



# CHARACTER COMBAT QUICK REFERENCE

## MANEUVERS

## ACTIONS


### AIM

Add  to the character's next combat check, or  if the character spends 2 maneuvers.

### ASSIST

Add  to another character's next action.

### GUARDED STANCE

When a character is confronted by an enemy, a character can take a maneuver to assume a guarded stance, which contributes to their defense against melee attacks. A character who performs this maneuver adds  to any combat check they make until the end of their next turn. However, this also gains melee defense +1 until the end of their next turn.



### INTERACT WITH THE ENVIRONMENT

- Moving a large item: Flipping over a table, shoving a barrel into a pursuer's path, or hefting a crate requires a single maneuver.
- Opening or closing a door: Whether an electronic blast door or a primitive door with latches and hinges, opening or closing it takes a maneuver.
- Taking cover: Purposely moving into cover requires a maneuver and allows the character to gain ranged defense 1 (and some cover can grant a ranged defense higher than 1, if particularly sturdy).

### MANAGE GEAR

- Draw, holster, ready, or load a weapon: Drawing, holstering, loading or preparing a weapon takes a maneuver.
- Draw something from storage, or put it away: Retrieving or stowing an item from or into a pouch, backpack, satchel, bandolier, or some other accessible container.

### MOUNT OR DISMOUNT



Mounting or dismounting a domesticated animal requires a maneuver. Successfully mounting an untrained animal requires an Average ( ) Survival check (or more depending on the animal). Similarly, mounting a vehicle, sliding into a cockpit, or otherwise taking position to pilot a vehicle, operate a gunnery station, or the like requires a maneuver as well.

### MOVE

Moving between range bands:

Maneuvers x 1	→ Engaged	→ Short
	→ Short	→ Within Short
	→ Short	→ Medium
Maneuvers x 2	→ Medium	→ Long
	→ Long	→ Extreme
Maneuvers x 3	→ Short	→ Long
Maneuvers x 4	→ Engaged	→ Long
Maneuvers x 5	→ Short	→ Extreme
Maneuvers x 6	→ Engaged	→ Extreme

### DROP PRONE OR STAND FROM PRONE

Dropping prone and standing from a prone position each require a maneuver. Dropping prone allows the character to add  to all ranged attacks made against them, although they also must add  to all melee attacks made against them.

### PREPARATION

Some actions require additional preparation to perform safely. The preparation maneuver is generally performed in conjunction with another ability to confer a bonus, offset a penalty, or fulfil a requirement. The individual talents or abilities that utilize the preparation maneuver define its specific effect. It is sometimes abbreviated under the requirements as 'prepare'.

### EXCHANGE ACTION FOR MANEUVER

A character may exchange their action for an additional maneuver during their turn. They may then perform any maneuver they would be able to perform normally, following the rules that govern maneuvers. However, a character still may not perform more than two maneuvers during their turn, no matter how they gained access to them.

### ACTIVATE AN ABILITY















When a character spends an action to activate an ability/talent (even if spending the action does not require a check or any other activity on the character's part), they have used their action for this turn. They may not take a second action, unless they have a specific ability that would grant them a second action.
















### ACTIVATE A FORCE POWER

Most force powers require an action to use.

### PERFORM A SKILL CHECK

A character makes a combat check (or Attack Action) when they use a combat skill to attack a target. When performing an attack, the difficulty is based on the distance from the target, the position of the attacker with its opponents, and the type of weapon being used:

ATTACKER	SKILL	DIFFICULTY
Engaged	Brawl	 
	Melee	 
	Ranged/Gunnery	See below
Short	All ranged	
Medium	All ranged	 
Long	All ranged	  
Extreme	All ranged	   

- **Attacking an Engaged Target:** When attacking with a melee weapon against a target with ranged weapon, the attacker adds .
- **Using Ranged Weapons Against an Engaged Target:** When attacking a target which is engaged with another target, upgrade the difficulty of the check once. If the attack results in , then the attack automatically affects the character engaged with the initial target.
- **Using Ranged Weapons Whilst Engaged:** When using Ranged (Light), increase difficulty by +. When using Ranged (Heavy), increase difficulty by + . It is impossible to use Gunnery whilst engaged.
- **Attacker or Defender Prone:** When a character attacks a prone target with Brawl or Melee that they are engaged with, gain . When a character attacks a prone target with ranged weapon, the target gains a . If prone, the prone character gains a  to Brawl and Melee attacks but suffers no penalty for range attacks.
- **Attacking with Two Weapons:** Single handed weapons only. Make a 'combined' check using lowest Characteristic and Lowest Skill to generate the dice pool. If using the same combat skill +, and it not + . If successful, a character may spend   or  to confirm a hit with the second weapon (similar to linked weapon quality).
- **Attacking Different Sized Targets:** Reduce the difficulty of the the attack action check by one when attacking a target two or more silhouette larger. Similarly, when an attacker is attacking a target with silhouette two or more size categories smaller than itself, increase the difficulty of the attack action check by one.
- **Improvised Weapons:** When attacking with an improvised weapon, use the Melee skill to perform the attack. The check automatically generates .



# SPACE COMBAT QUICK REFERENCE

## MANEUVERS

### ACCELERATE/DECELERATE

[PILOT ONLY]

Increase or reduce ship/vehicle speed by 1.

### FLY/DRIVE

[PILOT ONLY]

Ship moves between range bands depending on speed::

**Speed 0:** Cannot move

**Speed 1:** Maneuvers x 2 Medium → Long

**Speed 2-4:** Maneuvers x 1 Close → Short  
Maneuvers x 2 Close → Medium

**Speed 5-6:** Maneuvers x 1 Close → Short  
Maneuvers x 1 Close → Medium  
Maneuvers x 2 Close → Long

### EVASIVE MANEUVERS

[PILOT ONLY: SPEED 3+]

Until the end of the round, upgrade the difficulty of all attacks against the ship/vehicle once, plus up to one extra time per point of handling the vehicle has. Upgrade the difficulty of all attacks from the ship/vehicle by the same amount.

### STAY ON TARGET

[PILOT ONLY: SPEED 3+]

Until the end of the pilot's next turn, upgrade the ability of all attacks made by the ship/vehicle once. Upgrade the ability of all attacks against the ship/vehicle once.

### PUNCH IT

[PILOT ONLY]

The ship/vehicle immediately accelerates to its maximum speed suffering 1 System Strain per speed gained.

### ANGLE DEFLECTOR SHIELDS

Reassign one point of defence from one zone to another.

### NAVIGATE TERRAIN

[PILOT ONLY]

Establish the values of ½ the ship/vehicle's **Silhouette** and the ship/vehicle's current **Speed**. Make a **Piloting** skill check with the difficulty being the higher of the two numbers, and the upgrades being the lower of the two. Add ■ depending on the terrain. On a success, pass through the terrain.

### AIM

Add ■ to the character's next combat check, or ■■ if the character spends two maneuvers.

### ASSIST

Add ■ to another characters next action.

## ATTACK DIFFICULTY

The relative size of the target vehicle/ship silhouette affects the difficulty:

Target = or +/-1:



Target 2+ Larger:



Target 2 Smaller:



Target 3 Smaller:



Target 4+ Smaller:



## ACTIONS

### PLOT COURSE

[ASTROGATION ♦♦ OF PERCEPTION ♦♦♦]

On a success, each ★ reduces the difficult terrain penalty on the next piloting check by ■.

### CO-PILOT

[PILOTING ♦♦]

With a successful check, each uncanceled ★ downgrades the difficulty of the next piloting check by 1.

### JAMMING

[COMPUTERS ♦♦]

On a success, one enemy ship/vehicle has jammed communications and must pass a Computers ♦♦ check to use them. Increase the difficulty by per ★★. ☹ may be spent to jam one additional target.

### BOOST SHIELDS

[MECHANICS ♦♦♦]

Suffer 1 System Strain. On a success, increase the defence in one zone by 1, for 1 round per ★.

### FIRE DISCIPLINE

[LEADERSHIP ♦♦♦ OR DISCIPLINE ♦♦♦]

On a success, add to the next attack made from the ship/vehicle. Affect 1 extra attack per ★★. Any ☹/☹ rolled may be spent on affected attacks to activate weapon qualities and score critical hits.

### SLICE ENEMY SYSTEMS

[COMPUTERS ♦♦♦]

On a success, reduce the target's defence in one zone by 1, for 1 round per ★. ☹☹ may be spent to inflict 1 System Strain, ☹ and may be spent to disable a weapon for 1 round.

### GAIN THE ADVANTAGE

[PILOT ONLY]

Add/remove ♦ for each point of speed lower/higher than the target.

On a success, ignore any penalties imposed by the pilot/target's usage of Evasive Maneuvers, and the pilot may choose the relative positioning of the two, until the target Gains the Advantage back.

### DAMAGE CONTROL

[MECHANICS ♦+]

Damage to Hull Trauma/System Strain < ½ its threshold → ♦

Damage to Hull Trauma/System Strain > ½ its threshold → ♦♦

Damage to Hull Trauma/System Strain > its threshold → ♦♦♦

Success = -1 System Strain and can be tried as many times as required.

Success = -1 Hull Trauma per uncanceled ★, but only once per combat.

### MANUAL REPAIR

[ATHLETICS ♦♦♦]

With the proper tools, take a **Damage Control** action using Athletics instead of Mechanics. Success results in -1 Hull Trauma plus 1 extra per ★★, but only once per combat. Cannot be used to repair Strain. Only used once per combat.

### JUMP TO HYPERSPACE

[ASTROGATION ♦+]

On a success, the ship jumps to hyperspace in a number of rounds equal to its Silhouette, reduced by 1 round per ★.

### FIRE WEAPON

[GUNNERY ♦+]

Fire a single weapon of a starship/vehicle. For each ★ add +1 to the base damage. Use ☹/☹ to activate special qualities of the weapon.

### "SPOOF" MISSILES

[COMPUTERS ♦♦ OR VIGILANCE ♦♦♦]

Use vehicle systems to disrupt missiles (i.e. chaff, counter-measures, flares, etc.) If successful, any attacks against the crewmember's vehicle using weapons with the Guided quality upgrades difficulty by one (+1 upgrade per additional ☹☹) until the start of the crewmember's next turn.