

Ship changes:

Revised vehicle characteristic: Handling.

A vehicle with positive Handling that is moving at speed 4+ also adds its Handling (in Setback dice) to any combat check made against it.

Revised vehicle characteristic: Sensors.

The information given about targets in a vehicle's area is based upon the range from the Vehicle and its Sensor Range. For each range band beyond Close, consider the target to be 1 Silhouette smaller than it really is.

Sensor Range: Number and Details.

Sensor Range +1: Number and Silhouette.

Sensor Range +2: Existence.

Sensor Range +3: None.

The difficulty of sensor locating a Silhouette 1 object at Short Range is Hard (PPP), and changes by 1 with each Silhouette change (larger ships are easier to detect). Any ship actively transmitting, moving at a speed over 1, or spinning up the hyperdrive is detected automatically. The difficulty is upgraded twice if the target ship is running silent with minimal power for life support and all other systems shut down.

Revised vehicle characteristic: Shields.

All references to Defense are changed to Shields, which no longer provide Setback dice. Instead, add the following:

When the Vehicle suffers a hit from a combat check in an arc they have shields, after damage is calculated, the pilot may take the Shields incidental. The vehicle suffers 3 system strain and adds his 2 + double Shield rating in that arc to his Armor for the purposes of soak for one hit per attack.

New Weapon Quality: Target Lock (Passive)

Weapons with the target lock are much harder to hit with if you do not actively lock on to your target first. When firing these weapons, you upgrade the difficulty of the combat check to hit by 2, unless you have used the Active Targeting Action against the target, in which case, instead upgrade your combat check by 1.

Add Quality to: Concussion Missile Launcher, Proton Torpedo Launcher.

New Weapon Quality: Slow Tracking (Passive)

Slow tracking weapons have a hard time targeting high speed targets at Close Range. The difficulty of attacking a target at Close Range that is moving at Speed 4 or greater is increased by 2 steps rather than 1. If this would push the difficulty above Formidable (PPPPP) the check is Impossible.

Add Quality to: Concussion Missile Launcher, Ion Cannon (Heavy), Ion Cannon (Battleship), Proton Torpedo Launcher, Tractor Beam (Heavy), Turbolaser (All).

Movement:

The underlying assumption here is that any air/space combat can be disassembled into two broad modes: **Stand and Fight**, in which both vehicles are attempting to engage and destroy the opponent, and **Pursuit**, in which one side is attempting to reach a specific target, while the other side is trying to prevent them from doing so. The situation is compounded by the fact that even though players have normal initiative order in space combat, the ships they are on move as singular entities. The following rules attempt to seamlessly model the decision to “fight or flight” and its consequences.

To mitigate the “many players on one ship issue”, all ship movement is resolved at the beginning of the round like in the Chase rules (F&D pg. 247). Pilots of the respective ships execute their ship movement maneuvers and may choose to execute an additional movement-based maneuver (spending 2 Personal strain to do so) as well as appropriate movement-based actions (such as Full Throttle, etc.). This movement phase is followed by an ordered Action phase.

Only one of movement maneuvers could be executed per round, with the following exception:

1. If a **Fly/Drive** maneuver places a Vehicle with a Silhouette 4- within Close range of another Vehicle with a Silhouette 4-, both Vehicles may choose to execute **Dogfighting** maneuver as a free Incidental.
2. If a **Fly/Drive** maneuver moves a Vehicle with a Silhouette 4- out of Close range of another Vehicle with a Silhouette 4-, the second Vehicle may choose to execute **Pursuit** maneuver as a free Incidental.

As a part of **Fly/Drive** and **Dogfighting** maneuver, either before or after the movement, a pilot may choose to:

1. Increase or decrease Vehicle speed by 1, up to Speed Rating.
2. Increase or decrease Vehicle speed by 2, up to Speed Rating. (Speed Rating 5+ only)
3. Increase or decrease Vehicle speed by any amount, up to Speed Rating. Suffer the amount of System Strain equal to excess change in speed.

Fly/Drive: Pilot Only; Silhouette: Any; Speed: Any. [Incorporated Accelerate/Decelerate/Punch It]

Allows the pilot to move up to [Current speed] Space units towards to or away from a specific destination.

Collisions: When a Vehicle is passing close to collidable object, a Pilot may be called to perform a Piloting check based on Vehicle’s speed and silhouette. Collision check difficulty is the higher of Speed or half Silhouette, rounded down, which is then upgraded by the lower number.

Space range bands:

Close: 1 space unit

Short: 2 space units (2-3 total)

Medium: 4 space units (4-7 total)

Long: 4 space units (8-11 total)

Extreme: 8 space units (12-19 total)

Pursuit: Pilot Only; Silhouette: Any; Speed: Any; Target Distance: Any.

A pilot is focusing on catching up to and tailing his target. Whenever the target executes **Fly/Drive** or **Dogfighting** maneuver, the pursuing Vehicle executes the same as an incidental. If executing this maneuver would cause System Strain, the pursuer may choose to *Break Pursuit* instead.

In addition to the normal speed-based movement, the pursuer executes an opposed Piloting check with the pursued. On success, pursuer may choose to move 1 space unit closer to the pursued, plus an extra space unit per 3 Advantages/1 Triumph, -1 space unit per 3 Threats/1 Despair.

If the pursued Vehicle executes Piloting check to avoid a collision as a part of its **Fly/Drive** maneuver, and the pursuer is at Close range, the pursuer may execute the same Piloting check with difficulty upgraded once, or *Break Pursuit*.

Pursuer may only target the pursued vehicle with turrets or forward-facing weapons. All combat checks by the pursuer against the target are upgraded once.

A pursued may only target the pursuer with turrets or rear-facing weapons.

Break Pursuit: A Vehicle forced to *Break Pursuit* is no longer in Pursuit and drops to Speed 1.

Dogfighting: Pilot Only; Silhouette: 4-; Speed: Any; Target Distance: Close.

A pilot may forsake the forward momentum of his vehicle in order to engage in a close-quarters turning combat. Vehicles at Close range may not perform Combat Checks with fixed weapons against the vehicle executing the **Dogfighting** maneuver.

Movement-based maneuvers:

Evasive Maneuvers: Pilot Only; Silhouette 4-; Speed 3+. [No change]

Pilot is focusing on trying to avoid the incoming fire by moving his vehicle in an erratic pattern. Upgrade the difficulty of combat check by and against the executing vessel by 1.

Stay on Target: Pilot Only; Silhouette 4-; Speed 3+. [No change]

Pilot is focusing on flying as stably and predictably as possible in order to maximise Gunnery. Upgrade all combat checks by and against the executing vehicle by 1.

Non-movement maneuvers:

Angle Deflector Shields: Any crewmember; Silhouette: Any; Speed: Any. [No change]

A crewmember with access to shield controls can reassign up to 1 Shield Rating from 1 zone to another.

Aim: Any crewmember operating ship's weapons; Silhouette: Any; Speed: Any [No change]

A crewmember takes time to carefully aim. Add 1 Boost die per Aim maneuver to a combat check with the shipboard weapon.

Pilot Actions:

Turn and Burn: Pilot Only; Silhouette: 4-; Speed: Any; Target Distance: Close.

An offensive element of the Dogfighting, this check targets an opposing Vehicle executing a **Dogfighting** maneuver, and imitates a frenetic give-and-take of close-quarter combat. It is an opposed Piloting check with the following modifications:

1. Boost and Setback die apply based on both ship's effective handling
2. Difficulty upgraded once for multiple **Dogfighting** opponent, and downgraded once for multiple **Dogfighting** allies.
3. Difficulty upgraded once per point of speed difference, whether positive or negative.

Net successes and advantages on the **Turn and Burn** check can be spent as per the table below.

1 Success - **Snapshot** - allows the pilot to perform a Combat Check with forward facing weapons as a part of **Turn and Burn**.

Difficulty of the check is increased by 1. May be only used once, mutually exclusive with Clear shot.

2 Successes - **Clear shot** - allows the pilot to perform a Combat Check with forward facing weapons as a part of **Turn and Burn**. May be only used once, mutually exclusive with **Snapshot**.

2 additional Successes - allows an allied player to perform a Combat Check against the target with a fixed weapon on his/her turn.

3 Successes - Disengage - may immediately execute **Fly/Drive** maneuver. Opposing Vehicle may not execute **Pursuit** maneuver as in incidental.

1 Advantage - Add Boost to the active character's next Piloting or Gunnery check (may be taken multiple times).

1 Advantage - Add Boost to the next allied character's Gunnery check.

2 Advantages - **Shift the Furball** - move all Vehicles currently engaged in **Dogfighting** 1 space unit in any direction.

2 Advantages - Add Setback to the targeted character's next Piloting or Gunnery check.

3 Advantages - Attacker chooses which ship zone this round's attack hit.

Combat Check with Vehicle Weapons. Any crewmember; Silhouette: Any; Speed: Any.

Gunnery Difficulty is based on Silhouette comparison. For each range band beyond Close, consider the target to be 1 Silhouette smaller than it really is.

Additionally, the difficulty of attacking a target at Close range that is moving at Speed 4 or higher is increased by 1. If this would push the difficulty above Formidable (PPPPP), the check is impossible.

A vehicle with positive Handling that is moving at speed 4+ also adds it's Handling (in Setback dice) to any combat check made against it.

+/- 1 of Silhouette: Average (PP)

2+ smaller than the target: Easy (P)

2 larger than the target: Hard (PPP)

3 larger than the target: Daunting (PPPP)

4 larger than the target: Formidable (PPPPP)

Upgrade check once for Silhouette difference over 4.

Co-Pilot Actions:

Co-Pilot. Co-pilot Only; Silhouette: Any Speed: Any.

Average (PP) Piloting check. On a successful check, downgrade the difficulty of the next pilot's Piloting check by 1 per success.

Plot Course. Co-pilot Only; Silhouette: Any Speed: Any.

Hard (PPP) Perception check. On a successful check, each success reduces S due to the difficult terrain by 1 per success.

Mechanic Actions:

Damage Control. Any crewmember; Silhouette: Any; Speed: Any.

Repair System Strain: Mechanics check, recover 1 point of System Strain/Success.

Repair Hull Trauma: Once per combat encounter, Mechanics check, recover 1 point of Hull Trauma /Success.

Manual Repairs: Can attempt Damage Control action with Hard (PPP) Athletics instead of Mechanics check. On a successful check, repair 1 point of Hull Trauma plus 1 point per two successes.

Repair Critical Hit: Mechanics check to repair an effect of a Critical Hit (difficulty based on CH).

Damage Control Check Difficulty:

Easy (P) for damage less than half System Strain/Hull Trauma threshold.

Average (PP) for damage of half or more System Strain/Hull Trauma threshold.

Hard (PPP) for damage exceeding System Strain/Hull Trauma threshold.

Boost Shields. Any crewmember; Silhouette: Any; Speed: Any.

Hard (PPP) Mechanics check. On success, the vehicle suffer 1 System Strain and increases Shields in 1 zone by 2 until the end of character's next turn, plus 1 extra round per success.

E-War Actions:

Active Targeting. Any crewmember; Silhouette: Any; Speed: Any. [New Action to accommodate Target Lock]

Average (PP) Computers check. On a successful check, the vehicle can attack the target outside its Sensor Range until the end of the character's next turn. Target must be within the vehicle's weapons range. Decreases penalty imposed by Target Lock weapons by 1 P.

Jamming. Any crewmember; Silhouette: Any; Speed: Any.

Average (PP) Computers check. On a successful check, the enemy must make an Average (PP) Computers check to use its communications systems. The difficulty increases by 1 per 2 successes, and the jamming affects an additional target per advantage.

Scan the Enemy. Any crewmember; Silhouette: Any; Speed: Any.

Hard (PPP) Perception check. On a successful check,

Astrogation and Hyperdrive Speeds.

Details: An x1 hyperdrive takes 1 day to cross 1 grid square from the galaxy map in any of the core books. Default Astrogation calculation difficulty is Medium (PP) with the following adjustments:

Missing or damaged astromech droid/navicomputer: +PPP

Ship is slightly damaged: +P

Ship is heavily damaged: +PP

Outdated, corrupted, or counterfeit astrogation data: +P

There is no hyperspace route to the system on the map: +PP

Following a major route for the entirety of the trip-leg: -P

Astrogator had done extra research on the route: 1 Advantage.

Astrogator has personally run the route recently: 2 Advantages.

Real-space debris on the route: 1 Threat.

Major celestial event on the route: 2 Threat.

Hyperdrive is faulty: Upgrade difficulty 1 time.

Executing jump at an Extreme range from a mass shadow: Upgrade difficulty 2 times.

Executing jump at a Long range from a mass shadow: Upgrade difficulty 3 times.

10 cumulative successes are required to perform a full Astrogation calculation.

Nominally, a vehicle must be at an Extreme+ distance from all objects with a significant mass shadow in order to execute a hyperspace jump. Jump is possible at both Extreme and Long ranges from the mass shadows at a penalty. A ship cannot engage a hyperdrive at Medium- range to a mass shadow.

1 Advantage: The character adds B to his next Astrogation check while travelling this route. (Once)

Nominal travel time is decreased by 1 hour per each Advantage, to the minimum of 1 hour.

2 Advantage: The trip is particularly smooth. All characters onboard recover 2 Strain. (Once)

1 Triumph: Nominal travel time decreased by 6 hours, to the minimum of 1 hour. Found shortcut could be leveraged into a resource - many orgs and individuals would be willing to pay for it. (Once)

1 Threat: The character adds S to his next Astrogation check while travelling this route. (Once)

Nominal travel time is increased by 1 hour per each Threat.

2 Threat: The trip is particularly rough. All character onboard suffer 2 Strain. (Once)

A piece of debris strikes ship upon reentry and causes 1 Hull Trauma.

3 Threat: Mynocks attach themselves to the ship. Ship suffers 3 System Strain, and the characters will have to remove them. (EotE pg. 413) (Once)

1 Despair: The hyperdrive cuts out before striking a gravity shadow and is damaged in the process. (Once)

2 Despair: The ship collides with a gravity shadow. Ship is forced out of hyperspace and immediately suffers a Critical Hit (+30). (Once)

Additional Rules:**Flying:**

Customs, BOSS and Transponders: Fly Casual, 74.
Astromechs: Stay on Target, 72.
Dogfighting Terrain: Stay on Target, 77.
Boarding Action, Forged in Battle, 86.

Bases:

Homesteads: Far Horizons, 83.
Rebel Bases: Desperate Allies, 86.
Fortifications: Forged in Battle, 83.

Smarties:

Medicine: Far Horizons, 66.
Avenues of Learning: Far Horizons, 71.
Contact Networks: Endless Vigil, 76.
Mentors: Disciples of Harmony, 68.
Knowledge Checks: Disciple of Harmony, 82.
Jedi Trials: Disciples of Harmony, 76.

Urban:

Urban Environments: Endless Vigil 67.
Crowds, Traffic, Cramped Conditions, Vertical Spaces : Endless Vigil, 73.
Urban Combat, Forged in Battle, 86.
Investigations: No Disintegrations, 71; Endless Vigil 80.

Wilderness:

Wilderness Survival: Savage Spirits, 66.
Animal Companions: Savage Spirits, 69.
Beast Riding: Savage Spirits, 71; Stay on Target, 80.
Wilderness Combat - Forged in Battle, 86.

Social:

Diplomacy: Disciples of Harmony, 90.
Social Encounters: Desperate Allies, 74.
Con-jobs and scams: Fly Casual, 78.

Crime and violence:

Smuggling Jobs: Fly Casual, 72.
Heists, break-ins, locks and traps: Fly Casual, 82.
Show-downs and shoot-outs: Fly Casual, 85.
Games of chance: Hintaro: Fly Casual, 87.
Mass Combat: Lead by Example, 70.
Duty Contribution: Lead by Example, 86.
Awards and Decorations: Lead by Example, 92.

Compensation:

Mercenary pay scale: Dangerous Covenants, 90.
Professional Salaries: Far Horizons, 93.
Bounty Hunter Rewards: No Disintegrations, 92.

Craftng:

Lightsabers: Endless Vigil 84.
Armor: Keeping the Peace, 90.

Misc useful homerules:

Talents that remove Setback will grant Boost dice if there are no setbacks to remove.

Traits upgraded after character creation will increase the related secondary stats.

The Pressure Point talent located in the Doctor specialty tree grants "Pierce" quality equal to a number of ranks in medicine to Brawl checks, rather than the original ambiguous descriptor.

Separated Vehicle (or light armoured) and Starship (or heavy armoured) scale. x5 and x10.

Roll your Obligation/Duty/Morality at the end of each session for the next

If you try to roll a skill without any ranks (ie just stat), the difficulty of the check is upgraded once to reflect your ignorance of the topic.

Jury rigged either doesn't work on auto-fire, or only on the first activation.

Only one destiny point can be used per roll, with the initiating character having the advantage.