

## VEHICLE MANEUVERS

Maneuvers	Crew	Sil.	Spd.	Effects
Accel/Decelerate	Pilot	Any	Any	Increase/decrease current speed by 1.
Fly/Drive	Pilot	Any	1+	Move at current speed toward/away from target.
Evasive Maneuvers	Pilot	1-4	3+	Upgrade difficulty of incoming/outgoing combat checks once until end of pilot's next turn.
Stay on Target	Pilot	1-4	3+	Upgrade ability of outgoing/incoming combat checks once until end of pilot's next turn.
Punch It	Pilot	Any	3+	Accelerate to maximum speed, suffer Strain equal to difference in current and maximum speeds.
Angle Deflectors	Any	Any	Any	Move 1 point of Defense to another zone.

## VEHICLE ACTIONS

Actions	Crew	Sil.	Spd.	Effects
Damage Control	Any	Any	Any	Mechanics check to repair System Strain, Hull Trauma (once per encounter), or a Critical Hit.
Gain the Advantage	Pilot	1-4	4+	Cancel Evasive Maneuvers penalties, both self and target. On ✨, choose a defense zone to attack/hit.
<b>Additional Actions</b>	<b>Check/Difficulty</b>	<b>Effects</b>		
Plot Course	Astrogration (◆◆) Perception (◆◆◆)	Remove ■ suffered from difficult terrain per ✨.		
Co-Pilot	Piloting (◆◆)	Downgrade difficulty of next Piloting check once per ✨ (cannot be performed by the pilot).		
Jamming	Computers (◆◆)	Target must make a Computers (◆◆) check to communicate. Increase difficulty per ✨✨. Jam another target per 🌀.		
Boost Shields	Mechanics (◆◆◆)	Increase rating of a defense zone once until start of crew member's next turn, suffering 1 System Strain. Extend duration by 1 round per extra ✨.		
Manual Repairs	Athletics (◆◆◆)	Special case of Damage Control for Hull Trauma. Recover 1 point of Hull Trauma on success. Recover 1 more point per extra ✨✨.		
Fire Discipline	Leadership (◆◆◆) Discipline (◆◆◆)	Grant □ to next ally onboard firing a weapon. Grant □ to each following ally per extra ✨✨. Spend 🌀🌀 to inflict 1 System Strain per hit.		
Scan the Enemy	Perception (◆◆◆)	Reveal target's weapons, modifications, and thresholds. Spend 🌀🌀 to reveal target's current System Strain and Hull Trauma levels.		
Slice Enemy's Systems	Computers (◆◆◆)	Reduce rating of a target defense zone per ✨ for 1 round. Spend 🌀 to disable target's weapons for 1 round. Inflict 1 System Strain per 🌀🌀.		
"Spoof" Missiles	Computers (◆◆) Vigilance (◆◆◆)	Increase difficulty of incoming Guided attacks once until start of crew member's next turn. Upgrade difficulty once per 🌀🌀.		

## OTHER FACTORS

**PILOTING DIFFICULTY:** Higher of Speed or ½ Silhouette. Lower upgrades the difficulty.

**DISABLE SYSTEM:** 🌀 or 🌀🌀🌀. **DESTROY SYSTEM:** Spend 🌀🌀.

**HYPERSPACE TRAVEL:** Multiply travel time by starship hyperdrive class.

## DAMAGE CONTROL

System Strain	Hull Trauma	Difficulty
Strain < Half Thresh.	Trauma < Half Thresh.	◆
Strain ≥ Half Thresh.	Trauma ≥ Half Thresh.	◆◆
Strain ≥ Threshold	Trauma ≥ Threshold	◆◆◆

## GAINING THE ADVANTAGE

Ship making Check	Difficulty
Travelling speed is <b>1+ faster</b> than the target.	◆
Travelling at <b>the same speed</b> as the target.	◆◆
Travelling speed is <b>1 slower</b> than the target.	◆◆◆
Travelling speed is <b>2+ slower</b> than the target.	◆◆◆◆

## PLANETARY RANGE BANDS

Range	Distance	Notes
Close	< 2km	Starfighter dogfights.
		Point blank for capital ships.
Short	< 36km	Beyond line-of-sight weapons range.
		Artillery and self-propelled weapons.
Medium	< 50km	Ground: edge of artillery range.
	< 300km	Space: typical capital ship range.
Long	< 200km	Ground: edge of sensor range.
	< 3000km	Space: edge of capital ship range.
Extreme	> 200km	Ground: beyond sensor range.
	> 3000km	Space: beyond engagement range.

## INTERSTELLAR TRAVEL

Move... ...from...to...		...at Speed...		
		1	2-4	5-6
Close	Short	<b>2</b>	<b>1</b>	
Short	Close	maneuvers	maneuver	<b>1</b>
Short	Medium		<b>2</b>	maneuver
Medium	Short		maneuvers	
Short	Long			<b>2</b>
Long	Short			maneuvers

Type	Time	Notes
Sublight Travel	5–15min	Orbit to hyperspace jump range.
	30–90min	Planet's surface to a moon.
	6–12hr	Planet to planet, same system.
Hyper-drive	12–72hr	System center to farthest reaches.
	10–24hr	Course plotted within a sector.
	10–72hr	Course plotted within a region.
	3–10dy	Course plotted between regions.
	1–3wk	Course plotted across the galaxy.