

	<p>When dealing damage to a target, have the attack destroy a piece of equipment they are using.</p>	
	<p>Upgrade the difficulty of the targeted character's next check.</p> <p>Upgrade any allied character's next check, including the current active character.</p> <p>Do something vital, such as shooting the controls to the nearby blast doors to seal them shut.</p>	
	<p>Negate the targeted enemy's defensive bonuses (such as from cover, equipment or maneuvers) until the end of the current round.</p> <p>Ignore penalizing environmental effects until the end of the active character's next turn.</p> <p>When dealing damage, have the attack disable the opponent or one piece of gear rather than dealing wounds or strain. This can be hobbling him (shot to the leg) or disabling a comlink. The effects are temporary.</p> <p>Gain +1 melee or ranged defense until the end of the active character's next turn.</p> <p>Force the target to drop a melee or ranged weapon it is wielding.</p>	 or 
	<p>Perform an immediate free maneuver that does not exceed the two maneuver per turn limit.</p> <p>Add  to the targeted character's next check.</p> <p>Add  to any allied character's next check, including the active character.</p>	 or 
	<p>Recover 1 strain (this option may be selected more than once).</p> <p>Add  to the next allied active character's check.</p> <p>Notice a single important point in the ongoing conflict, such as the location of a blast door's control panel or a weak point on an attack speeder.</p> <p>Inflict a Critical Injury with a successful attack that deals damage past soak ( cost may vary).</p> <p>Activate a weapon quality ( cost may vary, default ).</p>	 or 
<b>Cost</b>	<b>Result Options</b>	

Cost	Result Options
 or 	<p>The active character suffers 1 strain (this option may be selected more than once).</p> <p>The active character loses the benefits of a prior maneuver (such as taking cover or assuming a Guarded Stance)</p>
  or 	<p>An opponent may immediately perform a free maneuver in response to the active character's check.</p> <p>Add  to the targeted character's next check.</p> <p>The active character or an allied character suffers  on his next action.</p>
   or 	<p>The active character falls prone.</p> <p>The active character grants the enemy a significant advantage in the ongoing encounter, such as accidentally blasting the controls to a bridge he was planning to use.</p>
	<p>The character's ranged weapon immediately runs out of ammunition and may not be used for the remainder of the encounter.</p> <p>Upgrade the difficulty of an allied character's next check, including the current active character.</p> <p>The tool or melee weapon the character is using becomes damaged (see pg. 159).</p>

**MANEUVERS**

<p><b>AIM</b></p> <p>Gain  on the next combat check or target a specific item at  .</p> <p>Spending a consecutive maneuver aiming adds  or removes , respectively.</p>	<p><b>MANAGE GEAR</b></p> <p>Draw/holster a weapon or item, or load a weapon.</p>
<p><b>ASSIST</b></p> <p>Add  to an engaged ally's next action.</p>	<p><b>MOVE</b></p> <p>Change range increment.</p> <p>Engage or disengage.</p> <p>Move within Short Range</p>
<p><b>GUARDED STANCE</b></p> <p>Add  to any combat checks made until the end of next turn and gain 1 melee defense.</p>	<p><b>DROP PRONE / STAND FROM PRONE</b></p> <p>Add  to ranged attacks and  to melee attacks against prone targets.</p>
<p><b>INTERACT WITH ENVIRONMENT</b></p> <p>Move large object, open or close a door, or take cover (gain 1+ defense).</p>	<p><b>PREPARATION</b></p> <p>Some actions require a preparation maneuver (or multiple).</p>

Cost	Result Options
 or 	Add  to the next allied active character's Piloting, Gunnery, Computers, or Mechanics check. Notice a single important point in the ongoing conflict, such as a fatal flaw in an enemy ship's course or a weak point on an attack speeder. Inflict a Critical Injury with a successful attack that deals damage past armor (  cost may vary). Activate a weapon quality (  cost may vary, default   ).
  or 	Perform an immediate free maneuver that does not exceed the two maneuver per turn limit. Add  to the targeted character's next Piloting or Gunnery check. Add  to any allied character's next Piloting, Gunnery, Computers, or Mechanics check, including the active character.
   or 	Ignore penalizing terrain or stellar effects until the end of the active character's next turn. When dealing damage to an opposing vehicle or ship, have the attack temporarily damage a component of the attacker's choice rather than dealing hull damage or system strain. If piloting the ship, perform one free Pilot Only maneuver (provided it doesn't exceed the maximum Pilot Only maneuvers). Force the target ship 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, including the current active character. Do something vital, such as shooting the destroying a capital ship's shield generator or losing a pursuing ship in an asteroid field.
 	When dealing damage to a target, have the attack destroy an important component of the attacker's choice rather than doing hull damage.

Cost	Result Options
 or 	If piloting a ship, slow down by one speed. The active character's ship suffers 1 system strain (this option may be selected more than once). The active character loses the benefits of a prior maneuver (such as Evasive Maneuvers or Aim)
  or 	An opponent may immediately perform a 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 character drops to last in the 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 it by 1 until the beginning of his next turn.
	The primary weapon system of the active character's ship (or the weapon system manned) suffers the effects of the Component hit Critical. This does not count as an accumulated critical hit. Upgrade the difficulty of an allied character's next Piloting, Gunnery, Computers, or Mechanics check, including the current active character. The active character suffers a minor collision with one of his opponents in Close Range, or with the stellar phenomena/terrain he is moving through. <b>(on a failed check)</b> The active character suffers a major collision with one of his opponents in Close Range, or with the stellar phenomena/terrain he is moving through

## MANEUVERS

### FLY/DRIVE

Move based on speed.

**Speed 1:** Move within Close, 2 maneuvers to change range

**Speed 2–4:** Move within Close, 1 maneuver to change range

**Speed 5–6:** Move within Close, 1 maneuver to change 2 ranges

### ACCELERATE/DECELERATE

Increase or decrease the ship's speed by one.

### PUNCH IT

**Silhouette: 1–4**

Accelerate to maximum speed, suffering 1 system strain per point.

### EVASIVE MANEUVERS

**Silhouette: 1–4, Speed: 3+**

Avoid incoming fire, upgrading the difficulty by 1 to hit and be hit.

### STAY ON TARGET

**Silhouette: 1–4, Speed: 3+**

Zero in on target, upgrading an attack check by 1 to hit and be hit.

### ANGLE DEFLECTOR SHIELDS

**Not Pilot Only**

Move 1 die of shields from one zone to another.

## ACTIONS

### GAIN THE ADVANTAGE

Variable Piloting

Initiating ship is:

- ◆ Faster
- ◆◆ Same Speed
- ◆◆◆ 1 Slower
- ◆◆◆◆ 2+ Slower

Out maneuver an enemy vehicle.

Only the pilot can take this action.

**On a successful check**, until the end of the pilot's next turn, the target does not gain the benefits, and the piloted vehicle do not suffer the penalties of Evasive Maneuvers

### PLOT COURSE

- ◆◆ Astrogation or
- ◆◆◆ Perception

Study the terrain ahead and plot a course that should take the vehicle safely through it.

**On a successful check**, each success reduces the ■ suffered for difficult terrain by 1.

### COPILOT

- ◆◆ Piloting

Serve as the vehicle's copilot, manage systems and auxiliary equipment to allow the pilot to focus.

**On a successful check**, each success downgrades the difficulty of the pilot's next Piloting check by 1.

### BOOST SHIELDS

- ◆◆◆ Mechanics

Re-route power from other systems to boost the defensive systems of a vehicle. This only works if a vehicle already has a defense rating.

**On a successful check**, the vehicle suffers 1 system strain and increases the defense of one defense zone by one until the beginning of his next turn. Additional ✨ increases the duration by one round per ✨.

### DAMAGE CONTROL

Variable Mechanics

Strain or Trauma is:

- ◆ ≤ 1/2 threshold
- ◆◆ ≤ threshold
- ◆◆◆ > threshold

or Critical Hit difficulty

Mitigate stress and damage caused to a vehicle's system. Can only be performed for Hull Trauma **once per encounter**.

**On a successful check**, the vehicle recovers 1 Hull Trauma, 1 System Stress or repair the targeted Critical Hit.

### MANUAL REPAIRS

- ◆◆◆ Athletics

Attempt to use the Damage Control action with Athletics (if allowed by GM)

**On a successful check**, remove 1 point of hull trauma from the ship, plus 1 additional point for each additional ✨. This follows the limitations to Damage Control.

### FIRE DISCIPLINE

- ◆◆◆ Leadership or Discipline

Forgo fighting to analyze the opponents' tactics and direct his fellows to greater accuracy with their weapons fire.

**On a successful check**, the next crew member firing a weapon aboard the ship can add □ to his check. Each additional ss grants this to an additional crew member. In addition, the crew member can spend ☹☹☹ to allow every hit from shipboard weapons to inflict 1 system strain on their target as well as regular damage until the beginning of his next turn.

### SCAN THE ENEMY

- ◆◆◆ Perception

Use the ship's scanners to study the enemy.

**On a successful check**, learn what weapons the ship has, any modifications, and their system strain and hull trauma thresholds. If he spends ☹☹ he can also learn their current system strain and hull damage.

### JAMMING

- ◆◆ Computers

Use the vehicle's systems to jam the communications of enemy vehicles.

**On a successful check**, the enemy must make a ◆◆ Computers check to use their communication systems. The difficulty increases by one for each additional ✨, and the jamming affects an additional target for each ☹ spent.

### SLICE ENEMY'S SYSTEMS

- ◆◆◆ Computers

Use shipboard computers to attempt to disrupt the systems of an enemy vehicle.

**On a successful check**, reduce the defense of one zone on the target vehicle for one round per ✨.

A ☹ may be spent to disable a weapon for one round, and ☹☹ may be spent to inflict 1 system strain.

### "SPOOFING" MISSILES

- ◆◆ Computer or
- ◆◆◆ Vigilance

Track incoming attacks and use vehicle systems to disrupt their tracking systems, or times incoming missiles and drops flares and chaff.

**On a successful check**, any attacks made against the crew member's ship or vehicle using weapons with the Guided quality upgrade their difficulty by 1, plus 1 for every ☹☹, until the start of the crew member's next turn.