE ACTIONS/MANEUVERS

ACTIONS

BLANKET BARRAGE — GUNNERY (◆◆); REQ: SPEED 0-3, SILHOUETTE 5+
Select all weapons of single type that share a firing arc (Minimum 2).
Success: Until next turn, vehicles with Silhouette 1-4 upgrade attacks on any combat checks plus one upgrade per ⚠⚠. If attacker roll ⟳⟳ may spend to suffer single hit at half base damage. If attacker rolls ⊗ suffer single hit at base damage.

BOOST DEFENSES — MECHANICS (◆◆◆); REQ: DEFENSE 1+
Success: Vehicle suffers 1 system strain. Increases Defense +1 until the beginning of the character's next turn. Each additional ☼ increases the duration by one round.

CONTRATED BARRAGE — GUNNERY (VARIES); REQ: SPEED 0-3, SILHOUETTE 5+
Select all weapons of single type that share a firing arc (Minimum 2). Make a combat check.
Success: May spend ⚠ once to add damage equal to number of weapons involved. Only effective against vehicles with Silhouette of 5+.

DANGEROUS DRIVING 👤 — REQ: SPEED 1+, SILHOUETTE ANY
Base Difficulty: Vehicle Silhouette.
Attempt to control the vehicle as character chooses or is forced to perform dangerous manevers. Make steering check using appropriate skill for vehicle.
- **If vehicle is travelling Speed 3-4:** Upgrade difficulty **once**.
- **If vehicle is travelling Speed 5+:** Upgrade difficulty **twice**.

CO-PILOT — DRIVING/PILOTING (◆◆)
Success: Each ☼ downgrades the difficulty of the next piloting check by 1.

COMBAT CHECK (VEHICLE) — GUNNERY (BY RANGE); REQ: SPEED ANY, SILHOUETTE ANY
Weapon on Vehicle: Fired a max. of once per round. Target must be in firing arc.
Success: Weapon's base damage +1 point of damage per each uncancelled ☼. Reduce damage by Armor. Difficulty is based on the range from the attacker to the target as normal combat.

DAMAGE CONTROL — MECHANICS (◆+)
Hull Trauma/System Strain: +◆ Damage ≥ ½ Threshold; +◆◆ Damage exceeds threshold.
Success: Restore 1 point of chosen type per ☼. If Hull Trauma, only perform once per combat.

FIRE DISCIPLINE — LEADERSHIP OR DISCIPLINE (◆◆◆)
Success: +□ to next attack made from the ship/vehicle. Affect extra attack per ☼☼. Spend ⚠⚠⚠ to allow every hit from shipboard weapons to inflict 1 system strain on targets and regular damage until the beginning of the character's next turn.

GAIN THE ADVANTAGE 👤 — DRIVING/PILOTING (◆◆); REQ: SPEED 4+, SILHOUETTE 1-4
Base Difficulty: Difference in Speed between vehicles (see chart below).
Choose one enemy vehicle. Make appropriate steering check.
Success: Pilot gains the *"advantage"*.
- **Upgrade Twice:** Ability of all combat checks made from the pilot's vehicle against target.
- **Upgrade Twice:** Difficulty of combat checks from target vehicle against pilot's vehicle.

Opponent may attempt to cancel *"advantage"*. Use Gain the Advantage action.
Difficulty increases +◆; **Success:** Opponent to break the engagement.

DIFFERENCE IN SPEED	DIFFICULTY
Initiating vehicle is traveling at the same speed as the target vehicle.	Average (◆◆)
Initiating vehicle's speed is one or more higher than target vehicle.	Easy (◆)
Initiating vehicle's speed is one lower than target vehicle.	Hard (◆◆◆)
Initiating vehicle's speed is two or more lower than target vehicle.	Daunting (◆◆◆◆)

HACK ENEMY'S SYSTEMS — COMPUTERS (◆◆◆)
Success: Reduce the target's defence for one round per ☼. Spend ⊛ to compromise one enemy weapon. Spend ⚠⚠ to inflict 1 system strain on the target vehicle.

INTERCEPT PROJECTILES — COMPUTERS/GUNNERY (◆◆◆) OR VIGILANCE (◆◆)
Success: Any attacks against their vehicle using weapons with Guided quality upgrade their difficulty once (+1 upgrade per additional ☼☼) until the start of the character's next turn.

JAMMING — COMPUTERS (◆◆)
Success: One enemy ship/vehicle has jammed communications. They must pass an **Average (◆◆) Computers check** to use. +◆ per ☼☼. Affect one additional target per ⚠.

MANUAL REPAIRS — ATHLETICS (◆◆◆); REQ: RIGHT TOOLS FOR THE JOB
Success: If successful, the character removes one point of hull trauma from the vehicle, plus one additional point for each additional ☼☼. Limits as per Damage Control action.

PLOT COURSE — DRIVING/PILOTING (◆◆) OR PERCEPTION (◆◆◆)
Success: Each uncanceled ☼ reduces the ■ suffered for difficult terrain by one.

SCAN THE ENEMY — PERCEPTION (◆◆◆)
Success: Learns what weapons the targeted vehicle has, its modifications, system strain and hull trauma thresholds. Spend ⚠⚠ to learn its current system strain and hull trauma levels.

MANEUVERS

AIM — REQ: NONE
Add □ to the character's next combat check, or □□ if the character spends two consecutive maneuvers. Damage taken that exceeds the character's soak negates the benefit of aiming.

ASSIST — REQ: NONE
Add □ to another character's next action. The number of PCs that are able to assist a character in this manner is determined by the GM.

ACCELERATE 👤 — REQ: CURRENT SPEED ANY, SILHOUETTE ANY
Increase the vehicle's current speed by one or more (max. Vehicle's Speed).
Vehicle suffers System Strain = Speed Increase - 1 (min. 0).

BRACE FOR IMPACT 👤 — REQ: CURRENT SPEED ANY, SILHOUETTE ANY
May use once per round. Until the beginning of the pilot's next turn, when vehicle is dealt damage, the pilot may have vehicle suffer system strain up to its silhouette to reduce the damage it suffers by that amount (to a min. of 0), plus until the beginning of the pilot's next turn, when the vehicle suffers a Critical Hit, pilot may have vehicle suffer system strain up to its silhouette to reduce the Critical Hit result by ten per point of strain it gains this way (to a min. of 0. If result is reduced to 0, the Critical Hit is canceled.

DECELERATE 👤 — REQ: CURRENT SPEED 1+, SILHOUETTE ANY
Decrease the vehicle's current speed by one or more.
Vehicle suffers System Strain = Speed Decrease - 1 (min. 0).

EVADE 👤 — REQ: SPEED 3+, SILHOUETTE 0-4
Once per round, may perform this maneuver. Until the beginning of the pilot's next turn, upgrade the difficulty of all attacks made against the vehicle and by characters in the vehicle once.

REPOSITION 👤 — REQ: SPEED 1+, SILHOUETTE ANY
The pilot may move the vehicle one range band (or one Encounter Zone), including moving to Engaged range or moving within Short range.

MISCELLANEOUS INFORMATION

COLLISIONS — REQ: N/A

COLLISION TYPE	DESCRIPTION	REDUCTION TO CRITICAL HITS
Minor	Glancing blow	Defense x 10
Major	Head-on hits	Defense x 5

FORCED MOVEMENT — REQ: N/A
When piloting a vehicle, your character must steer the craft. At the beginning or end of their turn each round, you must have the vehicle move a certain number of range bands based on its speed (see table below).

SPEED	MOVEMENT		CONTROL SKILL CHECK EFFECTS
	RANGE BANDS	ENCOUNTER ZONES	
Speed 0	0	0	–
Speed 1	1	1-2	–
Speed 2	2	3-4	–
Speed 3-4	3	5-6	**Steering:** Upgrade difficulty **once**. **Critical Hits:** +20 if due to collision.
Speed 5+	4	7-8	**Steering:** Upgrade difficulty **twice**. **Critical Hits:** +40 if due to collision. **Combat Checks:** If target of an attack, upgrade difficulty to be hit **twice**.

VEHICLE COMBAT RANGES — REQ: N/A

RANGE	ENCOUNTER ZONE DISTANCE	DIFFICULTY
Engaged	-	Unable to Fire
Short	Within the same Encounter Zone	Easy (◆)
Medium	1-2 Encounter Zones away from current Encounter Zone	Average (◆◆)
Long	3-4 Encounter Zones away from current Encounter Zone	Hard (◆◆◆)
Extreme	5-6 Encounter Zones away from current Encounter Zone	Daunting (◆◆◆◆)
Strategic	7+ Encounter Zones away from current Encounter Zone	Formidable (◆◆◆◆◆)