

Space Travel

Making 'Spike Drills' (page 110-111)

- Spike drives have a **range in hexes equal to their rating**.
- A Spike drill **requires a single load of fuel**. Fuel usually cost 500 credits a load.
- A Spike drill takes half an hour to engage but can be 'rushed' (taking a single combat round).
- Transit time is **six days per hex, divided by the drive rating**.
- Pilots can 'trim the course', increasing their effective drive rating by 1 for the purposes of determining speed of travel (but not range).
- **The base difficulty is 7**, modified as below..

Spike Drills

Base difficulty for a spike drill	7
The course is totally uncharted.	+6
The rutter's more than 5 years old	+2
The rutter's from 1 to 5 years old	+1
The rutter's less than a year old	+0
The rutter's less than a month old	-2
The drill's distance, per 2 full hexes	+1
Trimming the course	+2
The drill activation was rushed	+2

- If the final difficulty is 6 or less, the drill has no risk of failure.
- If the roll fails, there is a 'mishap'. Roll 3d6.

Mishap Table

3	Ship emerges within 1d6 hexes of destination with drive and systems destroyed.
4-5	Ship emerges around a star nearest to the destination, with 50% of each system disabled. If spike drive is disabled, count as a result of 3.
6-8	One system disabled until repaired. If spike drive is disabled, count as a result of 3. Ship stuck in transit for full base time before being able to make another Pilot check.
9-12	Ship off course. Spend base time in transit, then make another Pilot check.
13-16	Ship off course, but detected early. Make another Pilot check.
16-17	Drill successful, but takes twice base time.
18	Drill successful and on time, by blind luck.

Intra-System Travel (page 111)

- Space within a solar system is broken up in regions. For example *planets, asteroid belts etc.*
- Moving within a region takes 6 hours.
- Moving between regions takes 48 hours.
- Travel time is divided by the ships spike-drive rating.

Hiding and Seeking (page 112)

- Observer and target need to be in the same region of space.
- Observer and target carry out **opposed Int/Program skill checks**.

Observer is...	Mod	Target is...	Mod
Fighter	+0	Fighter	+3
Frigate	+1	Frigate	+2
Cruiser	+3	Cruiser	+1
Capital	+3	Capital	+0

Minor Outpost	+2	Station	-2
Major Station	+4	Avoiding planetary population centers	+2
Planet	+5		
Passive Sensors	-2		

- If the observer wins the opposed roll, they get a 'detection lock' on the ship
- If they lose or tie, they don't detect the ship and can try again in 24 hours.
- Once a ship has been locked by an observer it can be tracked at any distance in the system.

Pursuit and Escape (page 112)

- A pursuer must be in the same region of space to pursue and must have a detection lock (as above).
- Both ships make Int/Pilot opposed skill checks, adding their spike drive rating.
- If the pursuer wins or ties, engage in combat.
- If the pursued ship wins, it gets six hours distance, modified by difference in spike drive rating.

Scanning Planets and Ships (page 113)

- A scan of a ship within combat range reveals the ship's hull type, weaponry and damage, and registered ID code.
- A scan of a planet will reveal basic information on atmosphere, geology, surface communities, other ships in orbit, and interesting surface features.
- Comms officers can make an Int/Program skill check against difficulty 8 to ask a question about the target.
- Each question after the first success that same day is asked at a cumulative +1 difficulty modifier.
- Failure means no further questions can be asked of it that day.

Spares, Repairs and Refueling (page 113)

- Fixing ship hit points costs 1,000 credits per point. with up to the presiding engineer's Fix skill repaired in points each day.
- A disabled system can be jury-rigged for one-tenth the system's cost and one day's work per 25,000 credits. A jury-rigged system that is disabled again is destroyed.
- Full repairs of a disabled system cost one-quarter of its original price.
- One ton of cargo space can hold 10,000 credits worth of spare parts.
- Field maintenance takes 4x the amount of time as maintenance in a shipyard.
- Every six months, maintenance costs 5% of the ship's total cost.
- Skipping a maintenance period applies a -1 penalty to all ship skill checks and rolls.
- If that penalty reaches -4, there is a 10% chance each month that it breaks down until repaired. In a shipyard, this takes a day for a fighter hull, a week for a frigate or cruiser, and a month for a capital ship.

Space Combat

The Combat Round (page 114-115)

- Each ship involved rolls initiative: **1d8 + Dex or Int of each ships pilot**.
- Ships start with 0 Command Points.
- One combat round is usually 15 minutes.

Attacks (page 115-116)

- The crew member making an attack uses their **base attack bonus plus Int or Dex modifier and their Shoot modifier** (On a fighter, Pilot may be used in place of Shoot).
- If an attack roll equals or exceeds the Armor Class of the target, it hits.
- Roll damage! Damage is reduced by the target's Armor score. A guns Armor-Piercing quality negates some or all of the Armor score.
- If Armor completely negates the damage of an attack, the hit cannot disable systems.
- If the gunner is using *Target a System*, damage is halved (rounding up) before Armor is applied.
 - If any damage gets through, the targeted system is disabled. Engines lose 1 drive rank.
 - Disabled systems hit again or drives reduced below drive-0 are destroyed
 - A ship with destroyed engines cannot perform any bridge actions.
- When a ship is reduced to zero hit-points:
 - Fighter-class hulls are destroyed with all hands.
 - Larger ships can take no action and explode within 2d6 minutes unless the chief engineer can succeed a Int/Fix skill check against difficulty 10.
- Foci that give bonuses to Shoot do not apply to ship combat unless specified. The luck ability of the Warrior class may be used once per fight to hit with ship guns, but cannot be used to negate a hit against their ship.

Ships Crises (page 116,118)

- To avoid an attack or disabled system, a ship may accept a Crisis.
- A ship can only accept one Crisis a round.
- Crises remain until *Deal with Crises* action is taken. This is a skill check with a difficulty of 10 (+/-2 at GM discretion).
- 'Acute' Crises need to be solved before end of next round.

1d10	Crisis	Type
1	Armor Loss: Armor rating halved until fixed	Continuing
2	Cargo Loss: If not resolved by the end of the next round, lose d10*10% of the ship's cargo	Acute
3	Crew Loss: If not resolved by the end of the next round, 10% of the ship's maximum crew are incapacitated (not counting any <i>Extended Life Support</i>) and half of that number are permanently killed. <i>See page 118 for more info.</i>	Acute
4	Engine Lock: Until resolved, bridge actions can't be taken.	Continuing
5	Fuel Bleed: If not resolved by the end of the next round, the ship will jettison fuel except the minimal amount needed for in-system operation.	Acute
6	Haywire Systems: Until resolved, the ship starts each round at -2 Command Points. This stacks.	Continuing
7	Hull Breach: If not resolved by the end of the next round, the ship will take damage: 1d10 for fighter-class hulls, 2d10 for frigates, 3d10 for cruisers, and 4d10 for capital hulls, all ignoring Armor.	Acute
8	System Damage: Random fitting, system or weapon disabled (as <i>Target System</i> above)	Continuing
9	Target Calibration: Cannot Target weapons until solved.	Continuing
10	VIP Imperiled: PC or NPC threatened. Roll Physical save. On success, loose half hit-points. On failure, they are mortally wounded.	Acute

Combat Actions (page 117)

Bridge Actions

Escape Combat (4CP): Roll an opposed Int/Pilot or Dex/Pilot skill check plus your ship's Speed against the fastest opponent's skill check plus their ship's Speed. On a win, all enemy ships gain one point of Escape. If an enemy ship gets three points, after three uses of this maneuver, your ship gets away from that ship and is no longer in combat with it.

Evasive Maneuvers (2CP): Roll Int or Dex/Pilot against difficulty 9 to add your Pilot skill to the ship's AC until its next turn. Usable once per round.

Pursue Target (3CP): Opposed Int/Pilot or Dex/Pilot skill check plus Speed against the target ship's skill check plus Speed. On a win, you shed one point of Escape rating the target may have on you.

Captain Actions

Into the Fire (0CP): Accept a *Crew Lost* Crisis and gain your Lead skill plus one in CP. Usable once per round.

Keep it Together (0CP): Nullify a successful hit and roll a Crisis instead. You can use this action in Instant response to an enemy hit but you may only use it once per round.

Support Department (0CP): Choose a department. One action that department takes will require 2 fewer CP. Usable once per round.

Comms Actions

Crash Systems (2CP): Roll an opposed Int/Program check against target. On a success, it starts its next turn with a CP penalty equal to your Program skill.

Defeat ECM (2CP): Roll an opposed Int/Program against a target. On a success, any attacks this round by your ship against the target get a hit bonus equal to twice your Program skill.

Sensor Ghost (2CP): Succeed on a difficulty 9 Int/Program check to gain your Program as an AC bonus until the next turn. Usable once per round at most.

Engineering Actions

Boost Engines (2CP): Roll Int/Fix versus difficulty 8. On a success, the ship's Speed is increased by 2 until the start of the ship's next turn.

Damage Control (3CP): Roll Int/Fix versus difficulty 7. On a success, repair a number of lost hit points equal to your Fix skill times 2 for fighter hulls, 3 for frigates, 4 for cruisers, and 6 for capital-class hulls. Each attempt of this action after the first in a fight increases its difficulty by a cumulative +1.

Emergency Repairs (3CP): Roll Int/Fix versus difficulty 8. On a success, a disabled system is repaired or a damage-degraded drive has its rating increased by 1. Destroyed systems cannot be fixed this way.

Gunnery Actions

Fire All Guns (3CP): Gunners fire all weapons mounted on the ship, designating targets as they wish.

Fire One Weapon (2CP): A gunner fires a single ship's weapon of their choice.

Target Systems (1CP): A *Fire One Weapon* action you take this round may target a ship's weapons, engine, or fittings the GM decides are vulnerable. (See *Attacks* above). You may take this action more than once to aim additional shots you may fire.

General Actions

Above and Beyond (0CP): Pick an attribute and skill check and explain how you help the ship. Roll it against difficulty 9. On a success, gain your skill level in CP plus one. On a failure, take -1 CP.

Deal with Crisis (0CP): Explain what you are doing to solve a Crisis and roll the relevant skill check. The difficulty is usually 10, plus or minus 2 depending on the situation and the effectiveness of your action. On a success, the Crisis is resolved. You may also use this action to aid another PC in resolving a Crisis, or to take one scene's worth of other actions around the ship.

Do Your Duty (0CP): The ship gains 1 CP. PCs who head more than one department can act only in one of them; the rest automatically take this action. Can't do this two rounds in a row.