

Space Combat

Order of Space Combat

1. COMMAND	The character in command of the ship issues orders, determining how hard the crew can push themselves this turn and what advantages the commander's leadership grants.
2. MANEUVERS	At the start of a round of combat, determine the range between the ships involved. Space combat ranges fall into one of three broad bands: Long Range, Medium Range, and Close Range or CQB (Close Quarters Battle). Range determines effective weapon attacks and defenses. Ships can attempt to maneuver to extend or close the distance between them.
3. ELECTRONIC WARFARE	Determine the effectiveness of the ship's sensor information and any efforts to deceive enemy sensors, and therefore targeting, using electronic warfare techniques.
4. WEAPON ATTACKS	All ships involved in the combat select targets and make attacks with their available weapons.
5. DEFENSIVE ACTIONS	All targets of weapon attacks take defensive actions, including evasion and the use of point defense weapons.
6. ATTACK DAMAGE	Resolve the damage of any weapon attack that successfully gets past defenses in step 5.
7. DAMAGE CONTROL	If a ship suffers losses due to damage but is not taken out, its crew can attempt to minimize the effects of the losses.

Each round take about 1 minute in-game time.

Roles

- Captain – Communication (Leadership)
- Pilot – Dexterity (Piloting)
- Sensors Control – Intelligence (Technology)
- Weapons Control
- Engineer – Intelligence (Engineering)

1. Command

COMMAND TEST = COMMUNICATION (LEADERSHIP) VS. TN 11
SUCCESS = 1 STUNT POINT (+ DRAMA DIE SP WITH DOUBLES)

The commander may spend SP generated from the command test on other ship combat actions that round (see the *Guidance stunt*), or just normal stunts below. Once a new round of ship combat begins, any unspent command SP from the prior round are lost.

COST	NAME	DESCRIPTION
1+	GUIDANCE (CORE)	You grant a +1 bonus to a chosen ship combat test this round per SP spent . Choose one of the following: Maneuver test, Electronic Warfare test, Evasion test, Point Defense test, or Damage Control test.
1+	BLINDING MANEUVER	You maneuver your ship in such a way as to blind or limit an opponent's Sensors . Each SP you spend reduces an opposing ship's Sensors score by 1 (to a minimum score of -2) until the start of the next round.
2	MULTI-TARGETING	Your ship's point defense cannons (<u>if any</u>) can both attack and defend this round without any penalty .
2+	ON-TARGET	Every 2 SP you spend increases the TN of tests to evade your ship's weapon attacks that round by +1 .
2+	TACTICS	Every 2 SP you spend increases the TN of an opposing ship commander's next command test by +1 .
3+	EVASIVE ACTION	Every 3 SP you spend grants a +1d6 Hull bonus to your ship that round for resisting damage from successful weapon attacks.
3	PERCEIVED WEAKNESS	You increase the damage of one successful weapon attack by 1d6 . <i>This stunt is a risk as it has to come in Step 5 of the round, and requires a successful hit.</i>
4	PRECISE HIT	One of your successful weapon attacks results in an additional Loss , even if the target's Hull completely eliminated the damage.
4+	SET-UP	You maneuver an opposing ship into a hazard , such as a normally shorter range weapon, a field of debris, or even a floating rock. This stunt is considered a weapon attack , inflicting damage dice equal to half the SP spent (rounded down). The Set-Up can be evaded ; the TN is 10 + your Intelligence + Leadership focus (if any) + half the SP spent . <i>So if a character with Intelligence 2 and Leadership spends 5 SP on this stunt, the TN to evade the Set-Up is (10 + 2 + 2 + 2.5, rounded down to 2) or 16, and a failure on evasion test results in 2d6 damage to the target ship.</i>

2. Maneuvers

If a ship is not within range to use its weapons, it can execute all of the other steps of combat, but cannot effectively attack the opposing ship.

- Ships can shift their relative positions by one range band
- **Maneuver test**
 - If a ship wants to maintain the distance between it and a pursuing attacker, roll an **opposed Dexterity (Piloting) test** between the ships, with the smaller ship getting a +1 bonus per Size category smaller it is.
 - The winner gets to decide if the pursuer succeeds or not.
- **High-G Maneuvering**
 - Must make a maneuver test against relevant opposing ship to succeed
 - Adds from +1 up to +6 (**maneuver bonus**) to the maneuver test result and allows the ship to shift up to two range bands.
 - Everybody on the ship needs to take a **Constitution (Stamina) test** with **TN 8 + maneuver bonus**
 - Failure: Character suffers 1d6 penetrating damage per **maneuver bonus**
 - Success: Character suffers 1d6 penetrating damage per **half of maneuver bonus** (rounded down)
 - Characters with access to the juice can take Fatigued and Exhausted conditions first, before taking Injured or Wounded conditions.
 - If one ship is simply trying to escape from another, use Chase rules

Range bands

Long range (100 to 1,000 km or more)

At this distance self-guided **torpedoes** are the only really effective weapons, as other attacks are too easy to predict and doge under normal circumstances.

Medium range (5 to 100 km)

At this distance, direct fire weapons like **rail guns** are effective, whereas they are fairly easy to evade at longer ranges.

Close range (5 km or less)

At this distance, a ship's **point defense cannons** (PDC) make effective ship-to-ship weapons for close quarters battle.

3. Electronic Warfare

OPPOSED ELECTRONIC WARFARE TEST = INTELLIGENCE (TECHNOLOGY) + SENSORS VS. TN 11

The winner among the competing ships, in this opposed test, gets a **bonus** equal to half the **Drama Die** (round up). This bonus can be applied to/divided between these two options:

- All defensive actions
- The TN to evade attacks from this ship, this round

Character in Sensor Control decides how this is divided.

4. Weapon Attacks

WEAPON	RANGE	DAMAGE
GRAPPLERS	Close (< 1km)	-
POINT DEFENSE CANNON (PDC)	Close (< 5km)	2d6
RAIL GUN	Up to Medium	3d6
TORPEDO	Up to Long	4d6
PLASMA TORPEDO	Up to Long	3d6

Targeted Weapon Attacks

Weapon attacks can be targeted for a specific Loss. In these cases, a successful attack is reduced by only half of the target's Hull score (round down after rolling Hull total), but the attack cannot cause any effect greater than the intended loss, and therefore cannot take out the target ship.

Weapon specifics

Grapplers

- Inflict no damage but locks two ships together
- When one ship moves, the other ship moves with it
- When moving while grappled, the ship is treated as having a Size category equal to 1 greater than the Size of the larger of the two ships
- Grappled ships cannot evade each other

Point Defense Cannons (PDCs)

- Mainly for defense
- If PDCs are used to attack this round, TN for any Point Defense test increases by +2.
- 1 PDC covers 180°, so 2 PDCs is needed to cover the whole ship

Rail Guns

- Mounted directly to ship, so ship needs to be maneuvered for a target to be directly in the rail gun's firing arch, for an attack to hit

Torpedoes

- Plasma torpedoes also reduce Hull score by one category
- Torpedo acceleration:
 - Fired at Close Range: arrives the same round
 - Fired at Medium Range: arrives at step 4. Weapon Attacks next round
 - Fired at Long Range: arrives at step 4. Weapon Attacks in 2 rounds
 - However, the longer range, the harder to evade
- When trying to run from a torpedo, use Chase rules:
 - Treat torpedo as a Size Tiny ship, with +2 to chase tests and Drama Die results for Chase Total
 - Chased ships start with Chase Total: 2 for Close, 5 for Medium, and 10 for Long Range
 - No success threshold (!!) = impossible to outrun a torpedo

5. Defensive Actions

There are two defensive actions, and a ship can do both during one turn.

Evasion

EVASION TEST = DEXTERITY (PILOTING) VS. TN 10 + ATTACKING SHIP'S SENSORS

Don't forget Command- and Electronic Warfare-bonuses!

Torpedoes:

- Close Range: Normal Evasion test rules
- Medium Range: TN 12 + Attacking ship's Sensors
- Long Range: Instant hit! Cannot evade

High-G Maneuvers:

- Pilot can make high-g maneuvers to avoid attacks
- Use same rules as in step 2. Maneuvers
- The **maneuver bonus** can then be applied to the evasion test
- But! The **maneuver bonus** will also be applied to other ships evading attacks from this ship, this turn

Point Defense

POINT DEFENSE TEST = 3D6 + SENSORS VS. TN 10 + ATTACKING SHIP'S SENSORS

Don't forget Command- and Electronic Warfare-bonuses!

Only works for torpedo-attacks.

If the defending ship has used its PDCs to attack this round, the TN is increased by +2.

6. Attack Damage

1. Roll attack damage, according to the table in step [4. Weapon Attacks](#).
2. Subtract Hull score from damage total.
 If the ship's score is rated in a number of dice, roll that many dice, add together, and subtract the total from the damage.
3. Apply loss conditions to the ship to further reduce the damage by 1d6 or 2d6.
4. If any damage remains, the ship is taken out.

Hull Exceptions

- A targeted weapon attack halves the target's Hull total (after the dice are rolled), rounded down. However, it cannot inflict more damage than its intended loss.
- A plasma torpedo treats the target's Hull score as one category lower, see table.

SIZE CATEGORY	LENGTH	HULL	CREW (min / opt)	EXAMPLE
Tiny	5 m	1	1 (2)	Breaching pod
Small	10 m	1d3	1 (2)	Shuttle or skiff
Medium	25 m	1d6	2 (4)	Ship's boat, drop ship
Large	50 m	2d6	4 (16)	Frigate
Huge	100 m	3d6	16 (64)	Destroyer
Gigantic	250 m	4d6	64 (512)	Cruiser
Colossal	500 m	5d6	256 (2,048)	Battleship
Titanic	1 km+	6d6	1,024 (8,192)	Colony generation-ship

Losses

Loss conditions may stack, but a ship cannot take the same loss condition more than 6 times total.

To determine a loss condition randomly, roll 1d6 on the following Spaceship Loss Condition table. Re-roll results of 5 if the ship has no weapons.

D6 ROLL	NORMAL LOSS	SERIOUS LOSS
1	Collateral	Reactor Offline
2	Hull	
3	Maneuverability	
4	Sensors	Weapon Offline (if no weapons, Reactor Offline is the only option)
5	Weapons	
6	Re-roll	

For **1d6 damage reduction**, choose two of the following conditions:

COLLATERAL	Crew member in one compartment of the ship suffer 1d6 damage . If there are crew members in multiple areas, the GM chooses which area(s) are affected.
HULL	Damage to the hull imposes a -1 penalty on Hull score totals (after dice are rolled).
MANEUVERABILITY	Damage to the ship's thrusters or navigation imposes a -1 penalty on Dexterity (Piloting) checks .
SENSORS	Damage to the ship's sensors reduces its Sensors score by 1 .
WEAPONS	Damage to the ship's weapons imposes a -1 penalty to the target numbers to evade attacks with those weapons <u>and</u> -1 to the weapon's damage .

For **2d6 damage reduction**, choose four of the previous conditions, OR one of the following:

REACTOR OFFLINE	Damage to the ship's reactor or power systems takes the main drive offline; the ship is incapable of high-g maneuvers and suffers a -2 penalty to evasion defensive actions.
WEAPON OFFLINE	Damage leaves one of the ship's weapon systems non-functional. The GM may choose or roll randomly to determine the affected weapons.

Taken Out

Similar to when a character is taken out, the attacker chooses the condition of the taken out ship, ranging from Crippled and Helpless to Destroyed outright.

Rolling Over

Again, as in personal combat, a ship can choose to roll over. This is the ship captain's decision. A ship can only roll step 6. Attack Damage, although this can be after step 5. Defensive Actions.

7. Damage Control

DAMAGE CONTROL <u>ADVANCED</u> TEST = INTELLIGENCE (ENGINEERING) VS. TN 11
SUCCESS THRESHOLD = 5 FOR ONE LOSS, 10 FOR TWO LOSSES, ETC.

Damage control during combat cannot eliminate Collateral or Hull losses.