

### Attack Pattern Delta [Attack Pattern]

*This attack pattern utilizes close-range maneuvering by allied ships to make it more difficult to target and hit an individual vessel. The attack pattern typically requires the vessels to fly in a straight line toward their target, shielding the ships to the rear.*

Pilot **24**

**DC 20** While you are using Attack Pattern Delta as your chosen attack pattern, you gain a +1 maneuver bonus to your vehicle's Reflex Defense any time you are adjacent to an allied starfighter or airspeeder.

**Time:** Swift action

**Target:** Self (Special, see below)

**Special:** If any adjacent allies are using Attack Pattern Delta as well, your maneuver bonus to Reflex Defense increases to +2.

Also see:

- [Roll20 Force Power Macro](#) by lil\_literalist
- [General Saga Edition-specific macros](#) by lil\_literalist

### INSTRUCTIONS FOR SETUP

These macros require a bit of work to actually use. There are 3 different ways to do this, depending on where the macro will be placed. Method 1 is on the sheet of the character making the check. Method 2 is in the Collections tab of Roll20. Method 3 is on the vehicle sheet itself. (My personal recommendation is Method 3.)







#### Method 1

This method does not *require* any modification to the macro itself, but it has some restrictions on how it is used.

In this method, you need to place the macro on a PC's sheet, select a token which is attached to the sheet, and then account for the modifier of the vehicle.

If you wish to use these macros without selecting the PC token, then you will need to change every "selected" in a maneuver to the exact name of the PC sheet.

Pilot checks are modified by whatever vehicle they are flying. To account for this, look at the pilot's entry on the Vehicle sheet. Subtract BLUE BOX - RED BOX to find what modifier you need to put in when prompted for modifiers to the rolls. (And for larger ships, it will likely be negative.)

Crew Assignment and Skills									
Pilot			Pilot						
		Total		Skill Check		Misc			
Deception		10	=	12	+	0			
Initiative		15	=	12	+	0			
Mechanics		5	=	0	+	0			
Pilot		15	=	12	+	0			
Stealth		10	=	12	+	0			
Use Computer		5	=	0	+	0			

## Method 2

(Thanks to ZenithSloth for the suggestion below.)

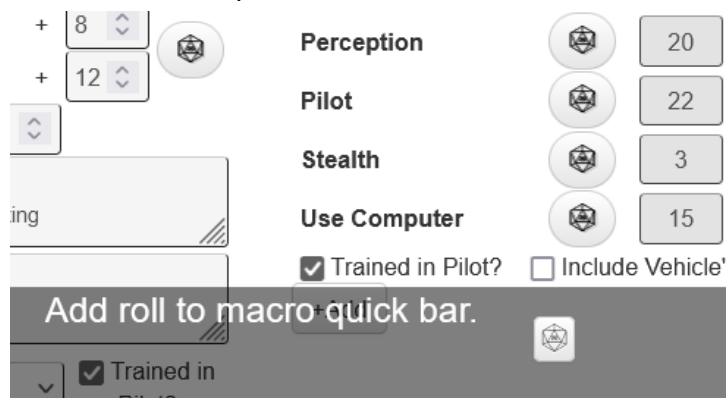
Alternatively, you can set up a macro in the Collections tab on Roll20 (between the Jukebox and Settings tabs in the top-right) and modify these macros to pull from a vehicle token that you have selected. (And it **MUST** be in the Collections tab, since macros on character sheets can't refer to attributes on other sheets.)

You will need to replace the skill check part of the macro with the macro below, and replace "insertPCname" with the *exact* name of the PC's sheet. This will correctly account for the modifiers of whatever vehicle is making the check, as long as it can be selected by the player. And you will **NOT** change the "selected" mentions at all.

```
{{skillcheck=[[1d20+@{insertPCname|Pilotformula}[Pilot]+@{selected|vehicle-size|mod}[Size]+@{selected|vehicle-DEX|max}[Dex]+@{selected|vehicle-CT}[CT]+?{Other Modifiers|0}[Other]]]}}
```

## Method 3

This macro can be put straight onto the vehicle sheet and uses the actual pilot modifier. You need to find the name of the repeating section, however. The quickest way to do that is to drag the button for the pilot check down to the bottom of the sheet and add it to the macro bar.



This macro will be created with the name of the repeating section.

Byss Defense Fleet TIE Fighter: repeating\_crewassn **-NMPw-6OqKwOks4a5DGX** vehicle-PilotCheck

You want the ID in the middle (and include the - in the beginning). You can click on the macro, and it will send an error message to chat for an easy copy/paste. Replace the -ID-GOES-HERE part in the following code snippet, and then use it to replace the {{skillcheck}} section of the maneuvers.

```
{{skillcheck=[[1d20+@{repeating_crewassn_-ID-GOES-HERE_vehicle-Pilot}
[Pilot]+@{vehicle-CT}[CT]+?{Other Modifiers|0}[Other]]]}}
```

### **CLARIFICATIONS**

Every [Gunner] maneuver requires an attack roll, which will need to be made separately. There are two versions of these maneuvers. The first version displays all possible results. The second version prompts you to select how much you exceeded the target's reflex defense.

A lot of these maneuvers have a {{Special}} section that lets you know when you can activate it. You may want to remove that section for some maneuvers if it feels redundant to you.

### **ACKBAR SLASH**

&{template:sagadefault} {{header=Ackbar Slash}} {{subheader=A starship tactic made famous by the Mon Calamari Admiral Ackbar, the Ackbar Slash involves a ship moving into the midst of enemy forces in order to cause an opponent to strike its own allies.}} {{type=maneuver}}  
{{Time:=Reaction}} {{Target:=One adjacent opponent}} {{skillname=Pilot}}  
{{skillcheck=[[1d20+@{selected|Pilotformula}+?{Other Modifiers|0}[Other]]]}} {{less20=Nothing happens!}} {{20=The missed attack is instead redirected to a different adjacent opponent of your choice. Compare the original attack roll to the Reflex Defense of the new target; if the attack roll exceeds the target's Reflex Defense, resolve damage as normal.}} {{25=The missed attack is instead redirected to a different adjacent opponent of your choice. Compare the original attack roll (With a +1 maneuver bonus) to the Reflex Defense of the new target; if the attack roll exceeds the target's Reflex Defense, resolve damage as normal.}} {{30=The missed attack is instead redirected to a different adjacent opponent of your choice. Compare the original attack roll (With a +2 maneuver bonus) to the Reflex Defense of the new target; if the attack roll exceeds the target's Reflex Defense, resolve damage as normal.}} {{more35=The missed attack is instead redirected to a different adjacent opponent of your choice. Compare the original attack roll (With a +5 maneuver bonus) to the Reflex Defense of the new target; if the attack roll exceeds the target's Reflex Defense, resolve damage as normal.}} {{Special:=The new target of the redirected attack may not in turn use the Ackbar Slash maneuver to redirect that attack.}}

## **AFTERBURN**

&{template:sagadefault} {{header=Afterburn}} {{subheader=This maneuver allows a pilot to throttle up and blast past enemies, to avoid becoming entangled in dogfights.}}  
{{type=maneuver}} {{Time:=Full-round action}} {{Target:=Self}} {{skillname=Pilot}}  
{{skillcheck=[[1d20+@{selected|Pilotformula}+?{Other Modifiers|0}{Other}]]}} {{less15=Nothing happens!}} {{15=You immediately take the all-out movement action as a free action. Additionally, during this action you gain a +1 maneuver bonus on all Pilot checks made to resist another pilot initiating a dogfight.}} {{20=You immediately take the all-out movement action as a free action. Additionally, during this action you gain a +2 maneuver bonus on all Pilot checks made to resist another pilot initiating a dogfight.}} {{25=You immediately take the all-out movement action as a free action. Additionally, during this action you gain a +5 maneuver bonus on all Pilot checks made to resist another pilot initiating a dogfight.}} {{more30=You immediately take the all-out movement action as a free action. Additionally, during this action you gain a +10 maneuver bonus on all Pilot checks made to resist another pilot initiating a dogfight.}}

## **ANGLE DEFLECTOR SHIELDS**

&{template:sagadefault} {{header=Angle Deflector Shields [Attack&nbsp;Pattern]}}  
{{subheader=This attack pattern focuses deflector shields in a particular direction, making it easier to absorb incoming attacks from a certain angle.}} {{type=maneuver}} {{Time:=Swift action}} {{Target:=Self (Special, see below)}} {{skillname=Pilot}}  
{{skillcheck=[[1d20+@{selected|Pilotformula}+?{Other Modifiers|0}{Other}]]}} {{less15=Nothing happens!}} {{15=While you are engaged in combat, choose a single other vehicle as the target of Angle Deflector Shields. Your shield rating is considered double for the purpose of absorbing attacks originating from that particular target. However, your shield rating is considered halved (rounded down) for the purpose of absorbing attacks from all other opponents.}}

You may change the target of this attack pattern as a swift action.}} {{more20=While you are engaged in combat, choose a single other vehicle as the target of Angle Deflector Shields. Your shield rating is considered double for the purpose of absorbing attacks originating from that particular target. However, your shield rating is considered halved (rounded down) for the purpose of absorbing attacks from all other opponents.}}

You may change the target of this attack pattern as a swift action.}} {{Special:=You must be piloting a vehicle that has SR 5 or more to use Angle Deflector Shields. You may choose to deactivate this attack pattern with a swift action. This maneuver remains spent if you do so.}}

## **ATTACK FORMATION ZETA NINE**

&{template:sagadefault} {{header=Attack Formation Zeta Nine [Attack&nbsp;Pattern]}}  
{{subheader=This attack pattern is typically used to approach capital ships or other vessels that

have heavy firepower. It emphasizes the role of shields over firepower.}} {{type=maneuver}}  
{{Time:=Swift action}} {{Target:=Self (Special, see below)}} {{skillname=Pilot}}  
{{skillcheck=[[1d20+@{selected|Pilotformula}+?{Other Modifiers|0}[Other]]]}} {{less20=Nothing happens!}} {{more20=While you are using Attack Formation Zeta Nine as your chosen attack pattern, you subtract 1 die of damage from all vehicle weapon damage rolls to add +20 to your vehicle's shield rating.}} {{Special:=You must be piloting a vehicle that has SR 5 or more to use Attack Formation Zeta Nine. You may choose to deactivate this attack pattern with a swift action. This maneuver remains spent if you do so.}}

### **ATTACK PATTERN DELTA**

&{template:sagadefault} {{header=Attack Pattern Delta [Attack&nbsp;Pattern]}}  
{{subheader=This attack pattern utilizes close-range maneuvering by allied ships to make it more difficult to target and hit an individual vessel. The attack pattern typically requires the vessels to fly in a straight line toward their target, shielding the ships to the rear.}}  
{{type=maneuver}} {{Time:=Swift action}} {{Target:=Self (Special, see below)}}  
{{skillname=Pilot}} {{skillcheck=[[1d20+@{selected|Pilotformula}+?{Other Modifiers|0}[Other]]]}}  
{{less20=Nothing happens!}} {{more20=While you are using Attack Pattern Delta as your chosen attack pattern, you gain a +1 maneuver bonus to your vehicle's Reflex Defense any time you are adjacent to an allied starfighter or airspeeder.}} {{Special:=If any adjacent allies are using Attack Pattern Delta as well, your maneuver bonus to Reflex Defense increases to +2.}}

### **CORELLIAN SLIP**

&{template:sagadefault} {{header=Coreellian Slip}} {{subheader=A teamwork-focused starfighter tactic, the Coreellian slip maneuver allows a pilot to destroy an opposing starship that threatens one of his or her allies by flying at the enemy vessel head-on.}} {{type=maneuver}}  
{{Time:=Full-round action}} {{Target:=One enemy airspeeder or starfighter within (2 x your vehicle's speed) squares.}} {{skillname=Pilot}}  
{{skillcheck=[[1d20+@{selected|Pilotformula}+?{Other Modifiers|0}[Other]]]}} {{less15=You move up to twice your vehicle's speed in a straight line through your opponent's square and a collision occurs. You cannot make a Pilot check to avoid collision. (Your opponent may do so, however.) If something halts your movement before you enter your opponent's square (such as being drawn into a dogfight), the maneuver fails to activate.}} {{15=Move up to twice your vehicle's speed in a straight line through your opponent's square. If something halts your movement before you enter your opponent's square (such as being drawn into a dogfight), the maneuver fails to activate. When you enter your opponent's square, you make an attack as a free action against the target. If you destroy your target with your attack, a collision does not occur.}}  
{{20=Move up to twice your vehicle's speed in a straight line through your opponent's square. If something halts your movement before you enter your opponent's square (such as being drawn

into a dogfight), the maneuver fails to activate. When you enter your opponent's square, you make an attack as a free action against the target.

You receive a +1 circumstance bonus to your attack roll. Additionally, if you destroy your target with your attack, a collision does not occur.}} {{25=Move up to twice your vehicle's speed in a straight line through your opponent's square. If something halts your movement before you enter your opponent's square (such as being drawn into a dogfight), the maneuver fails to activate. When you enter your opponent's square, you make an attack as a free action against the target.

You receive a +1 circumstance bonus to your attack roll and deal +1 die of damage. Additionally, if you destroy your target with your attack, a collision does not occur.}} {{30=Move up to twice your vehicle's speed in a straight line through your opponent's square. If something halts your movement before you enter your opponent's square (such as being drawn into a dogfight), the maneuver fails to activate. When you enter your opponent's square, you make an attack as a Free Action against the target.

You receive a +2 circumstance bonus to your attack roll and deal +1 die of damage. Additionally, if you destroy your target with your attack, a collision does not occur.}} {{more35=Move up to twice your vehicle's speed in a straight line through your opponent's square. If something halts your movement before you enter your opponent's square (such as being drawn into a dogfight), the maneuver fails to activate. When you enter your opponent's square, you make an attack as a free action against the target.

You receive a +2 circumstance bonus to your attack roll and deal +2 dice of damage. Additionally, if you destroy your target with your attack, a collision does not occur.}}

## **COUNTER**

&{template:sagadefault} {{header=Counter [Dogfight]}} {{subheader=This maneuver allows a pilot to take a quick action while engaged in a dogfight after being the target of an attack.}}  
{{type=maneuver}} {{Time:=Reaction}} {{Target:=Self}} {{skillname=Pilot}}  
{{skillcheck=[[1d20+@{selected|Pilotformula}+?{Other Modifiers|0}[Other]]]}} {{less20=Nothing happens!}} {{more30=You may immediately take a standard action.}} {{25=You may immediately take one move action.}} {{20=You may immediately take one swift action.}} {{Special:=You may activate this maneuver only as a reaction to being attacked by another vehicle with which you are engaged in a dogfight. The result of the attack is resolved before you take your action, and the initiative order is not modified by this maneuver.}}

## **DARKLIGHTER SPIN**

&{template:sagadefault} {{header=Darklighter Spin}} {{subheader=Originally an improvised combat maneuver, the Darklighter Spin maneuver allows you to attack multiple targets with your starship's weapons.}} {{type=maneuver}} {{Time:=Standard action}} {{Target:=One adjacent opponent}} {{skillname=Pilot}} {{skillcheck=[[1d20+@{selected|Pilotformula}+?{Other Modifiers|0}[Other]]]}} {{less25=Nothing happens!}} {{25=You may make a starship scale area attack with a vehicle weapon at the normal -5 penalty even if it is not normally capable of making area attacks at starship scale. The vehicle weapon must be capable of autofire.}} {{30=You may make a starship scale area attack with a vehicle weapon with a -2 penalty to the attack roll (instead of the normal -5 penalty), even if it is not normally capable of making area attacks at starship scale. The vehicle weapon must be capable of autofire.}} {{more35=You may make a starship scale area attack with a vehicle weapon without the normal autofire penalty, even if it is not normally capable of making area attacks at starship scale. The vehicle weapon must be capable of autofire.}}

## **DEVASTATING HIT (all results shown)**

&{template:sagadefault} {{header=Devastating Hit [Gunner]}} {{subheader=This maneuver lets you score an incredibly precise hit on the target, punching holes in vital systems and potentially disabling your target.}} {{Time:=Standard action}} {{Target:=A single vehicle within range}} {{Make an attack roll.= The result of the attack roll determines the effects, if any.}} {{Exceeds Target's Reflex Defense by 0-4:=You deal normal weapon damage to the target, +1 extra die of damage.}} {{Exceeds Target's Reflex Defense by 5-9:=You deal normal weapon damage to the target, +2 extra dice of damage.}} {{Exceeds Target's Reflex Defense by 10 or more:=You deal normal weapon damage to the target, +3 extra die of damage.}}

## **DEVASTATING HIT (query for results)**

&{template:sagadefault} {{header=Devastating Hit [Gunner]}} {{subheader=This maneuver lets you score an incredibly precise hit on the target, punching holes in vital systems and potentially disabling your target.}} {{Time:=Standard action}} {{Target:=A single vehicle within range}} {{Make an attack roll.= The result of the attack roll determines the effects, if any.

?{How high was your attack roll, compared to the target's Reflex Defense?|0-4 higher,\*\*Exceeded the target's Reflex Defense by 0-4:\*\* You deal normal weapon damage to the target and deal +1 extra die of damage.|5-9 higher,\*\*Exceeded the target's Reflex Defense by 5-9:\*\* You deal normal weapon damage to the target and deal +2 extra dice of damage.|10 or more higher,\*\*Exceeded the target's Reflex Defense by 10 or more:\*\* You deal normal weapon damage to the target and deal +3 extra dice of damage.|Lower than Reflex Defense,\*\*You failed the attack.\*\* Nothing happens!}}

### **ENGINE HIT (all results shown)**

&{template:sagadefault} {{header=Engine Hit [Gunner]}} {{subheader=This maneuver allows you to target an opponent's engines, slowing them down with a successful hit.}} {{type=maneuver}} {{Time:=Reaction}} {{Target:=One vehicle that you just attacked}} {{Make an attack roll.= If you deal damage to a vehicle with a critical hit or deal damage to a vehicle that is equal to or greater than its Damage Threshold, you may activate this maneuver as a Reaction. Compare the result of your attack roll to the target's Reflex Defense to determine the effects, if any.}} {{Exceeds Target's Reflex Defense by 0-4:=Target's speed is reduced by 1 square for the remainder of the encounter. An engineer aboard the target ship may spend a full-round action to repair the damage to the engines (DC 20 Mechanics check).}} {{Exceeds Target's Reflex Defense by 5-9:=Target's speed is reduced by 2 squares for the remainder of the encounter. An engineer aboard the target ship may spend a full-round action to repair the damage to the engines (DC 25 Mechanics check).}} {{Exceeds Target's Reflex Defense by 10 or more:=Target's speed is reduced by 3 squares for the remainder of the encounter. An engineer aboard the target ship may spend a full-round action to repair the damage to the engines (DC 30 Mechanics check).}}

### **ENGINE HIT (query for results)**

&{template:sagadefault} {{header=Engine Hit [Gunner]}} {{subheader=This maneuver allows you to target an opponent's engines, slowing them down with a successful hit.}} {{type=maneuver}} {{Time:=Reaction}} {{Target:=One vehicle that you just attacked}} {{Make an attack roll.= If you deal damage to a vehicle with a critical hit or deal damage to a vehicle that is equal to or greater than its Damage Threshold, you may activate this maneuver as a Reaction. Compare the result of your attack roll to the target's Reflex Defense to determine the effects, if any.

?{How high was your attack roll, compared to the target's Reflex Defense?|0-4 higher,\*\*Exceeded the target's Reflex Defense by 0-4:\*\* Target's speed is reduced by 1 square for the remainder of the encounter. An engineer aboard the target ship may spend a full-round action to repair the damage to the engines (DC 20 Mechanics check).|5-9 higher,\*\*Exceeded the target's Reflex Defense by 5-9:\*\* Target's speed is reduced by 2 squares for the remainder of the encounter. An engineer aboard the target ship may spend a full-round action to repair the damage to the engines (DC 25 Mechanics check).|10 or more higher,\*\*Exceeded the target's Reflex Defense by 10 or more:\*\* Target's speed is reduced by 3 squares for the remainder of the encounter. An engineer aboard the target ship may spend a full-round action to repair the damage to the engines (DC 30 Mechanics check).} }}



## **EVASIVE ACTION**

&{template:sagadefault} {{header=Evasive Action [Dogfight]}} {{subheader=This maneuver allows a starship to slip free of close pursuit, escaping from a dogfight more easily.}}  
{{type=maneuver}} {{Time:=Move action}} {{Target:=Self}} {{skillname=Pilot}}  
{{skillcheck=[[1d20+@{selected|Pilotformula}+?{Other Modifiers|0}{Other}]]}} {{less15=Nothing happens!}} {{15=You immediately attempt to disengage from the dogfight (no action required). You gain a +2 bonus on your opposed Pilot check to disengage.}} {{20=You immediately attempt to disengage from the dogfight (no action required). You gain a +5 bonus on your opposed Pilot check to disengage.}} {{25=You immediately attempt to disengage from the dogfight (no action required). You gain a +10 bonus on your opposed Pilot check to disengage.}} {{more30=You immediately attempt to disengage from the dogfight (no action required). You gain a +20 bonus on your opposed Pilot check to disengage.}}

## **EXPLOSIVE SHOT (all results shown)**

&{template:sagadefault} {{header=Explosive Shot [Gunner]}} {{subheader=You target critical ship systems and fuel cells, causing your target to explode with incredible force.}}  
{{type=maneuver}} {{Time:=Reaction}} {{Target:=All targets adjacent to a ship you just destroyed.}} {{Make an attack roll.= Compare the result of the attack roll to the Reflex Defense of all targets adjacent to a vehicle you just destroyed. The result of the attack roll determines the effects, if any.}} {{Exceeds Target's Reflex Defense by 0-4:=The target is caught in the explosion of the destroyed ship, dealing 3d10x2 points of damage to the target.}} {{Exceeds Target's Reflex Defense by 5-9:=The target is caught in the explosion of the destroyed ship, dealing 4d10x2 points of damage to the target.}} {{Exceeds Target's Reflex Defense by 10 or more:=The target is caught in the explosion of the destroyed ship, dealing 5d10x2 points of damage to the target.}}  
{{Special:=You activate this maneuver as a reaction to making an attack that destroys a vehicle (That is, reduces the target vehicle to 0 hit points with an attack that deals equal to or exceeding the target's Damage Threshold).}}

## **EXPLOSIVE SHOT (query for results)**

&{template:sagadefault} {{header=Explosive Shot [Gunner]}} {{subheader=You target critical ship systems and fuel cells, causing your target to explode with incredible force.}}  
{{type=maneuver}} {{Time:=Reaction}} {{Target:=All targets adjacent to a ship you just destroyed.}} {{Make an attack roll.= Compare the result of the attack roll to the Reflex Defense of all targets adjacent to a vehicle you just destroyed. The result of the attack roll determines the effects, if any.

?{How high was your attack roll, compared to the target's Reflex Defense?|0-4  
higher,\*\*Exceeded the target's Reflex Defense by 0-4:\*\* The target is caught in the explosion of

the destroyed ship, dealing 3d10x2 points of damage to the target. |5-9 higher, \*\*Exceeded the target's Reflex Defense by 5-9:\*\* The target is caught in the explosion of the destroyed ship, dealing 4d10x2 points of damage to the target. |10 or more higher, \*\*Exceeded the target's Reflex Defense by 10 or more:\*\* The target is caught in the explosion of the destroyed ship, dealing 5d10x2 points of damage to the target.} } {{Special:=You activate this maneuver as a reaction to making an attack that destroys a vehicle (That is, reduces the target vehicle to 0 hit points with an attack that deals equal to or exceeding the target's Damage Threshold).}}

### **HOWLRUNNER FORMATION**

&{template:sagadefault} {{header=Howrunner Formation [Attack&nbsp;Pattern]}}  
 {{subheader=This Attack Pattern divides an attacking force into two or more groups, making it easier to attack an enemy's flanks.}} {{type=maneuver}} {{Time:=Swift action}} {{Target:=Self}}  
 {{skillname=Pilot}} {{skillcheck=[[1d20+@{selected|Pilotformula}+?{Other Modifiers|0}{Other}]]}}  
 {{less20=Nothing happens!}} {{more20=While you are using Howrunner Formation as your chosen attack pattern, you gain a +1 maneuver bonus on attack rolls made with vehicle weapons while adjacent to any other allied airspeeder or starfighter.}} {{Special:=If any adjacent allies are using Howrunner Formation as well, your maneuver bonus on attack rolls increases to +2.}}

### **I HAVE YOU NOW**

&{template:sagadefault} {{header=I Have You Now}} {{subheader=This maneuver allows a ship to close in on its target, striking from short range with devastating effect.}} {{type=maneuver}}  
 {{Time:=Swift action}} {{Target:=One adjacent vehicle.}} {{skillname=Pilot}}  
 {{skillcheck=[[1d20+@{selected|Pilotformula}+?{Other Modifiers|0}{Other}]]}} {{less15=Nothing happens!}} {{15=If you successfully damage the target of this maneuver this turn, compare your attack roll to the target's Fortitude Defense. If your attack roll exceeds the target's Fortitude Defense, the target moves -1 step down the condition track.}} {{20=You gain a +1 maneuver bonus to your next attack roll made against the chosen target. Additionally, if you successfully damage the target of this maneuver this turn, compare your attack roll to the target's Fortitude Defense. If your attack roll exceeds the target's Fortitude Defense, the target moves -1 step down the condition track.}} {{25=You gain a +2 maneuver bonus to your next attack roll made against the chosen target. Additionally, if you successfully damage the target of this maneuver this turn, compare your attack roll to the target's Fortitude Defense. If your attack roll exceeds the target's Fortitude Defense, the target moves -1 step down the condition track.}}  
 {{more30=You gain a +5 maneuver bonus to your next attack roll made against the chosen target. Additionally, if you successfully damage the target of this maneuver this turn, compare your attack roll to the target's Fortitude Defense. If your attack roll exceeds the target's Fortitude Defense, the target moves -1 step down the condition track.}}

## **INTERCEPT**

&{{template:sagadefault}} {{header=Intercept}} {{subheader=This maneuver allows a ship to fire thrusters and intercept a passing target, engaging in a Dogfight.}} {{type=maneuver}}  
{{Time:=Reaction}} {{Target:=Self}} {{skillname=Pilot}}  
{{skillcheck=[[1d20+@{{selected|Pilotformula}}+?{{Other Modifiers|0}}[Other]]]}} {{less20=Nothing happens!}} {{20=You may initiate a dogfight as an attack of opportunity against a target up to 2 squares away. If successful, you immediately move 1 square toward your target as a reaction.}}  
{{25=You may initiate a dogfight, with a +1 maneuver bonus, as an attack of opportunity against a target up to 2 squares away. If successful, you immediately move 1 square toward your target as a reaction.}} {{30=You may initiate a dogfight, with a +2 maneuver bonus, as an attack of opportunity against a target up to 2 squares away. If successful, you immediately move 1 square toward your target as a reaction.}} {{more35=You may initiate a dogfight, with a +5 maneuver bonus, as an attack of opportunity against a target up to 2 squares away. If successful, you immediately move 1 square toward your target as a reaction.}} {{Special:=You activate this maneuver as a reaction to a starfighter or airspeeder moving into a square up to 2 squares away from you.}}

## **OVERWHELMING ASSAULT**

&{{template:sagadefault}} {{header=Overwhelming Assault [Attack&nbsp;Pattern]}}  
{{subheader=Starships that use an Overwhelming Assault attack pattern concentrate their fire on a single target to the exclusion of all others.}} {{type=maneuver}} {{Time:=Swift action}}  
{{Target:=Self (special, see below)}} {{skillname=Pilot}}  
{{skillcheck=[[1d20+@{{selected|Pilotformula}}+?{{Other Modifiers|0}}[Other]]]}} {{less20=Nothing happens!}} {{more20=While you are engaged in combat, choose one other vehicle as the target of your Overwhelming Assault. On your turn, before making an attack roll, you may choose to subtract a number from all vehicle weapon attack rolls you make against that target and add twice that number to all vehicle weapon damage rolls (before multipliers are applied). The penalty on attack rolls applies to all attacks you make until the start of your next turn, but the bonus on damage rolls applies only on attacks against the target you designate.}}

You may change the target of this attack pattern as a swift action.}} {{Special:=You may choose to deactivate this attack pattern with a swift action. This maneuver remains spent if you do so.}}

## **SEGNOR'S LOOP**

&{{template:sagadefault}} {{header=Segnor's Loop}} {{subheader=This maneuver allows a pilot to accelerate quickly away from an opponent before returning to make an attack.}}  
{{type=maneuver}} {{Time:=Reaction}} {{Target:=One target within range.}} {{skillname=Pilot}}

{{skillcheck=[[1d20+@{selected|Pilotformula}+?{Other Modifiers|0}{Other}]]}} {{less20=Nothing happens!}} {{20=If you end your turn further away from your target than when your turn began, you may activate this maneuver as a reaction to make an immediate attack run against that target. The attack run imposes a -10 penalty to your Reflex Defense instead of the normal -2.}} {{25=If you end your turn further away from your target than when your turn began, you may activate this maneuver as a reaction to make an immediate attack run against that target. The attack run imposes a -5 penalty to your Reflex Defense instead of the normal -2.}} {{30=If you end your turn further away from your target than when your turn began, you may activate this maneuver as a reaction to make an immediate attack run against that target. The attack run imposes the normal -2 penalty to your Reflex Defense.}} {{more35=If you end your turn further away from your target than when your turn began, you may activate this maneuver as a reaction to make an immediate attack run against that target. The attack run imposes a -1 penalty to your Reflex Defense instead of the normal -2.}}

### **SHIELD HIT (all results shown)**

&{template:sagadefault} {{header=Shield Hit [Gunner]}} {{subheader=This maneuver allows you to target an opponent's shield generators, reducing their effectiveness with a successful hit.}} {{type=maneuver}} {{Time:=Standard action}} {{Target:=A single vehicle within range.}} {{Make an attack roll.= If your attack roll exceeds the target's Reflex Defense, you deal normal weapon damage to the target (reduced by Damage Reduction and Shield Rating as normal). Additionally, the target has its shield reduced in power by the attack. The amount by which the target's SR is reduced depends on the result of your attack roll:}} {{Exceeds Target's Reflex Defense by 0-4:=Target's Shield Rating is reduced by 5.}} {{Exceeds Target's Reflex Defense by 5-9:=Target's Shield Rating is reduced by 10.}} {{Exceeds Target's Reflex Defense by 10 or more:=Target's Shield Rating is reduced by 15.}} {{Special:=The damage from your attack is reduced normally by the target's DR and SR; apply the effect of Shield Hit after resolving damage. If your damage exceeds the SR of the target's shields, its Shield Rating is reduced by 5 in addition to any effects from this maneuver. A system operator aboard the target ship may use the Recharge Shields action to restore the loss to Shield Rating as normal.}}

### **SHIELD HIT (query for results)**

&{template:sagadefault} {{header=Shield Hit [Gunner]}} {{subheader=This maneuver allows you to target an opponent's shield generators, reducing their effectiveness with a successful hit.}} {{type=maneuver}} {{Time:=Standard action}} {{Target:=A single vehicle within range.}} {{Make an attack roll.= If your attack roll exceeds the target's Reflex Defense, you deal normal weapon damage to the target (reduced by Damage Reduction and Shield Rating as normal). Additionally, the target has its shield reduced in power by the attack. The amount by which the target's SR is reduced depends on the result of your attack roll:

?{How high was your attack roll, compared to the target's Reflex Defense?|0-4 higher,\*\*Exceeded the target's Reflex Defense by 0-4:\*\* Target's Shield Rating is reduced by 5.|5-9 higher,\*\*Exceeded the target's Reflex Defense by 5-9:\*\* Target's Shield Rating is reduced by 10.|10 or more higher,\*\*Exceeded the target's Reflex Defense by 10 or more:\*\* Target's Shield Rating is reduced by 15.|Lower than Reflex Defense,\*\*You failed the attack.\*\* Nothing happens!} } {{Special:=The damage from your attack is reduced normally by the target's DR and SR; apply the effect of Shield Hit after resolving damage. If your damage exceeds the SR of the target's shields, its Shield Rating is reduced by 5 in addition to any effects from this maneuver. A system operator aboard the target ship may use the Recharge Shields action to restore the loss to Shield Rating as normal.}}

## **SKIM THE SURFACE**

&{template:sagadefault} {{header=Skim the Surface}} {{subheader=This maneuver allows a starship to get down beneath a larger ship's shields, dealing damage that bypasses shields and directly impacts on the hull.}} {{type=maneuver}} {{Time:=Full-round action}} {{Target:=One starship of Colossal (Frigate) or larger in size whose fighting space you fly through.}} {{skillname=Pilot}} {{skillcheck=[[1d20+@{selected|Pilotformula}+?{Other Modifiers|0}{Other}]]}} {{less20=You move up to twice your speed, passing through the target's fighting space before ending your turn in an unoccupied square. When you enter the target's fighting space, you collide with the target vehicle. You may not attempt to Avoid Collision, but the target may do so if it wishes.}} {{20=You may move up to twice your speed, passing through the target's fighting space before ending your turn in an unoccupied square. When you enter the target's fighting space, you attempt to dip below the target's shields, allowing you to make a single vehicle weapon attack against the target that ignores the target's Shield Rating. You take a -10 penalty on your attack roll.}} {{25=You may move up to twice your speed, passing through the target's fighting space before ending your turn in an unoccupied square. When you enter the target's fighting space, you attempt to dip below the target's shields, allowing you to make a single vehicle weapon attack against the target that ignores the target's Shield Rating. You take a -5 penalty on your attack roll.}} {{30=You may move up to twice your speed, passing through the target's fighting space before ending your turn in an unoccupied square. When you enter the target's fighting space, you attempt to dip below the target's shields, allowing you to make a single vehicle weapon attack against the target that ignores the target's Shield Rating. You take a -2 penalty on your attack roll.}} {{more35=You may move up to twice your speed, passing through the target's fighting space before ending your turn in an unoccupied square. When you enter the target's fighting space, you attempt to dip below the target's shields, allowing you to make a single vehicle weapon attack against the target that ignores the target's Shield Rating. You take a -1 penalty on your attack roll.}} {{Special:=Any gunners aboard a ship using Skim the Surface that have readied an action during the maneuver may take their attacks when the pilot does. Such attacks ignore SR and take the same penalties on the attack roll as the pilot does. A gunner who readies an action to attack in this way moves his or her place in the initiative order to immediately before the pilot's, as normal.}}

### **SKYWALKER LOOP**

&{template:sagadefault} {{header=Skywalker Loop [Dogfight]}} {{subheader=This maneuver allows a pilot to loop a vehicle through the same location it just left, launching a surprise attack on an unsuspecting opponent.}} {{type=maneuver}} {{Time:=Reaction}} {{Target:=One target engaged in a dogfight with you.}} {{skillname=Pilot}}  
{{skillcheck=[[1d20+@{selected|Pilotformula}+?{Other Modifiers|0}[Other]]]}} {{less20=Nothing happens!}} {{more20=If you are engaged in a dogfight and an opponent fails their opposed Pilot check to make an attack against you, you may make an attack of opportunity against that opponent.}}

### **SNAP ROLL**

&{template:sagadefault} {{header=Snap Roll}} {{subheader=This maneuver lets a Pilot peel his or her vehicle away from its current location with incredible speed, causing attackers to fire at where it was just moments ago.}} {{type=maneuver}} {{Time:=Reaction}} {{Target:=Self}}  
{{skillname=Pilot}} {{skillcheck=[[1d20+@{selected|Pilotformula}+?{Other Modifiers|0}[Other]]]}}  
{{Effect:=Your Pilot check result replaces your Reflex Defense until the start of your next turn. If your Pilot check result is lower than your normal Reflex Defense, you may choose to retain your normal Reflex Defense.}} {{Special:=You use this maneuver as a reaction to an incoming attack; when you do so, you make your Pilot check and replace your Reflex Defense before the result of that attack is resolved. You must declare that you are using this maneuver before the attack is resolved and damage is rolled.}}

### **STRIKE FORMATION**

&{template:sagadefault} {{header=Strike Formation [Attack&nbsp;Pattern]}} {{subheader=Pilots who use a Strike Formation attack pattern devote themselves to overwhelming an enemy with damage rather than concerning themselves with their own defense.}} {{type=maneuver}}  
{{Time:=Swift action}} {{Target:=Self}} {{skillname=Pilot}}  
{{skillcheck=[[1d20+@{selected|Pilotformula}+?{Other Modifiers|0}[Other]]]}} {{less20=Nothing happens!}} {{more20=While you are using Strike Formation as your chosen attack pattern, you add +1 die of damage as a maneuver bonus on all damage rolls made with weapon systems aboard your ship, but take a -2 penalty to your Reflex Defense as well.}} {{Special:=You may choose to deactivate this attack pattern at any time with a Swift Action. This maneuver remains spent if you do so.}}

## **TALLON ROLL**

&{{template:sagadefault}} {{header=Tallon Roll [Dogfight]}} {{subheader=This maneuver allows a pursuing starfighter to stay with a maneuvering opponent even when its target is attempting to escape.}} {{type=maneuver}} {{Time:=Reaction}} {{Target:=Self}} {{skillname=Pilot}} {{skillcheck=[[1d20+@{selected|Pilotformula}+?{Other Modifiers|0}[Other]]]}} {{less20=Nothing happens!}} {{20=Whenever you are engaged in a dogfight and one of your opponents attempts to disengage from that dogfight, you may activate this maneuver as a reaction. If the target fails to disengage, you may make an attack of opportunity against the target.}} {{25=Whenever you are engaged in a dogfight and one of your opponents attempts to disengage from that dogfight, you may activate this maneuver as a reaction. The target suffers a -1 penalty on its opposed Pilot check to disengage. If the target fails to disengage, you may make an attack of opportunity against the target.}} {{30=Whenever you are engaged in a dogfight and one of your opponents attempts to disengage from that dogfight, you may activate this maneuver as a reaction. The target suffers a -2 penalty on its opposed Pilot check to disengage. If the target fails to disengage, you may make an attack of opportunity against the target.}} {{more35=Whenever you are engaged in a dogfight and one of your opponents attempts to disengage from that dogfight, you may activate this maneuver as a reaction. The target suffers a -5 penalty on its opposed Pilot check to disengage. If the target fails to disengage, you may make an attack of opportunity against the target.}} {{Special:=You use this maneuver as a reaction to an opponent attempting to disengage from a dogfight; you must declare that you are using this maneuver after the opponent declares the attempt but before the opposed Pilot check takes place.}}

## **TARGET LOCK**

&{{template:sagadefault}} {{header=Target Lock [Dogfight]}} {{subheader=This maneuver allows a pilot to focus on single target, lining up a shot with careful precision.}} {{type=maneuver}} {{Time:=Standard action}} {{Target:=One target with which you are engaged in a dogfight.}} {{skillname=Pilot}} {{skillcheck=[[1d20+@{selected|Pilotformula}+?{Other Modifiers|0}[Other]]]}} {{less15=Nothing happens!}} {{15=When attempting to attack the target in a dogfight, you gain a +1 maneuver bonus on opposed Pilot checks and attack rolls.}} {{20=When attempting to attack the target in a dogfight, you gain a +2 maneuver bonus on opposed Pilot checks, and a +1 maneuver bonus on attack rolls.}} {{25=When attempting to attack the target in a dogfight, you gain a +2 maneuver bonus on opposed Pilot checks and attack rolls.}} {{30=When attempting to attack the target in a dogfight, you gain a +5 maneuver bonus on opposed Pilot checks, and a +2 maneuver bonus on attack rolls.}} {{more35=When attempting to attack the target in a dogfight, you gain a +5 maneuver bonus on opposed Pilot checks and attack rolls.}} {{Special:=If the target of this maneuver successfully disengages from the dogfight, the benefits of this maneuver are lost, even if you initiate a dogfight with the target again.}}

## **TARGET SENSE**

&{template:sagadefault} {{header=Target Sense [Force]}} {{subheader=This maneuver allows a Force-sensitive pilot to target opponents without the use of a vehicle's targeting computer.}}  
{{type=maneuver}} {{Time:=Swift action}} {{Target:=Self}} {{skillname=Use the Force}}  
{{skillcheck=[[1d20+@{selected|Pilotformula}+?{Other Modifiers|0}{Other}]]}} {{less20=Nothing happens!}} {{20=You may add your Charisma bonus on all attack rolls made until the start of your next turn. This replaces the vehicle's Intelligence bonus on attack rolls made with the vehicle's weapon systems.}} {{25=You may add your Charisma bonus, as well as a +2 maneuver bonus, on all attack rolls made until the start of your next turn. This replaces the vehicle's Intelligence bonus on attack rolls made with the vehicle's weapon systems.}}  
{{more30=You may add your Charisma bonus, as well as a +5 maneuver bonus, on all attack rolls made until the start of your next turn. This replaces the vehicle's Intelligence bonus on attack rolls made with the vehicle's weapon systems.}} {{Special:=The bonus on attack rolls provided by this maneuver stacks with the bonus provided by the Battle Strike Force power.}}

## **THRUSTER HIT (all results shown)**

&{template:sagadefault} {{header=Thruster Hit [Gunner]}} {{subheader=This maneuver allows you to target an opponent's maneuvering thrusters, reducing the maneuverability they provide to a ship.}} {{type=maneuver}} {{Time:=Reaction}} {{Target:=One vehicle that you just attacked.}}  
{{Make an attack roll.= If you deal damage to a vehicle with a critical hit or deal damage to a vehicle that is equal to or greater than its Damage Threshold, you may activate this maneuver as a Reaction. Compare the result of your attack roll to the target's Reflex Defense to determine the effects, if any.}} {{Exceeds Target's Reflex Defense by 0-4:=The target takes a -1 penalty to its Reflex Defense, Initiative checks, and Pilot checks for the remainder of the encounter.}}  
{{Exceeds Target's Reflex Defense by 5-9:=The target takes a -2 penalty to its Reflex Defense, Initiative checks, and Pilot checks for the remainder of the encounter.}} {{Exceeds Target's Reflex Defense by 10 or more:=The target takes a -5 penalty to its Reflex Defense, Initiative checks, and Pilot checks for the remainder of the encounter. Additionally, the target can only move in a straight line for the remainder of the encounter.}}

## **THRUSTER HIT (query for results)**

&{template:sagadefault} {{header=Thruster Hit [Gunner]}} {{subheader=This maneuver allows you to target an opponent's maneuvering thrusters, reducing the maneuverability they provide to a ship.}} {{type=maneuver}} {{Time:=Reaction}} {{Target:=One vehicle that you just attacked.}}  
{{Make an attack roll.= If you deal damage to a vehicle with a critical hit or deal damage to a vehicle that is equal to or greater than its Damage Threshold, you may activate this maneuver as a Reaction. Compare the result of your attack roll to the target's Reflex Defense to determine the effects, if any.}}



?{How high was your attack roll, compared to the target's Reflex Defense?|0-4 higher,\*\*Exceeded the target's Reflex Defense by 0-4:\*\* The target takes a -1 penalty to its Reflex Defense, Initiative checks, and Pilot checks for the remainder of the encounter.|5-9 higher,\*\*Exceeded the target's Reflex Defense by 5-9:\*\* The target takes a -2 penalty to its Reflex Defense, Initiative checks, and Pilot checks for the remainder of the encounter.|10 or more higher,\*\*Exceeded the target's Reflex Defense by 10 or more:\*\* The target takes a -5 penalty to its Reflex Defense, Initiative checks, and Pilot checks for the remainder of the encounter. Additionally, the target can only move in a straight line for the remainder of the encounter.} }}

## **WOTAN WEAVE**

&{template:sagadefault} {{header=Wotan Weave}} {{subheader=This maneuver allows the ship to fly in a corkscrew, moving forward as normal but making the ship difficult to hit.}}  
 {{type=maneuver}} {{Time:=Swift action}} {{Target:=Self}} {{skillname=Pilot}}  
 {{skillcheck=[[1d20+@{selected|Pilotformula}+?{Other Modifiers|0}{Other}]]}} {{less20=Nothing happens!}} {{15=When you fly defensively, you may make a Pilot check as a swift action in the same turn to improve your Reflex Defense at the expense of lost speed. Your vehicle's speed is reduced by one-half (rounded down), but you gain an additional +1 maneuver bonus to your vehicle's Reflex Defense until the start of your next turn.}} {{20=When you fly defensively, you may make a Pilot check as a swift action in the same turn to improve your Reflex Defense at the expense of lost speed. Your vehicle's speed is reduced by one-half (rounded down), but you gain an additional +2 maneuver bonus to your vehicle's Reflex Defense until the start of your next turn.}} {{more25=When you fly defensively, you may make a Pilot check as a swift action in the same turn to improve your Reflex Defense at the expense of lost speed. Your vehicle's speed is reduced by one-half (rounded down), but you gain an additional +5 maneuver bonus to your vehicle's Reflex Defense until the start of your next turn}} {{Special:=If the Wotan Weave would reduce your vehicle's speed to 0 squares, you automatically fail to activate this maneuver.}}