

Standard Actions

Gain the Advantage (min speed 4) – Compare speed to target for difficulty. If succeed, ignore all penalties from *Evasive Maneuvers* until end of following round and choose which defense zone to hit. May be cancelled early if opponent *Gains the Advantage* (difficulty upgraded)

Target speed is...

Slower	Same	1 Faster	2+ Faster
◆	◆◆	◆◆◆	◆◆◆◆

Damage Control – ◆/◆◆/◆◆◆ difficulty for under half/over half/over threshold damage.

- May not be used on hull.
- May be used on reasonable criticals.

Jamming – ◆◆ computers check. One enemy ship must make ◆◆ check to use their communication systems. Upgrade difficulty by one for every ✨ and increase number of ships for every 🌀.

Scan the Enemy – ◆◆ perception check to learn base stats of enemy vehicle. Spend 🌀🌀 to learn current hull/strain.

Spoof Missiles – ◆◆ computers check or ◆◆ vigilance check. On success, attack of guided weapons upgraded by 1 plus 1 per ✨ until beginning of next turn.

Shields (adds ■)

Fore: 1 Aft: 1

Armor: 2

Hull Threshold: 8

Strain: 10

Gunnery

Forward Mounted Quad Light Laser Cannons

Range: Close Damage: 5 Crit: 🌀🌀🌀

Difficulty: Target silhouette is...

2+ Larger (5+)	±1 (2-4)	2 Smaller (1)	3+ Smaller (0)
◆	◆◆	◆◆◆	◆◆◆◆

Linked 3: each 🌀 one additional hit up to 4 hits total (Note: armor soaks against each individual hit)

Accurate: Add □ to your attack roll.

Pilot Maneuvers

This ship can make two pilot maneuvers at the cost of 2 strain to the ship. Normal rules for the pilot performing two maneuvers apply (strain).

Accelerate/Decelerate – by 1, to max speed.

Fly the Ship – Change range band, etc... When navigating hazards, upgrade difficulty once for speed 1-3, twice for speed 4-6

Punch It – Ship take 3 strain; immediately accelerate to maximum speed.

Evasive Maneuvers (min speed 3) – upgrade difficulty of all attacks made by and against this ship by 1 until the end of the next round.

Stay on Target (min speed 3) – upgrade all attacks made by and against this ship until the end of the next round.

Angle Deflector Shields – Move up to one point of defense from one zone to another zone.

Maneuvers

Aim (can aim twice) – Gain □ on the next combat check.

Aim - ■ Target a component (46-54 on critical hit chart). Spend 🌀🌀🌀 to upgrade to 118-126. Use two or more aims to add only a single ■.

Triumph and Despair

- 🌀 or 🌀 - Add □ to next allied character's action (if it makes narrative sense)
- Notice/suggest a narrative option.
- 🌀🌀 or 🌀 - Perform an immediate free maneuver (normal limits apply)
- Add ■ to target's next check or □ to any allied character's next check (narrative!)
- 🌀🌀🌀 or 🌀 - Reduce target's defense by half (round down) until end of current round.
- Ignore penalizing terrain until end of your next turn.
- Perform one free pilot maneuver (still max 2 in turn).
- Force target to break off (cancel Aim or Stay on Target)
- 🌀 - Upgrade difficulty of target's next pilot or gunnery check.
- Upgrade any allied character's next check (if it makes narrative sense)
- Do something vital to turning the tide of battle (eg: shoot the comms hub)

Ship Data

Hyperdrive: Class 3

Backup Hyperdrive: Class 10

Speed: 6

Handling: +3 (Adds □□□)

Silhouette: 3

Sensor Range: Short

Encumbrance: 6

Consumables: 2 Days

Customization Points: None