

Common Skill Modifiers

MANEUVERS	RANGE	POSTURES
<i>Aim</i> +Acc (1 second), +1 (2 second), +2 (3 or more seconds)	0 Close (0-5 yds)	0 Standing, normal defense
<i>All-Out Attack</i> +4 Melee, +1 Ranged	-3 Short (6-20 yds)	-2 Crouching, normal defense
<i>Committed Attack</i> +2 Melee	-7 Medium (21-100)	-2 Kneeling or Sitting, -2 defense
<i>Evaluate</i> +1 per turn (max. +3)	-11 Long (101-500)	-4 Crawling or Lying Down, -3 defense
<i>Move and Attack</i> -4 Melee (max. skill of 9), -2 Ranged (or weapon's Bulk)	-15 Extreme (501+)	
HIT LOCATIONS * additional -2 to disarm	RAPID FIRE	KNOCKBACK
0 Torso	+1 5-8 shots	Knockback depends on basic damage rolled before subtracting DR. For every full multiple of the target's ST-2 rolled, move the target one yard away from the attacker. If the target has ST 3 or less, knockback is one yard per point of basic damage! If the target has no ST score at all (like a wall), or is not resisting, use its HP instead.
-2 Arm, Leg	+2 9-12 shots	Anyone who suffers knockback must attempt a roll against the highest of DX, Acrobatics, or Judo. If he is knocked back more than one yard, he rolls at -1 per yard after the first. On a failure, he falls down.
-3 Vitals, Groin (Pelvis), Weapon* (C/pistol)	+3 13-16 shots	
-4 Hand, Foot, Weapon* (1/carbine)	+4 17-24 shots	
-5 Neck, Face, Skull (from behind), Weapon* (2/rifle)	+5 25-49 shots	
-7 Skull, Face (from behind)	+6 50-99 shots	
-8 Chink in Torso Armor	+7 100-199 shots	
-9 Eye	+8 200-299 shots	
-10 Chink in non-Torso Armor	+9 300-399 shots, etc.	

TASK DIFFICULTY	EQUIPMENT (technological/other)	TIME SPENT
+10 Automatic 0 Average (<i>adventuring</i>)	-10/-5 None	Extra Time: 2x as long gives +1, 4x gives +2, 8x gives +3, 15x gives +4, and 30x gives +5.
+8/+9 Trivial -1 Unfavorable	-5/-2 Improvised	Haste: -1 per 10% less time taken.
+6/+7 Very Easy -2/-3 Very Unfavorable	0 Basic (default)	CRITICALS
+4/+5 Easy -4/-5 Hard	+1 Good-quality	3 or 4 is always a critical success/hit.
+2/+3 Very Favorable -6/-7 Very Hard	+2 Fine-quality	5 is a critical success if your effective skill is 15+.
+1 Favorable -8/-9 Dangerous	+TL/2 Best possible (round down)	6 is a critical success if your effective skill is 16+.
		A roll of 18 is always a critical failure/miss.
		A roll of 17 is a critical failure if your effective skill is 15 or less; otherwise, ordinary failure.

"QUICK AND DIRTY"

Every complication added to a task's description as an adjective/qualifier imposes a cumulative -1.

Examples: -3 on a "slimy, twisting, smoke-obscured path," -2 on a "very icy" ledge, etc.

DEFAULTS: Attribute -5 or Skill -3

BASE SKILL LEVELS

7 or less Unskilled (default users)	17-19 Heroic (extraordinary world-class experts)
8-9 Feeble (beginners, bumbler)	20-21 Larger-than-Life (top experts from history)
10-11 Average (non-job skills for ordinary folks)	22-23 Legendary ("typical" mythic figures)
12-13 Competent (job skills for ordinary folks)	24-26 Superhuman (outstanding mythic figures)
14-16 Exceptional (most seasoned of ordinary)	27+ Godlike (greatest mythic figures, gods)

Critical hit: Target gets no active defense. Roll on Critical Hit/Critical Head Blow table

Critical success on a defense roll:
Melee, attacker goes to Critical Miss Table.
Ranged, thrown weapon can be caught.

Critical miss, Attack: Attacker rolls on the Critical Miss Table.

Critical fail, Block: Defender's shield unreadies.

Critical fail, Dodge: Defender falls prone.

Critical fail, Parry: Defender rolls on Crit. Miss.

MANEUVERS

AIM (1 hex): Aim a Ranged weapon/attack to get its Acc bonus (additional +1 for two turns, +2 for three or more turns). (No movement with a braced two-handed weapon.)	DEFENSIVE ATTACK (1 hex): -2 damage (Melee only) – but +1 to Parry or Block (not Dodge), or +2 to DX roll to avoid falling if kicking. Foe gets +1 to defend against grabs/grapples.
ALL-OUT ATTACK (1/2 Move): +4 to hit for Melee or +1 for Ranged, or two Melee attacks on the same target, or +2 Melee damage, or one feint/one attack – but NO DEFENSE for the rest of your turn!	DO NOTHING (0): Take no action. Active Defenses at -4 if suffering Stun (roll HT/IQ at end of turn).
ALL-OUT DEFENSE (1 hex): +2 to one Active Defense until next turn, or attempt two different defenses against one attack. (Half Move allowed if choosing +2 to Dodge.)	EVALUATE (1 hex): Study a foe prior to a Melee Attack or Feint for a +1 bonus per turn spent Evaluating (max. of +3).
ATTACK (1 hex): Attack a target (within range) unarmed or with a ready weapon (-4 for "off hand" weapon attacks without Ambidexterity, Trained by a Master/Weapon Master, etc).	FEINT (1 hex): Fake an attack to lower your target's active defense or next attack roll by your Margin of Success. Contest of your attacking skill against target's highest combat skill or DX.
CHANGE POSTURE (0): Switch between standing, sitting, kneeling, crawling, prone, or lying face up (lying/prone to standing takes two turns).	MOVE AND ATTACK (Full Move): Move and still attack at a penalty – for Ranged, the worse of -2 or weapon's Bulk; for Melee, -4 (and a maximum skill of 9). -2 on rolls to avoid falling.
CONCENTRATE (1 hex): Focus on a mental task. Roll Will-3 to maintain if injured, knocked down, take an active defense, etc.	MOVE (6 hexes): Do nothing but move (+1 hex after a full turn of running).
COMMITTED ATTACK (1 hex): +2 to hit or +1 damage (Melee only) – but -2 to defenses (no Parry with the hand you attacked with, no Dodge if you kicked. Cannot Retreat). Move 2 hexes, at -2 to hit.	READY (1 hex): Reload or prepare a weapon or other item, adjust reach, etc.
	WAIT (var): Hold your action for a specific trigger, then take an Attack, All-Out Attack, Feint, or Ready maneuver as normal.

REACTION TABLE

Roll 3 dice and apply any reaction modifiers.

0 or less: Disastrous. The NPC hates the characters and will act in their worst interest. Nothing is out of the question: assault, betrayal, public ridicule, or ignoring a life-or-death plea are all possible.

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1 to 3: Very Bad. The NPC dislikes the characters and will act against them if it's convenient to do so: attacking, offering grossly unfair terms in a transaction, and so on.

4 to 6: Bad. The NPC cares nothing for the characters and will act against them (as above), if he can profit by doing so.

7 to 9: Poor. The NPC is unimpressed. He may make threats, demand a huge bribe

10 to 12: Neutral. The NPC ignores the characters as much as possible. He is totally uninterested. Transactions will go smoothly and routinely, as long as protocol is observed.

13 to 15: Good. The NPC likes the characters and will be helpful within normal, everyday limits. Reasonable requests will be granted.

16 to 18: Very Good. The NPC thinks highly of the characters and will be quite helpful and friendly, freely offering aid and favorable terms in most things.

19 or better: Excellent. The NPC is extremely impressed by the characters, and will act in their best interests at all times, within the limits of his own ability – perhaps even risking his life, wealth, or reputation.

MORALE CHECKS

The GM can make a reaction roll during a fight as a "morale check." A "Good" or higher reaction indicates flight or surrender, as appropriate.
+1 to +5 if the PCs seem notably stronger than the NPCs.
-1 to -5 if the PCs seem notably weaker than the NPCs.
-2 if the PCs have no language in common with the NPCs.
-2 if the PCs are intruders on the NPCs' home turf.

Object/Vehicle HP & DR

Calculate HP as 4 x (cube root of empty weight in lbs.) for Unliving objects and 8 x (cube root of empty weight in lbs.) for Homogenous or Diffuse ones.

Material	DR/Inch
Aluminum	20-30
Brick	5-8*
Concrete	6-9*
Concrete, reinforced	10-12*
Glass, window	5-8
Glass, reinforced	10-20
Iron	40-60
Sandbags	3n
Steel, mild	50-60
Steel, hard	60-70
Stone	8-13*
Wood	0.5-1*

TIME USE

Assume 50 hours free time/week if working, 90 if not.

Automatic 4 hours/day of Cultural familiarity and Language skill in foreign environments.

* Every 4 hours working a job, 2 hours of self-teaching, 1 hour of education, or 0.5 hour of intensive training counts as 1 hour toward learning a skill. 200 h: 1 skill pt

STUN POINTS

In Supers and truly over-the-top Action and Martial Arts campaigns, the GM may want to let everyone have Stun Points (SP that are N times HP N= 5 works well.

Injury is compared to HP/2 HP/3 etc as usual to determine stun knockdown, and crippling. But while the character is conscious, losses come off SP with only 1/N of that rounded down coming off HP.

Unconsciousness is automatic after any attack takes SP to 0; SP can't go negative. At that point further injury comes off HP at full value which can lead to death

Example: The Incredible Sponge has ST 15 in a campaign that uses HP = ST and SP = 5xHP; she has HP 15. SP 75.

Optional: Power Points are Stun Points that can be used as Fatigue Points for the sole purpose of powering special abilities. Recover PP/FP per 10 minutes.

ATTACK/DEFENSE OPTIONS

Retreat: *Once* during your turn, move 1 hex away from a Melee attacker for a +3 to Dodge, or to any Boxing, Judo, Karate, or fencing Parry; or +1 to any other Active Defense.

Dodge and Drop: *Once* during your turn, drop prone for a +3 to Dodge against Ranged attacks

Deceptive Attack: -1 to foe's Active Defense for every -2 you take to your attacking skill (*min.* of 10).

Riposte: Take a penalty to your Parry (*min.* of 8), not including modifiers. If your Parry succeeds, and you attack using the parrying weapon next turn, apply the same penalty to your foe's Parry (if you parried hand or weapon), Block (shield), or Dodge (non-hand unarmed strike), or half that penalty to all other defenses.

Telegraphic Attack: +4 to hit with a Melee attack, but also +2 to target's Dodge.

Dual-Weapon Attack: Use both hands to make two attacks (including pistols), each at -4, to replace *one* normal attack. Off-hand at the usual -4 for weapon attacks. Can target separate foes (if adjacent for Melee). Foe defends at -1 if he is the target of both attacks.

Rapid Strike: Use one hand to make two attacks, *both* at -6, to replace *one* normal Melee attack. Can target separate foes.

Flurry of Blows*: Halve the penalty for Rapid Strike to -3 by spending 2 FP (1 FP *per attack*), or...

Mighty Blow*: Spend 1 FP to get the All-Out Attack damage bonus of +2 to a Melee Attack without losing defenses.

Heroic Charge*: Spend 1 FP during a Move and Attack to ignore the skill penalty and cap.

Feverish Defense*: Spend 1 FP to add +2 to a single Active Defense roll (except when All-Out Attacking)

Rapid Recovery*: Spend 1 FP to parry with an unbalanced weapon after an Attack, or any weapon after a Move and Attack.

* A critical failure on these rolls causes an additional 1 HP of injury to arm or leg, no DR

HIT LOCATIONS

3-4	Skull*	Wounding modifier is x4 , Knockdown rolls at -10 .
5	Face*	Knockdown rolls at -5 .
6-7	Right Leg	Pi++, Pi+, and Impaling x1 . Injury > HP/2 cripples limb (excess damage lost).
8	Right Arm	Pi++, Pi+, and Impaling x1 . Injury > HP/2 cripples limb (excess damage lost).
9-10	Torso	Default location, no modifiers.
11	Groin*	Knockdown rolls at -5 , double shock penalty (-8 maximum).
12	Left Arm	Pi++, Pi+, and Impaling x1 . Injury > HP/2 cripples limb (excess damage lost).
13-14	Left Leg	Pi++, Pi+, and Impaling x1 . Injury > HP/2 cripples limb (excess damage lost).
15	Hand	Pi++, Pi+, and Impaling x1 . Injury > HP/3 cripples (excess damage lost).
16	Foot	Pi++, Pi+, and Impaling x1 . Injury > HP/3 cripples (excess damage lost).
17-18	Neck*	Crushing x1.5 , Cutting x2 .
-	Eye*	Wounding modifier is x4 , Knockdown rolls at -10 . Injury > HP/10 blinds the eye.
-	Vitals*	Pi++, Pi+, Pi, and Impaling x3 . Crushing x1 but requires HT roll vs. knockdown.
-	Armor Chinks	Pi++, Pi+, Pi, and Impaling, on a successful hit, halve DR at location.
-	Weapon	-5: Reach "C," melee/pistol. -4: Reach 1 melee/carbine. -3: Reach 2+ melee/rifle. Disarm, additional -2 (see B400-401).

* A miss by 1 hits the torso

GROUP ROLLS

Target	% who succeed	Target	% who fail
3	1/200	11	1/3
4	1/50	12	1/4
5	1/20	13	1/6
6	1/10	14	1/10
7	1/6	15	1/20
8	1/4	16	1/50
9	1/3	17	1/100
10	1/2	18	1/200

GROUP COMBAT

A group of up to 10 combatants can face up to 10 opponents at a time. All their attacks are determined simultaneously with a single attack roll (+2 for 2-4 attackers, +4 for 5-6, +6 for 7-8 +8 for 9-10). Divide margin of success by 2, rounding down, for the number of extra attacks that connect. The basic chance of success before modifiers is the average of the attackers skill. A group of combatants can attempt to defend against successful attacks using the rule for rapid-fire : A successful defense roll avoids one hit, plus additional hits equal to margin of success. If the group has chosen All-Out Defense as its maneuver, it can also try to block or parry attacks it doesn't dodge. *

LOST HIT POINTS

< **HP/3**: Half Move/Dodge (round up).

0 HP or less: Also, make a HT roll every turn, at -1 per full multiple of HP below zero or pass out from any maneuver besides Do Nothing.

-1xHP: Also, make a HT roll or die! Roll again at every further multiple of HP.

-5xHP: You die immediately.

INJURY

Shock: Whenever you suffer injury, reduce DX and IQ by the number of HP lost (max. penalty -4) on your next turn only. This affects DX- and IQ-based skills (attack rolls, recovery from mental stun, etc.), but not active defenses or other defensive reactions (resistance rolls, DX rolls against knockback).

Major Wound: A single injury of > HP/2, or a crippling wound. Roll HT to avoid:

Knockdown and Stunning: A Major Wound or damage to the head or vitals. Roll HT to avoid stun, falling, and dropping anything in hand. →

-5 Major Wound to face, vitals, groin

-10 Major Wound to skull or eye

+3 High Pain Threshold; -4 Low Pain

Stunned: Must Do Nothing on next turn. All active defenses at -4, cannot retreat. Roll vs. HT (or IQ) at the end of each turn to act normally.

Mortal Wounds: Failing a HT roll to avoid death by 1 or 2. Incapacitated, possibly unconscious. Failing any further HT rolls kills you. Make a HT roll every half hour.

Failure, you die.

Success, roll again in a half hour.

Critical Success, no longer mortally wounded (though still incapacitated).

Bleeding: At the end of every minute after being wounded, make a HT roll at -1 per 5 HP lost.

Failure, lose 1 HP (3 HP on **Critical Failure**).

Critical Success, bleeding stops. Three consecutive **Successes**, bleeding stops.

LOST FATIGUE POINTS

< **FP/3**: Half Move, Dodge, and ST (round up). No effect on HP/damage).

0 FP or less: Also, make a Will roll to attempt any maneuver except Do Nothing or become incapacitated until your FP become positive. (On a critical failure, roll vs. HT or have a heart attack and die in HT/3 minutes without CPR.) Lose 1 HP for each FP lost.

-1xFP: You fall unconscious immediately until FP become positive. Any further FP loss comes off of HP. Recover at the usual **1 FP/10 minutes**. (5 minutes if Very Fit.)

WOUNDING MODIFIERS

x0.5: Small Piercing (pi-)

x1: Crushing (cr), Piercing (pi)

x1.5: Cutting (cut), Large Piercing (pi+)

x2: Impaling (imp), Huge Piercing (pi++)

HIKING

Hiking speed on foot is Basic Move, reduced for encumbrance, injury, and exhaustion. Miles/day: 10xMove.

Terrain & weather modifiers:
Very Bad: x0.20.
Bad: x0.50.
Average: x1.00.
Good: x1.25.

Rain: 1/2 off-road speed.
Snow: 1/2 in any, or 1/4 if deep.

FP/Hour
No Encumbrance: 1 FP.
Light Encumbrance: 2 FP.
Medium Encumbrance: 3 FP.
Heavy Encumbrance: 4 FP.
Extra-Heavy Encumbrance: 5 FP.

SIMPLE MAGIC SYSTEM

Magic use depends on a single core skill, typically Ritual Magic or Thaumatology. Roll vs Skill minus total difficulty modifiers for a spell's Range, Duration, Target and Effect, as noted below.

To determine difficulty modifiers and fatigue costs when casting a spell or power, add up the modifiers from the relevant difficulty categories for each of the spell's components: Range, Duration, Target and Effect.

Fatigue costs and difficulties may vary per campaign setup, mana level, advantages, etc.

Casting a spell usually requires 1 second of the Concentrate maneuver, then 1 second to cast the spell (roll vs Skill adjusted with modifiers).

Very Easy & Easy Spells:

No modifier, costs 1 FP total regardless of how many components apply.

Short Range (touch)

Short Duration (one round)

Single Target (one creature/object)

Cantrips/Orisons, See Auras, Speak Languages, Burning Touch

1d Damage or 2d Knockback / Minor Status Effect

Moderate & Difficult Spells:

-2 modifier, -2 FP per component

Medium Range (bowshot)

Medium Duration (several rounds)

Medium Area (several people)

Charm People, Mystic Armor, Heal Wounds, Fire Ball, Polymorph

3d Damage or 5d Knockback / Medium Status Effect

Very Difficult Spells:

-3 modifier, -3 FP per component

Long Range (sight)

Long Duration (entire scene/encounter)

Large Area (crowd)

Resurrection, Group Teleport, Earthquake.

Anti-magic Zone

5d Damage or 7d Knockback / Major Status Effect

Heroic Spells:

-5 modifier, -5 FP per component

Any Range, Duration, Area & Effect

Wish, Miracle

Concentrate : +1 Effective Skill per second, up to a maximum bonus of +3 after three seconds.

If your effective skill with a spell is 15 or higher, reduce the cost to cast the spell by 1. If you have skill 20 or higher, reduce the cost by 2. Cost continues to decrease by 1 per full five skill levels beyond skill 20. Apply the same reduction to the cost to maintain a spell.

failure by 5+ means you pass out.

Optionally, for less versatile magic all spells created using this method that are not learned as separate skills suffer a -4 "improvised" penalty.

CEREMONIAL MAGIC

If you can cast a spell at skill 15+ and have willing assistants, you may lead a ritual to cast the spell with increased energy.

Multiply casting time by 10. Energy cost does not change, but your assistants can contribute energy as follows:

- Each mage who knows the spell at level 15+: as much energy as he wishes to contribute.
- Each non-mage who knows the spell at level 15+: up to 3 points.
- Each mage who knows the spell at level 14 or lower: up to 3 points.
- Each unskilled spectator who supports the casting (by chanting, holding candles, etc.): 1 point, to a maximum of 100 points from all spectators.

If the total energy from all sources exceeds the cost to cast the spell, you receive a skill bonus.

Extra 20% : +1
40% +2
60% +3
100% +4

Add another +1 per additional 100% of energy.

At the end of the ritual, make a skill roll to cast. Apply all modifiers for magic use. All contributed energy is spent.

* The participants can continue to provide energy to maintain the spell indefinitely.

Space Opera Combat System (SOCS) - Summary

CHARACTER TYPES

MAJOR CHARACTERS: These individuals are crucial to the plot, including all player characters (PCs).

MINOR CHARACTERS: Less significant to the plot, minor characters rarely harm major characters unless it's essential for the storyline.

Minor characters lack manual overrides and typically perish during combat (though "good guy" minor characters get to dramatically yell, "I'm hit!" before crashing).

SHIP TYPES

FIGHTERS: Small spacecraft equipped with fixed-mounted weapons.

CUTTERS: Medium-sized spacecraft with limited weaponry.

SHIPS OF THE LINE: Large, heavily-armed spacecraft.

Unarmed ships fall into three categories: Shuttles, Yachts, and Freighters.

PRE-COMBAT GAME MECHANICS

MANEUVER RATING (MR): Reflects a ship's engine power, structural strength, angular momentum, gravcompensator efficiency, crew stamina, and related factors.

HIT LOCATIONS: Except for fighters, each ship must be divided into hit locations by the GM. Weapon mounts, turrets, engine rooms, pods, and nacelles are examples of hit locations.

WEAPON ATTRIBUTES

FIREPOWER: Derived from GURPS Space rules or from levels below.

RANGE: Either "short" or "long."

ACCURACY: Modifies Gunner skill.

FIREPOWER LEVELS: (levels 1-3 common)

1-COSMETIC: Blisters paint.

2-LIGHT: Causes the target to lose its next turn, die-roll bonuses, and initiates continuing damage.

3-HEAVY: Destroys fighters instantly and completely disables other ships. Minor characters may die due to this level of damage.

4-GREAT: Vaporizes the target, resulting in the death of all minor characters and potentially major characters.

5-EXTREME: Atomizes the vapor, leading to the demise of everyone involved (assuming no armor or force shields).

COMBAT

Turns are typically 10 seconds long (modifiable by the GM).

3 ranges between ships:
SHORT RANGE: All weapons usable.
LONG RANGE: Only long-range weapons usable.
OUT OF RANGE: No combat allowed.

TO-HIT MODIFIERS:
FIGHTERS: +0 to be hit. Smaller targets: -1 or worse.
CUTTERS: +2 to be hit.
SHIPS OF THE LINE: +4.
SPACE STATIONS: +6.
PLANETS: Automatic unless targeting specific hit locations.

AIMING BONUSES (ABs):
POSITION AB: Gained by the pilot for all guns.
SUSTAINED FIRE AB: Gained by the gunner for each gun (accumulates at +1 per turn of firing on a specific target).
SNAP SHOTS (firing without ABs): -5 penalty.

TURN SEQUENCE:
1. Fire Phase:
Weapons fire, and ships dodge.

2. Maneuver Phase:
Pilots choose maneuvers.
Roll for maneuvers.
GM determines maneuver effects.

FIRE PHASE

Gunners roll against Gunner skill + weapon Accuracy + (total ABs or snapshot penalty).

Successful rolls hit and deal damage based on Firepower.

Dodges reduce damage by one level (e.g., "light" becomes "cosmetic").

Dodging does not affect ABs.

MANEUVER PHASE

Each pilot selects one maneuver:

FLY STRAIGHT:

No effect on Position or Sustained Fire Aiming Bonuses (ABs).

MANEUVER OFFENSIVELY:

Possible only against ships without Position AB on you.

Sustained Fire ABs earned by your ship's gunners are lost (unless the pilot is also the gunner, which is usually the case for fighters).

Success increases your Position AB by 1. Critical success doubles your Position AB or changes it from 0 to 2.

Critical failure reduces Position AB to 0.

MANEUVER DEFENSIVELY:

All ABs earned by your craft and its crew are reduced to 0.

Designate one enemy ship or weapon:

Success lowers that ship's Position AB or gunner's Sustained Fire AB by 1.

Critical success reduces that AB to 0.

Critical failure doubles that AB.

GO TOTALLY DEFENSIVE: Similar to Maneuver Defensively but against all foes.

Your ship's gunners may not fire at all in the next turn.

REVERSAL: Used against a foe choosing Maneuver Offensively.

Both pilots roll a Quick Contest of (Piloting skill + ship's MR).

Winner gains effects of a critical success on Maneuver Offensively (for attacker) or Maneuver Defensively (for defender).

Critical success by attacker allows gunners to automatically hit on the next turn. Critical success by defender swaps positions and ABs.

THE FURBALL

If there are more than a half-dozen craft in the combat, not paired off into neat dogfights, then a "furball" has formed. Any critical failure on a Piloting roll causes a collision with a random ship.

A perception roll (against Electronics Operation: sensors, Vision, or another appropriate skill) must be made by any gunner AFTER making a "snap-shot" attack - failure indicates the gunner fired on a friend.

FOLLOW THE LEADER:

Pilot enters a hazard-filled area.

Pilots roll against Piloting + ship's MR (minus lead pilot's chosen penalty).

Critical success adds 1 to chaser's Position AB or subtracts 1 from each chaser's Position AB if lead pilot critically succeeds.

Failure lowers chaser's Position AB to 0 or adds 1 to each chaser's Position AB if lead pilot fails.

Critical failure destroys the pilot's ship.

Chasers with Position AB of 0 lose the lead pilot.

Ships of the line cannot "follow-the-leader."

UNORTHODOX TACTICS:

Ships of the line may attempt seemingly suicidal tactics based on hidden knowledge.

Effectiveness proportional to real danger and GM's ruling.

- Cutters cannot gain Position AB on fighters or dodge their attacks.

- Ships of the line cannot gain Position AB on Fighters or Cutters or dodge their fire.

Other maneuvers exist; their effects are determined by the GM. New maneuvers may have more spectacular effects than older ones.

Maneuvers are rolled against the pilot's Piloting skill + ship's MR. The exception is "Go Totally Defensive," which is rolled against Piloting.