

Detection Rules

In detection scenarios, there are two sides. The detector and the target. To determine the difficulty of a check to detect a hidden ship, the target starts with the base difficulty below and modifies it according to the equipment and traits associated with the ship. An operator on the detector can then make a computers check (or a new cunning based skill called Scanning, with a free one step downgrade) against the difficulty to determine if they can spot the ship.

Silhouette	Base Difficulty
1	PPP
2-3	PP
4-5	P
6	-
7+	Automatic success

Heat / Engine Status

Condition	Effect
Coasting (engines cold)	Upgrade once
Engines on (normal burn, facing away)	No change
Engines high burn (facing away)	Downgrade twice
Engines high burn (facing towards)	Automatic success
Basic heat sinks	Upgrade once
Advanced heat sinks	Upgrade twice

Light / EM / Active Emissions

Condition	Effect
Emission Control (EMCON)	No change
Active Transponder	Automatic success
Active RADAR / LIDAR	Automatic success
Basic stealth coating	Upgrade once
Adaptive stealth coating	Upgrade twice

Distance Factors

Distance	Effect
Short	Downgrade Twice
Medium	Downgrade once
Long	No change
Very Long	Upgrade once
Strategic	Upgrade twice