

## STARSHIPS - ADVANTAGE AND TRIUMPH

### STANDARD

- ☉ or ☉ ☉ ☉
  - ☉ Recover 1 system strain
  - ☉ Add ☐ to the next allied active character's *Piloting*, *Gunnery*, *Computers*, or *Mechanics* check.
  - ☉ Notice a single important point in the ongoing conflict (eg. fatal flaw in an enemy ship's course, a weak point on an attack speeder, etc).
  - ☉ Inflict a Critical Hit with a successful attack that deals damage past armor (☉ cost may vary)
  - ☉ Activate a weapon quality (☉ cost may vary)

- ☉☉ or ☉☉
  - ☉ Perform an immediate free maneuver, provided the active character has not already performed two maneuvers in that turn.
  - ☉ Add ■ to the targeted character's next *Piloting* or *Gunnery* check.
  - ☉ Add ☐ to your next *Piloting*, *Gunnery*, *Computers* or *Mechanics* check.
  - ☉ Add ☐ to any allied character's next *Piloting*, *Gunnery*, *Computers* or *Mechanics* check, including the active character.

- ☉☉☉ or ☉☉☉
  - ☉ When dealing damage to an opposing vehicle or ship, have the shot temporarily damage a component of the attacker's choice rather than deal hull damage or system strain. The effects of this are up to the attacker and the GM, and should make logical sense. For example, damaging a ship's shield generator should drop its defense to 0 until the generator is repaired (ideally with a *Mechanics* check). However, it should not be too debilitating.
  - ☉ Downgrade the difficulty of your next check once.
  - ☉ Ignore penalizing terrain or stellar phenomena until the end of the active character's next turn.
  - ☉ If piloting the ship, perform one free Pilot Only maneuver (provided it does not break the limit of maximum number of Pilot Only maneuvers in a turn).
  - ☉ Force the target ship or vehicle to veer off, breaking any **Aim** or **Stay on Target** maneuvers.

- ☉☉
  - ☉ Upgrade the difficulty of the targeted character's next *Piloting* or *Gunnery* check.
  - ☉ Upgrade any allied character's next *Piloting*, *Gunnery*, *Computers*, or *Mechanics* check.
  - ☉ Turing the tide of battle (eg. destroying a capital ship's shield generator, losing a pursuing ship in an asteroid field, etc).

- ☉☉☉
  - ☉ When dealing damage to an opposing vehicle or ship, have the shot destroy some important component of the attacker's choice rather than deal hull damage or system strain, leaving it completely inoperable until fully repaired. As with the above option for disabling a component, this should be agreed upon by the GM and player, but could include destroying the engines of a fleeing ship, taking out their hyperdrive, or blowing off weapons.

### ASTEROID/DEBRIS FIELD

- ☉ or ☉☉
  - ☉ **Screen:** Swerve around a chunk of debris, granting ☐ to active character or an allied character's next *Piloting* check.

- ☉☉ or ☉☉
  - ☉ **Weave:** Upgrade difficulty of all *Gunnery* checks targeting this craft until the pilot's next turn.
  - ☉ **Clear Patch:** The difficulty of all skill checks is downgraded by one die until the active character's next turn.

- ☉☉☉ or ☉☉☉
  - ☉ **Variable Density:** Find a path through the rubble; active character's next *Piloting* check is **Average** (◆◆) difficulty.

- ☉☉
  - ☉ **Look Out!:** Force one enemy craft in the encounter to suffer a minor collision with an obstacle the active character just dodged.
  - ☉ **Got You!:** Active character's ship gains the benefits of **Gain the Advantage** on a target of choice after skillfully maneuvering around the surrounding terrain.

- ☉☉☉
  - ☉ **Blinders:** Active craft deftly swerves around a large chunk of incoming debris that an opposing ship doesn't see. Force one enemy craft at close range to suffer a major collision.

### NEBULA/GAS ANOMOLY

- ☉ or ☉☉
  - ☉ **Clear Scopes:** The sight limitations of the nebula lift briefly, granting ☐ to active character or an allied character's next *Piloting* check.

- ☉☉ or ☉☉
  - ☉ **One with the Fog:** Upgrade difficulty to all *Gunnery* checks targeting this craft until the pilot's next turn.

- ☉☉☉ or ☉☉☉
  - ☉ **We Lost Him:** One enemy craft is removed from the encounter, but remains intact. A future ☉ result may be used to return this combatant to the fight.

- ☉☉
  - ☉ **Clouds are My Allies:** Active characters ship gains the benefits of **Gain the Advantage** on a target of choice after skillfully maneuvering around the surrounding terrain.

- ☉☉☉
  - ☉ **Sparks Fly!:** Gain the benefits of **Clouds are My Allies**. Additionally, active craft triggers a discharge that hits one enemy craft of the pilot's choice at close range, inflicting the equivalent of a minor collision.

### LARGE SPACE BATTLE

- ☉ or ☉☉
  - ☉ **Elusive:** Active ship expertly jinks around other craft or debris in the fight, providing some cover. Add ■ to all *Gunnery* checks targeting this craft until the pilot's next turn.

- ☉☉
  - ☉ **Moment of Clarity:** Pilot positions himself to get a brief glimpse of the larger battle, granting ☐ to active (or an allied) character's next *Piloting* check.

- ☉☉☉ or ☉☉☉
  - ☉ **Tuck and Roll:** Upgrade difficulty to all *Gunnery* checks targeting this craft until the pilot's next turn.

- ☉☉☉ or ☉☉☉
  - ☉ **Were'd They Go?:** In the fury of the fight, one enemy craft is removed from the encounter, but remains intact. A future ☉ result may be used to return this combatant to the fight.

- ☉☉
  - ☉ **Look Out!:** Force one enemy craft in the encounter to suffer a minor collision with loose debris the active character just dodged.

- ☉☉☉
  - ☉ **I Have You Now!:** Active character's ship gains the benefits of **Gain the Advantage** on a target of choice after skillfully maneuvering around a smaller capital ship or part of a bigger ship.

- ☉☉☉
  - ☉ **Eat This!:** Force one enemy craft at close range to suffer a major collision with the superstructure of a nearby capital ship or large piece of loose debris.

## STARSHIPS - THREAT AND DESPAIR

### STANDARD

- ☉☉ or ☉☉☉
  - ☉ If piloting a ship, sudden maneuvers force the ship to slow down by 1 point of speed.
  - ☉ The active character loses the benefits of a prior maneuver (such as executing **Evasive Maneuvers** or **Aim**) until he performs the maneuver again.
  - ☉ The character's active ship or vehicle suffers 1 system strain. (This option may be selected more than once.)

- ☉☉☉ or ☉☉☉
  - ☉ An opponent may immediately perform one free maneuver in response to the active character's check.
  - ☉ Add ☐ to the targeted character's next *Piloting* or *Gunnery* check.
  - ☉ The active character or an allied character suffers ■ on his next action.

- ☉☉☉☉ or ☉☉☉☉
  - ☉ The Initiative slot being used by the active player drops to last in the Initiative order.
  - ☉ The active character grants the enemy a significant advantage in the ongoing encounter, such as drifting straight into his line of fire, decreasing the difficulty of any checks made against the active character's ship or vehicle by one until the beginning of that character's next turn.

- ☉☉+ Success
  - ☉ The primary weapon system of the active character's ship (or the particular weapon system he is manning if he is acting as a gunner) suffers the effects of the Component Hit Critical. This does not count toward the ship's accumulated Critical Hits.

- ☉☉☉
  - ☉ Upgrade the difficulty of an allied character's next *Gunnery*, *Piloting*, *Computers*, or *Mechanics* check, including the current active character.
  - ☉ The active character suffers a minor collision either with one of his opponents within close range or with the stellar phenomena/terrain he is flying or driving through.

- ☉☉+ Fail
  - ☉ The active character suffers a major collision either with one of his opponents within close range or with the stellar phenomena or terrain he is flying or driving through.

### ASTEROID/DEBRIS FIELD

- ☉☉ or ☉☉☉
  - ☉ **Narrow Margin:** Path through the debris field suddenly gets much smaller. Add ■ to the craft's next *Gunnery* or *Piloting* check.
  - ☉ **Gravel Pile:** Craft passes through a hail of small debris. Add ■ to the craft's next *Gunnery* or *Piloting* check, and ship takes 1 system strain that ignores armor.

- ☉☉☉ or ☉☉☉
  - ☉ **Hazard!:** Large hunks of rubble or wreckage collide in close proximity to the active ship, sending a dense cloud of debris into its path. Upgrade the difficulty of the ship's next *Piloting* check by one.
  - ☉ **Light Blast:** An unstable asteroid or energy cell explodes nearby, rocking the active ship and inflicting system strain equal to the ☉ generated.

- ☉☉+ Success
  - ☉ **Oops!:** Active vehicle clips a piece of debris, suffering a minor collision and reducing speed by 1.
  - ☉ **Blast:** A high-energy impact in the field or drifting energy canister detonates, sending a powerful shockwave into the path of the active vehicle, inflicting system strain equal to twice the ☉ generated.

- ☉☉+ Fail
  - ☉ **Hold Ont!:** Vehicle smashes into the side of an asteroid or large piece of debris, suffers a major collision, and careens out of control. The craft immediately suffers the "Knocked Off Course" Critical.

### NEBULA/GAS ANOMOLY

- ☉☉ or ☉☉☉
  - ☉ **Unresponsive:** Light energy discharge from the cloud disrupts the ship's controls. Add ■ to the craft's next *Gunnery* or *Piloting* check, and ship takes 1 system strain that ignores armor.

- ☉☉☉
  - ☉ **Dazzled:** A flash of lightning from the cloud, too far away to harm the ship, is still bright enough to disorient the active character. Upgrade the difficulty of this ship's next *Piloting* check by one.

- ☉☉☉ or ☉☉☉
  - ☉ **Out of Nowhere:** A sudden and unexpected of cloud of debris appears in the flight path of the active ship. The ship's next *Piloting* check difficulty is determined using the Stellar Phenomena rules.

- ☉☉☉
  - ☉ **Too Cloe:** The fog clears briefly to reveal an enemy ship or debris at point blank range. The active character must make an immediate *Piloting* check at Stellar Phenomena difficulty. Failure results in a minor collision.

- ☉☉☉
  - ☉ **Light Blast:** An energy discharge from the nebula cloud rocks the active ship and inflicting system strain equal to the ☉ generated.

- ☉☉+ Success
  - ☉ **Heavy Blast:** A heavy energy discharge from the nebula cloud rakes across the active ship, inflicting system strain equal to twice the ☉ generated.

- ☉☉+ Fail
  - ☉ **Systems Damaged:** Suffer the effects of Heavy Blast. Additionally, the energy blast temporarily shorts out all power in the ship. The craft immediately suffers the "Engines Damaged" Critical Hit.

### LARGE SPACE BATTLE

- ☉☉ or ☉☉☉
  - ☉ **Light Flak:** Add ■ to the craft's next *Gunnery* or *Piloting* check, and ship takes 1 system strain that ignores armor.

- ☉☉☉
  - ☉ **Light Blind:** A flash from an explosion within the pilot's field of view disorients the active character. Upgrade the difficulty of the ship's next *Piloting* check by one.

- ☉☉☉ or ☉☉☉
  - ☉ **Structural Failure:** A sudden cloud of debris from an exploding ship or superstructure appears in the flight path of the active ship. The ship's next *Piloting* check difficulty is determined using the Stellar Phenomena rules.

- ☉☉☉
  - ☉ **Heavy Flak:** Upgrade craft's next *Gunnery* or *Piloting* check by one, and ship takes 1 hull trauma that ignores armor.

- ☉☉☉
  - ☉ **Light Blast:** A nearby loose fuel cell detonates, rocking the active ship and inflicting system strain equal to the ☉ generated.

- ☉☉☉☉ or ☉☉☉☉
  - ☉ **Watch Your Vector:** The flight path of the encounter crosses another group of engaged fighters that scream by on a different vector. Active character's craft is hit with a stray blast from a medium laser cannon (damage 6 only, no critical rating); upgrade craft's next *Gunnery* or *Piloting* check by one.

- ☉☉+ Success
  - ☉ **Ouch!:** Vehicle clips a piece of superstructure or debris suffering a minor collision and reducing speed by 1.

- ☉☉☉
  - ☉ **Heavy Blast:** A large shockwave from a nearby explosion shakes the active ship, inflicting system strain equal to twice the ☉ generated.

- ☉☉+ Fail
  - ☉ **Strap In!:** Vehicle collides with the side of a capital ship's superstructure or another fighter in a passing dogfight, suffering a major collision, and begins to tumble. The craft immediately suffers the "Knocked Off Course" Critical Hit.