

General Reference

Astrogation

See table. Failure encounters a Rating 1 hazard, +1 per ☼☼, +2 per ☼. (EOTI, pp. 137–138).

◆◆: A safe, common, Short trade route.

◆◆◆: A badly mapped or infrequently used Short route. A safe Medium or Long route.

◆◆◆◆: Any uncharted or Extreme route.

Collisions

Minor Collision: All vehicles take a Critical Hit, at +20 at Speed 3-4 or +40 at Speed 5+. Subtract (Defense × 10), ignore on a 0 or less.

Major Collision: As above, but Defense × 5.

Difficult Terrain

Adds ■ to ■■■ to vehicle skill. Can apply to space travel, but shouldn't overlap stellar hazards.

FTL Range

See table below or assume **Short** means you can go a day before refueling, **Medium** a few weeks, **Long** a few months, and **Extreme** over a year.

Handling

Positive/negative adds ■/■ to vehicle skill.

Hull Trauma

Needs facilities and approx. 100 aurei per HT to repair. Takes a few days if 1/4 of Threshold or less needs fixing, weeks or months otherwise.

If Threshold is exceeded, Mechanics (◆◆◆) makes it barely usable (HT at Threshold – 1) with compromised defenses, hull, navigation, and weapons.

NPC Minion Groups on Starships

Assume command/navigation, engineering/support, plus one per main gun or group of smaller guns. Minion Size = Crew/50 (round up, maximum 4).

Planetary (Vehicle) Scale

10 standard damage/wounds/soak = 1 planetary damage/wound/armor. An attack must damage the vehicle to cause a Critical Hit (p. 230).

Speed

At beginning or end of pilot's turn, vehicle *must* move range bands based on current Speed, in the direction it's facing. A Silhouette 0-4 starship may change facing freely either before or after.

Speed 0–2: Range bands equal to Speed.

Speed 3–4: 3 range bands. Upgrade difficulty of vehicle skill checks.

Speed 5: 4 range bands. Upgrade difficulty of vehicle skill checks *twice*. Upgrade difficulty of combat checks against the vehicle (once).

System Strain

Spend ☼ to inflict 1 SS or AA to recover 1 SS. Vehicles recover 1 SS per day.

Maneuvers (Pilot Only)

Taking two Pilot Maneuvers (the maximum) inflicts 2 SS on the vehicle.

Accelerate/Decelerate

Change Speed. Vehicle takes SS equal to the degree of change minus 1 (minimum 0).

Brace for Impact

When hit, take up to (Silhouette) HT as SS instead. If Critically Hit, take up to (Silhouette) SS to reduce the roll by (SS × 10); ignore 0 or less.

Evade

Silhouette 0–4, Speed 3+. Upgrade the difficulty of attacks against the vehicle.

Reposition

Move up to 1 range band (requires Speed 1+) or change facing up to 45°. With Silhouette 0-4 may do both and face any direction.

Vehicle Actions

Attack with Vehicular Weapon

Each weapon may be used once per round. Usually can't fire on a target at engaged range. For missiles, torpedoes, etc. at extreme or strategic range, attack roll happens *next* turn, if target is still in range.

Blanket Barrage

Silhouette 5+, Speed 0–3. Gunnery (◆◆) to fire all weapons in an arc (minimum 2). Until the end of their next turn, Silhouette 0–4 vehicles upgrade difficulty of attacks against you, once plus once per AA.

Spend ☼☼ to hit one for half damage (round up). Spend ☼ to hit one for full damage.

Boarding

Character action, not vehicle action. Starships must be engaged. See SSE (p. 8) for detailed rules.

Boost Defenses

Roll Mechanics (◆◆◆). Success inflicts 1 SS but gives +1 Defense until mechanic's next turn. Further ☼ extend duration one round each.

Concentrated Barrage

Silhouette 5+, Speed 0–3. Make a single attack with all weapons of the same type and arc (minimum 2). Spend A once to add damage equal to the number of weapons fired.

Copilot (Non-Pilot Only)

Roll vehicle skill (◆◆). Each ☼ downgrades the difficulty of pilot's next vehicle skill check.

Damage Control

Fix Strain: Roll Mechanics at ◆ if SS is less than half Threshold, ◆◆ if less than Threshold, ◆◆◆ if over Threshold. Remove ☼ SS.

Fix Hull: As above, but for HT. May instead roll Athletics (◆◆◆) to remove just 1 HT plus 1 HT per ☼☼. Can be attempted only once per encounter!

Fix Critical Hit: Use Severity. May retry if failed.

Dangerous Driving (Pilot Only)

Speed 1+. For stunts. Skill difficulty Silhouette/2 (round up) for Operating, Silhouette otherwise.

Fire Discipline

Roll Discipline or Leadership (◆◆◆) to give ■ to the next crew to use a vehicular weapon; each ☼☼ aids another crew. Spend AA for all such attacks to also inflict 1 SS until your next turn.

Gain the Advantage (Pilot Only)

Silhouette 1-4, Speed 4+. Roll skill at ◆ if your Speed is higher, ◆◆ at same Speed, ◆◆◆ if your Speed is 1 lower, ◆◆◆◆ if your Speed is 2+ lower. (+◆ if your foe already had the advantage).

Success positions you against that one enemy. Upgrade your attacks against them *twice* and upgrade their attack difficulty against you *twice*.

Hack Enemy's Systems

Roll Computers (◆◆◆) to reduce their Defense to 0 for ☼ rounds.. Spend AA to also inflict 1 SS and ☼ to disable a single weapon.

Intercept Projectiles

Roll Vigilance (◆◆) or Computers/Gunnery (◆◆◆). Attacks with Guided upgrade the difficulty once, plus once per ☼☼, until your next turn.

Jamming

Roll Computers (◆◆). Jammed enemy must roll Computers (◆◆) to use communications, +◆ per ☼☼. Spend A to affect additional targets.

Plot Course

See *Astrogation* above for space travel. For other trips, roll Piloting (◆◆) or Perception (◆◆◆). Each ☼ reduces ■ for difficult terrain.

Ram (Pilot Only)

Speed 1+. Difficulty as for Gain the Advantage (above). Success causes Major Collision. Spend A to inflict extra SS or HT, ☼ or ☼ to take SS or HT.

Scan the Enemy

Roll Perception (◆◆◆) to learn a vehicle's weapons, modifications, and SS/HT thresholds. Spend AA to learn its current SS/HT level.

Fear Checks

Difficulty: From ◆ (startling) to ◆◆◆ (very scary) to ◆◆◆◆ (horrifying). Fear Motivation adds ■ or ■■.

Results: Vary to fit the character and situation!

Strong Failure: Either frozen (Immobilized and staggered until next turn) or flee (next turn do nothing but move away from the source of fear).

Failure: Disoriented for the rest of the encounter.

Success with ☼ or Failure with A: Adrenaline rush (suffer 3 Strain but add ■ to their next check).

Success: Steady nerves (no special effect).

Strong Success: Allies' fear checks for same source add ■ or (very strong) take any Maneuver for free.

Success with ☼: Fearless (ignore future fear checks for this source; never apply to Fear Motivation) or Focus (+■ to checks involving source this encounter).

FTL Range/Speed Table

Distance	Short	Medium	Long	Extreme
Description	A few dozen light years; reaching a nearby star system	A few hundred light years; traveling across a civilization's territory	A few thousand light years; reaching Mecatol Rex from another civilization.	Tens of thousands of light years; crossing the galaxy
Slow	A week	Several weeks	Months	Many years
Average	A few days	A week	A month or less	Six months to a year
Fast	Less than a day	A few days	A few weeks	A few months
Very Fast	A few hours	A day or two	A week or so	A month or so