

Actions

Normal actions (such as shooting) may be taken while using the jetpack Fly maneuver (see right box), but suffer 2 difficulty upgrades. Actions described here are not subject to that penalty.

Cannonball – ◆◆◆pilot(planet) check. From short or medium range, zoom to a target of silhouette 1 or 0, crashing into them. May knockdown for ☹. May stagger target for a number of rounds equal to ☹ spent. May immobilize target for a number of rounds equal to ☹ spent.

Rocketeer – ◆◆◆pilot(planet) check. From short or medium range, grab a target of silhouette 1 or 0 and reposition them within short or medium range, landing at close or engaged range to the target. Maximum vertical transversal is 3 floors (10.5 metres).

Jetpack Data

Speed: 1
Handling: 0
Encumbrance: 2

You can use the jetpack once every other round; the jetpack requires a round to recharge.



Triumph

- ☹ or ☹ - Add ■ to next allied character's action (if it makes narrative sense)
- Notice/suggest a narrative option.
- ☹☹ or ☹ - Add ■ to target's next check or ■ to any allied character's next check (narrative!)
- ☹☹☹ or ☹ - Ignore penalizing weather on next jetpack check.
- ☹ - Upgrade any allied character's next check (if it makes narrative sense)
- Do something vital to turning the tide of battle.

Pilot Maneuvers

All pilot maneuvers are base ◆pilot(planet) check. Setback dice added for wind, weather, etc as appropriate. Effects of failure are highly narrative dependent.

Fly – May not leave engaged without first using a maneuver.

- Horizontal: Change two range bands: from short to long, or medium to any (short↔extreme).
- Vertical: any combination of 4 floors (14 metres) e.g.: 2 up, 2 down; 4 up and land, etc.

Scramjet – Requires 2 maneuvers. Move from short to extreme range.

Jet Wash – Take 3 strain; move from engaged to close or medium. Engaged parties of silhouette 0 or 1 must pass a ◆◆athletics check or are knocked prone.

Incidentals

Emergency Thrusters – Take 2 strain and 1 wound. Use the jetpack without recharge round. Add ■■ to next jetpack maneuver or action. Use once/encounter.

Despair (GM ideas...)

- ☹ - Add ■ to next allied character's action (if it makes narrative sense)
- Flub a maneuver or action (especially if hilarious).
- Fail to reach desired location.
- ☹☹ or ☹ - Remove next action or maneuver opportunity.
- Drop to bottom of initiative order.
- Badly flub a maneuver or action in an appropriate fashion.
- Give enemy free shot opportunity.
- ☹☹☹ or ☹ - Crash! Damage determined by height or speed.
- Fly into friendlies.
- ☹ - Jetpack failure in flight.